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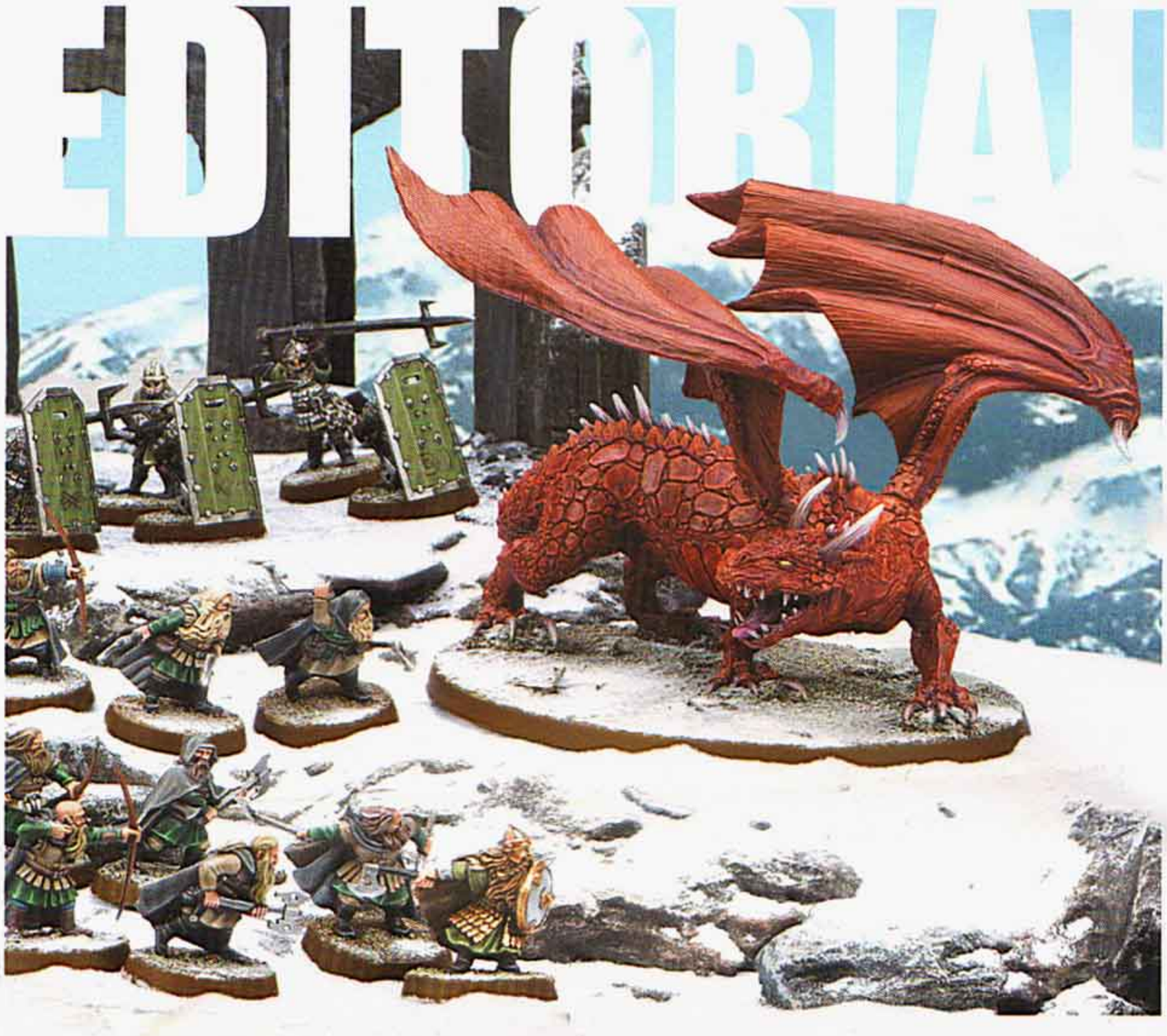
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EDITORIAL





Deep in darkling Moria, the wonders of the Dwarves lie despoiled and broken.

Once the greatest kingdom of Dwarves in Middle-earth, Khazad-dûm was a wonder to behold, a true marvel of stone buried deep in the mountains, the jewel of the subterranean world.

But the might of the Dwarves was matched by their pride, and pride brings even the noblest of folk low. Turning their backs on their Elvish and Mannish friends, the folk of Durin locked themselves away in their city, mining endlessly for the glittering treasures of the earth they coveted so much. But the Dwarves delved too deep and too greedily, unleashing a Balrog of Morgoth upon their realm, and they were vanquished.

Now you can re-enact these struggles, and recreate the armies of the ancient Dwarven kingdom at the height of its power. There are loads of new Dwarf and Goblin warriors, heroes and an amazing Dragon, one of the finest examples of the beasts ever sculpted!

Also out this month are a mass of new Warhammer greenskins, which Orc and Goblin Warlords can use to reinforce their hordes. To war!

On a side note, it is soon to be my 30th birthday! White Dwarf magazine has been going since 1977, so look out for celebrations in-store over the coming months.

Grombrindal, The White Dwarf

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23 KHAZAD-DÛM

THE LORD OF THE RINGS STRATEGY BATTLE GAME

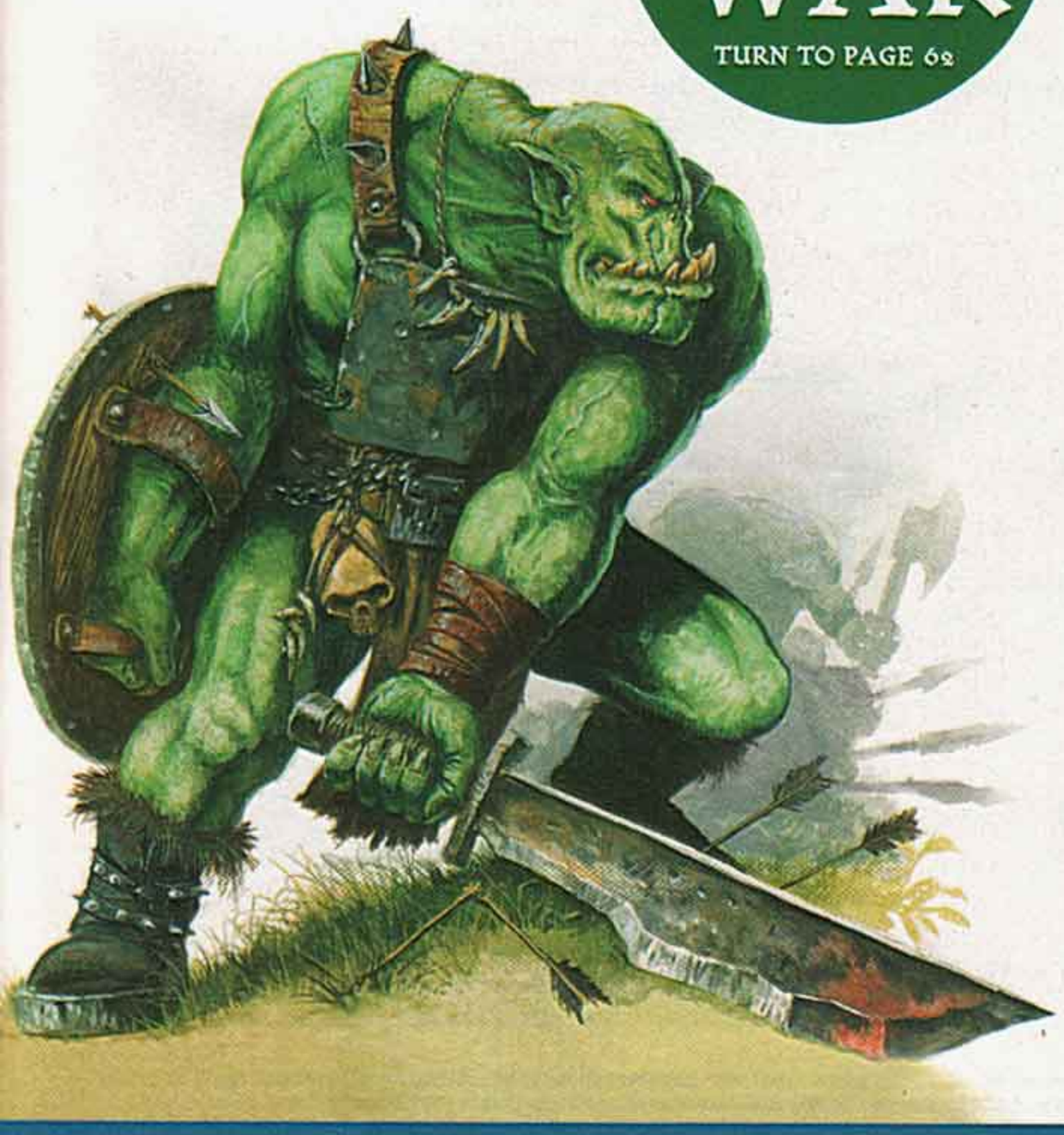
24 DESIGN NOTES
Dwarves, Dwarves, Dragons and more Dwarves. We look at the new miniatures out for Khazad-dûm.

34 BATTLE REPORT: THE BATTLE OF BARAZINBAR DEEPS
The Balrog is awake, and it's angry. Scores of Dwarves take on the servants of Evil as they try to save their king.



ORC TRIBES OF THE NEMESIS WAR

TURN TO PAGE 62



ALSO IN THIS ISSUE

02 NEW RELEASES
Shiny new miniatures a-plenty!

16 NEWS
A peek at the upcoming Warhammer terrain.

50 DA GREEN MENACE
New Orcs, new Goblins, more mayhem.

62 ORC TRIBES OF THE NEMESIS WAR
Theming armies is fun. Here's a couple we made.

70 STANDARD BEARER
Jervis ponders the coming campaign.

74 TACTICA: TANKS
Wipe the smile off your opponent's face by driving a house-sized armoured vehicle into his army.

82 PAINTING WORKSHOP: DRYBRUSHING
The secrets of this versatile technique.

86 PAINTING MASTERS: SEB PERBET
The work of highly talented painter and Citadel sculptor Seb Perbet examined.

92 'EAVY METAL SHOWCASE: TYRANIDS
The hordes of the Great Devourer.

97 CITADEL TOOLBOX
Using the cutting set.

98 REFIGHT THE BATTLE OF BARAZINBAR DEEPS
In-store modelling and gaming event surrounding the inhabitants of Khazad-dûm.

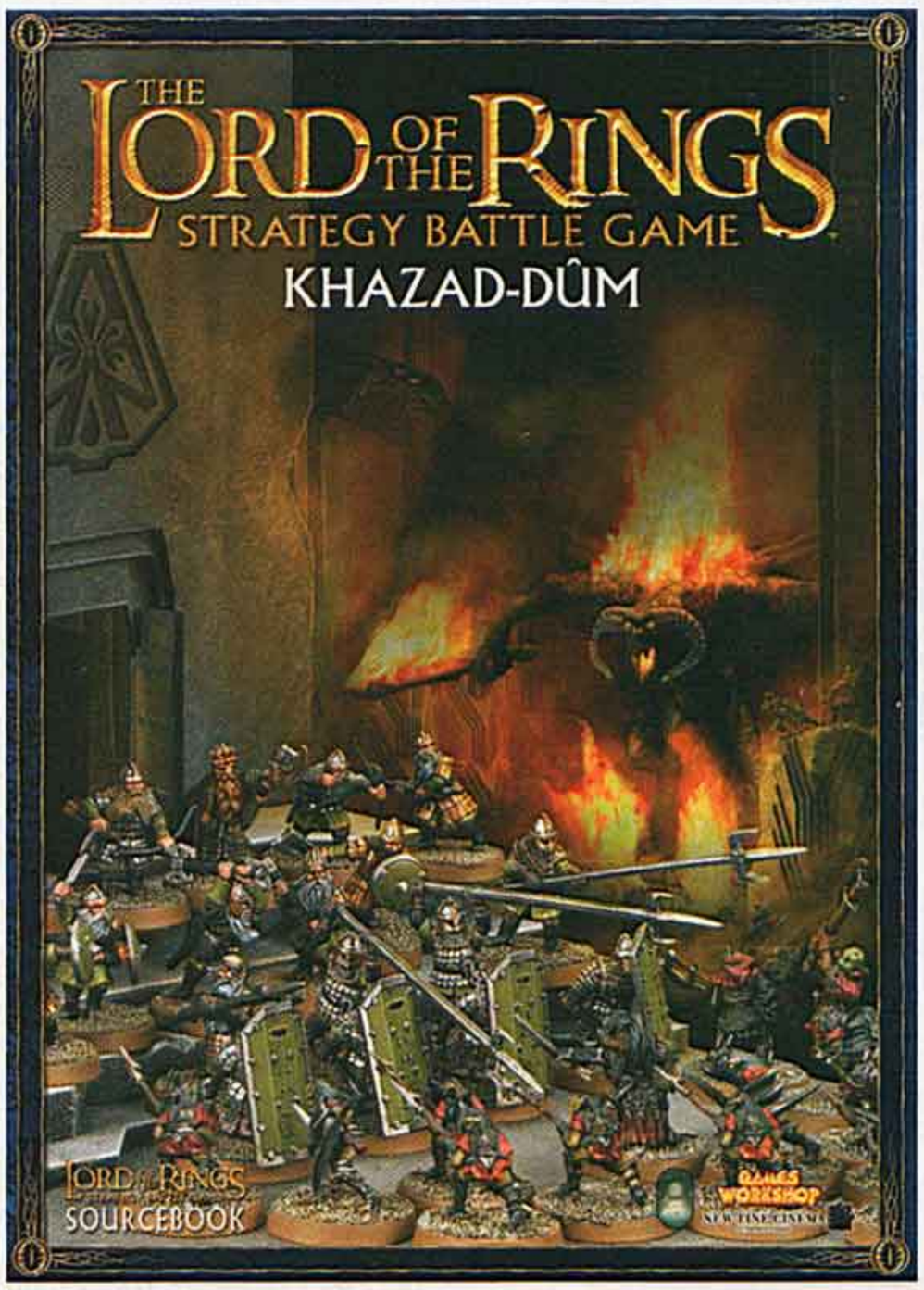
106 GAMES DAY 2007
Guidelines for this year's Golden Demon.

112 FRONTLINE
UK specific news and events.

122 ORDERING DIRECT
Citadel Scenery and Foundation Paints.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

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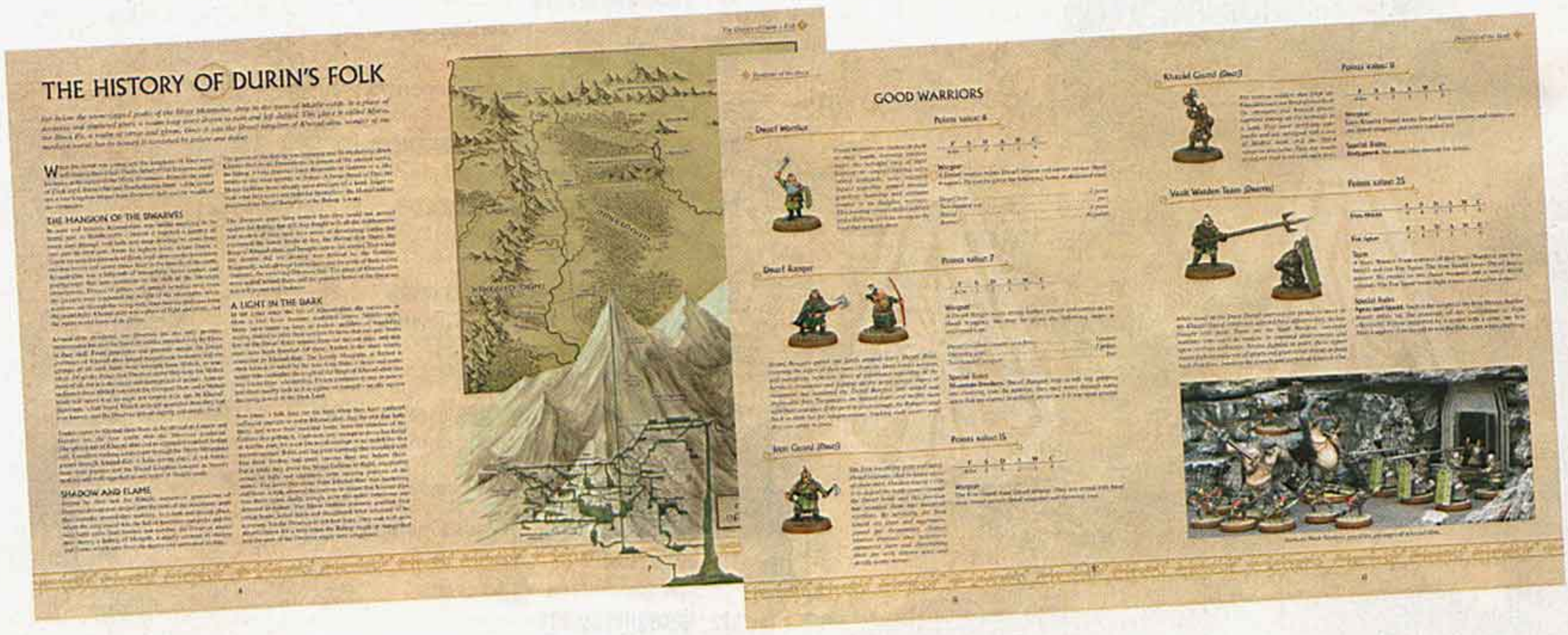
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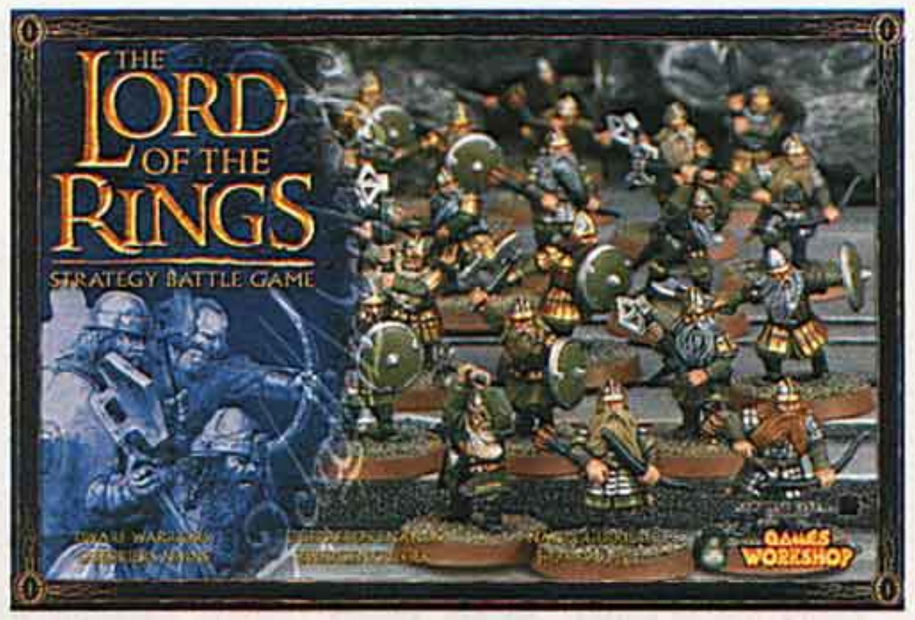
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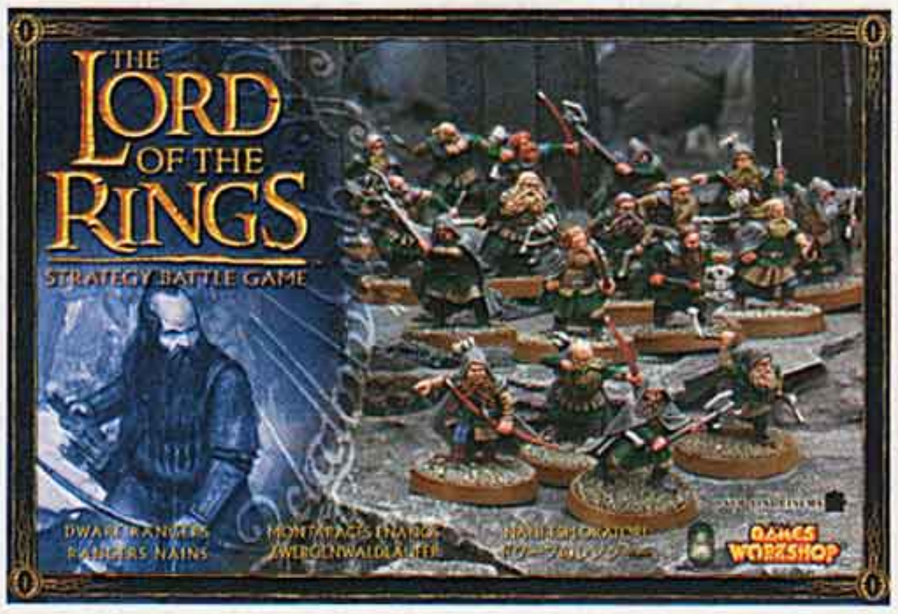




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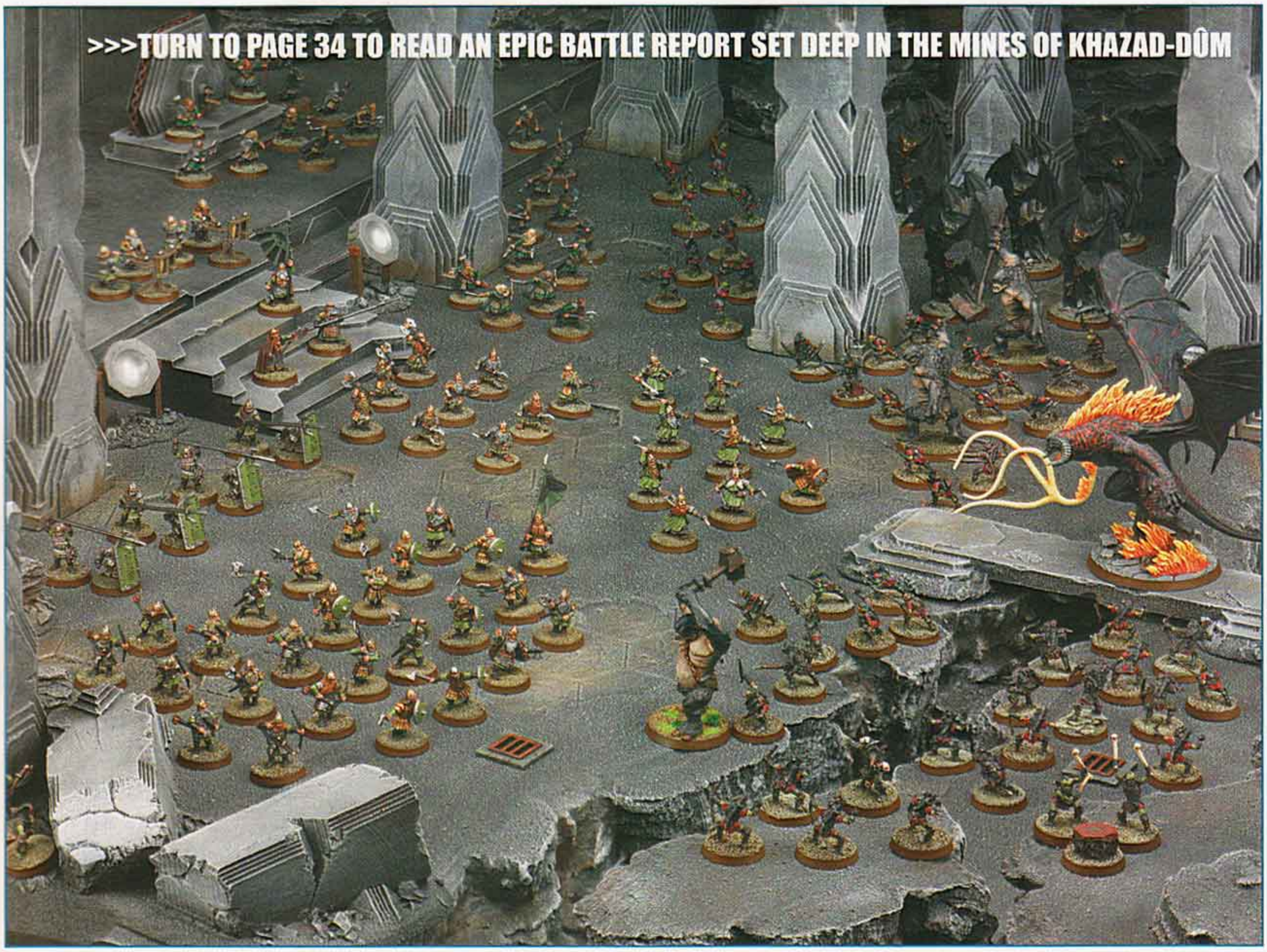
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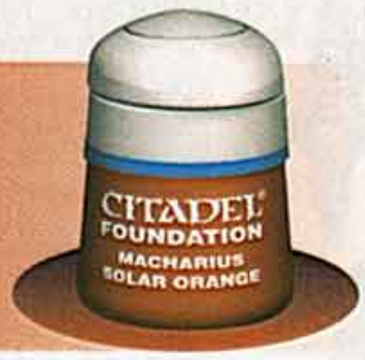
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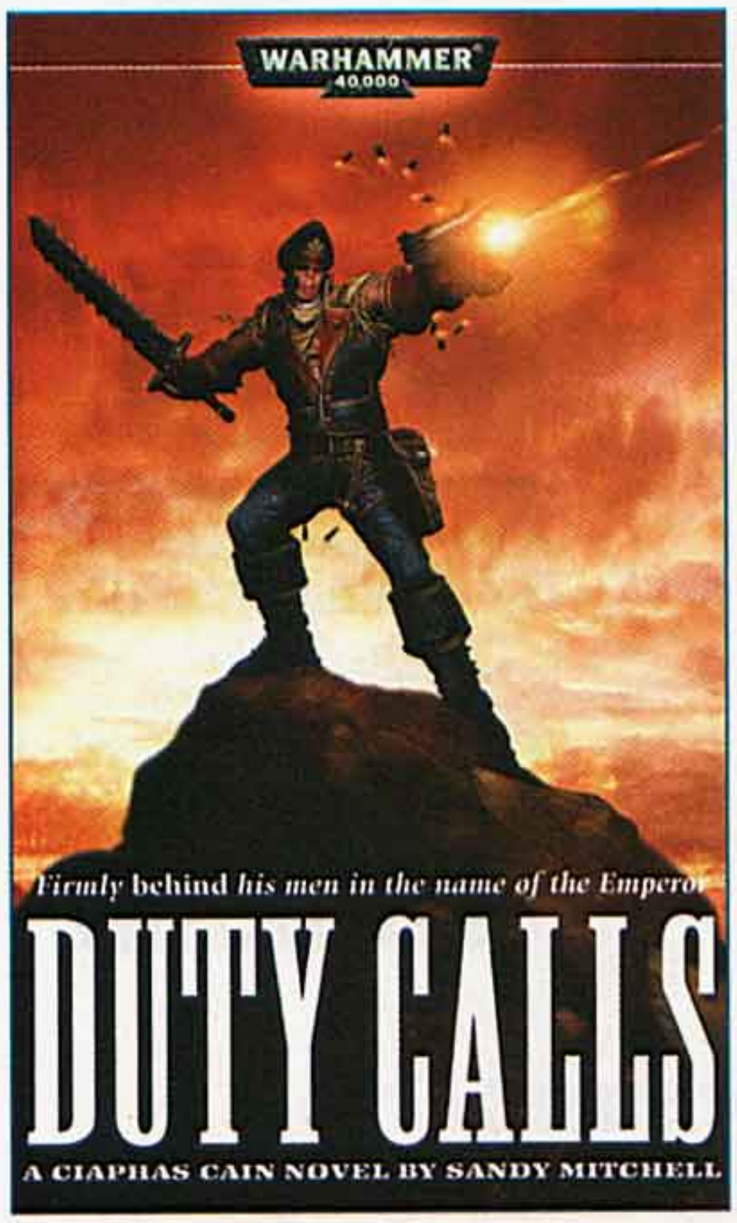
ON SALE APRIL 28th

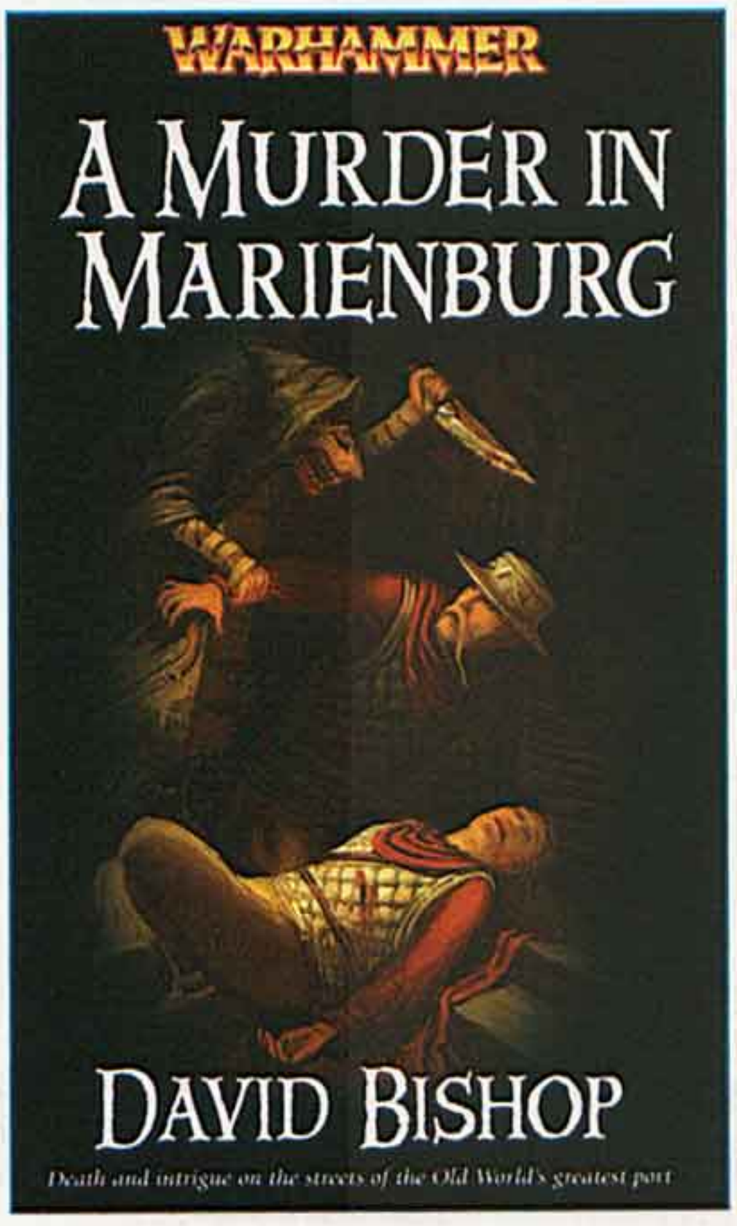
HERO OF THE IMPERIUM

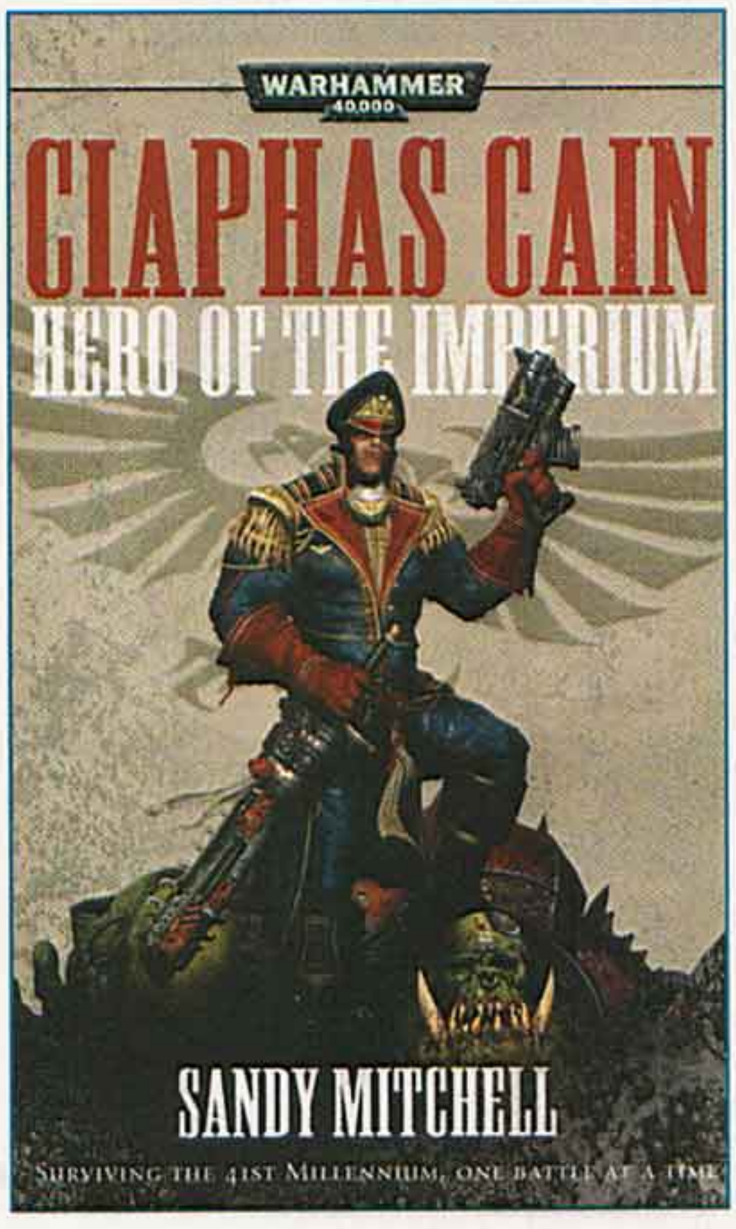
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FORGE WORLD



Forge World makes a huge range of resin kits and accessories. These include super-heavy Baneblade battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World or Warhammer World.

