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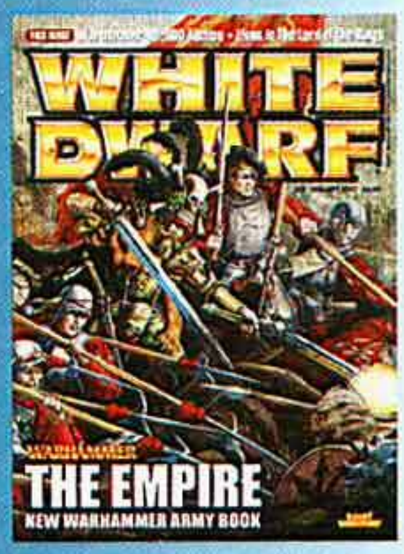
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EDITORIAL





The Empire march to war this month, their strength and ingenuity a wonder to all the world!

We Dwarfs are a proud folk, but we know that our kingdom is not as mighty as it once was. So we are grateful to the Men of The Empire, descendants of Sigmar Heldenhammer and his followers, who, in ages past stood shoulder to shoulder with us to smash the greenskin menace and drive them into the dark places of the world. Now our allies have the largest of all manling kingdoms, a vast realm where wizards strive to unlock the secrets of the universe, engineers create dangerously new-fangled contraptions (not as good as tried-and-tested Dwarf craft, if you ask me) and noble counts struggle as much with each other for power and influence as they do with the beasts of the wilds.

Empire armies boast knights, cannons, rockets, monsters and other wonders, magical, mechanical and natural, but the heart of their strength lies in their infantry. Armed with halberd, sword, spear or gun, they may not be as tough as Dwarfs, but they are skilled at supporting one another on the battlefield, with tactics that allow units to counter-attack or fire on another regiment's foes. Oh, the Men of The Empire are friends to the Dwarfs indeed! (Apart, that is, from the Elector of Stirland, who still owes me a drink).

Grombrindal, The White Dwarf

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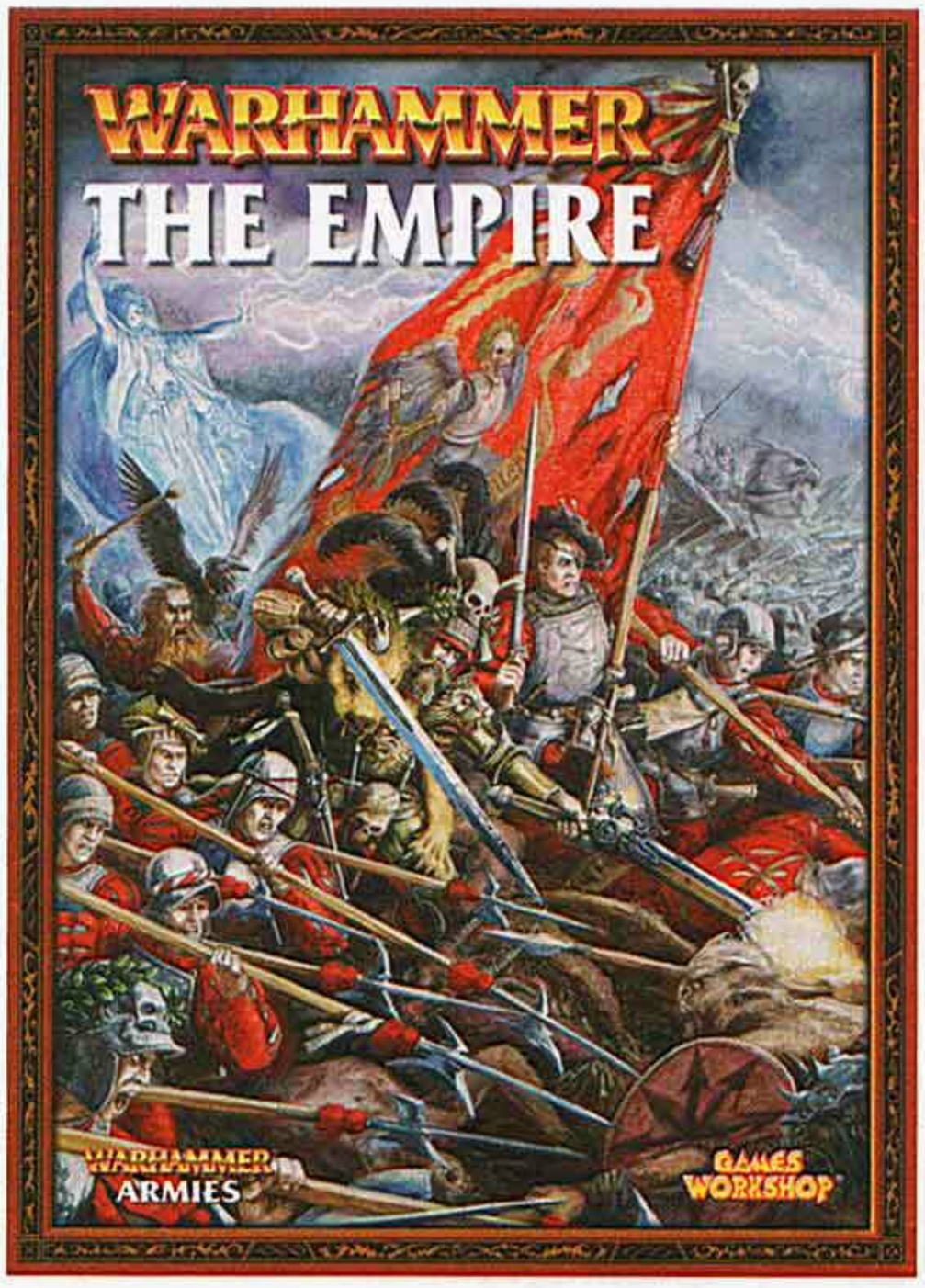
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>>> SEE PAGE 18 FOR MORE INFORMATION ON THE EMPIRE

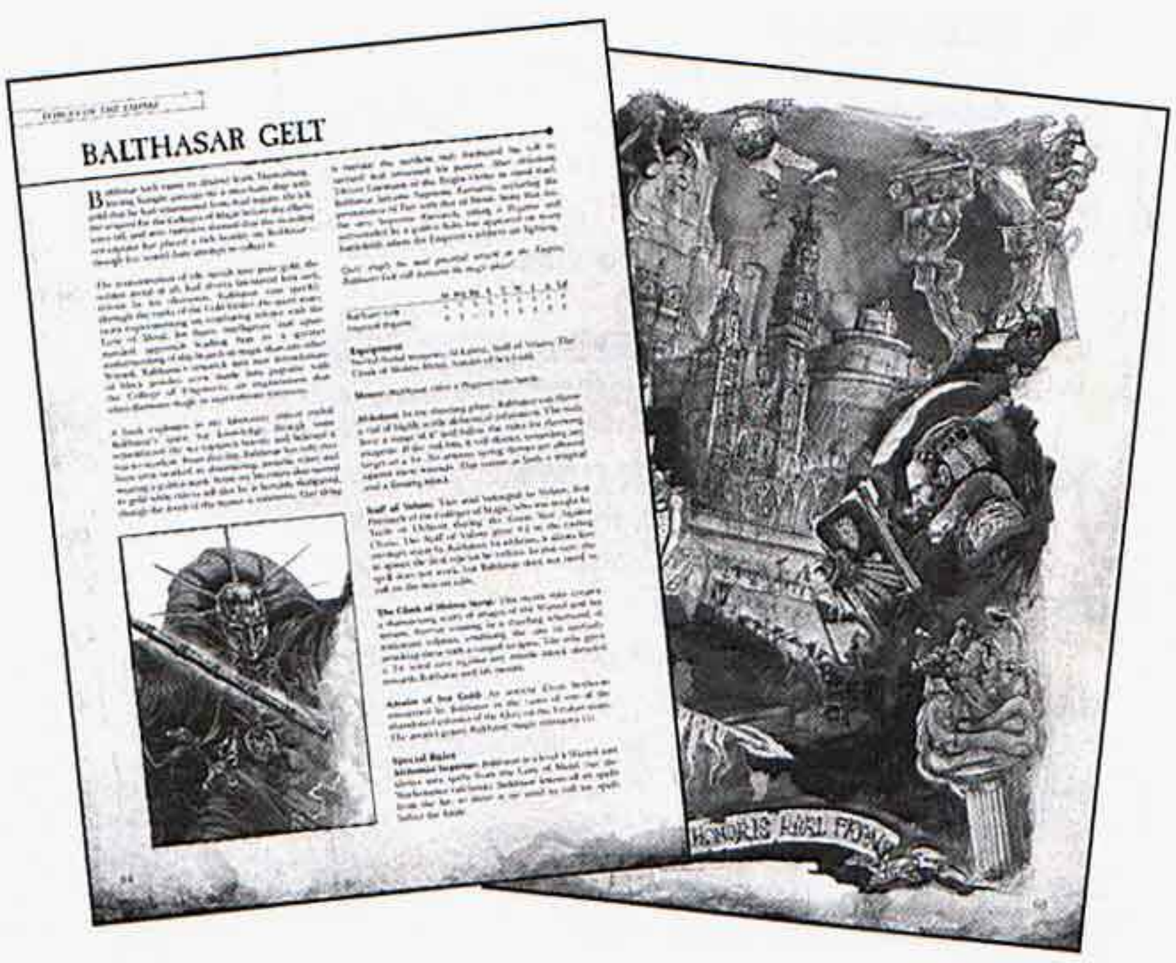
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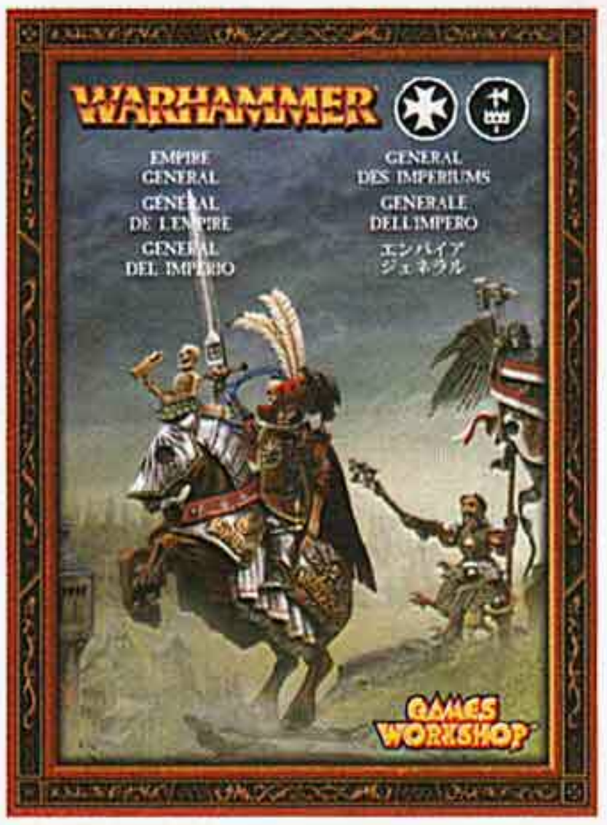
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>>> SEE PAGE 68 FOR AN EXHAUSTIVE MODELLING GUIDE FOR THIS KIT.



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This blister pack contains 1 metal Empire Warrior Priest.

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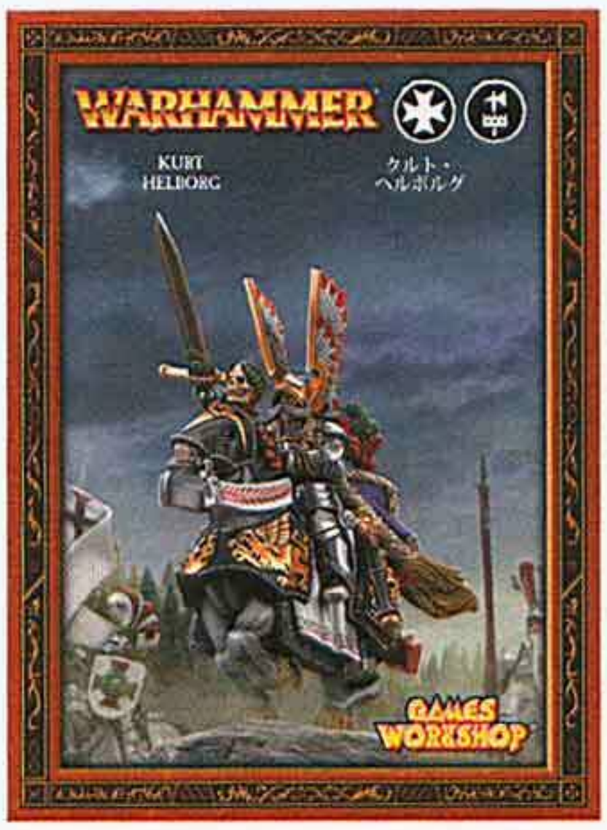
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>>> SEE KURT HELBORG IN ACTION IN OUR EMPIRE BATTLE REPORT ON PAGE 30.

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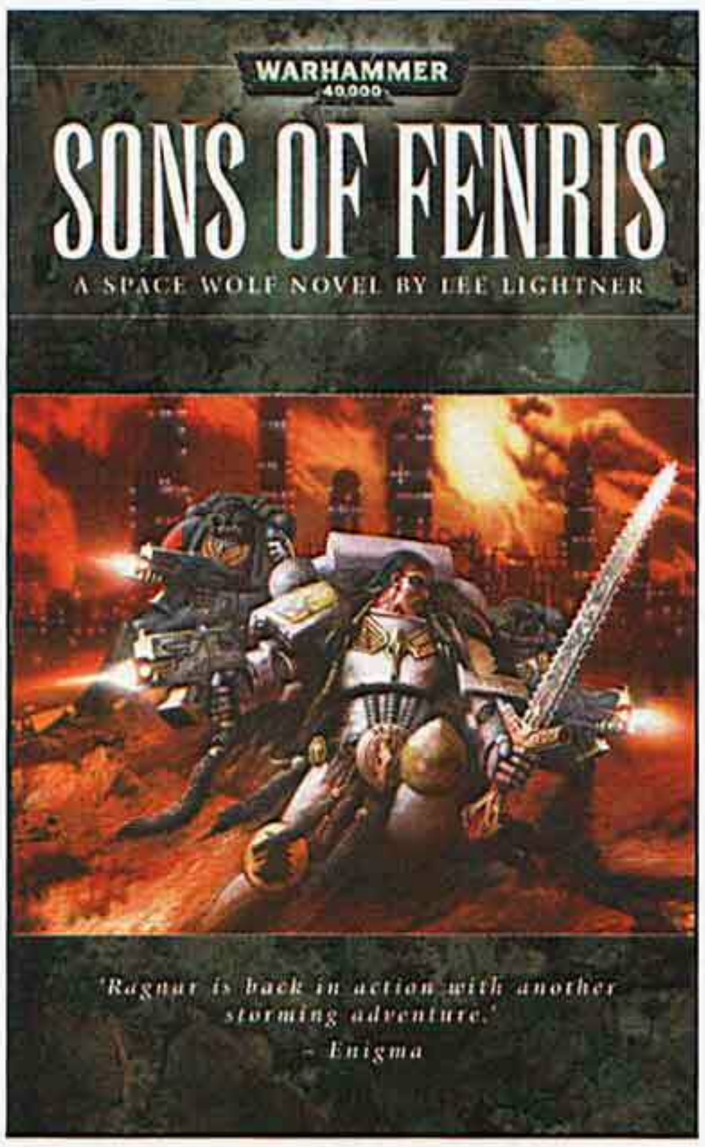
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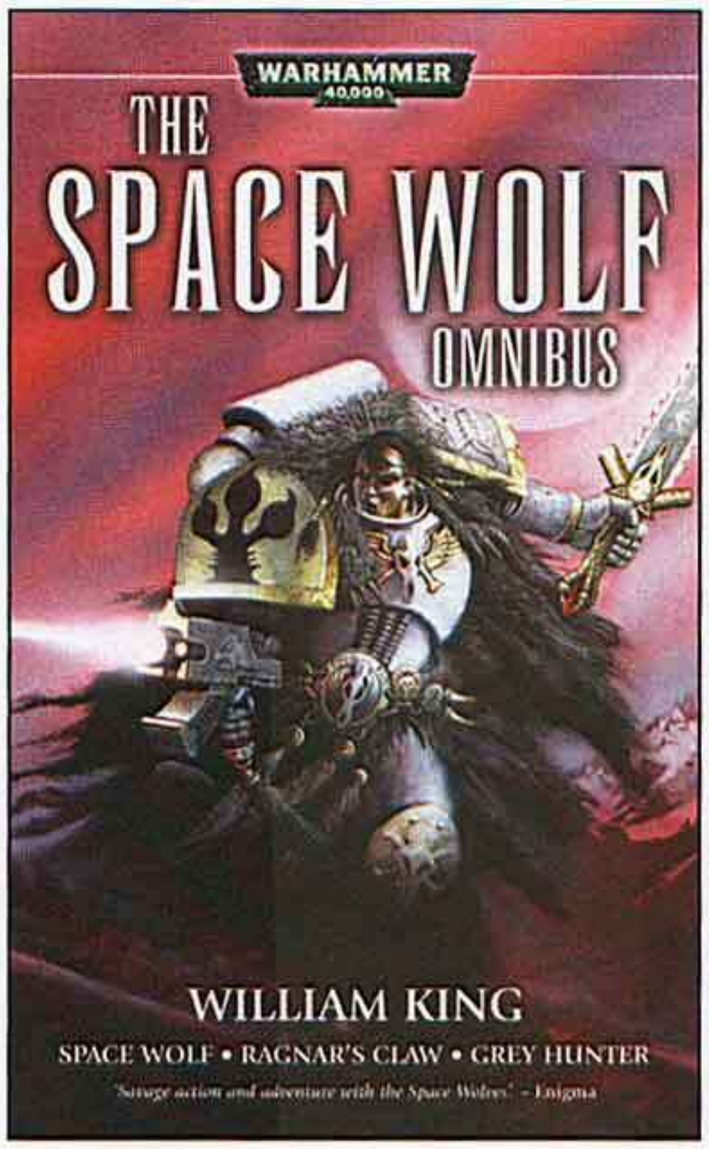
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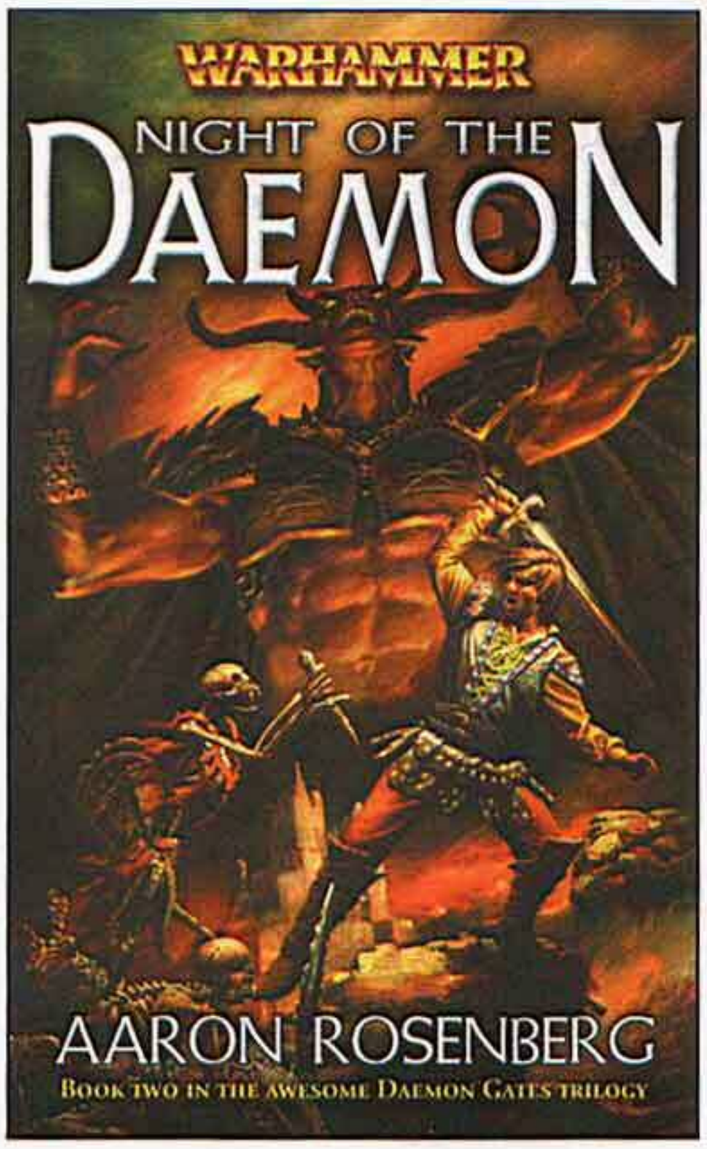
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Model designed by Daren Parrwood. Crew sculpted by Simon Egan and Mark Bedford.

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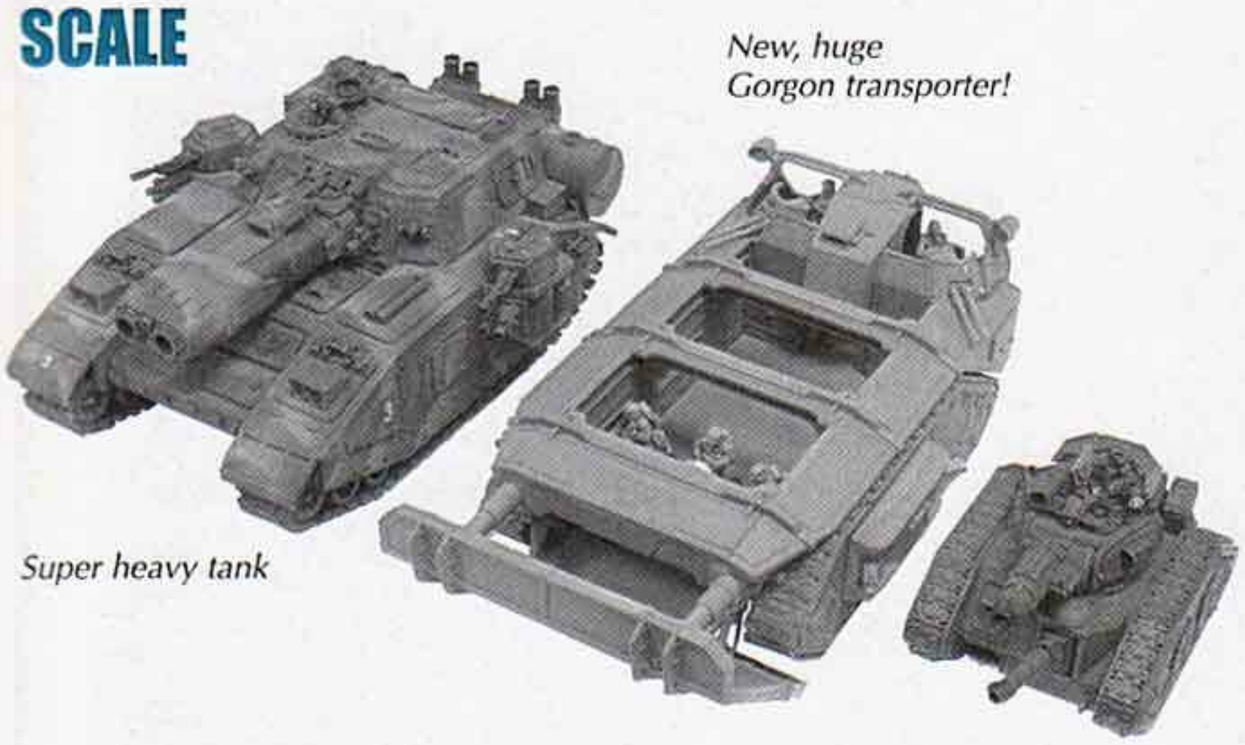


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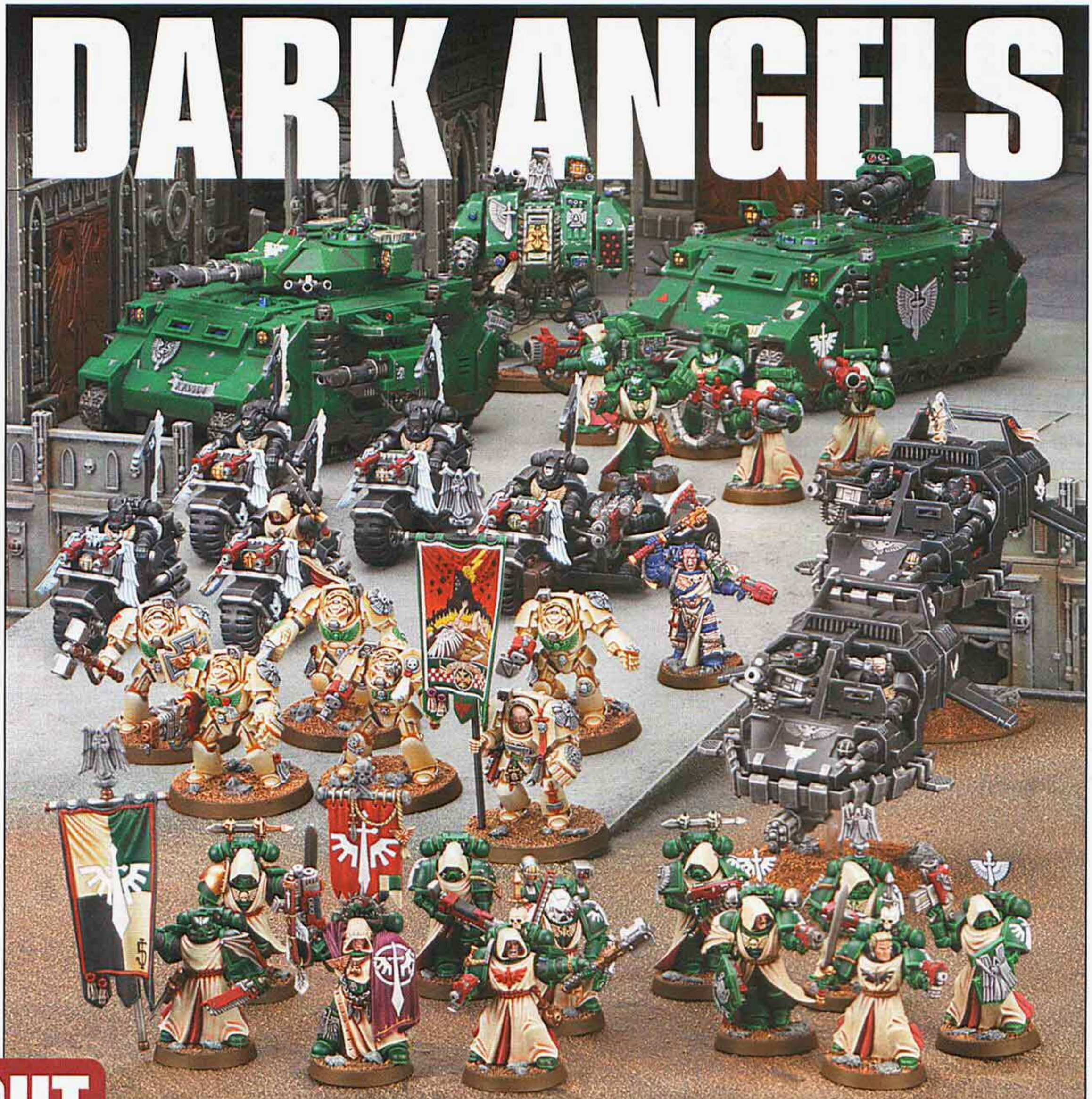


The living incarnation of the Bloody-Handed God, roused to battle. The Avatar stands approximately 118mm (4.7 inches) tall.

Model designed by Juan Diaz.

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DARK ANGELS



OUT
3.3.2007



In two months' time you will bear witness to the return of the solemn and mysterious Dark Angels. Though unstinting in their loyalty to the Emperor, on occasion their allegiance has been called into question. Unknown to all but a handful of high-ranking Dark Angels, the chapter and its successors harbour a terrible secret...

Codex: Dark Angels is a lavish book that fully details the chapter, allowing you to represent its armies upon on the tabletop. The Codex also looks at the chapter's successors, their history, and uniforms. It tells you how they share the Dark Angels' structure and ethos – not to mention their dark secret – and how to use the Dark Angels army list to bring these chapters to the battlefield, too.

As usual, alongside this mighty tome of forbidden lore will come many, many fantastic new Citadel miniatures. Some of the new Company Master models are amongst the best Space Marines we have ever produced. A new plastic accessory frame, fully compatible with all current Space Marine kits, will provide you with robed bodies and all manner of other Dark Angel-flavoured wargear and components. There are also a number of fantastic character models, including a new version of the Master of the Ravenwing, mounted on the last remaining Imperial jetbike.

GET READY FOR THE NEMESIS WAR!

As we write this, 2006's massive participation campaign has just finished. Many battles were fought, scores settled and grudges made. It has been a phenomenal success, with more people signing up to play than in any other Games Workshop campaign to date. We all hope you had a great time, and you should all pat yourselves on the back for making it such a great event.

All of which brings us on to the next campaign! In the Summer of 2007, there will be another world-wide war, with accompanying internet site, that you can all join in with. This campaign is to be for Warhammer, and concerns the mysterious Nemesis Crown, an ancient Dwarf magical artefact of terrifying power. It has lain hidden from the eyes of mortals for millennia, until now.

Keep your eyes peeled for more details of The Nemesis Crown campaign over the coming months. And you might want to think about getting your Warhammer armies ready, because you're going to need them...



ART APPRENTICE SCHEME

The Design Studio is a creative, passionate place at the very core of our business, producing the best miniatures in the world. We are continually raising the standards, and in order to fulfil our high expectations of ourselves we need the very best staff.

Our models are supported by evocative artwork, and we are now looking for talented illustrators to embark on our Art Apprenticeship Scheme and join the ranks of our artists.

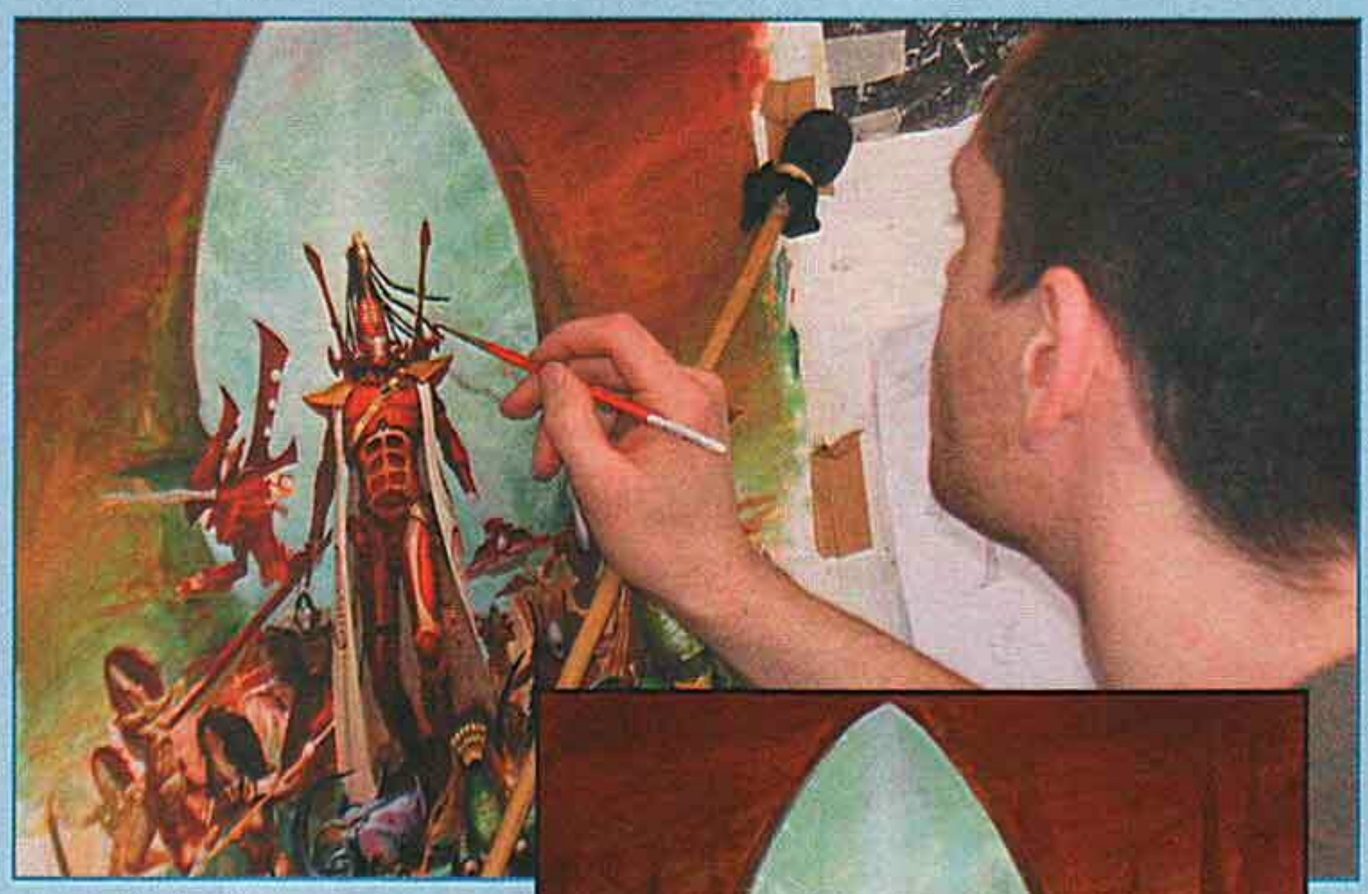
Those interested in this apprenticeship will need to display an enthusiasm for and knowledge of the Hobby as well as the ability to be potentially great artists.

The candidates who are selected for consideration will be invited to create an illustration, in order that we can capture a realistic idea of their full potential.

Successful candidates will have the ability to communicate and work well within a team. They will be able to produce images to a brief.

This apprenticeship will be based within the Design Studio in Nottingham, commencing in June 2007. It is a two-year programme, consisting of one year in the Games Workshop Academy and one year working in the Design Studio's Art Department.

If you feel you have the necessary skills and talent to take on this challenge, then we would love to hear from you before 28th January 2007. Please send copies of recent work **(do not send originals, as we are unable to return the material)** with your CV and cover letter.



Paul Dainton is one of our talented artists. If you think you've got what it takes to do a job like his, apply today!



All applications should be addressed to:

Anne Clarke
Games Workshop
Willow Road
Nottingham
NG7 2WS

annec@
games-workshop.co.uk

FOR THE EMPIRE!

From January you will be able to see the Studio's fantastic Empire army at the Citadel Miniatures Hall, painted by the illustrious 'Eavy Metal team and featured in these very pages, not to mention the new Empire Army book.

On display throughout January at:
The Citadel Miniatures Hall

PLAZA MAKEOVER

Flagship Hobby Centre gets an upgrade!



Following an intense few days of pulling apart and putting together, our flagship Hobby Centre in the heart of London is once again open and looking better than ever!

A hive of activity, the Plaza Hobby Centre is located within the Plaza Shopping Centre (which is entered from Oxford Street), exactly half way between the Oxford Circus and Tottenham Court Road London Underground stations, on the Central line.

GAMES WORKSHOP LONDON (OXFORD ST)
Unit F10, The Plaza Shopping Centre
1st Floor, 116-128 Oxford Street
London, London, W1D 1LT
Tel: 0207 436 0839

THE RUIN OF ARNOR

New Sourcebook and miniatures preview!

If you just can't wait to get a look at the new superbly sculpted miniatures and The Ruin of Arnor Sourcebook for The Lord of The Rings Strategy Battle Game, then come down to one of our Hobby Centres! From 20th January our Hobby Centres will be having special previews of the models and their rules, the full background of the Sourcebook and demonstration games – all two weeks before the main release!



The Troll Chieftain, Buhrdûr, is just one of the many new releases that accompanies The Ruin of Arnor.

GAMES WORKSHOP

GAMES WORKSHOP WINDSOR, BERKSHIRE





Official Opening Party! Saturday 6th January 2007

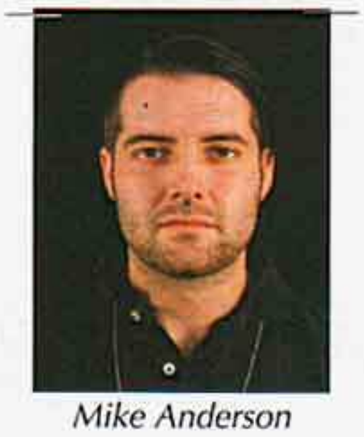
Our Windsor Hobby Centre is holding an Official Opening Party on the 6th January to celebrate the new store opening and Empire Launch!

SPECIAL GUESTS!

Three Design Studio special guests will be at the Opening Party from 10:00am to 2:00pm.

Mike Anderson, Steve Saleh & Dave Thomas

Guest sculptors Mike Anderson, Steve Saleh and Dave Thomas will be on hand, talking about the new Empire miniatures they worked on, sharing some tips and tricks, and revealing how they sculpt textures including chainmail and fur.



Mike Anderson



Steve Saleh



Dave Thomas

OPENING TIMES:
Monday – Friday:
12.00pm to 6.00pm
Saturday:
10.00am to 6.00pm
Sunday:
11.00am to 5.00pm

ADDRESS:
6 George V Place,
Thames Avenue,
Windsor,
SL4 1QP
Tel: *01753 861087*

The store is already open if you cannot make it on the Official Opening Party and want to go before.

SPECIAL EVENTS!

'Duel' painting competition

Win signed copies of WD325 and the new Warhammer Armies: Empire book! Simply bring along a single model of two miniatures in battle, mounted on a 40mm base. There will be two categories, under 16 and 16 and over, and they'll be judged by our special guests.

Question and Answer

Quiz our guests on the new Warhammer Armies: Empire book and miniatures.

Signings

Get your new army book signed on the day it's released, and feel free to bring along any other Games Workshop books our guests have been involved in.

The Battle to Save Barak Varr

Featuring the Dwarfs and Night Goblins, this campaign at the Windsor store has been ongoing since the release of the Orcs & Goblins in October and concludes on Saturday 6th January, as the forces of the Empire arrive by river, borne upon mighty vessels, to the rescue of the doomed fortress in one final apocalyptic battle!



WIN signed copies!

www.games-workshop.co.uk/windsor

WARHAMMER

Empire Army Book	06/01/07	£12.00
Empire General box set	06/01/07	£12.00
Empire State Troops box set	06/01/07	£12.00
Empire Battalion	06/01/07	£50.00
Empire State Handgunners box set	06/01/07	£12.00
Empire Detachment box set	06/01/07	£30.00
Empire Pistoliers box set	20/01/07	£12.00
Ludwig Schwarzhelm	20/01/07	£15.00
Kurt Helborg	20/01/07	£15.00
Empire Warrior Priest	20/01/07	£5.00
Mounted Engineer on Mechanical Steed	20/01/07	£10.00

THE LORD OF THE RINGS NEXT MONTH

The Ruin of Arnor Sourcebook	03/02/07	£10.00
Elladan (on foot and mounted)	03/02/07	£12.00
Elrohir (on foot and mounted)	03/02/07	£12.00
Rangers of Middle-earth box set	03/02/07	£15.00
Gûlavhar – The Terror of Arnor	03/02/07	£18.00
Arathorn and Halbarad	03/02/07	£10.00
Arnor Captain and Standard Bearer	03/02/07	£7.00
Warriors of Arnor	03/02/07	£7.00
King Arvedui and Malbeth the Seer	03/02/07	£10.00
Shade	03/02/07	£7.00
Buhrdûr – Troll Chieftan	03/02/07	£15.00

WARHAMMER 40,000 NEXT MONTH

Dark Angels Army Set	17/02/07	£135.00

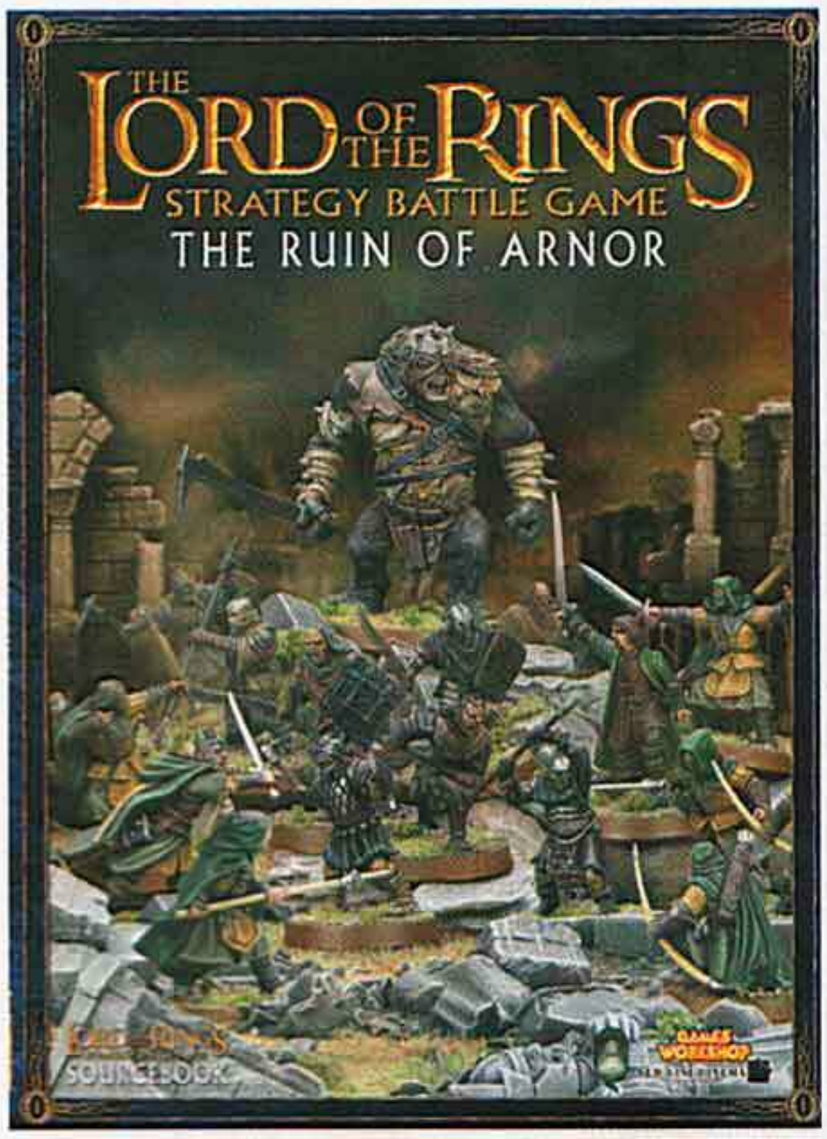
WARMASTER NEXT MONTH

Araby Characters	17/02/07	£7.00
Araby Spearmen	17/02/07	£7.00
Araby Bowmen	17/02/07	£7.00
Araby Guards	17/02/07	£7.00
Araby Knights	17/02/07	£7.00
Araby Camel Riders	17/02/07	£7.00
Araby Desert Riders	17/02/07	£7.00
Araby Elephants	17/02/07	£7.00
Araby Flying Carpets	17/02/07	£7.00
Araby Djinn	17/02/07	£8.00
Araby Hero on Elephant	17/02/07	£8.00

OTHER RELEASES

Sons of Fenris	30/12/06	£6.99
Space Wolf: The First Omnibus	30/12/06	£9.99
Night of the Daemon	30/12/06	£6.99

COMING NEXT MONTH



The Ruin of Arnor



Shades



Arnor Captain

DON'T FORGET



You can buy our products from the following sources

- Games Workshop stores Page 116
- Good model shops Page 116
- GW Online store Page 122
  www.games-workshop.co.uk/store
- Games Workshop Direct Page 122
  see page 122 for more details

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

WARHAMMER®

The EMPIRE



DESIGNERS' NOTES

We ask Adam Troke to break his vow of silence and lay bare the secrets of The Empire.

NEW MODELS

We take a look at the new model releases – State Troops, Pistoliers and more...

BATTLE REPORT

Mannfred von Carstein has arisen from the grave. Can The Empire lay him to rest?

Sigmar's

Heirs

The new Empire army book is out this month. Adam Troke, in the guise of "roving reporter", finds out what makes this army of Men tick.

For me, The Empire is the most exciting fantasy realm ever created. Its grim, dark fantasy image is built on contrasts, such as science and superstition, sorcery and strength of arms. This is in no small part down to head artist John Blanche who, along with other notaries such as Dave Andrews, Dave Gallagher and Gav Thorpe, have worked tirelessly over the years to define the imagery of Warhammer's largest realm of Men.

"I like juxtaposition," John explains mysteriously. "The science of The Empire is forced to mix with the madness of the Old World's religion and magic."

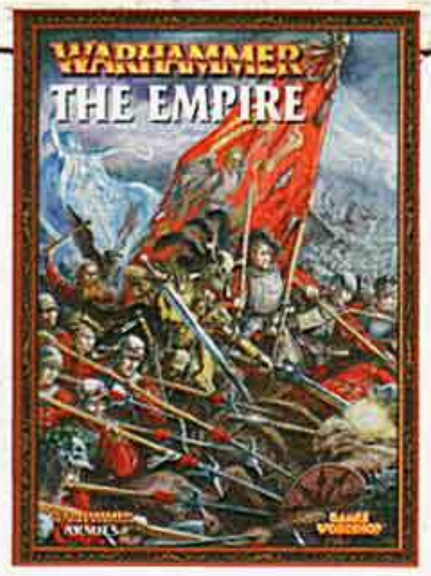
The new Empire army book tackles these strong, well-established themes in more detail than ever, and a lot more besides. Packed into the book is an awesome background section detailing The Empire's exciting history and place within the Warhammer world. It is a dangerous realm to live in, and its survival as a nation is down to the tenacity of common Men. Background guru Gav Thorpe describes The Empire as "Islands of civilisation in a sea of dark wilderness". It's a place where one cannot simply pay a visit to the nearest village without a group of armed guards in tow. Likewise, the common villagers aren't quite as weak and downtrodden as their Bretonnian counterparts, because they live in a place where only the strong survive. In The Empire, the strapping farmhands are given swords or spears, and sent to war in the Emperor's militia.

The Empire's extensive history is covered in the new army book, from the earliest days of the Human tribes battling against the Goblins, Sigmar rescuing King Kurgan Ironbeard in the depths of the forest, the great slaughter in Blackfire Pass, and the forging of The Empire. The Skaven wars are explained, and how the heroic Mandred Ratslayer delivered the reeling Empire from the loathsome ratmen. Gorbad Ironclaw's Waaagh! into Solland, that left it a blackened ruin, is detailed, as well as the wars of the Vampire Counts (Vlad, Konrad and Mannfred). The many provinces of The Empire are described, along with information on the great cities, and the organisations and leaders that help to make up the very fabric of The Empire itself – it's the most complete background section to date. However, Gav is keen to point out that the history of The Empire isn't all about massive wars.

"The timeline provides only a list of the big events," he explains. "There is almost constant conflict in The Empire – it's a nation under siege, both from within and without. The threats facing The Empire are multitudinus. Political tensions can boil over and fragment the realm, and when The Empire is fractured it is at its weakest."

The age of Karl Franz is given more coverage than before in the new book, and rightly so. Karl Franz rules The Empire in what is deemed their golden age, and he returns as a character to lead your army. Likewise, other old favourites are back, such as Kurt Helborg and Ludwig Schwarzhelm. The army list has been diligently worked on, and has been made more flexible. Gav explains.

"There is no more need for appendices to the army list. Want a fanatical Sigmarite army? Fine, choose a Warrior Priest and take a unit of Flagellants as a Core choice. Want an Emperor's Guard army? No problem – Greatswords have had their 0-1 restriction lifted, and you can take as many units of Reiksguard Knights as you can afford. The choice is yours."



In the book...

This 96-page Warhammer Army Book features:

- **A complete history of The Empire, from the time of Sigmar to the reign of Karl Franz.**
- **Complete descriptions and rules for the brave warriors and heroes of The Empire, war machines, and heroic, legendary figures.**
- **New army list.**
- **A showcase of the new miniatures range, providing guides to their colour schemes, banners and insignia.**



Leaders of Men

Every army needs great leaders, and The Empire has plenty to choose from – Men whose grit is legendary.

Empire General

The Generals of The Empire are as varied as the armies they lead. Some are highborn nobles, like the Electors, who lead by virtue of their status, while others are grizzled veterans who have risen through the ranks and proven their ability in dozens of hard-fought battles.



Battle Wizards

The Wizard Lords that join an Imperial army are the most powerful sorcerers in The Empire. With the power to drag a comet screaming down from the heavens, or blast their foes with supernatural fires, they are a much-needed and feared part of any Empire force.



The Colleges of Magic

Founded in the wake of the Great War Against Chaos, the Colleges of Magic are where the Battle Wizards of The Empire learn how to harness their dangerous magical powers. Formalised in 2304, the Colleges of Magic monitor and train magic users within The Empire, as well as providing the Emperor's armies with magical support.

Sigmar's Truths

The Emperor, Karl Franz

Karl Franz is the latest of the princes of Altdorf to bear the crown of Emperor. His political mind has stood him in great stead through some of the recent calamities to assail The Empire. His ability to form strong bonds with distrustful allies has proven just as valuable as his expert leadership and considerable martial prowess. He now leads The Empire in what is truly its golden age.

Lords and Heroes

The Lord choices within The Empire army include the Empire General, the Templar Grand Master, the Arch Lector of Sigmar and the Wizard Lord. The General of The Empire (probably the one that will be fielded the most often) represents a skilled war leader. He could be an Elector Count leading his provincial army to war, or a hardened career soldier who has clawed his way through the ranks. Cheaper than any of the other Empire Lord choices, the General of The Empire is the best way of getting the all-important Leadership 9, without spending too many points.

The Templar Master represents the cream of The Empire's fighting men, and can take on and beat all but the best enemy Lords. He also makes any unit of knights from the same Order that he joins Immune to Psychology.

The Arch Lector of Sigmar is something that's always existed in The Empire background, but has never made it onto the tabletop until now. Basically, he's a more powerful Warrior Priest. He can cast two Blessings of Sigmar, has a Leadership of 9, and can ride the awesome War Altar of Sigmar into battle. Cause Terror? Do Impact hits? Make friendly units nearby Hate the enemy? Yes please!

Wizards come last, not because they're not good (the ability to steal someone's soul or crush them with a mountain is very good), but because not much has changed. That said, with the choice on offer, not to mention the plethora of special characters, the competition is very hot in the Lords section of the army list.

The Captain of the Empire is the most basic Empire Hero, but don't be fooled into thinking he's just an average character.

Faith & Steel

Science and religion exist side-by-side in The Empire, much to the benefit of its mighty armies, and the detriment of its foes.

Warrior Priests

Priests of Sigmar are inevitably bombastic, zealous individuals, but none more so than the fiery Warrior Priests. Warrior Priests bring the power of their patron god with them into battle, and bolster a unit's fighting ability no end.







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

Equipment: Warhammer (hand weapon).
Special Rules: Blessings of Sigmar; Righteous Fury; Prayers of Sigmar.

Master Engineers

Master Engineers are drawn to the battlefield like moths to a flame, determined to test their latest inventions on the enemy, or to prove once and for all their method of range-finding or trajectory calculation is superior.





The Imperial College of Engineers

Without a doubt the grandest collection of eccentrics in the Empire, the College of Engineers is a place where imagination runs riot. Though most of their labours are oft-ridiculed, they have produced a number of potent weapons that benefit the Imperial armies greatly.

True, he's not as good at leading as an Empire General, and he's not as good at fighting as a Templar Master, but for 50 points, he's extremely good value. In my army, Hans Von Groppen is always first on my roster. He's fought for me for more than eight years now, and he's never (okay, rarely) let me down, and costs just 74 points with all his equipment. Now, with the great plastic kit made by Brian Nelson, there's never been a better time to squeeze another Captain or two into your army.

Warrior Priests are a staple of Empire armies on tabletops across the world, their Righteous Fury causing Hatred against all enemies in units they join. Now Orcs, Dark Elves and, well, pretty much everyone needs to fear them. What could be more characterful than a fiery rabble-rouser in one of your units urging the Men on? There are several new Warrior Priest models sculpted by Dave Thomas, and only the most tasteless heretic could resist the guy with two hammers!

Engineers are now wackier than ever. So wacky, in fact, that they're a must-have for any Empire force. Take Dave Thomas' Mechanical Steed, for example. And Pigeon Bombs! Engineers are there to back up your troops, and their crazy inventions are now more varied than ever, so you can customise their style of support.

Core Units

As John Blanche put it, "The Empire is about the normal bloke, with a gun". Other armies get loads of huge monsters, Zombies, Orcs or specialised knights, but the Empire depends on the dog-faced infantryman, standing shoulder to shoulder against enemies that are bigger, nastier and stronger, but still coming out on top.

Continued on page 24...

