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Staff Writer: Andy Hall
Consultant Art Editor: Markus Trenkner
Designers: Matt Hutson, Christian Byrne
Assistant Designer: Glenn More

UK WHITE DWARF TEAM

Editor: Owen Rees
Journalists: Rik Turner, James Milne

CONTRIBUTORS

Dave Andrews, Alessio Cavatore, Dave Cross, Jes Goodwin, Andy Hoare, Neil Hodgson, Jervis Johnson, Phil Kelly, Chad Mierzwa, Mark Jones, Adam Troke, Dominic Murray, Gavin Thorpe, Matthew Ward, Pete Foley, Karen Miksza, Tim Vincent and Andy Sharman.

WHITE DWARF REPROGRAPHICS

Sean Cutler, Kris Jaggers and Kris Shield.

ARTWORK

John Blanche, Alex Boyd, Paul Dainton, David Gallagher, Nuala Kinrade, Roberto Cirillo, Pete Borlace and Alun Davies.

CITADEL DESIGN TEAM

Tim Adcock, Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Gary Morley, Aly Morrison, Trish Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Steve Saleh and Dave Thomas.

'EAVY METAL TEAM

Fil Dunn, Pete Foley, Neil Green, Neil Langdown, Darren Latham, Keith Robertson, Anja Wettergren, and Kirsten Williams.

PHOTO ARTWORK

Simon Burton, Jon Cave, Chris Eggar, John Michelbach, Nathan Winter and Sean Turtle.

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EDITORIAL

In the depths of the Eldar webway roam the itinerant killers known only as the Harlequins...

The Harlequins are amongst the most enigmatic members of the most enigmatic race in the galaxy. They roam from place to place, performing their great masques in Eldar dwellings wherever they may be found, lest the tragedy of The Fall be forgotten and the Eldar succumb to temptation once again.

But Harlequins are far more than grim-masked storytellers. They are amongst the most accomplished of all warriors. Their holo-fields make them nigh-impossible to target, while anti-gravitic flip-belts allow them to perfom stunning feats of acrobatism even in the heat of battle. Their preternatural Eldar reflexes honed by centuries of training, the Harlequins move so fast it is hard for the eye to follow as they slaughter their way across the battlefield in the name of their equivocal god.

Not deadly, but no less useful, are the new Foundation Paints, a fantastic addition to the Citadel hobby range that promises to revolutionise painting. These have been designed to give a solid coat of paint straight from the pot, which can be used as a base for Citadel Colour. Whether you want to basecoat 500 Orcs or create Golden Demon masterpieces, Foundation Paints help you to get your models painted faster than ever before.

Grombrindal, The White Dwarf

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23 ELDAR HARLEQUINS

WARHAMMER 40,000

24 ELDAR HARLEQUINS DESIGN NOTES
We take an in-depth look at how to game with and paint the beautiful new Harlequin miniatures.

32 BATTLE REPORT: THE MASQUE OF THE WARRIOR
The Harlequins take on their most ancient and hated enemy – the servants of Slaanesh.

ALSO IN THIS ISSUE

02 NEW RELEASES
New paints, new models, new books.

16 NEWS
A peek at the upcoming Warhammer terrain.

50 CITADEL FOUNDATION PAINT RANGE
This paint will change your hobby.

64 GROMBOLD'S OATH
The Empire come to the aid of the Dwarfs and the mad miner's secret is finally unveiled...

71 STANDARD BEARER
Jervis looks back at the history of Citadel.

74 THE LORD OF THE RINGS TACTICA: LORDS OF EVIL
Effective leaders for your armies of darkness.

80 WARHAMMER TACTICA: SHOOTING
Getting the most out of the Shooting phase.

86 PAINTING WORKSHOP
Using the new Foundation Paints alongside Citadel Colour effectively.

92 PAINTING MASTERCLASS
How to paint the amazing new Master of the Ravenwing miniature.

98 'EAVY METAL SHOWCASE: HORDES OF EVIL
The Orcs of Middle-earth.

103 CITADEL TOOLBOX
Tips on using 'Ardcoat and Purity Seal.

106 WARHAMMER DOUBLES GRAND TOURNAMENT
Showcase of the best armies from the 2006 tournament.

111 INSTORE THIS EASTER
All the lastest news about what's on in your local store.

112 FRONTLINE
UK specific news and events.

120 ORDERING DIRECT
Advance orders for Foundation Paints and Black Orcs.

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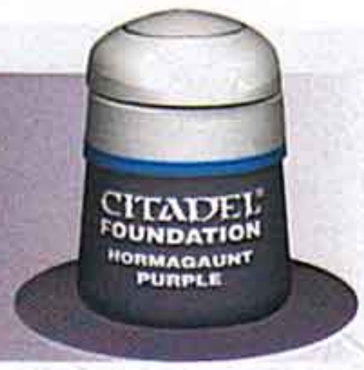

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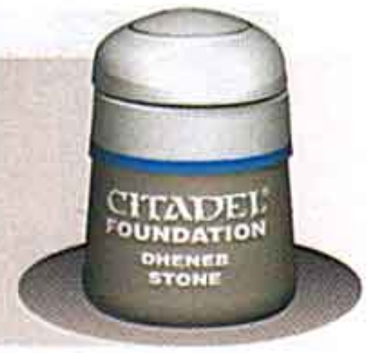

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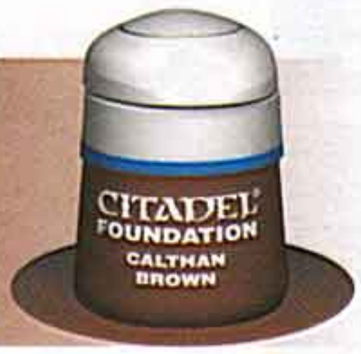

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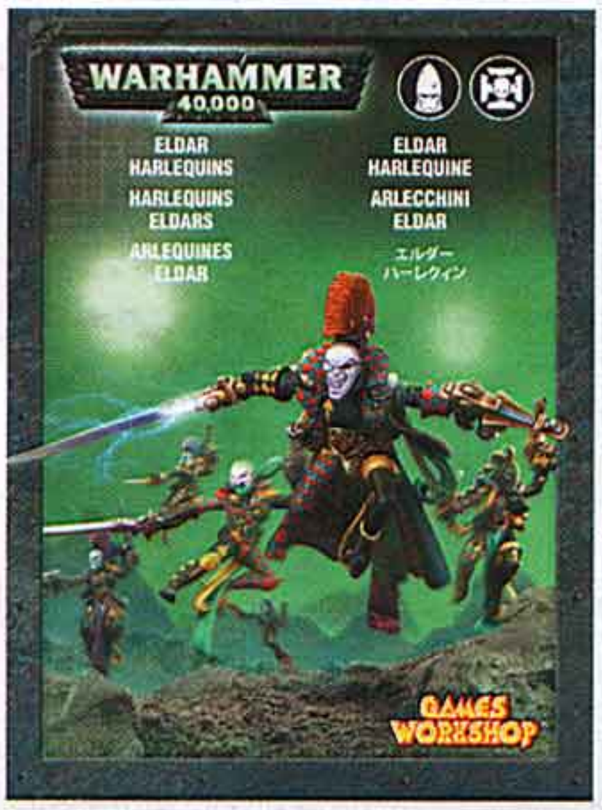

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HARLEQUIN WITH FUSION PISTOL

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HARLEQUIN

HARLEQUIN WITH HARLEQUIN'S KISS

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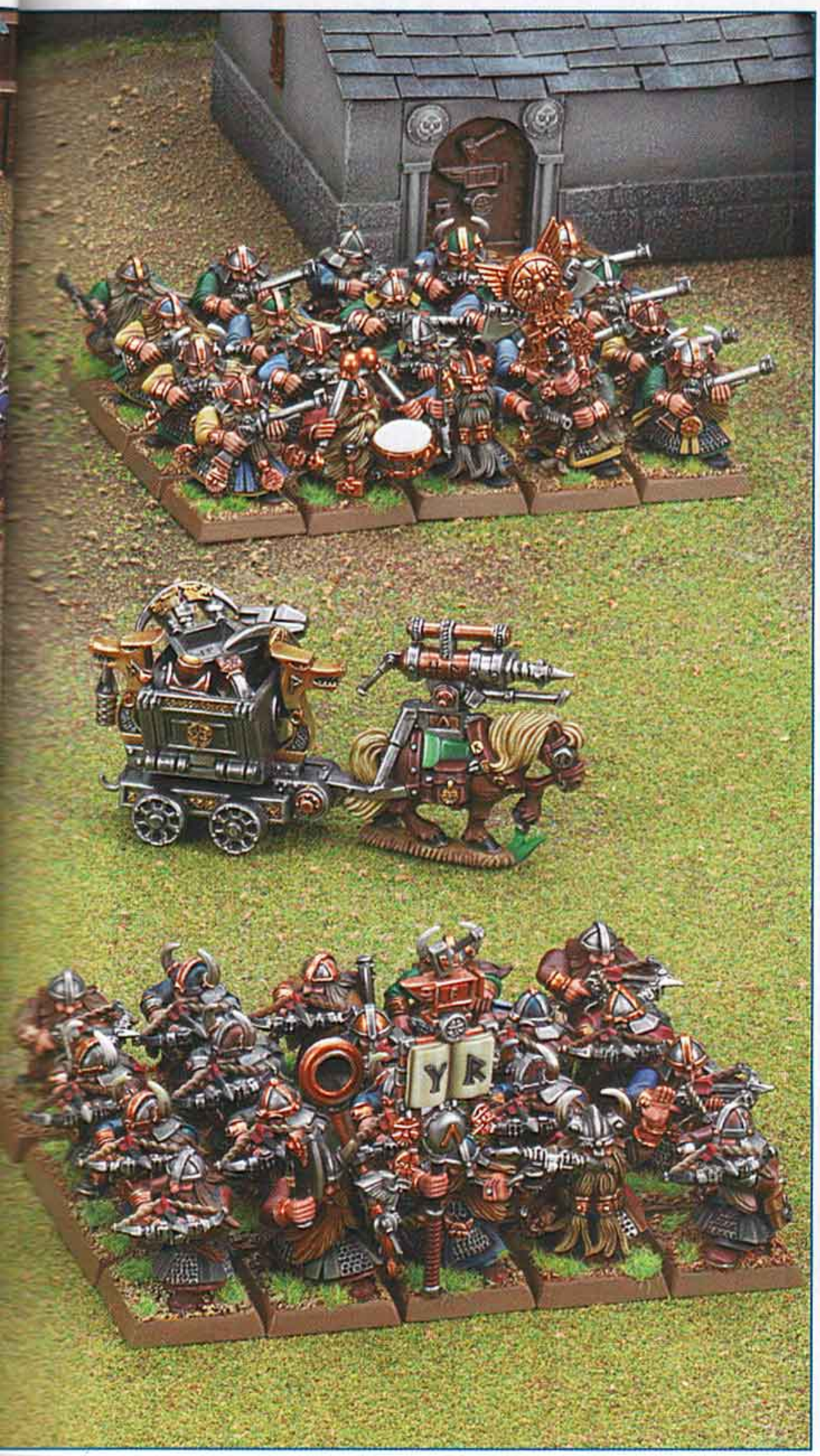

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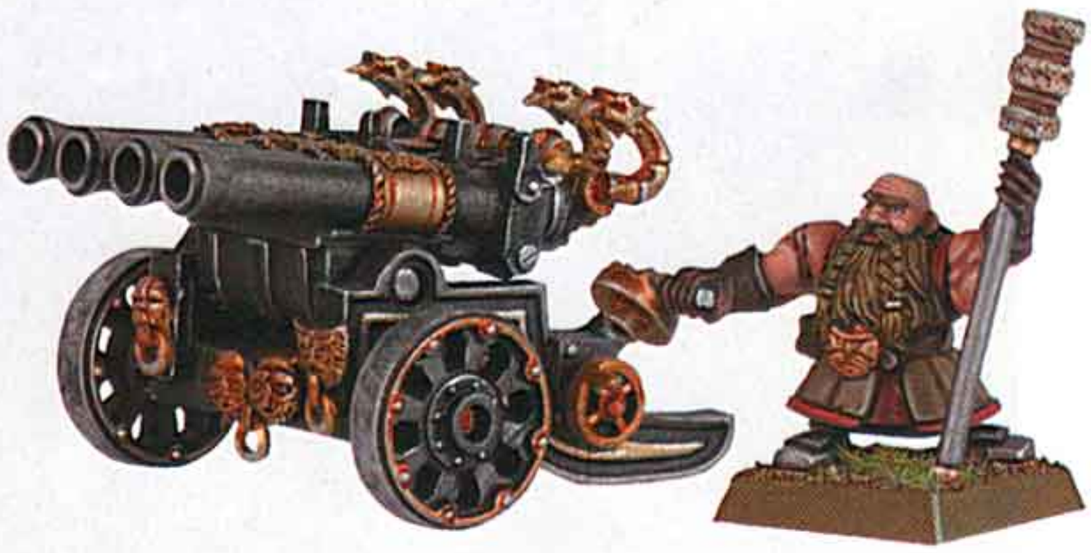

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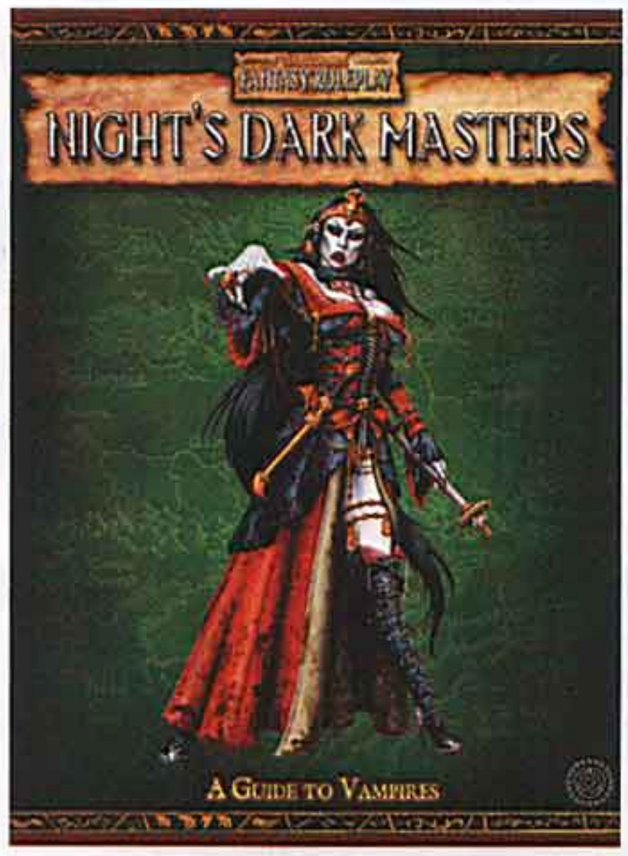

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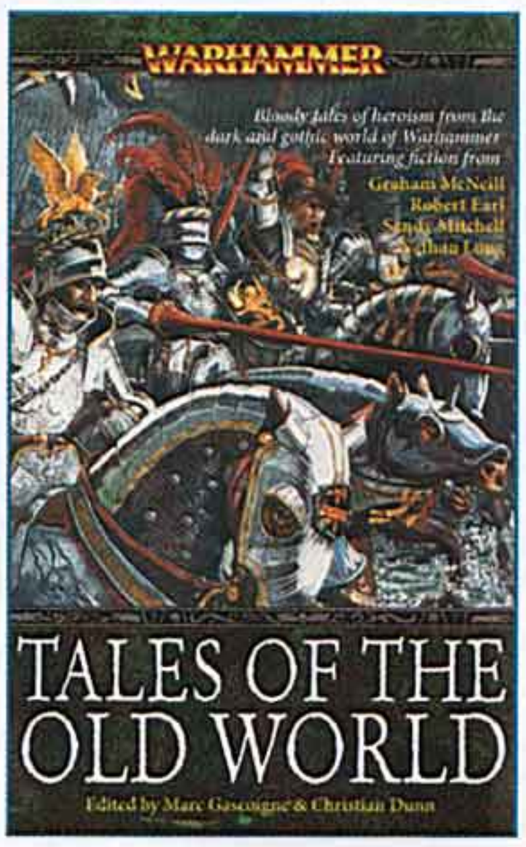

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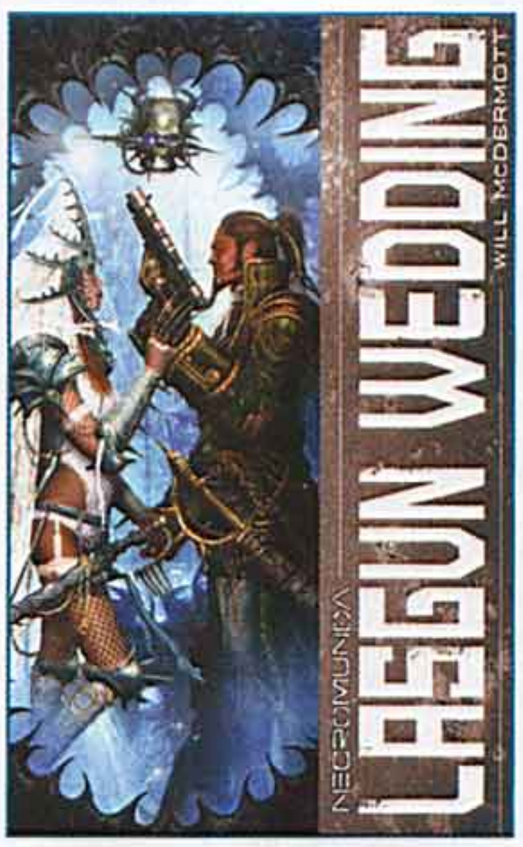

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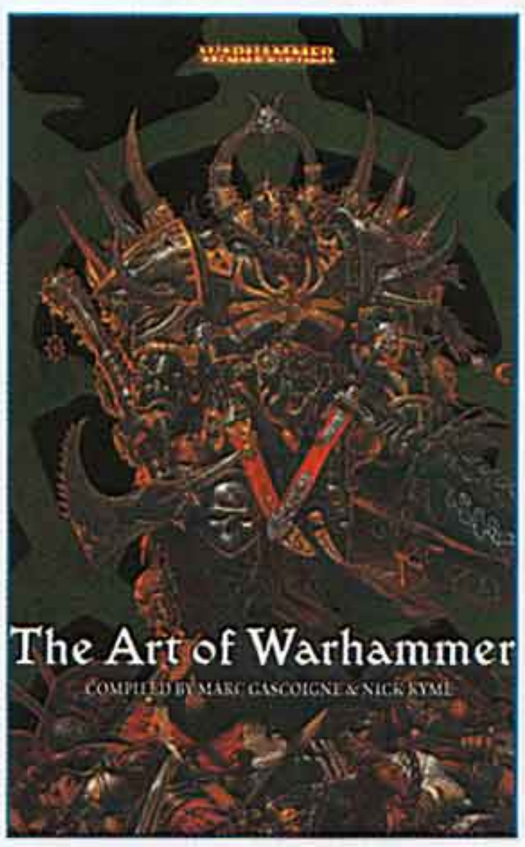

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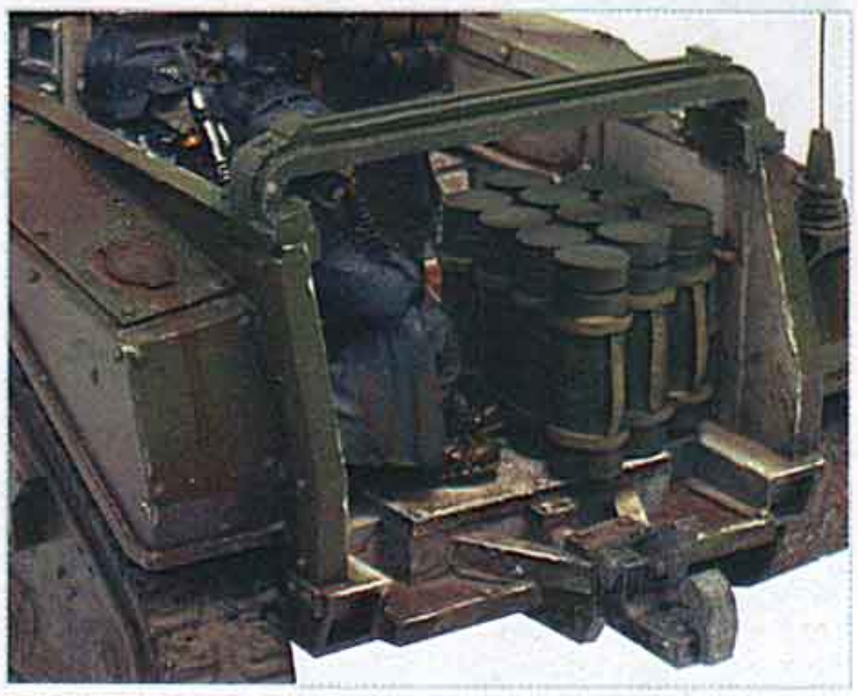
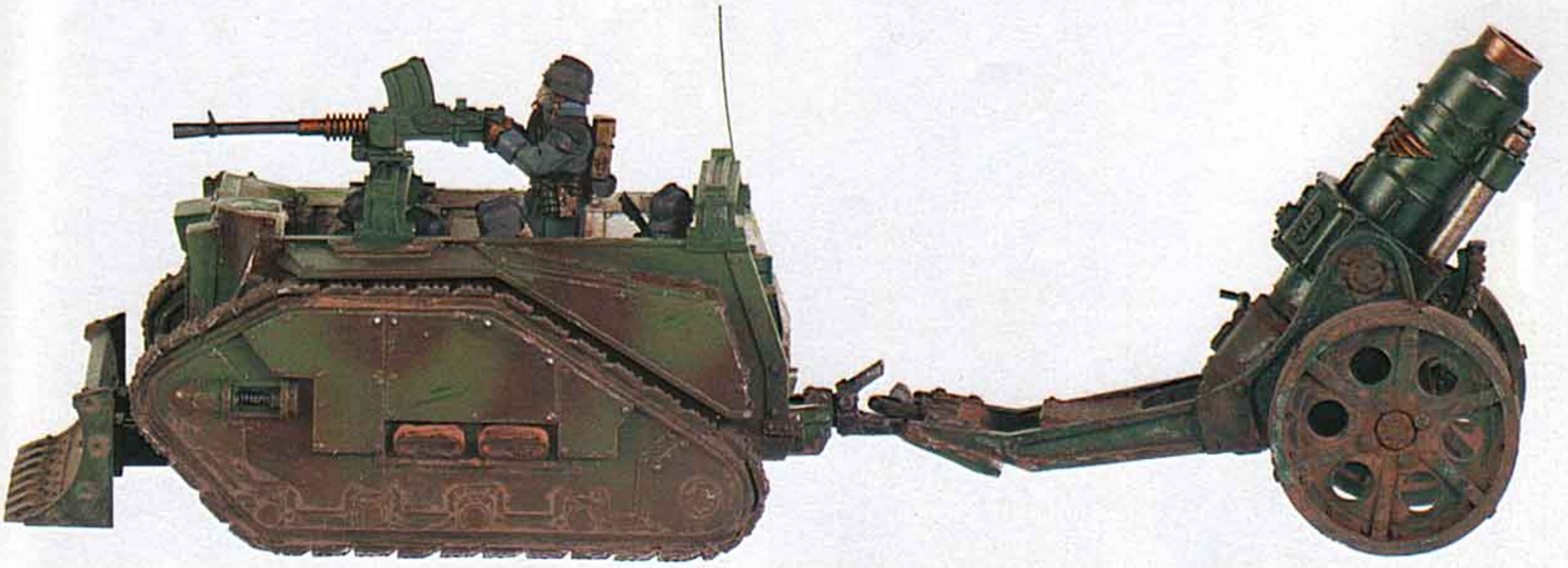
DEATH CORPS OF KRIEG CENTAUR ARTILLERY TRACTOR



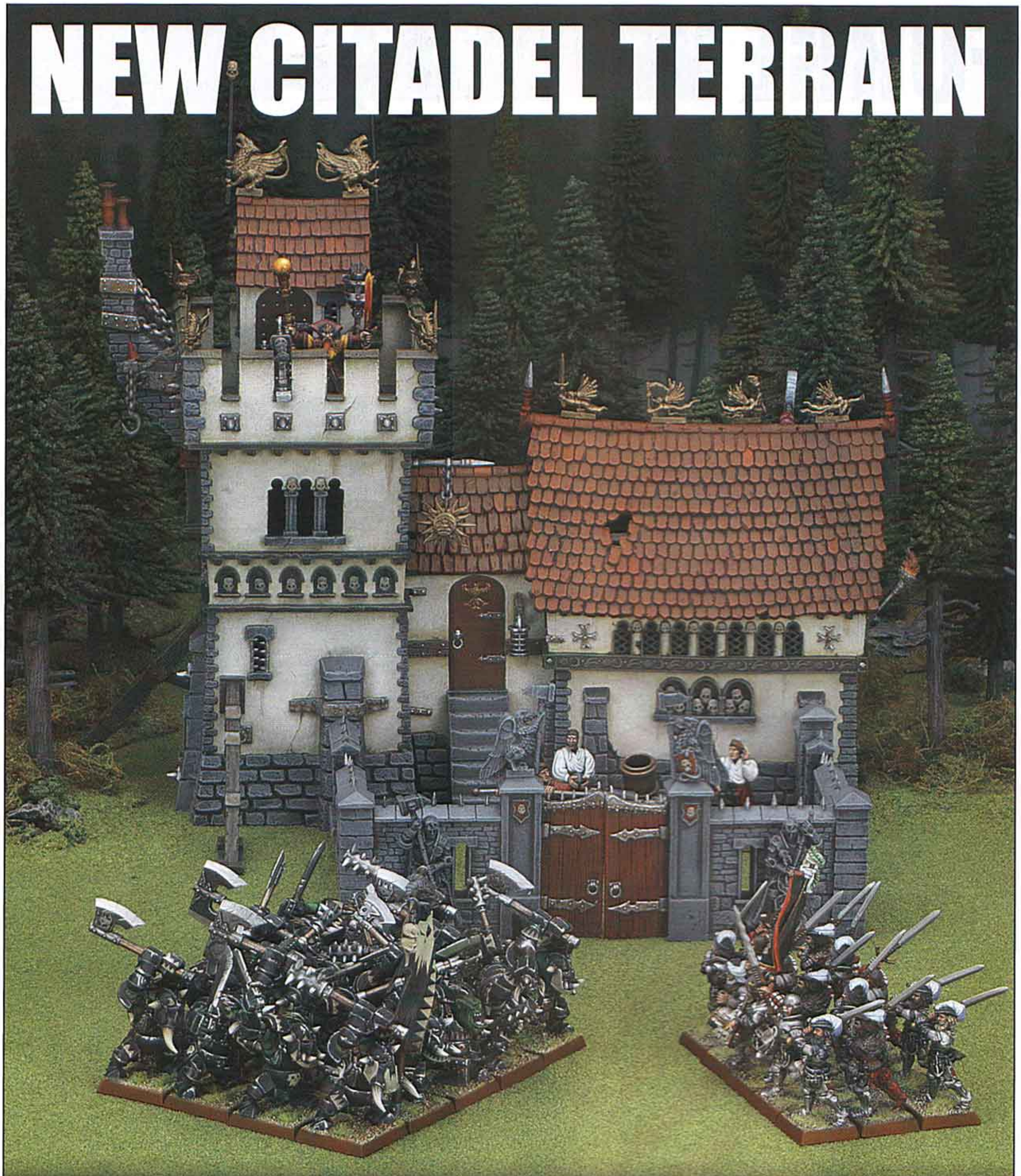
The Centaur Artillery Tractor is one of many Centaur variants, designed to manoeuvre and deploy light artillery in the field. The model includes: Death Korps of Krieg driver, pintle mounted heavy stubber and gunner, three seated artillery crew and equipment.

Complete resin kit, designed by Will Hayes, Simon Egan and Mark Bedford.



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.

NEW CITADEL TERRAIN



June sees the release of a new range of Citadel Terrain, so much of it in fact that, for the first time ever, you'll be able to buy a whole battlefield from your local Games Workshop Hobby Centre.

Multi-part plastic trees, Warhammer building kits, and large and small hills are but a few of the releases we'll be bringing to you. There will even be a proper, 6' x 4' gaming board available. This is made of flexible, high-density polystyrene, comes ready flocked in a realistic finish and, best of all, breaks down into six pieces, 2' x 2', for ease of storage. Many of these items can, of course, be used for all of our systems, but the crowning glory of the release has to be the new Empire Fortified Manor for Warhammer. This magnificent plastic kit is highly customisable and is perfect for representing all manner of Empire buildings.

We'll bring you plenty of information on this set in two issues' time. Until then, feast your eyes on the picture above and rest assured that your battlefields will soon look better than ever before.

NEW WARHAMMER MODELS!

There are loads of new models coming out this summer for Warhammer, to help you in your battle for the Nemesis Crown. Next month we have Orcs & Goblins, who are getting brand new plastic Black Orcs (see page 13), and a number of stunning Boss models (like Gorbad!). The month after, it's the Dwarfs' turn, and new plastic Dwarf Miners and metal heroes join their ranks.

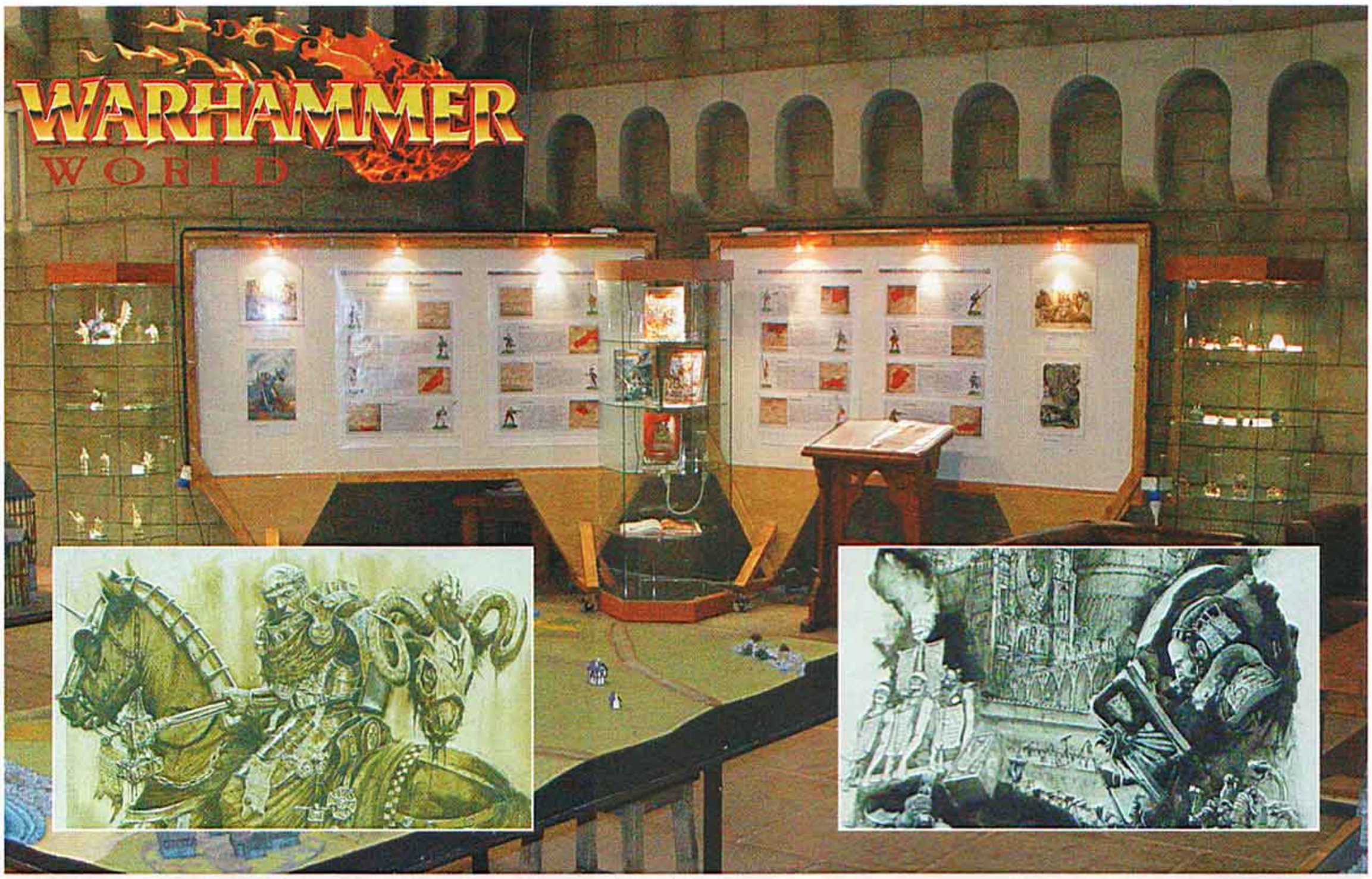
Finally, The Empire will be reinforced in July by three new plastic kits, as well as metal models, which we'll be telling you more about in due course.

Dwarf Miner

Dwarf Miner Champion

Gorbad Ironclaw – the hardest Orc in history.

Black Orc and Dwarf Miner units shown slightly smaller than actual size. Single miniatures shown at actual size.



ART OF THE EMPIRE

The gaming arena at Warhammer World has long played host to an exciting programme of tournaments and gaming events, but from January this year it also began to double up as an art and miniatures gallery.

For almost thirty years, Games Workshop has been chronicling, sculpting and illustrating the fantastic worlds of Warhammer and Warhammer 40,000 to the delight of hundreds of thousands of gamers, model makers and fantasy enthusiasts from around the world. Although many of these images were well-known to fans, from the photographs and illustrations in our rule books and White Dwarf, few if any of the original artworks and miniatures had ever been seen outside of the Design Studio.

Last summer's "Warhammer – The Art of Games Workshop" exhibition at Nottingham Castle was so successful, attracting over 35,000 visitors during its ten-week run, that we decided to make similar shows a permanent feature of Warhammer World.

The first exhibition of the year celebrated the rich imagery of the Empire. In March, visitors were invited to explore the disturbing world of the Dark Angels, but there is much more to come.

In April, Warhammer World will display a very special exhibition assembled by artist, John Blanche. From Games Workshop's earliest days, John's paintings, drawings and illustrations have informed and visualised the worlds of Warhammer and Warhammer 40,000 and in this show, John presents his own personal selection of dark, gothic artwork and imagery.

Warhammer World is open seven days a week and admission is free.

IMPORTANT

ADVANCE NEWS – PRICE CHANGES

As of the 30th April Games Workshop UK will be changing the prices on a selection of our products. To give you as much notice as possible, so you can get your products at the current price, we've listed the major changes below:

- **All blisters and boxes priced £9 will increase by £1**
- **All blisters and boxes priced £10 will increase by £2**

You still have several weeks to get these products at the old prices, so why not take full advantage of this notification! Visit our website for a full list of the changes at *www.games-workhop.co.uk/news.*

FOUNDATION PAINTS
IN-STORE TEST DRIVE

ON SALE APRIL 21st!

The 21st of April sees the release of the fantastic new Foundation Paints set – but you don't have to wait until then to try them out!

Two weeks before the release of these new paints, Games Workshop staff will be demonstrating them in-store. Just ask at your local store and you can try out the new paints for yourself! Find out more about how the new range can speed up your painting and ask our staff for advice about the best colours to basecoat your new Iyanden Eldar army or Goblin horde.

Turn to Page 50 to find out more about the new Citadel Foundation paints!

Knarloc Green:
Skin Basecoat

Khemri Brown:
Leather Basecoat

Mechrite Red:
Spear Basecoat

Iyanden Darksun:
Moon Symbol Basecoat

Try the new Foundation paints range in your local Games Workshop store two weeks before release!

WINDSOR CELEBRATES!
with Official Opening Party

Saturday the 6th of January saw the Official Opening Party of Games Workshop Windsor. Guests from the Design Studio and White Dwarf attended, which combined with the launch of the new Empire range resulted in a brilliant day for all. White Dwarf Editor Owen Rees attended to record the merriment.

Our Design Studio guests brought down the tools of their trade and demonstrated how to do some really effective and easy sculpting using Green Stuff.

Owen: Saturday the 6th of January was a typical winter's day; cold, wet (ok, very wet), and pretty miserable. But that was ok, because Games Workshop Hobby Centres around the country had their doors wide open for another hobby-filled day of excitement and fun. One store in particular was especially welcoming and exciting; Games Workshop Windsor and its Official Opening Party!

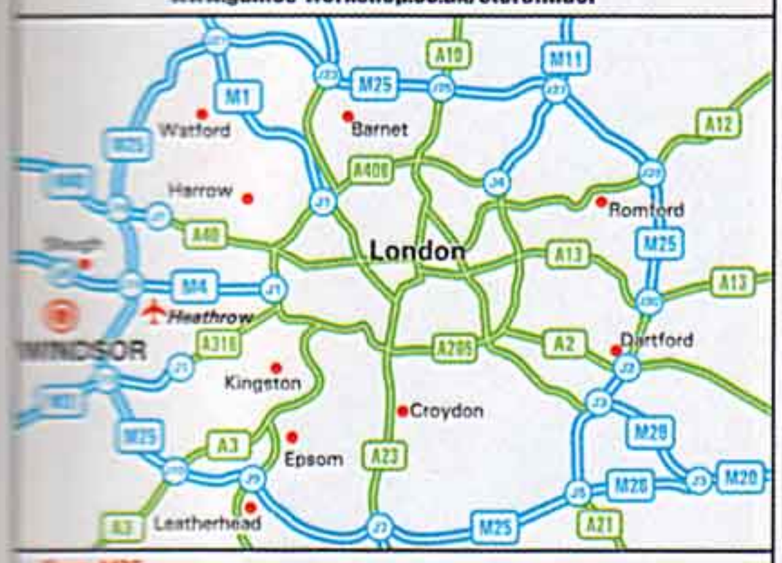
Together with sculptors Dave Thomas and Steve Saleh, I arrived in Windsor on Saturday morning to visit the store and join them in their festivities. While Dave quickly placed the Design Studio's greens and resins in the store's cabinet, I handed over signed copies of the new White Dwarf (signed by the whole White Dwarf team) and Warhammer Armies: The Empire (signed by everyone responsible for the latest edition of the army book), all of which would be on display throughout the day, to be later given away as competition prizes.

Manager Mark Harrison said he had considered inviting Her Royal Highness, the Queen down for a game, which would have made for a very interesting Official Opening Party indeed! Our only question was which game would she go for; The Lord of The Rings, Warhammer or Warhammer 40,000?

The doors opened at 10.00am and the next four hours were a terrific blur. From the outset there were hobbyists who had come down to take part in the activities, buy the new Empire models, have a chat with us, and generally soak up the party atmosphere.

GAMES WORKSHOP®

Games Workshop Windsor
6 George V Place
Thames Avenue
Windsor SL4 1QP
Tel: 01753 861087
www.games-workshop.co.uk/storefinder

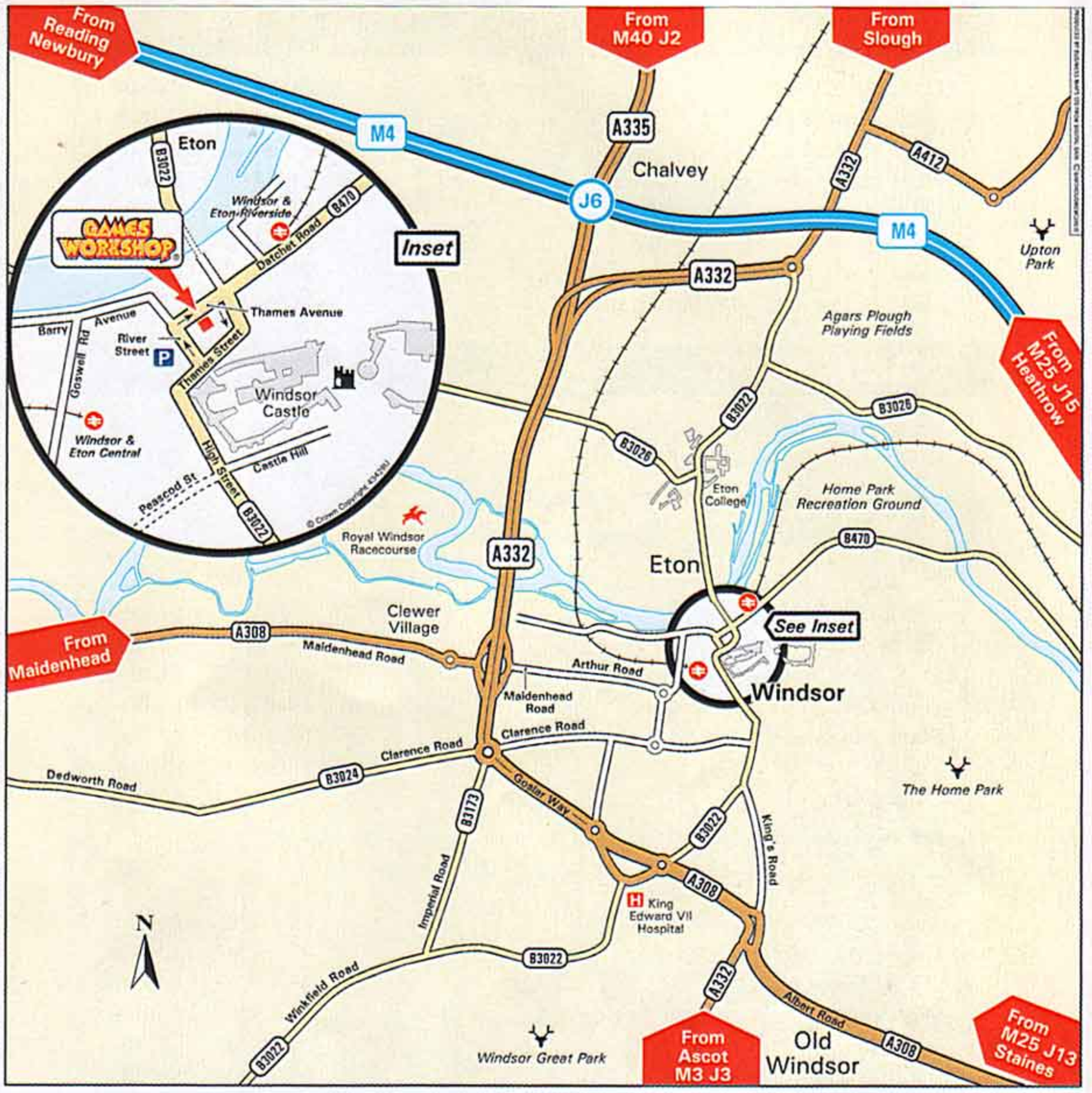


From M25
- Leave the motorway at junction 15 and join the M4 following signs for "The West, Slough, Reading."
- Follow directions below from M4.

From M4
- Leave the motorway at junction 6 (signed Slough (Central), Windsor (A332) & Eton), and join the A332 to Windsor.
- Take first exit off A332, at the roundabout, take the first exit left onto Maidenhead Road, which leads into Arthur Road.
- At the next roundabout, take the first exit into Goswell Road.
- Pass under the railway bridge and at the end turn right onto Barry Avenue.
- Turn right onto River Street and left onto Thames Avenue.
- We are situated on the right hand side.

From M3
- Leave the motorway at junction 3, signed Woking, Bracknell, Lightwater & A332.
- Join the A332 and continue on this road towards Windsor for 10 miles, passing through Ascot and Windsor Great Park.
- At the roundabout junction with the A308, take the second exit off the large roundabout onto King's Road and continue onto Sheet Street, then go straight through the traffic lights junction with Victoria Street onto the High Street.
- Continue past Windsor Castle on the right, the road then bears to the right.
- Turn left joining the one way system onto River Street, and take the first right onto Thames Avenue.
- We are situated on the right hand side.

By Train
- Both stations that serve Windsor are a short walk from our premises.
- For further information about train times and fares, please telephone National Rail Enquiries Line on 08457 48 49 50.



Windsor Store Tel: 01753 861087

OPENING TIMES

Monday – Friday:
12.00am to 6.00pm

Saturday :
10.00am to 6.00pm

Sunday:
10.00am to 4.00pm

Around midday, when we thought it couldn't get any busier, the "Staines Invasion" hit home, led by Store Manager Richard Thwaite at the head of a mighty (albeit friendly) Waaagh! of bold hobbyists!

All morning we chatted with people and talked about some of the projects we have worked on, past, present and future. Dave and Steve also spent a lot of time discussing how they sculpt miniatures and the process we go through in designing, making and finally mass producing Citadel Miniatures – I even found myself listening intently!

After a spot of lunch it was time to judge the two competitions. First up was the 'Duel' conversion competition. Hobbyists had laboured throughout the morning with glue, clippers and plastic frames to create their masterpieces. Carol and Kim Holton's entry caught our eye with a fantastic upper-cut fighting pose. Next was the painting competition, the entries for which entrants had completed at home. In the Over 16 category Alex Twiney won with his Wardancer's flying kick against a Chaos Marauder, while the Under 16 prize went to Henrik Davison with his "I'll take him" conversion of a Space Marine versus a leaping Broodlord.

We were due to leave the store at 2.00pm but couldn't help but linger a little longer and chat to people. Dave and I were caught up watching the huge mega-battle which had kicked off in the afternoon, while Steve was happily demonstrating how to make cloaks with Green Stuff to a group of enthusiastic listeners.

Windsor is a splendid town and I would thoroughly recommend visiting it and having a look around, and while you're there, why not pop into the store and say 'Hi' to the staff in Games Workshop Windsor. Like me, you can strike another store off the list of ones you've visited (I'm sure I'm not alone in that obsession). We had a great day at the official opening of Games Workshop Windsor, and I'm sure when you visit you will too.

Dave and Steve were both involved in the new Empire project and sculpted models from this range.

WARHAMMER 40,000

Dark Eldar Wyches	21/04/07	£20.00
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

WARHAMMER

Bretonnian Battalion	02/04/07	£50.00
Bretonnian Pegasus Knight	02/04/07	£8.00

WARHAMMER NEXT MONTH

Black Orcs Box Set	19/05/07	£15.00
Black Orc Regiment	19/05/07	£25.00
Gorbad Ironclaw	19/05/07	£20.00
Orcs and Goblins Army	14/05/07	£100.00
Night Goblin on Giant Squig	19/05/07	£8.00
Black Big Boss	19/05/07	£8.00
Troll	19/05/07	£12.00
Dwarf Army	14/05/07	£100.00

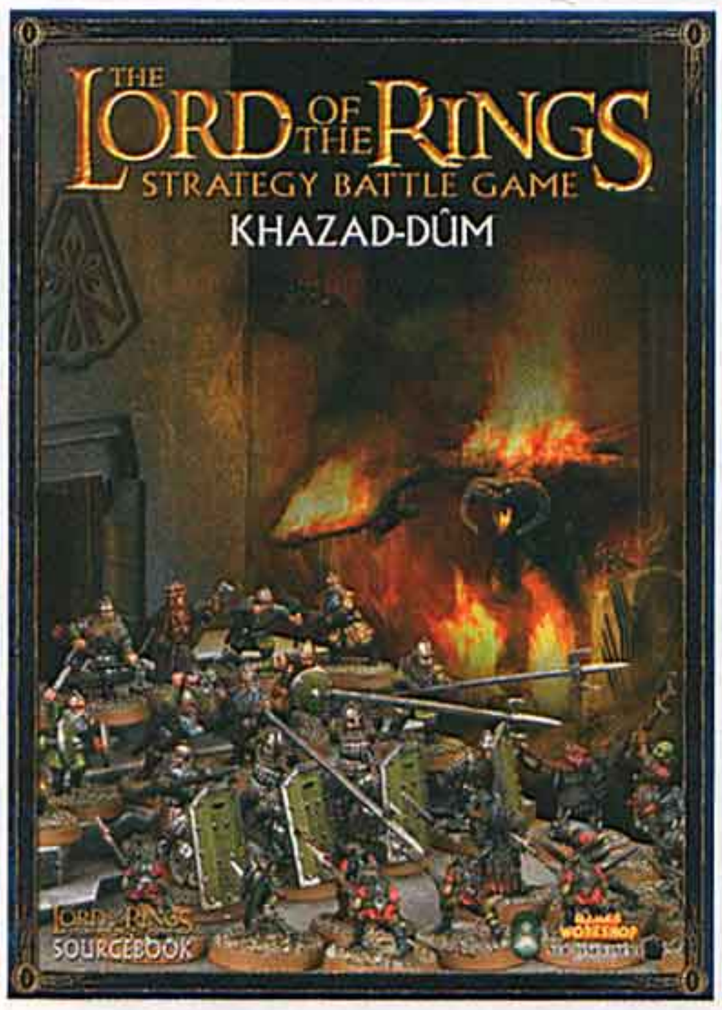
THE LORD OF THE RINGS NEXT MONTH

Khazad-Dûm	05/05/07	£10.00
Dwarf Warriors	05/05/07	£15.00
Dwarf Rangers	05/05/07	£15.00
Wardens of the West Gate Legion Set	05/05/07	£50.00
Iron Guard	05/05/07	£7.00
Vault Warden Team	05/05/07	£6.00
Dwarf Ballista	05/05/07	£12.00
Durin and Mardin	05/05/07	£12.00
Dragon	05/05/07	£30.00
Moria Goblin Shaman	05/05/07	£6.00
Moria Goblin Prowlers	05/05/07	£7.00

OTHER RELEASES

Foundation Paint Set	21/04/07	£30.00
WFRP – Night's Dark Master	30/04/07	£20.00
Chapter War	31/03/07	£6.99
Tales of the Old World	31/03/07	£9.99
Lasgun Wedding	31/03/07	£6.99
The Art of Warhammer	31/03/07	£30.00

COMING NEXT MONTH



Vault Wardens Team

Mardin and Durin

Moria Goblin Prowlers

DON'T FORGET

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- Games Workshop Stores Page 114
- Games Workshop Stockists Page 114
- Games Workshop Direct Page 120

Online Store:
www.games-workshop.co.uk/store
By Phone:
0115 91 40000

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WARHAMMER 40,000

HARLEQUINS

Every Eldar on Saim-Hann came to the talaclu hall. Even the Farseers stopped their mystic pondering and made an appearance, for at least once in their lives every Eldar should witness The Dance – the greatest of the Harlequins' works, for it tells of The Fall, and all Eldar need to learn the lessons it contains so that history is never repeated.