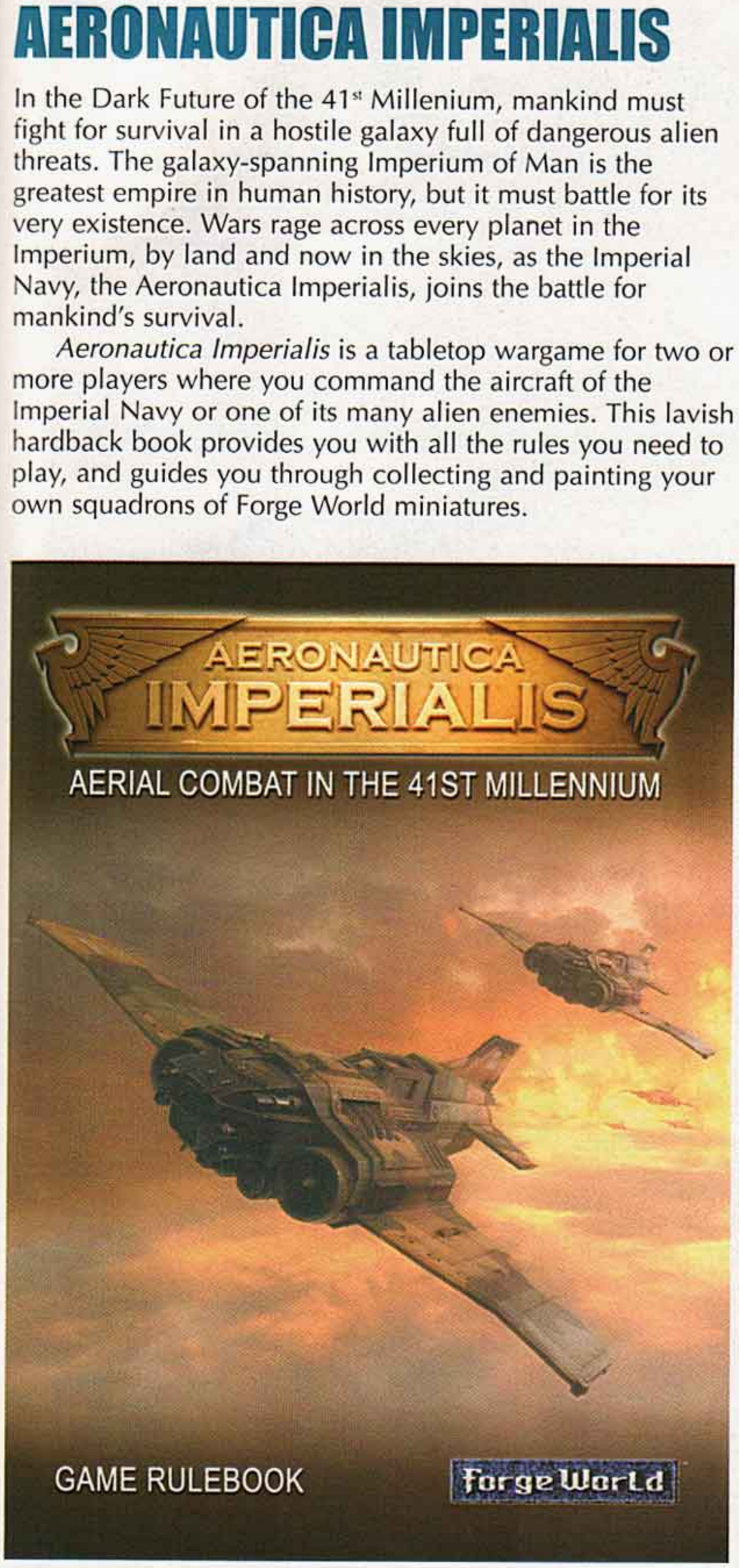
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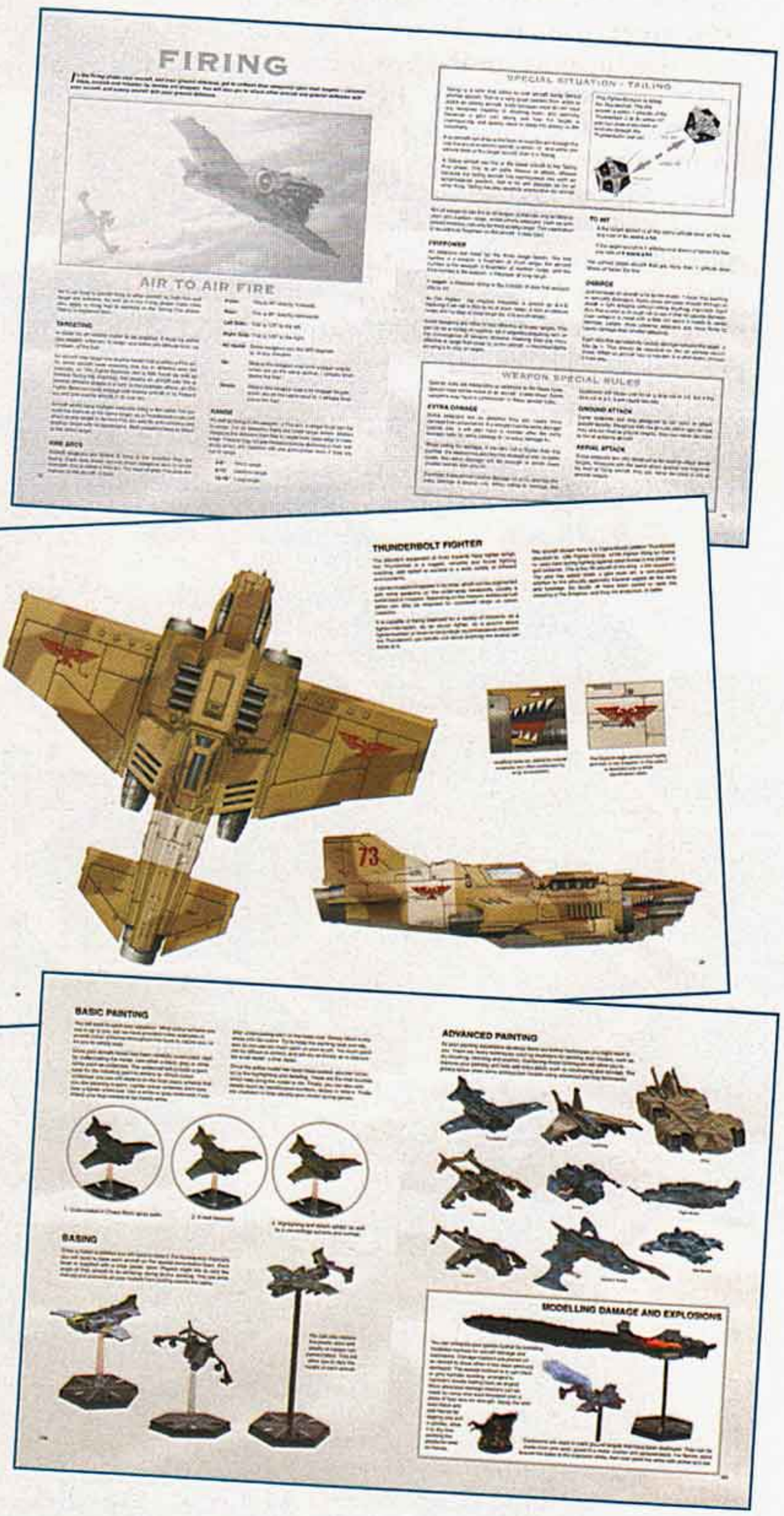
AERONAUTICA IMPERIALIS

OUT NOW!

In the Dark Future of the 41st Millenium, mankind must fight for survival in a hostile galaxy full of dangerous alien threats. The galaxy-spanning Imperium of Man is the greatest empire in human history, but it must battle for its very existence. Wars rage across every planet in the Imperium, by land and now in the skies, as the Imperial Navy, the Aeronautica Imperialis, joins the battle for mankind's survival.

Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. This lavish hardback book provides you with all the rules you need to play, and guides you through collecting and painting your own squadrons of Forge World miniatures.





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MIGHTY EMPIRES

A brand new way of playing Warhammer is coming to you in only two months time.

Mighty Empires is a supplement for Warhammer that adds an extra layer of strategy to your tabletop games. This box set contains a highly adaptable plastic map made up of dozens of individual hex tiles. These tiles have a number of textures – mountains, plains, rivers and so forth – that can be painted in a number of different ways to create three-dimensional relief maps of near endless variety. Whether you want to recreate the icy Troll Country, the Empire's wooded heartlands or invent a mythical land of your own, you can.

Also included in the box is a booklet detailing a simple system for running a series of linked battles, so now your Warhammer battles need not be fought in isolation, but instead each forms a part of a greater struggle or story. The booklet provides rules for gathering troops, dirty tricks to play on your opponents, and more – all you need, in fact, to turn your victories into lasting empires.



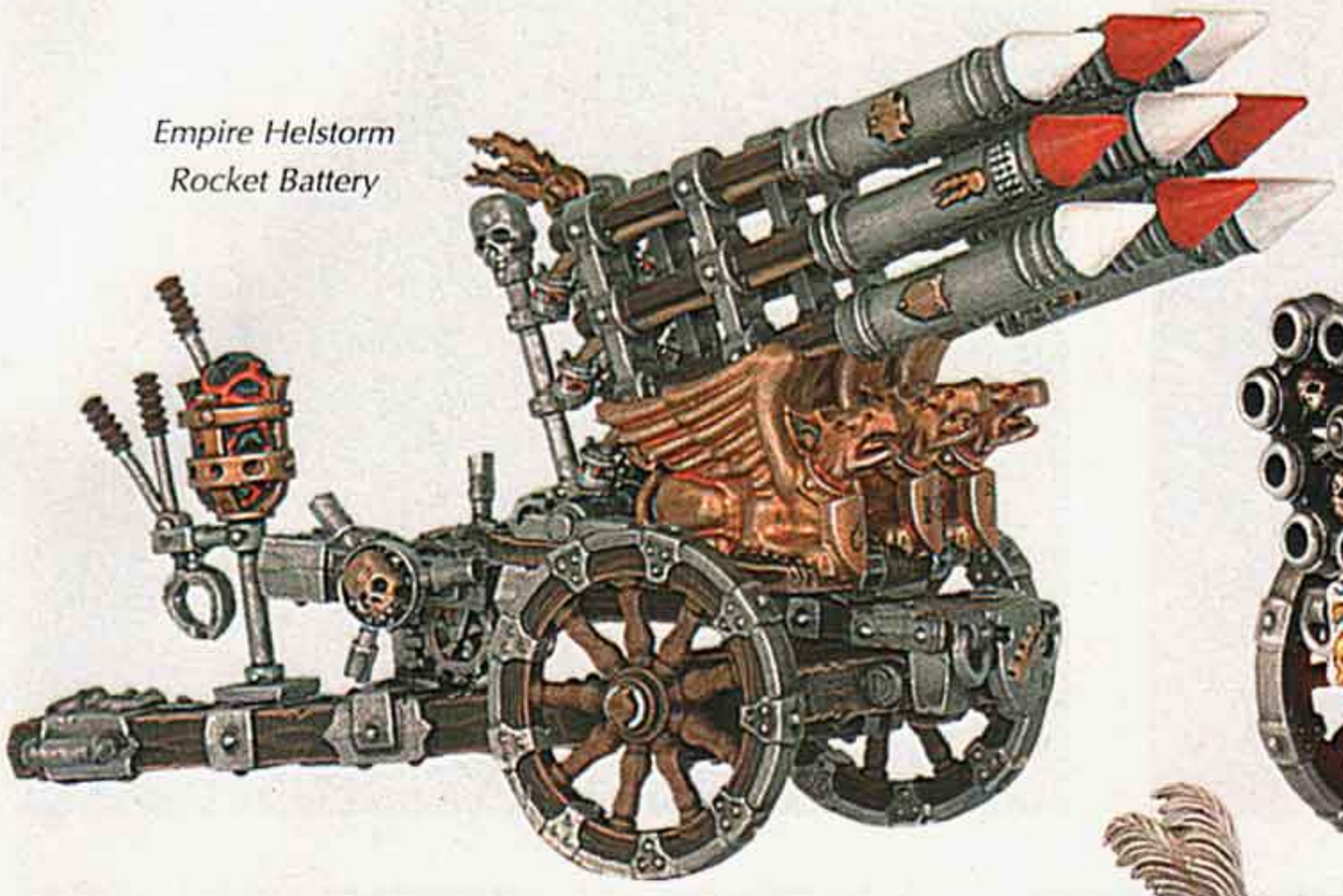


COMING IN JULY

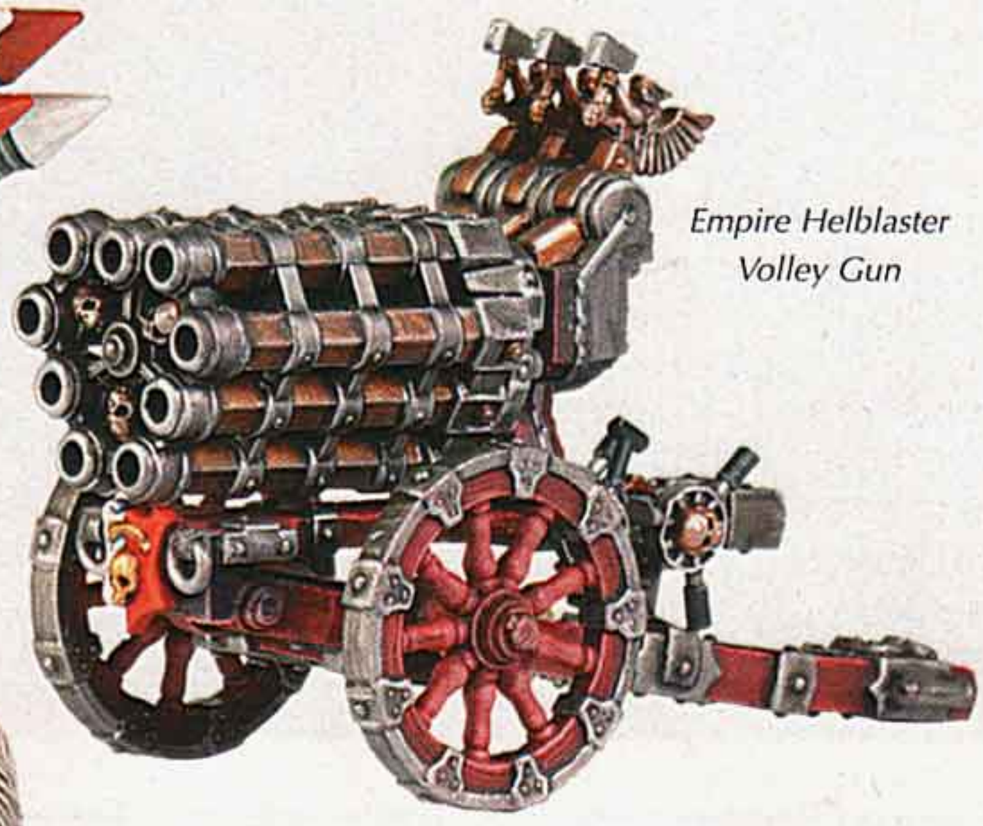
EMPIRE REINFORCEMENTS

The next batch of excellent new Warhammer models are emerging from the forges of our factory in the shape of reinforcements for the doughty folk of the Empire. Top of the list are some fantastic new plastic kits. These include a new regiment of multi-part Flagellants – as we've come to expect from plastic regiment kits, this set includes dozens of amazingly cool components that capture the spirit of these unhinged fanatics, from heads topped by braziers, holy books, even a man in the stocks! Coming out alongside them is another set that allows you to make either a Helstorm Rocket Launcher or a Helblaster Volley Gun complete with crew. Then there's a plastic Empire Wizard set. This follows the format of our recent general sets for the Orcs & Goblins and The Empire, and includes enough pieces to make two mighty magic users, with many characterful extra components. It's our first non-general plastic character box set, and some of the extras on the frames have to be seen to be believed.

All these new sets, as well as some highly characterful metal Citadel miniatures, will be released in July.



Empire Helstorm Rocket Battery



Empire Helblaster Volley Gun







Empire Helblaster Volley Gun Crew



Empire Flagellants

BLACK LIBRARY NEWS

Secrets of the Inquisition

Coming soon from the Black Library is *The Inquisition.* This background book unlocks many of the secrets of the Emperor's Holy Inquisition and explores the careers, adversaries and allies of such famed Inquisitors as Eisenhorn and Ravenor, with much more besides. Keep watching the Black Library website for more details on how to get hold of this sacred tome.



BATTLEFLEET GOTHIC

New rulebook available now!

A brand new version of the Battlefleet gothic Rulebook is now available for you budding fleet admirals to get your hands on. The new rulebook retains its classic landscape format but with a more rigid cover. Inside you will find a fully updated rules set that includes new Nova Cannon and ordnance rules. The book is available to buy now from Games Workshop Direct or from the Warhammer World Store. Alternatively, you can download a PDF version for free from the Specialist Games website.

www.specialist-games.com



BL MERCHANDISE

This month, BL Merchandise is releasing a cool Warhammer 40,000 wallet (below left). But this is not all BL has to offer you – check out all the latest items from the worlds of Warhammer and Warhammer 40,000, from keyrings to clothing, at the web address below.







www.blacklibrary.com/merchandise

GAMES DAY 2007 NEWS

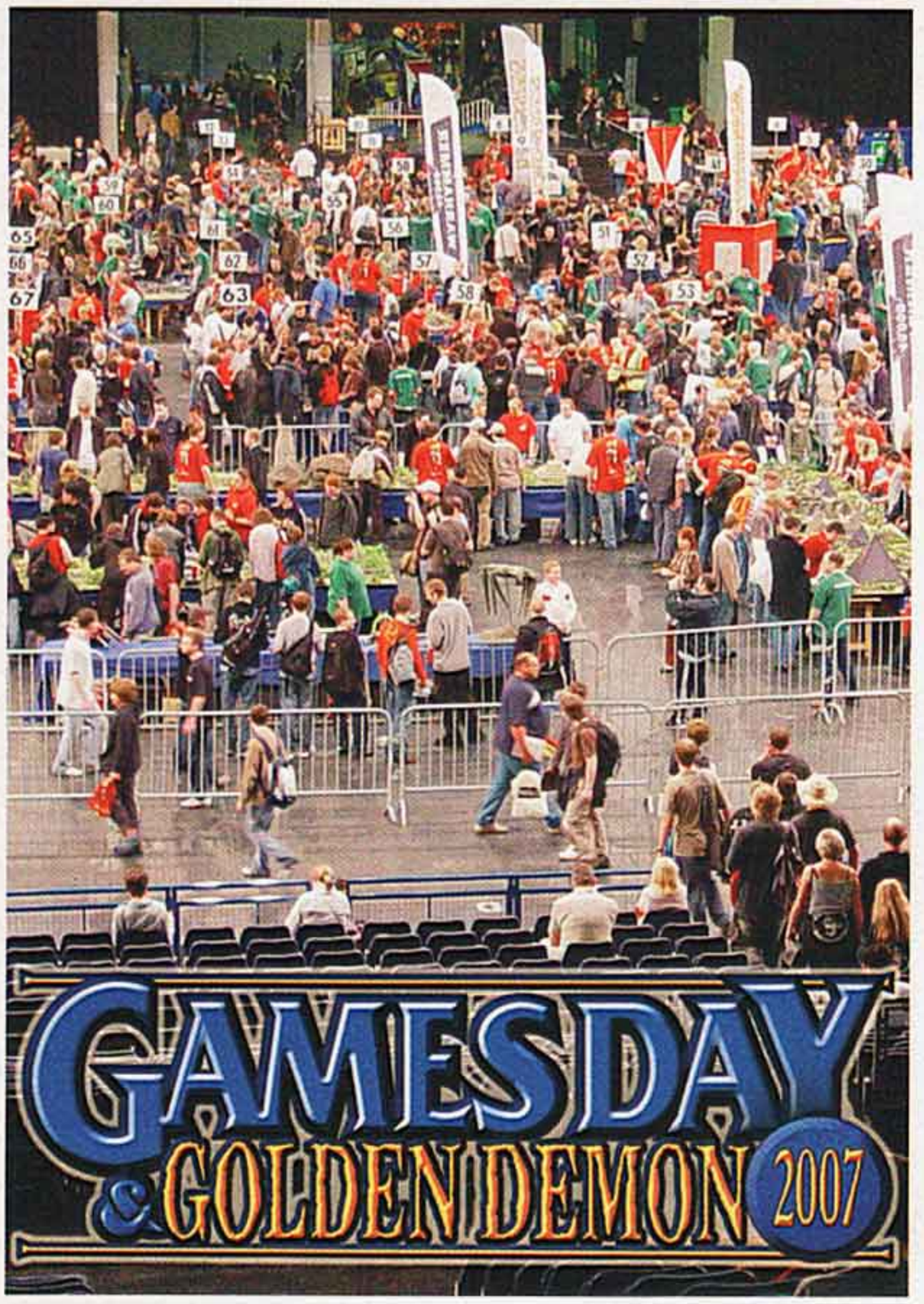
Date Confirmed for Games Day 2007!

This year, Games Day will take place from 10am to 4pm on Sunday 23rd September. Games Day is Games Workshop's premier event in the world. Each year, dedicated hobbyists from across the world attend this one-day event in their thousands, eager to come together in celebration and participate in some of the many games and activities that have all become synonymous with Games Day. Don't miss out on the opportunity to be a part of this huge hobby event!

Turn to page 106 to see the Golden Demon 2007 Guidelines!



This great Orcs & Goblins miniature is exclusive to Games Day 2007!



WHITE DWARF

30th Anniversary Subscription Offer!

To Celebrate the 30th anniversary of White Dwarf we are offering an awesome new subscription deal so you can get even more White Dwarf for your money! If you take out a subscription to White Dwarf from the 25th to 27th May 2007, you will receive 30% more issues for free! That's 4 free issues with a 1 Year Subscription, and 8 free issues with a 2 Year Subscription, all in addition to the usual saving!



If you take out a 1 year subscription from the 25th to 27th May 2007, you get the normal £12 saving...

...and four whole issues of White Dwarf for 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 box sets priced £9 will increase by £1**
- **All blisters and box sets 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.*

30 YEARS OF WHITE DWARF 1977-2007

Next month White Dwarf will be 30 years old! The title was launched in the UK way back in 1977. Since then it's gone from strength to strength, and numerous editions now exist in many countries. To celebrate White Dwarf's birthday, we'll be having a big party in our Hobby Centres worldwide.

To find out what's happening in Hobby Centres near you, pop into your local store or call Games Workshop Direct for details!

DON'T MISS THE NEW WHITE DWARF MINIATURE – AVAILABLE IN LIMITED NUMBERS FROM HOBBY CENTRES AND DIRECT ON THE 26TH AND 27TH MAY!

26TH AND 27TH MAY

CELEBRATE WHITE DWARF'S BIRTHDAY IN A GAMES WORKSHOP HOBBY CENTRE NEAR YOU!



THE LORD OF THE RINGS

Khazad-dûm Sourcebook	05/05/07	£10.00
Dwarf Warriors	05/05/07	£15.00
Dwarf Rangers	05/05/07	£15.00
Wardens of the West Gate Battlehost	05/05/07	£50.00
Iron Guard	05/05/07	£7.00
Vault Warden Team	05/05/07	£6.00
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Durin and Mardin	05/05/07	£12.00
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Moria Goblin Shaman	05/05/07	£6.00
Moria Goblin Prowlers	05/05/07	£7.00

WARHAMMER

Black Orcs box set	19/05/07	£15.00
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WARHAMMER NEXT MONTH

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Dwarf Ironbreakers Command box set	16/06/07	£12.00
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Scorched Grass	Coming Soon	£5.00

COMING NEXT MONTH



Citadel Fortified Manor



Dwarf Miners

DON'T FORGET

You can find details of where to buy these products at the back of the magazine.

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

KHAZAD-DÛM



Design Notes
Adam Troke gives us a few insights into the design of this new Sourcebook.

New Range
We take an in-depth look at all the new miniatures heading your way.

Battle Report
King Durin confronts a Balrog of Morgoth in this historical re-fight.

Khazad-dûm was once the greatest of all the Dwarf holds and the seat of their kings. Although they prospered for many years, the avaricious Dwarves mined too deep and unwittingly awoke their doom. Andy Hall talks to the Sourcebook's author, Adam Troke, to find out more.

In the centre of the Misty Mountains, beneath the great peaks of Zirak-zigil, Barazinbar and Bundushathûr the Dwarves of Durin's line made their home. Created with the renowned graft and skill of the Dwarf-folk, Khazad-dûm, as the underground realm became known, was the oldest and greatest of the Dwarven holds.

Successive generations increased the size, wealth and fame of this Dwarf realm. Deep in the mines of Khazad-dûm a vast seam of Mithril, or true-silver as it is also known, was found, which greatly contributed to the wealth of Khazad-dûm, and the Dwarves delved ever deeper to harvest as much of the ore as possible.

Traders came to Khazad-dûm from as far afield as Lindon and Gondor for the fine crafts that the Dwarves produced. Travellers seeking a safe route through the Misty Mountains passed through Khazad-dûm's halls saving days, if not weeks, from their journey and the Dwarf kingdom became as heavily trodden and well regarded as any in Middle-earth.

Khazad-dûm thrived for thousands of years but it was all to come to an end. Driven by their lust for Mithril, the Dwarves delved ever deeper into the bowels of the mountains and in a dark and dismal place, long forgotten, they awoke their doom – a Balrog. The power of the Balrog was immense and its awakening shook the Dwarf Kingdom to its foundations. A demon of the ancient world, the Balrog's very presence attracted thousands of Goblins – jealous and spiteful creatures that coveted the Dwarven realm – like moths to an open flame. The Dwarves could not prevail against such a creature and soon their great realm was lost, forever cursed to live up to its Elven name of "Moria" – the black pit.

For games developer Adam Troke, the Khazad-dûm project was a labour of love. "The aim was to create the definitive guide for using Dwarves and Goblins in the Lord of the Rings strategy battle game", he explains. "The book allows you to play your games in any time period throughout Khazad-dûm's long and rich history. There are five scenarios that range in time from when the Dwarf Kingdom was at its zenith, to Balin's attempted reclamation and even after the events that marked the beginning of the Third Age."

Like all our Sourcebooks, there is far more than scenarios in Khazad-dûm. The book is jammed with information including five army lists (three Good and two Evil), and a background section detailing how the Dwarves came to live and thrive under the Misty Mountains, right up until the coming of the Goblins. "We've listed every noteworthy Dwarf and Goblin Hero and Warrior type we could think of," says Adam with an infectious enthusiasm. "That's everyone from Balin and Gimli to Durin, the last King of Khazad-dûm. You won't believe how hard he is." With Dwarf characters that are even tougher than before, it is safe to assume that the Evil forces have also got some interesting reinforcements. "With all the new Dwarf troops, we saved the big release for the bad guys – they get the Dragon!" says Adam. "The history of Middle-earth is replete with many legends concerning Dragons, from Smaug to Scatha the Worm and many others, so it only seemed fair that you should be able to field these legendary creatures in your games."

WHAT'S INSIDE...

This 68-page Sourcebook contains all you need to know to set your games within the dangerous caverns of Moria. Inside you will find:

- **The history of Khazad-dûm, from the height of the Dwarves' power to Balin's ill-fated expedition to reclaim it.**
- **A bestiary detailing each and every Hero and Warrior.**
- **Three complete army lists for the Dwarves, two for the Goblins of Moria, and the Dragon – a brand new Monster of Middle-earth.**
- **A series of unique gaming scenarios to recreate key moments in the history of Moria.**



THE BATTLE

KHAZAD-DÛM

FOR MORIA

DURIN'S FOLK

Like the Elves, the Dwarves are an elder race whose days are on the wane as Men come into prominence. Dwarves are short and stout in appearence, and gruff in demeanour. They are a proud and unforgiving people, often accused of selfishness, more concerned with wealth than the sufferings of the world. Even so, the Dwarves have always been staunch allies to those they consider friends, and the forces of evil are rightly fearful of Dwarvish fury.

DURIN

The ruler of Khazad-dûm at the height of its glory, Durin was a stern and just king, named after the father of the Dwarves. Such was his might and majesty that it took a creature as powerful as the Balrog to lay him low.



BALIN

Balin was one of the Dwarf companions who survived the Battle of Five Armies. Many years later he led a sizable expedition back to Moria in an attempt to reclaim Khazad-dûm.



MARDIN

Mardin is King Durin's life ward. Normally such an honoured role goes to a member of the Khazâd Guard, but Mardin, a veteran Vault Warden, has proven his level head and strong arm in many a battle and there is no more dependable companion to be found.



F	S	D	A	W	C	M/W/F	Points
5/4+	4	7	2	2	5	3/1/1	75

WARGEAR

Mardin wears Dwarf armour and carries Torozûl (see below).

SPECIAL RULES

Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.

Torozûl. This spear was gifted to Mardin by his king upon his appointment as life ward. Torozûl was forged to be especially potent against Trolls. When fighting Trolls, Mardin adds +1 to his dice roll on the Wound chart.

"A king he was on carven throne
In many-pillared halls of stone.
With golden roof and silver floor,
And runes of power upon the door."

– Gimli, The Lord of the Rings

MORE ONLINE...



Games Workshop online has a range of articles on Khazad-dûm. Everything from painting and modelling guides to tactics can be found at:

www.games-workshop.co.uk/khazaddum

Along with the book comes a whole host of new models. The Dwarves get the lion's share of these new releases – Khazad-dûm was their kingdom, after all. The biggest boon for Dwarf players is the release of the new plastic Dwarf Warriors and Rangers. "Both kits are sculpted by Alan and Michael Perry, based on the original Dwarf metals which not only convey the character and detail of the established Dwarf range but stand up, in my opinion, as some of the best miniatures we have ever produced," says Adam. The Dwarf Warriors set contains equal numbers of three different armament types – you get shields, two-handed weapons and bows. Now that the basic troops are available in plastic box sets, it's never been easier to make an entire army of Dwarf-folk.

While the Warriors have been available in metal for some time, the Dwarf Rangers are an entirely new addition to the range. "We know that Dwarves travel around a lot and don't do so in full armour," explains Adam. "Dwarves hold huge swathes of land around their underground domains. These lands will most likely be barren, rocky and dangerous areas that, left unattended, would soon become populated by the servants of Sauron. The Rangers are the Dwarves who patrol these areas, be it the slopes of the Misty Mountains or the bleak mires that surround the Iron Hills. As a result of wearing lighter armour they have a lower Defence value than almost all other Dwarves, but more than make up for this with an improved shooting value and special rules that allow them to treat rocky areas classed as difficult terrain as if they were open ground. Rangers are more surefooted than other Dwarves and so can re-roll jumping and climbing tests, too."

DWARF WARRIORS

Armed with hand axes and shields, two-handed axes or bows, Dwarf Warriors are the sturdy and dependable core of any Dwarven force. They are well trained and disciplined with a fighting spirit as strong as the mail that protects them.





DWARF RANGERS

Dwarf Rangers patrol the lands above ground that are close to their Dwarf hold. Years of experience operating in harsh conditions and fighting on scree-strewn slopes has given the Rangers an uncharacteristic agility.





There are a number of metal models too, and players are now able to field Durin himself. As you'd expect from the last Dwarf King of Dwarrowdelf he has an impressive set of characteristics. He also wears Mithril armour and goes into battle armed with Durin's Axe – a formidable weapon that adds +1 to his rolls to wound, and allows the wielder to re-roll one of his dice when determining who wins a fight. He also causes Terror and can ignore wounds on the D6 score of 6 thanks to the Crown of Kings. Alongside Durin is Mardin, the King's Ward. Mardin is a veteran Vault Warden who carries a great spear known as Torozûl, which enables him to wound foes more easily. This weapon was based on the one wielded by the Cave Troll in The Fellowship of The Ring film; a design element that can also be seen in the new Vault Warden teams.



A Dwarf Warrior kinband patrols deep in the lower levels of Moria, where Goblins and other foul creatures roam.

IRON GUARD

Iron Guard are so called because they are clad in heavy coats of chainmail and wear intricate metal face masks. The Iron Guard defend the valuable trade routes that lead to and from the Dwarf Holds. They are skilled in the use of throwing axes which they unleash just before they charge.



KHAZÂD GUARD

The veteran soldiers of the Khazâd Guard are hand-picked from the strongest and bravest of all the Dwarf Warriors among all the kinbands in a hold. They wear mithril mail and have the finest weapons the Dwarf smiths can create. They are sworn to accompany their Lord in battle and defend him with their lives.









VAULT WARDENS

Vault Wardens are seasoned warriors who fight in the cramped passages and perilous walkways of Khazad-dûm. Vault Wardens fight in pairs, one carrying the heavy tower shield, the other armed with a trident spear. Together they can defend cramped passageways against a far more numerous foe.



BALLISTA

The Ballista used by the Dwarves is quite unlike the bulky and unwieldy war machines of other races. They are small and compact, allowing for ease of movement in the cramped conditions found underground. Dwarves also load ballistas with stone or metal balls rather than quarrels – a single shot from one of these war machines can crush the skull of a Cave Troll or scythe through ranks of Goblins.





"There are three Dwarven army lists in the book," says Adam, "each of which epitomizes a different era." Khazad-dûm represents the Dwarves of the Misty Mountains at the height of their powers. Their access to allies is limited, but they are the only army that can use the tunnel-fighting Vault Wardens. The design for these came from Alan and Michael Perry's personal experience of fighting with a heavy pavais (siege shield) and a polearm up the spiralling tower steps of Richmond castle in Yorkshire!

"No Dwarf has dared to pass the doors of Khazad-dûm for many lives of kings."

– Gloin, The Lord of the Rings

The Erebor army list represents the Dwarf holds that are scattered across Middle-earth in the Third Age. Though not as grand as Khazad-dûm, they have a much larger list of allies as is fitting in such troubled times. The final Dwarf list, entitled Durin's Folk, represents the isolated communities and scattered settlements of Dwarf kind.

With the exception of the Moria Vault Wardens, all three of the lists can use all of the specialised Dwarf troops that are released with the new Sourcebook – notably Rangers, Ballistas and Iron Guard. "The Ballista gives the Dwarves access to a siege weapon at long last," explains Adam. "It works like a normal Ballista except that it's crewed by Dwarves, which makes it much harder to take out." The Iron Guard

DWELLERS BELOW

In the dark places of Middle-earth, spurned even by the Dwarves, vile creatures lurk. Within damp and gloomy caves that lie beneath mountains and in the hearts of twisted forests, Goblins and other evil creatures multiply and grow in strength.



GOBLIN SHAMAN

Goblin Shamans use the dark arts to stir the warriors around them into a frenzy that blinds them to fear, and enables them to suffer grievous wounds and continue fighting. They have the magical powers Fury and Transfix.



MONSTERS

Spiders and bats are drawn to bands of Goblins and other evil creatures in the service of Sauron. When the Moria Goblins go to war, swarms of bats gather overhead, and giant spiders are captured and in kept in cages before being unleashed on the enemy.



GOBLIN PROWLERS

These devious and cruel Goblins stalk the caves and tunnels of the Goblin King's realm, ensuring that tributes are paid and dissenters are disposed of with a knife in the back.

