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GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE

WD327 MARCH 2007 £4.00

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EDITORIAL





Enemies of the Emperor beware! The Dark Angels have returned to spread the light of the Emperor.

The Dark Angels are among the oldest of the chapters of the Adeptus Astartes. Their history stretches back to the very beginning of the Imperium, when they helped thwart the diabolical plans of the Warmaster Horus. But despite their illustrious record, the Dark Angels hide a dark secret – during this terrible time, part of the legion chose the way of treachery and pride.

Now the Dark Angels and their successors form a grim conclave as they strive to eliminate every member of the original legion who elected to betray their oaths. Though they are loyal, on occassion their mission has led to them abandoning battles and ignoring pleas for aid, and their motives have become suspect.

Now you can recreate the forbidding Dark Angels as never before. An array of new plastic kits allow you to make their warriors and those of other Unforgiven chapters, along with the specialist formations they use – the Ravenwing and the Deathwing. There is also a new range of metal models, including Company Masters whose ornate wargear captures the spirit of these brooding heroes perfectly, and the amazing Master of the Ravenwing.

It is the time to hunt the Fallen. Take up your bolter in the name of The Lion!

Grombrindal, The White Dwarf

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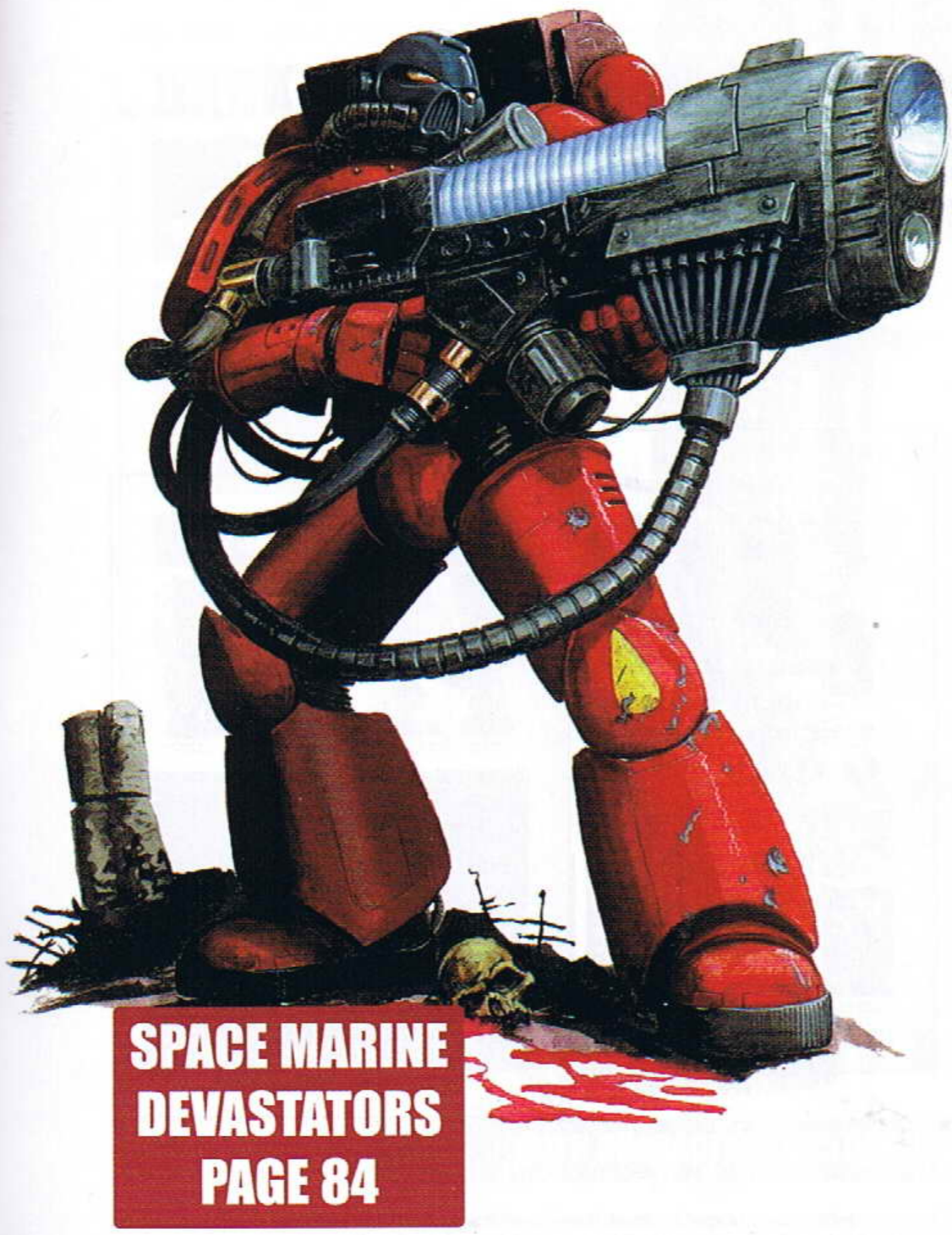
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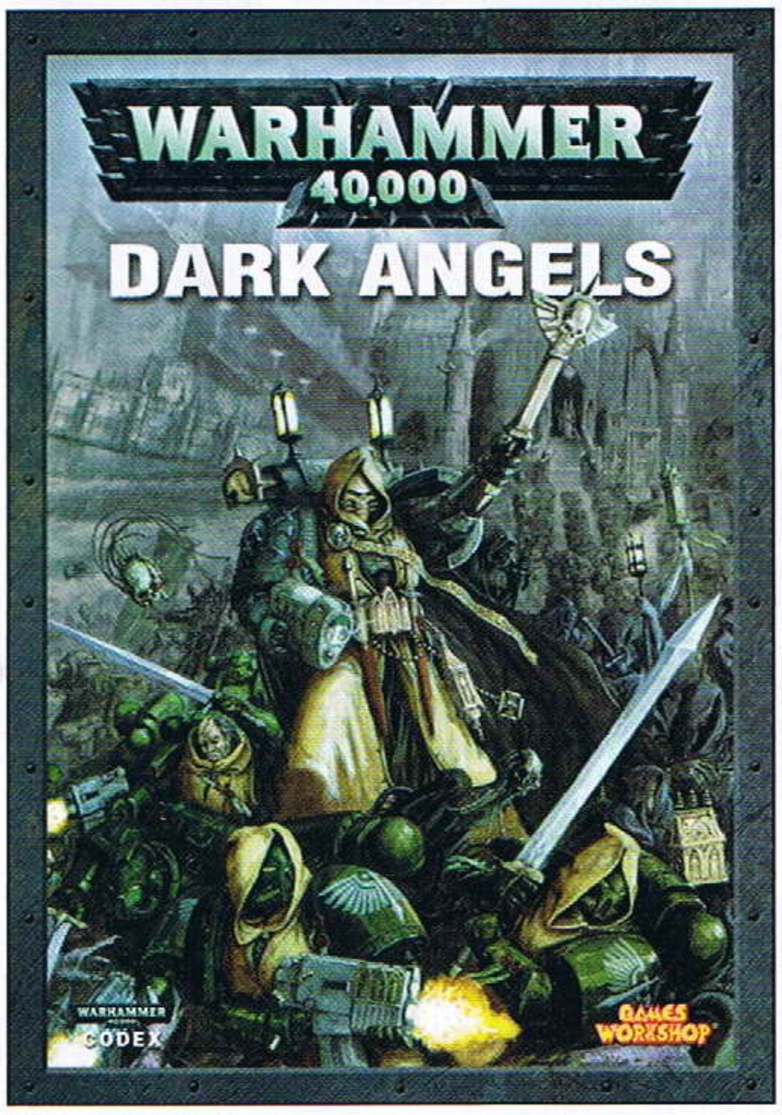
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DARK ANGELS





CODEX: DARK ANGELS

The Dark Angels were the very first Space Marine Legion to be founded at the dawn of the Age of the Imperium. Outwardly loyal, the Chapters descended from the original Legion harbour a terrible secret, one they will do anything to protect.

This 88-page Codex contains a detailed history of the Dark Angels' mysterious origins, a complete Forces section, a full armoury and a brand new Army List.

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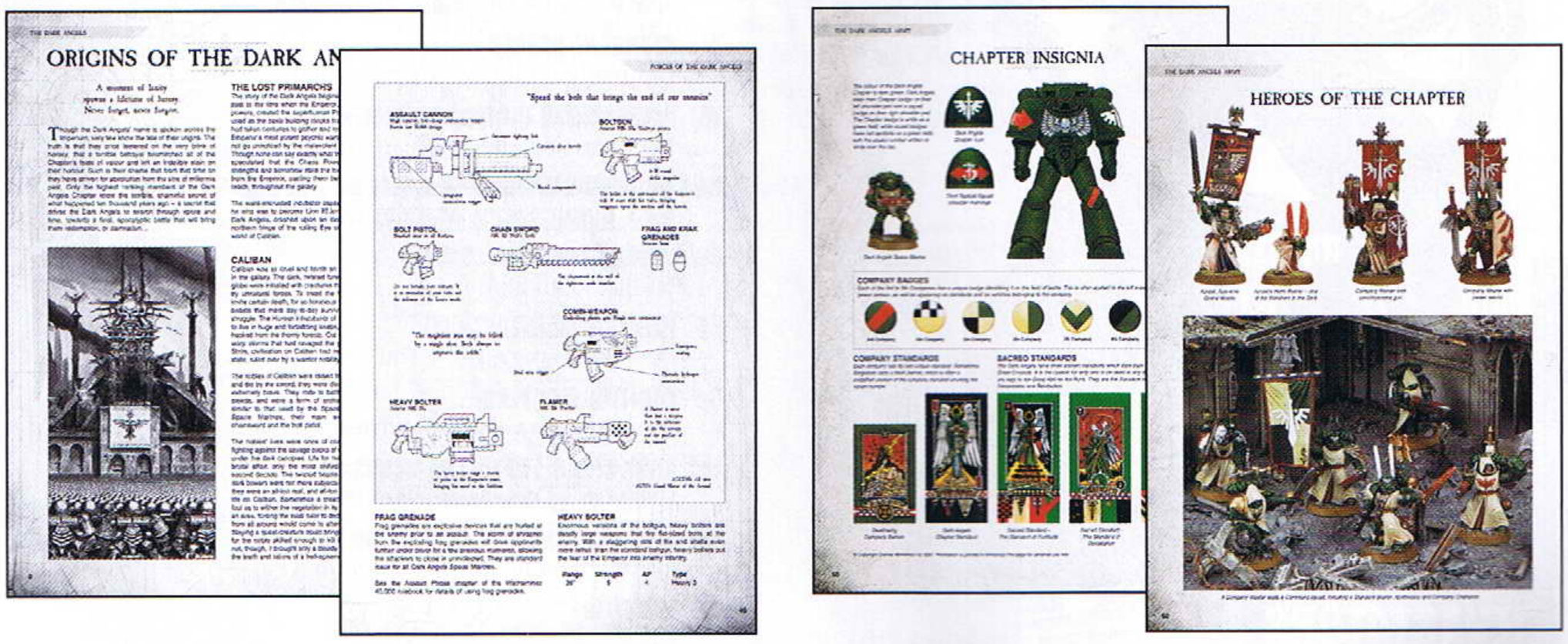
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SPACE MARINE WITH PLASMA GUN



STANDARD BEARER



COMPANY CHAMPION



APOTHECARY



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Rear view shows model's sculpted cloak

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DARK ANGELS RAVENWING BIKE SQUADRON



KIT CONTAINS THE RAVENWING VEHICLE FRAME

>>>TURN TO PAGE 30 TO SEE THE COMPONENTS ON THE NEW RAVENWING PLASTIC FRAME!

This plastic multi-part box set contains 3 Dark Angels Ravenwing Bikers

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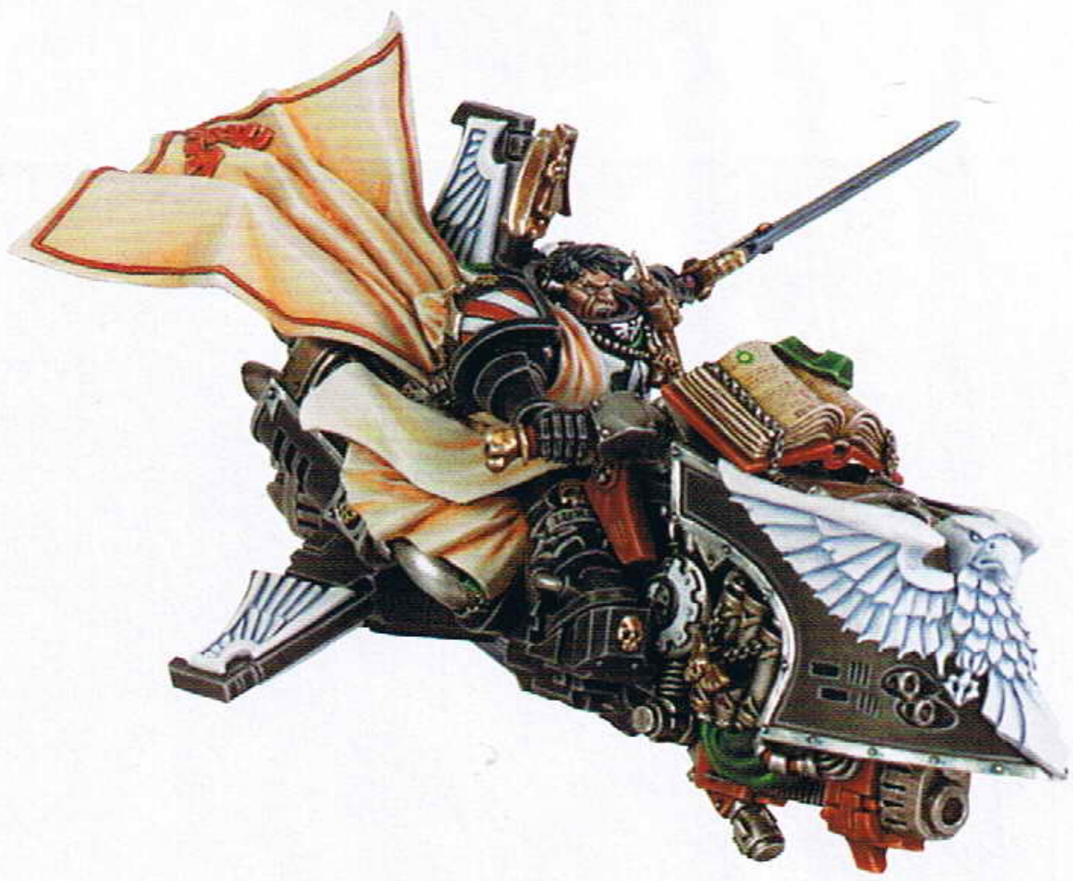


RAVENWING VETERAN SERGEANT



RAVENWING BIKER

DARK ANGELS MASTER OF THE RAVENWING





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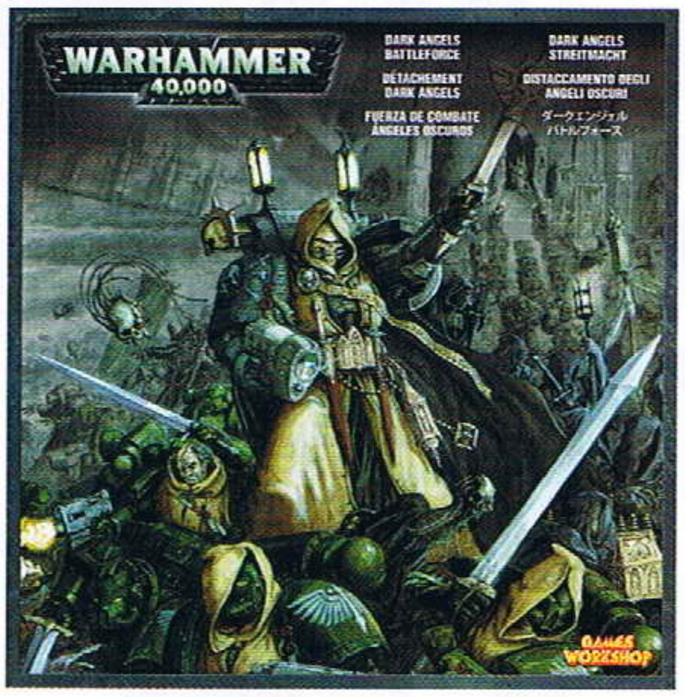
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DARK ANGELS BATTLEFORCE



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ALSO CONTAINS THE RAVENWING VEHICLE FRAME

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SPACE MARINE ARMED WITH PLASMA PISTOL AND COMBAT SHIELD



SPACE MARINE ARMED WITH MISSILE LAUNCHER



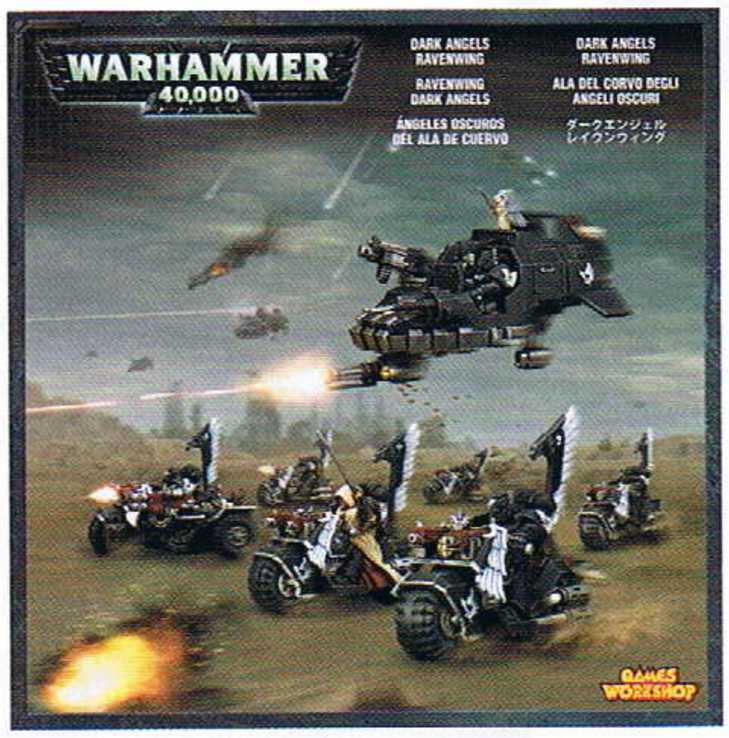
DARK ANGELS RHINO



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DARK ANGELS RAVENWING BATTLEFORCE



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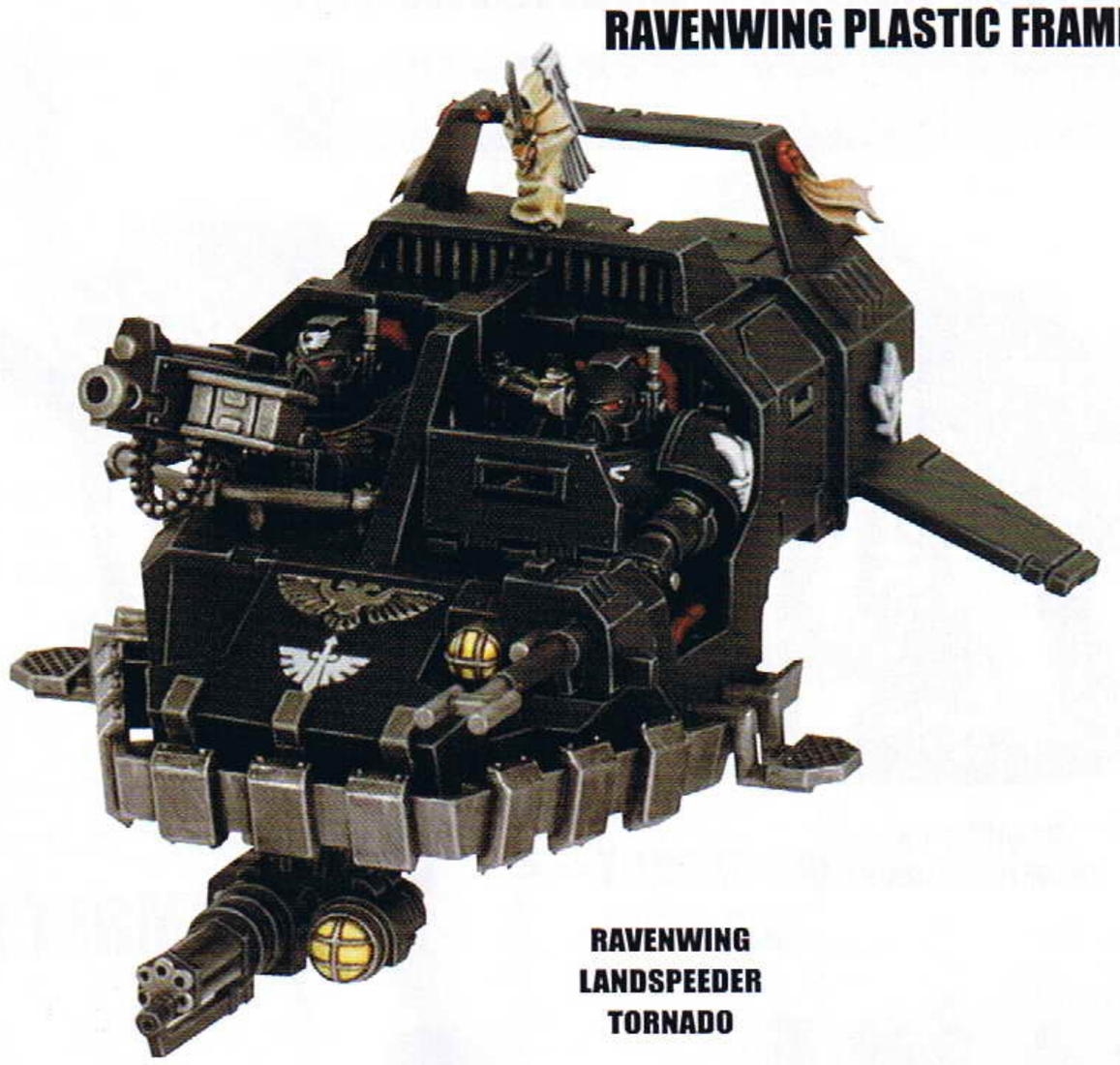
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KIT CONTAINS THE RAVENWING VEHICLE FRAME

>>>TURN TO PAGE 30 TO SEE THE COMPONENTS ON THE NEW RAVENWING PLASTIC FRAME!



RAVENWING LANDSPEEDER TORNADO

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SPACE MARINE DEVASTATORS

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x2 Weapon

DEVASTATOR WITH LASCANNON



DEVASTATOR SERGEANT



DEVASTATOR WITH MISSILE LAUNCHER



x2 Weapon

DEVASTATOR WITH PLASMA CANNON



DEVASTATOR WITH MULTI-MELTA



x2 Weapon

DEVASTATOR WITH HEAVY BOLTER

>>>TURN TO PAGE 84 FOR DETAILED MODELLING INFORMATION!



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COMBI-PLASMA GUN



STORM BOLTER

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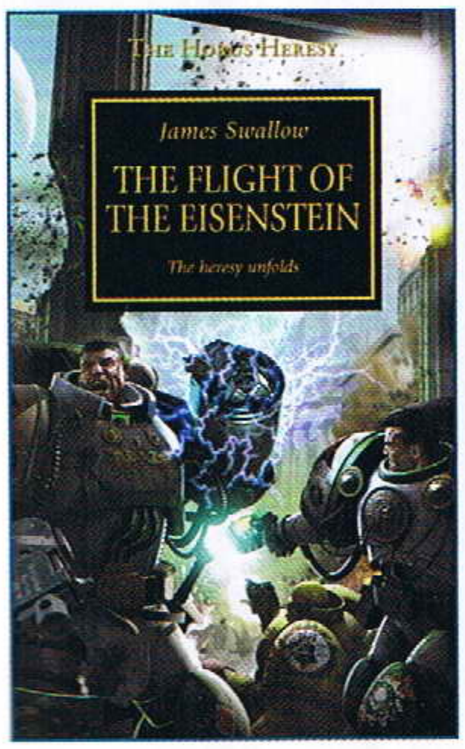
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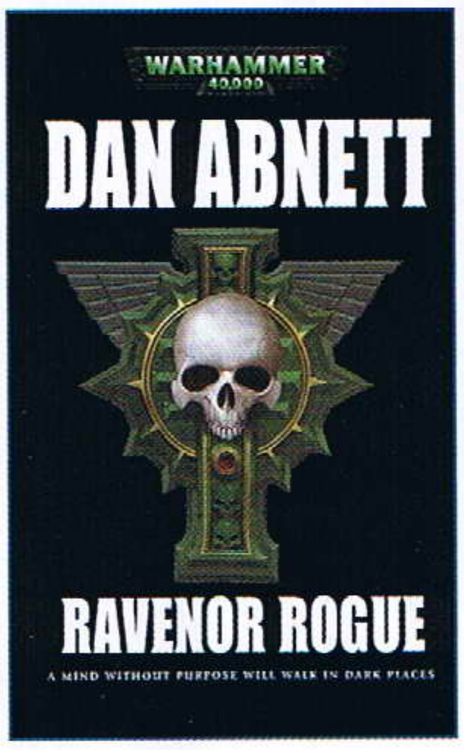
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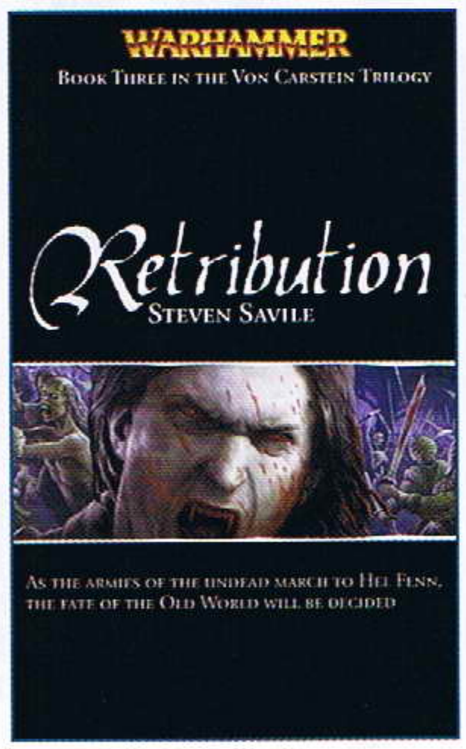
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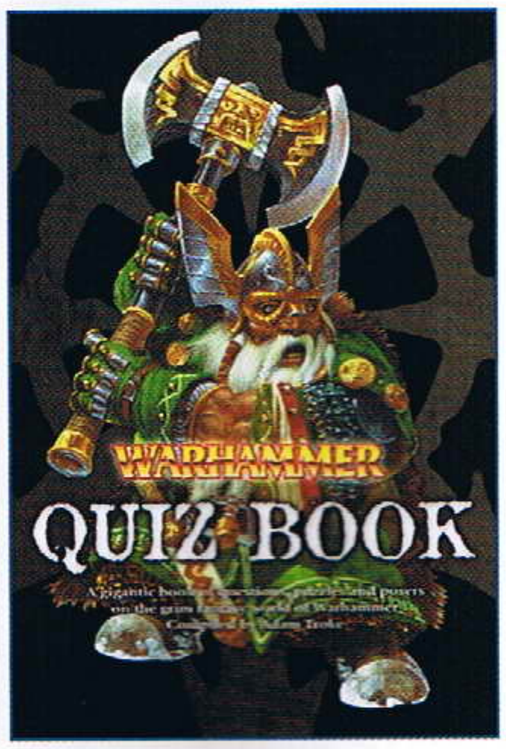
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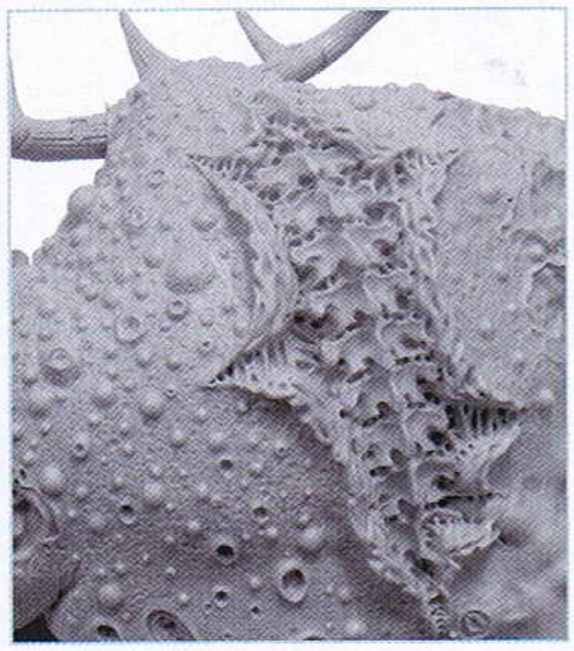
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DEATH CORPS OF KRIEG GRENADIERS

Grenadiers are armed with hellguns and targeters. These squads are often used to spearhead assaults. Sculpted by Simon Egan and Will Hayes.



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.

WARHAMMER®

WHO WILL CLAIM THE NEMESIS



CROWN?

Make your armies ready for battle – a massive Warhammer global campaign will take place later in the year. War on a massive scale approaches!

Ready your axes, swords, spears and paint brushes, for there is to be a new worldwide Warhammer campaign this summer!

Many millennia ago, Alaric the Mad, the greatest of all Dwarf Runesmiths, forged a magical artefact of immense power. Crafted from a single piece of warpstone, the Nemesis Crown was to be Alaric's greatest achievement, yet even he was unaware of its true destructive potential until he had completed it. Terrified by what the crown could do, Alaric hid it deep within what is today known as the Great Forest. There it has rested undisturbed down the centuries, until now.

An earthquake has opened the hiding place of the crown, allowing its discovery by a small group of intrepid Dwarf miners. All the miners were slain by the malignant energies of the crown, apart from one...

The surviving Dwarf, driven mad as Alaric himself by his experience, has told others of the rediscovery of the Nemesis Crown, and rumours of what has been uncovered have spread to all corners of the Warhammer world. Orc and Empire scouting parties scour the woods searching for the lost artefact, while High King Thorgrim Grudgebearer readies the Dwarfs to reclaim their ancient treasure.

Further afield, other races scheme. Alliances are being formed, treaties struck and broken, as creatures good and evil hatch their plans to make this potent prize their own.

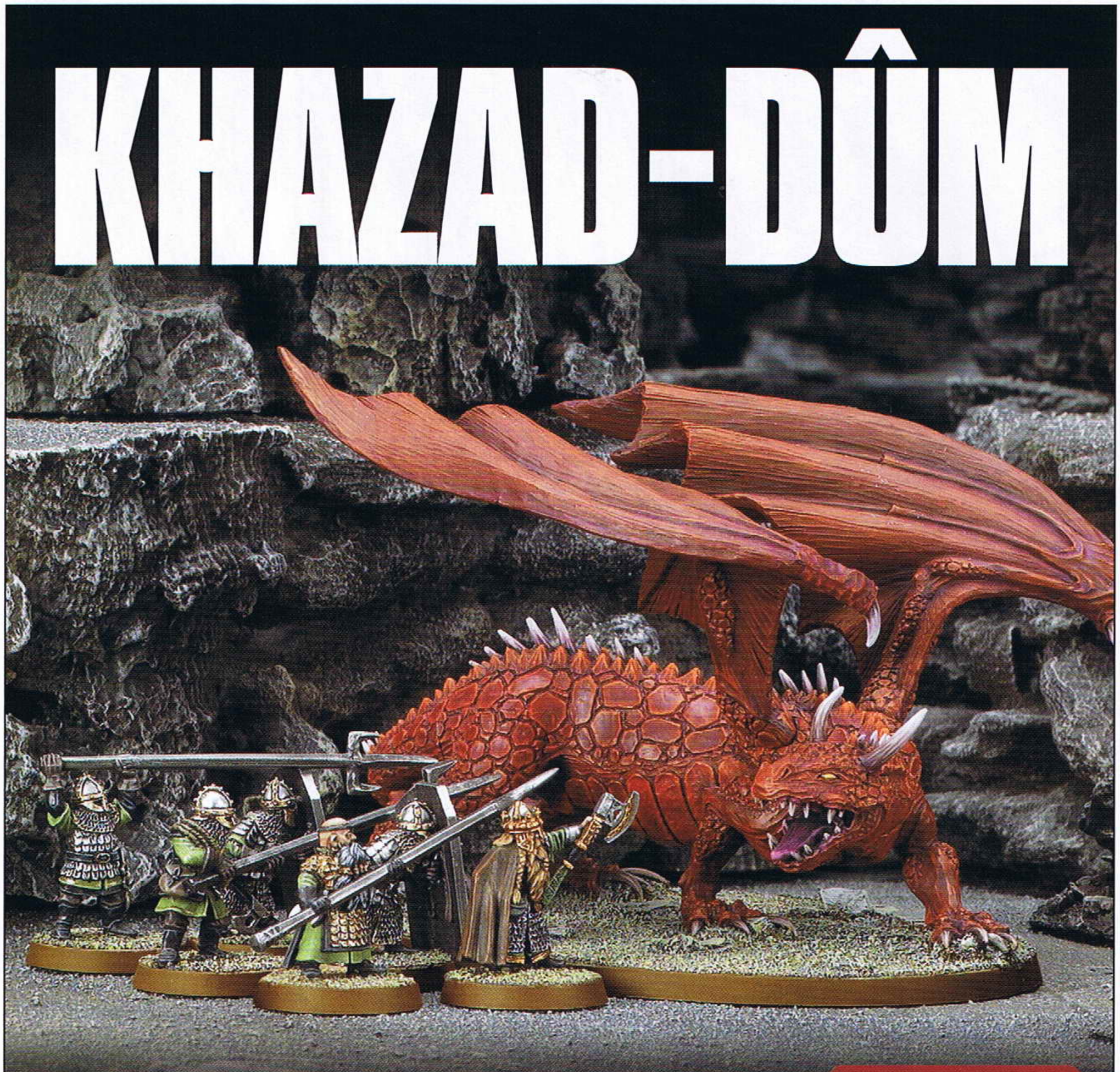
This year one and one question alone sits upon the lips of princes, warlords, tyrants and kings: Who will claim the Nemesis Crown?

The campaign starts this summer. Now it's only March, but we're telling you early so you'll have plenty of time to get your armies ready! The campaign will follow a similar format to our previous worldwide events, which means there will be a supporting website where you can register your battles and let the world know what a great general you are.

You can also expect plenty of new and exciting models, including several plastic Warhammer kits. There will also be a supplement with White Dwarf this spring, telling the full story of the Nemesis Crown, and some interesting... OW! *(Don't tell them about that, or next time I'll use the sharp bit of my axe to hit you with – Grombrindal).* Well, suffice to say it's going to be great, and that's not even including all the cool things that will be going on in our stores as we approach the campaign. Keep your eyes on the web and White Dwarf for news of what's happening when and where. In the meantime, we recommend planning and painting a new army, because you're going to need it!



KHAZAD-DÛM



OUT IN WD 329

This May sees the release of the latest addition to The Lord of the Rings strategy battle game: Khazad-dûm. This sourcebook is an invaluable guide to collecting, modelling and gaming in the Dwarf kingdom. Within its pages you will find essential rules, information and inspiration to bring the battles of Middle-earth to your own tabletop.

From the noble king Durin and the stoic Dwarves of his household, to the vicious Moria Goblins and the terrifying monsters who lurk beneath Middle-earth, this book contains background and rules for the warriors who vie for supremacy in the under realms of Middle-earth. Muster the hardy Dwarves of Khazad-dûm, their kinfolk in Erebor or the remnants of Durin's Folk. Dominate Middle-earth with hordes of Moria Goblins, or the vile Dwellers Below. Collecting advice, and example painting schemes help you build up your force, from a few models into a vast army!

Furthermore, five scenarios explore the bitter history of warfare and bloodshed between the Moria Goblins and Dwarves of Middle-earth. Ravage Khazad-dûm with the Goblin hordes and the might of the Balrog, or help return Durin's folk to glory by battling against Evil in the dark, dangerous places of the world.

The new miniatures released alongside the sourcebook will have champions of the Free Peoples and servants of Evil alike champing at the bit. The Dwarves are bolstered by the arrival of a host of new Heroes and Warriors, including Durin and Mardin (who carries a huge spear, which some players may recognise as the weapon wielded by the Cave Troll in Balin's Tomb), as well as Vault Warden tunnel fighting teams, Rangers and the long-awaited plastic Dwarf Warriors. The Evil side, on the other hand, gains Moria Goblin Prowlers and the incredible new Dragon (pictured above). We'll bring you the full details in two issues' time.

THE LORD OF THE RINGS STRATEGY BATTLE GAME



Vault Warden Team



Dwarf Ballista



Durin



Mardin



Dwarf Rangers



Dwarf Warriors



NEW PAINT RANGE

PAINTING IS ABOUT TO GET A WHOLE LOT EASIER

The Citadel Foundation range arrives soon, and it promises to revolutionise how we hobbyists paint our armies.

Foundation Paints are a complement to our Citadel Colour range, and have been specially formulated to be applied straight over a black undercoat. That goes for normally difficult colours such as red and yellow too. The secret of the paint is that it is packed with pigment, meaning you get smooth coverage every time.

The paints have been designed to be used in two ways – you can paint an entire army with the range's 18 colours. The special "one coat" nature of the paints means that you can do this quickly. Alternatively, you can use the Foundation Paints as a base, then highlight them with Citadel Colour. Either usage significantly accelerates the rate at which you can finish your models.

The paints also come in a new paint pot which incorporate such features as a built-in tab, and special, locking hinge.

We'll be looking at the paint range in detail next issue. It's already being used in the Studio, and is getting a big thumbs up from the Hobby Team and 'Eavy Metal.

FOUNDATION PAINTS AVAILABLE TO PRE-ORDER SOON! CALL DIRECT FOR DETAILS

COUNTERFEITERS BEWARE

Copying miniatures is illegal, but unfortunately, over the last few years, we have become aware of individuals with no respect for the law, who have been making counterfeit versions of Games Workshop products.

This is not only of detriment to ourselves, as creators of the intellectual property such models represent, but also to you, our customers. If you buy counterfeit models, you are paying for poor quality copies of our miniatures which in no way match the standards of production of the genuine articles.

Recently, Games Workshop has successfully brought to justice a counterfeiter named Brian Beal (aka Mac Ace), who had been producing large quantities of counterfeit Citadel miniatures in the USA and selling them via eBay. Thanks to the sharp eyes of several customers, we were able to gather sufficient evidence against Mr Beal to begin legal proceedings, and we are now pleased to announce that Mr Beal's counterfeiting days are over.

It is vitally important to us to defend our intellectual property and the best interests of you, our valued customers, and you can rest assured that we will go to great lengths to ensure that counterfeit copies are taken off the market.

For further information on how to spot counterfeit miniatures visit:

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WARHAMMER® 40,000™

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GAMES WORKSHOP EPSOM, SURREY

Official Opening Party! Saturday 3rd March 2007

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

Our brand new store in Epsom is having an Official Opening Party on the 3rd March! Coinciding with the release of the eagerly awaited Codex: Dark Angels, there will be plenty of activities themed around this most mysterious of chapters to keep you entertained, as well as special guests appearing on the day!

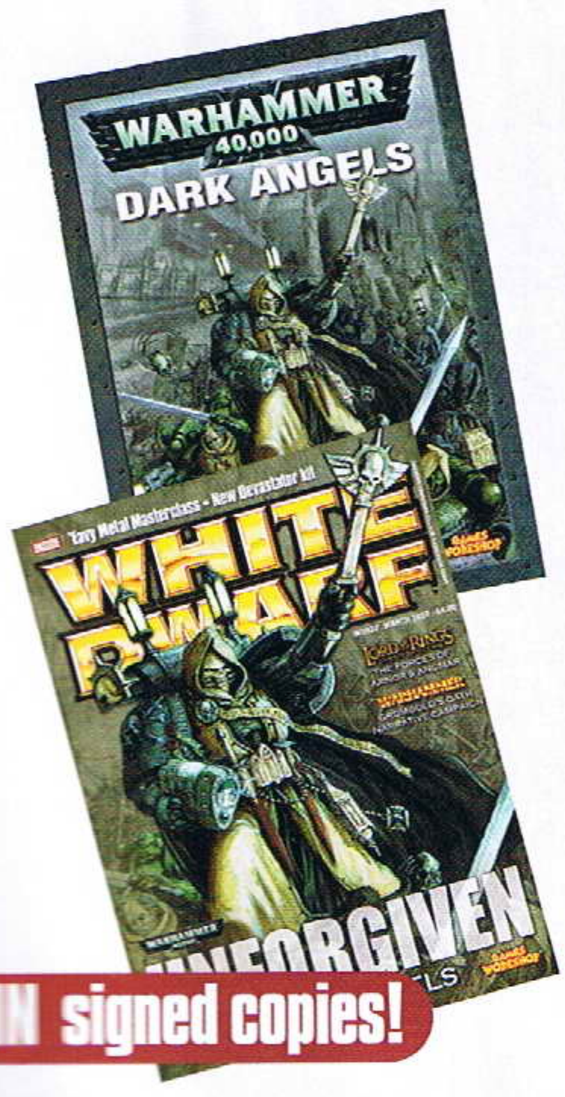
SPECIAL GUESTS 10.00am - 2.00pm!



Jervis Johnson

Jervis Johnson

Veteran Studio games designer Jervis Johnson will be familiar to many hobbyists from his Standard Bearer articles in the pages of White Dwarf, and was co-author of the seminal Codex: Angels of Death, which featured the Dark Angels, way back in 1996! Jervis is also the mind behind the new Dark Angels rules set, and as one of the most longstanding Games Workshop games designers, he'll be able to quench your thirst for knowledge of the Dark Angels. Don't forget to get your new copy of Codex: Dark Angels for Jervis to sign!



WIN signed copies!



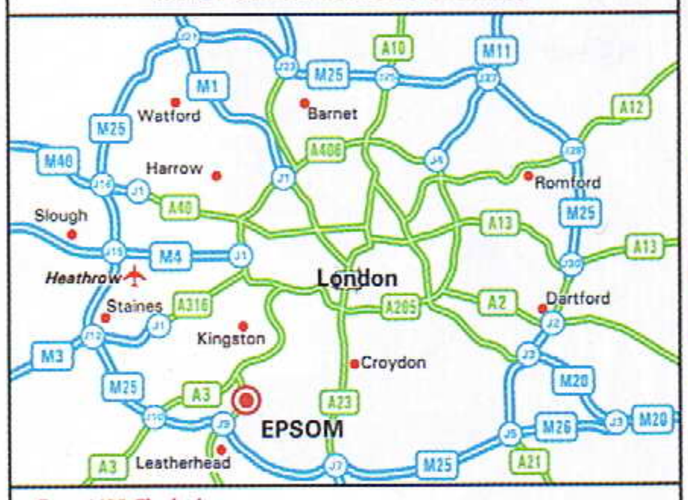
Owen Rees

Owen Rees

Current Editor of UK White Dwarf, Owen Rees is a longstanding and fanatical Dark Angels player, and has featured in no less than four Dark Angels battle reports in the pages of White Dwarf. Owen's army takes to the field once more in this month's battle report, and can be seen bringing the wrath of the Imperium down on the foul xenos, the Tau. Turn to page 34 to witness the crushing power of the new Dark Angels list! As one of the playtesters of the new Dark Angels list, Owen is well placed to answer all your questions about tactics and paint schemes for the Unforgiven. Remember to bring your new copy of White Dwarf (or even some old ones!) for Owen to sign on the day!

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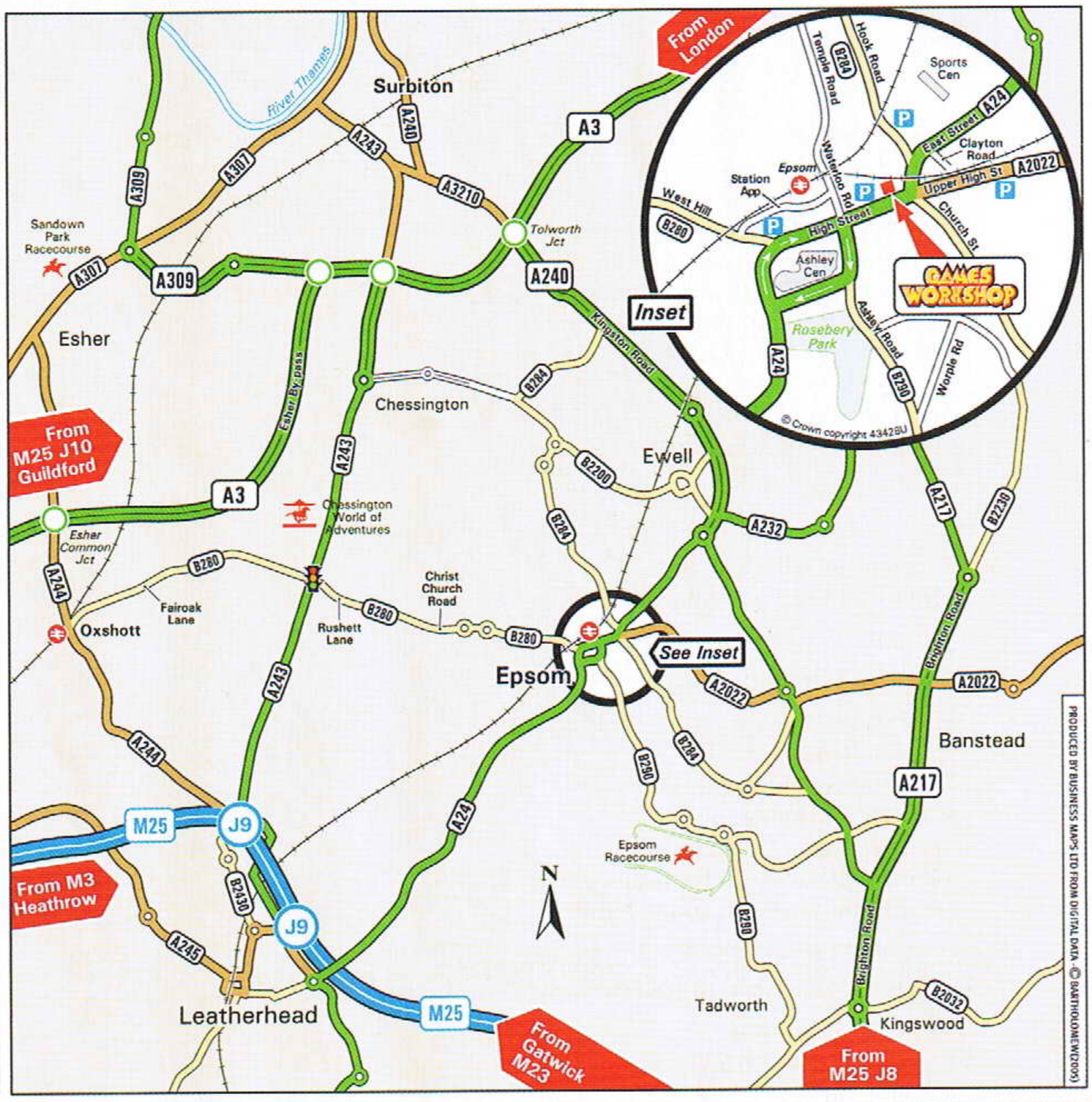
From M25 Clockwise
- Leave M25 at junction 9 (signed Leatherhead, A243 & Dorking).
- At the roundabout at the end of the slip road, take the first exit onto the (A243) Leatherhead By Pass Road.
- At the next roundabout take the first exit onto the A24 (Leatherhead Road).
- Pass over the M25 and continue on the A24 until the one way system in Epsom.
- Continue onto the High Street passing Waterloo Road on the left, and continue to just before the next junction.
- We are situated on the left hand side.

From M25 Anti-Clockwise
- Leave M25 at junction 9 (signed Leatherhead, A243 & Dorking).
- At the roundabout at the end of the slip road, take the third exit onto A243 (Kingston Road).
- Pass under the M25 and at the next roundabout take the second exit onto the (A243) Leatherhead By Pass Road.
- Follow directions above "From M25 Clockwise" - point 3.

From North A3 (Southbound)
- Leave A3 at Tolworth Junction (signed A240 South).
- Follow the A240 into Epsom.

From South A3 (Northbound)
- Leave A3 at Esher Common Junction. Take 3rd exit (signed Oxshott A244).
- Turn left onto B280 at Oxshott Station.
- Continue straight through Malden Rushett traffic lights and follow signs into Epsom centre.

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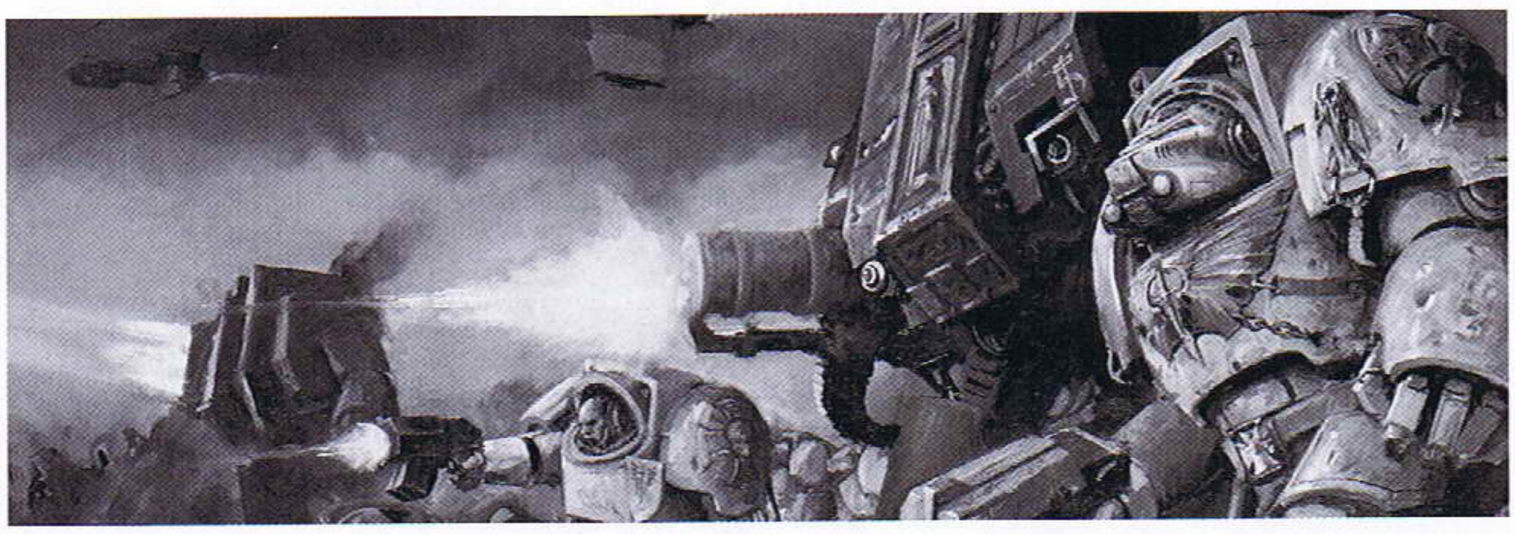
Our brand new store, Games Workshop Epsom, is already open so you don't have to wait until the official opening party to visit!

SPECIAL EVENTS!

Dark Angels painting competition
Win signed copies of WD327, and the brand new Codex: Dark Angels! Simply bring along a single painted miniature from the Warhammer 40,000 range. There will be two categories, under 16 and over 16, with the winners determined by our special guests.

Question and Answer
Quiz our guests on Codex: Dark Angels, strategies for the Unforgiven, painting tips and the chapter's mysterious history.

Signings
Get your new copy of Codex: Dark Angels signed by our guests on the day of its release, and feel free to bring along any other Games Workshop books they have been involved in.





RELEASE SCHEDULE

WARHAMMER 40,000

Codex: Dark Angels	03/03/07	£12.00
Space Marine Devastator Squad	03/03/07	£20.00
Dark Angels Command Squad	03/03/07	£20.00
Dark Angels Veteran Space Marines	03/03/07	£12.00
Dark Angels Battleforce	03/03/07	£50.00
Dark Angels Ravenwing Battleforce	03/03/07	£50.00
Dark Angels Bike Squadron	03/03/07	£20.00
Master of the Ravenwing on Jetbike	17/03/07	£20.00
Dark Angels Grand Master	17/03/07	£9.00
Dark Angels Chief Librarian	17/03/07	£9.00
Dark Angels Company Master	17/03/07	£7.00
Space Marine Librarians	17/03/07	£7.00
Space Marine Terminator Librarian	17/03/07	£8.00

WARHAMMER NEXT MONTH

Dwarf Army (all plastic)	14/04/07	£100.00
Orc & Goblins Army (all plastic)	14/04/07	£100.00

WARHAMMER 40,000 NEXT MONTH

Eldar Guardians	21/04/07	£18.00
Eldar Harlequins	21/04/07	£18.00
Eldar Harlequin Troupe Master	21/04/07	£6.00
Eldar Harlequin Shadowseer	21/04/07	£6.00
Eldar Harlequin Death Jester	21/04/07	£6.00
Eldar Harlequins with Harlequin's Kisses	21/04/07	£7.00
Eldar Harlequins with Fusion Pistols	21/04/07	£7.00

OTHER RELEASES

Foundation Paint Set	21/04/07	£30.00
Flight of the Eisenstein	03/03/07	£6.99
Ravenor Rogue	03/03/07	£16.99
Retribution	03/03/07	£6.99
Warhammer Quiz Book	03/03/07	£4.99
White Dwarf 328	30/03/07	£4.00



COMING NEXT MONTH





NEXT MONTH

Foundation Paint Set



Eldar Harlequins

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DARK ANGELS

Design Notes
We talk to all the key members behind the Dark Angels project

New Range
All the brand new models and kits explored in detail

Battle Report
The Ravenwing versus the Tau in this month's epic battle report

THE UNFORGIVEN



The first of the First Founding have returned with an all-new codex and model range. Intrepid Dwarfer Andy Hall set out to uncover the dark secrets of the fallen...



The Dark Angels are a Chapter of Space Marines whose name is spoken with reverence throughout the Imperium, yet very few know the truth of their origins. Led by their Primarch, Lion El'Jonson, they stormed across the galaxy at the forefront of the Great Crusade, bringing the Emperor's light to the disparate worlds and lost colonies of humanity. It was only when, after many years, the crusading Dark Angels returned to their home world that a great dishonour befell them, the repercussions of which still haunt them to this day. Now, with the release of the brand new codex, we tread the hallowed halls of the Design Studio to get you the lowdown on these monastic and secretive warriors.

The first port of call was the "wise man of the Studio" himself, Jervis Johnson. As many of you will know, Jervis has spent much of the last six years immersed in our Specialist Games, which means that Codex: Dark Angels is the first Johnson-authored book since he worked on Codex: Space Wolves in 2000.

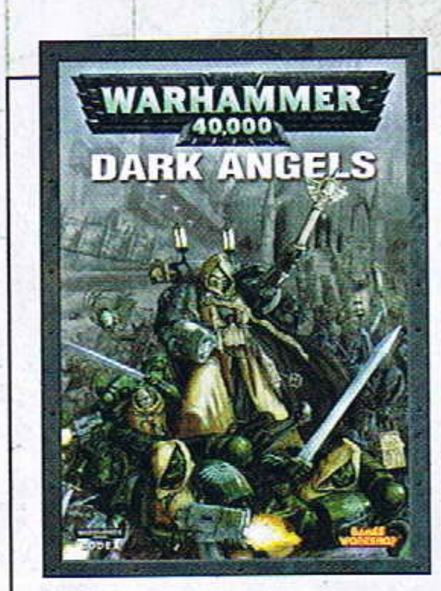
"The break from codex writing has definitely helped," says Jervis. "It's allowed me to look on this project through fresh eyes. And as a happy coincidence my son, who is now 13, is following my well-trodden footsteps into the hobby. It was very interesting to watch how he read and digested the contents of the Space Marine codex; I've learnt a lot from that. For instance, in the past we have written codexes with a lot of assumed knowledge. With the Dark Angels, from the rules to the background to the hobby section, we've tried to be as all-encompassing as possible. So the armoury, for example, is complete – all weapons and wargear for the Dark Angels is listed, so you don't need a copy of Codex: Space Marines to use this army.