The nine troupers bounded onto the stage, their holo-suits projecting a weaving pattern of colours as they danced the part of the Old Race. The Shadowseers took up positions around the outside, using their unique abilities to amplify the emotions of the audience.

Three troupers danced the parts of the Fallen Gods, leaping, cartwheeling and somersaulting around the dancers of the Old Race. The dancers became wilder, more passionate and menacing. They came together like a whirlpool, and broke upon something unseen – hurled back as the Solitaire leapt into view, somersaulting into the centre of the stage. An involuntary shock ran through the audience at the sight of the allegorical figure of the Eldar's greatest enemy – the Chaos god Slaanesh.

From behind Slaanesh, seven figures appeared, one by one, to mingle with the Old Race. First came the foul Mimes, passing their sensual and disturbing movements to the other dancers as the daemons they represented had spread the corruption of Slaanesh long ago. Slowly, one at a time, the dancers of the Old Race began to project a pattern of writhing figures on their suits. Next came the Death Jesters, they leaped about the stage and slew the Fallen Gods, dragging their inert forms to the feet of the Solitaire. As the last fell, the minds of the audience were jarred by psychic screams from the Shadowseers, which coalesced into a gibbering laugh of madness and depravity.

But beyond this laughter was another voice, an ironic voice. The Great Harlequin entered. His suit projected the ever-shifting multicoloured lozenges of the Laughing God as he strolled casually on stage, still laughing at the cosmic folly of the Fallen. He looked on at the Mime-daemons and Death Jesters and laughed again as they bore down upon him.

For a moment he could not be seen among the press of the Slaanesh's minions, but with a cry he flew above their heads tumbling in flight to land facing them. As they turned he leapt again – two Mimes dropped as he touched them, and five more clawed at thin air as he evaded their clumsy grasps. His laugh was now one of glee as he struck back at his pursuers, scattering the Death Jesters. He leapt forward and pulled a single dancer from the feet of Slaanesh. At his touch the dancer's suit exploded into colour and the trouper began to laugh as he danced the dance of the Harlequin. The two of them put the Mime-daemons to flight, and then the stage cleared, leaving the Great Harlequin alone. The Solitaire entered, and the battle between the Laughing God and Slaanesh commenced.

They leaped and somersaulted around each other for what seemed like an age, then the Dance ended abruptly, the struggle unresolved. It was indeed the Dance Without End – the hall was silent; there was no applause. The dancers left the stage. The audience was stunned.

THE DANCE WITHOUT END

Eldar Harlequins

This month sees the return of the most enigmatic of the Eldar, the deadly servants of the Laughing God, the Harlequins. Andy Hall talks to the architects of the Harlequin revival, Jes Goodwin and Phil Kelly.

The Eldar once held dominion over much of the galaxy. Their reign lasted for millions of years but was ultimately ill-fated. Avarice, lust, negligence and pride were the Eldar's greatest sins, and they brought about the birth of the Chaos god, Slaanesh. The resultant psychic explosion shattered the Eldar. Their race became all but extinct, and to the few survivors this cataclysmic event would be forever known as The Fall.

Eldar legend has it that, using cunning and guile, the Laughing God survived The Fall whilst Slaanesh consumed the other Eldar gods. Since that time, the mysterious followers of the Laughing God, the Harlequins, have been seen wherever the Eldar congregate, be it in the Craftworlds, the far-flung Exodite worlds or even, it is rumoured, in the twilight city of Commorragh. The Harlequins make no distinction between art and war – their mastery of combat, twinned with their incredible speed, makes the Harlequins the deadliest fighters of their race.

Jes Goodwin was one of the original creators of the Harlequins and sculptor of the first range of Harlequin figures.

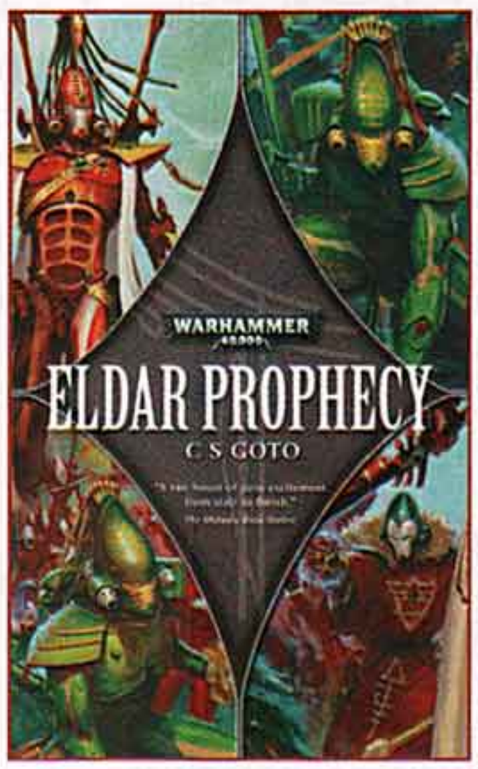
"The Harlequins are actually pre-Aspect Warriors," states Jes. "When they were handing out the Warhammer 40,000 model ranges to the sculptors for the first time there was a reluctance by some to tackle what would become the Eldar archetype. I had no such reservations and so ended up sculpting the Eldar range. First came the Guardians, then the Eldar Dreadnought, which later became the Wraithlord, and then the Harlequins – they were designed as lithe berserkers, mixed with acrobatic, dancing performers."

There have been no new Harlequins for over 15 years, so for the new range Jes had a good hard look at the older models to see how they could be updated. "I've made them less cluttered this time round and that was in response to requests from the figure painters. Out of the old Harlequin miniatures they usually picked the ones with fewer bits on them because they wanted to go to town with diamond patterns and other exotic paint schemes. I tried not to over-complicate the models; the whole point is that of all the Eldar range, this is the place where a figure painter can really, really play."

To reflect their balletic, deadly movements, the Harlequin models are among the most dynamic we have ever made. The Troupe Master for instance, is posed mid-leap with both his feet in the air – his only link to the base is a trailing ribbon. "I wanted to make the Harlequins imposing by adding height and movement," says Jes. "By having them leaping into the air, the eye-levels of the models are raised. The Death Jester, who may not be as prone to jumping about, stands on a piece of terrain to give him the same intimidating height."

This wasn't the only design aspect Jes added when sculpting the figures. The capricious nature of the Laughing God and hidden purpose of the Harlequins has given them a theme of duality ever since the first Harlequin concepts. Jes has hinted at this throughout the new range. Many of the Harlequins' masks are split, suggesting that the Harlequins are more than they seem. Check the head of the Shadowseer's staff and you'll seen a leering face on either side. "The Shadowseer is an interesting model," says Jes. "His face is hooded and mirrored, but I still wanted to give hobbyists the opportunity to paint a great mask for him, so he has one that hangs from his belt." The models contain a wealth of intricate details, some of which are examined later, others you'll have to find for yourselves.

"The point is that of all the Eldar range, this is the place where a figure painter can really play."



Gripping Eldar fiction from the Black Library

Eldar Prophecy **follows the youthful Eldar Warrior Naois as he comes of age and discovers his dark destiny. Completing his training in the ancient Aspect Warrior Temple of the Warp Spiders, he seeks to rebuild the lost prosperity of his once-great family.**

The Eldar also feature in the classic *Inquisition War*, where Inquistor Jaq Draco encounters these aliens on his journey into the darkest recesses of the galaxy.

More details of both books can be found at the Black Library website.

www.blacklibrary.co.uk

The Principle Players

Troupe Master

Said to be guided by the Laughing God, the Troupe Master decides where the Harlequins will next appear.

Harlequin Troupes

	WS	BS	S	T	W	I	A	Ld	Sv
Troupe Master	5	4	3	3	1	6	3	10	–
Shadowseer	5	4	3	3	1	6	2	9	–
Death Jester	5	4	3	3	1	6	2	9	–
Harlequin	5	4	3	3	1	6	2	9	–

Special Rules

Fleet of Foot.

Dance of Death: A Harlequin troupe coordinates its attacks with bewildering speed, dancing through the enemy ranks, leaving corpses in their wake. They have the Furious Assault and the Hit and Run special rules.

Shadowseer

Specialist psykers who use their creidann grenade launchers to fire hallucinogens into enemy formations.

Death Jester

These sinister warriors are heavy weapon specialists who stand apart even from their fellow troupe members.

Solitaires

Out of all the dances and masques that the Harlequins perform only one can play the part of She Who Thirsts – the Solitaire. It is said that to cross the path of a Solitaire is to invite damnation, and that if someone were to accidentally address or touch a Solitaire then it would be better to end their life immediately rather than suffer the terrible doom that awaits them.

Harlequins in battle

When Phil Kelly authored the recent Eldar Codex, he thought it was important that the Harlequins made it into this version of the book. "I know there are loads of hobbyists out there who love them, so it would have been wrong to not include them."

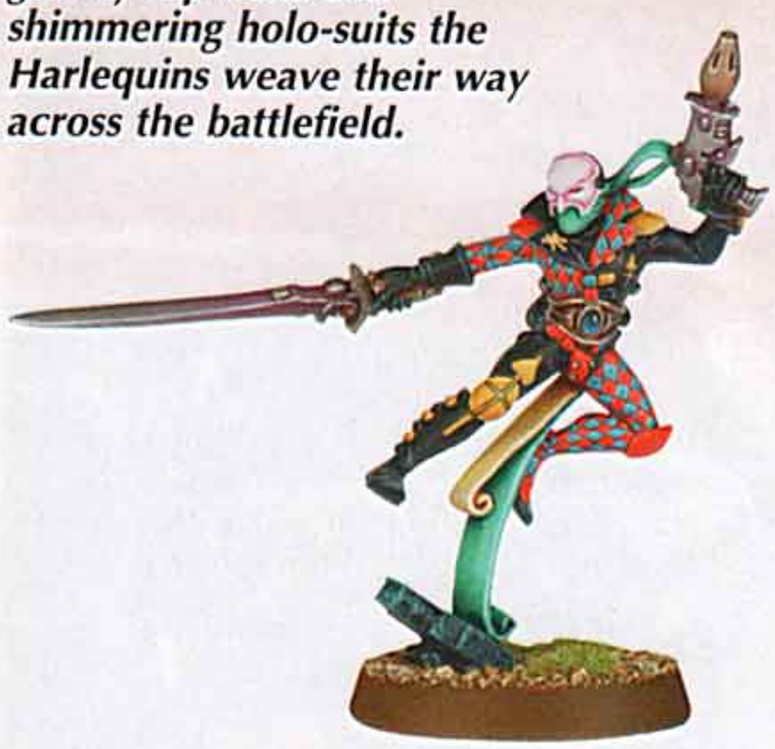
The Harlequins are a very flexible Elites choice, one squad can contain a heavy weapon, a cadre of close combat specialists and even a powerful psyker. For example, you can have a Death Jester armed with deadly Shrieker cannon, a Troupe Master to provide an extra attack and Leadership 10, and a Shadowseer with all manner of exotic abilities. "The Shadowseer is very useful because of her Veil of Tears power," states Phil. "Harlequins are fragile with only a Toughness of 3 so bolter fire can rip them apart, although they do have a 5+ Invulnerable save thanks to their holo-suits. However, taking a Shadowseer means that any enemy unit wishing to target the Shadowseer or the squad he is with must roll 2D6x2 to see if they are within range – if not, they cannot shoot that turn. This means you're going to be lucky targetting the troupers even at 24". In effect it compensates for the Harlequins' lack of a transport vehicle."

Once Harlequins have made it across the battlefield they really do come into their own. Phil becomes very animated as he explains. "They are incredibly good in close combat on the charge. Their Dance of Death ability gives them Furious Assault so they have a handsome Initiative of 7 and a Strength of 4. They have access to the Harlequin's Kiss, which has the Rending special rule, so if you roll a 6 to hit you score an instant wound. This is

Disciples of the Laughing God

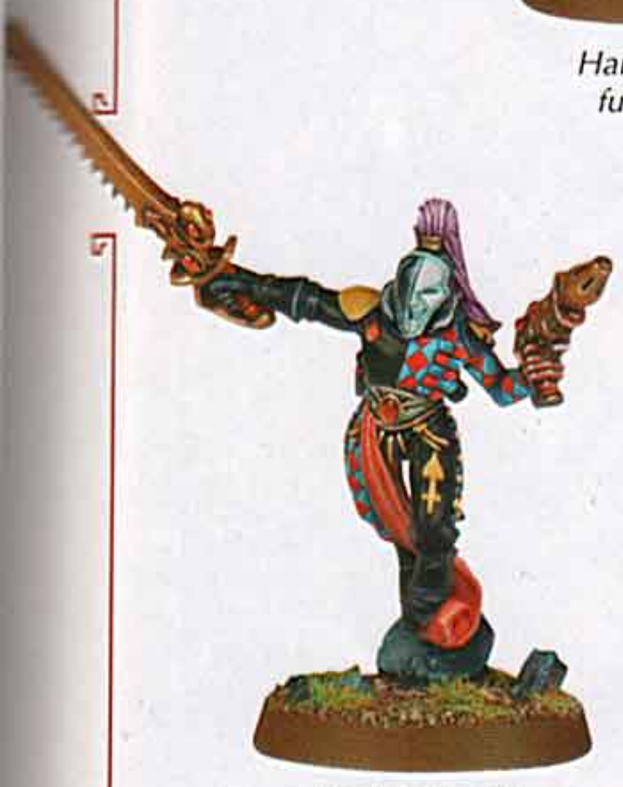
Harlequins

Armed with their anti-gravity flip belts and shimmering holo-suits the Harlequins weave their way across the battlefield.



Harlequin with fusion pistol

Harlequin



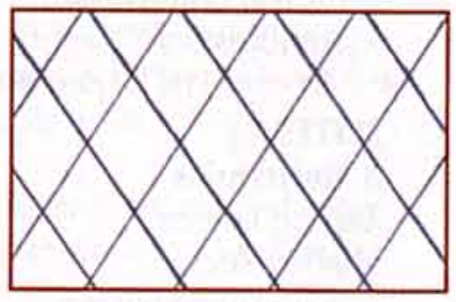
Harlequin with fusion pistol

Harlequin with Harlequin's kiss

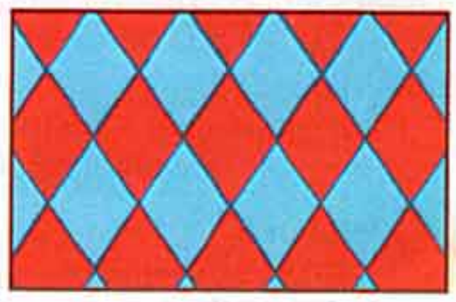
Harlequin with Harlequin's kiss

Painting Diamonds

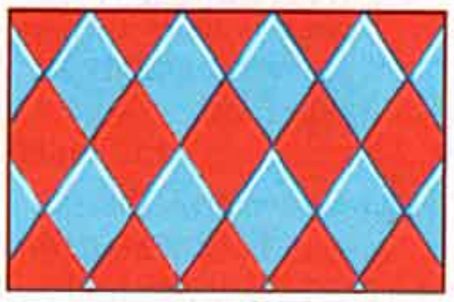
The holo-suits of the Harlequins project intricate patterns in different colours.



1. *Paint on fine lines to make a diamond grid.*



2. *Block in the diamond shapes with flat colours.*



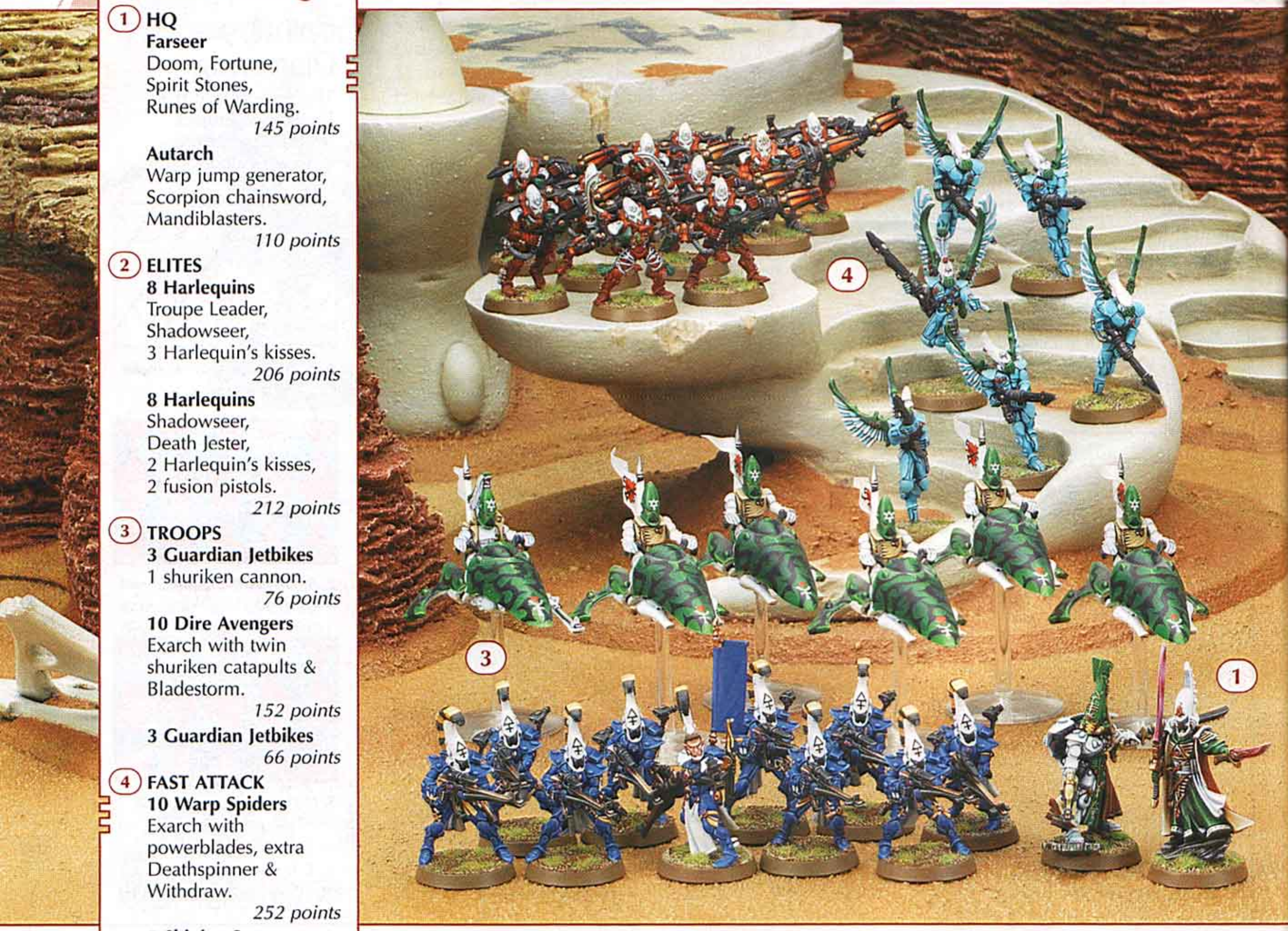
3. *Highlight the top of each diamond to add definition.*

lethal when used in conjunction with Furious Charge. The Dance of Death also gives them the Hit and Run special rule, which allows a squad to leave a combat, meaning you can really control and dominate the Assault phase. However, the best rule for me is that their flip belts allow them to ignore difficult terrain. I just love moving them through really thick rubble and dense foliage and not having to take a test. It is a fantastically freeing thing, you don't have to worry about them stubbing their toes or getting slowed down at a critical point. It also makes them deadly in Cities of Death games!"

When writing the codex Phil was tasked with distilling the existing Harlequin material to fit in the new book. "It was very difficult to boil down what we had created over the years into a double-page spread and one squad entry," says Phil. "Because we originally presented the Harlequins as an army in its own right, it had a lot more troop types to begin with. You had the Troupers themselves, the Great Harlequin and the Solitaire, as well as the Shadowseer and Death Jester. For this version we wanted the Harlequins to be part of the army, but we didn't want them to dominate it, or overshadow the Aspect Warriors, so we pared down the choices. That is not to say the Solitaire or Great Harlequin no longer exist, and we may revisit them at a later stage."

> **"You don't have to worry about them getting slowed down at a critical point."**

The Lightning Strike



1 HQ

Farseer
Doom, Fortune, Spirit Stones, Runes of Warding.
145 points

Autarch
Warp jump generator, Scorpion chainsword, Mandiblasters.
110 points

2 ELITES

8 Harlequins
Troupe Leader, Shadowseer, 3 Harlequin's kisses.
206 points

8 Harlequins
Shadowseer, Death Jester, 2 Harlequin's kisses, 2 fusion pistols.
212 points

3 TROOPS

3 Guardian Jetbikes
1 shuriken cannon.
76 points

10 Dire Avengers
Exarch with twin shuriken catapults & Bladestorm.
152 points

3 Guardian Jetbikes
66 points

4 FAST ATTACK

10 Warp Spiders
Exarch with powerblades, extra Deathspinner & Withdraw.
252 points

5 Shining Spears
Exarch with starlance, Skilled Rider & Withdraw.
237 points

6 Swooping Hawks
Exarch with Sunrifle & Skyleap.
163 points

5 HEAVY SUPPORT

Wraithlord
Bright lance.
130 points

Fire Prism
Holo-fields, Spirit Stones.
160 points

War Walker
2 bright lances.
90 points

Total 2000 points

This sample army has been geared towards a particular Eldar tactic, the hit-and-run attack, with the Harlequins taking centre-stage. The idea is to get into assault with your foe, hit them hard, then pull back in the enemy turn and hit them again! Each of the Force Organisation categories has a job to do.

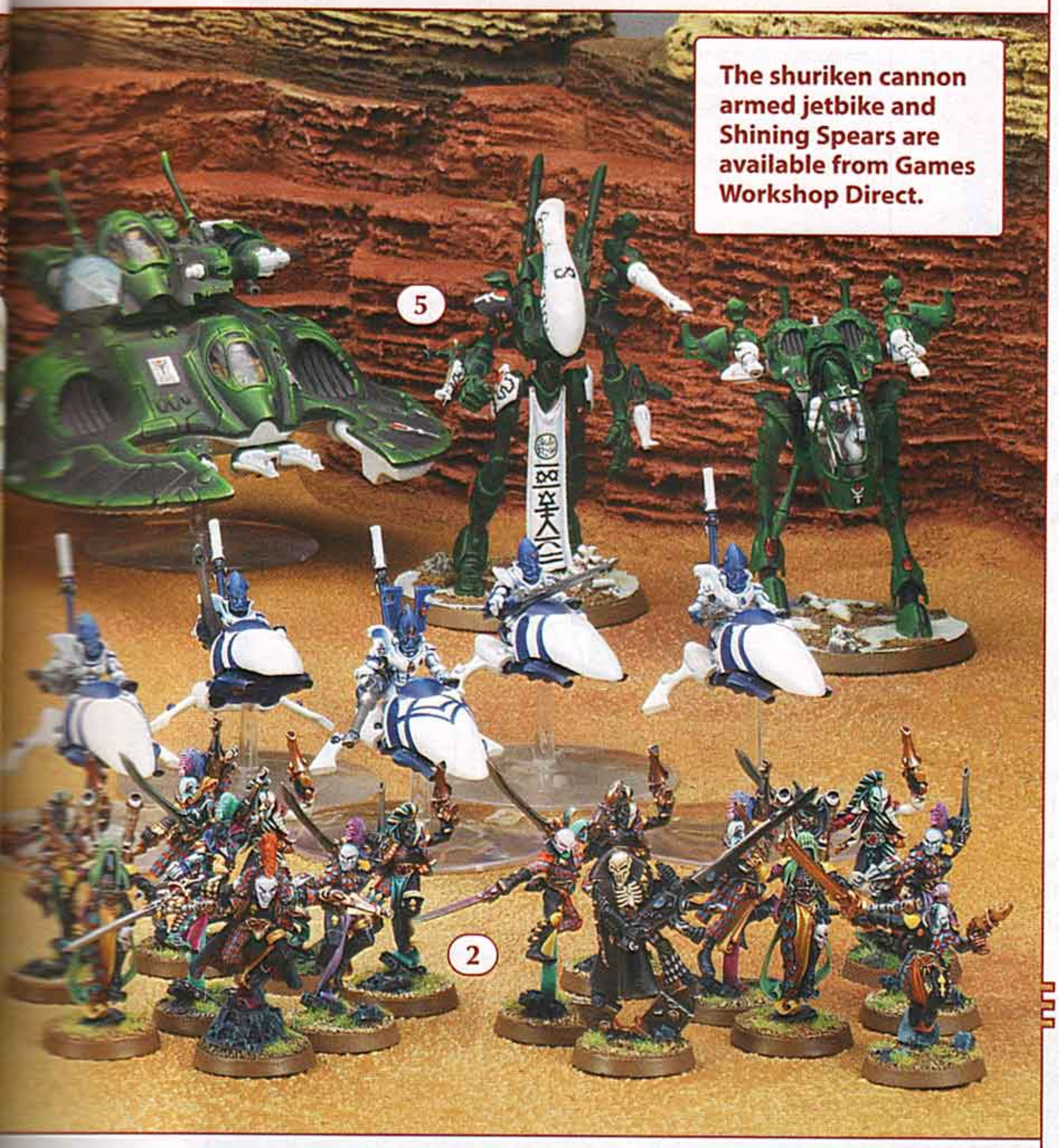
1 Use the Farseer's powers to maximum effect by casting Doom on the target units when they are being charged by the Harlequins and Shining Spears. Similarily, use Fortune to help protect these key units when they attract fire.

2 The Harlequin Troupes make a mockery of difficult terrain, and when they charge, even the basic troupers have 4 Attacks each at Strength 4, with an Initiative of 7 (yes, 7).

3 The Troops section is tailored towards taking out lightly armoured enemy units. If you are facing a horde of Orks or Tyranids, expect these units to do the bulk of the work, scything down the foe with massed fire. The Jetbikes are able to redeploy and give fire support to the Harlequins, while the Dire Avengers' Bladestorm can shred even the toughest of foes.

4 The Warp Spiders and Swooping Hawks help out the Troops section, and are able to Hit and Run if they get into trouble. Note that the Autarch has a Warp Jump generator so he can add extra power to these assaults. Finally, the Shining Spears are fantastic at hitting the enemy hard – when they charge, their laser lances count as Strength 6 power weapons!

Eldar tactician Phil Kelly provides us with a sample army list themed around hard-hitting units, with the Harlequins at their centre.



The shuriken cannon armed jetbike and Shining Spears are available from Games Workshop Direct.

5 The Heavy Support section is there to neutralise or destroy enemy tanks. Concentrate fire on those long-range units that can punish your infantry, then once they are taken care of use the Fire Prism to thicken your anti-infantry fire.

The real key is knowing when to Hit and Run. If there are other enemy units that look like they will finish you off on the countercharge, get in and get out quickly – use Hit and Run to move 3D6" away and into cover. Try this with only one of your units, leaving the other to block line of sight by staying in combat. Alternatively, if your initial charge worked really well, stay in combat for the enemy's turn and use Hit and Run at the end of the phase so you can assault next turn with all those lovely charge bonuses.

Biel-tan Farseer

Harlequin Wargear

Flip Belts: The anti-gravity flip belts of the Harlequins enable them to dart through the roughest terrain with their feet barely touching the ground. They ignore difficult terrain.

Holo-suit: Harlequins use a sophisticated holo-suit to fragment their image and foil incoming fire and blows from their enemies. They benefit from a 5+ invulnerable save.

Harlequin's Kiss: A sharpened tube attached to the forearm, the Kiss can be punched into an enemy and the monofilament wire inside allowed to uncoil, reducing the target's insides to a gory soup in an instant. A Harlequin's Kiss counts as a close combat weapon. In addition, close combat attacks made by a model armed with a Harlequin's Kiss have the Rending special rule.

Fusion Pistol: This compact hand-held melta weapon has an elegance that belies its potency. It has the following profile:

Range	Strength	AP	
6"	8	1	Pistol, Melta

Hallucinogen Grenades: The Shadowseer's entire squad counts as being armed with plasma grenades.

Veil of Tears: A Shadowseer is a psyker and always has the Veil of Tears psychic power. It follows the same rules as Warlock powers (see page 20-21). The Shadowseer uses his powers to confuse and terrify his foe. Any enemy unit wishing to target the Shadowseer or the unit he is with must roll 2D6x2. This is their spotting distance in inches.

If the models are not within spotting range, they may not fire that turn. The Shadowseer and his unit can always be ignored by the enemy for determining target priority.

Shrieker Cannon: A Death Jester's shrieker cannon fires shuriken impregnated with virulent genetic toxins, causing its victims to rupture and explode in spectacular fashion. It has the following profile:

Range	Strength	AP	
24"	6	5	Assault 3, Pinning

Shimmering Death

Painting Harlequins

On these pages you will find a line drawing of a Harlequin Trouper, which you can photocopy and use to plan your colour scheme and patterns.

When painting intricate patterns like stripes and diamonds, you need to be careful about your choice of colours. Using complementary colours side-by-side – especially primary colours like red and green – can produce very garish results. You can sometimes get away with these combinations if you add Skull White to one of the colours, making a pastel shade. Take a look at the "colour theory" section of *How to Paint Citadel Miniatures*, as this provides a plethora of ideas as to which colours work well together, as well as those that don't.

We asked the 'Eavy Metal team to provide a few examples of alternative colour schemes and patterns for Harlequins, and you can see the results here. You can use these as a starting point for coming up with your own Troupe colours, or try something wildly different.

Harlequins offer the miniatures painter a real challenge, and the chance to go to town with varying colour schemes. There are no hard and fast rules to painting these awesome warriors, so let your imagination – and paint palette – run riot!

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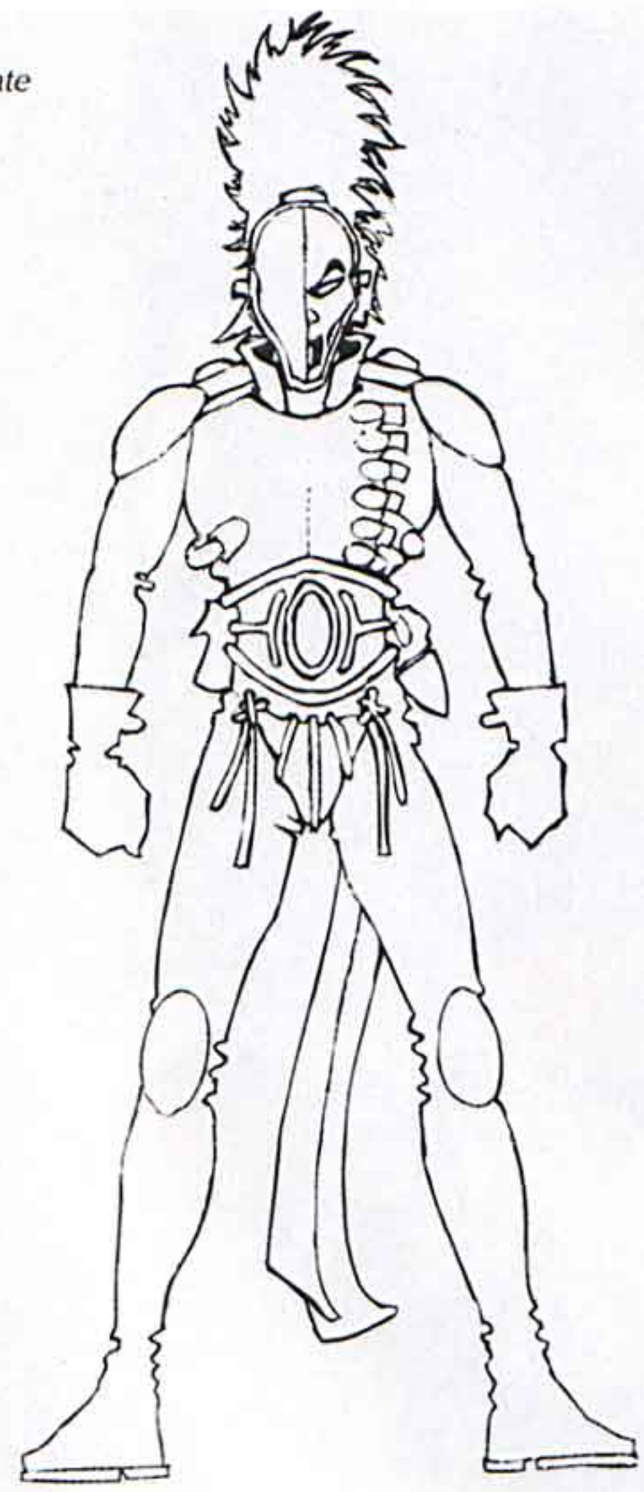
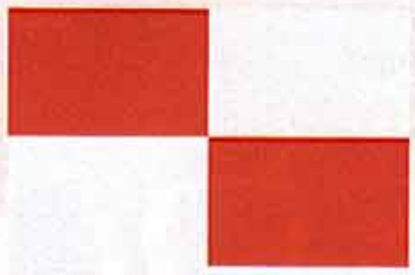
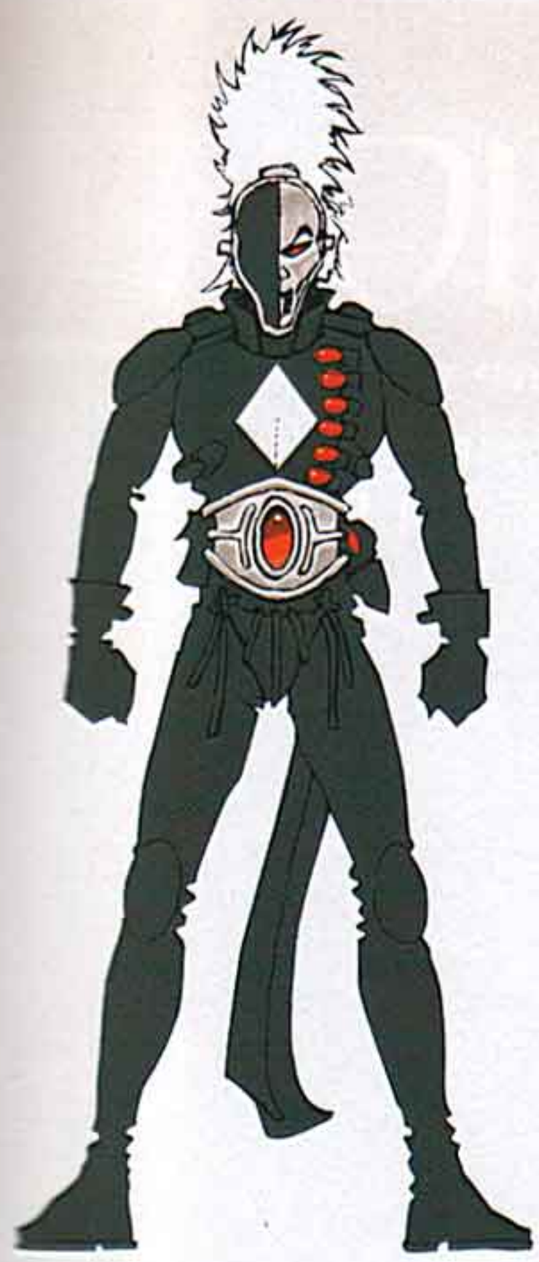


Chaos Black + Skull White

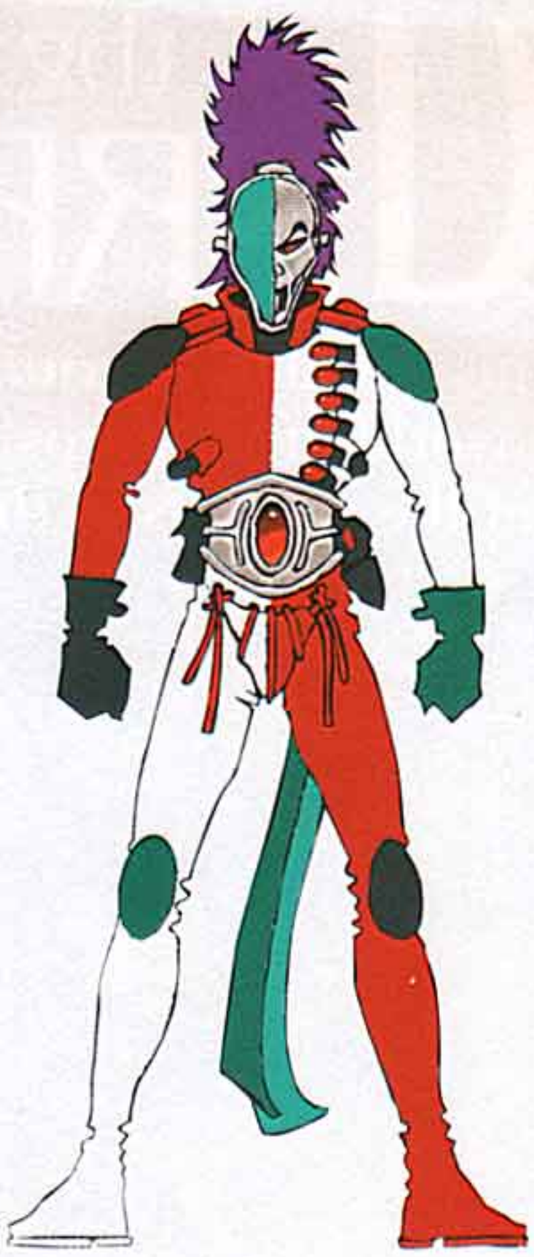


Blood Red + Skull White

Snot Green + Bad Moon Yellow



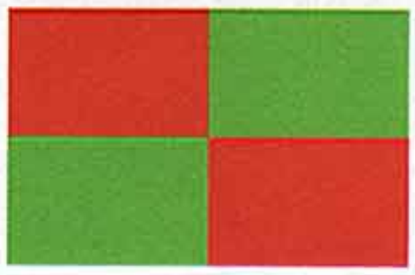
A simple two-colour scheme of contrasting colours is easy to apply, and can produce a very dramatic look.



Using blocks of complementary shades and colours can create a great-looking unit very quickly, with a high visual impact.

Adding diamonds, stripes and intricate colour combinations is more challenging, but will give you a stand-out finish.

Now that we've looked at some examples of Harlequin colour schemes that do work, here are some that definitely don't!



Blood Red + Scorpion Green

Enchanted Blue + Blazing Orange

Sunburst Yellow + Warlock Purple

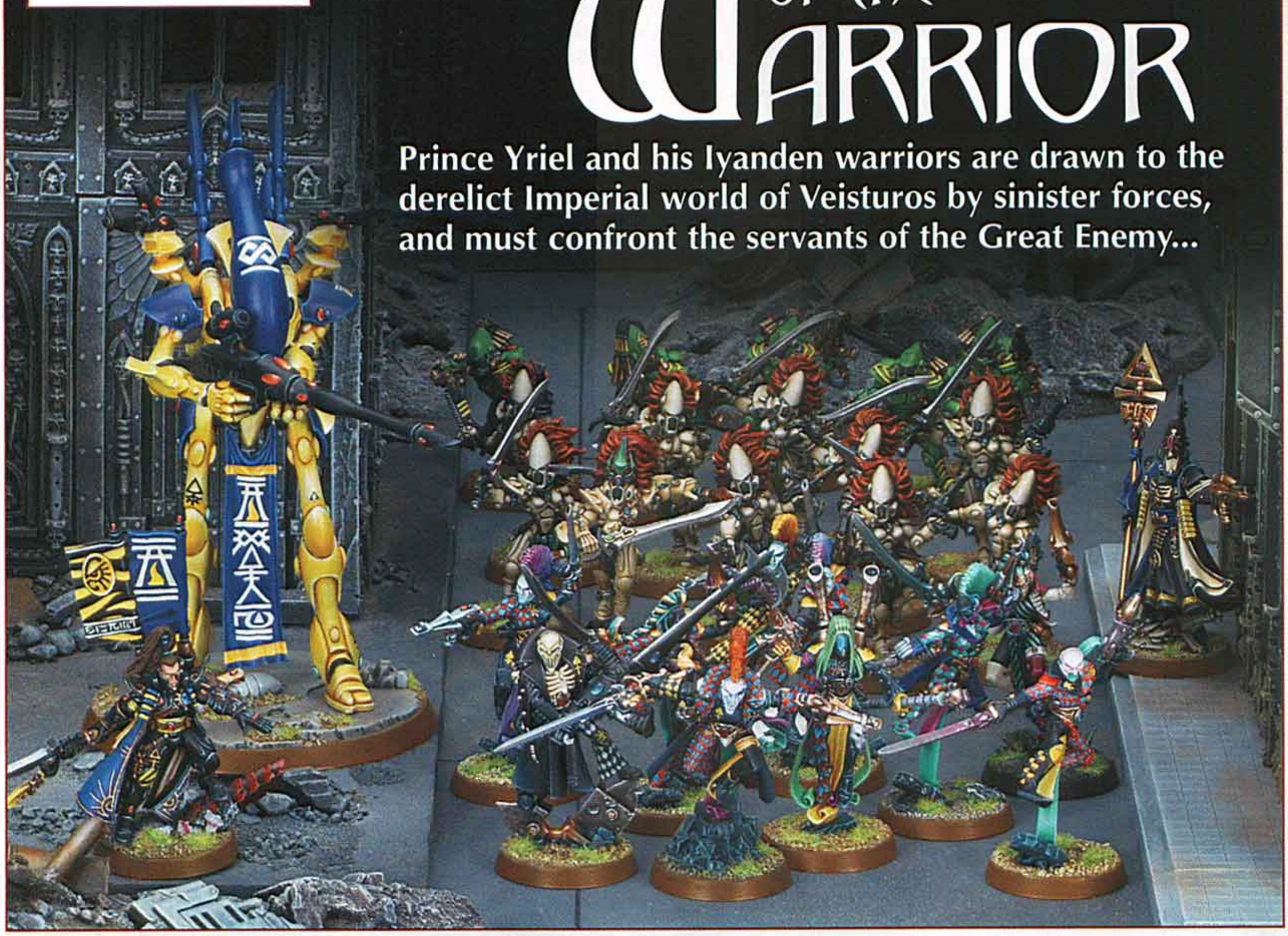
>>> TURN OVER TO SEE THE HARLEQUINS IN ACTION AGAINST THE SERVANTS OF SLAANESH...

WARHAMMER 40,000

BATTLE REPORT

The Masque of the Warrior

Prince Yriel and his Iyanden warriors are drawn to the derelict Imperial world of Veisturos by sinister forces, and must confront the servants of the Great Enemy...



Game Stats

Participants:
Iyanden Eldar (Phil Kelly)
vs. Black Legion
Chaos Space Marines
(Christian Byrne)

Points:
1500 each

Scenario:
Firesweep, Gamma level
(Cities of Death)

Setting:
Veistopol, capital of Veisturos, an abandoned Imperial world

This month's battle report recreates an epic clash between ancient adversaries. Christian Byrne takes his insidious followers of Chaos, the Black Legion, against a force of Eldar under the command of Farseer Phil Kelly. The Eldar are joined by a troupe of Harlequins, drawn to the ruins of Veistopol by the presence of She Who Thirsts.

The game will be played using the Cities of Death Expansion. The mission is a straightforward Firesweep at Gamma level. In this scenario, a player wins by claiming more ruined buildings than his opponent. Buildings are claimed when a unit moves into them and places a "flag" counter. After six turns the side with the most flags placed wins the game. Once the mission was decided, the players got to choose their stratagems. At Gamma level, each side can pick two stratagems – Christian selected Demolition and Preliminary Bombardment, while Phil took the Sewer Rats and Booby Traps stratagems.

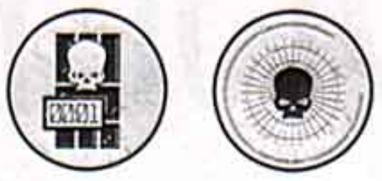
The terrain was set up using the guidelines in the Cities of Death book, but we asked a neutral party to tweak the positions of the ruins slightly to create an evocative looking table. We made sure there was at least one building in each quarter and a large one in the centre so as not to confer an advantage to either side.

Phil won the roll-off for deployment and chose the northwest quarter of the battlefield. He then placed his Booby Traps and Sewer Rats stratagem counters before the two sides deployed.

White Dwarf's Matt Hutson, a veteran of many battle reports, was on hand to referee, take notes, and generally suck his teeth and mock the tactics of the players. With everything in place, the game began.

Cityfighting Stratagems

In Cities of Death games, players get to choose from a selection of special terrain pieces, wargear, tactical advantages or dirty tricks known as stratagems, which are represented in-game by counters. Each player has 1-3 stratagems depending on the level of the mission being played, and their effect is wholly dependant on what, when and how they are played.



Booby Trap and Sewer Rat stratagem counters

"Prince Yriel," whispered the Farseer, "The Enemy is here, though hidden within a mortal shell."

He turned towards Yriel, gesturing at the streets ahead with slender fingers. Yriel controlled his anger and apprehension. He motioned his troops forward, and the Dire Avengers dropped silently into the city's catacombs at his command.

The Eldar were not here to avenge the dead human city of Veistopol, or to punish the Black Legion for butchering its populace and rendering their bodies into stimulants. They were here to kill Sh'cklaqlack, Keeper of Secrets, favoured child of the Great Enemy, Slaanesh.

Lavair and his fellow Harlequins had arrived the night before, their passionate performance a testament to their hatred of Slaanesh's evil. "At least we have something in common," murmured Yriel, as he watched the slender figures disappear into the morning mist...

Eldar Deployment

Chaos Deployment

Cityfight Mission: Firesweep

Both sides are moving forward to occupy as much of the city as possible, conducting a room-to-room, building-to-building and street-to-street sweep, when they run into each other. Each force must attempt to claim as many buildings as possible, clearing the enemy from the area as they advance.

The objective is achieved by occupying city ruins. When a city ruin is occupied the unit doing so "plants a flag" and may move off to do the same in other city ruins. The flag remains until an enemy scoring unit occupies the ruin.

Cities of Death

Amid the shattered ruins of vast cities, warriors engage in bitter close quarters battle whilst mighty battle tanks smash through ruined buildings, grinding bricks and enemy beneath their treads.

Cities of Death is an expansion to Warhammer 40,000, providing all the rules you need to fight battles set in the ruined cities of the far future. The Expansion contains new missions and a wealth of background.

The Blades of Moonless Night

Phil Kelly is one of the Design Studio's Games Development team, and is the man responsible for Codex: Eldar. Who better, then, to road-test the new Harlequin rules for their first appearance in White Dwarf?

Phil: Eldar and cityfighting go together like Harlequins and brightly coloured pants. The sheer abundance of cover and lack of fire lanes means just running pell-mell towards the enemy is a viable ploy, one that will make a refreshing change from my usual tactic of hanging back and shooting the bejeezus out of whatever enemy unit is closest. Furthermore, a Cityfighting army need not include any tanks, which suits me fine; I have always preferred elite infantry.

My plan was to close with the Chaos lines as quickly as possible and overwhelm them with flashing power weapons and devilish Harlequin weaponry. I chose one of each of the Eldar close combat specialists – a full squad of Howling Banshees, a unit of Striking Scorpions and a nice big Harlequin Troupe with all the character upgrades. The Harlequins' ability to ignore difficult terrain is not to be underestimated. In the practice game my Striking Scorpions, even with their Stalker ability, rolled triple one for their difficult terrain test two turns in a row. This streak of bad luck effectively took them out of the game, though it did give the White Dwarf guys a good laugh. Harlequins, on the other hand, can moonwalk their way through even the most treacherous rubble without hindrance. The Shadowseer upgrade is a must-have when facing shooty armies, as rapid-firing heavy weaponry can really cramp a Harlequin's style and stitching up holo-suits takes simply forever. Should the webway warriors survive long enough to charge, the Troupe Master and the Troupers armed with the dreaded Harlequin's Kiss can often finish off an enemy unit and still have time to strike a pose before darting back out of harm's way with their Hit and Run attack.

Battle Report

Stratagems

- **B** Booby traps
- **S** Sewer Rats

HQ

① **Prince Yriel**
Forceshield, plasma grenades, The Spear of Twilight, The Eye of Wrath.
155 points

② **Farseer Reluthrine**
Doom, Fortune, singing spear, spirit stones.
133 points

ELITES

③ **10 Harlequins**
Includes Troupe Master Lavair, Shadowseer T'haiq, Death Jester Khieno and 4 Harlequin's kisses.
256 points

④ **8 Striking Scorpions**
Includes Exarch Kelhemvoq with Stalker and Scorpion's Claw.
160 points

⑤ **10 Howling Banshees**
Includes Exarch Ithris with Acrobatic and mirrorswords.
187 points

TROOPS

⑥ **5 Rangers**
95 points

⑦ **10 Dire Avengers**
Includes Exarch Nhiuq're with Defend, shimmershield and power weapon.
162 points

FAST ATTACK

⑧ **5 Shining Spears**
Includes Exarch Valesne with Withdraw and Skilled Rider.
222 points

HEAVY SUPPORT

⑨ **Wraithlord Arascielle**
Brightlance.
130 points

Total 1500 points

To lead this hardcore assault force I chose the most formidable Eldar warrior alive, Prince Yriel of Iyanden. He is armed with the Spear of Twilight, a singing spear (wounds on a 2+, Strength 9 against vehicles) that ignores armour saves. Combined with Yriel's large-template Eye of Wrath attack, boasting S6 and AP3, he can take on pretty much any foe by himself and still come out on top.

My support units were chosen purely on the basis of what would do well in a cityfight. Rangers make a great Troops choice, as their cover saves are excellent in the big city. It's just a pity I didn't have the points left over to ugrade them to Pathfinders. A Wraithlord is also a must-have, as he will be able to stop Christian's counter-attacks in their tracks, providing that I keep my Doom-toting Farseer close enough to compensate for Wraithsight.