F	S	D	A	W	C	Points
3/4+	3	4	1	1	2	6

WARGEAR

A Moria Goblin Prowler wears light armour, and carries a rusty blade or dagger (hand weapon) and throwing weapons. They may be given additional items at the following cost:

Orc Bow ..... *1 point*
Two-handed weapon ..... *1 point*
Shield ..... *1 point*

SPECIAL RULES

Cave Dweller. See the main rules manual for details.

Backstabbers. When striking trapped models, Moria Goblin Prowlers receive +1 on their rolls to wound – this bonus is cumulative with the +1 bonus for using a two-handed weapon.



are veteran warriors. "They have 2 Attacks and employ Strength 3 throwing weapons, making them great shock troops".

Despite all these Dwarven reinforcements, the forces of Evil are, of course, ever-present. While the Dwarves endured thousands of years of prosperity, the Goblins and other such creatures of darkness looked on with envious eyes. When it became clear that the Dwarves had awoken a terrible creature, the Goblins struck and Khazad-dûm, now Moria, has been theirs ever since.

"The two Evil lists have had more of a refresh than any drastic changes. The Moria list deals almost exclusively with Goblins and Trolls, although you can have some Bat Swarms. It also introduces the new Moria Goblin Prowlers." These are Goblins that are charged by their king to stalk the caves and tunnels ensuring that tributes are paid and that the king's treacherous subjects remain ostensibly loyal. Any dissenters are dealt with via a swift knife in the back. "In game terms the Prowlers are useful for trapping particularly tough opponents. Once trapped, the Prowlers can use their Backstabbers special rule, which gives them a bonus when rolling to wound. Coupled with a two-handed weapon this bonus is increased to a healthy +2, giving you an effective wound roll even against Dwarves. Not bad for 6 points each."

The second Evil army list – The Dwellers Below – is a combined force of many vile creatures such as Wargs, Giant Spiders, Goblins and Trolls. This army can ally with 12 other Evil forces, giving it access to any number of foul creatures and monsters, one of which is included for the first time in the Khazad-dûm book...

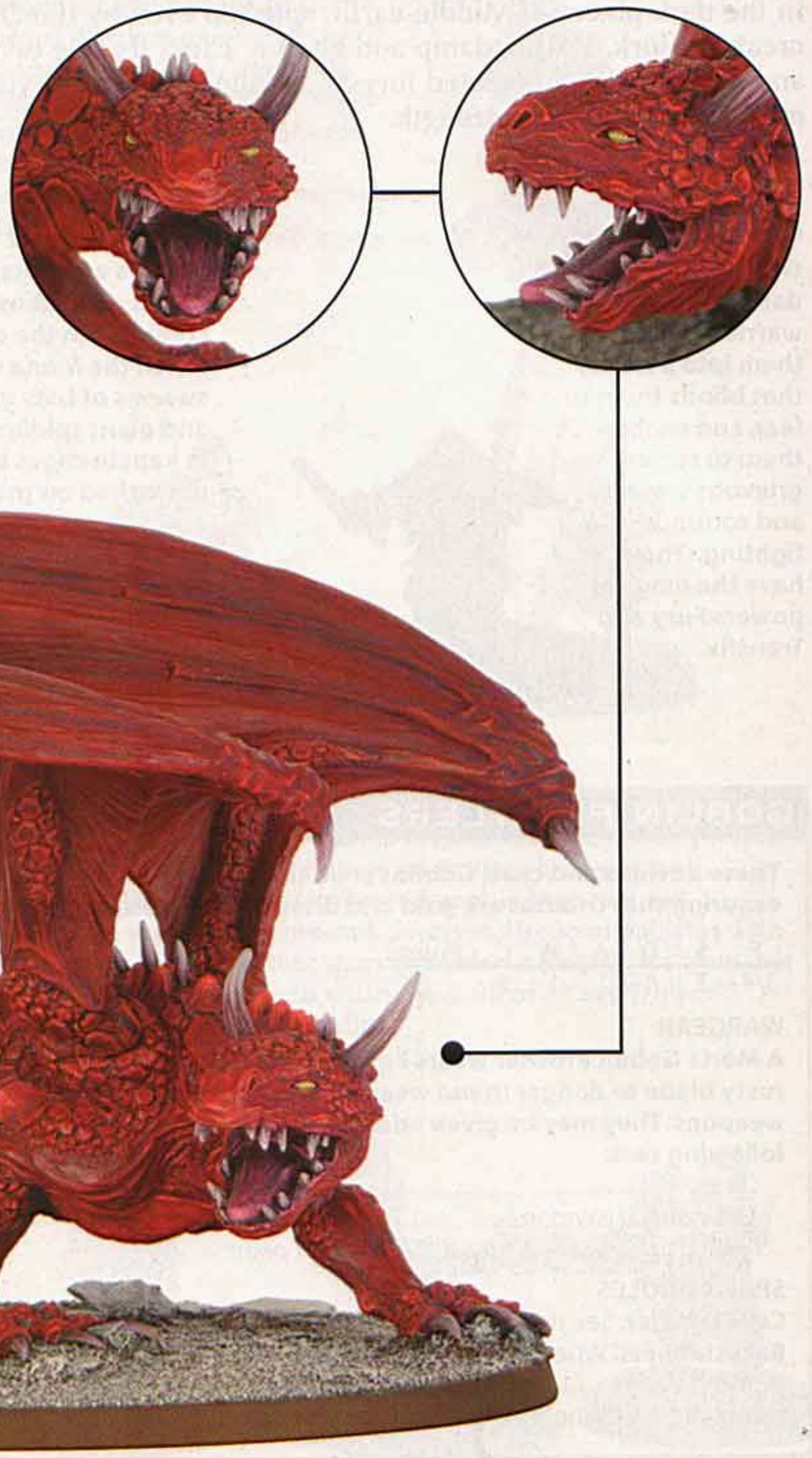
GOBLIN KING



Hated by the Dwarves, Durbûrz rules over Moria with an iron fist. His subjects fear him more than any foe, for disloyalty is rewarded by a visit from the prowlers!

HERE BE DRAGONS

Created long ago, Dragons were a terrifying yet thankfully rare presence in Middle-earth. By the time of the Third Age the Free Peoples even began to doubt the existence of these mighty beasts. But they were more than just legends – the evil creatures known as Scatha the Worm, Smaug the Golden and Ancalagon the Black all existed, and caused terror wherever they roamed.



The Dragons of Middle-earth are monstrous servants of evil, and only the boldest or most foolhardy warriors have ever confronted one. There are a few exceptions – for instance, the name Baggins seems inextricably linked with the downfall of the Dragon known as Smaug the Golden.

"There is not now any Dragon left on earth in which the old fire is hot enough..."

– Elrond, The Lord of the Rings

Trish Morrison was tasked with designing and then sculpting the beast. "It was a great opportunity to do something completely different," says Trish.

"We deliberately stayed away from the design conventions of our other Citadel Dragons. For instance it has a much thicker body, it stands on all four legs, and I gave it a much shorter snout."

While Trish had an open brief for the design of the Dragon, it was important that the creature looked to be part of Middle-earth. For inspiration Trish used wildlife and natural history books. "The skin texture and scales were all taken from nature. I looked at monitor lizards, the way they move and skulk about. The pose of the Dragon was important. I wanted it to look like it was guarding its treasure hoard or looking out for prey."

"They are extremely tough," says Adam, who wrote the rules. "It was one of those things we had to think long and hard about. Without extensive playtesting, Dragons could quite easily have

During the Second Age, when Khazad-dûm was at the height of its power, the Dragon known as Gathamaur tried to gain access to the Dwarf kingdom to plunder is treasures and feast on those within. It was fought off by brave Dwarf Rangers and hardy Vault Wardens who defended the Endless Stair.



unbalanced the game. However, even these mighty Wyrms would be no match for their ancestors. In the book, Elrond tells us that the last of the great Dragons have gone. However, the few that do still exist in the Second and Third Ages of Middle-earth are more than a match for even the greatest Heroes. What we do in the book is present you with a basic Dragon, which you can buy for 250 points. We then give you a list of options (right) that allows you to tailor the Dragon to a desired power level."

Along with 4 Attacks, and Strength and Defence values of 7, the creature can make a Draconic charge that knocks enemy models to the ground, causes Terror, is resistant to magic and reduces the Courage of all Good models within 12"/28cm. Even an unmodified Dragon is a daunting prospect for the forces of Good, restoring the balance of power in Middle-earth!

DRAGON UPGRADE RULES

Though comparatively rare in the Second and Third Ages, Dragons are still remarkably diverse creatures in both appearance and ability. To represent this, a Dragon may have up to two of the following abilities at an additional cost of 50 points each.

Breathe Fire. *Some Dragons exhale great gouts of flame that can easily consume any who fight them. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffer a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a wound caused by Dragon breath is automatically slain.*

Fly. *This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.*

Wyrmtongue. *The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details).*

Transfix	*Range 12"/28cm*	*Dice score to use: 3+*
Compel	*Range 12"/28cm*	*Dice score to use: 4+*
Sap Will	*Range 12"/28cm*	*Dice score to use: 4+*

Tough Hide. *The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defence are 9, rather than 7.*

THE ROYAL ARMY OF
KHAZAD-DÛM

ARMY LIST

1. **Durin** *160 points*
2. **Mardin** *75 points*
3. **Dwarf Captain with throwing axes** *65 points*
4. **3 Khazâd Guard** *33 points*
5. **8 Iron Guard** *120 points*
6. **Dwarf Ballista with Superior Construction** *80 points*
7. **Dwarf Banner Bearer** *38 points*
8. **8 Dwarf Warriors with shields** *72 points*
9. **8 Warriors with two-handed weapons** *64 points*
10. **8 Warriors with bows** *72 points*
11. **8 Dwarf Rangers with throwing axes** *80 points*
12. **8 Rangers with Dwarf longbows** *80 points*
13. **8 Rangers with two-handed weapons** *56 points*

TOTAL.....*995 points*

BATTLEHOSTS



This army is based on the new Dwarf Battlehost box set. For more great army sets, not to mention the entire range of boxes, blisters and components for The Lord of the Rings strategy battle game, visit the online store:

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

Adam: Generally, if you want to start a new army for The Lord of the Rings, then the Battlehost box sets offer a good way to get your new force off the ground. They contain a good range of models, and you normally save a few pennies too. This is especially true of the Dwarf Battlehost – The Wardens of the Westgate, which contains a staggering 700 points worth of models. By simply adding a blister or two of extra models, you can field a fully fledged 1000-point army.

The sample army list that I've put together here shows just one of the ways that you can go about creating a deadly army of Dwarves – and there are lots more, including a very nasty one that involves taking out the Iron Guard and Dwarf Rangers, and adding Vault Wardens and Ballistas instead. This force, however, uses the Wardens of the Westgate as the core of the force, with Durin, Mardin and some Khazâd Guard added in to lead the army and increase its overall effectiveness.

This force works well if you divide it into a few rough elements. The first element contains all the Dwarf Warriors with shields and two-handed weapons, along with the Iron Guard, Khazâd Guard, Durin, Mardin and the banner bearer. This group forms a block around Durin and advances slowly towards the enemy. With 23 warriors, led by one of the mightiest Heroes in the game, it's a fearsome prospect for any foe. The entire group is compact enough to benefit from the Banner if it's used carefully. I've found that the Iron Guard are especially good at keeping the sides of the formation secure, thanks to their two attacks, while Durin and his Khazâd Guard prove almost indestructible at the centre.

KHAZAD-DÛM

In the days of its glory, the realm of Khazad-dûm boasted a powerful and disciplined army. Here, Adam Troke selects a Royal Army of Khazad-dûm led by King Durin, and talks us through his tactical choices.

The Dwarf Rangers, twelve of which guard each edge of the main army, form the flanking force. They are best off lurking in rocky terrain and keeping up a withering hail of arrows on the enemy. The Rangers with throwing weapons or two-handed weapons can deal with any troops that come to hunt them down. This force can rush to support the main body if it is threatened, or seize objectives should the opportunity arise.

The third and final element is the Dwarf Ballista, the Dwarf Warriors with bows and the Captain, all of whom can stand back and use their long-range weapons to great effect. Depending on the amount of terrain, it's well worth moving forwards for a turn or two to get a better vantage point. Once this force is in position, simply target lightly armed warriors with the bows and use the ballista to knock out Trolls and other dangerous targets. The Captain serves as a serious deterrent to any Evil Heroes or cavalry that want to pick on the missile troops. There's not much that can take on a Dwarf Captain and win without a serious fight.

Of course, as I've mentioned, there are other ways to expand the Wardens of the Westgate box. The Vault Warden teams look awesome, and are incredibly effective on the battlefield, especially if you guard their flanks with the terrain. The Khazâd Guard have been a firm favourite of Dwarf players for many years now. Then there's always the opportunity to add more Dwarf Warriors and Dwarf Rangers. The army I am currently painting has several kinbands within it, each led by a Captain and painted in a different colour scheme – all under the command of Durin and his retinue of Khazâd Guard.

ALL PILE ON

Lord of Evil Mat Ward offers sage advice on how to counter the threat of the new Dwarves...

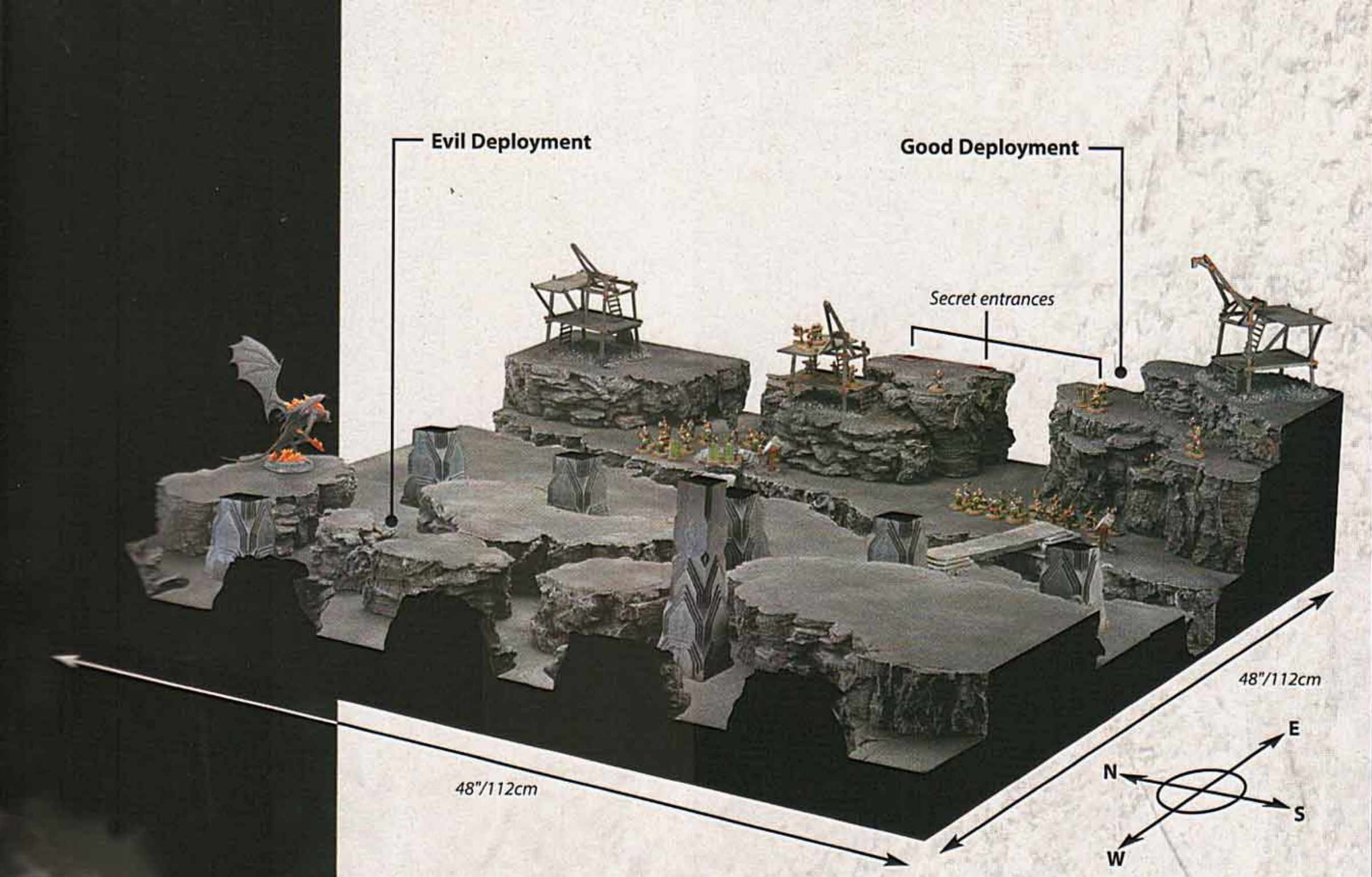
"If you want to beat Dwarves you've got to get close, and in large numbers. There's not much to be gained from attacking from range, as arrows bounce straight off Dwarven armour. Pounce on isolated Dwarves with as many models as possible, and trap them – the more chances to roll that magic 6, the better."

THE BATTLE OF BARAZINBAR DEEPS

In this historical refight, King Durin and his force of elite Khazâd Guard must slay the feared Balrog of Morgoth or lose the kingdom of Khazad-dûm forever... Adam Troke takes command of the Dwarves, Alessio Cavatore leads the Goblins. Watching over all, like a great, lidless eye, Mat Ward offers impartial, sage council.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Battle Report





The Scenario

Rallying to their king, the kinbands muster once more at the Barazinbar Deeps – the greatest of all of Moria's mines – to meet the Balrog and its followers in a battle that will decide the fate of Khazad-dûm forever.

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Barazinbar Deeps. The west edge is made up of roughly hewn tunnels, still in the process of being excavated, while the east is covered in all manner of mine workings, corridors and raised platforms.

Starting positions

The Good player selects 12 warriors to act as reserves, and deploys the rest of his force and three mirrors within 12"/28cm of the east board edge. The Evil player deploys the Balrog within 12"/28cm of the west edge. All other Evil models are held in reserve. The Evil player also places three grate markers anywhere on the board.

Special rules

Khazad–dûm has several special rules for fighting in Dwarf Holds. Below are the ones we used in this Battle Report. See page 51 of Khazad-dûm for more details.

Mirrors: These reduce the Courage of Evil models within 3" by 1.

Grates: These represent drainage channels and other things the forces of Evil might use to infiltrate a Dwarf stronghold. Evil reinforcements may move on to the table through a grate. If any model is standing on the grate, then it counts as sealed until the model moves away or is slain.

Chasms: Many chasms run undergroud. If a model is pushed or falls off the edge of these they plummet to their death.

Objectives

Both forces are seeking to eradicate the other. The first army to eliminate the other completely is victorious.

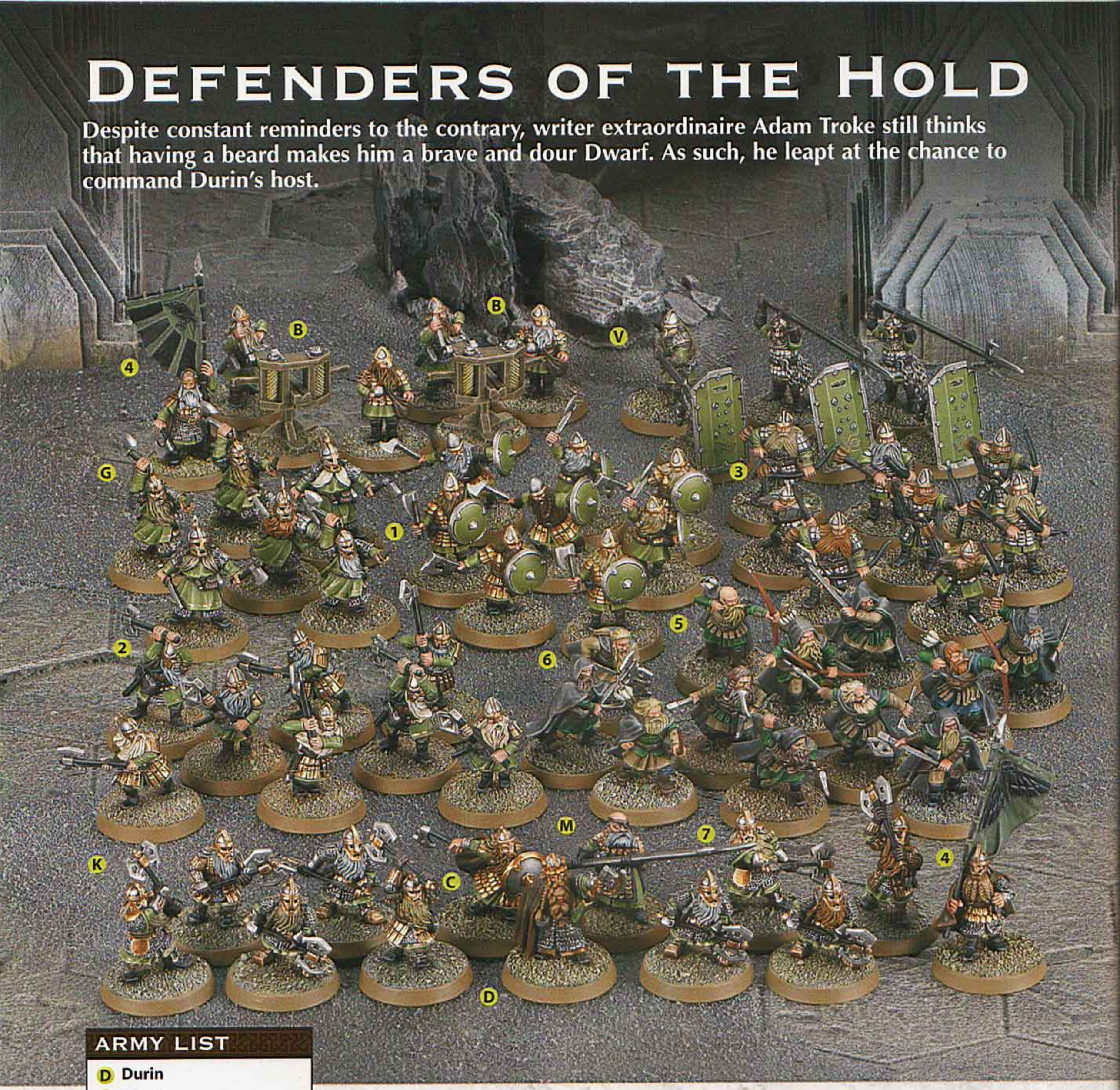
Special rules

Total Disdain: The Balrog has no regard for the Moria Goblins that advance in its wake, neither valuing their efforts, nor resenting their presence. The Balrog is not considered Broken when the Moria Goblins are reduced to half their starting number. In turn, it may not benefit from other models' Heroic Actions

The Goblin Horde: Behind the advancing Balrog approach the hordes of Moria Goblins. A small band of warriors is tasked with delaying the Goblins, but they are forced to swiftly fall back in the face of such overwhelming numbers. Each turn, at the end of his Move phase, the Good player rolls a D6. On the score of 4 or more the reserves have arrived – move them onto the board from either the north or south board edges (controlling player's choice). In the following turn, the remainder of the Evil army will arrive in pursuit of the Dwarves – move it into play from the same board edge at the end of the Evil Move phase. Any of the Evil reserves (except Trolls) may enter by the secret entrances at this point, if the Evil player wishes (all Evil models must come on the board at this point, none can be saved for later). Newly arrived models may act normally, but cannot charge.

Defenders of the Hold

Despite constant reminders to the contrary, writer extraordinaire Adam Troke still thinks that having a beard makes him a brave and dour Dwarf. As such, he leapt at the chance to command Durin's host.



ARMY LIST

- D **Durin**
- M **Mardin**
- C **Dwarf Captain with shield**
- 1 **8 Dwarf Warriors with shields**
- 2 **8 Dwarf Warriors with two-handed weapons**
- 3 **8 Dwarf Warriors with bows**
- 4 **2 Dwarf Warriors with banners**
- K **9 Khazâd Guard**
- G **6 Iron Guard**
- V **3 Vault Warden Teams**
- B **2 Dwarf Ballistas**
- 5 **4 Dwarf Rangers with two-handed weapons**
- 6 **4 Dwarf Rangers with Dwarf longbows**
- 7 **4 Dwarf Rangers with throwing weapons**

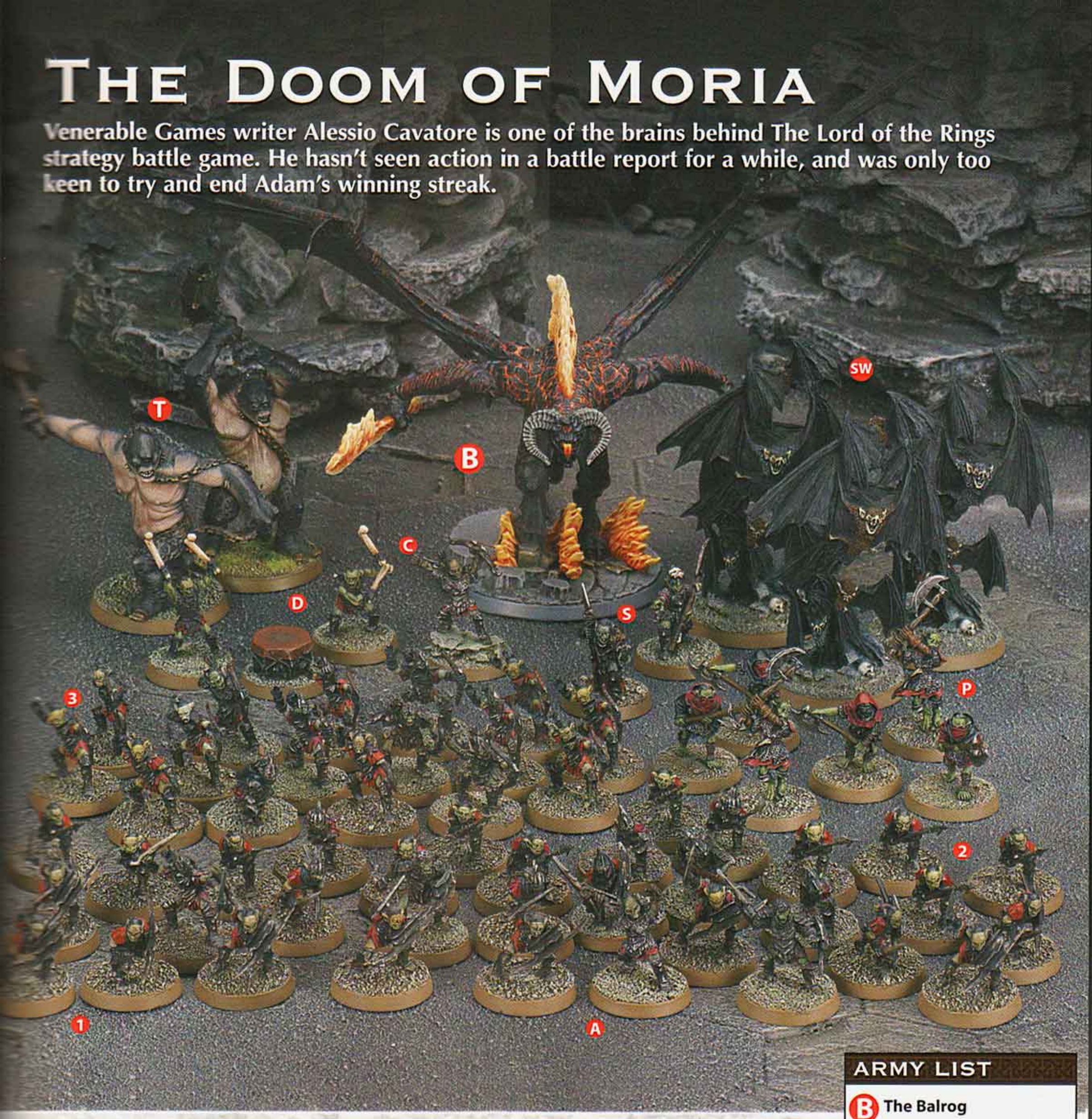
Adam: In this battle report we're playing with the recommended participants (the ones that we playtested the scenario with) so I know exactly what I have at my disposal. Durin is simply the toughest and most deadly Dwarf in the game and, with Mardin at his side, killing him will be very tricky. Add to that awesome heroic combination the fact that there are 24 Dwarf Warriors, two deadly Ballistas, six Iron Guard, nine Khazâd Guard and three Vault Warden teams – just ask yourself, how can I lose?

Well, the short answer is... the Balrog. This scenario recreates the cataclysmic fall of Khazad-dûm, as the Balrog casts the kingdom of the Dwarves into ruin, and as such it's very hard for the Good side to win – killing the Balrog is not easy, after all. My plan therefore needs to be a good one. I intend to advance Durin and his bodyguards (Mardin and the Khazâd Guard) towards the Balrog as fast as possible. That might seem foolhardy, but my plan is simple and has proven very effective in the past. Durin and his bodyguards can make short work of the Balrog if they can just win the fight against it. There are a lot of two-handed weapons at my disposal in that little formation. The Ballistas will fire everything they've got at the Balrog, too, hoping for a lucky hit or two before the Goblins arrive. Ballistas, like all Siege Engines, are best suited to taking on models in groups, which they'll do when the Moria Goblins turn up.

The rest of my force will hold back in reserve. I'm counting on the Iron Guard and the Vault Wardens in particular to bear the brunt of the Goblin slaying, and backed up by the Dwarf Warriors they should be just fine...

The Doom of Moria

Venerable Games writer Alessio Cavatore is one of the brains behind The Lord of the Rings strategy battle game. He hasn't seen action in a battle report for a while, and was only too keen to try and end Adam's winning streak.



Alessio: Too many times I've seen super-hard models like Sauron, Mûmakil, Dragons or the Balrog succumb to the temptation of charging alone into the middle of an enemy army. The result is pretty much always the same – at first they enjoy a lot of maiming and killing, but eventually their luck runs out (together with their reserves of Might, Will and Fate...) and they're surrounded and dragged down by sheer weight of numbers. Not this time! My plan is simply not to allow the Balrog to end like that, making sure that he waits for the arrival of the Goblin horde (and its Trolls), before he tries to take on Durin and his magical axe. This plan, however, might mean that the demon will behave a bit too cautiously... definitely out of character! I hope that Adam will deploy his force across the entire length of the board, which will allow the Balrog to do a classic flank assault manoeuvre, attacking one end of the enemy line (as far away from Durin as possible!), and save face by killing some Dwarves before the Goblin backup arrives.

Once they arrive, I'll place the Captain with the bow on a vantage point with all of the archers, with the intention of pincushioning the ballistas. The Bat Swarms will also prove very useful for going after the war machines.

Bolstered by the Shamans' Fury spells and the effect of the Drum behind them, my little Goblins will hang around the heavy hitters, fighting defensively to try and survive and, most importantly, prevent the enemy from surrounding the big guys. This should force the Dwarves to fight with only a few models at a time against each of the monsters – combats that they are not likely to win!

ARMY LIST

- **B** The Balrog
- **A** 1 Moria Goblin Captain
- **C** 1 Moria Goblin Captain with Orc bow
- **S** 2 Moria Goblin Shamans
- **1** 16 Moria Goblins with shields
- **2** 16 Moria Goblins with Orc bows
- **3** 16 Moria Goblins with spears
- **P** 6 Moria Goblin Prowlers with two-handed weapons
- **T** 2 Cave Trolls
- **SW** 3 Bat Swarms
- **D** Moria Goblin Drum

SHADOW AND FLAME *Turns 1-5*

Adam deployed his sizable Dwarf force in two main chunks. In the north-east area, close to the collapsed bridge were the Vault Wardens, Iron Guard and stoic Dwarf Warriors with shields. Above them on a mining platform was one of the Dwarf Ballistas. The other main portion of the Good force consisted of Durin, Mardin, and the elite Khazâd Guard, all deployed close to the south bridge. The second Dwarf Ballista was placed on a ledge above Durin's host. A smattering of Dwarf archers also took up positions along the higher levels of the east edge.

As the battle began, the Balrog skulked close to the massive pillars in the north-west of the board. During the deployment phase Alessio had placed all three of the Evil secret entrance counters just behind the Dwarf lines. Adam used the first three turns of movement to call back three Dwarf archers to stand on the grates, preventing their use by the Evil force *(A)*.

Adam began his first few turns by moving the king and his retinue across the intact south bridge and then north along the side of the chasm. The Vault Wardens moved to the edge of the collapsed north bridge, and firmly planted down their shields. The Iron Guard and third Vault Warden team moved to the narrow north passage in case the Goblins arrived from that edge.

The Balrog spent the first three turns moving into the centre of the board, using the great pillars as cover from the fire of both Dwarf Ballistas *(B)*. In Turn 4 the Balrog changed tack and strode purposefully out of cover and advanced towards the chasm close to the north bridge. Despite shrugging off fire from the Ballistas, the Balrog was wounded by a humble Dwarven arrow *(C)*.

In Turn 5, Evil won the priority roll and the Balrog advanced further towards the chasm edge, ever closer to Dwarves on the north-eastern side of the crevasse. In the Good Move phase the Iron Guards, Vault Wardens and Dwarf Warriors moved towards the edge of the chasm and spread out in the hope of blocking the Balrog from jumping across and causing chaos. Durin and his host were now on the west side of the board and moved as fast as they could towards the Balrog, hoping to bravely enter into combat with the beast before the Goblins arrived. They ended their move very close, and would be able to charge if the Balrog didn't win priority next turn.

Adam finally rolled a 4 for his reserves and the Dwarf Rangers appeared on the north side of the board – no doubt the Goblins were close behind.

In the Shoot phase, the Balrog used his whip to pull an unfortunate Dwarf from the north edge of the chasm into the deep crevasse *(D)*. The Dwarves fought back by scoring yet another wound from bow fire – inflicted by the same Dwarf archer who had wounded the beast in Turn 4.