"My guiding overall principle when planning the book," continues Jervis, "was that the miniatures range should come first and the army list and rules should be driven by the models. Sounds obvious, I know, but it hasn't always been the case in the past. I've tried to rein back my games design instinct and not write rules for rules' sake. For instance there are no rules for purity seals or badges. Yes, they should be there on your models, but not because of some obscure rules bonus – they should be on your model because they are in character with your force."

This is not the only fresh principle that Jervis has brought to codex-writing. For example, when you buy squads of Dark Angels it is either as five-man Combat Squads or in ten-man units. This more accurately reflects the organisation of Space Marines, actively translating the doctrines of the Codex Astartes to the gaming table. Also, there's no more fussing about with frag grenades and bolt pistols; all Dark Angels come with them as standard. "It just simplifies things no end," Jervis explains, "and from a background point of view there's no reason why a Space Marine squad would go into combat without such essential wargear." Handily, the Veteran Squads of the Dark Angels do not readily recruit when a member of their squad is killed, and so they can comprise anything from 5-10 men. This gives players a "home" for any remaining models they may have after their army has been sorted into the new, stricter, squad structure.

The most famous of The Dark Angels' companies are the First and Second, known as the Deathwing and Ravenwing respectively. "I wanted to make the Deathwing and Ravenwing exciting and unique choices." Jervis says. "I also wanted them to be able to work together in a viable way – it took lots of playtesting to get it right!" The Deathwing now have the "Deathwing Assault" special rule, which allows up to half your Deathwing squads to automatically Deep Strike in Turn 1.

continued on page 25



In the book

In this 88 page Codex you will find:

- **Complete history and background of the Dark Angels. Some secrets are revealed, while new mysteries are uncovered.**
- **Full forces section. Each and every special character, troop type and vehicle is examined.**
- **Brand new army list.**
- **Full colour showcase and hobby section.**

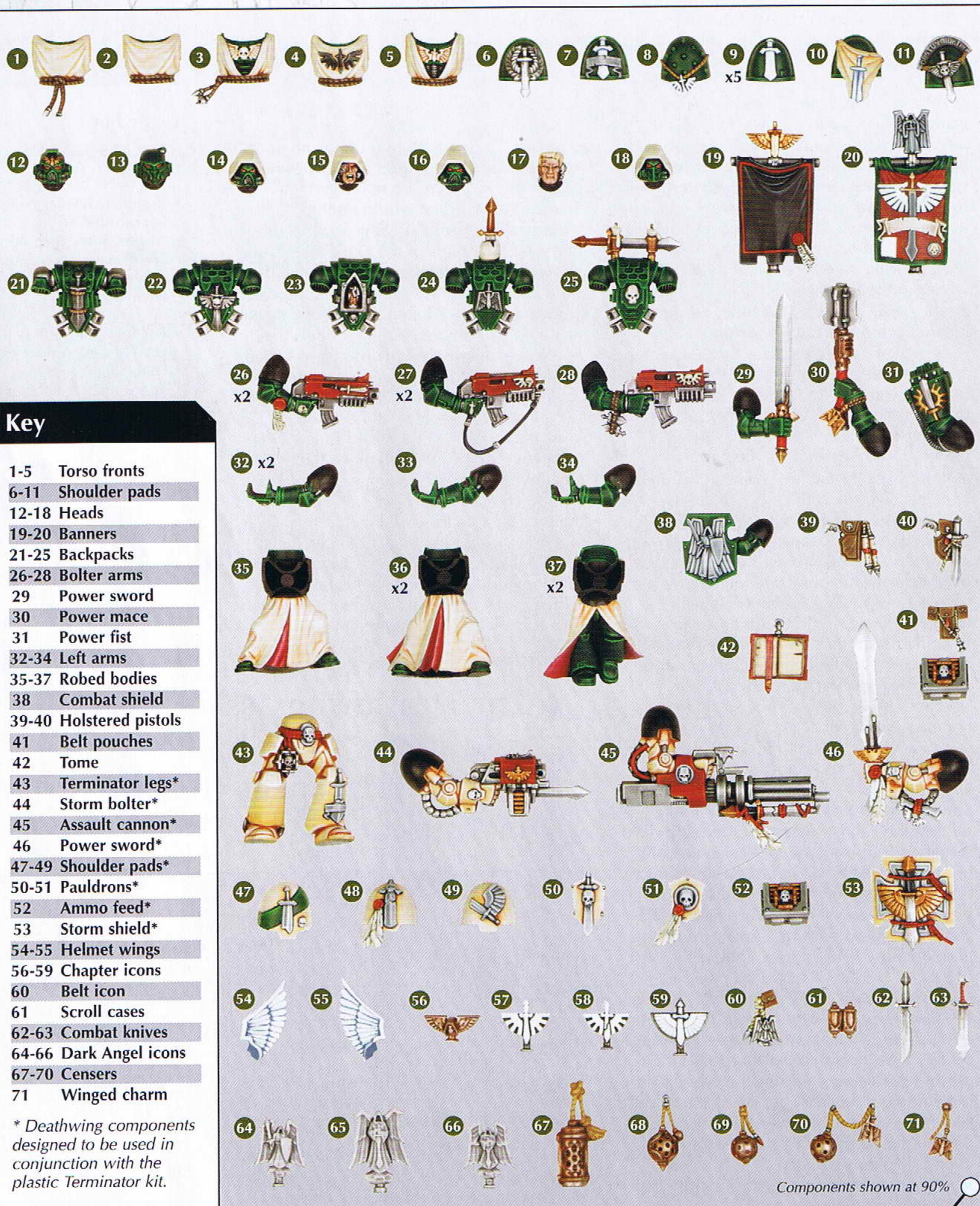
"The Deathwing Assault special rule allows up to half of your Deathwing squads to Deep Strike in Turn 1."



The mailed fist of the Inner Circle, the Deathwing are an implacable foe.

ASSEMBLE FOR WAR

Whether you want to give your Space Marines a Dark Angels flavour, or create a complete squad of robed veterans, the new plastic frame is highly versatile.



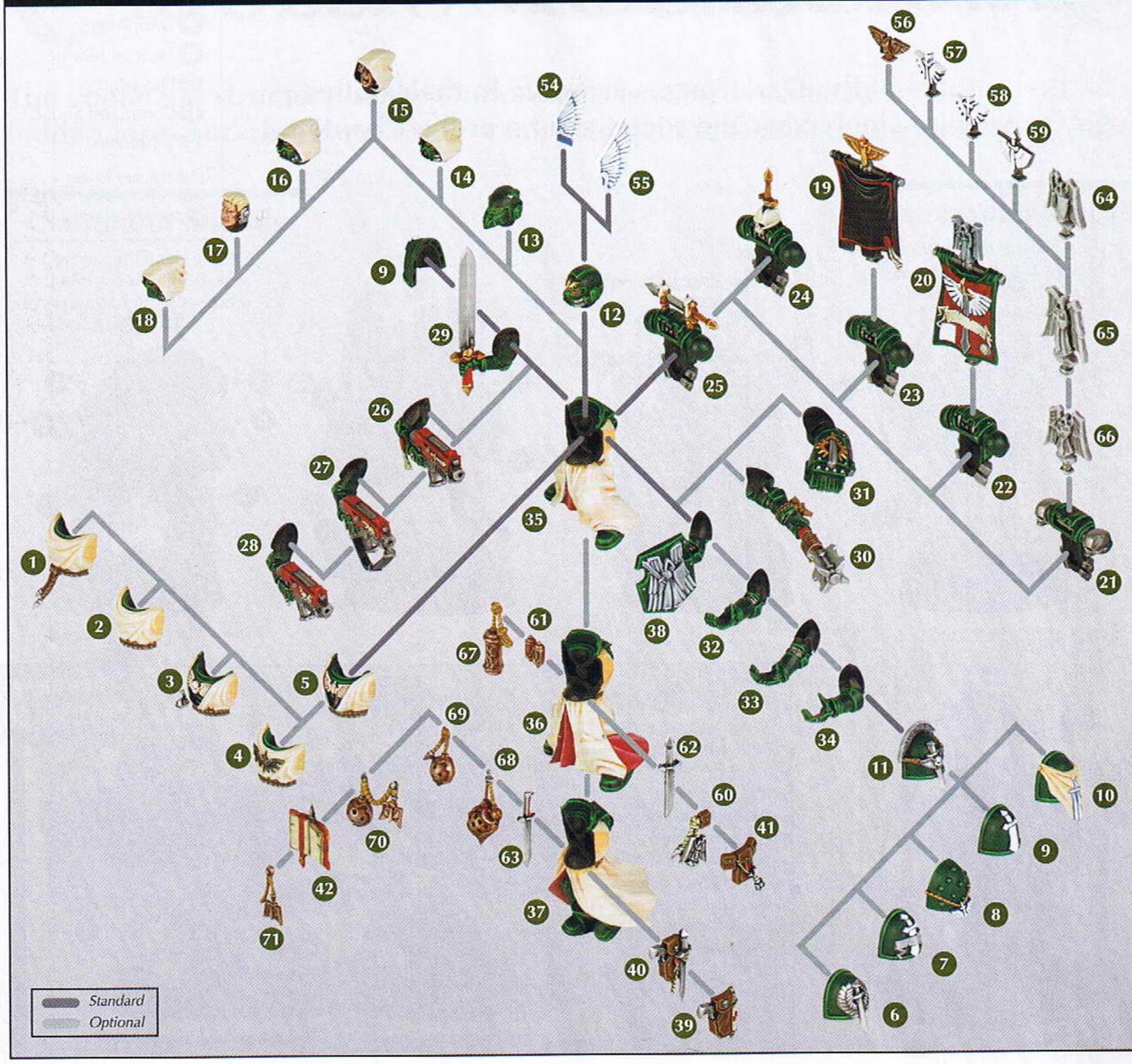
Key

1-5	Torso fronts
6-11	Shoulder pads
12-18	Heads
19-20	Banners
21-25	Backpacks
26-28	Bolter arms
29	Power sword
30	Power mace
31	Power fist
32-34	Left arms
35-37	Robed bodies
38	Combat shield
39-40	Holstered pistols
41	Belt pouches
42	Tome
43	Terminator legs*
44	Storm bolter*
45	Assault cannon*
46	Power sword*
47-49	Shoulder pads*
50-51	Pauldrons*
52	Ammo feed*
53	Storm shield*
54-55	Helmet wings
56-59	Chapter icons
60	Belt icon
61	Scroll cases
62-63	Combat knives
64-66	Dark Angel icons
67-70	Censers
71	Winged charm

** Deathwing components designed to be used in conjunction with the plastic Terminator kit.*

Components shown at 90%

Dark Angel Assembly



"For the Ravenwing, I wanted to make them different from White Scars, which are an entirely Bike-and-Land-Speeder-mounted army. So I gave the Ravenwing a 'probing attack' and scouting role. All Ravenwing Bikes and Attack Bikes have the Scout rule and a Teleport Homer – which allows you to bring in Deep Striking Terminators within 6" of the bike without scattering. Coupled with the Deathwing Assault rule, this gives Dark Angels players a devastating tactical option."

Not only that, but these special companies have in their midst some of the mightiest special characters in the galaxy. "I've had a bee in my bonnet about special characters for some time." says Jervis *(Yes, we know, Johnson, you said so in the last issue! – Grombrindal)*. "This time I've put them directly into the army list. So there should be no quibbles between opponents if they are allowed to play with them or not." Ezekiel, Supreme Grand Master Azrael and Master Belial all make a return, whilst we also welcome Master Sammael of the Ravenwing, who rides the last known Imperial jetbike into battle. "Taking Master Belial of the Deathwing allows you to take Terminators as Troop choices, whilst choosing Sammael means Ravenwing Attack squads count as Troops. This means you can create Deathwing or Ravenwing armies should you wish," explains Jervis.

(Some) secrets revealed

Andy Hoare was tasked with collating, reviewing and expanding on the Dark Angel's venerable background. "It all started with two key pieces of Rick Priestley fiction, *The Feast Maledictio*n from Rogue Trader and *The Lion and The*

continued on page 27



Black Library

Tales from the Dark Millennium contains a new Dark Angels story, "The Falls of Marakross". Also see "Sons of Fenris", which details the Dark Angels' and Space Wolves' animosity.

DARK ANGELS

The battle-brothers of the Dark Angels are stoic in their duties, though they unknowingly bear the secret shame of the Chapter.

Frame Key

- A Dark Angels
- B Tactical Marines
- C Devastators
- D Command Squad
- E Terminator

Use this key to see which frames the various components come from.

Battle-Brothers

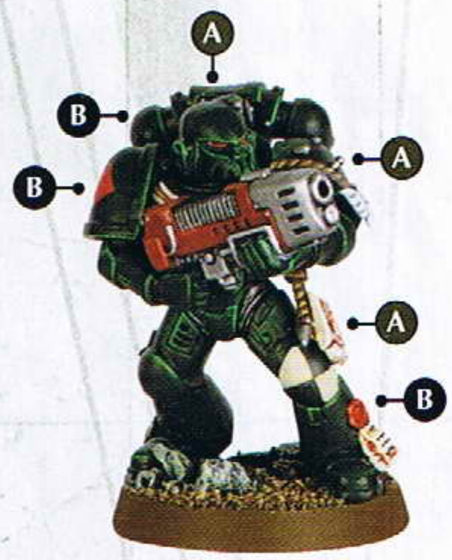
Tactical squads are the most common type of Space Marine squads in any army, and are the most versatile.



Dark Angels Space Marines with bolters.



Space Marine with meltagun.



Space Marine with plasma gun.

Devastators

Devastator squads are equipped with multiple heavy weapons. They are deployed wherever extra firepower is needed, either when the Chapter faces well-armoured opposition, or require high-calibre anti-infantry weaponry to deal with hordes of enemies.

See more on page 86



Devastator Sergeant.



Devastator with plasma cannon.

Sons of the Lion

The Dark Angels and their Successor Chapters refer to themselves collectively as The Unforgiven. They include The Angels of Vengeance, The Disciples of Caliban and The Consecrators, to name but a few. Each of the Unforgiven Chapters follows the Dark Angels' pattern of organisation. Many have formations which are similar to the Deathwing and Ravenwing companies, although they are not necessarily named as such. Furthermore, the Masters and upper hierarchy of these chapters are members of the Inner Circle.



Guardians of the Covenant 2nd Company biker.



Disciples of Caliban 1st Company Terminator.

CIRCLE OF SECRECY

The command structure of the Dark Angels is secretive and steeped in hidden lores and rituals; to rise in rank is to gain forbidden knowledge.

Command Squads

A Command Squad often includes a Standard Bearer, Company Champion and a revered Apothecary.



Dark Angels Apothecary.



Company Champion with storm shield and power sword.



Veteran Sergeant.



Company Standard Bearer.



Veteran with plasma gun.

Deathwing

Those who rise in rank within the Dark Angels may be inducted into the Deathwing, where they will be given some knowledge of the Chapter's dark secret. They are the mailed fist of the Inner Circle and none can stand in their way.



Deathwing Terminator

Wolf, which recounts how the Primarch Leman Russ and Lion El'Jonson duel after Jonson killed an evil despot who had personally insulted Russ. The Space Wolf was angered for not having the honour of slaying the traitor." Both extracts are reprinted in the new Dark Angels codex for completeness.

From there, Andy turned to the seminal Angels of Death codex, also written by Rick and Jervis, which revealed the full history of the Dark Angels for the first time, revealing their monastic, secretive nature to eager gamers. That codex introduced now-famous Space Marine heroes such as Supreme Grand Master Azrael and Ezekiel, Grand Master of the Librarians.

This reflection brings us neatly to the most recent, third version of the codex. "There is a much more substantial background section this time round," says Andy. "For instance, the last edition of the Dark Angels codex was 24 pages in total; in the new book the background section alone is 21 pages long."

With a much larger page count can veteran Dark Angel players expect to see some brand new material? "We've answered some questions," says Andy, "yet posed a few more. And even though some secrets have been revealed, the greatest of them all remains secret, although the clues are there if you look carefully."

"This time round, we've answered some questions, yet the greatest of them all remains secret."

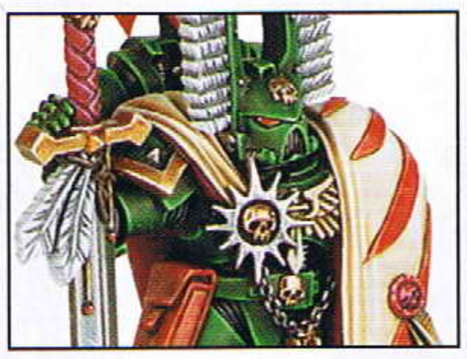
continued on page 29

DARK ANGELS LORDS

The Company Masters of the Dark Angels are the few who know the truth of the Chapter's founding, a burden that weighs heavy upon them.

Company Masters

Every Company Master is a hardened veteran, a master strategist and accomplished warrior who has proven his prowess in battle many times over the course of his life.









Company Master with power sword and plasma pistol.



Company Master with a master-crafted power sword.



Company Master with combi-weapon.

Exclusive to the Dark Angels army boxed set.

Azrael, Supreme Grand Master

THREAT LEVEL: ●●●●●●●●●●

Commander Azrael is the present Supreme Grand Master of the Dark Angels and he carries the honorific title of Keeper of the Truth.

Azrael is charismatic in a way that few other members of the Inner Circle are – a vital, dynamic leader who knows and speaks his mind without hesitation. His countenance is absolute, a beacon of hope to those who fight alongside him and a vision of holy terror to his foes. His orders are always given in a firm, unwavering tone, the words of a man utterly confident of his cause.

Azrael goes to war with the Lion Helm, which is often carried by the Helm Bearer. He also wears an ancient suit of artificer armour, and wields the mighty Sword of Secrets and the Lion's Wrath – a powerful combi-weapon.

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	225	5	5	4	4	4	5	4	10	2+

Equipment: Protector, Lion Helm, Sword of Secrets, Lion's Wrath, Dark Angels Chapter Banner, bolt Pistol, frag and krak grenades.

Special Rules: Fearless, Independent Character, Rites of Battle.



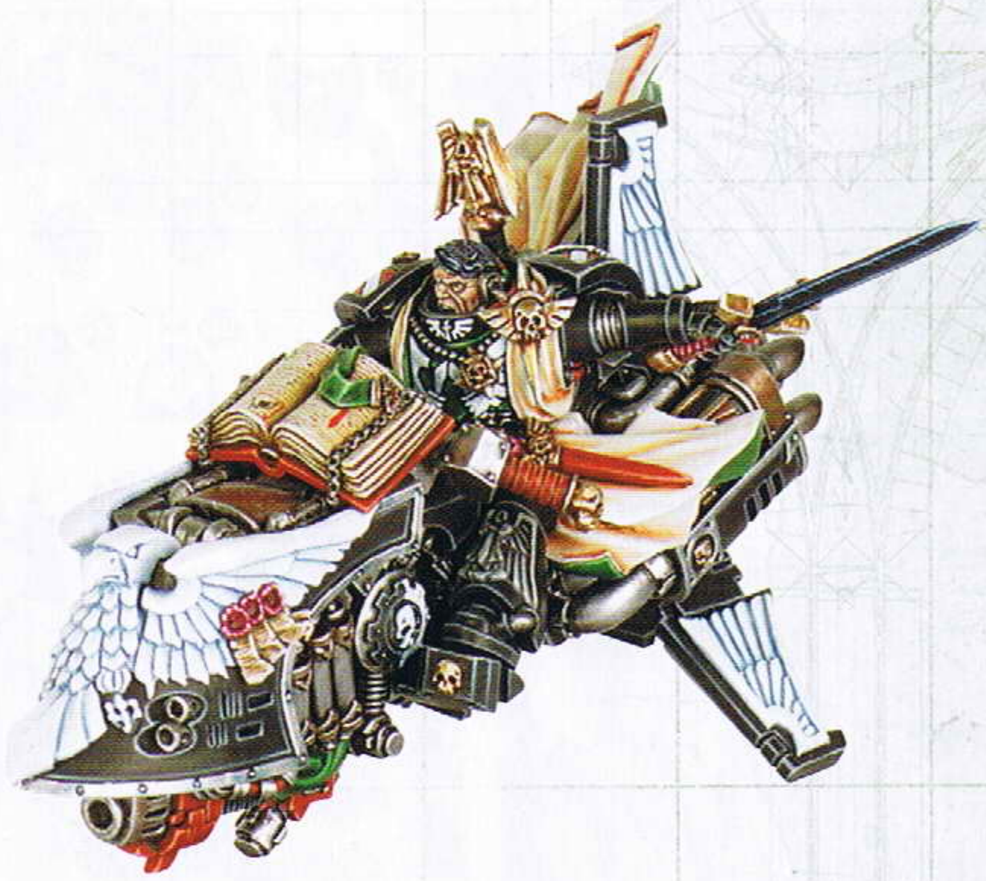
MASTER OF THE RAVENWING

The Master of the Ravenwing is charged with the ultimate task, for it is his company above all others that must chase down and capture the hated Fallen.

Master Sammael

Sammael is a true Angel of Death. From the saddle of the last known Imperial jetbike he cuts down any foolish enough to stand in his path with the infamous Raven Sword, its blade cut from the same meteorite as the Sword of Secrets. A highly accomplished hunter of The Fallen, Sammael is rightly honoured by his brethren and he is feared by his foes as few holders of his rank have ever been. None can doubt Sammael's devotion, for he will not rest until every last Fallen is captured.



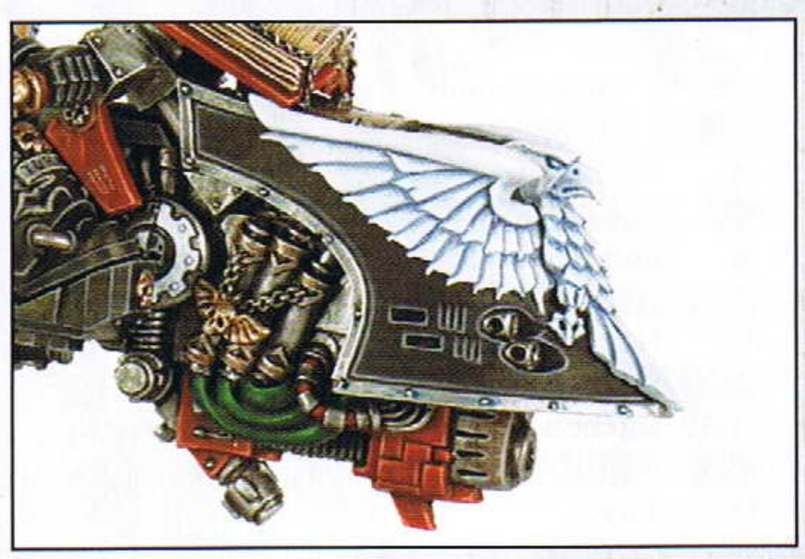


THREAT LEVEL: ●●●●●●●○

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sammael	205	5	5	4	4(5)	3	5	3	10	3+

Equipment: Power Armour, Iron Halo, The Raven Sword, adamantium mantle, jetbike, bolt pistol, frag and krak grenades.

Special Rules: Fearless, Rites of Battle.



The overarching aim of the Dark Angels is to hunt down and capture The Fallen. On the rare occasions one of the Fallen is caught, he is taken to The Rock – the space-bound Fortress-Monastery of the Dark Angels – where he will be forced to repent by the Interrogator-Chaplains. The Dark Angels oath to hunt the Fallen takes precedence above all else. Even if the Dark Angels are on another mission, it is not unknown, no matter how critical the operation, for the Dark Angels to leave as soon as they receive reports of a suspected "Fallen" close by.

"We've also taken a more detailed look at the Successor Chapters than we have ever done before," adds Andy, "and how the mysterious Inner Circle has influence over not just the Dark Angels but the Chapter's Successors, too, giving them power that spans across the galaxy, not only within the confines of The Rock."

One interesting snippet of Warhammer 40,000 lore that Andy wanted to explore in this book was the reason behind the Deathwing's bone-coloured armour. "In an organisation, or in this case, chapter, that has so many secrets and levels of knowledge, allegory and parables are used and often encouraged," explains Andy. "In the case of the Deathwing, there is the story of a squad of veterans going back to one of the Dark Angels recruiting worlds, only to find the taint of corruption. This is known as the Tale of Two Heads Talking. The cleansing of this world and the re-painting of Deathwing armour from black to white in honour of their memory is a fitting fable to tell recruits, and those on the outer circles, which mirrors the truth."

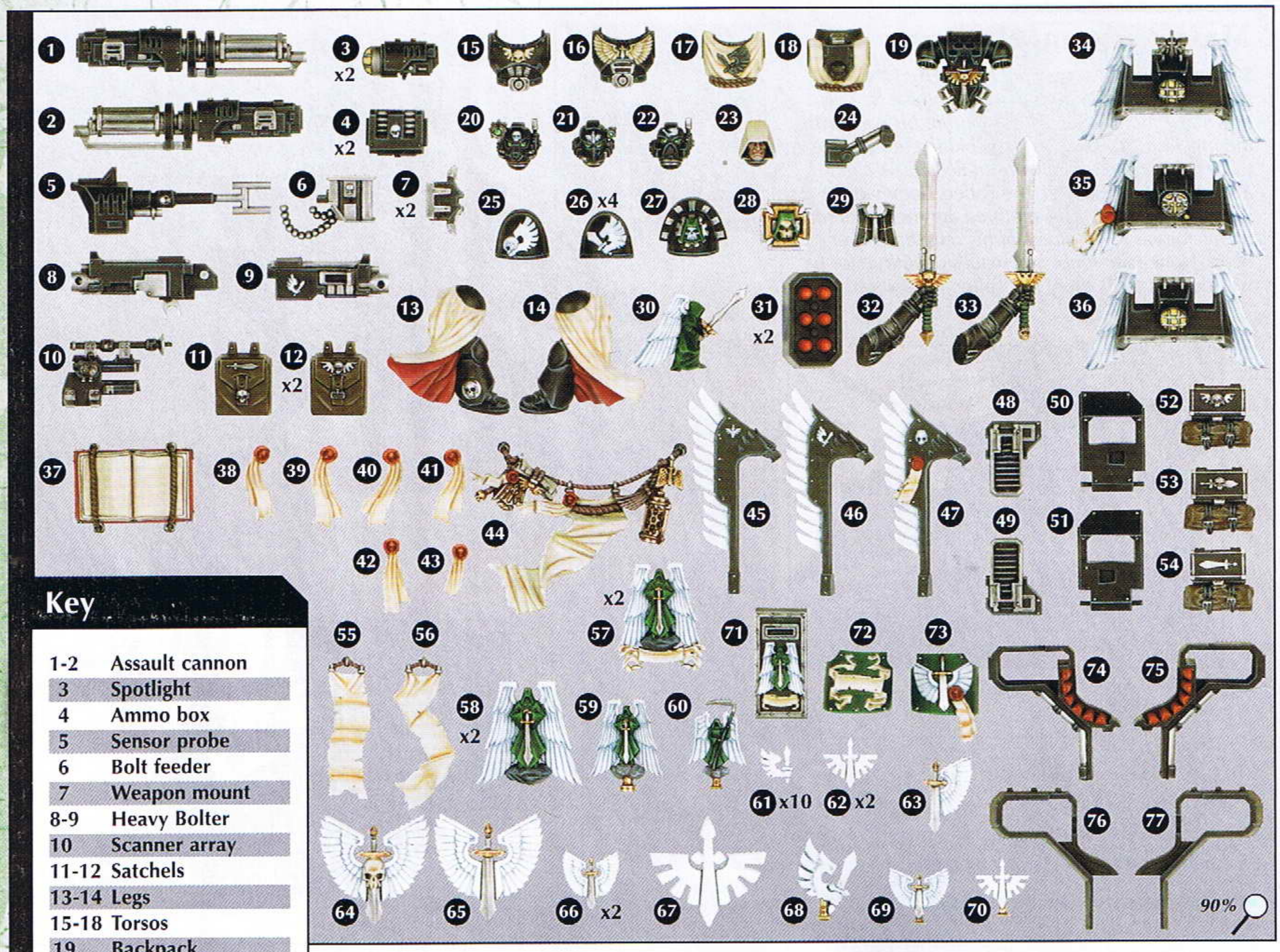
"The Ravenwing and their reason to exist is even more interesting," continues

Secret Rites

At the time of the Horus Heresy, many Space Marine Chapters fielded jetbikes. These sleek craft allowed a single rider to soar across the battlefield at great speed. Since those days the art of building and maintaining these craft has been lost by Humanity. Now it is regarded with superstition and mistrust, as the province of foul xenos races. Sammael, however, is privileged to ride into battle on this prized vehicle made with nigh extinct technology.

THE RAVENWING

The new plastic Ravenwing frame is packed full of accessories and weapons to customise not only your Ravenwing models, but other vehicles, too.



Key

1-2	Assault cannon
3	Spotlight
4	Ammo box
5	Sensor probe
6	Bolt feeder
7	Weapon mount
8-9	Heavy Bolter
10	Scanner array
11-12	Satchels
13-14	Legs
15-18	Torsos
19	Backpack
20-23	Heads
24	Pilot scope
25-27	Shoulder pads
28-29	Icons
30	Figurehead
31	Missile pod
32-33	Sword arms
34-36	Bike mantles
37	Master's tome
38-43	Purity seals
44	Flowing parchment
45-47	Bike back-banners
48-49	Grills (left/right)
50-51	Doors (left/right)
52-54	Stowage
55-56	Hanging parchment
57-60	Dark Angel icons
61-70	Chapter icons
71-73	Dreadnought plates
74-75	Front missile rack
76-77	Rear missile rack

Andy. "To all outside, and to some within the Chapter, they are an unorthodox but highly effective scouting and fast strike force. In reality they were created for the sole purpose of hunting down and capturing the Fallen. This is why the Ravenwing, above all, will leave in the midst of battle if reports of sighted Fallen are received."

All about clarity

The Dark Angels codex looks different to our recent codex releases, and one of the guys responsible for this was Pete Borlace. Pete heads up the art and graphics team here in the Studio.

"Since the Eldar Codex, we have added a Forces section to the books. With all the rules and descriptions in this part of the book, this takes pressure off the Army List section and allows it to fulfil its primary focus as a practical gaming tool. For the layout of the army list we have gone for an economical design and distilled all the information in a clear and concise bullet-pointed format. This makes it easier and quicker to build your army list – perfect for in-game reference. Of course this will not be unique to the Dark Angels; going forward, all codexes will follow this 'function over form' brief to a greater or lesser extent." A more functional and clear army list does not mean the book is boring or plain to look at, though. "Far from it!" says Pete. "Every entry in the forces section is illustrated, the vast majority of which are brand new pieces of art from the likes of Alex Boyd and Paul Dainton."

Frame rates

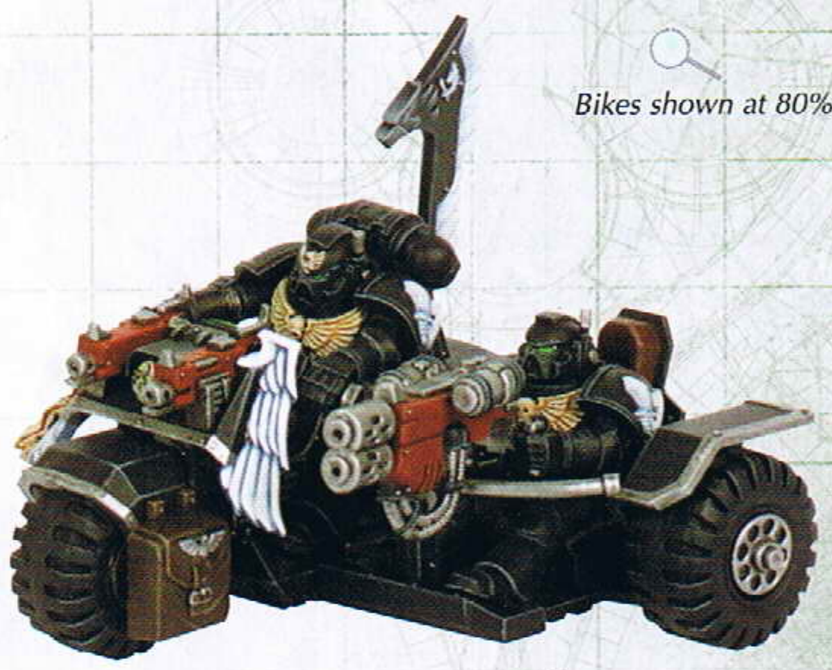
The most important part of this whole exercise are the Citadel miniatures. We spoke to the sculptors, Martin Footitt and

Attack Squadron

Ravenwing Attack Squadrons consist of six Brethren riding Space Marine Bikes, two riding an Attack Bike, and two crewing a Land Speeder. Each bike is fitted with twin-linked bolters, and the bikers often carry an assault weapon, too.

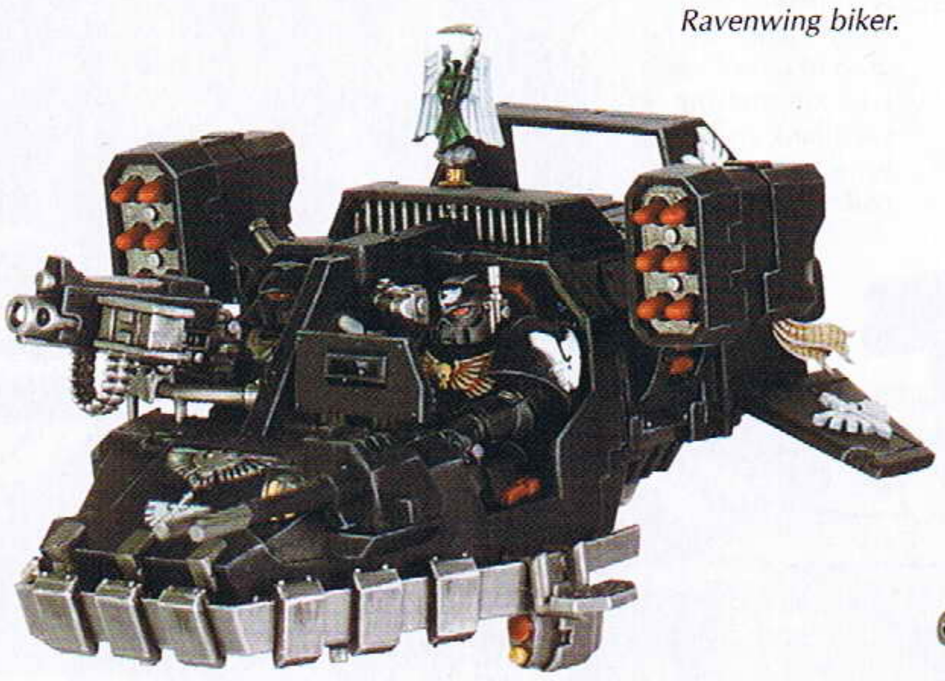


Ravenwing biker.

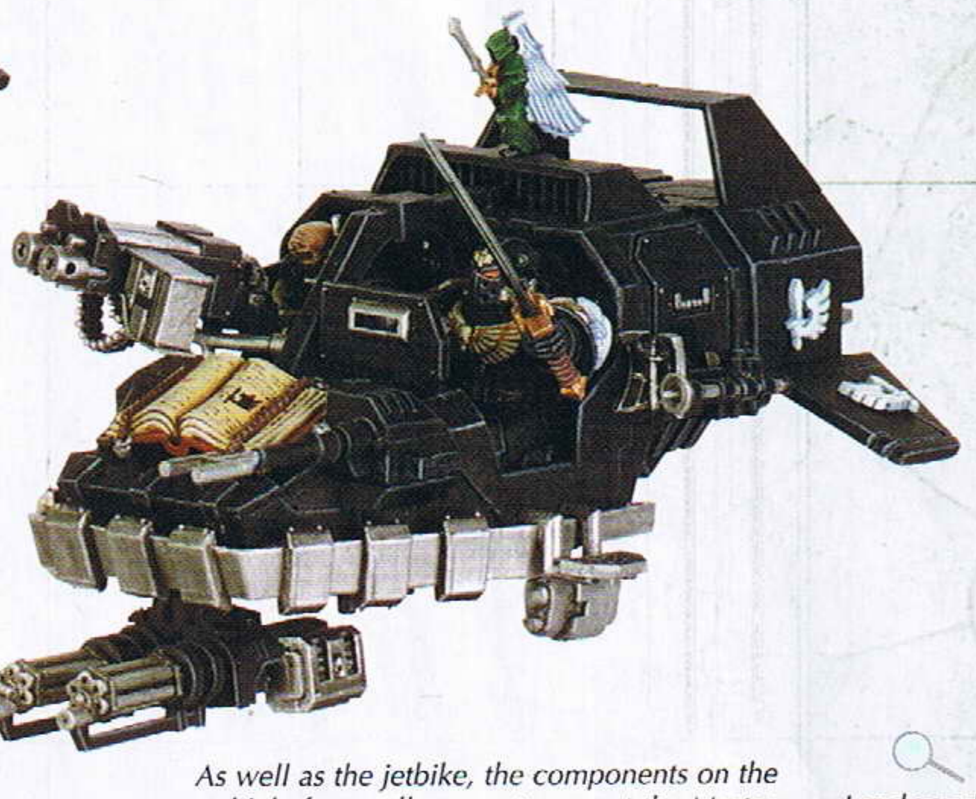


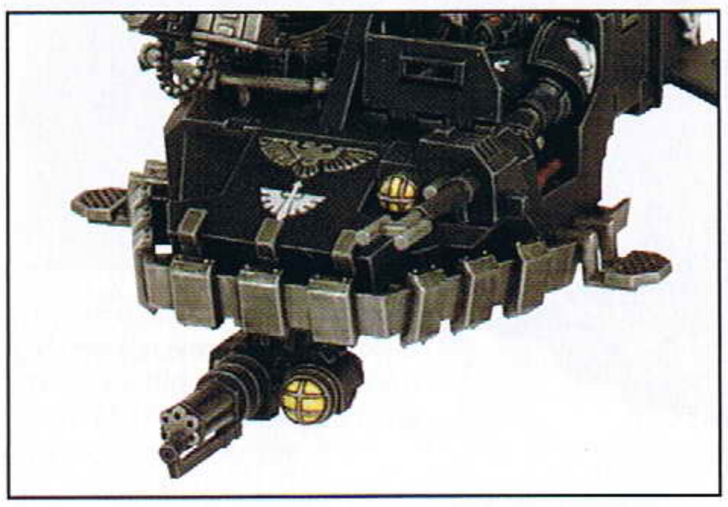
Bikes shown at 80%

Ravenwing Attack Bike with multi-melta.



Ravenwing Land Speeder Typhoon.





The vehicle frame allows you to make either a Landspeeder Typhoon or a Landspeeder Tornado.

As well as the jetbike, the components on the vehicle frame allow you to mount the Master of the Ravenwing in a Land Speeder.

Landspeeders shown at 80%

Dave Thomas. Martin excitedly produces the two key frames in the Dark Angels release: the Dark Angels frame and the Ravenwing frame. Martin was tasked with sculpting many of the weapons, backpacks and banners. "It was fun to add monastic touches to the standard Space Marine apparel," says Martin. A particular favourite of his is the sword suspended above the backpack by being stuck through a couple of candlesticks (see pg 24, component 25). Other noticeable touches on the backpacks include the use of skulls, draped cloth, hooded Watcher figures and censers. "The censers were a key design choice. Black Templars carry lanterns, whilst the Dark Angels have censers as their motif."

"The projects and end products are very different," adds Dave. "The Black Templars had an upgrade frame. The Dark Angels components can be used in two ways: To create a squad of five complete Veteran or Tactical robed Space Marines, or to liberally sprinkle amongst the existing 10-man Space Marine sprue to give the standard Space Marine squads a strong Dark Angels identity. The robed bodies are very characterful and you only need one or two per squad to get the flavour. Of course there's nothing stopping you making whole squads of robed Space Marines."

As you would expect, there are numerous shoulder pad designs on the frame, too. "I used some old sketches that Jes Goodwin did as reference. You also have the Ravenwing symbol and the broken sword of the Deathwing," says Martin. It's worth noting that the frame contains Dark Angels components that could be used elsewhere in your army, not just on a single squad. "There is a whole portion of the frame devoted to the

Secret Rites

Of all the Fallen, none is as hated or feared more than the one known as Cypher. Some say he carries the fabled lost Lion Sword and is making his way inexplicably to Terra. The members of the Inner Circle despise Cypher more than any other and would willingly perform almost any act, nearly to the point of heresy, to capture him. Cypher's continued existence bears testimony to his almost supernatural prowess and ability to evade capture.

DARK ANGELS VEHICLES

Though famed for their fast vehicles, the Dark Angels can also bring a devastating array of walkers and tanks to the field of battle.

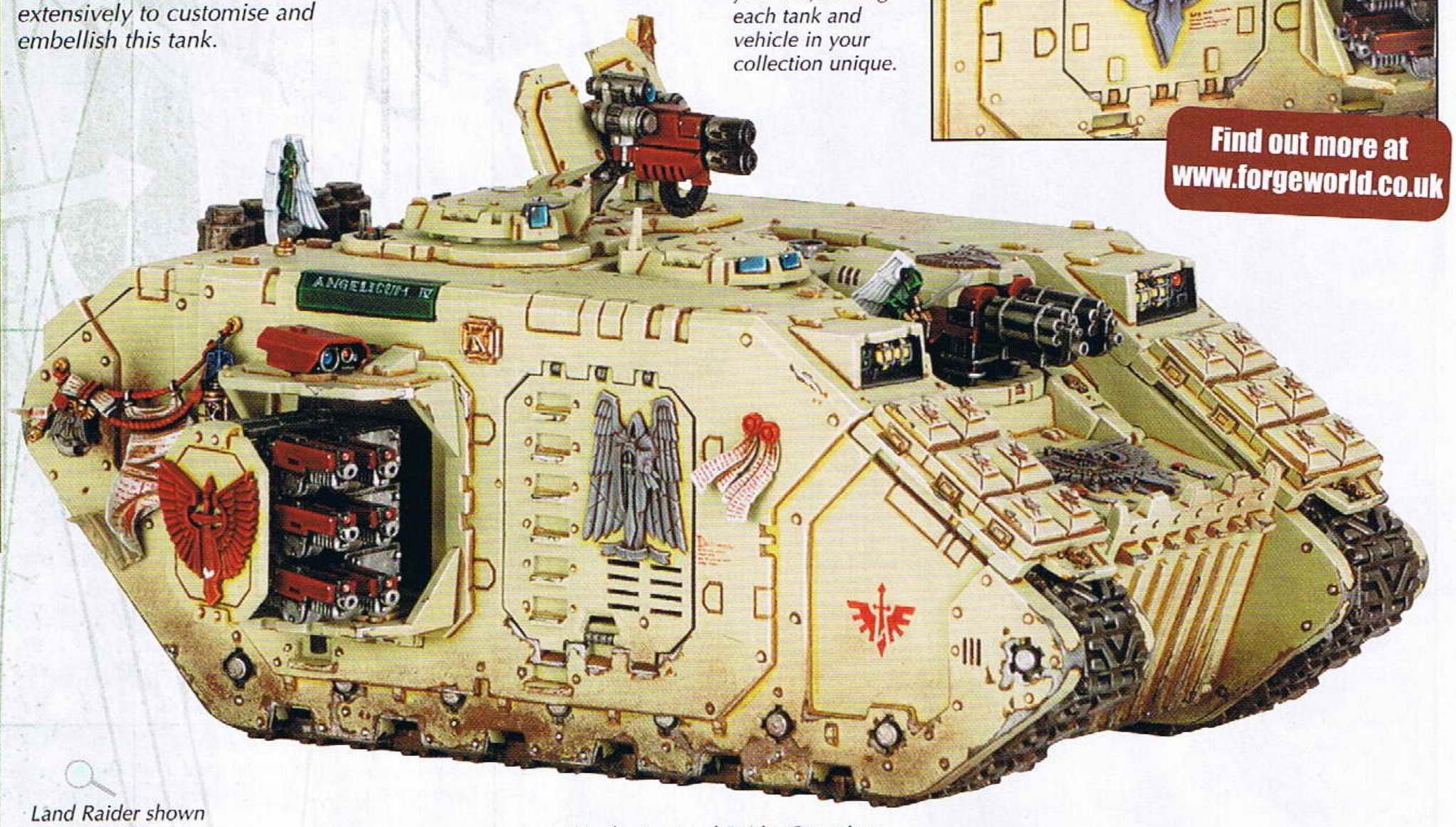
Land Raider Crusader

This Dark Angels Land Raider Crusader has been painted by the Studio's 'Eavy Metal team as a Deathwing transport vehicle. The Ravenwing frame and Forge World parts have been used extensively to customise and embellish this tank.

Forge World produce a range of Space Marine vehicle accessories in brass and resin, such as the doors seen here. These components can be used to customise your kits, making each tank and vehicle in your collection unique.



Find out more at www.forgeworld.co.uk



Land Raider shown at 80%

Deathwing Land Raider Crusader.

Secret Rites

The process by which a Chaplain is elevated to the rank of Interrogator is arcane and convoluted. The individual is scrutinised from afar by the Masters, for his duties may take him close to dangerous knowledge. Should he fathom the forbidden secrets of the Chapter unaided he will be brought to the Inner Circle and judged. If found worthy, he will be admitted. If found unworthy, or simply unready, he may be mind scrubbed, or worse.

Deathwing – assault cannons, Terminator legs, banners and even a storm shield."

On seeing the frame for the first time it is hard to get over how packed it is. "I'm going to get a bit technical now," warns Dave. "Our frames in the past have used a single drop manifold – this is where the molten plastic is pumped into the frame, and this gives us a natural limit on the size and number of components we can put on. Technology has since caught up, so we now use a double drop manifold that gives two entry points on to a frame (you can see this on most of our frames in the form of a shallow plastic circle in the centre of the sprue) this increases the pressure and allows us to make bigger frames and pack components closer together. Effectively you're getting double the number of components than on a comparably sized frame made a few years back."

"The components are made as '3-ups' – three times normal size – using Green Stuff and plasti-card. Using a 3D laser scanner, the 3-up model is then converted to a digital construction in cyber-space. This is then given a digital 'polish' and can then be added to the frame," says Martin. The vehicle frame allows you to turn your standard Space Marine Bikes, Attack Bikes and Land Speeders into Ravenwing craft. Not only that, but the many components on the frame can be added to your Space Marine tanks and Rhinos to give them a Dark Angels flavour. "You can also turn your Landspeeder into the Master of the Ravenwing's with the components on the frame should you wish to field Sammael off his jetbike," adds Martin.

Dave was also the sculptor behind the fantastic new Master of the Ravenwing model. Sammael rides into battle on an

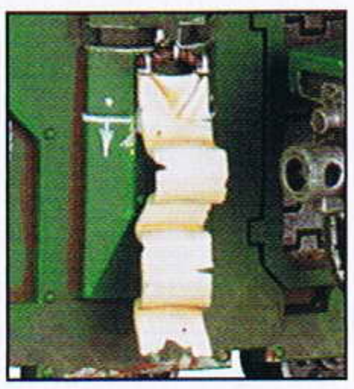


Deathwing Venerable Dreadnought.

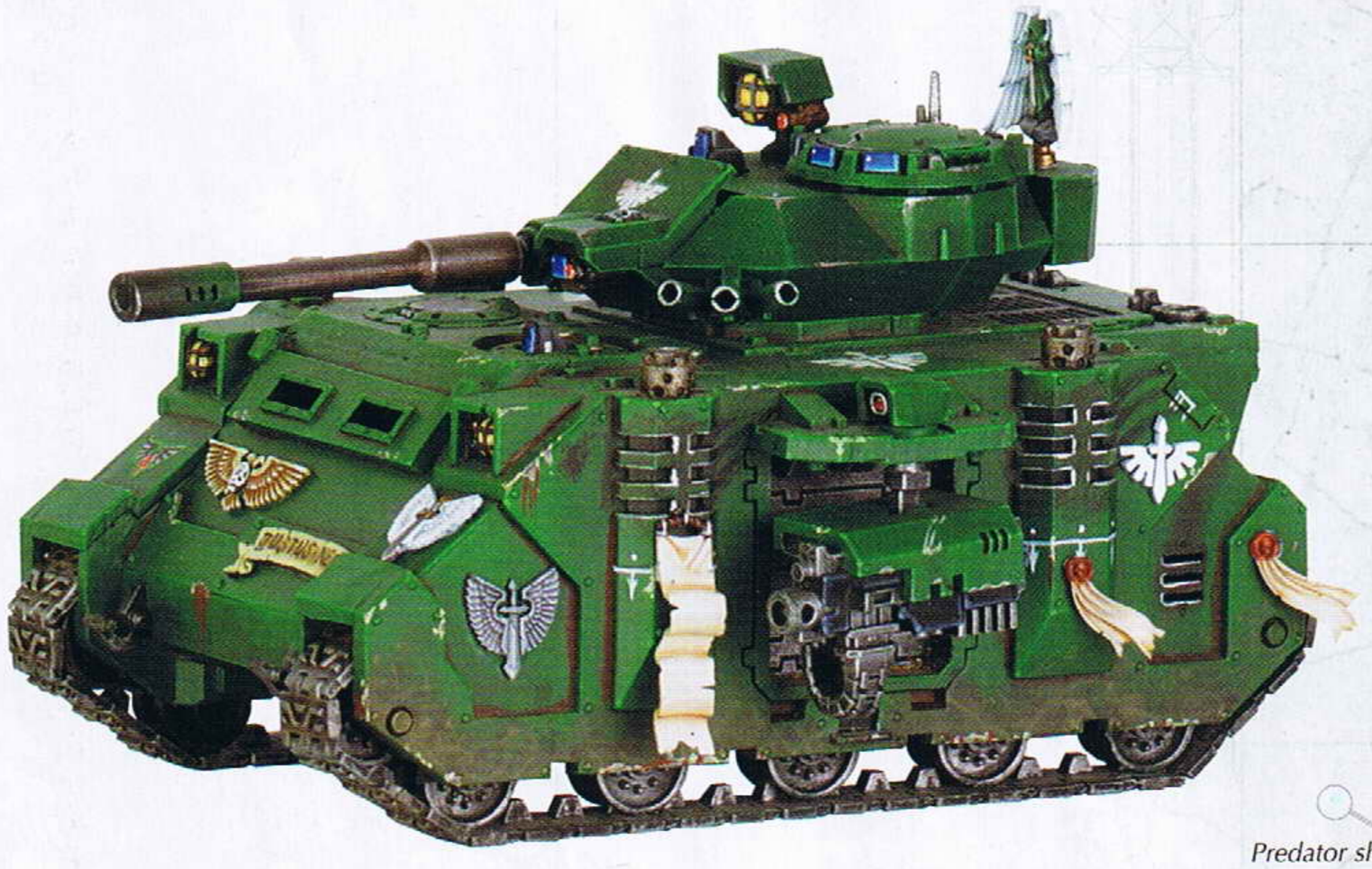


Dark Angels Dreadnought.





The vast array of components on the Ravenwing frame means you can add all sorts of livery to your Dark Angels tanks, giving them a unified theme.



Dark Angels Predator.



Predator shown at 80%

ancient relic, the last surviving jetbike.

"I was glad to be handed this project as I've never really done straight line work before," Dave says.

The design of the bike was the topic of some discussion here in the studio. "I had numerous chats with design and background supremos Jes Goodwin, Alan Merrett and John Blanche. Once a consensus was reached, Roberto Cirillo, one of our concept artists, did an initial design. The front of the bike is inspired by the ship prows from Battlefleet Gothic." With the jetbike design settled Dave started work, adding his own touches with ongoing input from others. "Like most design in the Studio it became a very organic process with input from lots of people. For example, it was Jervis who came up with the idea for Sammael's recessed storm bolter mountings."

Sammael himself was less of an issue. "My brief for the Company Master was more open. So I made as cool an Inner Circle Dark Angels character as possible and then positioned him so he would fit on the jetbike."

"To be incarcerated within The Rock is a fate far worse than any of you could imagine."

Now that we have imparted to you these secrets, it would be prudent to hide away before the Ravenwing catches you. To be caught and incarcerated within The Rock with only an Interrogator-Chaplain and his box of tools for company is a fate far worse than any of you could imagine...

AMBUSH AT MON'KALI



In the first phase of the Third Sphere Expansion, Tau forces landed upon a lonely, dry world known to the Tau as Mon'Kali. The pre-eminent leader of the Tau forces at this time was the newly appointed Commander Shadowsun. At Mon'kali she ordered her forces, which comprised of numerous Septs, to gather before launching the next phase of the crusade.

The advance elements of Shadowsun's forces, who had established a forward base of operations, were surprised to detect a weak signal emanating from a point deep in the wastelands of the primary continent. They followed this signal out into the searing desert, where they came upon the shattered ruins of a human settlement.

The signal was traced to a crashed human vessel. How long since the ship had crashed, Shadowsun could not tell, but the signal was weak.

Approaching the shuttle, Shadowsun's warriors found scraps of armour, of the type worn by the Imperium's elite forces. But this armour was black, and adorned with a winged sword sigil not seen by the Tau race before. Shadowsun ordered the armour fragments to be collected for study. Her order was never carried out.

WARHAMMER 40,000

BATTLE REPORT

The signal was weak but there was no doubting its source. Cogitators and logic engines whirled as they confirmed the signal was Imperial in origin.

Sammael, Master of the Ravenwing looked at the data screen. He turned to the small group of gathered Dark Angels before him. All were members of the Inner Circle. His voice was barely above a whisper as he spoke.

"It is as we suspected." He paused, before adding, "You know what to do." The gathering dispersed from the audience room.

Sammael looked back down at the reports before him. It mattered little if the Xenos had stumbled upon it or had set out to claim the wrecked shuttle. Within the wreckage was something that the Inner Circle desired and they would reclaim it whatever the cost. Sammael knew that even now the Deathwing were donning their Terminator armour and Ravenwing bikes were being boarded onto drop pods, while the battle brothers were loading their blessed bolters. The Dark Angels were going to war.

The Dark Angels have a brand new codex, so we decided to give them a real test. How would these combat specialists fare against the awesome firepower of the Tau?

With a fantastic new Dark Angels force waiting to take to the field, and a revised background full of dark secrets written by the Studio's own Andy Hoare, the stage was set for an epic confrontation between two very different armies. Owen Rees took command of the Dark Angels, while Andy Hall controlled the Tau.

The game was a Take and Hold mission, with the objective being an Imperial transponder located close to the dome of the crashed Aquila ship wreckage. For the battlefield layout we chose to represent a ruined Imperial Colony at the edge of a desert with an interesting mix of Warhammer 40,000 ruined buildings, the Battle for Macragge wrecked shuttle and some desert terrain. Not only did this look great, we though it would also be an interesting experiment to see how these two different areas of terrain worked in the same game.

The mission was a Take and Hold with no special rules or victory points. This would keep the game simple, and the winner would be whoever could get the most scoring units with 12" of the Aquila cockpit in the dead centre of the table. The game size was set at 2000 points. With the mission chosen, the players went off to choose their army and plan their tactics for the coming battle. Dwarfer Glenn More was on hand to referee the game.