The cardinal rule in a cityfight is "Keep an Eye on the Victory Conditions". In the Firesweep mission, players must plant a flag in as many buildings as possible. With this in mind, I took a squad of super-manoeuvrable Shining Spears who would zip around the city streets claiming far-flung buildings for the Eldar before joining the main assault. I also picked the Sewer Rats stratagem to allow me to bring my Dire Avenger reserves straight into an unclaimed building, and the Booby Traps stratagem, meaning I could lace the unclaimed buildings with Strength 8 explosives. Overall, my plan is simple: claim a handful of city ruins and then assault the hell out of anything that comes too close.

With all that in mind it is now time for Prince Yriel to call the Aspects to war – let the dance of death commence!

The Legion of Bhaelphron

Antipodean graphic designer Christian Byrne is a recent addition to the Studio White Dwarf team, having worked on the UK edition for several years. His tournament pedigree makes him a strong champion for Team Dwarf!

Christian: This is the first time I have fought against the Eldar in their latest incarnation, so after a good read through the rules I have altered my usual Chaos Space Marine tactics to cope with the latest additions – Prince Yriel (a high-Initiative killing machine) and the Harlequins (who can get too close too quickly for my liking). My normal army is divided into two large sections, the first being a strong firebase made up of Havocs, the second an armoured front consisting of three Rhinos packed with Chaos Space Marines ready to unleash a torrent of bolter and plasma rounds. The army is then filled out with units such as Daemonettes, Obliterators (the single deep striking variety) and a fast-moving Chaos Lord who can strike at weak enemies or support friendly units should they come under pressure. This army has proven effective on the open plains of the tournament scene, but city fighting is very different. Having an almost guaranteed 4+ cover save means that light infantry armies like Eldar are harder to take down, lanes of fire become tighter and less dominating over an opponent's force, and units you don't want getting too close have plenty of opportunities to sneak up on you.

With these factors in mind (as well as in keeping with the Slaanesh/Eldar background) I've altered my usual army to take advantage of the urban conditions. I have stuck with the two main sections, but in a reduced way. The two Havoc squads will have the task of laying suppressing fire on the open streets, massacring any Eldar who decide to break from cover. I plan to target the Howling Banshees first, as they will make my life a misery should they get through the line. After dealing with them, the Harlequins are next, as shooting at

Stratagems

Demolition Bombardment

HQ

❶ **Bhaelphron, Daemon Prince of Slaanesh**
Mark of Slaanesh, bolt pistol, Furious Charge, frag grenades, spiky bits, Daemonic Aura, Daemonic Resilience, Daemonic Speed, Daemonic Visage, Daemon Armour, Dark Blade & combat drugs.
212 points

❷ **Keeper of Secrets**
Wind of Chaos, She Who Thirsts.
170 points

ELITES

❸ **9 Chosen**
Includes Aspiring Champion with daemon chains, two meltaguns. All have Mark of Slaanesh, frag grenades and Furious Charge.
284 points

❹ **2 Obliterators**
140 points

TROOPS

❺ **8 Chaos Space Marines**
Includes Aspiring Champion with power fist, two flamers. All have Mark of Chaos Undivided.
160 points

❻ **6 Daemonettes**
90 points

HEAVY SUPPORT

❼ **Squad Arlos**
6 Havocs, with three heavy bolters. All have Mark of Chaos Undivided.
135 points

❽ **Squad Brast**
6 Havocs, with two autocannons, two missile launchers. All have Mark of Chaos Undivided.
170 points

❾ **Chaos Dreadnought**
Plasma cannon, heavy flamer, extra armour and smoke launchers.
135 points

Total **1496 points**

them early on is a pointless task with the Shadowseer's Veil of Tears power covering them as they approach. I hope to catch them out prior to an assault move and hit them enough times to make the Torrent of Fire rule come into effect (if I cause more wounding hits than there are models, I can nominate one model to take the save – with a bit of luck I can pop the Troupe Leader this way). One Havoc unit is armed with a couple of missile launchers to hammer the ubiquitous Wraithlord, as well as frag densely packed units should the opportunity arise.

The second part of the army is the Chaos Space Marine squads and Obliterators. The first is a unit of Slaaneshi Chosen escorting a Daemon host, the second is a squad of undivided Chaos Space Marines armed with flamers (a great weapon in a city fight) and a power fist.

The idea with these units is to put them in a good position to isolate and decimate a section of the Eldar army and then let the Chosen get the charge on the next turn, supported by the Greater Daemon (with its Wind of Chaos psychic power) and the Daemon Prince (whose Furious Charge/combat drug combination is devastating). With so many of my units benefiting from the Warp Scream ability (-1 to enemy Initiative) and Daemon Visage (reducing enemy leadership), the Eldar can be caught off guard in the Assault phase and rolled back.

The final part of the plan will hopefully see the Daemonettes joining the fight with the flamer-wielding Dreadnought to overwhelm the Eldar and wipe them out. The real trick will be to have patience and wait for the right time to strike, while at the same time pursuing the mission objectives.

Swift ADVANCE

Turns One & Two

Turn 1

As the noonday sun blazed down on Veistopol, the scene was set for an epic showdown. Christian won the first turn, and he signalled his intent with the very first act of the game, calling down a preliminary bombardment on the building occupied by the Howling Banshees. The foundations of the ruin cracked and strained under the barrage, and although the Banshees remained unscathed, the building became dangerous terrain.

The Black Legion shuffled forward from their initial deployment. Havoc Squad Brast had a line of sight to the imposing Wraithlord and so fired upon it and scored a wound with a krak missile. The Obliterators fired their heavy bolters at the Rangers, yet despite numerous hits only one Ranger was slain.

The Eldar began their turn by advancing forward as fast as possible. The Shining Spears sped into the northeast sector to claim the ruin in that part of the battlefield, while all other troops except the Rangers moved south. Yriel entered the central ruin that dominated the area. As the Banshees left the dangerous building, Phil rolled a couple of 1s for his dangerous terrain test, meaning that two Banshees were crushed beneath falling masonry. The Rangers took a few pot shots at Havoc Squad Brast but caused no wounds.

Turn 2

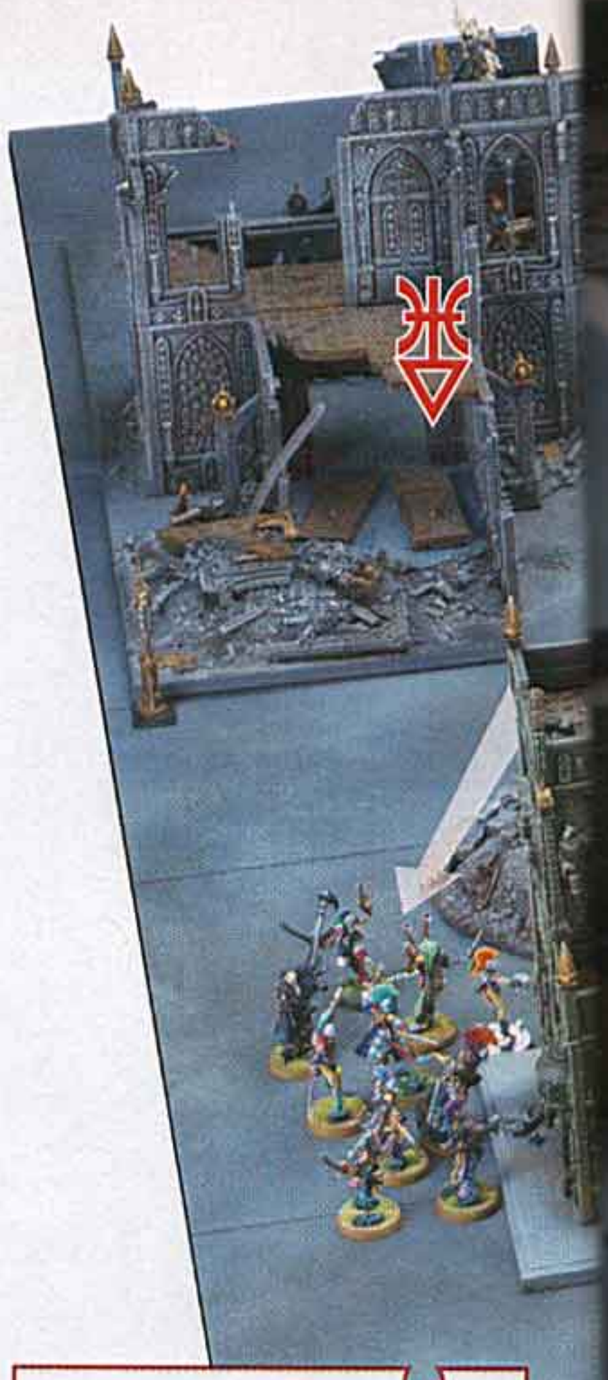
Christian began his second turn by rolling for reserves but no daemons were summoned. The unpredictable nature of Chaos surfaced as Christian attempted to move his Dreadnought forward. Instead, it turned around and fired into the surprised unit of Chosen that were following it. The Chosen suffered nine wounds from the friendly fire and four were killed, leaving both players somewhat bemused.

Daemon Prince Bhaelphron slithered southwest, while the dazed Chosen stumbled forward and the rest of the Chaos Space Marines fanned out, remaining in ther own table quarter for the time being. The Obliterators shot at the Wraithlord but failed to penetrate its tough wrathbone skin. Havoc Squad Brast returned fire at the Rangers but despite numerous wounding hits from frag missiles and autocannons, all the Eldar survived thanks to their cover save. Havoc Squad Arlos attempted to shoot at the Harlequins, but they were confounded by the Shadowseer's Veil of Tears, and lost their targets.

Eldar Turn 2 saw the Dire Avengers still stalking through the sewers. The Farseer attempted to cast Doom on the Obliterators but was very nearly consumed by the Perils of the Warp instead *(A)*. Yriel, the Wraithlord and the Striking Scorpions moved deeper into the central building,

Key

Move | Assault | Fall back

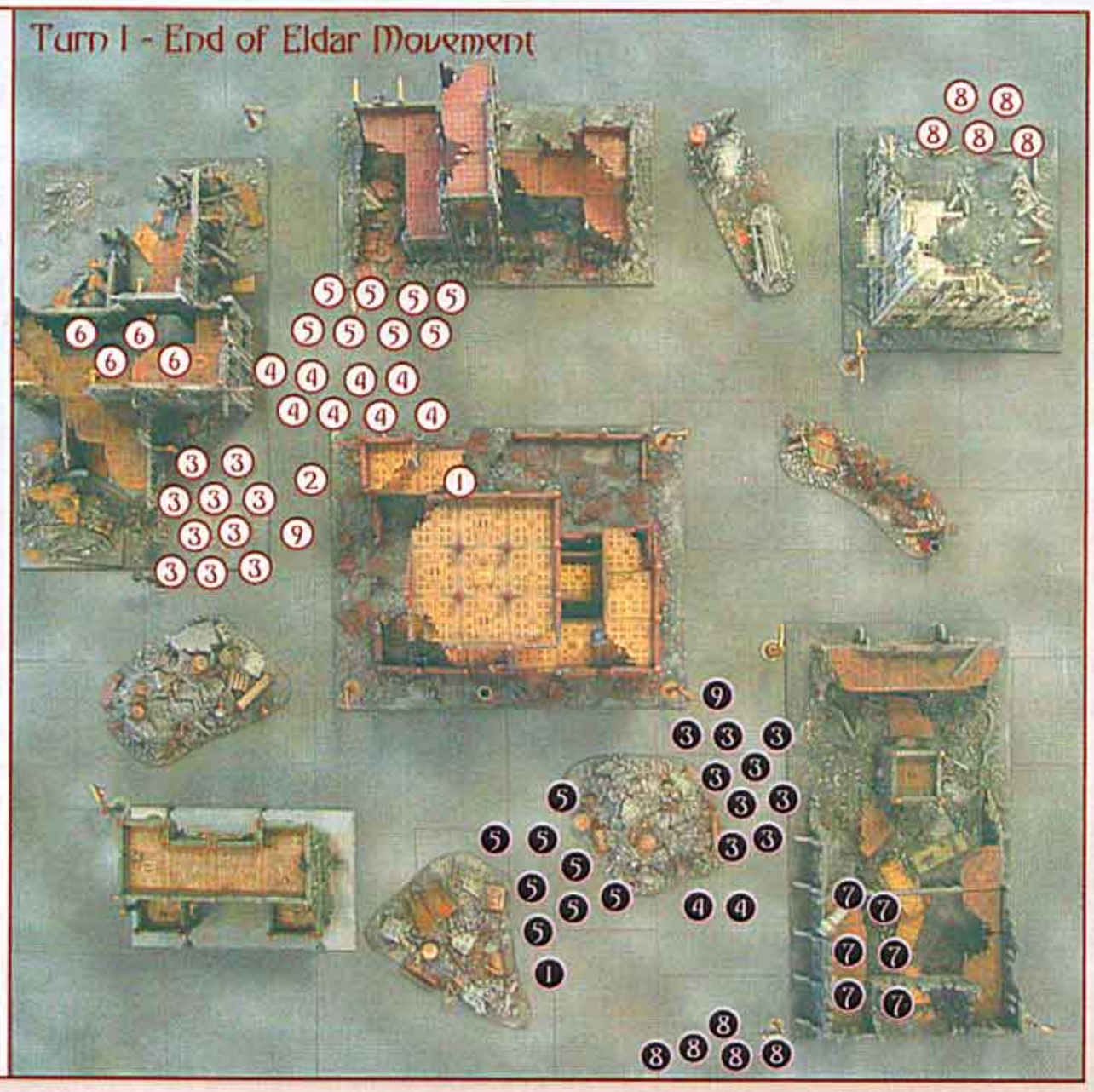


Eldar

1. *Prince Yriel*
2. *Farseer Reluthrine*
3. *Harlequins*
4. *Striking Scorpions*
5. *Howling Banshees*
6. *Rangers*
7. *Dire Avengers*
8. *Shining Spears*
9. *Wraithlord Arascielle*

Black Legion

1. *Daemon Prince*
2. *Keeper of Secrets*
3. *Chosen*
4. *Obliterators*
5. *Chaos Space Marines*
6. *Daemonettes*
7. *Havoc Squad Arlos*
8. *Havoc Squad Brast*
9. *Chaos Dreadnought*



a **As Farseers are only Toughness 3, the Strength 6 Perils of the Warp are particularly deadly for them, as they can inflict an Instant Death hit!**

b **Yriel hit the Dreadnought an impressive three times but only managed to stun and immobilise the Chaos walker. In return it had one attack back. The Dreadnought's power fist flexed, but Christian rolled a 1 and failed to wound the relieved Eldar Prince.**

claiming it for the Eldar. The Shining Spears turbo-boosted deep into the Chaos deployment zone, they had already proved their worth this early in the game by capturing an objective and now were putting pressure on Christian's forces.

Unimpeded by the dense terrain, the Harlequins leapt, cartwheeled and spun gracefully into the southwest sector, close to the building in that district, ending their turn out of sight of the Black Legion's many heavy weapons.

The Shooting phase was short with only the Rangers continuing their firefight with the Havocs but they failed to wound.

In the Assault phase Yriel stormed from the building and assaulted the rear of the bezerk Chaos Dreadnought *(B)*.

Within two turns the Eldar had made it into every quarter of the battlefield, yet the Black Legion still languished in their own deployment zone.

Masters of Stealth

Matt: **Eldar Rangers are unparalleled scouts and expert marksmen. With the aid of their chameleoline cloaks, the Rangers are perfect cityfighters. This was ably demonstrated when Christian's Havocs fired at the Rangers in cover of the ruined building in Turn 2. Despite numerous hits, the Rangers were protected by an improved cover save of 3+. If Phil had had enough points to upgrade his Rangers to Pathfinders, this save would have been increased to 2+ in buildings, and his models would have been able to ignore Difficult Terrain.**

Yriel's Lament

Turn Three

a The Havocs scored three hits against the Wraithlord which all wounded the Eldar construct. Phil rolled badly for his cover saves and the ancient wraithbone machine fell to the floor, destroyed.

b The Daemon Prince and Yriel both scored two hits and two wounds. The combat drugs allowed the Daemon Prince to shrug off one of them, and he saved the other thanks to his daemon armour. However, Prince Yriel failed both his saves meaning that Yriel was killed outright due to the Daemon Prince's mighty Strength 7.

Chaos Assault!

The Daemonettes were summoned into existence, appearing close to the Chaos Space Marine squad and the Obliterators. All three squads then moved toward the centre building, and it looked as if a massive combat was inevitable. The serpentine Daemon Prince changed direction from the southwest sector and slithered towards Yriel and the Chaos Dreadnought. Sensing an impending attack from the closing Shining Spears Christian moved his remaining Chosen into the southeast building.

Havoc Squad Brast re-targeted the Wraithlord and let loose a hail of missiles and autocannon shells *(A)*, bringing it down. The Obliterators tried to shoot at the Harlequins but were thwarted once again by the Shadowseer's Veil of Tears. The Chosen fired at the Shining Spears but failed to wound. Finally, the Daemon Prince shunned his chance to shoot in favour of fleeting across the rubble-strewn road to get into assault range of Yriel.

In the Assault phase, the Daemon Prince charged into the clash between Yriel and the Chaos Dreadnought. Bhaelphron activated his combat drugs but Christian rolled a double and so they backfired, causing the mutated Chaos Lord to lose a wound. The duel between Yriel and the Daemon Prince was simultaneous – the combat was furious as weapons wreathed in power fields clashed at preternatural speeds, but the ex-corsair was bested *(B)*.

The Eldar had lost two key units but the fight was far from over. The Dire Avengers emerged from their trek through the sewers into the building in the southwest sector. The Farseer cast Fortune on the Banshees and, thanks to his spirit stones, he Doomed the Daemon Prince as well.

The Shining Spears flew into the southeast building to contest it, while the Banshees and Scorpions picked their way through the central building. With the Dire Avengers covering the southwest sector, the Harlequins nimbly made their way east towards the Daemonettes.

The Dire Avengers subjected the Daemonettes to a withering round of shuriken fire. After the dice had stopped rolling, five Daemonettes were destroyed. Rangers shot at the Havocs once again and killed one. The Shining Spears shot at the Chosen, wounding another.

The Assault phase loomed and the Shining Spears charged into the Chosen, though they lost a jetbike en route due to the difficult terrain. The Chosen managed to kill an Aspect Warrior, but were then wiped out – it hadn't been a good game for Slaanesh's favoured. The Chosen's quick death caused the Keeper of Secrets to emerge from the broken form of the Chaos Champion, and the Shining Spears wisely retreated. The Banshees assaulted the Daemon Prince with righteous anger *(C)*, whilst the Harlequins just managed to reach the Chaos Space Marines *(D)*.

OBJECTIVE TRACKER

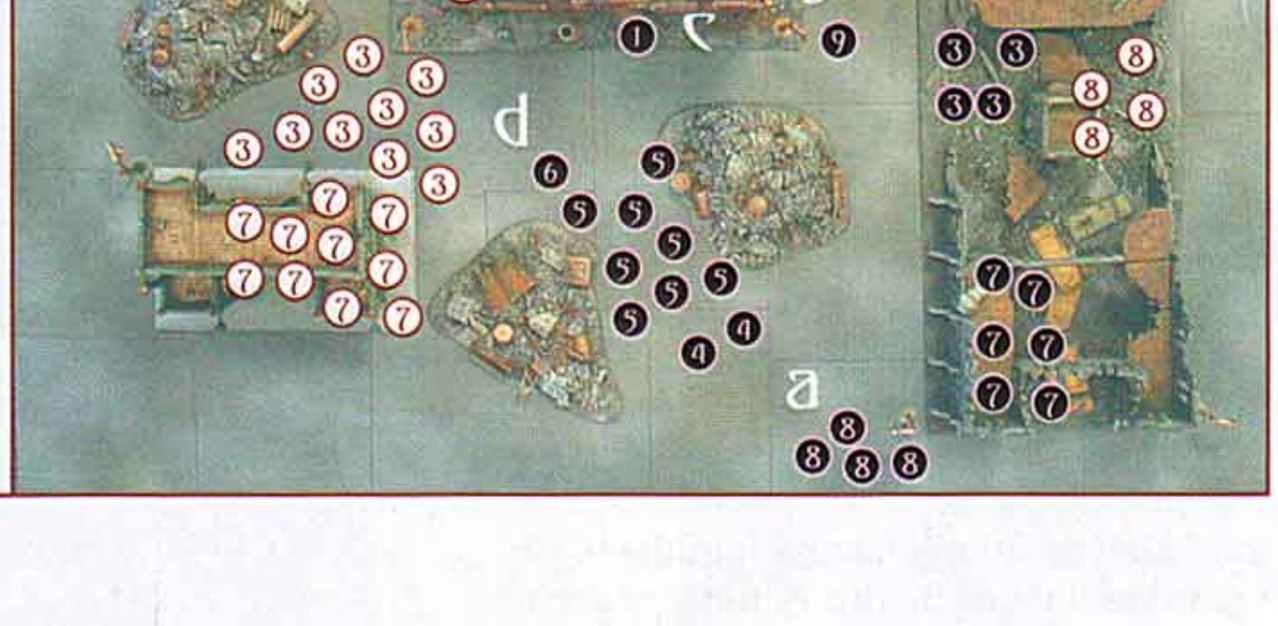
Eldar — Black Legion

Eldar

1. Prince Yriel
2. Farseer Reluthrine
3. Harlequins
4. Striking Scorpions
5. Howling Banshees
6. Rangers
7. Dire Avengers
8. Shining Spears
9. Wraithlord Arascielle

Black Legion

1. Daemon Prince
2. Keeper of Secrets
3. Chosen
4. Obliterators
5. Chaos Space Marines
6. Daemonettes
7. Havoc Squad Arlos
8. Havoc Squad Brast
9. Chaos Dreadnought



Veil of Tears

Matt: **Christian's squads had twice tried to target the Harlequins, but had failed due to the Shadowseer and his Veil of Tears power.**

Any enemy unit wishing to target the Shadowseer or the unit he is with must roll 2D6x2 – this is their spotting distance in inches. If the Harlequins are not within the spotting range, the shooting unit may not fire at all that turn.

The Howling Banshees charged the Daemon Prince, with retribution on their minds. The Banshee squad scored 12 hits and four wounds, killing the Lord of Chaos, and avenging the prince Yriel.

When the Harlequins assaulted, only the Troupe Master could get into base contact with a Space Marine, and promptly slew him, allowing the rest of the troupe to consolidate.

Daemon Summoning

Turn Four

a The demolition charge stratagem exploded, crushing 5 Dire Avengers – half the squad!

b Despite a flurry of attacks from the Banshees and their Exarch on the Greater Daemon, they failed to wound it. In return, the beast killed five of the Banshees, their souls consumed by Slaanesh.

c The Harlequins scored 12 hits against the Keeper of Secrets but only attacks from the Kiss managed to wound. After saves, the Daemon had only taken a single wound.

d The Striking Scorpions scored 17 hits on the Obliterators, but failed to penetrate the enemies' armour. The Obliterators killed one Eldar in return, but the Aspect Warriors held fast.

e The Shining Spears and Banshees attacked and once again wounded Sh'cklaqlack. Focusing all attacks against the Harlequins, the Greater Daemon swatted away two of the Laughing God's disciples, killing them instantly. The combat ended in a bitter draw.

The Winds of Chaos

Sh'cklaqlack, Greater Daemon of Slaanesh, gave a triumphant roar as he was birthed into the universe. Psychic forces gathered around the Daemon as it unleashed the foul Wind Of Chaos at the Banshees, slaying one of the graceful Aspect Warriors.

Christian was far from finished with his nasty surprises, announcing with glee that he had hidden his demolition charge stratagem within the building now occupied by the Dire Avengers, he detonated it with spectacular effect *(A)*.

The Dreadnought was immobilised but could still fire its weapons and the Shining Spears, who had retreated away from the Daemon, had now put themselves in the Dreadnought's line of fire. Its plasma cannon blasted one of the jetbikes out of the sky. The Obliterators fired their heavy bolters at the Dire Avengers, reducing the squad to a single model amongst the rubble. Havoc Squad Brast fired at the Rangers again, this time killing two despite the superior cover saves of the Eldar.

In the Assault phase, the Obliterators and Daemonettes charged into the existing Harlequin combat whilst the Banshees bravely counter-charged Sh'cklaqlack *(B)*.

The Harlequins combat-danced into the fray and around the Chaos Space Marines, killing two instantly with their Harlequin's Kiss. Another three of the Black Legion were slain by the troupe's lethal skills. The Chaos forces struck back and scored numerous hits but, thanks to the Harlequins' holo-suits, only two fell. Then, on the Troupe Master's command, the Harlequins withdrew from combat, confounding the Chaos Space Marines.

The Chaos turn ended with Christian testing for the Greater Daemon's instability. He failed by 1 and so Sh'cklaqlack took a wound.

Aspect Assault

The Eldar movement was all about placing the remaining squads for maximum effect when the assault phase began. The only shooting came from the Rangers who took out the last Daemonette with a well-placed sniper shot.

In the Assault phase, the Harlequins charged into their greatest enemy, the Greater Daemon of Slaanesh *(C)*. The Striking Scorpions stormed from the central building into the Obliterators *(D)*. The remaining Shining Spears also charged into the Greater Daemon, who struck back at the myriad foes surrounding him *(E)*.

The Battle rages in earnest during the Assault phase of Eldar Turn 4.

OBJECTIVE TRACKER

Eldar

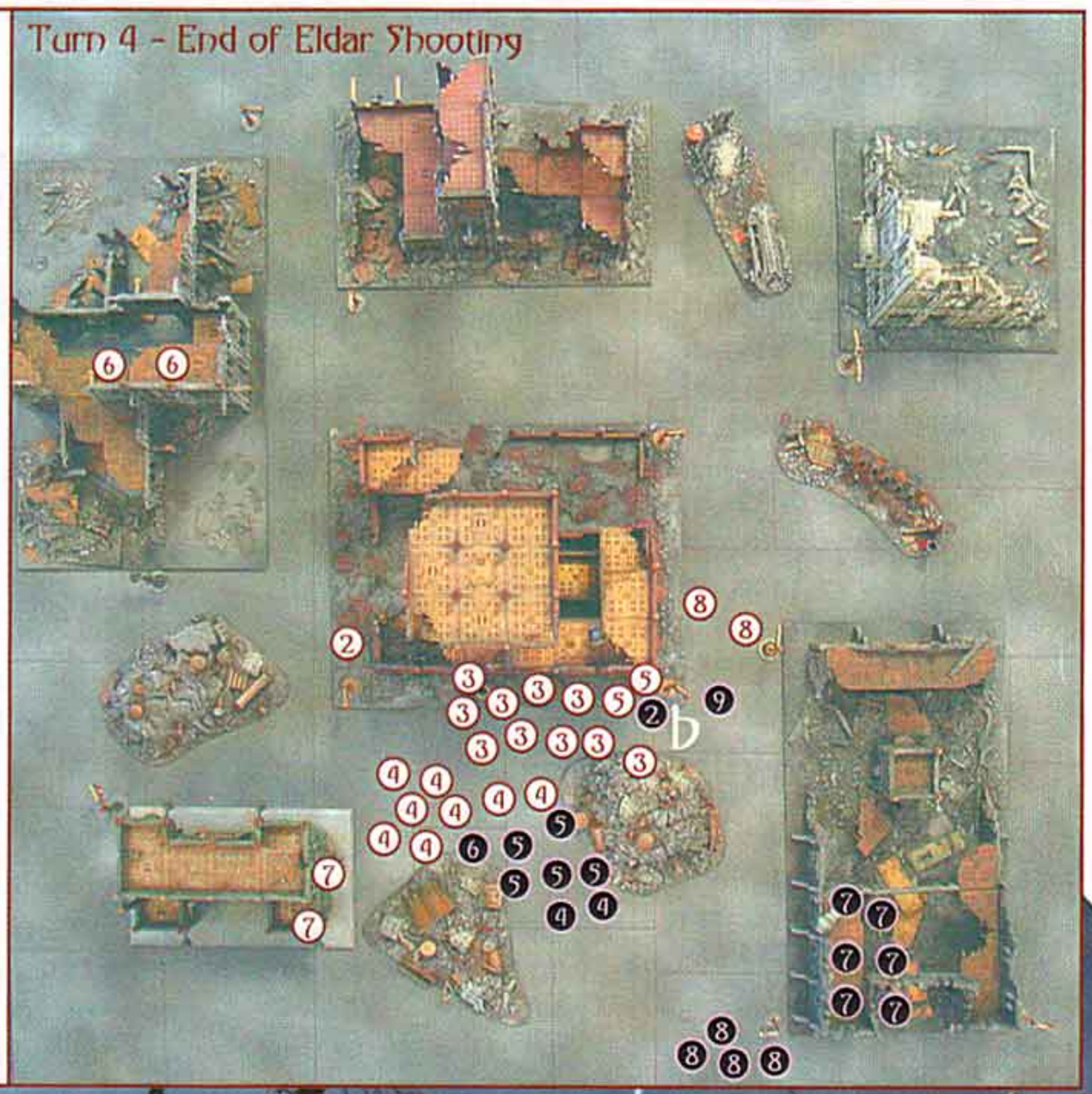
Black Legion

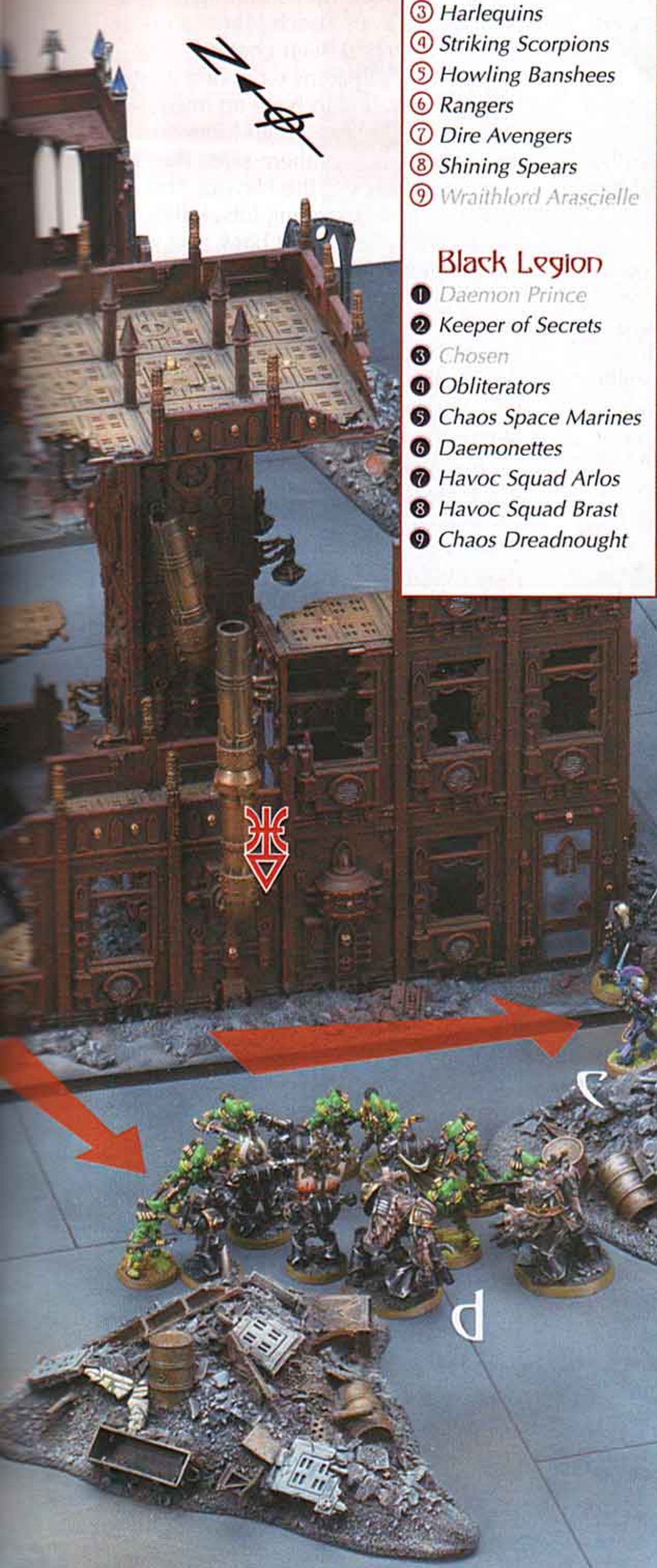
Eldar

1. *Prince Yriel*
2. *Farseer Reluthrine*
3. *Harlequins*
4. *Striking Scorpions*
5. *Howling Banshees*
6. *Rangers*
7. *Dire Avengers*
8. *Shining Spears*
9. *Wraithlord Arascielle*

Black Legion

1. *Daemon Prince*
2. *Keeper of Secrets*
3. *Chosen*
4. *Obliterators*
5. *Chaos Space Marines*
6. *Daemonettes*
7. *Havoc Squad Arlos*
8. *Havoc Squad Brast*
9. *Chaos Dreadnought*





The Final Act

Turns Five & Six

a The Harlequins slashed at the Keeper of Secrets and yet again scored many hits, including two rending wounds, but the Daemon saved them all. The Banshee Exarch followed these attacks and scored only a single wound, but it was enough to slay the Daemon at last, banishing it back to the Warp.

b The remaining Shining Spears and Banshees charged into Squad Arlos, who occupied the only remaining Chaos-controlled building. The Aspect warriors made short work of the Havocs, and the Eldar took control of the city.

Straight into Assault

The remaining Chaos forces prepared to join the two large combats that raged near the Chaos deployment zone. The Havocs in the southeast building killed the lone Dire Avenger. With no other shooting, the Chaos Space Marines and the other Squad of Havocs charged into the Striking Scorpions. The Scorpions attacked first but once again, despite scoring a flurry of hits, failed to wound the tough Chaos Space Marines. The Obliterators slew two more Scorpions. However, the Exarch armed with the Scorpion's Claw struck last, and killed the remaining three Chaos Space Marines outright. The Eldar forces in combat with the Keeper of Secrets fought hard and overcame it – the Harlequins' nemesis was destroyed at last *(A)*.

With the Daemonic presence gone, the Shining Spears were freed up to home in on the Havocs hunkered down in the southeast building. The Harlequins repositioned for another charge, this time into the Obliterators. In the Shooting phase the only firing came from the Shining Spears who shot at the Havocs. In the Assault phase the Banshees and Shining Spears charged into the Havocs and wiped them out, allowing Phil to claim the final building *(B)*. The Eldar now had all six in their control.

The Harlequins charged into the mass melee – making it the third Harlequin assault of the game! The Troupe Master set about the Havoc squad and killed two before the Chaos Space Marines even realised they had been charged. The remaining Harlequins wounded another Havoc, but failed to have an impact on the Obliterators, whose tough hides and thick power armour kept them safe. The Striking Scorpions attacked the Havocs and managed five wounding hits, killing two. The Obliterators fought back and, despite the dodging of the Harlequins, two of the Eldar were felled by the sheer brutality of the Chaos beings. The Scorpion Exarch had the final attack with his Scorpion's Claw and hit the Obliterators three times, inflicting two crucial wounds, which killed one of the mutated Space Marines outright.

In the final turn, all that was left of the Black Legion was a solitary Obliterator. Despite being a powerful figure, he was vastly outnumbered and outgunned. In the Assault phase, the Harlequins surrounded it and deftly pierced its tough exterior with the Harlequin's kiss. The Obliterator was shredded as the monfilament wire uncoiled inside its mutated body.

Veistopol belonged to the Eldar and Slaanesh had been banished. Though the mighty Prince Yriel was grievously wounded, Lavair and his troupe would create an epic and dramatic performance to mark this day.

Turning point

Matt: **Christian began Turn 4 in a strong position; Yriel was dead, the demolition charge had all but wiped out a squad of Dire Avengers and the emergence of the Keeper of Secrets gave him a powerful unit with which to take the fight to the Eldar. However, even though it didn't go all Phil's way, after the two Assault phases in Turn 4 it was clear that the Eldar were gaining the upper hand. If Christian had pulled these combats round, then Turns 5 and 6 could have been used to occupy buildings and fulfil the mission objective. As it was, Phil's Harlequins were able to jump into and out of various combats thanks to their Dance of Death special rules, thereby swinging key assaults in the Eldars' favour.**

Obliterators

Christian's Obliterators were amongst his most successful models, their multi-purpose weaponry and extreme resilience making them shine in both Shooting and Assault. Together, they killed 11 Eldar models, with one Obliterator surviving to the very end of the game.

OBJECTIVE TRACKER

Eldar

Black Legion

Eldar

1. *Prince Yriel*
2. *Farseer Reluthrine*
3. *Harlequins*
4. *Striking Scorpions*
5. *Howling Banshees*
6. *Rangers*
7. *Dire Avengers*
8. *Shining Spears*
9. *Wraithlord Arascielle*

Black Legion

1. *Daemon Prince*
2. *Keeper of Secrets*
3. *Chosen*
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6. *Daemonettes*
7. *Havoc Squad Arlos*
8. *Havoc Squad Brast*
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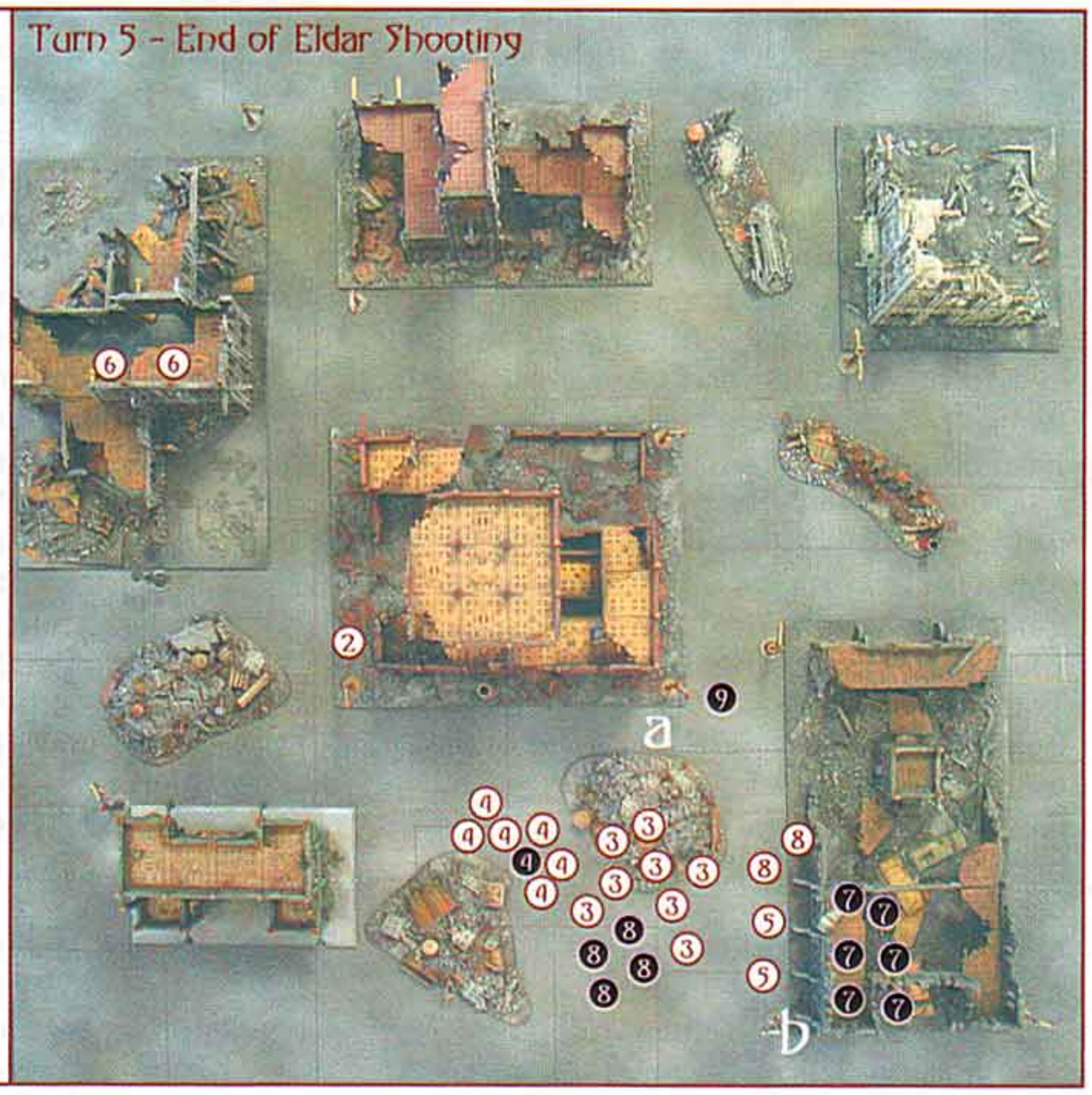

Cityfighting Stratagems

Matt: **Stratagems played a large part in this game, but could have proved even more destructive. For instance, Phil's booby traps were ineffectual, but, with a Strength of 8 and AP of 2, would have spelt doom for any Chaos Space Marines entering the building. Christian's use of the Demolition Charges was more effective and almost wiped out Phil's Dire Avenger squad in one fell swoop.**

Sh'cklaqlack proves a mighty foe, but is eventually slain by the blades of the vengeful Howling Banshee Exarch.

Mission Accomplished

Outstanding performance

My most successful model this game was the Banshee Exarch, as she was the one to deal the killing blow to the Greater Daemon. I remember a story from an ancient but much-loved White Dwarf where a Keeper of Secrets slaughtered a squad of Howling Banshees in various nasty ways. To my mind, this seemed a fitting revenge!

Phil: A resounding victory for the Eldar, excellent news! I think I can attribute this to the fact my units did pretty much what was asked of them; also I had good dice throughout the game and kept my eye on the mission from the start. With the Shining Spears arrowing into one of the furthest city ruins on the first turn and my fortunate choice of table quarter, I took an early lead that Christian found very difficult to respond to with his own troops.

Though I had a slow first and second turn, the kill count really began to rack up in the mid-game when the assaults were launched. The Dreadnought frying no less than four of the Chosen was not only highly entertaining, but also allowed my Shining Spears to finish off the survivors (just), which in turn meant the Keeper of Secrets was not at full power. This was good news for the Banshees, though the Slaaneshi monstrosity still managed to devour a good few of their spirit stones before the Harlequins and Shining Spears added their strength to the fight. Fittingly, though, it was the Banshee Exarch who sent the beast back to the hellish Warp, whence it came.

The biggest disappointment for me was Prince Yriel. By rights he should have skewered that Dreadnought on his Spear of Twilight, but it was not to be and, though his forceshield saved him from the cumbersome power claw of the Chaos Dreadnought, Christian's tooled-up Daemon Prince took him down with a single blow from his daemonic Dark Blade. Gah! The other moment that made me cringe was the demolition of the building occupied by my Dire Avengers: though they had taken up a commanding position on the building's roof and took down the Daemonettes in a swathe of shuriken catapult fire, they never recovered when Christian literally brought the house down.

Mobility was the key to this game. The Fleet of Foot rule made all the difference, as evinced by my Striking Scorpions – they just couldn't keep up with the more agile Banshees and Harlequins. The Harlequins only just made it into combat when I needed them to, but once they were there they happily slaughtered their way through everything Christian could throw at them. I really can't praise their Harlequin's Kisses enough – they're the coolest way I can think of taking down power-armoured foes. With my Farseer bolstering the Harlequins' invulnerable save with Fortune, by the end of the game Christian had thrown all tactics to the wind in favour of butchering as many of my Harlequins as he could. He nearly got them all, too. But there still remained enough of the Troupe left to tell the tale of how the forces of the Eldar overcame the children of Slaanesh.

And yes, they were the ones with the Harlequin's Kiss upgrade.

> **"My units did what was asked of them, and I kept my eye on the mission from the start."**

If I was an Autarch...

Matt: **The Eldar will always be at an advantage when it comes to claiming multiple objectives, due to their masses of fast-moving infantry (most of whom are geared for assault). The notable absence of the fearsome star cannons must have been a relief for Christian, as most Space Marine players would agree. In fact, the army lacked the deadly firepower the Eldar are known for. Phil's army was very well-designed, but would probably suffer at the hands of transport armies like Tau and Space Marines who can advance and rapidly re-deploy, while laying down a volley of massed firepower.**

Starcannons: Phil did not need them in this game.

Slaanesh FRUSTRATED

Christian: Well that didn't go quite as I had hoped. When I saw how fast Phil's army was, I had in the back of my mind that I should play for a draw, which made me a bit too cautious throughout the game. Also, Phil had some serious close combat clout in the form of Howling Banshees, Prince Yriel and, of course, the Harlequins. I stuck to my plan of holding the line, gunning down what I could and counter attacking when the time was right. But imminent disaster was waiting just around the corner.

The Dreadnought's ill-timed Fire Frenzy on the Chosen was a nasty surprise (I had picked it exactly for the purpose of such death-dealing, although I was hoping to cook some Howling Banshees, rather than my own troops), then Yriel immobilised it, which saw an important part of my strategy go down the pan. Speaking of Yriel, his turning up when he did meant I had to use my Daemon Prince to take him out instead of striking at the Harlequins – I had upgraded Bhaelphron to do this job specifically as he could have potentially cut their combat effectiveness in half. However, killing Yriel was a big weight off my mind (as was shooting down the Wraithlord). The Keeper of Secrets did a great job of holding the line in the later turns, but I could have done with it turning up on my first possession attempt instead popping out when the host was killed by the Shining Spears, as having both the Greater Daemon and the Prince would have provided me with a strong front.

If I had to pick a moment when I thought my chances of winning had finally dwindled to almost nil, then it would have to be the dreaded Harlequin assault. Phil took a big gamble here, as he could easily have rolled poorly for the Harlequins' Fleet of Foot move, meaning they wouldn't have been able to assault. If that had been the case, the combined weight of the two Havoc squads, two flamer-wielding Chaos Space Marines and two Obliterators would probably have spelled their doom. All that didn't matter though, as Phil's gamble was rewarded by the fickle fates, and the Harlequins did make their Fleet of Foot roll and subsequently waded into assault. At this point I felt that I should stop the gun-play and pile all that I had into the melee, as all I really wanted by then was to kill as many Eldar as I could in a fit of Slaaneshi spite. By the end of Turn 6 I had nothing but an immobilised Dreadnought and a mountain of dead Chaos Space Marines, but I made sure that Phil paid a high price for victory, with most of the Eldar lying dead, too. Next time, Kelly...

> **"When Yriel immobilised the Dreadnought, I saw an important part of my strategy go down the pan!"**

Detonate!

Both the Chaos Lord – for killing Prince Yriel, and the Keeper of Secrets – for being so resilient, could qualify as my battle champions, but at the end of the day I feel this award doesn't belong to them, but to some humble, well-placed explosives. While it only ended up killing five Dire Avengers, the overall hilarity of the building collapsing when it did was priceless. It's just a pity there were no Harlequins inside at the time.

If I was a Chaos Lord...

Matt: **Christian's army suffered from having a lack of fast moving troops, meaning his force was reacting to the Eldar as they advanced. This is fine for a normal game of Warhammer 40,000, where a static army can really punish an advancing assault force. Unfortunately, in a Cities of Death game, this tactic doesn't work so well. A couple of transports or a fast unit such as Raptors could have helped the Chaos army assault the Eldar rather than the other way round.**

Christian has some beautifully painted Rhinos in his collection, he just chose not to use them.