A **Alessio had planned to use the secret entrances to get behind the Dwarf lines and destroy the Ballistas quickly before going on to cause more mischief. Unfortunately they were just too close to the Dwarves' starting positions and so it proved relatively easy for Adam to block them by standing some Dwarves on the markers by Turn 3.**

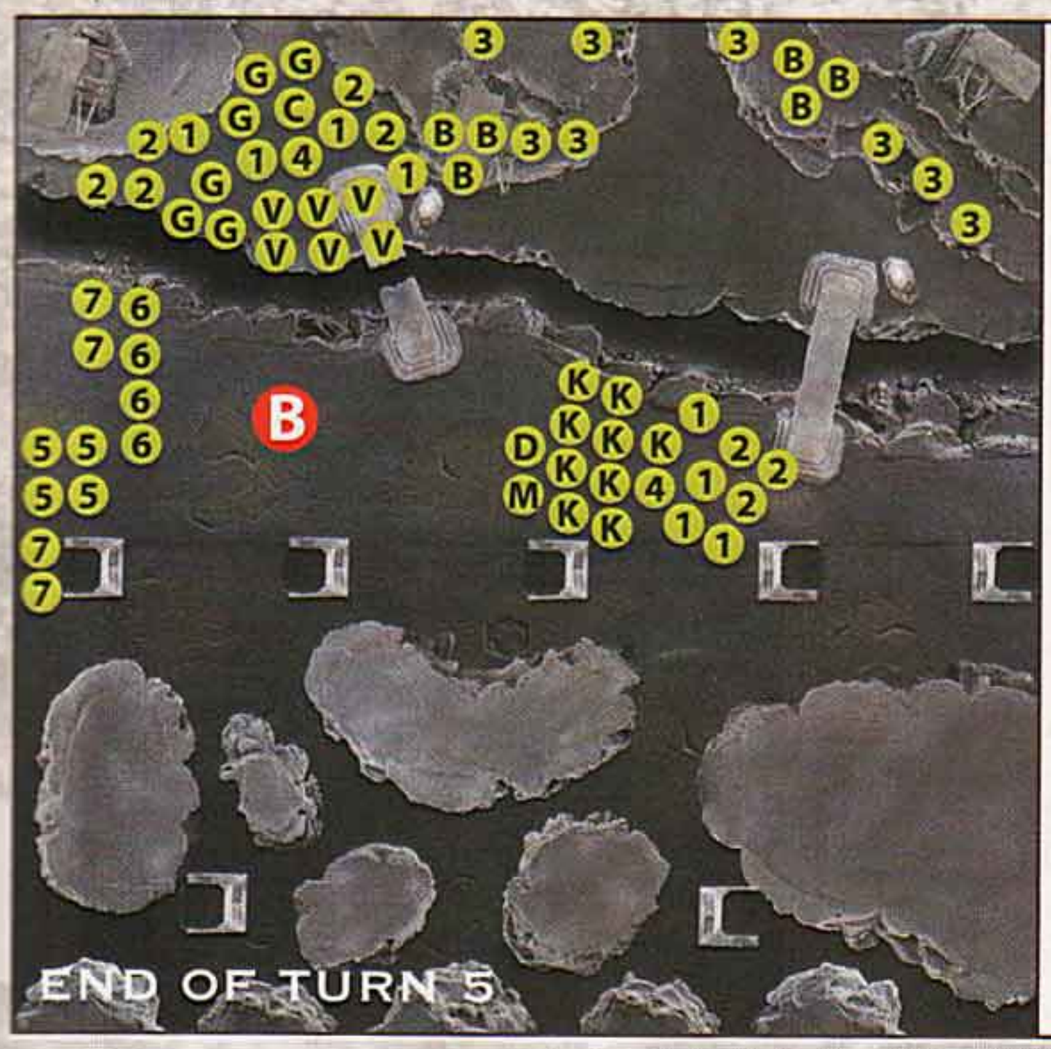
B **The Dwarf Ballistas were struggling to hit the Balrog thanks to Alessio's canny use of the terrain and forcing Adam to make "in the way" tests, which he kept failing. Even when out in the open, the Balrog's tough hide and the scatter rules meant that the Ballistas struggled to penetrate.**

C **A plucky Dwarf archer not only managed to hit the Balrog in Turn 4, but wounded it as well, despite needing to score two sixes in a row to do so. The same Dwarf managed to score a second wound on the creature in the very next turn! Adam promptly named the lucky archer "Super Dwarf", and many bards would sing his praises should the Dwarves win the day.**

D **The Balrog used his ranged whip attack on an Iron Guard on the north side of the chasm, and flung him to his death.**



BATTLE TRACKER



ARMY LIST

- B *The Balrog*
- A *Moria Goblin Captain*
- C *Moria Goblin Captain with Orc bow*
- S *Moria Goblin Shamans*
- 1 *Moria Goblins with shields*
- 2 *Moria Goblins with bows*
- 3 *Moria Goblins with spears*
- P *Moria Goblin Prowlers with two-handed weapons*
- T *Cave Trolls*
- SW *Bat Swarms*
- D *Moria Goblin Drum*
- D *Durin*
- M *Mardin*
- C *Dwarf Captain with shield*
- 1 *Dwarf Warriors with shields*
- 2 *Dwarf Warriors with two-handed weapons*
- 3 *Dwarf Warriors with bows*
- 4 *Dwarf Warriors with banners*
- K *Khazâd Guard*
- G *Iron Guard*
- V *Vault Warden Teams*
- B *Dwarf Ballistas*
- 5 *Dwarf Rangers with Dwarf longbows*
- 6 *Dwarf Rangers with throwing weapons*
- 7 *Dwarf Rangers with two-handed weapons*

MAT SAYS...

In placing his Ballistas up on the rock ledges, Adam gave himself a good field of fire. However, he chose not to give the Ballistas a bodyguard. This wouldn't normally be a problem, but in this scenario Alessio was able to place several Secret Entrances behind the Dwarf lines, giving him a chance of overwhelming the siege engine crew before they could summon aid.

MARCH OF THE GOBLINS *Turns 6-10*

A The Balrog charged the Dwarf Rangers, killing one with its fiery lash and another in combat. In the following turn it charged the remaining Rangers who were fleeing for their lives, instantly killing another two and moving within range of Durin.

B Both Goblin Shamans cast Fury, which meant that every Evil model within range of them was immune to Courage tests and could ignore wounds on the D6 score of a 6.

C Rather than having the Vault Wardens take the long route down to cross the south bridge over the chasm, Adam chose the risky move of having the Dwarves jump across it. Unfortunately, Adam rolled a 1 for both members of the first team and they plunged to their deaths!

D The bow-armed Goblins on the east side of the board were largely ineffective, apart from the Goblin Captain who hit the Balrog-wounding "Super Dwarf". The Captain failed to wound the Dwarf archer, but Alessio spitefully used his two Might points to kill off the valiant warrior.

E Once the Goblin Drummers placed their instrument behind the far North Pillar – out of sight of any Dwarf arrows or throwing axes – they started banging it. This meant that all Good models were now at -1 Courage, and all Moria Goblins in combat were counted as being in range of a banner.

MAT SAYS...

By repeatedly allowing his Bat Swarms to get drawn off into one-on-one combats, Alessio forfeited the advantage that the Blinding Swarm rule bestowed. Even with a halved Fight value, a Dwarf Warrior is more than a match for a flock of bats, but a Moria Goblin (or two) could have held the combat to a tie...

THE BALROG

The Balrog began its push through the Dwarf forces, ploughing through the Rangers and beating Mardin to within an inch of his life!



The Evil side took priority in Turn 6 and the Balrog turned north to charge the newly arrived Rangers *(A)*. Durin's host followed, frustrated they could not force the creature into combat with them. Accompanied by the sound of beating drums, the Goblins turned up en masse. A small Evil force appeared on the north-east ledge above the Dwarves by the chasm. The vast majority of the Goblins, along with two Cave Trolls and three Bat Swarms, piled around the Balrog and Dwarf Rangers. There was a hiss of foul magic as the Goblin Shamans immediately cast their dark spells *(B)*.

The Rangers not engaged in combat dashed past the fearsome Balrog in an attempt to join up with Durin's host. Some of the Dwarves on the north side of the board, including a Captain, attempted to cross the chasm to try to even up the sides but not all survived the perilous leap *(C)*.

The battle was truly joined as the Goblins and Balrog charged into the retreating Dwarf Rangers, and came within range of Durin's retinue and those Dwarves who had survived the chasm crossing. The Goblins who arrived on the north-east side of the board were all armed with bows, and set about firing upon the Dwarves with mixed success *(D)*.

Durin and Mardin managed to charge the Balrog but were beaten. The Balrog concentrated all hits on the King's Ward, who survived only by expending his Fate points. The Khazâd Guard charged as many Goblins as possible, but failed to make any headway due to Adam's appalling dice rolls. As the battle progressed, the Balrog moved away from the king and so Durin confronted one of the Cave Trolls and killed it with a broad sweep of his mighty axe.

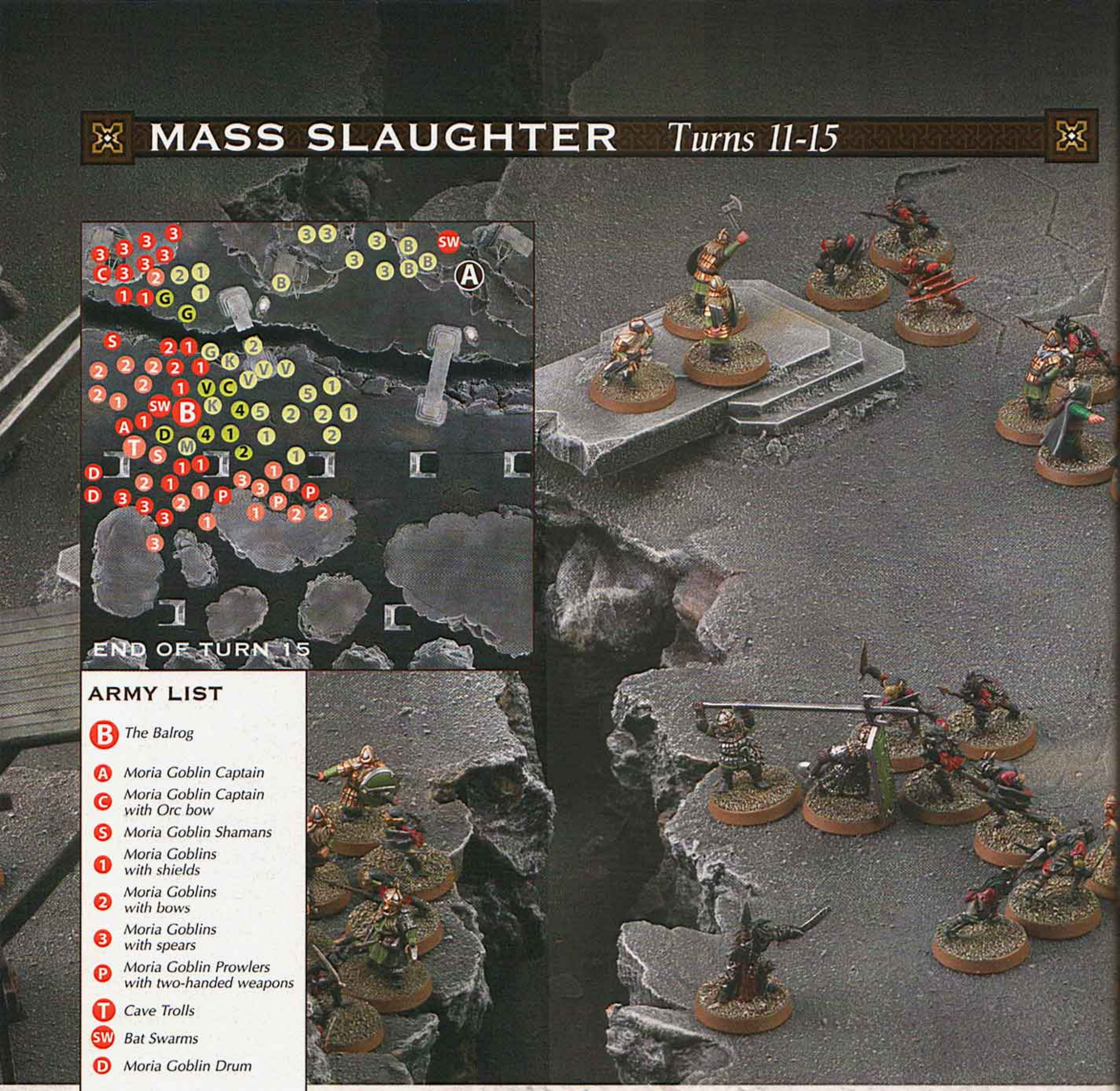
TURN 10



ARMY LIST

- B *The Balrog*
- A *Moria Goblin Captain*
- C *Moria Goblin Captain with Orc bow*
- S *Moria Goblin Shamans*
- 1 *Moria Goblins with shields*
- 2 *Moria Goblins with bows*
- 3 *Moria Goblins with spears*
- P *Moria Goblin Prowlers with two-handed weapons*
- T *Cave Trolls*
- SW *Bat Swarms*
- D *Moria Goblin Drum*
- D *Durin*
- M *Mardin*
- C *Dwarf Captain with shield*
- 1 *Dwarf Warriors with shields*
- 2 *Dwarf Warriors with two-handed weapons*
- 3 *Dwarf Warriors with bows*
- 4 *Dwarf Warriors with banners*
- K *Khazâd Guard*
- G *Iron Guard*
- V *Vault Warden Teams*
- B *Dwarf Ballistas*
- 5 *Dwarf Rangers with Dwarf longbows*
- 6 *Dwarf Rangers with throwing weapons*
- 7 *Dwarf Rangers with two-handed weapons*

MASS SLAUGHTER *Turns 11-15*



ARMY LIST

- B *The Balrog*
- A *Moria Goblin Captain*
- C *Moria Goblin Captain with Orc bow*
- S *Moria Goblin Shamans*
- 1 *Moria Goblins with shields*
- 2 *Moria Goblins with bows*
- 3 *Moria Goblins with spears*
- P *Moria Goblin Prowlers with two-handed weapons*
- T *Cave Trolls*
- SW *Bat Swarms*
- D *Moria Goblin Drum*

- D *Durin*
- M *Mardin*
- C *Dwarf Captain with shield*
- 1 *Dwarf Warriors with shields*
- 2 *Dwarf Warriors with two-handed weapons*
- 3 *Dwarf Warriors with bows*
- 4 *Dwarf Warriors with banners*
- K *Khazâd Guard*
- G *Iron Guard*
- V *Vault Warden Teams*
- B *Dwarf Ballistas*
- 5 *Dwarf Rangers with Dwarf longbows*
- 6 *Dwarf Rangers with throwing weapons*
- 7 *Dwarf Rangers with two-handed weapons*

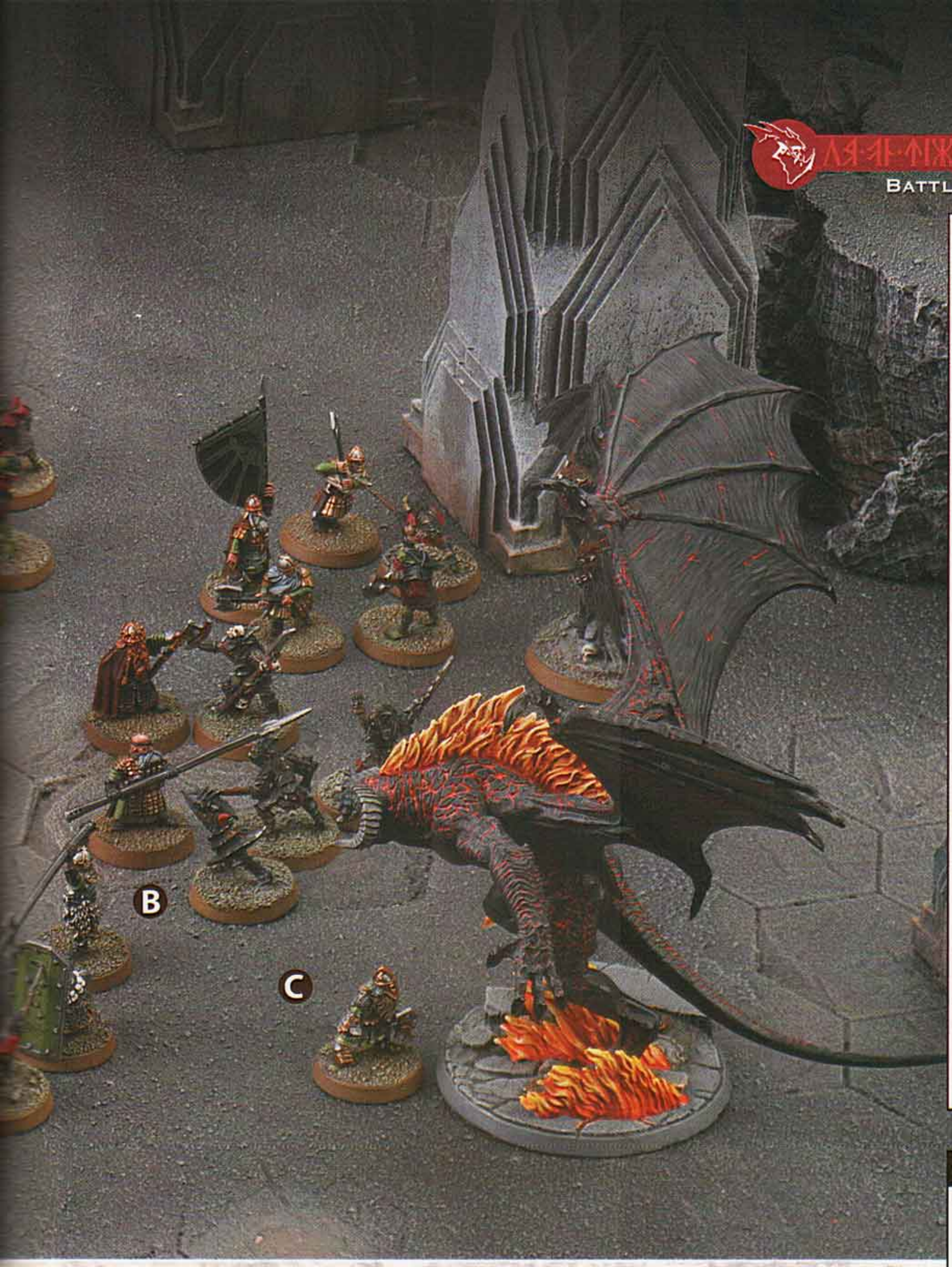
At the start of Turn 11 Good received priority. Durin wasted no time and charged straight into the second Troll. More Iron Guard and Dwarf Warriors successfully crossed the chasm and landed on the west side of the crevice. In a counter move, some Goblins leapt across to intercept the Dwarves, using their Cave Dweller abilities to ignore Jump tests. The Dwarves finally had an effective Shoot phase, with the Ballista taking out numerous bow-armed Goblins on the far north of the board.

The Fight phase was the hardest yet. Durin killed the other Troll with relative ease, while Mardin was victorious over a Goblin Captain but failed to wound the foul creature. Goblins swarmed over the hardy Vault Wardens, but were confounded by the Dwarves' tough armour and tower shields.

In Turn 12 the Goblins began to overpower the stalwart Dwarves, and the Evil side's superior numbers really began to show. Meanwhile, a Bat Swarm managed to circumvent the mass combat and head south towards the far bridge *(A)*.

All was not lost for the Dwarves. If they could force the Goblins to break – a relatively easy task despite their numbers – the Good force could concentrate on the Balrog and hopefully destroy it. Combat came round quickly and, once again, Durin proved his mettle by slaying one of the Goblin Shamans. Mardin heroically moved into a mass of Goblins and set to work with his massive spear *(B)*. The Khazâd Guard bravely fought on against the Balrog *(C)*.

In Turn 13, Evil gained priority. The Goblins passed their Terror tests and charged into Durin. Once more, the spiteful creatures swarmed around the



Battle Tracker

A The Bat Swarm flew south and over the chasm to attack the Dwarf Ballista crew. After a few rounds of combat they wiped out the hardy crew and then began to fly north again to attack the other fearsome siege engine.

B Over the next three turns Mardin fought on bravely using his Heroic Move to allow the Khazâd Guard to charge the Balrog. Eventually, with his Might depleted, Mardin succumbed to sheer weight of numbers, but only after killing many of the Goblin horde.

C The Khazâd Guard bravely stood up to the Balrog despite losing many of their number to it. In Turn 12 they won the combat but failed to wound the demon. In subsequent fights they were wiped out, leaving the Balrog free to charge the Vault Wardens.

MAT SAYS...

In The Lord of the Rings game, siege engines are powerful tools, but not precision implements; they need large or immobile targets to work effectively – something that was amply demonstrated this game. When firing at enemy models, you need to target a good-sized clump, or the shot is almost certain to miss. In the early stages, Adam's Ballistas were unable to score the required 6s on the scatter table, and so the Balrog went unscathed. Conversely, a couple of good shots into the Moria Goblin ranks later in the game (where the Scatter table would have been much more forgiving) would have been devastating.

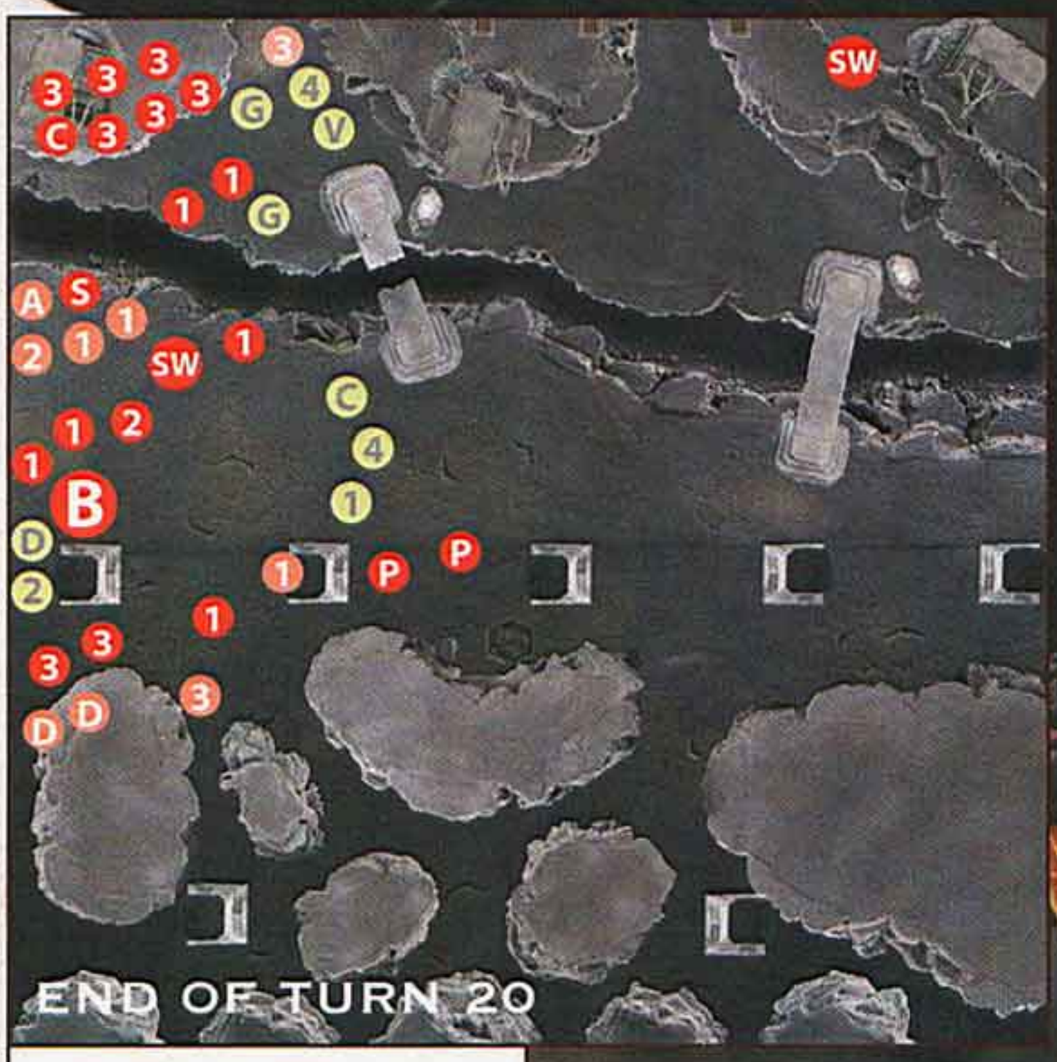
Dwarves, while Goblin archers fired callously into combat in an attempt to hit Durin. The Fight phase was as epic as the previous few turns. A Vault Warden team and the Dwarf Captain killed a total of four Goblins between them. Durin beat the Goblins he was fighting but failed to wound any of them. The Balrog slew one of the two remaining Vault Wardens. The Dwarf numbers were in serious decline, and the Good force was now below half strength. To make life harder for Adam, the Goblin drum continued to beat, sapping the Good side of courage.

In Turn 14 Durin passed his Courage test with ease, meaning that all the Good models within 6" of him stayed on the board. Adam had made sure to keep Durin in a central position. However, all the Dwarves to the south fled, obviously heading up to the higher levels to alert the remaining Dwarven inhabitants. The Dwarves on the east side of the chasm bravely fought on.

"To make life harder, the Goblin Drum continued to beat, sapping the Good side of courage."

Turn 15 saw more brave Dwarves slaughtered as the Balrog charged into the Rangers. Four more Dwarves, finding themselves beyond the influence of a Hero, also fled from the mines.

DURIN'S BANE *Turns 16-20*



ARMY LIST

- B *The Balrog*
- A *Moria Goblin Captain*
- C *Moria Goblin Captain with Orc bow*
- S *Moria Goblin Shamans*
- 1 *Moria Goblins with shields*
- 2 *Moria Goblins with bows*
- 3 *Moria Goblins with spears*
- P *Moria Goblin Prowlers with two-handed weapons*
- T *Cave Trolls*
- SW *Bat Swarms*
- D *Moria Goblin Drum*

- D *Durin*
- M *Mardin*
- C *Dwarf Captain with shield*
- 1 *Dwarf Warriors with shields*
- 2 *Dwarf Warriors with two-handed weapons*
- 3 *Dwarf Warriors with bows*
- 4 *Dwarf Warriors with banners*
- K *Khazâd Guard*
- G *Iron Guard*
- V *Vault Warden Teams*
- B *Dwarf Ballistas*
- 5 *Dwarf Rangers with Dwarf longbows*
- 6 *Dwarf Rangers with throwing weapons*
- 7 *Dwarf Rangers with two-handed weapons*

In Turn 16 things were beginning to look grim for Adam, as the game began to follow the path of the historical record. Durin passed a critical Courage test as the last few Dwarves fought on. Goblins swarmed around Durin in a vain attempt to take him down, but they proved no match for the King of Khazad-dûm. The Balrog continued its rampage through the last remaining Dwarf Rangers and Khazâd Guard. By the end of Turn 16 all that remained of the Dwarf force was Durin, a trusty Dwarf Warrior at his side, the brave Captain, a tower shield bearer, and one last Iron Guard across the chasm. Despite this, Durin had managed to slay enough Goblins to break the Evil force, so they would be taking Courage tests in the subsequent turns.

Turn 17 opened with Durin making a beeline for the Goblin Drummers, while the last few Dwarf-folk readied their weapons. Most of the Goblins remained on the board thanks to the Fury spells that were cast earlier in the game. The Goblin Drummers, seeing Durin marching his way toward them, fled off the table. The valiant Dwarf Captain, who had fought for so long since jumping the chasm, succumbed to the flaming sword of the Balrog along with the last of the Vault Wardens. The Iron Guard to the east kept on fighting, despite being utterly surrounded.

With their backs to the far pillar and the Balrog now turning its full attention to the Dwarf King, Durin and his remaining kinsman started slaying Goblins at a phenomenal rate, singing an ancient Dwarven war song as they slaughtered the evil creatures. Unengaged Goblins fled in droves, terrified of the Dwarf King as he slew their kin with every swipe of his axe.

BATTLE TRACKER

MAT SAYS...

Once Durin got stuck into fighting Goblins and Trolls, his formidable combat skills really had the opportunity to shine – not many Dwarves can hope to kill two Trolls in as many turns. If only Durin had been unleashed on the Goblins early on (rather than hopelessly flailing at the Balrog) the end result would have been quite different.

The last remaining Iron Guard went down to a hail of arrows, the Goblins refusing him the honour of a glorious death in close combat.

As Turn 18 came around, Adam was forced to spend Will points to keep King Durin in the game. Seeing the Balrog closing on him, the king set about the Goblins, followed by the last remaining Dwarf Warrior.

In Turn 19 the Dwarf Warrior was brought down by Goblins, though the horde parted from Durin so as to allow him to meet his doom. In the final turn of the game, the Balrog stormed across the corpse-strewn cavern floor to confront the Dwarf king.

Durin stood alone against a horror from the ancient world. The demon brandished its flaming sword and Durin held his axe, a powerful and ancient heirloom. The weapons clashed causing sparks to briefly illuminate the darkness. The Balrog proved stronger, wounding the Dwarf three times.

"The Goblins fled, terrified of the Dwarf king who slew their kin with every swipe of his axe."

The line of Durin was brought to an end, and the Dwarves of Darrowdelf were utterly crushed. Khazad-dûm would be no more, and the Balrog and the Goblins would inherit the ancient Dwarf realm.

CONCLUSION

History repeated itself, as Durin and the Balrog duelled. Evil came out on top, though only just, and the Dwarves were defeated.

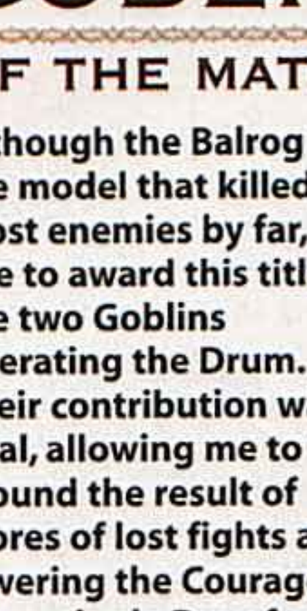
EVIL VICTORY

GOOD DEFEAT

VICTORY IS MINE!

GOBLIN OF THE MATCH

Although the Balrog was the model that killed the most enemies by far, I'd like to award this title to the two Goblins operating the Drum. Their contribution was vital, allowing me to turn around the result of scores of lost fights and lowering the Courage of every single Dwarf on the table, making it a lot more likely for them to run away once their army was broken!



Alessio: What can I say, the plan worked. I managed to support my big monsters with my little ones, and the big hitters did their job of mauling the foe. However, I have to admit that by the end of the game I was feeling very ashamed every time I rolled a dice... and another 6 appeared! Normally Dwarves prove almost impervious to Strength 2 and 3 hits, like the ones caused by my Goblins, but this time around my puny warriors performed like elite Uruks – hitting, winning fights and especially wounding so much more often than they should have. Obviously the fate of the Dwarves was already decided.

I have to give the greatest credit to Adam for managing to keep a cheerful attitude and still try to turn around a game plagued by such consistent bad luck! Even after their army was broken, with things going from bad to worse, Durin's folk kept coming at us with typical Dwarf stubbornness, throwing themselves courageously at the rampaging Balrog. Eventually they even managed to break my army, but the power of the Drum meant that both forces had pretty much the same Courage! If the game had ended with only the Balrog left on my side and Durin and a few Dwarves for Good, they would have stood a chance. However, that was not to be, and instead Durin was the one left alone, facing an almost healthy Balrog and quite a few Goblins (with a Shaman keeping them from running). The noble Dwarf did not stand a chance and he soon met his fiery doom and went to join his ancestors – everything ended as it was supposed to.

"I saw upon the bridge that which haunts our darkest dreams. I saw Durin's bane!"

– Gimli, The Lord of the Rings



A POINTS MATCH MORIA GOBLIN FORCE

In the Games Workshop Staff Tournament Tournament in 2006 I have actually used a Moria Goblins force (see the list below). It features five Heroes: Durburz and two Captains for their Might, and a pair of Shamans for the absolutely vital Fury magical power and for transfixing the odd enemy Hero. The two Cave Trolls contribute the much-needed high Fight and Strength values, and the Bat swarms help taking down great Heroes by lowering their Fight value, and are very useful for rushing at high speed towards enemy war engines. Finally, the Goblin Warriors are there to bulk up the size of the force, to surround powerful heroes and provide tactical flexibility with their bows.

ARMY LIST

Durburz, Goblin King of Moria	*60 points*
2 Moria Goblin Shaman	*90 points*
2 Moria Goblin Captains (with shields)	*80 points*
34 Moria Goblins (10 shields, 10 Spears, 14 orc bows)	*170 points*
2 Cave Trolls	*160 points*
2 Bat Swarms	*40 points*
TOTAL	***600 points***



◀ Though I wouldn't change the number of basic Goblins in my force too much, I'd certainly squeeze as many bow-armed warriors into it as possible!



◀ More Might points please! Durburz is a powerful Hero, and is just the ticket when facing high-Defence, Hero-heavy armies.

THE KING IS DEAD

Adam: Ouch... I have been vanquished. All of my bearded little warriors lie dead and Khazad-dûm is fallen into darkness, a lair for bats, Goblins and worse. So, what went wrong?

Firstly, there was my deployment. I (like an idiot) placed half of my force behind the chasm. I should have marched them all out to fight across the intact bridge. That single move cost me more than anything else. A Dwarf army works best when as much of it is fighting as possible. Instead I left a sizable chunk twiddling their thumbs, stranded on the other side of the chasm. My own fault, and nobody else to blame.

Secondly, I (again, like an idiot) chose the wrong board edge for the reinforcements. I had good logic behind my plan – I didn't want an enemy getting behind me. Sadly, what I did was allow Alessio to bring his entire army to bear against just my most elite warriors, and the king. With the Balrog at the fore, the Goblin horde was just too much to handle for even these accomplished fighters. I should have chosen the other table edge, and attempted a fighting retreat with the Rangers, while the rest of the force mugged the Balrog and prepared to take on the Goblins, but I made a mistake... nobody else to blame here either.

Thirdly, I'd like to point out the bias of the dice, the cruelty of the luck gods, the misalignment of heavenly portents and an ageless conspiracy masterminded by the Dark Lord himself. Apparently, though, only beardless cretins blame luck, so I'll move on.

Despite losing the game, it was a great encounter. The Dwarves were stubborn in the face of terrible odds and proved, as ever, incredibly hard to kill. Only when the Balrog cut a hole right through the middle of my force was the situation beyond salvaging, and even then the Dwarves fought on heroically and broke the back of the Moria Goblin army. Durin was awesome, slaying two Cave Trolls in as many turns before turning his axe on the Goblin masses. The Vault Wardens (those that didn't fall down the chasm) were great, practically unkillable until the Balrog got to them, and the Iron Guard proved why they are some of the most fearsome shock troops in Middle-earth. When it came to it though, Alessio played the better game. The Balrog certainly showed why it has such a fell reputation and Alessio and I got to recreate one of the most exciting events from the world of The Lord of The Rings. I really can't complain about that. It's games like this, atmospheric, exciting, running to a great narrative, that keep me coming back to play The Lord of the Rings strategy battle game again and again.