GAME STATS

Mission:
Take and Hold

Mission level:
Alpha

Game Size:
2000 points

Participants:
Dark Angels (Owen Rees)
Tau (Andy Hall)

Location:
Planet Mon'Kali
(Tau Syntax)

DARK ANGELS





Owen is one of WD's local editors (if you live in the UK you'll know this!). Chaps like him are responsible for bringing you the latest news and happenings relevant to your country. Owen's a mean Dark Angels player, too.

My interest in the Unforgiven borders on the obsessive, and I have been through four incarnations of my own Dark Angels armies over the years.

Today, though, I'll be using the exceptionally nice Studio Dark Angels army to face my gaming nemesis, the Tau Empire. My opponent and the mission will make for a very interesting game. I believe very strongly in one concept when playing Warhammer 40,000: mission first. Complete the mission and you will invariably win the game. Sounds obvious, but the amount of times I've played gamers who have gone for the "kill them all" approach and come undone is countless.

The traditional way for a Dark Angels army to achieve this mission is to get on the objective and hold it against all comers, but this would be sheer madness against Tau. The aliens' firepower would systematically tear Dark Angel units apart, allowing them to move uncontested onto the objective at the end of the game. Likewise, if I adopt the strategy of having a shootout the Tau will win – they are far better at this than Dark Angels, with longer range and higher strength weaponry.

So, I've decided to take the fight to the enemy. My strategy is to distract, disrupt and pin down the Tau with a powerful flanking force, while simultaneously providing strong firepower assistance from central, well-positioned units. Both elements will then converge on the objective during the final two turns of the game. I hope.

Tau are not great in close combat, but they do have fantastic manoeuvrability in their Crisis battlesuits. If I can pin down Tau units in close combat and play the



S Sammael – Master of the Ravenwing
Frag grenades, krak grenades, bolt pistol, Iron Halo, Adamantium Mantle and the Raven Sword. Rides a jetbike with plasma cannon and twin-linked storm bolter.
205 points



THREAT LEVEL:

2000 points

1 Interrogator-Chaplain
Terminator armour, storm bolter, rosarius and crozius arcanum.
145 points

2 Deathwing Terminator Squad
One assault cannon.
245 points

3 4 5 6 Ravenwing Attack Squadron †
Includes Sergeant with power weapon and melta-bombs, six Bikes, Attack Bike with multi-melta, and Land Speeder Tornado.
390 points

7 8 10 Scouts †
Includes Sergeant with bolt pistol and close combat weapon, four Scouts with sniper rifles, three with bolters, one missile launcher and one with shotgun.
185 points

9 10 Tactical Squad †
10 Space Marines, including plasma gun and missile launcher.
190 points

11 12 Tactical Squad †
10 Space Marines including plasma gun and missile launcher.
190 points

13 Ravenwing Support Squadron
One Ravenwing Land Speeder with assault cannon.
100 points

14 Devastator Squad
Lascannon, plasma cannon, heavy bolter and missile launcher.
185 points

Predator
15 *Twin-linked lascannons and lascannon sponsons.*
165 points

† *These Squads have the Combat Squads special rule. This means that when Owen deploys his army he can split each of them down. The tactical squads can be split into five man squads. The Ravenwing Attack Squadron can be split into two bike squads, one Attack Bike and one Land Speeder Tornado. They each count as separate units for all intents and purposes, even counting as scoring units.*

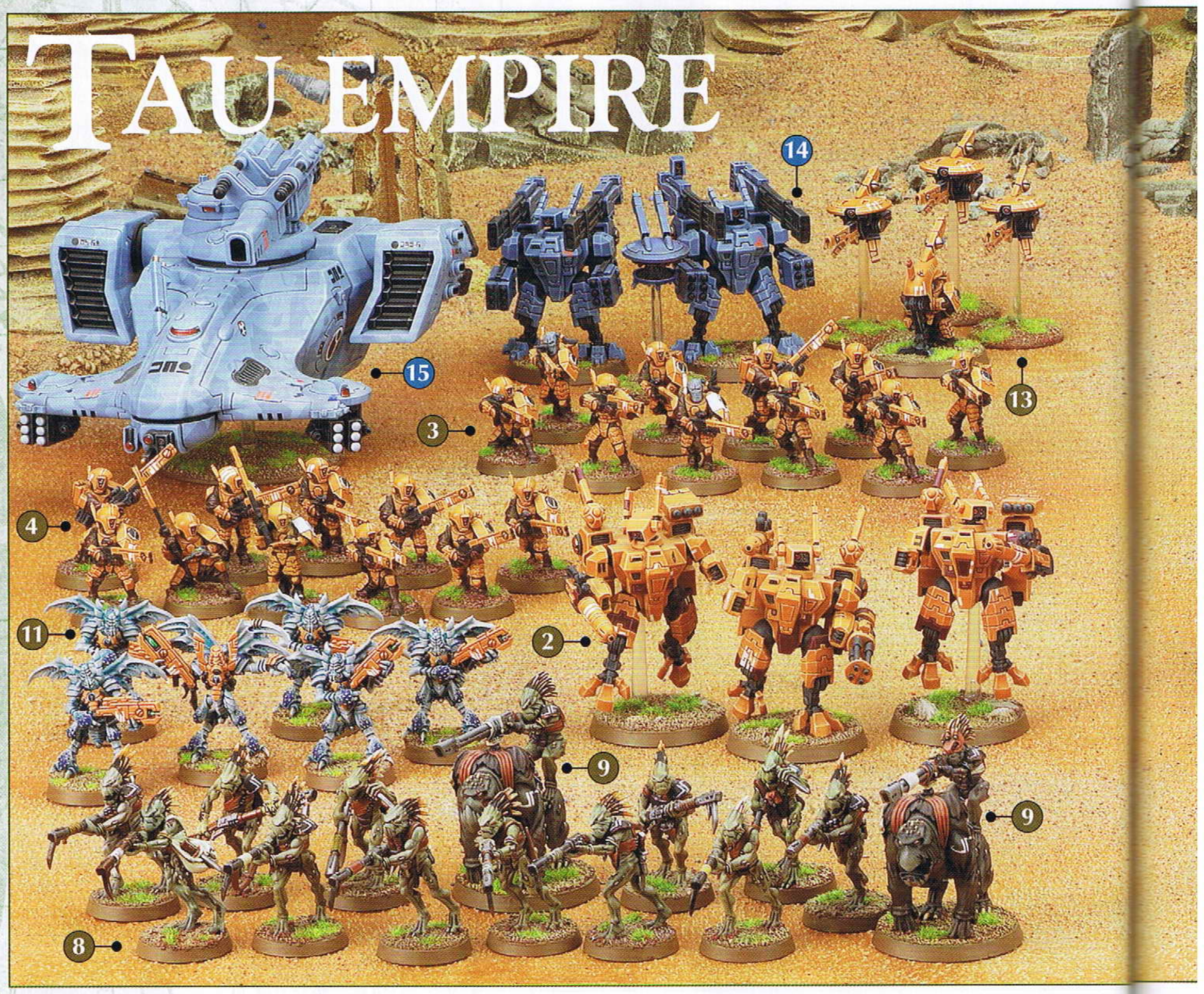
Battlesuits at their own game of hide and seek, then I will take away their greatest strength – firepower – and accentuate their weakness in close combat.

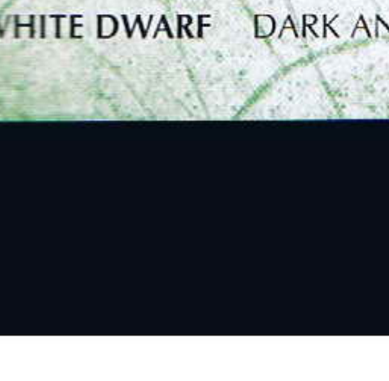
The best thing about the new army list is the tactics the combination of Deathwing and Ravenwing gives you. The bikes can Scout before the game begins, bringing them 12" closer to the enemy. Add the first turn's movement, and this means that from their deployment zone they can assault anything within 30" on Turn 1! Best of all, their teleport homers, and the Deathwing's ability to come on right from the start, means you can dump a load of Terminators behind enemy lines quickly. A Ravenwing Attack Squadron backed up by a Land Speeder Tornado provided me with this ability. I then took Sammael to lead this assault, as the model is just too cool to not take, and is as hard as nails!

Of course, to pull this off I need a unit of Deathwing Terminators. Independent characters wearing Terminator armour are allowed to teleport in with the squad, so I couldn't resist selecting an Interrogator-Chaplain to accompany them – the look on Andy's face when not one, but two of the hardest characters you can take with a Dark Angels force pop up will be priceless.

As tough as they are, I fully expect my Deathwing and Ravenwing to die. Their noble effort should buy the rest of my army time to get into position, take the objective, and destroy the Tau. Two Tactical squads, a Scout squad, a Predator Annihilator and a Devastator squad rounded off my force, and will punish Andy's Tau with long-range firepower. He could blow these up with his railguns, but if he concentrates on this Heavy Support and ignores the flanking force, he'll really know about it!

TAU EMPIRE





Andy Hall is best known as the editor of Fanatic online magazine. He has also recently joined the Studio White Dwarf team as Staff Writer (he has two jobs, lucky chap!). What better way to welcome him aboard than with a battle report?

I've been playing with a Tau force for a while now and so, whilst I wouldn't want to be termed a veteran (or Shas'vre, to be correct), I'm no green Shas'la either. For me it's all about the Fire Warriors, they're my three-toed darlings!

Squads armed with rapid firing, Strength 5 pulse rifles are great for tackling Space Marines. Three large units of Fire Warriors will therefore form my central battle line and make their way to the mission objective. Once there, they will hopefully secure the perimeter. A fourth unit of Fire Warriors armed with pulse carbines and mounted in a Devilfish will be my "flying cavalry" force, used to save the day by bolstering my line or helping to tackle particularly difficult foes. I also chose a unit of Kroot, with two Krootox riders. These guys will foray ahead of the battle line, drawing fire away from my Fire Warrior squads, and may even charge in should any Scouts get in range. To all intents and purposes they are expendable – for the Greater Good, of course.

For my leader, I elected for the hero of the Third Sphere expansion herself, Commander Shadowsun – very much in character, as my force contains troops from two Septs. Shadowsun and her attached Stealth Team will skulk around the objective in the centre of the table. However, her brief is flexible, so she'll shoot off to counter a Dreadnought, Deathwing squad or problematic character should the need arise.

I then picked the obligatory Crisis team. Though the weapon fits were dictated to me by the studio collection, missile pods, plasma rifles and burst cannons are all fine Space Marine-killing guns. This team will be tasked with hunting down and



S Commander Shadowsun
Two fusion blasters, bonding knife, multi-tracker, advanced target lock, drone controller, command-link drone and two shield drones.
175 points



THREAT LEVEL:

1 3 Stealth Suits
Includes Shas'vre with bonding knife and shield drone.
120 points

2 3 Crisis Suits
Two battlesuits with plasma rifles, missile pods and multi trackers, and a Shas'vre with burst cannon, plasma rifle, multi-tracker and failsafe detonator.
207 points

3 10 Fire Warriors
Photon grenades. Includes a Shas'ui with markerlight and bonding knife.
135 points

4 10 Fire Warriors
Photon grenades. Includes a Shas'ui with bonding knife.
125 points

5 10 Fire Warriors
Photon grenades. Includes a Shas'ui with bonding knife.
125 points

6 7 12 Fire Warriors
Photon grenades, pulse carbines. Includes a Shas'ui with bonding knife, and a Devilfish transport with disruption pod and decoy launchers.
237 points

8 9 12 Kroot
Includes a Kroot Shaper and two Krootox riders.
175 points

10 6 Vespid Stingwings
Includes Strain Leader.
102 points

11 6 Vespid Stingwings
Includes Strain Leader.
102 points

12 Piranha
Disruption pod, decoy launchers and fusion gun.
75 points

13 1 Sniper Drone Team
80 points

14 2 Broadside Battlesuits
Both with advanced stabilisation systems; includes Shas'vre with additional multi-tracker and shield drone.
190 points

15 Hammerhead
Ion cannon, smart missile system, disruption pod, multi-tracker and decoy launchers.
145 points

1993 points

destroying the Ravenwing, but they certainly won't be shy in firing at Deathwing Terminators should they find themselves within range. My Shas'vre also has a nasty little surprise if he's unfortunate enough to get into combat – a special issue failsafe detonator, with a hearty S8 blast.

On to Fast Attack, and I took two squads of Stingwings and a fusion blaster-armed Piranha. I've only used Vespid once before, and I made the mistake of placing them on a far flank with no support, where, unsurprisingly, they died. In this game I'm going to experiment by using them as close support squads for my heavier choices. The Piranha's role will be twofold – the first as a tank hunter, the second, if it's still functioning, will be to help secure the objective in the final stages of the game by flying in as a scoring unit.

My final three choices were all Heavy Support. First was a Sniper team, because it's another great anti-Space Marine weapon. I would have liked to have a second team if points had been permitting. Next up were two Broadside Battlesuits as you can't go wrong with twin-linked rail guns and a 2+ save. Finally, I took a Hammerhead with an ion cannon, great for taking out Space Marine infantry, and it will also act as a fire magnet, which I'm quite happy for it to do.

So, to recap – with the Kroot acting as a loose skirmishing screen, the Fire Warriors will advance in battle formation to the objective supported by Shadowsun and the Stealth team. The Piranha and Crisis team will seek out tanks and specialist Dark Angels squads, whilst my Heavy Support will lay down mass firepower and the Stingwings fly in close support of my heavy units.

THE RAVENWING STRIKES Turn 1

A **Despite taking some early casualties from the Tau Sniper Drone team, the Ravenwing Bikes fearlessly speed down the main boulevard of the abandoned settlement. Seeing a sizeable gap between the rear buildings and the Tau baseline, the Ravenwing Bikers – ignoring the Vespid – prepare to move around and behind the Tau lines in the subsequent turns.**

B **Deathwing Terminators can always Deep Strike no matter what the mission. What's more, coupled with their Deathwing Assault special rule and the teleport homers on the Ravenwing bikes, up to half the Deathwing squads in a force can automatically teleport deep into the battlefield in the first turn of the game.**

C **The Crisis Battlesuit team attempt to shoot the Devastators. Despite moving in the Assault phase the return fire kills two battlesuits.**

D **The Devastators were wisely deployed in the confines of the Sanctum. This gave the Squad a 4+ cover save allowing them to survive an onslaught of firepower that would have wiped them out if they were in the open.**

Flank assault

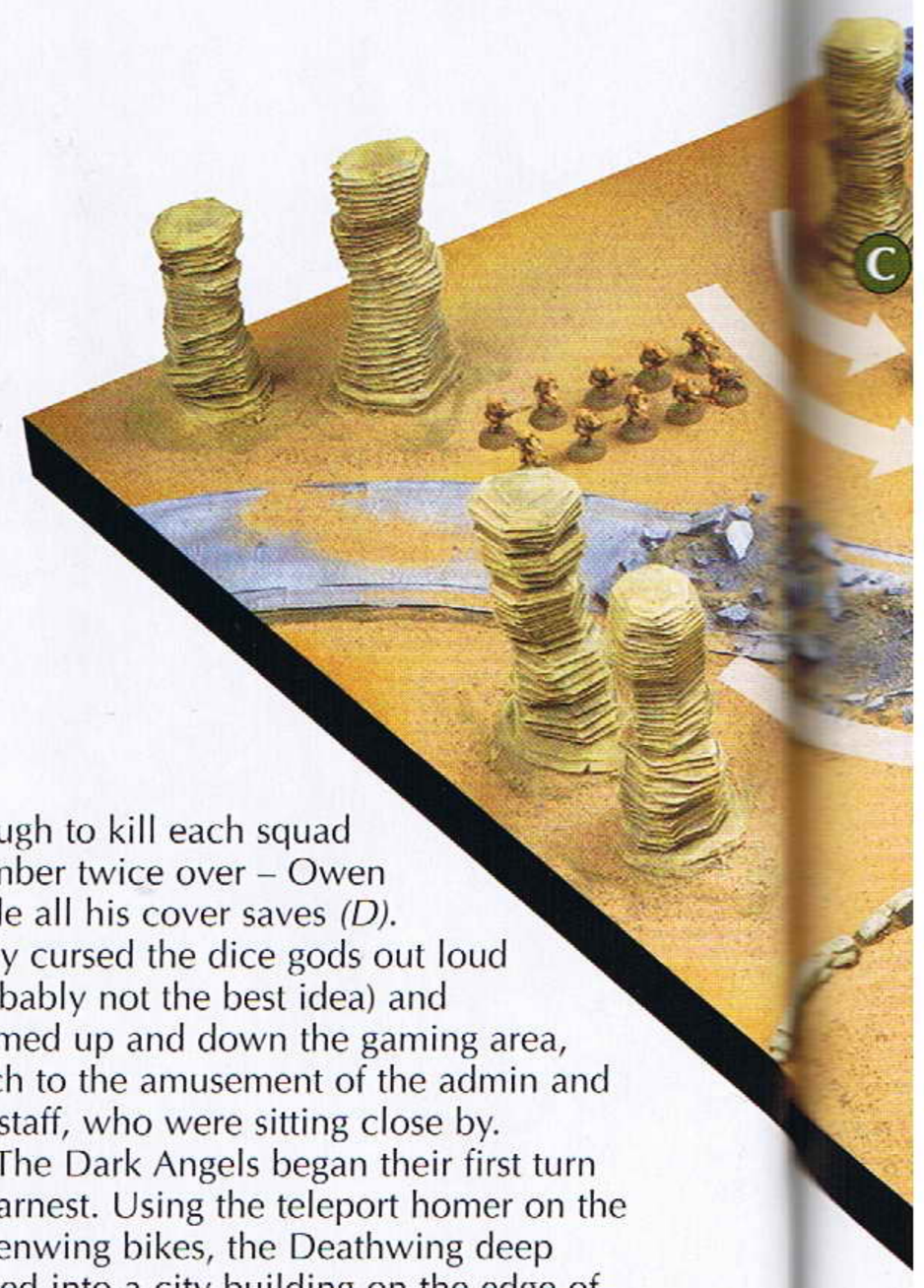
The two sides deployed in brisk fashion. After some frantic maths, Andy deployed his key units within 5" of his table edge. The Ravenwing can get 30" across the table if they deploy 12" in and assault in turn one, and Andy wanted to avoid that at all costs!

The Tau deployed across the centre of the battlefield. The Sniper Drones were placed high on a building in the city, giving them excellent fields of fire across to the objective and down the main boulevard of the settlement, a squad of Stingwings in support. The Devilfish carrying the carbine-armed Fire Warrior reserves and the Broadsides were in the centre in the cover of a rock pillar.

Owen deployed his unit of Devastators in the sanctum ruins on the far left of the Dark Angels deployment zone. The Predator was tucked in behind, safely hidden from railgun shots for now. Four combat squads of Tactical Space Marines were placed in the centre not far from the objective. In the city, on the Dark Angels right flank, Owen deployed Sammael and the Ravenwing.

Before the dice off for first turn was rolled, the Ravenwing vehicles took their free Scout move. The bikes roared up the central boulevard towards the Tau. Owen won the choice of the first turn and elected to make Andy go first.

The Tau wasted no time and advanced, trying to bring as many guns into range as possible. The Sniper team and Stingwings in the city remained stationary, as did the Fire Warriors on the far right flank. The Sniper Drones scored first blood by killing two Ravenwing bikers as they arrogantly rode straight down the central lane towards them *(A)*. The rest of the Tau force that could shoot brought their firepower to bear on the Devastator squad in the sanctum *(C)*. However, despite 10 wounding hits – enough to kill each squad member twice over – Owen made all his cover saves *(D)*. Andy cursed the dice gods out loud (probably not the best idea) and stormed up and down the gaming area, much to the amusement of the admin and HR staff, who were sitting close by.



The Dark Angels began their first turn in earnest. Using the teleport homer on the Ravenwing bikes, the Deathwing deep striked into a city building on the edge of the desert wasteland, close to the objective and the Tau force *(B)*. The Ravenwing sped around the building that was held by the Sniper team. A combat squad of Scouts made a break for another building in a more central position and the Predator broke cover to bring its lascannons to bear.

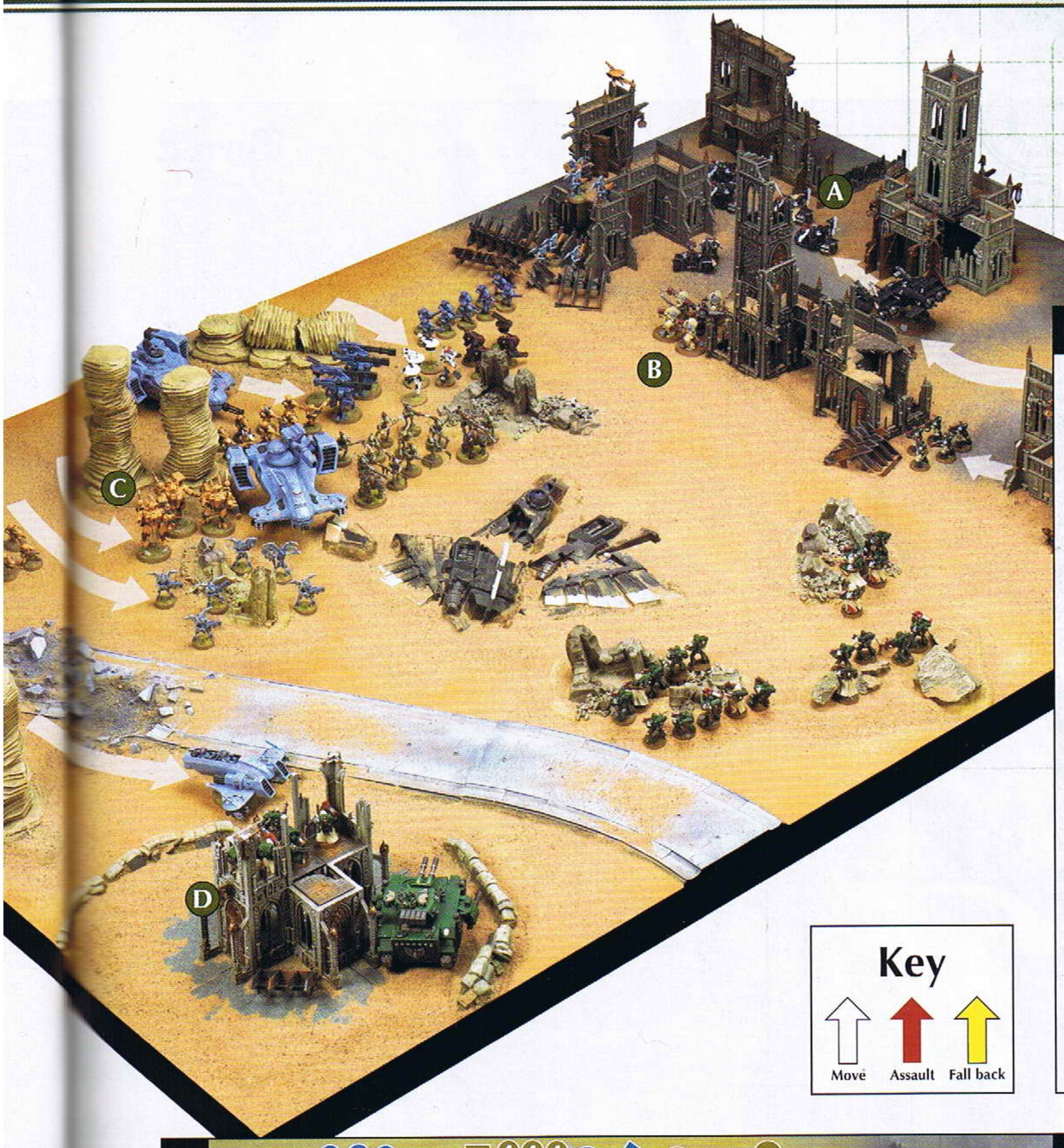
The Dark Angels tank took aim and fired at the Crisis team who, despite having used their special assault move to move into cover, were still within sight and range of the Predator. With Owen citing a deep hatred of Crisis Battlesuits, the Devastators also took aim. To Andy's horror, only the Shas'vre survived the onslaught. The Devastator plasma cannon did overheat but, true to form, Owen made his armour save once more.

Combat Squads Alpha and Beta shot at the Vespid on the Dark Angels' left flank, claiming three casualties. In the city, the Scouts and Tornadoes took aim at the Sniper team, killing two of the three Drones. The Master of the Ravenwing fired his plasma cannon but it overheated. Fortunately, he made his armour save and Owen breathed a sigh of relief.

Taking the initiative

Whilst taking the first turn is usually perceived as the best option, this is not always the case. Owen opted to go second as he didn't want to use the first turn to simply move into the Tau firing lines. Going last in a Take and Hold mission also gives a great advantage – you get the last movement phase to advance your scoring units as close to the objective as possible, with little opposition.

If Andy had deployed further forward into his deployment zone Owen may have taken the option of going first because it would have been possible for the Ravenwing to speed across the battlefield, thanks to his Scout move, and assault in Turn 1. This meant the Dark Angels would have been in close combat before the Tau had even rolled a die in anger. Not a great position to be in!



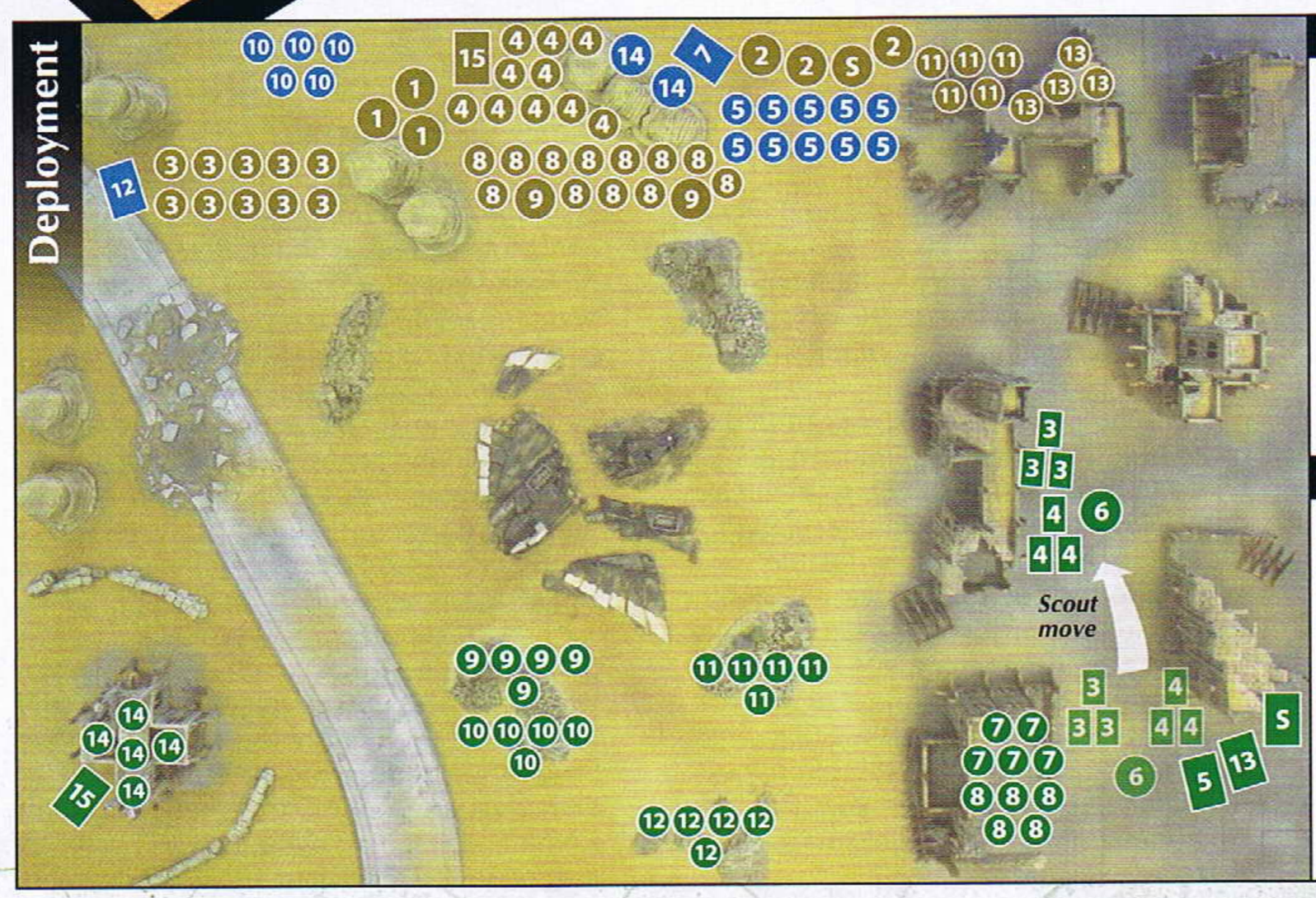
Glenn says...

Owen's use of the Ravenwing Attack Squadron's Scout move piled the pressure onto Andy at an extremely early stage in the game. There are very few units that can make it into the enemy's deployment zone in Turn 1 and the Ravenwing rank up there with the best. Although the Tau Sniper team managed to kill two Dark Angels bikes, they still had the strength and protected flank position to threaten the Tau.

Andy did have many powerful weapons at his disposal, but due to the ruined buildings he couldn't see the Ravenwing and spent his first turn firing upon the lesser threat of the Devastators. Even after 8 wounding hits not a single Devastator was downed! When the Deathwing teleported in, it looked like the Tau had their work cut out.

Key

Move | Assault | Fall back



Dark Angels

- S Sammael
- 1 Interrogator-Chaplain
- 2 Deathwing Terminators
- 3 Bikes Alpha
- 4 Bikes Beta
- 5 Tornado
- 6 Attack Bike
- 7 Scouts Alpha
- 8 Scouts Beta
- 9 Combat Squad Alpha
- 10 Combat Squad Beta
- 11 Combat Squad Cale
- 12 Combat Squad Delta
- 13 Tornado 2
- 14 Devastator Squad
- 15 Predator

Tau

- S Shadowsun
- 1 Crisis Team
- 2 Stealth Team
- 3 Fire Warriors Shas
- 4 Fire Warriors Fio
- 5 Fire Warriors Kor
- 6 Fire Warriors Por
- 7 Devilfish
- 8 Kroot
- 9 Kroot Gun
- 10 Vespid Cyr
- 11 Vespid Vah
- 12 Piranha
- 13 Sniper Drone Team
- 14 Broadside Battlesuits
- 15 Hammerhead

HOLD THE LINE

Turn 2



A Although Shadowsun and her Stealth Team could have easily jumped into cover, doing so would mean having to take a Dangerous Terrain test. Instead, they simply walked into the terrain, which meant only having to take a less risky Difficult Terrain test.

B Andy knew the Vespid didn't stand much chance against the Space Marines in an assault, but he had hoped they would tie up the Devastators for a turn to prevent them from shooting at his more valuable units. In this instance the gamble didn't pay off, and the last surviving Vespid fell back, leaving the Devastators free to target the remaining Crisis Battlesuit.

The Tau return fire

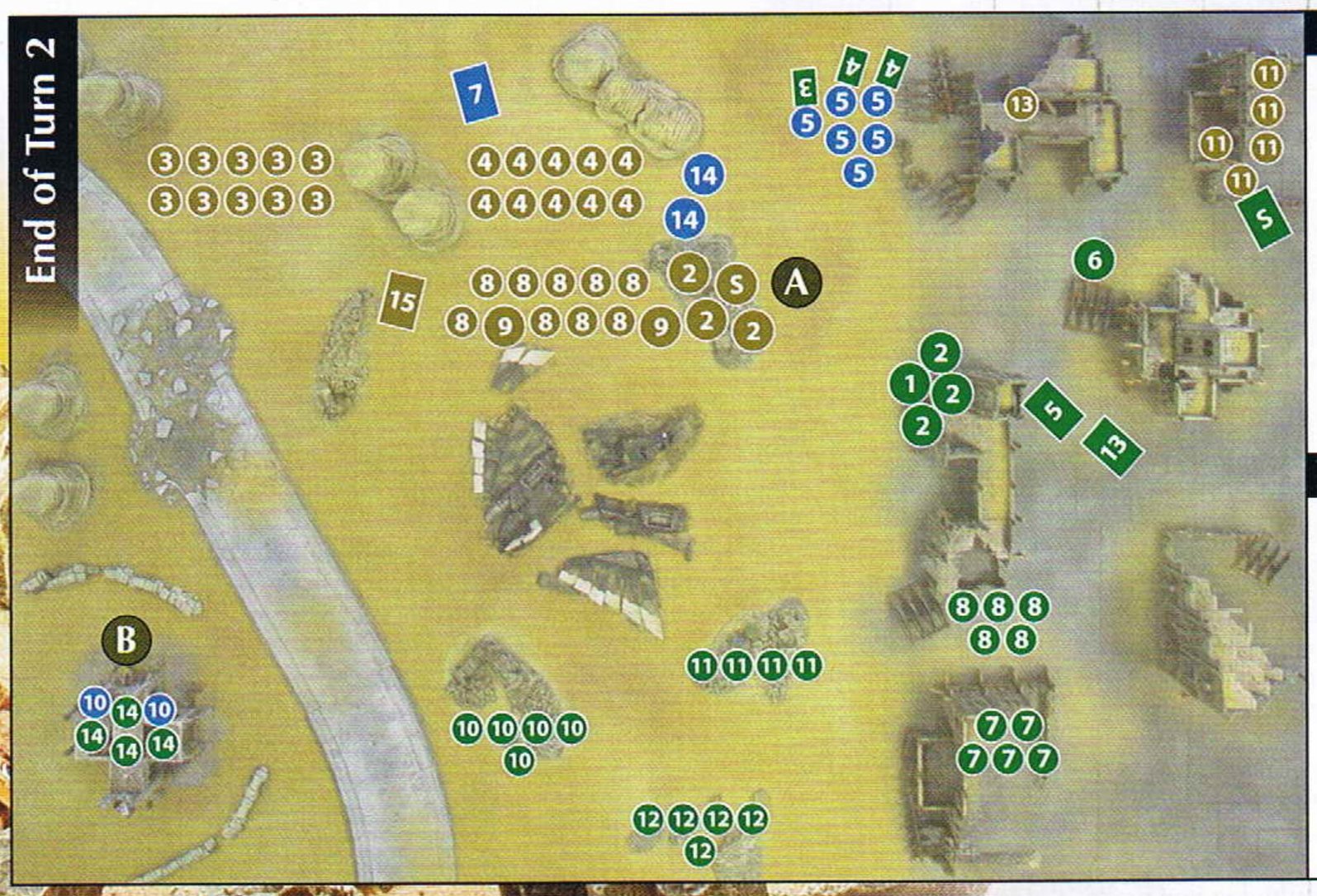
The Tau moved to maximise and direct their firepower.

Shadowsun and the Stealth team moved into cover close to the objective and within shooting range of the Deathwing squad *(A)*.

The Tau Shooting phase began in the city with the Stingwings aiming at the bikers in the street below. Despite three hits, only one bike was toppled. The Broadsides brought their formidable railguns to bear on the Predator across the battlefield. The linear accelerators whined, sending a solid projectile into the Space Marine tank, destroying it in a plume of acrid smoke. The Piranha, the Stingwings and the Fire Warrior team (Shas) on the Tau right all targeted the Devastators, but only killed one as the Dark Angels made their saves once again.

The ion cannon and the smart missile system on the Hammerhead powered up and shot at Combat Squad Beta. Once more the Emperor smiled on the Astartes and they made all their cover and armour saves. The Kroot fired their rifles at the same combat squad and fared much better by killing two Space Marines. Fire Warrior team Fio in the centre also fired into Combat Squad Beta, managing an impressive five wounding hits. Owen finally failed some saves and the entire squad was wiped out!

Fire Warrior team Kor near the city fired their pulse rifles into the Deathwing. Despite suffering two wounds, the tactical dreadnought armour held strong. Shadowsun and the Stealth team raised their weapons at the Terminators. The Tau Commander scored two hits with her fusion blasters, but only one wounded and



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- 4 Fire Warriors Fio
- S Fire Warriors Kor
- 6 Fire Warriors Por
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- 8 Kroot
- 9 Kroot Gun
- 10 Vespid Cyr
- 11 Vespid Vah
- Piranha
- 13 Sniper Drone Team
- 14 Broadside Battlesuits
- 15 Hammerhead

Cover Saves

Owen's Space Marine troops were able to withstand a great deal of the Tau's massed high-strength firepower thanks to being in cover. Although a cover save may not give the same protection as armour it is never negated by high strength weaponry.



The Dark Angels Devastators used the cover of the sanctum to full advantage.

Glenn says...

After an underwhelming first turn, Andy needed to make some progress. He began by sending his Vespid into action on both flanks. On the left, he was hoping the Vespid could tie up the Devastators in assault and prevent them from shooting. The Vespid on the right opened fire on the Ravenwing bikes with their neutron blasters (S5, AP3). Unfortunately, the Devastators beat the Vespid in combat and only one Ravenwing biker was felled by neutron blasts. It is worth noting that neutron blasters are assault weapons, so the Vespid on the right flank could have followed up their shooting with an assault.

While the attempt to pin the Devastators in combat had failed miserably, there was a chance that the other Vespid could have slowed the Ravenwing down for a turn. This kind of tactic is risky, but when you have the Ravenwing rampaging down your flank it is time to trust in lady luck. As it was, they were assaulted by the Dark Angels and destroyed to no purpose.

the other was saved by the cover. The Stealth team had more success killing two of the five Deathwing.

In the Tau Assault phase the Vespid charged the Devastators *(B)*, but were brutally beaten. Despite this setback, things were looking better for the Tau.

Dark Angels Turn 2 opened with Sammael flying within assault range of the Vespid. The surviving Ravenwing scooted behind the building occupied by the last remaining Sniper Drone. Andy was alarmed to see they were already within assault range of Fire Warrior team Kor. The Deathwing moved out of the cover of the building and strode purposefully towards the Stealthsuits and Commander Shadowsun. The Tornadoes moved along the Dark Angels right flank but remained within the boundary of the city.

The Shooting phase began with the Tornadoes, which unleashed their assault cannons into the Broadsides. Scoring seven hits, all but two were saved. The Broadside team lost a Shield Drone and took a wound on one of the suits. The Attack Bike shot at the lone Sniper Drone and missed, as did the Scout squad who finally took it out. The Devastators destroyed the remaining Crisis Battlesuit and Combat Squad Alpha got a lucky hit on the Piranha, bringing it down to earth in a fiery blaze. The rearmost Combat Squad (Delta) fired a Krak missile at the Hammerhead but it merely dented the hull.

In the Assault phase the Master of the Ravenwing made light work of the Vespid (Vah). However, the Ravenwing bikes were held up by the Fire Warriors in an impressive display by the Tau. Crucially, the Deathwing failed a difficult terrain roll to assault, leaving them in the open.

UNDER HEAVY FIRE

Turn 3

A A potentially disastrous difficult terrain roll by Owen in the previous turn had left the Deathwing and Chaplain in the open in front of the Tau gun line. In an effort to prevent them getting into assault, almost everything in the Tau army opened fire upon them, killing two Terminators. In Owen's following turn the Deathwing finally made it into combat with the Broadsides and wiped them out.

B Following a miraculous morale check of "double-1" in the previous turn, Fire Warrior team Kor continued to put up resistance against the Ravenwing, but it was to no avail and they were quickly put to the sword.

C The Master of the Ravenwing swept around the flank to threaten the Tau firing line, finally in a position to affect the game.

D In an effort to evade the Deathwing and make some progress in claiming the objective, Shadowsun and the Stealth team moved onto the wrecked Aquila shuttle.

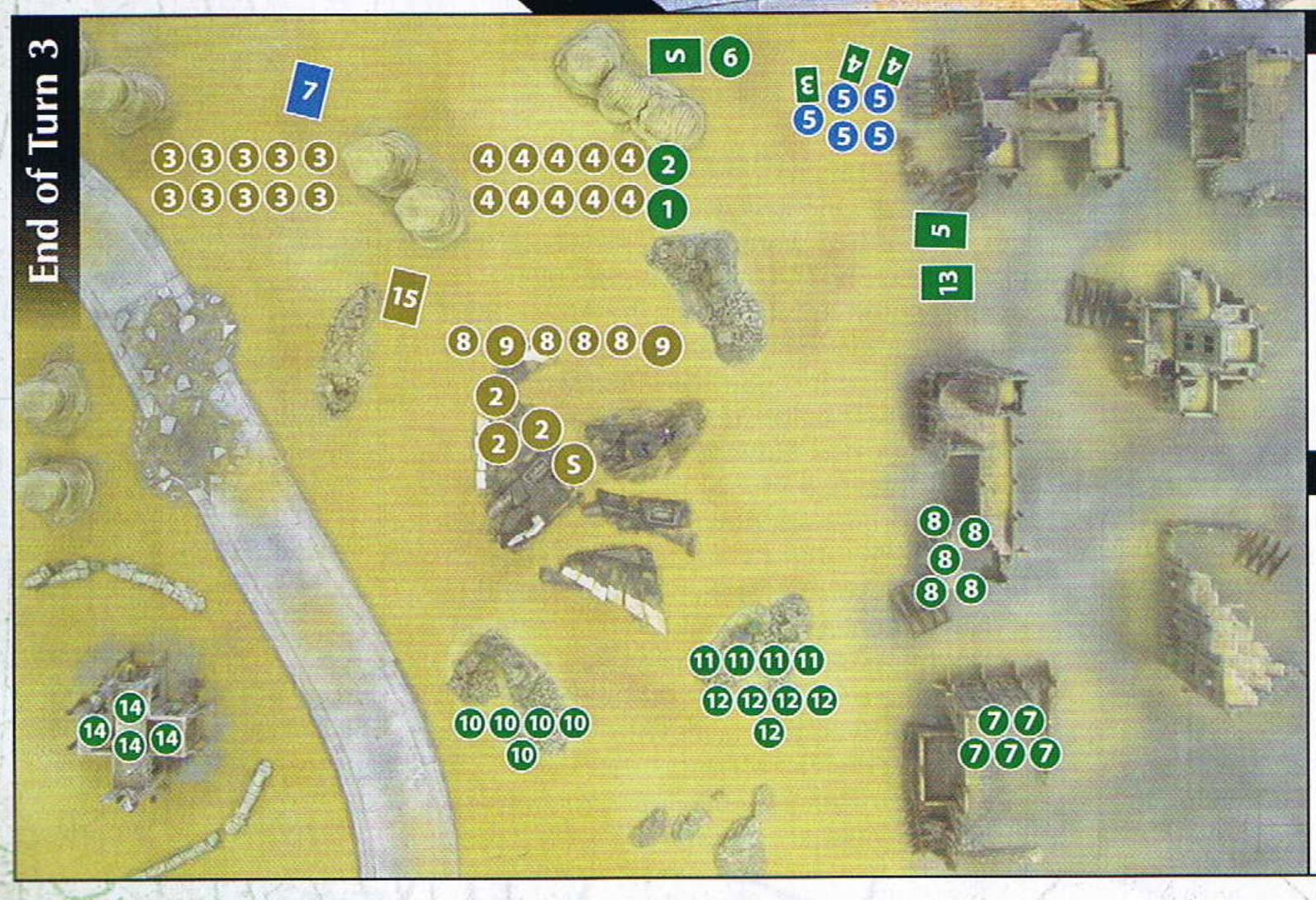
E While the Devastators fired upon the Hammerhead, every other Space Marine who was able to opened fire on the Kroot in an attempt to whittle them down, and remove their status as as a scoring unit.

F Scout Squad Beta continued its slow advance on the objective. Owen figured that if the faster elements in the Dark Angels army failed in claiming the objective, then these guys would have a good chance.

Glenn says...

Owen's placement of the Deathwing may have been slightly flawed. While he took full advantage of being able to Deep Strike on Turn 1 he landed them in full view of the Tau and in difficult terrain. This allowed him to shoot but it meant that in Turn 2 he was exposed to Tau gunfire and was slowed by the difficult terrain so much he failed to make it into assault. This left them floundering in the open, and it was only thanks to Owen's good luck (or Andy's bad luck) that they survived. It may have been wiser to have landed them out of sight in clearer terrain.





Dark Angels

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- 1 Interrogator-Chaplain
- 2 Deathwing Terminators
- 3 Bikes Alpha
- 4 Bikes Beta
- 5 Tornado
- 6 Attack Bike
- 7 Scouts Alpha
- 8 Scouts Beta
- ~~Combat Squad Alpha~~
- 10 Combat Squad Beta
- 11 Combat Squad Calc
- 12 Combat Squad Delta
- 13 Tornado 2
- 14 Devastator Squad
- ~~Predator~~

Tau

- S Shadowsun
- ~~Crisis Team~~
- 2 Stealth Team
- 3 Fire Warriors Shas
- 4 Fire Warriors Fio
- ~~Fire Warriors Kor~~
- 6 Fire Warriors Por
- 7 Devilfish
- ~~Kroot~~
- 9 Kroot Gun
- ~~Vespid Cyr~~
- ~~Vespid Vah~~
- Piranha
- ~~Sniper Drone Team~~
- ~~Broadside Battlesuits~~
- 15 Hammerhead

Tau Stealthsuits

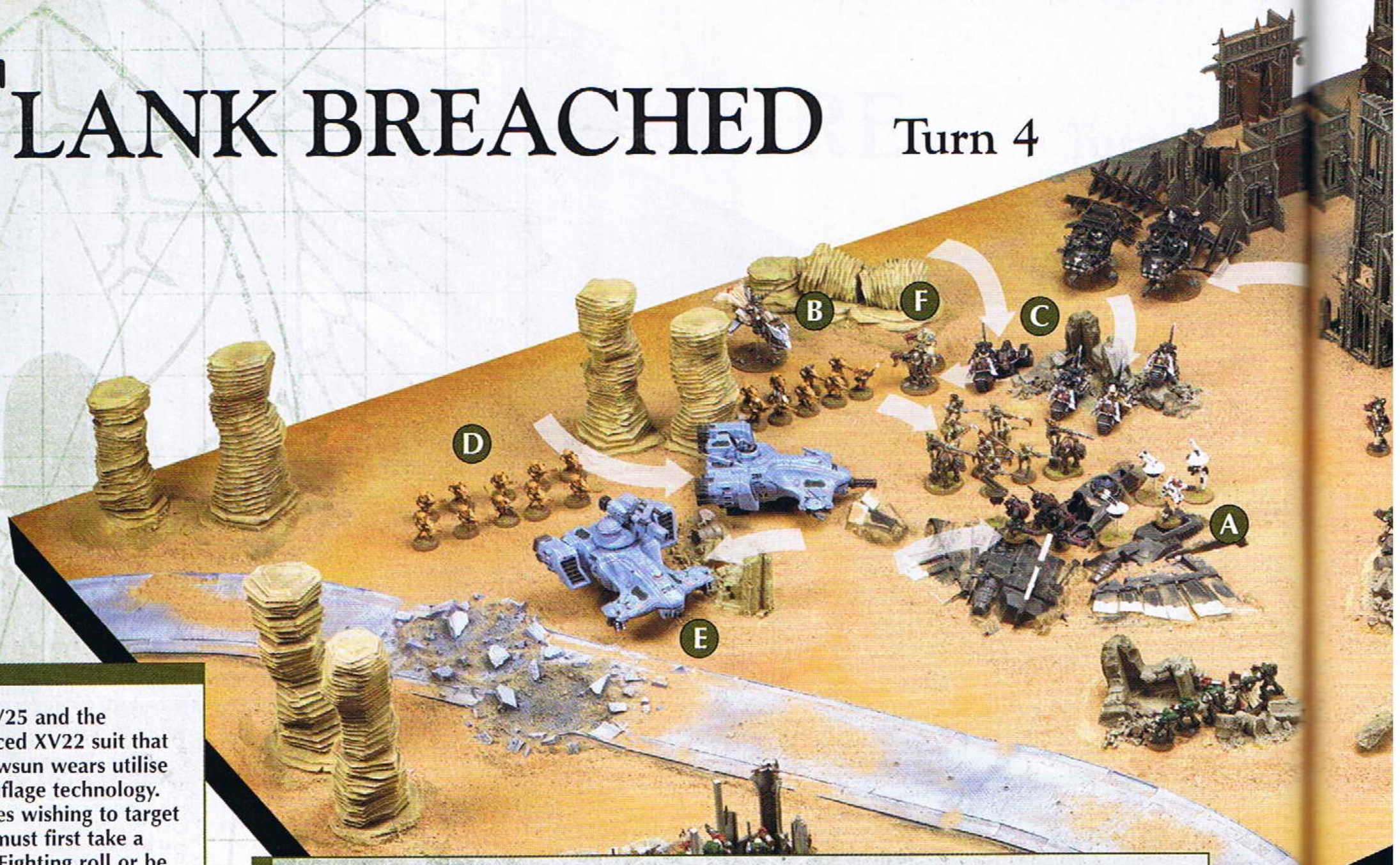
Tau battlesuit technology is ever evolving for, unlike the Imperium, the Tau learn from experience and utilise their technology to overcome those obstacles that stand in the way of the Greater Good.

Tau Stealthsuits have some unique abilities but also share similar technology with larger battlesuit rigs like the Crisis and Broadside. Thanks to the phasing and vision dispersal abilities of the battlesuit, Tau Stealth teams can Infiltrate and are difficult to target. Like the larger Crisis Suits, they are equipped with Jetpacks which allow them to move in the movement and assault phases.



The XV25 Stealthsuit is a recent addition to the Tau armoury.

FLANK BREACHED Turn 4



A Tau XV25 and the advanced XV22 suit that Shadowsun wears utilise camouflage technology. Enemies wishing to target them must first take a Night Fighting roll or be unable to see them. This happened to the Dark Angels Scouts, robbing them of an important turn of shooting.

B The Master of the Ravenwing flew across the Tau baseline and into the rear of Fire Warrior team Fio. The odds were not in favour of the Tau.

C The Ravenwing assaulted the Kroot. The assault was vicious, and only one Kroot rider survived, managing to kill a biker in retaliation.

D Fire Warrior team Shas continued plugging away at the remaining Devastators, managing 5 Wounds but only one kill!

E Having being stunned and shaken in Turn 3, all the Hammerhead could do was move out of range of the Attack Bike's multi-melta.

F The remaining Deathwing Terminator and the Interrogator-Chaplain advanced into Fire Warrior team Fio, who were already fighting Sammael. To everyone's surprise, they survived the round.

Combat Squads

A number of 10-man units in the Dark Angels army have the option of breaking down into two five-man units called Combat Squads. This makes the Dark Angels an extremely flexible force. In the battle report, Owen broke both his Tactical units into Combat Squads, giving him two extra scoring units – very useful for a mission like Take and Hold. Once the Combat Squads have been split, they are treated like individual units for the remainder of the game.

With Combat Squads, you can tailor the squad composition to a specific purpose. For instance, a 10-man Devastator unit could be split into two Combat squads, an anti-tank squad with two lascannons, and the other squad armed with two heavy bolters to take out massed ranks of enemy infantry.



A Dark Angels Space Marine with plasma gun.

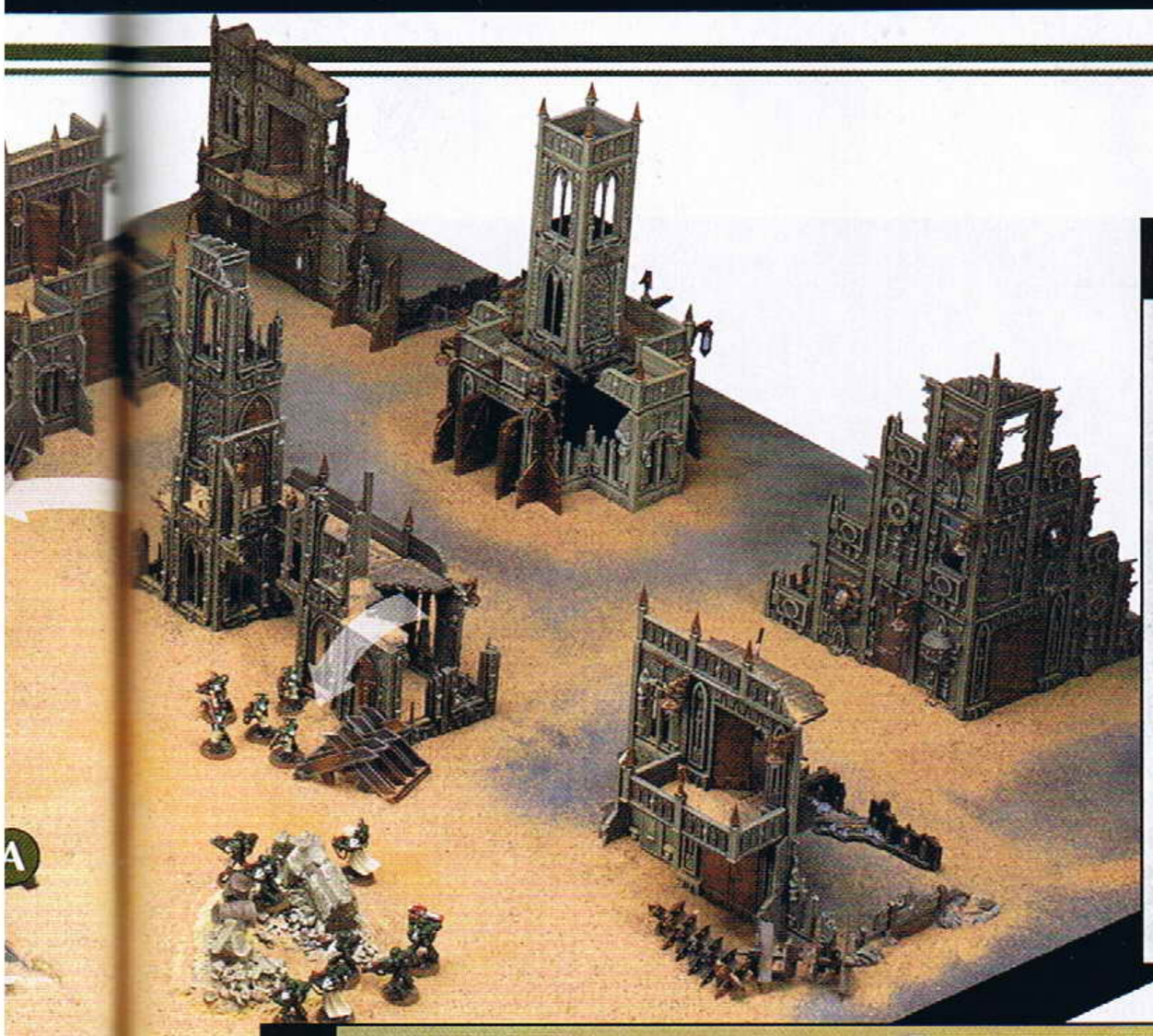
The assaults begin

It was Tau turn 3, realising his central force was in danger of having the Ravenwing advance into them, Andy moved the Kroot and Fire Warrior team Fio forward, as did the Broadsides. Shadowsun and her Stealth team flew back from the Terminators, bringing their guns to bear.

The Broadsides opened the Shooting phase, killing one Terminator with a railgun shot. Despite concentrated fire from the Hammerhead, Fire Warrior team Fio, Shadowsun and the Stealth Suits causing another 12 wounds, only one more Deathwing was lost. After the dust had settled, one Terminator and the Chaplain remained standing – only two models, but more than enough to bother the Tau.