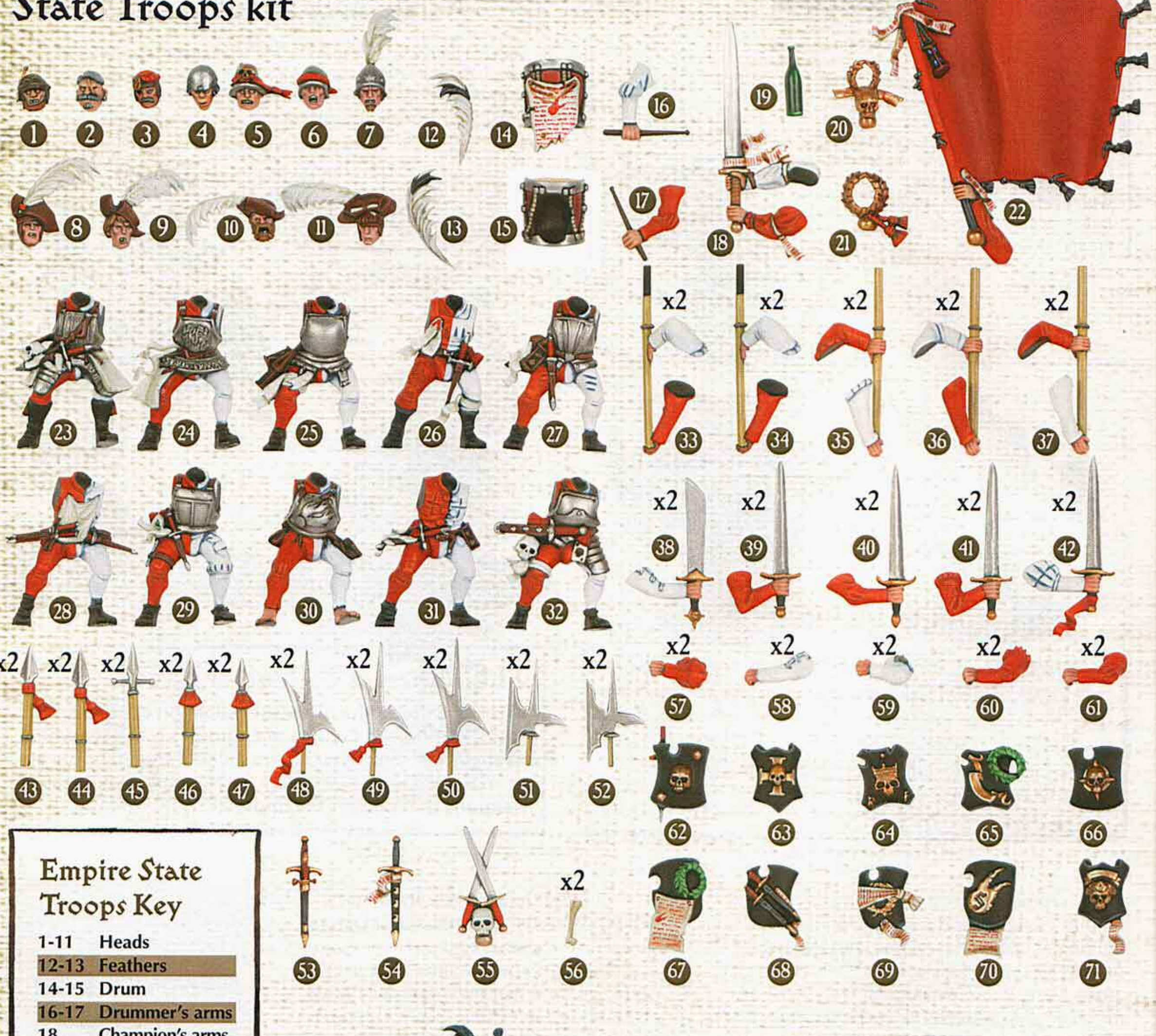
Sigmar's Truths

The Grand Theogonist
"Grand Theogonist" is the title given to the leader of the Cult of Sigmar, the primary religion of the Empire. Arguably the most influential man in the realm after the Emperor himself, the Grand Theogonist commands the loyalty of the Arch Lectors as well as scores of Warrior Priests, devoted Sigmarite worshippers and a great many of the Empire's Knightly Orders.

Empire Troops

The Empire army is built around blocks of State Troops, all of whom fight proudly for the Emperor and for Sigmar!

State Troops kit



Empire State Troops Key

1-11	Heads
12-13	Feathers
14-15	Drum
16-17	Drummer's arms
18	Champion's arms
19	Bottle
20-21	Banner tops
22	Banner
23-32	Bodies
33-37	Pole arms
38-42	Sword arms
43-47	Spear heads
48-52	Halberd heads
53-54	Daggers
55	Crossed swords
56	Bone
57-61	Shield arms
62-71	Shields



Spearman

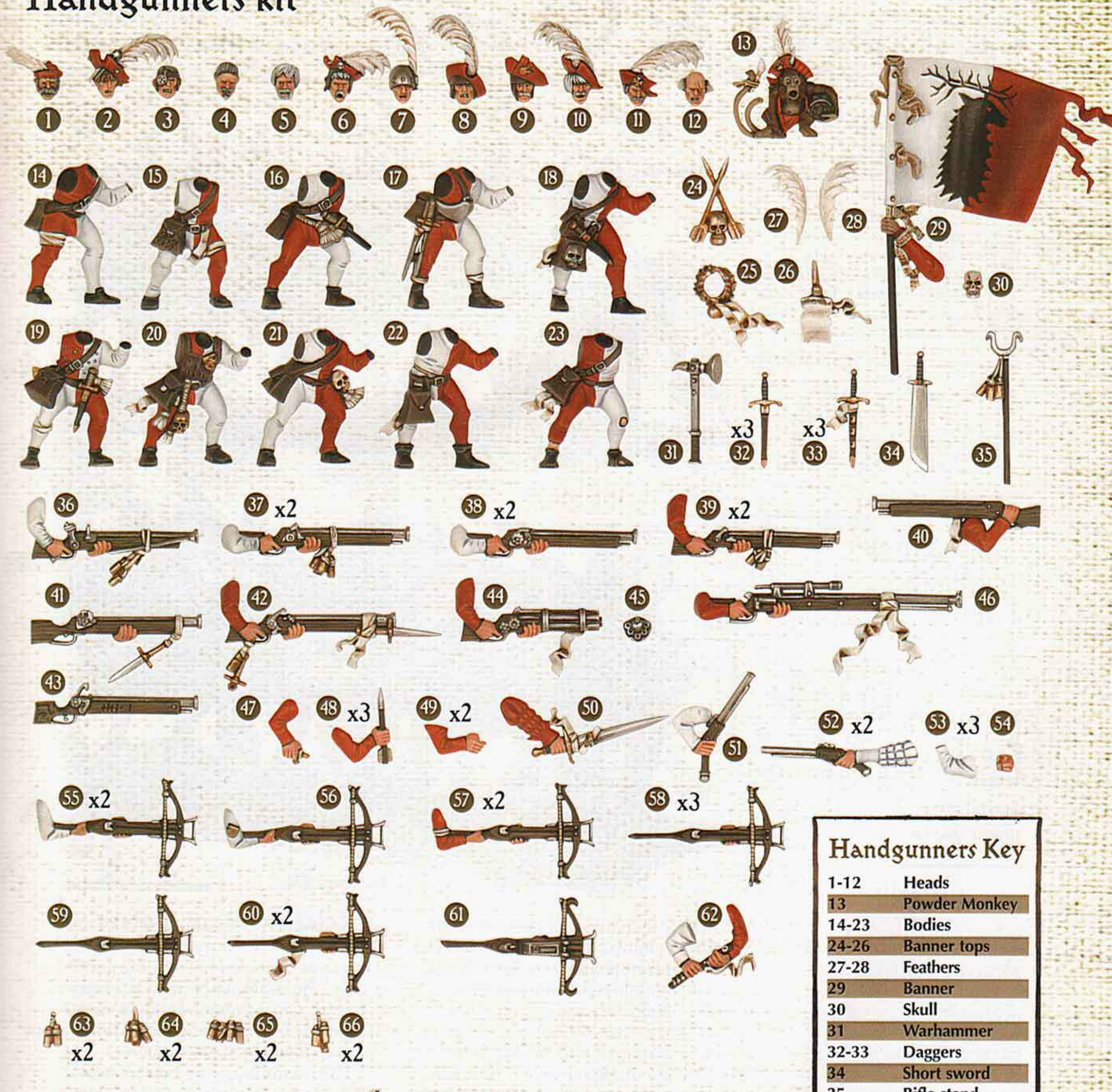


Swordsman



Halberdier

Handgunners kit



Handgunners Key	
1-12	Heads
13	Powder Monkey
14-23	Bodies
24-26	Banner tops
27-28	Feathers
29	Banner
30	Skull
31	Warhammer
32-33	Daggers
34	Short sword
35	Rifle stand
36-43	Handguns
44-45	Rpt. Handgun
46	Long Rifle
47-49	Right arms
50-51	Champions arms
52	Pistol arms
53	Left arms
54	Left hand
55-61	Crossbows
62	Musician Arms
63-66	Powder Containers



Crossbowman



Handgunner



Marksman with powder monkey

Honour & Glory

Despite its reliance on massed ranks of soldiers, The Empire army has access to all manner of specialists.

Pistoliers

Pistoliers are young, hot-headed nobles, who willingly take upon themselves some of the most dangerous tasks expected of an Empire soldier, flanking enemy units and riding down skirmishers. Those that survive long enough are usually invited to join a Knightly Order or become Outriders.



Outriders

The Outriders are the drill instructors of the Pistolkorps, and are responsible for training the Pistoliers. In battle they either lead units of Pistoliers, reining in the worst of their enthusiasms, or they form units of their own, armed with deadly repeating handguns.

Repeater Handgun

Range: 24"; **Strength:** 4.

Special Rules: 3x multiple shots; armour piercing; move or fire.



Sigmar's Truths

Detachments
Training every day for hours on end comes with certain advantages, chief among which is the relationship that grows between units. Because they will never be as brutally destructive as Chaos Warriors or as agile and skilled as an Elf, the Men of The Empire rely on a disciplined system of mutual protection, where smaller detachments guard the flanks and offer covering fire to larger "parent" units.

Appropriately then, most of the Core units in The Empire army are just that; big blocks of Spearmen, Halberdiers and Swordsmen, and deadly firing lines of Crossbowmen and Handgunners. Aly Morrisson, Steve Salah and Mike Anderson are responsible for the new plastic Empire Troops, and they've pulled out all the stops. You can make any of the three close combat State Troops from the same box, and either of the two shooty units from the Missile Troops box. These frames are packed with characterful accessories.

"We've worked hard to develop the imagery and iconography of the Empire" explains Gav. "From the artwork and the paint schemes down to the bits on the plastic sprues, players can personalise their troops, and have access to the reasons why troopers from a particular province are associated with a particular icon."

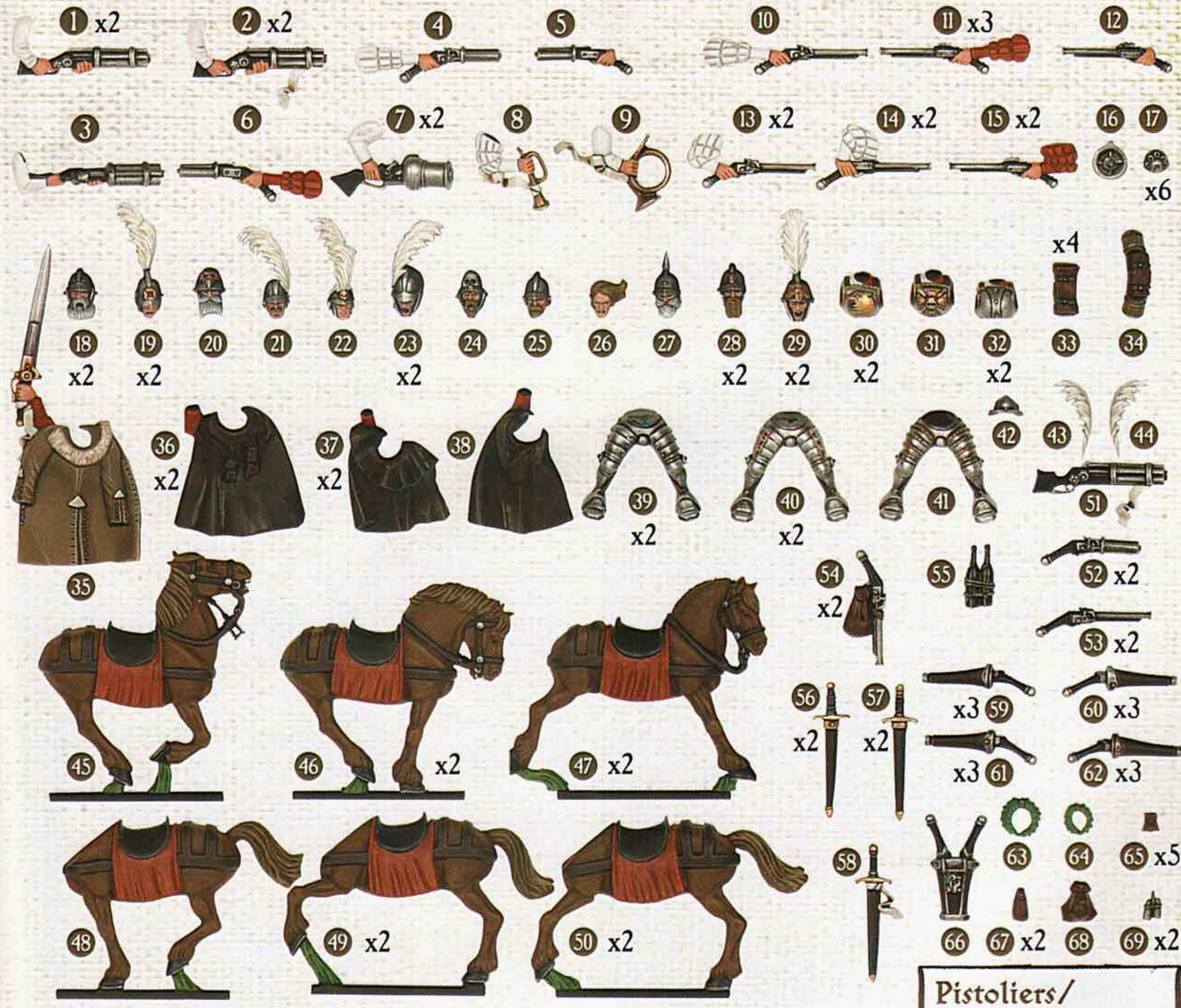
Special and Rare choices

The Special and Rare sections of The Empire army include all the big guns – so they're the favourite of many an Empire General. Great Cannons and Mortars are the hot choices in the Special category, but let's not forget the elite soldiery.

Greatswords are the best infantry available to an Empire General. They're skilled, brave and armed with enormous swords. Being Stubborn and wearing full plate armour helps, too.

Pistoliers are fast cavalry, specifically intended to harass the enemy's flanks. Their multiple shots rule means they can put out a seriously intimidating amount of short-ranged fire, and they can even handle themselves in combat if they have to (ideal for charging in against the flanks of exposed enemy units). Never leave them unsupported, though, or you'll regret it.

Pistoliers & Outriders kit



Outriders are back, and are quite different from Pistoliers in terms of usage. They have unparalleled firepower with good range, but they can't move and fire. This means they need to get into a prime position as fast as possible and start pumping lead into the enemy. Just five of them can unleash 15 shots a turn, each with the power of a handgun.

Knightly Orders now straddle the Core and Special categories. Inner Circle Knights are a Special Choice, but the extra pip of Strength puts them into a different league. If normal Empire Knights are good, Inner Circle Knights are great.

The Rare choices bring even more finely engineered death in the form of the Helblaster, Helstorm and Steam Tank. The Helblaster is an old hand in The Empire army. Its multiple barrels rain death on infantry formations and scare the pants off cavalry. The forthcoming plastic kit (out next year) features the potential to become a Helstorm Rocket Battery. This beauty delivers incendiary death from above, in a similar (but infinitely more destructive) way to a mortar. Sure, getting it on target is hard, but any unit hit by the Rocket Battery better have life insurance... because the next thing they'll be seeing is Morr.

The Steam Tank is just that... a tank powered by steam – capable of crushing units under its steel-shod wheels. Although they cost 300 points, they're well worth the investment in larger games.

Flagellant Warbands are the last Rare unit to mention – utterly insane religious lunatics, convinced that the end of the world is nigh. They never break and they're hard to kill. Their new rules reflect their background better than ever, and provide a real advantage in combat.

Pistoliers/ Outriders Key

1-3	Rpt. Handguns
4-6	Rpt. Pistols
7	Blunderbuss
8-9	Trumpets
10-15	Pistols
16-17	Gun ends
18-29	Heads
30-32	Torsos
33-34	Baggage rolls
35	Champion coat
36-38	Outrider cloaks
39-41	Legs
42	Shoulder guard
43-44	Feathers
45-50	Horses
51	Rpt. Handgun
52	Rpt. Pistol
53	Pistols
54-69	Accessories

The first sense to come back to Friedl was taste; the taste of blood. His own blood, he realised, spitting the crimson fluid from his mouth as he forced his eyes to open. He was looking at a bloodied patch of heather, his halberd lying close at hand. Friedl's ears rang dully and he could smell smoke and burning flesh. He reached up to his cheek. The right side of his face was a crimson mask from a gash above his eye and Friedl winced as his inquisitive fingers probed the deep wound.

He felt a hand on his shoulder, and rolled over. Standing over Friedl was a broad man with a bushy beard, his uniform blue – the colours of Middenland. The soldier's lips were moving but Friedl couldn't make out a word. The black feather in his helmet marked him out as a sergeant. The Middenlander stuck his spear into the ground and helped Friedl to his feet.

With a rush, sound returned and Friedl felt dizzy for a moment. There were hoarse shouts, bellowed roars and the constant ringing of metal clashing with metal. Screams and explosions filled the air, and Friedl wanted to be sick.

"Where's your regiment?" the Middenlander was demanding, retrieving his spear. He shook his head at Friedl's dumb silence and stomped back towards his men.

Friedl glanced around, looking for the green and red of Hochland and the dragon standard of the Third Regiment of Foote. He caught a glance of green to his right, beyond the stamping horses of a squadron of Knights Panther, the armour of the riders covered in blood and dirt, the panther pelts over the knights' shoulders matted with gore. He snatched up his halberd and began to walk towards them.

As he stumbled back towards the rest of his regiment, Friedl looked around groggily. All around, the line of the Empire army battled against the Beastmen. A few dozen paces to Friedl's left, a regiment of spearmen, the Middenlanders, braced themselves to receive a charge as a dozen bull-headed Minotaurs ploughed towards them. There was an almighty crash of snapping wood and shouts as the Minotaurs hit home, and the Middenlanders reeled backwards under the impact. Yet they held and pushed back against the gigantic Beastmen, some slipping in the mud, defiant shouts on the lips of others. A moment later, the regiment's detachment of swordsmen, their shields held before them, flanked the Minotaurs, their monstrous opponents towering above them.

Friedl was deafened again as a thunderous blast rolled over the battlefield from the artillery battery sited on the hill behind him. A hail of swirling rockets screamed overhead while cannonballs and mortar shells roared past. A ripple of explosions tore into the approaching beatsmen warbands, tossing mud, gore and limbs into the air. The barrage was accompanied by a fiery blast of magical energy, as a Battle Wizard of the Bright College stalked amongst the Empire regiments hurling flaming death. The snap of handguns firing joined the crackle of burning fires.

The Knights Panther had broken off and were circling right, to the east. Now Friedl could see his regiment clearly, by their somewhat relaxed look they were awaiting orders from the Count. There were a lot fewer of them than had started the battle, and Friedl caught sight of patches of green or red cloth lying in the long grass, the corpses they covered thankfully hidden from view. Ahead of Friedl's regiment, loincloth-clad Beastmen rushed forwards, their near-naked bodies covered with crude war paint, their weapons nothing more than clubs of wood and stone. Over the heads of the Hochlanders, Friedl spied a gleaming figure atop a rock. It was the Count, resplendent in his armour and lion-skin cloak, his Runefang glowing with power as he held it over his head, signalling the counter-charge.

Friedl broke into a shuffling run, his head pounding with pain, and he shouted out. From the back ranks of the Third Regiment of Foote, a few faces turned towards him and they called out encouragement. Friedl heard the order to march barked out by the sergeant even as he reached the regiment, drawn into their ranks with pats on the back and grins.

Friedl made his way back to his place in the second rank, and caught the glance of Sergeant Pols as he looked over his shoulder.

"Thought you were dead," the sergeant said with a smile.

"Still time for that," Friedl replied grimly, looking up at the Beastmen hurtling towards the Hochlanders.

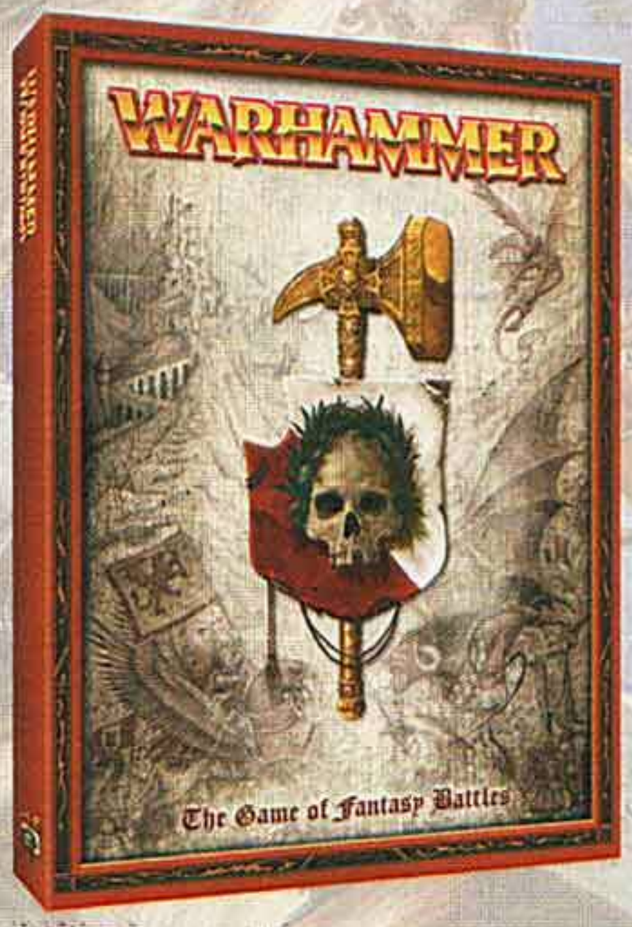
The sergeant looked to the front and bellowed out an order. As one, the halberdiers halted. Another command and they raised their weapons, taking up a fighting stance. The weapon felt heavy in Friedl's tired arms and he fought hard not to tremble with fatigue. He fixed his attention on the approaching Beastmen as blood caked on his face.

The battle for Erstedorf would go on.



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WARHAMMER Battle Report

MARCH of the DAMNED

We take two of the Warhammer game's toughest characters and pitch them headlong into mortal combat with one another. Will the evil of Mannfred Von Carstein win out, or will the nobility of Kurt Helborg take the day? Read on...

WARHAMMER Battle Report

For this month's battle report, we thought we'd pit two ancient enemies against one another – the Empire and the Undead – in a 3000 point-game.

Each army is led by a fantastic character model. One is the dastardly and evil Mannfred Von Carstein, the hardest dead man this side of the Mountains of Mourn, the other Kurt Helborg, who takes a similar title for the living. The warlords have not met in combat in the Warhammer world, but that doesn't mean a thing when it comes to slugging it out on the table-top! Especially when you've got as pesky a baddy as Mannfred, who will just not agree to stay dead.

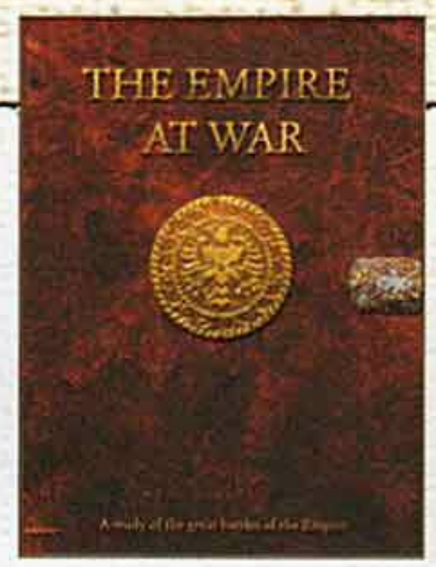
Scenario

This battle was fought using the standard scenario from the Warhammer rule book.

The armies were 3000 points each, and the recommended size of the battlefield for such games is 6' x 4'. However, the hobby team have made such a great terrain set especially for the Empire, along with Dave Andrews' gorgeous new buildings, that we couldn't resist expanding the gaming area to 8' x 4'. This was not a problem, as there was plenty of terrain, including a large river, giving tactical challenges.

Preliminaries

Adam won the roll-off for the table edge, and chose the north edge by deploying one of his units there, because it had a nice big hill in the middle of it! Adam also won the dice roll for the first turn. Pausing only to chuckle about the coming artillery barrage, he picked up his tape measure, and battle commenced.



Empire at War!

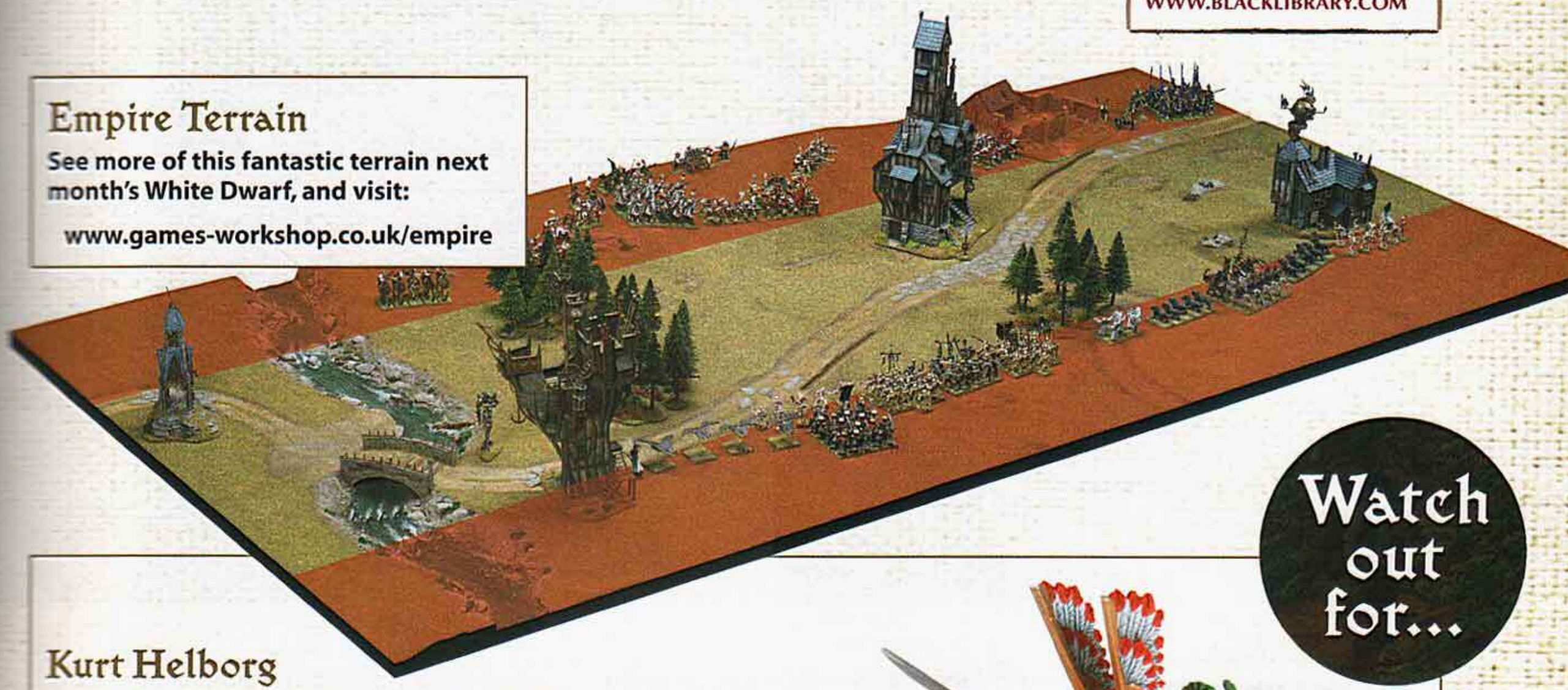
The tactics, generals, weapons and equipment of five major battles are explored with detailed maps in this new book from The Black Library. Learn of the Empire's most important conflicts against its deadliest foes!

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Empire Terrain

See more of this fantastic terrain next month's White Dwarf, and visit:

www.games-workshop.co.uk/empire



Watch out for...

Kurt Helborg

Grand Marshal of the Reiksguard, Kurt Helborg's might is second only to that of the Emperor himself. Helborg is one of the most powerful models an Empire player can field, and is best used at the head of a unit of Reiksguard Knights (check out his special rules).

	M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	3	4	4	3	6	4	9
Warhorse	8	3	-	3	3	1	3	1	5

Equipment: Runefang, Laurels of Victory and full plate armour.

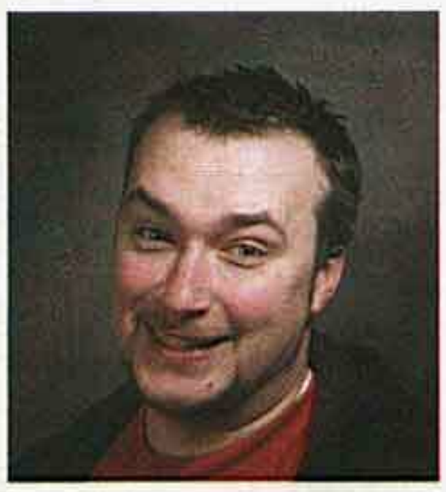
Mount: Barded Warhorse.

Special Rules: The Emperor's Chosen. Any unit of Reiksguard Knights led by Kurt Helborg becomes Stubborn as well as Immune to Psychology.



For the Glory of Sigmar!





Games Developer Adam Troke is one of the most thoroughly nice people you could ever meet. That is, however, until you meet him at a tournament. Then you'll have to pray to the dice gods that he doesn't crush your army and make you cry.

Adam: There's no army for Warhammer I enjoy using as much as the Empire, and the new Army Book makes it more exciting than ever... especially since I have 3000 points to play with, allowing me to take some of the really cool stuff. My first choice was Kurt Helborg. Helborg is monstrously hard, equipped with both the Laurels of Victory (each wound caused counts as double for combat resolution purposes) and a Runefang (wounds automatically, no saves), and makes a superb general for any Empire army. To back him up, I chose a Level 4 Bright wizard, whom I dubbed Hagan Schreiber, and Isaak Lanzo, a Level 2 Celestial wizard. With two Dispel Scrolls and a Power Stone between them, they should be able to hold off the torrent of magical death Pete's likely to throw at me. I added Benedickt Stern, the Warrior Priest with two hand weapons, because the model is so incredibly cool. He provides an extra Dispel dice – very useful, not to mention the fact that he causes any unit he's in to Hate the enemy. The next addition was an Engineer – that clockwork horse is too cool to ignore, so Garramond Kerr, complete with pigeon bombs and a repeater handgun joined, the army. Lastly, I included a Battle Standard Bearer, who has the fantastic name of Dolphus Hund, with the Griffon Standard (doubles rank bonus).

With a gratuitous amount of characters duly selected I turned my attention to the regiments of the Empire. I love nice chunky blocks of troops, so I took good-sized units of Halberdiers, Spearmen and Swordsmen, each of these I complemented with a detachment. The Warrior Priest and Bright Wizard joined the Swordsmen, and Dolphus Hund went into the Halberdiers.

WARHAMMER Battle Report



1	**Kurt Helborg**	**325**
2	**Bright Wizard (Level 4)** with Dispel Scroll and Power Stone	**255**
3	**Celestial Wizard (Lvl 2)** with Dispel Scroll	**125**
4	**Battle Standard Bearer** with Griffon Standard and full plate armour	**138**
5	**Warrior Priest** with extra hand weapon, heavy armour and Sigil of Sigmar	**113**
6	**Master Engineer** with Mechanical Horse, repeater handgun, light armour & Pigeon Bombs	**132**
7	**20 Halberdiers** with Musician, Standard Bearer and Sergeant	**120**
8	**10 Free Company (Detachment)**	**50**
9	**24 Swordsmen** with Musician, Standard Bearer and Duellist	**169**
10	**10 Crossbowmen (Detachment)**	**80**
11	**25 Spearmen** with shields, Musician, Standard Bearer and Sergeant	**170**
12	**10 Swordsmen (Detachment)**	**60**
13	**12 Handgunners** with Musician and Marksman armed with Hochland Longrifle	**136**
14	**10 Handgunners** with Musician, Standard Bearer and Marksman armed with Repeater Handgun	**115**
15	**10 Knights Panther** with Musician, Standard Bearer and Preceptor	**270**
16	**10 Inner Circle Reiksguard Knights** with Musician, Standard Bearer, Preceptor and Steel Standard	**320**
17	**5 Outriders** with Musician and Outrider Champion	**129**
18	**Great Cannon**	**100**
19	**Mortar**	**75**
20	**Helstorm Rocket Battery**	**115**
	TOTAL	**2997**

A large amount of firepower was the order of the day to deal with the restless dead, so I chose two units of handgunners, one of twelve and one of ten – a nice solid core around which my army could fight. An Empire Great Cannon (a must have against almost any foe) and a Mortar (my favourite piece of artillery), together with the handgunners, formed the basis of my long-range fire.

I decided to take two big units of knights. One of these was ten Reiksguard – it would be rude not to make full use of Helborg's special rules (see page 31). I made the Reiksguard Inner Circle too – though this made them into a Special choice, it gives them Strength 4. This unit of Helborg's would be my hammer, and I planned on setting them up right in the middle of my army. I also took ten Knights Panther, to operate as a flanking force.

So, my army had a solid infantry base, good fire support and a mobile strike force. But I still had plenty of points! and I realised I could make my long-range firebase pokier with a Helstorm Rocket Battery. This became a firm favourite of mine during play testing, because of its awesome potential. Now, hitting with it is harder than convincing a Flagellant to look on the bright side, but when it does... oh boy. I've had more than my fair share of success with these beauties in the past, so it's got to be worth the risk.

I also took unit of Outriders – they can put out an incredible amount of firepower (15 shots at Strength 4 each turn), and fire all round, so they should come in useful in dealing with Vampire Bats, Dire Wolves and other, annoying fast Undead units intent on eating my guns.

Enough, there are Zombies to bash!

Mannfred's Damned Legion





Pete Foley is a member of the very talented 'Eavy Metal team and, like Adam, he's a serious gamer. There's an old adage here in the Studio: If you want to win at Warhammer, don't play Pete Foley!

Pete: Finally, after years of painting miniatures for the Design Studio I get the chance to play with them!

Not only will I be fielding a Vampire Counts army but leading it will be one of the most famous Vampire Counts, Mannfred Von Carstein. This monster of a character is a Vampire Lord and a Level 4 wizard, combining excellent fighting skills with awesome spell-casting. However, taking Mannfred leaves the rest of my character choices restricted, as he takes up a Lord and two Hero slots! He also costs a whopping 690 points. The points cost of the standard Empire fighter is low, so it means that they can field massed ranks of troops, outnumbering my more expensive Undead. With this in mind I have chosen to add two Level 2 Necromancers (Lucius and Boris) to help Mannfred bolster numbers in the infantry. This will make sure that my greatest weapon – Fear – is used effectively. A Wraith carrying the Cursed Book completes my character choices. Wraiths are ethereal so cannot be hurt by anything that isn't magical, and cause Terror. The -1 to Hit all enemy models within 6" of the Cursed Book suffer will certainly help the fighting potential of my Skeleton and Zombie units.

For the core of the army I chose two solid units of Skeletons and one of Zombies. These units will head across the battlefield, soaking up the inevitable firepower of the Empire army. Once there, they should tie up the enemy infantry until my more effective combat units arrive. Two decent sized units of Ghouls could either act as a tough skirmish screen for my infantry units or disrupt the Empire's advance with their two poisoned attacks each. Two small units of Dire Wolves will



1	**Mannfred Von Carstein**	**690**
2	**Necromancer (Level 2)** with Book of Arkhan and Dispel Scroll	**150**
3	**Necromancer (Level 2)** with Rod of Flaming Death	**150**
4	**Wraith** with Cursed Book	**140**
5	**20 Skeleton Warriors** with light armour, Musician and Standard Bearer.	**215**
6	**20 Skeleton Warriors** with spears, Musician and Standard Bearer.	**195**
7	**20 Zombies**	**120**
8	**9 Ghouls**	**72**
9	**9 Ghouls**	**72**
10	**5 Dire Wolves**	**50**
11	**5 Dire Wolves**	**50**
12	**24 Grave Guard** with shields, Musician, Standard Bearer, Crypt Keeper and Banner of the Barrows	**387**
13	**9 Black Knights** with barding, Musician, Standard Bearer, Hell Knight and Banner of Doom	**315**
14	**4 Fell Bats**	**80**
15	**2 Spirit Hosts**	**130**
16	**Banshee**	**90**
17	**Banshee**	**90**
	TOTAL	**2996**

move in support of my combat units as they head towards the Empire lines.

The special choices are where the Vampire Counts army excels. Grave Guard are one of the best infantry units in the game. Each of these Undead has Strength and Toughness 4, a 3+ save in combat and comes with the Killing Blow special rule. I was confident that they'd defeat any of the Empire infantry in a straight-up fight.

To accompany Mannfred I felt obliged to take a big unit of Black Knights. Just like their infantry equivalents these combat monsters have the Killing Blow special rule giving them the edge over any Empire Knights that they may come across. Equipped with the Banner of the Barrows (hit on a 3+ regardless of Weapon Skill), even if they lose a few of their number to the Empire artillery they should still be able to break a unit or two when they arrive at the other side of the table.

Speaking of artillery, I needed some way to deal with those annoying war-machines that would undoubtedly be pummelling my army as it made its way across the board. A unit of Fell Bats would be able to get across there pretty quick and a unit of two Spirit Host bases should cause a few headaches for the gun-line. Being ethereal like the Wraith, they can only be hurt by magic, so should be able to ignore most of the Empire firepower.

Finally, my sneaky trick is two Banshees. Another ethereal unit, their scream attack could cause havoc because of the Empire's average leadership. My plan was to field one on either flank and let them sweep across, screaming at any juicy targets they can find. As long as I can keep them away from spell-casters, they could just tip the game in my favour.

For the Emperor!

Turns 1 & 2

Spell Selection

Bright Wizard (Level 4)
Fireball: *Range 24". D6 S4 hits.*
Flaming Sword of Rhuin: *Caster gets +1A, +3S, hits on 2+.*
Conflagration of Doom: *One unit on table gets D6 S4 hits. Continues to burn.*
Wall of Fire: *Range 24". Models in front rank take S4 hit. Remains in play. If unit moves, whole unit takes hits, then dispelled.*

Celestial Wizard (Level 2)
Portent of Far: *Range 12". Rolls of 1 get re-roll.*
Forked Lightning: *Range 24". D6 S4 hits.*

Von Carstein (Level 4)
Invocation of Nehek: *Range 18". Cast on 3+/7+/11+ adds D6/2D6/3D6 models or 1/2/3 wounds.*
Hand of Dust: *Caster gets only 1A per turn, auto-kills.*
Hellish Vigour: *Range 18". Unit strikes first and re-rolls misses.*
Curse of Years: *Range 24". Kills on 6+. Chance to kill increases by 1 per turn.*

Necromancer 1 (Level 2)
Invocation of Nehek
Hellish Vigour

Necromancer 2 (Level 2)
Invocation of Nehek
Gaze of Nagash: *Range 24". 2D6 S4 hits.*

Turn 1

The Empire's combat units struck forth onto the field of battle. Adam had already declared that he was going to be bold with his Knights, and stayed true to his word. The Knights Panther ignored the potential threat of the Banshee on the east flank, aiming themselves at Mannfred, while the Reiksguard cantered forwards to be certain of a charge next turn. The Outriders advanced along the river, hoping to set themselves up for a fusillade.

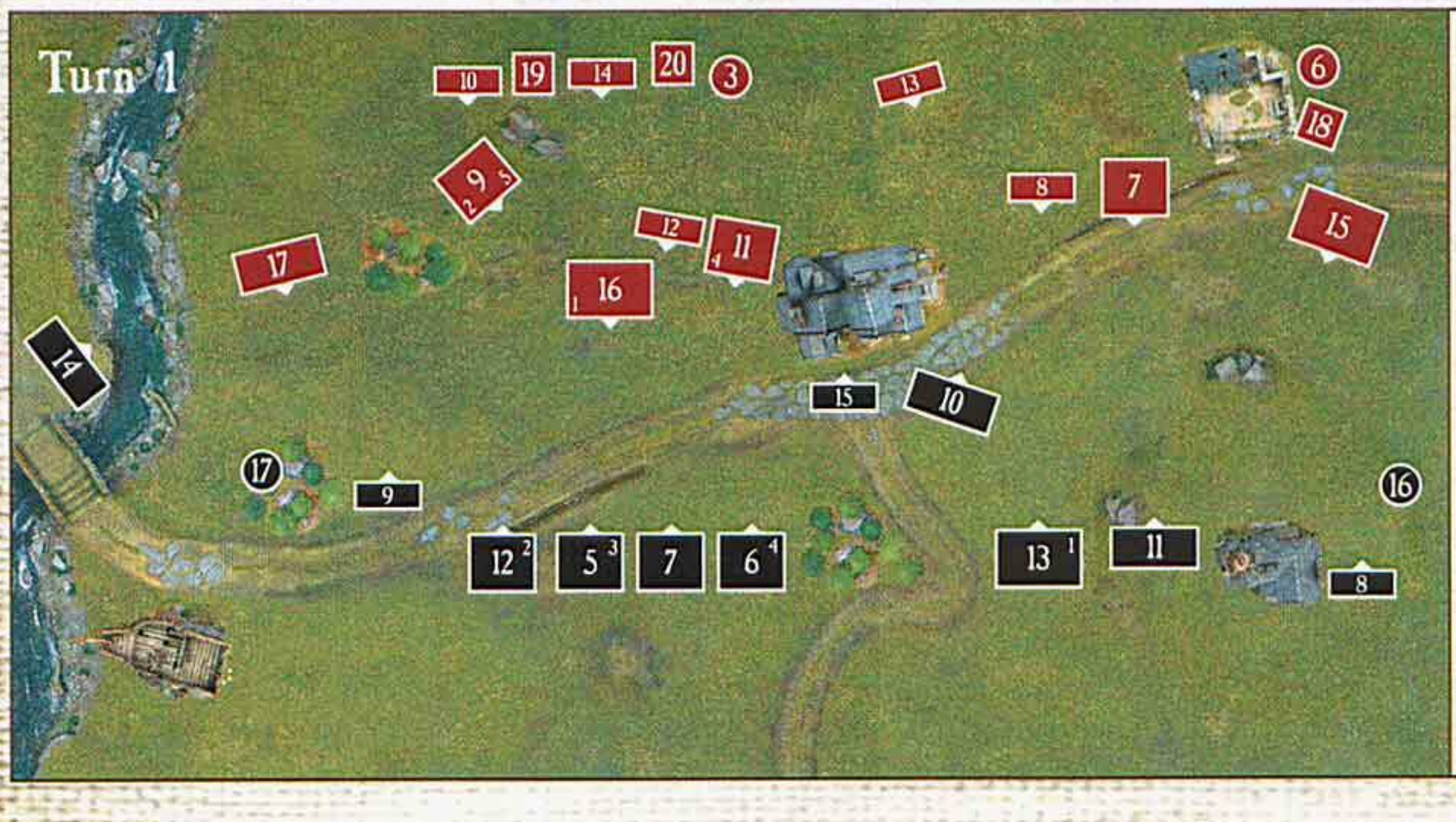
In the Empire Magic phase, Adam rolled two Irresistible Forces, unleashing a *Conflagration of Doom* and a *Fireball*. However, despite the magical barrage not a single Undead model fell. In the Shooting phase, the Mortar fired long, the Rocket Battery fired a dud, and the Engineer's pigeon bomb exploded harmlessly in the air. The Great Cannon redeemed the Empire, however, by sniping at Mannfred. Although a Black Knight took the hit for the Vampire Lord, it certainly gave Pete the shakes. Finally, a crack shot from the Nuln Handgunners' Marksman picked off the Black Knights' Hell Knight.

Mannfred's horde advanced cautiously, wary of the magic and guns of the Empire, despite Adam's poor showing so far. The Banshees moved along the flanks, toward the Knights Panther and Outriders.

The Vampire Counts' Magic phase began in stark contrast to the Empire's. Lucius miscast, losing a Magic level, wounding himself, and forgetting the *Invocation of Nehek*. Boris failed to raise any Zombies, but did manage to fire his Rod of Flaming Death (magic missile, D3 S4 hits, causes panic) at the Swordsmen.



The Warrior Priest's Sigil of Sigmar (magic resistance 1) did not protect them, and they lost a model, though they passed their Panic test. Adam's relief lasted mere moments, though, as Mannfred Von Carstein cast *Curse of Years* on the Knights Panther. Adam couldn't risk this spell being successful, and used his first Dispel Scroll of the game. Finally, one of the Banshees wailed at the Knights Panther, beating their Leadership and causing two of them to drop down dead with fright!



Empire

1. Kurt Helborg
2. Bright Wizard
3. Celestial Wizard
4. Battle Standard
5. Warrior Priest
6. Master Engineer
7. Halberdiers
8. Free Company
9. Swordsmen
10. Crossbowmen
11. Spearmen
12. Swordsmen Detachment
13. Handgunners 1
14. Handgunners 2
15. Knights Panther
16. Reiksguard
17. Outriders
18. Great Cannon
19. Mortar
20. Helstorm Rocket launcher

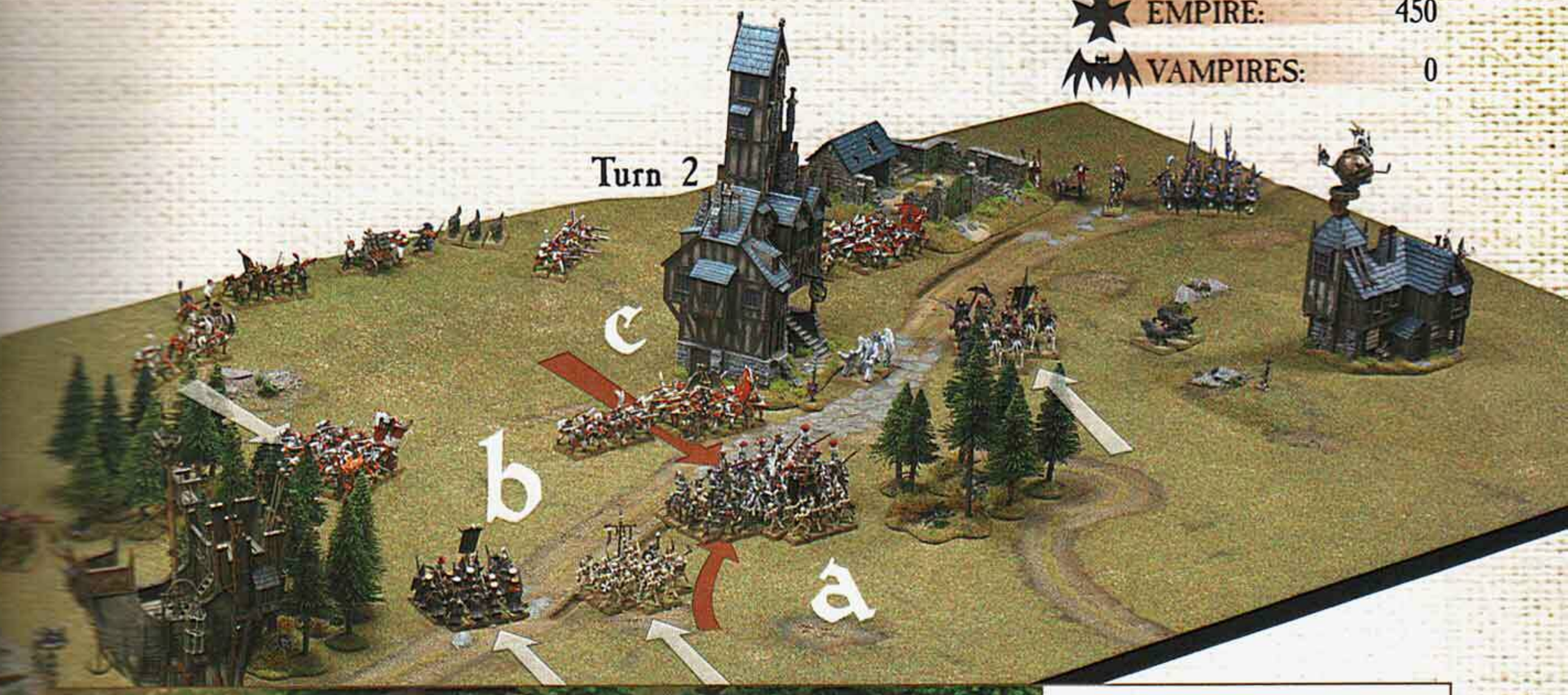
Vampire Counts

1. Mannfred Von Carstein
2. Necromancer 1
3. Necromancer 2
4. Wraith
5. Skeletons Hand
6. Skeletons Spear
7. Zombies
8. Ghouls 1
9. Ghouls 2
10. Dire Wolves 1
11. Dire Wolves 2
12. Grave Guard
13. Black Knights
14. Fell Bats
15. Spirit Hosts
16. Banshee 1
17. Banshee 2

WARHAMMER® Battle Report

EMPIRE: 450

VAMPIRES: 0





To challenge or not

Adam failed to wipe out the Skeletons in a single turn, thanks largely to the Wraith's Cursed Book. However, he could have maximised the damage caused by Kurt Helborg by issuing a challenge. So why didn't he? Well, if he had, the Skeleton champion would surely have accepted, and the Wraith would have survived the combat. Had this happened, the effects of the Cursed Book would have continued – something Adam couldn't allow.

Turn 2

Helborg smashed into the unit of Wraith-led Skeletons *(a)*. The rest of Adam's battle line either advanced in support or, like the Knights Panther and Halberdiers, moved back to get out of charge range.

The Magic phase went well for the Empire. Lanzo destroyed the Banshee on the east flank with *Forked Lightning* – Adam's third Irresistible Force – while the Bright Wizard killed the other Banshee with *Conflagration of Doom* (yep, you guessed it, cast with Irresistible Force). The artillery again purred rather than roared, as the Rocket misfired and the Cannon fell short. The Mortar, however, slew six Grave Guard *(b)*, in spite of their Banner of Doom (5+ ward save)! The Handgunners felled a Black Knight, while the Outriders, thanks to their 360-degree field of fire, killed two Fell Bats. In combat, Pete revealed the Wraith's Cursed Book, which prevented the knights from winning.

The unit of Wolves in the centre charged the nearby Militia detachment, and the Fell Bats charged the Outriders, who stood and fired. The Zombies crashed into the flank of the Reiksguard, and it was on to the Magic phase. Mannfred summoned two Dire Wolves behind the Empire lines. Boris raised six Skeletons into the unit fighting Helborg, and Adam was forced to Dispel to prevent Mannfred doing the same. Finally, with Irresistible Force, Mannfred cast Curse of Years at the Spearmen *(c)*, slaying three.