I can safely say losing this battle hasn't put me off those lovely Dwarves one bit. They remain my favourite army. In fact, it's steeled my resolve. Perhaps Signore Cavatore fancies a rematch with a scenario from Legions of Middle-earth... I've got a case full of Dwarves that want to cast out Evil and have their revenge.

DWARF OF THE MATCH

Durin – he's the hardest Dwarf in the entire game, and he showed why in this battle. Two Cave Trolls, a Shaman and a swathe of filthy Goblins all hewn down by his legendary axe. It took a Balrog to finally bring him down – that's not a bad eulogy now, is it?



"Moria! Wonder of the Northern world! Too deep we delved there, and woke the nameless fear."

– Glóin, The Lord of the Rings

IF IT WAS A POINTS MATCH...

The army I used in this game was a great force, but if I was going to play again, I'd make a couple of tweaks. The first would be to leave a Ballista and one of the Dwarves with a banner out. The Ballistas don't get enough clear shots in this scenario, so I'd use the points to add some more Dwarf Rangers. The more Dwarf longbows the better – they have the same chances of wounding Defence 4 Goblins as a regular Dwarf bow, but have a longer range.

I'd also look to spend some points on getting more Iron Guard. Those guys are worth their weight in Mithril. Ideally, I'd have included 12 of them to act as my reserves. 12 Iron Guard can fight as well as 24 normal Dwarves, if they are used effectively. Instead of fleeing in the face of the Goblin horde (which did me almost no good anyway), I'd just throw them headlong into action instead, taking as many Goblins with them as I could.

ARMY LIST

Durin	*160 points*
Mardin	*75 points*
25 Dwarf Warriors (including one banner)	*246 points*
20 Dwarf Rangers (12 Dwarf longbows, 4 throwing axes, 4 two-handed axes)	*148 points*
12 Iron Guard	*180 points*
2 Tunnel Fighting Teams	*50 points*
6 Khazad Guard	*66 points*
Ballista	*60 points*
TOTAL	***985 points***



◀ The key to victory in Moria, at least for me, is more Iron Guard! I would expect these fellows to break the Goblin force much earlier in the game.

THE NEMESIS CROWN

WARHAMMER®

FIGHT FOR THE GREATEST PRIZE IN THE OLD WORLD'S HISTORY

In taverns, inns and meeting places throughout the Old World and beyond, rumours have spread that a great prize, an arcane artefact of untold power, has been unearthed deep in the Great Forest of the Empire. It is said that the relic – an ancient Dwarf heirloom – remains unclaimed, and now nations and races from all over the world are mustering their forces to enter the Great Forest south of the Middle Mountains.

It is now time to call your force to arms and ready yourself for an epic campaign where you will aid your faction in the search for the artefact, the fabled Nemesis Crown.

Signing up for the campaign couldn't be easier. Go online and log on to nemesis.games-workshop.com and follow our simple registration process. You will then be given a unique code that will activate your free account. Once you have an account you will be able to access special areas of the website and post your results to influence the campaign and help your faction win the ultimate prize.

Website Features

- Campaign background
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- Useful downloads
- Weekly hobby articles
- Details of local, in-store summer events
- Army storylines and results updated weekly
- Personal statistics and leaderboards



The campaign takes place deep in the Great Forest.

Special Events

All Games Workshop Hobby Centres and many independent stores will be running battles and other events over the duration of the campaign. Ask your local Hobby Centre staff for details.

New Releases

There are loads of brand new Citadel miniatures coming your way this summer, including the fantastic new Black Orcs kit. *(See page 56).*

Timeline

16/05/07
Website goes live with ongoing weekly updates

25/06/07
Registration begins

27/06/07
Six weeks of frantic gaming commences

5/08/07
Campaign ends

10/08/07
Results posted

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DA GREEN





Orcs & Goblins

This book contains:

- **Full history of the Orcs and Goblins.**
- **Complete Bestiary.**
- **Waaagh! Magic and new Magic Items.**
- **Special rules.**
- **Army list.**

The mountains and forests echo to the clash of steel and the roar of a thousand thousand guttural voices. The Orcs of the wild places are preparing themselves once more for war, testing their mettle against one another in preparation for the Waaagh! to come. Now they battle to see which of their number will lead "Da boyz", but soon they'll be coming for you!

Orcs & Goblins generals and collectors have a big load of reinforcements coming this month, with new Trolls, a Night Goblin Big Boss on a Great Cave Squig, a Black Orc Big Boss, Gorbad Ironclaw, two Direct-only Night Goblin Characters and, last but not least, a set of all-new plastic Black Orcs!

There is also a new all-plastic army set, so if you haven't got a greenskin horde already, you've now got no excuse not to get into this, one of the most entertaining of Warhammer armies to play. Collecting these monsters has never been easier.

Black Orcs

The big release this month for Orcs & Goblins players has to be the Black Orcs. These are truly awesome models – without a doubt they are the best Black Orcs yet. They were sculpted by Alex Hedström, and they are the first ever regiment figures to be created entirely using our new computer sculpting technology. We've done vehicles and scenery before on these machines, but before the Black Orc plastic frame we'd never done man-sized (roughly – they're big even for Orcs!) models before. Of course, this makes no difference to the miniatures – we defy you to tell the difference between these and other plastic models sculpted using traditional methods.

ORCS & GOBLINS

MENACE

Alex has done a great job of capturing the sheer size and strength of these most disciplined of all greenskins. As we've come to expect, there are dozens of components in the kit. But this set is a little different. Instead of giving all the Black Orcs great weapons, a choppa and shield or two choppas – the usual way of equipping a unit – you need to mix them all in. This is because of their Armed to Da Teef rule, which represents the Black Orcs carrying a massive array of weapons around with them, allowing them to pick and choose which weapon combinations they will use at the beginning of every new combat. You can read the full rules and see the components on page 57.

> "BLACK ORCS CARRY A MASSIVE ARRAY OF WEAPONS, AND CAN PICK AND CHOOSE WHICH COMBINATIONS TO USE."

Another big treat for greenskins is Gorbad Ironclaw. Gorbad is the toughest, meanest, baddest Orc ever to have lived, and he destroyed large parts of the Empire during his time. Mounted on his boar, Gnarla, Gorbad makes a great centrepiece to an army of Orcs & Goblins, as he acts as both general and battle standard bearer.



A new metal Black Orc character is available to lead your boyz too!

MEAN AND GREEN

Let's take a look at some of the new models available to bolster your teeming ranks of Orcs & Goblins.

NIGHT GOBLIN ON GIANT SQUIG



	M	WS	BS	S	T	W	I	A	Ld
Great Cave Squig	3D6	4	0	5	4	3	3	3	3

Special Rules

May not join units; Hate Dwarfs, Immune to Psychology.

Boiiing! Squig Hoppers are moved during the compulsory part of the player's movement phase and always travel a full 3D6" in a straight line – the player declares the direction of movement before rolling. If the dice result will bring the Squig Hoppers into contact with an enemy unit, then it is treated as declaring a charge and follows all of the normal rules (eg: the target unit can make a charge response as normal).

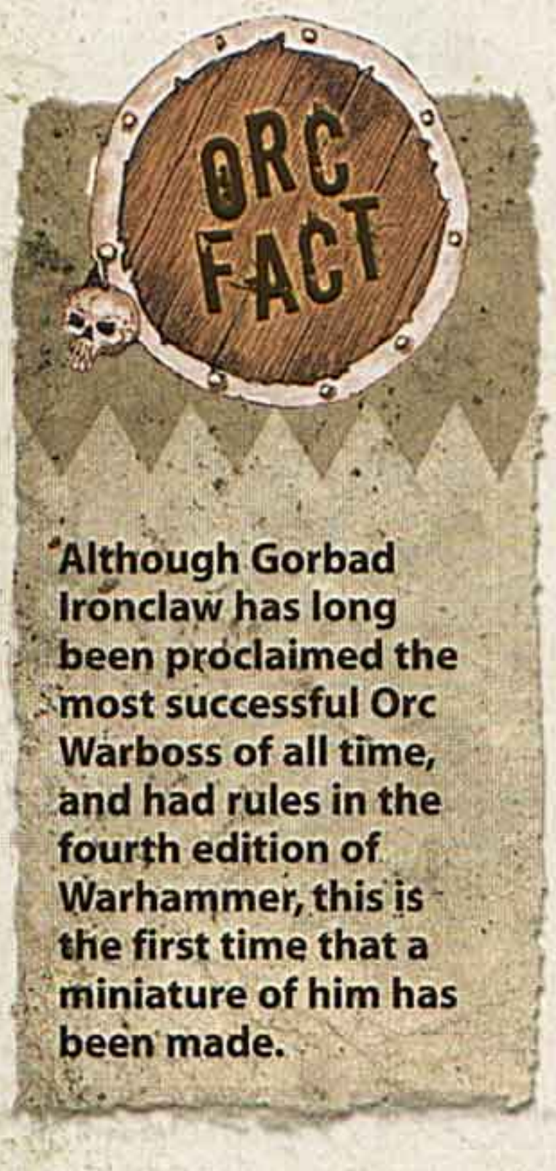
NIGHT GOBLIN CHARACTERS

DIRECT ONLY



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The release of these Night Goblin Heroes means that there are now four different Night Goblin models you can use for your Big Bosses and Warbosses, and three different Shamans. This doesn't include those in the Battle for Skull Pass set. There have been many such models produced over the years, and this sheer variety of miniatures makes greenskins great to collect as well as to game with.



Although Gorbad Ironclaw has long been proclaimed the most successful Orc Warboss of all time, and had rules in the fourth edition of Warhammer, this is the first time that a miniature of him has been made.

TROLLS

This unit of Trolls includes Slugdrool, the Troll that comes in the Battle for Skull Pass box set.



GORBAD IRONCLAW









310 points





Gorbad Ironclaw

Gorbad was the mightiest Orc Warlord that ever lived. Atop his fearsome boar, Gnarla, Gorbad drove his horde across the Empire, sacking many great cities and even bringing Altdorf under siege. Even today, many centuries after his death, the name of Gorbad Ironclaw is feared in the Empire and his memory kept alive by the Orc Warlords that have succeeded him. Perhaps none will ever be as great again – he is the greatest of all Orc Warbosses and an inspiration to all Orc-kind.

	M	WS	BS	S	T	W	I	A	Ld
Gorbad	4	7	3	5	5	3	5	4	10
Gnarla	7	3	0	4	4	1	3	1	3

Mount: Gorbad rides Gnarla.

Wargear: Morglor the Mangler and heavy armour.

Special Rules

Da Boss 'as a Plan. Gorbad acts as the general and battle standard of your army. You may not choose a separate battle standard bearer in an army that includes Gorbad. In addition, such is Gorbad's aura of Bossness that friendly units may use both the Battle Standard ability and his Leadership if they are within 18", rather than 12". However, if Gorbad suffers a wound, his ladz will quickly lose some of their confidence in him and the range of both abilities is reduced to 6".

Orcs are Da Best: Gorbad was the most inspirational Orc warleader of all time, and as such drew the biggest and best Orc fighters from all around to fight under his banner. As a consequence, any number of units of Orc Boyz and Orc Boar Boyz may be upgraded to Big 'Uns.

Thick-skinned. Gnarla bestows an armour save bonus of +2 rather than the usual +1 for ordinary cavalry mounts, for a total save of 3+ for Gorbad.

Tusker Charge. A charging boar is a bad-tempered mound of bloody-minded muscle with pointy tusks and a bad attitude. Gnarla therefore receives +2 Strength during the turn in which he charges.

Magic Items

Morglor the Mangler

Morglor the Mangler is one of the most feared weapons ever to be wielded by an Orc warlord, its thirst for mayhem matched only by that of its owner.

When using Morglor the Mangler, Gorbad always strikes first. No armour saves are possible against wounds caused by this weapon.



WAAAGH! IN A BOX

The new army kit is a great way to get a balanced army of Orcs & Goblins. Here's a sample army list to use with the box set. Why not give it a go?





THE BATTLE FOR SKULL PASS

The Battle for Skull Pass box set contains two full armies – Dwarfs and Goblins. It includes 60 Night Goblins, a Shaman, a Big Boss, a Troll and ten Forest Goblin Spider Riders. If you combine the models from the Skull Pass set and this one, you will be able to push the size of this army well past 2000 points.

1 Big Boss. The general kit allows you to make one hero on foot and one mounted, which we've made into this mounted General and a Battle Standard Bearer. Orc Big Bosses are quite hard, but as he's mounted he'll be operating on his own, so we've given him Ulag's Akrit Axe (+1 Strength in the first round of Combat, re-roll missed to hit rolls) to make him even meaner in a fight. Try to use him with your chariot to bust up small to medium-sized units. Remember that units within 12" can use his Leadership.

2 Orc Battle Standard Bearer. This second Big Boss is best placed in the Black Orc unit. As they are the toughest unit in the army, they should form the centre of your line. Thus centrally placed, the maximum number of units can benefit from the Battle Standard rule (units within 12" can re-roll break tests). On the other hand, you could have the Battle Standard Bearer join the Big 'Uns and put them in the centre. His banner gives an additional +1 to combat resolution which the deadly Black Orcs might not need...

We've also given him Mork's Spirit Totem (+2 Dispel Dice). This army has no wizards, so it is vulnerable to magic.

3 Night Goblins. Small units of Goblins are not well suited to combat, but that doesn't matter. Pop them in front of your advancing Orcs. This will stop your opponent targeting your main fighting units with Magic and missile fire. Why? Because this unit of Night Goblins is stuffed full of Fanatics, and Fanatics scare people. There are only 20 Night Goblins, so they can be easily panicked. Keep them in range of the General to stop them running off. Even if

ORCS & GOBLINS



1	Orc Big Boss with light armour, shield, choppa, Ulag's Akrit Axe and riding a Boar. 115 points
2	Orc Big Boss with choppa and army standard (Mork's Spirit Totem). 145 points
3	20 Night Goblins with shields, hand weapons, nets, 3 Night Goblin Fanatics and musician, standard bearer and Boss. 190 points
4	10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss. 170 points
5	15 Orc Boyz with light armour, shields, spears, choppas and musician, standard bearer and Boss. 135 points
6	20 Orc Boyz (Big 'Uns) with light armour, shields, choppas and musician, standard bearer and Boss. 230 points
7	Orc Boar Chariot with scythed wheels and 2 Orc crew. 80 points
8	20 Black Orcs with heavy armour, shields, and musician, standard bearer with Nog's Banner of Butchery and Boss. 343 points

they do flee, Orcs do not suffer Panic from Goblins, so will keep on advancing.

4 Spider Riders. These move without penalty through Difficult Terrain. They are brilliant for taking out units of Scouts hiding in woods, or for moving straight through terrain features to threaten a unit's flank.

5&6 Orc Boyz and Big 'Uns. The Big 'Uns upgrade gives the Orcs an extra +1 Strength and +1 Weapon Skill, so they're almost as good as Black Orcs! These two units should form a line with the Black Orcs. The spear-armed Orcs should be postioned on one of your flanks. Their ability to fight in two ranks will see off the small units of horsemen you'll find in games of this size. When the enemy is up close, send the Big 'Uns and the Black Orcs into the centre of the enemy, and try to get flank charges with your Spider Riders.

7 Orc Boar Chariot. Boar chariots are among the toughest chariots in the game. They can take substantial punishment, but should be used cautiously, against smaller units and for flank charges.

8 Black Orcs. These are the core of your army, and your opponent will do whatever he can to destroy them. Get this band of fighting machines into combat at the right moment, and you will win! They are well armed, and have a brutal profile. We've also equipped them with Nogg's Banner of Butchery (Every model receives +1 Attack, one use only). Unleash this at the critical point of the battle and crush your opponent's elite regiment.

GOING FURTHER

There are other ways to assemble this army kit. You could have one massive unit of 35 Boyz, for example, or give your Night Goblins spears or bows. And then there are all the other models you might like to add to the force. As is the case so often in the hobby, there are many choices – this list is only a suggested use of this box set.

DA BIGGEST AND DA BEST

Black Orcs are the biggest and strongest of all Orcs. Their origins are shrouded in mystery, but some suggest they are a magically made type of greenskin, created by the evil Chaos Dwarfs in ages past...

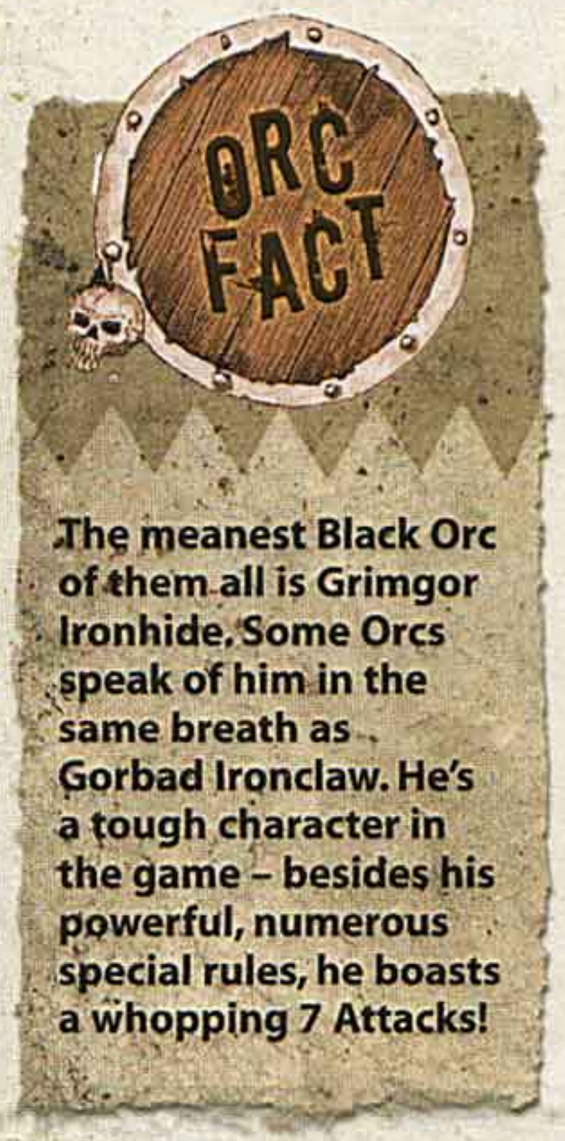








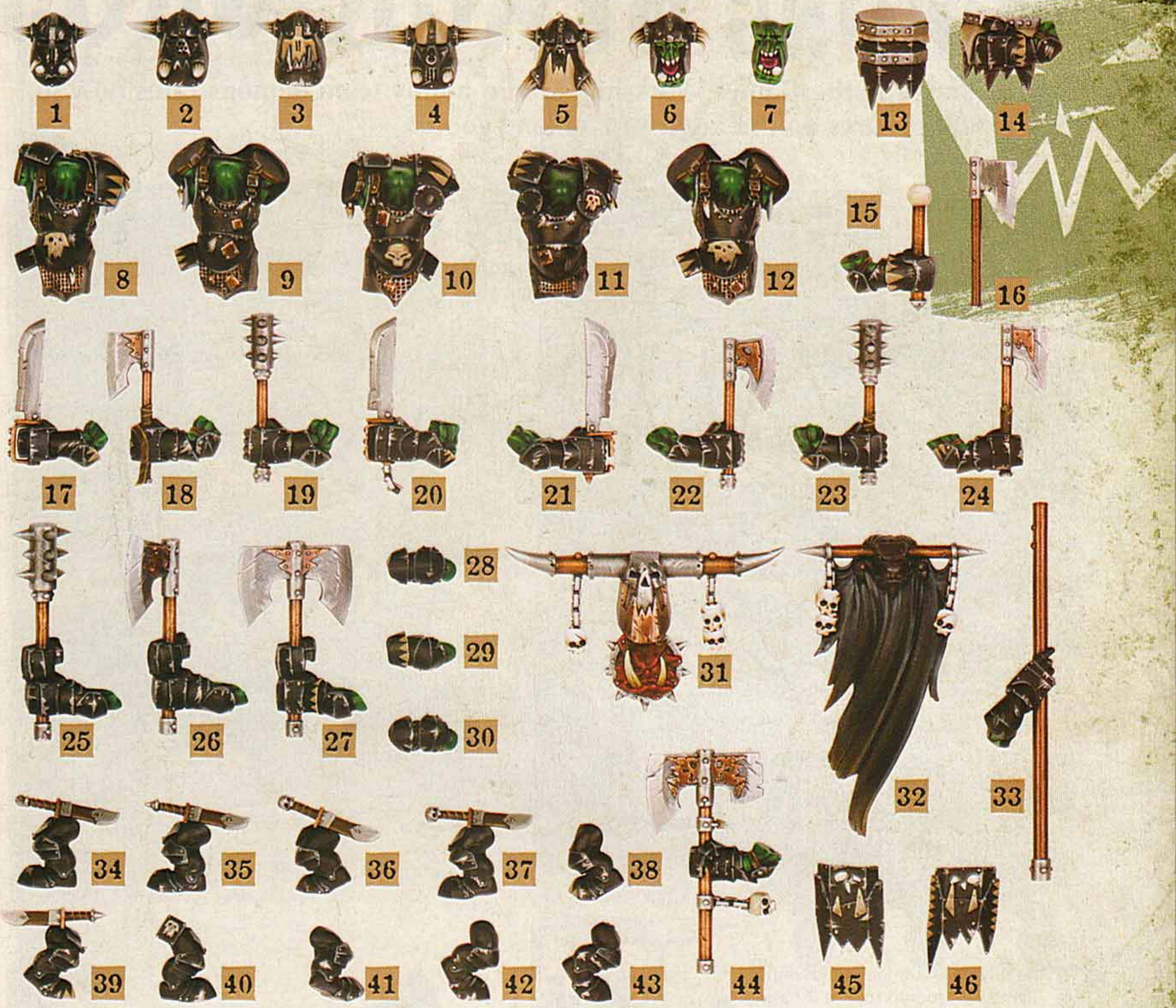




The meanest Black Orc of them all is Grimgor Ironhide. Some Orcs speak of him in the same breath as Gorbad Ironclaw. He's a tough character in the game – besides his powerful, numerous special rules, he boasts a whopping 7 Attacks!

Black Orcs get their name from their dour, grim demeanour as much as from the colour of their skin, which is extremely dark green or black. They are bigger than normal Orcs and pride themselves on being the best fighters of all. Many of their fearsome weapons are captured in battle, and carried as a mark of their self-evident superiority, while others are paid in tribute by subjugated tribes.

The origins of the Black Orcs are shrouded in mystery, but some maintain they they were created by the Chaos Dwarfs of the Dark Lands, perhaps to serve as slaves or warriors. Certainly, the Black Orcs' sturdy constitution would allow them to prosper in the harsh land of the Chaos Dwarfs. They first appeared in the Old World during Sigmar's time, perhaps escaping or being expelled from the lands of their supposed creators, a whole band crossing the Worlds Edge Mountains and conquering the other Orcs living in the hills to the northwest of Stirland. When Sigmar united the Men of the middle Old World into the Empire, he had to drive out the Orcs and Goblins that lived there. Those battles against the Black Orcs were by far the hardest, and won at terrible cost to Sigmar's armies. Black Orcs regard other Orcs and Goblins with contempt, especially Goblins, who are always running away. In battle, Black Orcs keep a constant eye out for bickering in the ranks, and it takes little more than a dark scowl or a throaty growl from a Black Orc to bring the lesser greenskins into line. Should that fail, Black Orcs are perfectly willing, and exceptionally able, to wade into a ruck and smash some heads together, thus restoring order at the insignificant cost of the lives of the wrongdoers.



	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	4	3	4	4	1	2	1	8
Boss	4	5	3	4	4	1	2	2	8
Big Boss	4	6	3	4	5	2	3	3	8
Warboss	4	7	3	5	5	3	4	4	9

Choppa. See page 18 of Warhammer Armies: Orcs & Goblins.

Special Rules

Quell Animosity. When Animosity strikes a mob of Boyz, Orc Bosses tend to get caught up in the brawl that results. Black Orc Bosses, on the other hand, "Don't stand fer any of dat bovver" and swiftly restore order with extreme prejudice (and a big axe).

If a Black Orc character is in a unit that rolls a "squabble" result in an Animosity test, he immediately inflicts D6 Strength 5 hits on his unit in the process of restoring order. The hits are distributed as for shooting, but may not be allocated to the Black Orc. The unit is then treated as having rolled a "Plan's a good 'un" result.

Armed to da teef. As a rule, Black Orcs tend to turn up to battle with as many weapons as they can carry. Every Black Orc prides himself on the breadth and depth of his arsenal, from small choppas kept handy for close encounters with little 'uns, to larger, two-handed armaments for bludgeoning more stubborn foes.

At the start of each combat, a unit of Black Orcs can choose to fight either with a single choppa (in case they have shields), two choppas, or with a great weapon. If a Black Orc character chooses to carry a magic weapon, he loses the benefit of this special rule.

Black Orcs component key

1-7	Heads
8-12	Torsos
13-14	Drum
15	Drumstick
16	Axe
17-20	Left arms
21-24	Right arms
25-27	Great weapons
28-30	Great weapon right arms
31	Totem
32	Banner
33	Banner Pole
34-38	Left legs
39-43	Right legs
44	Boss' axe
45-46	Shields

PAINTING BLACK ORCS

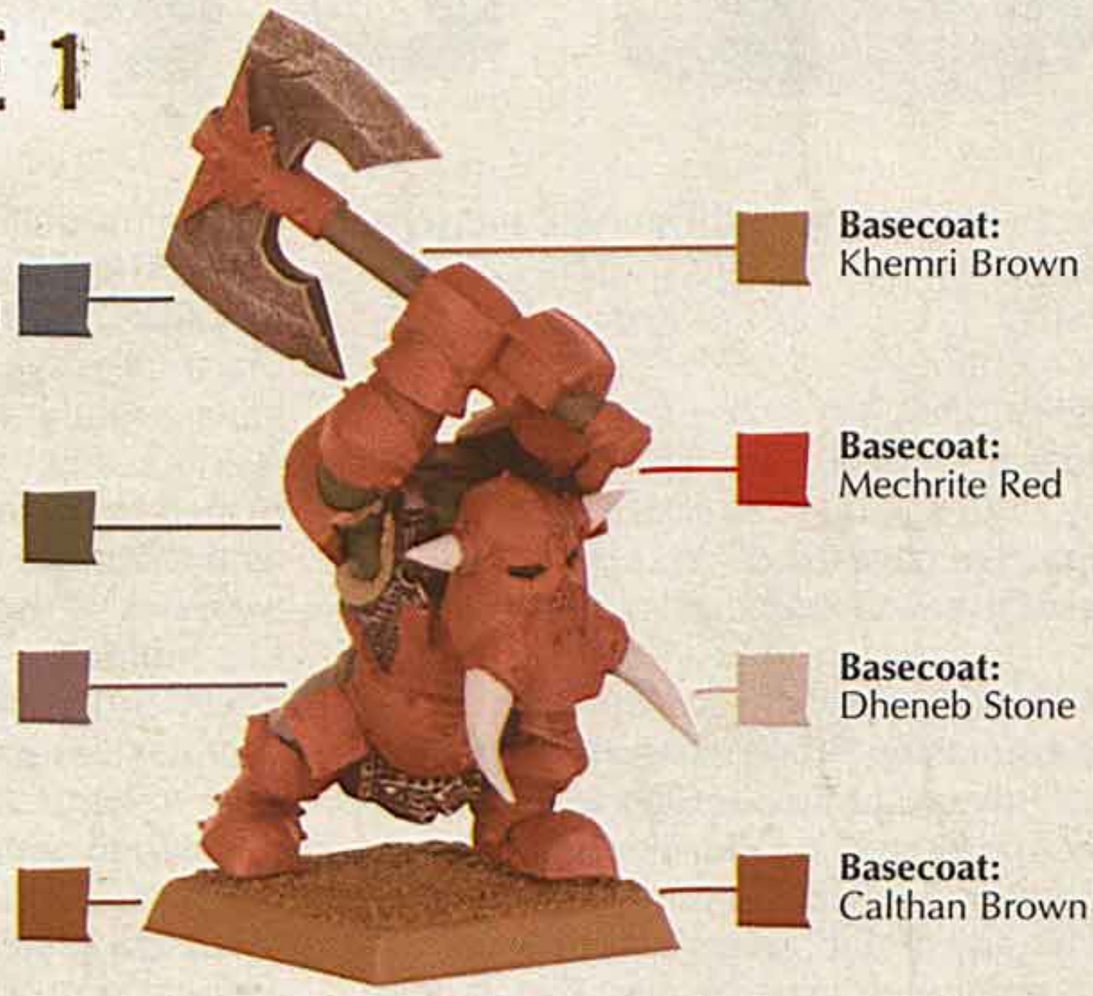
Chad Mierzwa of the Games Workshop Studio hobby team demonstrates how to get your Black Orcs on the table and looking good.



The advent of the new Foundation Paints last month makes it easier than ever to get armies painted and onto the gaming table. A basecoat of Foundation Paints is all you need to make your units presentable for battle, but you can take it further. What we've started to do when painting new regiments or armies is to basecoat our models with Foundation Paints (like the Black Orc to the right) to get them ready for gaming, then go back at our leisure to add extra detail, highlights and shading to the miniatures. We're going to show how to do this with a unit of Black Orcs. These models have been painted so they match the themed army shown in the next article *(page 62)* giving us even more of these menacing greenskins to play with. Chad started these models off with Foundation Paints, and finished them with Citadel Colour.

Before painting the models, Chad cleaned off all the mould lines, assembled the entire regiment, and undercoated them with Chaos Black spray.

STAGE 1



With the basecoats painted, this model is ready for the tabletop. You can either stop here, or continue painting it using the following step-by-step guide.

STAGE 2 - BATTLE DAMAGE



2 Boltgun Metal and Tallarn Flesh

After applying all the basecoats to the regiment, Chad daubed Boltgun Metal quite roughly to the edges of the red armour plates, drybrushing in some places, to represent scratches and chips. Chad painted the skin on the drum at this stage, too, using a basecoat of Tallarn Flesh.

STAGE 3- ORC FLESH



1 2 3

Dark Angels Green and Goblin Green

Next, Chad turned his attention to the Orcs' flesh tones. He layered Dark Angels Green *(2)* over the Orkhide Shade basecoat *(1)*, leaving the darker tones showing in the recesses. Finally, Chad applied highlights to the flesh with Goblin Green *(3)*. The tongues were painted Tallarn Flesh and shaded with a Red Ink wash.

STAGE 4 - METAL AND WOOD





4 Chainmail and Graveyard Earth

Next came the metallic areas, such as the weapons, spikes, rivets and pommels. Chad used a small drybrush to apply Chainmail to the blade edges and chain armour sections. After that, Chad applied a coat of Graveyard Earth to all the weapon hafts, banner pole and scraps of cloth.

STAGE 5 - TUSKS AND HORNS



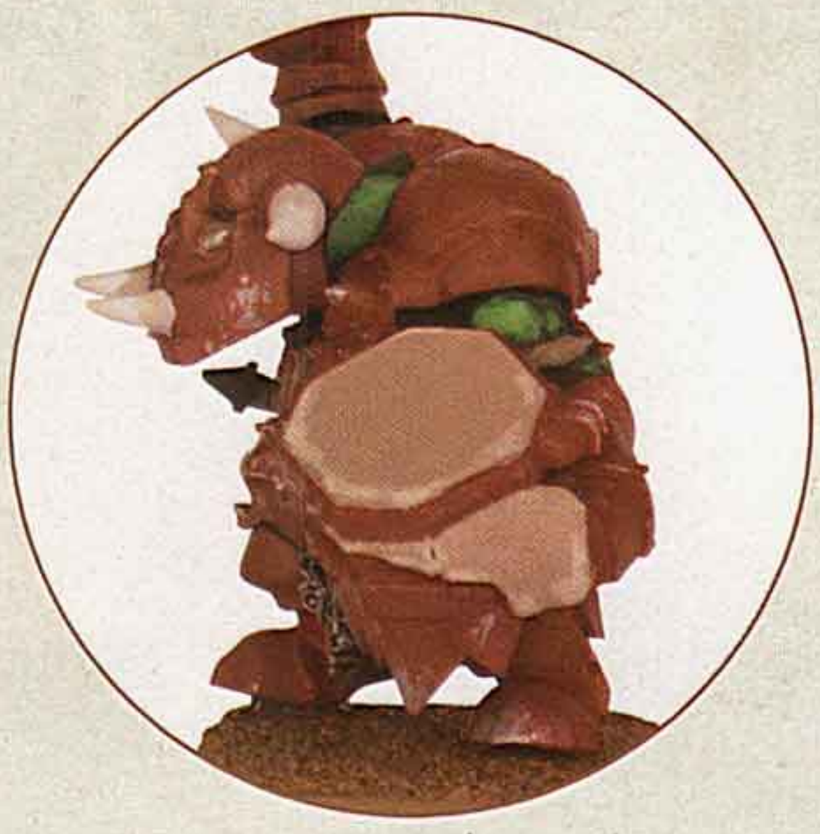


5 Bleached Bone and Skull White

Next, Chad tackled the bone areas. The new plastic frames are covered in horns, tusks, teef and skulls. Over the Dheneb Stone basecoat, Chad painted a middle layer of Bleached Bone. Over this, he painted a final highlight of Skull White, making the tusks and horns in particular look sharp and dangerous.

STAGE 6 - THE COMMAND GROUP





Before going onto the final details, Chad took out the standard bearer and musician to add some extra touches. The drum skin was highlighted with Tanned Flesh, then had a circle of Dwarf Flesh painted into the centre where the drum would be beaten. The face on the standard was highlighted first with Blood Red, then with Blazing Orange.

SHIELDS



1



2



3

The kit includes optional shields. These are best painted separately. Chad has painted one here in exactly the same way as the red armour.

STAGE 7 - FINISHING TOUCHES







Chad applied a final layer of Desert Yellow to all the weapon hafts and scraps of cloth to brighten up the unit a little and contrast with the dark red. Next, he added definition to all the armour plates by painting fine lines of neat Brown Ink around the joins with a fine detail brush. Finally, he finished off the bases with static grass.


A. Smith

ORC TRIBES OF THE NEMESIS WAR

Creating an army with a unique history and character is a highly satisfying aspect of the hobby. Greenskin devotees Guy Haley and Mark Latham look at where to draw inspiration from when telling the tale of your own heroic forces.

The world of Warhammer, the galaxy of the 41st Millennium, and Middle-earth are all huge places, where countless armies led by many an unsung hero struggle against one another for dominance. Far too many races, tribes and creatures exist for us to even begin to detail them all, and that's where you come in. By telling the story of your own army you can add another level to your gaming, adding to the rich history that makes a game of Warhammer (or Warhammer 40,000 or The Lord of the Rings) so much more than a game – it makes it a real battle.