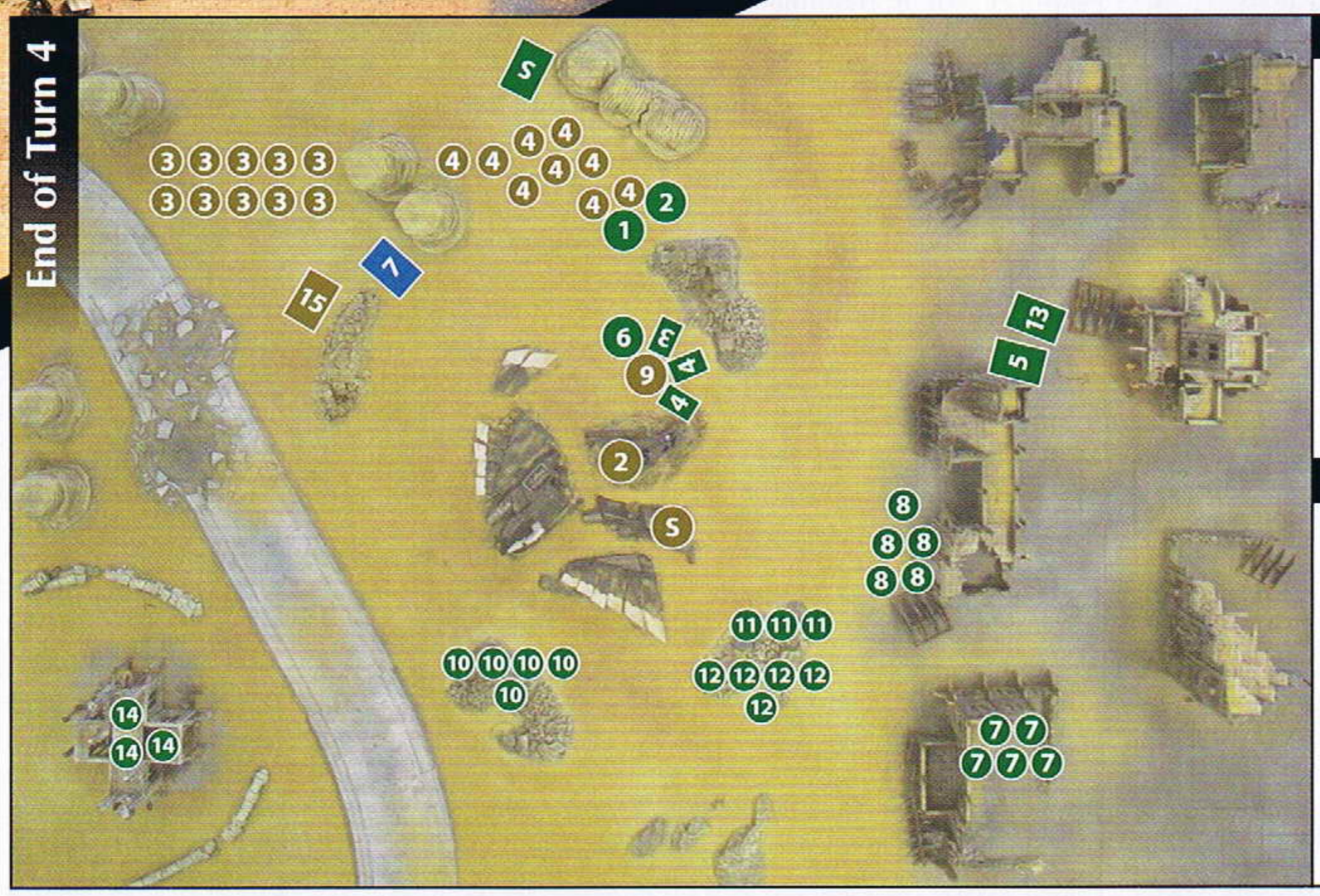
The Kroot fired across the battlefield at Combat Squad Cale, killing one more robed Space Marine. The Fire Warrior team Shas carried on firing at the Devastators – who had now drawn a tremendous amount of fire. The Assault phase was a stalemate between the Ravenwing Bikers and the engaged Fire Warriors. No wounds were scored on either side. Shadowsun and the Stealth suits jumped onto the objective.

Dark Angels Turn 3 began with Sammael flying deep into the Tau deployment zone. The indomitable survivors of the Deathwing marched towards the Broadsides. The Devastators shot at the Hammerhead, stunning the crew. Owen's bad luck with plasma weaponry continued as the plasma cannon overheated again, killing its bearer. Both Tornadoes let rip into the Kroot. Despite scoring 9 hits, 6 were negated by cover. The Tactical Combat Squads also failed to kill any Kroot, who had hunkered down into the debris of the crash site. In the



Glenn says...

Owen displayed a large degree of tactical wit (and outrageous luck) in this turn. His use of the Ravenwing on the right flank worked brilliantly. The cover of the buildings combined with the bike's speed gave them an almost completely safe passage to the objective. While I'd happily award Owen points for excellent tactical execution, I'll have to deduct them again for his lack of style in his use of Sammael. While he was safe flying around the flank, it took him several turns to get stuck in. Admittedly, he single handedly despatched a unit of Vespid and accounted for the majority of the kills in the assault against Fire Warrior team Fio, but Sammael is Toughness 5, with 3 Wounds, carrying an Adamantium Mantle, Iron Halo, master-crafted power sword and plasma cannon! This guy can take a solid rail gun shot to the head and still keep on dishing out the damage. So, rather than skulking around the edge of the board, Owen might have got more out of him had he engaged the Tau head on. But then that sort of behaviour would have wrecked his shiny paintwork.



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Tau

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- 7 Devilfish
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- Vespid Cyr
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- Piranha
- Sniper Drone Team
- Broadside Battlesuits
- 15 Hammerhead

Assault phase, the Chaplain and Terminator made short work of the Broadsides, and then advanced into Fire Warrior team Fio. However, the Ravenwing bikes were held up again by the Fire Warriors, who rolled an Insane Heroism result on their Morale test.

In Tau Turn 4 things were starting to look a bit shaky for the xenos. The objective was under Tau control, but there were another two turns to hold out. There was still a squad of Andy's beloved Fire Warriors ready to be called to action in the Devilfish – if they could hold out and then flood the objective in the last few turns, the Tau could pull off a neat victory. The Hammerhead moved into cover *(E)*. The Kroot moved forward but it looked likely they would be charged next turn.

The Fire Warriors on the Tau right flank dutifully shot at the Devastators again, scoring another wound *(D)*. The Assault phase loomed and Fire Warrior team Fio lost the fight against the Deathwing. However, another double-1 was rolled for Morale and they stayed put for now. Fire Warrior team Kor finally gave up the ghost and was wiped out.

The Dark Angels began to press their advantage. Sammael moved into assault range of the already engaged Fire Warriors *(B)*. The surviving Ravenwing bikers closed on the Kroot *(C)*.

Most of the Dark Angels not in combat targeted Shadowsun's Stealth team, though one of the Tornadoes, Combat Squad Alpha and a unit of Scouts failed to see them *(A)*. The Assault phase was brutal – the Kroot were wiped out and the Ravenwing advanced into Shadowsun's Stealth Team, while Sammael and the Deathwing fought Fire Warrior team Fio *(F)*.



The Interrogator-Chaplain in Terminator armour is a formidable character. Between them, he and Sammael killed over 20 Tau in close combat.

VENGEANCE OF THE UNFORGIVEN

Turns 5 & 6

A **The Dark Angels were now in control of the battlefield and had more than enough scoring units within range of the objective to win. However, the Dark Angels are famously intolerant of xenos and so, led by Sammael, the Ravenwing units sped across the battlefield. bearing down on the final unit of Fire Warriors.**

B **Fire Warrior team Shas had spent the entire game firing at the Devastators that had been in cover of the sanctum. However, after the destruction of the Hammerhead tank, they were the last remaining Tau squad on the battlefield. The Ravenwing and Deathwing units didn't waste any time and killed nine of them in a mass of firepower. This left only one Tau to be run down by a vengeful Master of the Ravenwing.**

The final stages

The Devilfish swooped into the centre of the battlefield and the Fire Warriors disembarked. The Devilfish landed in such a way as to prevent the Deathwing from advancing into the newly arrived Fire Warriors without having to go through the APC first. With its weapons fully operational again, the Hammerhead moved into a prominent firing position and opened fire at Combat Squad Beta, killing four Space Marines. The remaining squad member failed his Morale test and fell back. Fire Warrior team Shas shot at the Devastators once again, this time reducing them to a single model.

In the Assault phase, Shadowsun scored two hits on the bikes but failed to wound. Fire Warrior team Fio was wiped out by the combined might of two Inner Circle Dark Angels and a Deathwing Terminator.

Owen could sense a victory, but, Shadowsun still remained on top of the objective and the reserve unit of Fire Warriors was at full strength and in a scoring position. The final Devastator passed his Last Man Standing test and prepared to fire his lascannon. The Tornadoes swooped into range of the Hammerhead and opened fire at it, as did the last Devastator. However, thanks to its decoy launchers, the Tau tank only lost its ion cannon. Sammael fired his bike-mounted plasma cannon and storm bolters at the fresh Fire Warriors squad, hitting six and killing four after cover saves. The Terminator shot at the Devilfish, scoring a glancing hit, while the Scout snipers destroyed the Devilfish's drones.

In the penultimate Assault phase, the Master of the Ravenwing charged into Squad Fio, killing a further four with ease and running the rest of the squad down. The Ravenwing bikes managed to kill a Shield Drone from Shadowsun's coterie while she failed to hit in return. The Attack Bike wounded one of the remaining Stealth suits. Unfortunately for Andy, he then rolled a "double-6" for Shadowsun's Morale test. The Hero of the Tau Empire and commander of the Third Sphere Expansion was promptly run down by the remaining two Ravenwing bikers.

Andy was now playing for honour and so landed the still-mobile Hammerhead on the objective. The last surviving Fire Warrior team shot at the fast-approaching Master of the Ravenwing. Though they caused two wounds, both were saved.

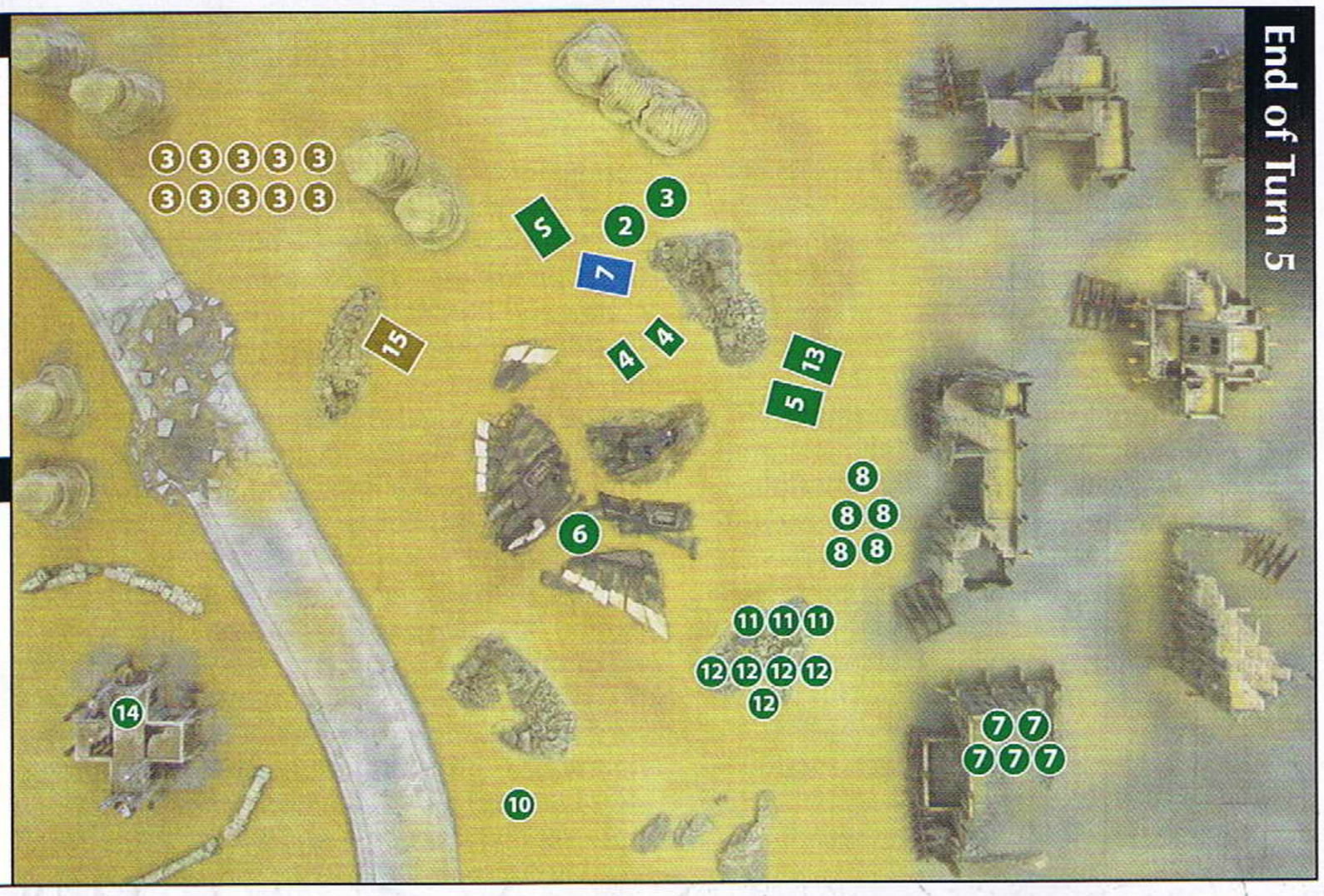
In the final Space Marine turn, the Dark Angels turned their attention to the Hammerhead. The Scouts and Attack Bike both failed to breach its armour, but a krak missile from the surviving member of Combat Squad Alpha scored a penetrating hit, which destroyed the hardy Tau tank.

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- 14 Devastator Squad
- Predator

Tau

- S Shadowsun
- Crisis Team
- 2 Stealth Team
- 3 Fire Warriors Shas
- Fire Warriors Fio
- Fire Warriors Por
- Fire Warriors Kor
- 7 Devilfish
- Kroot
- Kroot Gun
- Vespid Cyr
- Vespid Vah
- Piranha
- Sniper Drone Team
- Broadside Battlesuits
- 15 Hammerhead





Led by Sammael, the Ravenwing units raced across the battlefield, heading towards the last remaining Tau squad *(A)*. The Ravenwing fired killing nine of the ten Fire Warriors. The last Tau soldier on the battlefield was then mercilessly chased down by the Master of the Ravenwing *(B)*. The Unforgiven would keep their secrets safe, whilst the Tau would mourn the loss of their greatest commander since Farsight betrayed the Greater Good.

DARK ANGELS VICTORY

Scoring Units on Objective

	Ravenwing Attack Squadron Tornado **Ravenwing Attack Squadron Attack Bike** **Ravenwing Support Squadron Tornado**
	No Scoring (or any!) units

UNPARALLELED FIRE SUPERIORITY... ALMOST



Superior Technology

The Tau Hammerhead proved to be a tough nut for the Dark Angels to crack. Not only did it draw lots of fire away from the Fire Warrior squads, but the Ion Cannon, which only costs 15 points, slew many powered armoured foes.

Even towards the end of the game the tank kept proving its worth by sitting on the objective until it was destroyed.

Curse the Unforgiven!

Andy: Ouch. That was far from the Tau's finest hour. With every model of my force wiped off the battlefield, including Commander Shadowsun, I'm sure I'll be demoted back to a Shas'la and sent to some far-flung moon where all there is to worry about is a few wayward Krootox.

On reflection I was too keen to leave my table edge. My plan to form a secure perimeter around the objective was flawed. Instead, I should not have moved any model off the baseline until at least Turn 4. This way I could have avoided close combat for as long as possible and used my superior long range firepower to keep the objective area relatively clear and then swamp it with Kroot, vehicles and as many Fire Warriors as possible in the final stages of the game.

> **"My plan to form a secure perimeter around the objective was flawed."**

As it was I became so focused on how critical the shooting phases in Turns 2 and 3 were that I started moving my troops forward far too early, my intent being to get as many weapons as possible in range by Turn 2.

Despite massing firepower at a number of Owen's key squads, he rarely failed a saving throw. Full credit goes to Owen here for making sure that most of his squads took advantage of cover, the saves helping to negate the high AP of the Tau weaponry. The Devastators were a clear example of this – over the course of the game they took 27 hits, yet out of a five-man squad there was still a model left at the end of the game.

I can't blame it on luck though, as there are too many instances of my own incompetence. For example, after ineffectually shooting at the Devastators and despite using their Jump Pack move in the Assault phase, I left my Crisis Battlesuits within range of the Space Marine heavy weapons and paid the price. If they had been deployed in the city, they could have harried the bikes instead.

Saying all that, playing with the Tau against a force that can be within your deployment zone before you have even rolled a dice is very intimidating. Without that dreaded Scout move, my Sniper Drone team would have got another clear round of shooting at those Ravenwing bikes. A rematch is definitely in order.

Turning Point

In the Shooting phase of Tau Turn 3, the Deathwing squad and Terminator Chaplain were shot at by more than half the Tau army. Despite losing two models, the Chaplain and last remaining Terminator proved more than a match for any Tau. The secondary benefit of soaking up so much firepower was that Andy could not maximise his fire in a crucial turn.

If I'd have been a Space Marine...

Trying to critique Owen's decisions and tactical choices after he won the game so resoundingly seems churlish. His plan to charge down and break through one flank with the Ravenwing, to then roll my forces up and off the battlefield, was well executed and gave me very few options in return.

If I had to call him on one thing then maybe his use of the Deathwing could have been even more effective by getting them into combat before they had lost all but one of their squad. However, as we saw, just one Terminator and a Chaplain is enough when taking on Fire Warriors and Kroot in close combat! This just goes to show how deadly the Deathwing and Ravenwing are.



The Deathwing are the most elite force in the Dark Angels army and will stop at nothing to complete their objective.

STRIKE FAST AND STRIKE HARD

No respite, no forgiveness

Owen: Take that you xenos scum! Everything went according to plan. The flanking force hit home, swept round and pinned down the Tau. Meanwhile, the firebase distracted the Tau magnificently and caused some serious destruction. Then, in the last two turns all elements moved in for the kill.

What this game demonstrates is the amazing tactical flexibility of the Dark Angels. The Ravenwing and Deathwing combined make a true force to be reckoned with. Andy recognised this at once and denied me a first turn assault move with the Ravenwing in Turn 1 by keeping well back. In the future, I think I am going to experiment with splitting the Ravenwing up all over the board (thanks to Combat Squads). This will serve to confuse my opponent as to where the Deathwing will land.

> **"The Ravenwing and Deathwing combined make a true force to be reckoned with."**

Sammael was truly magnificent. He's an all-in-one super character. He has Rites of Battle which kept my Space Marines shooting at the right targets and staying in the fight. He has a jetbike which can really get him about the battlefield. In the game he swung round the flank and killed two units of Fire Warriors and a unit of Vespids. He is a really scary character, and I'm not sure Andy really knew how to tackle him. And who can blame him when he can take a railgun shot on the chin!

Sammael wasn't the only hero of the hour. The Devastators killed the hated Crisis Battlesuits and soaked up an amazing amount of return firepower (top tip – always place Devastators in cover). The Deathwing, too, were incredibly resistant to the Tau's attention. Truly, with their new Deathwing Assault and mixed weaponry, they deserve the title of the most feared troops in the galaxy. One, yes one, Terminator and the Chaplain romped through the centre of the Tau army. One further point to reiterate is that with their special teleport rule you can attach independent characters in Terminator armour to the squad – as shown by the Interrogator-Chaplain bloody rampage.

Overall I was extremely pleased with how the game went. Andy was a great opponent to play; hats off to him for his keep-on-coming attitude when all looked bleak! In the end though, the Tau could not resist the fury of the Unforgiven. Our secrets will remain safe.



Bringing Out the Big Guns

The Dark Angels Devastators not only recouped their points value by destroying key units of the Tau force like the Crisis Battlesuits, but they also drew a great deal of firepower away from other elements of the Dark Angels force. There was even one squad member left at the end of the game – no doubt the Inner Circle will be marking him for greatness.

If I'd have been a foul xenos...

Hindsight is a wonderful thing, it's always easier to look at a game after it has been played. However, I would have concentrated the Tau army more in the centre and in the buildings. While my flanking force was biting home this would have freed up units for counter-attacking, and also key units like the Battlesuits to hunt down the Ravenwing.

Secondly, during the key point of the game, I would have committed the Reserve team of Fire warriors to the fray. The additional firepower from that unit could well have saved the day for the Tau.

Finally, I would have ignored the Dark Angels' firebase, in particular the Devastators and Predator, as they were never going to capture the objective.



The Crisis Battlesuit is a tough and highly manoeuvrable weapon platform. The jetpack allows them to move again in the Assault phase, making them difficult to pin down.

THE LORD OF THE RINGS STRATEGY BATTLE GAME



ANCIENT ENEMIES

When it fell into ruin long ago, the fate of Arnor greatly influenced the balance of power in Middle-earth. Mat Ward takes a closer look...

Centuries before The War of The Ring, a terrible war raged in the north of Middle-earth as Arnor, sister kingdom of Gondor, fought for survival against the evil forces of Angmar. By this time, Arnor was a faded shadow of its former self, worn thin by plague and hardship. The armies of Angmar, on the other hand, were numerous and bloodthirsty, their ranks strengthened by foul beasts and emboldened by the darkest of sorceries. Yet despite the horrendous odds before them, the armies of Arnor fought like lions. Rallied by determined heroes, they made the foe pay in blood for every town and stronghold that fell.

Eventually, the armies of Arnor succumbed – they could not stand alone against the brutish forces arrayed before them. Fornost – Arnor's capital – fell and King Arvedui was lost soon thereafter. Angmar and its Witch-king reigned triumphant for a time, but was finally shattered by an alliance of Free Peoples, of Elves, Men and even Hobbits. Thus did the north kingdom become a desolate and lawless ruin.

But, what if...?

Though Arnor ultimately fell, it was not for want of valour. Had the enemy been less numerous – or Arnor's allies swifter to join the fray – the result of the war could have been very different. Consider the implications of a strong and thriving Arnor in The War of The Ring...

Had the Witch-king been defeated, the balance of power in the northern world might have been irrevocably changed. The rule of Arnor would have endured in the regions around Amon Sûl, Bree and Evendim, so denying many dark and dangerous creatures a place to lair. Nor would the repercussions end with armies and nations. If the Witch-king had not only been defeated, but slain at the Battle of Fornost, the Nazgûl would have lost a great portion of their power, and Sauron his most trusted lieutenant.

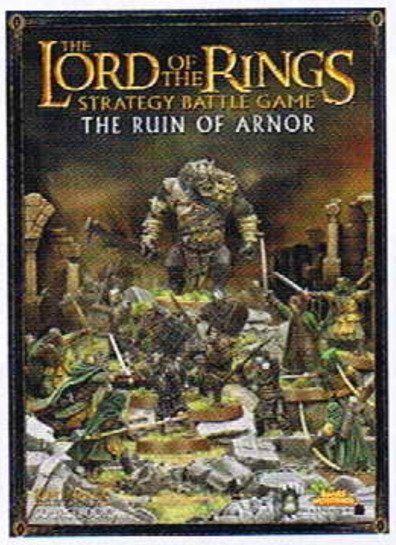
Destiny in your hands

Detailing as it does the armies of both Arnor and Angmar, The Ruin of Arnor allows you to play out the defence of the North Kingdom. You can create your own campaign by interspersing the scenarios in the supplement (which represent the pivotal moments in the campaign) with Legions of Middle-earth scenarios to forge your own, unique narrative describing the events in between.

As an example, you could start your campaign off with the A Clash of Piquets scenario from Legions of Middle-earth. You could add any survivors from this game to a Meeting Engagement (also from Legions of Middle-earth) before the walls of Fornost, finally playing To Kill a King from The Ruin of Arnor.

There's no reason to stop at defending (or crushing) Arnor either. Perhaps you could lead the forces of Angmar on an unholy crusade, laying waste to Rivendell, the Blue Mountains, Mirkwood or even the Shire. Alternatively, lead your newly strengthened realm of Arnor to war alongside the Dwarves of Moria as they fight for their kingdom.

The beauty of using Legions of Middle-earth scenarios to supplement your campaign is that these games can be of any size at all – there is no limit save your collection of Citadel miniatures and your imagination.



More information on the North Kingdom and the creatures that fight for control of it is contained in the The Ruin of Arnor supplement. As well as a wealth of background information, the book contains five army lists, over thirty Warrior and Hero profiles and six brand new scenarios for The Lord of the Rings.

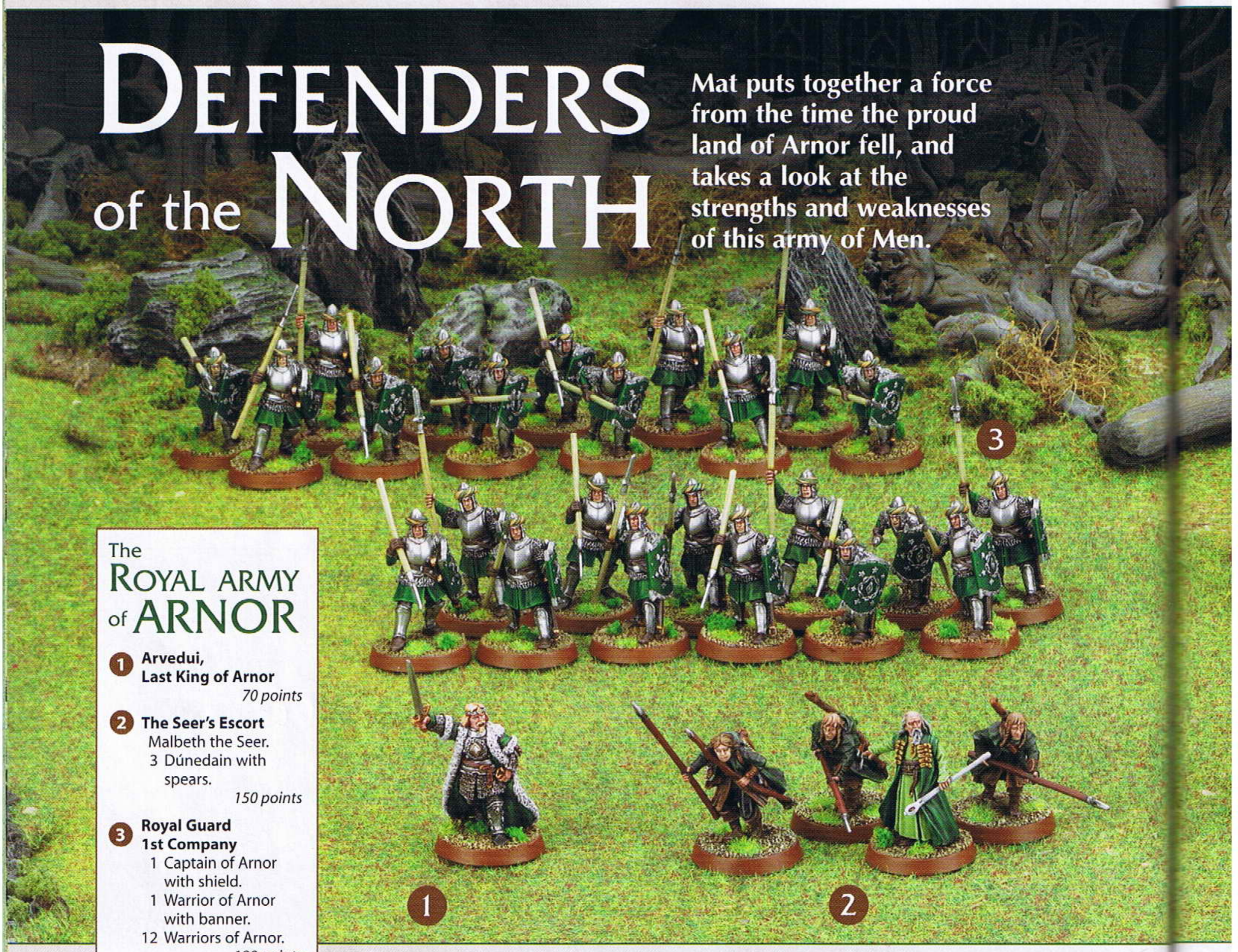
"The folk of Arnor dwindled, and their foes devoured them, and their lordship passed, leaving only green mounds in the grassy hills."

Elrond, The Fellowship of The Ring



Defenders of the North

Mat puts together a force from the time the proud land of Arnor fell, and takes a look at the strengths and weaknesses of this army of Men.



The Royal Army of Arnor

1 Arvedui, Last King of Arnor
70 points

2 The Seer's Escort
Malbeth the Seer.
3 Dúnedain with spears.
150 points

3 Royal Guard 1st Company
1 Captain of Arnor with shield.
1 Warrior of Arnor with banner.
12 Warriors of Arnor.
189 points

3 Royal Guard 2nd Company
12 Warriors of Arnor.
96 points

3 Royal Guard 3rd Company
12 Warriors of Arnor.
96 points

4 Fornost Ranger Band, 7th Company
1 Dúnedain with spear.
8 Rangers of Arnor.
4 Rangers of Arnor with spears.
125 points

5 The Hobbiton Foresters
6 Hobbit Archers.
24 points

Total: 750 points

We'll take a look at an example Arnor army in a moment, but let's start with the basics. The armies of Arnor have both a key strength and a tragic weakness. Starting with the good news – all Warriors available to Arnor have a Fight value of 4. This is a darn good thing, as it instantly puts every one of your Warriors at an advantage when fighting any of Angmar's rank and file troops.

The downside is that Warriors and Captains of Arnor have 1 point of Courage less than other Men – they've long since lost hope in victory. This isn't as bad as it sounds, as it just brings your army down to the same level of bravery as that of your opponent. Just bear in mind that your army begins to dwindle as quickly as your foe's once you've been broken.

What these two traits leave you with is a strong early-game force. As you're more likely to win the fights, you needn't fret about pitching in quickly. Indeed, you want to push forward and break the foe as fast as possible, before they can do it to you! If the game goes on too long, you run the increased risk of being broken – and, as any Evil player will testify, you don't want this with Courage 2 troops!

The Royal Army of Arnor

The example army above plays to the strengths of the Arnor list, giving a tightly balanced, competitive force.

1 Arvedui, Last King of Arnor. For an army with low Courage, a Hero with an extended Stand Fast! is a good countermeasure. Try not to risk Arvedui unnecessarily on the front lines, as you'll want his high Courage to bolster your troops if the battle goes ill.



2 Malbeth the Seer and Dúnedain bodyguard. Malbeth accompanies your main line of attack or defence, as he has the ability to warn your combatants of impending harm and so prevent the damage that would otherwise be caused. The Dúnedain are there to cover for Malbeth's lack of combat ability, and to provide a timely heroic move to whisk the Seer from the fight should things go ill.

3 Royal Guard Companies. These form the backbone of the army, providing some tight-knit combat units which are both numerous and strong in defence. Depending on the scenario being played, you can combine one or more of these into a larger shieldwall, where the banner's zone of effect can cover even more models.

4 Fornost Ranger Band. Deadly as they are at range and in close blade work, don't hesitate to send the Rangers into the thick of the melee if the situation decrees it. For the rest of the time, let their bows thin the enemy and so take the pressure off your other troops. The attached Dúnedain will provide you with that rare heroic shot, as well as a little more punch in close combat.

5 The Hobbiton Foresters. At close range (18"/42cm), these plucky Hobbits are archers to compare with your Rangers of Arnor. Unlike the Rangers, however, these little chaps are truly awful combatants, so don't let the enemy close on them. Why are they in the army? They cost half the points of a Ranger, and can be left alone to do sniper-work on the edge of the board.

PAINTING ARMOUR

A defining feature of the Arnor soldiery is their polished armour. Here's how it's done.

A



Begin by blocking in all of the armoured areas of the model with an even coat of Boltgun Metal.

B



Apply a thin wash of Scorched Brown and Chaos Black over the armour to provide shading.

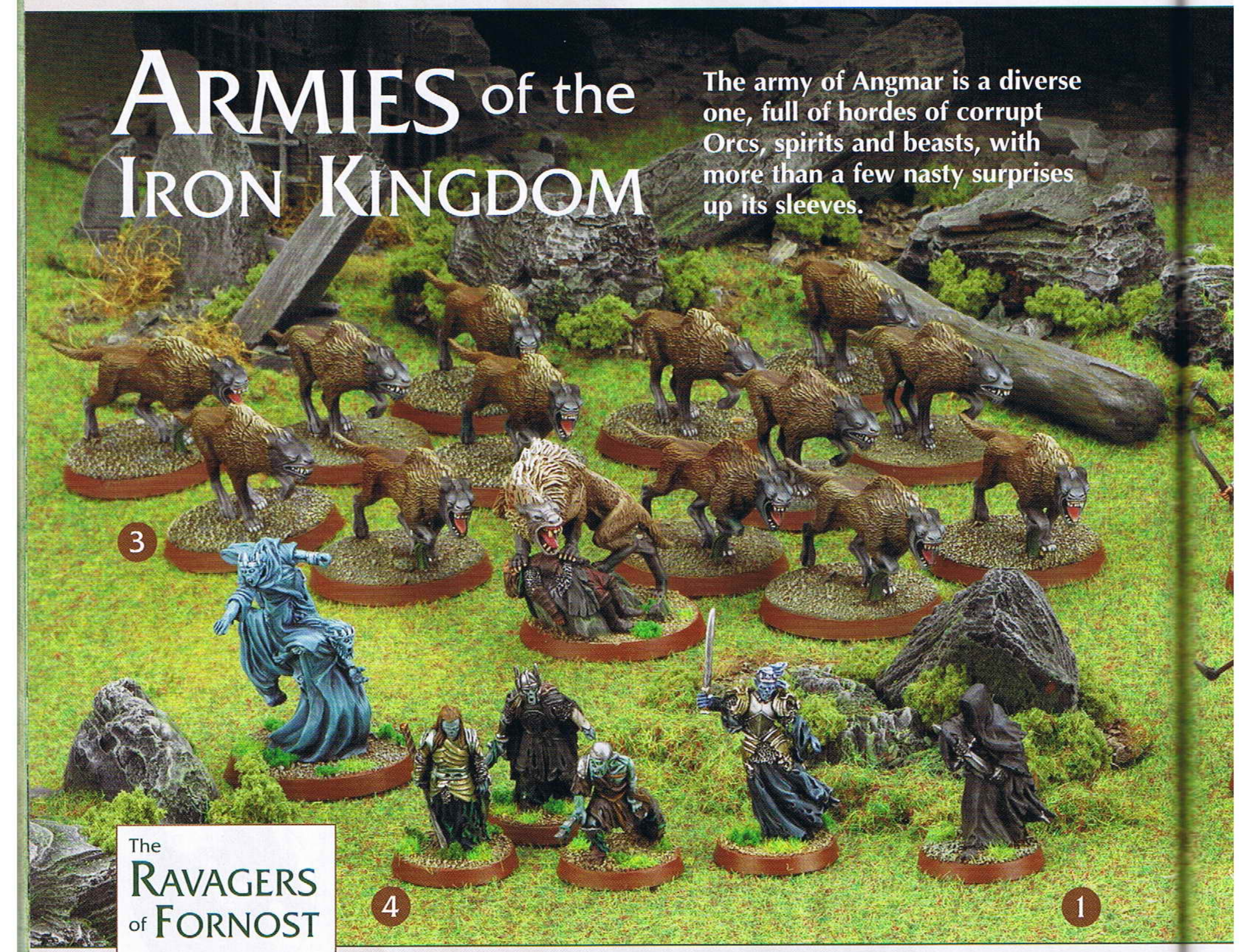
C



Paint Mithril Silver onto all the raised areas, leaving the Boltgun Metal and the shading visible in the recesses.

ARMIES of the IRON KINGDOM

The army of Angmar is a diverse one, full of hordes of corrupt Orcs, spirits and beasts, with more than a few nasty surprises up its sleeves.



The RAVAGERS of FORNOST

1. **The Witch-king of Angmar (Allied Hero)**
   150 points

2. **The Horde**
   12 Orcs with spears.
   12 Orcs with shields.
   6 Orcs with bows.
   6 Orcs with two-handed weapons.
   1 Orc with banner.
   246 points

3. **The Pack**
   1 Wild Warg Chieftain.
   13 Wild Wargs.
   179 points

4. **The Ettenmoor Dead**
   3 Spectres.
   1 Barrow-wight.
   1 Shade.
   195 points

Total: 770 points

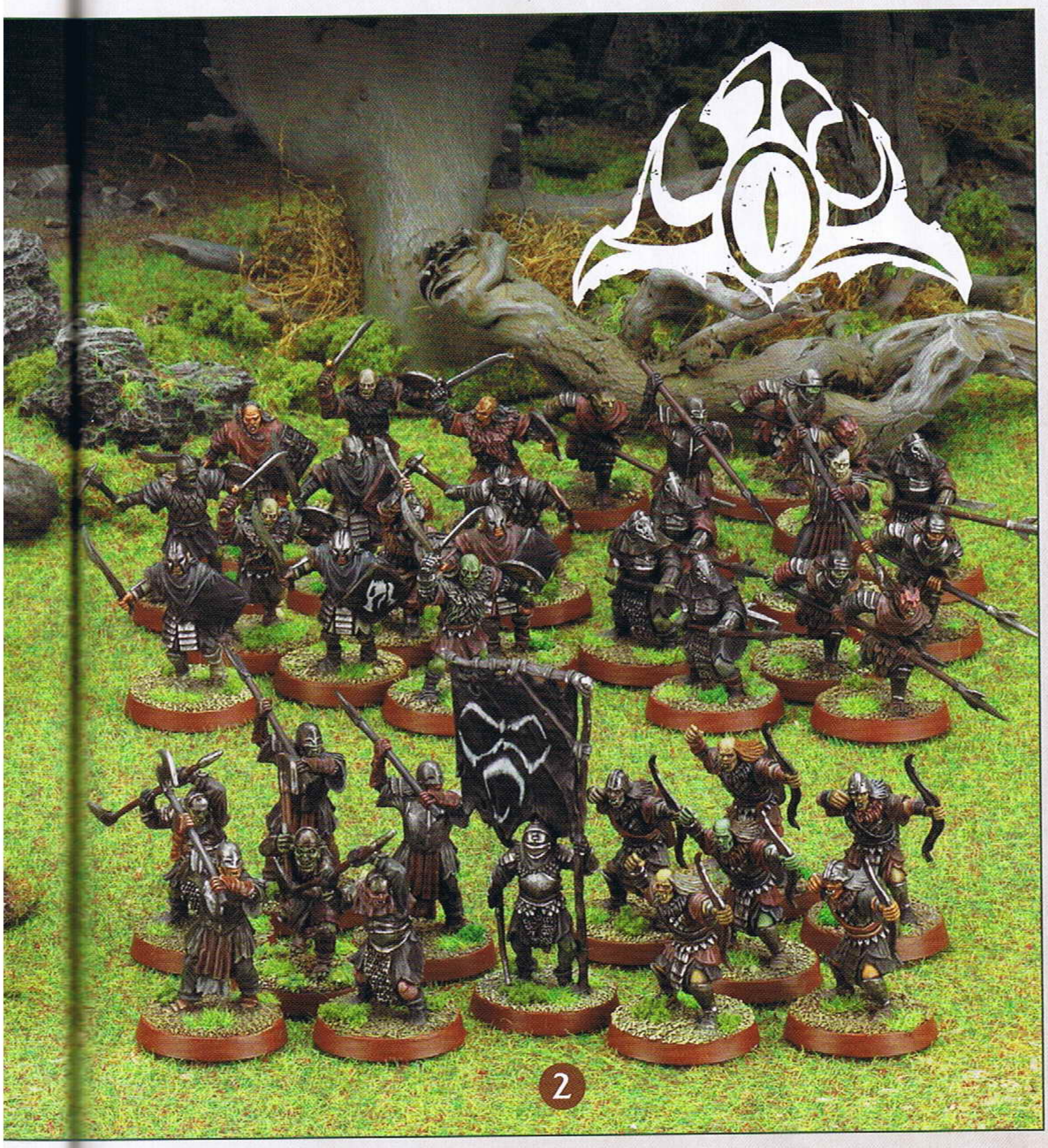
In contrast to the forces of Arnor, there's nothing typical about the denizens of Angmar. At first glance, you might be tempted to write them off as jacks-of-all-trades (and thus masters of none) but, in truth, Angmar does have a speciality. Actually, it's more a combination of two aptitudes, which in my mind go under the names of "horde" and "control".

Horde is a straightforward concept: outnumber your enemy. Angmar can generally lay its hand on enough troops to build a respectable swarm, and a horde of inexpensive Warriors (who, let's be clear on this, shamelessly gang up on and trap enemy soldiers to win) will carry you far. However, it will only carry you so far, and that's where the control element comes in.

Control is the art of shutting down key elements of your opponent's army without – and this is the important distinction – actually killing them. "What good is that?" you might ask, and on the face of it, control does seem a rather strange idea. Remember, however, that abilities that don't kill cost less than those that do, so you can have more of them. Besides, there's nothing in a control style that says you're not allowed to kill the foe after you've controlled him. In a nutshell, that's how control works. Use a Spectre to pull an enemy out of formation, a Barrow-wight to paralyse an enemy Hero, or perhaps a Shade to cripple enemy attempts to fight. Each of these scenarios follows with your minions flowing over the bewildered enemy, with predictable results.

The Ravagers of Fornost

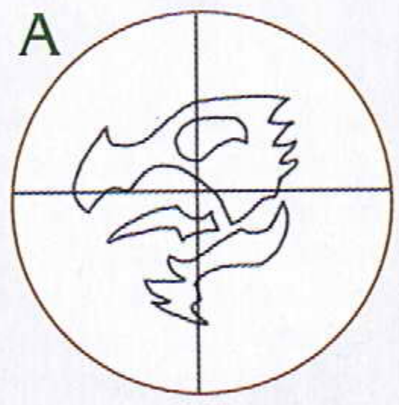
This example army plays to the strengths of the Angmar list, giving a tightly balanced, competitive force.



ANGMAR BANNERS

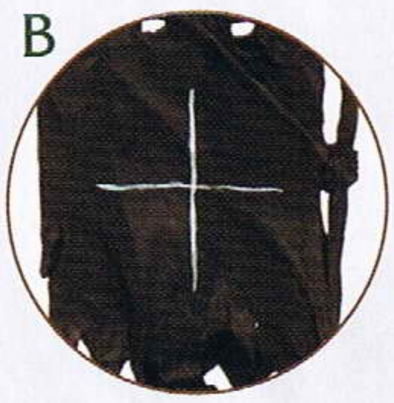
Mark Jones shows us how to paint an Orc banner with an icon of Angmar.

A



First, decide on an icon for your banner and draw it onto a piece of paper, using a cross as shown to mark the centre point.

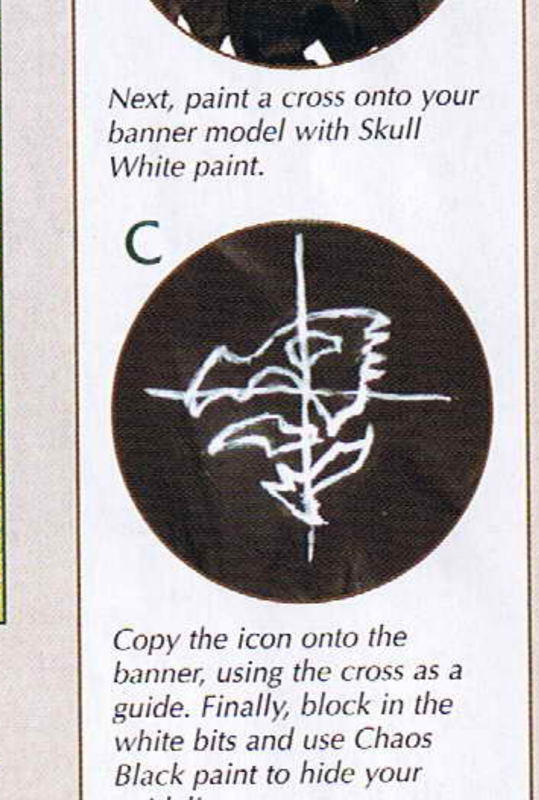
B



Next, paint a cross onto your banner model with Skull White paint.

C

Copy the icon onto the banner, using the cross as a guide. Finally, block in the white bits and use Chaos Black paint to hide your guidelines.



1 The Witch-king of Angmar. Make no mistake, the Witch-king is the heart of your army. Keep him safe, use his spells to careful effect, and husband his Might for those crucial heroic moves.

2 The Horde. Properly supported, Orcs will win you the game. Keep them close to the Shade and use the Orcs' spears to get those extra attacks. If an Orc with a shield is in trouble, get him to use the shielding rule and never make a charge you don't think you can win. Numbers are your strength; use them well.

3 Wargs are deadly, but not if unleashed too soon. Against higher Fight values, always outnumber two to one, or you're going to find your pack thins disturbingly swiftly. You'll get the most from your Wargs if you can get them into position to charge home alongside your Orcs, but if you get the opportunity to set your Warg Chieftain on a lone Hero – do it.

4 The Ettenmoor Dead. With these your best tricks lie. Spectres should use their ability to move enemy models to pick apart the opposing army's line and, if you're lucky, pull a banner bearer to somewhere he'll regret. Barrow-wights are instant Hero killers – paralyse a dangerous enemy and then repeatedly kick them in the head as they snore blissfully on. Most dangerous of all are the Shades. Any enemy within 6"/14cm of a Shade suffers a -1 penalty to their fight rolls. Accordingly, such mortal fools suddenly find themselves at the risk of losing even to mere Orcs!

ALLIANCES
Fair and Foul

Few realms stand alone in times of war – Arnor and Angmar are no exception. With Legions of Middle-earth, it's easy to choose what those alliances should be.

Arnor and Minas Tirith

With no cavalry of its own, Arnor is well advised to call upon Minas Tirith for aid. The soldiery of Gondor can muster plenty of lance-wielding Knights – severely increasing the striking power of the army. As an added bonus, Minas Tirith can also bring a mighty Trebuchet to the battle – only the bravest or most foolhardy opponent will stay bunched up in the face of such a machine.



Elven Havens

Arnor can really struggle when going up against terror causing creatures, due to the low Courage of its basic Warriors. If this is a hole in your army you'd like to fill, look no further than Rivendell or the Grey Havens. Both can supply you with bolder Warriors, and some deadly Heroes.



Círdan



Elf Warrior

Khazad-dûm

Everyone loves a Dwarf – who wouldn't? They've good Fight and Courage values but, best of all, an unsurpassable high Defence across the width of the army. Even basic Dwarf Warriors can be used to spread a little starch across your front line, and that's to say nothing of the elites.



Dwarf Warriors



Dwarf Khazâd Guard

Angmar and Moria

You've a choice of Moria Goblin armies to ally with Angmar, but I'd always go with the Moria army list over the Dwellers Below. This way, your Angmar army gets even larger (Goblins), reduces your foe's Courage (Moria Goblin Drum) and chokes enemy Heroes in a blinding swarm (Bat Swarms). You can even supplement your limited Might stores with plentiful Moria Goblin Captains. Make no mistake, Angmar allied with Moria makes a powerful match-up.



Barad-dûr

A timely alliance with the Dark Tower holds many benefits for Angmar. Though you'll be unlikely to want Sauron himself in smaller games, Barad-dûr gives you access to all manner of Orcs to tweak your horde dynamic, as well as some devastating artillery pieces – my favourite of which is the Siege Bow.



Mordor Siege Bow

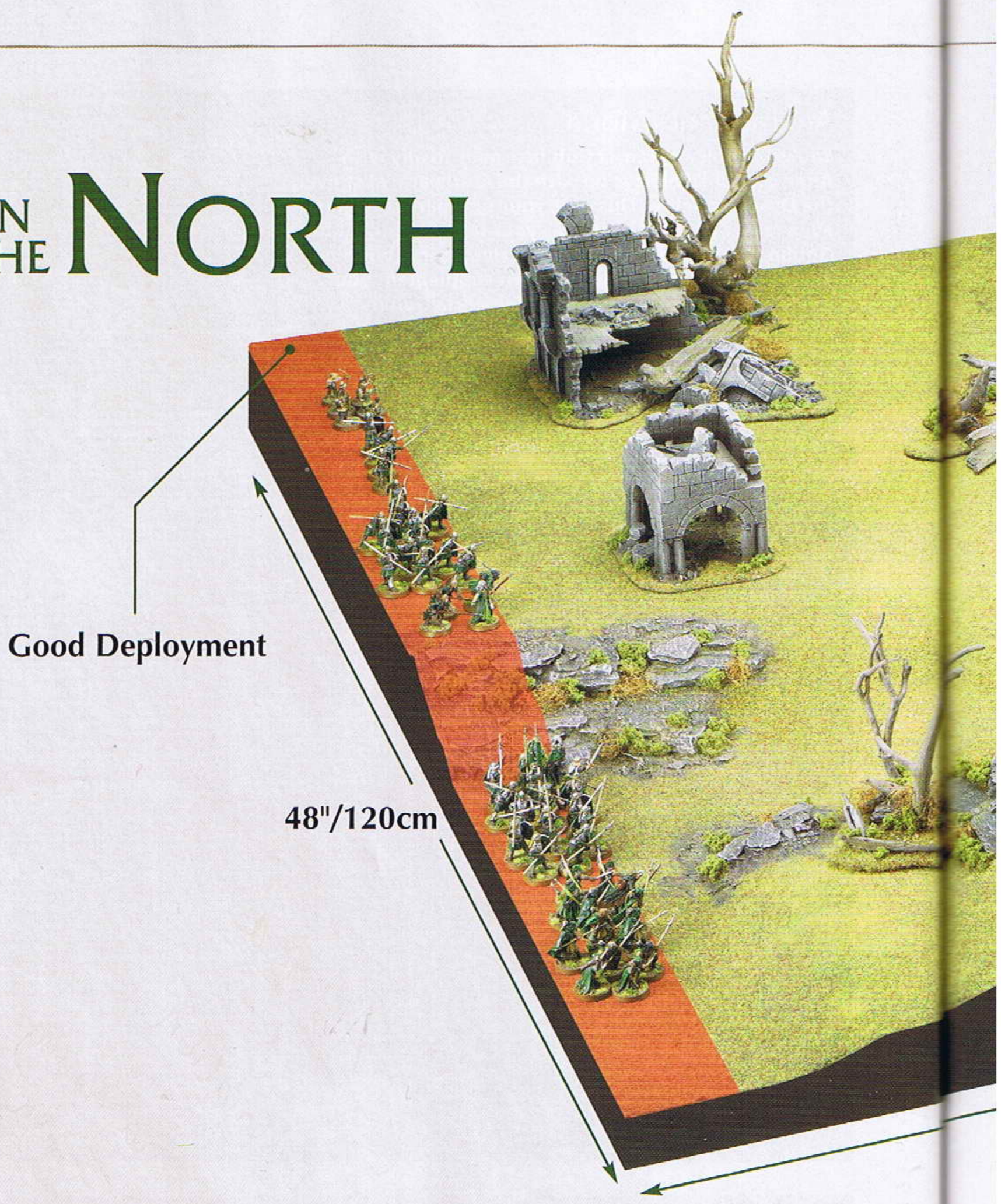
Monsters and Wraiths

Okay, I'm cheating here, but both the Nazgûl and the Monsters of Middle-earth fill much the same role – drafting some serious Hero-power into your force. Few Angmar armies are complete without at least one Ringwraith, but if unstoppable force is more your style, go for Gûlavhar or the Balrog.



The Witch-king of Angmar

Scenario:
War in the North



PARTICIPANTS

No more than 33% of the Warrior models from either force may carry bows, and each force must include at least one Hero from the same army list from which you select your Warriors.

GOOD

- **750 points' worth of models chosen from the Arnor, Grey Havens, Khazad-dûm, Rivendell, and/or Minas Tirith army lists.**



EVIL

- **750 points' worth of models chosen from the Angmar, Dwellers Below, Dunland, Barad-dûr, Corsair Fleets, Khandish Mercenaries, Monsters of Middle-earth and/or Nazgûl army lists.**



The forces of the Witch-king have descended upon Arnor, and the war for its very survival begins in earnest. Howling Wargs, chill Spectres and ruthless Orcs sweep into Arnor's valleys, burning village after village and slaughtering those hapless folk who cannot flee swiftly enough. Hope is not yet lost, however, for the armies of Arnor have been mustered to withstand this dire onslaught, and messengers have been sent to allies, begging for aid. Arnor's future will be decreed by not a single engagement, but in dozens – maybe hundreds – of battles, strung out across the hills and fells.

Layout

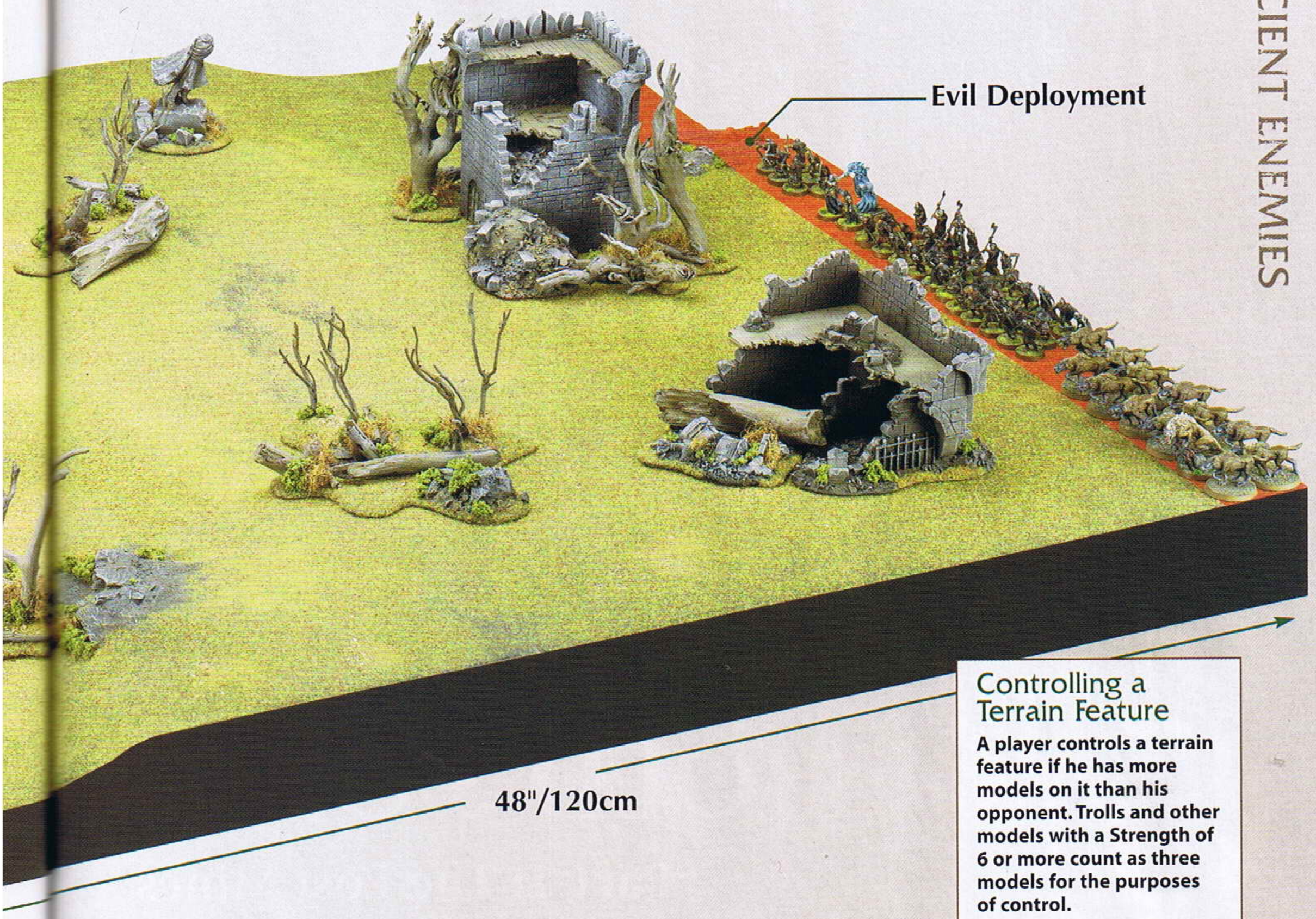
This battle could take place anywhere in Arnor, and so can have a different set-up each time it is fought. Any number of terrain features can be used (we recommend between six and ten) but they should be spaced evenly across the board. No terrain feature can be placed within 3"/8cm of the centre of the board.