In the Combat phase, the Outriders wiped out the Fell Bats, while the Militia destroyed the Dire Wolves. In the centre of the field, five Skeletons and two Zombies fell, but it was not enough to wipe out the Undead, and the Reiksguard were stuck.

a **Kurt Helborg and his knights become embroiled in a difficult battle with the Skeletons and Zombies.**

b **The Grave Guard are hit hard by a mortar blast.**

c **The Spearmen are affected by the *Curse of Years*, and will now continue to die until Adam can dispel it!**

Breakthrough

a **The Engineer failed a charge against the the Dire Wolves. Very unfortunate, as they still blocked the path of the Knights Panther, thus protecting Mannfred's flank.**

b **The Warrior Priest found it hard to use his powers, as Pete kept a dice or two in reserve to counter these low-level Bound Spells.**

c **The scattering Mortar was typical of Adam's luck with the artillery dice. He was fortunate, though, that he lost so few men.**

d **Kurt Helborg's Laurels of Victory double the combat resolution value of all the wounds he causes. These, combined with the Swordsmen's flank charge, ensured that the Empire did just enough wounds to wipe out the Skeletons and Zombies.**

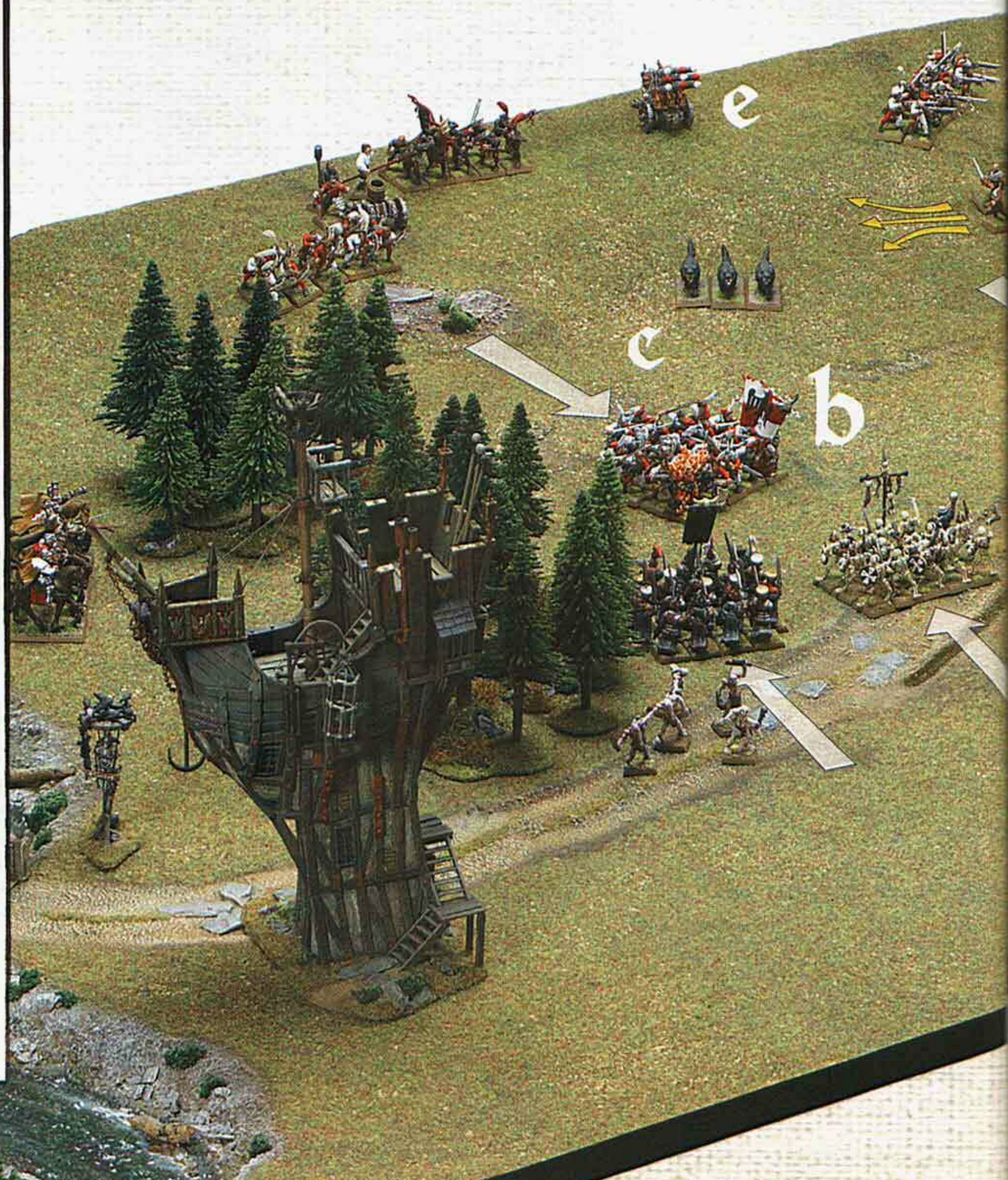
e **The Helstorm Rocket Battery was destroyed by Dire Wolves. It certainly suffered from "shiny new model syndrome"!**

f ***Curse of Years* is deadly. Nine Spearmen died this turn from its effects. But Pete opted to lift the spell in order to target the Knights.**

Turn 3

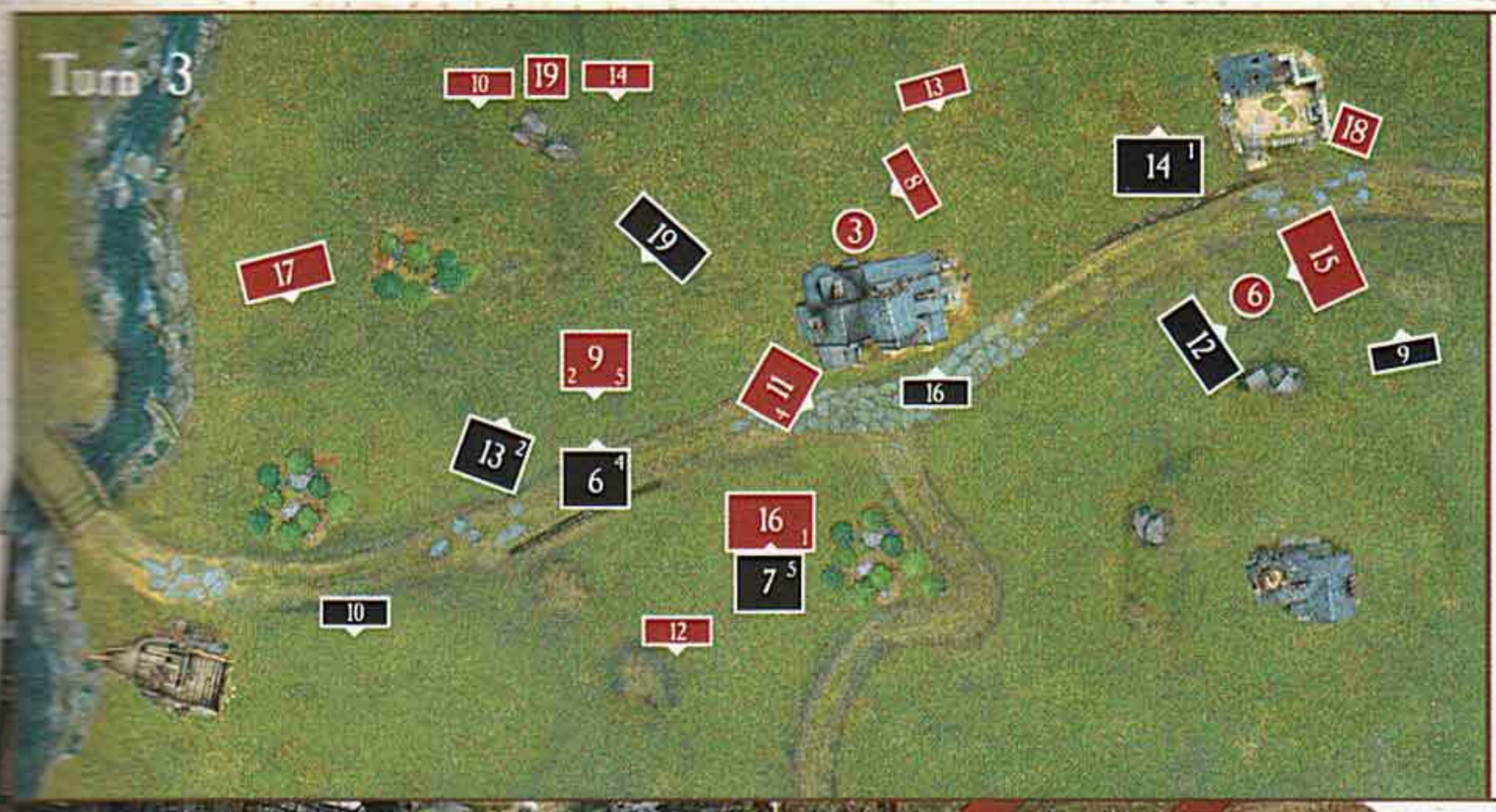
Determined to tip the balance of the Reiksguard combat, a small Swordsmen detachment charged the Zombies, while their parent unit marched towards the nearest unengaged Skeletons. The Engineer attempted to charge the Dire Wolves on the east flank, but failed to reach them. The Empire Wizards failed to cast a single spell, nor did they dispel *Curse of Years*. The Empire's shooting wasn't much better. The Mortar scattered and hit the Talabheim Swordsmen, killing four of them, while the cannon misfired. The Outriders did manage to break the nearest unit of Ghouls, but that was all the Empire could muster. The Combat phase was decisive, with the Swordsmen helping Helborg's knights to smash through the Undead lines.

In the Vampire Counts turn, Mannfred's Black Knights charged the Talabheim Halberdiers. The summoned Dire Wolves charged the Rocket crew, who fled and were chased down. In the Magic phase, Curse of Years slew nine more Spearmen, before Mannfred ended the spell only to cast it again on the Knights Panther, who all survived this turn. Boris raised some more Skeletons into the large unit, summoning 11! In Combat, Mannfred's unit of Black Knights destroyed the Halberdiers, and caused their Militia detachment to flee.



WARHAMMER Battle Report

EMPIRE:	865
VAMPIRES:	385



Empire

1. Kurt Hellborg
2. Bright Wizard
3. Celestial Wizard
4. Battle Standard
5. Warrior Priest
6. Master Engineer
7. Halberdiers
8. Free Company
9. Swordsmen
10. Crossbowmen
11. Spearmen
12. Swordsmen Detachment
13. Handgunners 1
14. Handgunners 2
15. Knights Panther
16. Reiksguard
17. Outriders
18. Great Cannon
19. Mortar
20. Helstorm Rocket Launcher

Vampire Counts

1. Mannfred Von Carstein
2. Necromancer 1
3. Necromancer 2
4. Wraith
5. Skeletons Hand
6. Skeletons Spear
7. Zombies
8. Ghouls 1
9. Ghouls 2
10. Dire Wolves 1
11. Dire Wolves 2
12. Grave Guard
13. Black Knights
14. Fell Bats
15. Spirit Hosts
16. Banshee 1
17. Banshee 2
18. Dire Wolves 3



Unholy Power

Mannfred's Black Knights charged a large unit of Halberdiers and destroyed them in a single turn. Mannfred's impressive profile, combined with the lances and heavy armour of the Black Knights, won the day. As a bonus for Pete, Mannfred Von Carstein's Sword of Unholy Power boosts his Dispel pool when he causes Wounds!

Unstoppable Evil

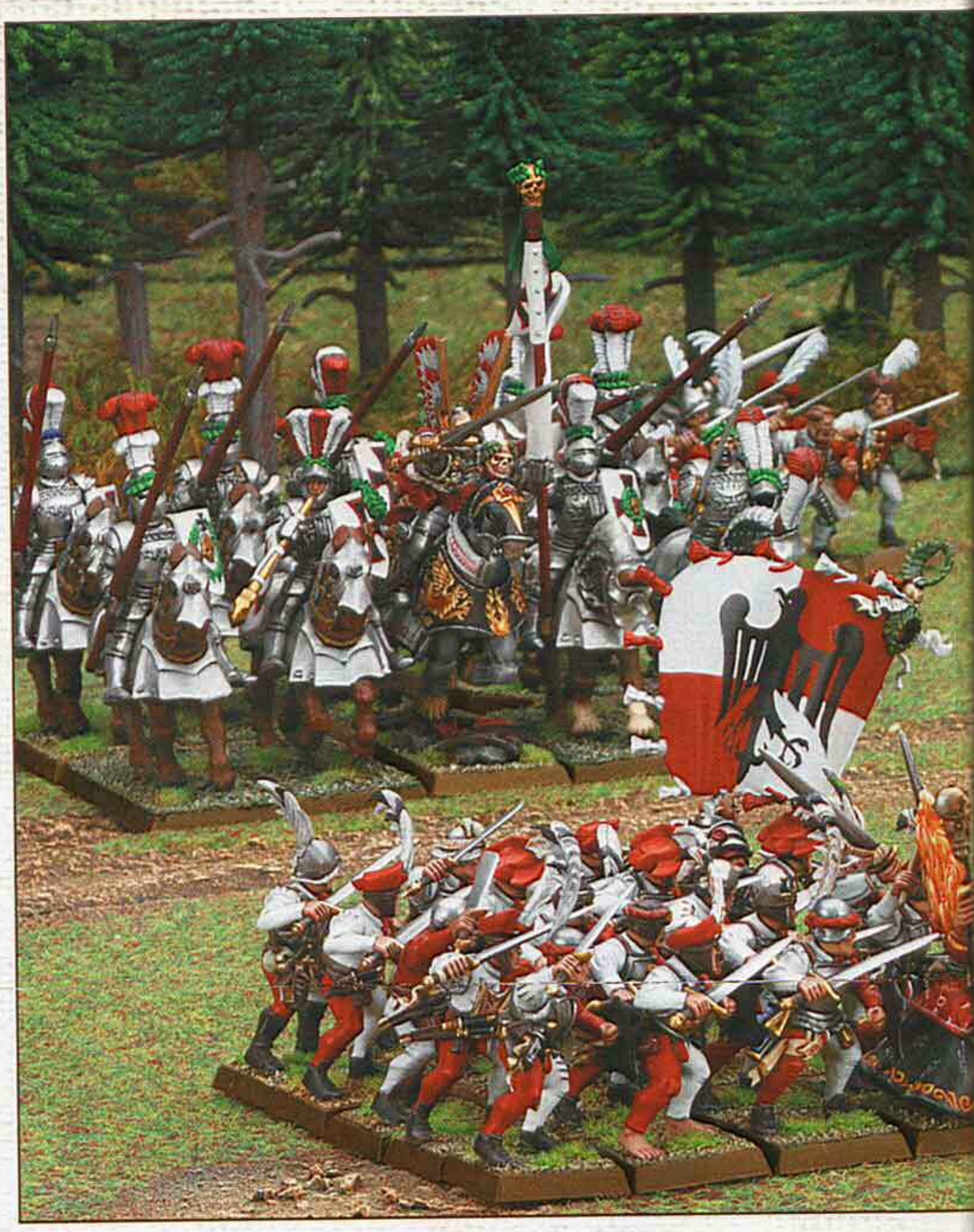
Turn 4

Short of options, the Knights Panther and Engineer both charged the Dire Wolves. Likewise, the Spearmen in the centre attempted to get to grips with the Spirit Hosts, and the Swordsmen, led by the Bright Wizard and Warrior Priest, threw themselves into battle against the Skeletons before them. Helborg ordered his knights to turn about, and they began to advance towards their own lines, hunting Mannfred.

In the Magic phase, Adam used four dice to ensure *Curse of Years* was dispelled, which meant that he didn't manage to cast anything else. However, he needed his Knights Panther to survive, so prioritised wisely. In the Shooting phase the Mortar overshot, but the Outriders and Crossbowmen continued to whittle down the Grave Guard, killing four. With the Black Knights bearing down on them, the Talabheim Handgunners opened fire, and to Pete's dismay, slew four of Mannfred's knights! In combat, the Knights Panther and Engineer ploughed through the Dire Wolves and both overran 11" towards the Spirit Hosts. This move denied the waiting Ghouls a rear charge. The Spearmen didn't fare so well against the Spirit Hosts, as they won the combat but failed to wipe out the ethereal creatures. In the fight between the Swordsmen and the Skeletons, the Bright Wizard cut down the already wounded Necromancer, while his men hacked into the Undead ranks. However, their victory was only marginal, and both sides held.

Pete's turn began with Mannfred's Black Knights charging the Handgunners on the hill, while the Grave Guard charged the flank of the Swordsmen. In the Magic phase, the remaining Necromancer – who was also now in combat – raised a unit of Zombies in front of the Reiksguard Knights, positioned so that they would redirect the Knights away from the large combat that was raging near the centre of the field. Mannfred then miscast, ending the Magic phase early.

In the Combat phase, the Swordsmen killed the second Necromancer of the turn, but the Grave Guard inflicted heavy casualties. The Swordsmen broke and fled, but were not caught by the shambling horde. Mannfred and his Black Knights tore apart the Handgunners on the hill, and this massacre caused the nearby Militia detachment to flee again, towards the table centre. The Spearmen in the middle again failed to destroy the Spirit Hosts, and with that the turn ended.



Mechanical Ingenuity

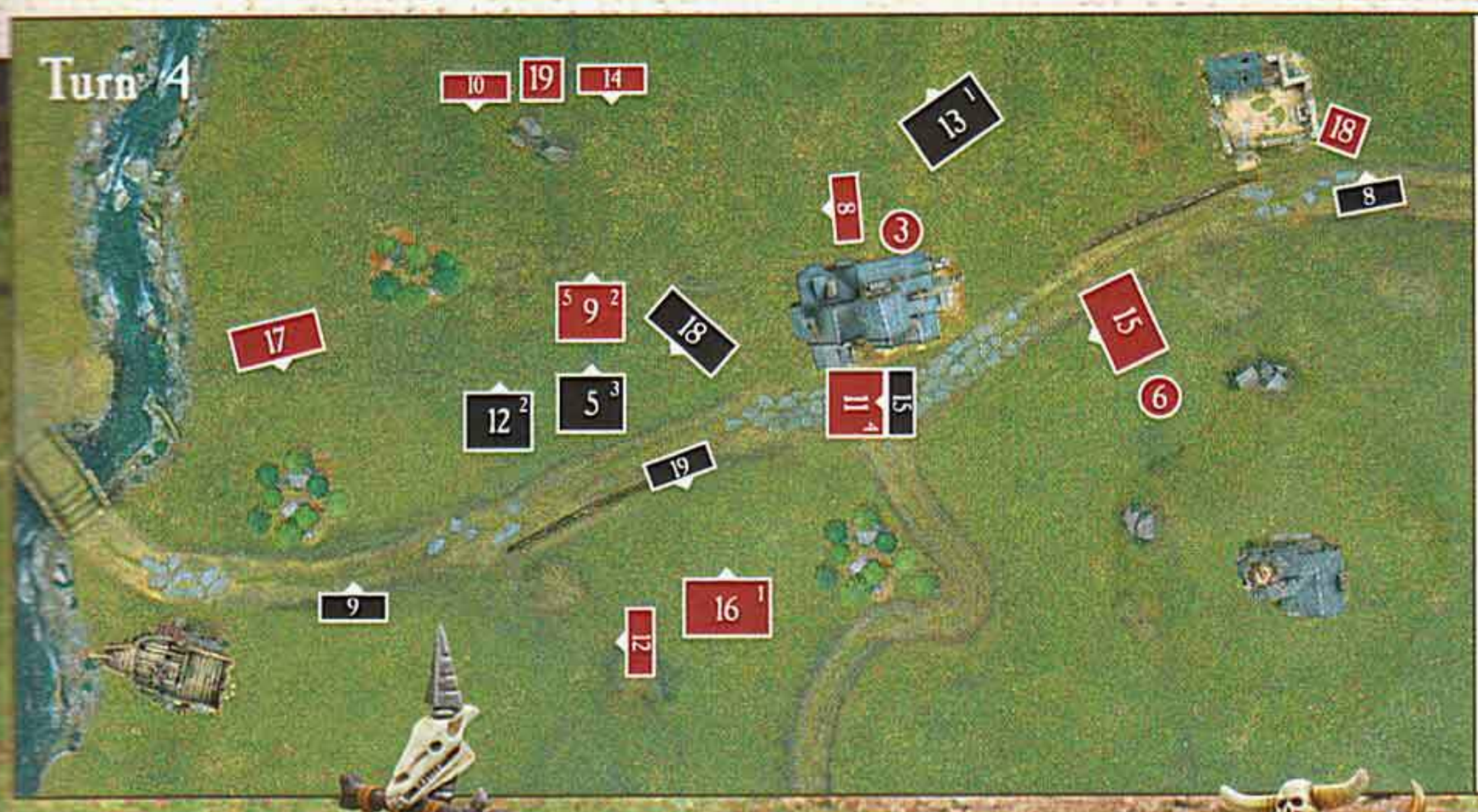
Though the Engineer and Knights Panther wiped out the Dire Wolves in a single phase, it was actually a close fight. Adam rolled very badly for his Knights, and the combat resolution was just enough to kill the last Wolf. Good job, then, that the Engineer's Clockwork Horse inflicts D3 Strength 4 impact hits, or the combat would have been rather embarrassing for the Empire army.



WARHAMMER® Battle Report

EMPIRE: 1215

VAMPIRES: 703



Empire

1. Kurt Hellborg
2. Bright Wizard
3. Celestial Wizard
4. Battle Standard
5. Warrior Priest
6. Master Engineer
7. Halberdiers
8. Free Company
9. Swordsmen
10. Crossbowmen
11. Spearmen
12. Swordsmen Detachment
13. Handgunners 1
14. Handgunners 2
15. Knights Panther
16. Reiksguard
17. Outriders
18. Great Cannon
19. Mortar
20. Helstorm Rocket Launcher

Vampire Counts

1. Mannfred Von Carstein
2. Necromancer 1
3. Necromancer 2
4. Wraith
5. Skeletons Hand
6. Skeletons Spear
7. Zombies
8. Ghouls 1
9. Ghouls 2
10. Dire Wolves 1
11. Dire Wolves 2
12. Grave Guard
13. Black Knights
14. Fell Bats
15. Spirit Hosts
16. Banshee 1
17. Banshee 2
18. Dire Wolves 3
19. Zombies 2

Fresh from the Grave

Pete couldn't have picked a better time or place to cast Invocation of Nehek. Eight Zombies clawed their way up through the dirt track to form a new unit directly in front of the Reiksguard, angled so as to deny them any fortuitous overrun moves next turn. Adam had his revenge though – the Necromancer who caused him such chagrin was chopped down by the angry Empire Swordsmen.

No Quarter Asked

Turns 5 & 6

Turn 5

The Reiksguard took but a moment to catch their breath, before spurring their steeds on into the Zombies before them. The Knights Panther charged the Spirit Hosts in the centre. To Adam's relief, the Swordsmen and, more importantly, the Bright Wizard, rallied and turned to face the horde behind them. Obviously tiring, Hagan Schreiber miscast, allowing Pete to cast a spell in return. Mannfred chose a top-level *Invocation of Nehek*, forcing Adam to use his final Dispel Scroll. The Great Cannon crew loaded grapeshot to see off the approaching Ghouls, but to no avail. The Mortar tried to help them out, and killed two Ghouls, but not enough to stop them. The Crossbowmen and Handgunners opened fire at the Skeletons, dropping five between them. In a short and sweet Combat phase, the Reiksguard *(a)* rode over the Zombies almost without pause, and overran into the Dire Wolves, while the howling Spirit Hosts were finally laid to rest.

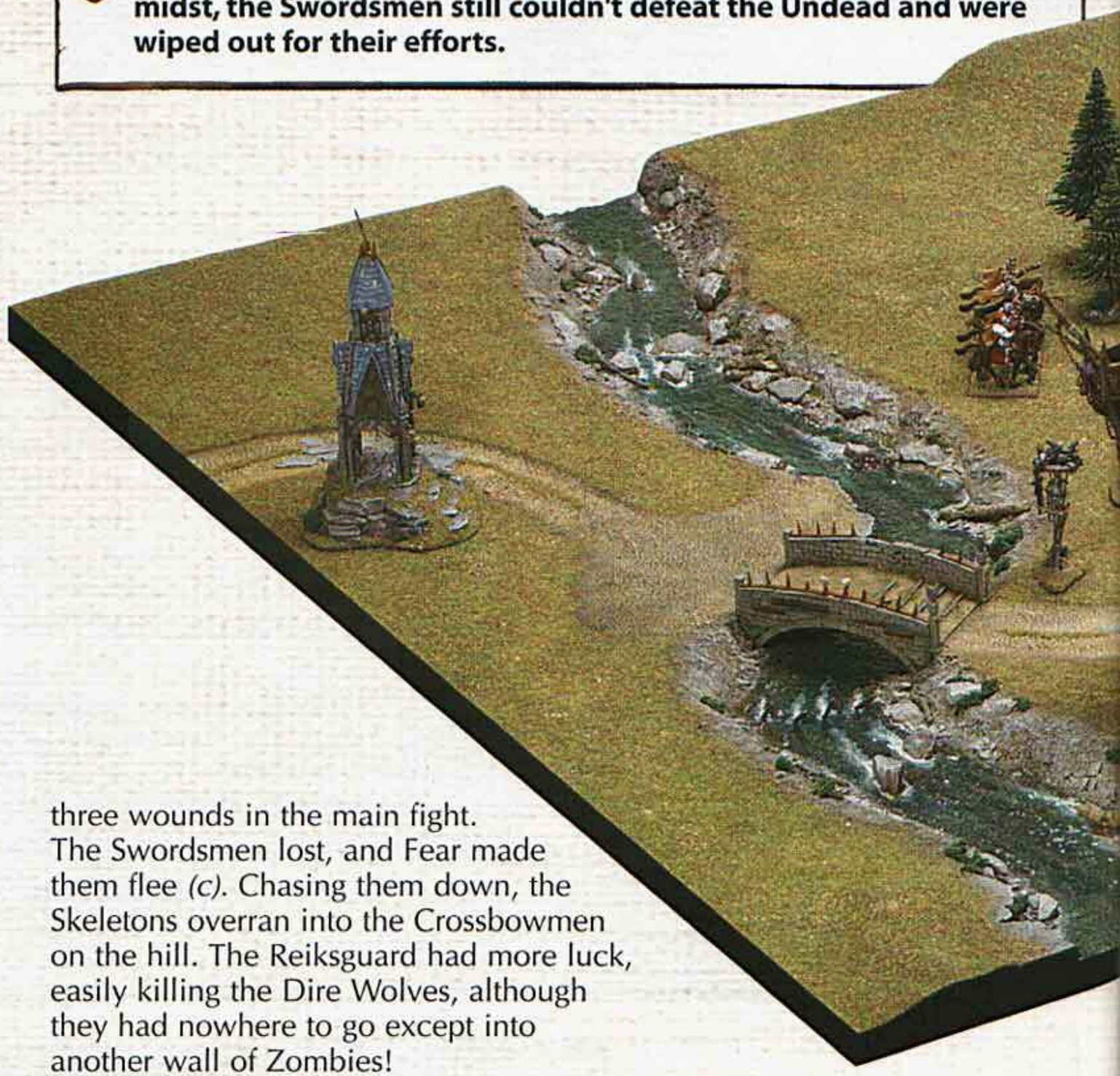
Pete's turn began with the Skeletons and Grave Guard charging the Swordsmen again, who held firm. The Ghouls on the east flank charged the Great Cannon.

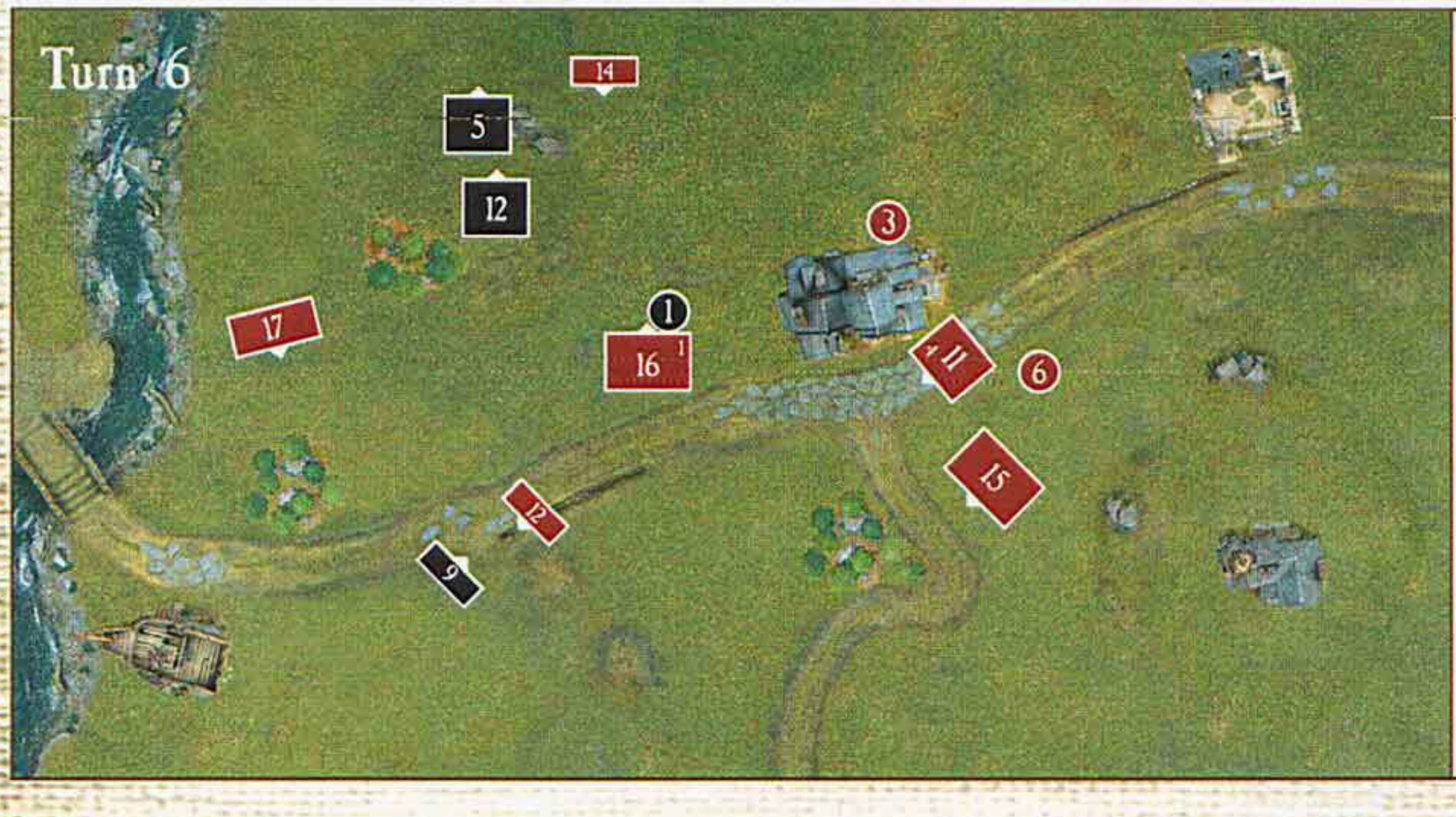
Mannfred employed his free spell, and cast *Curse of Years* on the Knights Panther. Though Pete was unlucky with his rolls to wound, he did manage to kill the unit's Preceptor. Finally, Mannfred scored an Irresistible Force, and summoned forth 15 Zombies, who assembled before the Reiksguard *(b)*. In the Combat phase, the Ghouls wiped out the Great Cannon crew. Adam could only slump in his chair as neither he nor Pete could score more than three wounds in the main fight. The Swordsmen lost, and Fear made them flee *(c)*. Chasing them down, the Skeletons overran into the Crossbowmen on the hill. The Reiksguard had more luck, easily killing the Dire Wolves, although they had nowhere to go except into another wall of Zombies!

a **The Reiksguard began their killing spree, ultimately wiping out two small units and overrunning into a third.**

b **The timing of Mannfred's Irresisitible Force was incredibly lucky. Adam had let him cast *Curse of Years*, saving his dice to dispel the inevitable *Invocation of Nehek*, but was denied the attempt!**

c **Despite being fuelled by Hatred, and having two Heroes in their midst, the Swordsmen still couldn't defeat the Undead and were wiped out for their efforts.**





Empire

1. Kurt Hellborg
2. Bright Wizard
3. Celestial Wizard
4. Battle Standard
5. Warrior Priest
6. Master Enginner
7. Halberdiers
8. Free Company
9. Swordsmen
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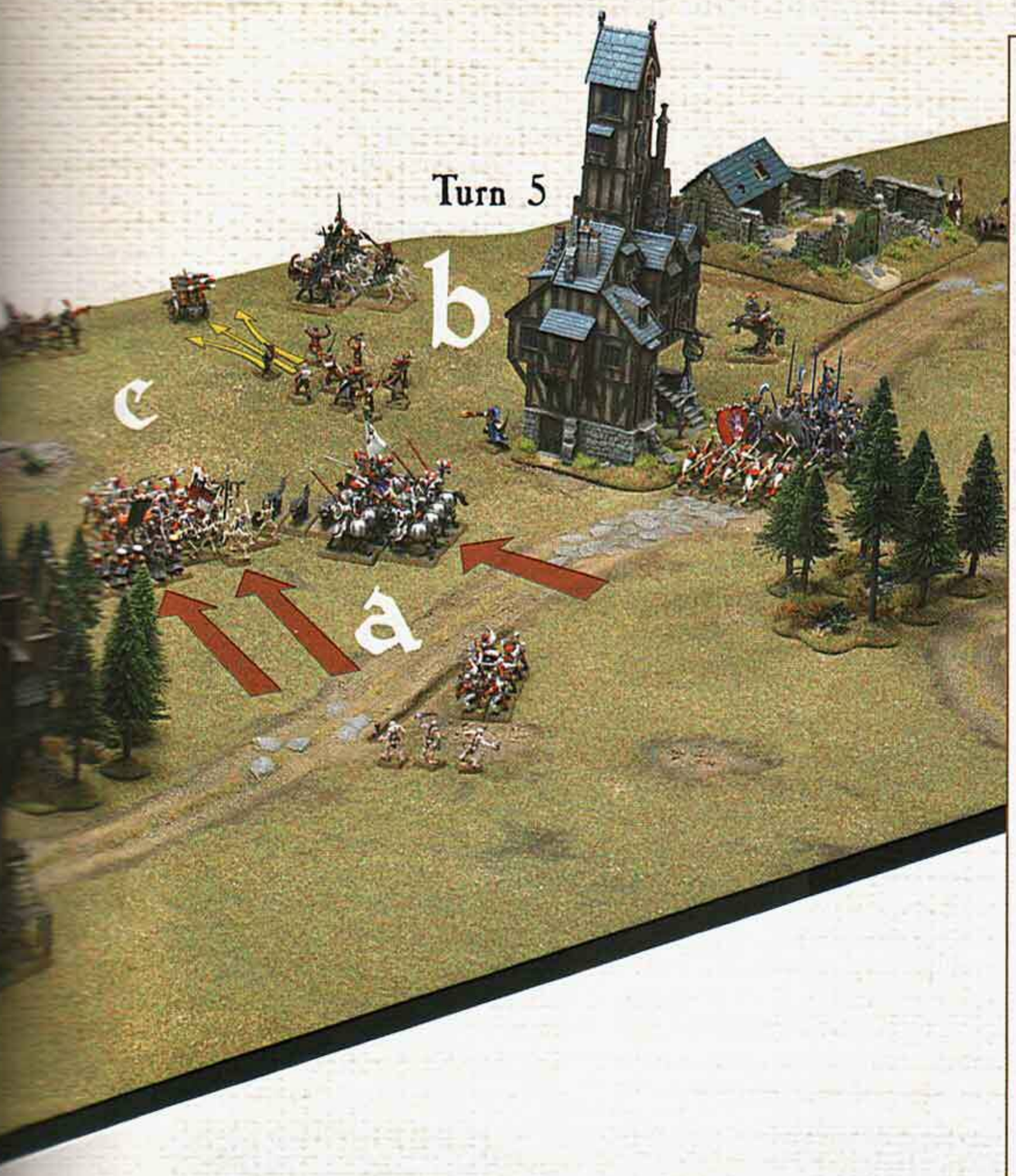
Vampire Counts

1. Mannfred Von Carstein
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4. Wraith
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7. Zombies
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12. Grave Guard
13. Black Knights
14. Fell Bats
15. Spirit Hosts
16. Banshee 1
17. Banshee 2
18. Dire Wolves 3
19. Zombies 2

WARHAMMER Battle Report

EMPIRE: 2041

VAMPIRES: 1534



The Final Challenge

Those watching the game shouted "Boo, hiss!" as Helborg turned down Mannfred's challenge. But Adam had the right plan. He knew that Mannfred and Helborg would fight to a standstill, and the only way he could win was with combat resolution. The Wights have no Ward save, and thus fell easily to Kurt's Runefang. Adam was, however, very lucky that none of the Black Knights attacking Helborg scored a Killing Blow.



Turn 6

Adam moved his troops nearest the west board edge so that they could claim two table quarters. There were no charges, and the poor Celestial Wizard couldn't cast any spells due to Mannfred's skills. The Mortar tried a speculative shot at the Black Knights, and managed to kill one. The Engineer, meanwhile, released one last bomb-bearing pigeon at the Ghouls on the west flank. Finally succeeding with his invention, the hapless bird flapped into the midst of the Ghouls, exploding in spectacular fashion. Three Ghouls died, and the rest fled the field, leaving Adam in control of both western table quarters. In combat, the Reiksguard again wiped out a Zombie unit, and overran, hoping to move just far enough to present their frontage to Mannfred's Knights. The gamble paid off, and the two Generals faced each other across the smoky battlefield for the first time. Elsewhere, the Skeletons saw off the Crossbowmen, which caused the Mortar crew to flee in panic.

In the final turn, Mannfred's Black Knights went for glory and charged Helborg's Reiksguard. To boost his chances, the Vampire Lord cast *Hellish Vigour* on his unit. The magical barrage continued, with Curse of Years killing two members of the Swordsman detachment, and an *Invocation of Nehek* raising 11 Zombies to contest the southwest quarter.

In the Combat phase, the arrogant Vampire issued a challenge. To his disgust, the Reiksguard Champion accepted on behalf of his Lord. Cutting down the whelp, Mannfred watched in dismay as Helborg slew four Black Knights! After a turn of frantic hacking, the magic animating the Black Knights faltered, and Mannfred was left alone and wounded in front of the proud Reiksguard. There was no easy way out of this predicament for the evil count...

RESULT

The Empire

2041

Vampire Counts

1534

Marginal Victory

The Empire

Bloodied but unbowed

Hero of the Hour

The hero of the match is obviously Helborg, but an accolade should go to the Hochland long-rifle wielding Champion in the Handgunner unit. That plucky blighter killed off the Black Knight Champion. Note to self: I must add some of these to my existing Empire army.



Adam: As the smoke clears, there's not a lot left... at least not at first glance. All of my war machines are crewless, two of my large infantry regiments have been butchered to a man and I've managed to lose two of my key characters. Somehow, it's not all that bad though – amid the flurries of poor dice rolls, the fleeing soldiers and the rampant butchery, it seems that I managed to kill a fair few of the Undead monstrosities.

Obviously the key moment was Kurt Helborg and the Reiksguard Knights taking Mannfred Von Carstein's charge on the chin, and then wiping out the Black Knights, but even without that, the battle would probably have gone in my favour (only just, mind you).

Against any other army (Tomb Kings excepted) my shooting would have counted for far more, and that was my first problem I think. I placed too much stock in the shooting phase and just how much destruction my artillery and missile troops would cause. Because Pete didn't have to worry about Panic checks and could resupply most of his units with *Invocation on Nehek*, I'd have been better off if I'd dropped one of the units of Handgunners (and perhaps a war machine) for a block of Flagellents. Whilst I'm normally one for disciplined troops, there's a definite advantage to never, ever running away. Especially against the Undead... ah, the benefit of hindsight.

With that said though, with the obvious exception of the Helstorm, more or less everything pulled its weight. I'm so disappointed it didn't show what that little rocket firing monstrosity is capable of – trust me, as soon as the cameras are away, it'll hit first time!

Given my time again, I'd listen to my inner voices, and not the mocking tones of the guys in Games Dev. I'd take a fighting Captain and whack him on a horse, ready to ride out and cause trouble. My lack of experience using a Battle Standard showed, I think and I ended up wasting it – while I almost always use a Captain on a horse (I only took the Standard Bearer because people tease me about my Captain). But lesson learned – either practice with a Battle Standard, or stick to what I know. I'd also rethink my deployment a little – Pete's a tournament player and he outplayed me.

From Pete's side of things, I'd have taken one less Necromancer, and looked to cram a Vampire Thrall in. With him leading the Grave Guard he could have hacked his way through my infantry units with ease. That said, Pete didn't do a bad job, the battle was much closer than the Victory Points suggest. Perhaps just being a little luckier would have made the difference. But maybe not.



Out for the Count

Pete: There were certainly not a lot of models left on the board by the end of the game but alas, counting up the victory points, the Empire had scored a narrow victory over the undead legions.

What went wrong? Well, not a lot really. Other than some ridiculous luck on Adam's part, scoring so many irresistible forces while I promptly miscast, it wasn't a bad performance. I played the game to my army's strengths but made one or two tactical errors which resulted in the fortunes of the battle swaying towards Adam. I was extremely pleased with Mannfred, accompanied by his unit of Black Knights, he seemed unstoppable and casting a free spell every turn in addition to his own casting dice he proved a bit of a one-man army. However, letting him run off from my main force was probably a mistake. It is always tempting to charge forward with a mounted general, but I think that this battle proves the point that having him at the centre of your army is probably more important. Allowing my infantry to march towards the Empire lines would have meant that they arrived sooner and could have silenced the gun line faster. The Grave Guard and Skeleton units proved that causing fear they are a match for any infantry the Empire can throw at them (as long as they outnumber them).

The other mistakes I made were smaller in significance. In hindsight I would not have charged my Zombies into the flank of Kurt and his knights. It served little purpose and with Kurt winning the combat every turn on his own (those Laurels are a real killer against Undead) it was never likely that I was going to send him running.

The Spirit Host unit became a little trapped behind the building once it lost the ability to march, but this was less a tactical blunder – I was ignoring tactics in preference of drama. Honest! The Empire troops on the hill would have had quite a shock when the ghosts of their dead came floating through the building in front of them. I think that is something to remember for next time.

If I played this battle again I think I would be more inclined to deploy Mannfred Von Carstein and his knights in the centre of the army allowing the entire force to cross the table quicker.

I think Adam played a really solid game with the army he had selected. Possibly protecting his Wizard Lord better would have been wise as, had it not been for a few lucky get-outs, such as when I rolled five attacks but only managed to hit with one, or the Ghouls failing their panic test before charging in to finish him off, he would have been killed far sooner. I don't think I would have engaged as quickly either, as once the close combat started a lot of Adam's Empire ranged units became redundant. Still, he won, but only just.

Hero of the Hour

My pick of the bunch for the Undead side is undoubtedly Mannfred. He is worth every point in a game of this size and kept me in the fight even when luck was turning against me.





WARHAMMER®

WHO WILL CLAIM THE NEMESIS CROWN?

GLOBAL CAMPAIGN COMMENCES

JULY 2007



WARHOSTS OF THE FIRSTBORN

The Elves have a long and noble history, and Middle-earth just wouldn't be the same without them. Mat Ward peers deep into his palantír to reveal their secrets.



A High Elf Captain of Eregion, there are not many Evil creatures that can go toe-to-toe with him.

The Elves are crucial to Middle-earth and The Lord of the Rings story, and they form a vital part of what makes JRR Tolkien's stories so memorable. In his tales, the Elves were the first of all races created, and are the most powerful – immortal, magical beings.

Though they are a shadow of their former glory, the Elves saw great prosperity during the Second Age. With the shadow of Morgoth removed, the Elves were once more able to enjoy the world in all its splendour and set upon many indulgent works. One such exercise would come to doom them, for they were deceived by Sauron, the Dark Lord, into crafting the Rings of Power, magical tokens which had the power to dominate the entirety of Middle-earth. When the Elves became aware of Sauron's schemes, it led to a series of devastating wars that left the Elven cities shattered and their power a fraction of what it once was. At the time of The War of The Ring, the Elves are much diminished and growing apart from the mortal world. Yet they are still a force to be reckoned with. Amongst their number, the mightiest and oldest are those Elves whose memories stretch back into the Second Age and beyond. Though few in number, they

HERALDRY OF THE FIRSTBORN

In times past an Elf warhost would sport the heraldry of a dozen mighty houses. Now, there are few with the strength to battle Sauron's evil.

Eregion



Once the greatest of all the Elven realms in Middle-earth, there are still some of the Firstborn clad in the blue and gold that was the High King's livery, their lives and strongholds concealed from the eyes of mortals.

The House of Finrod



The Firstborn of the House of Finrod no longer have armies, nor even a home. Most have taken up lives as wanderers and rangers, much as has Gildor Inglorion – one of the most famous of the House to still live.

Rivendell



The armies of Imladris are but a shadow of the Elven hosts whose marching shaped the fortunes of the world, yet they are still powerful enough to shield Rivendell from the attentions of Sauron's servants.

The Grey Havens



Standing upon the edge of the great sea, the Grey Havens serve as the link between the mortal world and Valinor. The armies of the Havens are maintained to protect the great ships that there lie at anchor.

are the most stalwart opponents of Sauron.

With the release of Legions of Middle-earth there's a golden future for the Elves, with several distinct army lists now available for them. These allow you to create all kinds of Elven armies, but in this article we're going to look at those Elves who have dwelt in Middle-earth the longest. These "Second Age Elves" have been part of the Citadel range for The Lord of the Rings strategy battle game since the very beginning, and over time, their ranks have swelled further with new Heroes such as Erestor and Círdan.

Over the next few pages you'll find collecting and tactical advice for the armies of the most ancient of the Elvish fastnesses – Rivendell and The Grey Havens, as well as Eregion, the lost Elven Kingdom of old. There's also a brand new scenario for you to play.

The Elven Realms

Above, you will find some suggested colour schemes for the four great legions of Elves in the Second Age. Most familiar is Eregion, the army of which features at the beginning of The Fellowship of the Ring film, for it was troops from this region that followed Gil-galad at the Battle of the Last Alliance. The rarest of the Elves of Middle-earth are those of the House of Finrod, who now mostly live as wanderers or rangers, or simply live alongside their brethren in Rivendell, Mirkwood or Lothlorien. Rivendell, or Imladris, is the most famous of the Elven realms, notable for its ruler, Lord Elrond Half-elven, who still maintains his domain as a safe haven against the dark powers. Finally, we have the Grey Havens, from where the great ships take the Elves from Middle-earth to the fabled land of Valinor.

Elven Heraldry

Though there is no concrete information within the story of The Lord of the Rings regarding the heraldry and uniforms of the Elven realms, we've asked the 'Eavy Metal team to provide their own interpretations which are loosely based on colours in the New Line movies.

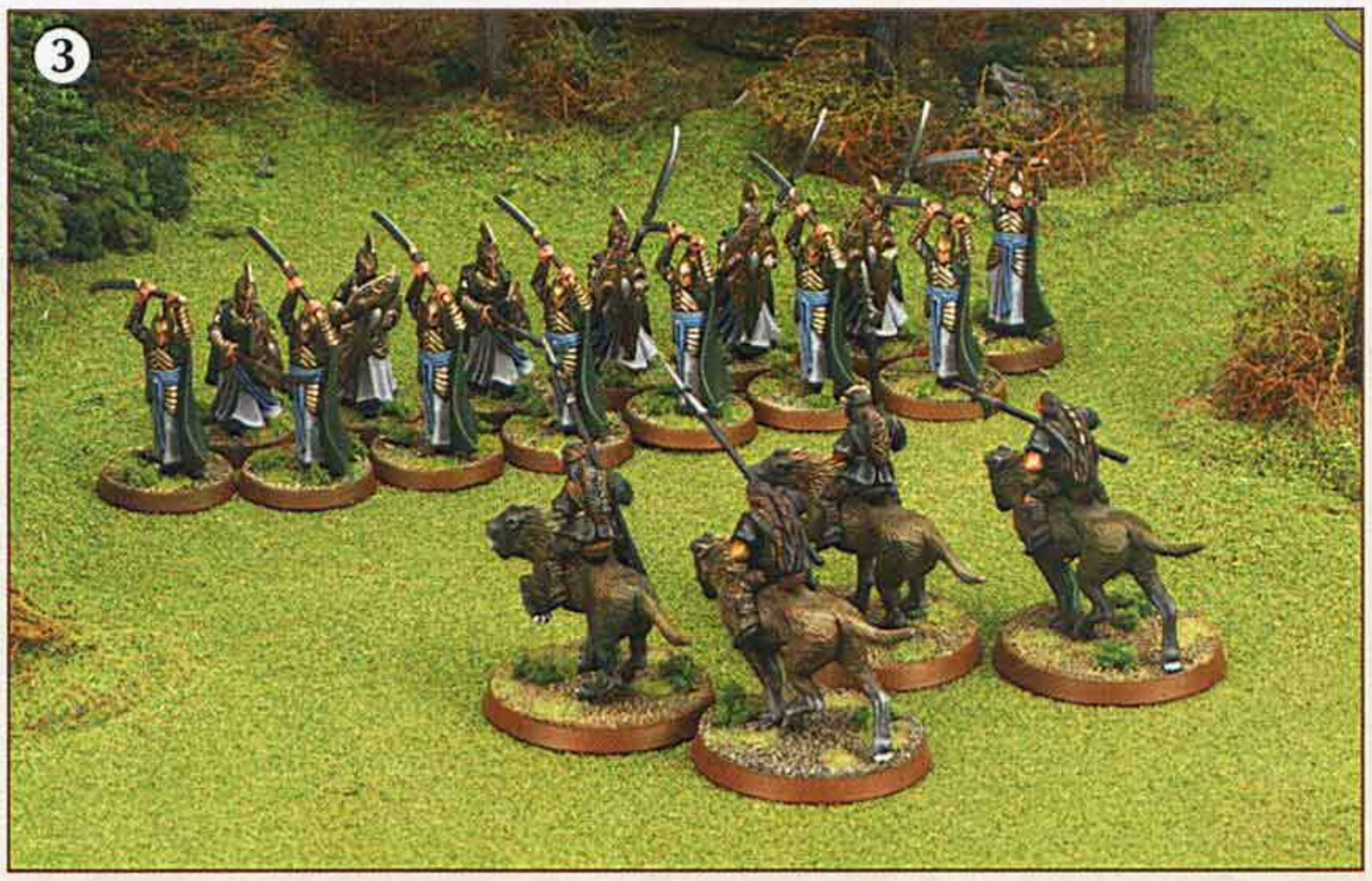
The miniatures shown above have been painted in a way that seems fitting to their background, in colour schemes that look great on the tabletop. All are valid army uniforms.

TACTICS OF THE FIRSTBORN

As in any battle game, you need to play to your strengths. In the case of Elves this is pretty easy, as they have lots of strengths to take advantage of!







Formation (1) can advance or retreat at will, peppering the foe with arrows as it moves. With the Defence of six Elves in front, most incoming fire will need 6s to wound, as will any enemy cavalry that gets to charge home. Once the enemy are within charge range, reverse the formation so the spears can support the archers.

Formation (2) offers similar tactical options. The archers can either volley fire or shoot through the gaps in the line of spearmen when the enemy get close.

Against Strength 4 enemies, such as Wargs and Uruk-hai, formation (3) comes into its own. The enemy will still need 5s to wound your Elves, but the spears allow you to get twice as many attacks into the combat – always a bonus with Fight 5.

Top Tip

All Elves are Woodland Creatures, allowing them to move through forest terrain without penalty. A cunning Elf general will lure his foe into dense forests to use this movement ability to his advantage. This is especially useful against enemy cavalry, who tend to shy away from bonus-sapping difficult terrain.

The winner's guide to Elves

Deadly archery: Elves set the standard for exceptional missile fire, with a high Shoot value and Strength 3 Elf bows to boot. This means that you'll be hitting two-thirds of your targets with every volley and, more often than not, killing a third of the foes you hit – not bad odds at all.

Peerless fighters: There is no race in the game that can match the Fight value of Elves – even the basic Warriors have Fight 5, which will beat all other man-sized warriors and most of their Captains too!

Unflagging resolve: Courage 5 is a useful ability to have, particularly when facing Terror-causing creatures, such as Trolls or Ringwraiths. It also means your force is less likely to turn tail and run when things go against you.

Unyielding Armour. Heavy armour makes your Elves much more survivable than those from other realms, such as Lothlórien. Combined with a shield, it can raise your Elves' Defence to 6, leaving them all but immune to the slings and arrows of outrageous fortune.

Alone Against the World

Of course, this level of specialisation and skill comes at a price – literally. As each of your Elves weighs in at around 10 points, you can expect to be outnumbered at least 3:2, and sometimes even 2:1. To counter this, you'll need to have your Elves support one another properly, maximising the effectiveness of your weapon options. The examples above are tried and tested means of getting the best out of your warriors, but they're by no means the definitive list of tactics available to an Elven host.

GUARDIANS OF THE HAVENS

495 Points

This example army has been chosen to a value of 500 points – a good starting size – and combines a balanced mix of troop types as well as plenty of Heroes to provide strong leadership. Although the force will almost always be outnumbered, Círdan's magical powers will help keep the Elves alive and in the battle.





1 Círdan of the Havens
The heart of the army, Círdan should be kept close to as many friendly models as possible to maximise the effects of his magical powers.
90 points

2 Galdor, Elf Captain
with heavy armour and shield.
80 points

3 Findel, Elf Captain
with heavy armour and Elf bow.
80 points

Elf Captains are capable fighters in their own right, but their real strength comes from the Heroic actions they can call.

4 Findel's Cohort
7 Elf Warriors with heavy armour and Elf bow.
77 points

None can match the archery of the Elves. These Warriors can swiftly thin the enemy ranks or slay marauding Trolls.

5 Galdor's Cohort
8 Elf Warriors with heavy armour and Elven blade. 8 Elf Warriors with heavy armour, shield and spear.
168 points

This group is best suited to working as a unit where each Elf can support his friends. but if this fails each warrior can fight quite capably on his own.

HEROES OF THE ELVES

Elf army lists boast some of the best Heroes in the game, with a slew of mighty individuals ready to chance their arm against Sauron's servants.

Gil-galad

140 Points

The High King of the Elves causes Terror, has an increased Stand Fast! and receives +1 to rolls on the wound chart. If this isn't enough, he has an unparalleled Fight of 9 – to spell it out, this allows him to go one-on-one with no lesser a dastard than Sauron, the Lord of the Rings and to slice Trolls to pieces with ease!

Elrond

170 Points

Another Terror-causer, Elrond is an ideal addition to many Elven armies. Though not quite as lethal in melee as Gil-galad, Elrond is no slouch at chopping up Orcs, and even has a respectable battery of magical powers as well.



Glorfindel, Lord of the West

140 Points

Last of the "big three" High Elf Heroes, Glorfindel has the martial prowess to threaten a Mordor Troll. He's also resistant to magic, so it's no surprise that even Nazgûl are frightened of him...





Top Tip

Like regular Warriors and Captains, many of the Heroes named here have access to various options. Most often, this will be a horse, which is a useful upgrade for these already powerful models. Some can also take Elven cloaks, which make the tactic of ambushing through woodland terrain even more deadly!

Elladan and Elrohir

140 Points

Not one, but two deadly Elf Heroes, Elladan and Elrohir are a powerful team, able to cut their way through almost anything with their twin Elven blades. Each of the brothers can fight normally with 3 Attacks, fight two-handed with 2 Attacks, or use four dice with the shielding rule.



OUT NEXT MONTH

Erestor

75 Points

Inexpensive and deadly, Erestor makes for an excellent disruption agent, able to hunt down enemy Captains and banner bearers and take them out of the fight early on. He can easily inflict several wounds with his deadly throwing daggers each turn or use them to open a pathway to his main target.



Arwen Evenstar

60 Points

Elrond's daughter does not share the rest of her family's combat prowess, but makes up for it with the incredibly effective Nature's Wrath spell, with which she can knock dozens of foes to the ground.



Círdan

90 Points

Not much of a fighter, Círdan is nonetheless able to stiffen your battlelines. His magical abilities can thwart enemy shooting, buttress the resolve of your troops, or weaken that of your foe.



Don't forget...

Though the below Heroes aren't part of the army lists featured here, they still make for excellent, themed allies...

Gildor Inglorion

80 Points

A master of all trades, Gildor is an accomplished fighter and a moderate spellcaster – a quick, well-timed Immobilise spell is always very handy for dealing with Trolls.



Legolas

90 Points

The sharpshooter from The Fellowship, Legolas' bow is a welcome addition to any Elf force. Simply the best archer in the game, the prince of Mirkwood can reach out and kill his own points value in enemies in very short order.



Galadriel, Lady of the Galadhrim

125 Points

Deadly in combat and terrifying to behold, this warlike aspect of Galadriel is equally capable of killing her foes and making them run for the hills with her Terror special rule!



THE FORGING OF ALLIANCES

Legions of Middle-earth makes it easy to choose themed armies for your army. Here some of the most appropriate allies for Elf armies.

The Grey Havens and Eregion

When selecting allies, make sure that they either compensate for the weaknesses of your main army, or make its strengths even more formidable. This is as true for Elves as any other force and potential allies should be chosen with care. Of course, you may be selecting allies purely on the basis of a narrative theme, but such is the design of The Lord of the Rings game that you'll find most such "historical" alliances are as powerful as ones chosen for purely gaming considerations.



Thranduil's Halls

An alliance formed with the realm of Mirkwood allows you to bulk out your army with the cheaper Wood Elf Warriors without compromising your high Fight, Shoot and Courage values. If that were not enough, you'll also get access to Elven cloaks and one of the most effective "disruption troops" available to the Good side: Wood Elf Sentinels.



Thranduil

The Wizards

In larger games a Wizard or two can be a worthy addition to a High Elf force. Gandalf, Radagast and Saruman all have their unique advantageous traits, but all can neutralise or otherwise severely hamper an enemy Hero with a timely Immobilise, Sorcerous Blast or Panic Steed.



Radagast

The Army of the High King

Eregion and the Grey Havens can ally with the Army of the High King, a match up that not only mimics the narrative of the Last Alliance but also helps the Elves compensate for their lack of numbers. Having mighty Heroes of your own, you're not likely to want to field Isildur or Elendil, but the option is there. Also, even the basic Warriors of Númenor are more than a match for Orcs, Goblins and corrupted Men.





Gwaihir

Eagles!

At the present time, the forces of the Elves lack cavalry, which can put them at a slight disadvantage when at war with Sauron's insidious servants. To counter this, consider enlisting the aid of the avians of the Misty Mountains, who are swift-moving and incredibly deadly.



Tree Ent

Fangorn

For the ultimate in hitting power, consider an Ent or two to back up your Elves. Ents have great stats all the way across the profile and make for incredibly intimidating foes. In fact, they are your best defence against an Elf's worst enemy – Trolls. The only downside is that this prowess costs a lot of points, all but guaranteeing that you'll be outnumbered by your opponent.