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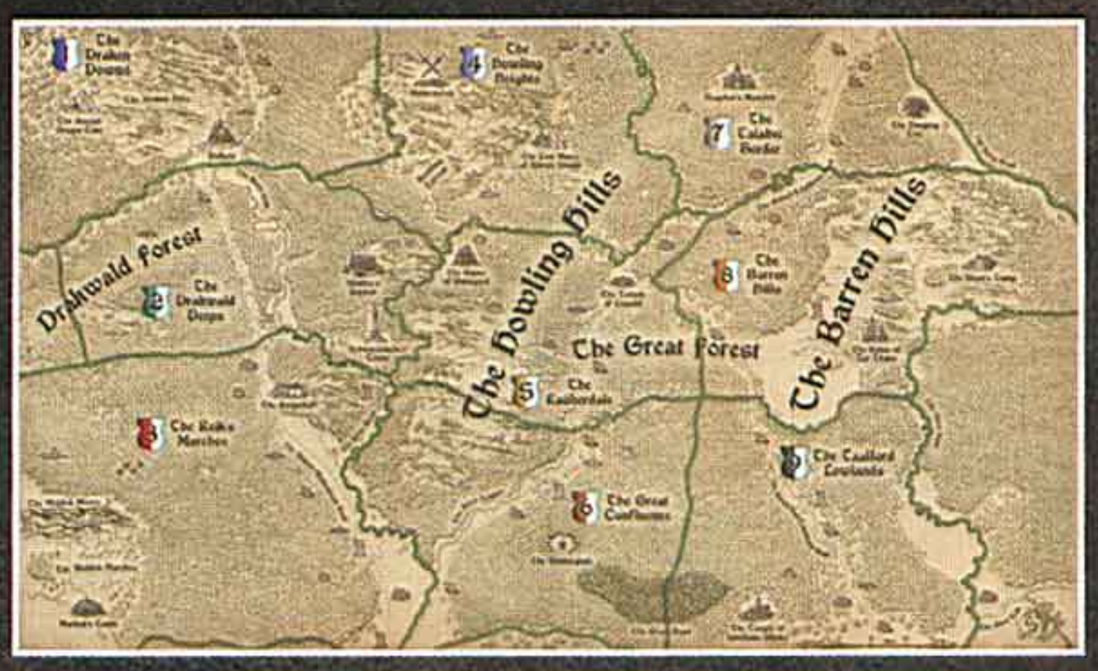

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27/06/07
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5/08/07
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10/08/07
Results posted

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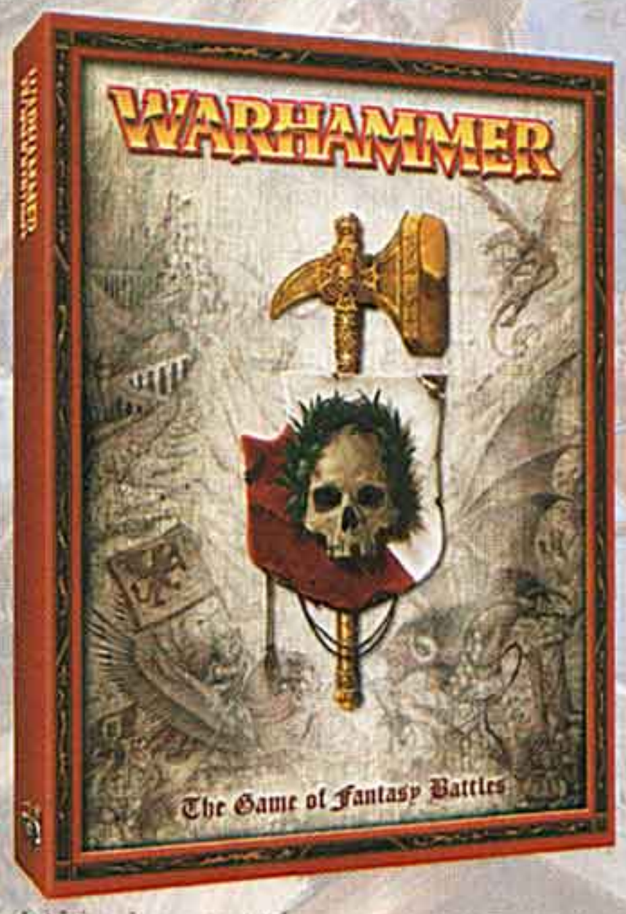

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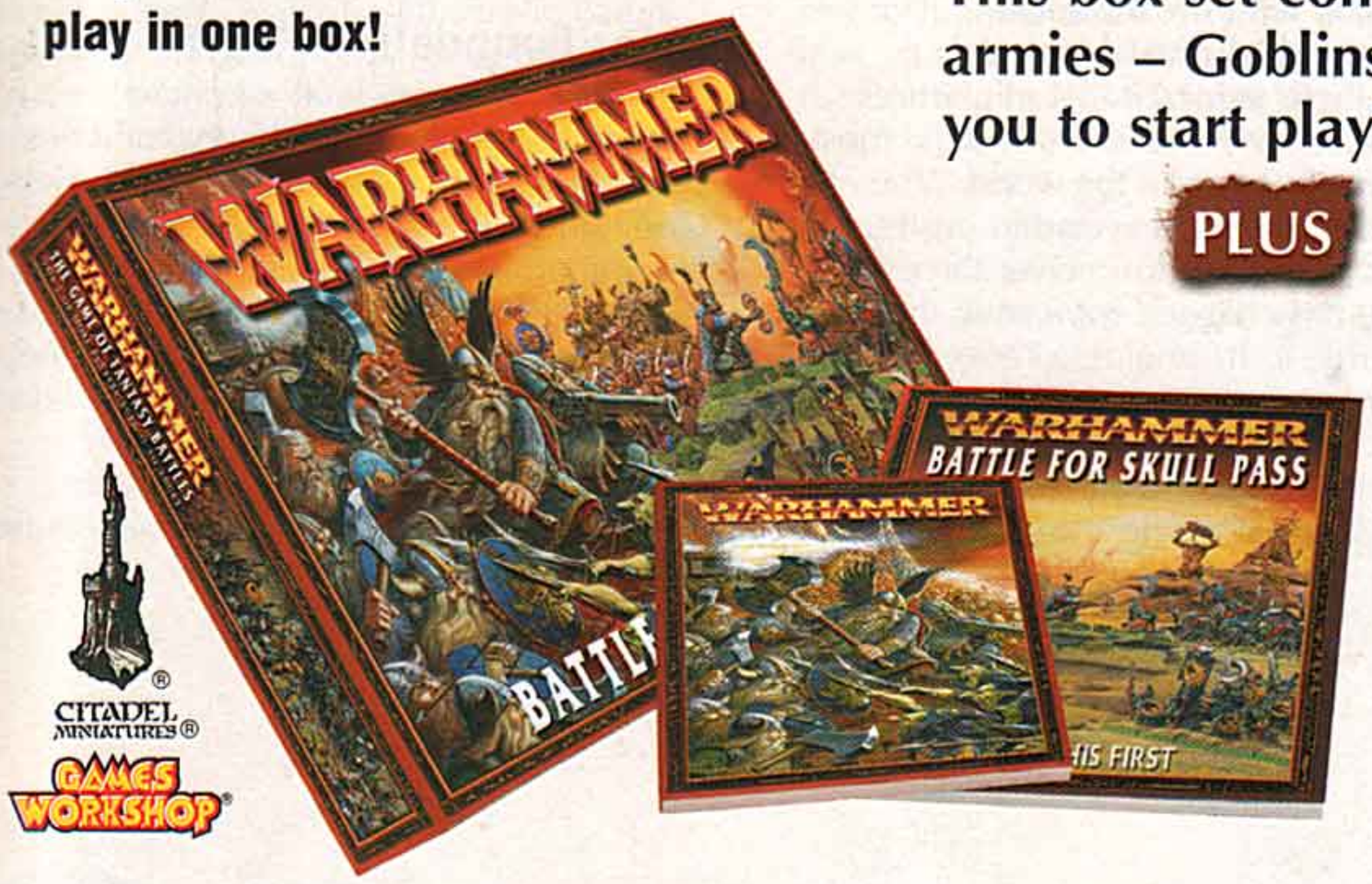

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Of course, we've always had the most demanding painters in the world – the 'Eavy Metal team – on hand to push the quality of Citadel Colour. Over the years the range has changed somewhat, but it remains true to its origins: a range of vibrantly hued paints with properties that make them excellently suited to the many painting techniques commonly used by hobbyists. The Citadel Colour range currently stands at 55 paints and 10 inks. Each colour sits in a spectrum of tones, so that you can easily highlight and shade right out of the pot. These are but a few of the features that have kept them among the best miniatures paints in the world.

Enter Foundation Paints

Why then, you may well ask, have we gone to the trouble of making another paint range to sit alongside Citadel Colour? Good question, and actually a relatively easy one to answer. Citadel Colour works very well. However, the vibrant nature of some of the colours, and the fact that they have to be suitable for such techniques as blending, means that when it comes to applying a basecoat of colour, you may need a few applications of paint. Or, in the

PAINTS

case of tricky colours such as yellow, start from another colour altogether. This is because the bright hues of Citadel Colour can only contain a certain amount of pigment, and this can let the colours underneath show through. Foundation Paints have been specially formulated to fill this gap.

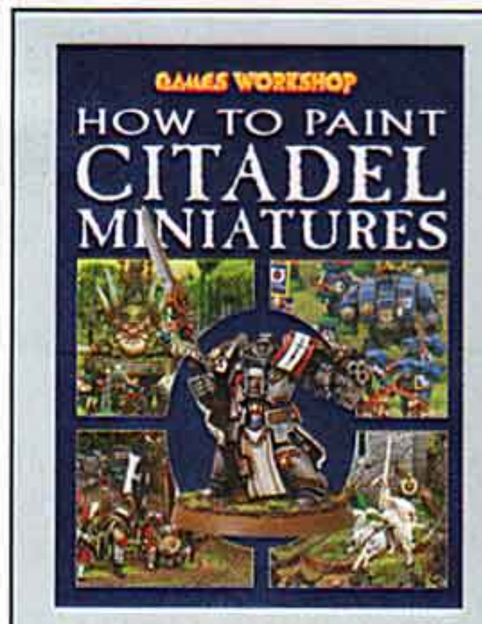
How they work

Citadel Foundation Paints have many of the same properties as Citadel Colour. They are non-toxic, water-based acrylic paints specially designed for painting miniatures. Indeed, both ranges are so similar in these regards that they can be freely mixed. Where Foundation Paints differ is that while Citadel Colours were designed for colour intensity, Foundation Paints have been made for coverage – creating a solid, smooth block of colour with one application over any undercoat. The paints can do this because they contain a truly massive amount of pigment, making them totally opaque.

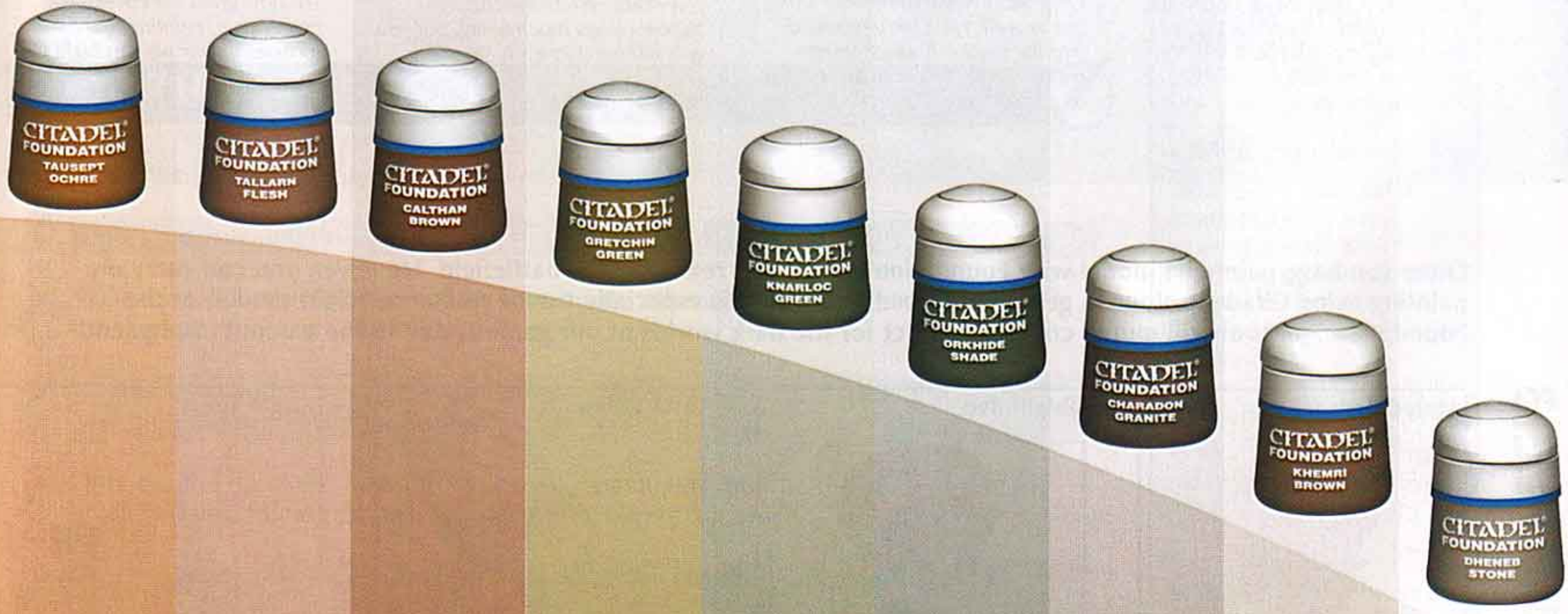
The advantages of this are twofold. Firstly, you can use the Foundation Paints to quickly batch paint whole regiments. The fact that the colour goes on smoothly means that you will not be going over areas you have already painted, saving significant time, so you'll be able to get even more models painted in your precious hobby hours.

Secondly, you can use Foundation Paints as a basecoat, which can then be highlighted, ink washed or shaded using any technique, and any of our paints or inks, to whatever standard you choose. The useful thing here is that you have a quick to apply, solid basecoat to work from, allowing you to get a good finish right from the get-go. The paints will stand being diluted quite significantly too, without losing their powers of coverage, great for ultra-smooth 'Eavy Metal or Golden Demon-standard paint jobs.

Over the next few pages we'll look at how this works in more detail. Trust us, painting has never been easier.



How to Paint Citadel Miniatures **contains detailed descriptions of all the techniques we commonly use in White Dwarf's painting examples and tutorials. In our painting examples later, we have highlighted the names of techniques you can read about in detail in this book.**



PAINT COVERAGE

Below are some examples of the coverage you get from Citadel Colour and their Foundation Paint counterparts over a black undercoat. We've deliberately chosen red and yellow as, thanks to their bright, translucent formulation, these are notorious for being the most difficult colours to paint smoothly over a dark undercoat.

EXAMPLE 1

Blood Red on Chaos Black

Notice how, after one coat, the Blood Red does not cover the Chaos Black undercoat. You will need to apply several coats of this colour to get a solid shade.

Mechrite Red on Chaos Black

The Mechrite Red goes smoothly over the Chaos Black undercoat. We've left the black showing in the recesses to naturally delineate the miniature.

Golden Yellow on Chaos Black

Yellow is perhaps the most difficult colour to get right due to its thin pigment, and understandably foxes many painters when they start out in the hobby.

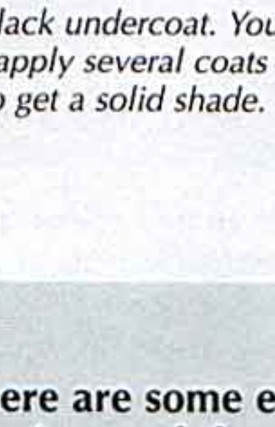
Iyanden Darksun on Chaos Black

Even Iyanden Darksun goes on smoothly over black, giving you a solid yellow that you can highlight or leave as you choose. We have left the black showing again.

Now here are some examples of painting the same Foundation Paints and Citadel Colour over a Skull White undercoat. Here we've used the new paints Mechrite Red and Iyanden Darksun. Although Blood Red and Golden yellow cover well over white, the muted Foundation tones provide a good, dark base to highlight up from.

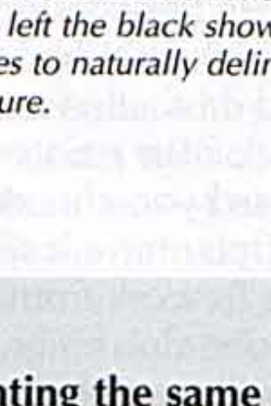
EXAMPLE 2

Blood Red on Skull White



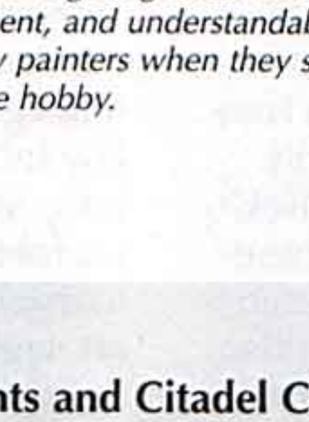
Even over a Skull White undercoat, you will need a couple of coats of Blood Red, though you'll lose the natural shading offered by a Chaos Black Undercoat.

Mechrite Red on Skull White



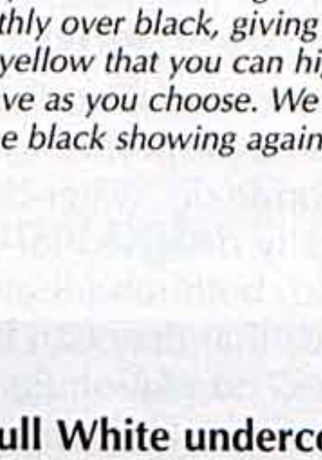
Over Skull White the colour works just as well. Here we've painted into the cracks. If we choose to highlight the model, this will give us a bright red.

Golden Yellow on Skull White



Over Skull White the Golden Yellow covers much better, but you will still need to apply several quite advanced techniques to get a convincing shade of yellow.

Iyanden Darksun on Skull White



See how good the coverage is here. Again, painting into the recesses means we can highlight this model, if we choose, to a brighter shade of yellow with ease.

Once you have painted a model with Foundation Paints, it is ready for the battlefield. However, you can carry on painting using Citadel Colour to get an advanced finish. This is especially true if you want bright shades, as the Foundation Paints are all muted colours (perfect for the dark worlds of our games!) due to the amount of pigment.

EXAMPLE 3

Muted Red

This time we've painted Mechrite Red over a black undercoat, and highlighted it with a layer of Red Gore. This gives us a strong, slightly subdued red.

Bright Red

Here we've painted Red Gore over much of the Mechrite Red, leaving the Foundation Paint showing in the recesses. We've finished with Blood Red for a bright crimson.

Mid Yellow

Iyanden Darksun gives you a fantastic base to create a strong yellow. In this example, we've layered Golden Yellow over the original basecoat.

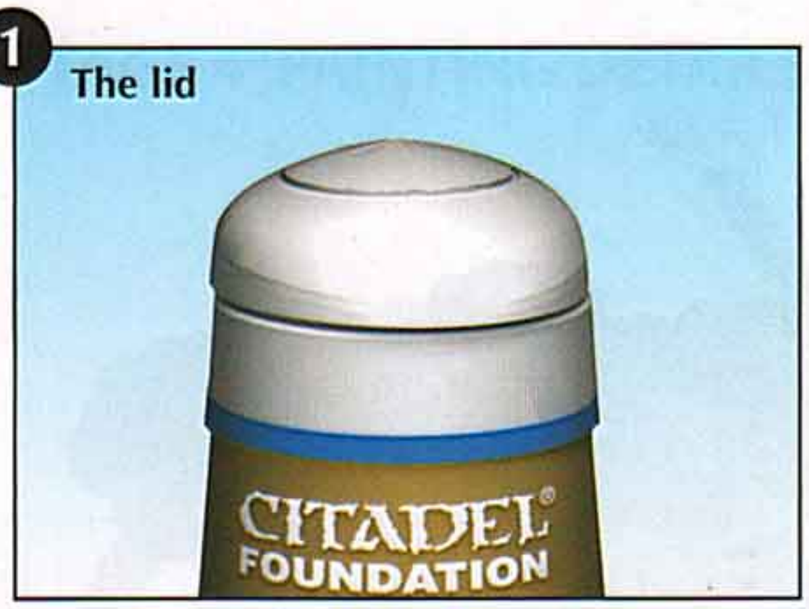
Bright Yellow

We've gone to town here: Starting with Iyanden Darksun we've successively layered Golden Yellow, Sunburst Yellow, Bad Moon Yellow and, finally, Skull White.

THE PAINT POTS

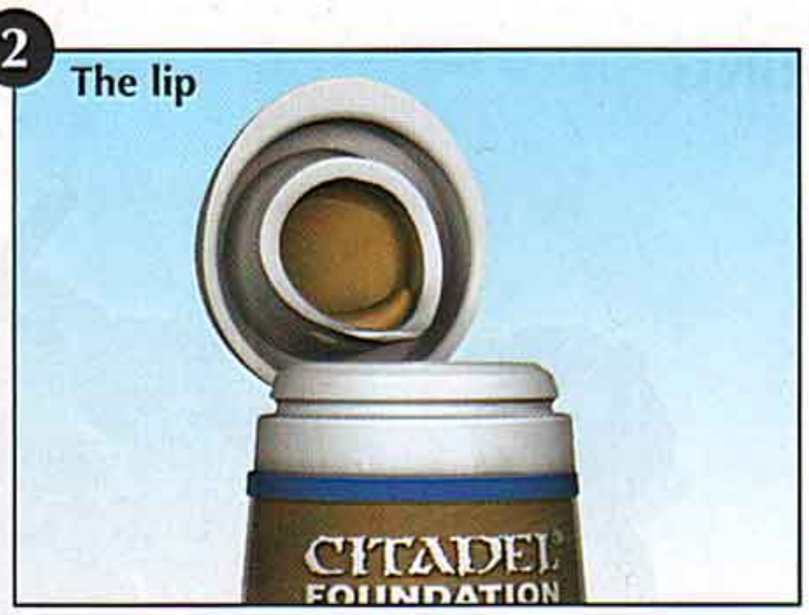
Another of the Foundation Paints' great features is the brand new paint pot. This has been cleverly designed so that it suits its role perfectly.

1 The lid



The tab for opening the pot is part of the lid itself, meaning that it will last the lifetime of the pot.

2 The lip



The lip is pointed to make the paint drip back into the pot, thus reducing spillage.

3 The hinge

The hinge has been made so that when the lid is opened, it locks in place and will not shut unless you want it to.

4 The label

The blue band round the paint pot's lid denotes that this colour belongs to the Citadel Foundation Paints range.

5 The pot

The paint pot has a wide bottom for extra stability, and is clear so you can see which paint is which.

TOP TIPS

✓ Shake the pot thoroughly before use.

✗ Don't overload the brush with paint – a little goes a long way!

✓ Make sure you maintain a point on your brush, otherwise you may end up with a streaky finish from stray bristles.

✓ Regularly clean the brush while painting. Foundation Paints are quite thick, and it will clog the bristles if you do not.

✗ Only dip the tip of the brush in the paint. If paint gets into the metal ferrule on the brush, it dries, forcing the bristles apart and ruining the brush.

✓ You can water down the Foundation Paints if you require. Due to the amount of pigment, they will keep their colour and coverage even when diluted.

✗ We advise you not to get Foundation Paints in your mouth as, though non-toxic, they are not terribly tasty!

✓ Foundation Paint dries more quickly than Citadel Colour, so keep your brush moist as you paint, and clean it as soon as you are finished.

ON THE WEB

The Games Workshop website will be running several articles over the coming weeks about all our paints, new and old. These will give you an in-depth look at various aspects of using the new Foundation Range and Citadel Colour in order to help you get the best from your models.

Citadel Colour

An in-depth look at the Citadel Colour paint range. You'll be surprised just how versatile our existing paints can be.

Foundation Paints

A detailed examination of the new paints, including their key benefits. There will be plenty of examples of how they can be used, alone or in conjunction with Citadel Colour.

Underneath it all

A step-by-step look at techniques for basecoating models, including examples of dark and light basecoats, and which paints are the best to use as a basecoat to get the colour you want.

Mixing Foundations

An article examining how the Foundation Paints work with Citadel Colour, and which paints to use when basecoating, highlighting and shading.

Quick Painting

How to use Foundation Paints to get an army painted quickly and looking good with simple techniques such as layering, drybrushing, and ink washing.

Terrain and Vehicles

What the new paint range means for those who like to paint BIG!

You can find these articles, along with lots of other hobby content on painting and modelling, by logging onto the Games Workshop website at:

www.games-workshop.co.uk

BLOOD ANGELS SPACE MARINES

Neil Hodgson painted this unit with the new paints. You'll notice that he uses Boltgun Metal, as there are no metallics in the Foundation range. However, they are fully compatible with all Citadel Colour, including metallic paints.

STAGE 1 DRYBRUSHING

STAGE 1

DRYBRUSH EVERYTHING:
Boltgun Metal

Use large drybrush ▶

*After assembling and then **undercoating** them with Chaos Black spray, Neil **drybrushed** the entirety of the models with Boltgun Metal Citadel Colour. This meant that he would not have to pick out these pieces individually later.*

STAGE 2 PAINTING ARMOUR

STAGE 2

PAINT ARMOUR:
Mechrite Red

Use standard brush ▶

*The most important stage in this process is applying the armour **basecoat** of Mechrite Red Foundation Paint. Try to be neat here, and avoid going over the areas you want left silver or black. The red covers it easily!*

STAGE 3 RETOUCHING BLACK AREAS

STAGE 3

TOUCH UP ARMOUR:
Chaos Black

Use detail brush ▶

Now is the time to go over the areas that you wish to be black, such as the weapons casings, masks, and chest-eagles. It's also an idea to paint any details that will be a different colour later, like the purity seals, black again.

STAGE 4 PAINTING DETAILS

STAGE 4

- ***PAINT POUCHES AND HOLSTERS:*** *Khemri Brown*

Use detail brush

To give a little extra colour to the model, Neil painted the pouches and holsters with Khemri Brown Foundation Paint. He left a little of the black from the last stage showing through the cracks to create a natural shade.

STAGE 5 PAINTING FINE DETAILS

STAGE 5

- ***PAINT SKIN:*** *Tallarn Flesh*
- ***PURITY SEALS AND EYES:*** *Knarloc Green*
- ***PAINT SCROLLS:*** *Dheneb Stone*

Use fine detail brush

Neil now moved on to finishing off the models. He painted the skin Tallarn Flesh, the wax on the purity seals and the eye lenses Knarloc Green. The scrolls are Dheneb Stone. All these areas were painted black in Stage 3.

STAGE 6 BASING

STAGE 6

- ***INK SAND*** *Brown Ink*
- ***DRYBUSH SAND*** *Khemri Brown*
- ***PAINT BASE RIMS*** *Khemri Brown*

Use small drybrush

*Finally, Neil based the models using a very simple technique. He glued sand to the base with PVA, let it dry, washed it with Brown Ink, **drybrushed** it Khemri Brown Foundation Paint, and then painted the rims in the same colour.*

'EAVY METAL EXPERT LEVEL

Foundation Paints and Citadel Colour form a complete painting system. In order to demonstrate this, 'Eavy Metal took two of the gaming-standard models from the previous pages, and used advanced techniques to create display-level miniatures.

BLOOD ANGELS SPACE MARINE

Pete Foley took this Space Marine, painted by Neil, and used Citadel Colour to take it up to 'Eavy Metal standard. He used a combination of *layering* and *hard edge highlighting* to get this effect.

STAGE 1

STAGE 1

- ***WASH ARMOUR:*** *50% Chaos Black/50% Scorched Brown*
- ***PAINT CHEST-EAGLE AND GUNS:*** *Chaos Black*
- ***WASH METAL:*** *Chaos Black*
- ***PAINT SKULLS:*** *Bronzed Flesh*
- ***LAYER POUCHES:*** *Bestial Brown*
- ***PAINT EYES:*** *Dark Angels Green*

Use detail brush ▶

STAGE 2

STAGE 2

- ***LAYER ARMOUR:*** *Blood Red*
- ***HIGHLIGHT CHEST EAGLE AND GUNS:*** *50% Chaos Black/50% Codex Grey*
- ***LAYER METAL:*** *Boltgun Metal*
- ***LAYER SKULLS:*** *Bleached Bone*
- ***HIGHLIGHT POUCHES:*** *Snakebite Leather*
- ***PAINT EYES:*** *Snot Green*

Use detail brush ▶

STAGE 3

STAGE 3

- ***HIGHLIGHT ARMOUR:*** *50% Blazing Orange/50% Blood Red*
- ***HIGHLIGHT CHEST EAGLE AND GUNS:*** *Codex Grey*
- ***HIGHLIGHT METAL:*** *Chainmail*
- ***HIGHLIGHT SKULLS:*** *Skull White*
- ***HIGHLIGHT POUCHES:*** *Bubonic Brown*
- ***LAYER EYES:*** *Scorpion Green*

Use fine detail brush ▶

Top tip: Transfers

Transfers are a great way of applying insignia to your models. After application, use 'Ardcoat to secure it in position, then varnish the whole model with Purity Seal. This will help disguise the transfer's backing film.

STAGE 4

STAGE 4

- ***HIGHLIGHT ARMOUR:*** *Blazing Orange*
- ***HIGHLIGHT CHEST-EAGLE AND GUNS:*** *Fortress Grey*
- ***HIGHLIGHT METAL:*** *Mithril Silver*
- ***HIGHLIGHT POUCHES:*** *Bleached Bone*
- ***HIGHLIGHT EYES:*** *50% Scorpion Green/50% Skull white*

Use fine detail brush ▶

STAGE 5

STAGE 5

- ***HIGHLIGHT ARMOUR:*** *50% Blazing Orange/50% Skull White*
- ***HIGHLIGHT EYES:*** *Skull White*
- ***APPLY TRANSFERS (SEE SIDEBAR)***

Use fine detail brush ▶

DWARF WARRIOR

Anya Wettergren painted this Dwarf warrior with Citadel Colour after first basecoating the model with Foundation Paints. She used a range of techniques, including *washes* (thinned down mixes of paint or ink), *layering* and *blending*.

STAGE 1

STAGE 1

- ***PAINT BEARD AND HAIR:*** *Calthan Brown*
- ***PAINT SKIN*** *Tallarn Flesh*
- ***PAINT RED CLOTH:*** *Mechrite Red*
- ***PAINT GREEN CLOTH*** *Orkhide Shade*
- ***PAINT BLUE CLOTH*** *Mordian Blue*
- ***PAINT GOLD:*** *Shining Gold*
- ***PAINT METAL:*** *Chainmail*

Use standard brush ▶

STAGE 2

STAGE 2

- ***WASH BEARD AND HAIR:*** *Brown Ink*
- ***WASH SKIN*** *Bestial Brown*
- ***WASH RED CLOTH:*** *50% Scab Red/50% Scorched Brown*
- ***WASH GREEN CLOTH*** *40% Orkhide Shade/60% Chaos Black**
- ***WASH GOLD:*** *Brown Ink*
- ***WASH METAL:*** *Black Ink*

Use detail brush ▶

STAGE 3

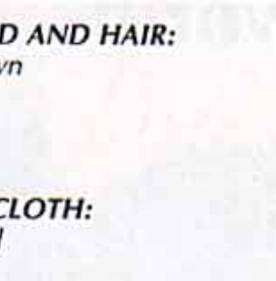
STAGE 3

- ***HIGHLIGHT BEARD AND HAIR:*** *Snakebite Leather*
- ***HIGHLIGHT SKIN*** *50% Tallarn Flesh/50% Bleached Bone*
- ***HIGHLIGHT RED CLOTH:*** *Blood Red*
- ***HIGHLIGHT GREEN CLOTH*** *20% Orkhide Shade/80% Goblin Green**
- ***HIGHLIGHT SHIELD*** *Ultramarines Blue*
- ***HIGHLIGHT GOLD:*** *Burnished Gold*
- ***HIGHLIGHT METAL:*** *Chainmail*
- ***HIGHLIGHT HORNS*** *Bleached Bone*

Use detail brush ▶

**You need to add more Citadel Colour than Foundation Paint when mixing the two.*

STAGE 4

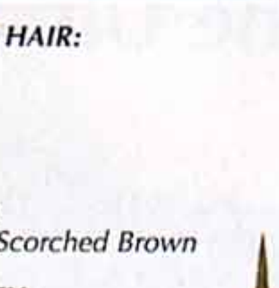


STAGE 4

- ***HIGHLIGHT BEARD AND HAIR:*** *Bubonic Brown*
- ***HIGHLIGHT SKIN*** *Bleached Bone*
- ***HIGHLIGHT RED CLOTH:*** *Blazing Orange*
- ***HIGHLIGHT GREEN CLOTH*** *Goblin Green*
- ***HIGHLIGHT SHIELD:*** *50% Ultramarines Blue/ 50% Space Wolves Grey*
- ***HIGHLIGHT GOLD:*** *50% Burnished Gold/ 50% Mithril Silver*
- ***HIGHLIGHT METAL:*** *Mithril Silver*
- ***HIGHLIGHT HORNS*** *50% Bleached Bone/ 50% Skull White*

Use fine detail brush ▶

STAGE 5



STAGE 5

- ***HIGHLIGHT BEARD AND HAIR:*** *50% Bubonic Brown/50% Bleached Bone*
- ***HIGHLIGHT RED CLOTH:*** *Fiery Orange*
- ***HIGHLIGHT GREEN CLOTH*** *50% Goblin Green/50% Bleached Bone*
- ***HIGHLIGHT SHIELD:*** *30% Ultramarines Blue/ 70% Space Wolves Grey*
- ***HIGHLIGHT GOLD:*** *Mithril Silver*
- ***HIGHLIGHT HORNS*** *Skull White*

Use fine detail brush ▶

STAGE 6

STAGE 6

- ***HIGHLIGHT BEARD AND HAIR:*** *Bleached Bone*
- ***HIGHLIGHT RED CLOTH:*** *50% Fiery Orange/50% Skull White*
- ***HIGHLIGHT GREEN CLOTH*** *20% Goblin Green/ 80% Bleached Bone*
- ***HIGHLIGHT SHIELD:*** *Space Wolves Grey*

Use fine detail brush ▶

For more information on Foundation Paints go to:
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The extensive Citadel Colour and Citadel Foundation ranges consist of the highest quality hobby paints in the world. They are complemented by our wide range of brushes, tools and accessories.

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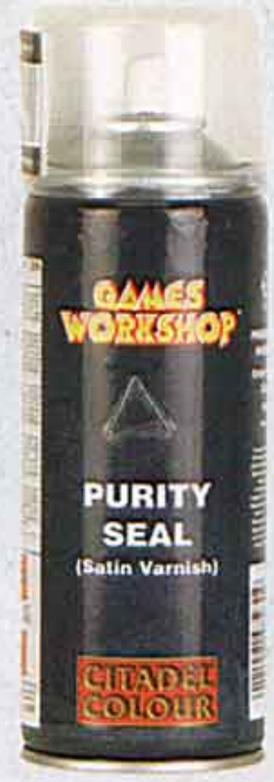
AEROSOLS



Chaos Black spray	£6 D	Matt varnish	£6 D
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Boltgun Metal spray	£6 D	Roughcoat spray	£8 F
'Ardcoat	£6 D		

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- *Knarloc Green*
- *Orkhide Shade*
- *Charadon Granite*
- *Khemri Brown*
- *Dheneb Stone*
- *Astronomicon Grey*
- *Adeptus Battlegrey*
- *Fenris Grey*
- *Necron Abyss*
- *Mordian Blue*
- *Hormagaunt Purple*

Foundation paint set
£30.00 M

CITADEL MEGA PAINT SET

This updated Mega Paint Set boasts all 65 paints and inks from the current Citadel Colour range, plus a selection of brushes, glue, flock and paint pot labels. All this has been packed into a smart metal carry case to make the ultimate paint set for serious hobbyists.

MEGA PAINT SET			**£150.00**
Sweden	Kr1750	Denmark	Kr1500
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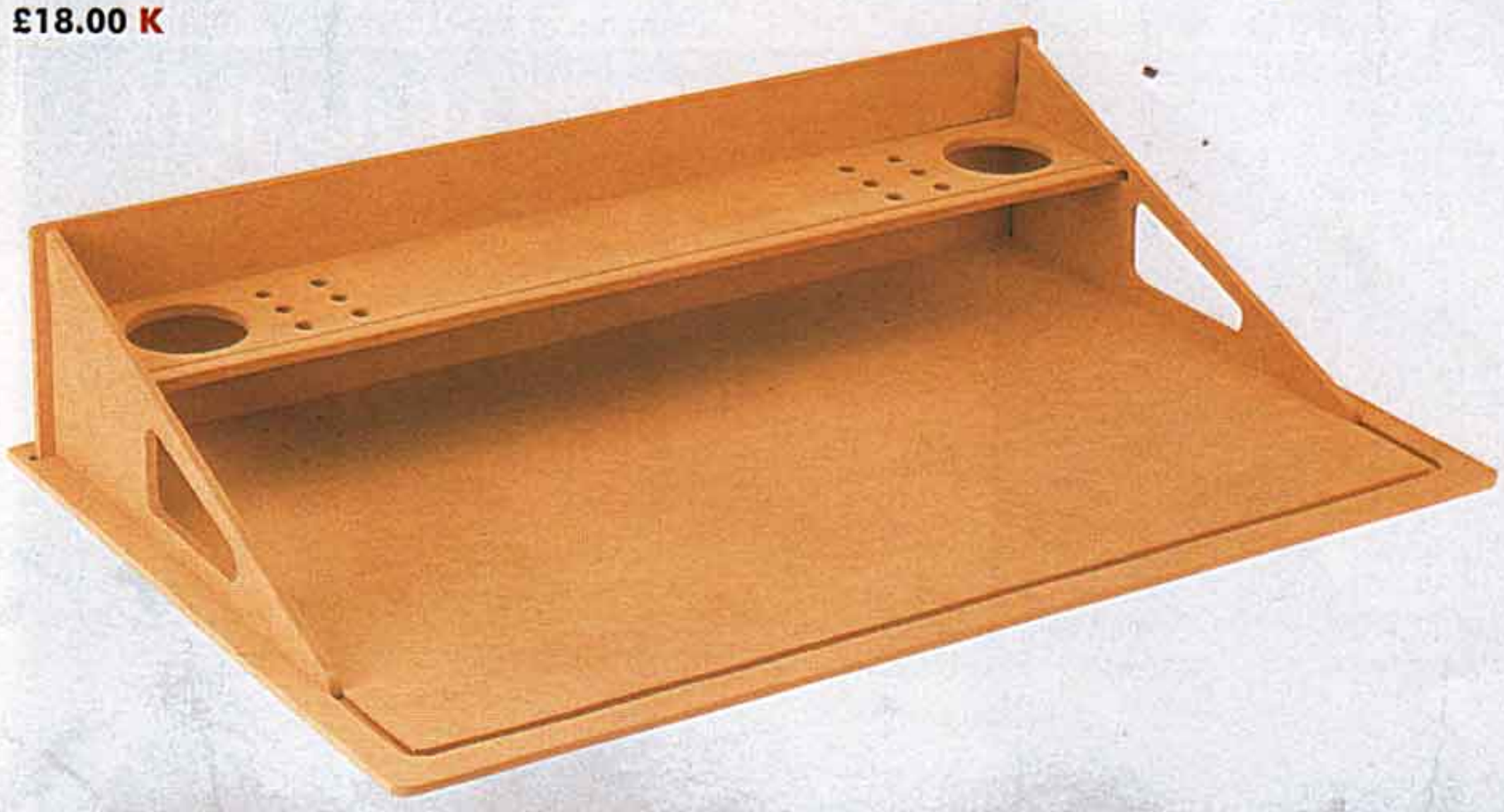
Paint Station
£18.00 K



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Fine detail brush
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Detail brush
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Standard brush
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Basecoat brush
£3.00 CC

Large brush
£3.00 DD

Small drybrush
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NORTHERN EUROPE PRICE GUIDE

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D	100	100	85	11.50
E	115	125	100	12.50
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G	140	140	115	15.00
BB	30	30	25	3.50
CC	35	35	30	4.00
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H	150	150	125	17.50
I	180	180	150	20
K	270	270	225	30
M	350	350	300	40

WARHAMMER® Campaign

GROMBOLD'S OATH

Part 2: Secrets Unearthed

Last issue, we left our Dwarf Heroes deep within a Goblin-infested mine. In part two of our Warhammer campaign, we discover what happened next...

NEW BLACK ORCS OUT NEXT MONTH!!!

One of the fantastic new plastic Black Orcs.

As the battle in the mines raged, the crazed Dwarf prisoner managed to slip through the carnage, disappearing down a well-hidden tunnel entrance. This offered the beleaguered Dwarfs some hope of escape themselves, as the Goblins appeared to be unaware of the passageway. Grombold ordered his bold kinfolk to form a shieldwall and push through the Goblin lines. It was a desperate gambit that exposed the rear of the formation, and most of the Dwarfs were slaughtered in the attempt, left behind as food for the Trolls and Cave Squigs. Those who escaped the battle found their way out of the mines through caves and fissures opened, it seemed, but recently.

Hot on the trail of the mad Dwarf, the remnants of the tattered expedition fled into the forested hills.

Meanwhile...

Before entering the mines, runners from the Dwarf party had travelled east towards Talabheim, hoping to summon aid from one of the Empire keeps in the area. They met with success, for only a day's march away lay a garrison of militiamen and knights. Heeding the call to arms, the Knights of the Blazing Sun made ready. Accompanied by a mix of Flagellants, Free Company and State Troops, the knights rode forth, eager to rid the forests of this greenskin threat.

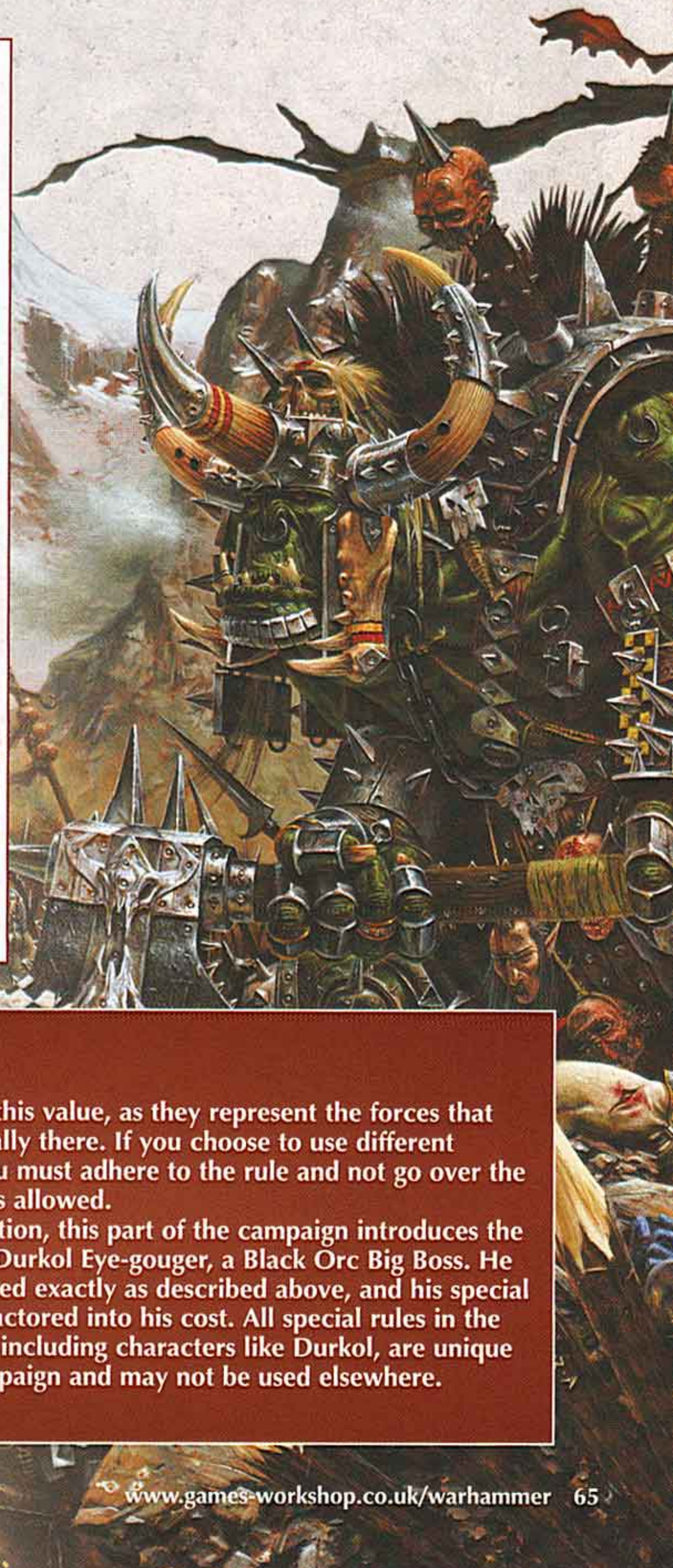
PARTICIPANTS

THE EMPIRE

The Knights of the Blazing Sun are champions of justice, and are one of the most famous of The Empire's knightly orders. The order was formed during the Crusades against Araby, and the knights believe themselves blessed by the goddess Myrmidia. Based in Talabheim, they are highly regarded as excellent warriors by generals of The Empire, though many common folk mistrust them for courting strange, foreign deities.

BLACK ORCS

Grimgor Ironhide is a legendary Black Orc Warboss, and his army, the 'Ardboyz, are the most feared and battle-scarred Orcs ever to threaten the Old World. Unlike other Orcs, Black Orcs take war very seriously, and even go so far as to maintain their weapons and make plans. They are the biggest and strongest type of Orc, and among them stand Da Immortalz – Grimgor's most trusted lieutenants and bodyguard.



DURKOL EYE-GOUGER, BLACK ORC BOSS

Durkol is one of Da Immortalz, a trusted band of Black Orc warriors who have spent many years fighting in the name of Grimgor Ironhide. At the moment, he is tasked with keeping order and collecting tribute in and around the Howling Hills – a job only made bearable by the constant beatings he administers to "troublesome" Goblins. As Durkol regards all Goblins as troublesome, his whip arm is never short of exercise.

M	WS	BS	S	T	W	I	A	Ld	Points
4	6	3	4	5	2	3	3	8	145

Equipment: **Heavy armour; Talisman of Protection (6+ Ward save); Bigged's Kickin' Boots (+1 Attack); Collar of Zorga (steeds require 6s to hit wearer).**

SPECIAL RULES

Hates Everybody: **Durkol is one of Grimgor Ironhide's Immortalz and, like his boss, is subject to Hatred against all types of foe.**

Armed to Da Teef; Quell Animosity (both described in the Orc & Goblin Army book).

This model is available from Games Workshop Direct

We used the Borgut Facebeater model to represent Durkol Eye-gouger in the campaign.

CAMPAIGN NOTES

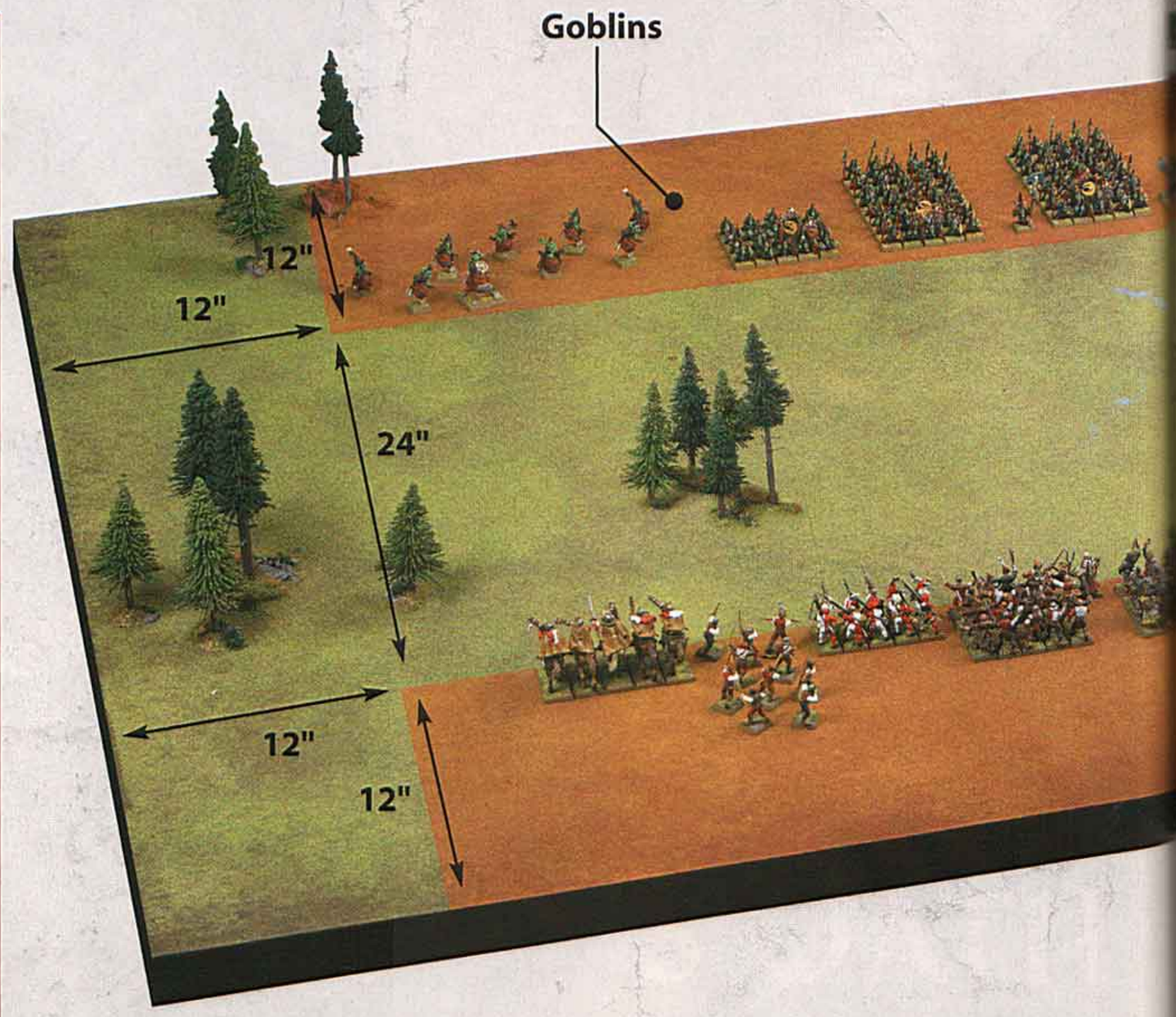
This part of the campaign adds Black Orcs and The Empire to the narrative, offering an ideal opportunity for players to join forces with a friend, or simply to play larger battles to end the campaign with a bang.

As before, play through the scenarios in order to see what happens. Success in each game increases your chances of victory in the final battle. We have included historical forces again which you may choose to use, or you can pick your own army to the prescribed points value. Note that the historical forces do not strictly adhere to this value, as they represent the forces that were actually there. If you choose to use different armies, you must adhere to the rule and not go over the total points allowed.

In addition, this part of the campaign introduces the character Durkol Eye-gouger, a Black Orc Big Boss. He must be used exactly as described above, and his special rules are factored into his cost. All special rules in the campaign, including characters like Durkol, are unique to the campaign and may not be used elsewhere.

SCENARIO 3: MEETING ENGAGEMENT

In this scenario, two armies find themselves unexpectedly facing battle, and must break off from their column of march to fight.



HISTORICAL FORCES

THE EMPIRE VANGUARD

Dieter von Brecht (Captain)
Full plate armour, pistol, barded warhorse, The Bronze Shield and The Sword of Justice.

Helmut Steinhager (Captain)
Full plate armour, pistol, The Silver Horn and a Biting Blade.

Markus Ernsthammer (Warrior Priest)
Additional hand weapon, Armour of Meteoric Iron and the Sigil of Sigmar.

10 Huntsmen
Longbows.

25 Spearmen
Shields, Command group.

10 Handgunners
Marksman with repeater handgun.

5 Outriders
Champion and Musician.

5 Pistoliers
Musician, and Outrider with repeater pistol.

20 Swordsmen
Command group.
Detachment: *10 Halberdiers*

20 Free Company Militia
Command group.

20 Flagellants
Prophet of Doom.

Total: .....1494 points

WICKED MOON NIGHT GOBLINS

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

Zag Zappa (level 2 Night Goblin Shaman)
Power Stone and a Magic Mushroom.

Zip Bogboil (level 2 Night Goblin Shaman)
Staff of Baduum and a Magic Mushroom.

2 x 40 Night Goblins
Spears, shields, nets and command groups. Each unit contains 1 Fanatic.