Starting positions

Both players roll a dice. The player who wins the dice roll deploys half the models in his force within 3"/8cm of a board edge of his choice. The other player then deploys half of his force within 3"/8cm of the opposite table edge. This first player then deploys the rest of his force within 3"/8cm of his board edge. Finally, the second player deploys the remainder of his force within 3"/8cm of his board edge.

Special rules

After deployment, but before the first turn begins, roll a D6 to determine if any special rules are in effect.



Controlling a Terrain Feature

A player controls a terrain feature if he has more models on it than his opponent. Trolls and other models with a Strength of 6 or more count as three models for the purposes of control.

D6 Score	Effect
1-2	**Nothing Untoward.** There is nothing unusual about this battlefield, and the fight can continue as normal.
3-4	**Darkness Reigns.** This battle is occurring in the deepest part of the night. Models may not shoot at enemies who are more than 12"/28cm away. Because it's harder to avoid a shot in the dark, all Shooting attacks receive +1 to their wound rolls.
5-6	**Foul Sorcery is Afoot!** An oppressive shadow lies over this battlefield, sapping the will to fight from all but the bravest. All Warriors (Good and Evil) suffer a -1 penalty to their Courage. Heroes, being made of sterner stuff, are unaffected.

OBJECTIVES

Victory here cannot be gained simply by slaughtering the enemy, but through control of the battlefield. The game ends when one force is reduced to 25% of its starting numbers. At this point, the player who scores the most victory points, wins the game – if both players score the same, the game is a draw. Victory points are scored at the end of the game, under the following criteria:

You broke the opponent's army before your own army was broken.	**1 point**
The game ended because your opponent's army was reduced to 25%.	**2 points**
The enemy leader was slain.	**1 point**
Each terrain feature you control (see box, above).	**1 point**

WARHAMMER® Campaign

GROMBOLD'S OATH

Part 1: The Lost Mines

This first part of our brand new Warhammer campaign deals with Dwarfs, Goblins, and the settling of ancient grudges.

PARTICIPANTS

This part of the narrative campaign uses two forces: Orcs & Goblins, and Dwarfs. Next month will see the introduction of a third, The Empire.



Many months ago, a Dwarf expeditionary party from Zhufbar, led by veteran prospector Ruggi Redbeard, struck out into the Great Forest in search of a long-lost mining outpost established millennia before by Ruggi's ancestors. Their goal was to reach the Howling Hills, where the mines, rich with fat veins of Gromril, were said to lie. If the mines still existed, the Dwarfs were honour-bound to reoccupy them. However, the expedition never returned, and now Ruggi's cousin, Thane Grombold Kruddsson, has gathered a second expedition to find his kin. Suspecting foul play, Grombold is accompanied by many a warrior, and has sworn a solemn oath to find the lost Dwarfs or die in the attempt.

Unknown to Grombold, his ancestral mines have been overrun by none other than the Dwarfs' bitter enemies, the Night Goblins. Even now, the remnants of that first Dwarf expedition are imprisoned, used as sport for the Goblin Boss or, sometimes, as food for the Trolls...

The Campaign

This first part of the campaign charts the progress of the Dwarfs through two new scenarios. Next month, we'll provide two more scenarios, featuring armies of The Empire and Orcs, to conclude the campaign. Play through each scenario in turn, following all the rules provided. The winner of each scenario will gain some bonuses in later battles.

DWARFS

The Dwarf expedition hails from Zhufbar, a small hold in the Worlds Edge Mountains, founded near the great lake of Black Water. Though it is constantly besieged by Orc and Goblin tribes, Zhufbar stands strong, due in no small part to the ingenuity of the Dwarf Engineers' Guild, whose principle shrine is based there. The deepest levels of Zhufbar are dangerous places, as the foul Skaven have broken into the ancient Dwarf tunnels, where hard-bitten Miners vie with the ratmen for control of the chambers.



We used this classic model to represent Grombold. It, and the metal Miner miniatures in the picture to the left, are available from Games Workshop Direct.

GOBLINS

Two tribes of Goblins inhabit the area surrounding the lost Dwarf mines. Above ground are the Forest Goblins of the Iron Web tribe. These Goblins are deadly in numbers, and are actually in the employ of Grimgor Ironhide, forced to pay the great Warboss tribute. Their leader, Warboss Gizgub, has also formed an uneasy alliance with his neighbour, Uzguz, the Night Goblin Warboss.

Uzguz is the leader of the Wicked Moon tribe of Night Goblins, who now inhabit the ancient Dwarf mines and the surrounding caverns. It is this sneaky and tyrannical creature that holds Grombold's kinfolk prisoner even now.

GROMBOLD KRUDDSSON, DWARF THANE

Like many great heroes of Zhufbar, Grombold Kruddsson made his name as a Miner, battling Skaven in the lower reaches of the hold. Proud of his heritage, he carries into battle a runic mattock, which has been passed down through generations of his family.

M	WS	BS	S	T	W	I	A	Ld	Points
3	6	4	4	5	2	3	3	9	130

Equipment: **Gromril Armour; Mattock inscribed with two Runes of Cleaving (+2 Strength) and a Master Rune of Swiftness (always strikes first).**

SPECIAL RULES

Prospector: **Grombold began his career as a Miner, and still retains ties of brotherhood with his old guild. Grombold may always be deployed with a unit of Miners who are using the Undergound Advance rule.**





The Great Forest is a dangerous place, inhabited by Goblins, Beastmen and outlaws from The Empire.

As the Dwarfs entered the Great Forest, they were met by an Empire Roadwarden, who gave them leave to enter the lands of his lord. The Dwarfs met him with cold cordiality, for the Men of The Empire were not beyond suspicion for the disappearance of the Dwarfs' missing kin. What if the expedition had uncovered relics of the past, and the Manlings had learned of it and murdered them to claim the treasure? Grombold thought it unlikely, though he could not be sure of anything in these dark and testing times.

The trek through the forest was arduous indeed. The Dwarfs were simply not adjusted to woodcraft, and even their great stamina was tested as they hauled their equipment over hilly terrain and through thick undergrowth.

The first they knew of the presence of the vile Grobi was when a Dwarf was struck by a red-fletched arrow. The Dwarf fell down dead, and the whole forest came alive, as huge spiders and feather-clad Goblins attacked in force. There was precious little time to organise themselves, but Grombold knew that the quest had to succeed. Dividing his force, he sent Thane Snorri Stonebrow ahead to complete the quest, while he himself summoned half his Warband to him and prepared to repel the Forest Goblin assault...

CAMPAIGN SPECIAL RULES

The campaign has a few rules regarding the order in which the scenarios should be played and the models you should use. These guidelines help you to tell the campaign's story.

You can play each scenario in two different ways. You can choose an army from the relevant Warhammer Army book, to the points values dictated by the scenario. Alternatively, you can use the "historical" army we have provided, detailing the forces that were actually present at the battles, as described in the background. Whichever option you choose, you will need access to copies of the Dwarf and Orcs & Goblins Army Books to play the scenarios presented this month. You will also need a copy of the Empire Army Book to play next month's games.

The exception to this is Grombold Kruddsson. This character must be used in both scenarios, as described on the previous page, using any appropriate model to represent him.

Scenarios

There are four scenarios in this campaign, and each game you play furthers the story. The scenarios are played in this order:

1. Grombold's Gambit
2. Last Stand
3. Meeting Engagement
4. Capture the Dwarf!

Winning the Campaign

The winner of the final battle wins the campaign. However, your chances of winning that scenario will be greatly enhanced or reduced depending on how well you perform in the preceding games. Each scenario contains a "Victory or Defeat" box, which details the effects of winning or losing a battle on the campaign.



Grombold's Dwarfs are forced to fight a rearguard action in the depths of the Great Forest.

SCENARIO 1: GROMBOLD'S GAMBIT

As the Dwarf expedition treks through the unfamiliar forest terrain, they are unaware of hundreds of pairs of tiny eyes watching their progress...

This scenario takes place in the depths of the Great Forest. The Dwarf expedition has marched for many miles, and their progress through the dense woodland has been arduous. As Grombold leads his followers determinedly onwards towards the Howling Hills, he is unaware that they are being watched. The Forest Goblins launch a sudden attack on the Dwarfs, who now find themselves hopelessly outnumbered. Grombold orders half of his force to march onwards and find the mine, while he and his most trusted Dwarfs turn to hold off the foe.

Participants

This scenario pits a Dwarf army of 1000 points, which must include Grombold Kruddsson, against a 2000-point Goblin army. The Goblin force may not contain more Orc units than it does Goblin units, and it must be led by a Goblin Warboss.

The Battlefield

You will need a 6' x 4' gaming area. Set up terrain as normal. All the terrain pieces should be woods.

Deployment

1. The Dwarf force sets up in the area shown below. All units must face the north edge. Rangers and Miners may be deployed after the Goblins have set up.
2. The Goblins are then deployed. At least one third of the Goblin units (not including characters) must be in each deployment zone.
3. The Dwarfs may now deploy any Rangers or Miners, after which the Goblin player may deploy Scouts (such as a character with Maad's Map).

Who Goes First?

The Goblins get the first turn.

Game Length

The game lasts for five turns.

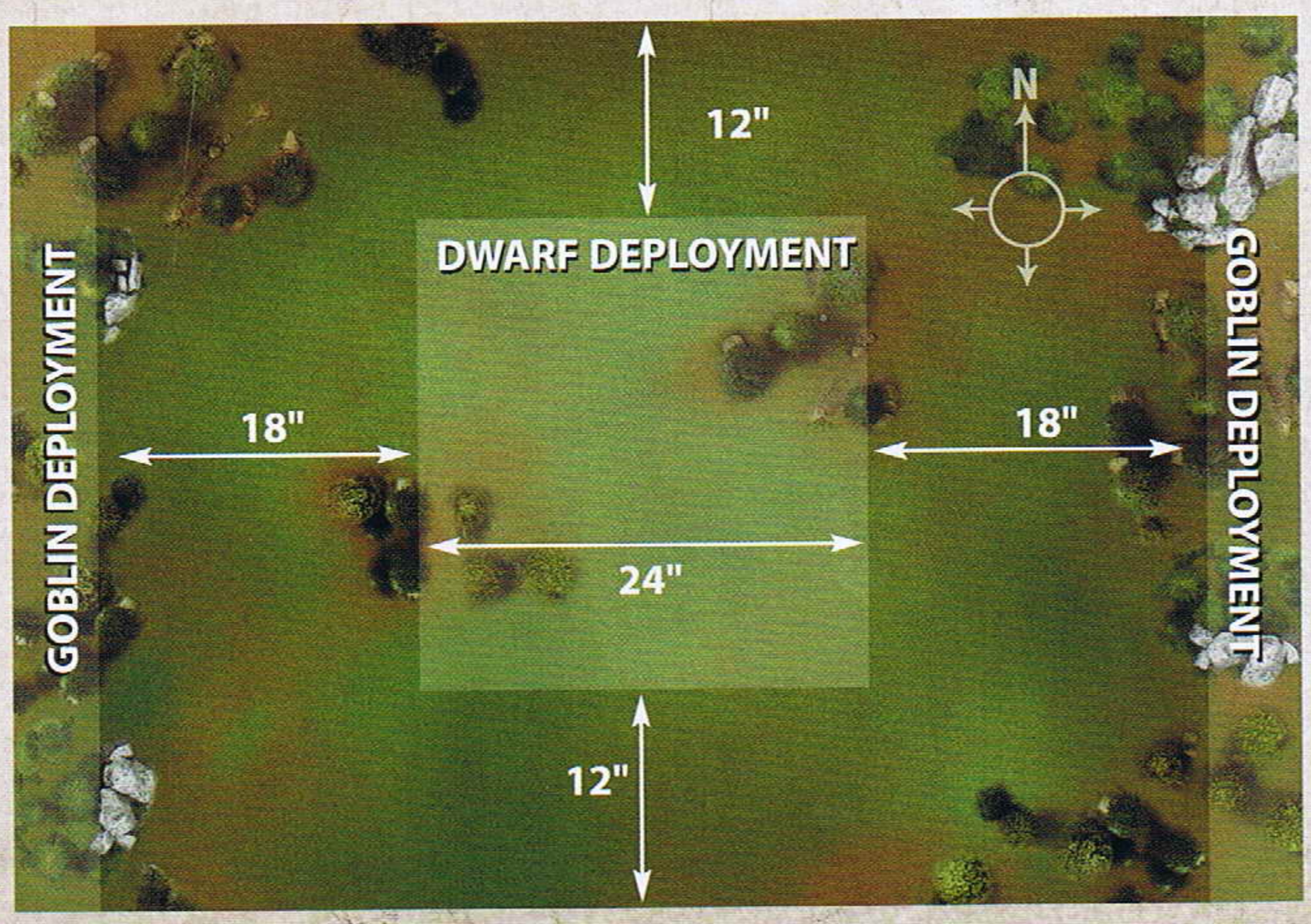
Winning the Game

Victory Points are awarded in this scenario only for destroyed units and units below half strength. The side with the most points at the end of the game wins.

Victory or Defeat

If the Dwarfs win this game, then they receive +100 points to spend on models in the next scenario, in addition to those listed. Additionally, if Grombold Kruddson survives this game he will be present in Scenario 2.

If the Goblins win, the greenskins player receives an extra +150 points to spend on common or Forest Goblins in Scenario 4 (see next issue).



HISTORICAL FORCES

ZHUFBAR EXPEDITION

Grombold Kruddsson

Kimri the Crazed (Dragon Slayer)
Great axe with the Master Rune of Kragg the Grim and a Rune of Fury.

20 Dwarf Warriors
Hand weapons, shields and command group.

20 Dwarf Warriors
Great weapons and command group.

10 Thunderers

19 Miners
Command group.

TOTAL: .....1029 points

IRON WEBS HORDE

Gizgub (Goblin Warboss)
Light armour, Sword of Battle, Spiteful Shield and the Horn of Urgok.

Zig Redeye (Level 2 Goblin Shaman)
Skull Wand of Kaloth.

Arak Rateater (Goblin Battle Standard)
Light armour and the Spider Banner.

Fangi (Goblin Big Boss)
Light armour, shield, Maad's Map and the Backstabber's Blade.

2 x 40 Goblin Warriors
Spears, shields and command group.

2 x 20 Goblin Warriors
Short bows and command group.

4 Stone Trolls

4 River Trolls

2 x 10 Spider Riders
Spears, shields and command group, one has unit short bows.

3 Snotling bases

TOTAL: .....1989 points



SCENARIO 2: LAST STAND

The shattered Dwarf army has made a break for the mine, and must now prepare to face whatever horrors lurk in the depths of their once-proud halls...

HISTORICAL FORCES

ZHUFBAR EXPEDITION

Snorri Stonebrow (Thane)
Gromril armour with a Rune of Shielding and Rune of Stone, pistol and a hammer bearing the Master Rune of Flight.

20 Dwarf Warriors
Hand weapons, shields and command group.

10 Quarrellers
Shields and standard bearer.

20 Miners
Command group and blasting charges.

TOTAL: .....750 points*

**May include additional forces earned in the last scenario. If Grombold is present, he is the general.*

WICKED MOON NIGHT GOBLINS

Uzguz (Night Goblin Big Boss)
Light armour, shield, Martog's Best Basha and Warboss Um's Best Boss 'At.

Zag Zappa (Level 2 Night Goblin Shaman)
Power Stone.

Snicket Flagwava (Night Goblin Battle Standard)
Bad Moon on a Stick.

2 x 40 Night Goblins
Spears, shields, nets and command group. One unit contains two Fanatics.

2 x 20 Night Goblin Archers
Short bows and command group.

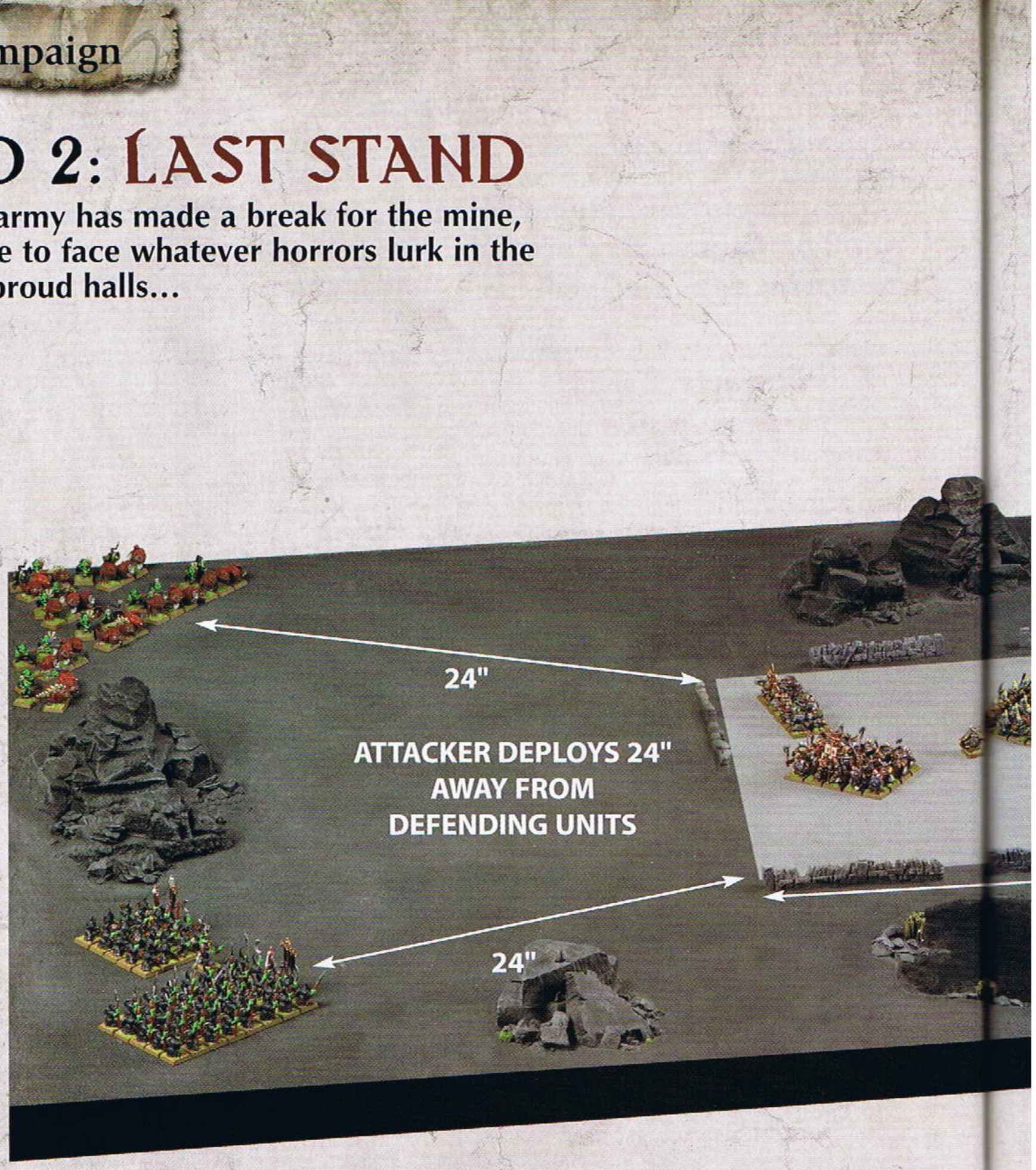
Squig Herd (8 teams)

8 Squig Hoppers

Giant

TOTAL: .....1499 points





This scenario follows the remainder of the Dwarf army as it enters the old mines. The advance force found the entrance and has waited for as many of their kin to catch up as possible. Knowing that their force is now too depleted to face all-comers, the Dwarfs swallow their pride *(Well, maybe just a little bit – Grombrindal)* and send runners to the nearest Empire fort to request aid. The rest of the force enters the mine and seals the door behind them to keep the pursuing Forest Goblins out. Trusting in their Miners to find a safe route, they press on.

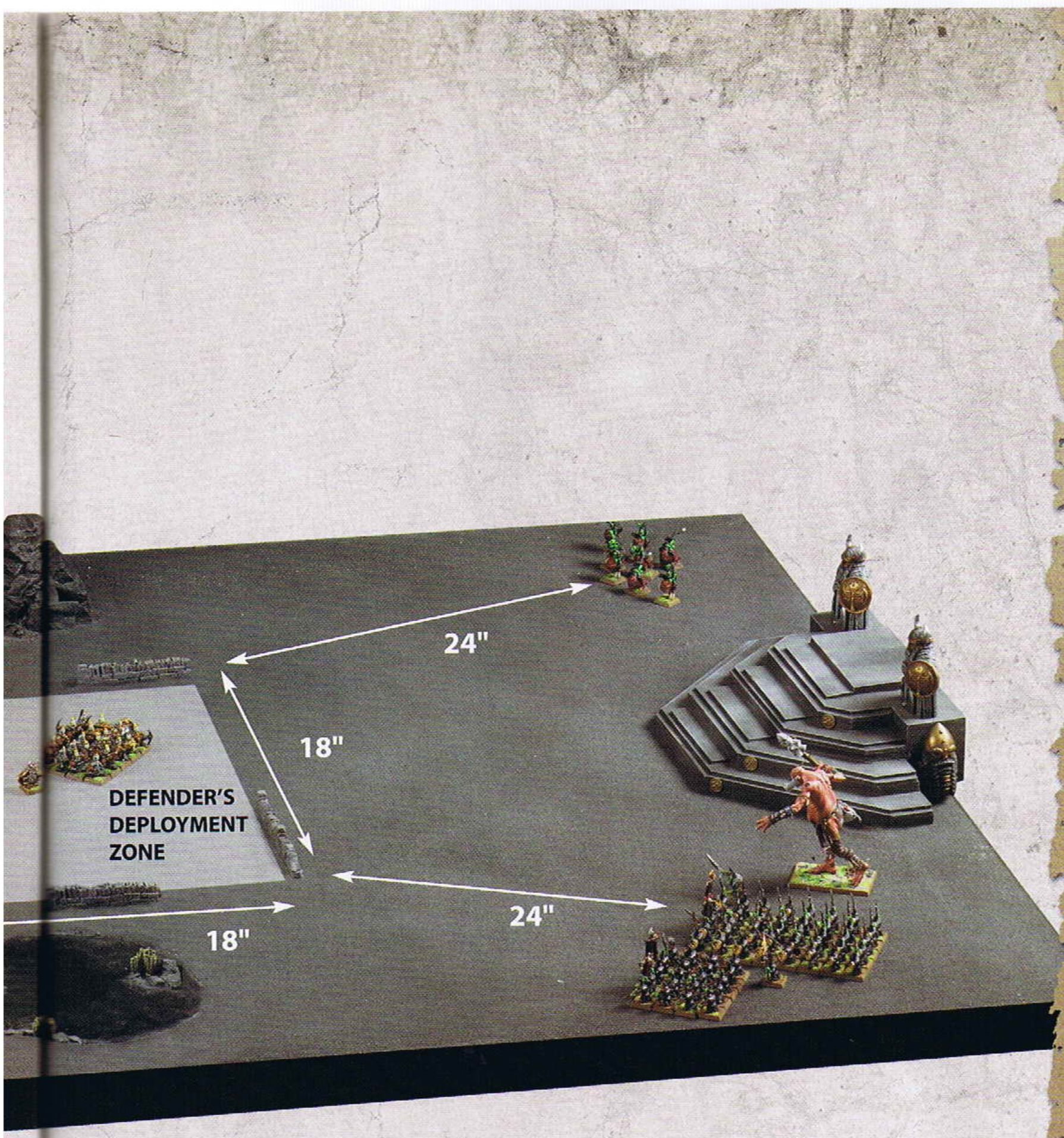
Before long, the Miners break into a side tunnel, which leads to a massive hall. Where once the fires of the Dwarfs illuminated a deep ore-mine, there is now only a cold dark cavern. In the centre of this massive chamber they find a room, which has been turned into a prison. Here there are six Dwarf prisoners. Five lie dead, shaved and stripped, their bodies covered in strange marks. Only the sixth lives, and he is raving mad. Enraged, the Dwarfs set about releasing their kin, until a shot in the dark alerts them to the presence of enemies. Runes of warning glow, and the Dwarfs recognise the stench of Grobi!

Participants

This scenario pits a Dwarf army of 750 points against a Night Goblin army of 1500 points. The Night Goblin force may not contain any Orc units, and it must be led by a Night Goblin Warboss.

The Battlefield

You will need a 6' x 4' gaming area. This battle is set in an underground chamber, so a variety of rocks, pools and Dwarf pillars are very appropriate. Mark an area 18" square in the dead centre of the board – the Dwarf player may place six walls or



barricades (each between 6-8" long) on the outer edges of this square.

Deployment

1. The Dwarfs set up first, within the 18" square deployment area. Rangers and Miners must be deployed with the rest of the army.
2. The Goblin force then deploys anywhere on the board, with no unit closer than 24" to a Dwarf model.

Who Goes First?

The Dwarfs get the first turn.

Game Length

The game lasts until one side is wiped out or all fleeing.

Special Rules

To the bitter end: All Dwarf models are immune to Panic in this scenario.

Winning the Game

As soon as the game ends, calculate Victory Points for units in the Goblin army that are destroyed or reduced to half strength, and for any standards that the Dwarf player may have captured. If the result is greater than the starting points value of the Dwarf force, then the Dwarfs win, even if they were wiped out. If it is equal to or less than the Dwarfs' starting value, then the Goblin player wins.

Victory or Defeat

If the Dwarfs win this game, then some of them manage to escape the tunnels and they receive +150 points to spend on models in Scenario 4 (see next issue). If Grombold survives, he will also be present, subject to that scenario's special rules.

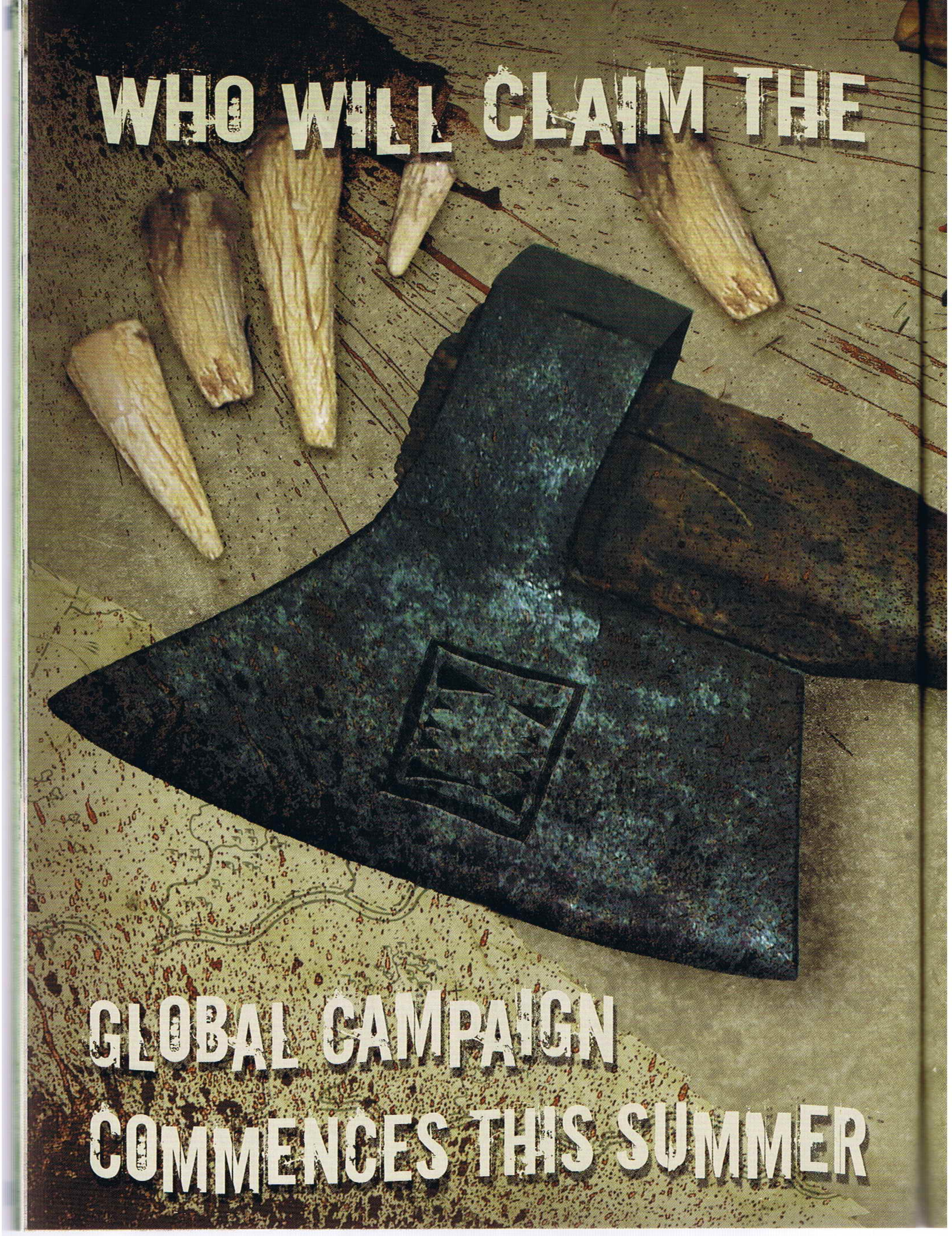
If the Goblins win, they have +200 points to spend on Night Goblin units or Heroes in Scenario 3 (see next issue).

The Night Goblins swarmed from the darkness, shrieking at the Dwarfs who had so boldly entered their domain. Arrows whistled through the air, Fanatics swirled across the cavern, and vicious Squigs leapt ever closer to the Dwarfs in the centre of the hall, who seemed scant few against such a horde.

But the Dwarfs were implacable, and their low singing resonated around the chamber like thunder. Then the Grobi were upon them, and the Dwarfs met them with steel. The battle was hard fought, and the Dwarfs were few, but every Dwarf life was avenged three-fold. The floor of the antechamber became slick with both Dwarf and Goblin blood, as arrows, quarrels, spells and blades did their work.

In the midst of the carnage, a wild-eyed Dwarf, half-starved and raving incoherently, took advantage of the chaos and pushed through the press of bodies. How many spear-stabs and arrow-tips he avoided cannot be counted, though he was oblivious to them, but soon he was past them and was running through the cavern. Those Night Goblins at the rear of the battle tried in vain to catch the insane Dwarf, but he was possessed of the alacrity of madness and was away, instinct guiding him through the tunnels and chambers that he had seen only once previously, before the death of his lord, Thane Redbeard. Soon he had found a passage to the surface, and as he scrabbled upwards towards daylight he paused momentarily, his maddened senses clearing, and he looked away down a side tunnel – a place that even the Grobi feared to tread. But he had been there, and what he had seen would haunt him until the end of time.

Then the insanity consumed him again, and he clambered from the tunnel and raced into the woods. He was imprisoned no more, though the small part of him that yet remained sane knew he would never be free.

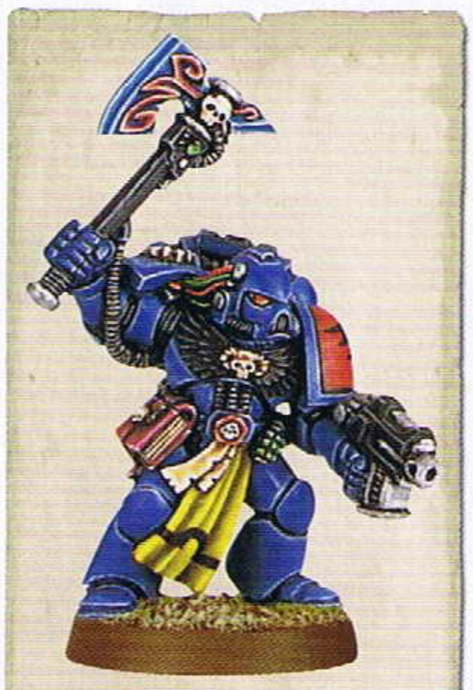

WHO WILL CLAIM THE
GLOBAL CAMPAIGN
COMMENCES THIS SUMMER

NEMESIS CROWN

WARHAMMER®

PSYKANA LIBRARIUS

To celebrate the release of our fantastic new Librarian models, we delve into the recruitment, history and battlefield role of these potent psychic warriors.



Blood Angels Lexicanium



Ultramarines Epistolary



Space Wolves Rune Priest

These classic Librarian models are available from Games Workshop Direct.

Librarians are an integral part of the Adeptus Astartes, outstanding warriors who utilise their psychically enhanced wisdom and knowledge to fulfil the role of oracles and psychic communicators within the Space Marine chapters. Librarians can manipulate the energy of the warp in extraordinary ways, and to spectacular effect. Such powers come at a price, however – for every successful psyker, there are countless others whose lack of control threatens to doom them to an eternity of torment.

The tactical worth of the Librarians is tremendous. The psychic shockwave and turbulence that is created as a ship moves in and out of warp space can be felt by them, and so the actions of an enemy can be effectively anticipated and countered. With their powers of prescience, they can sense and predict the movements of the enemy, providing a distinct tactical advantage. Messages and communications can be sent through the Librarian, and these are completely undetectable to all but the most powerful of psykers.

It is on the battlefield, however, that the abilities of the Librarians truly come to the fore. The devastating psychic powers that they wield can tip the balance in a close-fought conflict, for a Librarian can channel the power of the warp, striking at the enemy with devastating blasts of energy, rending them apart with pure force of will.

> **"Librarians can manipulate the energy of the warp in extraordinary ways, and to spectacular effect."**

Librarians also perform a number of other functions for a chapter. During recruitment, the Librarians are responsible for testing the psychic ability of aspirants. They do this to find and nurture those who show psychic talent, but more importantly to weed out those who possess some ability but whose lack of willpower would endanger the entire chapter. Those initiates displaying the required psychic ability are inducted into the Librarium, where they commence years of intensive study in conjunction with the strict training all Space Marines must undergo. Some chapters take their Librarians solely from amongst those chosen as potential Space Marines, while other chapters select their number from amongst the most talented and disciplined of young Primaris Psykers from the Scholastica Psykana.

The Librarians of every chapter routinely engage the minds of its Space Marines in order to ensure their purity. They are meticulous in their record keeping, chronicling any deviancy. Space Marines who have been exposed to psychic strain and trauma, such as contact with alien horrors or the warping influence of Chaos, must undergo a series of screening and cleansing rituals conducted by the chapter Librarians and Apothecaries in order to confirm the integrity of the precious gene-seed. For the Space Marine chapters, gene-seed is their life-blood, the most invaluable of possessions, and must be kept pure at all costs. Any trace of corruption must be eradicated utterly if the chapter is to survive. The Librarians are also charged with the upkeep of the Librarium, and it is their responsibility to catalogue its secrets.

The Librarium

A Librarium is typically an ancient and immense structure, housing the collective knowledge that the chapter has acquired over the millennia. Servitor-scribes and human serfs work ceaselessly within its walls, labouring to duplicate the older texts as they are gradually destroyed by time, transcribing the treasures of the past. Thousand year-old tomes, bound in cracked and faded leather, sit side-by-side with technological wonders in an immense and ever-expanding collection. Imperial envoys tell fantastical stories of the rare arcane technologies that reside within a Librarium's hallowed walls, ancient, humming data repositories that store unfathomable amounts of information and countless data crystals, each one holding a lifetime of accumulated wisdom.

Many Librariums contain an inner Librarius, where the most heretical texts are

❶ Psychic Hood

These intricately designed helmets, fitted with an array of psychically conductive wires and crystals, serves to amplify the psyker's abilities, enabling him to disrupt the manipulation of the warp by others. As such, it is an effective counter to the psychic abilities of rogue and alien psykers.

❷ Force Weapons

Ritually purified force weapons are utilised by most Librarians. They come in a variety of forms, most often swords, axes and staffs. Psychically attuned to the mind of its wielder, the force weapon acts as a conduit through which the Librarian's power is channelled. Psychic energy flows around the crystalline matrices etched into the weapon, to be released on impact in an explosive display. The weapons are particularly effective against daemonic creatures, which are vulnerable to attacks made with warp energies.



These models have been painted as Dark Angels, but are suitable for most Space Marine chapters.

kept. This area is accessible only to the Chief Librarian, as merely glancing at the pages of these volumes would send most men spiralling into insanity.

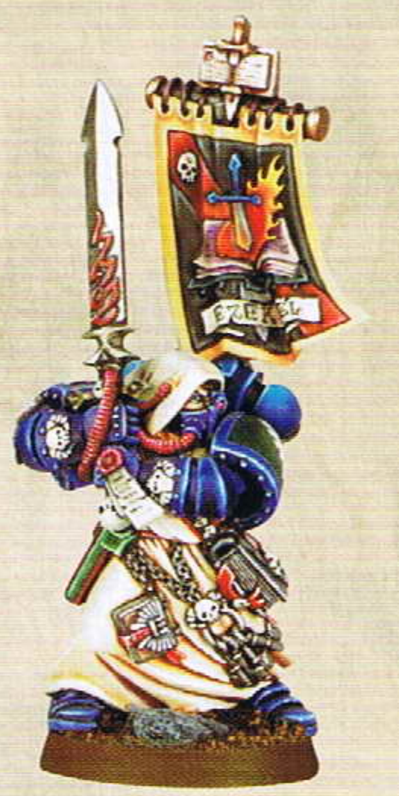
The Ranks of the Librarians

The various ranks within the Librarians' order serve to describe the particular functions that a Librarian performs. The lowest rank is that of Lexicanium, whose job it is to act as record keeper, creating the initial documents that are to be added to the Librarium. These accounts vary in nature from campaign and battle details to the beliefs and philosophies of the chapter. The next rank is Codicier, awarded to the older, more experienced Librarians who evaluate the reports of the Lexicaniums, finalising their form for inclusion in the Librarium. The Epistolary stands a level higher still, and is one of those typically turned to when the need arises for psychic communication. This power can even be used to project the mind of the Librarian across warp space itself. This is a similar ability to that employed by the Astropaths of the Adeptus Astra Telepathica. However, such is the strength of will of the Librarians that, unlike the Astropaths, they have no need to undertake the tortuous ritual of Soul Binding.

The Chief Librarians are the highest ranking members of their order, and their mastery and control of the mystic arts is awesome to behold. The chapter and its commanders rely heavily on the council of these most powerful of psykers, as they often have centuries of experience at their disposal. Through a combination of wisdom and their considerable powers of premonition, the advice of the Chief Librarians is greatly respected.

The Emperor's Tarot

Among the Librarians' myriad methods of focussing their psychic powers off the battlefield is the Emperor's Tarot. This can take the form of anything from a deck of cards to a small, sophisticated handheld holo-unit. Whatever its outer shape, the Tarot is said to reveal the future courtesy of the will of the Emperor himself. It is used by a great many Imperial citizens but, naturally, the Librarians are amongst the most expert at translating its cryptic symbology.



Ezekiel, Dark Angels Grand Master of Librarians

Ezekiel is the present Grand Master of Librarians within the Dark Angels Chapter. He endures a tremendous burden, being the sole bearer of the darkest and most sinister secrets of this most insular of Chapters. He determines who may enter the Inner Circle, for he alone can see into the very soul of a man and judge whether he can bear the burden of the knowledge such a position brings. Ezekiel holds the Book of Salvation as a mark of his position. This book lists the names of all those of the Fallen that the Dark Angels have captured over the millennia, and as such is an item of great significance for the Chapter. Ezekiel also holds the title Guardian of the Keys in recognition of the role that he and his brothers fulfil in keeping the dungeons secure, where they psychically aid the Interrogator-Chaplains in their grisly work.

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	170	5	5	4	4	3	5	3	10	2+

Equipment: Secret's Shield, Deliverer, Traitor's Bane, Book of Salvation, psychic hood, frag grenades, krak grenades.

Special Rules: Fearless, Independent Character, Psyker.

Psychic Powers: Force Barrier, Hellfire, Mind Worm.



Mephiston, Blood Angels Chief Librarian

Mephiston is an awe-inspiring figure, viewed by the Blood Angels with fear and reverence in equal measure. His entrancing eyes penetrate into the very depths of the soul, engaging friend and foe alike with their terrible brilliance. The Blood Angels see him as the spiritual son of their Primarch Sanguinius, and as a great hope for the entire Chapter, for it was he who first overcame the agonising experience of the Red Thirst. The Blood Angels strive to emulate his courageous strength of will, in the hope that they too will be able to conquer their terrible curse. In the depths of the madness brought on by the Red Thirst, Mephiston re-lived the final agony of his dying Primarch. He arose transcendent from his insanity, suppressing his overwhelming lust for blood through sheer force of will and, though he survived this ordeal, he fights a continuing battle to keep the Black Rage in check.

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	217	6	5	4	5	3	5	4	10	2+

Equipment: Master-crafted plasma pistol, force weapon, psychic hood, artificer armour, frag grenades, krak grenades.

Special Rules: Independent Character, Psyker, Transfixing Glare.

Psychic Powers: Storm of the Emperor's Wrath, Might of Heroes



Tigurius, Ultramarines Chief Librarian

Chief Librarian Tigurius is the highest ranking of his order within the proud and highly respected Ultramarines Chapter. A fierce and wise warrior-mystic, he attained his exalted position after proving his worth time and again over many years of arduous campaigning, primarily against the savage and brutal Orks. He was one of the few survivors of the Ork attack on Boros, where he witnessed the mysterious appearance of the black armoured Space Marines known as the Legion of the Damned. His psychic mastery is augmented by the Hood of Hellfire, a uniquely modified psychic hood of ancient design. It is a powerful version of the standard psychic hood, an arcane creation that crackles with barely suppressed energy as it lends power to the strength of Tigurius' devastating mental assaults.

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tigurius	165	5	5	4	4	3	5	3	10	3+

Equipment: Hood of Hellfire, bolt pistol, Rod of Tigurius, frag grenades, krak grenades.

Special Rules: Independent Character, Psyker.

Psychic Powers: Two Librarian psychic powers, selected after deployment.

Painting a Librarian

The Codex Astartes states that Librarians should wear dark blue armour, with the left shoulder pad bearing their chapter colours, and a yellow tabard. Although there are deviations from this rule, the majority of Librarians have some element of their panoply painted blue. We're going to look at how to paint this colour, as well as the Librarian badge and force weapons.

THE TECHNIQUES USED HERE ARE DESCRIBED FULLY IN "HOW TO PAINT CITADEL MINIATURES"





These icons are worn on the Librarian's yellow tabard.

Librarian Badge



1 Paint the skull with a basecoat mix of Bestial Brown and Vomit Brown.



2 Apply an overbrush of Vomit Brown as a first highlight layer.



3 The second highlight is a 1:1 mix of Vomit Brown and Bleached Brown.



4 Apply highlights to the edges of the skull with pure Bleached Bone.

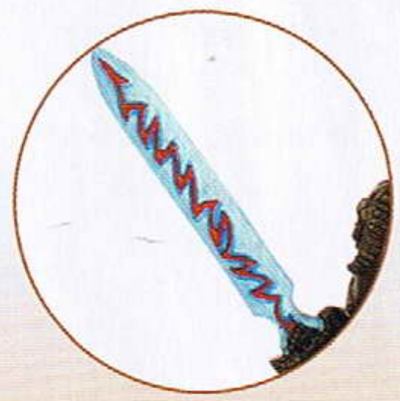
Force Weapon



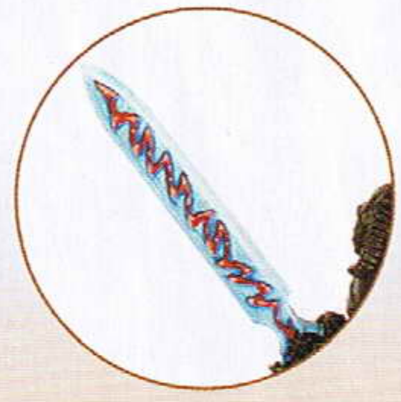
1 The basecoat of the force sword blade is painted Ice Blue.



2 Apply a wash of Blue Ink around the raised areas to add definition.



3 Paint the decoration Blood Red. Highlight with Blazing Orange.



4 Highlight the blade with a 1:1 mix of Ice Blue and Skull White.

Blue Power Armour



1 Paint the armour with a 1:1 mix of Regal Blue and Chaos Black.



2 Paint the armour plates Regal Blue, leaving the basecoat in the crevices.



3 Use a 1:1 mix of Ultramarines Blue and Regal Blue to highlight.



4 Add a little Skull White to the mix and paint the very edges of the armour.



STANDARD BEARER

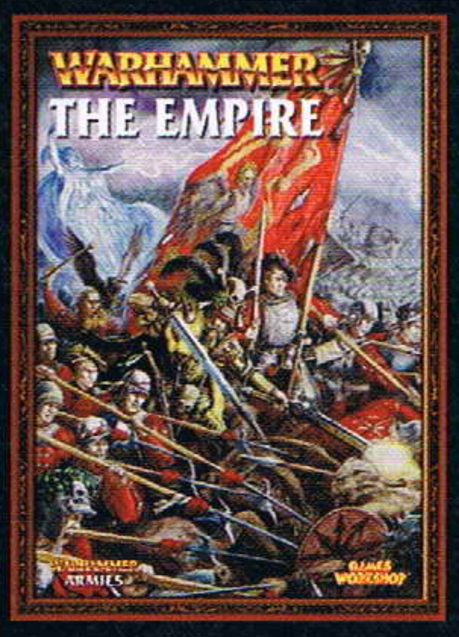
It's that time of the month when the small creatures in Jervis' head spring into action. Swinging his mighty logic engine round on its squealing bearings, they bring its one huge, unblinking, gelid eye to focus upon the subject of painted armies...

Does anyone ever hit deadlines? I know that I don't. Poor old Guy is forced to stand by my desk wringing his hands and muttering "Come on Jervis, you must have finished it by now – you promised it to me weeks ago..." When this doesn't work he soon resorts to threats of physical violence, and when that doesn't work either he is reduced to bribery and pleading *(That's because I beat him with the flat of my axe if anything comes in late – Grombrindal).* And so it is that this month's Standard Bearer comes to you courtesy of a full English breakfast with all the trimmings in our staff canteen. Well, I can't let Guy take me too much for granted, now can I?

Anyway, as I sit here, replete and somewhat stuffed with high-cholesterol goodness, I've been thinking about just how useful deadlines can be. This isn't just because they occasionally get me a free breakfast (though that would make them pretty wonderful things all on their own). No, it's because I think that without deadlines it's unlikely that very much would happen at all in this wonderful hobby of ours.

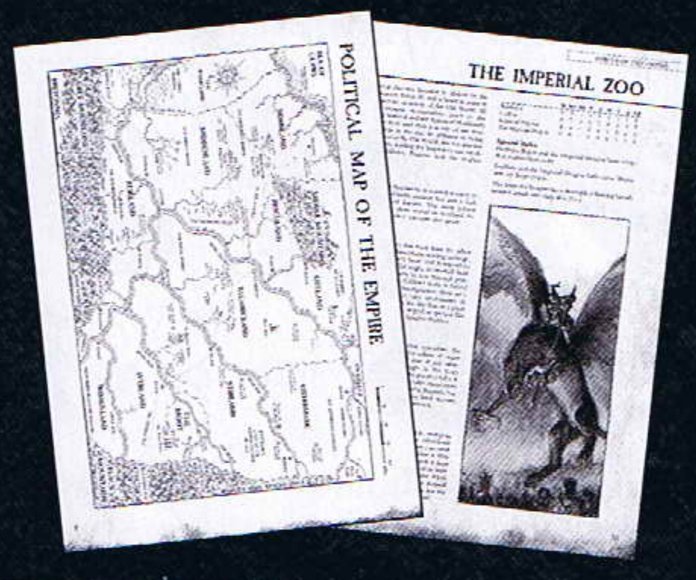
I'm an artist, darn it!

Take the rulebooks for our games, for example. If you ask any of the writers who work on the games development team if a rulebook for a game is ever finished, then they'll answer with a resounding no! The fact of the matter is there is always something that you feel can be improved on, and without a deadline a designer could keep on tinkering with a set of rules pretty much forever, trying to make them work "just right". As a games designer myself I know just how useful a deadline is for making sure that a project gets off of the drawing board and finished. Our









All of our products are created to a plan of tightly orchestrated deadlines. A single project requires miniatures to be designed, art to be created, text to be written, books to be laid out – and that's just a sample of what we do here in the Studio. On top of that our manufacturing wing is also keenly run (more keenly, they'd undoubtedly say!) to ensure everything is printed, moulded, cast, boxed and dispatched in time for its big launch day.

In order to bring our models and books from concept to reality, such a vast web of timings is required that it makes your brain hurt just thinking about it.



Studio Graphic Designer Alun Davies painted this Tau army to a deadline – in this case it was because we wanted to put his force in the Tau army book.

Citadel Miniatures designers and the artists that illustrate our books are just as bad, of course. They are to a man (and woman) perfectionists, who would just love the chance to spend a little bit more time getting a model even more perfect than it already is. In fact, without the draconian deadlines so rigidly enforced by beloved Studio Head, Max "The Enforcer" Bottrill, it's unlikely we'd ever bring out any models or books at all!

As an aside, a common question that both the game and miniatures designers are asked is if they ever get bored when they have to work on something they've worked on before. This is a perfectly legitimate question – the latest version of Codex: Dark Angels, for example, is the third different version of the book I have worked on, while Jes Goodwin has been making Space Marines and Eldar miniatures since the 1980s. So do we get bored? Of course not – we relish the opportunity to get back into a book or miniatures range and try to improve on what we did before. The miniatures, books and artwork are our muses, if I can use such a fancy term, and we will never grow tired of them.

You can use deadlines, too

Deadlines are not just useful for my colleagues and I in the Design Studio – they are just as useful, vital even, for anyone who is painting an army for one of our games. One of the greatest pleasures of the hobby is playing with a fully-painted army – using unpainted models just doesn't compare, no matter what some people may try and tell you. Unfortunately, and I may be doing all of you grave injustice here, in my experience most hobbyists have the discipline of a mayfly when it comes to finishing off an army they have started painting. Imagine the scene: there you are, teeth gritted, saying to yourself "This time I really am going to get my Orc & Goblin army painted and finished!" Then along comes the next issue of White Dwarf with all those pretty pictures of Jes' new Eldar Harlequins, and they are just so gorgeous and wonderful you decide you really must have some for your collection. "I'll definitely finish off the Orcs next week," you say, "...right after I've painted these Harlequins". And then next month something else comes along, and something else the month after, and some how or another that Orc army never gets finished. Come on, you know you've done it – we all have!

"Deadlines are useful, vital even, for anyone painting an army for one of our games."

This kind of thing is why so many people end up with several half-painted armies and not one that has been completed. Fortunately, there is quite a



White Dwarf's Matt Hutson painted this army up for a Studio campaign, and has been slowly adding to it ever since.

simple solution to this dilemma, which is to give yourself a deadline for finishing an army. These can be self-imposed if you have truly iron discipline and resolve – "I will finish my Orc army by the end of June!" – but in my experience very few of us are so resolute. What seems to work much better is to commit yourself to taking part in an event or activity where you will need a painted army in order to take part. I'll give two examples of the kind of thing that I mean.

The first and most obvious example is to enter a tournament that requires players to bring along a painted army of a certain size. Our own Grand Tournaments work like this, and I have lost track of the number of times that players at a Grand Tournament have told me that one of the real benefits of taking part was that it meant that they had finally finished their army. I've also lost track of the number of times I've seen players finishing off their army the night before the event, or even in the morning before the first round starts. Which just goes to show that it isn't only me that finds it hard to hit deadlines!

However, entering tournaments is not everybody's cup of tea, and if you are one of these people then the summer campaigns that we organise may act as a better deadline for getting an army ready. As you probably already know, starting in July Warhammer players from all over the world will be battling away to see who recovers the powerful magical artefact known only as the Nemesis Crown. You can use the campaign as a way of giving yourself a deadline by declaring to your friends that you will have a fully painted army ready for the July kick-of. Of course, you don't have to have a fully painted army to take part in the Nemesis Crown, but trust me, it will be much more fun if you do.

As it happens many of our stores are running special collecting card schemes that are designed to help players get their army ready for the start of the campaign, and the staff will be more than happy to offer advice and encouragement in order to help you finish your army in time. In fact, if you start now you'll have plenty of time to collect a brand new army and have it ready in time for the start of the campaign.

A bold promise

I think that you'll love deadlines as much as I do if you learn how to use them as a way of getting your army fully painted and properly ready for battle. In fact, just writing this article has got me so excited that I think that I'm going to publicly set myself a July deadline for completing the Goblin army that I've been meaning to collect for years and years now. Come on, if I can do it then you can too! Make the pledge and get your army ready for the start of July. We've all got plenty of time if we start now.

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom

Don't forget Jervis' desire, stated, last month, to play games in Warhammer World with those who let him know about their visit far enough in advance!

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www.games-workshop.co.uk/warhammer

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The Empire

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The Children of Chaos, Beastmen are savage mutants bent upon the utter destruction of the civilised world.



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The Elves of Ulthuan are well-versed in magic, and their glittering ranks of elite soldiers are aided by deadly sorceries.



Skaven

Dwelling underground, the ratmen scheme to overthrow mankind with their arcane machineries and numberless hordes.



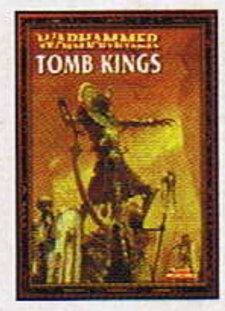
Bretonnia

The noble knights of Bretonnia are the finest heavy cavalry force in the world; noble, proud and unflinching in battle.



Hordes of Chaos

The elite forces of Chaos are made up of men who have given themselves to the dark gods in exchange for unearthly power.



Tomb Kings

Once a great realm, Khemri was made a deathless land by evil magic, where undying kings war eternally.



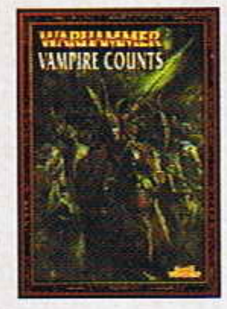
Dark Elves

This twisted kindred of Elves are amongst the world's most evil beings, and live to inflict suffering upon others.



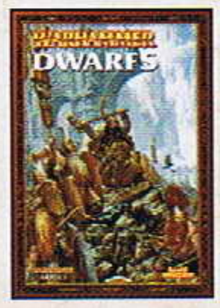
Lizardmen

The servants of the lost Old Ones are the world's greatest mages, their armies consist of strange reptilian creatures.



Vampire Counts

The Vampires are Undead lords, immortal beings whose magic can raise legions of Skeletons, Zombies and worse.



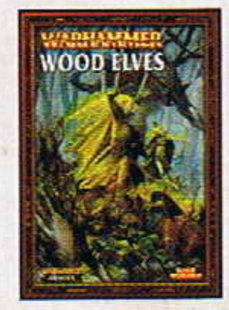
Dwarfs

Stoic and stubborn, the Dwarfs field expert infantry forces backed up by large artillery trains and runic weapons.



Ogre Kingdoms

Big, hungry, and morally adaptable, the Ogres are an army of monsters that will fight for, or eat, just about anyone.



Wood Elves

Hidden deep within the magical forest of Loren, the expert archers and mages of the Wood Elves forgive no trespass.

WARHAMMER®

TACTICA



The Movement Phase

The glorious sound of thousands of feet marching in time, the resplendent lines of regally attired warriors, wheeling in perfect unison to face the enemy... The movement of armies creates a great mental image for games of Warhammer, or so Adam Troke says. He introduces us to the art of the Movement phase.