Models at 80%

BATTLE FOR THE TOWER HILLS

After the fall of Fornost, the Witch-king bends his will to capturing one of the Numenorean palanítiri, hidden in the Tower Hills.

When Elendil sailed out of the ruin of Numenor he brought with him seven palantíri, fabled seeing stones of Westernesse. These he sited mostly around the realms of Gondor and Arnor, the better for the two kingdoms to converse, but Elendil set the seventh and final palantír in the Tower Hills, within the bounds of the Grey Havens.

In the years to come, several of these seeing stones were lost, or fell into the hands of Gondor's enemies. Yet the seventh, watched over by the Elves of the Havens, remained unforsaken and unsullied for centuries. Even so, this palantír was almost lost at the time of Arnor's fall, when the armies of the Witch-king swept across Eriador like a dark plague. Having sacked Fornost and crushed much of Arnor's armies, the Sorceror-king turned his eye towards the Tower Hills, knowing that a great power lay concealed there. Before the fires of Fornost had cooled, a mighty portion of the Nazgûl's army was on the march once more, the Tower Hills their destination, the palantír their prize...

The Witch-king's minions did not find the hills unguarded, however. The Elves have been watching his progress with dismay, and Círdan mustered a force in defiance. Though the Elves were outnumbered many times over, the armies of the Witch-king had not reckoned with the enchantments that guarded this land...



Starting Positions

The Good player deploys his force anywhere within 12"/28cm of the centre of the board. The Evil player then deploys his force anywhere within 3"/8cm of the edge of the board.

Special Rules

Fear is the key: The Witch-king's servants fear failure and the wrath of their master even more than they do the cold steel and deadly aim of the Elves. The Evil force cannot be broken in this scenario, though they will still take Courage tests for Terror.

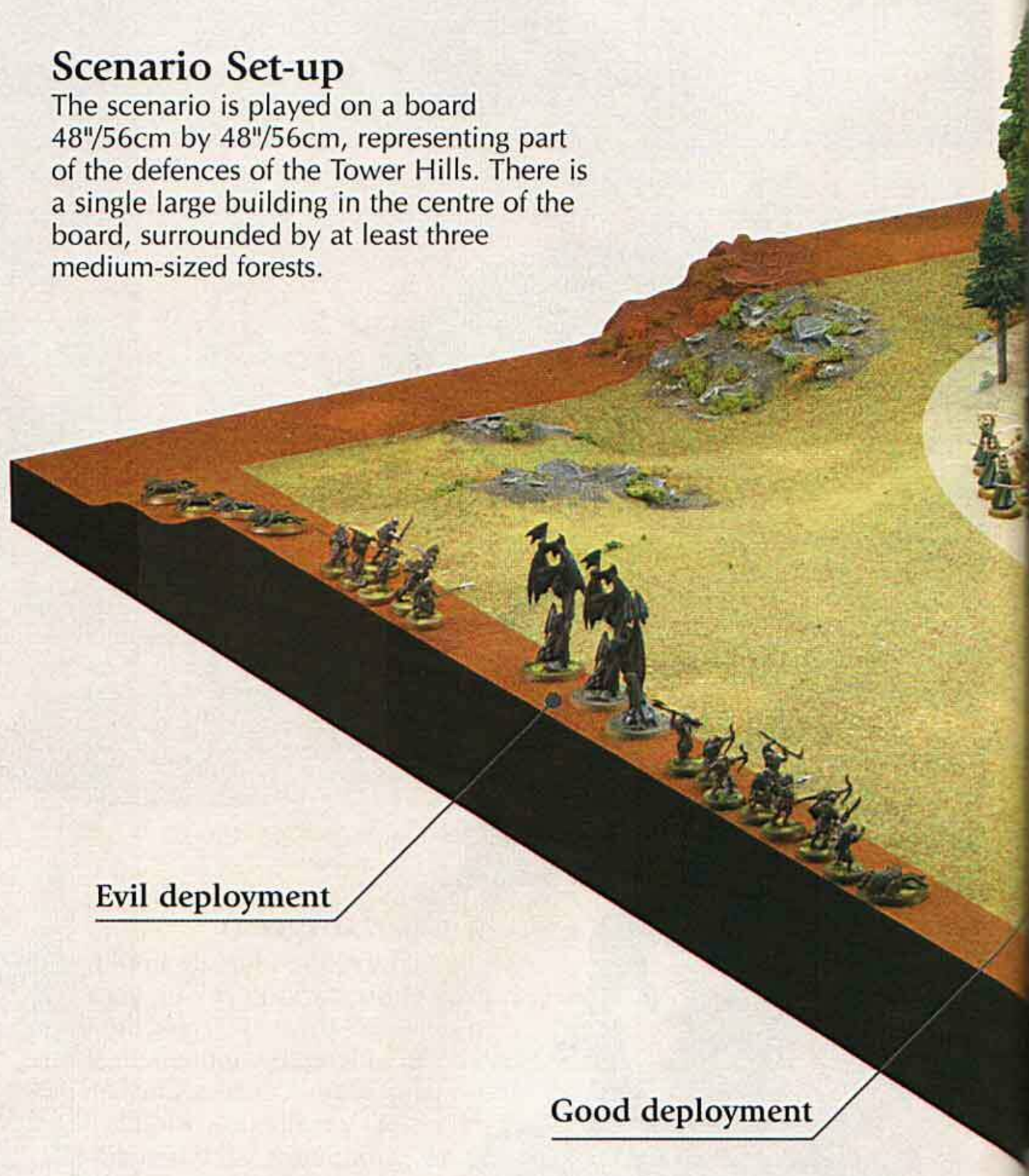
Enchanted defences: Various protective measures were put in place when the Tower Hills were first inhabited, some of them involving skills and magics long since lost even to the Elves. In this scenario the enchanted defences have the following effects:

- *Healing Energies.* Whenever an Elf suffers a wound, the Good player may roll a D6. On a result of 4 or more the wound is avoided, exactly as if a point of Fate had been expended. Note that Fate may still be used to prevent the wound if this roll fails.

- *Charms of Defiance.* At the start of each turn, the player who wins priority must nominate a model on the Evil side. That model immediate suffers the effects of a Sorcerous Blast spell (the direction the model is blasted in is chosen by the player who lost priority).

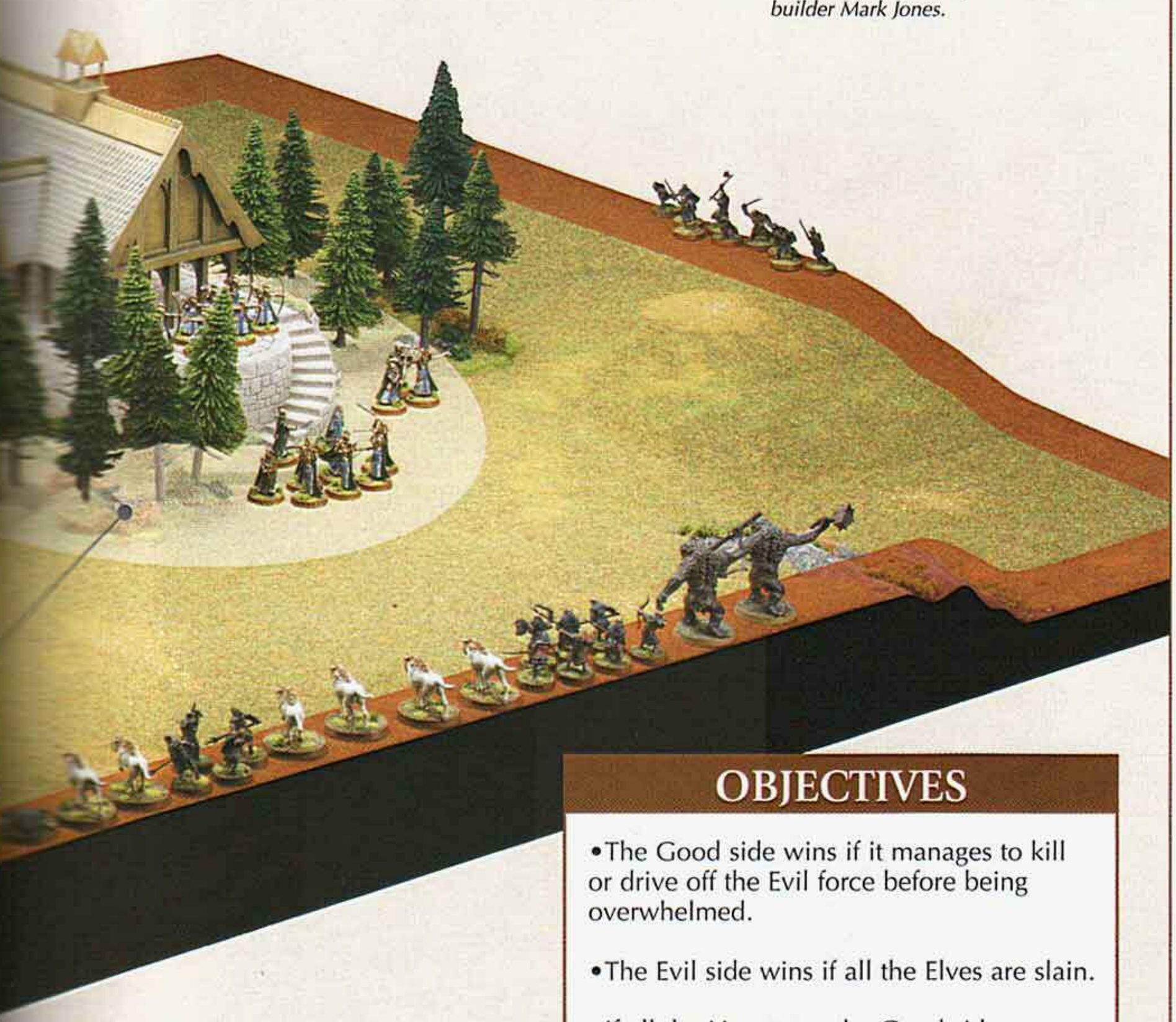
Scenario Set-up

The scenario is played on a board 48"/56cm by 48"/56cm, representing part of the defences of the Tower Hills. There is a single large building in the centre of the board, surrounded by at least three medium-sized forests.





This scenario requires plenty of model trees, as well as a large Elven building. This one was made by Studio terrain-builder Mark Jones.



PARTICIPANTS

GOOD

- Up to 500 points' worth of models chosen from the Grey Havens, Rivendell or Wanderers in the Wild army lists. You may include up to three Heroes, but must take at least one. Up to 33% of the models may carry a bow.

EVIL

- Up to 750 points' worth of models chosen from the Angmar, Dol Guldor or The Dwellers Below army lists. You may not include Heroes. Up to 33% of the models may carry a bow.

RECOMMENDED FORCES

GOOD

- Círdan of the Havens.
- Elf Captain with heavy armour and shield.
- Elf Captain with heavy armour and Elf bow.
- 23 Elf Warriors; 8 with heavy armour and Elven blade, 7 with heavy armour and Elf bow and 8 with heavy armour, shield and spear.

EVIL

- 36 Orc Warriors; 12 with shield, 12 with spear, 6 with two-handed weapon and 6 with Orc bow.
- 2 Cave Trolls with Troll chains.
- 3 Bat Swarms.
- 6 Giant Spiders.
- 6 Wild Wargs.
- 4 Spectres.

The army of the Witch-king is host to all manner of foul creatures, such as the Spectres – ghostly revenants of long-dead warriors.

OBJECTIVES

- The Good side wins if it manages to kill or drive off the Evil force before being overwhelmed.

- The Evil side wins if all the Elves are slain.

- If all the Heroes on the Good side are slain, the best result the Good player can achieve is a draw.

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

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AN INTRODUCTION TO STRATEGY

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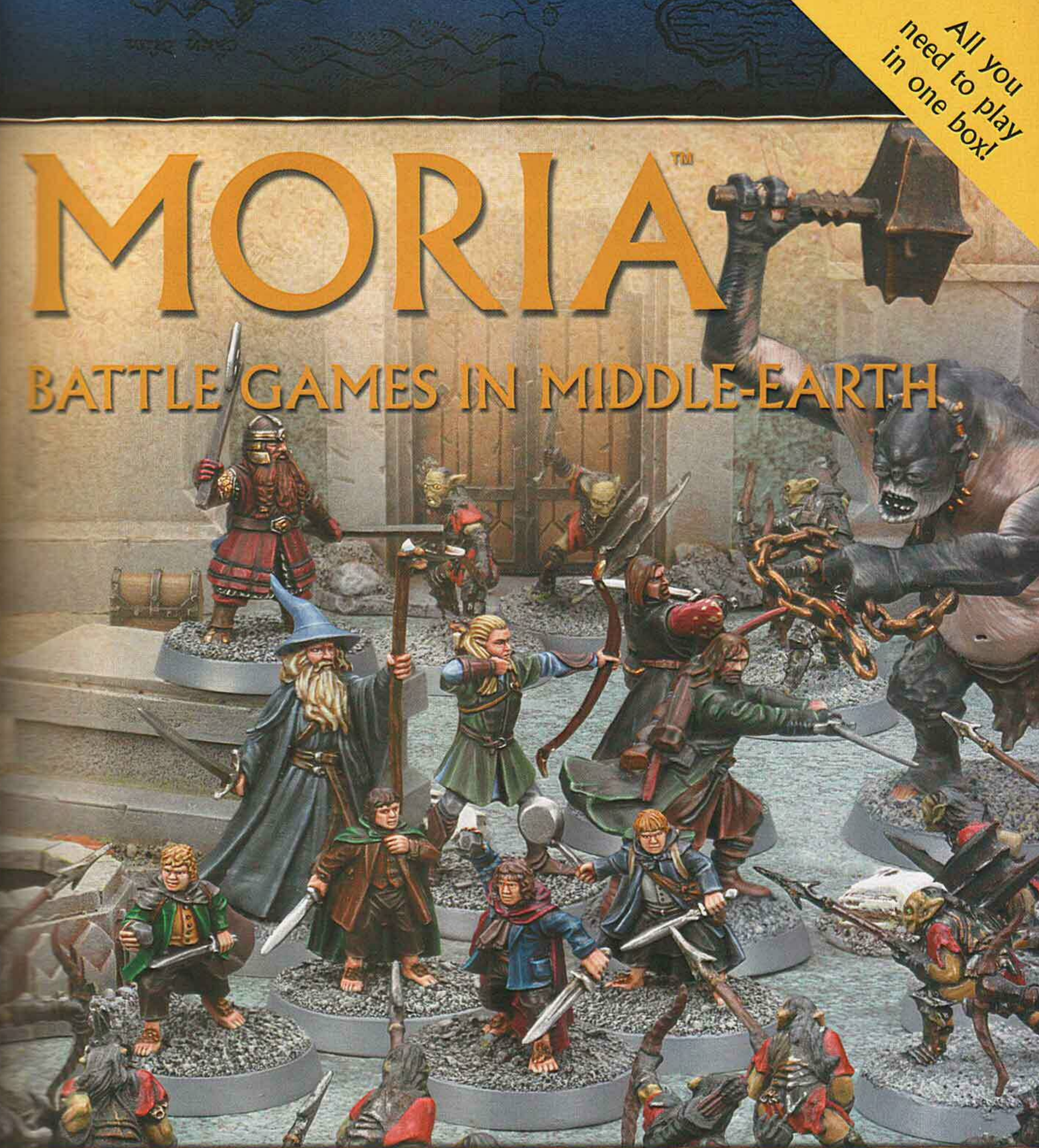
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BATTLE GAMES IN MIDDLE-EARTH



BOX CONTENTS

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Many of these models are only available in this boxed set!

- Frodo
- Sam
- Gandalf
- Cave Troll (with two weapon options)
- Merry & Pippin
- Boromir
- Aragorn
- Legolas
- Gimli
- 24 Goblins

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- Doorway
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- The Book of Mazarbul
- Well
- Balin's Tomb
- Dead Dwarves

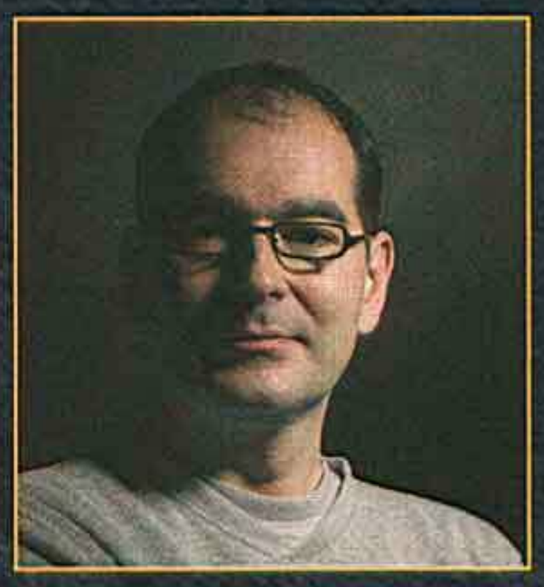
Gaming Essentials

Full version of The Lord of the Rings strategy battle game rules!

- Small format 112-page rules manual
- Fantastic introductory booklet
- Four dice
- Two Rulers

£40

The Mines of Moria set is available from Games Workshop Hobby Centres, Independent Retailers, Games Workshop Direct and Games Workshop Online!



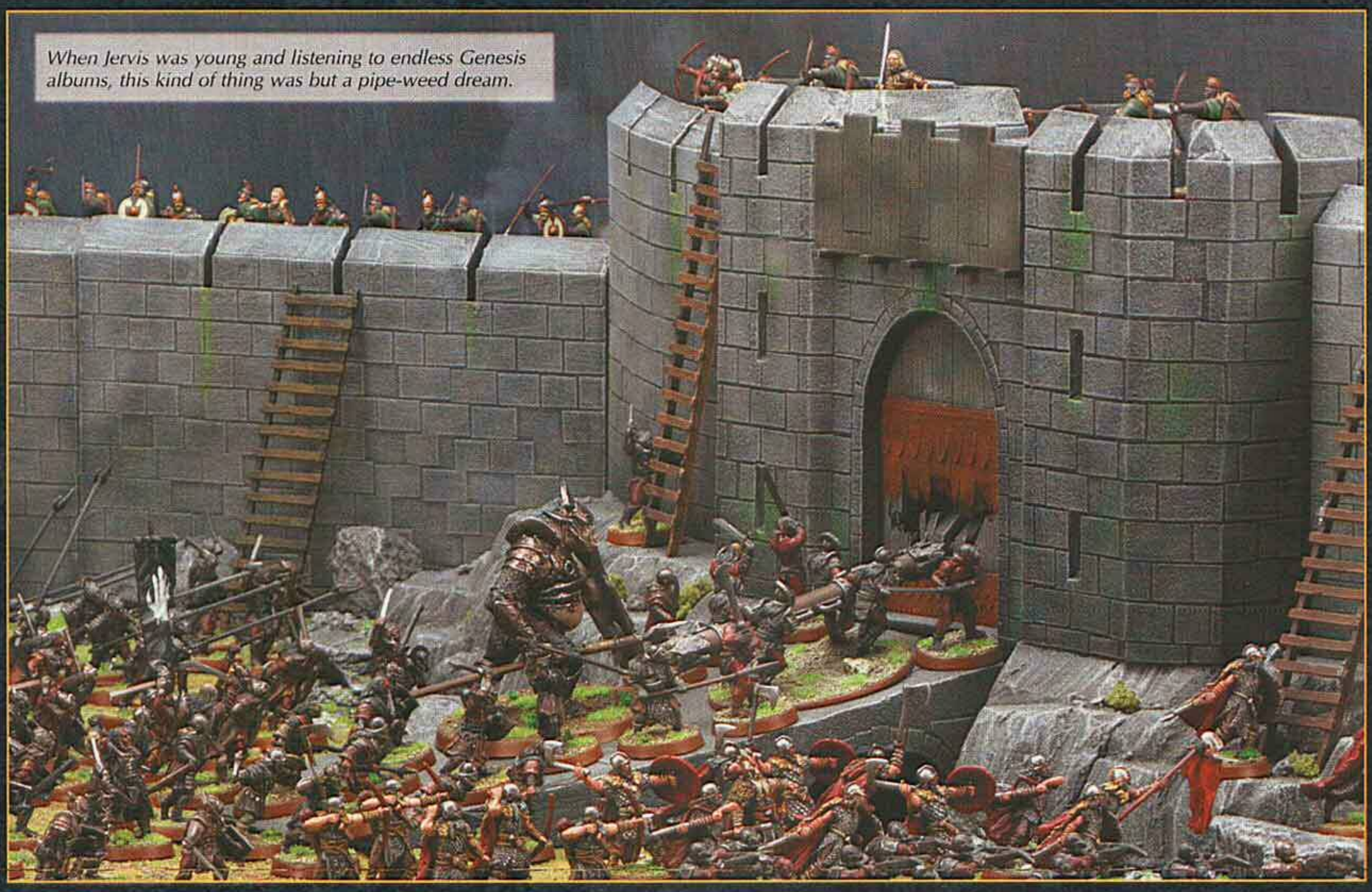
STANDARD BEARER

Though he is as old as the hills, and has watched implacably over generations of gamers from his imponderable lair of obsidian, the mysterious being Jervis Johnson was apparently young once, too...

Maybe it's something about this time of year that makes me get all nostalgic and dewy-eyed for things past – either that or my wife and kids are right and senile dementia really has set in early for me *(Hmmm, your family may have a point – it would explain so much! – Grombrindal)*. Whatever the reason, I've found that The Lord of the Rings miniatures, and the games we've been playing recently, have triggered off all kinds of memories of growing up in the 1970s and the wargames I used to play back then.

I know that many of you readers are not quite as old and crusty as I am, so it may be difficult for you to imagine what being a teenager in the early '70s was really like. For a start we had no fashion sense whatsoever – I have especially vivid memories of a favourite pair of two-tone trousers, which for some reason I felt were perfectly set off by a pair of grey platform boots with soles that must have been at least three inches thick. *Shudder...*

We also didn't have things like video recorders or computer games, and there were only three TV channels, none of which showed anything for young teens after 5.30 in the afternoon. I know, I know, what did we do to pass the time? Speaking personally, I had three important hobbies. The first of these hobbies was listening to music. This was pretty much de rigeur if you were a teenager in the '70s; after all, there was very little else to do. I was especially into what is now called "prog rock" – my favourite bands were Yes and Genesis, and I would disappear off into my room for hours to listen to the incredibly long "concept" albums they brought out (As an aside, I recently rediscovered prog rock and saw Yes live as my birthday treat last year. How sad is that?).



When Jervis was young and listening to endless Genesis albums, this kind of thing was but a pipe-weed dream.



The Citadel Miniatures Lord of the Rings range is now very extensive, allowing you to play all kinds of scenarios and battles, or even re-enact apple-scrumping incidents from Jervis's youth, like the one depicted here.

But by now some of you will be wondering, quite rightly I suspect, what all of this has to do with The Lord of the Rings game. Well, the second of my hobbies was reading science fiction and fantasy books. So, while I was listening to these monstrously lengthy albums in my room, I read voraciously, and one of my favourite books, alongside Dune and Conan, was The Lord of the Rings. I still have the very copy of The Lord of the Rings that I read back then, which is dog-eared and tatty and missing its cover because I read it so many times.

However, listening to music and reading didn't really set me apart from the vast majority of teenagers I knew. My third hobby, on the other hand, was pretty unique back then; I played wargames with model soldiers. This was long before Citadel Miniatures, so I played my games using plastic miniatures and kits produced by the likes of Airfix and Matchbox. The models that they made were based pretty much exclusively on historical subjects, and the games I played were usually set in World War II or would be between my collection of Ancient Romans and Ancient Britons. In fact the only models I had with the slightest bit of a fantasy theme were the Sheriff of Nottingham and Robin Hood sets made by Airfix.

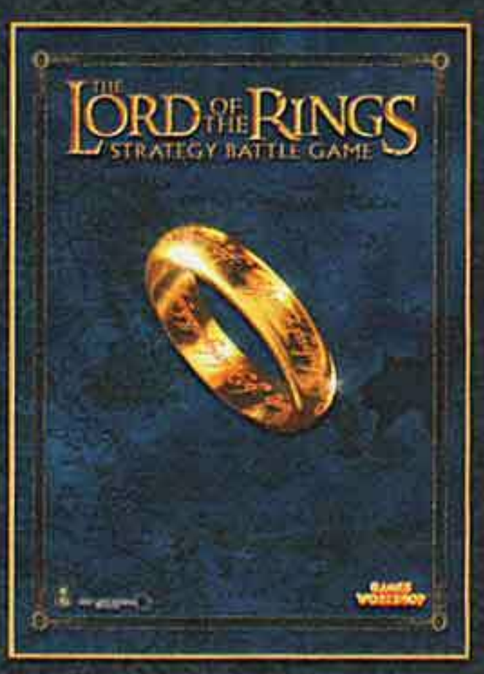
"By now, you will be wondering, quite rightly, what this has to do with The Lord of the Rings."

And it was here that two of my different hobbies came together. After I read The Lord of the Rings for the first time, it soon occurred to me how cool it would be to play a wargame based on the battles I'd read about in the book. I quickly set about coming up with some rules, but my main problem was finding miniatures for the game – they simply didn't exist! But necessity is the mother of invention, as they say, and I set about converting the historical miniatures I did have. So some modelling putty and paper cloaks turned my Romans into Orcs, while a new lick of paint turned Robin Hood and his merry men into the Grey Company, and so on. These early efforts on my part are now long lost, which is probably just as well because, while they may have looked like Orcs and the Grey Company to me, it's unlikely anybody else would think so, especially if they are used to the Perry twins' superlative work on the Citadel Miniatures range for The Lord of the Rings Strategy Battle Game.

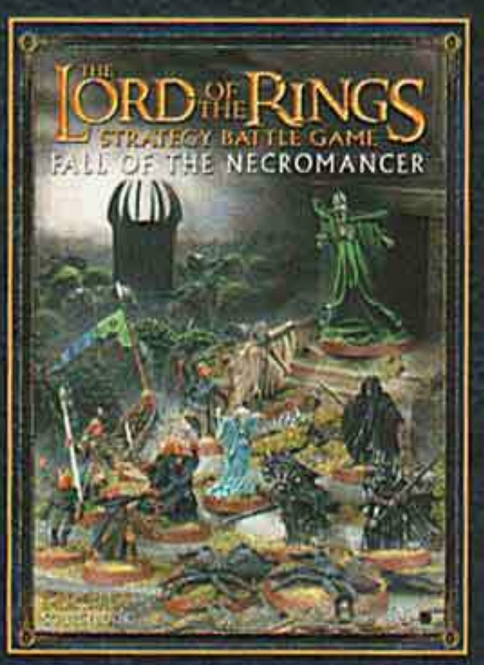
But beggars can't be choosers, and soon I was cheerfully engaged in re-fighting some of the battles from JRR Tolkien's masterwork. In a roundabout way it's this experience as much as anything that led me to doing the job I do today. What I learned back then was that



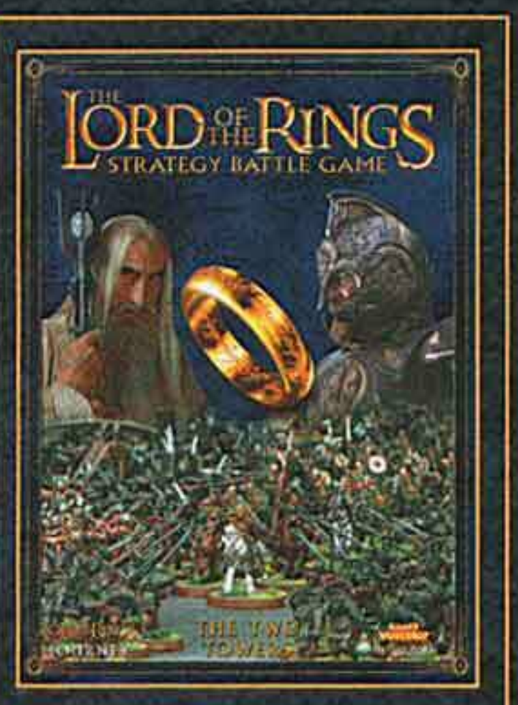
The Lord of the Rings miniatures range: Citadel miniatures for many of the characters and warriors in the book and movies.



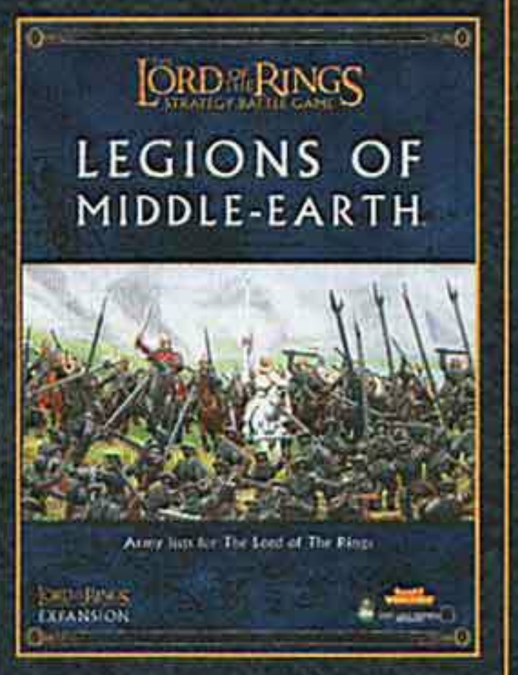
Rulebook: Complete rules for using the miniatures range to fight battles.



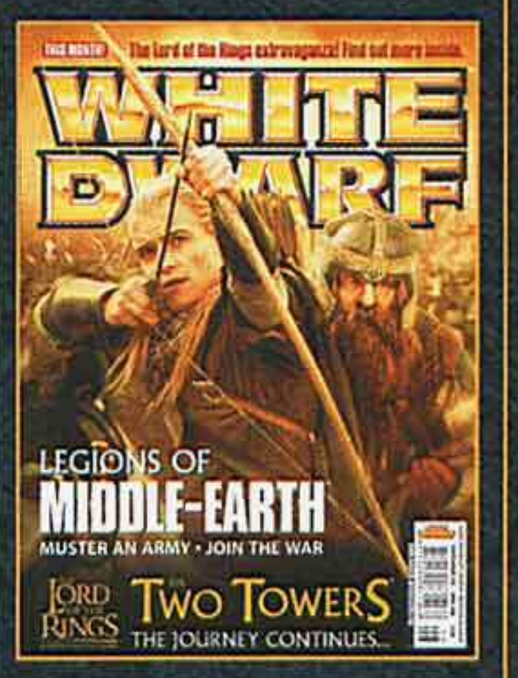
Sourcebooks: Background, game information and scenarios for several regions of Middle-earth.



Journey supplements: Rules, scenarios and modelling information that allow you to recreate The Lord of the Rings books and movies on the tabletop.



Legions of Middle-earth: Army lists and scenarios for fighting competitive, points-match games using themed armies of Citadel miniatures.



White Dwarf & Web support: Gaming, modelling and painting information is provided every month in White Dwarf and on the Games Workshop website.


The Lord of the Rings is a flexible gaming system, and caters for both small and large-scale games.

wargaming is a flexible and diverse pass-time that is easy to tinker with so that it becomes the perfect hobby for you. Having learnt this with those early The Lord of the Rings games I just kept on tinkering – and I'm still doing it today.

I'm happy to say that The Lord of the Rings strategy battle game more than lives up to this ideal – in fact, it actively encourages players to explore all the different aspects of the hobby, and is arguably the most flexible and diverse game we make. The huge miniatures range and the accompanying Sourcebooks cover all of the characters and warriors described in the book (and even some that aren't, but that were included in the movies), allowing you free rein to pick whichever army you may wish to collect. The Journey supplements provide information and inspiration if you wish to recreate the battles described in The Lord of the Rings. And, finally, Legions of Middle-earth provides everything a player needs to know in order to collect a tabletop wargame army and then use it to prove that they are the greatest General that Middle-earth has ever seen.

All of this means that, while I was only able to scratch at the surface of what JRR Tolkien had created when I was playing games in the '70s, nowadays it's possible to explore the world of Middle-earth in all its glory, and try out things that I could only have dreamt of doing back then. Or, to put it another way, we've tried to provide you with the tools you need to explore The Lord of the Rings hobby in all of its huge diversity and depth. The result is a game that not only brings JRR Tolkien's book to life, but which also serves to provide inspiration for all kinds of projects. Whether it's making a carefully detailed model of Helm's Deep, collecting an army of Easterlings, playing a campaign based on The Fellowship's epic journey, or just fighting battles with your mates to see who's best, pretty much everything you need is available somewhere in the range of supplements and miniatures we make.

"I'm happy to say that The Lord of the Rings strategy battle game more than lives up to this ideal."

And I guess that is why seeing The Lord of the Rings being played fills me with such nostalgia; it reminds me just how exciting and inspiring the whole hobby was when I started out.

The only difference is that now I can watch LOTR on DVD, play the computer game, and get Citadel miniatures for all of the things I read about in the book too... well, nostalgia is all well and good, but let's not get too carried way, eh? It's much more exciting today.

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
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PAINTING WORKSHOP

GETTING STARTED

Learn how to make your army look brilliant with our issue-by-issue breakdown of miniatures painting techniques.

Welcome to the first in a new run of Painting Workshop. Over the next few months we're going to be looking at a wide variety of techniques and painting styles in a series of articles that will build, step-by-step, into a comprehensive guide to painting Citadel miniatures. Some of the things we're going to cover include drybrushing, army painting, layering, blending, batch painting, hard edge highlighting, and washes, among other things.

In this article though, we're going start at the very beginning and take a quick look at the tools, paints and brushes we make, and how to prepare your miniatures for painting.

PVA GLUE, SAND AND FLOCK

These materials are all used to finish your model off by giving it a nice base. A good base can make a model look really special, so we'll be looking in detail at basing in a future Painting Workshop.

PIN VICE

This small, hand-held drill, comes with a number of different-sized drill bits. It is used when pinning large models to make the joins stronger.

GREEN STUFF AND SCULPTING TOOLS

A two-part epoxy modelling putty, Green Stuff is extremely handy. You can use it for anything from building up bases, or filling in small gaps in models, to even sculpting entirely new parts on converted miniatures. It is this material that our own Citadel Miniatures design team use when sculpting.

CITADEL PAINT STATION

This specially designed tray is perfect for keeping your hobby materials in one place, makes them easily transportable and protects your table too!

CUTTING SET

This craft knife takes scalpel blades and is used for cutting small pieces from frames, and cleaning flash and mould lines from plastic and metal models. The mat is made of rubber, giving you the perfect surface on which to cut your models without wrecking the dining room table!

PLIERS AND TWEEZERS

Both of these tools have bent noses, and are therefore great for holding fiddly pieces of a model in place while the glue dries.

SUPERGLUE

Use for bonding any Citadel Miniatures component to another. Best used when joining metal to metal and plastic to metal. Citadel Superglue comes with a brush for easy application.

Brushes

Like our paints, our brushes are made specifically for the purpose of painting Citadel miniatures.



Large Flat Drybrushes
Drybrushing large areas – scenery pieces, monsters.

Small Flat Drybrushes
Drybrushing – man-sized figures with lots of detail.

Tank Brush
Applying large amounts of paint to large models – tanks.

Fine Detail Brush
Very fine detail – eyes, teeth, gems, spirit stones.

Detail Brush
Detail and highlighting – belts, sword blades.

Standard Brush
Medium areas of colour – cloaks, chainmail.

Basecoat Brush
Predominant areas of colour – power armour, fur.

Large brush
Large areas of colour – Horses, Wraithlords, Trolls.

Small Drybrush
Drybrushing small to medium areas of colour – chainmail.

Large Drybrush
Drybrushing medium to large areas of colour – scales.



FILES

Needle files are very fine tools that are very useful for removing flash and mould lines from models. They are also used if you need to file down parts of a metal model to make sure the pieces fit properly.

PLASTIC GLUE

This glue is specifically designed to stick plastic to plastic. It does this by actually melting the plastic together, and when used correctly forms an extremely strong bond.

PLASTIC CUTTERS

Made for cutting components from plastic frames, this is an indispensable tool.

SAW

Many modellers and painters like to "convert" their miniatures to make them more personal, or to fit a narrative theme they might have for their army. The saw is used to remove parts of a miniature, usually metal, in order to swap them with others.

The Citadel Colour
Paint Range

Citadel Colour is an acrylic paint range that has been specially formulated to paint Citadel miniatures. The 67 colours have been made so that it is supremely easy to highlight and shade your miniatures, as there are lighter and darker versions of pretty much all the colours. For example, if you want a good strong green, you could use Goblin Green highlighted with Scorpion Green and shaded with Snot Green. Not only that, these paints are formulated with many of the techniques we're going to be talking about in mind.

We also make a range of ink washes, which can be used in a number of ways. Washing is a technique in itself, and will be discussed in a future issue.

- Scab Red
- Red Gore
- Blood Red
- Blazing Orange
- Fiery Orange
- Golden Yellow
- Sunburst Yellow
- Bad Moon Yellow
- Scorched Brown
- Graveyard Earth
- Bestial Brown
- Snakebite Leather
- Desert Yellow
- Bubonic Brown
- Vomit Brown
- Bleached Bone
- Dark Flesh
- Terracotta
- Vermin Brown
- Tanned Flesh
- Dwarf Flesh
- Bronzed Flesh
- Elf Flesh
- Liche Purple
- Warlock Purple
- Tentacle Pink
- Midnight Blue
- Regal Blue
- Ultramarines Blue
- Enchanted Blue
- Ice Blue
- Hawk Turquoise
- Catachan Green
- Dark Angels Green
- Snot Green
- Scaly Green
- Goblin Green
- Scorpion Green
- Camo Green
- Kommando Khaki
- Rotting Flesh
- Fortress Grey
- Codex Grey
- Shadow Grey
- Space Wolves Grey
- Chaos Black
- Skull White
- Mithril Silver
- Boltgun Metal
- Chainmail
- Tin Bitz
- Dwarf Bronze
- Brazen Brass
- Burnished Gold
- Shining Gold
- Red Ink
- Magenta Ink
- Yellow Ink
- Chestnut Ink
- Brown Ink
- Flesh Wash
- Purple Ink
- Blue Ink
- Dark Green Ink
- Black Ink
- Gloss Varnish
- Matt Varnish

Brush care

You wouldn't catch Karl Franz rushing to battle with a rusty piece of iron, and nor, figuratively speaking, should you. As our brushes are natural products, they need to be properly looked after. But if you take care of them not only will they last longer, you'll find that they are easier to use as they'll keep their points and will continue to hold paint.

1



At the end of every painting session clean all your brushes in cold, clean water and use a little soap if necessary. Don't use hot water to clean brushes as this can unseat the bristles.

2



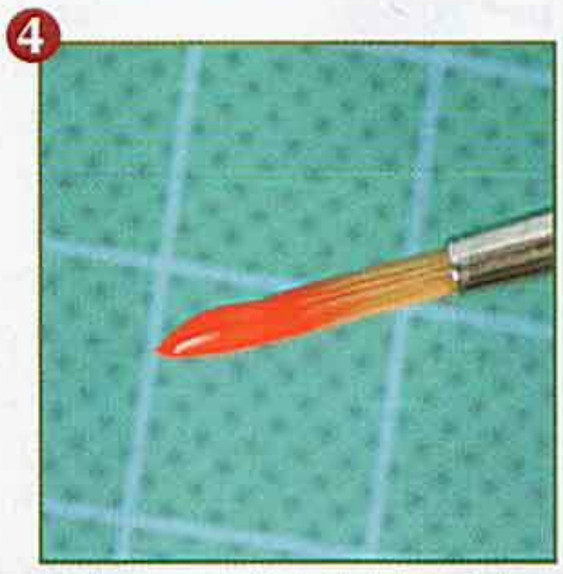
Maintaining a good point is important. After cleaning, draw the bristles along a tissue, rotating the brush as you go to. This will draw the bristles back into a point, as well as drying out the brush.

3



Don't throw away the plastic sleeves the brushes are supplied with. Fit them at the end of every session then store all the brushes point uppermost in an old mug, jar or dedicated paintbrush holes in the Citadel Paint Station.

4



Only cover half the bristles of the brush with paint. If paint gets into the base of the bristles it can cause the brush to spread apart and lose its point. When you stir or mix your paint, use an old brush, a cocktail stick or something similar, rather than the bristles themselves.

Cleaning your models

Before you start daubing on the paint or even shake the spray can it is important to prepare and clean your model. Plastic models will often have mould lines formed from the injection moulding process whilst metal models will have pieces of flash that should be removed.



Mould lines like this one on this Outrider's helmet can be easily scraped away with a hobby knife or file.







Bits of flash on metal miniatures and plugs on plastic models can be removed with the trusty craft knife. Hold the model securely and cut down onto the cutting mat.

Green Stuff

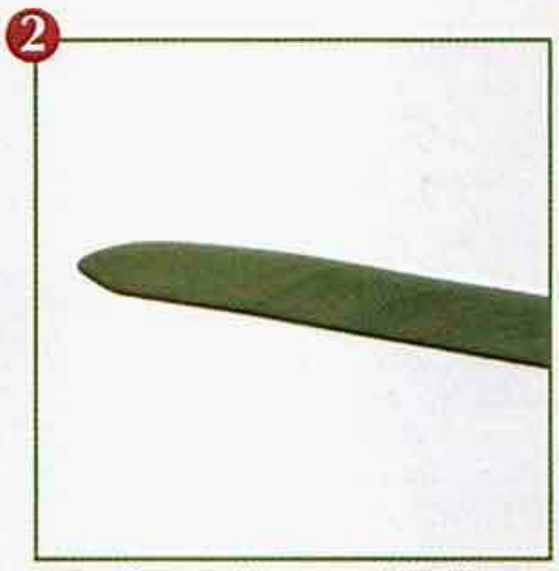
Green stuff is a two-part epoxy putty that, when hardened, is extremely resilient. It is perfect for filling in unsightly gaps between joints and smoothing over any uneven connections.

1



The shoulder and arm joint of this Great Unclean One has a noticeable gap. With a sculpting tool and some Green Stuff this can easily be hidden.

2



Cut off a small piece of the blue and yellow parts of the putty. Mix and knead the two bits together until you have a consistent, green-coloured putty. Roll the Green Stuff out into a thin sausage, about 3mm in diameter.

3



Wrap the sausage of Green Stuff round the model, covering the gap. It doesn't have to be precise – the real work comes in the final stage.

4

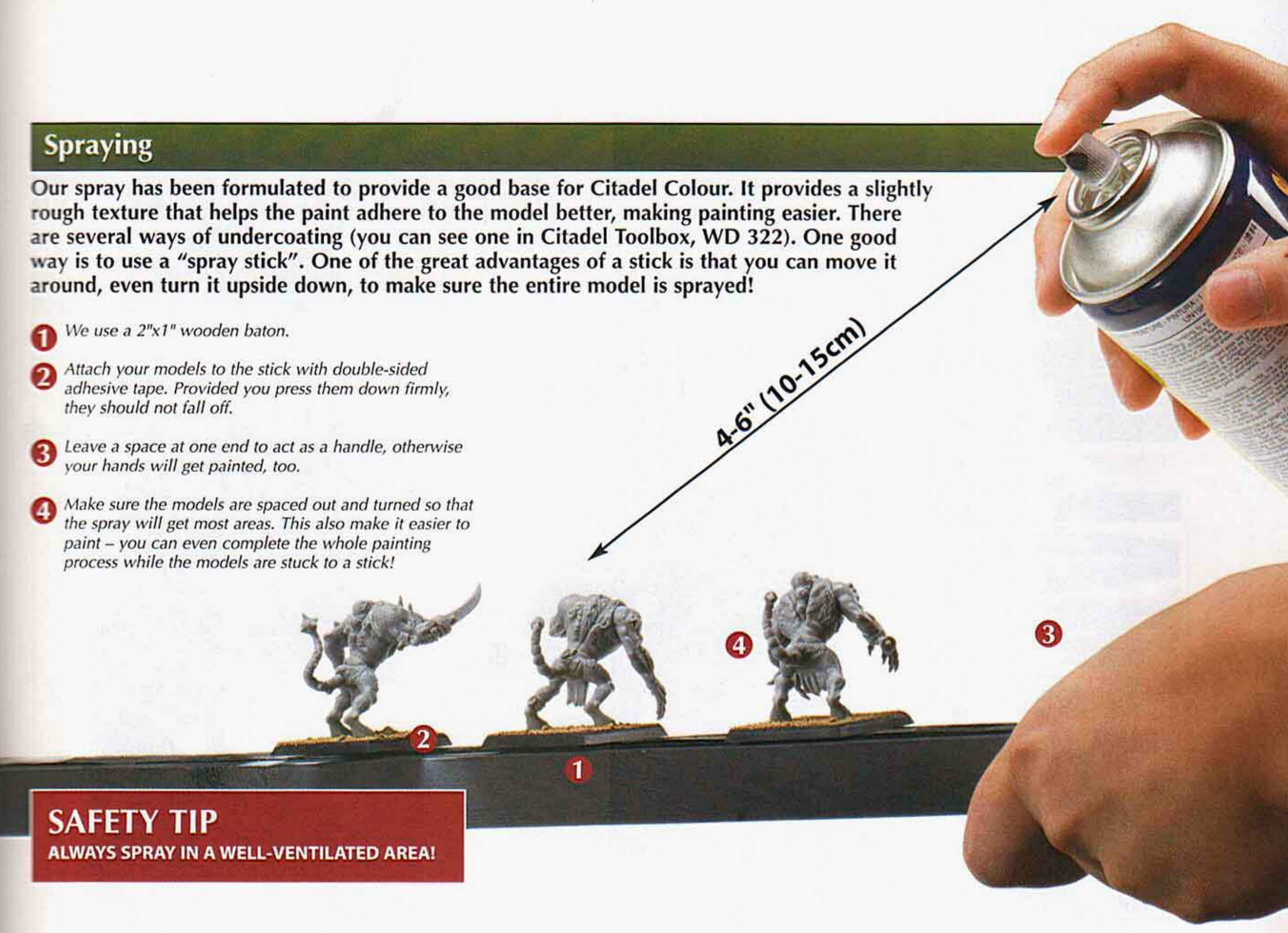


Smooth the Green Stuff with a Citadel sculpting tool. Dip the tool frequently into water to keep it wet and make the Green Stuff easier to work. Use it first to plug the gap, then smooth and sculpt the putty so it forms a smooth join.

Spraying

Our spray has been formulated to provide a good base for Citadel Colour. It provides a slightly rough texture that helps the paint adhere to the model better, making painting easier. There are several ways of undercoating (you can see one in Citadel Toolbox, WD 322). One good way is to use a "spray stick". One of the great advantages of a stick is that you can move it around, even turn it upside down, to make sure the entire model is sprayed!

1. *We use a 2"x1" wooden baton.*
2. *Attach your models to the stick with double-sided adhesive tape. Provided you press them down firmly, they should not fall off.*
3. *Leave a space at one end to act as a handle, otherwise your hands will get painted, too.*
4. *Make sure the models are spaced out and turned so that the spray will get most areas. This also make it easier to paint – you can even complete the whole painting process while the models are stuck to a stick!*



SAFETY TIP
ALWAYS SPRAY IN A WELL-VENTILATED AREA!

White vs Black

Using a Chaos Black undercoat means that a lot of shading is already done. Mouths, eye sockets, gun barrels and other deep recessed features on miniatures can be left the undercoat colour, and many items of wargear and equipment look good black. But it can be difficult to paint bright colours over black.

A Skull White undercoat, on the other hand, will give you a much cleaner, crisper finish, especially if you want vibrant colours like bright red, yellow or white. You will have to paint every part of the model by hand, however. Similarly, whereas black opens up lots of possibilities to use drybrushing to get a good finish quickly, white allows you to use washes to the same effect. Experiment a little with both, and find the one you prefer most.



After Spraying

Touch up the miniature with thinned Chaos Black paint to cover those crevices spray finds hard to reach. The Tank Brush, Large Brush or, as here, a Drybrush, are all good for this.



Alternative Techniques

1. **Put the miniatures on a base inside an old cardboard box (see Citadel Toolbox, WD322)**
2. **Wear a disposable latex glove and hold the miniature while spraying. As you can freely move the miniature (because you've actually got it in your hand!) this is the best way to guarantee full coverage.**

MODELLING WORKSHOP

GENERAL

EMPIRE

WARHAMMER

The new plastic Empire General kit is a modeller's dream come true, with options galore for making a mighty hero for your Empire army. We take a look at what you get...



Examples of completed Empire Generals.

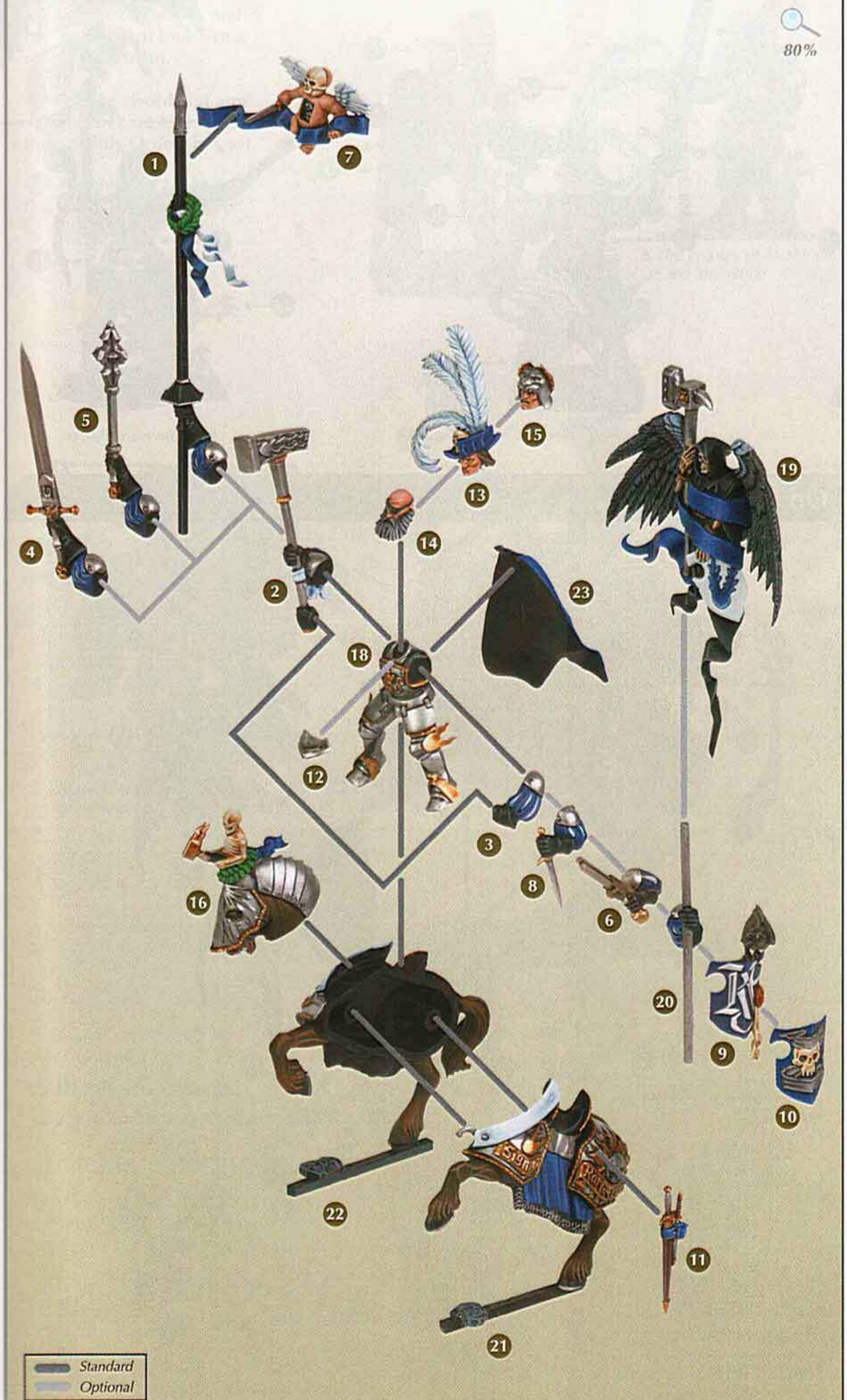
Empire General Components



Mounted General

With 24 components, it's never been easier to customise your Empire characters with all manner of weapons and wargear.

Mounted Assembly



Key

1 Lance
2 Great weapon
3 Great weapon arm
4 Runefang
5 Mace
6 Pistol
7 Cherub pennant
8 Left hand dagger
9 Shield 1
10 Shield 2
11 Sheathed sword
12 Bevor
13 Head 1
14 Head 2
15 Head 3
16 Horse head
17 Standing body
18 Mounted body
19 Banner top
20 Banner pole
21 Warhorse left side
22 Warhorse right side
23 Cloak
24 Hatchling Griffon

General On Foot

As shown here, the wealth of accessories on the sprue allow you to customise your hero as much or as little as you like.



Empire Captain.