Here we'll take a look at theming an Orcs & Goblins army for the Nemesis Crown campaign, for a global campaign is a great time to start a new army. But the principles herein are just as applicable to any army in Warhammer, Warhammer 40,000 or The Lord of the Rings.

It's all in the books

When we write an Army Book, Sourcebook or Codex, we make sure that you can create a force that epitomises what that particular race is all about. In the case of the Orcs & Goblins, there are many, many different kinds of greenskin and associated monsters. This is the kind of diverse, ill-disciplined horde that comprises a Waaagh! But we also try to make the books flexible, so you can create precisely the kind of army you want. You might like Orcs, and only Orcs – so, to go back to our Orcs & Goblins book, it is perfectly possible to have an army made up of nothing but the big greenies. But you could also do this with Night Goblins, or whatever else takes your fancy. Likewise, you can field an army for The Lord of the Rings that represents the Guardians of the Tower of Ecthelion, or a Warhammer 40,000 army that recreates a Space Marine reconnaissance force. All you have to do is choose models that fit what you want for your army.

Choosing a theme

There are loads of ways to choose a cool theme. But here's the pick of the bunch.

i) Take a special character. The likes of Grimgor, Thorgrim and Karl Franz are available to lead your armies, and including one of these mighty characters in a force for one of our games provides an instant narrative to play out in your own battles and campaigns. Choose models for them to lead that fit in with the character's background – elite Dwarfs for Thorgrim, Black Orcs for Grimgor, Reiksguard for Karl Franz, etc.

ii) Take what you like. Let the miniatures you love decide your theme for you.

iii) Play up one aspect of an army. Concentrating on one kind of troops in your army will give you a theme; this could be something as tactically driven as an all-cavalry army, or something as whimsical as fielding only Goblins *(Guy's talking about himself here – Grombrindal).*

iv) Make it historical. Our books always include mentions of ancient wars and famous generals to inspire you.

v) Look for the obscure. We often make oblique reference to very rare creatures, isolated garrisons with terrible secrets or weird sub-tribes. We're probably never going to make a Boglar army, but that's not to say that you shouldn't have a go yourself, if you feel so inclined.

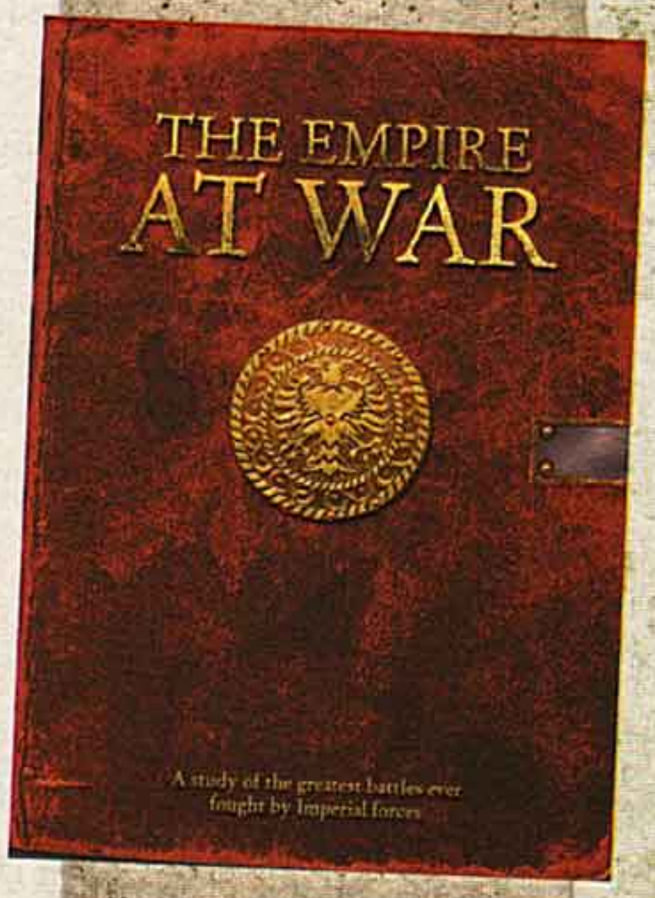
What we did

As simple examples of theming, we have created two armies that use strong colour schemes and minor conversions. Both of these come from the Orcs & Goblins army book, as there's loads of new models out for them this month to help you create an army with a strong background story.

THEMING IDEAS

The Black Library produces a vast range of novels and background books. These are not only a great source of inspiration for theming armies, but are full of useful ideas for running whole campaigns. You might like to convert up one of the heroes or villains of your favourite novel, or try to recreate the events of an historical battle from one of the sourcebooks like *Empire at War*. Whatever your poison, you'll find something for your favourite army at:

www.blacklibrary.com



GRIMGOR'S 'ARD BOYZ

Neil Hodgson of the Studio hobby team gathers his horde and creates a themed Black Orc army, ready to follow Grimgor Ironhide's Nemesis Crown Waaagh!

1994 points



The Arrer Boyz give missile support to Grimgor's 'Ard Boyz. They're also handy in a scrap.

This army is a great example of how a strong colour scheme and a few minor conversions can theme a force and really unify it on the tabletop.

However, as is usually the case with a themed army, the real "flavour" is inserted during the army list stage. Neil decided that, as this was going to be a Black Orc-themed force, led by Grimgor himself, then there would be no Goblins in the army. Grimgor despises Goblins and Snotlings, and only the biggest, meanest Orcs are allowed in his retinue.

When assembling the force, Neil took a lot of visual cues from the new plastic Black Orc kit. He stuck face plates on the Orc Boss and charioteer, and used lots of spare armour plates (and some bits of snipped-up plasticard) to create a more heavily armoured feel to his Orc Boyz and the Giants *(see right)*.

When painting the army, Neil has opted for a dark red colour scheme, using Mechrite Red Foundation Paint to add a strong basecoat to all the armour plates very quickly. As the idea was to make a battle-hardened, campaigning Waaagh!, Neil has painted battle-damage on all the armoured areas. Finally, he's used simple banner designs, painted in the same colour palette as the troops, to produce eye-catching regiments.

This army plays quite unlike a usual Orc & Goblin horde. There are lots of armoured troops, all of whom are very hard-hitting, and Animosity really isn't a problem with so many Black Orcs and Giants around! The only real downside to the force is its size – there aren't many Orc armies out there as compact as this, so Neil already plans to expand this army with more Boyz and, of course, Black Orcs!



1 *Neil's army general is none other than the mighty Grimgor Ironhide. Neil has painted this character in the same colour scheme as the rest of the army.*



3 *One of the few converted Orcs in the army, Jawkrak is made from Borgut Facebeater's body, the axe from the Wyvern Warboss kit, and a plastic head.*



11 *Even the Giants in Neil's army aspire to be like their hero, the legendary Grimgor Ironhide! Neil has added armour plates to his Giants, made from plastic Black Orc shields left over from his regiments. These are lashed to the Giant's body by means of straps made from thin strips of card. Finally, Neil added an impressive steel jaw-plate, taken from a Warhammer 40,000 Mega-armoured Nob. Chomp!*

1	Grimgor Ironhide, with Gitsnik and the Blood-forged Armour.	375 points
2	Mad Manthumpa, Black Orc Big Boss with heavy armour, choppa and Army Standard.	114 points
3	Jawkrak Da Invinsabul, Black Orc Big Boss with heavy armour, shield, and the Sword of Might.	101 points.
4	28 Orc Boyz with light armour, shields, choppas, musician, standard bearer and Orc Boss.	198 points
5	10 Arrer Boyz with light armour, choppas and bows.	60 points
6	10 Arrer Boyz with light armour, choppas and bows.	60 points
7	20 Black Orcs with heavy armour, and musician, standard bearer and Boss.	298 points
8	20 Black Orcs with heavy armour, and musician, standard bearer and Boss.	298 points
9	Orc Boar Chariot with scythed wheels and two Orc crew.	80 points
10	Giant.	205 points
11	Giant.	205 points
Total		1994 points

DA SPIDERZ

Chad Mierzwa has also taken the opportunity to "go green" this month, and has set about painting a vast forest-themed Orc & Goblin horde...

1997 points



Classic Models

GW Direct has loads of classic Citadel Miniatures in its capacious archives, including the likes of this Forest Goblin archer. It's well worth taking a look if you're interested in theming an army.



Having something of a fondness for the smaller greenskins *(Good grief, he's as bad as Haley – Grombrindal)*, Chad has used Forest Goblin Spider Riders as the core of his army. With the ones from the Battle for Skull Pass box set, and a plastic Regiment set available, it was easy to lay his hands on lots of them! Rather than go to town on converting the models in the army, Chad has unified the force with an icon; in this case a simple skull motif, which is present on the models' shields, talismans, banner tops and other dangly wotnots.

Like Neil's Black Orc army, these models have been painted a uniform colour scheme. The same skin tone has been used on every Orc and Goblin, while a blue-grey shade has been applied to all the rocks and flint weapons, adding to the savage look of the models.

It's quite challenging to create an all-Goblin force, just because of the sheer number of models involved – there's only so many Goblins one man can paint. Chad added variety to his painting regime with chariots and Trolls, before finally succumbing to temptation and adding some Savage Orcs.

This army plays in a similar manner to a "regular" Orc & Goblin force, but has the advantage of speed! The number of Wolf Chariots and Spider Riders present means that the enemy will have to guard their flanks, while the artillery provides a deterrent to those units who want to take the fight to the greenskins. Finally, the Savage Orcs provide the army with real muscle – there were just enough points left to make them Big 'Uns, which makes them almost as hard as Black Orcs, only in this case, Frenzied...

12 *Chad's artillery was added to the army more for gaming reasons than theming, but hey, we all like to win! Note the base, which is made from an offcut of art board.*





9 *The Snotling horde was painted with the overbrushing technique (it's like drybrushing, but with more paint on the brush). This enabled Chad to churn out Snotling models at a rate of knots!*

13 *Chad's Rock Lobber is mounted on a double-layered plasticard base, with holes cut out of the top layer to make room for the models' bases.*

1	Big Zogga, Savage Orc Great Shaman. Level 4 Wizard with Skull Wand of Kaloth, Waaagh! Paint and Bigged's Kickin' Boots.	300 points
2	Little Zogga, Level 2 Goblin Shaman.	90 points
3	Gitchou, Goblin Big Boss with light armour and Backstabber's Blade.	62 points.
4	25 Savage Orc Big 'Uns with warpaint, two choppas, musician, standard bearer, and Savage Orc Boss.	280 points
5	10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss.	170 points
6	10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss.	170 points
7	10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss.	170 points
8	30 Goblins with light armour, shields, spears, musician, standard bearer and Boss.	170 points
9	5 Snotling bases.	100 points
10	Goblin Wolf Chariot with scythed wheels and 3 Goblin crew.	60 points
11	Goblin Wolf Chariot with scythed wheels and 3 Goblin crew.	60 points
12	2 Goblin Spear Chukkas with 3 Goblin crew each.	70 points
13	1 Goblin Rock Lobber with 3 Goblin crew and an Orc Bully.	75 points
14	3 Trolls.	120 points
Total		1997 points

WARHAMMER®

WAAAAAAA



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AAGGGHHH!

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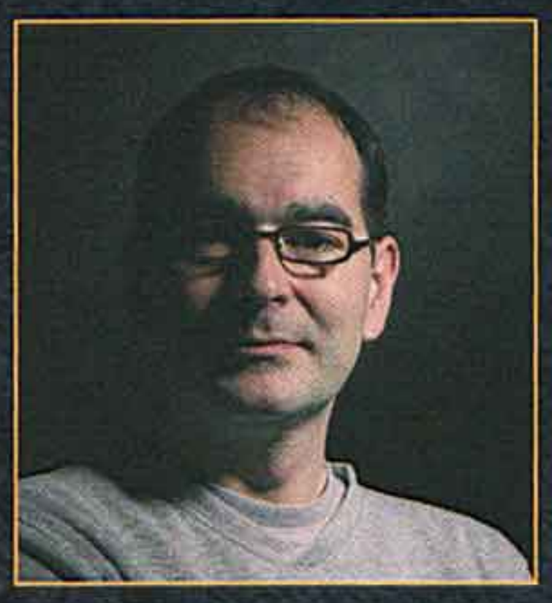
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ORCS & GOBLINS!



STANDARD BEARER

Time flows ever onward, a swift river of fresh experiences. Now its burgeoning flood brings us to new territory – this year's Warhammer global campaign. Jervis Johnson paddles the canoe of knowledge into its tranquil harbour.

By now you'll almost certainly have heard something about The Nemesis Crown. But just in case you've been living in a cave for the last few months (and if you have – welcome back!), it's the name for this year's global Warhammer event. In July and August we'll be running a campaign that anyone can join in with – all you need to do is fight Warhammer battles and then post the results of your games on our website at nemesis.games-workshop.com, or you can join in with the special events we'll be running and which will influence the result of the campaign – just visit your nearest Games Workshop store to find out how.

At the end, the faction that has won the most battles will succeed in their goals – a lot of which involve the fabled magical artefact known as the Nemesis Crown.

I've talked about the global campaigns we run several times before, so I won't go on about the details of how the campaign works and why we run them again here. Your free booklet, included with this issue of White Dwarf, tells you all about the background for the Nemesis Crown campaign and how to join in, so I'm not going to talk about that either. Instead I want to talk about how we developed the background story for the Nemesis Crown, and why it is rather different from background stories we've come up with for previous campaigns.

A reason to fight

We've run campaigns every summer *(or winter, if you live in the southern hemisphere – Grombrindal)* for years now, and one of the things we always do is to create a special background story that explains why the campaign is taking place and what the participants are fighting over. This isn't strictly necessary of course; we



Allies and sworn enemies will clash in battle as the frantic search for the Nemesis Crown ensues.



▲ *Thorgrim Grudgebearer leads the Dwarfs in the search for the fated Nemesis Crown.*

could just say, "Fight lots of battles and whoever wins the most is the winner". However, this wouldn't be nearly as satisfying as knowing that the battles you are fighting are part of a much bigger overall story. Just as importantly the background serves as inspiration for all kinds of special "themed" games, like those we run in our stores and which imaginative players organise for themselves. But I'm sure I must be preaching to the choir on this one – we all know that the background really helps to bring our games to life and that it's a vital part of the hobby.

And it's precisely because the background for our games is so important to us that we decided to have a long hard look at the story we'd use this year. What was worrying us was that we were starting to do the stories a bit by rote: "A big war starts, everyone joins in, and something will be destroyed (or not) based on what happens." You know the kind of thing. This year we wanted to do something a bit different, something a little more subtle and, dare I say it, a bit more imaginative.

We also wanted to create a story that fitted well with the existing Warhammer background. It's always been quite easy to come up with convincing background stories for our Warhammer 40,000 campaigns. The nature of the Warhammer 40,000 galaxy also means that it's relatively easy to think of reasons for all of the major races to be part of the campaign, and there are plenty of spare planets that can be safely blown up, invaded or otherwise brutalised. Doing the same kind of thing for Warhammer is rather more difficult. This is mainly because the wars need to be set on a worldwide scale in order to justify all of the armies in the Warhammer World being directly involved. The Storm of Chaos campaign we ran in 2004 is an example of such a campaign; it had an excellent background story based on a Chaos invasion on such a massive scale that everyone was fighting for their lives. However, while it's possible to imagine planet-wide conflicts happening all the time in the Warhammer 40,000 galaxy, the same simply isn't true for the Warhammer world, where campaigns the size of the Storm of Chaos are hugely important and very rare events.

Small is beautiful

It was clear that something rather different was needed. The question was what. After much debate and head-scratching, my colleague Alan Merrett came up with the idea of basing the campaign round the search and – this being the Wahammer world – the subsequent fighting for a powerful magical artefact. "What magical artefact?" I asked, "Oh I don't know Jervis," replied Alan "just make something up with a cool sounding name. You know, 'The Nemesis Crown', or something like that..."

With this breakthrough everything else fell into place very quickly. We decided that the Nemesis Crown had been made by the famed Dwarf Runesmith Alaric The Mad. He had hidden it millennia ago, some say because he was terrified by what he had created, and others because he



Over the course of the campaign there will be many new miniatures available for your armies.

was, well, mad! Whatever the reason, the artefact has remained hidden until now, when a Dwarf prospector had discovered it somewhere in the Great Forest. Sadly the Dwarf is unable to say exactly where in the forest it is, triggering a search and the all-important fighting between the forces despatched to find the crown.

This campaign background is very different to those we've used before. In place of a cataclysmic but straightforward war where huge armies march and fight battles, this year's campaign is more brooding, focusing on the desperate battles fought by the rival forces attempting to find the Nemesis Crown beneath the trees of the Great Forest. Some of these battles will of course be very large, especially those between the Empire and the Orcs and the Dwarfs, all three of whom have sent huge armies into the Great Forest. Many other battles, though, will be smaller affairs fought between rival warbands that happen across each other as they search for the Nemesis Crown. However, these smaller battles will be no less bloody or exciting for that!

> **"The focus is on desperate battles fought by the rival forces attempting to find the Nemesis Crown."**

This last point is, I think, really important. One of the things we could have done was to come up with a "deus ex machina" that allowed every race to despatch large armies easily off to the Great Forest. Magic portals, for example, that can teleport an army anywhere in the Warhammer world, or big underground tunnels that criss-cross continents, or something else like that. However, doing such a thing would have undermined the existing background, and been horribly cheesy to boot, so it was very quickly discarded as an idea.

Instead we've decided to bite the bullet and simply accept that some races will not be sending large armies into the Great Forest to search for the crown. This doesn't mean that they are not involved, just that their involvement is by necessity more cunning and subtle – but no less important – than that used by the races that can reach the Great Forest with ease.

This approach also meant we could give more weight to the roles played by the main contenders in the search for the Nemesis Crown, especially the role played by the forces of the Empire, the Orcs & Goblins, and the Dwarfs. However, just because these races play a prominent part in the background for the campaign, it doesn't mean they will find the crown – that will be decided by the battles that you fight in July and August.

Playground for the imagination

Personally, I think the background story for the Nemesis Crown is one of the most exciting we've come up with so far, and that it captures the dark atmosphere of the Warhammer world very well indeed. While it allows for large battles and sieges to take place, these are just part of a huge range of reasons for fighting battles of all kinds.

Just as importantly, it still allows everyone to join in, but in some cases a player will need to come up with a suitably cunning and appropriate reason for their army to be involved. For example, a Dark Elf army might have disembarked from a Black Ark in the dead of night, and had to travel from the coast to the Great Forest. The battles it fights would represent the skirmishes it had on the way, as well as its encounters with rival warbands in the Great Forest.

Or perhaps what appears to be a merchant caravan from far Araby will turn out in truth to be Undead creatures disguised with ancient magic to merely appear human. When the magic fades the ornate trappings of the caravan and the flesh of the guards will crumble to dust, revealing its true nature as a Tomb King army – it is in fact a Caravan of the Dead!

In addition to this the background gives ample opportunity to those players that like devising special scenarios or creating themed armies. For example, it would be very easy to devise a series of linked scenarios based on the journey undertaken by the Caravan of Death as it weaves its way across the Old World and into the Empire and Great Forest itself. Will its secret be revealed and a Witch Hunter despatched to track it down? Or will it arrive undetected, having slain any that came close to learning its terrifying secret?

On the other hand an industrious player might want to create a new army or modify an existing one so that it fits with the theme for the campaign; for example, adding a couple of extra units of Dark Riders and Corsairs in place of the usual Witch Elves and Cold One Knights would transform a typical Dark Elf army into one that could more appropriately have been carried by a Black Ark. You get the idea, I'm sure.

All of which leads, in my usual long-winded and rambling way, to the main point I wanted to make, which is that the background for the Nemesis Crown, while being less grandiose than some global campaigns we've run before, offers just as many inspiring reasons for you to join in and take part.

So what are you waiting for – start mustering your army now! The Nemesis Crown won't find itself, you know...

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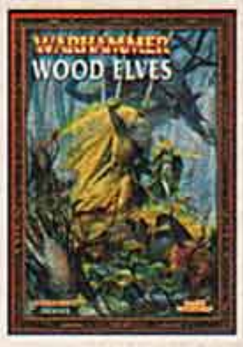
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WARHAMMER 40,000 TACTICA



BATTLE TANKS

From the sleek, round-edged sci-fi vehicles of the Tau to the clanking behemoths of the Imperial Guard, almost every army can field armoured vehicles. Tread-head Andy Hoare has a few tips for aspiring tank commanders.

No matter what army I've collected throughout my time playing Warhammer 40,000, I've always looked first to which tanks it could field. There are lots of reasons for this, but mostly it's because there are few more impressive sights on a wargames table than a phalanx of tanks implacably advancing forward, all guns blazing, while the foe falls back in disarray.

Quite apart from the sheer, unadulterated coolness of fielding tanks, there are some thoroughly practical reasons to do so. Each depends on the role you intend to use your tanks in and what part they have to play in the overall battle plan. I hope that anyone wanting to make use of the many and varied tanks available in the game will find some useful points on the pages that follow.

Tanks are tactically valuable. They carry large amounts of firepower which they can unleash on the move, and they are quite difficult to kill. But all tanks are different. The effectiveness of any given tank comes down to a balance between its armour, speed and firepower. A tank with plenty of firepower, for example, might not be very mobile – like the Basilisk – while a very fast one might only be lightly armoured – such as the Ravager. In the few, rare instances of a tank being good in all three areas, it will cost a lot of points, as is the case with the Land Raider. That being the case, it's very important to decide the best role for your tanks, and build this into your battleplan in order to use them to their utmost effectiveness.

I'll break down my examination of tanks into what I see as their three main battlefield roles: Gun Platforms, Assault Tanks and Infantry Support. The subject of transport vehicles will be covered in a future Tactica article. As such, I'll only touch upon transport vehicles here when they have an obvious dual role, and cover dedicated transports at a later date. The same goes for walkers, as they are quite different. I'll froth about Sentinels... *(Hoare! You're obsessed with the things – Grombrindal)* Okay! And Dreadnoughts if I must, in a future article.





Gun Platforms

Predator Destructor, Whirlwind, Vindicator, Leman Russ, Leman Russ Demolisher, Basilisk, Falcon, Fire Prism, Ravager.

Broadly speaking, gun platforms are tanks that entirely forego speed and manoeuvrability in favour of firepower. Many are well armoured too, while others rely on the long range of their weapons or their ability to fire indirectly to stay out of trouble.

The primary role of a tank utilised as a gun platform is to blow stuff up. It doesn't capture objectives (though it may contest one if it starts the game sitting on it, making it a huge target for the enemy) and it isn't acting as support for any one particular squad.

These tanks need to be deployed carefully to make full use of their range and effectiveness, and the fact that they are unlikely to count towards your army's ability to take objectives should make you think very carefully about taking them. For me, though, the main thing to consider when using such a tank is whether my army will be acting in an attacking role, or in a more defensive one. This is a crucial difference, and will heavily affect my choice of tank.

If my army (I play Imperial Guard, but the principles remain the same) is to play an attacking role, I want my gun platforms to have weapons with a good range, able to reach out and touch any enemy unit on the table. Basilisks are ideal for this, as when upgraded to fire indirectly they can hide in one corner and lob earthshaker rounds at the enemy all game (or until some sneaky Wolf Scouts spoil all my fun). A long-range weapon can be used to reinforce my army's success anywhere on the table, allowing me to concentrate all my firepower where it's needed most.

Conversely, if I plan to play a more defensive game, it's more likely my enemy will be heading towards me. As it happens, some of the most destructive weapons in the game are those found on tanks such as the Vindicator and the Leman Russ Demolisher, and their short ranges are no problem when the enemy is advancing towards them. As you won't have to move such tanks, they won't lose any shots and will be firing from Turn 2 until either they or the enemy are destroyed.

Gun platform tanks such as the Basilisk are likely to under-perform when used defensively. They often have an indirect fire weapon that has a minimum range which the enemy will be within very soon, and they usually have very little in the way of armour to protect them when the enemy gets close. If you know the enemy will be speeding towards your lines right from the off, think twice about using one.

Tools of the Trade

Good upgrades for these tanks are those that protect it and those that aid it when targetting enemies.

Chaos Space Marines
- Searchlight
- Parasitic possession

Imperial Guard
- Searchlight

Space Marine
- Searchlight

Tau
- Decoy launchers
- Seeker missiles
- Target lock

Orks
- Searchlight

Witch Hunters
- Searchlight
- Blessed ammunition

Daemonhunters
- Searchlight
- Blessed Hull
- Psycannon bolts

Tank Comparison

Fig.1

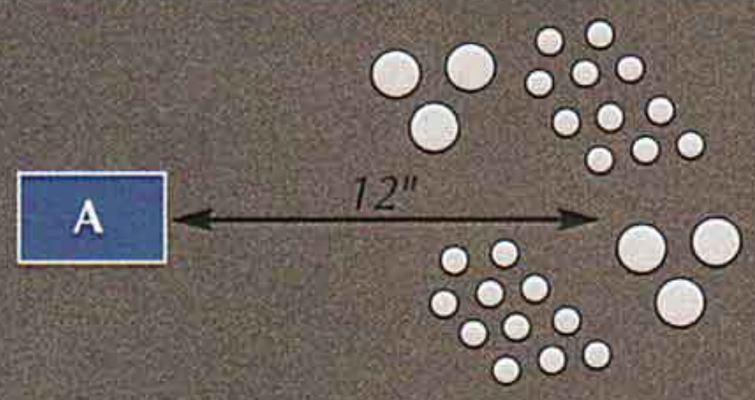
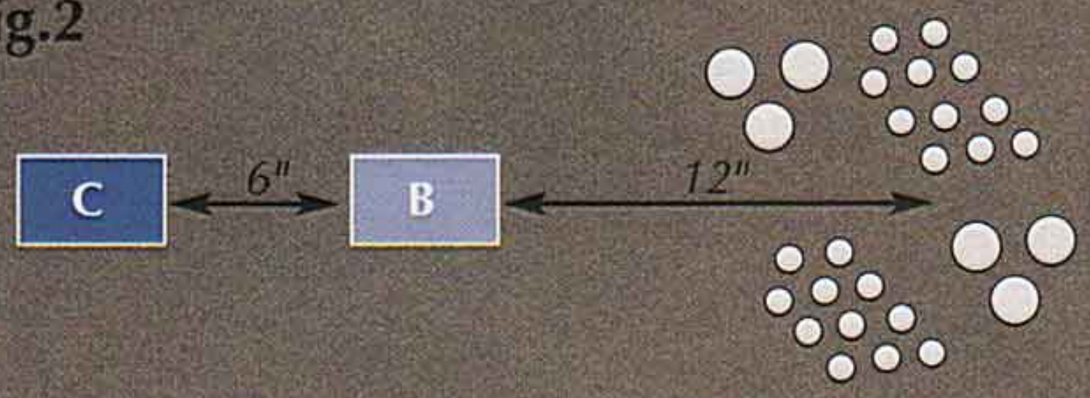


Fig.2



Let's look at a hypothetical battle between Ultramarines and a Tyranid army. In Figure 1, the Space Marines player has taken a Whirlwind *(A)*. Even though the minimum range of the Whirlwind is only 12", it is entirely likely that the Tyranids will be within this in very short order, and be able to bring their weapons to bear on the Whirlwind's relatively thin armour. In Figure 2, the Ultramarines have a Predator Destructor *(B)* instead, which is great at gunning down hordes of Tyranids, and, unlike the Whirlwind, it can redeploy in the face of the advance and still fire as it moves *(C)*.



Assault Tanks

Predator Destructor, Land Raider, Land Raider Crusader, Leman Russ, Hellhound, Falcon, Immolator, Devilfish.

Assault tanks are those that can smash right into the enemy. An effective assault tank needs to strike a balance between armour, firepower and speed. Too little of any one of these and you'll soon find your tank out-gunned and out-manoeuvred, and soon after, a smoking wreck.

Assault tanks need to be able to do three things: move forward to claim objectives, soak up the inevitable barrage of fire the enemy will lay down in an attempt to stop them doing so, and to destroy any enemies contesting the objective. A tank that excels at one of these factors will often do so at the cost of one or both of the others, and therefore should be considered for another role entirely – it should not be used as an assault tank. The ultimate assault tank is the Land Raider, which has prodigious armour, impressive firepower and can keep moving even when damaged thanks to its Machine Spirit rule, but you pay a premium in points and most armies have far less monstrous machines at their disposal.

A key to using an assault tank effectively is to support it with infantry mounted in transport vehicles, or equally fast-moving jump infantry. This is particularly important if there's a lot of terrain around or near the objective, as it only takes a single enemy trooper armed with a meltagun popping out from behind some cover to destroy even the largest of tanks. For this reason, assault tanks are most effective when friendly infantry can engage any enemy that might threaten the tank in this way, tying the enemy tank hunters up in close combat while the assault tank gets on with its mission.

Lastly, this principle is absolutely vital if you are playing a Cities of Death game. Never, ever take a tank into a city without a squad or two of mounted infantry to protect it from ambushes!



Beware: melta weapons are the bane of assault tanks.

Combined Arms

Fig.1

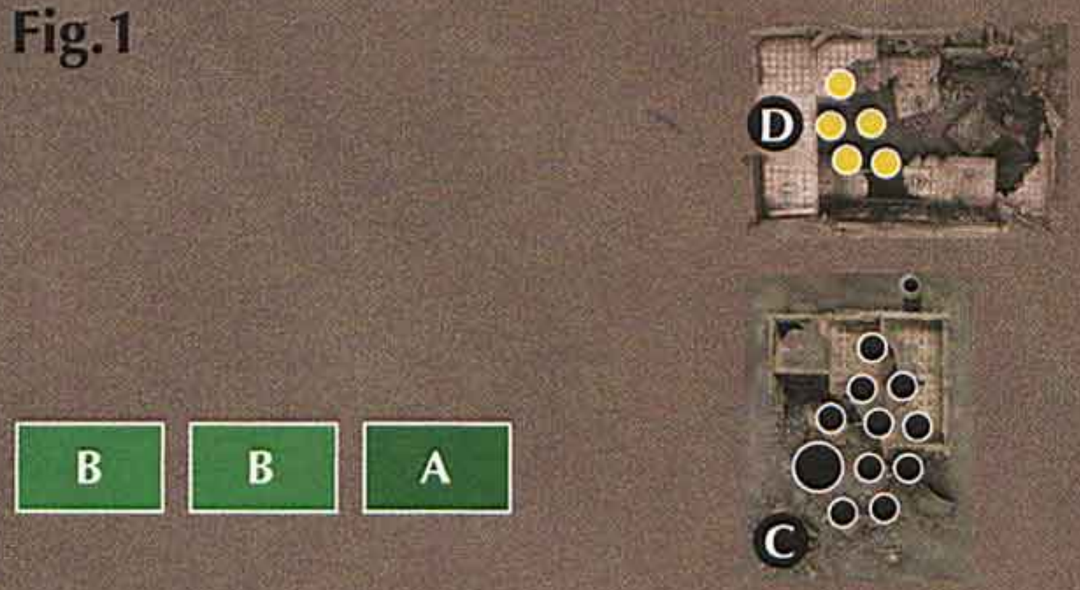
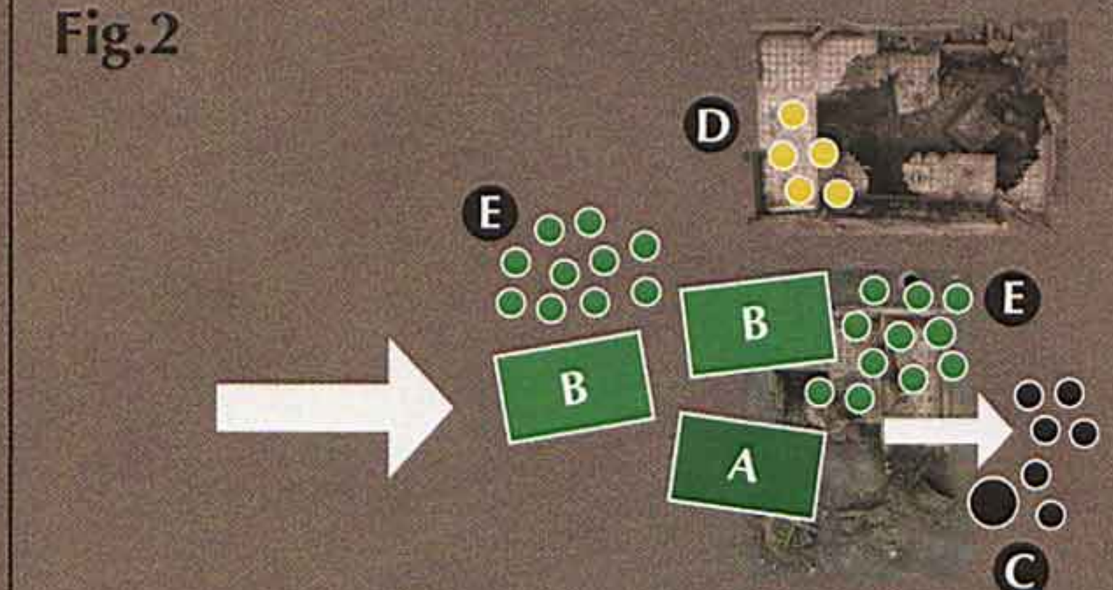


Fig.2



Advance to Target

In this mission the Imperial Guard are required to capture the ruin. The Leman Russ *(A)* leads the assault, moving 6" per turn so as to fire its battle cannon as it advances. The Chimeras *(B)* follow behind, screened from the Eldars' missile launcher *(C)* by the Leman Russ, which is far more capable of withstanding a hit from it.

Objective achieved

Having reached the ruin and forced the Guardians *(C)* to fall back, the Leman Russ *(A)* takes up position to claim the objective. The Chimeras *(B)* have pulled up to screen the Leman Russ from the Fire Dragons *(D)*, and the Armoured Fist squads *(E)* have dismounted to rapid-fire their lasguns at the Eldar.

Tools of the Trade

The following vehicle upgrades help your assault tank deal with Difficult Terrain, protect it from shooting, or increase its capability for destruction.