The practicality of the Movement phase in Warhammer sometimes seems a little unglamorous at first glance. Sure, if you're like me, you make little marching noises as you push your regiments into their new positions (clip-clop noises for the cavalry), but essentially Movement is a precursor to Magic, Shooting and Close Combat – those are the phases where all the whizzes, bangs and bloodshed happen! The Movement phase, however, should not be overlooked. There's wisdom in planning your movement as carefully as possible.

The first thing to comment on movement in Warhammer is how fundamental it is to victory. There's simply no other way of putting it – if you mess up in the Movement phase, you are doomed. I've seen the cleverest Magic Item combos fail, and the most expensive units crushed because of shoddy movement.

Now, I'm far from the world's greatest authority when it comes to the art of Warhammer, but I've played enough games to know a few things. So, here's what I've come up with – the six-fold principles of Warhammer Movement (according to Adam).

1) Mental map & plan ahead.
2) He who hesitates is lost.
3) Charge, not be charged.
4) Flanking.
5) Difficulties with terrain.
6) Flee for your lives!

Thankfully, I've managed to rope in some of the guys around the office to help me do my job, too. Each of them has presented a nugget of Warhammer wisdom, pertaining to a tactic they reckon works (in particular watch out for Phil's rotten, sneaky and mean Ogre ploy).



1 Mental map & plan ahead

It might sound obvious, but it's worth saying. Plan out your route-map for the journey. Too many times I've been with friends on a long drive, and we've got horribly lost. What saves us every time is a map. When it comes to Warhammer, the same principle applies – let me explain.

When placing your units at the start of the game, you'll have hopefully worked out a course of action for what they are going to do in the following turns. "Mental map" refers to the imaginary route I have in my head for each unit during the game (and sometimes a very real map, in the case of large games). By doing this, you can work out where each unit needs to be, and by when. Now there are things that can get in the way (combats, casualties, march blockers, etc.) but the principle is sound. The best time to plan your moves for the game is as you are setting up your troops, but it's during your Movement phase that it comes into practice.

My army of choice is the Empire, and my mental maps always involve the Knightly Orders. Since these gents are the hammer-blow for my army, I need to make sure they get to where they need to be. So, the units to either side get the task of guarding the knights' flanks until Sigmar's finest are ready to smash home. By using nice large units, I'm secure in the knowledge that my knights will make it without getting an obnoxious chariot charge in the side.

The other important aspect of the "mental map" is to ensure that your units don't block each other off. Be honest, how many times have you cluttered up your own movement phase by sticking something in the way of your fast troops. With a sound idea of what you're doing, you can't go far wrong. In large games, or those that *really* matter, I sometimes even write down my move order beforehand as a reminder during the battle.

Top Tip

***Andy Hoare*: I often advance my Hordes of Chaos units in a staggered fashion, one Chaos Warriors unit forward and one Marauder unit just behind it. As they move forward, this often results in my Chaos Warriors getting flank-charged, which is fine, because the Warriors should be able to hold out for a turn, allowing the Marauders to flank-charge the flank-charging enemy, who hopefully can't take on both units at once.**

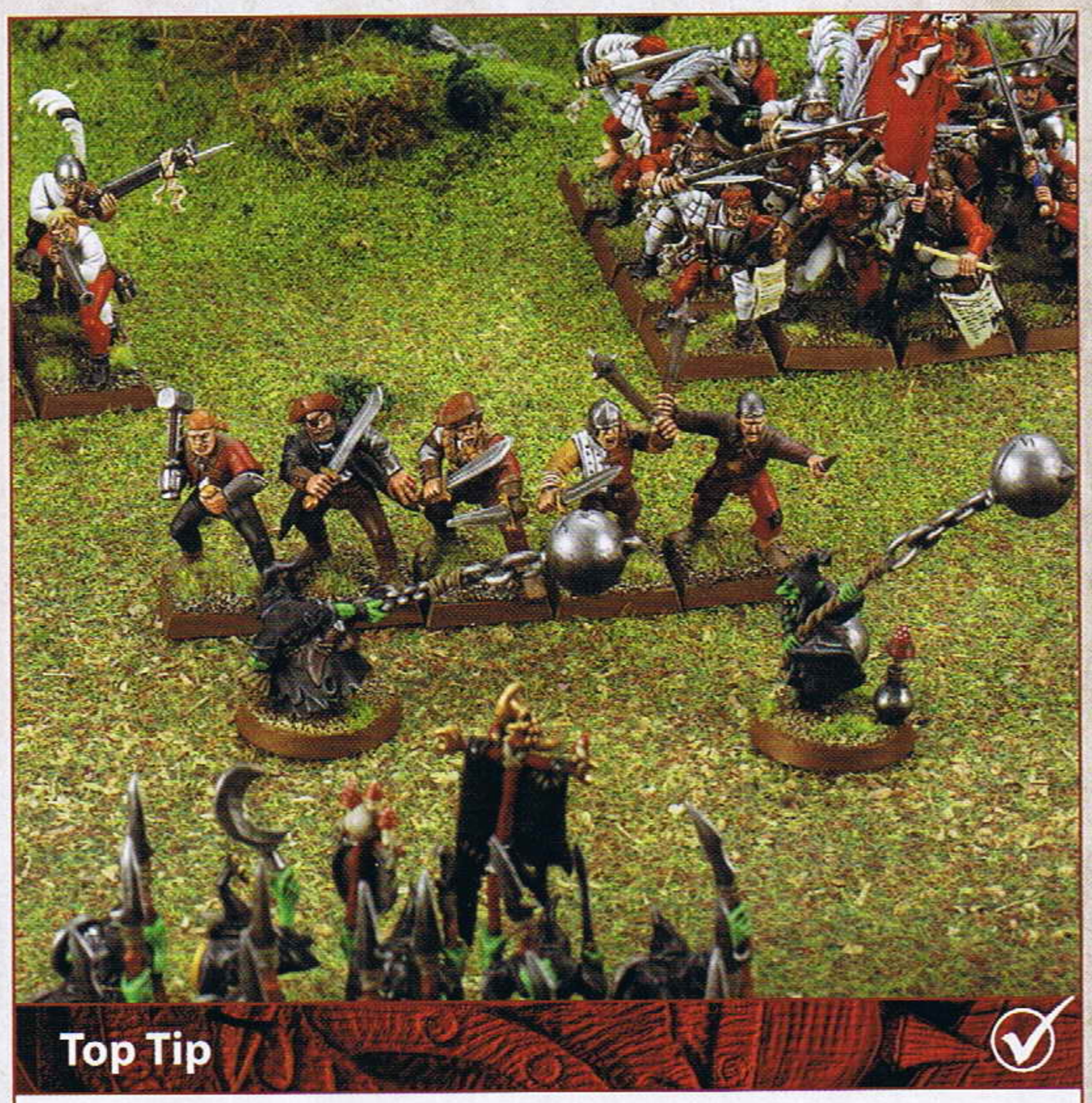
2 He who hesitates is lost

Someone once said that the only thing worse than doing the wrong thing is doing nothing. I doubt they played Warhammer, but it applies nonetheless. In the face of certain enemy units, I sometimes freeze up, hoping my opponent will make a whopping mistake and deliver victory to me. I'm sure I'm not alone in having my own personal Warhammer bugbears – things like Goblin Fanatics, Ogre Ironguts and Steam Tanks generally cause indecision in me, for example. However, doing nothing seldom works.

It's all a matter of taking the bull by the horns really, since Warhammer movement often comes down to a battle of wills. Both players try to establish that they are in control of the battlefield. Never give up that sense of initiative. You need your enemy to be reacting to your moves and not the other way round.

Of course, if you've got the first turn, it's nice and easy for you to establish the pace of the game, but it's a harder task if you're going second. Make sure that you stick to your plan – simply reacting to your enemy's moves is a recipe for disaster.

The solution? Get in there. By being the player to take the plunge, you get to decide which of your units takes the pain, and it's like that in most awkward movement situations. Hang about, and all you're doing is letting your opponent decide the order of things. If you know one unit is going to take a pounding, send out the sucker who's labelled for death and get on with seizing the initiative back!



Top Tip

***Adam Troke:* As I mentioned earlier, Goblin Fanatics freak me out and so I often struggle to give them a 16" exclusion zone. All this really achieves is a dirty great swathe of the board that my warriors stare at nervously, shuffling their feet and wishing their witless commander would make up his mind. Enter the Free Company! I use a detachment of five to draw out Fanatics – they're cheap as chips and don't cause Panic when they flee.**

3 Charge, don't be charged

Top Tip

Alessio Cavatore: **The charge of a Bretonnian lance (or two) can shatter any enemy. However, a clever opponent can spoil your day by placing carefully angled sacrificial units in the face of your knights. When you charge, they either flee or stand and die, with the result that your brave knights are now sitting ducks, ready to be charged in return by the really hard units behind the expendable screen! Fight fire with fire, I say. Make sure your army has a few very hard hitting units (like Grail Knights), but always back them up with a few throwaway units of your own (that's what mounted Yeomen were created for, but even Knights Errant can do it). This way you can clear small screening units out of the way and set up that one charge that really matters, straight through the heart of the enemy army!**

You can ignore this if your army contains nothing but Empire Handgunners or war machines, but otherwise there's a sound principle to be learned here: units fight better when they charge. And I don't mean just the obvious Ogre Bull charges and chariots scoring impacts hits either. Every unit gets to strike first on the turn they charge, so it's a benefit everyone wants.

So, the only question is how do you make sure you can be the charger? Well, firstly and most obviously is to be better than your opponent at guessing ranges! More than once, being a dab hand at estimating 8" has allowed my Swordsmen to get the jump on Orcs or Lizardmen, but usually there's a ruse involved. The most common is to use a disposable unit to "take the hit" and die in a messy fashion. With our fall guys duly butchered, we're then free to crash into the stranded enemy and put them to the sword. Of course, this isn't without risk, because they may overrun, but if you take that into account you can position models facing where they are going to be.

You can try using a unit fast enough to get away from the enemy, and against infantry this often works. Fast Cavalry are great at this, and can buy your real combat units time to get the charge. Pistoliers are my favourites, as they can tempt the enemy to charge them and then stand and shoot with their pistols. This allows me to inflict a bit of damage before sacrificing them for the greater good of my army!



Bretonnians are good at breaking the enemy on the charge, which means you can use cheaper units to clear a charge corridor for your elites.



Top Tip

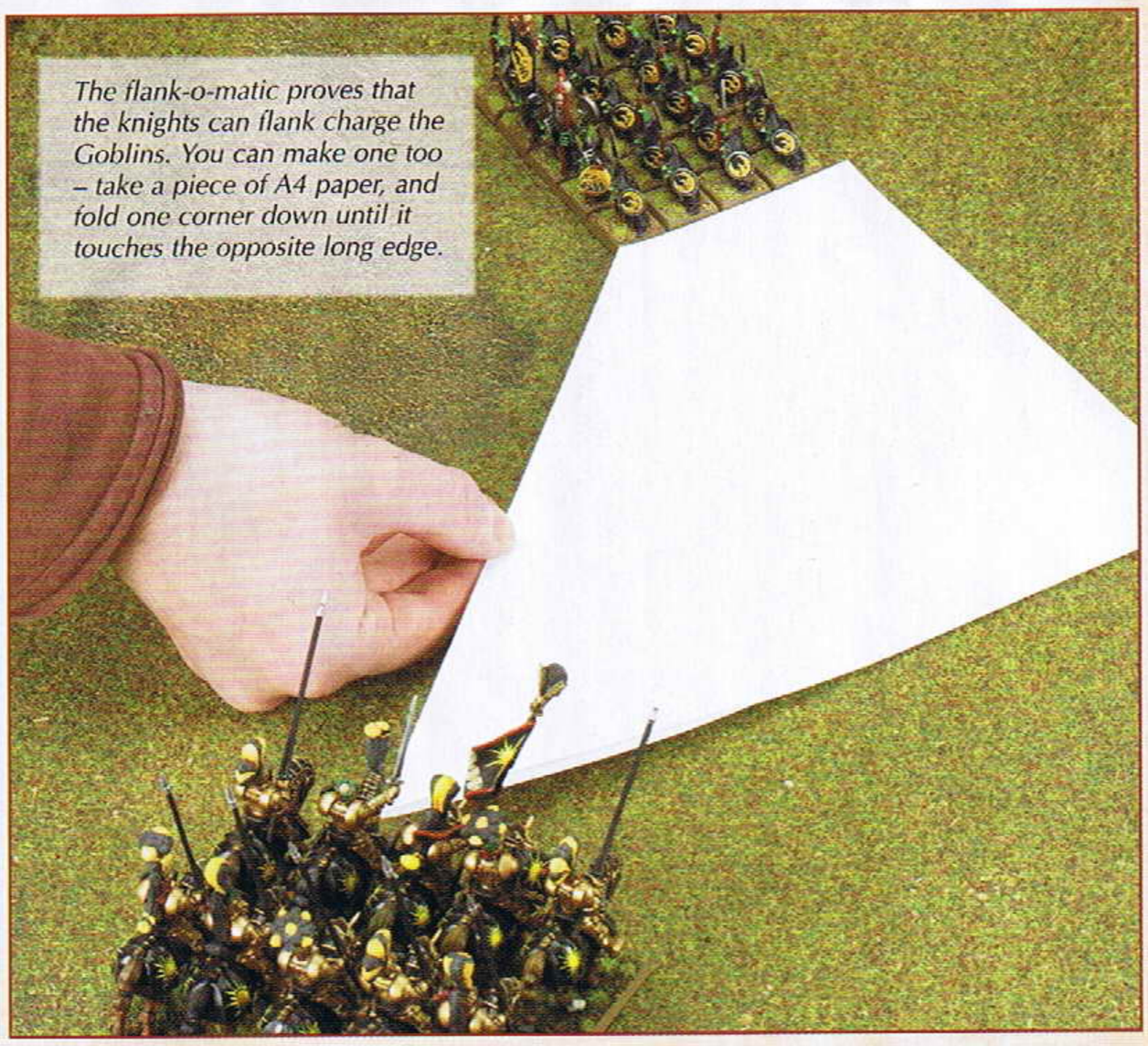
Phil Kelly: **The difference between a unit of Ogres winning a combat and losing it is usually down to the Bull Charge. If a unit of three or more Ogres charge over half their charge distance then they each cause an impact hit at their basic Strength. This, in addition to their impressive number of attacks, can tip the balance against a fully ranked unit. Simple enough, right? Wrong. A canny opponent will pre-empt this tactic by gamely moving his own unit right up in the faces of your Ogres, denying their Bull Charge. This is where plan B comes in. Make sure that if your opponent moves forwards to negate your Bull Charge, he comes into charge range of your Gnoblars too. This allows you to add your own rank bonus to the combat, robbing him of his advantage.**

4 Flanking

When you are moving your units, bear in mind how their final facing will impact them next turn. If you need to, end your move with a wheel, so that you are only ever presenting your front facing to the enemy. Just a few degrees either way can be the difference between a front and a flank charge, as the difference between a flank and a rear charge can be less than a model's base width. Make sure that you look very carefully at the final positioning of your regiments before you end your movement phase.

Likewise, look carefully at your enemy's facings before you declare any charges. You're allowed to determine if a unit is in the front, side or rear facing before you declare your charges so take a moment to do this if there is any doubt – once you've starting moving things about it can often be too late.

Making your own flank-o-matic out of paper is easy, and can help you to quickly work out which facing you're going to charge (as shown, right). Simply line the flat edge up along the front of your unit, and Bob's your uncle.



The flank-o-matic proves that the knights can flank charge the Goblins. You can make one too – take a piece of A4 paper, and fold one corner down until it touches the opposite long edge.

5 Difficulties with Terrain

Top Tip

Mark Latham: **Models can make a normal move before or after they enter/exit the building – so feel free to use them to take shortcuts through the enemy lines. Many players use buildings to protect the flanks of their units, butting up against the walls on either side. This often allows you to run between their units and into the house with skirmishers, causing all kinds of problems for your opponent.**

We all know that terrain can foul up our plans, but it's such a basic principle of movement, that I'd be quite remiss if I didn't at least highlight some of the key pitfalls and tactics that crop up when dealing with terrain.

Take the long route: The first pitfall is quite simply the lure of "Taking a short-cut". Be really careful if you're planning on going through woods, marshes or other difficult terrain with a regiment. When you're in Difficult Terrain you cannot march, so your movement drops to a pitiful amount, and you'll often spend two or three turns extracting yourself. That's not such a big problem if it is a small unit, but it is crippling if your prized block of twenty Greatswords get stuck lurking about in the woods.

King of the castle: Buildings are more interactive in the current version of Warhammer than in the previous edition, and this means that you can now use them to your advantage. Seize buildings as quickly as possible with a compact unit of troops and they can hold off the enemy for ages. This is especially useful if the building is near the centre of the board, since enemy units will have their March moves disrupted by your warriors. If your unit is armed with missile weapons (handguns are particularly lethal), you can fire from the windows, too, sometimes gaining your models a 360° fire arc! Shadow Warriors, Chameleon Skinks, Huntsmen and the like are all great units to take a building with, although you can always put in more hardy warriors, like White Lions or Flagellants if you want.

Top Tip

Adam Troke: **Now, this one is dirty, but the Undead players out there will thank me for it. Since only wounds inflicted count towards combat resolution when storming a building, an Ethereal model can theoretically hold a building against enemy troops indefinitely, as long as the enemy aren't armed with any Magic weapons. To that end, Banshees are the perfect models to move into houses. They'll disrupt movement around them, prove impossible to shift without serious attention *and* they increase the range of their shriek, thanks to the large footprint of the building. Not bad, eh?**



6 Flee for your lives!



An Empire gun-line doing what it does best – causing the enemy to flee through their friends, creating a wave of panic.

In the current version of Warhammer, it's more dangerous than ever to have your units flee unexpectedly. This can completely foul up your plans unless you plan ahead. Every time a fleeing unit with Unit Strength of 5 or greater flees through a friendly unit it is required to take a Panic test, so you need to try and prevent that happening as often as possible.

Avoid multi-regiment pile-ups. This is when units form a queue. In this situation, it's easy for a unit to fail a Panic test from shooting or magic and race back through several friendly regiments, which is exactly what you want to avoid. By queuing your units like this you are inviting unnecessary Panic tests in the following phases – don't do it, it's bad.

Deserters will be shot. Units that flee into non-fleeing enemy units (with Unit Strength 5 or more) are destroyed. Simple eh? With that in mind, you can position your fastest/most manoeuvrable units to get round behind enemies – denying them the chance to flee from charges, or simply butchering them if they panic or lose combats. Fast Cavalry, Skirmishers and Scouts are all especially good at this and their very presence will often throw your opponent off guard.

Fast Cavalry units are incredibly good at nipping through enemy lines, because Cavalry models are each Unit Strength 2 you can afford to take a casualty or two as well. The same goes for Pegasus Knights, Harpies, Furies and any other fliers.

I'm out of space now, so let's recap the most important principles: have a plan and stick to it; be the aggressor (or at least don't just be reactionary); don't be dim and blunder into terrain needlessly; look out for flanking opportunities and, for goodness' sake, don't make life any easier for your opponent by queuing units up.

Top Tip

Adam Troke: **Skirmishers are so effective in the Movement stakes, that they're worth highlighting on their own. They can move in any direction without penalty and they're able to cavort through terrain like it's open ground. Add to this their 360° line of sight, and they're really one of the most impressive units in the game when it comes to outmanoeuvring the foe.**



Fast Cavalry are great at sweeping around behind a decisive fight, ready to ambush and wipe out the enemy if they break.

MODELLING WORKSHOP

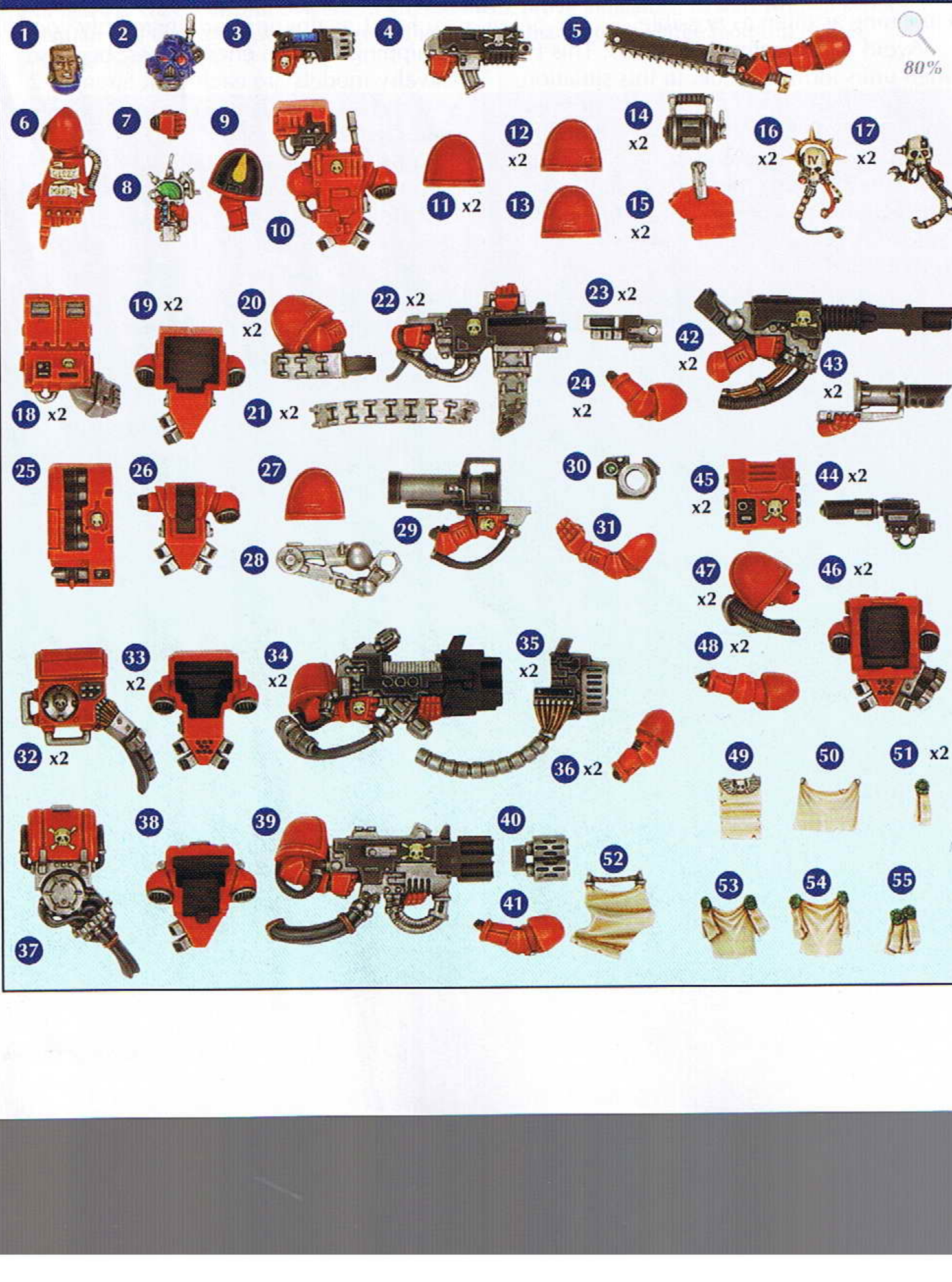
DEVASTATORS

The release of the new Devastator kit means you can now get all the basic Space Marine squad types in plastic. We take a look at this detail-laden set, and how it works with existing components.



An example of a completed Blood Angels Devastator squad.

Devastator sprue Components

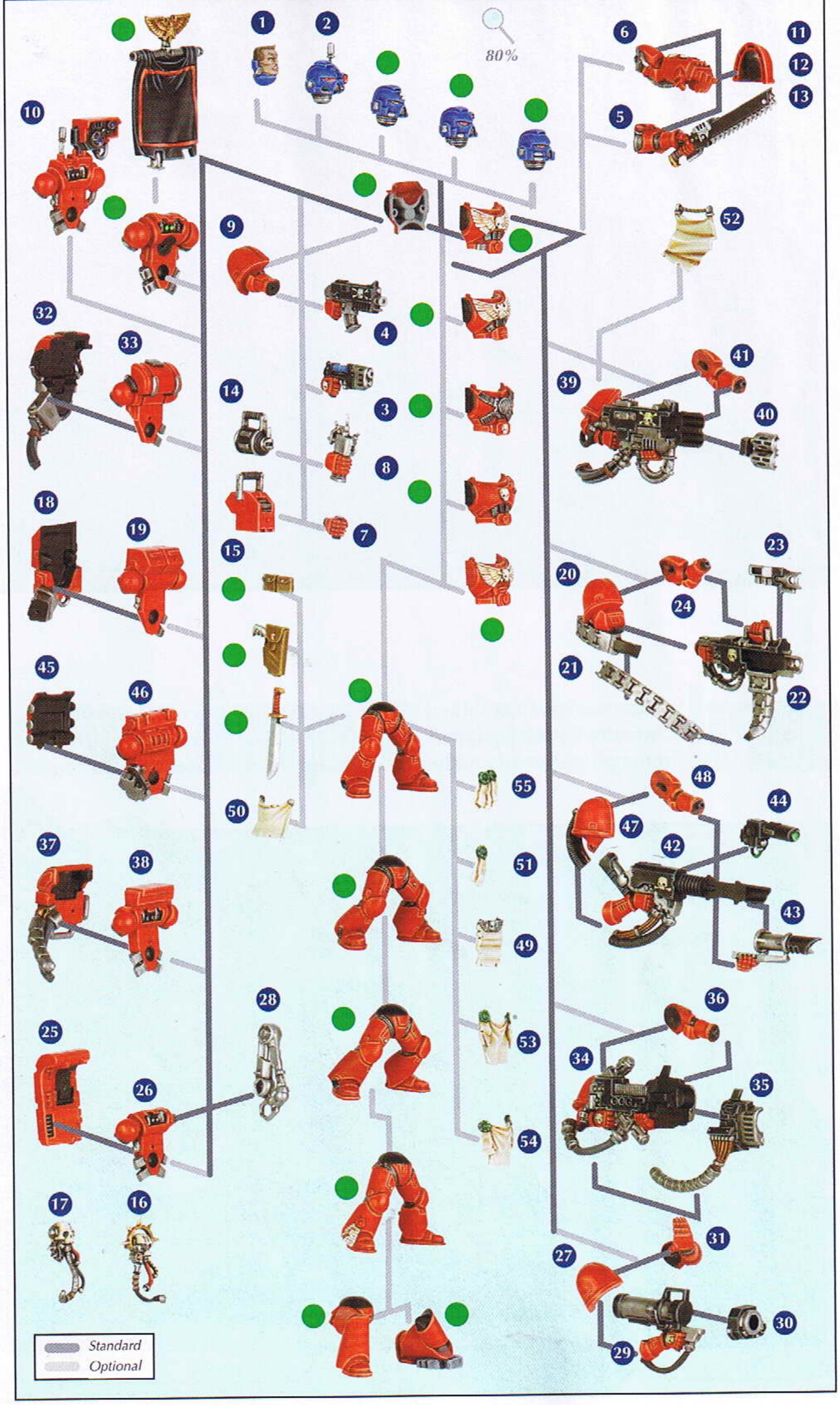


WARHAMMER 40,000

Devastators

The kit includes a total of eight heavy weapons, plus associated specialist backpacks. This means you can make a Devastator squad and upgrade your Tactical Squads with a variety of big guns.

Mounted Assembly



Key

1 Sergeant head
2 Helmeted head
3 Plasma pistol hand
4 Bolter
5 Chainsword arm
6 Power fist
7 Grenade hand
8 Auspex
9 Sergeant right arm
10 Sergeant backpack
11-13 Shoulder pads
14 Meltabomb
15 Ammo pack
16-17 Servo Skulls
18-19 Heavy bolter backpack
20 Heavy bolter right arm
21 Heavy bolter ammo feed
22-23 Heavy bolter
24 Heavy bolter left arm
25-26 Missile launcher backpack
27 Shoulder pad
28 Missile launcher loading arm
29-30 Missile launcher
31 Missile launcher left arm
32-33 Plasma cannon backpack
34-35 Plasma cannon
36 Plasma cannon left arm
37-38 Multi-melta backpack
39-40 Multi-melta
41 Multi-melta left arm
42-44 Lascannon
45-46 Lascannon backpack
47 Lascannon right arm
48 Lascannon left arm
49-55 Hangers and purity seals

The Devastator frame comes with the command legs and bodies frame. The parts here that come from that frame are marked with a green dot.

Ultramarines

We equipped our ten-man Ultramarines Devastator squad with heavy bolters and lascannons for a dual battlefield role. The extra men come from a Tactical Squad boxed set.





Lascannon

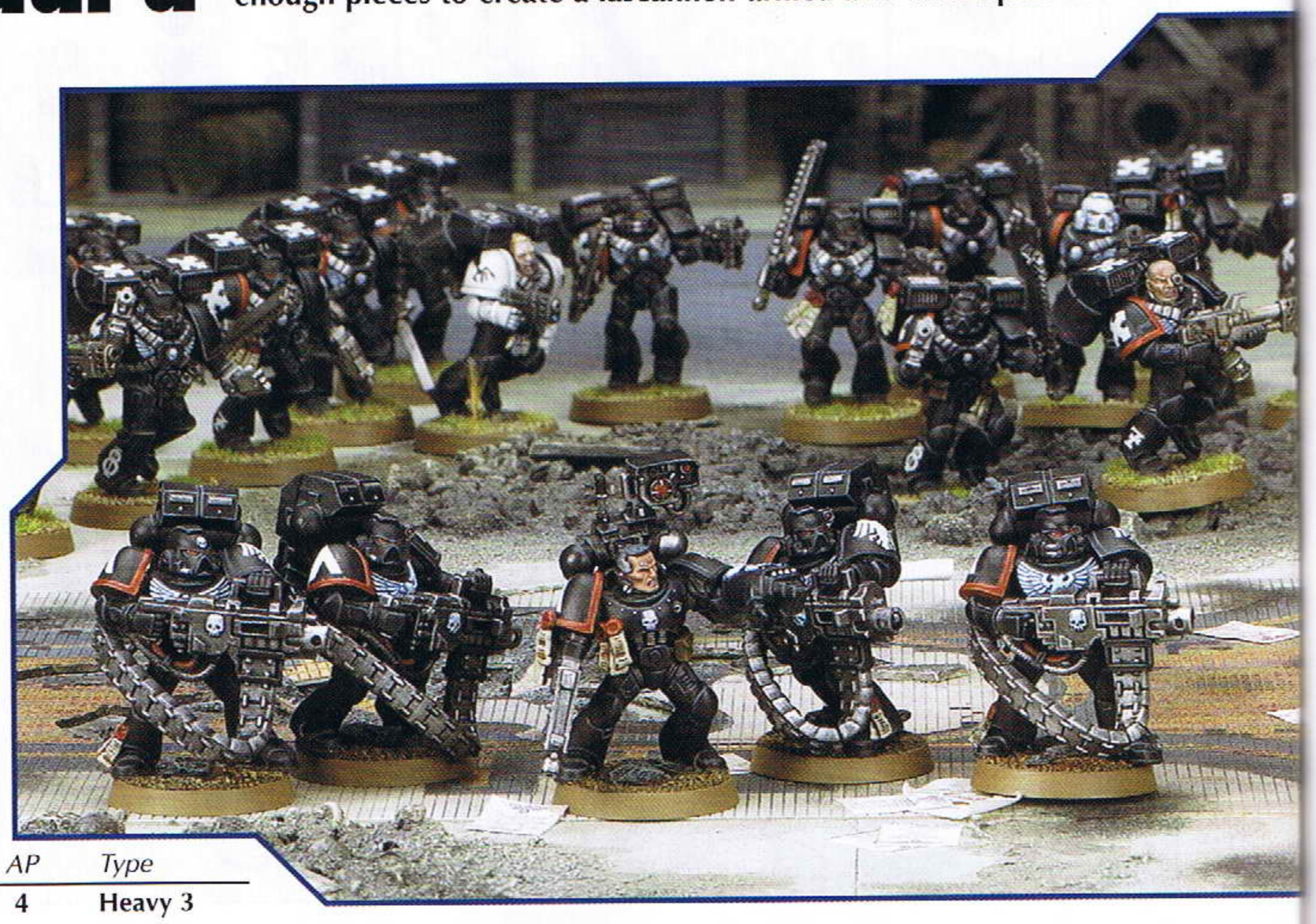
Battlefield Role: The lascannon is the most powerful man-portable weapon the Imperium possesses, and is capable of punching through the thickest armour with bolts of focussed light. Tank crews rightly fear such guns when wielded by the unerring Space Marines.

Weapon	*Range*	*Str*	*AP*	*Type*
Lascannon	**48"**	**9**	**2**	**Heavy 1**

Raven Guard

Here we have combined two Devastator kits to create an anti-infantry squad equipped with heavy bolters. This left us with enough pieces to create a lascannon-armed anti-tank squad too.





Heavy Bolter

Battlefield Role: A larger version of the weapon carried by all Space Marines, this weapon is common in the armies of man. It rapidly fires a spray of small, self-propelled projectiles, which are deadly against even the heaviest of infantry, as well as light vehicles and alien beasts.

Weapon	*Range*	*Str*	*AP*	*Type*
Heavy Bolter	**36"**	**5**	**4**	**Heavy 3**

Dark Angels

This squad was made by combining the new Dark Angels and Devastator kits, to create a unit of Space Marines bedecked in the characterful garb of the Unforgiven.



Plasma Cannon

Battlefield Role: Though they are prone to overheating, plasma cannons are versatile weapons that hurl super-heated gas as hot as the heart of a star. Their area effect can kill whole squads of heavily armoured infantry with one shot, or blow vehicles to molten slag.

Weapon	*Range*	*Str*	*AP*	*Type*
Plasma Cannon	**36"**	**7**	**2**	**Heavy 1, Blast, Gets Hot**

Blood Angels

These Blood Angels carry a mix of weaponry, in order to respond to a number of battlefield threats and opportunities. Note the blue helmets, which denote the Space Marines' role as Devastators.



Missile Launcher

Battlefield Role: Missile Launchers are capable of firing Krak or Frag missiles. The first has the strength to kill armoured infantry, alien monstrosities or tanks; the second fragments on impact, allowing the Space Marine to scythe down large numbers of weaker enemies.

Weapon	*Range*	*Str*	*AP*	*Type*
Missile Launcher (Krak)	**48"**	**8**	**3**	**Heavy 1**
Missile Launcher (Frag)	**48"**	**4**	**6**	**Heavy 1, Blast**



Multi-melta

Battlefield Role: A highly specialised weapon, the multi-melta is short-ranged, but absolutely devastating when employed against vehicles, the armour of which it can easily breach. It is also deadly to powerful enemy leaders, who can expect to be cooked alive in their armour.

Weapon	*Range*	*Str*	*AP*	*Type*
Multi-melta	**24"**	**8**	**1**	**Heavy 1, Melta**



CITADEL

Green Stuff TOOLBOX

£5



Green Stuff is an indispensable part of any modeller's toolbox. It comes into its own filling gaps during multi-part, metal model assembly, or when converting miniatures for an army.

Instructions for use

Mix equal parts of the blue and yellow putty thoroughly until it is a uniform green colour. A good way to do this is to fold it into itself a few times, twist it and then roll it *(Figure 1)*.

Sometimes, you might find hard bits where the Green Stuff has set. If so, cut them out with a hobby knife and discard them.

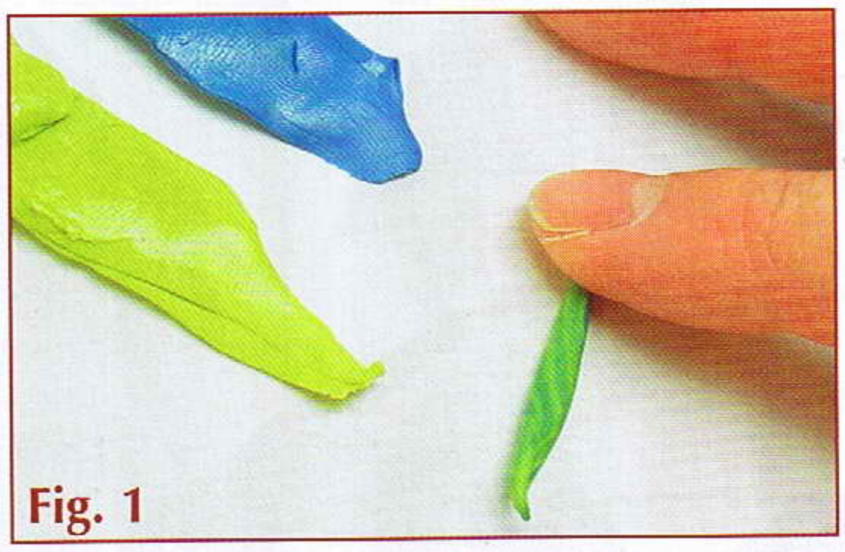


Fig. 1

Safety First

Green Stuff can be irritating to the eyes and skin. If you have sensitive skin, wear suitable gloves when handling it. In case of contact with the eyes, rinse immediately with plenty of water and seek medical advice. Don't forget to wash your hands thoroughly after use.

Gap filling

To fill a gap between two parts of a miniature, make a thin sausage of putty and lay it over the gap. Push the putty into the gap with a sculpting tool *(Figure 2)*. Smooth the edges and let the Green Stuff cure. If you need to sculpt details, let it harden for 20 minutes before doing so.

Keep your sculpting tool wet with a little water to prevent it sticking to the putty.

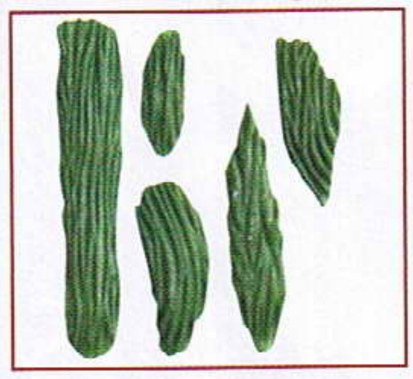


Fig. 2

Simple Textures



Fur



Hair



Chainmail

Leftovers

If, like us, you always end up with leftover Green Stuff, why not use it to make terrain, such as these Warhammer 40,000 sandbags?

1. *Roll out a sausage of putty, approximately 6mm in diameter, and then flatten it.*
2. *Cut the putty into separate sections, 12mm long.*
3. *Take each separate sandbag shape and press it onto a base, building up a wall. Finish the sandbags off by scoring lines down each side.*



'EAVY METAL

PAINTING MASTERCLASS

GÛLAVHAR

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Continuing our series of advanced painting masterclasses, we take a look at Gûlavhar, the Terror of Arnor, and see how the 'Eavy Metal team tackled this awesome demon.

Gûlavhar is a creature from an earlier time, a winged demon with a hunger for blood. How he came to survive the terrible wars against Morgoth will never be known, but survive he did. Despite his bestial appearance, Gûlavhar is a creature of malign and subtle cunning – a true terror in the night to those who stray into his domain.

We asked another malign and subtle creature, 'Eavy Metal's Pete Foley, to show us how to paint this impressive model.

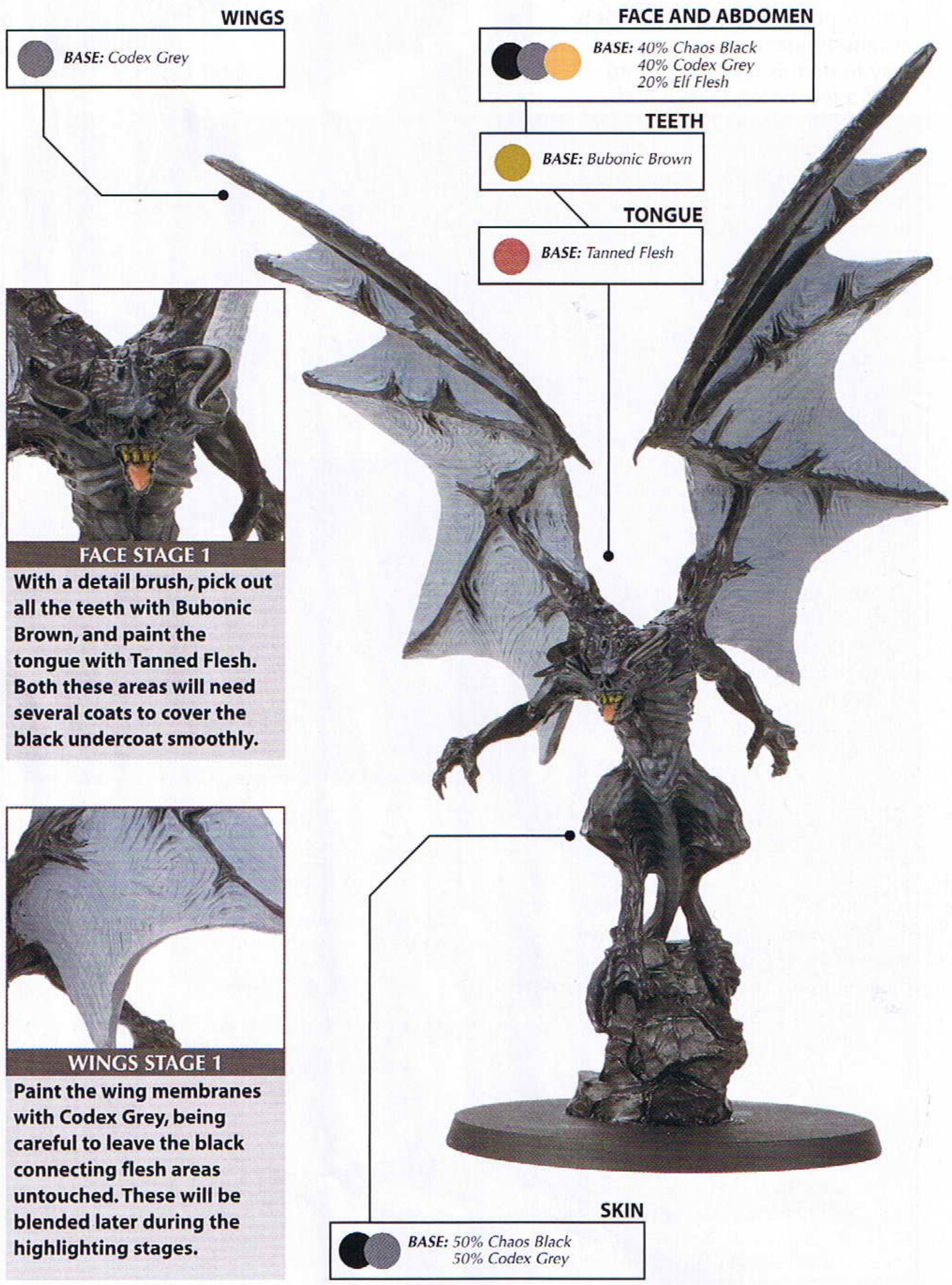
Preparing the model

Before painting any miniature, it's well worth spending some time closely inspecting the components and cleaning off any flash or mould lines with a hobby knife and a set of files. Pete did this, then used a pin vice and brass wire to attach the wings to Gûlavhar's body, and then hid the joins with Green Stuff (see page 89).

As this colour scheme is very dark, Pete used an undercoat of Chaos Black spray, touched up with thinned-down paint.

Stage 1

Begin by taking a Citadel Large Brush and blocking in all the basecoats. It's not important to be terribly neat at this stage, as there'll be plenty of opportunity to tidy up later.



FACE STAGE 1

With a detail brush, pick out all the teeth with Bubonic Brown, and paint the tongue with Tanned Flesh. Both these areas will need several coats to cover the black undercoat smoothly.

WINGS STAGE 1

Paint the wing membranes with Codex Grey, being careful to leave the black connecting flesh areas untouched. These will be blended later during the highlighting stages.

Stage 2

At this stage, you begin to blend the different shades of grey on the wings, and start to define the smaller details on the face. This is actually the most important stage, because if you rush these initial highlights, you'll end up with a rough finish. Blending is the most difficult technique to master, but is well worth the effort here.

WINGS

WASH: *50% Chaos Black*
50% Codex Grey

FACE AND ABDOMEN

HIGHLIGHT: *30% Chaos Black*
30% Codex Grey
40% Elf Flesh

TEETH

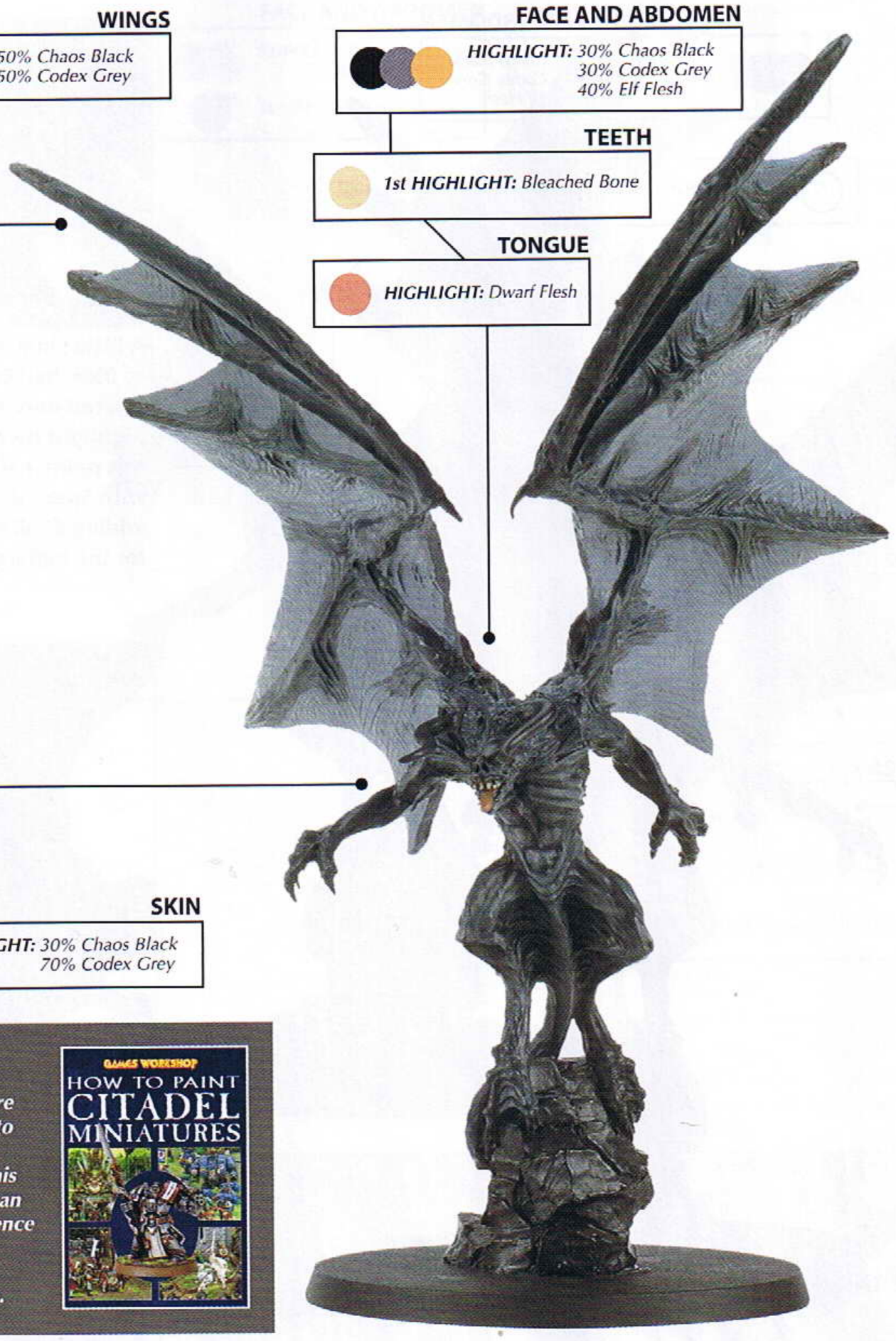
1st HIGHLIGHT: *Bleached Bone*

TONGUE

HIGHLIGHT: *Dwarf Flesh*

SKIN

HIGHLIGHT: *30% Chaos Black*
70% Codex Grey



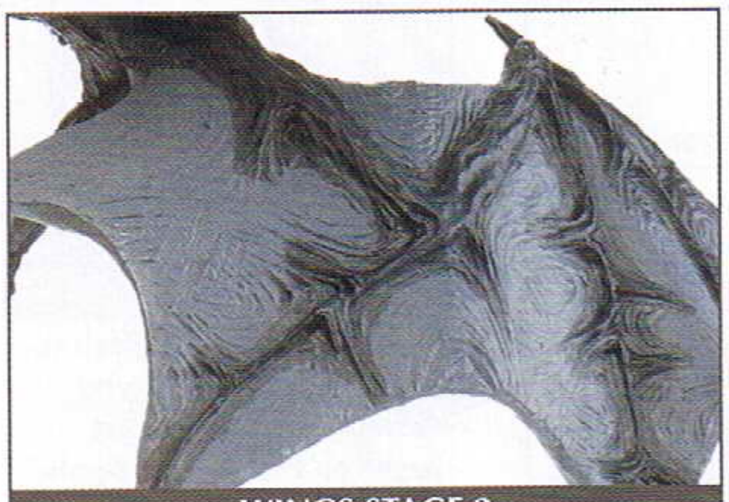


FACE STAGE 2

Use several thin layers of Bleached Bone to highlight the teeth, and the same technique with Dwarf Flesh for the tongue. This affords your paint a translucent quality, making it easier to blend the highlights.

The blending technique is covered in more detail in How to Paint Citadel Miniatures – this book provides an essential reference for all the approaches described here.





WINGS STAGE 2

Begin to blend the Demon's skin to the wing membrane by applying a wash mixed from Chaos Black and Codex Grey.



HORNS AND TALONS STAGE 1

The talons and horns are painted the same colour as the skin, but the highlights are applied more sparingly.

SKIN

Increase the proportions of Codex Grey and Elf Flesh in the base colour and start to build up the highlights in thin layers, blending as you go. On a dark model like this it's important to apply the highlights smoothly.

Stage 3

With the groundwork laid down, it is time to start adding more highlights and picking out the details even further. At this stage, the texture of the wings is picked out and the highlights become more dramatic.

WINGS

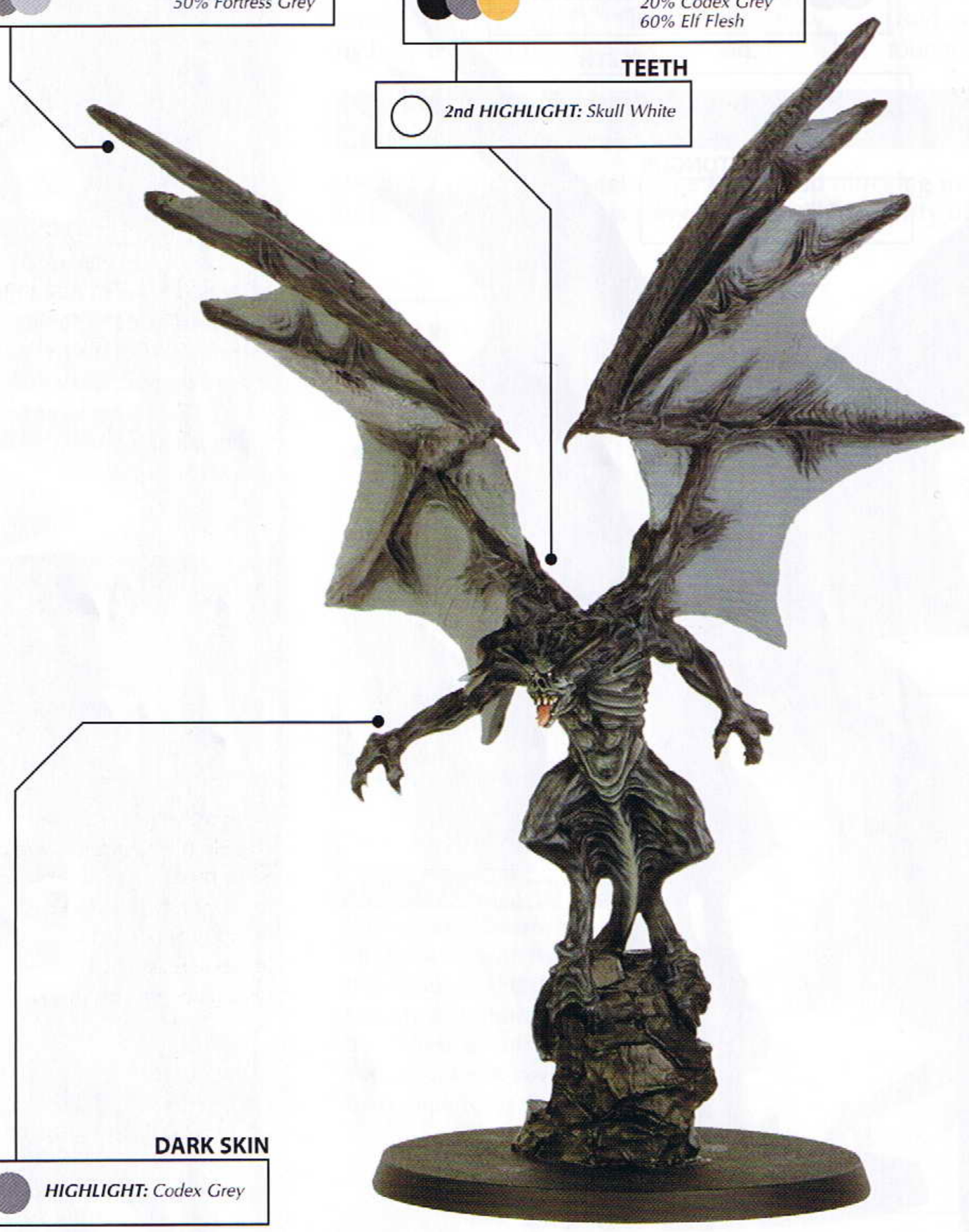
HIGHLIGHT: *50% Codex Grey*
50% Fortress Grey

FACE AND ABDOMEN

HIGHLIGHT: *20% Chaos Black*
20% Codex Grey
60% Elf Flesh

TEETH

2nd HIGHLIGHT: *Skull White*



DARK SKIN

HIGHLIGHT: *Codex Grey*



FACE STAGE 3

A little Skull White is added to Bleached Bone and layered onto the teeth to highlight them further. At this point, paint the eyeballs with Space Wolves Grey, adding Skull White to this for the highlights.



SKIN

By adding more Elf Flesh to the highlight colour, you accentuate the contrast between the dark and pale skin areas of the Demon. The dark skin then has some very fine Codex Grey highlights applied.



WINGS STAGE 3

With a lighter grey mix and a Basecoat brush, overbrush the wings, leaving the darker grey shading visible in the recesses.