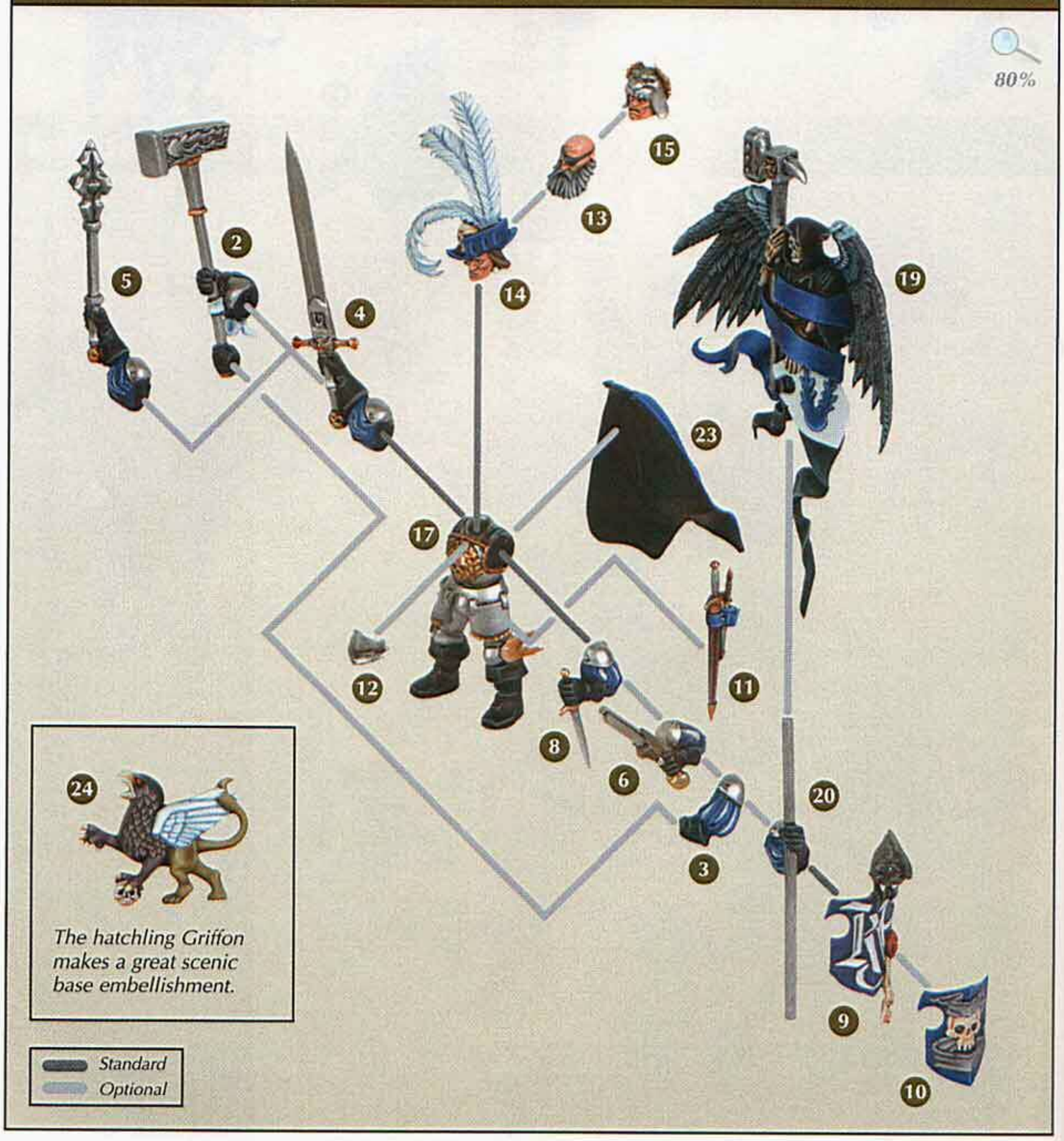


Empire General.



Army Standard Bearer.

On Foot assembly



The hatchling Griffon makes a great scenic base embellishment.

Standard
Optional

Key

1 Lance
2 Great weapon
3 Great weapon arm
4 Runefang
5 Mace
6 Pistol
7 Cherub pennant
8 Left hand dagger
9 Shield 1
10 Shield 2
11 Sheathed sword
12 Bevor
13 Head 1
14 Head 2
15 Head 3
16 Horse head
17 Standing body
18 Mounted body
19 Banner top
20 Banner pole
21 Warhorse left side
22 Warhorse right side
23 Cloak
24 Hatchling Griffon

Conversions

All our plastic Empire kits are interchangeable, allowing you to really go to town on your heroes!

Talabheim Captain

A This head is taken from the State Troopers kit, and makes this hero look like a seasoned veteran.

B C The sword and arm with helmet are taken from the Knightly Orders box set.

D The shield is taken from the State Troopers box set.





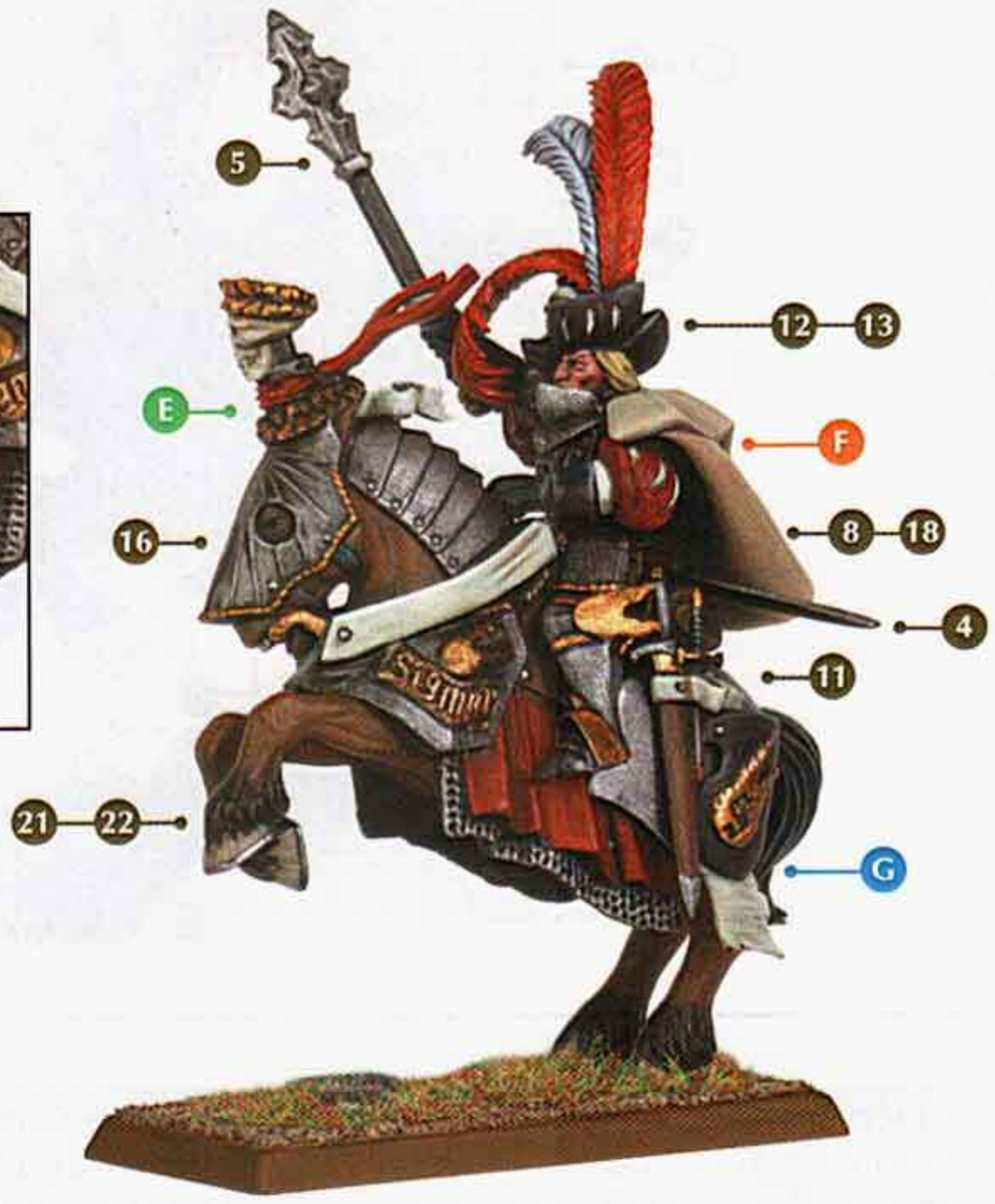
▲ *The colours of Talabheim are red and white.*



▲ *The shield echoes the laurel wreath on the helmet.*



▲ *The existing heraldry on the barding was carefully scraped away before the new shields were added.*



Talabheim General

E The horse's crest has been replaced with the banner top from the Knightly Orders kit.

F The cloak is taken from an Outrider, and adds a little extra volume to the model.

G H These two shields from the State Troopers sprue have been added to tie in the model's heraldry more closely to Talabheim.

Key

- X Empire Generals
- X Knights of the Empire
- X State Troops
- X Pistoliers

Middenheim General

I The poniard was taken from the State Troopers sprue, to give this hero a back-up weapon.

J The wolf cloak is part of the Knightly Orders kit, from the Knights of the White Wolf sprue.





▲ *The sword has been inverted by snipping off the pommel and blade and swapping them round.*



▲ *A simple grey and white drybrush makes the pelt look as though it is from a white wolf.*

Modelling Elector Counts

Helmut Feuerbach

By Dave Andrews

This model, put together from components from the Empire General and other kits, represents the missing Elector Count of Talabecland, Helmut Feuerbach. He is depicted here as he was when he rode out to battle the forces of Chaos – a battle from which he has not yet returned.

Key

- X Empire Generals
- X Knights of the Empire
- X State Troops
- X Pistoliers
- X Built from scratch



▲ *The torso is taken from the Knightly Orders kit.*

A Armour

The black lacquered armour is simple to achieve, and very effective. Just paint the armour plates Chaos Black, don't bother with highlights, and apply a few layers of 'Ardcoat for a gloss finish.

13 14 B Feathers

Though Helmut was Elector Count of Talabecland, he also ruled it's capital, the city-state of Talabheim. As a result, he wears white feathers in addition to the red and yellow, to signify his status as Count of Talabheim.

C Heraldry

The shield is painted in the red and yellow of Talabecland. The eagle device is often used throughout The Empire to represent the goddess Myrmidia, but in Talabecland it is a symbol of Taal, god of the wilds. One of the Elector Count's hereditary titles is also "Beloved of Taal".



The Runefangs

The plastic Empire General kit contains a Runefang, allowing you to create any of the Elector Counts from the box set. Notice that the blade bears the Master Rune of Alaric the Mad, the trademark of the Runesmith who forged the Runefangs.



The Elector Counts are the rulers of The Empire, by whose word the vast armies of the realm march to war. Initially, the Electors were chieftains under the rule of Sigmar, and each ruled a vast province of the Empire. Over time, provinces rose and fell, and some cities grew in status to become ruled by an Elector in their own right. Over the course of centuries, The Empire evolved so that there are now ten Electors, though there were once 12, each of whom rules a vast province. These Counts are hereditary rulers whose families have long and famous histories, and it from their ranks Emperors are chosen. The current Emperor, Karl Franz, is also the Prince of Altdorf and the Elector Count of the Reikland.

When the time comes to crown a new Emperor, the Counts put forward their candidates, and each gets to vote on their preference, hence the name "Elector". There are other Electors, who also have the power and privilege to cast their vote. During the time of Karl Franz there are five such individuals – three from the cult of Sigmar, one from the cult of Ulric, and the Elder of the Moot, representing the Halfling population of The Empire. The Sigmarite votes are traditionally cast on behalf of the Count of the Reikland, whilst the cult of Ulric vote almost invariably goes to the Count of Middenheim, should he be contesting the election.

As a symbol of their status, each of the ten Elector Counts, as well as the Reiksmarshal Kurt Helborg, carries a Runefang – a legendary blade forged by the Dwarf Runesmith Alaric the Mad. Twelve such blades were created for Sigmar's chieftains, and are now handed down through the generations.



▲ *The crest is made from a State Troopers banner top with added feathers.*



▲ *The shield is scratch-built from plastic card to provide a flat surface for painting.*



▲ *Dave decided to show Helmut charging with lance, and so scratch-built this sheathed sword.*



D E Sword

The sheathed greatsword is made from the Runefang with the hand shaved off it. Dave has embellished the blade with details made of green stuff, and a skull cut from a State Trooper's shield.

19 Pennants

Dave has cut the pennants from plastic standards on the Empire General frame. The yellow ones are painted with the sign of a cross – a common emblem of The Empire symbolising unity. In this case, that unity probably refers to the province of Talabecland and the city-state of Talabheim.

6 Pistol

The Elector's pistol is taken from the Empire General sprue, but has had the hand shaved away from the handle. This is a simple conversion, which shows the versatility of plastic models.

13 14 Head

Because it's so easy to chop and change plastic components, Dave has taken two heads from the General Kit, sliced off the bits he wanted and glued the parts together. Now Helmut Feuerbach has the beard and eye-patch of one head, with the elaborate headgear of another.

Province	Elector	Runefang
Averland	Disputed	Mother's Ruin
Hochland	Aldebrand Ludenhof	Goblin Bane
Middenland	Graf Boris Todbringer	Legbiter
Nordland	Theoderic Gausser	Crow Feeder
Ostland	Valmir von Raukov	Brain Wounder
Ostermark	Wolfram Hertwig	Troll Cleaver
Reikland	Emperor Karl Franz	Dragon Tooth
Stirland	Graf Alberich Haupt-Anderssen	Orc Hewer
Talabecland	Helmut Feuerbach (missing)	Stone Breaker
Wissenland	Emmanuelle von Liebwitz	Blood Bringer
Solland*	Eldred (last Count)	Grudge Settler
Drakwald*	Konrad Aldrech (last Count)	Beast Slayer

*These provinces are lost. Kurt Helborg carries the Solland Runefang, while Beast Slayer is kept in the Imperial armoury to be loaned to a general in times of direst need.

Next Month...

We take you on tour of the Empire provinces, delving deep into the uniforms, heraldry and history of these proud realms and city-states.



Chaos Space Marines

The immortal legions of Chaos are one of the greatest threats to the Imperium of Man, for there is little more deadly than those who turn upon their own kind in slaughter and bloodshed. Their hatred for those loyal to the Emperor knows no bounds, their evil no limits.



KHORNE BERZERKERS

Contains 12 Khorne Berzerkers

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£18.00

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75%

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Contains 5 Chaos Raptors, including 1 Aspiring Champion and 1 Meltagun trooper.

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75%

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- Chaos Terminators
- Chaos Landraider
- Chaos Rhino
- Chaos Predator
- Chaos Havocs
- Obliterators
- Chaos Defiler
- Bloodletters
- Fleshhounds
- Possessed Chaos Space Marines



Bloodletter

WARHAMMER 40,000

www.games-workshop.co.uk/store/chaosspacemarines

CHAOS SPACE MARINES

Contains a kit that makes 8 Chaos Space Marines, including special weapon trooper, heavy bolter trooper and Aspiring Champion.

Product Code: 99120102008

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Sweden Kr250, Denmark Kr200
Norway Kr250, Euro €27.50



75%

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

CITADEL TOOLBOX

Hot Wire Cutter

£12



Hot wire cutters are commonly used by your local florists, where they are used to create bases for flower arranging. You can get them from our Hobby Centres, because this wonderful little tool is also great for making fantastic scenery out of polystyrene without your desk looking like it has just survived a blizzard.

Polystyrene

There are four main kinds of polystyrene of different densities. The higher the density of the material, the harder and more durable it is. The higher density materials are more commonly used for home insulation. In the Design Studio we tend to use hard pink or orange polystyrene, as it means our scenery lasts longer. Although these products make great terrain, they can be difficult to get hold of and expensive. However, white polystyrene used in packing materials can do the same job for free!



ORANGE

Very high density (insulation and surfboard cores).



PINK

High-density (insulation, modelling etc).



BLUE

Medium density (insulation, packaging, flotation devices etc).



WHITE

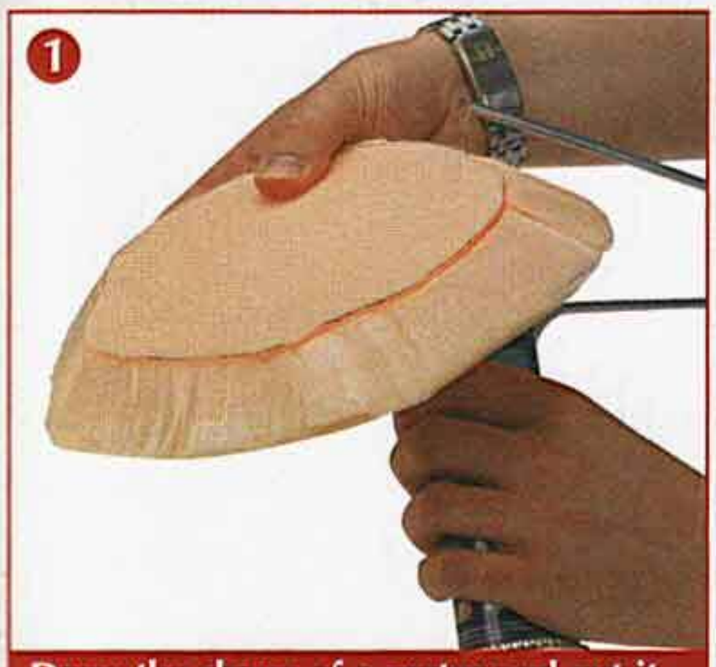
Low density (packaging, insulation, bean bags, ceiling tiles etc).

SAFETY FIRST

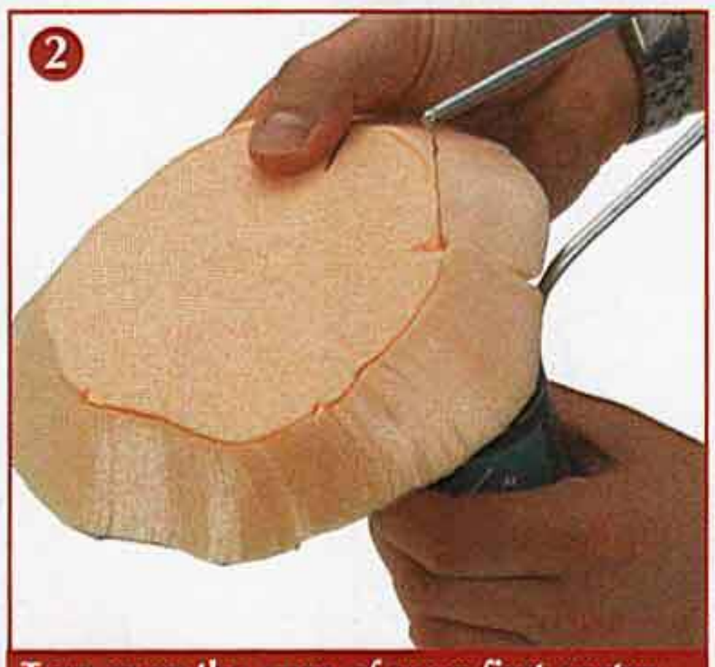
It may sound obvious, but remember that your hot wire cutter wire gets hot! On no account should it be allowed to remain in contact with any flammable surface. Also you should be aware that the fumes given off by melting polystyrene are not very nice and so you should always cut it in a well-ventilated area. You might want to consider the proximity of smoke detectors, too – we have been evacuated from the studio before now because of unwary scenery builders setting off the fire alarm!

Making Craters

Here's a great tip for getting several craters from one piece of polystyrene.



1 Draw the shape of a crater and cut it out at an angle.



2 Turn over the core of your first crater and cut out its interior at an angle.



3 Repeat until you run out of polystyrene, and you'll have several craters.

Paint the craters with PVA glue and cover in wet sand. Once dry, simply drybrush up to fit in with the rest of your terrain set. You can also use a matt varnish to protect them against handling and prolong their lifespan.

WARHAMMER 40,000 TACTICA



ASSAULT TROOPS

The far future of the 41st Millennium might be awash with frighteningly powerful guns, but tough armour and fast transports means there's plenty of opportunity to hit people with sticks. Alessio Cavatore and other crack Games Developers investigate the art of assault...

Assault is a very important part of Warhammer 40,000, especially if you need to shift a well dug-in enemy that is sitting on an objective inside dense cover like a building.

There are absolutely dozens of different kinds of assault specialists. Every army has them, even long-range armies like the Tau and Imperial Guard. Although all assault specialists differ in ability, the general principles of using them are the same. I'm going to look at some of these generalities, while my fellow Games Developers reveal some of their favourite tricks. Remember though that most Warhammer 40,000 armies depend on mutually supporting elements. You'll need other kinds of models too, though later I will show you my pure assault army...

Getting there quickly

Even if you are Khârn the Betrayer, it does not help if you get shot to pieces miles away from the enemy. (This is known as the "Genestealer axiom". Genestealers exemplify this problem – rock hard in close assault, but vulnerable to guns. My advice for these guys, by the way, is to give them a Broodlord, Infiltrate, and hug cover!).

In order for your assault troops to get to grips with an enemy that is refusing to play fair and is trying to blow you away from a distance, you need speed.

In essence, you are trying to reduce the number of turns your assault specialists will spend under fire before charging in, and there are several ways to do this.

Transports are very good, as they both allow your assault specialists to move faster and protect them from small-arms fire. If you have the option, you should always buy a vehicle for your assault infantry.

Units with the Fleet special rule, Jump Infantry, Bikes and Beasts/Cavalry, are faster than normal infantry and don't need a transport. They are the most effective assault troops. Transported units need to spend time disembarking – they can't assault the turn they get out of their transport (unless, of course, their vehicle is open topped), these faster troops, on the other hand, can maintain the momentum of an assault by destroying one enemy and immediately moving into position to charge another.

Another way of getting there fast is by special deployment. Units with the Infiltrate, Deep Strike, Scout, Turbo-boost and similar special rules can begin the game near the enemy, zoom at high speed towards them, or just appear out of thin air in the middle of their army, putting the pressure on from an early stage.

Getting there safely

Even though these fast troops can close quickly, they will still be exposed to one or more turns of fire from the enemy army – no matter how they approach, they are almost certain to have to spend a movement phase getting into position. It is imperative therefore to be careful on how you get to the enemy lines.

First of all, use the terrain! The extra speed of your units is best employed jumping from cover to cover rather than rushing headlong towards a waiting gun line. It's better to arrive slightly late and in one piece than reach the destination a turn earlier, but severely battered... or not at all.

It's also often better to concentrate all your assault specialists on one side of the battlefield (preferably the one with the most terrain) rather than spreading them out. This means that you can land one decisive blow, as the units can support each other. It also saves them from being shot at by the entire enemy army, as some of them will be out of range, or unable to draw line of sight.

Finally, remember you'll need to support your advance with your own firepower. Suppress enemy tanks and annihilate enemy heavy weapons. This is where your other units come in – make the enemy feel he needs to shoot back at your big guns, so that he does not concentrate on your assault troops.

Chaos Space Marines Attack

Possessed (1) and Khorne Berzerkers (2) are the assault specialists of the Chaos Space Marines, but the great thing about the army is that all the units are dangerous in combat. Aspiring Champions (3) with mutations and spiky bits are the equal of most armies' commanders, and I can put one in every squad! This means it doesn't matter who reaches the enemy – they are sure to do some damage.

My other nasty little trick is to bind Bloodletters (4) to a Daemon Icon (5) – my opponent thinks he's safe from assault, but the extra distance provided by summoning puts them in range for a devastating charge (6).



Key

Move

Charge

By Graham Davey

Imperial Guard

On the face of it, the Imperial Guard may not appear to have a great abundance of assault troops, but there are a number of units that can fill the role when needed. Rough Riders are great on the charge, their hunting lances often proving the bane of Space Marines and Necrons. Other good units are Command Squads, accompanied by Commissars, Priests or Sanctioned Psykers, every character tooled up to the nines with power fists or power weapons. If that fails, don't forget the value of overwhelming firepower. It's not strictly assaulting, but if you can wipe out the enemy squad in one round of shooting, you won't need to fight in hand-to-hand anyway. A Command Squad tooled up with plasma guns and plasma pistols is a good example of this kind of ranged death-dealer. Just remember your medic!

By Andy Hoare

282 Points



28 Attacks on the charge!

- 16 Strength 3 Attacks
- 5 Strength 3 Attacks with re-rolls for misses and no armour save
- 7 Strength 6 Attacks with no armour save

1. *Heroic senior officer with carapace armour, master crafted power sword, bolt pistol and Trademark item. High weapon skill and leadership. Re-rolls misses in combat. Trademark item keeps squad in the fight.*
2. *Commissar with power fist, carapace armour and bolt pistol. Good for killing heavily armoured opponents, can damage vehicles, gives Officer a Leadership of 10.*
3. *Priest with carapace armour and eviscerator. Like all characters here, has a 4+ save that will come in handy once the Veterans begin to die. Eviscerator can make a mess out of even a Dreadnought, the bane of assault squads*
4. *Two Veterans with close combat weapons and laspistols. Extra attack makes them quite formidable.*
5. *Medic with close combat weapon and laspistol. Medi-pack allows a re-roll of one failed armour save per turn.*
6. *Company standard bearer. Allows re-roll of failed morale checks.*

Harlequins

The children of the Laughing God are utterly lethal and can mix it up with any troop type in the game. Not only do Harlequins have a veritable bucket of attacks, they ignore difficult terrain, benefit from an invulnerable save and have access to Rending attacks. If you also take a Shadowseer armed with hallucinogen grenades then your Harlequins all count as having plasma grenades, enabling them to assault units in cover with no negative effects. This makes them a particularly good choice for cityfighting. Simply put, Harlequins can go anywhere, charge anything and give it a good kicking.

By Mat Ward

The best tools for the job

Kitting up your assault troops is a tricky proposition. It's very easy to get carried away and end up with too few, over-armed models. Likewise, you have to be careful you don't end up with a horde of wimpy generalists who lack the tools to tackle specific threats.

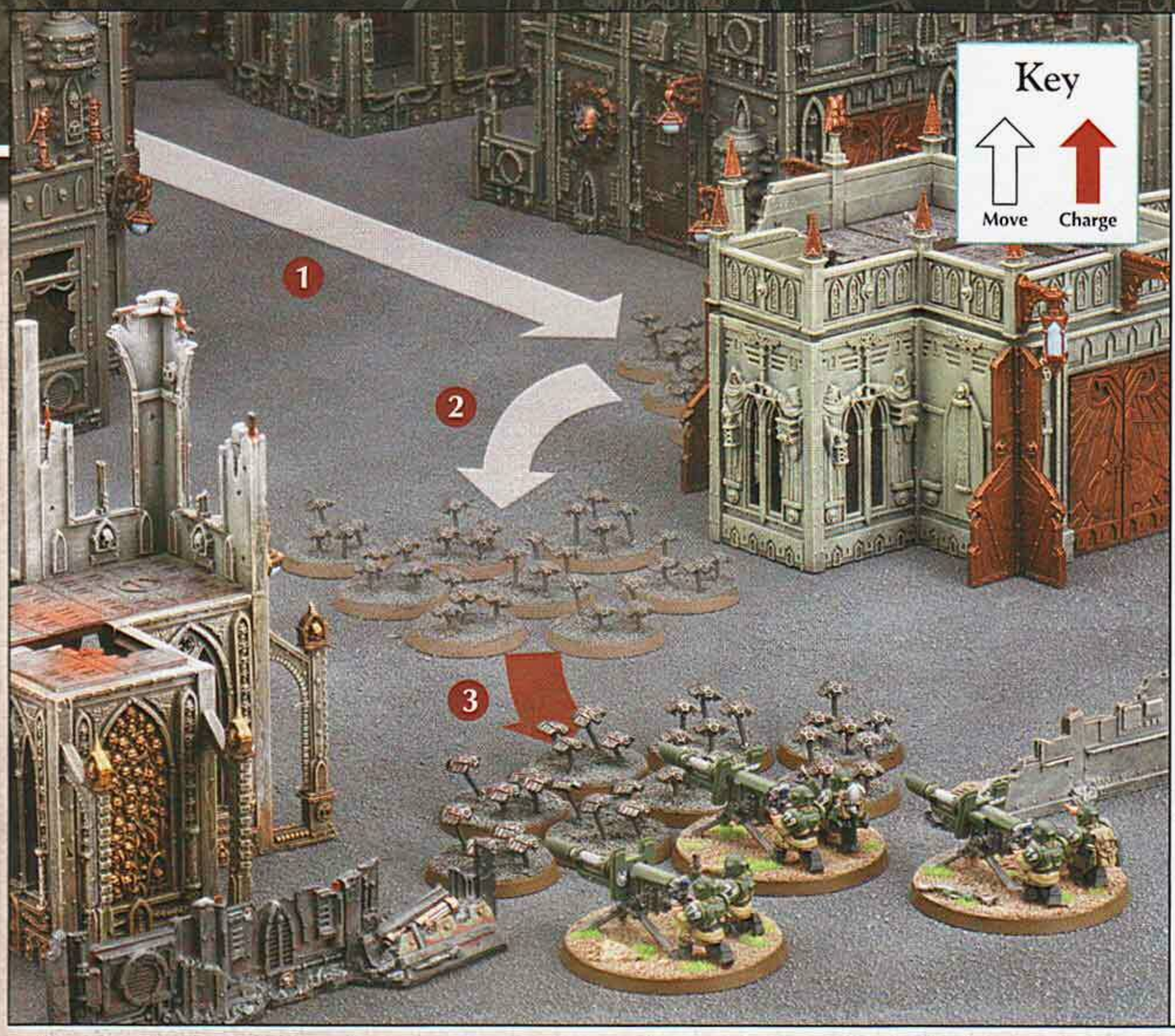
Having the highest, or at least equal, Initiative is essential, so frag and similar grenades are a good buy if you have to dislodge enemies from a defended position (a must in any Cities of Death game).

Krak grenades or, even better, melta-bombs, are also useful, allowing your troopers to damage armoured vehicles. They enable your assault specialists to do a spot of impromptu tank hunting and are vital if the enemy has Dreadnoughts – nothing spoils a battle like watching a Dread freely dismember your favourite unit because they have no means of hurting it.

Although you're no doubt keen to get onto big, crackly, power swords, let's consider ranged weaponry for a moment. It goes without saying that heavy and rapid fire weapons are pointless for assault troops, as these guns don't allow them to fire and charge into close combat. But giving your shock troops the right ranged weapons can help their cause. Long-range assault weapons like Big Shootas are great (Orks are spoilt for good assault weapons), because they allow troops to lay their own covering fire as they advance. Buy as many as you can! Short-range assault weapons are not a bad choice, of course, but I wouldn't spend too many points on them. There are two risks in firing before you charge. The first one is that you kill too many enemies. Your opponent can be clever, and remove the models nearest you, putting you out of assault range of the survivors. The other risk is that the target unit might fail a Morale check for being shot at and run away, again leaving the chargers out of range. If either of these things happen it can leave a unit stranded in the middle of nowhere, ready to be shot to pieces in the next turn, and not safely hidden in the middle of a big ruck.

So the lesson is: fire only if you sure you will have the range to charge regardless of the casualties you inflict, and if you're sure the enemy will not run away, like if they're Fearless, for example.

On the other hand, equipping the unit with one or more tank-busting short-range weapons like a melta-gun or plasma pistol is a good idea, because sometimes you will be out of assault range anyway. It's good to diversify the roles of your units a little



Speedy Scarabs

My favourite Necron combat specialists are the lowly Scarab Swarms. These blighters can cross the battlefield with Turbo-boost, guaranteeing them a Turn 2 assault. Simply hurl them forward, let them weather a turn of shooting thanks to their Turbo-boost invulnerable save, and pin down your enemy's most dangerous unit. A squad of Devastators or Imperial Guard Heavy Weapons squad will find itself in the fight for its life (and probably lose it) against a decent-sized unit of Scarabs, who can slink off looking for more prey once they're done.

They don't count towards your phase-out limit; they're fearless and really quite cheap... Forth, the impetuous Scarab Swarms!

By Adam Troke



Gaunt Horde

Of all the myriad assault options open to the Tyranid player, my favourite is simple but effective. I always equip my (many) Hormagaunts with toxin sacs, giving them Strength 4. Hormagaunts are traditionally used for tying up enemy units until the bigger critters arrive, but with up to 96 (yes, 96) Strength 4 attacks per unit hitting those enemy units in the first wave, there's often not much left by the time the reinforcements lumber in. As my old gaming partner Alessio has proved to me, the downside is when your opponent gets wise to the fact that it's the first wave he has to really worry about and starts to "shoot the little ones". However, with Leaping and Fleet of Claw, he doesn't get much chance.

By Phil Kelly

Space Marine Assault



Crimson Furies

Traits:
No mercy no respite,
We stand alone.

Master of Sanctity
Melta-bombs, jump pack, frag grenades, master crafted Crozius Arcanum, Adamantium Mantle and plasma pistol.
191 points

Epistolary
Melta-bombs, jump pack, frag grenades, master crafted force weapon, combat shield, bolt pistol and Fury of the Ancients.
170 points

5 Scouts
Sergeant with Terminator honours, melta-bombs, power sword and plasma pistol.
103 points

5 Scouts
Sergeant with terminator honours, melta-bombs, power sword and plasma pistol.
103 points

10 Assault Marines
Furious charge, melta-bombs and two plasma pistols. Includes Sergeant with Terminator honours and power fist.
310 points

10 Assault Marines
Furious charge, melta-bombs and two plasma pistols. Includes Sergeant with Terminator honours and power fist.
310 points

10 Assault Marines
Furious charge, melta-bombs and two plasma pistols. Includes Sergeant with Terminator honours and power fist.
310 points

1497 points

I love Assault Marines and I wanted an entire army of them. So I collected a new army representing the 8th Assault Company of the Crimson Furies Space Marines, a chapter of my own creation. In their case I have disregarded all my normal "balance is best" combined arms ideals, and instead have put together a very strongly themed army. Themed, that is, on getting up close and personal.

For Troops I have picked two units of Scouts, for HQ two tooled up characters, and I finished my 1500 points with three super Assault Squads with Furious Charge, thanks to the "No mercy, no respite" trait (see Codex: Space Marines, page 43 for details).
In background terms, I see this army representing a couple of Scout squads infiltrating the enemy lines and calling in the 8th Company, who jump from the back of their Thunderhawks right into the heart of the enemy lines. In game terms I see it winning. As you can see from the army list (left), the theme of the army is close combat, as every model has a pistol, close combat weapon and grenades and a jump pack, if possible. The one and only long-range attack I have is the Librarian's Fury of the Ancients psychic power, which I use to try and pin the enemy as the Crimson Furies advance.

In scenarios with the Deep Strike and Infiltrate special rules I find it very funny not to deploy anything on the table and let the opponent deploy his entire army with nothing to fight. Through experience, however, I have learned that this army suffers from being very small and if the table does not have a lot of terrain they are normally shot to pieces before getting anywhere. In Cities of Death games, on the other hand, they are really hard, as even the Scouts make a good close combat unit. The assault squad led by the Chaplain is absolutely horrendous on the charge – Space Marines with 3 Attacks each at Intiative 5 and Strength 5, backed up by the Chaplain with his Rosarius and the Sergeant with his Strength 9 power fist. Best of all, all of them re-roll their misses!

By Alessio Cavatore



Dark Eldar Lords and Incubi

One of the best assault units in the game is a Dark Eldar Lord accompanied by deadly Incubi. Equipping your Archon with a Shadowfield, Combat Drugs and an Agoniser, he should be more than capable of taking on enemy characters, while his bodyguard of power weapon-wielding Incubi, with their high Initiative, can pretty much outfight even the dedicated assault troops of other armies. If you mount them in a Raider they can get to where they're needed – just make sure you protect their transport in the first couple of turns, otherwise your expensive assault unit could spend the game walking!

By Gav Thorpe

(though not too much!). Not only can a melta-gun or two make it easier to cope with a unit of Terminators, but, again, they also let you kill off vehicles if the opportunity arises.

Let's have a look at close combat weaponry, the vast assortment of swords, axes, claws and all the other sorts of nasty implements carried by the warriors of the 41st millennium.

First of all, always take additional close combat weapons. All respectable assault troops must have two weapons – the extra attack doubles their chances of hurting the enemy. Enough said.

Power weapons are great. Even against armies with lots of cheap, low-armour troops, like Orks, Imperial Guard or Tyranids, having a power weapon means that more enemies stay dead. Of course against 4+ or the 3+ power armour save, they are essential, not to mention opponents with the dreaded 2+ save!

Power fists, especially in the hands of a Strength 4 model, are the most lethal close combat weapons of all. Though they can be difficult to use in some situations. The fact that everybody is able to attack before the model with the power fist may mean that, before he can unleash its terrible might, he gets his head kicked in.

The best solution to this is to hide the power fist in a large squad, giving it to a unit upgrade character like a Veteran Sergeant, then enemies first have to kill all of his comrades, allowing the power fist armed model to wreak havoc for longer.

Tooling up Characters

As Independent Characters are usually very good at close combat, it is a good idea for them to join assault units, so that the unit benefits from the leadership and fighting skills of the character. In return, he can hide in the unit, stopping the enemy from targeting him with ranged weapons.

Independent Characters work best in units if equipped with power weapons rather than power fists. A power weapon means they can use their high Initiative to strike first and kill models with their many Attacks and high Weapon Skill and Strength. If you give them a power fist and have them join a friendly squad during an assault, you risk being seriously disappointed. You see, Independent Characters count as separate units in close combat, so if the friendly squad kills any enemies before the character gets to strike, the opponent will often remove the models in contact with the character, stopping him from attacking! Worse, they could fell the character before he gets a chance to fight at all, which is extremely upsetting. In fact, be careful with positioning in assault – make sure a cheeky opponent can't negate your squad's or your character's attacks by removing dead models cleverly.

Of course, there are all kinds of wicked variations on the power weapon. My favourite is a pair of master-crafted lightning claws, which give re-rolls on missed hits and failed wounds! Try this, and you'll never go back. It's awesome.

Alessio Cavatore

Orky Kunnin'

The majority of Ork armies are built with assaults in mind. Kunnin' Warbosses can choose from Stormboyz and Trukk Boyz who can get there quickly (Trukk Boyz can also assault out of their transport), Skarboyz with their Strength 4 who can deliver a wicked blow when they get into combat, and Burna Boyz who can use their Burnas as power weapons to cut through enemy armour. Of course a bodyguard of Nobs can go head-to-head with the best in any army – especially when equipped with Mega Armour. But when it comes right down to it, my favourite assault unit is the classic troops selection Slugga Boyz. They're cheap. They have choppas. There's loads of them. And on a battlefield where there is lots of terrain, they are likely to get to assault range and unleash a flurry of green rage! In Cities of Death games the Orks are simply brutal.

By Jeremy Vetock

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PAINTING MASTERS

NEIL LANGDOWN

Every month we put the work of one of the world's best painters under the spotlight. Here we look at the work of 'Eavy Metal painter Neil Langdown.

The first in a new series of articles, Painting Masters looks at the work of the world's best miniatures painters. This month, we show off some of 'Eavy Metal painter Neil Langdown's collection.

Neil Langdown has lived the hobby dream – young painter wins Golden Demon statuettes before joining 'Eavy Metal and then commencing training as a Citadel Miniatures designer.

Neil joined the 'Eavy Metal team in 2002, when the call to join the Earth's finest miniatures company came, saving him from a life of wood and drudgery.

"I was framing pictures for old ladies in a craft store," says Neil, "so it wasn't a hard decision to come to the Studio!"

Likewise, the decision to employ Neil was easy. Not only is a he a top chap, but he'd been winning Golden Demon statuettes since 1997 – seven in all.

"2002 was going to be my last year entering 'The Demon', but then I won three awards: a gold, a silver and a bronze – one of each colour!" Buoyed up by his success, he applied to a 'Eavy Metal painters job he saw in an advert in White Dwarf. He's been turning out models for our books and WD ever since.

As you might expect of someone who paints to such a high standard, Neil started painting when very young, only eight years old! He learned much from the Masterclass articles in White Dwarf *(see page 88 for its revival)*, but advice from his local GW staff was also invaluable, and it was they who encouraged Neil to enter Golden Demon.

Neil was developing his skills through the so-called "Red Period", when the fashion for painting was with very vibrant (some might say garish) colours. This was a major influence on Neil's painting style, and he is known for his use of bright hues. "One of the joys of painting the Skull Pass boxed set figures," Neil smiles, "was that I could give the Night Goblins red spear shafts again! Seriously though, you have to be aware of what influences you, but you shouldn't copy colour palettes wholesale, and I think my style is an amalgamation of the more realistic colours we use now with the tones of the early '90s."

Despite this love of brightness, Neil enjoys painting in a variety of styles. "I consider painting The Lord Of The Rings figures a real treat. It's a totally different technique. Painting Gandalf or Legolas, you know that real people have inhabited those roles and costumes, so the movies anchor the models to a kind of reality. "

He also enjoys new projects.

"I like doing tasks that take me out of my comfort zone. When I was asked to do the Engine of the Gods *(see opposite)* it scared me a little, but I was also looking forward to it because it was such a big challenge. The same with the Orc Battle Standard Bearer *(see page 86)* when I was asked to paint the Red Sun straight on the banner as if it was an illustration."

Neil's next challenge is his greatest, as he has recently been taken onto our Trainee Sculptor's course. Classic figures sculpted by Neil Langdown coming soon? "I certainly hope so!" he replies.

The Green Knight

This is Neil's favourite figure. He was inspired to do it by Mike McVey's original paint job, but Neil's version is more understated, with no banners and a simpler design on the reins.



The Engine of the Gods

This is a piece Neil is particularly proud of. The Engine of the Gods was converted for the Warhammer Realms: Lustria book. Numerous components went into the creation of this unique model, including a Carnosaur head and a Forgeworld Kroot Great Knarloc body. Note how the wires holding the gyroscope elements of the model have been carefully hidden. Don't look too hard – you can barely see them at all!



Slayer – UK Games Day model 2006

To fully exploit the humour inherent in this model, Neil recreated the yellowy-gold skin of the Golden Demon, as this was the colour he was when he featured on the Citadel Colour paint sets in the 1990s.



Wood Elf Spellsinger

Neil wanted to give the feeling of rising power coming up from the earth. The cloak was the key to this. Starting at the bottom of the cloth with earthy brown colours, he slowly blended it into a rich green.



Dogs of War Giant

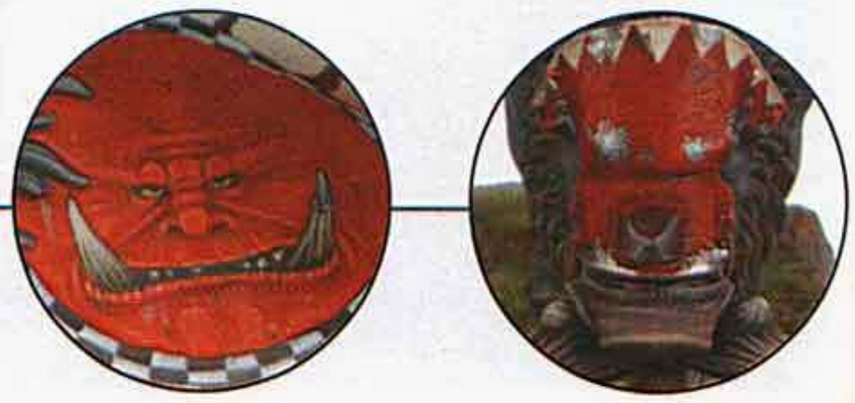
When constructing the Giant, Neil used the many accessories to full effect, like the poor peasant dangling from the Giant's hip. Also note the flashes of bright colour on the shields, which show Neil's distinctive style.





Orc Battle Standard Bearer

With this model Neil was tasked with painting the Evil Sun symbol directly onto the model's banner, which he did freehand. The bright, almost crimson, red on the Boar's armour again shows Neil's preference for intense colours.



Gandalf in cart

Neil wanted this model to look like a still from the movie. To that end he added the scenic base, the staff in the back of the cart and reins made of green stuff.



Ork Nob in mega-armour

This Ork Nob is a member of the scrounging Death Skull clan and was painted at the time of the Cities of Death release. Neil made the armour look like it had been scavenged from pre-fabricated Imperium buildings and vehicles. Note the stencilling showing the origin some of the pieces of scrap the Ork has "acquired".



Saim-Hann Wraithlord

The Wraithlord was painted in the usual red and white Saim-Hann livery. To break up the red, which is a big block of colour, Neil decorated the right leg of the Wraithlord with the craftworld's serpent rune.



PAINTING MASTERCLASS

MASTER ENGINEER

The Imperial Engineers' Guild is constantly coming up with madcap inventions to aid the armies of the Emperor in times of war. The latest contraption to leave their workshops is the Mechanical Steed, more properly known as Meikle's Equine Effigy of Dynamic Locomotion. This clockwork creature is truly a marvel to behold, as is the Citadel miniature that represents it.

We asked none other than 'Eavy Metal painter Neil Green to divulge his secrets in painting the new Master Engineer model. Here's how he did it...

Preparing the Model

After cleaning up the miniature using a hobby knife and a set of files, Neil assembled the model and undercoated it with Chaos Black spray paint. Notice that Neil has left the weapon arm detached to allow him to get at all the parts of the Engineer. You might find it useful to attach the arm to a separate base or long section of brass rod while painting it, something to hold to stop your fingers coming into contact with the fresh paint job.

If you pin the arm and not glue it, you can swap and change the weapons on the model from battle to battle (see below). The best place for this is just below the stub that joins the arm to the body. Two pins are even better, and make sure they are slightly longer than if you were gluing the pieces or they'll fall off. Check the fit of each piece as you assemble the miniature – it's well worth taking the time to do this before you commence painting.



Master Engineer with Hochland Long Rifle ▸

125%

Additional weapon options



REPEATER PISTOL



REPEATER HANDGUN



GRENADE LAUNCHER

Learn the deepest secrets of the 'Eavy Metal team in this regular series of advanced painting workshops.

Step 1: Painting Metal

Neil began by painting all the metallic areas on the model, because these areas are not only the largest portions of the miniature, but are also the messiest to do.





STEEL STAGE 1

- ***BASE:*** *50% Chaos Black, 50% Boltgun Metal*
- ***SHADE:*** *75% Chaos Black, 25% Boltgun Metal*
- ***HIGHLIGHT 1:*** *Boltgun Metal*



BRASS AND GOLD

At this stage, all the brass and gold areas are base coated with Brazen Brass. Shade this with a thin wash of Scorched Brown, then reset the base colour by applying more Brazen Brass to the raised areas.



BARDING

- ***BASE:*** *50% Chaos Black, 50% Boltgun Metal*
- ***SHADE:*** *75% Chaos Black, 25% Boltgun Metal*
- ***HIGHLIGHT 1 (edges only):*** *Boltgun Metal*

BRASS AND GOLD STAGE 1

- ***BASE:*** *Brazen Brass*
- ***SHADE:*** *Scorched Brown (wash)*
- ***HIGHLIGHT 1:*** *Brazen Brass*



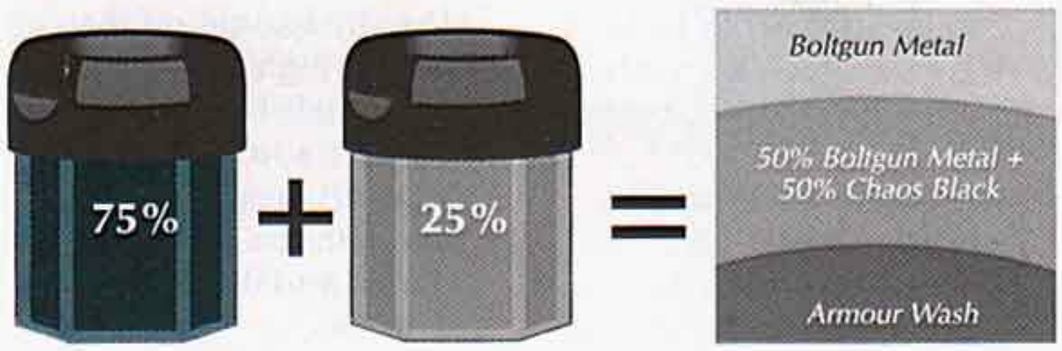
STEEL

The brighter parts of the horse are basecoated with a 1:1 mix of Chaos Black and Boltgun Metal. Apply a single coat of the armour wash, then highlight all the raised areas with Boltgun Metal. Paint the Orc banner on the base the same way.

Top Tip

Armour Wash

While most painters use a wash of Black Ink to shade metallic areas, Neil's trick is to mix up a dark grey colour from 75% Chaos Black and 25% Codex Grey, and then water this down before applying it as a shading wash. This not only gives the effect of greyish steel, but also matts down the finish.





BARDING

The armoured barding looks black, but is actually a very dark metal colour. Paint the armour with a 1:1 mix of Boltgun Metal and Chaos Black. To darken the colour down, apply at least three applications of the special armour wash, (see left). Finally, highlight the very edges with boltgun Metal.

Step 2: Metal Details

Before moving onto the more colourful parts of the model, it's time to highlight all the metallic areas. When you've finished this stage, don't forget to change your painting water to avoid getting metal flecks in the other paints.



BRASS AND GOLD

The brass parts of the model are highlighted with a mix of 75% Brazen Brass and 25% Mithril Silver. The gold parts are layered with Shining Gold, then highlighted with Burnished Gold. Give the gold decoration a thin wash, mixed from Chestnut Ink and Liche Purple. Finally, mix up three parts Shining Gold with one part Mithril Silver, and apply this as a fine edging highlight.

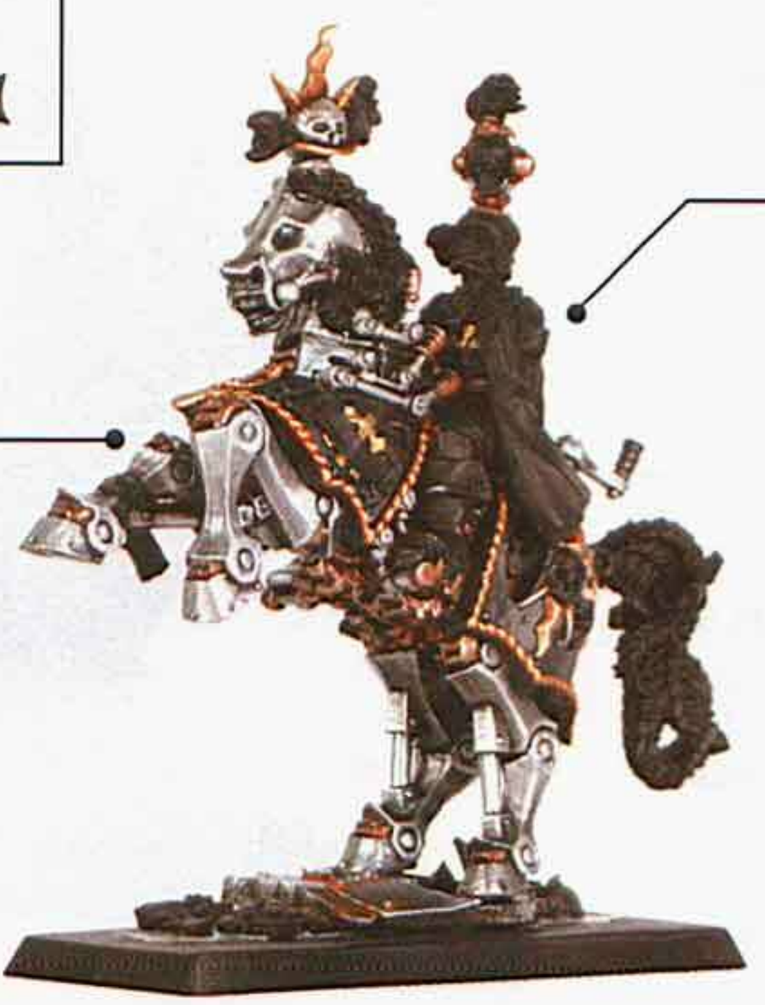


STEEL STAGE 2

- ***HIGHLIGHT 2:*** *Chainmail*
- ***HIGHLIGHT 3:*** *Mithril Silver*

BRASS STAGE 2

- ***HIGHLIGHT 3:*** *75% Brazen Brass 25% Mithril Silver*



GOLD STAGE 2

- ***HIGHLIGHT 2:*** *Shining Gold*
- ***HIGHLIGHT 3:*** *Burnished Gold*
- ***SHADE:*** *90% Chestnut Ink 10% Liche Purple*
- ***HIGHLIGHT 4:*** *75% Shining Gold 25% Mithril Silver*



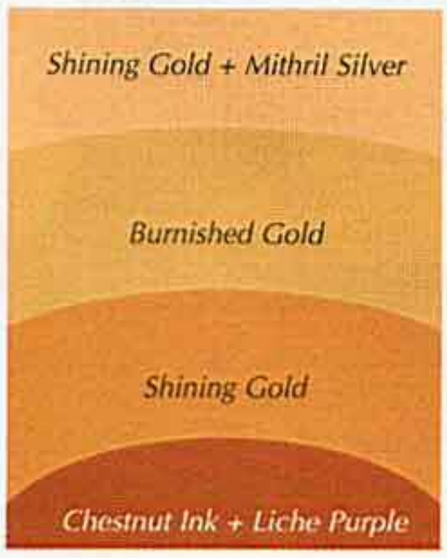
BARDING STAGE 2

- ***HIGHLIGHT 2:*** *Chainmail*

Top Tip

Shading Gold

Just as when shading areas of steel, Neil uses a rather unorthodox mix. A small amount of Liche Purple added to your Chestnut Ink wash will make the gold look less artificial. Adding other colours to the mix can create a range of effects – green in particular is useful to simulate aged gold.





STEEL

Highlight all the bright steel areas with Chainmail, then apply final highlights of Mithril Silver.



BARDING

Finish off the dark barding by applying a very fine edging highlight of Chainmail.



BASE

The Orc banner on the base is highlighted with Chainmail, but then a rust effect is applied in all the recesses, by painting on a thin mix of Scorched Brown and Blazing Orange.

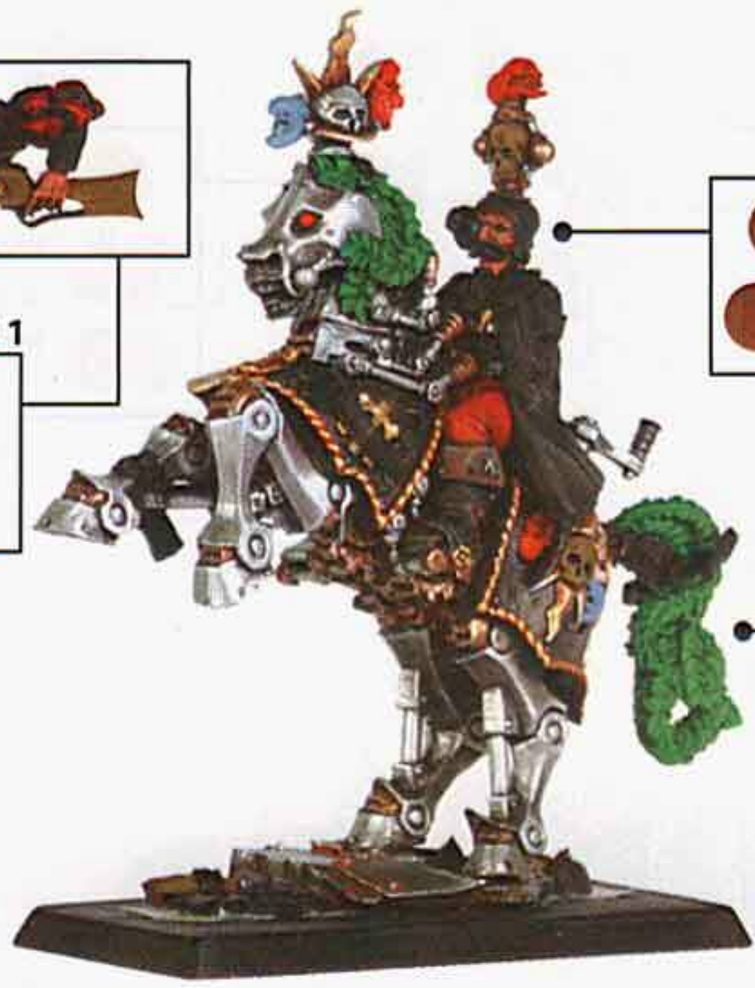
Step 3: Adding Colours

Now that all the metallic areas are finished, it's time to move on to the other colours. Neil has two methods at work here: Firstly, he likes to work from the "inside out", meaning that he starts with inner layers, such as flesh, then works his way up to the outer clothing and details. Secondly, and unusually for an 'Eavy Metal painter, he likes to get all the areas to a similar stage before going back and applying the final highlights.