Imperial Guard

- Rough terrain modification
- Extra armour
- Smoke launchers



Chaos Space Marines

- Daemonic possession
- Dozer blade
- Living vehicle
- Destroyer
- Plague carrier
- Warp amp
- Coruscating flames

Space Marines

- Dozer blade
- Extra armour
- Smoke launchers
- Power of the Machine Spirit

Eldar

- Spirit stone
- Star engines

Orks

- Spikes 'n' blades
- Stikkbomb chukka

Witch Hunters

- Dozer blade
- Extra armour
- Laud hailers
- Smoke launchers

Daemonhunters

- Dozer blade
- Extra armour
- Sacred hull
- Smoke launchers

Dark Eldar

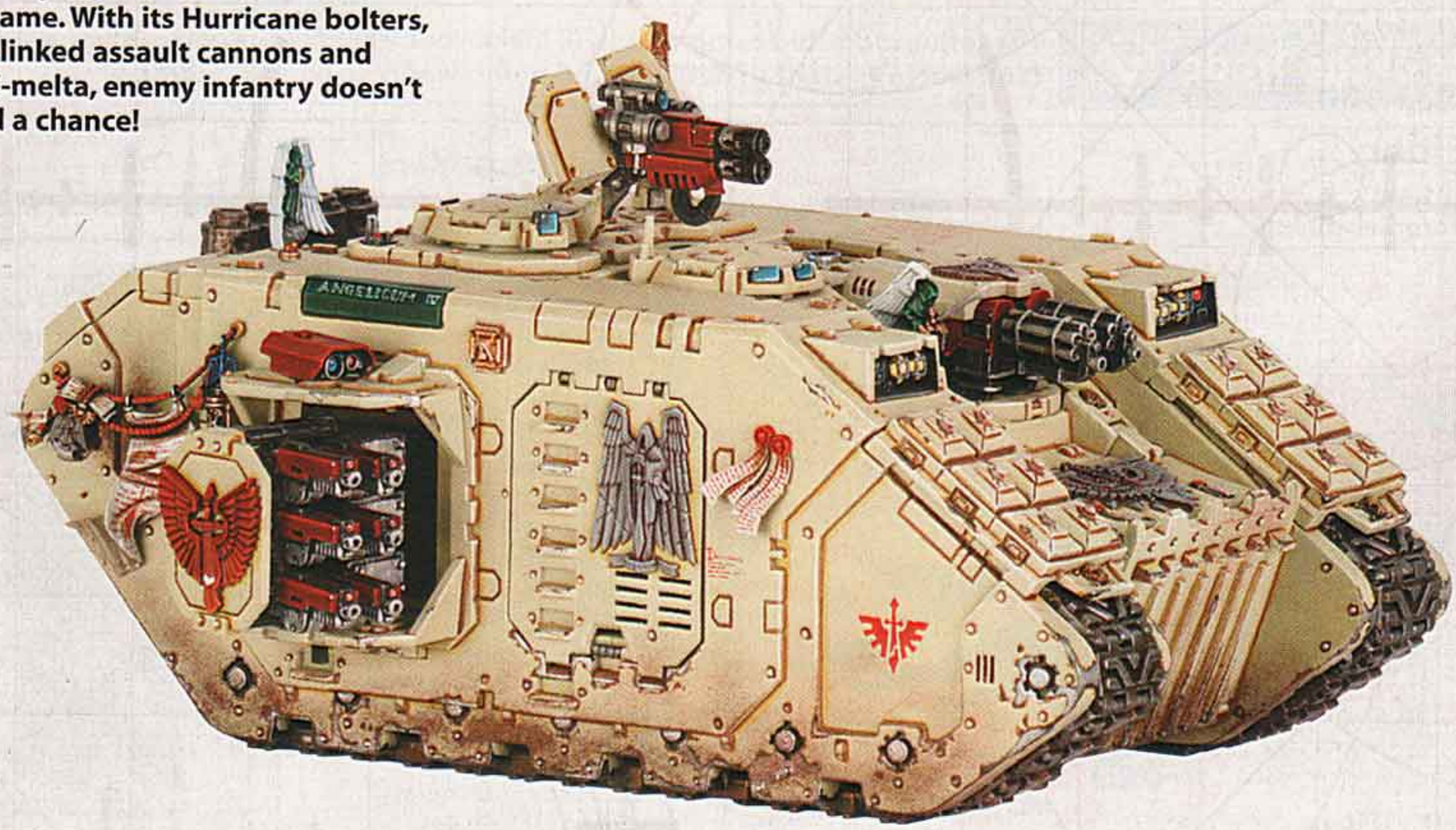
- Horrorfex
- Scythes

Tau

- Flechette discharger
- Sensor spines

Ultimate Assault Tank

The Land Raider Crusader is probably the best Assault Tank in the game. With its Hurricane bolters, twin-linked assault cannons and multi-melta, enemy infantry doesn't stand a chance!





Multi-role Tanks

You'll note throughout these pages that some tanks appear under more than one heading. Often, this is simply because they are flexible enough to be used in more than one role, or it may be a "Jack of all trades and master of none". At other times the tank is included in more than one category depending on how it is armed. A great example is the Leman Russ, which when armed with sponson weapons makes a good assault tank, with additional pintle-mounted weapons and/or hunter-killer missiles is a good infantry support tank, and when armed only with its turret and hull weapons is best used as a gun platform.

Infantry Support Tanks

Predator Destructor, Baal Predator, Vindicator, Leman Russ, Leman Russ Demolisher, Hellhound.

These tanks sacrifice speed for armour and firepower. They bristle with a large number of Defensive Weapons, and are capable of unleashing a fearsome storm of close-range fire.

The main job of these tanks is to provide fire support for your other units, normally infantry, as they advance. As most infantry move at 6" per turn, the tank itself does not need to be very mobile, and so can make use of more of its weapons than an assault tank might be able to, as it will rarely be required to move any faster than the infantry it is supporting.

While tanks used in this role are capable of taking objectives, remember that this is not their primary goal. Their job is to protect the infantry at all costs, screening them from enemy fire where possible, and engaging as a matter of priority any enemy that threatens them.

When choosing a tank to accompany your squads, consider how its weapons will complement those of the infantry. The infantry will probably lack any anti-tank weaponry that can fire very far on the move, but tanks often have access to things like lascannons and hunter-killer missiles, and can fire these while moving so long as it does not travel further than 6". If an enemy tank threatens your infantry, then your own tank can deal with it. Similarly, small, elite units might be swamped should they charge a large mob of Ork Boyz or a brood of Genestealers. However, a Predator armed with an autocannon and heavy bolters can make short work of such units, thinning them down to the point where the Assault Marines or the like can deal with them comfortably.

An infantry support tank will draw a lot of fire, and this is exactly what you want. Every shot fired at the tank is one less fired at your infantry. As it's the ground-pounders who you will be relying on to capture objectives, this is fine. Investing in vehicle upgrades that increase the tank's survivability in any way is a good idea, as this will drive your opponent to waste precious shots firing at your tanks.

Finally, several races have access to vehicle upgrades that bolster the morale of nearby squads. These are invaluable, and always worth taking.

Tools of the Trade

The following vehicle upgrades will make your infantry support tank more resistant to damage, and more deadly to enemy infantry.

Eldar
- Holo-field
- Vectored engines



Chaos Space Marines
- Dirge Caster
- Havoc launcher
- Mutated hull
- Parasitic possession
- Pintle combi-weapon

Imperial Guard
- Pintle storm bolter
- Pintle heavy stubber
- Hunter-killer missile
- Minesweeper

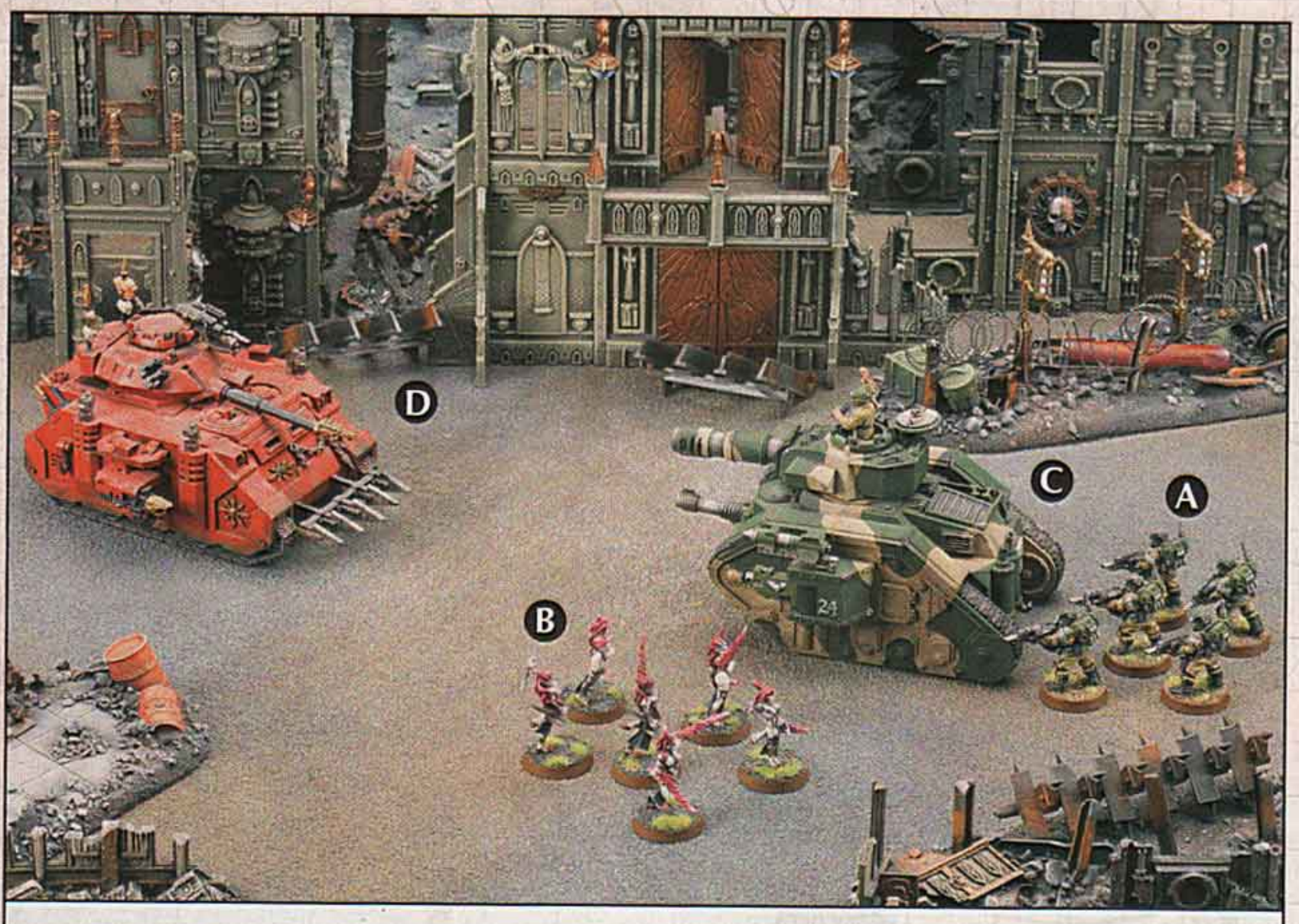
Space Marines
- Pintle storm bolter
- Hunter-killer missile

Tau
- Decoy launchers
- Seeker missiles
- Target lock

Orks
- Armour plates
- Bolt-on big shoota
- Grot riggers

Witch Hunters
- Holy icon
- Hunter-killer missile
- Pintle storm bolter

Daemonhunters
- Hunter-killer missile
- Pintle storm bolter



The Storm Troopers *(A)* are advancing across open ground towards a pack of Daemonettes *(B)*. If it weren't for the Leman Russ *(C)*, they'd be gunned down by the Chaos Predator *(D)*, and would have no way of hurting it even if they did survive a volley from its heavy bolters. The Leman Russ has a lascannon and hunter-killer missile, hopefully enough to deal with the tank while the Storm Troopers take down the Daemonettes with their hellguns.

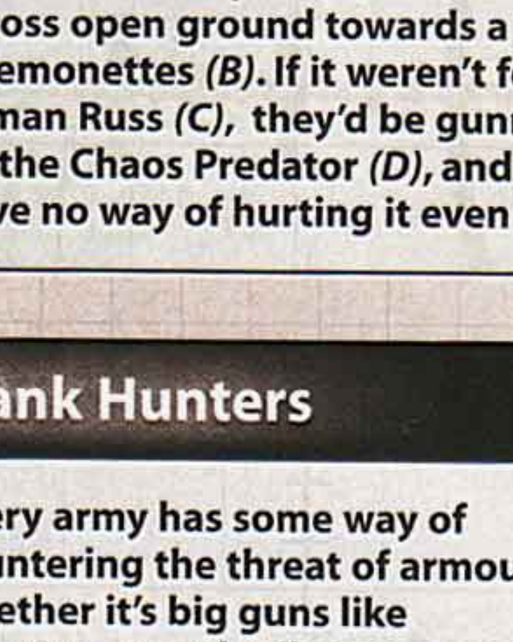
Leman Russ Squared

You'll have heard it said that on the tabletop, "Everything counts in large amounts". This is particularly true of a tank-heavy army, where the total always seems greater than the sum of the parts.

The reason for this is something called the Lanchester Square principle. A single tank is equally as combat effective as another tank of the same type, but two tanks are not twice as effective as one, but four times as effective. This is because the single tank is not only outgunned by a factor of two, but must also kill twice the number of enemies in order to win the battle – hence, the tank's power is "squared." Now, just think of all the chances you'll get to use that knowledge in your games!

Tank Hunters

Every army has some way of countering the threat of armour, whether it's big guns like lascannons and railguns, or some subtle battlefield effect or close combat weapon. Here is just a sample of effective tank hunters.



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PAINTING WORKSHOP

5

DRYBRUSHING

Drybrushing is one of the most useful techniques a miniatures painter can ever learn, allowing you to apply definition and highlights to models at a stroke.

One of the first and most useful techniques that people learn when starting out in the hobby is drybrushing. This is partly because it's so quick and has so many different uses, but also because it's easy to pick up. However, there's more to drybrushing than meets the eye, and many people either get it wrong from the outset, or don't ever use it to its fullest potential.

The basic drybrushing technique is illustrated below. The main mistake that many people make is that they don't wipe enough paint off their brush before applying it to the model. This results in a separate technique called "overbrushing", which is more of a dedicated highlighting technique, as opposed to drybrushing which is generally only used to highlight textured areas and to apply weathering effects. The problem is that you can obscure details on models, or leave unsightly brushstrokes in your paint job. When drybrushing, you need to wipe off almost all the paint from your brush, and apply as many coats as are necessary to your model to build up the highlights. To check if you've wiped enough paint off your brush, try the "fingerprint test" – run the brush gently across your fingertip. If the paint only lightly adheres to your fingerprint, it's okay to start painting. If you end up with a streak on your finger, there's too much paint on your brush!

1



For drybrushing, you need a dedicated Citadel drybrush, as these have tough bristles. Dip the brush straight into the pot of your chosen colour, taking care not to get any paint up the metal ferrule.

2



Take a clean, dry cloth or tissue and wipe your brush against it repeatedly. Take care to wipe the brush on both sides, and keep going until hardly any paint is left behind on the cloth.

3



When you're ready to start painting, the bristles will be slightly splayed, and there will be barely any paint visible on them. Try the fingerprint test, as described above.

▸ *The best thing about the drybrushing technique is that it's an extremely quick way of highlighting heavily textured models. This makes it ideal for painting batches of figures at once.*

Note how the paintbrush is being moved at right angles to the raised areas – this is very important as it stops paint going into the crevices, ruining your shading.



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

Common uses of drybrushing

All textured areas can be painted with drybrushing. The most commonly drybrushed areas are armour, fur, cloth, and feathers, but you can actually use the technique on anything. Bear in mind, the less relief on an area, the drier your brush needs to be. Like all techniques, drybrushing works best when combined with others, as we'll see below.

FUR

1



STAGE 1

PAINT EVERYTHING:
Calthan Brown

Use basecoat brush ▶

After preparing your model, basecoat it. The paint needs to be a mid-tone, as it will define the overall hue. We want a light, rich fur, so we used Calthan Brown.

2





STAGE 2

DRYBRUSH:
Bleached Bone

Use large flat drybrush ▶

Drybrush the fur with a lighter shade. Do not drybrush the deepest crevices or the areas immediately next to them.

3





STAGE 3

DRYBRUSH:
Skull White

Use small drybrush ▶

Drybrush the edge of the areas you want to highlight with an even lighter colour. Leave some of the previous highlight showing.

4





STAGE 4

INK WASH:
Brown Ink

Use standard brush ▶

Paint a wash of a darker colour into the crevices to shade the model. Add some water to the ink or paint and apply this to the areas next to the crevices.

CLOTH

1



STAGE 1

UNDERCOAT:
Spray Chaos Black



Use Citadel spray ▶

The undercoated model, cleaned and stuck to its base. Note that we applied the sand before spraying to help it adhere to the base.

2



STAGE 2

DRYBRUSH:
50% Codex Grey
50% Chaos Black

Use large drybrush ▶

As the model wears black, we don't need a basecoat, we can drybrush it straightaway with our first highlight, a 50% Chaos Black, 50% Codex Grey mix.

3



STAGE 3

DRYBRUSH:
Codex Grey

Use large drybrush ▶

Now we apply the next highlight – pure Codex Grey. In both cases we drybrush the entire model. For the second highlight, though, we didn't press as hard with the brush.

4



STAGE 4

INK WASH:
75% Black Ink
25% Brown Ink

Use large brush ▶

Now the model looks a bit chalky, so we tone down the highlights with a wash of Black Ink. Add some Brown Ink to this if you want him to look dirty!

Top Tip: Mould Lines

Mould lines are an unavoidable consequence of the manufacturing process, formed where the two halves of the mould join together. Unfortunately, these show up really well when drybrushed, even if they are invisible when unpainted. Make sure you scrape them off with a craft knife before painting (see page 97).



Selective Drybrushing

This technique is much like the first except that the areas to be drybrushed are completed before work commences on the rest of the model. In this manner, stray paint flecks won't ruin areas that you've already painted. This technique works very well on models that have small areas of armour.

STAGE 1 — Use large drybrush ▶



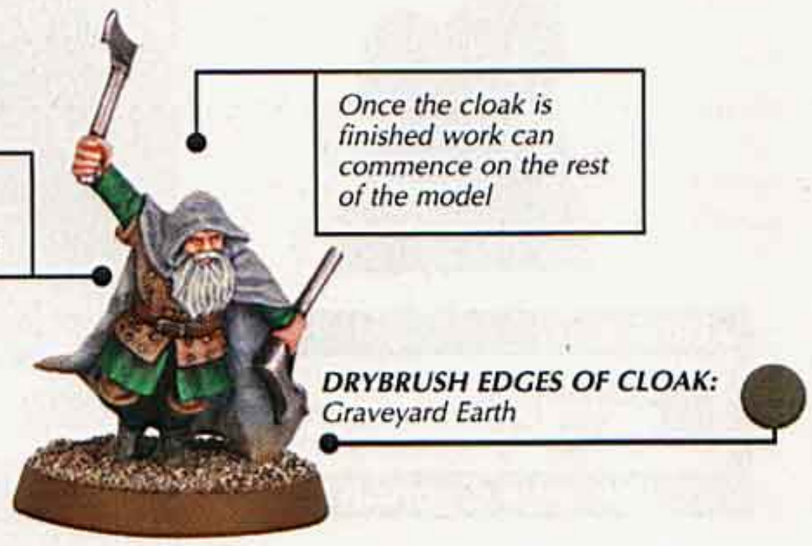


STAGE 2 — Use small drybrush ▶





STAGE 3 — Use small drybrush ▶





Top Tip: Feathers

Some heavily textured areas, like feathers, have two grains. When drybrushing such areas, it can be hard to make sure your brush goes against the grain, so that you're transferring paint only to the raised areas of the model with each stroke. Ordinarily you want to paint at right angles to the raised areas when drybrushing, but with feathers and other textures which have raised parts running in two directions, it is best to run the brush diagonally across the miniature.



Drybrushing armour

One of the most effective methods of applying contrasting coats of colour to large, textured areas, drybrushing is most useful for churning out large numbers of models of a similar colour, with extra details added afterwards. As you can see, it works well on models with metallic armour such as knights, Dwarfs and certain chapters of Space Marines.

STAGE 1 — Use large drybrush ▶



DRYBRUSH BODY METAL:
Boltgun Metal



DRYBRUSH BODY METAL:
Boltgun Metal

STAGE 2 — Use standard brush ▶



WASH METAL:
Chaos Black

PAINT AREAS (as shown):
Chaos Black



WASH METAL:
Chaos Black

PAINT AREAS (as shown):
Chaos Black

STAGE 3 — Use detail brush ▶



PAINT INSIGNIA:
Boltgun Metal



PAINT EYES:
Mechrite Red

HIGHLIGHT ARMOUR:
Chainmail

PAINT BASE:
Graveyard Earth

HIGHLIGHT SAND:
Bleached Bone



HIGHLIGHT ARMOUR:
Chainmail

PAINT SEALS:
Mechrite Red

PAINT SCROLL:
Bleached Bone

Top Tip: Drybrushing Tanks

Even though tanks are often made up of flat panels rather than heavy textures, drybrushing is still the easiest way to paint them. It's even more important than usual to wipe off the majority of the paint from the brush in this instance, as tanks really benefit from subtle layers of drybrushing. Finally, as tanks are so large, a bigger brush is called for! Citadel produce large flat brushes, which are great for drybrushing vehicles. We'll take a look at painting tanks and scenery with these next month.



◀ *This tank was highlighted with careful drybrushing.*



PAINTING MASTERS

SEB PERBET

This month we speak to Seb Perbet, ex-'Eavy Metal painter, three-times Golden Demon Open winner and Citadel designer extraordinaire, about his work.



Seb Perbet has been a fully-fledged member of the Citadel Design team for over a year now, and has created some astounding miniatures in that time. Here he reveals how he went from quiet hobbyist to Citadel Sculptor.

Seb's first foray into the hobby started unexpectedly. One day, when he was only 12, he discovered some strange looking models whilst rummaging through an office drawer...

"My mum had bought my brother some Hobgoblins in the '80s," Seb tells White Dwarf. "But because they were made of lead she decided he was too young for them. So they stayed in the bottom of a drawer in my parents' office for years, totally forgotten about. When I found them I was intrigued. They were still in their blister and the label on the packaging recommended painting them, so I gave it a go," says Seb. "I was completely unaware of the hobby until I found those Hobgoblins. I didn't even know if Citadel Miniatures still existed at that point!" After a quick bit of research, Seb discovered that Games Workshop was alive and well. He discovered also that we produced a monthly magazine *(That's this one – Grombrindal)*, which he promptly bought to see what other models you could get. And so, through a magical piece of furniture, another hobbyist came into the world.

"It was the aesthetics that initially attracted me and ever since I have been more of a painter than a gamer. The models I've chosen to paint over the years have always been figures I like the look of rather than something for a particular army." Seb is a completely self-taught painter. He had no coaching from local store staff, friends or older siblings. "I was quite shy when I was younger so when I visited my local Games Workshop store I tended not to stay for very long; I would nip in to buy White Dwarf or the models I wanted. I learned some painting techniques from books and articles in White Dwarf – the rest was trial and error."

As many of us do, Seb had a short break from the hobby when he was 16, but started collecting and painting again when he was 18. It was around this time he noticed an advert for vacancies in the 'Eavy Metal team, so Seb sent some samples in and got invited up to GW HQ for an interview. "It was my persistence and enthusiasm that got me the job. When they were still deciding, I kept phoning up every few weeks to check on the progress. When I started on the team, my boss told me that they wanted someone who really wanted to work in the Studio. Everyone in the 'Eavy metal team has that passion." Working with other highly skilled painters helped Seb raise the quality of his work. "Just hanging around and learning techniques from the guys was a massive inspiration. My painting came on in leaps and bounds."

After two and a half years of intense painting, the jump from 'Eavy Metal painter to trainee sculptor was a logical step. "Before I joined 'Eavy Metal I had only used the occasional blob of Green Stuff. As my skills developed I started creating more complex conversions using more Green Stuff on each, until I thought I'd have a go from scratch. That was a year after joining the studio. It took another year and a half of sculpting in my free time before I became a trainee." Of course, Seb had an advantage when developing his skills in that he could get advice from the design team about what they would like to see. A common mistake from would-be sculptors is to send in a "green" of a unique model. When assessing potential our design team are actually looking at how well you can replicate our existing miniatures. "They want to see Space Marines or your attempt at an Empire Halberdier. This is so they can assess if you can create the right shapes, ridges, muscle mass, undercuts, and so on. Once the technical ability is there, the creative stuff comes later."

> **"The focal point of a model should be the head, or even just the eyes."**

Like many top-end model painters, Seb has a distinctive style of of his own. "I think contrast and tone are vitally important when painting a figure. The focal point of a model should be the head, or even just the eyes. I always use a paler tone in this area, as this catches your attention so you study that part first."

Seb's techniques have proven effective, and he has won the UK Golden Demon Open category three times. He won his most recent award in 2006 with his outstanding Ghazghkull Thraka paint job, which you can see opposite.

Ghazghkull Thraka

Seb entered Brian Nelson's excellent Ghazghkull Thraka into the Open Category of 2006, even though his friends insisted that only converted models won. He had painted the model two years previously, but he gave it a new base. Despite the reservations of others, the model won him gold. Seb painted it in bits (or sub-assemblies) in his lunch breaks over three months. The reason he painted it this way was to avoid over-handling it – if you are going to spend over 60 hours on one model, constantly picking it up will wear away the paint. Note the blue skull plate, a contrasting colour that draws the eye to the model's face *(A)*. The model may look the same green all over, but many areas are actually covered in a subtle check pattern *(B)*. Finally, Seb is also an expert when it comes to bases. He keeps an eye out for interesting basing materials when he is out and about – the super-fine sand here *(C)* and on the Mekboy *(see overleaf)* comes from Monument Valley in Arizona. Seb also sometimes uses dried out, crumbled soil as this can be equally fine.

Like many miniatures in this article, Ghazghkull is shown larger than life-size so you can better see the model's amazing detail.







Cadian Kasrkin

Seb painted this figure simply because he really liked the model. It's a straight paint job with clean lines. Note the fine, hand painted gun markings *(A)*. The Kasrkin's contrasting orange goggles *(B)* illustrate Seb's point about the eyes being a model's focal point.







Ghoul

This Ghoul has been given a simple hand swap. Seb used the model as a way to test paint effects – detail that is not sculpted on the model, but is added by painting. On this model this includes the feet, painted a greyish hue to represent them being cold, the blood-spattered chest *(B)* and the raw shoulders *(C)* to suggest he has been crawling through tight crevices, like those in a tomb.







Troll

Seb painted this Troll because he wanted to tackle a sizable monster. There are a few subtle conversions on this piece. The rock the Troll is holding has been re-sculpted *(A)* and his mouth has been formed into an evil grin. The base, like many of Seb's bases, has been sculpted, and has three different types of static grass *(C)*.





Block Toning

Most top painters choose a palette of limited colours for their miniatures. For example, the Troll *(left)* is rendered mostly in blue, whereas the Daemon Prince *(right)* is painted in greens (note the striking use of red as a contrast). On the model below, Seb limited the colours and created a progression from dark to light – dark purple (dark tone – *A*), deep red (mid tone – *B*) and khaki (light tone – *C*). All these look different, but all have hues of purple in them. By limiting your palette this way, you can create a model that has many areas of visual interest that are all nevertheless tied together.



Ork Big Mek

Seb wanted to paint one of the miniatures he'd sculpted to see what it was like and what he was "putting other hobbyists through". The Ork's skin was based with Goblin Green and enriched with glazes (very thinned down paint and ink layers). Seb used about 15 coats of glaze in between various highlights to get this effect. The Mek's backpack *(A)* is seamlessly blended. The rocks *(B)* jutting out of all Seb's bases are made from a substance called wood putty. He imprints this with real rocks to provide natural textures. Wood Putty is a common substance, but it is very toxic and gives off potent fumes, so we don't recommend using it.



Nurgle Daemon Prince

This was converted from Juan Diaz's Chaos Space Marine Daemon Prince, which was Seb's favourite model at the time. It won Seb his first Open Category gold at the 2003 UK Golden Demon. The most complicated piece of the model to produce was the clear resin tank *(A)* that sits above the Daemon Prince's head. When the time came for the Studio to produce a new Nurgle Daemon Prince, Seb was given the job of sculpting it on the strength of his work on this model.









Empire Knight

The Empire Knight is a heavily converted Archaon model. Archaon's daemonic steed has been given a paint job based on the horse in John Blanche's famous Knights Panther artwork. The lance was made from Green Stuff and was a straight swap for Archaon's sword. The head came from a Chaos Knight Champion *(A)*. The hardest part of the conversion was actually the repair work on Archaon's cloak *(B)*, which is weather-beaten and ragged on the original model. Seb had to use liberal amounts of Green Stuff to smooth out the cloak.



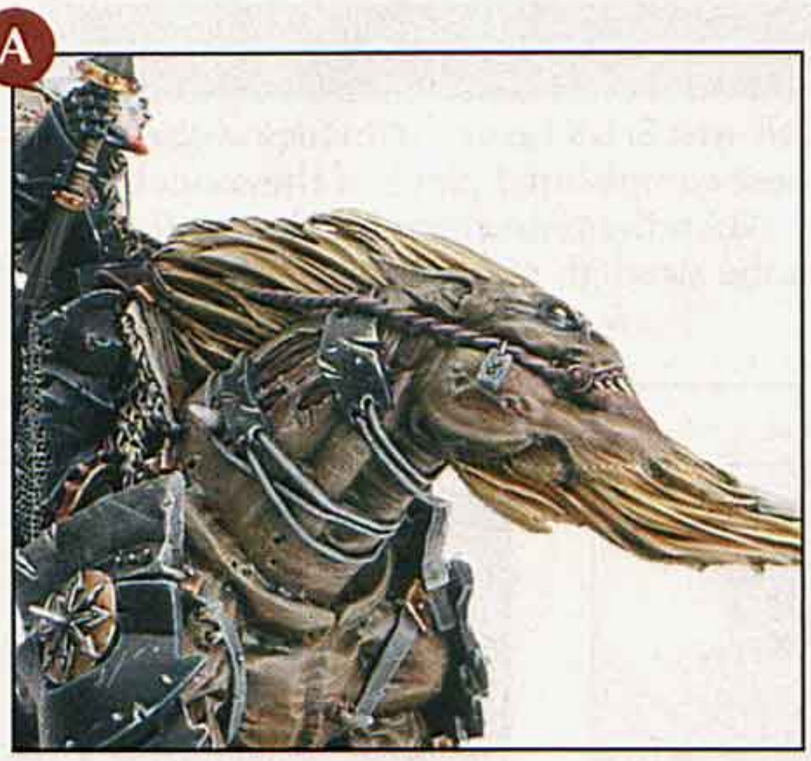


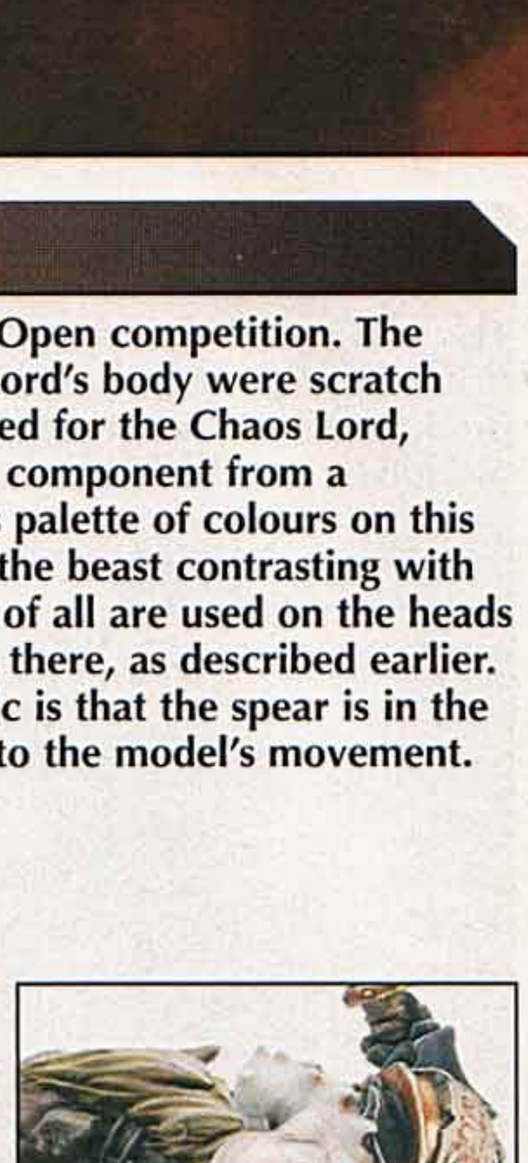


Chaos Lord on Daemonic Mount

This fantastic piece won the gold in the 2004 Open competition. The Daemonic Mount *(A)* and most of the Chaos Lord's body were scratch built with Green Stuff. Archaon's legs were used for the Chaos Lord, while the head is actually a heavily converted component from a Catachan Heavy Weapon team member! Seb's palette of colours on this model typifies his style, with the dark tone of the beast contrasting with the paler tones of the rider. The lightest tones of all are used on the heads and hair *(B)*, so your eyes are naturally drawn there, as described earlier. One of the reasons the miniature is so dynamic is that the spear is in the middle of the base, giving a solid centrepoint to the model's movement.

A





B



B



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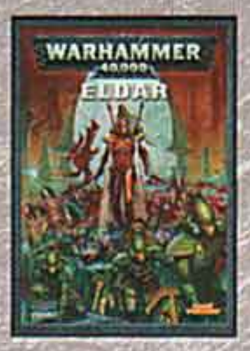
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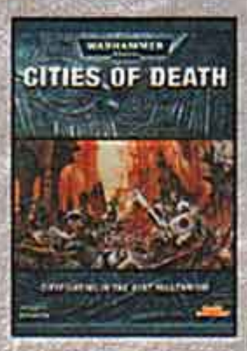
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'EAVY METAL

TYRANID

Hive Fleet: BEHEMOTH

Hive Fleet Behemoth was the first of the bio-fleets to encroach on the galaxy. On the small ocean world of Tyran, an Adeptus Mechanicus Explorator team were the first humans to encounter these horrific xenos. From Tyran, Behemoth left a trail of devastation in its wake, all the while making its way to the realm of Ultramar. With the aid of Inquisitor Kryptman, Marneus Calgar and the Ultramarines fought the Tyranids as they invaded the chapter's home sector. The battle for Macragge was the hardest fought, and many Ultramarines veterans were lost. Behemoth was finally destroyed but at a great cost to the Ultramarines, who are still rebuilding their homeworld to this day.

Hive Tyrant

The closest thing the Tyranids have to a battlefield leader, the Hive Tyrant is a terrifying creature armed with all manner of powerful symbiote weaponry and living blades.





The Hive Tyrant is a synapse creature, a node for the Hive Mind to control the lesser creatures of a swarm.

Biovore

Spore mines blight the enemy with toxins, spikes and acids. Biovores are living artillery, launching spore mines onto the battlefield by means of a powerful muscle spasm.