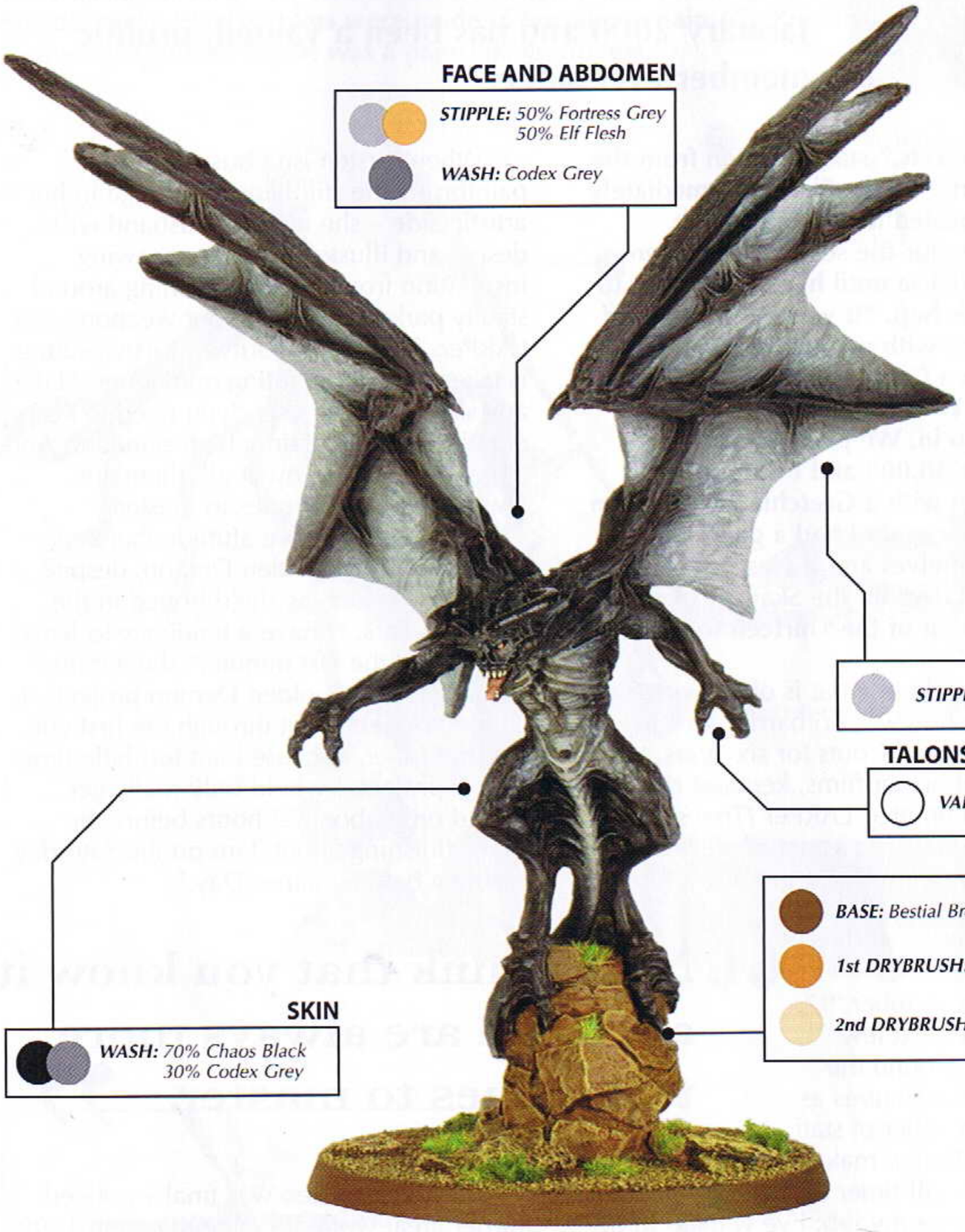


HORNS AND TALONS STAGE 3

Fine lines of Fortress Grey are painted onto the talons, claws and horns, making them look almost reflective.

Stage 4

The final stage sees the model spring to life, with naturalistic highlighting and mottling effects. All that's left to do after this stage is to base the model using your preferred technique.





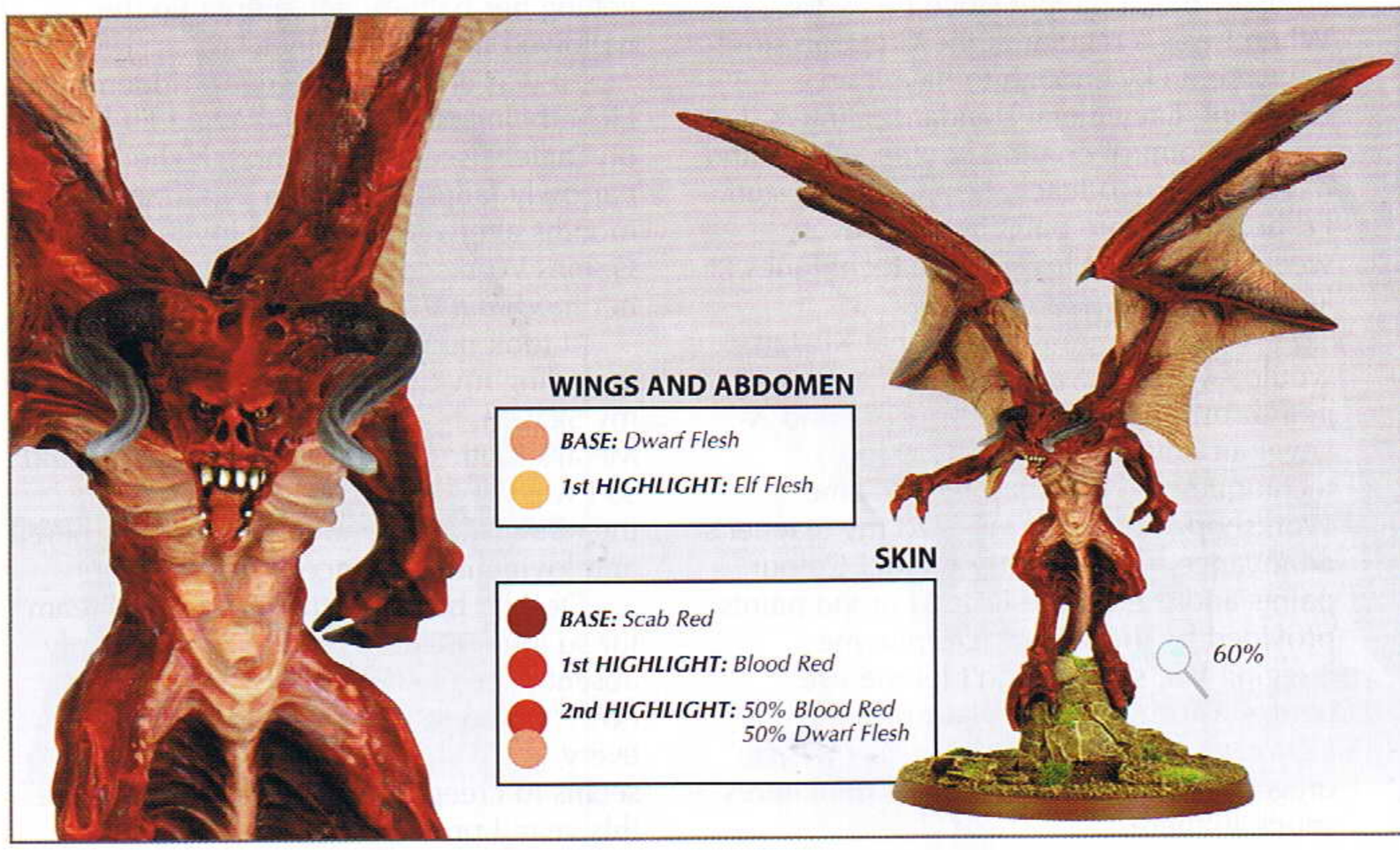
FACE STAGE 4

The tips of the teeth are picked out with a tiny Skull White highlight. A glaze of Tanned Flesh finishes the tongue. The rims of the eyes are Elf Flesh. Finally, dot in the pupils with Chaos Black.



WING STAGE 4

With a Small Drybrush, stipple pure Fortress Grey onto the wing membranes in a circular, jabbing motion. Do the same on the abdomen and thighs, though more precisely.



ALTERNATIVE COLOUR SCHEME *By Fil Dunn*

For many of our models, the 'Eavy Metal team produce a range of colour variants before deciding on the final scheme. This amazing red Demon was painted by Fil Dunn, and is a fantastic example of the blending and drybrushing techniques. The fleshy underbelly and deep red skin are seamlessly blended in a similar way to Pete's Demon. However, the transition between the colours is more extreme here, and required more highlight layers and thin glazes to achieve.

PAINTING MASTERS

KIRSTEN WILLIAMS

Continuing our look at some of the world's best miniatures painters, we shine the spotlight on the work of 'Eavy metal painter, Kirsten Williams.



Since Kirsten Williams walked into a Games Workshop store almost on a whim in the early '90s, she has been hooked on painting Citadel miniatures. She joined the 'Eavy metal team in January 2000 and has been a valued, prolific member ever since.

"I love rats," states Kirsten from the start, "So the Skaven immediately appealed to me." However, Kirsten's love for the scurrying rat men didn't materialise until her second visit to Games Workshop. "It was the summer of '93 and I was with my younger brother walking down Croydon high street; we saw Games Workshop and my brother wanted to go in. We played a game of Warhammer 40,000 and I thoroughly thrashed him with a Gretchin army. When we went back again I had a good look around the shelves and it was then that I first clapped eyes on the Skaven. I knew I'd be a servant of the Thirteen for the rest of my days."

Being female in what is often perceived as a boy's hobby was no barrier for Kirsten. "I was in the Boy Scouts for six years, I've always loved horror films, kept pet rats, and am a committed LARPer *(That's a Live Action Role-player to you and me – Grombrindal)* – I'm a real tomboy!" Kirsten soon became a regular at her local store and from there joined Games Workshop in October '97. She spent the next few years in and around the London Hobby Centres as a full-time member of staff. So how did Kirsten make the step from full-timer to 'Eavy Metal team member? "I love my job; I've wanted to be an 'Eavy metal painter since I was 14. When I was a regular at the Croydon store we were lucky enough to have two excellent 'Eavy metal standard painters. I made a point of coming in after school and nagging them to teach me how to do stuff. I'd be at the store painting table every weekend. Once I learned the techniques I kept practising and practising."

It wasn't just in the store that Kirsten would use her new found skills with the paintbrush. Throughout her GCSE and A-Level art courses, Kirsten used the techniques she had learned at Games Workshop Croydon. "Much to my teacher's annoyance, I brought my Citadel Colour paints and used those instead of the paints provided by the school. Despite me bugging her, she wouldn't let me use figures as subjects for my art projects. However, my A-Level dissertation was on dragons, so a couple of Citadel miniatures snuck in there."

When Kirsten isn't busy with her paintbrush she still likes to indulge in her artistic side – she and her husband write, design and illustrate comics, drawing inspiration from her time running around stately parks with big rubber weapons as a LARPer. Still, the majority of Kirsten's time is taken up with painting miniatures. "Like any skill," Kirsten says, "you need to keep practising to maintain a high standard. And never think you know it all; there are always more techniques to master."

It was this positive attitude that kept Kirsten entering Golden Demon, despite not doing as well as she'd hoped in the first few years. "I have a tendency to leave things until the last minute," she admits. "With my early Golden Demon projects, I would frequently get through the first cut, but no further, because I left too little time for my project. I would only really get started on it about 72 hours before the show, finishing about 3am on the Saturday morning before Games Day."

"Never think that you know it all; there are always more techniques to master."

However, Kirsten was finally noticed for her great work at Golden Demon 1999, getting her battle scene entry into the hallowed finalists' cabinet.

"It was an Undead Griffon ridden by a Liche being attacked by a Wood Elf Lord on Eagle." (see pg 96). Though she narrowly failed to gain an award, a few months afterwards she was invited to Games Workshop's Head Office to have her models photographed.

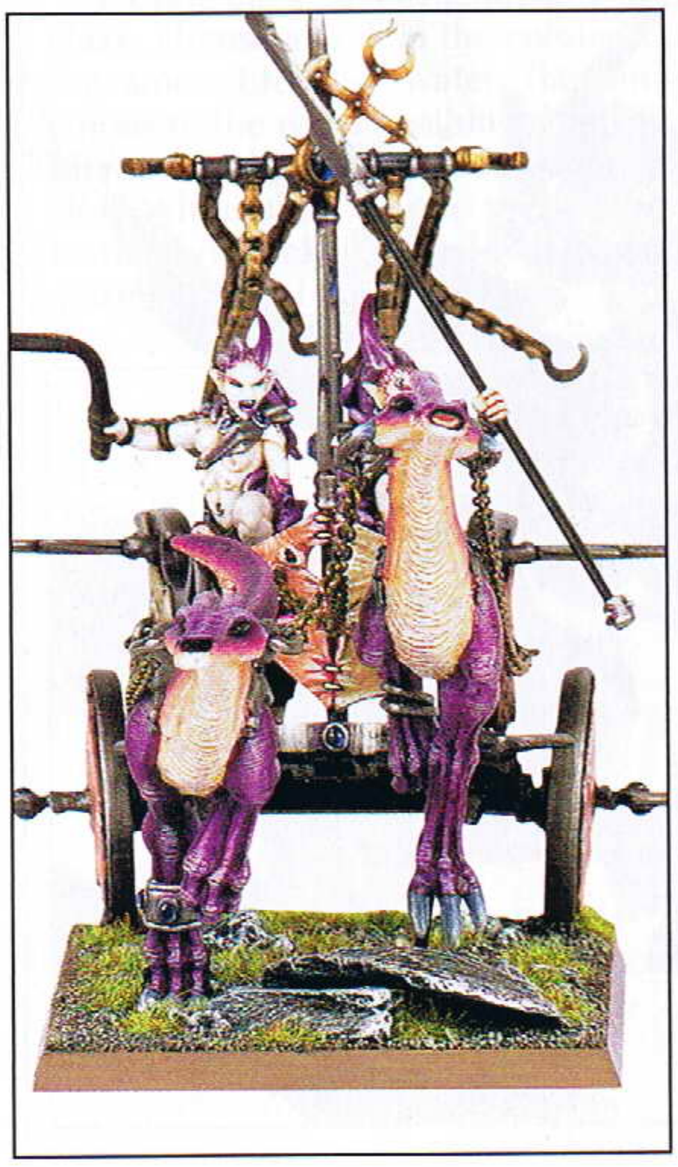
"I took numerous projects with me, including my Sisters of Battle and lots of my Skaven. It just so happened that 'Eavy Metal's Keith Robertson noticed them, and so I was asked to come up for a job interview a short time later. I've been here and loving it ever since!"

Despite being on the 'Eavy metal team for so long, Kirsten has been suspiciously absent from Golden Demon for a while now. "I plan to enter the Open Category every year," she says, "but it just always seems to creep up so quickly. I'll be there this year, I promise!"

Slaaneshi Daemon Chariot

Kirsten wanted to make this scratch-built chariot look lithe and fast, and so opted to use lots of Elven bits. For instance the main carriage is the Dark Elf chariot, the numerous blades come from High and Dark Elf ranges *(A)*. For the Steeds, the Daemonette riders were removed using a rotary tool, and armour plates made from Green Stuff were added to the Steeds' backs *(B)*. The reins were made of jewellery chain *(C)*; Kirsten says getting the right lengths and attaching them to the heads of the Steeds was a painstaking process.







Champion of Nurgle

Kirsten wanted to get over just how gruesome and gut-wrenching a Champion of Nurgle should be. She used numerous washes and glazes of Green, Brown and Red Inks to achieve his unhealthy look *(A)*. The scenic base is worthy of note, as the bubbles floating up from the rancid puddles are made from different-sized glass beads *(B)* purchased from a craft shop.





The bubbles floating on the base were made from small glass beads.



The horse's flesh is marked with the sign of Nurgle.

Liche vs. Spellsinger Battle Scene

This is the model that nearly earned Kirsten a trophy at Golden Demon 1999. The Liche is heavily converted from metal Undead components, a Skeleton Regiment kit *(A)* and some Bretonnian Knight bits. The Spellsinger is a slightly simpler conversion, made from a Warhawk Rider and an old Wood Elf Sorceress *(B)* model. The two models are joined by a lance made from a length of solid brass wire *(C)*, and pins in the wings *(D)*.



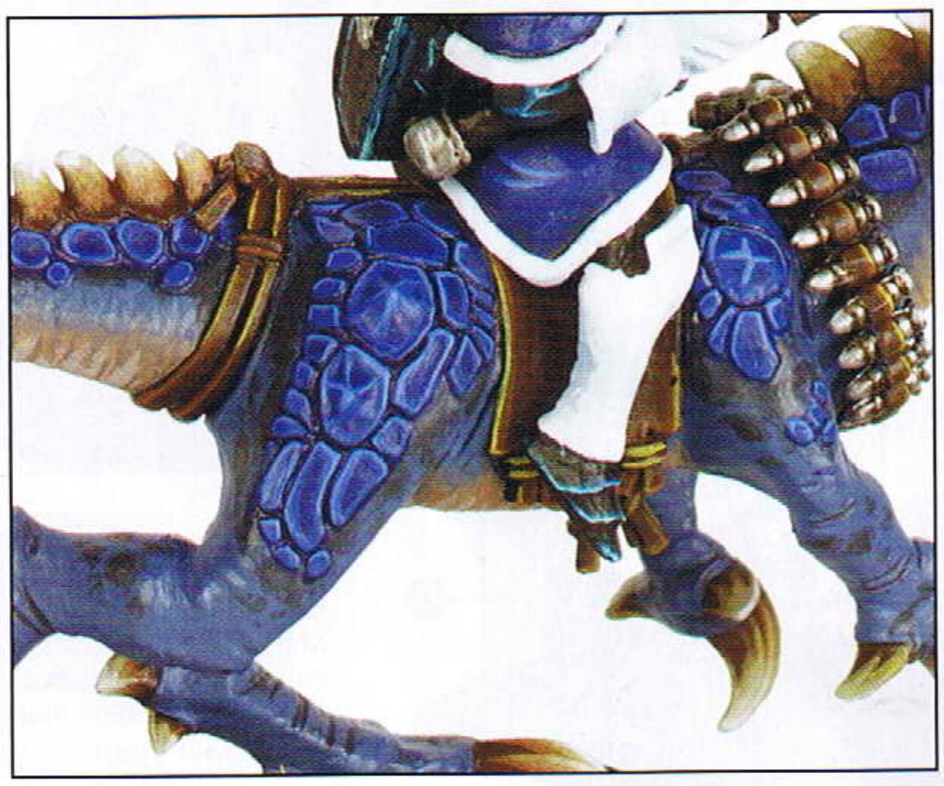
Rough Rider

This inducted Imperial Guard Rough Rider is a conversion for Kirsten's ongoing Witch Hunters army – a project she has been working on for over nine years! The creature is a Lizardman Cold One *(A)* and the torso is from the Immolator Battle Sister *(B)*. The legs were originally from a plastic Wood Elf Glade Rider, heavily filed down and built back up again with Green stuff to create the carapace armour *(C)*. The skirt was also made out of Green Stuff. This is the first in what Kirsten hopes will eventually be a squad of 10 Rough Riders.



Creating and using glazes

The scales on the Rough Rider model were finished off using a glaze, which is one of Kirsten's favourite techniques. Glazes are very useful for adding a smooth, reflective finish and can also be good at "knocking back" over-highlighted areas. To create a glaze, choose an ink in the colour you need and add a tiny amount to some water. The aim is to literally give colour to the water, nothing more. In this example, Kirsten highlighted the blue scales all the way up to Skull White, then, to stop the white dominating the texture and making it look chalky, she applied blue glaze in several layers.



Daemonhunters Inquisitor

This is one of Kirsten's favourite models from the Daemonhunters range. The colour scheme was relatively simple, using the traditional colours of the Inquisition: white, red and black. Kirsten was particularly pleased with the open tome and the scrollwork, or, as she calls it, swirly bits!







Ultramarines Company Standard Bearer

The reason this fine model was chosen for this showcase was the banner. Kirsten enjoys "flatwork" and this was her first attempt at it within the context of our miniatures. An old black and white transfer was placed on the plastic banner as a guide and Kirsten built it up from there.





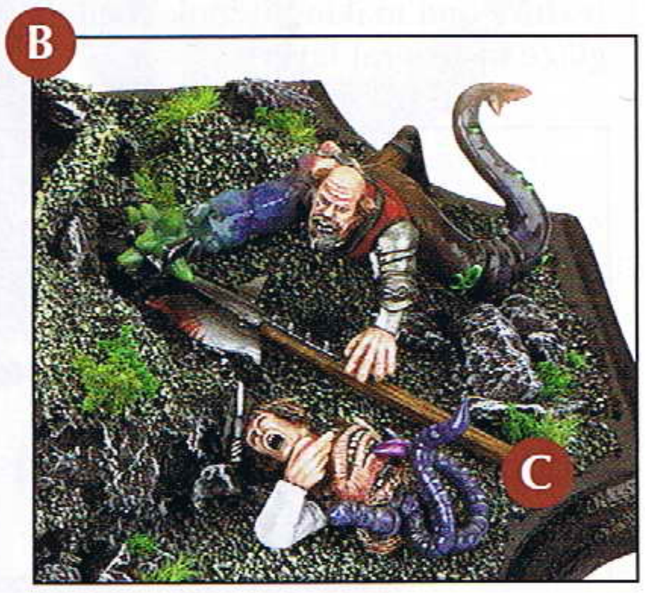
The Wrath of Change

Kirsten was asked to create a scenic base for this Chaos Sorcerer and his familiar so they could be photographed. The twisted and corrupted tree *(A)* was actually a piece of scrap wood she acquired from the Studio hobby team. Faces made out of Green Stuff were added to the trunk to make the tree look even more Chaotic. The poor unfortunates in the throes of change *(B)* were made from the Empire Militia frame; the gruesome eyeballs, mouths and tentacles *(C)* mostly came from the Chaos Mutation frame, while a few other bits were made from Green Stuff.



The pattern was painted Shining Gold, then highlighted with Burnished Gold and Skull White. Kirsten used a Fine Detail brush for this delicate work.





The mutations were created with bodies and heads from the Empire Militia frame and some choice components from the Chaos Mutation frame.

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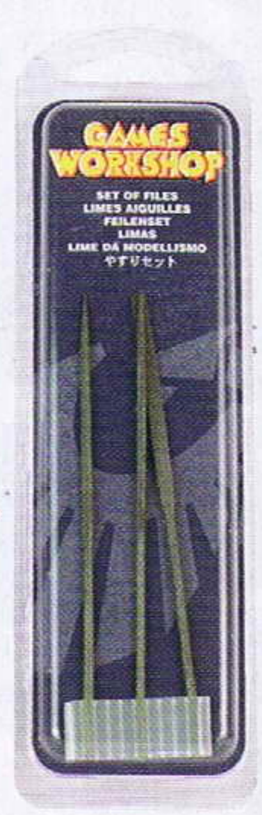


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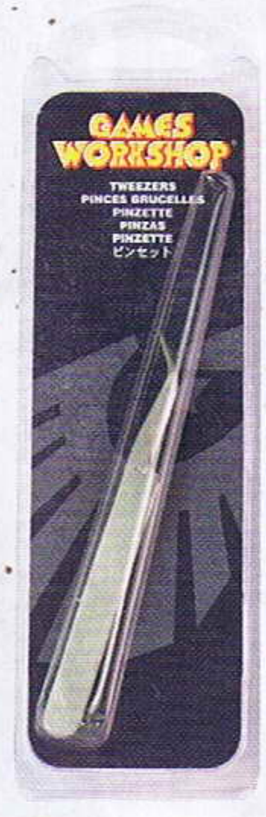
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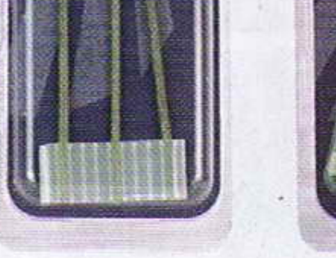
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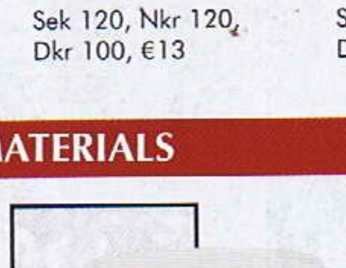
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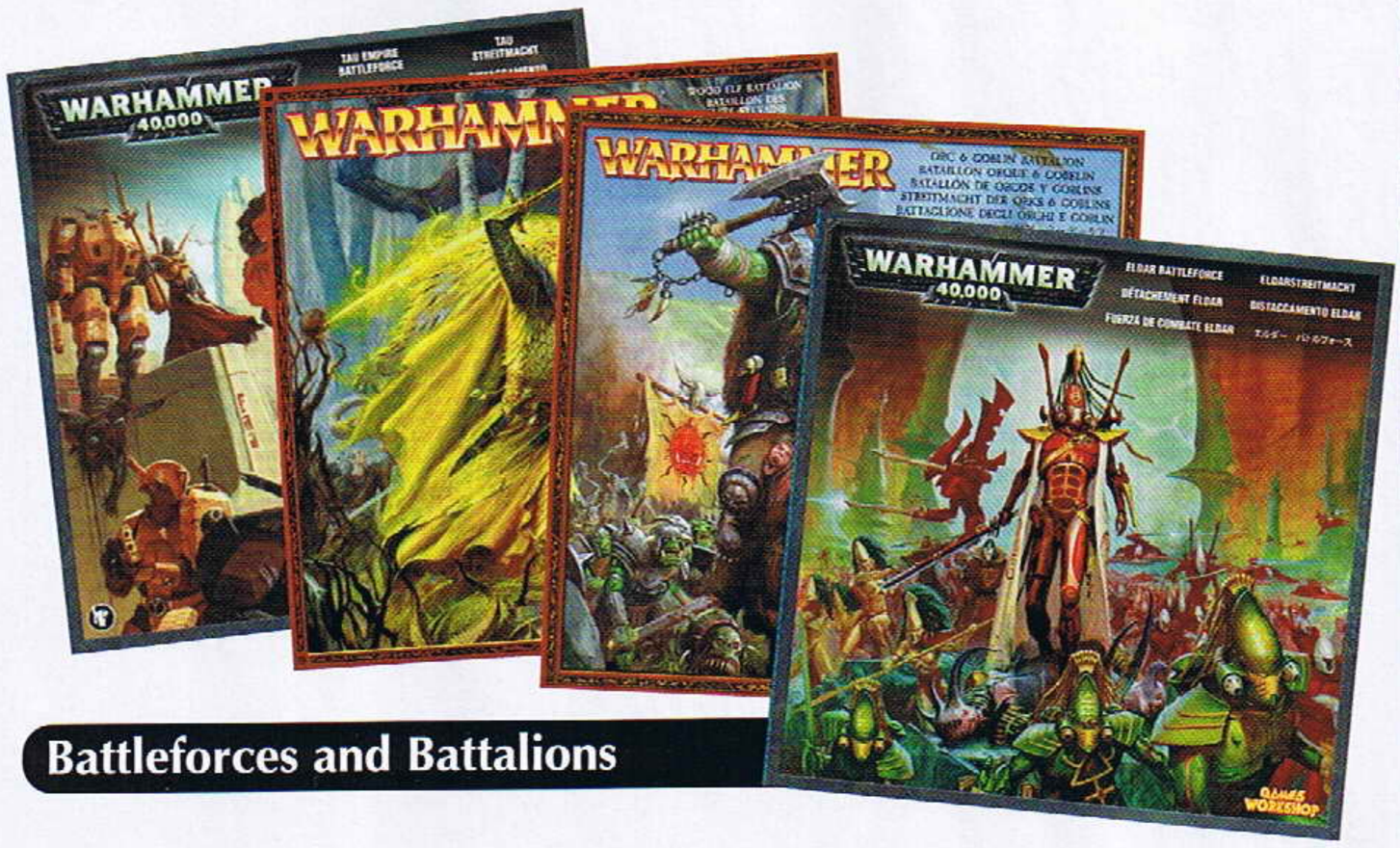
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- **THE HUMAN TOUCH:** If you want help using the Online Store, the Hobby Specialists are available Mon-Sat 10:00-18:00 and Sunday 11:00-17:30 on 0115 9140000. They will be able to talk you through any aspect of using the store.

www.games-workshop.co.uk/store

The Complete Range

Everything in store and a lot more! The Online Store carries everything a traditional Hobby Centre does, plus a lot more that you just can't get anywhere else. We also have huge stock levels and if an item is out of stock it is probably in the warehouse so we can get it back for you within a few days.



Battleforces and Battalions



White Dwarf Subscriptions



Advance Orders

FREE! POST OFFER

If you've never used the Online Store before, here is the perfect chance to give it a go!

Every order placed between 12am on Friday 23rd of February and 10am Monday 26th February over the amount of £18 (that's the price of a regiment box set) through the UK Online Store will be delivered straight to your door without paying a penny in postage!

Offer only available to orders being delivered to the United Kingdom and Northern Ireland and on our standard 'Royal Mail Express' postage.

All orders placed after 10am on Monday the 26th of February will be charged postage at our standard rate.



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.

THE FALL OF MEDUSA V

DARK STARS

Dark Stars

You can read a full account of the Medusa V Dark Stars campaign weekend on the Games Workshop website, including statistics, results, the storyline that accompanied the event and more of the armies that took part.

www.games-workshop.co.uk /campaignweekends







The 2006 Dark Stars Campaign Weekend was hugely popular, leading into The Fall of Medusa V summer campaign. We asked Andy Lewis, who took part in the event, how he got on and what he would take away with him from the experience.

Andy: A keen hobbyist and tournament player, I thought I'd try my hand at something new and enter the more relaxed atmosphere of a campaign weekend. The 2006 campaign weekend held extra appeal for me as it marked the beginning of the summer campaign, The Fall of Medusa V. The chance to be involved in the opening phases of the grand assault was too much to pass up.

I decided to use my Iron Hands Space Marines, fielding a force comprising a 1,500 point main army and an additional 400 point Combat Patrol. As campaign weekends are a relaxed gaming



experience focused on telling a story, I wanted to include units in my army based on how cool they look, rather than how they perform in the game.

SATURDAY

Before any games were played, the players were first divided into teams depending on their armies' race and objectives.

GAME 1

In our first game, we found ourselves battling the Tyranids in a series of Combat Patrol Doubles games set within the confines of the Labyrinth beneath the city of Sybilla Tertius. I teamed up with my friend, Joel, and together we managed a draw against the aliens, thanks primarily to Joel's Devastator squads and their impressive shooting. Elsewhere, our comrades were doing well as our Imperial team crushed the Tyranids.

GAME 2

In the second game our team was redeployed to the Charybdis Crest, a region to the north of Sybilla Tertius occupied by the Tau Empire. Once again we readied for battle, this time bringing home a victory for the team, though by the end of the game I had but a handful of surviving Space Marines, including one Scout sniper who'd single-handedly brought down a Tau Piranha. Sadly other members of our Imperial team did not fare so well, losing most of their games.

GAME 3

Things stepped up in the third game as we progressed to a 1,500 point game, this time against the Ork menace in the region of Corinthi. I find it very challenging playing against Orks – no matter how many go down to bolter fire, it never seems to make a dent in their endless waves! With this in mind I set up as far back along the table edge as possible

Each miniature in Andy's magnificent army has been lovingly converted. Here is but a selection of his amazing Iron Hands Space Marines.







in the hope of getting as many turns of shooting at them before they reached my lines. Unfortunately, the Orks were disinclined to go along with my plan, opting instead to hop aboard all manner of transport vehicle and head straight towards me! A grim defeat awaited me, the only highlight being my sole-surviving Iron Father, bludgeoning the Ork Warboss to death with his Crozius Arcanum.

GAME 4 As the stakes grew, so too did the size of our armies as we headed into the last game on the Saturday – a hefty 1,900 point battle. Once again we found ourselves fighting the Tyranids. Having been flushed from the underhive by each Imperial team they had faced, the aliens were now attempting to regroup in the Mortise Desert to the south of Sybilla Tertius.

Throughout the day, teams could earn special event cards to be used in later battles, such as extra ammo allowing dice re-rolls, or reinforcements as was the case for me in this game. Suddenly I found myself the lucky owner of a nice new Dreadnought to go with the other three already in my army! Four turns later with a flank of four Dreadnoughts on the rampage and there was not a Tyranid organism left alive on the battlefield.

enough to manoeuvre my units off the board edges and achieve a mission victory.

GAME 6 Game 6 saw our team return to Charybdis Crest and the advancing Tau, this time in a Rearguard scenario. With only half my army available against what seemed like hundreds of Crisis and Broadside battlesuits, it wasn't long before my forces were overrun. Though one of my Dreadnoughts was able to get within inches of safety and deny a Tau victory, it was not meant to be, as a plasma cannon blast smashed into its armoured body, blowing the ancient war machine to pieces.

GAME 7 The final game of the campaign weekend saw us return to the paired Combat Patrols, and for the last time, Joel and I waded into the green tide of Orks.

Land Speeders tumbled out of the skies in great fireballs while, on the ground, our Space Marines got bogged down in close combat. Not even Joel's crack-shot Devastator unit could help us now as the last of our valiant warriors, like the rest of our Imperial team, was trapped and cut down within Corinthi.

As the final games came to a close and the body count continued to mount, we looked back on what had been a thoroughly enjoyable weekend. Although our armies lay strewn across many a battlefield, the die had been cast and now the summer campaign could begin.

> **"Unfortunately, the Orks were disinclined to go along with my plan, opting instead to hop aboard all manner of transports."**

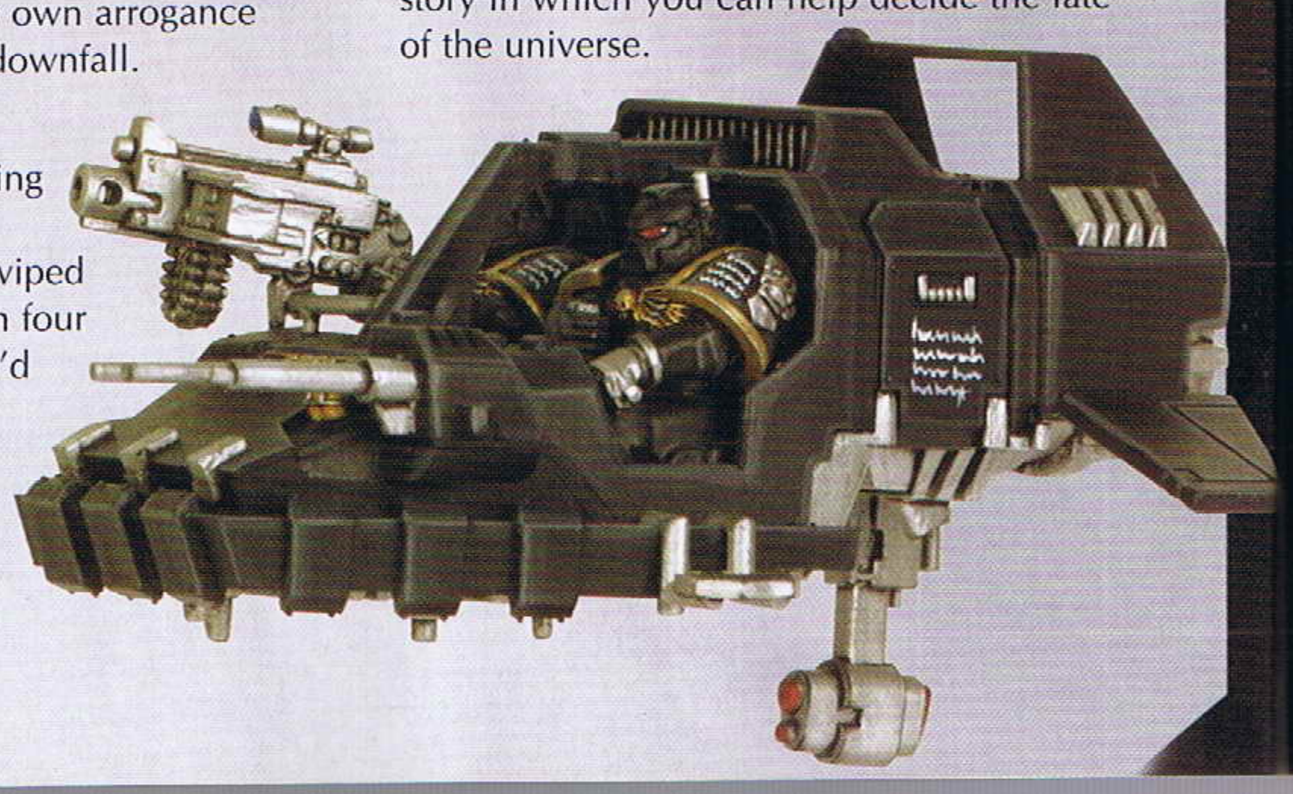
SUNDAY

GAME 5 A very important lesson was to be learnt first thing on Sunday morning in the second 1,900 point game of the weekend – remember the mission.

The scenario was Breakout in our first engagement with the arrogant Eldar. However, despite any warm feelings I might have had towards shooting up the Eldar with only their 4+ Armour saves to protect them, it was my own arrogance that would lead to my downfall.

With heavy bolter and assault cannon fire tearing through Eldar bodies across the battlefield I wiped the Biel-Tan army out in four very bloody turns. But I'd forgotten the scenario objectives and even with two turns remaining, it was not

Campaigns are truly fantastic events where you join forces with other players and work together to achieve victory for your team, field more unusual army lists and units, and take part in a narrative-driven story in which you can help decide the fate of the universe.



WHERE ANGELS LIE

DARK STARS

Darkness has descended...

Inquisitor Ghobi, a rogue agent of the Ordo Hereticus, has become consumed by his desire to expose the terrible secret of the Dark Angels and now he believes the key to their secret is located on a remote mining colony at the heart of the Barabtusa nebula.

The Imperium is quick to act, hoping to curtail the activities of the renegade Inquisitor. However, Ghobi's actions have drawn the attentions of other races including the enigmatic Eldar, the malicious Dark Eldar, fearsome Orks and the brutal forces of Chaos.

With the risk of their hidden past becoming exposed, the Dark Angels have little choice but to respond, and with the Inquisition demanding answers, the Dark Angels find only enemies on all sides...

To play, you will need a legal 1,000 points force and a 500 point reserve which when added together make a legal 1,500 points force using the Standard Force Organisation chart. You will also require a Combat Patrol force for your chosen army that follows the army building regulations in the rules pack. These can be downloaded from the UK Events Diary online.

Your ticket covers seven games across both days, lunch on both days and an evening meal on Saturday.

Age Limit: 16+ Ticket Price: £50

Please Note! There are 42 tickets for Imperial players which include the following codices: Imperial Guard, Space Marines, Black Templars, Daemonhunters and Witch Hunters.

The following races are limited to only 14 tickets per race:
Dark Angels, Eldar, Dark Eldar, Orks and Chaos Space Marines.

Get your Dark Stars tickets now by calling 0115 91 40000

www.games-workshop.co.uk/campaignweekends

THE LORD OF THE RINGS STRATEGY BATTLE GAME

MINES OF MORIA

AN INTRODUCTION TO STRATEGY

Recreate The Fellowship of The Ring's journey through Moria with this fantastic boxed set. Bursting with hobby materials, it includes all you need to get playing The Lord of the Rings strategy battle game immediately.



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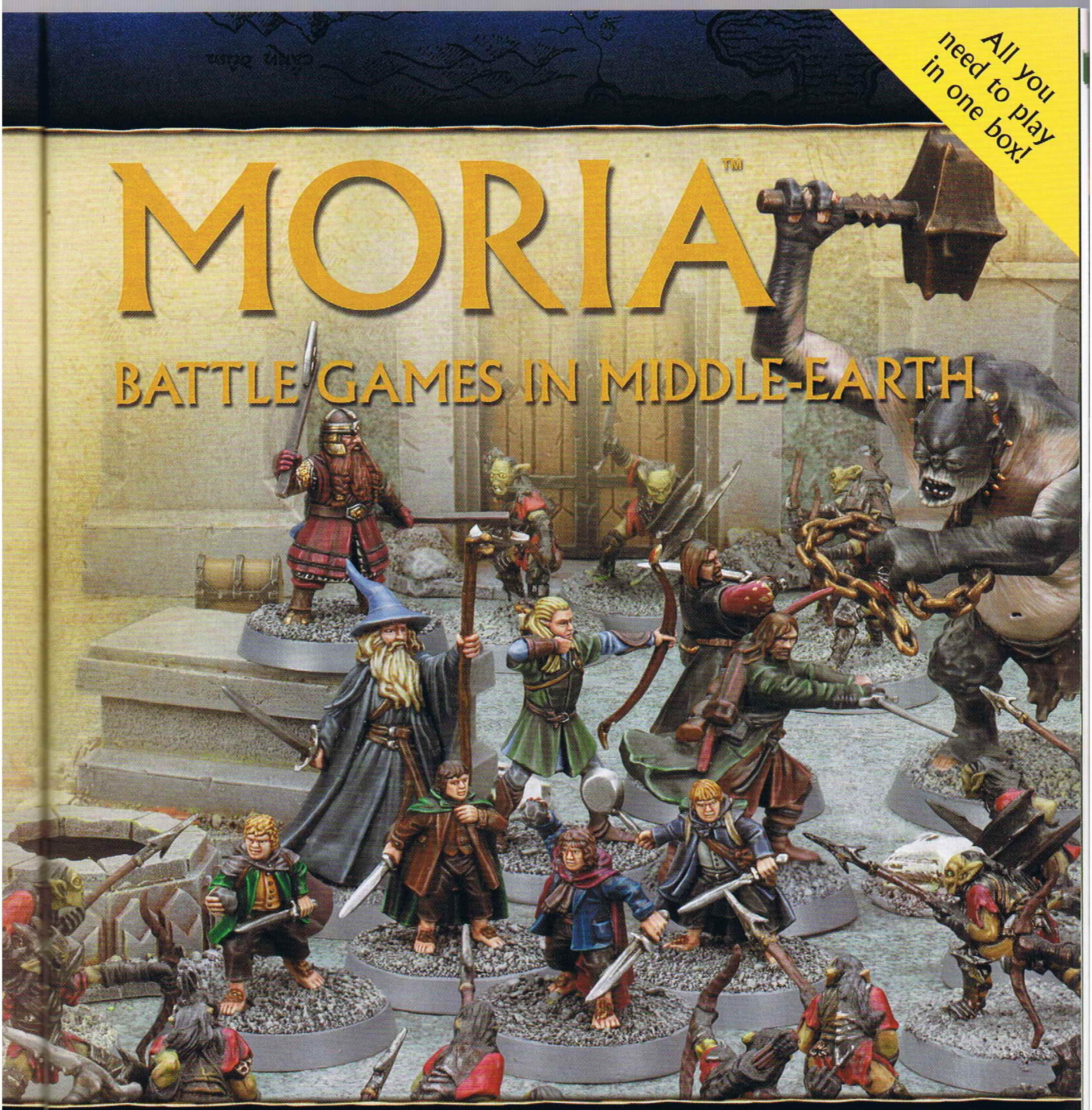
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All you need to play in one box!

MORIA™

BATTLE GAMES IN MIDDLE-EARTH



BOX CONTENTS

£40*

34 Plastic Miniatures

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

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

Balin's Tomb Plastic scenery

Recreate the Chamber of Mazarbul on the tabletop!

- Four pillars
- Doorway
- Two trapdoors
- 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

NORTHERN EUROPE PRICES*

BAND N	
Denmark	kr 350.00
Sweden	kr 400.00
Norway	kr 350.00
Euro	€ 50.00

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

SPACE MEGA



Saturday 10th March sees every Hobby Centre across the country celebrating the release of the new Dark Angels and Space Marines miniatures with an awesome modelling day, and YOU'RE INVITED!

March 2007 is the time of the Dark Angels – first among all the Adeptus Astartes. In this, their most detailed codex to date, the full history and background of this mighty Space Marine chapter is explored, from their rise to glory during the time of the Great Crusades of Mankind and the Emperor, to their subsequent descent into darkness, known as The Fall.

Together with a new codex is a whole new range of Space Marine miniatures including plastic sprues for Dark Angel Veterans and the Ravenwing, as well as a brand new metal Master of the Ravenwing boxed set! The Space Marines are further reinforced with new Librarians and a brand new plastic Devastators boxed set!

Every store in the UK will be running all manner of Dark Angels games and activities, showcasing the lavish new codex and demonstrating ways to assemble and paint the new miniatures – many of which will be available to buy on the day!

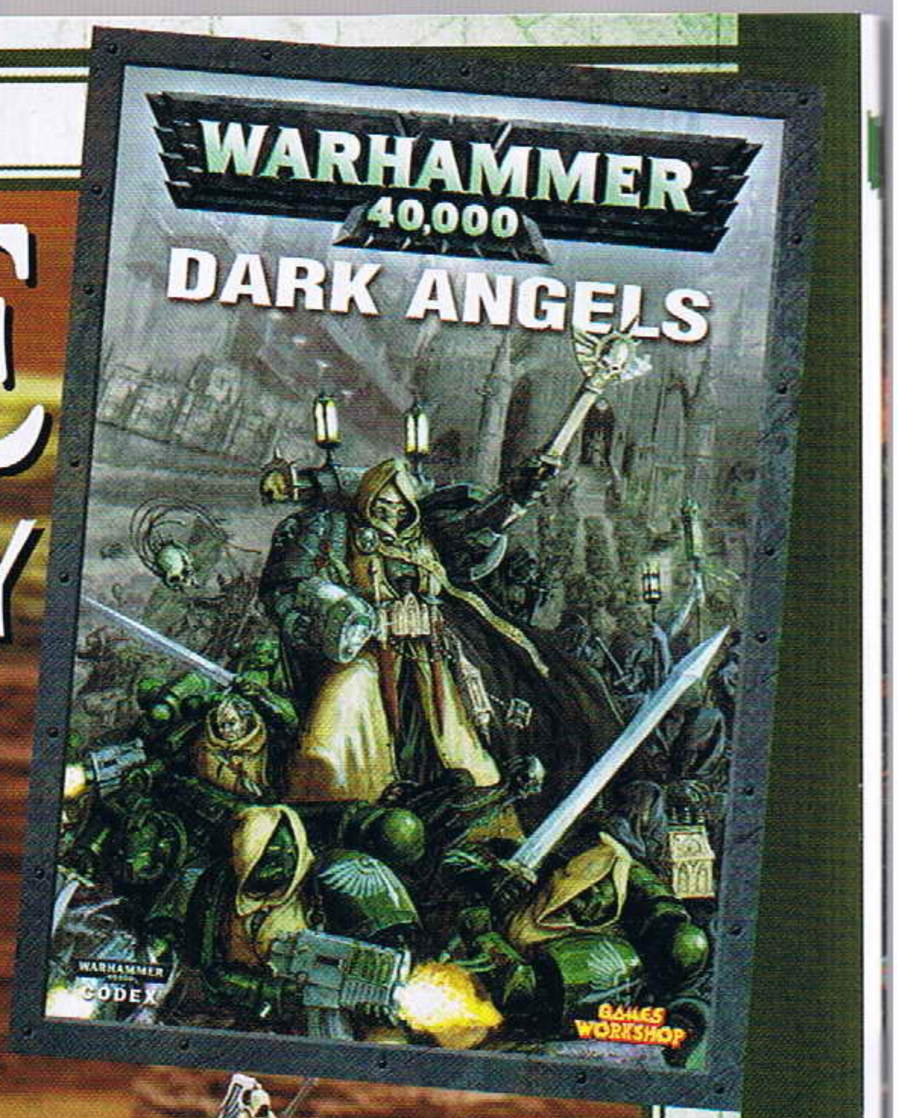
All the events are free and all you need to do is turn up. We strongly recommend you arrive as early as possible at your local Games Workshop Hobby Centre to avoid disappointment.

Check with your local Games Workshop Hobby Centre before Saturday 10th March to find out what's happening in your store! Turn to page 116 to find your nearest Hobby Centre or log onto: www.games-workshop.co.uk/storefinder



Don't forget to bring, or buy, any essential hobby tools such as clippers, files and glue with you on the day!

MARINE MODELLING DAY







10/03/07



DARK ANGELS COMMAND SQUAD
99120101048 **£20**



DARK ANGEL VETERANS SQUAD
99120101047 **£12**



RAVENWING BIKE SQUADRON
99120101050 **£20**



SPACE MARINE DEVASTATOR SQUAD
99120101053 **£20**



SPACE MARINE ASSAULT SQUAD
99120101034 **£15**



SPACE MARINE TACTICAL SQUAD
99120101025 **£18**

THE COMBINATIONS ARE ENDLESS!

You can combine the new plastic Dark Angel and Space Marine Devastator sprues with any of the pre-existing plastic Space Marines. With all the extras included on the sprues, you can really personalise your force, making each warrior a characterful individual. Find out how to make all these combinations, and many more, on Saturday 10th March instore!







Use the new plastic Dark Angels sprues with the Assault squad sprues to create your own unique jump infantry!



Add plastic heavy weapons to you Black Templar Crusader squads!



Convert entire units of plastic Space Wolf Long Fang packs!





This Space Marine Devastator, painted by 'Eavy Metal takes elements from the new plastic sprues, and combines them with the head, body and legs from the Tactical squad sprue.



This Ravenwing Land Speeder uses components from the new plastic Dark Angel Ravenwing sprue to add a little extra character.

RING YOUR LOCAL STORE TO GET INVOLVED

COMING NEXT MONTH INSTORE...

EASTER

WARHAMMER 40,000

ELDAR HARLEQUINS



From the depths of the webway come the Eldar Harlequins – a mysterious subculture of the Eldar whose every performance is a dance of death. Dressed in striking costumes of every colour, the Harlequins are a challenge for any painter. This Easter, why not visit your local Hobby Centre to see a preview of these amazing new miniatures and find out why they are a painter's dream!

WARHAMMER

NEMESIS CROWN

This summer's global campaign, the Nemesis Crown, is fast approaching, and the Easter break is the perfect opportunity to come into stores and prepare your armies for war on a scale never before seen! All our store staff will be able to help you quickly paint your armies to a great standard!

THE LORD OF THE RINGS STRATEGY BATTLE GAME

KHAZAD-DÛM



The latest Sourcebook for The Lord of The Rings Strategy Battle Game is soon to be launched. This Easter, come on down to one of our Hobby Centres and take a look at the Dwarves of Khazad-dûm!

PLUS MUCH, MUCH MORE!

Find your local store on page 116 or log on to

www.games-workshop.co.uk/storefinder

WARHAMMER®

DOUBLES TOURNAMENT 2007

23rd–24th June 2007, Warhammer World, Nottingham.

Join forces with a friend to create a larger Warhammer allied army.

Mixed race alliances are encouraged, which offers a totally different Warhammer gaming experience!

You will need the following to take part:

- A 750 points Warhammer force for both players in the team.
- The combined forces will total no more than 1,500 points.
- Specific details are supplied in the Warhammer Doubles Rules pack, available online.

Tickets cost £70 each and will be released on 1st April 2007 – call *0115 91 40000.*

Tickets entitle TWO players to:

- Entry to the tournament.
- 7 rounds of Warhammer Doubles gaming.
- Lunch on both days, an evening meal on Saturday, tea and coffee both mornings, and doughnuts on Saturday to get you started.
- Access to Warhammer World, including the Citadel Miniatures Hall and Bugman's Bar.



www.games-workshop.co.uk/events

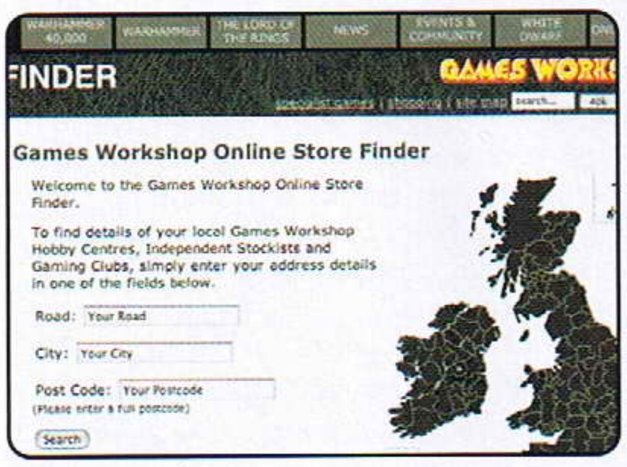
Store and Community news

FRONTLINE UK

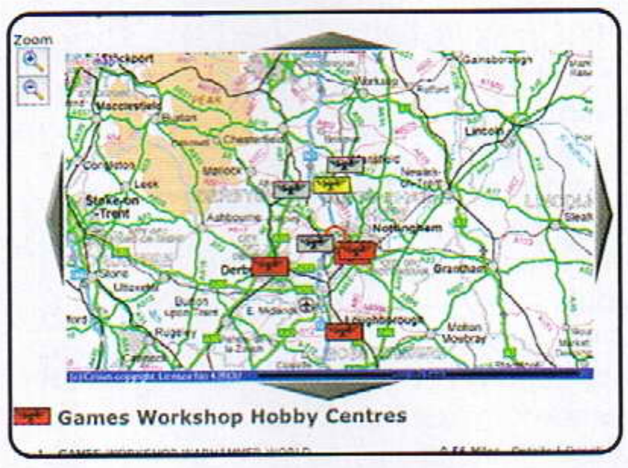
Need to find a store or club near you?

www.games-workshop.co.uk/storefinder

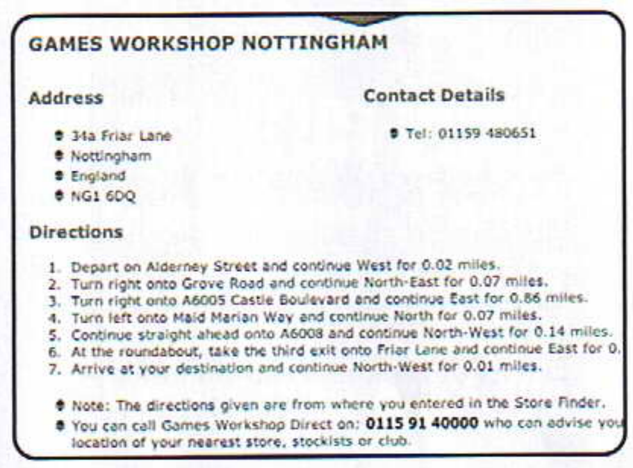
Our newly revamped online store finder is easy to use and features detailed maps, and directions straight from your door to the nearest Games Workshop store, Independent Stockist or GCN gaming club! Use the store finder to find new opponents in your area by searching for local GCN clubs!



Just type in your road name and city, or a full postcode and then click on the 'Search' button below.

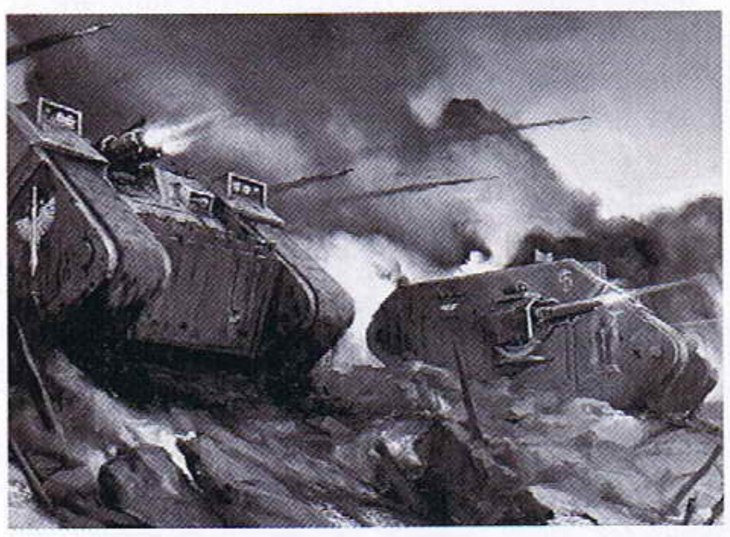


On the next page there will be a map of your area, with all GW stores, GCN clubs and Independent Stockists marked.



Click on any location to view a detailed map and a full set of directions from your address directly to the store or club!

WARHAMMER WORLD DARK ANGELS AT THE CITADEL MINIATURES HALL



No doubt you will have seen many of the new Dark Angels miniatures throughout the pages of this issue of White Dwarf, but why settle for pictures when you can see the real thing! The studio's collection of Dark Angels, painted by the world class 'Eavy Metal team, will be on display throughout this month in the Citadel Miniatures Hall.



This Dark Angels Librarian in Terminator armour is one of the awesome new models you could see at the Citadel Miniatures Hall!

NEW!