SKULLS & STOCK STAGE 1

- ***BASE:*** *Bestial Brown*
- ***HIGHLIGHT 1:*** *Snakebite Leather*



SKIN STAGE 1

- ***BASE:*** *50% Vermin Brown*
- ***HIGHLIGHT 1:*** *50% Vermin Brown*
  50% Dwarf Flesh

LAURELS 1

- ***BASE:*** *Dark Angels Green*
- ***HIGHLIGHT 1:***
  50% Dark Angels Green
  50% Goblin Green
- ***SHADE:***
  50% Dark Angels Green
  50% Black Ink



RED

All of the red parts of the model, such as the horse decoration, the horse's eyes, the Engineer's clothing and some of the internal clockwork mechanism, are painted Scab Red. Highlight this first with a 1:1 mix of Scab Red and Blood Red, then with pure Blood Red.



RED STAGE 1

- ***BASE:*** *Scab Red*
- ***HIGHLIGHT 1:*** *50% Scab Red*
  50% Blood Red
- ***HIGHLIGHT 2:*** *Blood Red*

BOOTS STAGE 1

- *BASE: Scorched Brown*
- *HIGHLIGHT 1:*
  50% Scorched Brown
  50% Bleached Bone
- *SHADE: Chaos Black (wash)*



LAURELS

The horse's tail and mane are made up of laurels, a symbol of honour in The Empire. These are painted with a flat coat of Dark Angels Green. The leaves are individually layered with a 1:1 mix of Dark Angels Green and Goblin Green, before being shaded with a thin wash of Dark Angels Green mixed with Black Ink. The wash will probably stain the leaves a darker shade, so use the Dark Angels Green and Goblin Green mix again to re-highlight them.



SKULLS AND GUN STOCK

At this stage, the skulls and wooden areas are painted in exactly the same way. Base coat these areas with Bestial Brown, then highlight them with Snakebite Leather. Try to apply the highlight in lines on the gun stock, to simulate wood grain.



FLESH

The Engineer's skin tone is quite dark, showing his years as an apprentice slaving away beside a hot forge. Begin with a base coat of Vermin Brown, then apply a 1:1 mix of Vermin Brown and Dwarf Flesh for the first of the highlight stages.



BOOTS

Begin with a base coat of Scorched Brown, and highlight this with a 1:1 mix of Scorched Brown and Bleached Bone. Apply a very thin wash of Chaos Black, then leave the boots for now.

Step 4: Final Highlights

At this stage, Neil highlighted all the areas he'd done so far to completion, before painted the outermost layers and, finally, adding the fine details.

Top Tip

Painting Eyes

Paint the Engineer's eye with a sliver of Chaos Black (a). Next, add a little Fortress Grey to Skull White, and paint this on as a fine line, leaving the black showing as a keyline around the edge (b). Finally, use the point of your finest brush to dot in the pupil (c).

a 

b 

c 



STOCK STAGE 2

- ***HIGHLIGHT 2:*** *50% Bronzed Flesh, 50% Snakebite Leather*
- ***HIGHLIGHT 3:*** *Bronzed Flesh*
- ***HIGHLIGHT 4:*** *Bleached Bone*
- ***HIGHLIGHT 5:*** *50% Bleached Bone, 50% Skull White*
- ***SHADE (very thin*):*** *50% Bronzed Flesh, 50% Snakebite Leather*

*see (2) for more information



SKIN STAGE 2

- ***HIGHLIGHT 2:*** *Dwarf Flesh*
- ***HIGHLIGHT 3:*** *75% Dwarf Flesh, 25% Bleached Bone*
- ***HIGHLIGHT 4*:*** *75% Bleached Bone, 25% Dwarf Flesh*

*see (1) for more information

RED STAGE 2

- ***HIGHLIGHT 3:*** *Blazing Orange*
- ***HIGHLIGHT 4:*** *Fiery Orange*
- ***HIGHLIGHT 5:*** *50% Fiery Orange, 50% Skull White*

SKULLS STAGE 2

- ***HIGHLIGHT 2:*** *50% Bronzed Flesh, 50% Snakebite Leather*
- ***HIGHLIGHT 3:*** *Bronzed Flesh*
- ***HIGHLIGHT 4:*** *Bleached Bone*
- ***HIGHLIGHT 5:*** *50% Bleached Bone, 50% Skull White*
- ***HIGHLIGHT 6:*** *Skull White*

BOOTS STAGE 2

- ***HIGHLIGHT 2:*** *50% Scorched Brown, 50% Bleached Bone*



SKIN

Layer the skin with Dwarf Flesh. Next, make a 3:1 mix of Dwarf Flesh and Bleached Bone and apply this as the first highlight stage. Gradually increase the amount of Bleached Bone for further highlights, until it makes up 75% of the mix.



BOOTS

Make a 1:1 mix of Scorched Brown and Bleached Bone, and apply this as a final highlight to the boots.



GUN STOCK

Paint the wood grain, using the same colours as for the skulls. Don't highlight to Skull White. Mix up a thin wash of Chestnut Ink and Dark Angels Green, and apply this around the brass decoration as deep shading.



RED

All of the red areas are highlighted with Blazing Orange, then with Fiery Orange. Any particularly sharp edges are given a last, very fine highlight with a 1:1 mix of Fiery Orange and Skull White.



SKULLS

Highlight the skulls with a 1:1 mix of Bronzed Flesh and Snakebite Leather. Then highlight, progressively finer, with: Bronzed Flesh; Bleached Bone; 1:1 Bleached Bone/ Skull White; Skull White.

Step 5: Finishing Touches

Neil finished the model by painting the scrolls, lettering, moustache and other fine details. The white areas were also left until last as they can get dirty through handling.



WHITE

- ***BASE:*** *50% Space Wolves Grey 50% Skull White*
- ***HIGHLIGHT:*** *Skull White*

BEARD

- ***BASE:*** *Codex Grey*
- ***HIGHLIGHT 1:*** *Fortress Grey*
- ***HIGHLIGHT 2:*** *Skull White*





BEARD

Once the skin is finished, re-undercoat the moustache and beard if necessary to tidy it up, then paint it Codex Grey. Highlight the facial hair first with a heavy drybrush of Fortress Grey, then with a light drybrush of Skull White.



WHITE

Highlight all the white areas with a 1:1 mix of Skull White and Space Wolves Grey, then apply a final highlight of pure Skull white.

SCROLLS AND COAT LINING

- ***BASE:*** *Graveyard Earth*
- ***HIGHLIGHT 1:*** *50% Graveyard Earth 50% Bleached Bone*
- ***HIGHLIGHT 2:*** *Bleached Bone*
- ***HIGHLIGHT 3:*** *75% Bleached Bone 25% Skull White*



LAURELS 2

- ***HIGHLIGHT 2:*** *Goblin Green*
- ***HIGHLIGHT 3*:*** *50% Goblin Green 50% Bleached Bone*

see (3) for more information



BASING

The standard 'Eavy Metal method of basing is as follows: Cover the base in modelling sand. Once this is dry, cover the sand in Brown Ink. Again, wait for it to dry, then drybrush the base with Bubonic Brown, before using Citadel Superglue to stick small patches of static grass to it. Paint the rim of the base with an even coat of Graveyard Earth, attach the gun arm, *et voila!* Your Engineer is ready for action.



COAT LINING & SCROLLS

Paint these areas Graveyard Earth. Apply a highlight of 1:2 Bleached Bone/ Graveyard Earth, then a layer of Bleached Bone. Add Skull White to Bleached Bone for an edging highlight.



SCROLLWORK

All of the writing and scribbles on the scrolls are painted with thinned-down Chaos Black. Neil recommends using a fine brush and holding your breath while painting!



LAURELS

Each highlight is worked out further toward the edges. Start with a Goblin Green layer, then add Bleached Bone to later highlights, until your mix is 3:1 Bleached Bone/Goblin Green.

'EAVY METAL

HEROES OF THE ELDAR

Prince Yriel, Autarch of Iyanden

The bastard scion of Iyanden nobility and former Corsair Prince of the infamous Eldritch Raiders, Prince Yriel's fate is forever entwined with the ghost-haunted Craftworld of Iyanden. After becoming an Outcast, Yriel and his loyal raiders returned to Iyanden in its hour of need. The Eldritch Raiders destroyed the bio-ships of hive fleet Kraken, with Yriel dooming himself by using the Spear of Twilight to slay the foul tyrant leader of the Tyranid menace.



150%





THE EYE OF WRATH

Gained from an audacious raid, the Eye of Wrath is a monocular device that can unleash a devastating energy-tempest.



FORCESHIELD

Without the forceshield Yriel would have perished long ago. For now the shield wards off the baleful energies within the spear.



PERSONAL BANNER

Prince Yriel proudly displays two banners. As an Autarch of Iyanden Yriel carries the Shrine of Asuryan banner – the symbol of the craftworld that represents the flame of hope for the Eldar of Iyanden. Alongside it is the banner of the Eldritch Raiders – the rune emblazoned upon it once struck fear in all who encountered it.



THE SPEAR OF TWILIGHT

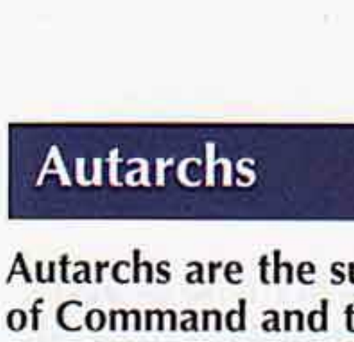
The cursed blade of the House of Ulthanash, the spear is a weapon of such immense power that those who wield it are doomed. Yriel took the Spear of Destiny from its resting place in the Shrine of Ulthanash to save Iyanden, but in so doing Yriel's soul was forever bound to the eldritch weapon.

WARHAMMER 40,000

The 'Eavy Metal team is the most talented group of professional miniatures painters in the world. Their work on our Eldar characters is truly awesome.

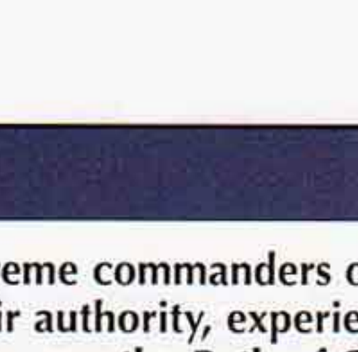
Autarchs

Autarchs are the supreme commanders of the Eldar warhost. They have chosen the Path of Command and their authority, experience and skill is held in awe by seer and warrior alike. Before treading upon the Path of Command, all Autarchs will have spent many human lifetimes in the Aspect temples and so are capable and highly skilled warriors.



HELMET

This Autarch helm uses the same technology as a Banshee Mask.



FORCESHIELD

The Eldar favour subtle field projectors over restrictive armour.



◂Alaitoc



◂Biel-Tan



HELMET

This helm incorporates Mandiblasters in its design.



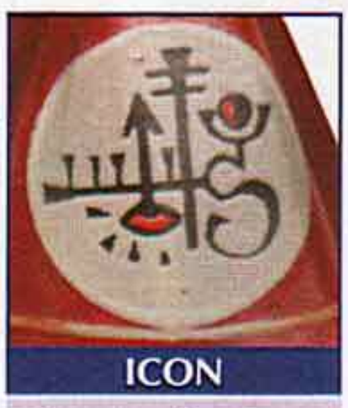
JUMP GENERATOR

The hierograms of the Eldar are complex and have many meanings.



HELMET

Autarch helms are ancient craftworld heirlooms, and are all works of art.



ICON

The complex icon embroided on this cloak is an Eldar ward of fortune.



◂Saim-Hann

INTERCHANGEABLE AUTARCH COMPONENTS

All the weapons and backpacks of the Autarchs and Prince Yriel are interchangeable.

1. Swooping Hawk wings
2. Reaper launcher
3. Fusion gun
4. Warp jump generator
5. Back banners
6. Power weapon













The most warlike of all the Witch Paths is that of the Warlock.



Warlock with witchblade



Warlock with witchblade



Warlock with witchblade and shuriken pistol



Warlock with singing spear

Farseer

Just as Eldar who are trapped on the Warrior path become Exarchs, so Seers who progress too far along the Witch Path become Farseers. They are the eldest and most experienced of the craftworld's advisors. Even in battle Farseers can bring their scrying powers to bear, seeking out enemy positions and bringing doom upon them.



Ulthwé



STAFF

A staff is often used by a Farseer to focus his arcane psychic powers.



CLOAK

This clock is decorated with the Eye of Isha, symbol of Ulthwé.



SINGING SPEAR

Farseers have martial skill and can be deadly close combat.



CLOAK

This cloak is embroided with thorns, symbolic to Biel-Tan.



Biel-Tan

Saim-Hann



WITCHBLADE

These psychically attuned weapons can only be used by Eldar psykers.



CLOAK

This cloak is decorated with the Cosmic Serpent, sacred to Eldar.

Eldrad Ulthran, Farseer of Ulthwé

Greatest of all the Farseers of Ulthwé, Eldrad Ulthran has steered the Eldar away from peril on many occasions. He has become a figure synonymous with wisdom, foresight and self-sacrifice.



GHOSTHELM

A Ghosthelm masks a Farseer's presence from the perils of the warp.



ROBE

Eldrad's robe is adorned with the Farseer rune – the Eye of Farsight.





STAFF OF ULTHAMAR

This potent artefact can channel Eldrad's immense psychic powers. It can also be used as a powerful weapon. The staff is wreathed in Psychic energies, and many Warp-spawn have fallen to it.

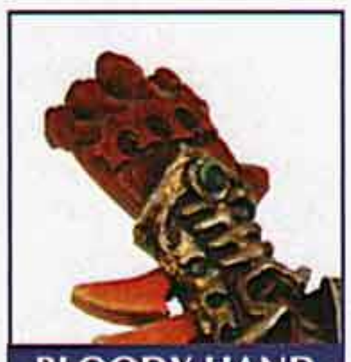
The Avatar of the Bloody-Handed God

Deep within every craftworld, sitting atop a smouldering throne, is the dormant form of the Avatar – the physical embodiment of Kaela Mensha Khaine, the Bloody-Handed God. When a craftworld is roused to war, the Avatar is awoken and none may stand before it.



FACE

The fearsome visage of the Avatar causes many foes to flee.



BLOODY HAND

The constantly dripping blood is a sign of Khaine's sanguinary nature.





WAILING DOOM

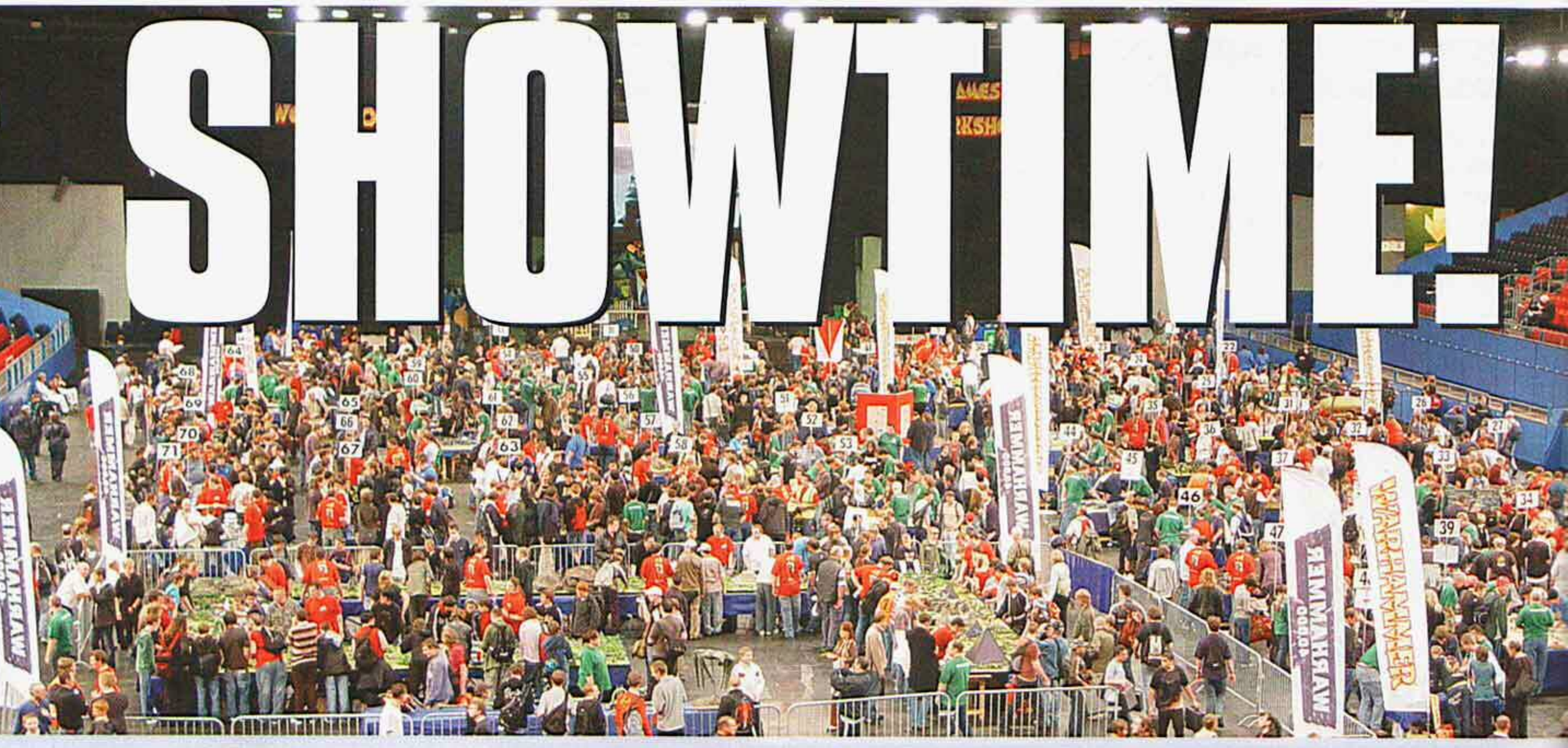
The Wailing Doom is a mighty weapon of immense power that only the god incarnate can wield. The runes upon the blade writhe and the weapon itself screams for victims to be split asunder by its impossibly sharp edge. No armour in the galaxy can halt the Wailing Doom.



"I yearn to take my place within the Dome, but there is so much yet to do."

Eldrad Ulthran

SHOWTIME!



Games Day was again held at the Birmingham NEC and was absolutely huge compared to the previous year's event. White Dwarf Journalists Jon Carter, Rob MacFarlane and Rik Turner tell all.

THE FORUM

Jon: Once again the anticipation of the queuing thousands waiting patiently outside was tangible, not at all dampened by the cold or rain. Having passed through the hallowed doors, as in previous years a steady trickle of hobbyists made their way to the Citadel miniatures, the hobby areas and beyond.

Chief amongst the sites to see were the Games Workshop and Forge World retail stands where many pre-release boxed sets of models – including Eldar and Orcs & Goblins – and the special Games Day miniature were on sale. The demand was so great that the staff just couldn't keep up! In fact, by midday, all the new boxed sets had sold out - we'll just have to bring more next year...

Aside from the retail stands, the main focus of the Forum Hall was the hobby zones with the Bring and Battle tables, and the Conversion and Art competitions. Tables were also available where hobbyists could build scenery, practice their painting skills on a Dwarf or Goblin miniature as featured in WD321, or for those who couldn't wait to get their new purchases home, simply sit down and start to build their own models. And yet, despite all these tables, enthusiastic hobbyists could still be found huddled in small groups in the quieter recesses of the hall, furiously removing the plastic wrappers from new model kits and building their new purchases were they sat!

The Forge World stands had some great new models on show including the fully finished massive Tau Manta (first previewed at last year's event), which would make a truly impressive centrepiece for any Tau Commander's army. Other models on show and available to buy included the special edition Forge World Slann, the Death Corps of Krieg and, in extremely limited supply, the new Eldar Avatar!

Once again the Forge World design team were present to answer any questions about their models, latest projects or just to give advice on sculpting. Their latest project was also on show - a new game entitled Aeronautica Imperialis, soon to be released. This is an Epic scale game of aerial combat set in the 41st Millennium and, from the demonstration games taking place at Games Day, it looks absolutely great!

Elsewhere in the Forum, the Conversion competition attracted huge interest, steadily growing in prominence and



The Bring and Battle tables are a mass of gaming activity!



Mark Bedford answers questions about Forge World's latest projects



Tony Cottrell signs books and programmes while promoting this year's new products

SCRAP DEMON WINNERS 2006



80%

1st Place
James A Hanson's
Steam powered General



80%

2nd Place
Andrew Brooks'
General riding stilted mechanical horse



80%

3rd Place
Chris Hume's
Chaos Centaur General



Scrap Demon Facts

- **There were over 1,500 entrants to this year's Conversion competition to win a Scrap Demon!**
- **The first entrant began making his conversion within 15 seconds of the doors being open – he ran all the way!**
- **Just one hour in, more than 200 people were happily cutting, clipping, sticking, gluing and generally having a great time!**
- **One gentleman from Lithuania bought his ticket from Direct and flew over just to enter the Conversion Competition!**

prestige, equalling that of its big sister, the Golden Demon competition. Some entrants to this year's Conversion competition had even travelled from as far away as Lithuania just to take part!

This year's challenge was to create a Warhammer General from the copious amounts of sprues available. Hobbyists were given the rare opportunity to let their imaginations run wild, armed with clippers, poly-cement and a miniature base.

The task of judging the 1,500 entries fell to Aly Morrison who selected the winners from a short list of 30 of the very best conversions. It wasn't necessarily the standard of the conversions which was being judged, rather the ingenuity of design and the parts used. Congratulations to James A Hanson for his steam powered Empire General winning entry!

Meanwhile, the Bring and Battle tables really put the 'game' into Games Day. Here hobbyists could book a table for an hour at a time and pit their wits and skill against one of the other 8,500 enthusiasts. The whole area had a fantastic atmosphere, resonating with the sound of rolling dice.

To keep the games short, the Combat Patrol, Border Patrol and War Party rules were employed, allowing players to play exciting games with smaller, skirmish-sized forces. For some, these games provided an excellent opportunity to trial ideas for future Grand Tournament armies, while others simply wished to take part and play as many games a possible. Many units and war machines had been purchased only hours before from the retail stands, having passed through the assembly and painting tables, before heading out onto the fields of battle, embarking upon their first crusades against unknown opponents.

Art Competition

Congratulations to:

- **Greg Wale**
  15 Years and Under category:
  Orc Boyz Regiment
- **Devon Thomas**
  16 Years and Over category:
  Night Goblin Squig Hopper

You can see both Greg and Devon's winning entries for the Art Competition in more detail on the Games Day pages of the website:

www.games-workshop.co.uk/gamesday/2006-season







Over 8,000 hobbyists attended this year's G Day, to take part in games and experince the

THE ARENA

Rob: The Arena was home to a massive range of games, set across beautifully crafted tables and hosted by Games Workshop's fanatical staff and club veterans.

The Lord of The Rings Strategy Battle Game zone included a battle in the forest home of the Wood Elves, a struggle for control of Osgiliath across three tables, and a Mega Battle featuring a clash between the forces of Good and an army of Balrogs! Worthy of special mention was a three-dimensional table built by St. Aidan's Wargames Club, which folded out to reveal a massive cross-section of the Mines of Moria!

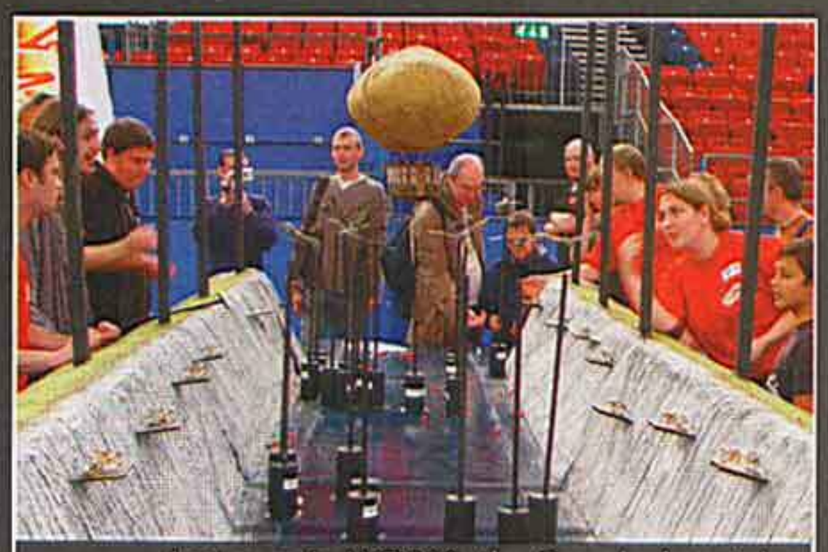
Warhammer, fresh from the release of a new rulebook, had plenty to offer - the Games Workshop Hobby Centres in East Anglia laid on a Mega Battle featuring massed ranks of Greenskins threatening to overrun an impressively detailed Dwarven hold; Northumbria Adventurer's Guild provided a gunnery range to give artillery officers a chance to prove their range-guessing abilities; and the Hobby Centres from the Thames Valley hosted an extremely impressive battle between Elven Dragon Princes and the Grundenberg, a Dwarven airship built by the Reading Hobby Centre.

Warhammer 40,000 has always had a tradition of striving to produce the largest battle, and this year was no exception. The Warhammer 40,000 Mega Battle pitted a colossal Imperial Guard force, levied from all across the Midlands region of Hobby Centres, against a mighty Necron phalanx, newly awoken from their tombs by the C'tan Deceiver. A complete artillery company, sentinel Battlegroup and Ogryn Army Corps were in the field, facing off against converted Necron Tomb Crawlers, each of which dwarfed Super-heavy tanks in size! One gamer, dressed from head to toe as an Imperial Commissar, was delighted to see an Ogryn dressed in the same attire, accompanied by another equipped as a Techpriest!

Also featured was a battle in a Tau city hovering above the sea, and a collaborative effort by the Nottingham and Leicester Hobby Centres which had yielded a sprawling Cities of Death urban layout, complete with gigantic suspended roadway running high above the city streets!



Games were played throughout the Arena Hall, at Games Day 2006



Last seen in WD322, the Grundenberg takes to the skies to battle the ElvenDragon Princes



Riding high above the waves, the Imperial Guard battle forces of the Tau Empire on a distant world



BRONZE Ben Komets & Matt Cexwish



BRONZE Michael Duvskolz



Albert Moretó Font

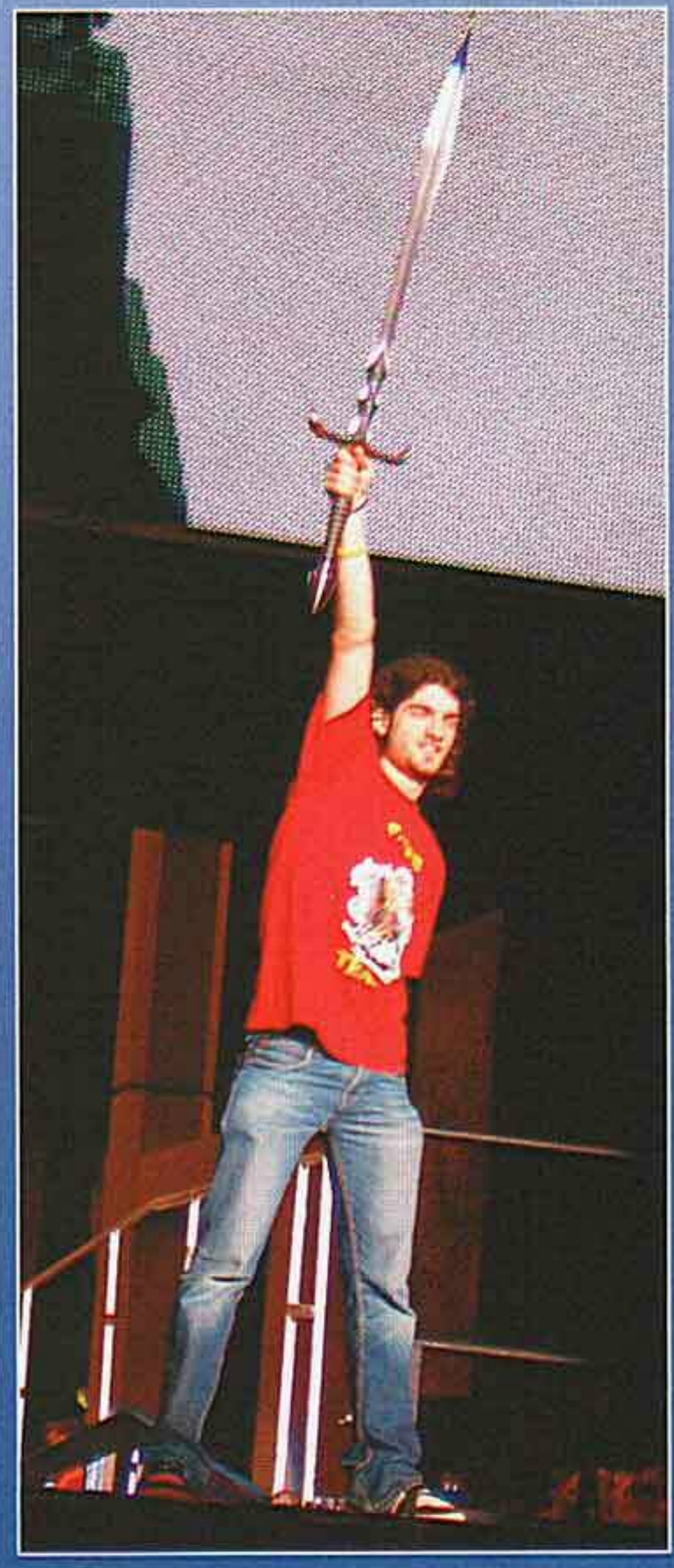
Albert became the 2006 UK Slayer Sword Winner with his incredible Black Orc Warboss, shown above.



BRONZE Jonathan Taylor-Yorke

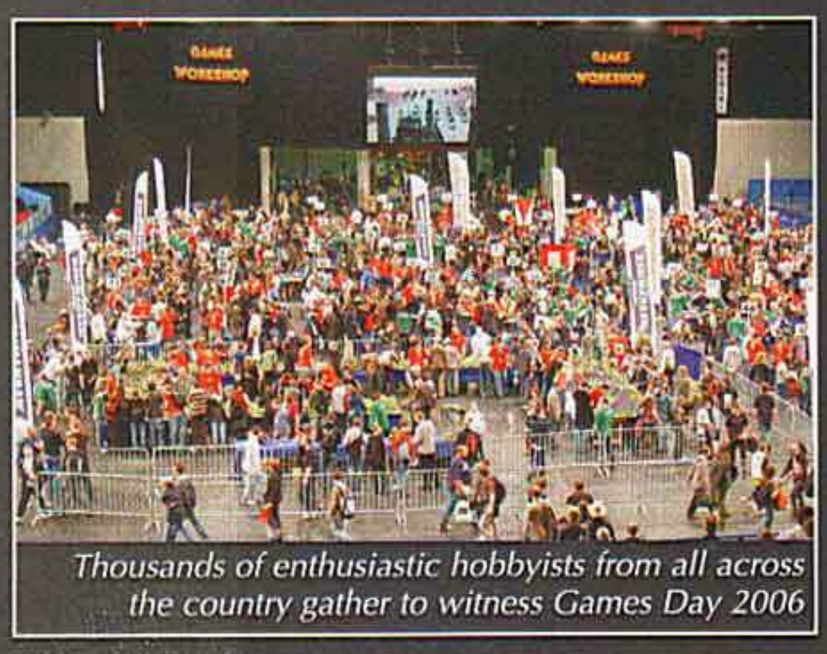


BRONZE Jakob Rune Nielsen





The home of the Wood Elves comes under attack from the forces of Sauron



Thousands of enthusiastic hobbyists from all across the country gather to witness Games Day 2006



Thousands entered this year's Golden D
competition, and still more gathered to catch

THE PAVILION

Rik: The Pavilion played host to Golden Demon and the Design Studio, and this year they had a massive surprise in store. To celebrate the release of the new Battle for Skull Pass boxed game for Warhammer, the sculptors and painters had produced a scaled-up replica of the boxed set – models, dice, templates, range-rulers, scenery and rulebooks were all on display, at three times their actual size! Throughout the day, Alessio Cavatore, the writer of the new rulebook, and other Games Designers and Sculptors ran a series of demonstration games. The display went down very well; one keen hobbyist pleadingly asking if the Design Studio were going to do a similar game next year using The Lord of the Rings figures!

Meanwhile, the Warhammer World Scenery team had some of their creations on hand, to show hobbyists how the fantastic terrain was created for the gaming arena in Nottingham, and the 'Eavy Metal, Hobby and Games Development teams were all out in force to answer questions from fans about their work, and to give some early glimpses of forthcoming projects, like the updated Eldar Harlequins for Warhammer 40,000.

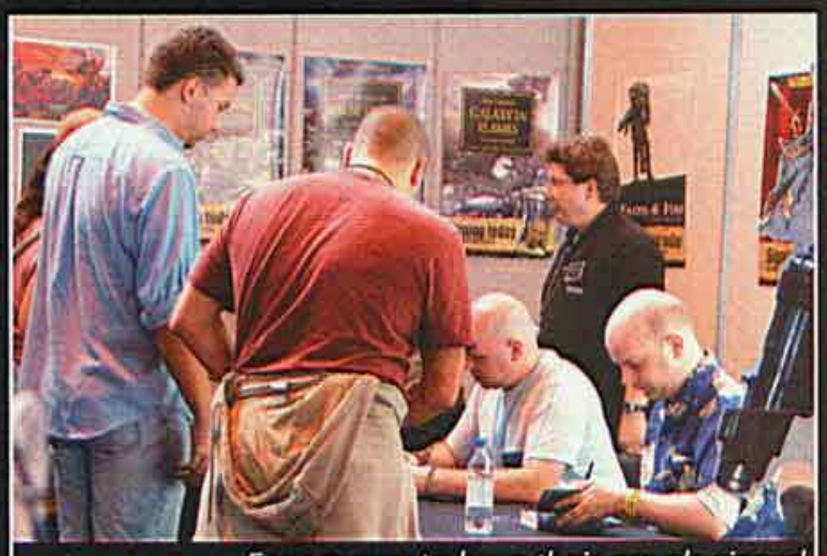
The Pavilion Hall also saw the return of Black Library and Black Industries, replete with book signings and sneak peeks of forthcoming projects. Also in attendance were computer games companies THQ, Mythic/GOA and Namco, each of whom had brought demonstration versions of their latest contributions to the worlds of Warhammer and Warhammer 40,000 in the form of Dawn of War: Dark Crusade, Warhammer Online: Age of Reckoning, and Warhammer: Mark of Chaos.

However, the biggest crowd-pleaser, as ever, was Golden Demon and the quality of entries was as high as ever. Special commendation should go to Team Spain, who had travelled in force from their homeland, only to sweep the event, taking home several Golden Demons and the coveted Slayer Sword – congratulations to Albert Moretó Font for his stunning Black Orc Warboss!

Once again, the day proved to be another great Games Day and, thanks to the efforts of Event Manager Brian Aderson and everyone else involved, a celebration of the very best of gaming, painting and modelling in the Games Workshop Hobby. See you next year!



Black Library novels and merchandise on sale, much of it for the first time!



Fans queue to have their novels signed by their favourite Black Library authors



Mike Sharpe's amazing Space Marine diorama showcases Citadel and Forge World miniatures



60%

BRONZE Joe Hill



BRONZE Sven Jonsson



75%

BRONZE Adrian Bay



80%

BRONZE David Olorenshaw



Coming Soon... Golden Demon Winners

As in previous years, you'll soon be able to see all the winning entries from this year's Golden Demon competition in the 2006 Golden Demon Winners' Booklet.





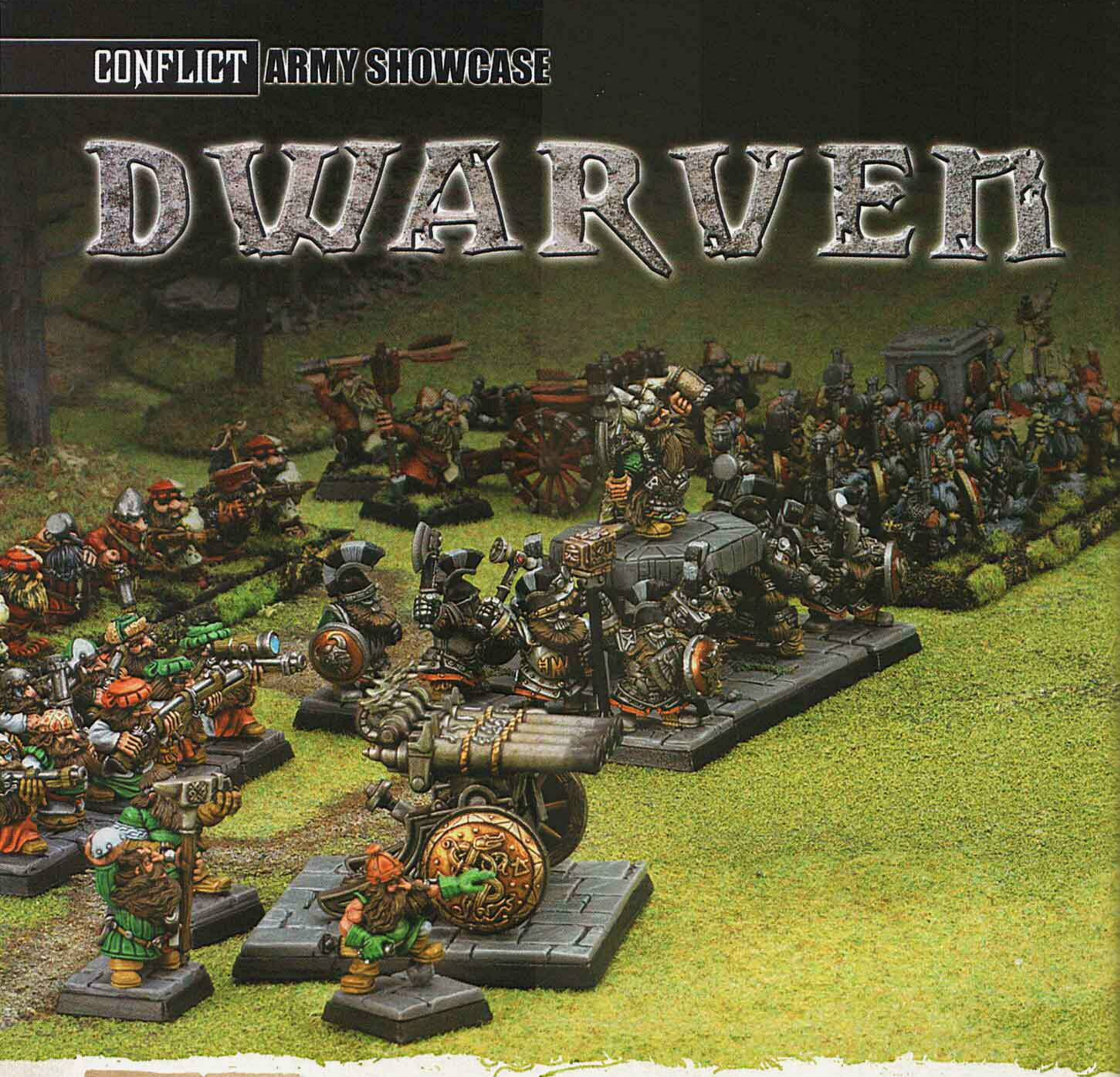
Hobbyists clamour around the video monitors to see the latest computer game previews

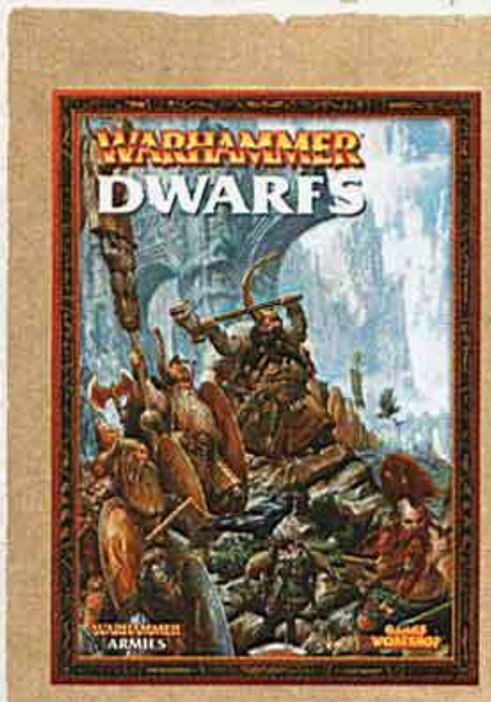


Visitors to the White Dwarf stand could get their magazines signed, meet the team and see their armies

CONFLICT | ARMY SHOWCASE

DWARVEN





Warhammer Armies: Dwarfs

Contains the complete history, painting guide, army list, and guide to using Dwarven runes.

Having collected Dwarfs for a combined 25 years, veteran hobbyists Joe Wiltshire and Rob West set their sights on Conflict London, and amassed a throng of Dwarfs to take part in it's doubles tournament.

Joe: Shortly after the New Year we received an email from White Dwarf asking us if we'd like to write a report on a UK tournament. Both of us leapt at the opportunity to wax lyrical about the hobby and began looking at what events were coming up on the Games Workshop website. We are both members of a gaming group called the Northern Wasters and have been to several UK Grand Tournaments and Conflicts. We have even had success at European and Scandinavian events. We decided that the new style Conflict doubles events seemed interesting and offered some new challenges for us:

- Each player only needs 500 points which can be painted up pretty quickly. This meant we could plan a new project and have plenty of time to spend on painting and include conversions, and not worry too much about rushing at the deadline.

- The event was held on one day so there was no need to sort out accommodation – since Rob's missus was 8 months pregnant this was very important. (Lucky he was allowed out at all!)

- A change is as good as a rest they say, and playing doubles adds a nice twist to playing Warhammer.

- Rob's been playing Dwarfs for over 20 years and is a good general, so I might learn something *from him* rather than getting beaten *by* him.

CONFLICT



Rob's a 20 year veteran Dwarf player and I had just finished a 2,000 point Dwarf army so it seemed the natural choice for us to form a Dwarven alliance and use this opportunity to add to our armies. Dwarfs have some every good core choices and since there were restrictions on the number of special and rare units you can take this clinched the decision.

These lists were designed to be able to deal with a wide range of opponents. We felt that the basic four Dwarven dispel dice could cope with any enemy magic. The Bolt Thrower would be able to target any big beasties or chariots, while we took an Organ Gun to deal with any skirmishers who could quickly out manoeuvre our Dwarfs. The Quarellers and Thunderers were there to thin the enemy lines before the units of Warriors engaged them in close combat. Our only major concern was if we met an all skirmish army were we could be overrun, outmanoeuvred and picked off.

We arrived at the Alexandra Palace bright and early after a breakfast of bacon and eggs. The event was arranged like a mini Games Day with the retail stands selling Cities of Death pre-releases and the Forge World stand proudly showing off their new Death Corps design sketches as well as a few models. Both of these stands were busy, but most of the crowds seemed to be around the participation games put on for the open pass holders and the scenery workshop table. So popular were they, neither of them seemed to have a spare place the whole day! There was also a painting competition with categories for each of the main games. The standard of entries was very high indeed showing that the Southerners aren't slouches when it comes to painting.

Round 1

Scenario: *Flank attack*

Army 1: Lizardmen

Saurus Hero
2 Units of Skinks
Salamanders

Army 2: Wood Elves

Branchwraith
Glade Guard
2 Units of Dryads
Eagle



THE ARMIES OF KARAK PHAIDON AND

65%









Round 2

Scenario: *Capture*

Army 1: Dwarfs
Dwarf Thane
Warriors
Thunderers
Organ Gun

Army 2: Wood Elves
Spellsinger
Glade Guard
Glade Riders
Scouts



ROUND 1

James McLintock and Vince Sinanan (Lizardmen and Wood Elves)

Off to a good start then, our opponents had brought along our worst nightmare! To add to our woes James and Vince were both experienced gamers.

The game started well with the Organ Gun and Master Rune of Challenge dealing with the Skinks – targeting these early on was important as they can get really annoying if they are allowed to slowly whittle down your units using their poisoned shooting. The Bolt Thrower prepared the eagle for the rotisserie, killing it in one shot. In return their Saurus Hero wiped out our Organ Gun while the Dryads killed the Quarellers.

It was then that I noticed that while he had been entering the painting competition, Rob had made the decision to keep the Thunderers in reserve. The plan was to come on at the flank of the Salamanders and blast them as Rob had quickly identified these as the main threat. However, they must have wondered off to the local tavern to sample some local ales. This left our opponents the opportunity to outmanoeuvre us and shoot our army to pieces while the stunties tried in vain to get into combat. The Salamanders were indeed particularly devastating and by the time the Thunderers arrived in turn 5, the game was already lost. The result was 3-17 to James and Vince.

ROUND 2

Tom Arnold-Forster and Ben Dunleanry (Wood Elves and Dwarfs)

Tom and Ben were two friends from their local store and had bought the unlikely pairing of Elves and Dwarfs.

Their fast cavalry and scouts tried to sweep around our flank while their

KARAK ANKAZ

KARAK PHAIDON

1. **Thane**
   Master Rune of Challenge, Gromril armour **94pts**
   15 Warriors
   Standard bearer, Heavy armour, Shields.....**145pts**
2. **10 Thunderers**
   Light armour **140pts**
3. **Organ Gun** **120pts**

KARAK ANKAZ

4. **Thane**
   Gromril armour, Master Rune of Gromril Rune of Fury Oath Stone.....**135pts**
   13 Warriors
   Full Command Great Weapon, Shield, Heavy armour....**168pts**
5. **Bolt Thrower**
   Rune of Penetrating, Engineer **85pts**
6. **10 Quarrellers**
   Light armour.....**110pts**





remaining infantry set up in a solid battleline. Our plan was to deal with their Organ Gun before moving up to contest the objective. Try as we might the dice gods abandoned us, as three rounds of shooting with our handguns, Organ Gun and Bolt Thrower failed to kill anything but a crew member. This game will be remembered for Tom and Ben's ability to roll no less than three 10s for their Organ Gun hits, showing just how effective it can be. Each of their rounds of shooting was withering, critically damaging each of our units in turn. Without any units remaining that could contest the objective they easily won the game, the result was 0-20 game points to them, a massacre!

It was at this stage that we started to get a bit worried. We'd just got beaten by two fifteen year old players, proving that a good general can beat anyone. If the rest of the Northern Wasters found out about this we'd never live it down – we are supposed to be experienced veterans after all! We were beginning to wonder if we would be better off retiring to a pair of comfy slippers and a pipe.

ROUND 3

Peter and Bill Kennedy (Orcs & Goblins and Skaven)

Our game three opponents were a father and son team fielding the very characterful alliance of Orcs and Skaven. Unfortunately, due to time constraints, we did not get to know Peter and Bill very well as we all hurried to finish the game. The terrain in the middle of the board prevented their blocks of infantry from reaching our units while also preventing our shooting units from targeting them. Despite the Warlock Engineer casting an ultimate force Warp

Round 3

Scenario:
Meeting Engagement

Army 1: Skaven
Warlock Engineer
Skaven Slaves
Rat Ogres
Rat Swarm

Army 2:
Snotling Pump Wagon
Goblin Shaman
Goblin Wolf Riders
Night Goblins
Orc Boys



BEYOND CONFLICT

Having completed a Beasts of Chaos army, Joe came to the realisation that he wasn't very good at painting hair, so decided his next project would be Dwarfs, claiming the only way to get good at something is to do it a lot!



PAINTING GUIDE

Orange

- Bestial Brown
- Bestial Brown / Blazing Orange
- Blazing Orange
- Blazing Orange / Bleached Bone

Green

- Dark Angels Green
- Dark Angels Green / Snot Green
- Snot Green
- Snot Green / Bleached Bone

Armour

- Chaos Black / Boltgun Metal
- Chaos Black / Boltgun Metal / Codex Grey
- Boltgun Metal / Codex Grey
- Boltgun Metal / Codex Grey / Chainmail





Round 4

Scenario: *Capture*

Army 1: Dwarf Slayers
Dragon Slayer
Slayers
Brotherhood of Grimnir
2 Doomseekers

Army 2: Wood Elves
Spellsinger
Dryads
Treekin



ROUND 4

Jo Hennessy and Kelvin Last (Dwarf Slayers and Wood Elves)

Dwarfs and Elves, it must be catching. Jo and Kelvin were a joy to play against, both veteran gamers with very nicely painted armies. Rob also plays Slayers so knew just how nasty the Brotherhood of Grimnir and the Doomseekers can be. Their tactic was to utilise the trees to deliver the Dryads and Doomseekers into our lines but our magical defence was able to prevent them casting any spells.

With everything else charging towards us we had to rely on our shooting to deal Lightening late in the game, we were able to kill their characters and do enough damage to win by a massacre.

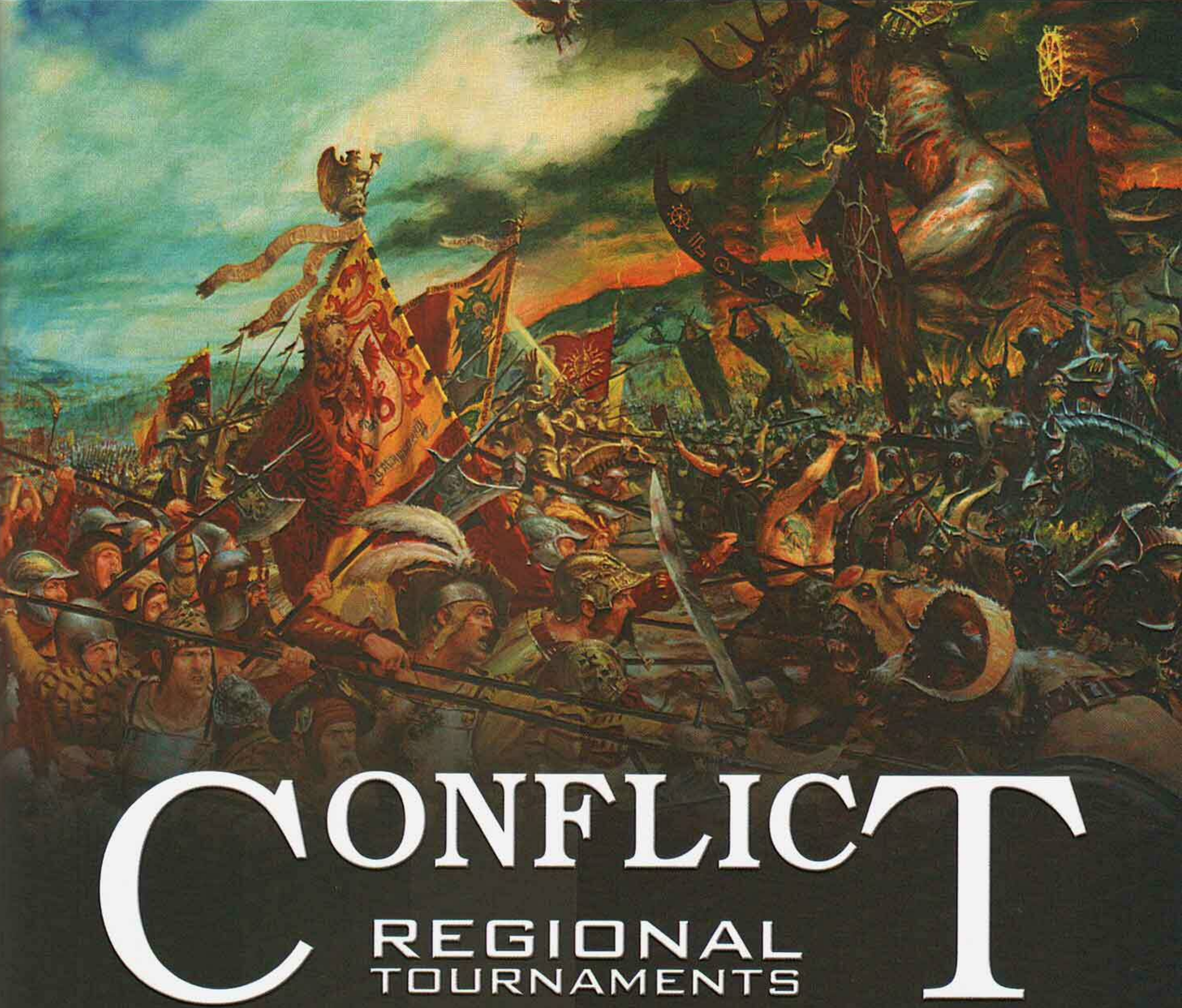
Our relief was palpable, we could now at least claim we won a game and restored some of our honour!

with the Slayers while our warriors managed to break the Treekin and pursue them in the direction of the objective. After four turns Rob rolled to see if the game would continue and promptly rolled a 1. The game ended immediately with us contesting the objective. With the damage we had done we had enough victory points to give us a second massacre.

Both of us had a great tournament, although we started with a few losses we ended strongly, finishing 46th.

Regarding our game plan and army, our plan to take no magical defence paid off, and we'd both definitely take Organ Guns again for the sheer fun factor!

The award ceremony began shortly after the final game, and we were lucky enough to win the Best Army award, for our combined army selection and painting, which was a huge honour and another award to take to the vault.



CONFLICT

REGIONAL TOURNAMENTS

CONFLICT SCOTLAND
Sunday 4th March

Crowne Plaza, Congress Road, Glasgow, G3 8QT

CONFLICT SOUTH-WEST
Sunday 11th March

British Empire & Commonwealth Museum, Clock Tower Yard, Temple Meads, Bristol, BS1 6QH

CONFLICT NORTH
Sunday 27th May

Royal Armouries Museum, Armouries Drive, Leeds, West Yorkshire, LS10 1LT.

CONFLICT SOUTH
Sunday 3rd June

Alexandra Palace, Alexandra Palace Way, Wood Green, London, N22 7AY

Get your Conflict tickets now by calling 0115 91 40000 or by visiting your local Hobby Centre.