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

3 Stone Trolls

8 Squig Hoppers

10 Wolf Riders
Spears, short bows, and command group.

Total: .....1494 points

Angered by the Dwarf incursion into their adopted home, the Night Goblins swarm out of the mines and into the forest. As they search for the escaped Dwarfs, they encounter the vanguard of the Empire relief force, and an unexpected and bitter battle erupts. With the Night Goblins reeling from their fight against the Dwarfs, and the bulk of the Empire army still some way off, the battle becomes a desperate affair.

Participants

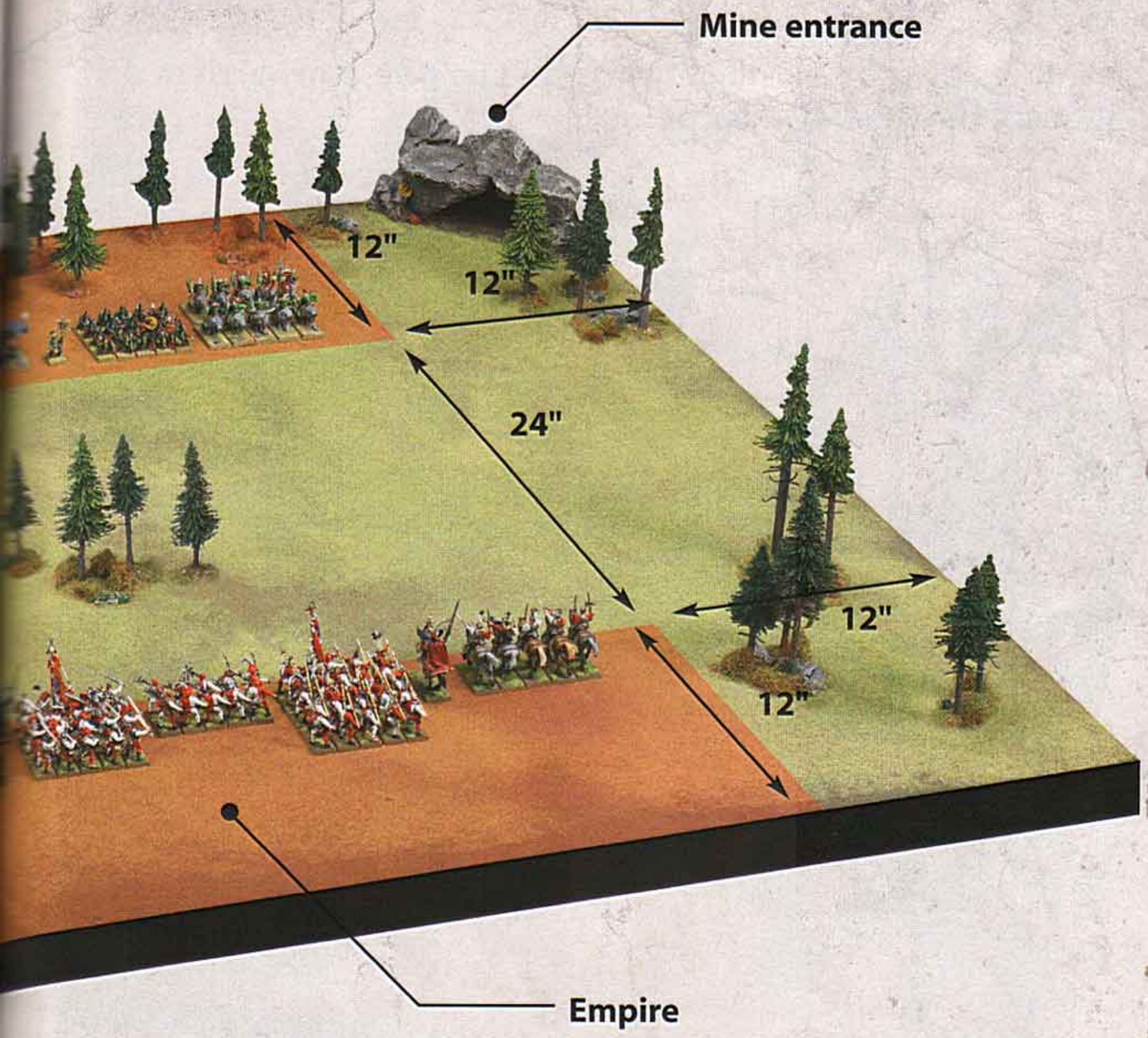
This scenario pits an Empire army of 1500 points against an Orc & Goblin army of equal size. Both forces follow all the usual restrictions as detailed in their Army books. The Empire army must include at least one unit from the following: Outriders, Pistoliers or Huntsmen. The Orc & Goblin army must be led by a Night Goblin Big Boss, and contain more units of Night Goblins than any other Core unit.

The Battlefield

You will need a 6' x 4' gaming area. Place terrain in the manner outlined in the Warhammer rule book – we recommend using at least four large woods. If you have a hill or cliff to use as the mine entrance, then place this in one of the corners of the board, as shown.

Deployment

1. Before the battle the players must write an order of march, to show where in their column each unit is. All war machines are included as a single unit for these purposes, as are all characters in the army. Characters are always deployed last.
2. The players each roll a dice. The player with the highest score chooses which table edge to set up on.
3. Each player rolls a dice and the highest scoring player decides whether to start deploying first or second.



4. Players take it in turns to deploy their units in their deployment zone, marked on the map, starting with the one at the top of their order of march and working down. The second and subsequent units must be deployed closer to the neutral table edges than any unit already in play – in effect, the army deploys outwards from the first unit.
5. War machines can be deployed anywhere within their deployment zone, although they must all be placed at the same time and count as a single entry on the order of march.
6. Heroes are deployed last of all, altogether, and may be placed within units already on the table.
7. Scouting units do not have to be placed using the deployment restrictions above, but they can't deploy closer than 18" to an enemy unit – this is an unexpected battle and they don't have time to work their way forwards.

Who Goes First?
Dice off for the first turn as usual.

Game Length
The game lasts for six turns.

Winning the Game
Victory Points are used as normal to determine the winner of the game.

Victory or Defeat
The winner of the game receives +150 points to spend in Scenario 4.

Karl Muller held up a hand to silence the inexperienced Pistoliers. The Dwarf messengers had warned them of a Goblin horde in this part of the Great Forest, and the seasoned Outrider would be damned if he'd let the greenskins get the drop on him. Calming his steed, he signalled to the waiting Huntsmen, who darted forwards through the dense undergrowth, silent to a man.

The march here had been long, through rough terrain, and it was now almost dusk. Not the ideal time for a foray into enemy territory, especially against Goblins, which would become ever bolder with the failing light.

Muller's train of thought was lost abruptly as he spied movement to his left. As he reached for his repeater pistol, half a dozen black-robed Goblins tore through the undergrowth with a sudden shriek. Muller's mare reared in fright, and he lost his aim. The Goblins, however, were cut down almost as soon as they had appeared, for the young Pistoliers unleashed a fusillade into the foe. The cracking of pistol-shot shattered the dull silence of the forest. As the powder-smoke cleared, Muller caught sight of the Huntsmen through the trees, engaging more Goblins, picking off the vile creatures with unerringly accurate bowfire.

"For the Emperor, and for Taal!" Roared the Outrider, spurring on his steed. The Pistoliers, eager for action, followed him, and the Empire vanguard rushed from their hidden positions. Handgunners and Halberdiers formed a line, while horsemen sped through the forest to engage the enemy. Their warcries were answered by guttural shrieks, as Night Goblins and dagger-toothed Squigs emerged from the gloomy depths of the greenwood. The battle was on.

SCENARIO 4: CAPTURE THE DWARF

As the greenskin horde gathers to wipe out the Dwarfs, the Empire army arrives on the scene, and the stage is set for a massive battle...

HISTORICAL FORCES

THE EMPIRE/ DWARF ALLIANCE

Ulrich Edeleit (General of the Empire)
Full plate armour, lance, shield and Icon of Magnus. Rides a barded warhorse.

Grombold Kruddsson (Dwarf Thane)
See last issue for details.

Boris Herztapf (Battle Standard Bearer)
Heavy armour and the Griffon Standard.

Markus Ernsthammer (Warrior Priest)
Additional hand weapon and the Sigil of Sigmar.

Zorn von Brahnt (Level 2 Fire Wizard)
Armour of Tarnus.

Helstorm Rocket Battery

20 Flagellants
With Prophet of Doom.

19 Flagellants
With Prophet of Doom.

9 Knights of the Blazing Sun
With command group.

5 Inner Circle Knights
With command group.

20 Swordsmen
Command group.
Detachment: *10 Halberdiers*

10 Huntsmen
Longbows.

25 Spearmen
Shields, command group.

10 Handgunners

5 Outriders
Champion and Musician.

Mortar

20 Dwarf Warriors
Hand weapons, shields and command group.

20 Dwarf Miners
With command group.

Total: .....2998 points

The exhausted Dwarfs were relieved to join forces with the Empire army. While Grombold met with the Empire general, five of the most able Dwarfs set off to catch the mad Dwarf, and they have discovered that the Dwarf seems to possess knowledge of dark secrets discovered in the mines...

Before the expedition can question him further, ominous horns sound in the distance. The greenskins are approaching, and the Dwarfs are determined not to let their rescued comrade slip into the clutches of their most hated foes.

Participants

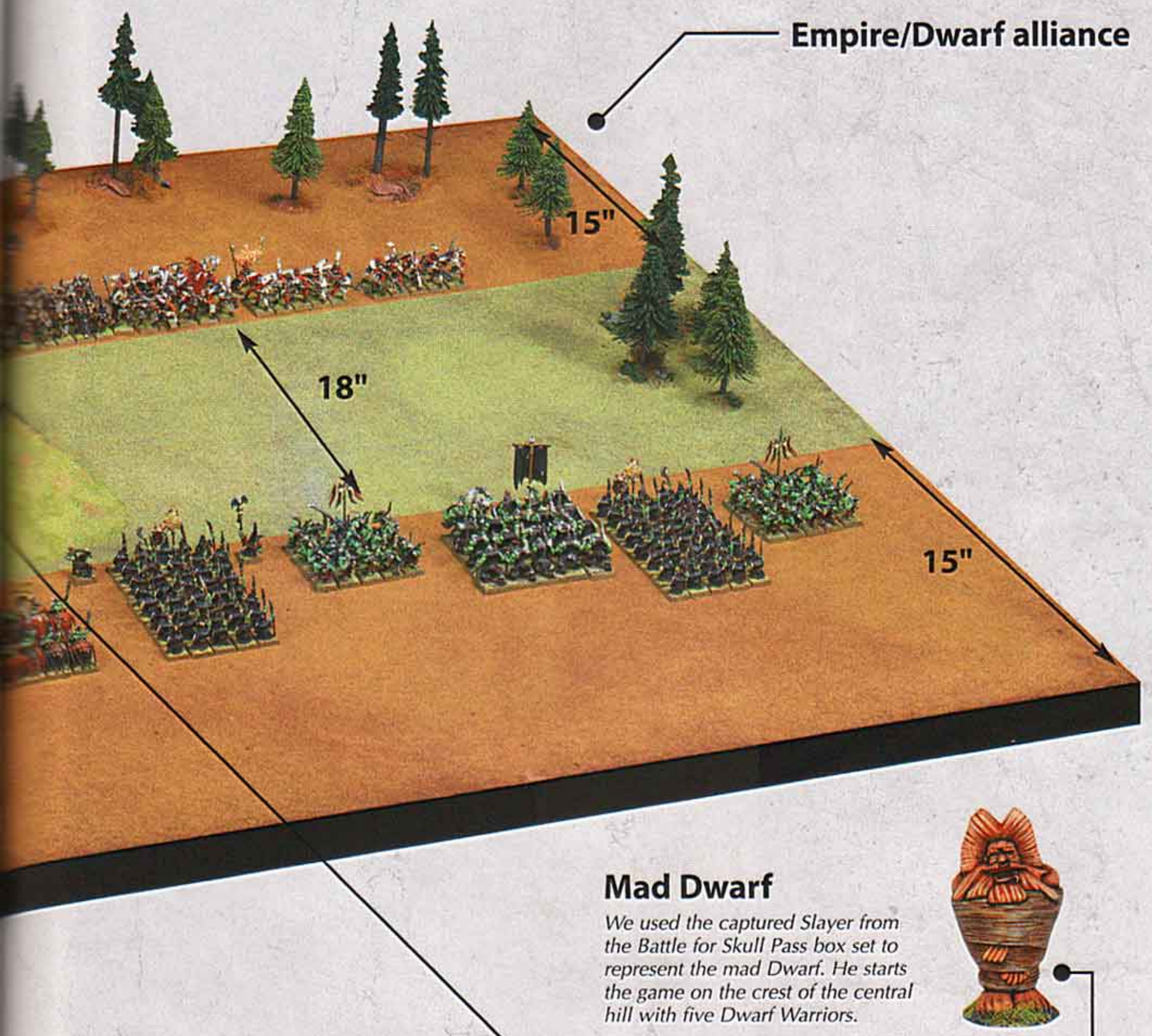
This scenario features two 3000-point armies: Orcs & Goblins and an Empire force. The greenskins must include Durkol Eye-gouger and at least one unit of Black Orcs. The Empire army must include at least one unit of Knightly Orders, and may select up to 500 points of Core units from the Dwarf army book. If Grombold Kruddsson survived Scenario 2, then he must be one of the Empire's Hero choices.

The Battlefield

The game is played on a 6' x 4' board, with a hill in the centre. Place up to four woods elsewhere on the board, following the guidelines in the Warhammer rule book. The mad Dwarf and five Warriors are placed on the hill at the dead centre of the board. The mad Dwarf does not move or fight and is treated as impassable terrain. The other Dwarfs are far too busy restraining the mad Dwarf by sitting on him to take any active part in the battle.

Deployment

1. Both players roll a dice – the player who rolls highest chooses a deployment zone.
2. The players roll another dice. The highest scorer may choose whether to start deploying first or second.



Mad Dwarf

We used the captured Slayer from the Battle for Skull Pass box set to represent the mad Dwarf. He starts the game on the crest of the central hill with five Dwarf Warriors.

3. Measure a strip 18" wide down the centre of the table, as shown on the map above. No units, other than the mad Dwarf and his captors, may deploy here. All other units must be placed outside this zone, on their respective table side.
4. All war machines in an army are deployed at the same time.
5. Characters are deployed after all other units, all at the same time.
6. Scouts are not deployed with the rest of the army, but instead follow the usual rules from the Warhammer rule book.

Who goes first?

Both players roll a dice; the player who finished deploying first gets +1 to his roll. The winner of the roll chooses whether to go first or second.

Game Length

The game has a random length. At the end of Turn 4, roll a dice. On a 2 or more, play a fifth turn. On a 1 the game ends. At the end of Turn 5 roll again – on a 3+ play another turn, and so on. The game cannot last more than eight turns.

Winning the Game

The objective of the game is to catch the mad Dwarf and discover the secret of what is hidden in the mines. The side with the unit closest to the mad Dwarf and his captors at the end of the battle wins. Fleeing units and units with a Unit Strength below 5 cannot capture the Dwarf.

If the objective is contested, then the winner is the side with the most points' worth of models nearest the objective. If it is still contested, the game is a draw.

Victory or Defeat

The side that wins this game wins the campaign. Note your chance of winning is strongly influenced by your performance in the earlier battles of the campaign.

HISTORICAL FORCES

WAAAGH! DURKOL

Durkol Eye-gouger (Black Orc Big Boss)

Gizgub (Goblin Warboss)
Has light armour, and carries the Sword of Battle, Spiteful Shield and The Horn of Urgok

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

Zag Zappa (Level 2 Night Goblin Shaman)
Carries a Power Stone and a Magic Mushroom.

Burgot Bonebreaka (Black Orc Battle Standard)
Heavy armour and Nogg's Banner of Butchery.

2 x 40 Goblin Warriors
With spears, shields and command group.

3 Trolls

2 x 40 Night Goblin Warriors
With spears, shields, nets and command group. One unit contains 2 Fanatics

2 x 20 Goblin Warriors
With short bows and command group.

20 Black Orcs
Command group and shields.

Giant

20 Orc Boyz
With command group and additional choppas.

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

Total: 2998

The standard bearer from the new Black Orc kit. A plastic Dwarf Miner, out in two months, is shown opposite. Both are available this month in the army sets, see page 124.

Durkol's ladz had fought their way to the centre of the field, and now began the hard slog up the hill. The Black Orc towered over the humans and Dwarfs that barred his way, and his massive axe swung left and right, cleaving a path through the serried ranks of his hated foes. As he neared the crest, he bellowed to the Orcs and Goblins nearby to protect his flanks. He could see them squabbling and shoving each other, but his stern snarls soon put an end to that, and they snapped to attention and continued the fight. The Black Orcs pushed through the mass of bodies, and suddenly they were clear and were running up the hillside towards the stunties. Durkol slavered. Victory would soon be his.

Then his ladz were flung into disarray. Whistling rockets flew overhead, and massive explosions threw up gouts of earth and tore apart the Orcs. The Orcs were decimated, but Durkol was unperturbed. Just then, through the smoke, he saw a lance-tip. Then another. Then a dozen. If he was capable of fear, he would have shown it now, as the Empire knights, clad in gleaming gold armour, rounded the crest of the hill and began their charge. Durkol unleashed the mightiest roar he could, summoning what was left of his ladz to him to meet the thunderous cavalry charge.

Grombold Kruddsson watched the Knights of the Blazing Sun begin their charge, and prayed to Grungni that the manlings would buy him enough time. Sweat poured down his brow, and his runic mattock was slick with Orc blood, but he knew the battle was almost over. With a final burst of energy, he and his faithful Miners reached the summit of the hill, and were greeted by the weary faces of their kin.

The mad Dwarf was wounded and tired, and looked pallid and close to death. He lay on the ground, coughing weakly. Grombold stooped towards him and offered him a swig of ale, when the red-bearded Dwarf grabbed his wrist, his eyes suddenly wide and alive.

"We found it!" He gasped. "In a cavern... opened by an earthquake. By the axes of Valaya, we saw..."

"What? What did you see?" demanded Grombold.

"The... Nemesis Crown!" whispered the mad Dwarf, and passed out.

Grombold had scarce time to ponder those words, for the Grobi were near. He turned to face the foe, mattock in hand. What he had just heard filled him with terror and determination in equal measure; by the oaths of his ancestors, no greenskin would mount the hill this day.

STANDARD BEARER

The other day I was looking through the Studio's library. This dusty corner of our ivory tower is home to all kinds of strange and wonderful things; hundreds of back issues of White Dwarf, dozens of rule books both old and new, piles of obscure reference books used as inspiration for models, artwork and rules – it's all here.

I enjoy browsing through the library. You never know what book you may find hidden away in a corner, unread for a decade or more. And so it was that I came across an obscure volume called *Fantasy Miniatures*. This book was published way back in 1988 as, and I quote, "A tribute to the skill and dedication of the entrants of the 1988 Golden Demon Awards – the second national figure painting championships." The book was jam-packed with colour photographs of the miniatures that were the winners and runners-up from that long-ago contest. Although some of the models look quaint by today's standards, the passion, skill and enthusiasm with which they had been painted shines off the page, reflecting the same qualities that motivate the hobby to this day.

Fascinated, I took the book back to my desk and as I started to read through it I came across a brief history of Citadel and the miniatures painting hobby. As I was reading through this section, suffused with a warm nostalgic glow, it occurred to me that much of what I was reading would be equally interesting to the current generation of hobbyists. So here then, for your edification and (hopefully) your reading pleasure, is a brief history of the early days of Citadel Miniatures, and of an unlikely trio of talented individuals who helped define the Games Workshop hobby as it is today...

Once upon a time...

Many people think that Games Workshop has always made Citadel Miniatures. Actually, this isn't the case. Games Workshop was founded more than thirty years ago in London, as a distributor of games imported from all over the world. Things went well for the small business, which soon opened its own games shop on Dalling Road in London. Not long thereafter, Games Workshop started to publish its own magazine – White Dwarf.

In late 1978 Games Workshop founded Citadel Miniatures in Newark-on-Trent in Nottinghamshire. The aim was a very simple one: to make the best miniatures in the world! News of the company was announced in issue 11 of White Dwarf, and the first advertisement for Citadel Miniatures appeared in issue 12. Although none realised it at the time, the seed had been planted that would eventually grow into a global hobby enjoyed by tens of thousands of people.

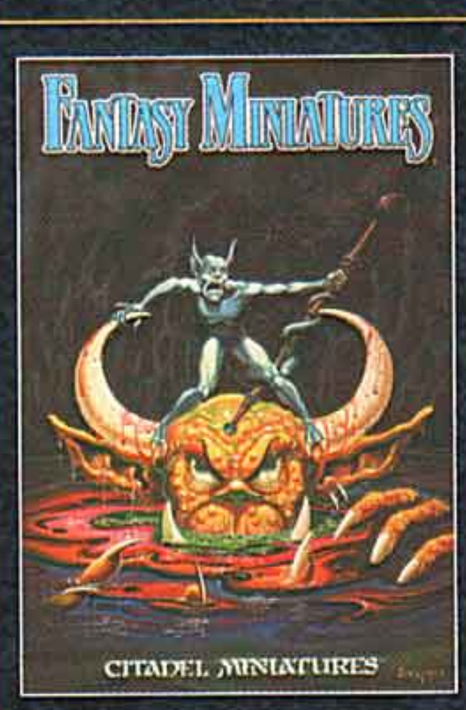
At first Citadel concentrated on making fantasy miniatures for the role-playing games that were then very popular. All kinds of fighters, clerics and magic-users strode out of the Citadel foundries, to do battle against the range of dungeon monsters we also made. Roleplayers quickly realised that Citadel offered them a range of figures of unsurpassed quality that could really bring their games to life, and they used them in increasing numbers. Citadel Miniatures started to go from strength to strength.

To war!

Although Citadel Miniatures were first designed for use in role-playing games, such was the quality of the models that people very soon started collecting them in their own right. The battles in role-playing games are fought between a handful of combatants, and most collectors quickly found that they had dozens, even hundreds of models, in their collection. This meant they rarely got to use all of their models in a game.

To help solve this problem a talented games designer called Rick Priestley – who at this time was running Citadel's Mail Order department – was asked to come up with a set of rules that would allow people to use their collection of Citadel Miniatures to fight large battles. The game that Rick helped develop was called Warhammer, and it proved an instant hit. Almost overnight Warhammer changed the whole face of the Games Workshop hobby, introducing people to the idea of collecting, painting and fighting battles

Though the present contains many a glory, spare a thought for the wonders of the past, and the heroes that forged them. Hearken as Jervis reaches for the ancient scroll that contains the half-mythical story of Citadel Miniatures, and reads aloud the tale of its founding...



Published in 1988, Fantasy Miniatures was billed as the authoritative guide to the world of fantasy and sci-fi miniatures. The book contained hundreds of photographs illustrating the skills of the finest figure painters to enter Golden Demon. Jervis finds inspiration in its pages now, just as he did then!

with whole armies of Citadel miniatures. But more than that, it freed up the Citadel designers to create new models the like of which had never been seen before. In place of the claustrophobic confines of a fantasy dungeon, they now had a whole world to explore and, with the release of Warhammer 40,000, a whole galaxy! The handcuffs were well and truly off, and soon Citadel Miniatures came to define the look and feel of what have gone on to become two of the most unique and important fantasy and science fiction settings ever invented: the Warhammer world and the Warhammer 40,000 galaxy.

Right from the start Citadel Miniatures were designed to be the very best metal miniatures available anywhere in the world. However, as the skills of the Citadel designers developed, and the company's casting techniques improved, the detail of the models approached the point where they weren't so much playing pieces as miniature sculptures. And as the models improved, so did the skills of the people painting them...

The painting hobby

The precursors of Citadel Miniatures were metal wargames miniatures. These miniatures were usually based on historical subjects such as ancient Romans, World War II or Napoleonic infantry, and were mainly used as gaming pieces. They were usually painted in simple flat colours using oil or enamel paints. But a number of collectors felt that more could be done with these miniatures, and they began developing new techniques for painting them. One of the leading lights of this group was a young artist called John Blanche. Most of you will now know John as one of the people that has helped to define the look and feel of the Warhammer world and Warhammer 40,000 universe with his inspirational pieces of artwork. However, what first drew John to Games Workshop was not the background we had created for our games (that still lay in the future) – it was the superbly detailed Citadel miniatures, which were perfect for painting in the greatest of detail.

John and his contemporaries had already started to develop the advanced figure painting techniques we still use today, and he was asked to join the Citadel team as part of what was later to become the Games Workshop Design Studio. John was joined by other figure painters, and they quickly established very high standards for others to aspire to. Painting articles in White Dwarf magazine introduced their new techniques to a generation of miniature painters. The painting of Citadel Miniatures began to evolve into an art form.

Citadel Colour

Originally a number of different mediums were used to paint Citadel miniatures, the most popular being enamel-based paints. However, enamels were not well suited to the new ways of shading, highlighting and blending that were being developed.

Acrylic-based paints appeared to offer an alternative, and not only because they were suited to these new techniques. Acrylics had a number of advantages over enamels: they were non-toxic for a start, and as they were water-based they could be thinned, and brushes cleaned, with water, removing the need for smelly thinners and solvents like turpentine. Most importantly, they gave a bright finish that didn't chip or flake.

The problem was that acrylic paints were not easily available. So, in what was a truly revolutionary step, Citadel decided to develop its own range of acrylic paints. After all, if Citadel miniatures were the best miniatures in the world, they needed the best range of paints to bring them to life! All of which is easy to say, but rather more difficult to do. Months and months of effort was required to develop the first small range of Citadel Colour paints, but it proved so popular that it was quickly expanded, eventually growing into the vast range of paints we have today.

The coming of plastic

Hard as it is now to imagine, those early Warhammer battles were fought between armies made up entirely of metal miniatures. In fact, the first plastic things made by Citadel weren't miniatures at all – they were Slottabases!

> **"From the start, Citadel miniatures were designed to be the best metal miniatures anywhere in the world."**

When Citadel first started making miniatures, they came with cast-on metal bases. As Citadel's technical abilities improved, it became obvious that these bases were a hindrance; they used up a lot of metal, and they created moulding problems that limited what the miniatures designers could do when sculpting a model. So, a (then) elfin-figured master mould-maker called Alan Merrett was tasked to come up with a suitably cunning method of mounting Citadel miniatures on plastic bases.

From Beyond the Mists of Time...

...or at least Alan Perry's closet, come these adventurers of yore. Designed primarily as characters and monsters to populate the imaginary dungeons of role-playing games, these models were the great-grandfathers of the models we use today.

Ye olde Orc

Ye olde Paladin

Ye olde Goblin

Shown here are some of the products that led to the evolution of the Games Workshop hobby. Rogue Trader (A) – the original Warhammer 40,000 rules by Rick Priestley – helped to drag miniature gaming to a whole new level. Citadel Miniatures then revolutionised miniatures production with the RTB01 box set (B) – the first plastic models that came as a multi-part kit. The plastic Rhinos (C) and Land Raiders (D) were soon to follow.

This might seem like a simple task, but at the time nothing like it had ever been attempted before. Alan knew that whatever solution he came up with had to bear the hallmarks of quality and excellent design that had come to define Citadel. So countless hours went into deciding the perfect size of the base. Dozens of mock-ups were made, tried out and rejected. Even the best angle for the edge of the base was carefully considered. At last, the final design was ready. It is still in use, largely unchanged, to this day.

Alan went on to help with the development of the first plastic Citadel miniatures. At the time plastic miniatures technology could not replicate the level of detail you could put on a metal model, so Alan's first task became finding a way to improve this. The result was the Warhammer Fantasy Regiments box set, a ground-breaking set of high-quality plastic models designed to allow players to quickly build up regiments. For the first time ever a player could happily combine metal and plastic miniatures in the same army without the plastic models looking out of place.

However, it was the release of the first set of plastic Space Marines (often referred to affectionately as RTB01 – "Rogue Trader Boxed Set 01") that set the benchmark for the way plastic Citadel miniatures would be made in future. The Warhammer Fantasy Regiments set contained wonderful models, but they came in one or two pieces, so the regiments lacked variety. With RTB01 the miniatures were treated as little plastic kits, with separate heads and limbs and equipment, which could be glued together in a huge variety of different ways. The result was a set that allowed collectors to make models that were both highly detailed and incredibly varied.

The present day

With the release of RTB01 all of the elements that make up the Games Workshop hobby today were finally in place. Now, some twenty years later, the values that John, Rick and Alan helped to establish still underpin everything we do. This is hardly surprising, as they are still here; slightly less youthful maybe, but still passionately involved in the running of the Studio they helped to create. Their aim is still to make Citadel Miniatures the best miniatures in the world, combined with a commitment to total excellence, no matter how difficult it may be to achieve, and willingness to try out innovative new ideas.

This can be seen in such diverse things as the new Citadel Foundation Paints we're releasing this month and the amazing "dry-fit" models included in the Warhammer Battle for Skull Pass. Meanwhile, behind the scenes there are new mould-making and casting techniques being developed that are going to allow us to create models we could only have dreamed of making back in the '80s.

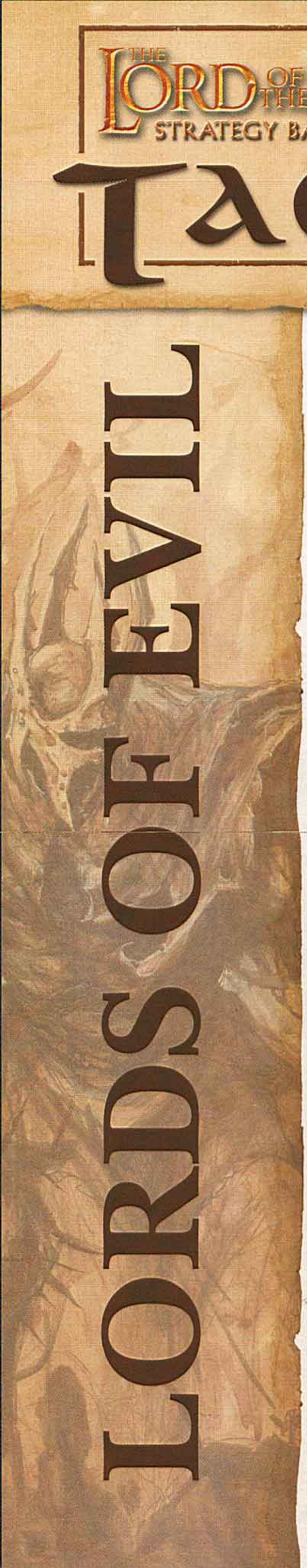
And with that I'll close my copy of Fantasy Miniatures and return it to the Studio library where it belongs. The good old days were great fun, but, you know what, I reckon the best is yet to come...

Write to Jervis at:

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

The Lord of the Rings Strategy Battle Game

Tactica



Evil Lords of Middle-earth

The Lord of the Rings is very much a story about Heroes, but not necessarily shining paragons of virtue. Adam Troke embraces the darkness and shows us how the Lords of Evil work in the strategy battle game.

What I like best about The Lord of the Rings game is how Heroes interact, and how incredibly potent they can be when used appropriately. That's not to say that all Heroes are all-powerful killing machines, but that they all have a task that they can perform effectively – from trampling the enemy beneath their feet to filling the warriors around them with bravado and self-assurance.

Gamers often focus on the Good Heroes, and with the likes of Aragorn and Boromir swashbuckling their way around Middle-earth, it's all too easy to see why. They are powerful and charismatic. You know what each should be able to accomplish, because you've seen or read about their feats in the movies and books. With Evil Heroes it's a little less clear-cut, which isn't to say that they're any less potent than their Good counterparts, just that sometimes you need to look beyond their appearance and the stat-lines to really get into the meat of what they can accomplish for you.

The key to getting the most from your Evil Heroes is knowing at the start of the game what role you want them to achieve. Some, of course, can carry out more than one function, but even then you need to have a plan and stick to it. It's all a matter of planning ahead when you're writing your army list.

The roles that an Evil Hero can carry out, in my opinion, are covered in the box below. Just looking at the five categories, it might occur to you that some named Heroes fit comfortably into more than one. The Balrog, for example is a peerless fighter, but also keeps the Goblin hordes in line easily. Likewise, a Ringwraith is capable of Magical Carnage, but can also achieve Assassinations, Scattering the Foe and even Mass Destruction if you mount it on a Fell Beast.

If a Hero can multi-task like that, then it's usually doubly important to your plans so consider taking them. Likewise, don't take daft risks with valuable Heroes in your games – your plans will be doubly frustrated if he dies.

Evil Tactics

Mass Destruction
Put simply, as if you need it explaining, Mass Destruction is the no-holds-barred elimination of enemy warriors by any and every means.

Leadership
Evil Warriors are craven and cowardly compared to the stalwart Free Peoples, and strong leadership can give you the edge when the going gets tough. Underestimate it at your peril.

Magical Carnage
From brutal spells like Sorcerous Blast and Drain Life to cunning powers like Compel and Sap Will, the magical carnage tactic involves using spells to hamper your foe's plans. And the Evil side has access to a lot of spells...

Assassinations
Couldn't be simpler really – use your Heroes to butcher the enemy's finest and most powerful models, wreck all their battle plans and pave the way to glory for the forces of Evil.

Scattering the Foe
These Heroes can take advantage of a broken foe, preying on the crumbling resolve of your foes.

MASS DESTRUCTION

The Balrog, Sauron, Mûmak, Troll Chieftain, Buhrdûr, Khandish King on Chariot, Ringwraith on Fell Beast, The Spider Queen, Gûlavhar, Uruk-hai...

If you want to use one or more of your Heroes in a mass destruction capacity, there are a couple of basic principles that you should strive to adhere to.

The first is to keep moving at all costs – be the charger, not the charged. By doing this, you are able to pick your fights; essential when you're trying to get to grips with the enemy. There's nothing worse than having a potent Hero charged by a lone Warrior (often a suicidal Citadel Guard or Royal Guard with the Bodyguard rule, in my experience), who prevents you from unleashing your full force.

Keep moving by using Might points to call Heroic moves. If your Hero has the Trample special rule, or is a cavalry model, it's especially important. Count on spending most of the Hero's Might to do Heroic moves.

The other principle is "don't fight one on one". A Troll Chieftain or the Balrog, for example, can easily take on (and generally kill) two or three models a turn, so get him stuck into that many enemies. You can do this by calling Heroic moves, but also by flanking him with suitable comrades. If you can kill three models a turn with your Balrog, you're using it right.

Shadow and Flame

The Balrog stands head and shoulders above most Heroes from the Mass Destruction category. He's got awesome Fight, Strength and Defence values and 4 Attacks. There isn't a single Hero on the Good side who can last more than a round or two of combat against the Balrog unless he's very lucky.

The Balrog's only weakness is his lack of Might – he can't call any Heroic moves or combats. You can counter this by teaming him up with a couple of plucky Goblin Captains. They can follow him round, using their Might to make sure he's getting where he needs to be. If your opponent is slowing you down by charging a single Khâzad Guard against the Balrog, get the Captain in there and call a Heroic combat – that'll soon wipe the smile off any Dwarf's face.

The Heroic Mugging

Sometimes you'll find yourself wanting to penetrate further into the enemy lines than you could by making a normal move, or you want to get several of your models fighting more than once in a turn. Simply administer a Heroic Mugging. Send a Hero and as many Warriors as you can against a single enemy Warrior or Hero – ideally one of your models should have a higher Fight value than the victim. Now declare a "Heroic" combat.

In the ensuing fight, the poor Good model is systematically butchered and your jolly triumphant Warriors can skip off to join other fights. This tactic is great for dealing with minor Heroes and Wizards, or simply for gaining ground, since effectively all the models in the fight get to move twice that turn. Used wisely this tactic can be as decisive as any I know of. A Ringwraith on Fell Beast, for instance, can feasibly cover a distance of 24"/56cm in a single turn.

LEADERSHIP

Sauron, The Balrog, Saruman, Suladân, Uglúk, Shamans, Easterling Kings, Gothmog, Barrow Wights and The Nazgûl.

The most basic principle behind the leadership tactics is to make your Warriors do what you want them to – in a nutshell, that's stay and fight to the last Orc! That's a hard thing to ask when you look at the average Courage value in the Evil force. Fortunately, although Evil Warriors are yellow-bellied cowards one and all, their leaders are more than capable of keeping them in the game.

Any Hero with a Courage value of 5 or better is fit to be used in a Leadership capacity. Courage 5, in my opinion, is the minimum trustworthy Courage value, and I always try to include one or more such Heroes in my force. Essentially, once you get to Courage 5, your chances of passing a Stand Fast! test are better than they are of failing. Simple really.

Keep your leaders out of trouble and central to your force so that they can affect the maximum number of models. In such positions they are ideally placed to issue Heroic actions. The most common and important of these are Heroic moves, which will enable your force to seize the initiative when they don't have Priority, or retain it if your opponent tries to take it from you. Some Heroes have extra benefits too; take Saruman for example – he has a 12"/28cm Stand Fast! range – that allows him to affect a larger number of models than most. This makes the fact that he costs as much as three Uruk-hai Captains more palatable, as he can hold a line firm more confidently. If you're willing to sacrifice the odd Orc Warrior, then consider taking Uglúk for the same purpose.

Shamans

These models have the Fury spell – arguably the most influential spell in the game. While Fury is in effect, all friendly models of the same type as the shaman (Orcs, for example) automatically pass all Courage tests. Even better, it's an automatic effect, so the Shaman doesn't require line of sight like a Stand Fast!, and it works even if the Shaman is engaged in close combat!

Gothmog

Gothmog is a great Hero, able to crush Good Warriors with relative ease, and even match swords against many Good Heroes. His true strength, though, lies in his Master of Battle special rule. This skill enables him to call a free heroic action of the same type as any enemy Hero within 6"/14cm. Simply devastating if used in the correct way, this can frustrate the enemy's plans, and at the same time leave Gothmog's own stash of Might free to spend as you choose.

Networking

Here's a simple tactic that works with Shamans. If your force is at any risk of becoming broken, make sure that your Captains are within 6"/14cm of your Shaman (see example). Normally, Stand Fast! rolls are not passed on from one Hero to another, but the Shaman's Fury spell works on every model of the same race (Orc, Moria Goblin or Uruk-hai), Hero or not. By keeping your Heroes within 6"/14cm of your Shaman, you can remove the element of risk from Heroes taking their Courage tests, and effectively cover an area of up to 18"/42cm. That's a lot of Warriors you don't have to worry about.

MAGICAL CARNAGE

Sauron, Ringwraiths, Barrow-wights, Saruman.

Causing magical carnage involves utterly wrecking your opponent's tactics with a barrage of spells. From the uncomplicated power of Sorcerous Blast, which can demolish tightly packed formations and throw riders from their horses, to the subtle will of the Barrow-wights, who can Paralyse the foe, "Magical Carnage" can take many shapes. All of them can help you secure victory for the powers of Darkness.

The most common use of spells is to Transfix a Hero or Warrior, rendering them almost totally helpless. It's a simple ploy, but no less effective for it. A slightly harder, but more effective, tactic is to Compel them. This allows you to force the target model to make a half-move of your choice (with the restrictions that you can't make them leap off cliffs, or chop off their own heads or anything daft like that). This allows you to manoeuvre them into terribly dangerous positions *(see the diagram, top right, for an example)*. Bear in mind this spell can be used at *any* point during the caster's move, allowing him to cast it before or during a charge if you wish. It can also be cast on an enemy who has already moved, so it's great for really messing up enemy formations.

Ringwraiths

The Nine Riders in black have a dazzling array of spells to unleash on the enemy, and each of them has a specific purpose. At first glance, it seems most of them are designed to help you to kill off or weaken single Heroes. But Ringwraiths can actually unleash such an onslaught on the whole of an enemy army that they certainly qualify as belonging under the "Magical Carnage" category. For example, a well placed Compel spell can move a banner bearer out of formation, so that he no longer supports his comrades and is potentially in the line of fire. A Black Dart can kill a model in the centre of a line of bowmen, preventing them from Volley Firing, or it can kill off a crewman of a Siege Engine. Even horses aren't safe from the Black Darts of the Nazgûl.

Using the Black Riders isn't a mystical art, as some people might have you believe – just look at their spells and think up ways to scupper your enemy's plans with them. And remember – when you've only got one Will point left, stop casting spells. There's never a good reason to sacrifice your Ringwraith (more on that later).

Isn't it Compelling?

Here Saruman is positioned to deal with the doomed Théoden. By Compelling him forwards 5"/12cm, Saruman allows the Uruk-hai Warriors to completely surround the King of Rohan, trapping him, and spelling certain doom for the Good Hero. This tactic is ideal for getting enemy Heroes away from their bodyguards, leaving the Warriors stranded with no leadership.

Rohan (or Gondor, or Dol Amroth) Bowling

Sorcerous Blast is the business, so it's a shame that only Saruman has the ability. Yes, it can kill models, and that's great, but its real value is in knocking things over – especially mounted models.

Any model hit by a Sorcerous Blast is immediately knocked to the ground, even off their steed. For mounted formations, this is deadly. The best trick is to aim at a Warrior (who doesn't have any Will points to resist the spell with) and blast him into several of his friends. He, and they, will all be knocked to the ground and will lose their horses! Not only that, but if you've not moved your own models yet, they are then free to make their own moves and charge the downed riders, making them sitting ducks for your horde.

ASSASSINATIONS

Barrow-wights, Ringwraiths, Shelob, The Spider Queen, Hâsharii.

Barrow Wights

There's nothing that says "your Hero is dead meat" like the Paralyse spell. One of my most heart-stopping moments in a UK Grand Tournament was when my Dain Ironfoot model was paralysed right at the pivotal moment of the battle. Since then, I've had a hearty respect for the Barrow-wights.

The trick to using them effectively is to pack them in amongst a wedge of Orcs, so that they can advance unhindered on the foe. Since the range of their spell is only 6"/14cm, they need to get close. The spell is cast on a 4+, so always use at least two dice to cast it.

The most important thing is not to cast the spell until you have some Warriors in position to take advantage of it. A paralysed model automatically loses any fights, and is trapped, but he'll get a chance to stand up at the end of each Fight phase, so waste no time piling into him and chopping him to pieces with two-handed weapons!

Killing an important Hero (or other key model, like a banner bearer) can often swing a game in your favour, and the Evil armies in The Lord of the Rings specialise at it.

Most forces feature one or two key Heroes, and killing them can massively increase your success rate. Consider an army with Aragorn or Boromir in it. Your opponent is relying heavily on their combat prowess. If you bump them off early on, then their plans are seriously dented. Likewise, an army with lots of bodyguard troops can survive even if it gets broken. By killing the Hero that these Warriors are protecting, you blow your opponent's plans out of the water.

The manner of the assassination is really up to you, but as you might have guessed it normally comes in one of two ways: Shooting him dead, or hitting him with sharp things. Sadly, the Good side boasts many very tough heroes, so hitting them in combat is often ill-advised, and some subterfuge is required. Cue the "Spider Surprise" *(See below).*

The Hâsharii

These grim assassins have a respectable Fight value of 5 and 3 Attacks, but what really makes them dangerous is the Bane of Kings rule, which lets them reroll any failed rolls to wound. Take care, however, not to pit them against Heroes that are too powerful for them to take on. Any Hero with a Fight value of 6 or higher is just not worth fighting, but Captains of Gondor, Rangers of the North, Wizards and Heroes of Rohan are fair game!

The Spider Surprise

Shelob is just splendid for dealing with troublesome Heroes. With her ability to move fast over almost any terrain she can generally get to where she needs to be and, at 90 points, she's a snip.

Ideally, use a Ringwraith to Compel your intended victim into range of Shelob, as in the example picture above, and charge her in. She gets +1 Attack on the turn she charges, and has the Knock Down special rule. This means that if she wins she'll deal out four Strength 7 strikes, and she can reroll failed wounds, too! Not many Good Heroes will get up from that.

The Spider Queen is just as good at this devious tactic, and has the added advantage that she can spawn little Broodlings to keep enemy Warriors from helping out the doomed Hero.

SCATTERING THE FOE

Sauron, The Balrog, Ringwraiths, The Witch-king (and any other Hero with Might points).

The Glory of 3/1/1

The Evil army has loads of Heroes with 3 Might points (Lurtz, Grishnâkh, Uglúk, Sharku, Vrashkû and so on), and they're just the dependable types you want to have around at this point of the game. They're ideal for issuing Heroic moves and tackling those enemy Heroes who are best placed to declare a Stand Fast! The "3/1/1'ers" are cheap compared to better Heroes, but that extra Might point can really come in handy, so consider taking them in your force for this if nothing else.

This is the most straightforward of all the ways in which you can use your Evil Heroes, and needs very little explanation. Assuming that you've been able to break the enemy force, you want to ensure that as many of his Warriors as possible flee the battlefield each turn.

This is where a special type of Hero comes in. They generally have either the Harbinger of Evil or Ancient Evil special rule, and both are tremendously effective. Any model in range of these villains suffers a penalty of -1 to their Courage value. This has proved the decisive factor in games for me plenty of times in the past – a force with lots of its models in range of a Harbinger of Evil rarely survives for more than a couple of turns.

With this in mind, it's all the more important *not* to just throw your Ringwraiths away when they run low on Will points. Hold them back, and use them for this special purpose once the enemy force has broken. A Ringwraith on his last point of Will can be very effective when used like this!

Another thing to bear in mind, is how crucial it is to deprive Good Heroes of their Stand Fast! ability. Any Hero with Might points left at this stage can be a game winner. If a model is already engaged, it can't make a Stand Fast! roll.

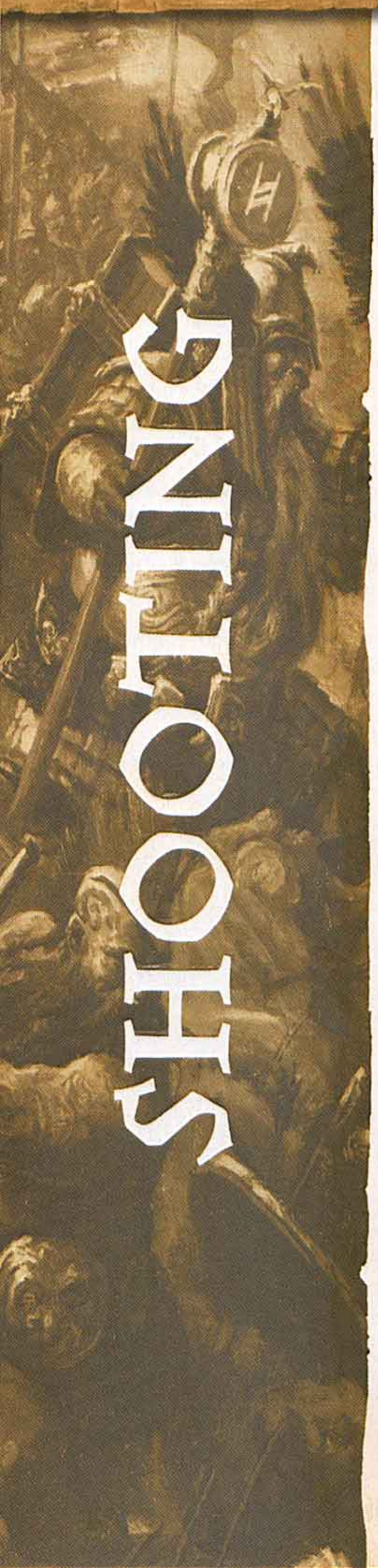
The Dark Lord

It would be wrong to end this article without taking a moment to talk about the most deadly and destructive Evil model in the game – the Dark Lord Sauron himself. There is simply nothing this armour-clad killing machine cannot do. He's a wizard of incredible power, a close combat specialist (matched only by the Balrog), an excellent leader, and is brilliant at breaking the enemy. In fact, his only weakness is the warriors he has to fight alongside.

If you're including Sauron in your army, and it's easy to see why you might, use him to spearhead your attack. The trick is to make your opponent fixate on him and nothing else, ignoring the other models in your force. Don't worry if he sends dozens of warriors to fight the Dark Lord – that's what we want. Use the rest of your army to take objectives or whittle away at the edges of the Good force, while Sauron marches across their corpses swinging his powerful mace.

WARHAMMER®

Tactica



This month, Pete Foley takes a look at the Shooting phase, considering the finer points of the art of archery. Heed these words of wisdom and your Shooting phase will go with a bang (or, at the very least, a twang).

Almost all Warhammer armies boast units that excel in the shooting phase, and careful use of these ranged killers can win you the game.

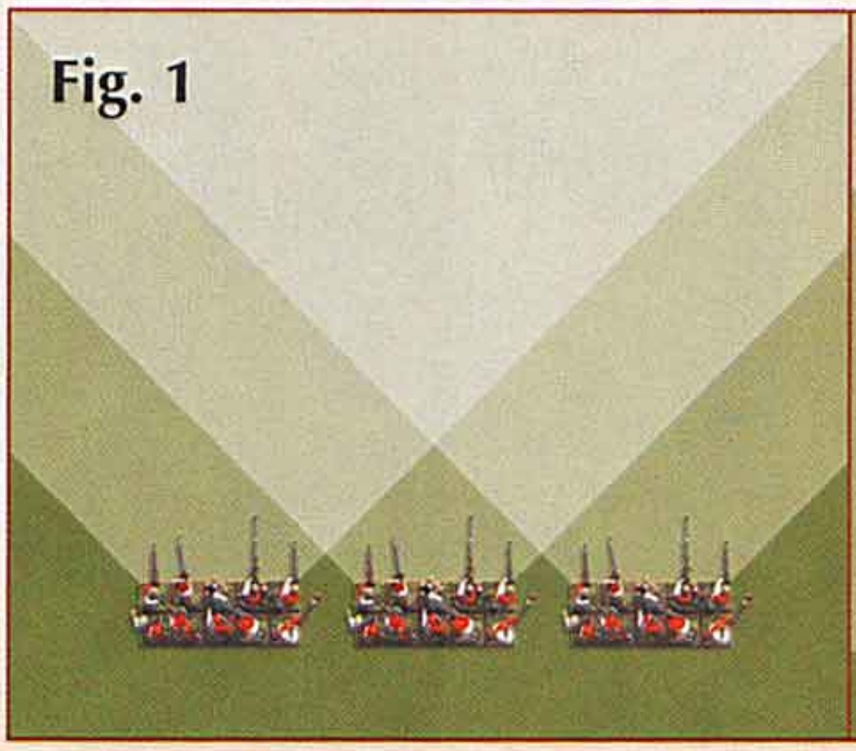
But shooting rarely works as a battle-winner if you do not plan ahead. Firstly, you need to decide where your missile troops fit into your plan when you are selecting your army. Including a few missile troops in a combat-oriented force will probably not yield much benefit as including another fighting regiment, but armies that rely on shooting as their primary trick nearly always need some hand-to-hand capability lest they be overwhelmed in the Combat phase. Successful generalship relies on developing a plan, then choosing an army to fit that plan. This could not be truer than when trying to determine what ratio of missile-to-combat troops to include in your army. We're going to take a look at missile-heavy armies, and how to counter them.