Independent Stockists

Toys Toys Toys
134 High Street
Barnett, Herefordshire
EN5 5XQ
Tel: 0208 449 0966

Wargames Emporium Gaming Centre
Unit 4
Amos Road
Meadowhill Industrial Estate, Sheffield
S9 1BX
Tel: 01142 560487

Hunstanton Models
4 Northgate
Hunstanton, Norfolk
PE36 6BA
Tel: 01485 533324

Inspiration
63 Main Street
Shirebrook, Mansfield
NG20 8AN
Tel: 01623 746570

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 April — WD331 (July)
- 1st May — WD332 (August)
- 1st June — WD333 (September)

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



MARCH

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final WARHAMMER 40,000

Date: 3rd and 4th March, 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 1,500 points Warhammer 40,000 army and will play six games over the weekend, with the winner being recognised as the 2007 Warhammer 40,000 Champion.

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 91 40000
Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

CONFLICT SCOTLAND

Date: 4th March 2007
Venue: Crowne Plaza, Congress Road, Glasgow
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/conflicts

GCN presents:

Winds of Magic 2007 Warhammer

Date: 10th March 2007
Venue: Harmans Water Community Centre
Details: The Winds of Magic 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: www.bfgclub.org.uk

GAMES WORKSHOP presents:

SPACE MARINE MEGA MODELLING DAY

Date: 10th March 2007
Venue: Games Workshop Hobby Centres around the UK
Details: Following the release of the amazing new Dark Angels and Space Marine Devastators, visit any GW store and find out how versatile these new plastic box sets really are! An event no Space Marine enthusiast should miss. Discover new ways to assemble your warriors of the Imperium, combining the new sprues with existing Space Marines! From Space Wolf Long Fangs to Black Templar Castellans, let your imagination run wild!
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/storefinder

GAMES WORKSHOP presents:

CONFLICT SOUTH-WEST

Date: 11th March 2007
Venue: British Empire & Commonwealth Museum, Clock Tower Yard, Bristol
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/conflicts

APRIL

GAMES WORKSHOP presents:

Rise of Kingdoms: The Return to Karak Eight Peaks
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...

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

You will need a 1,000 point Warhammer army and an an 800 point Reinforcements list that can be combined to make an 1,800 point list. In addition, you will need a 500 point Border Patrol. Tickets for this event cost £50. Follow the weblink below for more details about this event.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/campaignweekends

GAMES WORKSHOP presents MORDHEIM

Rise of Kingdoms: The Talismans of Ulthuan
Morheim 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...

The Mordheim campaign weekend runs parallel to the Rise of Kindoms Warhammer campaign weekend. You will need a 500 gold crown warband to take part in this campaign. Tickets for this event cost £50. Follow the link below for more details about this event.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/campaignweekends

GAMES WORKSHOP presents:

Eastern Europe Grand Tournament

Date: 14th-15th April
Venue: Warsaw
Age Limit: 16+
Details: The Eastern European Grand Tournament welcomes more than 200 entrants from more than seven different countries. This year will see teams coming from Moscow, Siberia, Prague, Budapest and Denmark to name a few. This is also the first year that we will be introducing The Lord of The Rings into the event to join the Warhammer 40,000 and Warhammer games.

This event is strictly first come, first served, as we sell out every year.
Tickets cost £10
Contact: Hobby Specialists – 0115 91 40000
Website: http://ne.games-workshop.com/events

GAMES WORKSHOP presents:

Blood Bowl Yorkshire Rosebowl IV

Date: Sunday 15th April
Venue: Games Workshop Wakefield
Details: The Yorkshire Rosebowl Championships are back. Have you got what it takes to smash your opponents into the ground and lift the fabled Rosebowl? To join this Blood Bowl tournament you will need a 1 million Gold Crowne starting team with no star players. Tickets cost £10
Contact: GW Wakefield on 01924 369431 for more details.

GAMES WORKSHOP presents

Grand Tournament DENMARK

Date: Sunday 21st-22nd April
Venue: Remisen, Blegdamsvej 132, 2100 København Ø
Details: The first of the new style Northern Europe Grand Tournaments for both Warhammer and Warhammer 40,000. 80 tickets will be available for each system – book early to avoid disappointment. To download the rulespack go to the Northern European website listed below.
Tickets available from Northern Europe Mail Order, Games Workshop Copenhagen and selected Independent Stockists. Call Mail Order and reserve yours now.
Contact: +44 (0) 115 918 4040
Website: http://ne.games-workshop.co.uk

MAY

GAMES WORKSHOP presents:

Blood Bowl Grand Tournament

Date: 12th-13th May
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: To attend this season's Blood Bowl Grand Tournament, you will need a 1,000,000 Gold Crowne starting team. Tickets include six games over two days, lunch, tea & doughnuts on both days, and an evening meal and activities on the Saturday. Tickets cost £50
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

40k Doubles Tournament

Date: Sunday 13th May
Venue: Games Workshop Wakefield
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Combat Patrol forces of 500 points and a friend to play with. Full details of the rules will be sent with the event pack. Tickets cost £15 per team.
Contact: GW Wakefield on 01924 369431 for more details.



CONFLICT 2007

Conflict Scotland 4/3/07
Conflict South West ..11/3/07
Conflict North 27/5/07
Conflict South.....3/6/07

prepare for war...



www.games-workshop.co.uk/events

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.

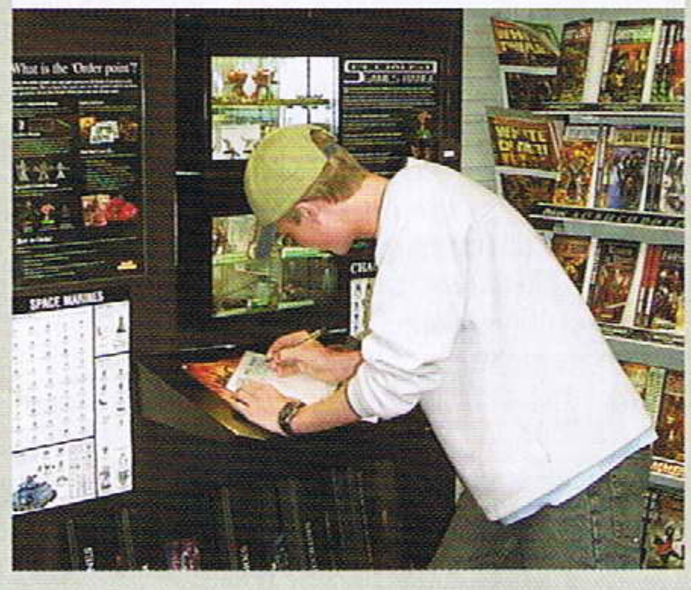
- **IN-STORE ORDER POINT**
  All of our stores have a Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings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

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

STORE FINDER 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:
87 The Horsefair. 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
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

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 5207
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 451 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: 01945 588808

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
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
SEAHAM, Games of War:
Tel: 01915 817 118

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, The Toy Shop:
Tel: 01900 825855
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
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
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:
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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
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Tel: 01626 333 444
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Tel: 01822 615 236
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Tel: 01626 778 260
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Tel: 01884 242 819
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Tel: 01805 625 888

DORSET
GW BOURNEMOUTH:
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• **GW POOLE:**
Unit 12 Townsgate Centre.
Tel: 0120 268 5634
BOURNEMOUTH, Roberts Toys & Games:
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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
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Tel: 01929 426 096
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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 4158, 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
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Tel: 01702 200 180
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GLOUCESTERSHIRE
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16 Pittville Street. Tel: 0124 222 8419
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35 Clarence Street. Tel: 0145 250 5033
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Tel: 01452 424 999
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Tel: 01453 764 487
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TEWKESBURY, Toy Zone:
Tel: 01684 295 776

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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
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Tel: 01329 282 183
FLEET, Fleet Toys:
Tel: 0125 261 3949
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Tel: 01425 617 805
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Tel: 01730 267 932
PETERSFIELD, Fun for All:
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RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
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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
BARNET, Toys Toys Toys:
Tel: 0208 449 0966
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
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Tel: 01582 767 811
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Tel: 01992 504718
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Tel: 01462 422 204
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Tel: 01763 243 270
ST ALBANS, E Rider and Son:
Tel: 01727 854 638
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Tel: 01438 746 616
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Tel: 01707 391 319

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DOUGLAS, Toymaster:
Tel: 01624 622 154

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Tel: 01983 292 013
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, 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

FRONTLINE

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
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 753 705
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
HUNSTANTON, Hunstanton Models:
Tel: 01485 533324
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

ASHINGTON, Blue Box Models:
Tel: 01670 521279
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: 01373 465295
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 427077

STAFFORDSHIRE

• **GW BURTON ON TRENT:**
Unit 8, Union Court, Union Street.
Tel: 0128 353 5865
GW STOKE:
27 Stafford St. Tel: 0178 220 5287
CANNOCK, The Gamers Cupboard:
Tel: 07956 672463
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, Starlings Toymaster:
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:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 466 060
WOODBRIDGE, Toytown:
Tel: 01394 383 170

SURREY

GW EPSOM
8 High Street. Tel: 01372 751881
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

TYNE AND WEAR AREA

• **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:
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:
18 Winchester Street. Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza. 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
SHEFFIELD, Wargames Emporium Gaming Centre:
Tel: 01142 560487
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 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
CRIEFF, Happy Craft Company:
Tel: 01764 653706
CUPAR, The Nappy Pin:
Tel: 01334 653 160
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 731 116
DUMFRIES, Toytown:
Tel: 01387 264884
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, Model Mayhem:
Tel: 01620 825931
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
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: 028-25648821
BANBRIDGE, Roger's Toymaster:
7 Bridge St, Co Down, Tel: 028-40622225
BANGOR, Replay Games:
97 High St, Co Down, Tel: 028-91452210
COLERAINE, Toymaster Coleraine:
7-11 Church St, Co Derry,
Tel: 028-70344444
ENNISKILLEN, Modellers Corner:
22 Darling St, Co Fermanagh,
Tel: 028-66322367
LISBURN, World of Wonder Lisburn:
Riverside Centre, Young St, Co Antrim,
Tel: 028-92669996
PORTADOWN, Jeffer's Toymaster:
8 Mandeville St, Co Down,
Tel: 028-35350889

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 Commarket St, Co Cork,
Tel: 021 427 9508

GW Store UK Hobby Stockist

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
DROGHEDA, Art and Hobby Drogheda:
Unit 15, Scotch Hall S/C, Co Louth, Tel: 041 987 3270
DUBLIN, Art and Hobby Dublin:
Unit 10 D, Jervis S/C, Co Dublin,
Tel: 018 745 312
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
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, Art and Hobby Kilkenny
U.9 Coffee House Lane, Market Cross, S/C,
Tel: 056-71904
KILKENNY, Michael Crotty's:
77 High St, Co Kilkenny,
Tel: 056 51038
KILLORGLIN, O'Sheas:
Lower Bridge St, Kerry,
Tel: 066 976 1919
LIMERICK, Art and Hobby Limerick
U. 3 The Crescent S/C,
Tel: 061-309757
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 Geraild 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
NAAS, Art and Hobby Naas:
Unit 9, Moate S/C, Co Kildare, Tel: 045 874 322
NAVAN, Game Bandits
Unit 1, Trimgate Lane, Co Meath,
Tel: 046 907 5099
NENAGH, JKC:
25 Pearse St, Co Tipperary,
Tel: 067 31391
NEWBRIDGE, World of Wonder:
Newbridge Retail Park, Kildare.
SANTRY, Art and Hobby Santry:
Omni Park S/C, Co Dublin, Tel: 018 624 500
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
WATERFORD, Tall Tales Bookshop
30 Michael Street, Tel: 051 873 967
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, Brugge,
Tel: 50 38 51 83
AARSCHOT, Conect'r
Gasthuisstraat 47, 3200, Aarschot,
Tel: 16 56 88 30
ANTWERPEN, Celtic Cross
Zilversmidstraat 9, 2000, Antwerpen,
Tel: 3 288 81 65
DENDEMONDE, Tip Top Moens
Sint-Gillistraat 75, 9200 Dendermonde,
Tel: 52 21 17 98
GENT, Lood & Spelen
Burgstraat 43, 9000, Gent,
Tel: 9 224 47 34
HASSELT, D-Six
Kuringersteenweg 43-45, 3500 Hasselt,
Tel: 11 32 53 55
LEOPOLDSBURG, NV Moestermans
Maarschalk-Fochstraat 20, 3970 Leopoldsburg,
Tel: 11 39 38 46
LEUVEN, The Dicepool
Parijsstraat 44, 3000 Leuven,
Tel: 16 29 49 94
MECHELEN, De Spelfanaat
Veemarkt 32, 2800 Mechelen
Tel: 15 34 59 07
OOSTENDE, King Arthur
Alfons Pieterslaan 96, 8400 Oostende
Tel: 059 51 57 56
AALST, Hermelijn
Molenstraat 36, 9300 Aalst,
Tel: 53 41 48 66
ANTWERPEN, Red Dragon Games
St Katelijnevest 55, 2000, Antwerpen
Tel: 3 231 71 61
ASTENE, Miniatuurauto's Eeckhout
Kapellestraat 7, 9800
Tel: 092 24 17 96
BLANKENBERGE, De Speelhoek
Langestraat 41, 8370 Blankenberge,
Tel: 50 41 49 23
BRUGGE, Modelbouwcenter
West-Vlaanderen, Langestraat 163, 2000 Brugge,
Tel: 50 34 20 71
BRUSSEL, Intertoys Anderlecht
S Dupluslaan 315, 1070, Brussel,
Tel: 2 523 84 73
BRUSSEL, Intertoys Laken
8-10 Avenue Busleyden, 1020 Brussel,
Tel: 2 268 71 41
DEURNE, The Gamestore
Bisschoppenhoflaan 7-9, 2100 Deurne,
Tel: 3 325 55 35
GENT, Intertoys Gent
Volderstraat 17, 9000 Gent,
Tel: 9 224 42 86
GENT, Red Dragon Games
Gent, Overpoortstraat 116, 9000 Gent
HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500 Halle,
Tel: 2 361 58 53
HALLE, Top 1 Toys
Basiliekstraat 66, 1500 Halle,
Tel: 2 356 04 03
HASSELT, Oberonn
Kempische Steenweg 27, 3500
Hasselt, Tel: 11 351 358
IXELLES, Intertoys Ixelles
104 Chaussee d'Ixelles, 1050 Ixelles,
Tel: 2 514 17 03
KORTRIJK, Baba Yaga
Sint-Amandsplein 27, 8500
KORTRIJK, De Concorde
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ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2, 3060
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FREDERECIA, Just 2 Fun
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HELSINGØR, B.O, Bøger Helsingør
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HERNING, Buddy Legetøj
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HERNING, Færges Kælder
Smallegade 12, 7400 Herning,
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HERNING, B.O, Bøger Herning
Bredgade 6, 7400 Herning,
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HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400 Hillerød,
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HJØRRING, Rossels Boghandel
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HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300 Holbæk,
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HOLTE, Legetøjsbutikken
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HORSENS, Legekæden Horsens
Hospitalsgade 15, 8700 Horsens,
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KOLDING, Good Games
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KOLDING, B.O. Bøger Kolding
Kolding Storcenter 52, 6000 Kolding,
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LYNGBY, Faros Cigarer
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RINGKØBING, Buddy Legetøj
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SKIVE, Jydsk Boghandel
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SLAGELSE, Uldtotten
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HYVINKÄÄ, Royal Toys
Muottikatu 5, 05830 Hyvinkää,
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ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6, Tel: 0030 210 6897396
ATHENS, Fantasy Shop
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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,
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ATHENS, Fantasy Shop: Peiraias
Ypsilantou 116, Tel: 0030 210 4135757
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,
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ATHENS, Kaissa Halandriou
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Miaouli 24, Tel: 0030 2221 087315
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PATRA, Fantasy Shop:Patra
Pantanassis 75, Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Gounari & Sisini 24, Tel: 0030 2610625632
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PIREUS, Dragons Eye Store
Fleming 42, Keratsini, Tel: 00302 106929169
THESSALONKI, Fantasy Shop: Thessaloniki
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THESSALONIKI, Kaissa Thessalonikis
546 22, Skra 4, Tel: 00 30 2310 257 397
VOLOS, Fantasy Shop
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3525, Arany J. u. 11-13, Tel: 0036 46 411528
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Turfmarkt 2, 2312 CD, Leiden,
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ALKMAAR, Bookers & Strippers
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Tel: 072 512 1213
ALMERE HAVEN, Fantasia
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AMERSFOORT, Spellenwinckel
Scherbierstraat 4-6, 3811 EA, Amersfoort,
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ASSEN, Plok
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BERGEN OP ZOOM, Big Boys Toys
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DEN HAAG, Spellenhuis
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GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Groningen,
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Van Welderenstraat 70, 6511 MP, Nijmegen,
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UTRECHT, Whoops
Springweg 1, 3511, Utrecht,
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VENLO, Modelbouw Luthart
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WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Wormerveer,
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ZOETERMEER, RC-Pitstop
Dorpsstraat 179, 2712 AJ, Zoetermeer,
Tel: 079 316 0560
ALMELO, Somberg Modelbouw
Grotestraat 136, 7607 CW, Almelo,
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Hooftstraat 66-68, 2406 GL, Alphen aan den
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AMSTELVEEN,De Groot Toy Special Store
Rembrandthof 42, 1181 ZL, Amstelveen,
Tel: 020 347 3344
AMSTELVEEN, Het Ganzenbord
Parlevinker 59, 1186 ZB, Amstelveen,
Tel: 020 641 2552
APELDOORN, Top 1 Toys - De Kinderdroom
Oranjerie 158, 7311WG, Apeldoorn,
Tel: 055 5761098
BERGEYK, Wouters Technohobby
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BLARICUM, RC-Fun
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Tel: 035 5230049
BREDA, Modelbouw Bliek
Boschstraat 23, 4811 GA, Breda,
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Boschstraat 110, 4811 GK, Breda,
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DELFT, Top 1 Toys Speldorado
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Tel: 015 213 4516
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DEN HAAG, Elf Fantasy Shop
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Tel: 070 3561357
DEVENTER, Knibbel Comics
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Tel: 078 631 2711
EDE, Tinnen Soldaat
Soemballaan 12, 6712 AL, Ede,
Tel: 0318 63 3296
EINDHOVEN, Gameforce Eindhoven
Visserstraat 18a, 5612 BT, Eindhoven,
Tel: 040 2447030
EMMEN, Spirithoes
Derksstraat 154, 7811 AL, Emmen,
Tel: 0591 645787
GELEEN, Tactica
Anjelierstraat 3, 6163 CJ, Geleen,
Tel: 046 474 3016
GOES, Fantus Fantasy Store
Groene Weidje 16, 4461 JW, Goes,
Tel: 011 325 8174
GORINCHEM, Netten Modelbouw
Kwekelstraat 30, 4201 JV, Gorinchem,
Tel: 018 363 6000
GOUDA, Intertoys v/d Wal
Nieuwe Markt 70, 2801 GP, Gouda,
Tel: 018 251 3525
GOUDA, The Movie Store
Lange Groenendaal 114, 2801 LV, Gouda,
Tel: 018 252 2550
GRONINGEN, Wirwar
Oude Kijk in 't Jatstraat 40, 9712 EL, Groningen,
Tel: 050 314 8424
HARDERWIJK,
Top 1 Toys Volgers Spel & Hobby
Hondegatstraat 4, 3841 CG, Harderwijk,
Tel: 0341 412985
HEERENVEEN,
Top 1 Toys Volgers Spel & Hobby
Van Harenspad 6/14, 8442 CD, Heerenveen,
Tel: 0513 624961
HENGELO, Top 1 Toys Mickey van Wezel
Burg. Jansenplein 14-17, 7551 EC, Hengelo,
Tel: 074 291 2200
HOORN, Het Gele Teken
Grote Oost 35, 1621 BR, Hoorn,
Tel: 022 921 8623
LEEUWARDEN, Brattinga Speelgoed
St. Jacobsstraat 4, 8911 HT, Leeuwarden,
Tel: 058 212 5682
LEIDEN, Tolkienwinkel
Utrechtse Jaagpad 2, 2313 KW, Leiden,
Tel: 071 541 2324
LELYSTAD, Treinenhoek
Botter 44-15, 8243 JE, Lelystad,
Tel: 032 025 3160
MAASTRICHT, Hounjet
BurgemeesterCortenstr 18, 6226 GV, Maastricht,
Tel: 043 363 6778
NUENEN, Schellens Speelgoed
Parkstraat 24, 5671 CG, Nuenen,
Tel: 040 283 2984
OUD-BEIJERLAND, Mourits Model-Hobby
Croonenburgh 32, 3261 RG, Oud-Beijerland,
Tel: 0186 62 1931
PANNINGEN, Top 1 Toys Marc Janssen
Markt 18, 4981 AN, Panningen,
Tel: 077 4634566
ROERMOND, Bloemboetiek Hermien
Nassaustraat 66, 6043 ED, Roermond,
Tel: 047 532 1710
ROOSENDAAL, Jadin
Oude Markt 58, 4701 PM, Roosendaal,
Tel: 0165 55 7964
ROTTERDAM, Freetime Warrior
Jonker Fransstraat 122-A, 3031 AX, Rotterdam,
Tel: 010 2709233
SCHIEDAM, BTS
Groenelaan 49, 3114 CB, Schiedam,
Tel: 010 473 8755
SCHIJNDEL, Top 1 Toys Anniek
Hoofdstraat 133, 5481 AD, Schijndel,
Tel: 073 5477758
SITTARD, Atomik
Stationstraat 19, 6131 AX, Sittard,
Tel: 046 4515074
SLUIS, Top 1 Toys E. v/d Vijver
Oude Kerkstraat 7, 4524 CT, Sluis,
Tel: 011 746 1393
SOEST, Top 1 Toys Soest
V Weedestraat 16, 3761 CE, Soest,
Tel: 035 629 0444
SPIJKENISSE, Lord of Magic
Spuistraat 7, 3201 AR, Spijkenisse,
Tel: 0181 61906
SURHUISTERVEEN, Spiritvault
De Dellen 55, 9231 EA,
Tel: 0616072260
TIEL, Goblincave
Zonnebloemstraat 12, 4001 DZ,
Tiel, Tel: 0344 654 689
UDEN, Goblin
Brabantplein 16a, 5401 GS, Uden,
Tel: 041 327 0662
UTRECHT, Subcultures
Oude Gracht 194/WERF, 3511 NR, Utrecht, Tel:
030 2311122
UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH, Utrecht,
Tel: 030 281 7157
UTRECHT, Never Never Land (Wieder &
Kugant)
Oude Gracht 202, 3511 NR, Utrecht,
Tel: 030 233 2293
VELSERBROEK, Mol Plastic Modelbouw
Zadelmakerstraat 64, 1991 JE, Velserbroek,
Tel: 023 5375392
WASSENAAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KK, Wassenaar,
Tel: 070 511 0211
WINTERSWIJK, Top 1 Toys Winterswijk
Misterstraat 60, 7101 EX, Winterswijk,
Tel: 054 351 2827
ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX, Zutphen,
Tel: 057 551 1566
ZWOLLE, Boekenhalte
Assendorperstraat 103, 8012 DH, Zwolle,
Tel: 038 422 1077
ZWOLLE, Top 1 Toys - De Wit
Diezerstraat 97/99, 8011 RD, Zwolle,
Tel: 038 4217176

NORWAY

GW OSLO
Møllergata 7, 0179, Tel: 22332990
Kristiansand, Hobby Huset
Henrik Wergelandsgt 26-36, N-4612,
Kristiansand, Tel: 38020310
Trondheim, Gotham
Kongens gate 21, 7012, Trondheim,
Tel: 3512888
ÅLESUND, Kremmerhuset
Langelands v24,Spjelkavik,
N-6022, Ålesund, Tel: 70143770
ARENDAL, Norli Arenasenter
Torvet 10, N-4800, Arendal,
Tel: 37025454
BERGEN, Outland Bergen
Fortunen 4, 5013, Bergen, Tel: 22333308
BERGEN, Ringo Lekeklossen
Østre Nesttunvei 16, N-5221, Nestun,
Tel: 55922650
BJØRKLANGEN, FX Hobby
FX Hobby A/S, Bjørkeveien 2, 1940,
Tel: 63 85 11 95
BODØ, Underholdningsmagneten
Sandgt. 3 , N-8006, Bodø,
Tel: 75525070
DOKKA, Yes vi leker Dokka
Bergfoss senteret, N-2870, Dokka,
Tel: 61112090
DRAMMEN, Kreativ
Tomte Gaten 29, N3012, Drammen,
Tel: 32814900
FAGERNES, Lekesenteret
Gjensidige Gården N2900, Fagernes,
Tel: 61360692
FAUSKE, Ringo Smart
Storgt. 72, N-8200, Fauske, Tel: 75646022
FLISA, Ringo Bamsefar
Flise Stormarked, N-2270, Flisa,
Tel: 62958290
FORDE, Ringo Leikehuset
Storehagen 9, N-6800, Forde,
Tel: 57820102
FREDRIKSTAD, Leketorvet
Brock Gt 7-11, Fredrikstad, Tel: 69315630
GJØVIK, Ringo Leke-Olsen
Storgt. 10 , N-2815, Gjøvik, Tel: 61108210
HAMAR, Lekehuset Maxi
Aslak Bolts gt. 48, N-2316, Hamar,
Tel: 62533808
HARSTAD, Smått og Rått
Strand Gata , N9400, Harstad,
Tel: 77065774
HAUGESUND, Norli Haugesund
Haralds Gt 132 N5001, Haugesund,
Tel: 52721333
HITRA, Ringo Hitra
Jorten Kjopsenter N7240, Hitra,
Tel: 72441245
KONGSBERG, Ringo Rolf Liane AS
Kirkegaten 6, N-3616, Kongsberg,
Tel: 32731161
KONGSVINGER, Ringo Gågata Leker
Jernbanegt. 6, N-2211, Kongsvinger,
Tel: 62817611
KRAGERØ, Brio Karis Hobby
Torvet 4, N3770, Kragerø,
Tel: 35980484
KRISTIANSAND, Outland Kristiansand
Markensgt 24, N-4611, Kristiansand,
Tel: 38099420
KROKSTADELVA, Helmax Leker
Buskerud Storsenter Sandstranda 24,
N-3054, Krokstadelva, Tel: 32879910
LANGESUND, Ringo Tarangers Eftf.Per
Torvet 4, N-3970, Langesund,
Tel: 35973662
LARVIK, Ringo Sokrates
Tjølling Veien 38, 3262, Larvik,
Tel: 33185437
MO I RANA, Ringo Lekehjornet Mo
Nordahl Griegs Gt. 8, N-8622,
Mo i Rana, Tel: 75151717
MOLDE, Yes vi leker Leke Jørnet
Torget 1 N6413, Molde, Tel: 71219363
MOSJØEN, Hobbysentret
C.M. Håvigsgt. 18, N-8651, Mosjøen,
Tel: 75170170
MOSS, Brio Frisenfeldt
Dronningensgt. 10, N-1530, Moss,
Tel: 69251290
MYSEN, Brio Saker og Ting
Jernbane gaten 13, N-1850, Mysen,
Tel: 69890194
NARVIK, Ringo Barnas Verden
Kongensgt. 66-70, N-8514, Narvik,
Tel: 76946505
NESBRU, Ringo Holmensentret
Vogelund Veien 6 N-1394, Nesbru,
Tel: 66 77 94 10
OSLO, Brio CC Vest
Lille Akerveien 16, N-0383, Oslo,
Tel: 22731777
OSLO, Brio Notabene Lambertseter
Langbolgen 5, N-1150, Oslo,
Tel: 22280551
OSLO, Outland Paleet
Karl Johans Gate, 37-43, Oslo,
Tel: 22330410
SANDNES, O Saeland
Langgaten 44, N-4031, Sandnes,
Tel: 51661509
SANDVIKA, Hobby Larsen
Sandvika Storsenter, N-1300, Sandvika,
Tel: 67540107
SKI, Brio Titt-Inn
Jernbanesvingen 6, N-1401, Ski,
Tel: 64857777
SKIEN, Sokratis Hobby Gården
Skistredet 7 , N-3707, Skien,
Tel: 35528764
SOLA, Ringo Sola Gaver og Leker
Solakrossen, N-4050, Sola,
Tel: 51651763
SONGDAL, Ringo Sogndal Glasmagasin
Sogningen Storsenter, N-6851, Songdal,
Tel: 57671880
SORTLAND, Ringo Bamse Leker
Skibsgården, N-8400, Sortland,
Tel: 76113374
SPIKKESTAD, Trollmannen Leker
Torsrud veien 40 N3040, Spikkestad,
Tel: 47265119
STAVANGER, Outland Stavanger
Kirke gt 2, N-4006, Stavanger,
Tel: 51938080
STAVANGER, Veslefrikk
Skagen 12, N-4006, Stavanger,
Tel: 51895232
STOKMARKNES, Stokmarknes Aktietrykkeri
Markedsgt. 12, N-8455, Stokmarknes,
Tel: 76117750
SYKKLYVEN, Ringo Blindheim
Kyrkeveien, 6239, Sykklyven,
Tel: 70251029
TØNSBERG, Gledeshuset
Ø. Langgate 47, N-3110, Tønsberg,
Tel: 92251707
TROMSØ, Tromsø Bruktbokhandel
Kirkegt. 6, N-9008, Tromsø,
Tel: 77686974
TRONDHEIM, Outland Trondheim
Munkegaten 58, 7011, Trondheim,
Tel: 73520545
TRONDHEIM, Tronderfrim
St Olavs Gt 11 , N-7012, Trondheim,
Tel: 73520840
TYNSET, Ringo Tynset Bokhandel
Brugt. 2A, N-2500, Tynset,
Tel: 62480038
VADSØ, Brio Vadsø
W. Andersensgt. 4, N-9811, Vadsø,
Tel: 78942229

SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop
Shop 1/9 Garden Level, High Street Shopping Centre,
7530, Tel: 0027 21 914 8688
BLOEMFONTEIN, The Dungeon
13 Short Street, 9301, Tel: 0027 51 447 2034
CAPETOWN, Wizards
Shop G19, Stadium on the Main Road,
Tel: 0027 216830360
DORINGKLOOF, Battle Planet
No. 4WBH Centre, 177 Cecile Street,
Tel: 0027 8245 93933
DURBAN, The Hobby Specialists
Shop F174, Gateway Shopping Centre, no.1 Palm
Boulevard, Umlanga Ridge, New Town Centre, Umlanga,
Tel: 0027 31 566 4806
DURBAN, Wizards Warehouse
Shop L18, Windermere Centre, 163/177
Windermere Road, Morningside, 4001, Tel:
0027 31 312 8271
GAUTENG, Wizards Warehouse
Shop G4, Colony Shopping Centre, 3345 Jan
Smuts Avenue, Craighall Park, 2196, Tel: 0027
11 880 9252
JOHANNESBURG, Esswex Retail
Shop 20a Northcliff Corner Shopping Centre,
Tel: 0027 11 8883619
JOHANNESBURG, Wizards Warehouse
Lower level, Eden Vale, Tel: 0027 21 683 0360
JOHANNESBURG SOUTH, Dragons Den
33 Vorster Avenue, Glenanda,
Tel: 0027 11 432 3996
PRETORIA, The Smelly Troll
297 Lynnwood Road, Tel: 0027 0833 079107
RANDBURG, Otherland
Shop G10 B, Brightwater, Rebpublic Rd,
Tel: 0027 117944571
RUSTBERG, Quantum Books & Games
Boschdalstand 309/10, Helenjoseph Drive,
0300, Tel: 0027 83 292 9373
SOUTH-AFRICA, Battle Planet
No 4 WBH Centre, 177 Cecile Street, Tel: 00 27
824593933

SWEDEN

GW GÖTEBORG
Kungsgatan 28, 411 19,
Tel: 311 33 958
GW STOCKHOLM
Regeringsgatan 30, 111 53,
Tel: 8 213 840
GÄVLE, Hobbyshopen
Norra Rådmansgatan 2, 803 11 Gävle,
Tel: 26186299
UMEÅ, Fantasia
Storgatan 44, 903 26 Umeå,
Tel: 026186299
ESKILSTUNA, Lasses Leksaker
Kungsgatan 21, 632 20 Eskilstuna,
Tel: 016130335
KARLSTAD, Spel och Fantasi
Kungsgatan 6, 65224 Karlstad,
Tel: 054 15 10 70
KRISTIANSTAD, Spel På Vallgatan
Östra Vallgatan 2, 291 31 Kristianstad,
Tel: 044101091
MALMÖ, Utopia, Malmö
Regementsgatan 8, 211 42 Malmo,
Tel: 040 127250
NORRKÖPING, Hobbyhörnan
Drottningg 18, 602 24 Norrköping,
Tel: 011162120
NORRKÖPING, Lekhuset
Järngatan 21, 602 23 Norrköping,
Tel: 011287070
STOCKHOLM, Dragons Lair
Kungsholmstorg 8, 112 21 Stockholm,
Tel: 08 654 60 50
STOCKHOLM, Science Fiction Bokhandeln
Västerlång Gatan 48, 111 27 Stockholm,
Tel: 08215052
SUNDSVALL, Orionspel och böcker
Köpmangatan 23, 852 32 Sundsvall,
Tel: 060155947
UPPSALA, Prisfyndet
Kungsgatan 39, 753 21 Uppsala,
Tel: 018106607
VÄSTERÅS, Zetterlunds
Storagatan 33, 722 12 Västerås,
Tel: 021 10 44 91
VÄXJÖ, Helges Håla
Sandgandsgaten 13, 352 30 Växjö,
Tel: 08715 25 01
ÄNGELHOLM, Brio
Framtidsgatan 1,262 84 Ängelholm,
Tel: 0431 80527
ARVIKA, Perry Data
Köpmangatan 4, 67131 Arvika,
Tel: 057010669
ASARUM, Lek & Fritid
Granvägen 2, 374 52 Asarum,
Tel: 0454329906
AVESTA, Vega Video
Kungsgatan 16, 774 30 Avesta,
Tel: 0226800 78
BORÅS, Hobbex
Skaraborgsv 62-64, 506 30 Borås,
Tel: 033418380
DALARÖ, Butiken Svanen
Odinsvägen 25, 130 54 Dalarö
ESKILSTUNA, Barnens Hus
Folkestaleden 40, 635 10 Eskilstuna,
Tel: 016481138
FALKENBERG, Brio
Storgatan 35, 311 31 Falkenberg,
Tel: 346 807 60
FALKÖPING, MysPys
Storgatan 22-26, 521 42 Falköping,
Tel: 051581150
FALUN, Tv-spelsbörsen
Falugatan 2, 791 71 Falun,
Tel: 02327775
FÄRJESTADEN, Leksaksmagasinet
Ölands Köpstad, 386 31 Färjestaden,
Tel: 048534570
GÄLLIVARE, Brio
Metall Vägen 14, 982 38 Gällivare,
Tel: 097066502
GISLAVED, Brio
Södra Storgatan 10, 332 33 Gislaved,
Tel: 037110733
HALMSTAD, Brio
Stormgatan 6, 302 60 Halmstad,
Tel: 035159175
HAPARANDA, Barnens Hus
Norrskensv. 4,
Tel: 092236600
HELSINGBORG, Spel På Kullagatan
Kullagatan 24, 252 20 Helsingborg,
Tel: 042 121091
HUDIKSVALL, Albins Leksaker
Storgatan 24, 824 30 Hudiksvall,
Tel: 0650595082
JÖNKÖPING, Play Planet
St Göransvägen 40, 55454 Jönköping,
Tel: 036122834
KALMAR, Kalmar Lek & Hobby
Södra Långgatan 32, 392 32 Kalmar,
Tel: 048024717
KALMAR, Ojtoy
Skeppsbrog. 12, 392 31Kalmar,
Tel: 048022002
KARLSHAMN, Brio
Ronnbyg 37, 374 35 Karlshamn,
Tel: 045410381
KARLSKOGA, Leklådan
Bergsmansg 17, 691 31 Karlskoga,
Tel: 058633333
KARLSKRONA, Brio
Lallerstedtsgt 5, 37 154 Karlskrona,
Tel: 045524082
KARLSKRONA, Fact & Fiction
Norra Kungsgatan 7, 37133 Karlskrona,
Tel: 045516710
KATRINEHOLM, Brio
Köpmangatan 19, 64130 Katrineholm,
Tel: 0150 79720
KIRUNA, Brio
Box 2081, 921 02 Kiruna, Tel: 098082550
KÖPING, MD Hobby
Schellegatan 7, 73732 Köping,
Tel: 0736426178
KUNGÄLV, Lek & Hobby
Västra Gatan 62, 442 31 Kungälv,
Tel: 030313940
KUNGSBACKA, Brio
S.Torggatan 6, 434 30 Kungsbacka,
Tel: 0300 14136
LAHOLM, Brio
Trädgårdsgatan 14, 31222 Laholm,
Tel: 043010069
LANDSKRONA, Brio
Timmermansg 45,
Tel: 041810790
LIDKÖPING, Brio
Framnäs City 531 54 Lidköping,
Tel: 00 46 510 289 00
LIDKÖPING, Game Maniacs
Änghagsgatan 11, 531 00 Lidköping,
Tel: 0705 190274
LINKÖPING, Alltilek
Göran Dykesgata 3A, 582 23 Linköping,
Tel: 013101970
LINKÖPING, Sagoland
Svedengatan 18, 58273 Linköping,
Tel: 013122290
LINKÖPING, Skogstrollet
Barnhemsg 5a, 582 20 Linköping,
Tel: 013124006
LJUNGBY, Brio
Eskilsgatan 1, 341 30 Ljungby,
Tel: 037213481
LULEÅ, Barnens Hus
Barnv 25, 973 40 Luleå, Tel: 0920220095
LUND, Spel på Clemenstorget
Clemenstorget 6, 22221 Lund,
Tel: 046127810
MALMÖ, Spel pa Djäknegatan
Djäknegatan 2a, 211 35 Malmö,
Tel: 040 120410
MORA, Lek & Hobby
Skalmyrsv. 33 Noret Köpcentrum, 792 30 Mora,
Tel: 025071628
NACKA, Amusar
Siroccogatan 10, Terminalgatan 3, 131 34
Nacka, Tel: 086440540
NYKÖPING, Laka TV-spel
Galleria Axet, Västra Storgatan 13, 61131
Nyköping, Tel: 0155281000
ÖREBRO, Brio
Nygatan 32, 70211, Örebro,
Tel: 0196114983
ÖREBRO, Modellex AB
Engelbrektsgatan 30, 702 12 Örebro,
Tel: 019 611 15 34
ORMINGE, Happies
Orminge Centrum, 132 00 Saltsjöboo
ÖRNSKÖLDSVIK, Lajbans
Nygatan 18, 891 33, Örnsköldsvik,
Tel: 066083100
OSKARSHAMN, Brio
Lilla torget 572 30 Oskarshamn,
Tel: 0491 170 66
ÖSTERSUND, Hobbyboden
Köpmangatan 31, 831 30 Östersund,
Tel: 063513310
PITEÅ, Barnens Hus
Backev 55, 941 47 Piteå,
Tel: 091119910
SÄFFLE, Bergers Lek & Bosättning
V:A Storgatan 1, 661 30 Säffle,
Tel: 053310345
SALA, Elons Leksaker
Rådhusgatan 10, 733 30 Sala,
Tel: 022410314
SKELLEFTEÅ, Lek & Hobby
Nygatan 49, 931 31 Skellefteå,
Tel: 091012980
SOLENTUNA, Barnens Hus
Bollstanäsv, 1, 192 78 Solentuna,
Tel: 086269940
STENUNGSUND, Brio
Stenungstorg, 444 30 Stenungsund,
Tel: 0303803 84
STOCKHOLM, Arcane
Hagag. 6
STOCKHOLM, Happies Hammarby Sjöstad
Hammarby Allé 88, 120 64 Stockholm
STOCKHOLM, Brio
Högdalsgången 13, 124 54 Stockholm,
Tel: 087491146
STRÖMSTAD, Kjells Lek & Hobby
Södra Hamngatan 8, 452 30 Strömstad,
Tel: 052615989
STRÖMSTAD, Leksaksbutiken
Nordby Köpcenter, 452 92 Strömstad,
Tel: 052640333
SVEDALA, Brio
Storg 40, 233 31 Svedala,
Tel: 040400318
TÄBY, Hobby & Prylar
Vallatorp 1F, 18752 Täby,
Tel: 0851050426
TOMELILLA, Alfs Leksaker
Norregatan 6, 273 30 Tomelilla,
Tel: 041710008
TROLLHÄTTAN, Partaj
Ladugårdsvägen 12, 461 70 Trollhättan,
Tel: 052079499
TUMBA, Leksakskungen
Tumba Torg 7, 147 30 Tumba,
Tel: 0853038000
TUMBA, Kom & Lek
Bryggarv. 5-7, 147 30 Tumba,
Tel: 0853060011
UDDEVALLA, Partaj
Torp Köpcentrum
Tel: 052289188
UPPLANDS-VASBYEN, Barnens Hus
Kanalvagen 18, 194 61
Tel: 086269940
VÄLLINGBY, Hobby för Alla
Brunkullegränd 18
VARBERG, Spelbutiken
Norrgatan 10, 432 41 Varberg,
Tel: 0340678610
VÄSTERVIK, Brio
Hamn Gatan 38, 593 30 Västervik,
Tel: 049036171
VÄSTRA FRÖLUNDA, Toys
Markonigatan, 421 21 Västra Frölunda,
Tel: 031459401
VETLANDA, Brio
Lasarettsgatan 21, 574 40 Vetlanda,
Tel: 038319990
VIMMERBY, Brio Vimmerby
Södra Industrigatan 15, 598 40 Vimmerby, Tel:
049231188
VISBY, Lekstugan
Hästgaten 18, 621 57 Visby,
Tel: 0498215050
YSTAD, Tv Spelshörnan
Tobaksgatan 16, 271 41 Ystad,
Tel: 041166680

TURKEY

BAKIRKOY, Sihir
Zeytinlik Mh. Yakut Sk. Sinanoglu Pasaji no: 30/21
34140. Tel: 00 90 212 543 4964
ISTANBUL, Cottage Unique Hall
Kavaklidere, Bestekar Sk. 30/17. Tel: 00 90 312
417 5889
ISTANBUL, Sihir
Besiktas, Sinanpasa 235. Tel: 0090 212 227 9955
ISTANBUL, Gerekli Seyler
Tesvikiye, Kalici Sk. 111. Tel: 0090 212 291 0689
ISTANBUL, Ureten
Incirli, Bahcesaray Sk. 6/A Tel: 0090 212 660 8964
IZMIR, Excalibur
Alsancak, 1447 Sk. 4. Tel: 0090 232 464 7669

UKRAINE

KHARKOV, Aladdin Toy Store
Sumskaya St 84
KIEV, Budinok Igroshek
Maidan Nezalejnosti,Shopping Centre Globus,
Tel: 00 380 4457 851121
KIEV, Budinok Igroshek
Malishka Street, 3of,
Tel: 00 380 4457 33979
KIEV, Budinok Igroshek
Prospekt Geroev Stalingrada, 10&1072
KIEV, Charge
Lagerna str 40 (Metro Beresteska), Apt 29,
Tel: 0038 0444567671
DONETSK, Maugli
9, Grinkevich Prospect, Tel: tbc
ODESSA, Mashtabniye Model
65, Rishelyevskaya St. Tel: tbc
ODESSA, Mashtabniye Modell
65, Rishleyevskaya St.
ODESSA, Maugli
9, Grinkevich Prospect

UNITED ARAB EMIRATES

DUBAI, Bishops Trading
Shop 10 Al Show Building, Kuwait str., Al Raffa,
999, Tel: 00971 50 6525901

GW Store UK Hobby Stockist

Club directory

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GCN Gaming Club Network

1st Company Veterans (Warhammer World)
Contact: Chris and Scott
E-mail: info@1stcompanyveterans.net

Aftermath (East Anglia)
Contact: Lee Lowe
Phone: 07921 859 581
E-mail: leelowe@btopenworld.com

Armageddon Inc. (Bucks)
Contact: James Schofield
Phone: 01494 865 905

Battlenet (Norwich)
Contact: Richard Miller
Phone: 07710 702297
E-mail: Richard@battlenet.co.uk

Battlescar (Poole)
Contact: Paul Cleveland
Phone: 01202 385 632
E-mail: paul@battlescar.co.uk

Blackfish (North Walsham)
Contact: Dave Hicks
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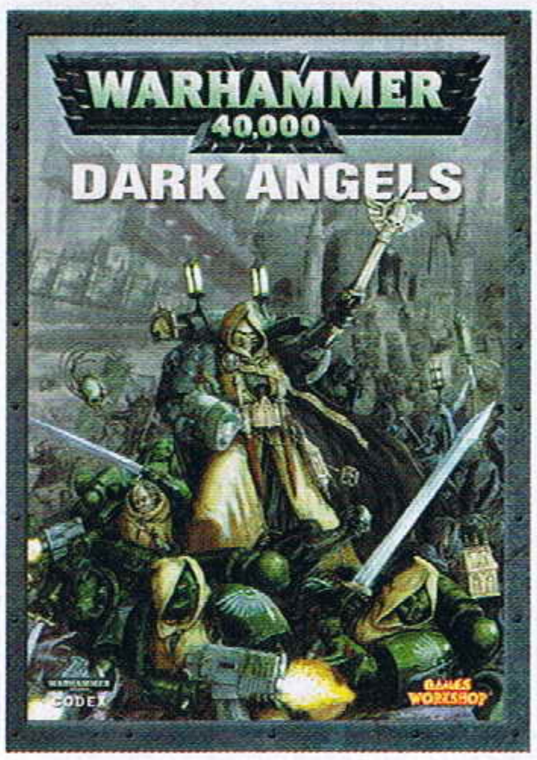
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With the release of the new Dark Angels range, we thought it would be good to show you how to find and order Warhammer 40,000 miniatures online. We chose the mighty Grand Master of Librarians, Ezekiel, as an example.



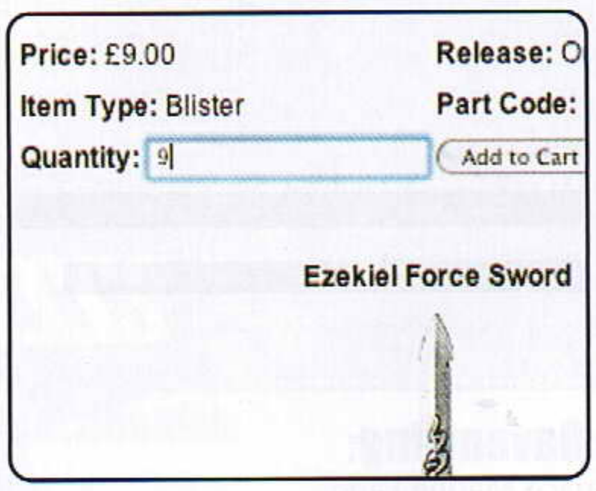
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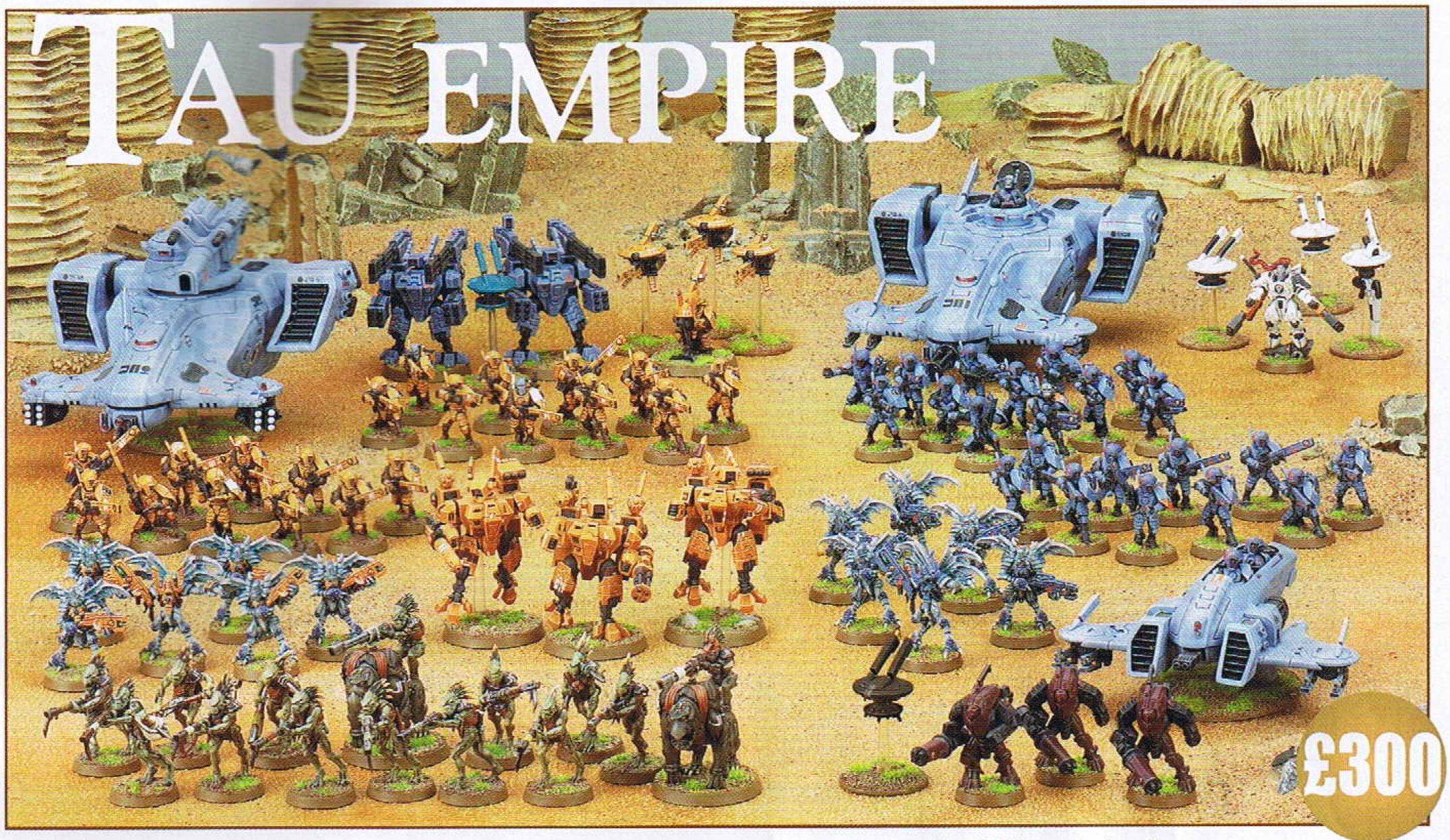


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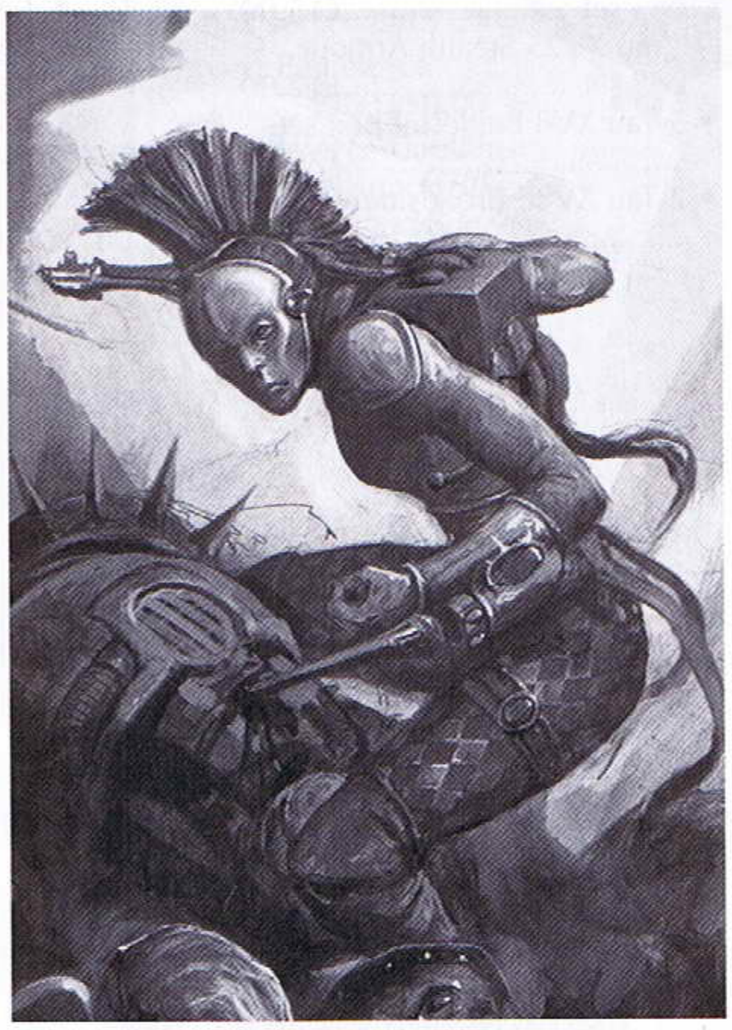












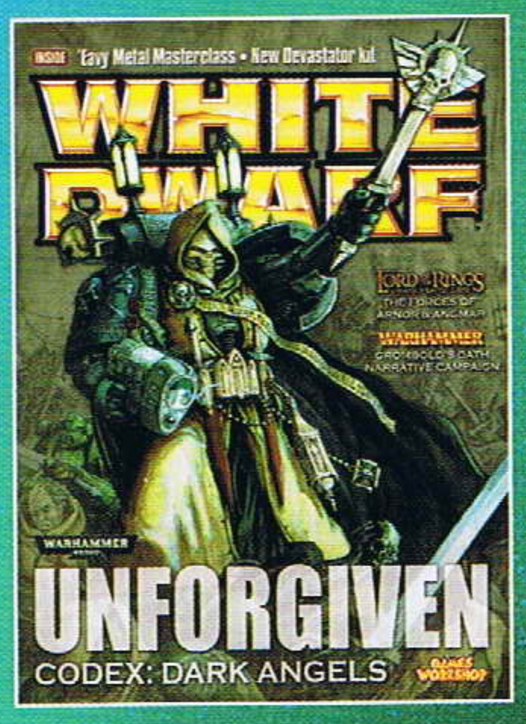
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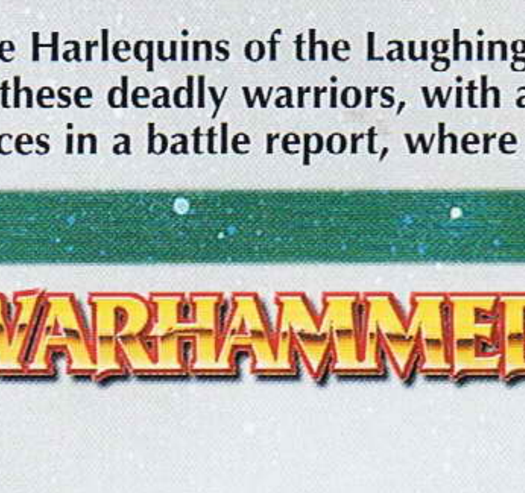
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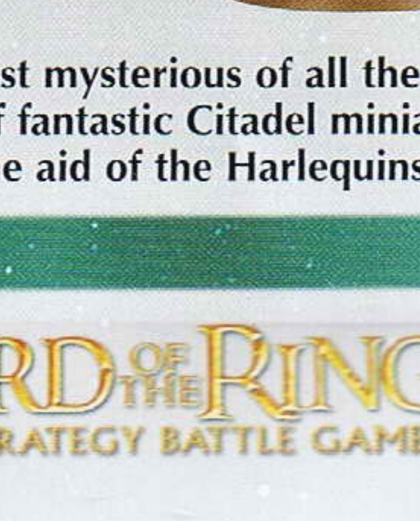


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