WARHAMMER 40,000™ THE LORD OF THE RINGS STRATEGY BATTLE GAME WARHAMMER®

WINTER WAR



Prelude to War

Army Building
Not sure whether you need to take a Helblaster Volley Gun or an Empire Steam Tank? Can't quite get what you want in your 1,500 point Space Marines army? Our staff can help.

Painting and Modelling
Get helpful and insightful tips on how you can develop and improve your painting and modelling skills.

Tactical Advice
Need to best your friend's all conquering Hormagaunt horde army? Can't quite figure out a way to get round those Ratling Guns? Have a chat with our hobby experts!

Small Games
Test out your new army lists, painted models and strategies in the heat of battle using Combat Patrol, Border Patrol and War Party!

The 2007 gaming season begins with Winter War! The perfect lead up to Conflict, Summer Campaigns, Campaign Weekends and the Grand Tournament season!

- There will be a League for each system – Warhammer, Warhammer 40,000 and The Lord of The Rings.
- Each league will have three divisions – Beginners, Hobby and Veteran.
- Hobby Centres not running a league will run a campaign, where the actions of your games and fellow commanders will influence future battles!
- Winter War will finish on Saturday 4th February 2007.

Will you muster to the roll call and lead your troops to victory?

Sign up at a store near you now!

Winter War: Leagues

During Winter War many of our Hobby Centres will be running Instore Leagues, in which your newly assembled generals and armies can prove their worth in battle against a variety of opponents from your area. Successful warlords will accumulate points and infamy as they achieve ever more victories in a wide variety of games and events. But don't worry if you favour more attrition-based warfare, as points are awarded for volume of battles fought as well as victories – even the most stalwart warriors of the Imperium may eventually fall before the relentless onslaught of Chaos!

Even forces that arrive late to the field of battle (the warp is notoriously fickle) can take part – so don't worry if you miss a few games early on, after all, achieving victory against an established warlord can only bring greater glory!

Turn to page 116 and find your nearest store to discover if they have a Winter War: League in motion and how you can lead your forces to victory!

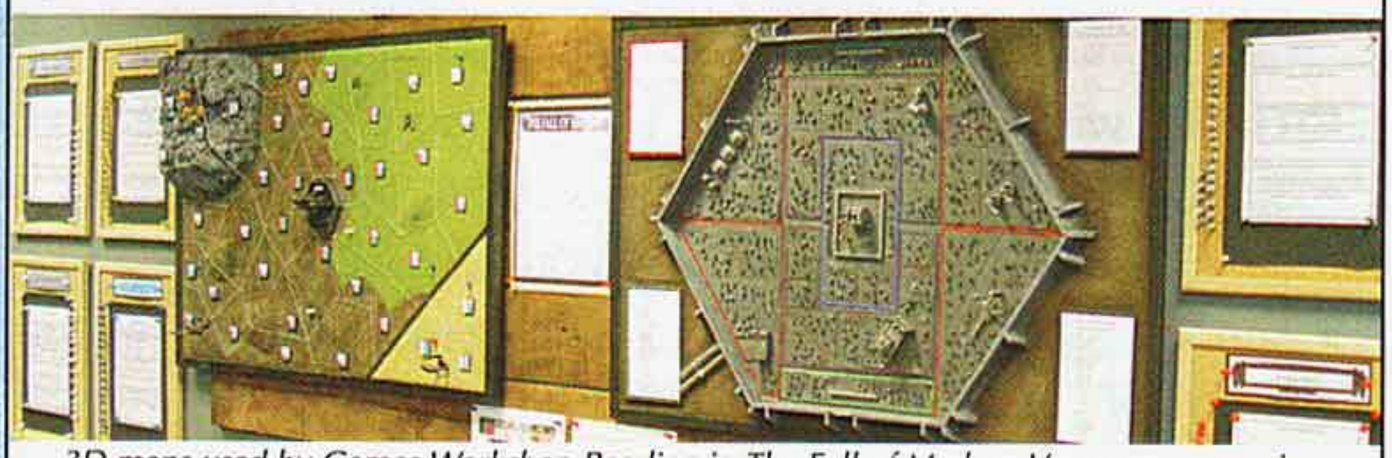


A ranking system used in last year's Winter War.

Winter War: Campaigns

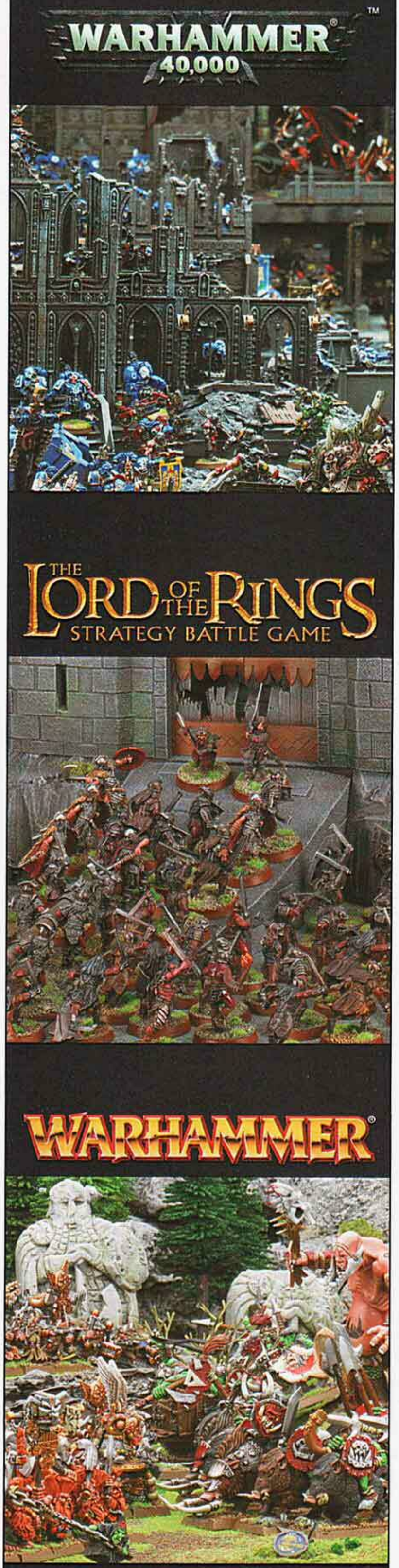
As well as the one-on-one struggles of the Winter War Leagues, some of our Hobby Centres will be running a story-driven campaign in which your army can join forces with likeminded warriors against the foe and leave their mark on the pages of history. As battles are won and lost, the outcome will have repercussions that affect the coming conflicts. The ultimate outcome of the story rests in your hands. Store Campaigns see armies with the same goals work together to achieve victory through a series of detailed events and scenarios leading up to a final cataclysmic battle! Forces decide strategies and conduct diplomacy as a team – working together to achieve supremacy!

Contact your local Hobby Centre to see if they're running the Winter War: Campaign and how you can join in!



3D maps used by Games Workshop Reading in The Fall of Medusa V summer campaign.

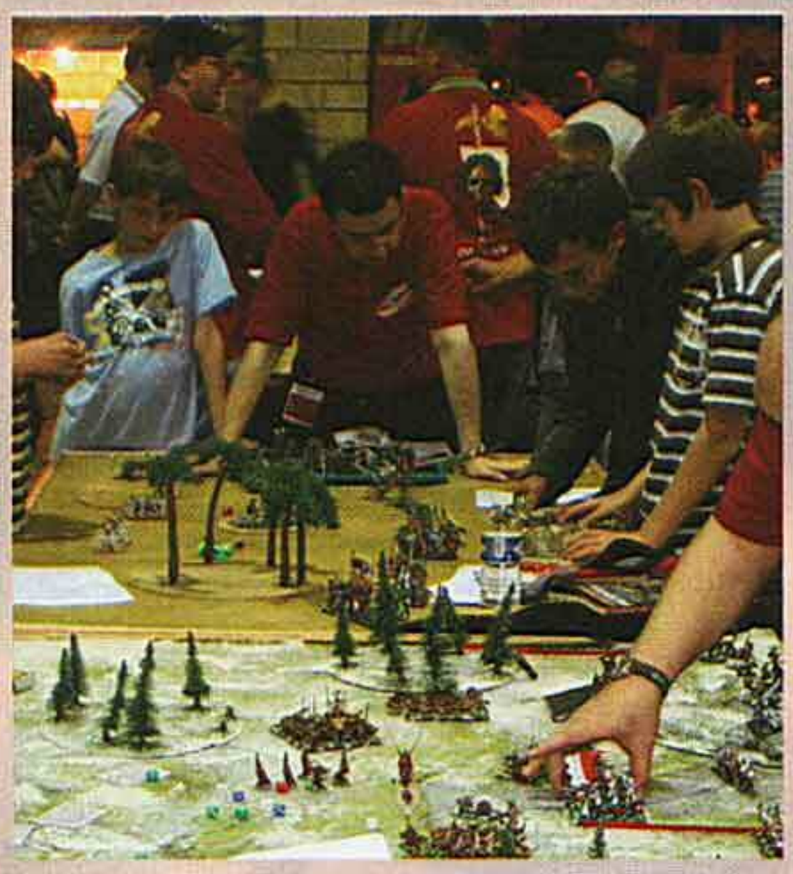
CONTACT YOUR STORE FOR DETAILS



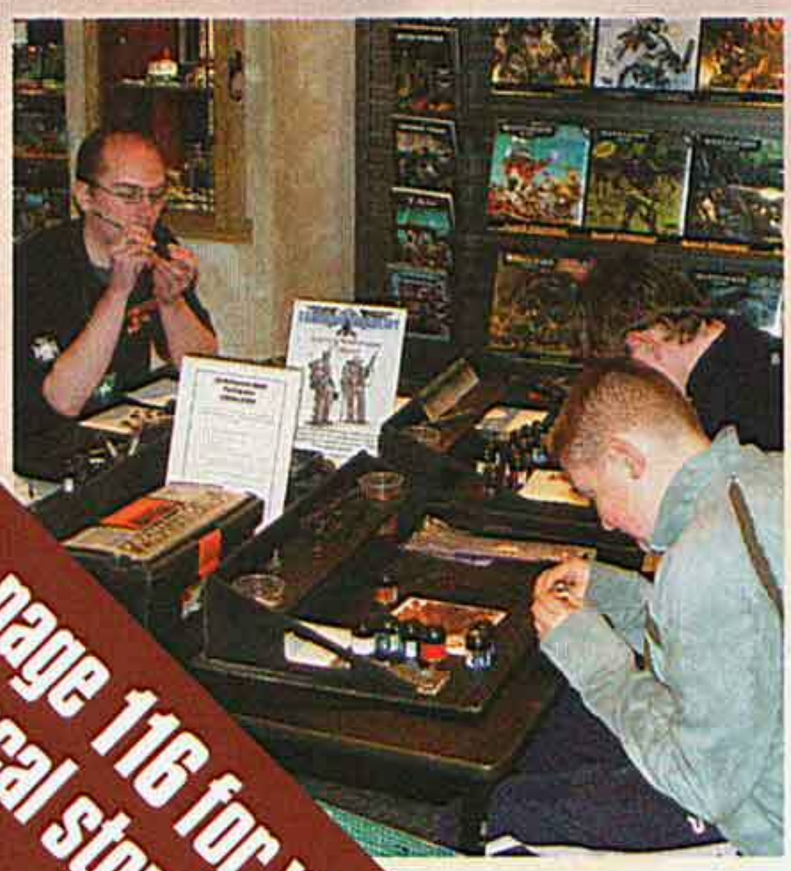
Instore this January

HOBBY ACADEMY!

Dedicated to beginners







Got your new models for Christmas, and want some help on what to do next? All Games Workshop Hobby Centres throughout the UK will be running special days to help you get the most from your new purchases. The Hobby Academy is the ideal place to start. Dedicated to beginners, each day will focus on how to paint and play with your new miniatures. Some of the activities below will run throughout each of the academy days for Warhammer 40,000, Warhammer and The Lord of The Rings:

Painting

Learn the basics from scratch or hone your hobby skills with the help of your local Hobby Centre's dedicated staff. Can't quite get the right shade of yellow for your Iyanden army? Help is at hand.

Basic Gaming

Not sure about the difference between moving and charging? Need more info on channelling the winds of magic? If there is any aspect of the rules of any of our games that you're having trouble with, the Hobby Academy will provide you will the skills you need to meet your foes upon the plains of battle!

Centrepiece Miniatures

Learn how to forge mighty war machines and adorn your characters with a suitably shiny paint scheme that will make these army centre pieces really stand out!



The Final Battle

Each of the January Hobby Academies taking place instore will finish with a huge game in which you can field your newly assembled and painted armies alongside those of your allies, taking on the advancing hordes of the enemy!

Hobby Overload

On 28th January – a celebration for everyone who's taken one of the Hobby Academy days! Get stuck into all aspects of the hobby from scenery building to non-stop gaming. This is one bash not to miss!

Each day will be set aside for a particular game system.

• Sunday	7th January	– Warhammer
• Saturday	13th January	– Warhammer 40,000
• Sunday	14th January	– The Lord of The Rings
• Saturday	20th January	– Warhammer
• Sunday	21th January	– Warhammer 40,000
• Saturday	27th January	– The Lord of The Rings

See page 116 for your local store

Store and Community news

FRONTLINE UK

SEMINAL AUTHORS VISIT WATFORD

On 9th September 2006, hordes of Warhammer fans descended on Games Workshop Hobby Centres around the world, aiming to be amongst the first to get hold of the brand new edition of Warhammer! But hobbyists visiting Games Workshop Watford in England had another reason for visiting their Games Workshop store that day – the arrival of three Black Library legends!

Dan Abnett, Graham McNeill and James Swallow threw caution to the wind and braved the fans to sign copies of their books and take part in a Q&A session. Dedicated readers began queuing from 11.00am to meet the authors, even though the signing didn't officially start until 1.30pm. At the appointed hour, over 130 people poured through the doors and for the next hour and ten minutes the authors furiously scribbled their names and imparted knowledge of projects past, present and future to their fans!

Watford seemed to attract a thoughtful crew during the Q&A session, provoking questions such as "How do the authors handle the dichotomy between good and evil in the Warhammer 40,000 universe?" Unfazed, the author's leapt in with insightful and enthusiastic answers to the tough questions posed.

The day drew to a close at 4.30pm and after a few last minute signings, the authors bid a fond farewell to the Harlequin Centre in Watford and the great crowd of fans who made the day so special!

Big thanks go to Dan, Graham and James. Also to Sam Sedghi of Games Workshop Watford and the Area Manager Andy Wheale for making everyone feel so welcome!



NEW!

Independent Stockists

Mini-men
The Strand
Longton
Stoke on Trent
Staffs
ST3 2JF
Tel: 01782 315 810

Children's Choice
14 Bridge Street, Belper
Derbyshire
DE56 1AX
Tel: 01773 825 865

HISTORIC STORES UPGRADED!

The Emperor's finest bring three of Games Workshop's oldest stores into compliance with the Imperium! Newly refurbished, each of these stores will be running exciting Beginners events, Winter War Leagues and campaigns throughout January:

GAMES WORKSHOP YORK
13a Lendal
York, North Yorkshire,
Y01 8AQ
Phone: 01904 628014

GAMES WORKSHOP OXFORD
1a Bush House, New Inn Hall Street
Oxford, Oxfordshire,
OX1 2DH
Phone: 01865 242182

GAMES WORKSHOP LEICESTER
Unit2, 16/20 Silver Street
Leicester, Leicestershire,
LE1 5ET
Phone: 0116 2530510

NEW!

GCN Gaming Club Network

Endinburg League of Gamers
Contact: *Andy Meechan*
Email: *Leagueofgamers-owner@yahoogroups.co.uk*

Halton Daemons
Contact:: *Janette Fleming*
Phone: 01928 715 351
Email: *Janette.fleming@halton.gov.uk*

Games Club Cannock
Contact: *Richard Brice-Nye*
Phone: 01543 459 229
Email: *Llornrich@bricenye.fsnet.co.uk*

Curious Dwarf (Beccles)
Contact: *Giles Robinson*
Phone: 079222 36600
Email:
gizartious@tiscali.co.uk

Southend Toy Soldiers Club
Contact: *Paul Gayner*
Phone: 07891 666 641
Email:
clubenquiries@holttum.com

Stanhope Gaming Group
Contact: *Simon Cannon*
Phone: 01233 642 344
Email:
simon@cannon.kent.uk.net

Northampton Warlords
Contact: *Mark Peat*
Phone: 077 010 482 57
Email: Markysparky30@hotmail.com

LATEST NEWS! Check out this month's Store & Club finder as well as the Events Diary

THE EVENTS DIARY

All the latest from the UK and Northern Europe events scene.

Upcoming Events

Are you a Hobby Centre, Independent Stockist, GCN or WPS club that's running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

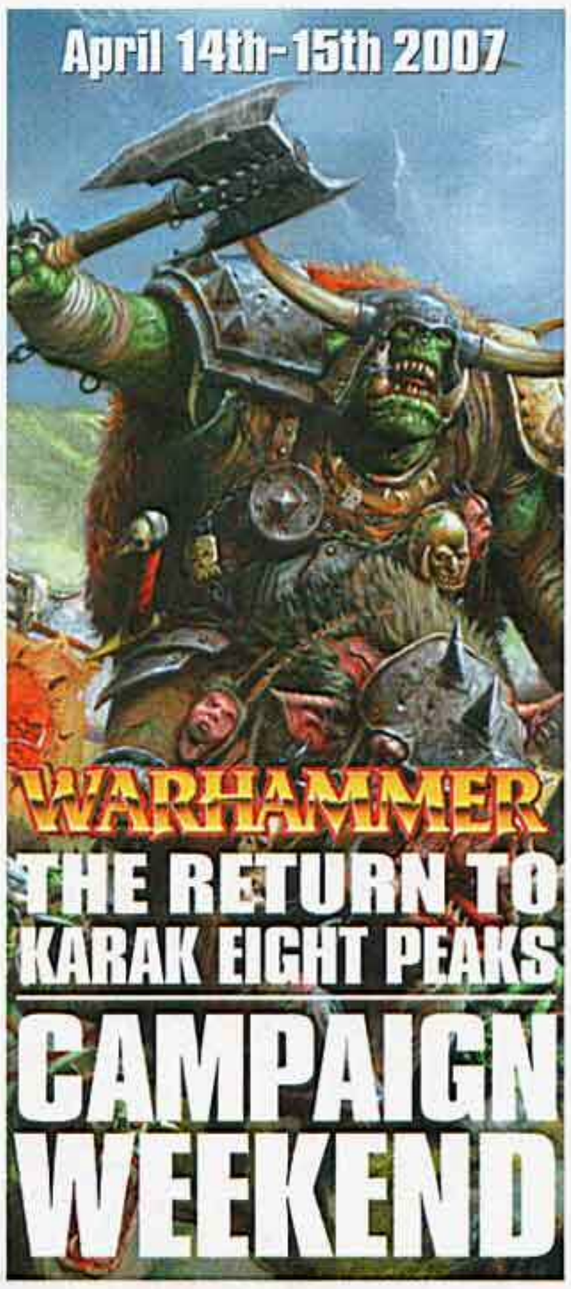
The closing dates for receiving details for publication in the following issues are:

- 1st January .....WD328 (April)
- 1st Febuary .....WD329 (May)
- 1st March.....WD330 (June)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH .....Warhammer
40K .....Warhammer 40,000
BB .....Blood Bowl
WAB....Warhammer Ancient Battles
WPS....Warhammer Players' Society
WECW Warhammer English Civil War
Epic.....Epic Armageddon
LOTR .....The Lord of The Rings
GW.....Games Workshop
GT.....Grand Tournament



JANUARY

GAMES WORKSHOP presents:

DOUBLES
WARHAMMER 40,000 TOURNAMENT

Date: 13th and 14th January, 2007
Venue: Warhammer World, Nottingham
Age Limit: 12+
Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 500 points force for Warhammer 40,000. Play at least six games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance. Tickets cost £70 per two player alliance, and include lunch on both days and an evening meal on the Saturday night for both players.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

Fanatic Maastricht 2007

Date: Sat. 13th and Sun. 14th Jan. 2007
Venue: Festi Village, Boschstraat 30a, Maastricht, Netherlands
Details: Fanatic Maastricht is back for two days of awesome Games Workshop fun. On Saturday the (in)famous Beardy Battle makes an eager return and on Sunday a Doubles Tournament for Warhammer and Warhammer 40,000 is available.
Contact: Vlieg-er-uit, info@vliegeruit.com
Website: www.vliegeruit.com

GAMES WORKSHOP presents:

GRAND TOURNAMENT
THE LORD OF THE RINGS

Date: 27th and 28th January, 2007
Venue: Warhammer World, Nottingham
Age Limit: 12+
Details: To compete in this tournament you require a fully painted 700 points Good force and a fully painted 700 points Evil force for The Lord of The Rings Strategy Battle Game. Play eight games over the weekend, using a variety of scenarios. Points are awarded for gaming and there is a special award for the Best Painted Forces. Tickets cost £50 per player, and include lunch on both days and an evening meal on the Saturday night.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat - Warhammer 40K

Date: Sunday 28th January
Venue: Games Workshop Wakefield
Details: The Yorkshire Open tournaments are now in their 7th year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go fast. You will need a 2,000 points Warhammer army to take part in this tournament. Tickets cost £10.
Contact: GW Wakefield on 01924 369431 for more details.

FEBRUARY

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final
WARHAMMER

Date: 3rd and 4th February, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Qualifiers from the heats compete for their 2007 ranking in the Grand Final. They need a fully painted 2,000 points Warhammer army and will play six games over the weekend, with the winner being recognised as Warhammer Grand Tournament Champion 2007.

This event is open to qualifiers from the heats only, any players who have not qualified through the heats will not be allowed to play. Feel free to come and watch the qualifiers in action.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

GCN presents:

Winds of War 2007 Warhammer 40,000

Date: 10th Febuary 2007
Venue: Harmans Water Community centre
Details: The Winds of War 2007 is a Warhammer 40,000 Doubles Tournament using the Combat Patrol rules. Each player will use a 500 point force, combined with a partner to make a 1,000 point army. The day will start at 9am and include 4 games. Tickets cost £10 per person (£20 per team).
Contact: chair@bfgclub.org.uk
Website: http://www.bfgclub.org.uk

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

GAMES WORKSHOP presents:

The Fellowship of The Ring

Date: 12th-17th Febuary 2007
Venue: GW High Wycombe
Details: Join The Fellowship as they journey through Middle-earth on their epic quest to destroy the One Ring.

Running from 10.30am every day. Come down and play through all the major action scenes as seen in the films using scenery built from The Fellowship of The Ring Journey. Ring the store for full details and to join in!
Contact: 01494 531494

WPS presents:

WPS Warhammer Ancient Battles Grand Tournament

Date: 17th-18th Febuary 2007
Venue: Warhammer World Lenton
Details: Entry Form will be available from the WPS website.
Contact: Conrad.Gonsalves@ge.com
Website: http://www.player-society.com

GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat – Warhammer Fantasy

Date: Sunday 18th February
Venue: Games Workshop Wakefield
Details: The Yorkshire Open tournaments are now in their 7th year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go fast. You will need a 1,500 points standard mission force to take part in this tournament. Tickets cost £10.
Contact: GW Wakefield on 01924 369431 for more details.

Fanatic Tampere 2007

Date: February 2007 (TBC)
Venue: Sampola, Tampere, Finland
Details: Fanatic Tampere returns once again in 2007 and offers a Warhammer and Warhammer 40,000 tournament. But, you can also take your friends along who will be entertained with intro games and intro painting.
Contact: Fantasiapelit Tampere, tampere@fantasiapelit.com
Website: www.fantasiapelit.com

MARCH

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final

WARHAMMER 40,000

Date: 3rd and 4th February, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Qualifiers from the heats compete for their 2007 ranking in the Grand Final. They need fully painted 1,500 points Warhammer 40,000 armies and will play six games over the weekend, with the winner being recognised as Warhammer 40,000 Grand Tournament Champion 2007.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

GCN presents:

Winds of War 2007 Warhammer

Date: 10th March 2007
Venue: Harmans Water Community centre
Details: The Winds of War 2007 is a Warhammer Doubles Tournament using the Border Patrol rules. Each player will use a 500 point force, combined with a partner to make a 1,000 point army. The day will start at 9am and include 4 games.
Tickets cost £10 per person (£20 per team).
Contact: chair@bfgclub.org.uk
Website: http://www.bfgclub.org.uk

APRIL

GAMES WORKSHOP presents:

WARHAMMER Campaign Weekend

Date: 14th-15th April
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: The Dwarven hold of Karak Eight Peaks has seen many years of conflict, bloodshed and horror. Now great armies rise to take control of the mighty kingdom...

There will be two parallel events run on the day; A Warhammer based campaign and a Mordheim based campaign running side by side. You will require a painted 2000 point Warhammer army to take part in the Warhammer campaign. You will need a 500 gold crown warband to play in the Mordheim campaign.
Tickets cost £50.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events





www.games-workshop.co.uk/events

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

STORE & CLUB FINDER

All the Games Workshop stores, independent stockists and GCN clubs, at your fingertips



GCN Gaming Club Network

Our club list allows you to find independent clubs that are a part of the Gaming Club Network. The clubs listed on page 121 all have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
- A policy of submitting the committee for CRB Disclosure.

As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

look it up online at:
www.gcnm.org.uk

GAMES WORKSHOP Hobby Centres

OPENING TIMES

Monday - Friday:	12pm – 6pm
Saturday:	10am – 6pm
Sunday:	11am – 5pm

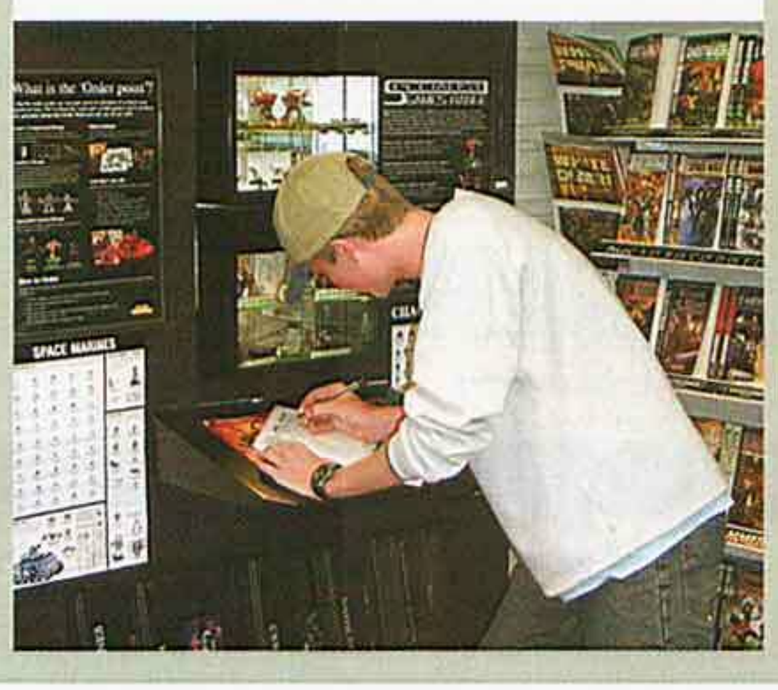
Except for:

- Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day. Please ring the relevant store for details.



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

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





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

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

- **FREE BEGINNERS PROGRAMME**
  Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

- **GAMING ROOMS**
  Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.



GW Store UK Hobby Stockist

Locating stores & independent stockists

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops are open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details.

You can find a full list of our UK retail outlets on our website:
www.games-workshop.co.uk/storefinder.

If you're unsure where your nearest stockist is located, then call GW Direct on:
0115 91 40000

STOREFINDER KEY

GW Store (•) *Indicates Gaming Room facilities.*

UK Hobby Stockist *Offers a hobby gaming and painting service.*

NE Elite Store *Stocks the complete Games Workshop range.*

NE Partner Store *Stocks most of the Games Workshop range.**

SUTTON-IN-ASHFIELD, Bastion Gaming Trading Post Shopping Centre, Outram Street NG17 4AX, Tel: 07814 157168 *New Store opening.*

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

Store directory

AVON

GW BRISTOL (CENTRAL):
13 Broadweir. Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall. Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, Hobbycraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars. Tel: 0123 427 3663
LUTON, Final Fantasy
Tel: 01582 729001
LUTON, Ottakers:
Tel: 01582 486999

BERKSHIRE

• GW MAIDENHEAD:
Unit 2, 17 Market Street. Tel: 0162 863 1747
GW READING:
29 Oxford Road Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place Tel: 01753 861087
NEWBURY, Miniature Merchants:
Tel: 01635 528176
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, Hobbycraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link. Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre. Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road. Tel: 0121 705 7997
• GW SUTTON COLDFIELD:
45-47 Birmingham Road. Tel: 0121 354 3174
GW WOLVERHAMPTON:
9 King Street. Tel: 0190 231 0466
GW WALSALL:
Unit 27, Old Square Shopping Centre. Tel: 0192 272 3207
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre. Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2,West End Extension, 502 Silbury Boulevard, Shopping Centre. Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, Hobbycraft:
Tel: 01908 308 330
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

• GW CAMBRIDGE:
54 Regent Street. Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street. Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
ST NEOTS, First Computer Games:
Tel: 01480 386638
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
WISBECH, Westgate Department Store:
Tel: 01536 203525
WISBECH, The Gluey Goblin:
Tel: 07910 402 328

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721
ST. HELIER, Bambola Ltd:
Tel: 0604 29828

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street. Tel: 0161 929 9896
• GW CHESTER:
112 Foregate Street. Tel: 0124 431 1967
• GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre. Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square. Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Time Square. Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
CHEADLE, Fantasia:
Tel: 0161 491 1130
CHESTER, Hobbycraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Potters Model World:
Tel: 01270 250 038
CREWE, Jac in a Box:
Tel: 01270 581 118
NANTWICH, Funfayre:
Tel: 01270 626 346
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
STALYBRIDGE, Hardcastles:
Tel: 0161 3038528
STOCKPORT, Hobbycraft:
Tel: 0161 429 5400
HYDE, Goslings Toymaster:
Tel: 0161 427 2099
WARRINGTON, Steve Webb Models & Hobbies:
Tel: 01928 735 225
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

• GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street. Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244 337

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street. Tel: 0187 232 0047
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01288 352 362
FALMOUTH, Wonderland:
Tel:01326 312 571
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012
HELSTON, Eddy & Son:
Tel: 01326 572 787
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
ST AUSTELL, Adeba Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848
TRURO, Toymaster:
Tel: 01872 272 452

COUNTY DURHAM

• GW DURHAM:
64 North Road. Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate. Tel: 0132 538 2463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Consett, Tel: 01207 581 024
DARLINGTON, Lamb's:
Tel: 01325 466 042
SEAHAM, Games of War:
Tel: 01915 817 118
TEESDALE, Toy Shop:
Tel: 01833 637 396

CUMBRIA

• GW CARLISLE:
Unit 2, Earls Lane. Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, Playtimes:
Tel: 01900 829 299
COCKERMOUTH, The Toy Shop:
Tel: 01900 825 855
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775 275
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Sawdust 'n Stitches:
Tel: 01229 582 284
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557

DERBYSHIRE

GW DERBY:
42 Sadler Gate. Tel: 0133 237 1657
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, D&E Knowles & Sons:
Tel: 0129 824 203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
CHESTERFIELD, Model Trader:
Tel: 07951 947736
CHESTERFIELD, Peak Bookstore:
Tel: 01246 224 666
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shawes:
Tel: 01629 582 482

DEVON

• GW EXETER:
31a Sidwell Street. Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street. Tel: 0175 225 4121
GW TORQUAY:
12 Market Street. Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236
TEIGNMOUTH, Jackmans Toybox T/A:
Tel: 01626 778 260
TIVERTON, Wings 'N' Wheels:
Tel: 01884 242 819
TORRINGTON, Angling Pastimes:
Tel: 01805 625 888

DORSET

GW BOURNEMOUTH:
24 Post Office Road. Tel: 0120 231 9292
• GW POOLE:
Unit 12 Townsgate Centre. Tel: 0120 268 5634
BOURNEMOUTH, Roberts Toys & Games:
Tel: 01202 482 031
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
EASTBOURNE, Phantasia:
Tel: 01323 723 388
FERNDOWN, Hobbycraft:
Tel: 01202 582 444
SHAFTESBURY, Hardings:
Tel: 01747 852 156
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SWANAGE, Leonards:
Tel: 01929 426 096
WEYMOUTH, Razzamataz:
Tel: 01305 780 601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre. Tel: 0124 549 0048
GW COLCHESTER:
2 Short Wyre Street. Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road. Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre. Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
BALSIDON, Hobbycraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
CHELMSFORD, Toymaster Kingdom:
Tel: 01245 493 355
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346
HARLOW, Marquee Models:
Tel: 01279 423 334
HOCKLEY, Hobbiton:
Tel: 01702 200 180
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MALDON, Colin Bliss Models:
Tel: 01621 851 327
RAYLEIGH, Toys N Tuck:
Tel: 01268 775 50

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street. Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street. Tel: 0145 250 5033
CHELTENNAM, Toywizz:
Unit 1a Regent's Arcade, Tel: 01242 222 325
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686
GLOUCESTER, Hobbycraft:
Tel: 01452 424 999
STROUD, Antics:
Tel: 01453 764 487
STROUD, Psisoft Games:
Tel: 0870 242 7428
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk. Tel: 0125 646 6050
GW PORTSMOUTH:
34 Arundel Street. Tel: 0239 287 6266
GW SOUTHAMPTON:
23 East Street. Tel: 0238 033 1962
GW WINCHESTER:
6 St Georges Street. Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01420 542 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263
FAREHAM, Fareham Toys and Hobbies:
Tel: 01329 282 183
FLEET, Fleet Toys:
Tel: 0125 261 3949
GOSPORT, JC Books:
Tel: 02392 580 931
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
Tel: 01425 617 805
PETERSFIELD, Folly Models:
Tel: 01730 267 932
PETERSFIELD, Fun for All:
Tel: 01730 267 271
PORTCHESTER, Wicor Models:
Tel: 02392 351 160
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHHAMPTON, Hidden Fortress Ltd:
Tel: 02380 710 550
SOUTHSEA, Southsea Models:
Tel: 02392 733 208
WATERLOOVILLE, Forever Toys Ltd:
Tel: 02392 266 253
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259 186

HEREFORDSHIRE

HEREFORD, Hereford Model Shop:
Tel: 01432 352 809
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street. Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, off High Street. Tel: 0172 786 1193
BERKHAMSTED, Hamlins:
Tel: 01442 864 642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDEN, Felicitations:
Tel: 01582 767 811
HERTFORD, Marquee Models:
Tel: 01279 423 334
HITCHIN, Mainly Models:
Tel: 01462 422 204
LETCHWORTH, Model Images:
Tel: 01462 684 859
ROYSTON, Toyshop:
Tel: 01763 243 270
ST ALBANS, E Rider and Son:
Tel: 01727 854 638
STEVENAGE, KS Models:
Tel: 01438 746 616
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391 319

ISLE OF MAN

DOUGLAS, Toymaster:
Tel: 01624 622 154

ISLE OF WIGHT

COWES, Chivertons Newsagents:
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NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617 323

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 0132 242 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane. Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane. Tel: 0162 267 7435
GW TUNBRIDGE WELLS:
4A Camden Street. Tel: 0189 252 5783
ASHFORD, GZ Computers Ltd:
Tel: 01233 663996
BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
Tel: 01843 866 006
CHATHAM, Maynes:
Tel: 01634 400 031
CRANBROOK, Whites:
Tel: 01580 713298
CRAYFORD, Hobbycraft:
Tel: 01580 713298
DOVER, Turners Models:
Tel: 01304 203 711
FAVERSHAM, Abacus Toys:
Tel: 01795 591 203
GRAVESEND, Steve's Collectables and Models:
Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
Tel: 01474 534 166
HERNE BAY, Spearings:
Tel: 01227 374 049
MAIDSTONE, Hobbycraft:
Tel: 01622 623 750
MARGATE, Toymaster Kingdom:
Tel: 01843 225 400
ORPINGTON, JH Lorimer:
Tel: 01689 823193
SEVENOAKS, JH Lorimer:
Tel: 01732 452 840
SEVENOAKS, Manklows:
Tel: 01732 454 952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424 371
TONBRIDGE, Kids Stuff:
Tel: 01732 353 186
WOODCHURCH, The Model Shop:
Tel: 01233 860 008

LANCASHIRE

GW BLACKPOOL:
8 Birley Street. Tel: 0125 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall. Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade. Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 0125 458 700
BOLTON, Hobbycraft:
Tel: 01204 374 300
BURNLEY, Arthur Benn:
Tel: 01282 422 546
BURY, Conways Toymaster:
Tel: 01617 616 209
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263 045
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01200 423 587
KIRKHAM, RK Boyes:
Tel: 01772 671 900
LANCASTER, Lawsons Toymaster:
Tel: 0152 464 518
LANCASTER, Micro Markets:
Tel: 01524 840 486
LEIGH, Toymaster:
Tel: 01942 671 116
MORECAMBE, Micro Markets:
Tel: 01524 416 306
OLDHAM, Ottakers:
Tel: 01616 205 543
ORMSKIRK, Taylors:
Tel: 01695 573516
POULTEN LE FYLDE, Aabas bookstore:
Tel: 01253 890 909
ROSSENDALE, Rossendale Models:
Tel: 01706 250 007
PRESTON, Hobbycraft:
Tel: 01772 661 200
THORNTON-CLEVELYS, Toy2save Collectables:
Tel: 01253 855 905
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2,16/20 Silver Street. Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street. Tel: 0150 923 8107
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827
COALVILLE, Geoffs Toymaster:
Tel: 01530 832 795

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate. Tel: 0147 234 7757
GW LINCOLN:
Unit SUA, Saltergate (on outside of Waterside Centre). Tel: 0152 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102

FRONTLINE

GRANTHAM, Arbon & Watts:
Tel: 01664 855 030
GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592 001
LOUTH, Castaline:
Tel: 01507 602 149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 328
QUADRING, MS Sturgess:
Tel: 01775 821 967
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SPALDING, Mason's Models:
Tel: 01775 722 456

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0208 202 4979
• GW BROMLEY:
Unit 24, The Mall, Bromley. Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 33, The Market. Tel: 0207 240 5106
GW CROYDON:
Unit 35, Drummond Centre (outside the back of the centre), Keeley Road. Tel: 0208 680 4600
GW ENFIELD:
3/5 Genotin Road. Tel: 0208 363 3238
GW HAMMERSMITH:
161 King Street.Tel: 0208 846 974
GW HARROW:
296 Station Street. Tel: 0208 861 2350
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011
GW KINGSTON ON THAMES
33 Fife Road. Tel: 0208 549 5224
GW LONDON (OXFORD ST):
Unit F10, The Plaza Shopping Centre, 1st Floor,116-128 Oxford Street.
Tel: 0207 436 0839
GW RICHMOND:
Unit 8, Westminster House, Kew Road.
Tel: 0208 948 6122
GW ROMFORD:
12 Quadrant Arcade. Tel: 01708 742 140
GW STAINES:
8 Clarence Street. Tel: 0178 446 0675
GW SUTTON:
Unit 26, Times Square Shopping Centre.
Tel: 0208 770 9454
• GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre. 0189 525 2800
GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre.
Tel: 0192 324 5388
BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192
BLOOMSBURY, Just Games:
Tel: 0207 323 3080
CHINGFORD, Hobby Stop:
Tel: 0208 529 7377
CHINGFORD, Rossis of London:
Tel: 0208 529 1920
CLAPHAM, Russ:
Tel: 0207 228 6319
CLAPHAM JUNCTION, Toystop:
Tel: 0207 228 9079
DULWICH, The Art Stationers:
Tel: 0208 693 5938
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
GREENFORD, Hobbycraft:
Tel: 0208 747 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9955
KNIGHTSBRIDGE, Harrods:
Tel: 0207 730 1234
PUTNEY, Toystop:
Tel: 0208 785 9555
ROMFORD, Hobbycraft:
Tel: 01708 776 880
RUISLIP, John Sanders:
Tel: 01895 634 848
WIMBLEDON, Elys:
Tel: 0208 946 9191
WOOD GREEN SHOPPING CENTRE, Toy City:
Tel: 0208 881 0770

MANCHESTER AREA

GW MANCHESTER (central):
Unit R35, Marsden Way South, Arndale Centre.
Tel: 0161 834 6871
GW TRAFFORD CENTRE:
Unit 140c Trafford Centre. Tel: 0161 755 0065
ECCLES, Amazon Miniatures:
Tel: 0161 788 7650
MANCHESTER, Waterstones:
Tel: 0161 832 1992

MERSEYSIDE AREA

• GW LIVERPOOL:
13b Central Shopping Centre, Raneleigh.
Tel: 0151 703 0963
GW SOUTHPORT:
Unit K2, Marble Place Shopping Centre.
Tel: 0170 450 1255
ST HELENS, ID Gaming:
Tel: 01744 755 705
SOUTHPORT, Claymore Games:
Tel: 01704 545349

MIDDLESEX

EAST SHEEN, Play Inside Out:
Tel: 02088 765 229
EAST SHEEN, Pandemonium:
Tel: 02088 780 866
ENFIELD, Jennings Stores:
Tel: 0208 804 1804

NORFOLK

GW NORWICH:
12-14 Exchange Street. Tel: 0160 376 7656
EAST DEREHAM, Starlings Toymaster:
Tel: 01362 697 769
EAST DEREHAM, Youngsters World:
Tel: 01788 562 372
FAKENHAM, Lou Lous Toys and Gifts:
Tel: 01328 853 118
GORLESTON, Toy King:
Tel: 01493 443 097
HOLT, Starlings Toymaster:
Tel: 01263 713 101
KINGS LYNN, Westgate Department Store:
Tel: 01553 760 981
NORTH WALSHAM, Games N Fun:
Tel: 07851 031 246
NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, Langleys:
Tel: 01603 621959
NORWICH, Toys Plus:
Tel: 01223 837 839
SHERINGHAM, Starlings Toymaster:
Tel: 01263 822 368
TAVERHAM, Norvic Models Ltd:
Tel: 01603 865213
WROXHAM, Point House Toyshop:
Tel: 01603 706 804

NORTHAMPTONSHIRE

• GW NORTHAMPTON:
24-26 Abington Square. Tel: 01604 636 687
CORBY, Westgate Department Store:
Tel: 01536 203 525
KETTERING, Battlemaster Games Ltd:
Tel: 01536 414 880
KETTERING, Green Angel Cards & Games:
Tel: 01536 359 248
KETTERING, Toymaster Kingdom:
Tel: 01536 512 507
NORTHAMPTON, Hobbycraft:
Tel: 01604 591 800
OUNDEL, Oundel News:
Tel: 01832 273 518
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440 861

NORTHUMBERLAND

BERWICK UPON TWEED, Berwick Computer Games and DVDs:
Tel: 01289 309 551
HEXHAM, Robbs Department Store:
Tel: 01434 602 151
MORPETH, TG Allan:
Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (central):
34a Friar Lane. Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton. Tel: 0115 916 8410
MANSFIELD, Inspiration:
Tel: 01623 746 570
MANSFIELD, The Games Emporium:
Tel: 01623 640 022
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, Hobbycraft:
Tel: 0845 051 6249
SUTTON-IN-ASHFIELD, Big Boys Toys:
Tel: 01623 557 812
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
ABINGDON, Just Toys:
Tel: 01235 524 333
BANBURY, Trinder Bros:
Tel: 01295 262 546
BICESTER, Dentons:
Tel: 01869 323 946
CARTERTON, Giles Sports:
Tel: 01993 842 396
COWLEY, Dentons:
Tel: 01865 749 746
DIDCOT, Dentons:
Tel: 01235 816 566
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
THAME, Pied Pedaller:
Tel: 01844 260 022
WALLINGFORD, Pettits of Wallingford:
Tel: 01491 835 253
WITNEY, Romkrish:
Tel: 01993 704 979

SHROPSHIRE

• GW SHREWSBURY:
6 Market Street. Tel: 0174 336 2007
TELFORD, Sanda Games:
Tel: 01952 676 722
BRIDGENORTH, Hobby Horse:
Tel: 0174 6 766 659
OSWESTRY, Funfayre:
Tel: 01691 670 646
TELFORD, Questing Knight Games:
Tel: 01952 417 747

SOMERSET

• GW BATH:
5-10 Westgate Buildings, Avon Street.
Tel: 0122 533 4044
BRIDGEWATER, Games Mart:
Tel: 0127 8 433 677
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789 281
CHARD, Games Wizard:
Tel: 01460 239 090
CHEDDAR GORGE, Class Creations Ltd:
The Lippiatt, BS27 3QP, Tel: 01934 749 240
CLEVEDON, JJ Toymaster:
Tel: 01275 341 819
FROME, The Ellenbray Press:
Tel: 01373 462 139
FROME, Frome Model Centre:
Tel: 001373 46529
GLASTONBURY, Pedalers Toymaster:
Tel: 01458 834 562
MINEHEAD, Minehead Toys & Models:
Tel: 01643 705 550
TAUNTON, Krackers:
Tel: 01823 335 057
WELLS, Wells Models:
Tel: 01749 675 262
WESTON SUPER-MARE, JJ Toys:
Tel: 01934 418 151
YEOVIL, Yeovil Collectors Centre:
Tel: 01935 433 739
YEOVIL, Witch Engine:
Tel: 01935 47978

STAFFORDSHIRE

• GW BURTON ON TRENT:
Unit 8, Union Court, Union Street.
Tel: 0128 353 5865
GW STOKE:
27 Stafford St. Tel: 0178 220 5287
ALSAGER, Alsager Toys and Models:
Tel: 01270 882 871
LEEK, Chapter 1:
Tel: 01538 399 885
LONGTON, Mini-men:
Tel: 01782 315 810
NEWCASTLE UNDER LYME, Sundowner Models:
Tel: 01782 610 606
STAFFORD, Stafford Games:
Tel: 01785 255577
STAFFORD, Too Fat Goblinz:
Tel: 01785 244 499
STOKE-ON-TRENT, Battlezone Games & Collectables:
Tel: 01782 833 633
STOKE-ON-TRENT, Minimen:
Tel: 01782 315 810
TAMWORTH, Geoff's Toys:
Tel: 01530 832 795
TAMWORTH, Hobbycraft:
Tel: 01827 300 800

SUFFOLK

• GW IPSWICH:
49 Buttermarket. Tel: 01473 210 031
BECCLES, Toy Box:
Tel: 01502 712 785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Toymaster Kingdom:
Tel: 01284 761 646
FELIXSTOWE, Wizards Taxis:
Tel: 01394 275 555
HALESWORTH, Halesworth Toy Shop:
Tel: 01986 874 270
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
LOWESTOFT, Toymaster Kingdom:
Tel: 01502 565 688
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
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STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 466 060
WOODBRIDGE, Toytown:
Tel: 01394 383 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Tunsgate. Tel: 0148 345 1793
GW WOKING:
Unit 3 Cleary Court. Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 685160
COULSDEN, Taylors Toys and Sports:
Tel: 0208 666 00710
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
EPSOM, Ottakers:
Tel: 01372 742 533
EPSOM, Treehouse Toys:
Tel: 01932 252 272
FARNHAM, Darkstar:
Tel: 01252 820 324
OXTED, JH Lorimer Ltd:
Tel: 0208 656 6625
PURLEY, JH Lorimer Ltd:
Tel: 0181 660 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123
REIGATE, The Toy Shop:
Tel: 01737 245 300
WALTON ON THAMES, Treehouse Toys:
Tel: 01932 252 272

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions. Tel: 0127 320 3333
GW CRAWLEY:
11 Broadway. Tel: 0129 355 2072
GW EASTBOURNE:
13 Terminus Road.Tel: 0132 364 1423
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727
BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
HAYWARDS HEATH, 4JRIN Ltd:
Tel: 01444 455 993
HORSHAM, Gentle Gallery:
Tel: 01403 258 567
HORSHAM, Ottakers:
Tel: 01403 268 088
SEAFORD, Big Kids Toy Shop:
Tel: 01323 899 099
SOUTHWICK, The Dragons Tears:
Tel: 01273 595418
STEYNING, Gentle Gallery:
Tel: 01903 812 933
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398
WORTHING, KC's Games Shop:
Tel: 01903 237 983

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• GW NEWCASTLE (Central):
Unit 6A, Newgate Shopping Centre
Tel: 0191 232 2418
GW METRO (METRO CENTRE):
Unit 2, First Floor, The Arcade (near the Mediterranean Village). Tel: 0191 461 0950
GATESHEAD, 0191 482 7410:
Tel: 0191 482 7410
NEWCASTLE, Fenwick Ltd:
Tel: 0191 232 5100
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Joplings:
Tel: 01915 102 105
WHITLEY BAY, T&G Allan:
Tel: 01912 531 564

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 0247 622 7311
GW LEAMINGTON SPA:
32 Regent Street. Tel: 01926 435771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850

WILTSHIRE

GW SALISBURY:
1B Winchester Street. Tel: 0172 233 0955
GW SWINDON:
50 Fleet Street. Tel: 0179 343 6036
CALNE, SPS Stationery:
Tel: 01249 813 560
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SWINDON, Spot On Models:
Tel: 01793 522 098
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415

WORCESTERSHIRE

• GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza.
Tel: 0190 561 6707
DROITWITCH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
EVESHAM, Battle Honours UK:
Tel: 0138 645 875
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 092
STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872 800

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford. Tel: 0127 473 9430
GW DONCASTER:
26 High Street, Doncaster. Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade. Tel: 0142 356 4310
GW HULL:
30 Paragon Street. Tel: 0148 258 9576
GW LEEDS (central):
12-16 Central Road. Tel: 0113 242 0834
GW LEEDS (WHITE ROSE):
Unit 28D, White Rose Centre. Tel: 0113 272 3470
GW SHEFFIELD (central):
16 Fitzwilliam Gate. Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836
• GW WAKEFIELD:
96 Kirkgate, the Ridings Centre.
Tel: 0192 436 9431
GW YORK:
13A Lendal. Tel: 0190 462 8014
RICHMOND, Anything Goes:
Tel: 01748 810 135
BEVERLEY, Mayfair Toymaster:
Tel: 01482 862 777
BRIDLINGTON, Croppers:
Tel: 01262 677 727
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HALIFAX, Magazine World:
Tel: 01422 330 547
HUDDERSFIELD, Games Emporium:
Tel: 01484 532 838
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
KEIGHLEY, Conways Toymaster:
Tel: 01535 604 045
LEEDS, Hobbycraft:
Tel: 0113 389 3020
LEEDS, Toyworld:
Tel: 01132 439 800
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
OTLEY, Conways Toymaster:
Tel: 01943 462 065
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, A1 Sports and Toys:
Tel: 01757 705 115
SHEFFIELD, Wargames Emporium:
Tel: 01142 754 826
WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213
WHITBY, Models and Movie Props Ltd:
Tel: 01947 603 123

WALES

GW CARDIFF:
31 High Street. Tel: 0292 064 4917
• GW NEWPORT:
25 Skinner Street. Tel: 0163 325 6295
GW SWANSEA:
45 Princess Way. Tel: 0179 246 3969
CARDIGAN, Helm's Deep:
Tel: 01239 621 621
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 617 836
BANGOR, ACME Computers:
Tel: 01248 371 457
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
BRIDGEND, Joust for Fun:
Tel: 01656 767 680
CARMARTHEN, Good News:
Tel: 01267 237 789
CARMARTHEN, Hardings:
Tel: 01267 237 774
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
GWYNEDD, LT Leisure:
Tel: 01341 281 402
GWERSYLLT, Brite Ideas:
Tel: 01978 758451
LLANELLI, AM Frost:
Tel: 01554 777 277
LLANDRINDOD WELLS, Corven Arts:
Tel: 08700 664 904
LLANDUDNO, Dibs Toymaster:
Tel: 01492 876 503
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118
MILFORD HAVEN, Foster Powell Ltd:
Tel: 01646 697 111
PORTHCAWL, Game It:
Tel: 01656 784 428
PEMBROKE, Dragon Alley:
Tel: 01646 621 456
RHYL, Lightfoot Models & Toys:
Tel: 01745 331 564
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
SWANSEA, West Coast Games Ltd:
Tel: 01792 533 464
TENBY, Clarice Toys:
Tel: 01834 843 493
WREXHAM, Brite Ideas:
Tel: 01978 261 244

SCOTLAND

• GW ABERDEEN:
Unit 1, 12-14 Upper Kirkgate.
Tel: 0122 464 9779
GW AYR:
10 Arran Mall. Tel: 0129 261 0673
GW BRAEHEAD:
115 Braehead Shopping Centre,
Kings Inch Road.
Tel: 0141 885 9440
• GW DUMFRIES:
44 High Street. Tel: 0138 724 9702
GW DUNDEE:
110 Commercial Street. Tel: 0138 220 2382
GW EDINBURGH:
136 High Street. Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd. Tel: 0132 462 4553
• GW GLASGOW:
81 Union Street. Tel: 0141 221 1673
BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586
BRECHIN, Gardiners:
Tel: 01356 622 265
CUPAR, The Nappy Pin:
Tel: 01334 653 160
CRIEFF, Pinetree Hobbycrafts:
Tel: 01764 653 706
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 731 116
EAST KILBRIDE, DTS Models:
Tel: 01355 238 988
EDINBURGH, Marionville Models:
Tel: 01313 177 010
ELGIN, Junner's Toymaster:
Tel: 0143 542 492
FORT WILLIAM, The Granite House:
Tel: 01397 703 651
GLASGOW, Static Games:
Tel: 01412 265 414
HADDINGTON, Cycle Services:
Tel: 01620 826 989
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
ISLE OF LEWIS, A D MacDonald and Son:
Tel: 0851 705 650
KILMARNOCK, T4 Toys:
Tel: 01563 520 262
KINROSS, The Hope Chest:
Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
NORTH BERWICK, Laws Cycles:
Tel: 01620 890 643
ORKNEY, Mclennan-Toymaster:
Tel: 01856 877 788
PAISLEY , Paisley Model Centre:
Tel: 01418 894 221
PERTH, T4 Toys:
Tel: 01738 639 450
PETERHEAD, George Donald Ltd:
Tel: 01779 474 737
SHETLAND, Harrys Dept Store:
Tel: 01595 693 097
STIRLING, Do It @ Your Leisure:
Tel: 01786 826 975
THURSO, Durrans:
Tel: 01847 893 169
TURRIFF, E Rae and Son:
Tel: 01888 562 610