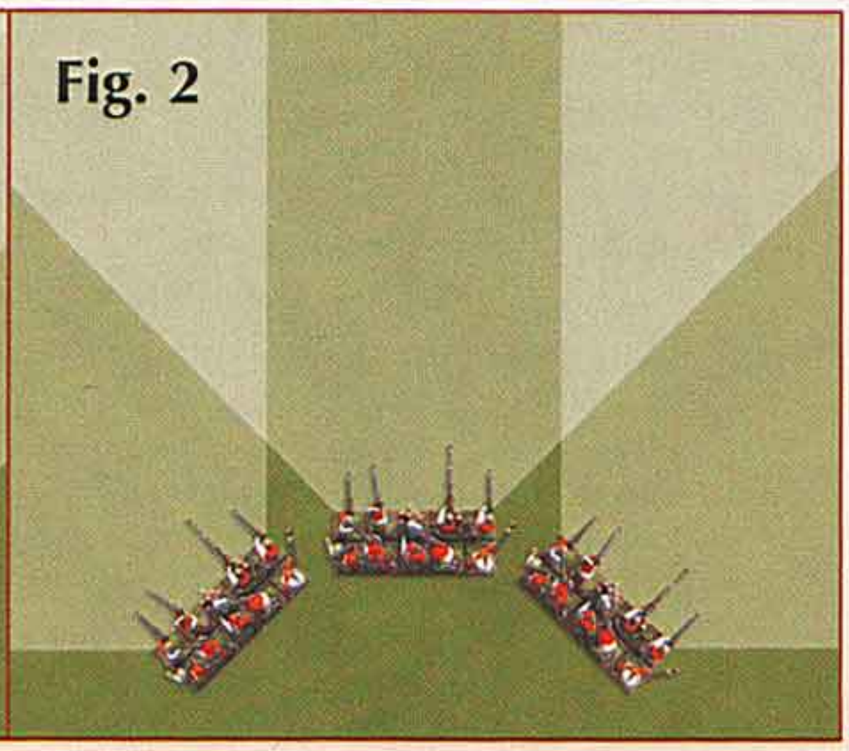
Deploying missile armies

Many armies have the opportunity to field a missile-heavy force. Empire, Wood Elves, and Dwarfs are but a few. Those that are based around shooting rely more heavily on careful deployment than any other. Where combat-heavy, magic-heavy or balanced forces need to manoeuvre to get the best opportunity to use their strengths, a missile army must be able to bring its weapons to bear from the very start, as you will have, at most, four turns of uninterrupted shooting. Simply put, it's no good if half your army cannot fire from the first turn. Every shot unfired means potentially more enemy crashing into your fragile missile units. Before you place any models on the battlefield, create a map of where you expect your opponent to deploy his units, then place your own units to effectively combat his positioning. Save your best units until last too, to make sure they have the best spots. It is well worth spending time doing this – more than for any other type of army, deployment is what wins the game for missile armies.

Maximising your arcs of fire are vital to your coming victory. If your opponent's army is slow and not very manoeuvrable, then combining your units' arcs of sight will be more important than covering the whole battlefield. *Fig. 1* shows an ideal formation for shooting at slow-moving armies – here all your shooting units can concentrate their fire.

If your opponent has a sneaky, fast moving army, on the other hand, you need to deploy differently, for he can skirt your arcs of fire and remain unharmed. Dark Riders, for example, are the bane of my





Threat-o-liser

Unit	Threat	Solution
Chaos Knights	Going to smash straight through my infantry next turn	Fire cannon and Handgunners at them to reduce their numbers
Furies	About to charge my war-machines	Shoot them with remaining Handgunners and bowfire, reducing their numbers so that my crew will have a better chance of fighting them off.
Marauder Infantry	Two turns away from charge range	Fire the Mortar at them. It will be too unreliable to kill off the other main threats so the Marauder unit becomes the best shot for this particular war-machine.

life. However, these armies usually comprise small units that do not require maximisation of firepower. *Fig. 2* is a deployment that ensures wide coverage rather than concentration of shots, so you will be able to shoot no matter where your opponent moves his units.

Terrain

Since all your missile units require line of sight to their target, deploying in areas where your troops can see a good amount of the battlefield is of paramount importance. Hills are key, for units on them can see over their friends, and can fire in two ranks. Don't deploy troops behind features where they can't see anything, and seizing a defendable obstacle early on can make your combat-poor missile specialists a little more durable. Putting your troops behind difficult terrain is not an issue for missile-armies, but a blessing. Anyone that tries to come head on at you will be slowed down. This does not matter to you, as your troops will not be going anywhere. Placing your units to take advantage of terrain will either force your opponent to face your guns head on, or leave you time for a cup of tea while his cavalry wastes time sneaking through terrain to avoid your withering hail of missiles.

Remember that the same considerations affect your opponent too. It's unlikely that cavalry units will be planning to move through heavily wooded areas or marshes, whereas skirmishing units will be much more likely to use these features as cover for their advance. Think on this, and it will give you clues as to where your enemy will place his men.

Who to smite?

Selecting the right target to rain death upon is the most critical thing to get right in the actual Shooting phase, so before you get out your dice and start blowing apart one of your opponent's units, make sure you are doing it for the right reasons.

The first thing to consider is which units are threatening your army the most. In the first turn, a slow-moving infantry unit still in its deployment zone is probably less of a threat than a Dragon that's just landed in front of your battle line. Likewise, don't be duped by decoys. Five Dire Wolves that are racing towards you are not as much of a threat as the Vampire Lord further back. Consider which units in your opponent's army you need to remove the most. Whittling down elite, expensive units – the mainstay of many a combat army – or destroying monsters are good choices.

In order to decide who I should be targetting, I use the Pete Foley Patented Threat-o-liser. If I have a shooty Empire army and am facing a Chaos army, then the threat-o-liser might look a bit like this table *(See above)*.

Not only do Empire Crossbowmen have Strength 4, 30" range weapons, but they can also form detachments.

Bretonnian Peasant Bowmen can stand behind defensive stakes, which makes them hard to shift.

Dark Elves have the repeater crossbow which can fire a hail of shots in quick succession.

With armies that have a minority of missile troops, such as Orc Arrer Boyz, great care must be taken when choosing targets. They are best used for destroying small units, and causing Panic tests.

Top Tip

Adam Troke: My tactic was shamelessly stolen from a game against Pete a few weeks ago. I liked it so much, I adopted it for myself. Behold it in all its devious glory.

If a model or unit with a Unit Strength of 5 or greater is destroyed in the shooting phase, then all friendly models within 6" must take a Panic test.

"That's nothing new," I hear you cry. And you'd be right. Tips don't have to be new to be clever though... Before you open fire, look specifically for those enemy units that have Unit Strength 5 or better, and are surrounded by chums. By blasting the small unit away (generally an easy task for those armies that like to shoot) you can force a lot of Panic tests easily, sometimes before the enemy has had a turn. The only requirement is that you completely destroy the offending unit. The picture shown is an almost exact recreation of the situation that Pete caught me in. All he did was turn his Repeater Bolt Throwers against the Marauder Horsemen and kill them. My blundered Panic tests did the rest.

Make sure you use the best tool for the job, too. If your line is threatened by a unit of skirmishers then a bolt thrower is not the best countermeasure, but an Organ gun or other weapon that doesn't roll to hit will make a mess of them. In the same vein, small units of archers aren't terribly effective against heavy cavalry, but they can make short work of fast cavalry.

Once you have your plan of action, stick to it. Don't be tempted by sudden opportunites unless they are truly outstanding *(See Fig. 3)*.

Set yourself a target

Guessing how much firepower you need to concentrate on a unit in order to neutralise it is complex, as it involves many variables. Therefore you have to decide what your goals are in each shooting phase before rolling any dice at all.

If the target has a low Leadership then you should aim to cause enough casualties for a Panic test and leave it at that. Remember to calculate how many models you will need to remove from a unit first, then consider how many shots you'll need to inflict this number. It's no good guessing only to find out that you needed to kill one more model than you thought. For example, an Empire Crossbowman (BS3, S4) has a 50% chance of hitting a Skaven unit at half range, and a 66% chance of inflicting a wound. If there are 20 Skaven, you will need to fire at least 15 Crossbowmen in order to cause a Panic test. Half of them should hit, and two-thirds of these should wound, killing five Skaven. But that's assuming the dice scores match the odds, so it is best to fire more.

If a unit has a high Leadership, or is immune to psychology, you will need to destroy the unit to neutralise it entirely. As this is very difficult, it is best only to reduce the unit's numbers and thus its effectiveness. Removing a rank or two might be the aim, or reducing it to a lower Unit Strength than your own unit. Once you have done this, move on.

Whatever your intention, stick to your plan. If you want to destroy a unit, destroy it, if you want to cause three Panic tests, keep on firing until you do so. Do not give yourself too many goals, as you will split your fire too much and will achieve nothing more than removing a few models here and there. Make sure, too, that this fits with your overall battle strategy. Don't decide that you must wipe out a unit of elite warriors only to become distracted by your opponent's skirmishers or fast cavalry. That's what he wants you to do.

The sling is a fiendish weapon – its 2 x multiple shots rule allows even small units to pump out high rates of fire at short range.

Fig. 4

Although the field of fire is narrowed, the infantry either side of this war machine will discourage would-be chargers.

War Machines

The positioning of your war machines is extremely important. War machines can cut a swathe through an enemy army, but if they are left unprotected, they are a painfully easy way for your opponent to accumulate victory points, and can open up your army to further attack. Even more than missile troops, they need to be able to fire from the game's beginning – their mobility is so poor that you want to put them somewhere where they can spend the entire battle. Hills, again, are perfect. Centrally placing your machines to take advantage of a wider field of fire is generally preferable, but you can save your war machines until last in deployment, and set them up to directly counter enemy units, not only in the first turn, but all the way through the game. A good example of this is placing bolt throwers or cannons on your flanks to enfilade enemy regiments.

For the Shooting phase itself, you need to decide what your war machine is best at doing. For example, cannons, with their high Strength and abilities to ignore armour and destroy a whole rank of troops, remove all of the defensive advantages of heavy cavalry. Similarly, mortars and stone throwers are well-suited to hitting large blocks of infantry.

Defending your war machines

There are several common methods of defending your war machines.

If you can't find a hill, you might want to consider embedding your war machines in your main battleline *(See Fig 4)*. There will only be one direction that the enemy can charge the machine from, and even this may be difficult if the frontage of the enemy unit is too wide to fit through the gap between your infantry units. This will not only protect the machine, but also make the enemy commander think twice about hurtling headlong into your centre.

Attaching a character to a war machine is another way of ensuring it lasts. Very few fast cavalry units or flyers will want to charge a war machine joined by a great weapon-wielding Hero *(Fig. 5)*. The character will more often than not win the combat, sending the attacking unit running. He can also stand and shoot if armed with a missile weapon. Empire and Dwarf Engineers excel in this role.

Incoming!

When you have no missile weapons, facing an army full of guns is a harrowing experience. Spending the first couple of turns doing nothing but removing models from the board is demoralising, but take heart – there are ways to combat those foul fiends who choose to shoot at you instead of stepping forward for an honest fight.

Generally speaking, getting your head down and running is a good philosophy, especially if your army can cover the ground between the armies quickly. Using the terrain, where available, to limit the amount of firepower coming towards your prize units is advisable, but remember that, until you start fighting, your opponent is scoring all the victory points, so don't get too carried away in wending a tortuous route to the foe.

If you have any expendable units, stand them in front of your expensive troops. Skirmishers are great for this. Your opponent will waste his valuable shots on your cannon fodder, leaving your heroic killing machines free to do what they do best. If you have any ethereal models in your army, then all the better.

Last but not least, go for it. If you bravely attack then it forces the shooting army to roll dice, and if the fickle dice gods favour you then all those misfires and unreliable tests can go in your favour. Just remember, if you cower behind forests in your own deployment zone it means neither player has fun.

So, whether you plan on packing as many guns into your army as possible, or looking for ways to get through the rain of arrows, good luck. In the Shooting phase, above all others, you'll need it.

Top Tip

Guy Haley: **Use units of disposable infantry such as Empire Militia to redirect potential charges by angling them cunningly. Sending the enemy where you want them helps combat the common failing of shooty armies, which is to line all their models up, inviting a devastating flank charge that will roll up their line. This tactic can also buy you more time should you have a disastrous Shooting phase, allowing your units to reform, shoot some more, or even redeploy elsewhere while the enemy regiment painfully reorders itself for another charge.**

Dwarf handguns grant a +1 to hit, placing Thunderers among the most effective shooters in the game.

Top Tip

***Alessio Cavatore*: I'm sure that sprinkling enemy units with a shower of missiles looking for Panic tests is a valid tactic, but I tend to prefer a different approach when I use a gun-line army. This subtle scheme goes under the title of "Concentrate all firepower on the super-big thing!". In other words, pick a target, normally starting from the fastest and/or most powerful enemy unit advancing towards your line, and shoot it. And shoot it. And shoot it some more, 'til it's dead. Then pick the next fastest/nastiest one and keep going, and don't forget your +1 to hit against large targets!**

The Tomb Prince resolutely challenges any enemies to charge the catapult.

Fig. 5

Example Shooty Army

❶ Spellweaver
Level 4 Wizard, 2 Dispel Scrolls, Divination Orb, A Lamentation of Despairs.
350 points

❷ Noble
Light armour, Army Standard Bearer, Banner of Dwindling.
142 points

❸ Noble
Light armour, great weapon, longbow, Hail of Doom Arrow, Talisman of Protection.
126 points

❹ 5 Glade Riders
Musician, Standard Bearer, Horsemaster.
156 points

❺ 10 Glade Guard
Musician, Standard Bearer, Lord's Bowman.
144 points

❻ 10 Glade Guard
Musician, Standard Bearer, Lord's Bowman.
144 points

❼ 8 Scouts
Lord's Bowman.
142 points

❽ 20 Eternal Guard
Musician, Standard Bearer, Eternal, War Banner.
295 points

❾ 3 Warhawk Riders
Wind Rider.
140 points

❿ 9 Wardancers
Musician, Bladesinger.
183 points

⓫ 5 Waywatchers
Shadow Sentinel.
128 Pts

⓬ Great Eagle
50 Pts

2000 points

Wood Elves are rightly renowned as the best archers in the Warhammer World. While other missile armed troops must generally stay still to fire with any real degree of success, the Asrai archers suffer no penalty for moving before firing. With their 30" range longbows and a speedy Movement of 5, these deadly sharpshooters can fire deep into the enemy's deployment zone from Turn 1. With Weapon Skill 4 and Initiative 4, they are not as easy to kill in a fight as other missile troops, and can quite happily take a charge.

The army shown here specialises in hit-and-run tactics. The basic archers (❺ and ❻) are really the heart of this force, and should direct their prodigious bowfire at the greatest threats in the enemy army, all the time protected by the nearby Eternal Guard ❽. One Noble has a Hail of Doom arrow, which is quite capable of seeing off a low-Leadership unit with one shot! The Wardancers ❿, Warhawk Riders ❾ and Great Eagle ⓬ are there to work in concert, destroying softened-up units in one or two devastating turns of combat. Finally, the Scouts, Waywatchers and Glade Riders provide mobile firepower, picking off units and harrassing the enemy's flanks.

Lizardmen Skinks

Ranged poison attacks can be very effective, and Skinks are amongst the best troops with this ability (they Skirmish and can swim, which is handy). When using their Skink blowpipes, make sure you do not get tempted to use their multiple shot ability if it means you will need more than a 6 to hit. Needing a 6 followed by a 4+, for example, will remove their poison ability. A few Strength 3 shots are unlikely to scare even the weakest of units, whereas ten poisoned shots will make even the mightiest Dragon cringe. Having to take three or four saves a turn is a daunting prospect for any monster.

Gnoblars

Ogre armies are not renowned for their ability to shoot straight but hidden away in the depths of their army list are some really surprising sharpshooters. No, not the Leadbelchers, nor even the deadly Scraplauncher; there are a group of individuals in an Ogre army that are the bane to any Large Target. The sharp stuff fired by any ranked up unit of Gnoblars may seem insignificant to any infantry unit but when a large target lands in front of these little guys, they better have a good armour save or Toughness 6. Due to the rules for firing at large targets the entire unit of Gnoblars can fire if they are in range. With the +1 to hit for shooting a large target, the odds of these little greenskins causing a few wounds becomes fairly likely. In fact against a T5 Large Target like a Giant, a unit of 20 Gnoblars should cause between 3 and 4 wounds on average. Quite a threat, especially if they get to try again with their Stand and Shoot reaction when the monster charges them next turn...

Vampire Counts

The Vampire Counts army has no shooting units other than the special scream attack from the Banshee. Whilst extremely vulnerable to magic missiles and Dwarf runic war machines, the Banshee is still a terrifying sight for any army general whose troops are not Immune to Psychology. As long as you keep these special ladies out of harm's way, they can work their way across your opponent's army taking out small units pretty much at will. An extremely useful way of using them is to knock an extra rank off bigger units you are about to engage. The extra combat resolution can help your weaker troops win a combat and could mean that the enemy unit is now outnumbered by your Fear-causing models, forcing them to flee.

PAINTING WORKSHOP

LAYERING COLOUR

Month by month, Painting Workshop builds into a comprehensive guide to the subtle art of painting Citadel Miniatures.

In part three of our ongoing painting series, we take a look at layering paint – a quick and effective way of applying simple highlights and shading to a miniature.

Layering is a technique where you apply a coat, or layer, of a paint or ink over a model's base coat, to provide either a shade or a highlight.

For instance, a dark colour such as Charadon Granite can be highlighted with Codex Grey and then Fortress Grey, producing a dark grey tone. However, Charadon Grey can also be used as a shading layer for a Codex Grey base coat to create an entirely different shade of grey. The chart on the opposite page gives some idea of what colours to use with which to create a 3D paint effect – what all painters aim for. Basically, the darker the base colour, the darker the finished tone will be. The new Foundation paints are included on the chart. Remember that these paints are great straight from the pot for base coating, but will need thinning down more than usual for layering due to their strong pigment.

Application of layers

Applying a layer is very simple – just paint a strip of colour. You are trying to simulate the effects of light falling on the model, so try to follow the natural contours of the miniature. Obviously, if you are highlighting a base colour with a lighter colour, then you need to paint on the raised areas, whereas if you want to add a shade to a colour, you need to paint into the creases and folds. In either case, most of the model should be left the original base colour to create the illusion of light falling onto the miniature.

The highlighting and shading processes can be combined so, if you wanted to, you could paint a model with Necron Abyss, paint Black Ink into the cracks to give the effect of shadows, and then highlight the raised areas with Regal Blue. You should end up with the the deep recesses painted black, the mid areas painted Necron Abyss, and the highest layers Regal Blue, giving you a very dark shade of blue.

You can intensify the effect further by adding more, even lighter, layers. Leave some of the previous layer showing with each application. This will mean that each successive highlight layer will be finer than the last. Continuing our example above, we could add a fine highlight layer of Ultramarines Blue. A highlight layer and a shade is more than enough to give you a handsome unit of models fit for anyone's battlefield, but the more layers you add, the smoother the finish. The 'Eavy Metal Team might use a dozen highlight layers on a particulary important model. In this super-smooth 'Eavy Metal style layering, you need to dilute the paint you use for the layers with about 50% water.

On the next page you will find two models painted with layering. The painter, Christian Byrne, has also used a wash technique. Washing is where you water down an ink or paint to get a thin mix that will run into the crevices of a model. There are many different types of wash, and we'll be looking at those in greater detail in a future issue. Christian has used some Foundation paints as washes – remember that these are very strong paints and will require a lot of water to make into washes – about a 20:1 mix of water and paint! After mixing his wash on his pallette, Christian painted the colour into the recesses, exactly as he would a shade. The advantage a wash brings is that it will not overwhelm the base colour.

Top Tip: Use a separate water jar for metallic paint

It is a good idea to keep two jars of water for painting, one for metallics and one for all other colours. If you look closely at water that has been used to clean metallic paint off a brush, you will see specks of metallic material – these will contaminate other colours.

Colour Chart

This chart should give you some idea of the versatility of the Citadel paint system. All the paints can be used straight out of the pot. However, you can freely mix them to create precisely the colour you want.

BASE COLOUR	SHADE	1ST HIGHLIGHT	2ND HIGHLIGHT
ASTRONOMICON GREY	SHADOW GREY	SPACE WOLVES GREY	SKULL WHITE
ADEPTUS BATTLEGREY	CHARADON GRANITE	SHADOW GREY	ASTRONOMICON GREY
FENRIS GREY	CHARADON GRANITE	HAWK TURQUOISE	SPACE WOLVES GREY
NECRON ABYSS	BLACK INK	REGAL BLUE	ULTRAMARINES BLUE
MORDIAN BLUE	MIDNIGHT BLUE	ENCHANTED BLUE	ICE BLUE
HORMAGAUNT PURPLE	BLACK INK	WARLOCK PURPLE	TENTACLE PINK
MECHRITE RED	CHESTNUT INK	BLOOD RED	BLAZING ORANGE
MACHARIUS SOLAR ORANGE	FLESH WASH	BLAZING ORANGE	FIERY ORANGE
IYANDEN DARKSUN	DESERT YELLOW	GOLDEN YELLOW	BAD MOON YELLOW
TAUSEPT OCHRE	FLESH WASH	VOMIT BROWN	BLEACHED BONE
TALLARN FLESH	FLESH WASH	DWARF FLESH	ELF FLESH
CALTHAN BROWN	SCORCHED BROWN	VERMIN BROWN	VOMIT BROWN
GRETCHIN GREEN	DARK ANGELS GREEN	CAMO GREEN	SCORPION GREEN
KNARLOC GREEN	ORKHIDE SHADE	CATACHAN GREEN	CAMO GREEN
ORKHIDE SHADE	BLACK INK	KNARLOC GREEN	CATACHAN GREEN
CHARADON GRANITE	BLACK INK	CODEX GREY	FORTRESS GREY
KHEMRI BROWN	BROWN INK	KOMMANDO KHAKI	BLEACHED BONE
DHENEB STONE	FLESH WASH	BLEACHED BONE	SKULL WHITE

Models painted with layering

STAGE 1

Use standard brush ▶

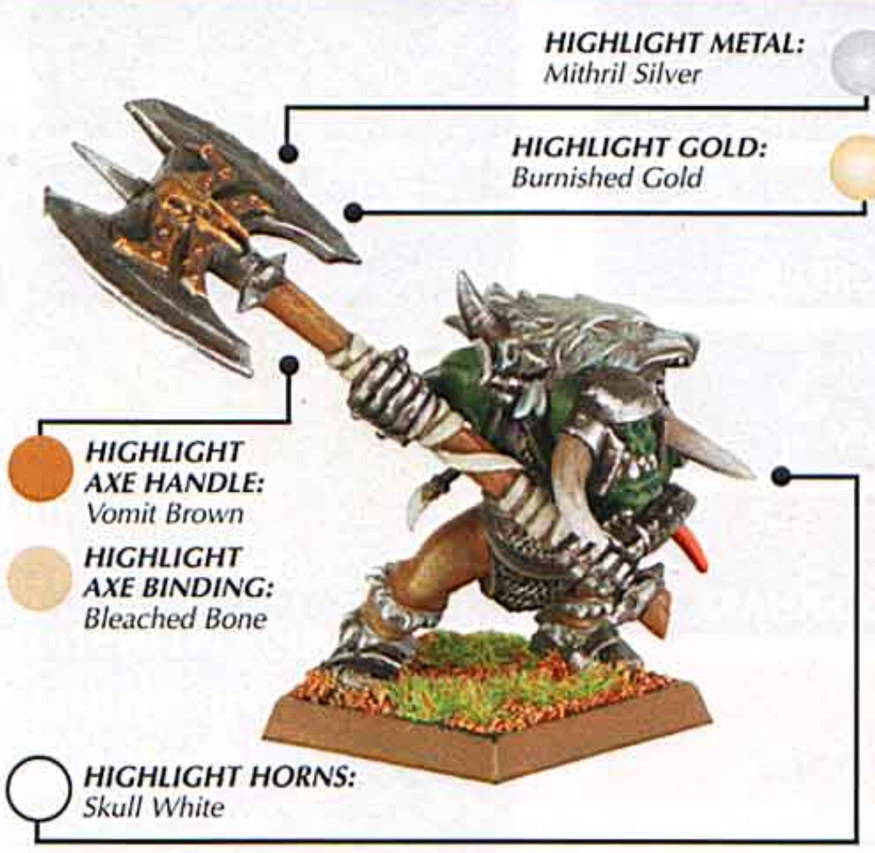
Facial Detail

STAGE 2

Use detail brush ▶

Facial Detail

STAGE 3

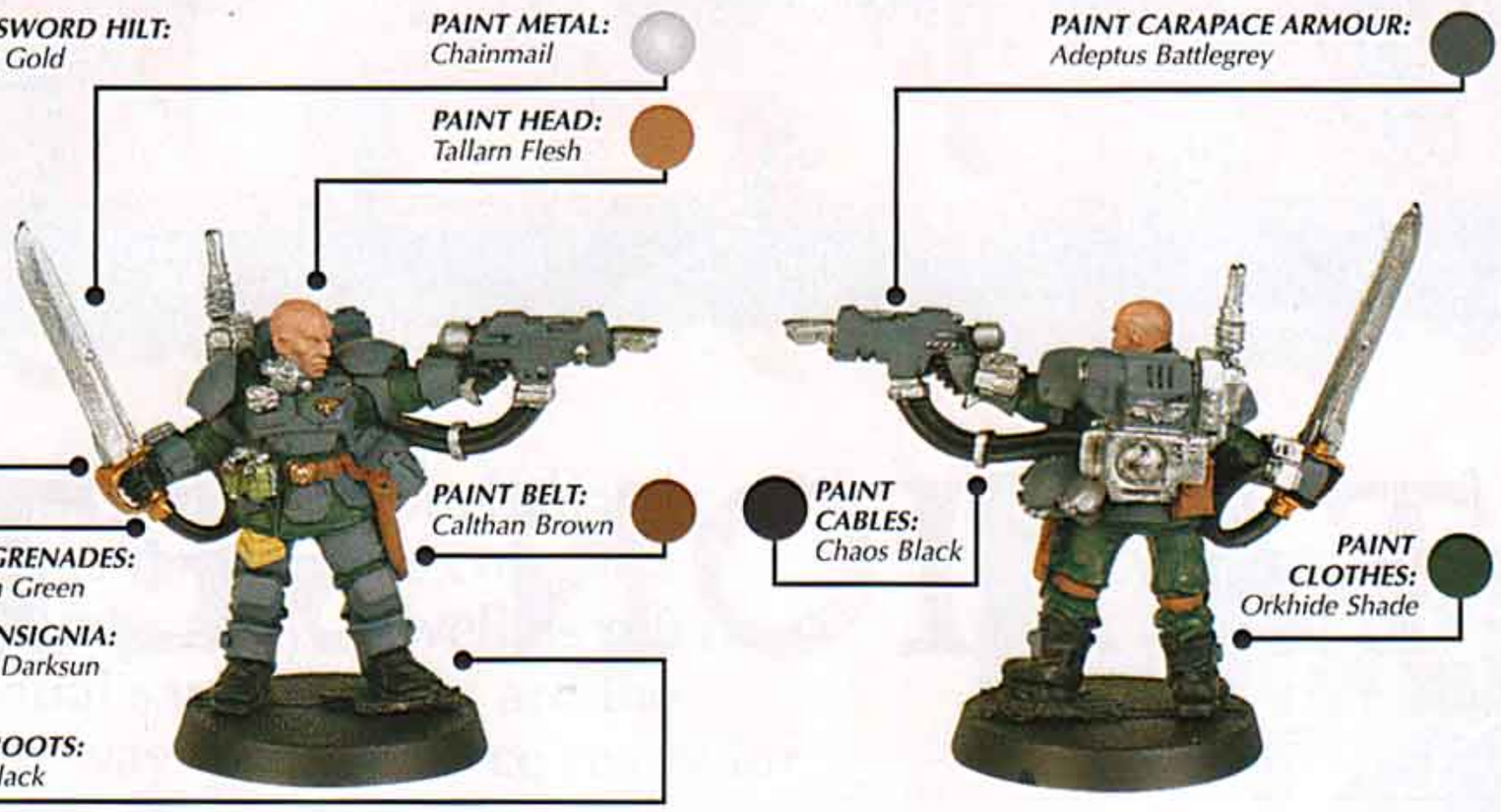


Facial Detail

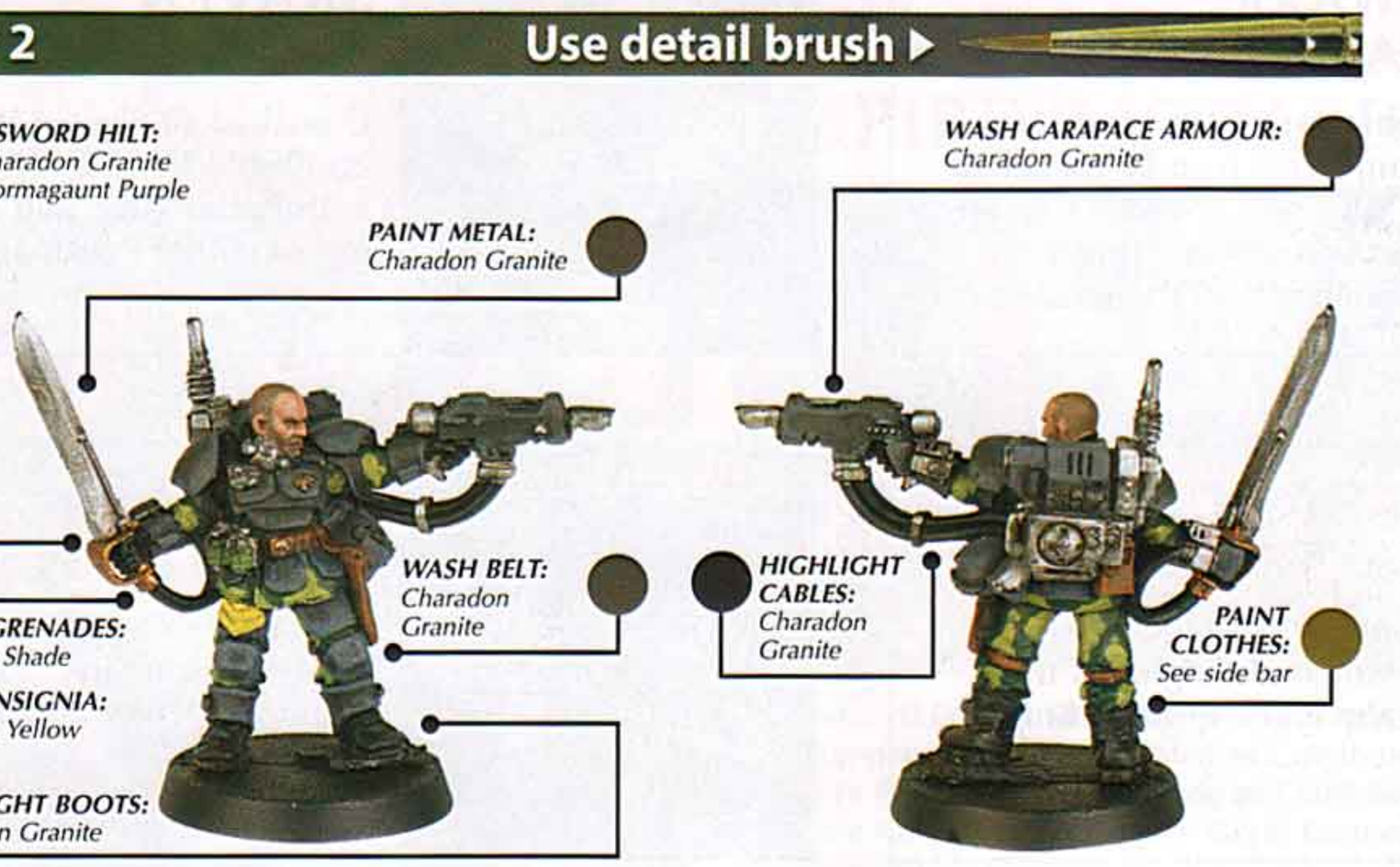
Stormtrooper Sergeant

Following the instructions below, you should be able to recreate the paint schemes on these models. Full explanations of the layering and wash techniques are on the previous pages. Always keep your brushes' points sharp by rolling the points on some wet tissue between applications, and don't dip them into the paint past the metal ferrule.

STAGE 1 — Use standard brush ▶



STAGE 2 — Use detail brush ▶



STAGE 3 — Use fine detail brush ▶

Facial Detail

PAINT SKIN: *Tallarn Flesh*

PAINT STUBBLE: *60% Tallarn Flesh 40% Charadon Granite*

WASH MOUTH, EARS AND EYES: *Charadon Granite*

HIGHLIGHT SKIN: *50% Tallarn Flesh 50% Skull White*

Camo patterns

Over a base of Orkhide Shade, add daubs of Gretchin Green.

Paint Knarloc Green in the centre of the Gretchin Green blotches, leaving a line of Gretchin Green round the Knarloc Green.

WARHAM

BATTALION SETS

DWARF BATTALION

Contains: 24 Warriors, 16 Thunderers (can be modelled as Quarrellers) and a Cannon (can be built as either a Cannon or an Organ Gun).

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Contains: 40 Skaven Warriors, 20 Plague Monks, 6 Giant rats with Packmaster, and 2 Rat Ogres with 2 Packmasters.

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Contains: 16 Men at Arms, 20 Bowmen, 8 Knights of the Realm and a Pegasus Knight.

HIGH ELF BATTALION

Contains: 16 Spearmen, 16 Archers, 8 Silver Helms and a Bolt Thrower with crew.

LIZARDMEN BATTALION

Contains: 24 Saurus Warriors, 8 Saurus Cold One Cavalry and 24 Skinks.

WOOD ELF BATTALION

Contains: 24 Glade Guard (can be made as Scouts), 8 Glade Riders and 12 Dryads.

TOMB KINGS BATTALION

Contains: 8 Skeleton Horsemen, 3 Chariots,16 Skeleton Warriors and 16 Skeleton Archers.

OGRE KINGDOMS BATTALION

Contains: 6 Ogre Bulls, 4 Leadbelchers, 4 Ironguts and 24 Gnoblar Fighters.

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Contains: 15 Orc Warriors, 10 Forest Goblin Spider Riders, 20 Night Goblins and 1 Orc Boar Chariot.

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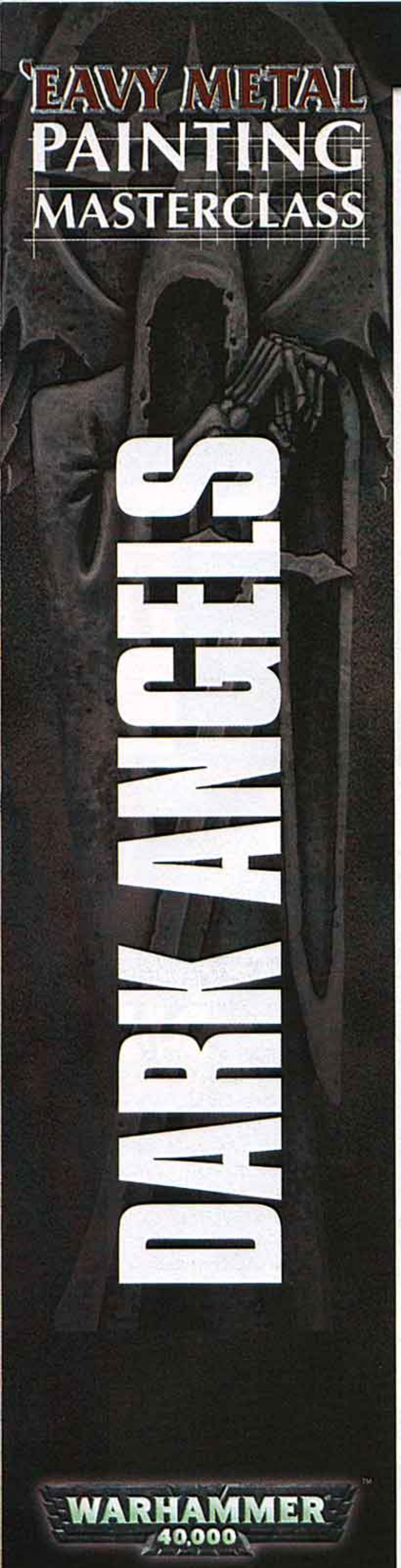


WARHAMMER 40,000

With the awesome new Master of the Ravenwing model out recently, we couldn't resist getting 'Eavy Metal to demonstrate how to paint him and his jetbike.

SAMMAEL, MASTER OF THE RAVENWING

Sammael is an amazing model, and a great addition to your army, both as a centrepiece and as a game-winning killing machine. Special characters like this deserve special care and attention when painting, so they look as good as they can on the field of battle.

We dispatched our Interrogator-Chaplains to quiz Anya Wettergren, 'Eavy Metal's Swedish painting machine, about how the experts do it.

Preparing the Model

As usual, you need to clean up the miniature using a hobby knife and a set of files. When assembling metal models, always check the pieces fit well together as natural differences in the metal, cooling times and numerous other factors can have had an effect on the components. File these until they fit together as well as possible. This is even more important on a model like this, whose lines are the straight edges of a machine. Additionally, with large metal models, you might like to pin the parts together using a pin vice and some stiff wire – bits of a paperclip will do. This will lend the model extra strength and durability. Finally, fill any obvious gaps with Green Stuff.

Anya decided to paint this model in two pieces, as there are a lot of nooks and crannies to get into. This is a useful thing to do on any dynamic miniature, but you don't have to paint every part individually; here Anya made two sub-assemblies – the upper body of Sammael and the rest – and that was sufficient to make painting easier.

The finished Sammael. This is what you will be working towards creating yourself by following our guide. In order for you to better see the detail, Sammael is shown here slightly larger than actual size.

Top Tip

The 'Eavy Metal Technique

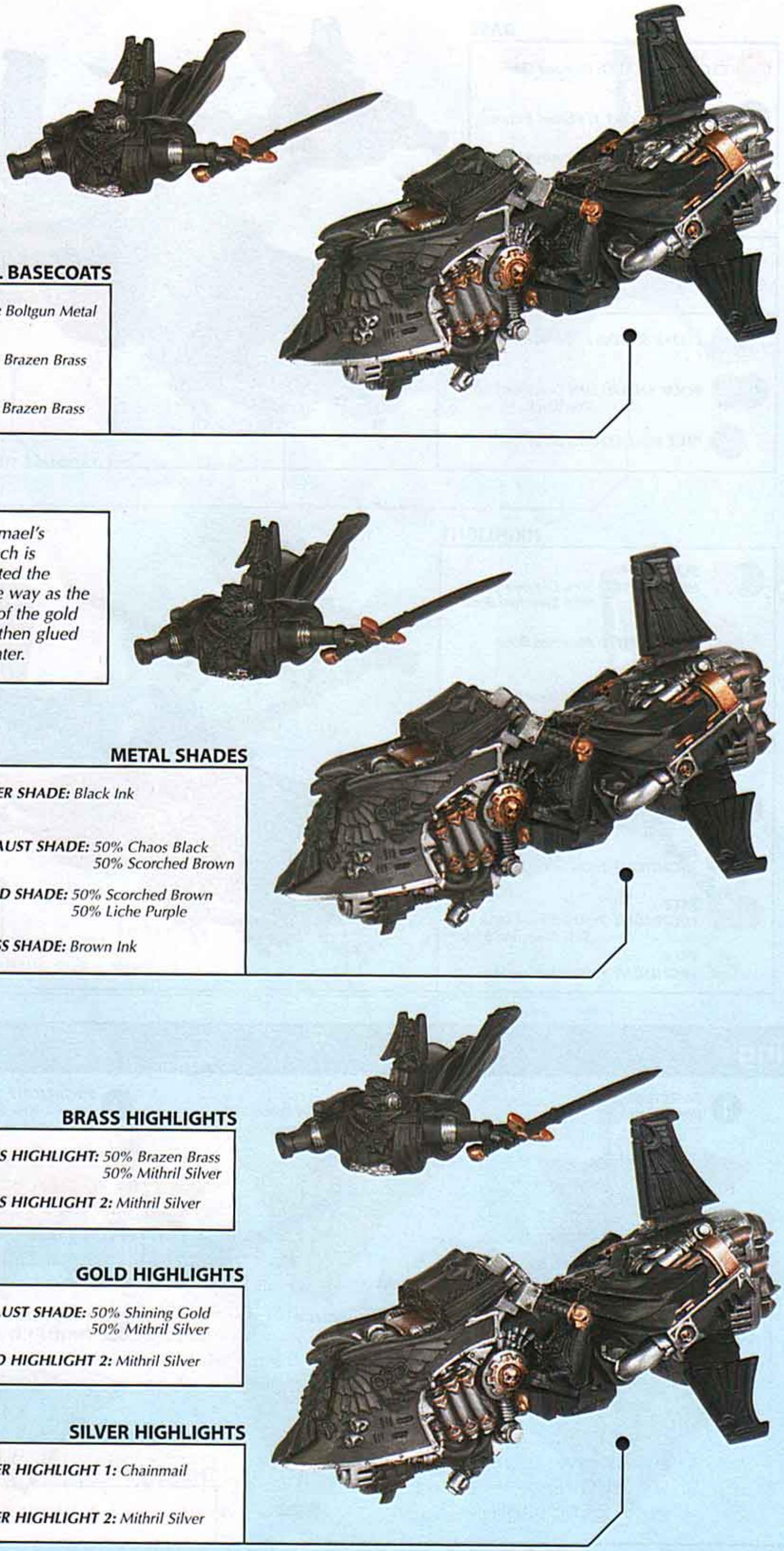
The 'Eavy Metal painting style is predicated on one important principle – always water your paints down. "We never use the paints straight from the pot", says Anya. "Although of course you can paint straight out of the pot, it does not give you the smoothness of finish that 'Eavy Metal miniatures require. This smoothness is most important when applying your basecoat."

Anya says it takes practice to figure out how much water to put into a paint, as it differs depending on technique, the colour used and the purpose to which it is put. For example, when shading she thins the paint almost to a wash, while a basecoat might have a little water put into it just to make sure it is super-smooth, providing a good base for the highlighting and shading processes.

The real secret to highlighting the 'Eavy Metal way is to apply almost translucent layers of paint. We can't show every single application, but on page 92 we have used Sammael's cloak as an example to show you all the stages applied so you can get a good idea of how it is done.

Step 1: Painting Metal

All painters approach a project in a different way. Anya concentrates on finishing a particular area off before moving onto the next. First she did the metal areas, mostly with layering, but with some washes. Basecoating here has to be neat, so you do not end up having to go back to tidy up the black, which forms the main block of colour.



METAL BASECOATS

- ***SILVER:*** *Boltgun Metal*
- ***GOLD:*** *Brazen Brass*
- ***BRASS:*** *Brazen Brass*

Sammael's brooch is painted the same way as the rest of the gold and then glued on later.

METAL SHADES

- ***SILVER SHADE:*** *Black Ink*
- ***EXHAUST SHADE:*** *50% Chaos Black 50% Scorched Brown*
- ***GOLD SHADE:*** *50% Scorched Brown 50% Liche Purple*
- ***BRASS SHADE:*** *Brown Ink*

BRASS HIGHLIGHTS

- ***BRASS HIGHLIGHT:*** *50% Brazen Brass 50% Mithril Silver*
- ***BRASS HIGHLIGHT 2:*** *Mithril Silver*

GOLD HIGHLIGHTS

- ***EXHAUST SHADE:*** *50% Shining Gold 50% Mithril Silver*
- ***GOLD HIGHLIGHT 2:*** *Mithril Silver*

SILVER HIGHLIGHTS

- ***SILVER HIGHLIGHT 1:*** *Chainmail*
- ***SILVER HIGHLIGHT 2:*** *Mithril Silver*

Top Tip

Paint it all

Always check all angles of the model when painting! "If you don't," says Anya, "you can miss bits. When this happens, there is no way that you can get a good finish."

BRASS AND GOLD

Though the gold on the rider and the brass on the bike both start off with a Brazen Brass basecoat, they are shaded and highlighted differently. After shading the gold with a watered-down paint mix *(left)*, she applied a Shining Gold layer, almost as she would a basecoat, leaving the shade showing only in the deep crevices.

MULTIPLE HIGHLIGHTS

Anya applied several layered highlights to the metal areas, adding more Mithril Silver to the mix for each successive layer. As you can see, she highlighted only the very edges of the metal with pure Mithril Silver.

Step 2: Cloak, book and flesh

All these areas are a similar colour, so Anya decided to paint them together. She painted round the details that would eventually be a different colour, leaving them black. You can pick them out in black again before painting them, but this deadens the detail slightly, taking away from the crisp finish that 'Eavy Metal painters are renowned for.

SHADING

Anya used two different shading techniques here. She layered a thin line of slightly dilute Scorched Brown into the lines of the face, whereas the cloak had the Bestial Brown shade blended into it. Of note here, too, is the book basecoat. This started as a flat application of the new Foundation Paint, Khemri Brown, which provided a good primer for a second basecoat of Graveyard Earth Citadel Colour.

REALISTIC FLESH

Anya likes to highlight flesh with very fine, thin layers, usually taking four stages in all. On this model, halfway through the layering process, she applied a glaze of Purple Ink round the eyes and nose for definition.

BASE

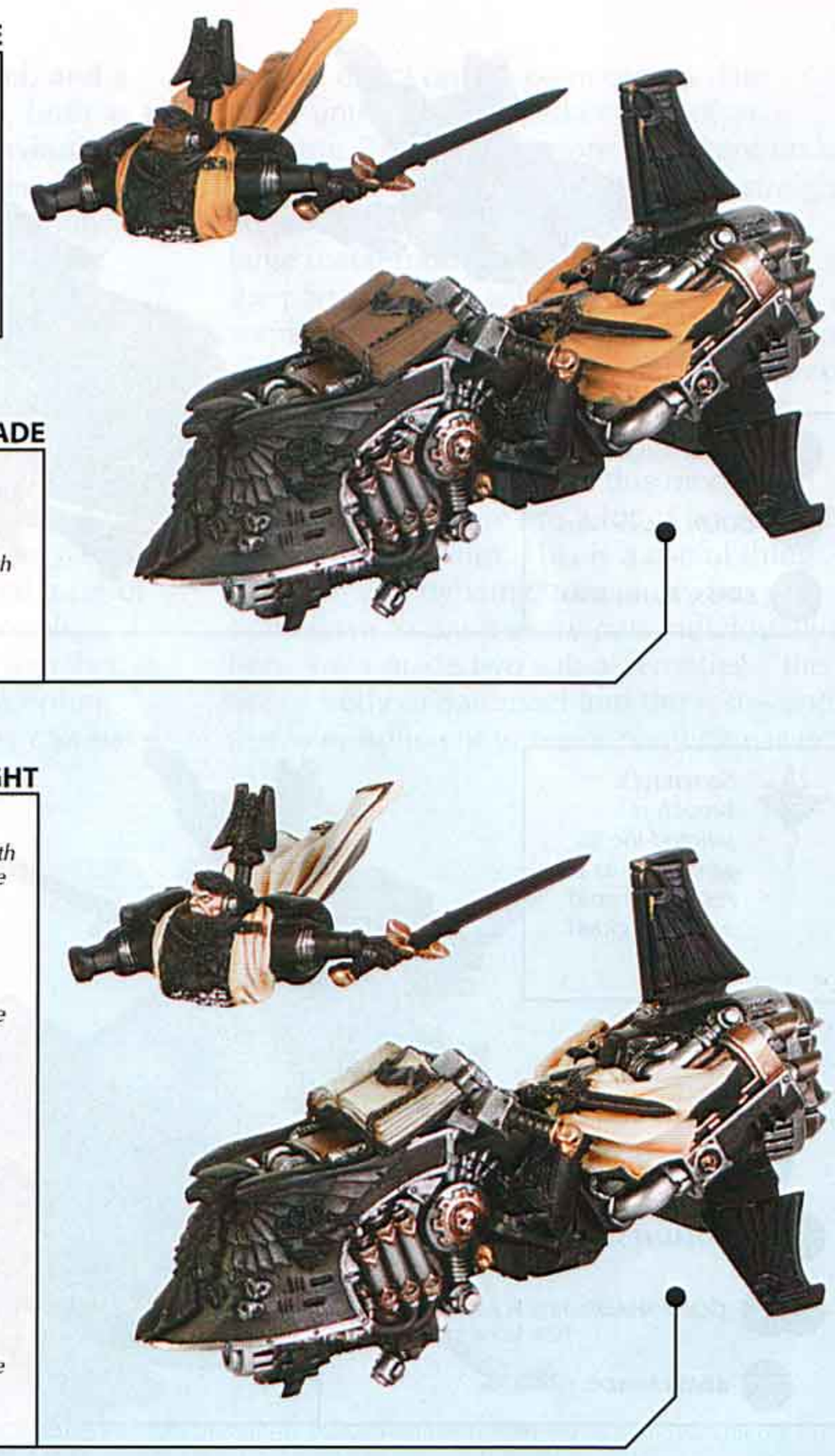
- ***CLOAK BASECOAT:*** *Bronzed Flesh*
- ***BOOK BASECOAT 1:*** *Khemri Brown*
- ***BOOK BASECOAT 2:*** *Graveyard Earth*
- ***FACE BASECOAT:*** *Bestial Brown*

SHADE

- ***CLOAK SHADE:*** *Bestial Brown*
- ***BOOK SHADE:*** *50% Graveyard Earth 50% Black*
- ***FACE SHADE:*** *Scorched Brown*

HIGHLIGHT

- ***BOOK HIGHLIGHT 1:*** *50% Graveyard Earth 50% Bleached Bone*
- ***BOOK HIGHLIGHT 2:*** *Bleached Bone*
- ***BOOK HIGHLIGHT 3:*** *50% Bleached Bone 50% Skull White*
- ***BOOK HIGHLIGHT 4:*** *Skull White*
- ***FACE HIGHLIGHT 1:*** *50% Bestial Brown 50% Dwarf Flesh*
- ***FACE HIGHLIGHT 2:*** *Dwarf Flesh*
- ***FACE HIGHLIGHT 3:*** *50% Dwarf Flesh 50% Bleached Bone*
- ***FACE HIGHLIGHT 4:*** *Bleached Bone*



Ultimate Highlighting

The cloak, like much of the model, was layered. As this example amply demonstrates, the more layers you apply, the smoother the finish. Each layer used paint thinned in a 1:1 mix with water.