NORTHERN IRELAND

GW BELFAST:
20A Castle Court (towards back of the Centre)
Tel: 0289 0233684
BALLYMENA, Camerons:
23 Broughshane St, Co Antrim,
Tel: 0482 564 8821
BANBRIDGE, David Rogers:
7 Bridge St, Co Down.
BANGOR, Replay Games:
High St, Co Down. Tel: 0489 145 2210
BANGOR, Stewart Miller & Sons:
40 Main St, Co Down. Tel: 0489 127 0108
COLERAINE, Moores:
7-11 Church St, Co Derry, Tel: 0126 544 44
CRUMLIN, Lilliput Construction Co:
92 Bramble Wood, Co Antrim.
ENNISKILLEN, Modellers Corner:
22 Darling St, Tel: 0486 632 2367
LISBURN, World of Wonder:
Riverside Centre, Tel: 0489 266 9996
OMAGH, Whites Toymaster:
3/7 Bridge St, Tel: 0662 242 427
PORTADOWN, D Jeffers:
8 Mandeville St, Tel: 0483 535 0889

EIRE

GW BLANCHARDSTOWN:
Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 0035 318 223 868
GW DUBLIN:
Unit 3, Lower Liffey Street,
Tel: 0035 318 725 791
ATHLONE, Toy City:
N6 Centre, Co Westmeath, Tel: 090 647 9851
BALLINA, World of Wonder:
Dillon Terrace, Co Mayo, Tel: 096 76676
BLACKPOOL, World of Wonder:
23 Northpoint Bus Pk, Cork, Tel: 0214 210 445
BRAY, ER Harris & Sons:
Co Wicklow, Tel: 012 867 995
CARRICK ON SHANNON, Mulvey's:
Main Street, Leitrim, Tel: 071 962 2936
CASTLEBAR, McDermotts:
Co Mayo, Tel: 096 76676
CORK, Art and Hobby Shop:
Douglas Shopping Centre, Co Cork,
Tel: 021 436 3580
CORK, Art and Hobby Shop:
Wilton Shopping Centre, Co Cork,
Tel: 021 434 7207
CORK, Noddy's Toymaster:
13-14 Cornmarket St, Co Cork,
Tel: 021 427 9508
CORK, Other Realms:
Paul Street Shopping Centre, Cork City,
Tel: 021 422 2224
CORK, World of Wonder:
Co Cork, Tel: 021 4210445
CLONAKILTY, Coughlan Educational Supplies:
11 Rossa St, Co Cork, Tel: 023 33068
CLONMEL, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23973
CLONTARF, Furlongs:
4 Vernon Avenue, Dublin, Tel: 01 853 0395
DUBLIN, Banba Toymaster:
48 Mary St, Tel: 01 872 7100
DUN LAOGHAIRE, Banba Toymaster:
Dun Laoghaire Shopping Centre, Co Dublin,
Tel: 012 804 011
DUNDALK, Pick n Save:
Long Walk S/Centre, Co Louth,
Tel: 042 932 7356
DUNGARVEN, Murphy's Toy and Cycle Specialists:
9 Main St, Co Waterford, Tel: 058 41376
ENNIS, World of Wonder:
Woodqay Car Park, Co Clare, Tel: 065 684 8697
ENNIS, Banba Toymaster:
Clearwater S/Centre, Dublin, Tel: 01 864 3910
GALWAY, Games Realm:
8A The Corn Store, Co Galway,
Tel: 091 563 006
GALWAY, It's Magic:
Eyre Square S/Centre, Co Galway,
Tel: 091 563 313

GW Store UK Hobby Stockist

GALWAY, Model World:
14G Liosban Business Park, Taum Rd., Co Galway, Tel: 091 765 655
GALWAY, Toy City:
Unit 3, Wellpark, Galway, Tel: 091 764 949
GOREY, John Webb:
Co Wexford, Tel: 055 21119
KILKENNY, Michael Crotty's:
77 High St, Co Kilkenny, Tel: 056 51038
KILLORGLIN, O'Sheas:
Lower Bridge St, Kerry, Tel: 066 976 1919
LIMERICK, Hollywood Empire:
30 Thomas St, Co Limerick, Tel: 061 313 477
LIMERICK, O'Callaghans:
Dock Rd, Co Limerick, Tel: 061 225 886
LIMERICK, The Gathering:
43 Lower Gerald Griffin St, Co Limerick
Tel: 061 315 133
LOUGHREA, Beatty:
Church St, Co Galway, Tel: 091 841 403
LOUGHREA, Mary's Toymaster:
2 Main St, Co Cork, Tel: 026 42491
LOUGHREA, Murphy's World of Wonder:
115, Main St, Co Cork, Tel: 022 21197
NENAGH, JKC:
25 Pearse St, Co Tipperary, Tel: 067 31391
NEWBRIDGE, World of Wonder:
Newbridge Retail Park, Kildare.
SLIGO, WA and AF Woods:
Co Sligo, Tel: 071 914 202 110 478
STILLORGAN, Nimble Fingers:
Co Dublin, Tel: 012 880 788
TRALEE, A Caball and sons:
9-12 Bridge Street, Co Kerry, Tel: 066 712 1847
TULLAMORE, Robbins:
William St, Co Offaly, Tel: 0506 21541
WATERFORD, The Hobby Shop:
38 The Quay, Co Waterford, Tel: 051 852 227
WESTPORT, World of Wonder:
Bridge St, Co Mayo, Tel: 098 25331
THURLES, Toymaster:
Friar St, Co Tipperary, Tel: 062 51326
TIPPERARY, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23973
TIPPERARY, Whelan's:
64-65 Main Street, Co Tipperary, Tel: 062 51326
WATERFORD, Fitzmaurice Toymaster:
Tel: 051 876 566
WEXFORD, Play & Learn:
8 Selskar St, Co Wexford, Tel: 053 23188
WICKLOW, Hopkins:
Main Street, Co Wicklow, Tel: 0404 67225

INTERNATIONAL ACCOUNTS

BELGIUM

BRUGGE, Fair Play
Spoorwegstraat 162, 8200,
Tel: 0032 (0)50 38 51 83
AARSCHOT, Conect'r
Gasthuisstraat 47, 3200, Tel: 0032 (0)16 56 88
30**ANTWERPEN, Celtic Cross**
Zilversmidstraat 9, 2000,
Tel: 0032 (0)3 288 81 65
DENDERMONDE, Tip Top Moens
Sint-Gillistraat 75, 9200,
Tel: 0032 (0)52 21 17 98
HASSELT, D-Six
Kuringersteenweg 43-45, 3500,
Tel: 0032 (0)11 32 53 55
LEOPOLDSBURG, NV Moestermans
Maarschalk-Fochstraat 20, 3970,
Tel: 0032 (0)11 39 38 46
LEUVEN, The Dice Pool
Parijsstraat, 44, 3000, Tel: 0032 (0)16 29 49 94
MECHELEN, De Spelfanaat
Veemarkt 32, 2800, Tel: 0032 (0)15 34 59 07
OOSTENDE, King Arthur
Amsterdamstraat 63B, 8400,
Tel: 0032 (0)59 51 57 56
AALST, Hermelijn
Molenstraat 36, 9300, Tel: +32 (0) 53 41 48 66
AALST, Intertoys Aalst
Lange Zoutstraat 163, 9300,
Tel: +32 (53) 750143
ANTWERPEN, Red Dragon Games
St Katelijnevest 55, 2000,
Tel: 0032 (0)3 231 71 61
BLANKENBERGE, De Speelhoek
Langestraat 41, 8370, Tel: 0032 (0)50 41 49 23
BRUGGE, Modelbouwcenter West-Vlaanderen
Langestraat 163, 2000, Tel: 0032 (0)50 34 20 71
BRUSSEL, Intertoys Laken
8-10 Avenue Busleyden, 1020,
Tel: 0032 (0)2 268 71 41
BRUSSEL, Intertoys Anderlecht
S Dupluislaan 315, 1070,
Tel: 0032 (0)2 523 84 73
DEURNE, The Gamestore
Bisschoppenhoflaan 7-9,2100
Tel, +32 3 325 55 35
GENT, Intertoys Gent
Volderstraat 17, 9000, Tel: 0032 (0)9 224 42 86
GENT, Miniatuurauto's Eeckhout
Burgstraat 87, 9000, Tel: 0032 (0)9 224 17 96
GENT, Lood &Spelen
Burgstraat 43, 9000, Tel: 0032 (0)9 224 47 34
GENT, Red Dragon Games Gent
Overpoortstraat 116, 9000
HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500,
Tel: 0032 (0)2 361 58 53
HALLE, Top 1 Toys Halle
Basiliekstraat 66, 1500,
Tel: 0032 (0)2 356 04 03
HASSELT, Oberonn
Kempische Steenweg 27, 3500,
Tel: 0032 11 351 358
IXELLES, Intertoys Ixelles
104 Chaussee d'Ixelles, 1050,
Tel: 0032 (0)2 514 17 03
KORTRIJK, Albion
Doorniksestraat 52, 8500,
Tel: +32 (56) 32 43 07
KORTRIJK, De Concorde
Brugsestraat 40, 8500, Tel: 0032 (0)56 37 05 65
MERKSEM, Game Garden, The
Bredabaan 376, 2170, Tel: 0032 (0)3 666 37 73
NEERPELT, t' Spellenhuis
Fabriekstraat 10, 3910, Tel: 0032 (0)11 74 49 79
OOSTENDE, Timms
Vlaanderenstraat 48, 8400,
Tel: 0032 (0)59 80 49 63
OVERIJSE, Intertoys Overijse
Brusselsesteenweg 402A, 3090,
Tel: 0032 (0)2 687 42 53
ROESELARE, Black Border
Stationsdreef 68, 8800, Tel: 051/20 82 50
ROESELARE, Willi's Wereld
Henri Horriestraat 20, 8800,
Tel: 0032 (0)51 24 64 15
ST NIKLAAS, HQ
Ankerstraat 44, 9100, Tel: 0032 (0)3 776 35 45
TOURNAI, Intertoys Tournai
19 Rue Royale, 7500, Tel: 0032 (0)69 21 42 22

BULGARIA

SOFIA, Magic Worlds
1000, Slaveikov sqr.9
SOFIA, Moria
1303, Sredna Gora Str.133

CROATIA

CAKOVEC, Hama centar
Roban kuca "Medjimuka"
OSIJEK, Land of Magic
31000, Merkator Centar, Gacka 10
Tel: 00385 31275794
OSIJEK, Land of Magic
Pejaceviceva 5, 31000, Tel: 385 31 368 412
OSIJEK, Zelda,
Trg A. Starcevica
RIJEKA, Game Master
Krizaniceva 1c
SPLIT, Land of Magic
Kralja Zvonimira 15, 21000,
Tel: 00385 21482249
SLAVONSKI BROD, Lesic
Strossmayerova 7
VARAZDIN, Land of Magic:
Kaciceva 5, 42000, Tel: 00385 42200161
ZAGREB, Land of Magic
10000, Frankopanska 22, Tel: 00385 14870077
ZAGREB, Land of Magic
10000, Radiceva 13, Tel: 0038514923917

CZECH REPUBLIC

BRNO-ABOVRESKY, Cerny Rytir
Chladkova 3, Tel: 00420 605884082
CESKE BUDEJOVICE, Chaotit
Zacharyasova 5, Tel: 0042 602489158
HRADEC KRALOVE, Knihkupectvi Valhalla
Letcu 1651, Tel: 0042 493522009
LIBEREC, Ogri Doupe
Silkova 236/11, Tel: 00420603 893 336
PRAHA, Cerny Rytir
Za Poricskou branou 21, Tel: 00420 222312461
PRAHA, Ogri Doupe
Mikulandska 4/122, Tel: 00420 224 934 811
VSETIN, Atlantis
Prikra 42, Tel: 00 42 571411697

DENMARK

GW KØBENHAVN
Frederiksborggade 5KL, 1360, Tel: 33122217
AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000, Tel: 8619 0063
ODENSE C, Dragons Lair
Kongensgade 71, st.th, 5000, Tel: 6591 9701
ROSKILDE, Fanatic Roskilde
Allehelgensgade 15, 4000, Tel: 4636 3548
SLAGELSE, Fanatic Slagelse
Skovsøgade 6A, 4200, Tel: 5854 4080
ESBJERG, Bunkeren
Jernbanegade 2, 6700, Tel: 7518 1199
HILLERØD, Hobby & Fritid
Hostrupvej 4, 3400, Tel: 4825 2616
KØBENHAVN NV, Arena København
Rentemestervej 80, 2400, Tel: 3833 5700
NÆSTVED, Arena Næstved
Ramsherred 17, 4700, Tel: 5554 6700
RØDOVRE, Mr Games
Rødovre Stationscenter, 2610, Tel: 3672 0255
AALBORG, Aalborg Hobby Service
Nørregade 18, 9000, Tel: 9812 1315
AALBORG, Bog & idé Aalborg
Nytorv 5, 9000, Tel: 9811 6611
AALBORG SV, BO Bøger Aalborg
Ålborg St. Centre 108, 9200, Tel: 9879 1545
AARS, Ting og sager
Søndergade 6, 9600, Tel: 9862 4552
AABENRÅ, Legekæden Aabenrå
Storegade 17, 6200, Tel: 7462 2405
ALBERTSLUND, Bog & idé Albertslund
Stationstorvet 2, 2620, Tel: 4364 8877
ALLERØD, Bog & idé Allerød
M.D madsensvej 8, 3450, Tel: 4817 2770
AARHUS C, Goblin Gate
Kystvejen 27, 8000, Tel: 8619 4311
AARHUS C, Hobby House
Nørregade 51, 8000, Tel: 8612 0062
ASNÆS, Bog & Ide Asnæs
Asnæs Centret 2, 4550, Tel: 5965 0014
CHARLOTTENLUND, Bog & idé Charlottenlund
Jægersborg Allé 5, 2920, Tel: 3964 3840
ESBJERG, BO Bøger Esbjerg
Kongensgade 33, 6700, Tel: 7512 1177
ESPERGÆRDE, BO Bøger Espergærde
Espergærde Centret, Vester Torv 2, 3060,
Tel: 4913 1946
FARUM, Bog & idé Farum
Farum Bytorv 64, 3520, Tel: 4495 1225
FREDERICIA, Bog & idé Fredericia
Gothersgade 37, 7000, Tel: 7624 5969
FREDERIKSBERG, Legekæden Frederiksberg
Godthåbsvej 36, 2000, Tel: 3819 7025
FREDERIKSSUND, Legekæden Frederikssund
Jernbanegade 31, 3600, Tel: 4738 3959
FREDERIKSVÆRK, Hobby & Legetøj
Nørregade 38, 3300, Tel: 4772 1693
GILLELEJE, Lillys Legetøj
Vesterbrogade 9, 3250, Tel: 4830 3090
GRENÅ, Bog & idé Grenå
Torvet 8, 8500, Tel: 8632 1933
GREVE, BO Bøger Hundige
Hundige Storcenter, 2670, Tel: 4390 6008
HADERSLEV, Legekæden Haderslev
Nørregade 20, 6100, Tel: 7453 0385
HADSTEN, Mosquito Cykel Center
Kirkevej 1, 8370, Tel: 8698 0839
HELSINGE, Schwartz Bog & idé
Østergade 17 - 19, 3200, Tel: 4879 4001
HELSINGE, Teaterbixen
Frederiksborgvej 10, 3200, Tel: 2092 2991
HELSINGØR, BO Bøger Helsingør
Stengs Plads 1, 3000, Tel: 4921 5600
HERNING, BO Bøger Herning
Bredgade 6, 7400, Tel: 9712 0747
HERNING, Buddy Legetøj
Herning Centret, Merkurvej 17, 7400,
Tel: 9722 0552
HERNING, Færges Kælder
Smallegade 12, 7400, Tel: 3510 1897
HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400, Tel: 4824 6161
HJØRRING, Bog & idé Hjørring
Strømgade 1, 9800, Tel: 9892 9998
HJØRRING, Rossels Boghandel
P. Nørkjærs plads 4, 9800, Tel: 9892 1744
HOLBÆK, Geppels legetøj
Smedelundsgade 22 E, 4300, Tel: 5944 1888
HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300, Tel: 5943 0074
HOLTE, Legetøjsbutikken
Holte midtpunkt 23, 1, 2840, Tel: 4546 1782
HORSENS, Legekæden Horsens
Hospitalsgade 15, 8700, Tel: 7561 6011
HØRSHOLM, GAD Hørsholm
Hovedgaden 55 C, 2970, Tel: 4586 0408
HUMLEBÆK, Rodes
Torpenvej 4, 3050, Tel: 4919 1220
KALUNDBORG, Koch's Bøger & Papir
Kordilgade 9, 4400, Tel: 5951 0054
KJELLERUP, Ide & Hobby
Søndergade 12, 8620, Tel: 8688 1326
KØBENHAVN K, Fantask
Skt. Pederstræde 35, 1453, Tel: 3393 8538
KØGE, Køge Bog & Papirhandel
Nørregade 12, 4600, Tel: 5665 0082
KOLDING, B.O. Bøger Kolding
Kolding Storcenter 52, 6000, Tel: 7550 3834
KOLDING, Good Games
Låsbygade 13, 6000, Tel: 7550 0304
LYNGBY, BO Bøger Lyngby
Lyngby Storcenter 54, 2800, Tel: 4587 0445
LYNGBY, EB Games
Lejemål 2750, 2800, Tel: 4587 0309
NÆSTVED, Holsted Bog & idé
Næstved Storcenter 16, 4700, Tel: 5573 4241
NYKØBING M, Morsø Boghandel
Algade 1, 7900, Tel: 9772 0700
NYKØBING F, Hundehuset
Jernbanegade 33, 4800, Tel: 5486 0846
ODDER, Legekæden Odder
Rosens Gade 32, 8300, Tel: 8654 4276
ODENSE C, EB Games
Kongensgade 43, 5000, Tel: 6612 9929
ODENSE C, BO Bøger Odense C
Vestergade 59-61, 5000, Tel: 6611 4033
ODENSE SØ, BO Bøger Rosengårdscentret
Rosengårdscentret 53 Gul Gågade, 5220,
Tel: 6615 9828
RANDERS, Bog & idé Randers
Bredregade 6, 8900, Tel: 8643 0810
RANDERS, Byrge Sørensen Hobby
Rådhustorvet 4, 8900, Tel: 8642 5814
RANDERS, Randers Hobby Import
Adelgade 13, 8900, Tel: 8641 3923
RINGKØBING, Buddy Legetøj
Algade 4, 6950, Tel: 9732 0806
RINGSTED, Buddy Legetøj
Nørregade 15, 4100, Tel: 5767 1480
RØDOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610, Tel: 3641 0485
RØNNE, Dorthe's Hobbystue
Lilletorv 14, 3700, Tel: 5695 9449
ROSKILDE, Ønskeleg
Algade 28C, 4000, Tel: 4632 3463
SÆBY, Bøger & Papir Sæby
Grønnegade 22, 9300, 9846 1644
SILKEBORG, Bog & idé Silkeborg
Vestergade 31-33, 8600, Tel: 8682 0287
SKAGEN, Legekæden Skagen
Sct. Laurentiivej 40, 9990, Tel: 9844 5465
SKANDERBORG, Schmidt Bog & idé
Adelgade 82, 8660, Tel: 8652 0027
SKIBBY, Bog & idé Skibby
Bymidten 2, 4050, Tel: 4751 2502
SKIVE, Jydsk Boghandel
Nørregade 19, 7800, Tel: 9751 2599
SLAGELSE, Uldtotten
Nygade 2, 4200, Tel: 5853 5035
SORØ, Legekæden Sorø
Holberg arkaden 11, 4180, Tel: 5783 3705
SØNDERBORG, Bogcentret
Perlegade 77, 6400, Tel: 7442 2071
ST HEDDINGE, Hobbystalden
Lejrstoftevej 19, Lejrstofte, 4660, Tel: 5650 8610
SVENDBORG, B.O. Bøger Svendborg
Gerritsgade 28, 5700, Tel: 6217 2290
SVENDBORG, Farve & Hobby Hjørnet
Klosterplads 7, 5700, Tel: 6221 3131
TÅSTRUP, Genbrugsbøger
Køgevej 95, 2630, Tel: 4371 6115
THISTED, Buddy Legetøj
Vestergade 4, 7700, Tel: 9792 1933
TORSHAVN, P/F Thomas Dam Wholesale
Boks 2148, Faro Islands, Tel: 298311400
VEJLE, B.O. Bøger Vejle
Å-centret 10, Søndergade 24-26, 7100,
Tel: 7582 0544
VIBORG, Battle Bunker
Jernbanegade 19, 8800, Tel: 8660 1740
VIBORG, Schous Bog & idé
Hjultorvet 5, 8800, Tel: 8725 7334
VIBY, Rybner Bog & idé
Viby Centret, 8260, Tel: 8611 9930

FALKLANDS

STANLEY, Falkland Collectables
The General Store, Tel: 00500 21174

FINLAND

GW HELSINKI
Simonkatu 9, 00100, Tel: 00358 975 154 525
HELSINKI, Fantasiapelit Helsinki
Vilhonkatu 48, 00100, Tel: 09 65 0803
LAHTI, Puolenkuun Pelit
Rautatienkatu 16, 15110, Tel: 03 7515151
ESPOO, Pelimesta
Ulappakatu 1, 02320, Tel: 09 813328
JOENSUU, Fantasiapelit Joensuu
Kauppakatu 32, 80100, 013 2843144
JYVÄSKYLÄ, Fantasiapelit Jyväskylä
Kauppakatu 2, 40100, Tel: 014 216629
OULU, Fantasiapelit Oulu
Koulukatu 28, 90100, Tel: 08 374906
TAMPERE, Fantasiapelit Tampere
Kuninkaankatu 5, 33100, Tel: 03 2225200
TURKU, Fantasiapelit Turku
Yliopistokatu 33A, 20100, Tel: 02 2328413
KUOPIO, Fantasiapelit Kuopio
Myllykatu 9, 70110, Tel: 017 361 1148
FORSSA, Fun Stuff & Cards
Hämeentie 7 Torikeskus, 30101, Tel: 03 435 6585
HÄMEENLINNA, Lelushoppi
Palokunnankatu 17, 13100, Tel: 03 682 3950
HEINOLA, Talousmuovi ja lelu
Kauppakatu 19, 18100, Tel: 03 7153905
HYVINKÄÄ, Royal Toys
Muottikatu 5, 05830, Tel 019 439376
IISALMI, Taikatalo
Savonkatu 12, 74100, Tel: 017 826358
IMATRA, Kirja-Lahja Alex Ky
Mansikankuja 2, 55120, Tel:05 4319555
JÄMINKIPOHJA, Vanha Kaarti
Kiimkallionntie 205A, 23210, Tel: 03 4762886
JÄMSÄ, Jaakko Saari
Väliti 1, 42100, Tel: 014 7497215
JÄRVENPÄÄ, Askertelutarvikeliike Taitaville
Helsingintie 13, 04400, Tel:050 413 47 60
KERAVA, Antikvariaatti Kersa
PL 38, Torikatu 1, 04201, Tel: 09 2944210
KOTKA, Eagle Card
Keskuskatu 25, 48100, Tel: 05 214238
KOUVOLA, Muoviepox
Valtakatu 3, 45100, Tel: 05 3117955
KUUSANKOSKI, Kirja Savinen
Kauppa-aukio 1, 45700, Tel: 05 3748271
MAARIEHAMN, Dillen
Torggatan 7, 22100, 018 15578
MÄNTSÄLÄ, Papado
Lahdentie 50, 04600, Tel: 019 688 1911
MIKKELI, Muppela
Maaherrankatu 14, 50100, Tel: 015 361611
PORI, Porin Pitkis
HerttuanTori 2.Krs, 28100, Tel: 02 633 2880
PORI, Porin Askertelu
Yrjönkatu 7, 28100, Tel: 02 632 6671
PORVOO, Puolenkuun Pelit Porvoo
Mannerheiminkatu 10 06100,
RAAHE, Raahen Astartelu ia Paperi
Lahdekorventie 32, 37130
RAUMA, Wanhan Rauman POP-peli
Nortamonkatu 14, 26100, Tel: 02 8234840
ROVANIEMI, Liigacenter Jässi
Rovakatu 28, 96200, Tel: 016 3560545
SALO, Salon Harraste
Vilhonkatu 21, 24240, Tel: 016 3560545
SAVONLINNA, Savonlinnan Antikvariaatti
Olavinkatu 51, 57100, Tel: 015 534412
SEINÄJOKI, Fantasialinna
Vapaudentie 51, 60100, Tel: 0405616338
SEINÄJOKI, Pitkäkiekko
Verkatehtaan katu 4, 60100, Tel: 06 4177880
TAMPERE, Gamelife
Rautatienkatu, 33100, Tel: 03 2121244
VAASA, Nirunaru
Rauhankatu 19, 65100, Tel: 06 3127027
VALKEAKOSKI, Valkeakoskenkirja
Kauppakatu 3, 37600
VAMMALA, Info- Tyrään Kirjakauppa
Marttilankatu 18, Tel: 03 512 7133

GREECE

ATHENS, Fantasy Shop: Peristeri
Themistokleous 52 & Theokritou,
Tel: 0030 210 5774344
ATHENS, Action Hobbies
Cholargos, Tel: 0030 210 6564515
ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6, Tel: 0030 210 6897396
ATHENS, Fantasy Shop
3 Septemvriou 65, Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannou 24B, Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Pagrati
Kononos 32-34 Tel: 0030 210 7560780
ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kyriakou 16,
Tel: 0030 210 8016041
ATHENS, Fantasy Shop: Peiraias
Ypsilantou 116, Tel: 0030 210 4133757
ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 3828877
ATHENS, Kaissa Amarousiou
Kondili 7, Tel: 0030 210 6141675
ATHENS, Kaissa Chess & Games
Kallidromiou 8 & Ippohratous 114 72,
Tel: 0030 210 366488
ATHENS, Kaissa Glyfadas
Xorikon 4, Tel: 0030 210 8982 057
ATHENS, Kaissa Halandriou
Doukisis Plakentias, Tel: 0030 210 6898485
ATHENS, Kaissa Monokeros
Tritis Septemvriou, Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Pagrati
El. Venizelou10, 17121 Tel: 00 30 210 9817944
ATHENS, Kaissa Pagratiou
116 34, Pl. Messologiou 2-4, Pagrati,
Tel: 00 30 210 7218 318
ATHENS, Kaissa Peiraia
Ipsilantou 174-176, Tel: 0030 210 4296 636
ATHENS, Kaissa Pigasos
Dilou 22, Tel: 0030 210 5786707
CHANIA, Kaissa Chanion
73 100, 109 Kydonias St, Tel: 0030 2821088996
CRETE, Fantasy Shop: Herakleion
Idomenes 2, Tel: 0030 2810 301312
CRETE, Kaissa Hania
Kydonias 107, Tel: 0030 28210 88996
HALKIDA, CD Corner
Miaouli 24, Tel: 0030 2221 087315
KALLITHEA, Fantasy Shop Kallithea
Irakleous 110a, Tel: 0030 29210 28782
LARISA, Kaissa Larisas
Koumoundourou 22, 0030 2410 537337
MAROUSI, Battle Bunker
Diony sou 9, Tel: 0030 2102528738
PATRA, Fantasy Shop:Patra
Pantanassis 75, Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Gounari & Sisini 24, Tel: 0030 2610625632
PERISTERIOU, Kaissa Peristeriou
Dilou 22, Tel: 0030 2105786707
PIREUS, Dragons Eye Store
Fleming 42, Keratsini, Tel: 00302 106929169
THESSALONKI, Fantasy Shop: Thessaloniki
Pl. Navarinou 2 & D. Gounari,
Tel: 0030 2310 240193
THESSALONIKI, Kaissa Thessalonikis
546 22, Skra 4, Tel: 00 30 2310 257 397
VOLOS, Fantasy Shop
Glavani 98-100 & Galias,
Tel: 0030 24210 28782

HUNGARY

BUDAPEST, Silverland
1036, Lajos u. 40, Tel: 0036 125 04157
BUDAPEST, Trollbarlang
1065, Nagymezo u.29, Tel: 00 36 1 3213279
GYOR, New Ork
9021, Arany J. u. 13 II em,
Tel: 0036 706 012 310
MISKOLC, Deron
3525, Arany J. u. 11-13, Tel: 0036 46 411528
SZOMBATHELY, Sarkanytuz
9700, Kossuth L. u. 20, Tel: 0036 703 188 815
SZEKESFEHERVAR, Legendak Csarnoka
8000 Károly J. u. 7, Tel: 0036 70 3857926
SZEGED, Csillagveg
6722, Gogol u. 15, Tel: 0036 203 371 501
VESZPREM, Sarkanytuz
8200, Kossuth ut. 10a, Tel: 0036 705 994 130

ICELAND

REYKJAVIK, Nexus
HVERFISGATA 1P03 125, Tel: +354 5529011

ISRAEL

HAIFA, Kitaro
Haifa grand mall, Tel: 00972 48503232
HERZLIA, Freak
Sokolov 29, Tel: 00972 99589077
RAMAT HASHARON, Tapuah
Oishkin 33, Tel: 00972 35404713
RAMAT HASHARON, Tapuah Fantasy
Sokolov 30
TEL-AVIV, Kitaro
Merkaz haalei Hamelacha 12a,
Tel: 00972 36299320
TEL AVIV, Freak
Even Gevirol 60, Tel: 00972 36961826

LITHUANIA

KAUNAS, JSC in Diza
Draugystes str.15, 51226 Kaunas 31,
Tel: 370 37763203

MALTA

MALTA, Forbidden Power
83 Triq Misrah Il-Barrieri, Msida,
Tel: 00356 21 227999
MALTA, K Hobbies Ltd
Mpesch Road, Fgura Pla 13,
Tel: 00356 21 686423

NETHERLANDS

GW AMSTERDAM
Rokin 36, 1012 KT, Tel: 020 622 3863
GW DEN HAAG
Schoolstraat 12B, 2511 AX, Tel: 070 392 7836
GW HAARLEM
Gierstraat 29, 2011 GA, Tel: 023 551 7677
GW ROTTERDAM
Van Oldenbarneveldplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CJ, Tel: 026 370 2028
DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS, Tel: 073 614 5530
LEIDEN, Vliegershop
Turfmarkt 2, 2312 CD, Tel: 071 513 2783
MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG, Tel: 043 325 1653
TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tel: 013 544 3700
ZWOLLE, Games-n-Stuff
Diezerpoortenplas 38, 8011 VX,
Tel: 038 421 6385
ALKMAAR, Bookers & Strippers
Boterstraat 19, 1811 HP, Tel: 072 512 1213
ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Tel: 036 531 6017
AMERSFOORT, Spellenwinckel
Scherbierstraat 4-6, 3811 EA, Tel: 033 470 0322
ASSEN, Plok
Stationstraat 1, 9401 KV, Tel: 059 231 3292
BERGEN OP ZOOM, Big Boys Toys
Lievevrouwestraat 23, Tel: 0164 25 0848
DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS,
Tel: 073614 5530
DEN HAAG, Spellenhuis
Zoutmanstraat 94, 2518 GT, Tel: 070 364 4782
ENSCHEDE, Pijplines
Pijpenstraat 34, 7511 GM, Tel: 053 430 5727
GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Tel: 050 312 9314
MIDDELBURG, De Burcht
Londensekaai 19, 4331 JG, Tel: 06 2830 3895
NIJMEGEN, Moenen & Mariken
Van Welderenstraat 70, 6511 MP,
Tel: 024 323 6119
UTRECHT, Whoops
Springweg 1, 3511, Tel: 030 230 4123
VENLO, Modelbouw Luthart
Assendorperstraat 103, 8012 DH,
Tel: 077 354 2688
WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Tel: 075 640 1617
ZOETERMEER, RC-Pitstop
"Dorpsstraat 179, 2712 AJ, Tel: 079 316 0560
ALMELO, Somberg Modelbouw
Grotestraat 136, 7607 CW, Tel: 054 681 2981
ALPHEN AAN DEN RIJN, Top 1
Toys Arie vd Panne
Hooftstraat 66-68, 2406 GL, Tel: 0172 47 2254
AMSTELVEEN, Het Ganzenbord
Parlevinker 59, 1186 ZB, Tel: 020 641 2552
AMSTELVEEN, De Groot Toy Special Store
Rembrandthof 42, 1181 ZL, Tel: 020 347 3344
APELDOORN, Top 1 Toys - De Kinderdroom
Oranjerie 158, 7311WG, Tel: 055-5761098
BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Tel: 049 755 0248
BLARICUM, RC-Fun
Te Molenweg, 1261 DD, Tel: 035 5230049
BREDA, Modelbouw Bliek
Boschstraat 23, 4811 GA, Tel: 076 521 8596
BREDA, De Dobbelsteen
Boschstraat 110, 4811 GK, Tel: 076 5284700
BUSSUM, Bakx Modeltreinen
Laardeerweg 3, 1402 BA, Tel: 035 691 8410
DELFT, Elf Fantasy Shop
Vrouwenregt 3, 2611 KK, Tel: 015 2130961
DELFT, Top 1 Toys Speldorado
Hippolytusbuurt 21-25, Tel: 015 213 4516
DEN BOSCH, Gameforce Den Bosch
Vughterstraat 60, 5211 GK, Tel: 73 7505883
DEN HAAG, Elf Fantasy Shop
TNoordeinde 91, 2514 GD, Tel: 070 3561357
DEN HAAG, Intertoys Theresiastraat
Theresiastraat 280-284, Tel: 070 347 3120
DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Tel: 057 061 6879

DORDRECHT, Hobby Modelbouw Dordrecht
Voorstraat 360, 3311 CX,
Tel: 078 631 2711
EDE, Tinnen Soldaat
Weerdestein 24, 6714 CS,
Tel: 0318 65 3296
EINDHOVEN, Gameforce Eindhoven
Visserstraat 18a, 5612 BT,
Tel: 040 2447030
EMMEN, Spirithoes
Derksstraat 154, 7811 AJ,
Tel: 0591 645787
GELEEN, Tactica
Anjelierstraat 3, 6163 CJ,
Tel: 046 474 3016
GOES, Fantus Fantasy Store
Groene Weidje 16, 4461 JW,
Tel: 011 325 8174
GORINCHEM, Netten Modelbouw
Kwekelstraat 30, 4201 JV,
Tel: 018 363 6000
GOUDA, Intertoys v/d Wal
Nieuwe Markt 70, 2801 GP,
Tel: 018 251 3525
GOUDA, The Movie Store
Lange Groenendaal 114, Tel: 018 252 2550
GRONINGEN, Wirwar
Oude Kijk in 't Jatstraat 40, 9712 EL,
Tel: 050 314 8424
HARDERWIJK, Top 1 Toys Volgers Spel Hobby
Hondegatstraat 4, 3841 CG,
Tel: 0341 412985
HEERENVEEN, op 1 Toys Volgers Spel Hobby
Van Harenspad 6/14, Tel: 0513 624961
HENGELO, Top 1 Toys Mickey van Wezel
Burg. Jansenplein 14-17, 7551 EC,
Tel: 074 291 2200
HOORN, Het Gele Teken
Grote Oost 35, 1621 BR,
Tel: 022 921 8623
LEEUWARDEN, Brattinga Speelgoed
St. Jacobsstraat 4, 8911 HT,
Tel: 058 212 5682
LEIDEN, Tolkienwinkel
Utrechtse Jaagpad 2, 2313 KW,
Tel: 071 541 2324
LELYSTAD, Treinenhoek
Botter 44-15, 8243 JE, Tel: 032 025 3160
MAASTRICHT, Hounjet
BurgemeesterCortenstr 18, 6226 GV,
Tel: 043 363 6778
NEUNEN, Schellens Speelgoed
Parkstraat 24, 5671 GG, Tel: 040 283 2984
OEGSTGEEST, De Tombe Toys for Boys... and Men
De Kempenaarstraat 77, 2341 GS,
Tel: 071 517 2977
OUD-BEIJERLAND, Mourits Model-Hobby
Croonenburgh 32, 3261 RG,
Tel: 0186 62 1931
PANNINGEN, Top 1 Toys Marc Janssen
Markt 18, 4981 AN, Tel: 077-4634566
PAPENDRECHT, Modelbouw
Brederohuis 18/19, 3352 HD
Tel: 078 6411795
ROERMOND, Bloemboetiek Hermien
Nassaustraat 66, 6043 ED,
Tel: 047 532 1710
ROOSENDAAL, Jadin
Oude Markt 58, 4701 PM,
Tel: 0165 55 7964
ROTTERDAM, Freetime Warrior
Jonker Fransstraat 122-A,
Tel: 010 2709233
SCHIEDAM, BTS
Groenelaan 49, 3114 CB,
Tel: 010 473 8755
SCHIJNDEL, Top 1 Toys Anniek
Hoofdstraat 133, 5481 AD,
Tel: 073-5477758
SITTARD, Atomik
Staionstraat 19, 6131 AX,
Tel: 046 4515074
SLUIS, Top 1 Toys E. v/d Vijver
Oude Kerkstraat 7, 4524 CT,
Tel: 011 746 1393
SOEST, Top 1 Toys Soest
V Weedestraat 16, 3761 CE,
Tel: 035 629 0444
SPIJKENISSE, Lord of Magic
Spuistraat 7, 3201 AR, Tel: 0181 619061
TIEL, Goblincave
Zonnebloemstraat 12, Tel: 0344 654 689
UDEN, Goblin
Brabantplein 16a, 5401 GS,
Tel: 041 327 0662
UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH,
Tel: 030 281 7157
UTRECHT, Subcultures
Oude gracht 194/WERF,
Tel: 030 2311122
UTRECHT, Never Land (Wieder & Kugant)
Oude Gracht 202, 3511 NR,
Tel: 030 233 2293
VELSERBROEK, Mol Plastic Modelbouw
Zadelmakerstraat 64, Tel: 023 5375392
WASSENAAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KK, Tel: 070 511 0211
WINTERSWIJK, Top 1 Toys Winterswijk
Misterstraat 60, 7101 EX,
Tel: 054 351 2827
ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX,
Tel: 057 551 1566
ZWOLLE, Boekenhalte
Assendorperstraat 103, Tel: 038 422 1077
ZWOLLE, Top 1 Toys - De Wit
Diezerstraat 97/99, 8011 RD,
Tel: 038-4217176

NORWAY

GW OSLO
Møllergata 7, 0179, Tel: 22332990
BERGEN, Here Be Games
Jonsvollsgata 7, 5011, Tel: +47 5532 87 90
KRISTIANSAND, Hobby Huset
Henrik Wergelandsgt. 26-36, N-4612,
Tel: 38020310
ÅLESUND, Kremmerhuset
Langelands v24,Spjelkavik, N-6022,
Tel: 70143770
ARENDAL, Hobby Huset Arendal
Torvgaten 1, N4836, 37404585
ARENDAL, Norli Arenasenter
Torvet 10, N-4800, 37025454
BÆRUM, Ringo Bærums Verk Leker
Vertshus veien 2, N-1317, Tel: 067133850
BERGEN, YES Vi Leker Oasen Leker
Oasen Storsenter, Tel: 055161280
BERGEN, Outland Bergen
Fortunen 4, 5013, Tel: 35061132
BERGEN, Ringo Lekeklossen
Ostre Nesttunvei 16, N-5221, Tel: 55922650
BJØRKLANGEN, FX Hobby
FX Hobby A/S, Bjorkeveien 2,1940,
Tel: 63851195
BODØ, Underholdningsmagneten
Sandgt. 3, N-8006, Tel: 75525070
DOKKA, Yes vi leker Dokka
Bergfoss senteret N2870, Tel: 61112090
EGERSUND, Brio Glasmagasinet Ølgrey
Storgt. 33-36, N-4370, Tel: 51461900
FAUSKE, Ringo Smart
Storgt. 72, N-8200, Tel: 75646022
FLISA, Ringo Bamsefar
Flisa Stormarked, N-2270, Tel: 62958290
FREDRIKSTAD, Leketorvet
Brock Gt 7-11, Tel: 69315630
FORDE, Ringo Leikehuset
Storehagen 9, N-6800, Tel: 57820102
GJØVIK, Ringo Leke-Olsen
Storgt. 10 , N-2815, Tel: 61108210
HAMAR, Lekehuset Maxi
Aslak Botts gt. 48, N-2316, Tel: 62533808
HARSTAD, Smått og Rått
Strand Gata, N9400, Tel: 77065774
HITRA, Ringo Hitra
Jorten Kjopsenter N7240, Tel: 72441245
HITRA, Yes Twins
Hitratorget 7240, Tel: 72441195
JESSHEIM, Brio Jessheim
Jessheim Storsenter, N-2050, Tel: 63973770
KONGSBERG, Ringo Rolf Liane AS
Kirkegaten 6, N-3616, Tel: 32731161
KONGSVINGER, Ringo Gågata Leker
Jernbanegt. 6, N-2211, Tel: 62817611
KRAGERØ, Brio Karis Hobby
Torvet 4, N3770, Tel: 35980484
KRISTIANSAND, Outland Kristiansand
Markensgt. 24, N-4611, Tel: 38099420
KROKSTADELVA, Helmax Leker,
Buskerud Storsenter Sandstranda 24, N-3054,
Tel: 32879910
LANGESUND, Ringo Tarangers Eftf. Per
Torvet 4, N-3970, Tel: 35973662
LARVIK, Ringo Sokrates
Tjölling Veien 38, 3262, Tel: 33185437
MO I RANA, Ringo Lekehjornet Mo
Nordahl Griegs Gt. 8, N-8622, Tel: 75151717
MOLDE, Yes vi leker Leke Jurnet
Torget 1 N6413, Tel: 71219363
MOSJØEN, Hobbysentret
C.M. Håvigsgt. 18, N-8651, Tel: 75170170
MOSS, Brio Friseníeldt
Dronningensgt. 10, N-1530, Tel: 69251290
MYSEN, Brio Saker og Ting
Jernbane gaten 13, N-1850, Tel: 69890194
NARVIK, Brio Lek Center Narvik
Bolagsgata 1 Amfisentret, N-8514,
Tel: 76963472
NARVIK, Ringo Barnas Verden
Kongensgt. 66-70, N-8514, Tel: 76946505
NESBRU, Ringo Eventyrland
Vogelund Veien 6 N1394, Tel: 66779410
OSLO, Yes Nesodden Bokhandel
Tangen Centrum, Nesodden, Tel: 66911855
OSLO, Brio Notabene Lambertseter
Langbolgen 5, N-1150, Tel: 22280551
OSLO, Outland Jernbanen
Jernbanetorget 1, N-0154, Tel: 22177010
OSLO, Outland Paleet
Karl johans Gate 37-43, Tel: 22330410
OSLO, Brio CC Vest
Lille Akerveien 16, N-0383, Tel: 22731777
RANDABERG, Ringo Sito
Randberg veien 372 N4070, Tel: 53429100
SANDNES, O Saeland
Langgaten 44, N-4031, Tel: 51661509
SANDVIKA, Hobby Larsen
Sandvika Storsenter, N-1300, Tel: 67540107
SKI, Brio Titt-Inn
Jernbanesvingen 6, N-1401, Tel: 64857777
SKIEN, Ringo Bjørns Leker
Liertorvet N3717, Tel: 35525209
SKIEN, Sokratis Hobby Gården
Skistredet 7, N-3707, 35528764
SOLA, Ringo Sola Gaver og Leker
Solakrossen, N-4050, Tel: 51651763
SONGDAL, Ringo Sogndal Glasmagasin
Sogningen Storsenter, N-6851, Tel: 57671880
SORTLAND, Ringo Bamse Leker
Skibsgården, N-8400, Tel: 76113374
STAVANGER, Veslefrikk
Skagen 12, N-4006, Tel: 51895232
STAVANGER, Outland Stavanger
Kirke gt 2, N-4006, Tel: 51938080
STOKMARKNES, Stokmarknes Aktietrykkeri
Markedsgt. 12, N-8455, Tel: 76117750
SYKKLYVEN, Ringo Blindheim
Kyrkeveien, 6239, Sykklyven, Tel: 70251029
TØNSBERG, Gledeshuset
Ø. Langgate 47, N-3110, Tel: 92251707
TROMSØ, Tromsø Bruktbokhandel
Kirkegt. 6, N-9008, Tel: 77686974
TRONDHEIM, Gotham,
Kongens gate 21, 7011, Trondheim,
Tel: 73512888
TRONDHEIM, Outland Trondhein Munkegaten
58, 7011, Trondhein, Tel: 73520545
TRONDHEIM, Tronderfrim
St Olavs Gt 11 , N-7012, Tel: 73520840
TYNSET, Ringo Tynset Bokhandel
Brugt. 2A, N-2500, Tel: 62480038
VADSØ, Brio Vadsø
W. Andersensgt. 4, N-9811, Tel: 78942229

POLAND

BIALYSTOK, Departament Gier
ul. Legionowa 9/1, lok.153, 15-281
Tel: 0048 857 993 360
BIELSKO BIALA, Gnom
43-300, Szkolna 15, Tel: 0048 338 124 686
GDANSK, Spider Games
ul. Dywizjonu 303 nr.2, 80-462,
Tel: 0048 58 551 93 33
GDANSKI, Fenris
ul. Orkana 1, 83 000 Pruszcz
Tel: 0048 600 980 005
GDYNIA, Futurex
81-572, Waleriana Szefki, 2D/B8,
Tel: 0048 587 811 160
GDANSK, Iskra
80-239, Miszewskiego 16, Tel: 0048 585 201 952
GLIWICE, Game Station
ul. Boh. Getta Warszawskiego 12, 44-100,
Tel: 0048 504 255 194
JELENIA GORA, Avalon Galeria Karkonoska
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KATOWICE, Bard Centrum Gier
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Shop G19, Stadium on the Main Road,
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EMPIRE CONVERSIONS... *Inspired by the conversions on page 70.*

Arch Lector

By Paul Handley

This model was put together using components from the Empire General and Empire Knightly Orders sprues.



80%

Key

- Empire General
- Empire Knightly Orders
- Empire State Handgunners

EMPIRE GENERAL BOXED SET
99120202011 **£12**

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99120202002 **£18**

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Hochland General

By Gareth Richards

These parts can be found on the Empire General sprue and the Handgunners sprue.



80%

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The Vault is THE showcase section of our online store. Here you can find a selection of weird and wonderful models, old and new, that might just be the perfect addition to your army!

The Vault will be updated every week with new items, but you will also be able to see archive editions of The Vault if you missed out on a previous one.

For the first few weeks of the Vault we have decided to take a look at the Classic Forest Goblins. With the new addition of the Forest Goblin Spider Riders to the Orcs & Goblins Army, this seemed like the perfect opportunity to show off the still very cool models, which are great for adding yet even more variety to your Orcs & Goblins force.

Orcs & Goblins



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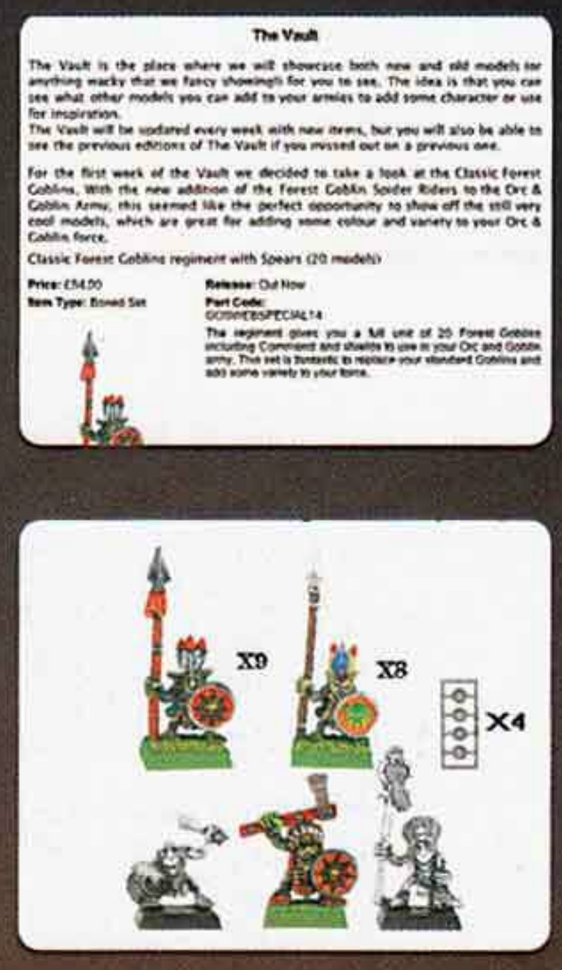


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* *We have replaced the two wizards shown with a normal Foot and Mounted Battle Wizards blister.*

The Helstrom Missile Launcher will be released next year. Keep your eyes peeled online and in White Dwarf for more info.

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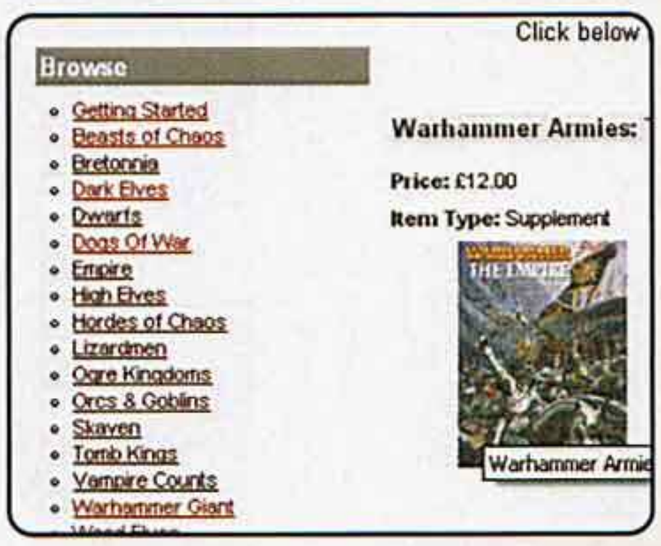
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FINDING ARCHIVE MODELS ONLINE

With the release of the new Empire range, we thought it would be good to show you how to find alternative models to use in your army. We chose the Teutogen Guard models that were released for the Storm of Chaos campaign as these make excellent alternatives to Greatswords. Armed with double handed hammers (count as great weapons) and heavy armour, these models are perfect for making a Middenheim themed Empire army.



1. Go to the Games Workshop Online Store at: **www.games-workshop.co.uk/store** then click the 'Warhammer' tab at the top of the screen.



2. Click 'Empire' on the left navigation.



3. Then Scroll Down and click the 'Middenheim Units'. Click 'Add to Cart' once on the Teutogen Guard Command.



4. Then click on the Teutogen Guard (3 random figures).

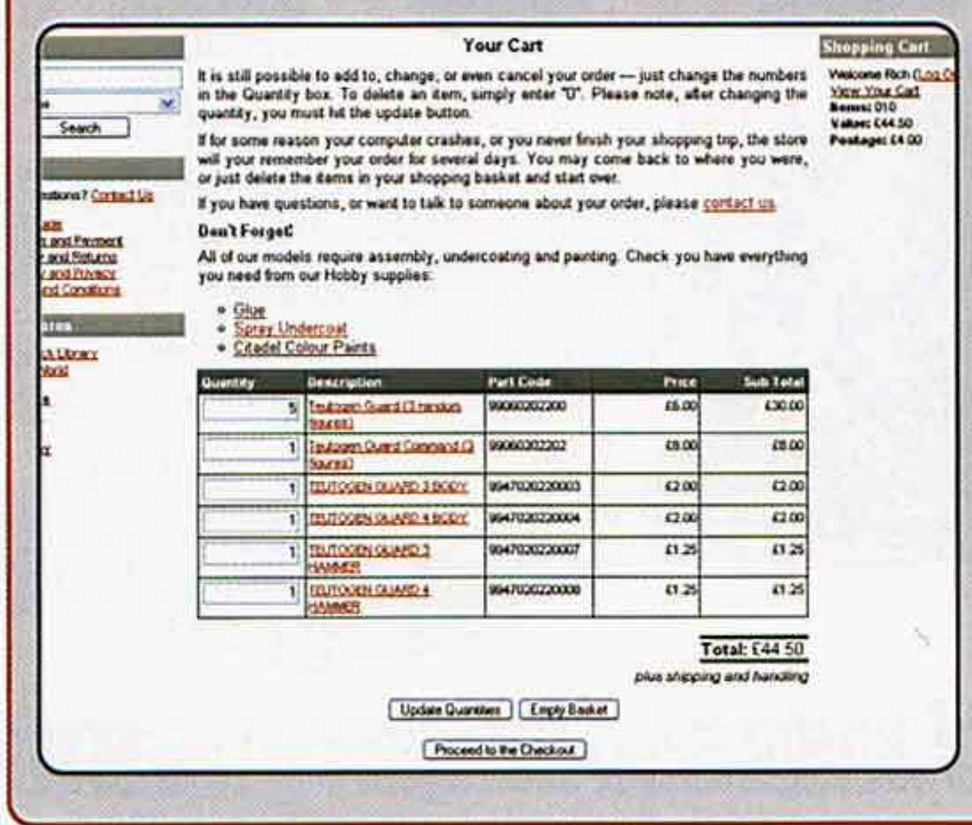


5. Change 'Quantity' to 5 and click add to cart.



6. Add two bodies and the matching hammer once to your cart. Then click 'view my cart'.

FINAL STAGE AND PAYING



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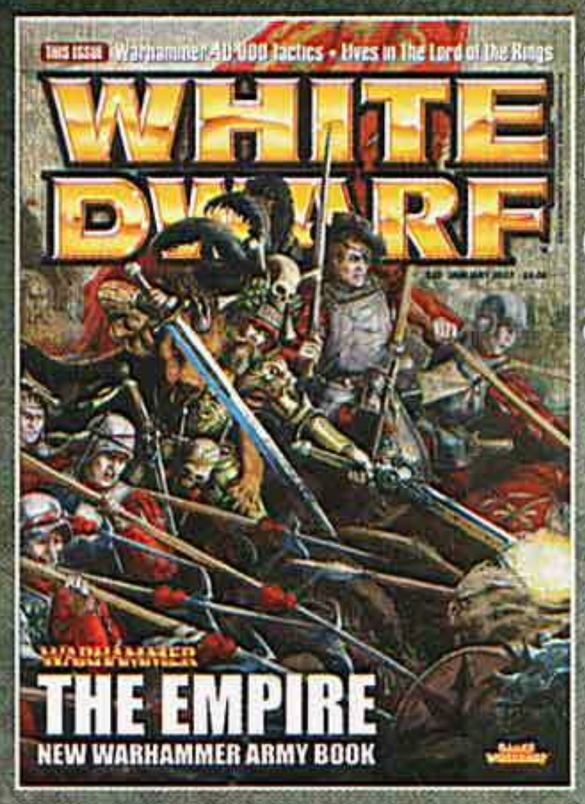
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