Step 3: White

The white areas form a strong contrast to the black, and is important that they are clean. Make sure you are using pure Skull White – always clean your paintbrushes thoroughly before dipping them into this paint! Also, make sure you do not handle these areas too much when finishing the rest of the model, as this can make them grubby.

BASECOAT

WHITE BASECOAT: *50% Space Wolves Grey*
50% Skull White

SHADE

WHITE SHADE: *Shadow Grey*

HIGHLIGHT

WHITE HIGHLIGHT: *Skull White*

STRONG WHITE

To achieve a good, even basecoat, Anya used a 1:1 mix of Space Wolves Grey and Skull White. She then shaded the cracks with watered-down Shadow Grey paint. Note that this is not a wash, but thinned paint that is applied directly into the recesses with a fine detail brush. Several highlights of thinned Skull White were then painted on very carefully, building up the colour gradually until the result was a sharp, luminous white.

Step 4: Final Details

The details on the model are a few different colours, so there is a lot to take in on these pages. Many of these areas, though small, still require two or three highlights. Obviously, you are going to need your finest brushes and keep your hand as steady as you possibly can to paint these very fine details.

GREEN & BLUE BASE

GREEN BASECOAT: *Dark Angels Green*

BLUE BASECOAT: *Regal Blue*

RED BASE

RED BASECOAT: *Scab Red*

WHITE BASE

WHITE BASECOAT: *50% Space Wolves Grey*
50% Skull White

DETAIL BASE

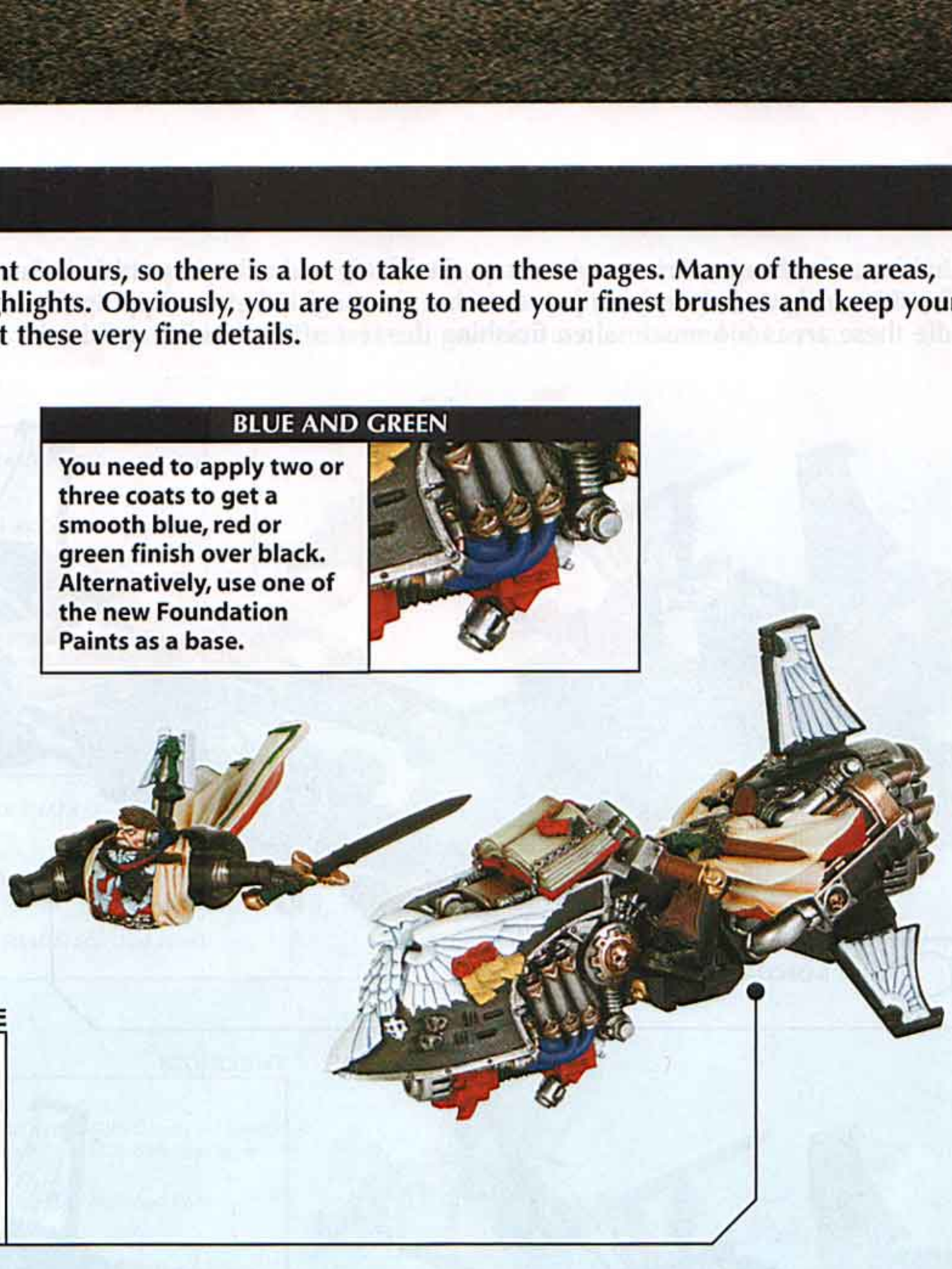
LEATHER BASECOAT: *Dark Flesh*

LEG ORNAMENTS BASE: *50% Codex Grey*
50% Scorched Brown

HAIR BASECOAT: *Scorched Brown*

BLUE AND GREEN

You need to apply two or three coats to get a smooth blue, red or green finish over black. Alternatively, use one of the new Foundation Paints as a base.



GREEN & BLUE SHADE

GREEN SHADE : *90% Dark Angels Green*
10% Chaos Black

BLUE SHADE : *90% Regal Blue*
10% Chaos Black

RED SHADE

RED SHADE : *90% Scab Red*
10% Chaos Black

WHITE SHADE

WHITE SHADE: *Shadow Grey*

DETAIL BASE

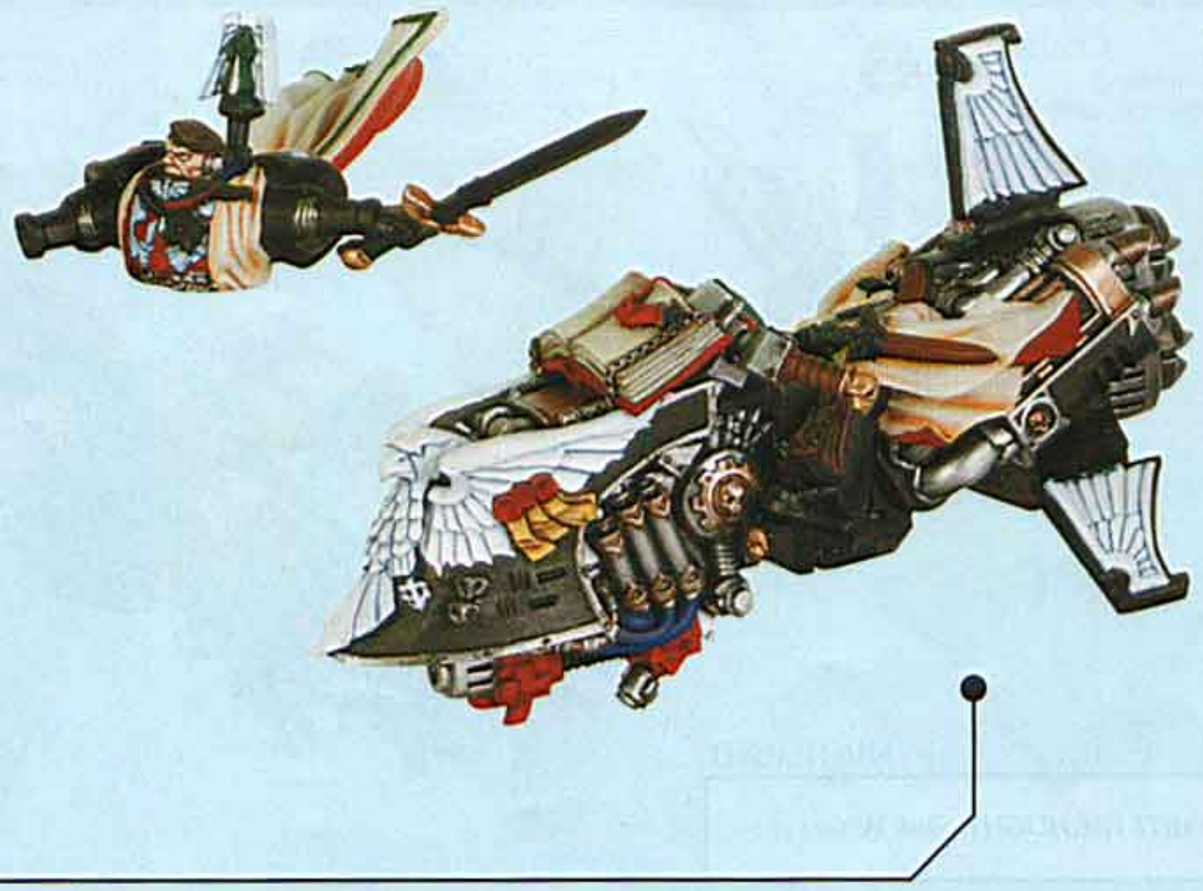
LEATHER SHADE: *90% Dark Flesh*
10% Chaos Black

LEG ORNAMENTS SHADE: *90% Codex Grey*
10% Chaos Black

HAIR SHADE: *90% Scorched Brown*
10% Chaos Black

SHADING

All the shades on these two pages are paints or paint mixes that have been thinned down and painted directly into the recesses of the model.



DETAIL HIGHLIGHTS

LEATHER HIGHLIGHT 1: *50% Dark Flesh*
50% Bleached Bone

LEATHER HIGHLIGHT 2: *Bleached Bone*

LEATHER HIGHLIGHT 3: *Add more Bleached Bone*

LEG ORNAMENTS HIGHLIGHT 1: *50% Bleached Bone*
50% Basecoat mix

LEG ORNAMENTS HIGHLIGHT 2: *Add more Bleached Bone*

HAIR HIGHLIGHT 1: *Bestial Brown*

HAIR HIGHLIGHT 2: *Bronzed Flesh*

HAIR HIGHLIGHT 3: *Bleached Bone*

RED HIGHLIGHT

RED HIGHLIGHT 2: *50% Scab Red*
50% Blood Red

RED HIGHLIGHT 2: *50% Blood Red*

RED HIGHLIGHT 3: *50% Blood Red*
50% Blazing Orange

RED HIGHLIGHT 4: *Blazing Orange*

RED HIGHLIGHT 5: *50% Blazing Orange*
50% Elf Flesh

GREEN & BLUE HIGHLIGHTS

GREEN HIGHLIGHT 1: *Goblin Green*

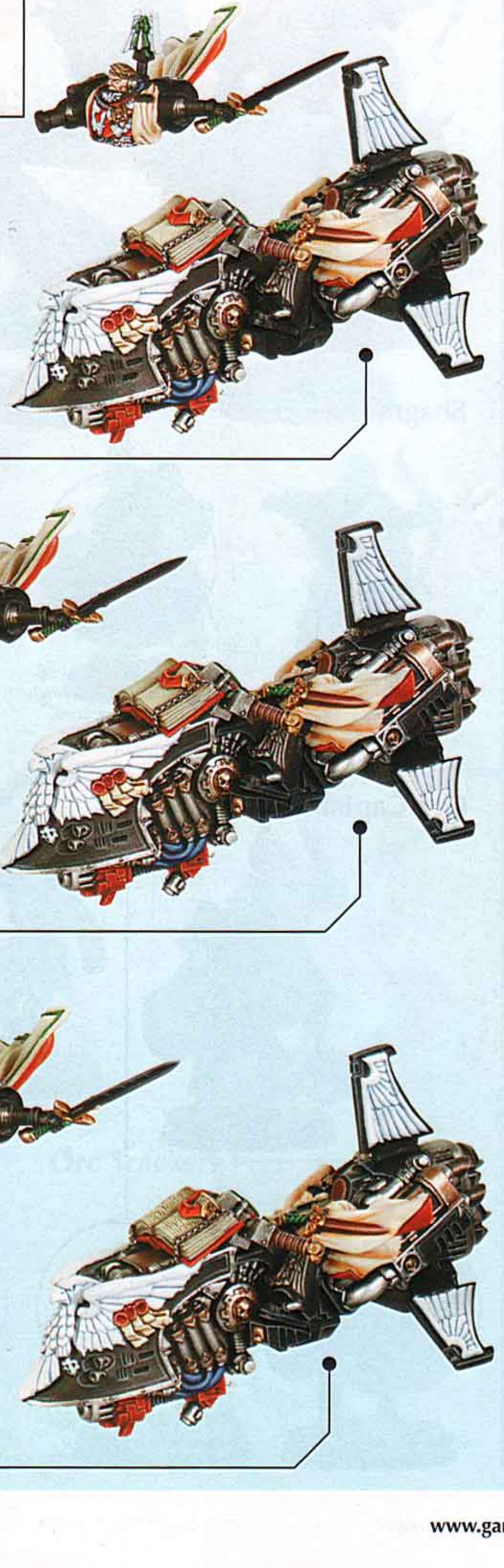
GREEN HIGHLIGHT 2: *50% Bleached Bone*
50% Goblin Green

GREEN HIGHLIGHT 3: *Bleached Bone*

BLUE HIGHLIGHT 1: *50% Regal Blue*
50% Shadow Grey

BLUE HIGHLIGHT 1: *Space Wolves Grey*

BLUE HIGHLIGHT 2: *Shadow Grey*



BLACK AREAS

BLACK BASECOAT: *Chaos Black*

BLACK HIGHLIGHT 1: *50% Chaos Black*
50% Codex Grey

BLACK HIGHLIGHT 2: *Codex Grey*

BLACK HIGHLIGHT 3: *Fortress Grey*

SWORD

SWORD BASECOAT: *50% Chaos Black*
50% Regal Blue

SWORD HIGHLIGHT 2-3: *Add Fortress Grey*

SWORD HIGHLIGHT 4 *Pure Fortress Grey*

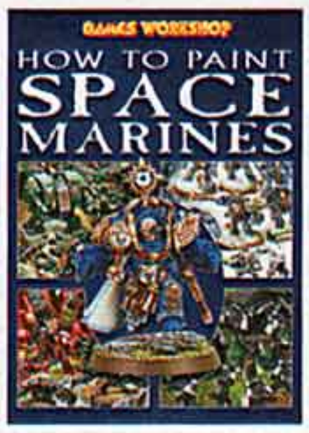
SWORD HIGHLIGHT 5: *Skull White*

BLACK

Even though it is the predominant colour on the model, Anya left the black until last. This needs to be very subtly treated or will become chalky. She first tidied up all the black areas a bit with a fresh coat of Chaos Black paint, then highlighted it three times. These are hard edge highlights – don't get carried away here or the armour and bike fairing will look too grey.

THE RAVEN SWORD

The Raven Sword is carved from a block of obsidian. To differentiate this volcanic stone from the other black areas, Anya added Regal Blue to its basecoat. She then added Fortress Grey to the mix for two highlights in increasing quantity, before applying a fine edging highlight of Fortress Grey. Finally, Anya painted on a very fine highlight of pure Skull White.



How to Paint Citadel Miniatures **and** ***How to Paint Space Marines*** **provide an essential reference for all the techniques used in this painting masterclass.**

'EAVY METAL

VILLAINS OF EVIL

HORDE

THE LORD OF THE RINGS STRATEGY BATTLE GAME

We turn our spotlight onto the foul Orcs; evil warriors that hound the forces of Good throughout Middle-earth.

Mordor Orc Heroes

Of all the Orcs of Middle-earth, the ranks of Barad-dûr, Cirith Ungol and Minas Morgol boast the most infamous and cunning commanders.

Gothmog

Gothmog's armour is made from beaten Mordor steel. He is armed and equipped with the crude yet effective wargear typical of Orcs.

Shagrat

A fierce and brutal Uruk-hai Captain, unswervingly loyal to the Dark Lord.

Gorbag

Gorbag's greed allows Frodo and Sam to flee into Mordor.

Orc Captains

Captains are the most vicious and cruel of their race.

Orc Shamans

Shamans are worshippers of the dreaded Nazgûl.

Orc Warriors

Orcs are the most numerous of all the servants of Evil in Middle-earth. Infesting all the dark and shadowy places of the world, these creatures are a menace to all that is good.

Mordor Orcs

Mordor Uruk-hai

Morannon Orcs

These Orcs are better equipped than their weaker brethren.

Orc Trackers

Trackers are good shots – the best in the Orcish race.

MORDOR ICONS

The forces of Sauron daub their crude armour and weaponry with the icons of Mordor. Examples include the red eye and sun, representing the Dark Lord, as well as the wraith-like faces of Sauron's feared servants, the Nazgûl.

Uruk-hai Heroes

The most cunning and savage of Saruman's Uruk-hai were elevated to positions of power – champions of evil whose duty it was to enforce the will of the White Hand upon the enemies of the Two Towers.

Uruk-hai Captains

Uruk-hai Shaman

Lurtz

Lurtz proudly displays the mark of Saruman – the White Hand imprinted on his forehead – symbolising his loyalty to Isengard.

ALTERNATE LURTZ

Lurtz is a powerful warrior, and master of a variety of weapons.

Uglúk

Uglúk's ruthless aggression makes him a brutal leader.

Vrashkû

This Crossbow-armed Orc is an Uruk-hai Scout Captain.

Sharku

Sharku is the chief amongst the Warg Riders, and the boldest of all that murderous horde. His Warg is the largest and most fearsome of the pack.

Sharku rides to war on a fearsome Warg. Of all the Warg riders that inhabit the bowels of Orthanc, Sharku is the most accomplished.

Sharku on Foot

Sharku is just as dangerous and savage on foot as he is in the saddle of his Warg.

Uruk-hai

At the height of Saruman's power, tens of thousands of Uruk-hai were bred in the deepest pits of Orthanc to create an army the likes of which had not been seen for an age, a violent horde with an inherent hatred of the higher races.

Uruk-hai with crossbow

Uruk-hai with sword

Uruk-hai Scout

Uruk-hai Banner Bearer

Uruk-hai with pike

Uruk-hai battering ram crew

Feral Uruk-hai

Uruk-hai Berserker

Warg Riders

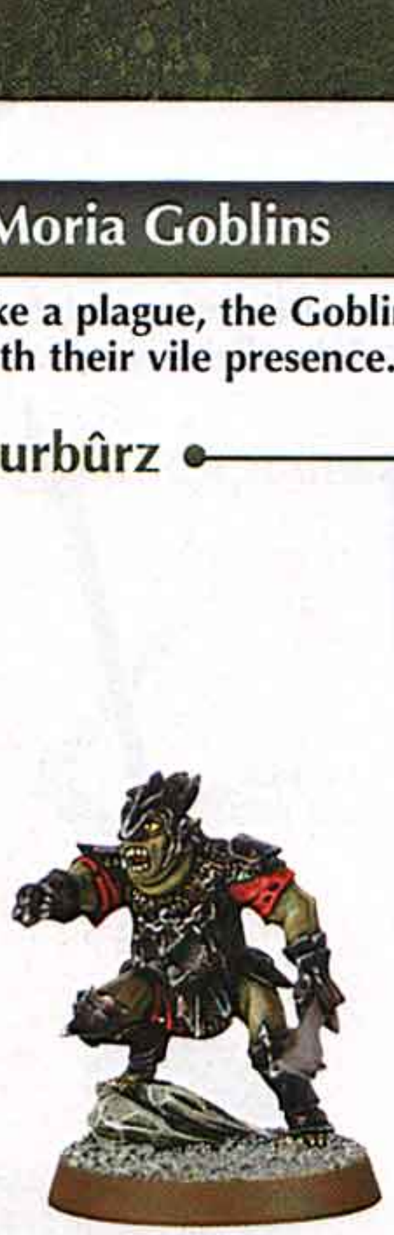
Orcs ride to battle upon Wargs – gigantic, evil wolves. They are massive and dangerous creatures with a low cunning, powerful hunters so swift that any prey they catch the scent of stands little chance of escaping.

MORIA

Moria Goblins

Like a plague, the Goblins of Moria have spread throughout the ancient Dwarven halls, filling every cavern and tomb with their vile presence. Only the Balrog stops them from spreading further into the dark depths.

Durbûrz



Durbûrz rules over his dark brethren with an iron fist, having used his size and strength to bully his way into a position of power.

Goblin Shaman

The magic-wielding Goblin Shamans are the tools through which Sauron extends his infuence to the depths of Moria.

Goblin Captains

Goblin War Drum

Goblins

CITADEL TOOLBOX

Purity Seal & 'Ardcoat

After you've painted a lovely miniature, the last thing you want is for it to get scratched. Luckily for you, we make varnish that provides a protective coat for your masterpieces!

Purity Seal

Purity Seal is a satin varnish, the primary use of which is to protect your models from handling and the rough and tumble of gaming *(We've all knocked a few miniatures over in our time as we scrabble to make a decisive charge! – Grombrindal)*. If applied correctly, Purity Seal will provide a flat finish and protective coat, but will not dull the look of the models like matt varnish.

As with all aerosol sprays, many of the problems people encounter are from not following the instructions on the can correctly. These are summarised here for your convenience.

1 Do not apply too thick a coat to the miniatures in one go. This will result in a shiny finish. Apply the varnish as several light dustings, and you will get a protective coat with a light shine.

2 If you want greater protection, apply several light coats. Let the varnish dry between applications.

3 Spray at about room temperature. All sprays are affected by extremes of heat or cold, and this can spoil the finish – a potential disaster when varnishing a lovingly painted model!

Safety First

Always spray in a well-ventilated area. Do not inhale the spray.

Good spraying technique

Shake the can for about two minutes before you begin to spray.

When spraying, hold the can approximately 12"/30cm away from the models.

Move the can in a sweeping motion across the line of models for even coverage.

'Ardcoat

'Ardcoat is a gloss varnish that forms a tough, shiny surface. Because of its protective properties, some people prefer to use 'Ardcoat in place of Purity Seal. However, for most of us 'Ardcoat is primarily useful for applying a wet-look finish to appropriate areas of models. This can be used to highlight drooling mouths, glistening maws, deadly wounds or slick, bloody areas. In the example to the right it has been used on Gobbla's tongue to great effect.

Top Tip

Finishing Up

Once you are done spraying, follow these simple tips to get the most out of your Citadel Purity Seal.

Hold the can upside down and spray to clear the nozzle.

Store spray cans out of direct sunlight, in a safe, dry place.

GAMES WORKSHOP®

INDEPENDENT STOCKISTS

The Most Convenient Place to Shop!

- In Your Local Area
- Most Popular Boxes and Hobby Supplies
- Official Sellers

With over 500 locations in the UK there is never a local stockist far away, making them perfect for that quick resupply or hobby need.

They concentrate on stocking our most popular products, meaning you're more likely to find exactly what you're looking for!

All our stockists are official sellers of Games Workshop games and hobby products.

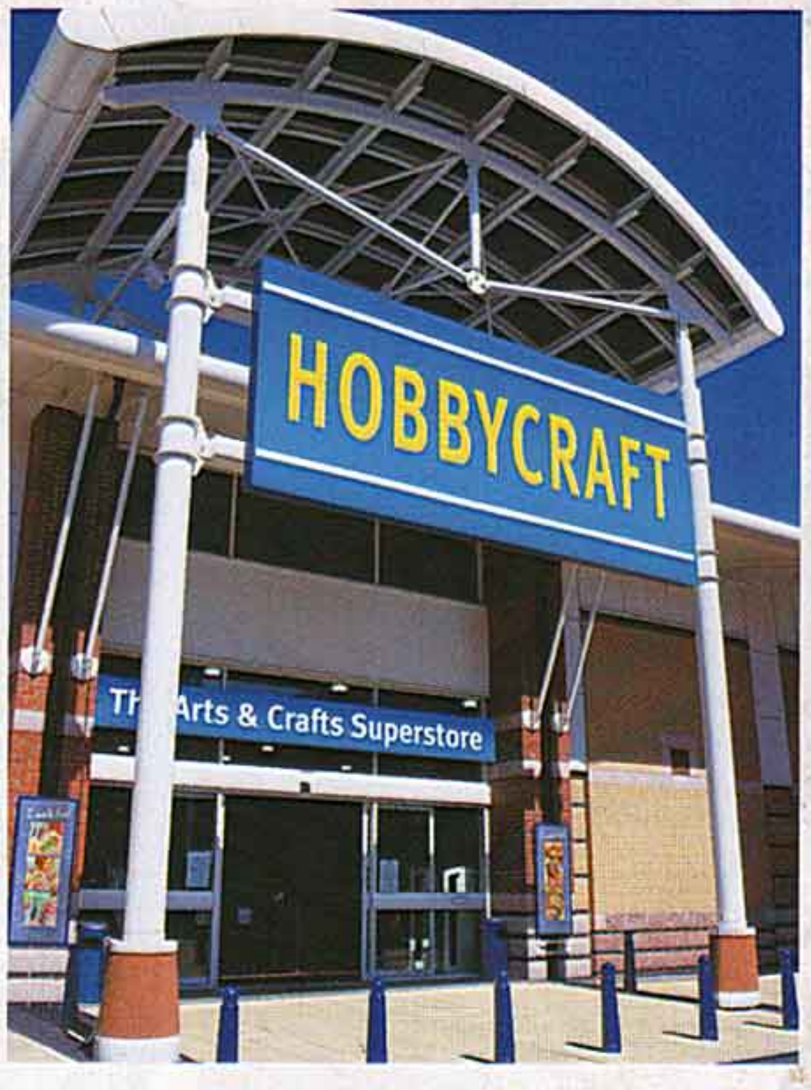
Find your local stockist using our handy map based store finder.

www.games-workshop.co.uk/storefinder

See page 114 for your local store

HOBBYCRAFT

Games Workshop products are now available in the hobby and craft superstores – HobbyCraft! Available in over 20 locations nationwide, they provide a convenient stopping off point for hobby supplies and an excellent range of our miniatures, games and hobby tools!



To find your nearest store, check out the HobbyCraft website at:

www.hobbycraft.co.uk

1 **HobbyCraft Basildon**
Westgate Park, Tel: 01268 240100

2 **HobbyCraft Bolton**
Bolton Gate Retail Park, Tel: 01204 374300

3 **HobbyCraft Bournemouth**
Longham, Ferndown, Tel: 01202 582444

4 **HobbyCraft Bristol**
Cribbs Causeway, Tel: 0117 959 7100

5 **HobbyCraft Chester**
Chester Retail Park, Tel: 01244 650 110

6 **HobbyCraft Coventry**
Central Six Retail Park, Tel: 02476 234520

7 **HobbyCraft Crayford**
Tower Retail Park, Tel: 01322 552120

8 **HobbyCraft Gateshead**
Retail World, Tel: 0191 482 7410

9 **HobbyCraft Gloucester**
The Peel Centre, Tel: 01452 424999

10 **HobbyCraft Greenford**
Westway Cross Shopping Park, Tel: 0208 747 7500

11 **HobbyCraft Leeds**
Crown Point Retail Park, Tel: 0113 389 3020

12 **HobbyCraft Maidstone**
St Peters Wharf, Tel: 01622 623750

13 **HobbyCraft Milton Keynes**
Central Retail Park, Tel: 01908 308 330

14 **HobbyCraft Northampton**
Weedon Road Id. Estate, Tel: 01604 591800

15 **HobbyCraft Nottingham**
Lady Bay Retail Park, Tel: 0845 051 6549

16 **HobbyCraft Preston**
Deepdale Shopping Park, Tel: 01772 661200

17 **HobbyCraft Reading**
Forbury Retail Park, Tel: 0118 902 8600

18 **HobbyCraft Southampton** NEW!
Gaters Hill, Tel: 0845 051 6521

19 **HobbyCraft Stockport**
The Peel Centre, Tel: 0161 429 5400

20 **HobbyCraft Swindon** NEW!
St. Margaret's Park, Tel: TBC

21 **HobbyCraft Tamworth**
Ventura Retail Park, Tel: 01827 300800

WARHAMMER®

2006 DOUBLES TOURNAMENT

This month, we showcase some of the best painted armies from last season's Warhammer Doubles Tournament.

Team: Can Paint, Can't Play

Wood Elves Painted by Richard Sherlock

Bretonnians Painted by Steve Mercer

Team: Dangerous Donuts

Painted by Stephen Bennett and Gregory Aston

Team: Gambit Games GB

Painted by Phil Walter and Paul Given

90%

All models shown at 90% of actual size

2006 CHAMPIONS

Below: Photographs from the event

Champions:

Ben Johnson (Wood Elves)
Ben Curry (Lizardmen)

2nd Place:

Andy Thacker (Bretonnia)
John Mason-Paul
(Wood Elves)

3rd Place:

Pete Foley (Skaven)
Chris Taylor (Skaven)

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

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 appropriate 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. The event is being held at Warhammer World.

Age Limit: 16+ Tickets: £50 19th-20th May 2007

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.

www.games-workshop.co.uk/campaignweekends
Tickets now available from Direct on 0115 91 40000

COMING THIS MONTH IN-STORE...

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 114 or log on to

www.games-workshop.co.uk/storefinder

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

CONFLICT 2007

Conflict North 27/5/07
Conflict South.....3/6/07

prepare for war...

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 Dwarf 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...

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.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/campaignweekends

GAMES WORKSHOP presents MORDHEIM

RISE OF KINGDOMS: THE TALISMAN OF ULTHUAN
MORDHEIM CAMPAIGN WEEKEND

Date: 14th-15th April
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: The Dwarf 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.
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:

YORKSHIRE ROSEBOWL IV
BLOOD BOWL TOURNAMENT

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 1,000,000 gold piece 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 rules pack go to the Northern European website listed below.

Tickets available from Northern Europe Mail Order, Games Workshop Copenhagen

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

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 piece starting team. Tickets include six games over two days, lunch, tea and 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:**

WARHAMMER 40,000 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.

GCN presents:

AFTERMATH 2007

Date: Sunday 13th May
Venue: Lazar House, 219 Sprowston Road, Norwich, NR3 4HX
Details: Aftermath is a 2,000 point Warhammer tournament that includes a painting competition on the day. Tickets cost £10 per player for the tournament and 50p per entry for the painting competition.
Contact: Lee Lowe for more details on lee.aftermath@btinternet.com

GAMES WORKSHOP **presents:**

DARK STARS: WHERE ANGELS LIE
WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 19th-20th May
Venue: Warhammer World, Nottingham
Details: A rogue Inquisitor has become consumed by his desire to expose the secret of the Dark Angels. His actions have drawn the attention of the Imperium as well as the Eldar, Orks and Chaos. The Dark Angels must respond.

To play, you need a legal 1,000 points force and a 500 point reserve which when added together make a 1,500 points force using the appropriate Force Organisation chart. You will also require a Combat Patrol force for your army that follows the regulations in the rules pack. Please Note! There are limited tickets for each faction. These include: Imperials (excluding Dark Angels), Eldar, Dark Eldar, Orks, Chaos Space Marines, and Dark Angels. Tickets cost £50, and include lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

GAMES WORKSHOP **presents:**

THE LORD OF THE RINGS DOUBLES TOURNAMENT

Date: Sunday 20th 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 warbands of 300 points using the Legions of Middle-earth and a friend to play with.
Tickets cost £15 per team.
Contact: GW Wakefield on 01924 369431 for more details.

WPS presents:

WPS CLUB CHALLENGE

Date: 26th - 27th May 2007
Venue: Warhammer World Lenton
Details: Multi system club based tournament – Warhammer, Warhammer 40,000, Warhammer Ancient Battles and Blood Bowl. Entry Forms available on the WPS website.
Contact: conrad.gonsalves@ge.com
Website: http://www.players-society.com

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 119 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 31:
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
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:
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IPSWICH, Galaxy Models & Hobbies Ltd:
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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
CATERHAM, Modeller's Loft:
Tel: 01883 341 818
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
EASTBOURNE, Phantasia:
Tel: 01323 723 388
EAST GRINSTEAD, Martells of Sutton
Tel: 01342 321303
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Gentle Gallery:
Tel: 01403 258 567
HORSHAM, Ottakers:
Tel: 01403 268 088
SEAFORD, Big Kids Toy Shop:
Tel: 01323 899 099
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: Hobbycraft
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 918, 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
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
OTLEY, Conways Toymaster:
Tel: 01943 462 065
PICKERING, Puffers of Pickering:
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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: 07973 540382

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
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
DOLGELLAU, Waterloo:
Tel: 01341 423 407
LLANDRINDOD WELLS, Corven Arts:
Tel: 08700 664 904
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
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
SWANSEA, West Coast Games Ltd:
Tel: 01792 533 464
TENBY, Clarice Toys:
Tel: 01834 843 493

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 Mania:
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
PERTH, Millars Models:
Tel: 0173 856 1835
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 Connmarket St, Co Cork,
Tel: 021 427 9508
CORK, Other Realms:
Paul Street Shopping Centre, Cork City,
Tel: 021 422 2224
CORK, World of Wonder:
Co Cork, Tel: 021 4210445
CLONAKILTY, Coughlan Educational Supplies:
11 Rossa St, Co Cork, Tel: 023 33068
CLONMEL, Hogan's Toymaster:
31 Parnell St, Co Tipperary,
Tel: 052 23973
CLONTARF, Furlongs:
4 Vernon Avenue, Dublin,
Tel: 01 853 0395
DROGHEDA, Art and Hobby Drogheda:
Unit 15, Scotch Hall S/C, Co Louth,
Tel: 041 987 3270
DUBLIN, Art and Hobby Jervis Centre:
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:
Woodquay 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, Tuam 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
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
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
WATERFORD, Fitzmaurice Toymaster:
Tel: 051 876 566
WATERFORD, Tall Tales Bookshop
30 Michael Street, Tel: 051 873 967
WESTPORT, World of Wonder:
Bridge St, Co Mayo, Tel: 098 25331
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

GW Store UK Hobby Stockist

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 Dupluislaan 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
Brugsestraat 40, 8500 Kortrijk, Tel: 56 37 05 65
KORTRIJK, Albion
Doorniksestraat 52, 8500 Kortrijk,
Tel: 32 43 07
NEERPELT, 't Spellenhuis
Fabriekstraat 10, 3910 Neerpelt,
Tel: 11 74 49 79
OOSTENDE, Timms
Vlaanderenstraat 48, 8400 Oostende,
Tel: 59 80 49 63
OVERIJSE, Intertoys Overijse
Brusselsesteenweg 402A, 3090 Overijse,
Tel: 2 687 42 53
ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare,
Tel: 1 20 82 50
ST NIKLAAS, HQ
Hendrik Heymanplein 24, 9100 St-Niklaas,
Tel: 037 76 35 45
TOURNAI, Intertoys Tournai
19 Rue Royale, 7500 Tournai, Tel: 69 21 42 22

BULGARIA

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

CHINA

SHANGHAI, Zhanchui Store
Guangfu RD. 777, Tel: 86 21 52360900
SHANGHAI, Zark
427, DaNing The Life Hub, No. 2008

CROATIA

OSIJEK, Land of Magic
31000, Merkator Centar, Gacka 10
Tel: 385 31 275 794
OSIJEK, Land of Magic
Pejaceviceva 5, 31000, Tel: 385 31 368 412
RIJEKA, Game Master
Krizaniceva 1c, Tel: 385 51 371 308
SPLIT, Land of Magic
Kralja Zvonimira 15, 21000,
Tel: 385 21482249
VARAZDIN, Land of Magic:
Kaciceva 5, 42000, Tel: 385 42200161
ZAGREB, Land of Magic
10000, Frankopanska 22, Tel: 385 14870077
ZAGREB, Land of Magic
10000, Radiceva 13, Tel: 38514923917

CYPRUS

NICOSIA, ANT Comics
3 Annis Kominis Str, 1060
Tel: 00 35 799 597 640

CZECH-REPUBLIC

BRNO, Cerny Rytír
Chládkova 1219/3, 61800, Brno
Tel: +420541214860
CESKE BUDEJOVICE, Chaotit
Tel: +420602489158
HARADEC KRALOVE, Knihkupectví Valhalla
Nákupní centrum Jitrenka, Karla IV 430, 50002,
Hradec Králové, Tel: +420495522009
KOPRIVNICE, Magic
Stefánikova 1154,7422, Koprivnice
Tel: +420495522009
LIBEREC, Battle Games- Obchodní Pavilion
Prazská 10/11, 46001, Liberec I
Tel: +420777526154
OSTRAVA, Matrix (knihkupectví)
Hollarova 6, 70200, Ostrava - Moravská
Ostrava a, Tel: +420774 404 024
PRAHA, Ogrí Doupe
Mikulandská 4/122, Praha 1, 11000
Tel: +420224934811
PRAHA, Cerny Rytír
Za Porícskou Branou 21, 18000, Praha 8
Tel: +420222312461
PRAHA, Cerny Rytír
Za Porícskou Branou 21, 18000, Praha 8
Tel: +420222312461
VSETIN, Atlantis
Príkrá 42, 75501, Vsetin, Tel: +420571411697

DENMARK

GW KØBENHAVN
Frederiksborggade 5KL, 1360, Tel: 33 12 22 17
AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C,
Tel: 86 19 00 63
HELSINGØR, Hobby og Fritid
Helsingør, Rosenkildevej 2, 3000,
Tel: 49 21 45 42
HILLERØD, Hobby & Fritid
Hostrupvej 4, 3400 Hillerød, Tel: 48 25 26 16
KØBENHAVN K, Faraos Cigarer
Skindergade 27, 1157 København K,
Tel: 33 32 22 11
KØBENHAVN NV, Arena København
Rentemestervej 80, 2400 København NV,
Tel: 83 35 70 0
NÆSTVED, Arena Næstved
Ramsherred 17, 4700 Næstved, Tel: 55 54 67 00
ODENSE C, Dragons Lair
Kongensgade 71, st.th, 5000 Odense C,
Tel: 65 91 97 01
RØDOVRE, Mr Games
Rødovre Stationscenter, 2610 Rødovre,
Tel: 36 72 02 55
ROSKILDE, Fanatic Roskilde
Allehelgensgade 15, 4000 Roskilde,
Tel: 46 36 35 48
SLAGELSE, Fanatic Slagelse
Skovsøgade 6A, 4200 Slagelse, Tel: 58 54 40 80
AABENRA, Legekæden Aabenrå
Storegade 17, 6200 Aabenrå, Tel: 74 62 24 05
AALBORG, Aalborg Hobby Service
Nørregade 18, 9000 Aalborg, Tel: 98 12 13 15
AALBORG, Bog & idé Aalborg
Nytorv 5, 9000 Aalborg, Tel: 98 11 66 11
AALBORG SV, B.O. Bøger Aalborg
Ålborg St. Center 108, 9200 Aalborg SV,
Tel: 98 79 15 45
AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000 Aalborg,
Tel: 98 12 16 18
AARHUS C, Goblin Gate
Kystvejen 27, 8000, Aarhus C, Tel: 86 19 43 11
AARS, Ting og sager
Søndergade 6, 9600 Aars, Tel: 98 62 45 52
ALLERØD, Bog & idé Allerød
M.D madsensvej 8, 3450 Allerød,
Tel: 48 17 27 70
ASNÆS, Bog & Ide Asnæs
Asnæs Centret 2, 4550 Asnæs, Tel: 59 65 00 14
CHARLOTTENLUND,Bog & idé Charlottenlund
Jægersborg Allé 5, 2920 Charlottenlund,
Tel: 39 64 38 40
ESBJERG, Bunkeren
Jernbanegade 2, 6700 Esbjerg, Tel: 7518 1199
ESBJERG, B.O. Bøger Esbjerg
Kongensgade 33, 6700 Esbjerg, Tel: 75 12 11 77
ESBJERG, Adventure Corner
Skolegade 80, 6700 Esbjerg, Tel: 35 11 11 56
ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2, 3060
Espergærde, Tel: 49 13 19 46
FREDERECIA, Just 2 Fun
Danmarksgade 38, 7000 Frederecia,
Tel: 75 82 25 00
FREDERICIA, Bog & Ide Fredericia
Gothersgade 37, 7000 Fredericia,
Tel: 76 24 59 69
FREDERIKSBERG, Legekæden Frederiksberg
Godthåbsvej 36, 2000 Frederiksberg,
Tel: 38 19 70 25
FREDERIKSSUND, Legekæden Frederikssund
Jernbanegade 31, 3600 Frederikssund,
Tel: 47 38 39 59
GILLELEJE, Lillys Legetøj
Vesterbrogade 9, 3250 Gilleleje,
Tel: 48 30 30 90
GRENA, Bog & idé Grenå
Torvet 8, 8500 Grenå, Tel: 86 32 19 33
GREVE, B.O. Bøger Hundige
Hundige Storcenter, 2670 Greve,
Tel: 43 90 60 08
HELSINGE, B.O. Bøger Helsinge
Ostergade 17 - 19, 3200 Helsinge,
Tel: 48 79 40 01
HELSINGE, Teaterbixen
Frederiksborgvej 10, 3200 Helsinge,
Tel: 28 92 68 77
HELSINGØR, Hobby & Fritid
Rosenkildevej 2, 3000 Helsingør,
Tel: 49 21 45 42
HELSINGØR, B.O, Bøger Helsingør
Sturups Plads 1, 3000 Helsingør,
Tel: 49 21 56 00
HERNING, Buddy Legetøj
Herning Centret, Merkurvej 17, 7400 Herning,
Tel: 97 22 05 52
HERNING, Færges Kælder
Smallegade 12, 7400 Herning, Tel: 35 10 18 97
HERNING, B.O, Bøger Herning
Bredgade 6, 7400 Herning, Tel: 97 12 07 47
HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400 Hillerød, Tel: 48 24 61 61
HJØRRING, Rossels Boghandel
P. Nørkjæes plads 4, 9800 Hjørring,
Tel: 98 92 17 44
HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300 Holbæk, Tel: 59 43 00 74
HOLTE, Legetøjsbutikken
Holte midtpunkt 23, 1, 2840 Holte,
Tel: 45 46 17 82
HORSENS, Legekæden Horsens
Hospitalsgade 15, 8700 Horsens,
Tel: 75 61 60 11
HØRSHOLM, GAD Hørsholm
Hovedgaden 55 C, 2970 Hørsholm,
Tel: 45 86 04 08
HUMLEBÆK, Rodes
Torpenvej 4, 3050 Humlebæk, Tel: 49 19 12 20
KALUNDBORG, Koch's Bøger & Papir
Kordilgade 9, 4400 Kalundborg,
Tel: 59 51 00 54
KJELLERUP, Ide & Hobby
Søndergade 12, 8620 Kjellerup,
Tel: 86 88 13 26
KØBENHAVN K, Fantask
Skt. Pederstræde 35, 1453 København K,
Tel: 33 93 85 38
KØGE, Køge Bog & Papirhandel
Nørregade 12, 4600 Køge, Tel: 56 65 00 82
KOLDING, Good Games
Låsbygade 13, 6000 Kolding, Tel: 75 50 03 04
KOLDING, B.O. Bøger Kolding
Kolding Storcenter 52, 6000 Kolding,
Tel: 75 50 38 34
LYNGBY, B.O. Bøger Lyngby
Lyngby Storcenter 54, 2800 Lyngby,
Tel: 45 87 04 45
LYNGBY, Faraos Cigarer
Jernbanepladsen 63, 2880 Lyngby
NYKØBING F, Hundehuset
Jernbanegade 33, 4800 Nykøbing F,
Tel: 54 86 08 46
NYKØBING M, Morsø Boghandel
Algade 1, 7900 Nykøbing M, Tel: 97 72 07 00
ODDER, Legekæden Odder
Rosens Gade 32, 8300 Odder, Tel: 86 54 42 76
ODENSE C, B.O. Bøger Odense C
Vestergade 59-61, 5000 Odense C,
Tel: 66 11 40 33
ODENSE SØ, B.O., Bøger Rosengårdscentret
Rosengårdscentret 53 Gul Gågade,
5220 Odense SØ, Tel: 66 15 99 28
RANDERS, Bog & Ide Randers
Brødregade 6, 8900 Randers,
Tel: 86 43 08 10
RANDERS, Byrge Sørensen Hobby
Rådhustorvet 4, 8900 Randers, Tel: 86 42 58 14
RANDERS, Randers Hobby Import
Adelgade 13, 8900 Randers, Tel: 86 43 39 23
RINGKØBING, Buddy Legetøj
Algade 4, 6950 Ringkøbing, Tel: 97 32 08 06
RINGSTED, Buddy Legetøj
Nørregade 15, 4100 Ringsted, Tel: 57 67 14 80
RØDOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610 Rødovre,
Tel: 36 41 04 85
RØNNE, Dorthe's Hobbystue
Lilletorv 14, 3700 Rønne, Tel: 56 95 94 49
ROSKILDE, Ønskeleg
Algade 28C, 4000 Roskilde, Tel: 46 32 34 63
SKAGEN, Legekæden Skagen
Sct. Laurentiivej 40, 9990 Skagen,
Tel: 98 44 54 65
SKANDERBORG, Schmidt Bog & idé
Adelgade 82, 8660 Skanderborg,
Tel: 86 52 00 27
SKIVE, Jydsk Boghandel
Nørregade 19, 7800 Skive, Tel: 97 51 25 99
SLAGELSE, Uldtotten
Nygade 2, 4200 Slagelse, Tel: 58 53 50 35
ST HEDDINGE, Hobbystalden
Lejrstoftevej 19, Lejrtofte, 4660 St Heddinge,
Tel: 56 50 86 10
SVENDBORG, Farve & Hobby Hjørnet
Klosterplads 7, 5700 Svendborg,
Tel: 62 21 31 31
SVENDBORG, B.O. Bøger Svendborg
Gerritsgade 28, 5700 Svendborg,
Tel: 62 17 22 90
TÅSTRUP, Genbrugsbøger
Køgevej 95, 2630 Tåstrup, Tel: 43 71 61 15
THISTED, Buddy Legetøj
Vestergade 4, 7700 Thisted, Tel: 97 92 19 33
VEJLE, B.O. Bøger Vejle
Å-centret 10, Søndergade 24-26, 7100 Vejle,
Tel: 75 82 05 44
VIBORG, Battle Bunker
Langdammen 1, 8800 Viborg, Tel: 86 60 17 40
VORDINGBORG, Legekæden Vordingborg
Algade 63, 4760 Vordingborg, Tel: 55 34 04 31

FALKLANDS

STANLEY, Falkland Collectibles
The General Store, Tel: 0050021174

FINLAND

GW HELSINKI
Simonkatu 9, 00100, Tel: 975 154 525
HELSINKI, Fantasiapelit Helsinki
Vilhonkatu 4B, 00100 Helsinki,
Tel: 09 65 0803
LAHTI, Puolenkuun Pelit
Rautatienkatu 16, 15110 Lahti, Tel: 03 751 5151
ESPOO, Pelimesta
Ulappakatu 1, 02320 Espoo, Tel: 09 813 3283
JOENSUU, Fantasiapelit Joensuu
Kauppakatu 32, 80100 Joensuu,
Tel: 013 284 3144
JYVÄSKYLÄ, Fantasiapelit Jyväskylä
Kauppakatu 2, 40100 Jyväskylä,
Tel: 014 21 6629
KUOPIO, Fantasiapelit Kuopio
Tulliportinkatu 46-48, 70110 Kuopio,
Tel: 017 3611148
OULU, Fantasiapelit Oulu
Koulukatu 28, 90100 Oulu, Tel: 08 37 4906
TAMPERE, Fantasiapelit Tampere
Kuninkaankatu 5, 33100 Tampere,
Tel: 03 222 5200
TURKU, Fantasiapelit Turku
Yliopistokatu 33A, 20100 Turku,
Tel: 02 232 8413
FORSSA, Fun Stuff & Cards
Hämeentie 7 Torikeskus, 30101Forssa,
Tel: 03 435 6585
HÄMEENLINNA, Lelushoppi
Palokunnankatu 17, 13100 Hämeenlinna,
Tel: 03 682 3950
HEINOLA, Talousmuovi ja lelu
Kauppakatu 19, 18100 Heinola,
Tel: 03 715 3903
HYVINKÄÄ, Royal Toys
Muottikatu 5, 05830 Hyvinkää,
Tel: 019 43 9376
IISALMI, Taikatalo
Savonkatu 12, 74100 Iisalmi, Tel: 017 82 6358
IMATRA, Kirja-Lahja Alex Ky
Mansikankuja 2, 55120 Imatra,
Tel: 05 431 9555
JÄMSÄ, Jaakko Saari
Välitie 1, 42100 Jämsä, Tel: 014 7497215
JÄRVENPÄÄ, Askartelutarvikeliike
Taitaville, Helsingintie 13, 04400 Järvenpää,
Tel: 050 413 4760
KERAVA, Antikvariaatti Kersa
Torikatu 1, 04201Kerava, Tel: 09 294 4210
KOTKA, Eagle Card
Keskuskatu 25, 48100 Kotka, Tel: 00 521 4238
KOUVOLA, Muoviepox
Valtakatu 3, 45100 Kouvola, Tel: 05 311 7955
KUUSANKOSKI, Kirja Savinen
Kauppa-aukio 1, 45700 Kuusankoski,
Tel: 05 374 8271
MAARIEHAMN, Dillen
Torggatan 7, 22100 Maariehamn,
Tel: 018 15578
MÄNTSÄLÄ, Papado
Lahdentie 50, 04600 Mäntsälä,
Tel: 019 688 1911
MIKKELI, Muppela
Maaherrankatu 14, 50100 Mikkeli,
Tel: 015 36 1611
PORI, Porin Pitkis
HerttuanTori 2.Krs, 28100 Pori,
Tel: 02 633 2880
PORI, Porin Askartelu
Yrjönkatu 7, 28100 Pori, Tel: 02 632 6671
PORVOO, Puolenkuun Pelit Porvoo
Mannerheiminkatu 10, 06100 Porvoo,
Tel: 019 5348377
RAAHE, Raahen Astartelu ia Paperi
Lahdekorventie 32, 37130 Raahe,
Tel: 08 223 6825
RAUMA, Wanhan Rauman POP-peli
Nortamonkatu 14, 26100 Rauma,
Tel: 02 823 4840
ROVANIEMI, Liigacenter Jässi
Rovakatu 28, 96200 Rovaniemi,
Tel: 016 356 0543
SALO, Salon Harraste
Vilhonkatu 21, 24240 Salo, Tel: 016 356 0345
SAVONLINNA, Savonlinnan Antikvariaatti
Olavinkatu 51, 57100 Savonlinna,
Tel: 015 53 4412
SEINÄJOKI, Pitkäkiekko
Alvar Aallonkatu, 1Seinäjoki, Tel: 06 417 7880
SEINÄJOKI, Fantasialinna
Vapaudentie 51, 60100 Seinäjoki,
Tel: 040 561 6338
TAMPERE, Info Koskikeskus
Koskikeskus, lokero 28, 33100 Tampere,
Tel: 03 225 1850
VAASA, Nirunaru
Rauhankatu 17, 65100 Vaasa, Tel: 06 312 7027
VALKEAKOSKI, Koskiviihde
Valtakatu 9-11, Koskikara 2 krs. 37600,
Tel: 03 584 7917
VAMMALA, Info - Tyrvään Kirjakauppa
Marttilankatu 18, Vammala, Tel: 03 512 7133
VEHMAA, Vanha Kaarti
Kirkonkyläntie 254, 23210 Vehmaa,
Tel: 050 527 4900

GREECE

ATHENS, Action Hobbies
Cholargos, Tel: 0030 210 6564515
ATHENS, Fantasy Shop: Peristeri
Themistokleous 52 & Theokritou,
Tel: 0030 210 5774344
ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6, Tel: 0030 210 6897396
ATHENS, Fantasy Shop
3 Septemvriou 65, Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannou 24B, Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Pagrati
Kononos 32-34 Tel: 0030 210 7560780
ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kyriakou 16,
Tel: 0030 210 8016041
ATHENS, Fantasy Shop: Peiraias
Ypsilantou 116, Tel: 0030 210 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,
Tel: 0030 210 366488
ATHENS, Kaissa Glyfadas
Xorikon 4, Tel: 0030 210 8982 057
ATHENS, Kaissa Halandriou
Doukisis Plakentias, Tel: 0030 210 6898485
ATHENS, Kaissa Kallidromiou
Kallidromiou8 & Ippohrtous 114 72,
Tel: 0030 210 366488
ATHENS, Kaissa Monokeros
Tritis Septemvriou, Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Smirnis
El. Venizelou10, 17121 Tel: 00 30 210 9817944
ATHENS, Kaissa Pagratiou
116 34, Pl. Messologiou 2-4, Pagrati,
Tel: 00 30 210 7218 318
ATHENS, Kaissa Peiraia
Ipsilantou 174-176, Tel: 0030 210 4296 636
ATHENS, Startegy Hall
Ipsiladous 116, Piraeus, 18532
Tel: 00 302104135757
CHANIA, Kaissa Chanion
73 100, 109 Kydonias St, Tel: 0030 2821088996
CRETE, Fantasy Shop: Herakleion
Idomenes 2, Tel: 0030 2810 301312
HALKIDA, CD Corner
Miaouli 24, Tel: 0030 2221 087315
KALLITHEA, Fantasy Shop Kallithea
Irakleous 110a, Tel: 0030 210 959 2922
LARISA, Kaissa Larisas
Koumoundourou 22, 0030 2410 538555
MAROUSI, Battle Bunker
Diony sou 9, Tel: 0030 2102528738
NAPPLIO, Miniature Shop
21100, Andrea Flouda 9,
Tel: 00 30 2752024884
PATRA, Fantasy Shop: Patra
Pantanassis 75, Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Gounari & Sisini 24, Tel: 0030 2610625632
PERISTERIOU, Kaissa Peristeriou
Ethnikis Antistaseos 85a, 121 35 Peristeri,
Tel: 0030 2105786707
PIREUS, Dragons Eye Store
Fleming 42, Keratsini, Tel: 00302 106929169
THESSALONIKI, Kaissa Thessalonikis
546 22, Skra 4, Tel: 00 30 2310 257 397
THESSALONIKI, Underworld
Navarinou square 2 & Dimitri Gounari,
Tel: 0030 2310 2401 93
VOLOS, Fantasy Shop
Glavani 98-100 & Galias,
Tel: 0030 24210 28782

HONG KONG

HONG KONG, Fun Atelier
Shop 321, 3rd Floor, Hopewell Centre,
183 Queens Road East, Wan Chai,
Tel: 00 11 852 9162 8078

HUNGARY

BUDAPEST, Silverland
1036, Lajos u.40, Tel: 0036 12 504157
BUDAPEST, Trollbarlang
1065, Nagymezo u.29, Tel: 00 36 1 3213279
MISKOLC, Deron
3530, Arany J. u. 11-13, Tel: 0036 46 411528
SZEKESFEHERVAR, Legendak Csarnoka
8000 Károly J. u. 7, Tel: 0036 70 3857926
SZEGED, Csillagveg
6722, Gogol u. 15, Tel: 0036 20 3571501

ICELAND

REYKJAVIK, Nexus
HVERFISGATA 1P03 125, Tel: 552 9011

INDONESIA

JAKARTA BARAT, Comics N Games
Mall Taman Anggrek lt3 no 329a,
Tel: 021 5696-3855
JAKARTA SELATAN, Fantasy N Games
Jl Sultan Iskandar Muda No.7
SURABAYA, Fantasy N Games
97 Perack Barat Street, Tel: 031-600-50343
SURABAYA, Fantasy N Games
Taman Gapura Raya block A 12,
Tel: 031-740-2475

ISRAEL

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

MALAYSIA

KOTA KINABALU, SABAH, Just Wargame
1,Kg Inobong,Jalan Tambunan,
Tel: 6013 - 865 5269
KUALA LUMPUR, Comics Mart
MidValley Megamall, Tel: 03 - 2287 0626
KUALA LUMPUR, MySciFiFan Outpost
2nd Flr, Cineleisure, Mutiara Damansara,
Tel: (6) 016 - 982 1506
PENANAG, Comics Mart
Neo Mart 03-06A Plaza Gurney,
Tel: 04 - 226 2588
PETALING JAYA, Wolf's Game Shop
T1 L2 16, Amcorp Mall, Tel: 012 2599952
PETALING JAYA SELANGOR, The Games Circle
8 B , Jalan SS 22 / 25, Damansara Jaya,
Tel: 6 016 - 451 0940
SHAH ALAM, SELANGOR, Dakka Dakka Games
31,Jalan Krystal L7/ LSeksyen 7,
Tel: 6 017 -292 0525

MALTA

MALTA, Forbidden Power
83 Triq Misrah Il-Barrieri, Msida,
Tel: 00356 21 227999
MALTA, K Hobbies Ltd
Mpesch Road, Fgura Pla 13,
Tel: 00356 21 895423

NETHERLANDS

GW AMSTERDAM
Rokin 36, 1012 KT, Tel: 020 622 3863
GW DEN HAAG
Schoolstraat 128, 2511 AX, Tel: 070 392 7836
GW HAARLEM
Gierstraat 29, 2011 GA, Tel: 023 551 7677
GW ROTTERDAM
Van Oldenbarneveldplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CJ, Arnhem,
Tel: 026 370 2028
DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS,
Tel: 073 6145530
LEEUWARDEN, Spellekijn
Voorstreek 84, 8911 TH, Leeuwarden,
Tel: 058 213 1112
LEIDEN, Vliegershop
Turfmarkt 2, 2312 CD, Leiden,
Tel: 071 513 2783
MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG, Maastricht,
Tel: 043 325 1653
TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tilburg,
Tel: 013 544 3700
ZWOLLE, Games-n-Stuff
Diezerpoortenplas 38, 8011 VX, Zwolle,
Tel: 038 421 6385
ALKMAAR, Bookers & Strippers
Boterstraat 19, 1811 HP, Alkmaar,
Tel: 072 512 1213
ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Almere Haven,
Tel: 036 531 6017
AMERSFOORT, Spellenwinckel
Scherbierstraat 4-6, 3811 EA, Amersfoort,
Tel: 033 470 0322
ASSEN, Plok
Stationstraat 1, 9401 KV, Assen,
Tel: 059 231 3292
BERGEN OP ZOOM, Big Boys Toys
Lievevrouwestraat 23, 4611 JJ,Bergen op Zoom,
Tel: 0164 25 0848
DEN HAAG, Spellenhuis
Zoutmanstraat 94, 2518 GT, Den Haag,
Tel: 070 364 4782
ENSCHEDE, Pijplines
Pijpenstraat 34, 7511 GM, Enschede,
Tel: 053 430 5727
GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Groningen,
Tel: 050 312 9314
MIDDELBURG, De Burcht
Londensekaai 19, 4331 JG, Middelburg,
Tel: 06 2830 3895
NIJMEGEN, Moenen & Mariken
Van Welderenstraat 70, 6511 MP, Nijmegen,
Tel: 024 323 6119
UTRECHT, Whoops
Springweg 1, 3511, Utrecht,
Tel: 030 230 4123
VENLO, Modelbouw Luthart
Oude Markt 7A, 5911 NL, Venlo,
Tel: 077 354 2688
WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Wormerveer,
Tel: 075 640 1617
ZOETERMEER, RC-Pitstop
Dorpsstraat 179, 2712 AJ, Zoetermeer,
Tel: 079 316 0560
ALMELO, Somberg Modelbouw
Grotestraat 136, 7607 CW, Almelo,
Tel: 054 681 2981
ALPHEN AAN DEN RIJN,
Top 1 Toys Arie vd Panne
Hooftstraat 66-68, 2406 GL, Alphen aan den
Rijn, Tel: 0172 47 2254
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
APELDOORN, Vreemde Zaak
Asselsestraat 27, 7311 EC,
Tel: 057 5511566
BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Bergeyk,
Tel: 049 755 0248
BLARICUM, RC-Fun
1e Molenweg 28, 1261 DD, Blaricum,
Tel: 035 5230049
BREDA, Modelbouw Bliek
Boschstraat 23, 4811 GA, Breda,
Tel: 076 521 8596
BREDA, De Dobbelsteen
Boschstraat 110, 4811 GK, Breda,
Tel: 076 5284700
BUSSUM, Bakx Modeltreinen
Laarderweg 3, 1402 BA, Bussum,
Tel: 035 691 8410
DELFT, Top 1 Toys Speldorado
Hippolytusbuurt 21-25, 2611 HM, Delft,
Tel: 015 213 4516
DEN BOSCH, Gameforce Den Bosch
Vughterstraat 60, 5211 GK, Den Bosch,
Tel: 073 7505883
DEN HAAG, Elf Fantasy Shop
Noordeinde 91, 2514 GD, Den Haag,
Tel: 070 3561357
DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Deventer,
Tel: 057 061 6879
DORDRECHT, Hobby Modelbouw Dordrecht
Voorstraat 360, 3311 CX, Dordrecht,
Tel: 078 631 2711
EDE, Tinnen Soldaat
Soembalfaan 12, 6712 AL, Ede,
Tel: 0318 65 3296
EINDHOVEN, Gameforce Eindhoven
Visserstraat 18a, 5612 BT, Eindhoven,
Tel: 040 2447030
EMMEN, Spirithoes
Derksstraat 154, 7811 AJ, 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. Janseneplein 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

FRONTLINE

MAASTRICHT, Hounjet
BurgemeesterCortenstr 18, 6226 GV, Maastricht,
Tel: 043 363 6778
NUENEN, Schellens Speelgoed
Parkstraat 24, 5671 GG, 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
Tonte 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
Flisa 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 Botts 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, Mosjoen,
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
Sognsigen 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

PHILLIPINES

QUEZON CITY, Neutral Grounds
123 Tolentino Street, Tel: 00 11 63 2634 8982

POLAND

BIALYSTOK, Department Gier
ul. Legionowa 9/1, lok..153, 15 - 281,
Tel: 0048 857443360
BIELSKO BIALA, Gnom
ul. Szkolna 15, 43 - 300, Tel: 0048 33 8124686
GDANSK, Iskra
ul. Miszewskiego 16, 80 - 239,
Tel: 0048 58 5201952
GDANSK, Spider Games
ul. Dywizjonu 303 nr.2, 80 - 462,
Tel: 0048 58 551 93 33
GDYNIA, Futurex
ul. Waleriana Szetki 2d/b8, 81 - 572,
Tel: 0048 58 7811180
GLIWICE, Game Station
ul. Boh, Getta Warzawskiego 12, 44 - 100,
Tel: 0048 504 255 194
KATOWICE, Bard Centrum Gier
ul. Kosciuszki 8, 40 - 049, Tel: 0048 32 2571817
KIELCE, Sklep RPG Gracz
ul. Mala 12 (w bramie), 25 - 300,
Tel: 0048 507013387
KRAKOW, Bard Centrum Gier
ul. Batorego 20/17, 31 - 135,
Tel: 0048 12 6320735
KRAKOW, FHU Smok
ul. Rozywka 22/64, 31-419, Tel: +48 694514851
LODZ, 'Aik' Firma Ksiegarska
ul. Nawrot 8. 90-060, Tel: 0048 42 6398301
LODZ, Gamelord
ul. Piotrkowska 101, 90 - 425,
Tel: 0048 42 6311161
LUBIN, Balrog
ul. Grottgera 9, 59 - 300, Tel: 0048 602714813
LUBLIN, Krzys
ul. Kapucynska 6, 20 - 009,
Tel: 0048 81 5322986
NOWY SACZ, Hobbit
ul. Jagiellonska 50a, 33 - 100,
Tel: 0048 60 4133612
OPOLE, Hms II Computers
ul. Krakowska 26, 45 - 075,
Tel: 0048 77 4547413
PILCHOWICE, Imperator FF
ul. Sadow 7, 44-145, Tel: +48 322356684
POZNAN, Bard Centrum Gier
ul. Sw. Marcina 41, 61-806
Tel: 0048 61 8538277
POZNAN, Dom Gier
ul. Sw Trujcy 2, 61-477, Golf & Country Club
Tel: 00 48 616658300
POZNAN, Sklep Wilczek
ul. Zielona 1 Tel: 0048 61 503 652 888
PRUSZCZ GDANSKI, Fenris
ul. Orkana 1, 83 000 Tel: 0048 600 980 005
SWIEBODZIN, Czempioni
Os. Poludniowe 39, 66 - 200,
Tel: 48606229457
TORUN, Sklep Papierniczy
ul. Szeroka 46, 87 - 100, Tel: 0048 56 6522593
WARSZAWA, Cytadela
Al. Komisji Edukacji Narodowej 98, 02 - 777,
Tel: 0048 22 8552700
WARSZAWA, Faber & Faber s.j.
ul. Pulawska 11, 02 - 515,
Tel: 0048 22 8491265
WARSZAWA, Ksiegarnia Bellona - Matras
ul. Krakowskie Przedmiescie 11, 00 - 068,
Tel: 0048 22 8261707
WARSZAWA, Skelp Morion
ul. Postancow Slaskich 124 Paw. 72, 01 - 499,
Tel: 0048 22 4239120
WARSZAWA, Warsaw Model Centre
ul. Bitwy Warszawskiej 1920 r. nr 4,
Tel: 0048 22 822 46 46
WARSZAWA, Warsaw Model Centre
ul. Ostrobramska 75 c, Tel: 0048 22 611 37 96
WARSZAWA, Warsaw Model Centre
ul. Powsinska 42/44, 02 - 903,
Tel: 0048 22 602 305 070
WROCLAW, Bard Centrum Gier
ul. Ruska 46C (Pasaz), 50-079,
Tel: 00 48 616658300
WROCLAW, Ogryn
ul. Szewska 75/77,
SDH "Feniks" 4 pietro, 50 - 121,
Tel: 0048 71 3771872
WROCLAW, Sklep Pracownia Fantastyczna
ul. Sokolniczca 7/17, 53 - 676, Pawilon 32,
Tel: +48 71 354 43 44
ZIELONA GORA, Avalon DT Centrum
DT Centum,
ul. Bohaterow Westerplatte 21A, 65 - 00,
Tel: 00 48 616658300

ROMANIA

BUCHAREST, Hobby Games
Str Popa Nan 108A. Sector 3,
Tel: 00 40 21 3231 431

RUSSIA

KRASNODAR, Alegris-Jug (South)
Krasnaya st, b43,Tel: 70959283337
MINSK, Valahanovich ent
Jahn Kolas st, Exhibition center OLYMP,
Tel: 008029 6358212
MINSK, Valahanovich ent
Masherova av b4, Palace of Sports, second floor,
Tel: 008029 6548426
MOSCOW, Alegris
Metro station Alieksiejewskaya
Prospekt Mira 103, Tel: 70952168126
MOSCOW, Alegris
Metro station Lubianka, Miasnickaya St. 20/1,
Tel: 70959283337
MOSCOW, Urfin Juice
Metro "Ulista 1905 goda"
Zvenigorodskojo shosse 4, Tel: +79057846355
NORLISK, Na Styke Mirov
Komsomolskaya st, second floor,
Dom Byta, 127 474, Tel: 008029 6548426
NOVOSIBIRSK, Icehummer
Krasnuy av, b50, Dom Byta
SARATOV, Detskiy Mir
Kirov av, b43, Detskiy Mir, second floor, gallery,
Tel: 64 5840
ST PETERSBURG, Art-Miniatures
Sedova st, b11, third floor, trade centre Evrika,
Tel: 00812 3321828
TAMBOV, Hobby and Igrushki
Internatsionalnaya st, b54 - b, Torgoviy Mir
Tel: 0075 2728811

SERBIA-MONTENEGRO

BELGRADE, ANET Hobbystore
Visegradska 6, 11000, Tel: 00 381 11 3612 525
BELGRADE, ANET Hobbystore
11000, Zvecanska 1a, Tel: 00 381 11 2652236
BELGRADE, EXIT Hobby store
Cika Ljubina 1, Tel: 00381 11 62 78 27
BELGRADE, White Dragon
1100, Vojvode Milenka 44,
Tel: 00 381 63827222
NOVI SAD, Dragon
21000, Kralja Aleksandra 4,
Tel: 00 381 11 636 24038
NOVI SAD, Valhala
21000, Masarikova 18, Tel: 00 381 21315538
PODGORICA, Neutron Podgorica
Trg Republike, Tel: 00 381 69 060 669
ZRENJANIN, Takeda
23000 Sarajlijina 5, Tel: 00 381 2364572

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd
03-02 Cathay Cineleisure Orchard,
Tel: 6836 9069
SINGAPORE , Comics Mart PTE Ltd
03-11 Raffles City Shopping Centre,
Tel: 6883 2724
SINGAPORE , Comics Mart PTE Ltd
10 Jalan Serene, 02/05 Serene Centre,
Tel: 65 6462 2751
SINGAPORE , Forgeworks Hobbies
22 Lorong Telok #01-01, Tel: 65 6438 5975
SINGAPORE , Paradigm Infinitum Pte Ltd
220 Orchard Road #03-01, Tel: 65 6734-3858

SLOVAKIA

BRATISLAVA, War Gaming
Tel: +421903219195
KOSICE, Draco
Krivá 18, Kosice 04001, Tel: +421557296557,
+421905518060

SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop
Shop 1/9 Garden Level, High Street Shopping Centre,
7530, Tel: 0027 21 914 8668
BLOEMFONTEIN, The Dungeon
13 Short Street, 9301, Tel: 0027 51 447 2034
CAPETOWN, Wizards Books and Games
Shop G19, Stadium on the Main Road,
Tel: 0027 21 683 0360
DORINGKLOOF, Battle Planet
68Swarthout Street, 0157,
Tel: 00 27 8245 93933
DURBAN, Wizards Books and Games
Shop L18, Windermere Centre, 163/177
Windermere Road, Morningside, 4001,
Tel: 0027 31 3128271
JOHANNESBURG, Esswex Retail
Shop 21 Northcliff Corner Shopping Centre,
Corner of Beyers Naude Drive & Lawley Avenue
Tel: 0027 11 8883619
JOHANNESBURG, Wizards Book and Games
Shop G4 Colony Shopping Centre 34 Jansmuts
Avenue, Craighall, Tel: 0027 11 890 9253
JOHANNESBURG, Wizards Books and Games
Lower level, Eden Mall Shopping Centre, Van
Riebeek Avenue, Edenvale, 1610,
Tel: 0027 11 454 3010
JOHANNESBURG SOUTH, Dragons Den
33 Vorster Avenue, Glenanda,
Tel: 0027 11 432 3996
PRETORIA, Insanity Comics
297 Lynnwood Road, Tel: 0027 12 3626417
UMLANGA, The Hobby Specialists
Shop F174, Gateway Shopping Centre, no.1
Palm Boulevard, Umhlanga Ridge,
New Town Centre, Tel: 0027 31 566 4806

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 Malmö,
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: 08213052
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: 022680078
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: 030014136
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
Fabriksgatan 4, 531 30, Tel: 0705 190274
LINKÖPING, Alltilek
Göran Dyksgata 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 Malmo,
Tel: 040 120410
MORA, Lek & Hobby
Skalmytsv. 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: 030380384
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
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Club directory

More information on page 114

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E-mail: info@1stcompanyveterans.net

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Contact: Lee Lowe
Phone: 07921 859 581
E-mail: lee.aftermath@btinternet.com

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Phone: 01494 865 905

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

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

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Phone: 07877 312 874

Bracknell Forest Gamers
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E-mail: chair@bfgclub.org.uk

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Phone: 07896 319683
E-mail: mrfrankhill@yahoo.com

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E-mail: peter.cooke423@ntlworld.com

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Email: ubersquack@yahoo.co.uk

Chelmsford Bunker
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Phone: 01245 348542
E-mail: cdgareth@fsmail.net
Website: www.bunkerassault.co.uk

Clapham Wargames Guild (London)
Contact: Thomas Petit
Phone: 07966 969 309
E-mail: info@claphamwargamers.org.uk

Clayton Warlords (West Sussex)
Contact: Roger Smith
Phone: 07711 556 296
E-mail: roger_gs_smith@hotmail.com

Coppull & Chorley Knights
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Website: www.cack-wargamesclub.net

Colchester Games Club
Contact: Colin Wilson
E-mail: info@colchestergamesclub.org.uk

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E-mail: enquiries@cross-swords.co.uk

Crypt Keepers (Beccles)
Contact: Christine Worster
Phone: 07913 606 549 (after 6pm)

Curious Dwarf (Beccles)
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Phone: 079222 36600
E-mail: gizartious@tiscali.co.uk

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Email: scott.miskin@btopenworld.com

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Dudley Darklords
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Dursley Games Club
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Gambit Games UK (Brighton)
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E-mail: gareth.wynn808@ntlworld.com

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E-mail: markysparky30@hotmail.com

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Northumbrian Adventurer's Guild
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Phone: 0772 766 7398
E-mail: nagonline@hotmail.co.uk

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E-mail: paultennant@hotmail.com

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Redcar Ironbeards
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Tempus Fugitives (Thurrock Lakeside Shopping Mall)
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Website: www.tempusfugitives.co.uk

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E-mail: philhannigan2002@yahoo.co.uk

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Warzone: Southend
Contact: Michael Ryan
Phone: 01269 694805
E-mail: swampy88@blueyonder.co.uk

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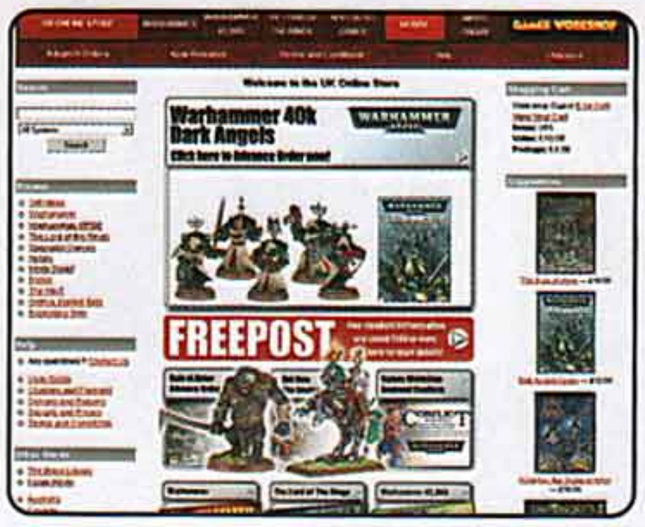
FINDING CITADEL PAINTS ONLINE

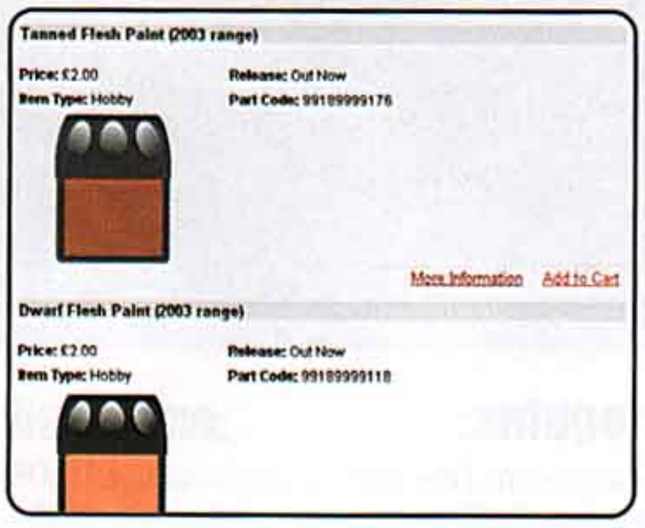
As the new Foundation Paint Set becomes available for Advance Order we thought we would show you how to use the Online Store to buy your paints. In this example we are using the 'Flesh Tones' range of Citadel Paints.



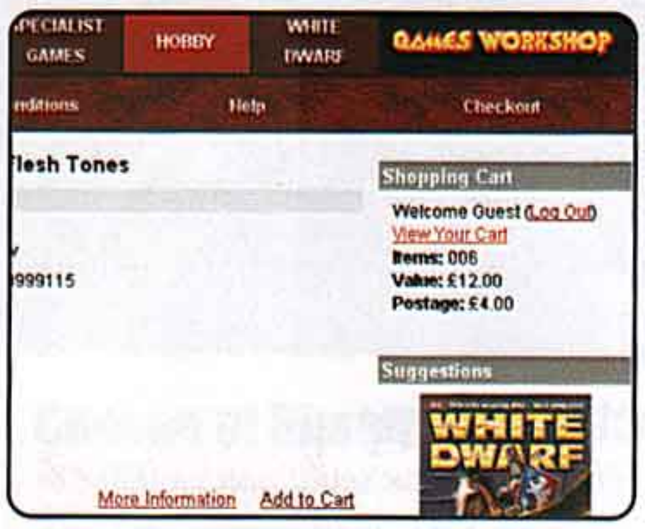
1. Go to the Games Workshop Online Store at: **www.games-workshop.co.uk/store** and click the 'Hobby' tab at the top of the screen.

2. Click 'Painting' on the left navigation.

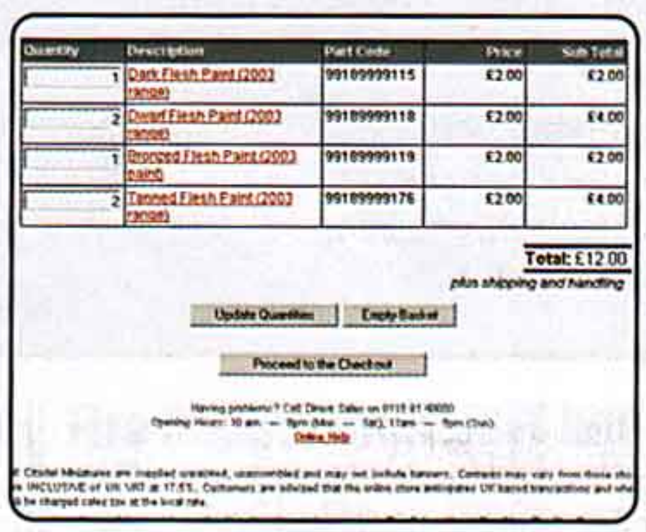
3. Scroll Down and click the 'Flesh Tones' This will then display the available shades with a colour chart example for that range of colours.



4. Click 'Add to Cart' on the colour you wish to buy. To choose a another colour, click 'Painting' in the left navigation again and repeat the steps 3 and 4.



5. Once you have chosen the paints you wish to purchase, move to the final stage and payment by clicking 'View Your Cart' at the top right of the screen.



6. If you want multiples of any items or have too many listed, change the number under 'Quantity' and click 'Update My Cart'. Then click 'Proceed'.

FINAL STAGE AND PAYING

Quantity	Description	Part Code	Price	Sub Total
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2	Dwarf Flesh Paint (2003 range)	99189999118	£2.00	£4.00
1	Bronzed Flesh Paint (2003 paint)	99189999119	£2.00	£2.00
2	Tanned Flesh Paint (2003 range)	99189999176	£2.00	£4.00

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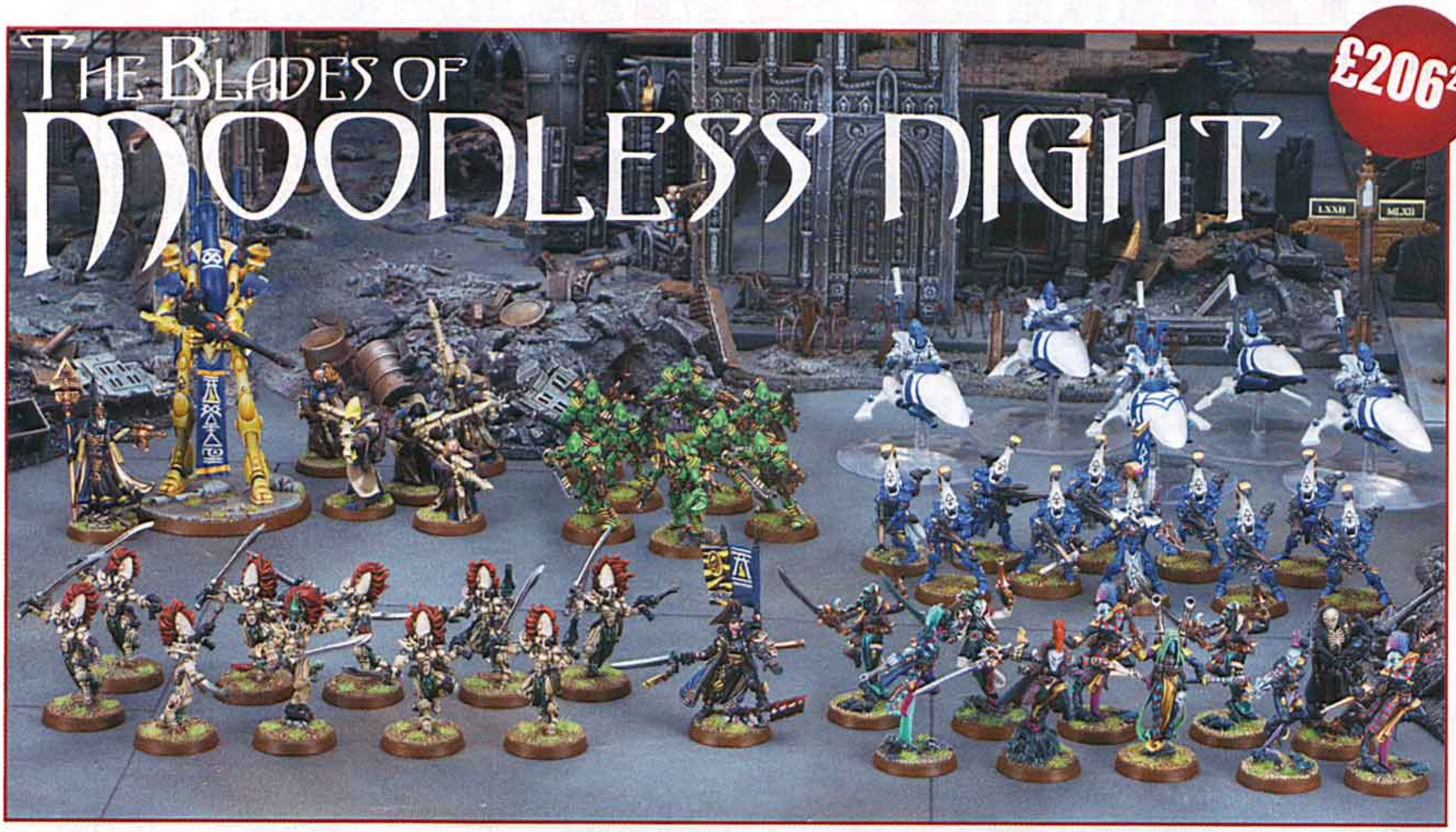

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***In this issue's battle report, Phil Kelly took a wide selection of Eldar Harlequins.**

To best represent Phil's army selection, while at the same time keeping costs down, we have included a single Eldar Harlequin box set, supported by additional Harlequin characters and weapon variants sold separately.

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

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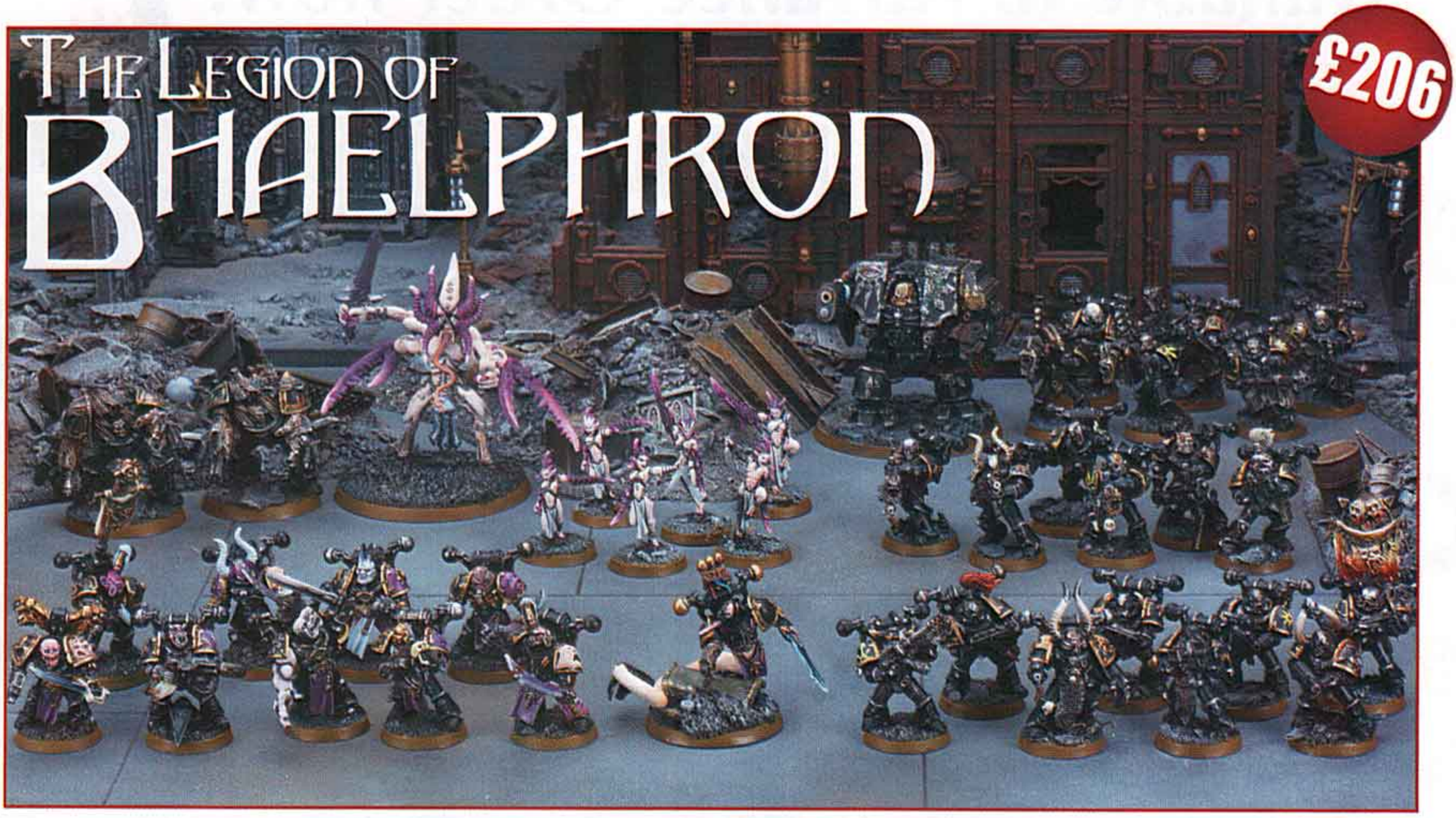

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- 2 Daemonette blisters £14.00

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*Like all great Chaos generals, Christian converted and assembled his own Daemon Prince to represent Bhaelphron.

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

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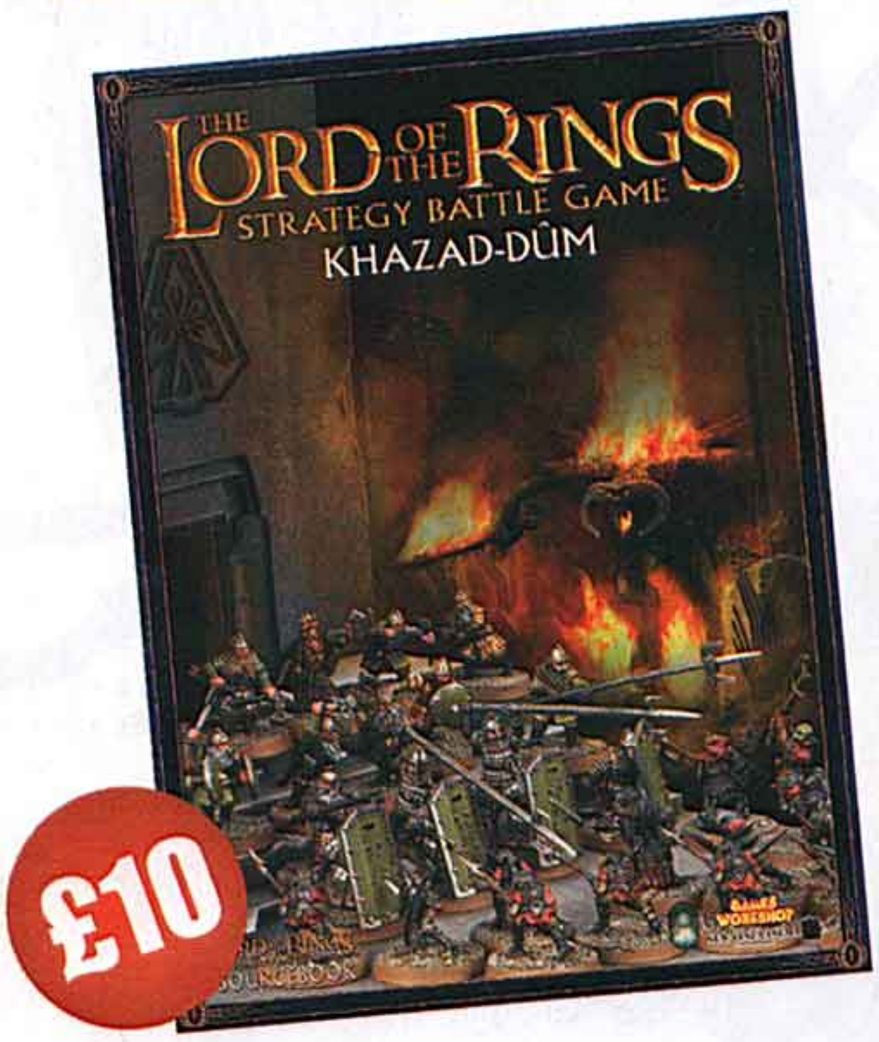

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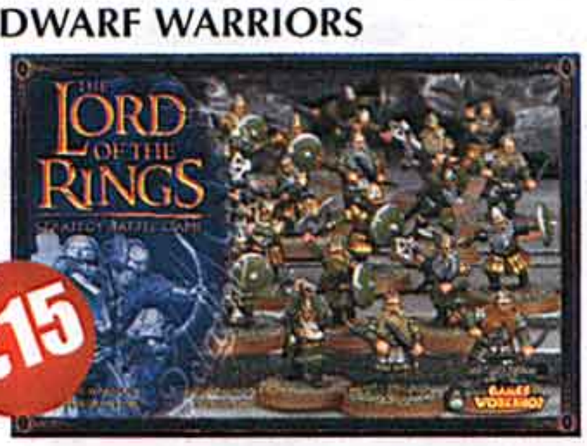

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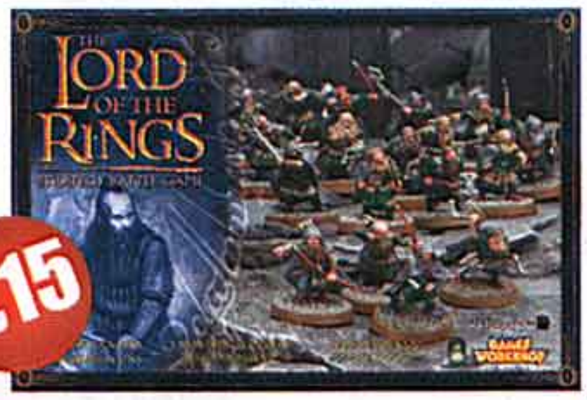

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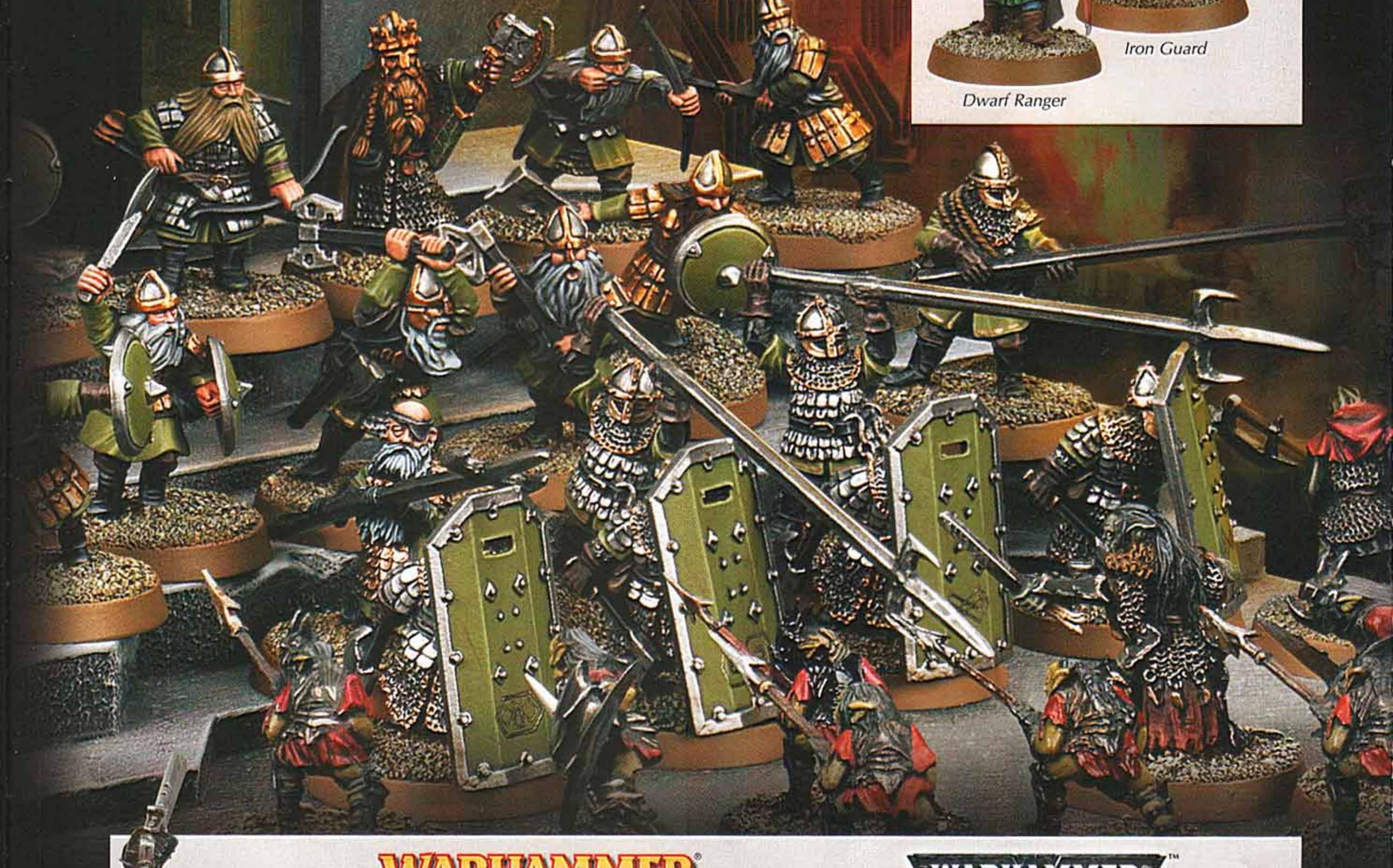

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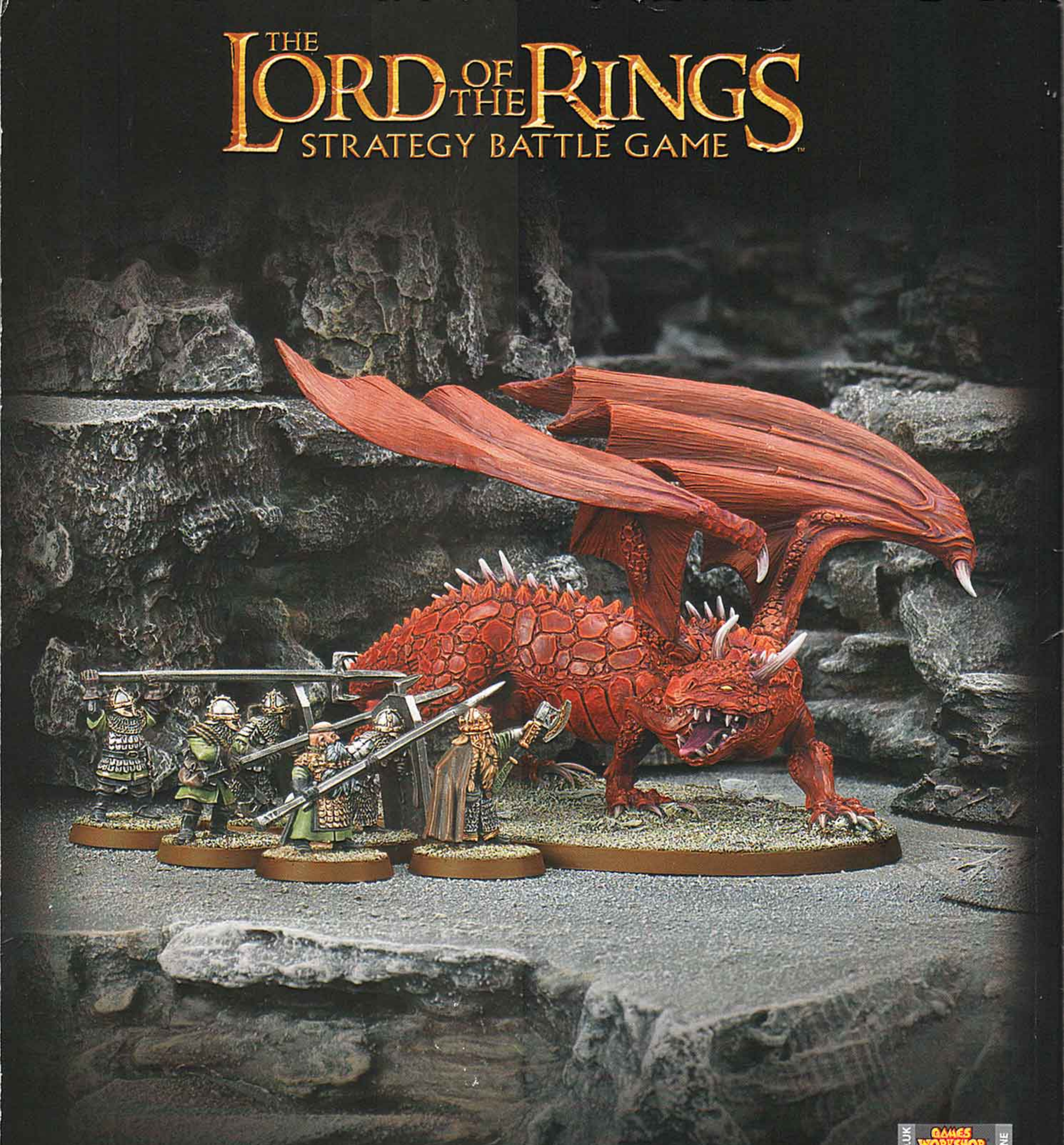

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