WARHAMMER 40,000

The Tyranids are fearsome aliens from another galaxy. We take a look at the three known Hive Fleets.

Tyranid Warriors

If the Hive Tyrant is the commander of a swarm, then the Tyranid Warriors perform the role of officers, marshalling the lesser creatures into battle, directing gaunts and other such creatures to some unknown plan.



Deathspitter and scything talons.



Venom cannon and scything talons.

Hormagaunts

Hormagaunts are engineered purely to close with the enemy and eviscerate the foe with their scythe-like claws.



Carnifex

The Carnifex is a massive, fear-inducing beast evolved for use in shock assaults, massed battles and enemy tank hunting. The genus varies wildly, from close combat monstrosities to hulking, cannon-armed brutes.





Carnifexes from Hive Fleet Behemoth often had regenerative abilities, making them even harder to kill.

Hive Fleet: LEVIATHAN

The Hive Fleet designated Leviathan was the most recent Tyranid offensive to hit the galaxy. To the horror of Imperial scholars, Inquisitors and Magi, the twin tendrils of Leviathan did not attack the battle-hardened Eastern Fringe, as Kraken and Behemoth had before, but instead approached from below the galactic plane. Planets from as far afield as Segmentum Tempestus, Ultima and Solar were lost as Hive Fleet Leviathan attacked the underside of the Imperium. This was not the only threat presented by Leviathan – as the two principle tendrils bored into the galaxy, a great psychic shroud between the prongs of the forked attack meant that thousands of Imperial worlds lost all contact with the Imperium, and navigation in this dead area of space is now all but impossible.

Broodlord and Genestealers

A Tyranid vanguard organism, swarms of Genestealers led by Broodlords often precede the main Tyranid advance, infiltrating enemy positions before the arrival of the main Tyranid invasion force.

Broodlord

A product of constant Tyranid evolution, the Broodlord is the ultimate close combat warrior.





Genestealers



Scything talons.



Feeder tendrils.



Acid maw.



Flesh hooks.



Implant attack.

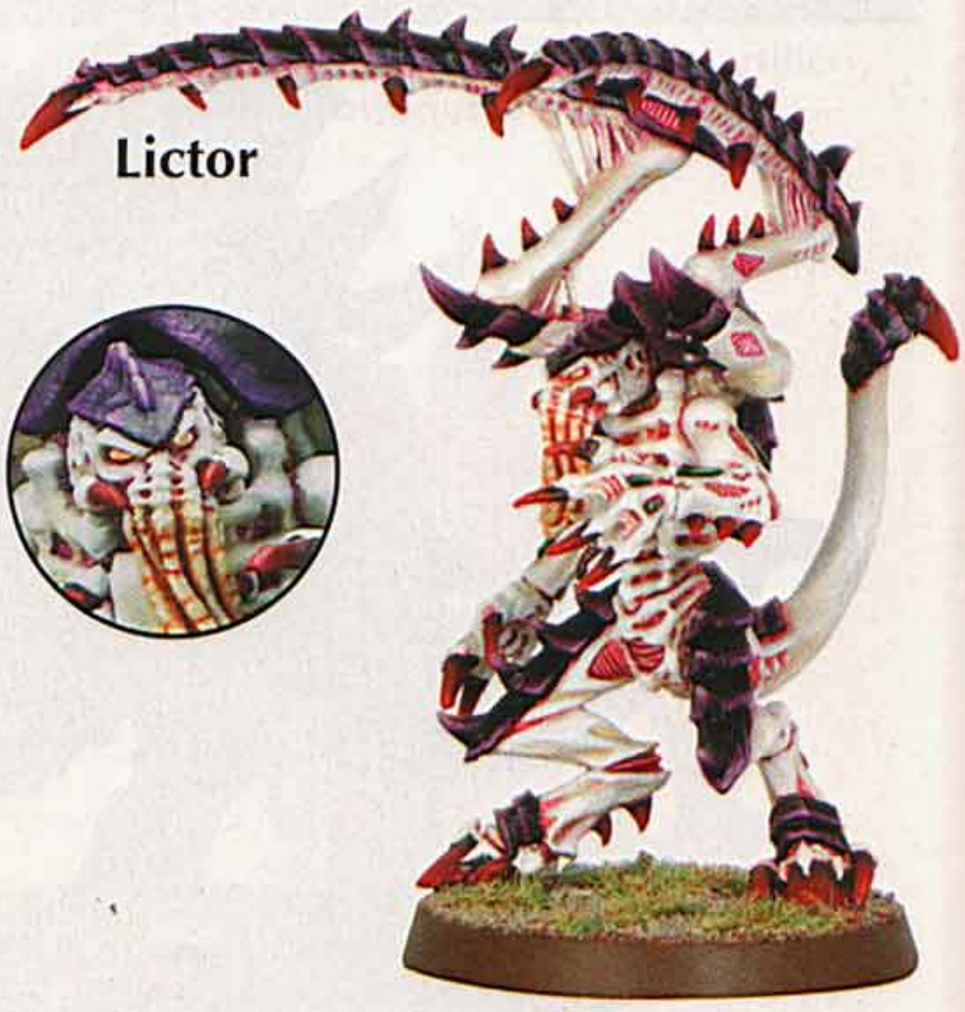
Raveners and Lictors

Lictors range ahead of the main Tyranid swarm seeking out pockets of enemy resistance. Raveners are snake-like creatures that combine the speed of Gaunts with the might of Tyranid Warriors.

Raveners



Lictor



Carnifex

Though designated as "Carnifex" by the Imperium, it is known by many other names by those who have fought it, such as the Screamer-killer and Bile-beast.



Tusks.



Regeneration.



Acid maw.



Enhanced senses.



Bio-plasma.

Here are just some of the many head variants displayed by Carnifexes. The exact appearance of the beasts is often an indication of the strange and exotic abilities they possess.



Tyranid Warriors

Tyranid Warriors are suspected to be the base form of the Tyranid species. Like all Tyranid creatuers they have six limbs and the distinctive five chitinous plates covering the cranium.



Tyranid Warrior with scything talons and devourer.



Tyranid Warrior with scything talons and deathspitter.



Tyranid Warrior with implant attack, scything talons and rending claws.

Gaunts

Gaunts are fast, agile and instinctively cunning despite their small size and lack of direct contact with the Hive Mind. Termagants are often armed with Fleshborers whilst Hormagaunts rely on their deadly scythed claws.

Termagants



Termagant with fleshborer.



Spinegaunt with spinefists.

Hormagaunts



Hormagaunt with adrenal gland, venom sacs and scything talons.

Hive Fleet: KRAKEN

Two-and-a-half centuries after the invasion of Ultramar by Hive Fleet Behemoth, the Tyranids returned. Rather than one mass spike of bio-ships that had been Behemoth, the hive fleet of Kraken attacked the still-recovering worlds of the Eastern Fringe with a series of sub-fleets that spread out across thousands of light years. The disruption of the warp brought about by the hive fleet's passage blocked out communication and warp travel in the vicinity became dangerously unpredictable. This was not the only change in tack by the Tyranids. On the world of Ichor IV and its surrounding sectors, rebellion and insurrection brought about by xenos-sects flared up, as Genestealer infestations started appearing across Imperial worlds, readying entire populations for the arrival of Hive Fleet Kraken.

Tyranid Warriors

As well as being nodes for the Hive Mind, Tyranid Warriors are large and powerful creatures that can be armed in numerous way. They have access to a wide range of biomorphs to tailor their abilities to the theatre of war.



Deathspitter and scything talons



Venom cannon and scything talons

Gaunts and Gargoyles

It is postulated that Termagants, Hormagaunts and Gargoyles are all part of the most varied genus known to date – that of the Gaunt. There have been many such variants recorded, such as the Spinegaunt and Deathgaunt, to name but two.

Termagants



Termagant with fleshborer.



Termagant with devourer.

Gargoyle



Spinegaunt



Spinegaunt with spinefists and adrenal gland.

Hormagaunt



Hormagaunt with scything talons.

CITADEL TOOLBOX

Using a Craft Knife



A good, sturdy, sharp knife and a cutting mat are essential tools for our hobby. Both plastic and metal models will need a clean-up before being assembled, which is best done with a knife.

Uses of the craft knife

A craft knife is a very useful tool for the modeller. However, knives should only be used when appropriate – sometimes other tools are better suited to the task at hand. Putting undue stress on a craft knife blade can be dangerous!

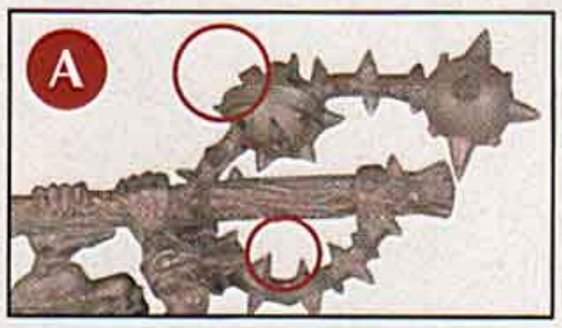


Back scraping

Craft knives are often used for shaving flash and mould lines from metal and plastic miniatures. These are the small, extraneous bits of metal and plastic that are sometimes left on a model due to the moulding process (A).

A simple technique known as "back scraping" can get rid of most instances of flash (for larger areas of flash use clippers instead) and mould lines. Hold the blade at a 45° angle away from you, at the bottom of the area to be cleaned (B). Applying a small amount of pressure, scrape the blade up towards you. Repeat the process until the area is smooth (C).

Back scraping flash is better than using the knife in a forward position, as it is safer and will stop the blade biting in and taking chunks out of your models, or your hand!



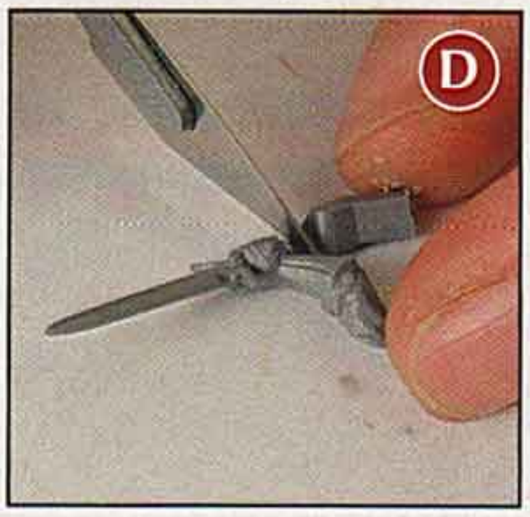




Frame cutting

Once a plastic figure has been freed from its frame, a craft knife can be used to cut off any bits of sprue that are still attached. You may not wish to tackle these with plastic cutters for fear of damaging the model, especially on detailed areas like hands or faces (D).

Craft knives can also be useful for cutting away smaller components that plastic cutters struggle to reach (E).





Safety Tips

1 Always retract the blade after use and store the knife safely. Leaving a knife lying around on a cluttered desk can lead to nasty nicks and cuts.

2 Always use a sharp blade. Sharp blades *(A)* need less pressure to cut and so are safer than old, blunt blades, which need far more force to use *(B)*.



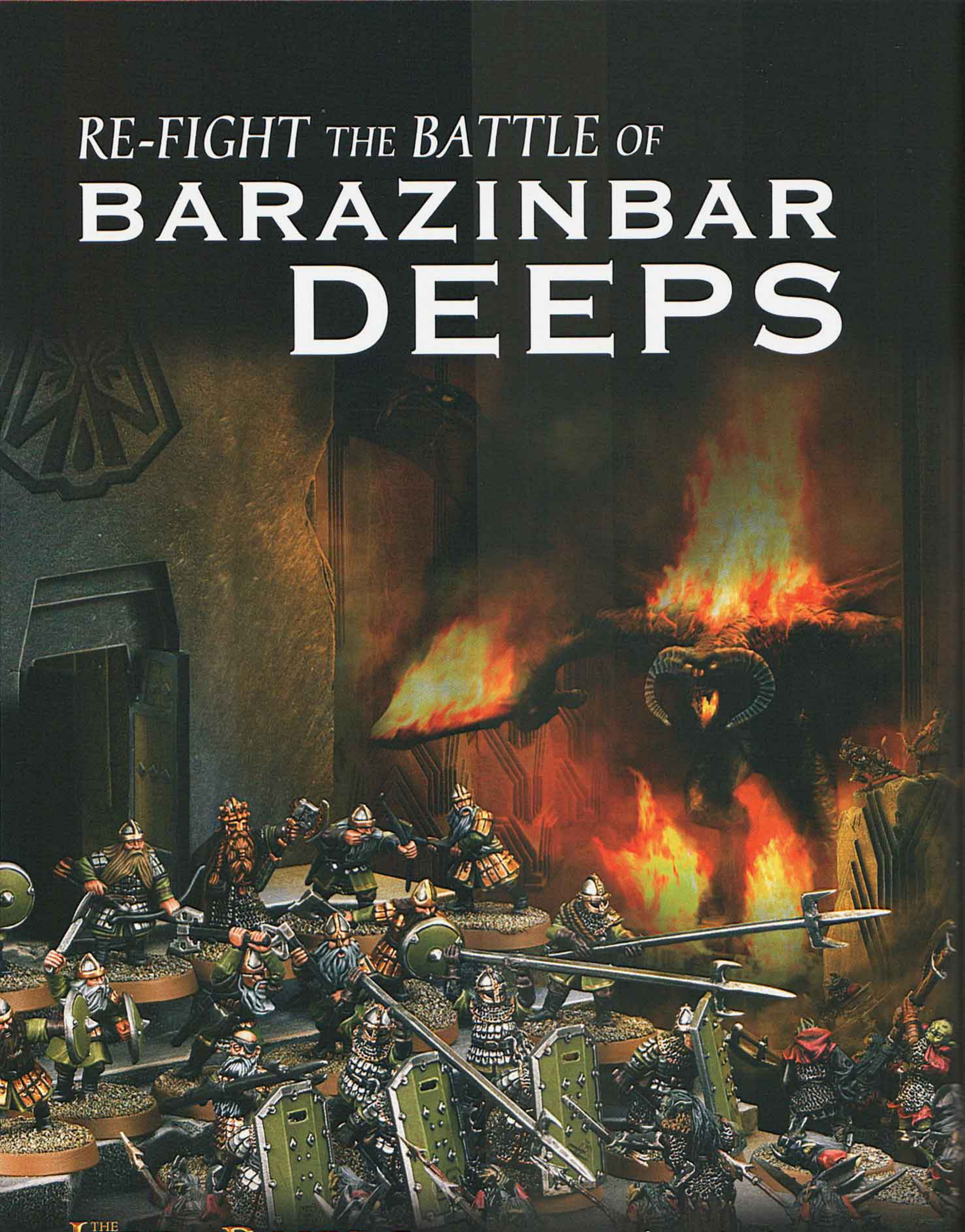
3 Craft knives have pointed blades. Don't exert too much pressure on the tip, as this could cause the blade to snap and fly off in a random direction.

4 Protect your cutting area. Always use the cutting mat provided, especially when working at a desk or dining room table.

5 Youngbloods should be extra careful, and adult supervision may be required for some cutting jobs.

6 "Think twice, cut once". An old builder's adage, which means that you should always double check your measurements and/or area to be cut – once you've cut you can't go back!

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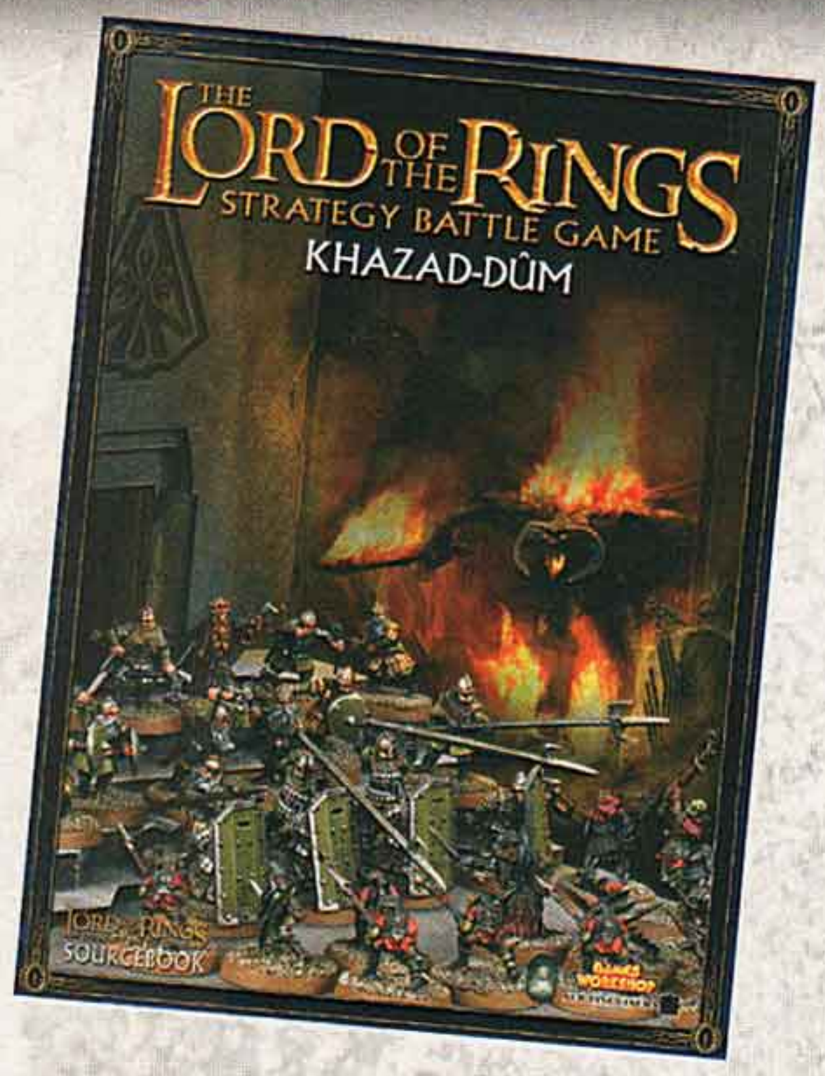
Descend into Khazad-dûm

You've read this month's battle report, now the time has come for you to assemble your armies for battle and venture into the depths of Khazad-dûm, there to lend aid to either the valiant Dwarves of Durin, or to the malicious Goblins and their dreaded ally, the Balrog.

On Saturday 12th May, in all our Hobby Centres around the country we'll be running *The Battle of Barazinbar Deeps* scenario from the new Khazad-dûm Sourcebook, and WE NEED YOU!

You're invited to bring along your Legions of Middle-earth, whether they be Dwarves, Goblins, or other forces even more fair or foul – perhaps even the new Dragon! All armies are welcome!

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You can find your local Hobby Centre by turning to page 116 or by logging on to our brilliant online Store Finder which includes maps and directions of how to get to your local Games Workshop.



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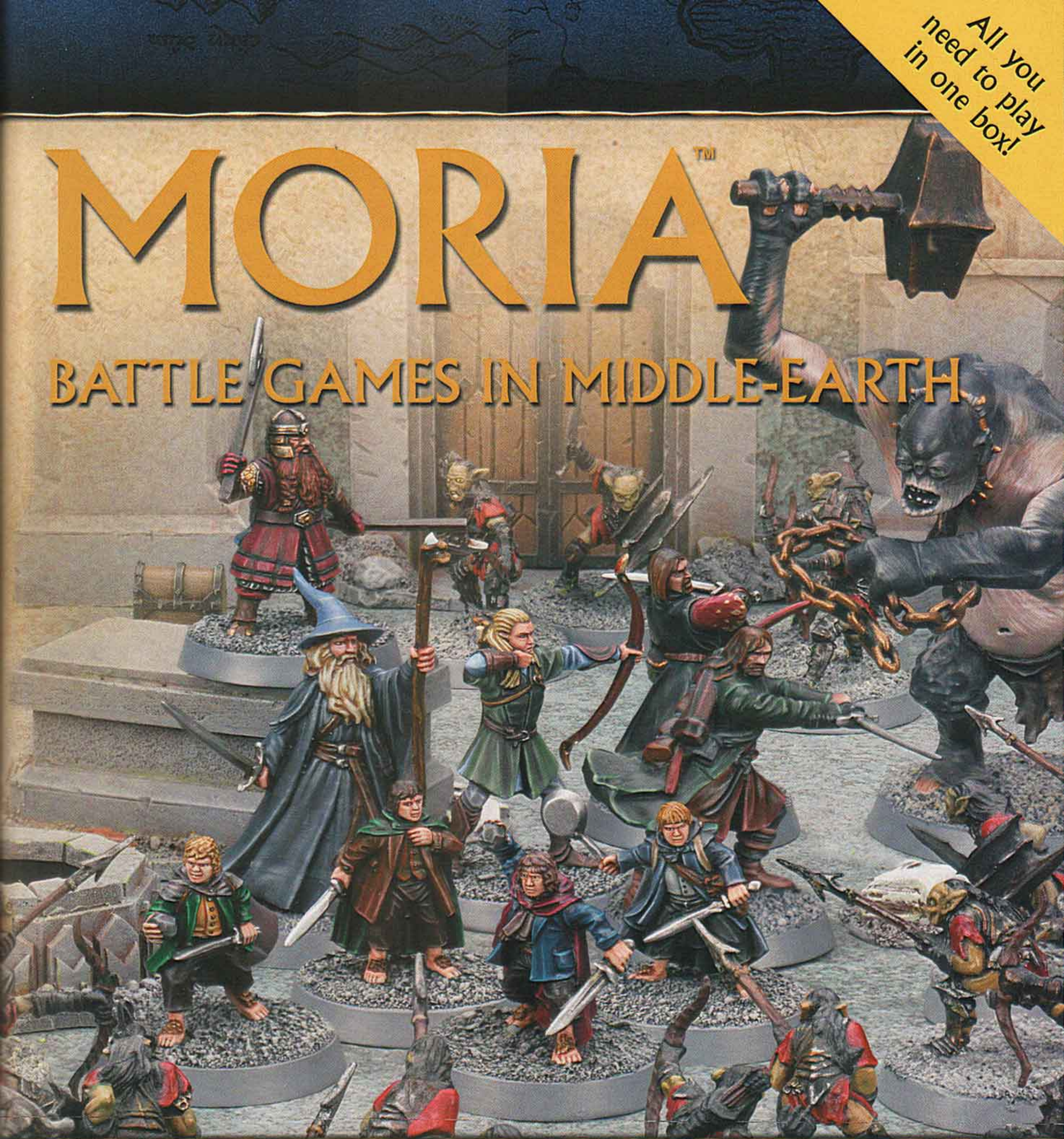
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- Balin's Tomb
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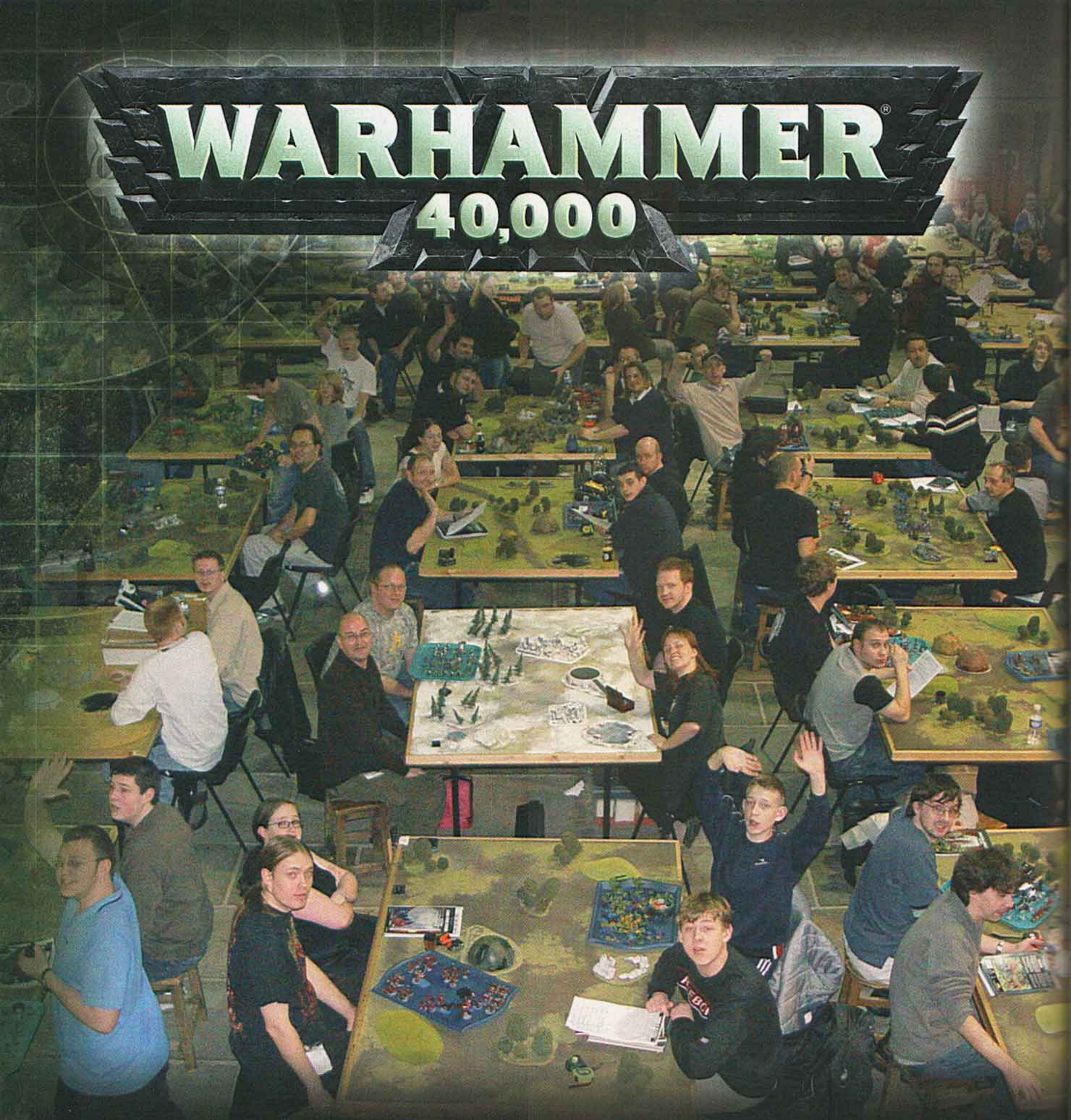
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WARHAMMER® 40,000







DOUBLES TOURNAMENT 2007



This year, some interesting improvements were made to the Warhammer 40,000 Doubles Tournament. White Dwarf caught up with Phil Walter, a veteran gamer who has been attending the event since its inception, to find out more about these fascinating developments!

Phil: I've been playing in the tournament since its inception back in 2002. After that first weekend, so long ago, I was hooked. No other tournament I have been to manages to capture that same sense of playing for the pure fun of gaming, while at the same time, providing hard-fought and challenging games of Warhammer 40,000.

However, this year promised to be the best competition yet as the rules had been revised to try and further encourage variation and creativity from the players as army designers.

So, what are the changes?

The first (and possibly most important) change was the rise in points value. In previous years players have been limited to 800 points per team but this year we were treated to a hefty 1,000 points to play with.

To further expand our army selection options, this year's Doubles Tournament also bid a fond farewell to the Combat Patrol rules used in the past. In their place, a brand new tournament rules pack was used, based around a single 1,000 points army roster with some additional restrictions on Elite, Fast Attack and Heavy Support choices to maintain balance.

The final change was the restructuring of the way in which Victory Points are calculated, bringing into consideration not only what you manage to destroy of your opponent's army, but also what of your own army you manage to keep alive, requiring a rethink of the "victory at all costs" approach.

So, with a brand new set of challenges and a newly painted, unblooded Tyranid army, it was with a great sense of anticipation that I and my gaming partner, Rob Taylor, arrived in Nottingham to see just how we would fare this time around.

> **"We've been playtesting our new armies since December."**

Game 1: Seek and Destroy

Opponents: Blood Angels & Flesh Tearers

The game started favourably, and we dominated the opening turns with salvoes of deadly bio-weaponry. Combat initially seemed to go well, as our opponents' Furioso Dreadnought stormed into a Hive Tyrant, only to be blown apart before landing a blow. However, their Death Company swiftly avenged their fallen brother, before moving on to finish the other Tyrant in the next turn, ending the game and giving a marginal victory to our opponents.

Game 2: Recon

Opponents: Eldar & Eldar

Again the opening exchanges were ours with our two Hive Tyrants wiping out our opponents' Fire Dragons and half their Warp Spiders. Meanwhile, one of our three Carnifexes single-handedly took out a unit of Jetbikes. However, the Eldar's combined psychic powers of Guide and Doom soon accounted for both our Tyrants and two of the Carnifexes, leaving our line fractured. But thanks to our Lictor, our remaining Carnifex was left to kill their Farseer in the final turn and leave himself bang on half wounds in the opposing Deployment Zone, winning us the game!

Game 3: Take and Hold

Opponents: Imperial Guard & Space Marines

Unfortunately for our opponents their army suited us – lots of infantry with few high Armour Penetrating weapons. As we advanced en masse towards the objective, they just couldn't cause enough damage while our return fire devastated their squads in turn. By the time the Lictor jumped their last veteran sergeant, the field and the game, were comfortably ours.

From far off lands...

For one lucky gamer and his best friend, the Warhammer 40,000 Doubles Tournament held extra special meaning.

Daniel Desson's father, who lives and works in New York, flew 3,440 miles from JFK to Heathrow the day before the event, to pick up his son before driving on to Nottingham so Daniel could play in his very first tournament. Amazingly, Stewart Desson's return flight to the States was on the Monday afternoon!

Daniel, 12 years old, had a fabulous weekend and, much to the dismay of his father, was overjoyed at the prospect of playing in future tournaments.



Daniel Desson and Oliver Wilson had an amazing weekend and look forward to future events!

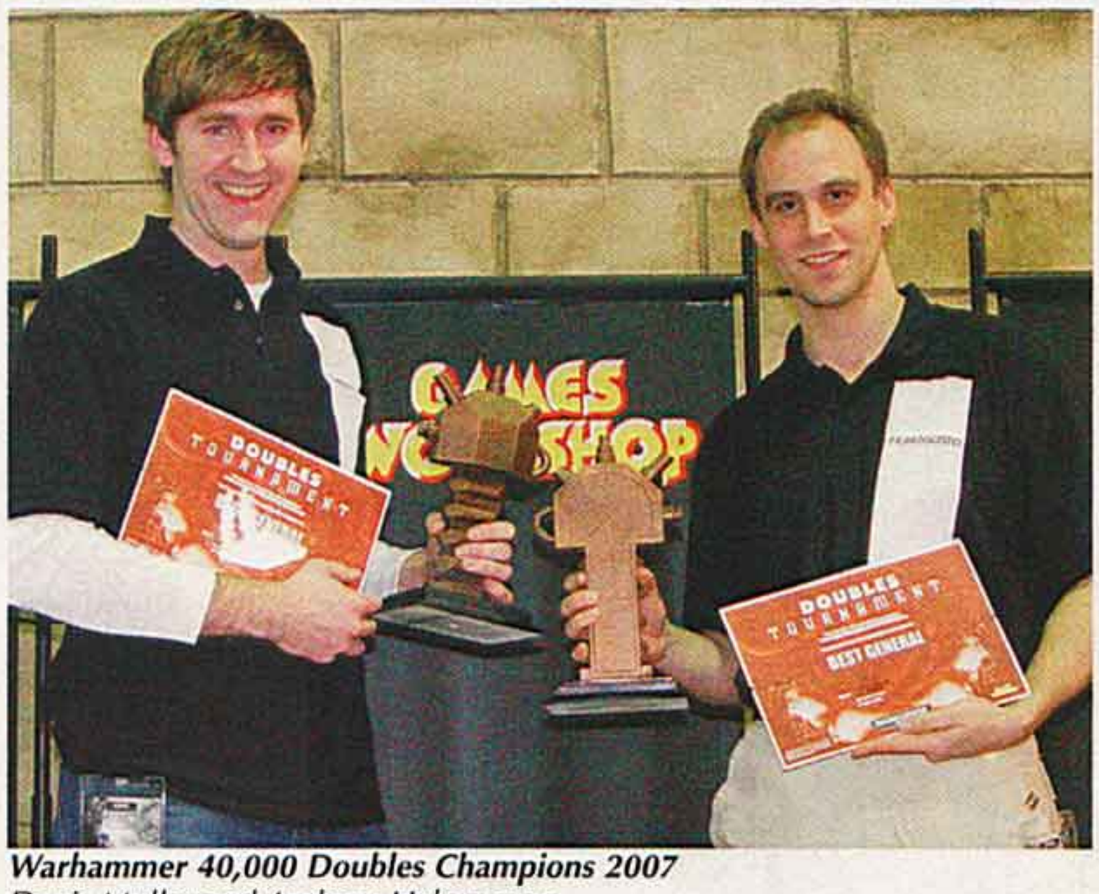




This fabulous all-Eldar Doubles force, painted by Nick Simmerson and Craig Green, was just one of the many amazing armies being used through the event.



Rob Taylor and Phil Walter of Gambit Games gaming club lead their army of Tyranid monstrosities on in a string of victories.



Warhammer 40,000 Doubles Champions 2007
Denis Muller and Andreas Habermann

Download The Results

You can find the full results for the weekend and final placings on the UK website events page at the following address:

www.games-workshop.co.uk/tournaments

White Dwarf Online

Alternatively, have the latest news and event details delivered straight to your email inbox by subscribing to White Dwarf Online.

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Game 4: Seek and Destroy

Opponents: Eldar & Tau

Crisis suits and Hammerheads had us worried, but when our opponents' first turn failed to drop any of our big guys and our return fire accounted for their Dark Reapers, Hammerhead and half their Crisis suits, things were looking up. We spent the rest of the game trying to catch their Wave Serpent, but at the end it remained undamaged. It was the sole survivor, however, and we managed to end Saturday with another big win under our belts.

Game 5: Recon

Opponents; Imperial Guard & Chaos Space Marines

We got lucky in this game as our opponents' Predator failed to hit with its twin-linked lascannons in five out of six turns! Our Lictor charged and slew an Obliterator, before tying up the Marine fire base. Once again, one of our Carnifexes ended the game in their Deployment Zone, cancelling out the Storm Troopers that had made it into ours, and an enjoyably hard fought draw was achieved.

Game 6: Take and Hold

Opponents: Imperial Guard & Tau

Having successfully rolled Dusk & Dawn, we advanced all the monstrous creatures under the cover of night towards the objective and stayed there, firing at enemy units one by one. Our two Venom Carnifexes had a nail biting three-turn duel with their Basilisk, while the Lictor ambushed a unit of Stealth suits, rending them to pieces. The game ended as our final shot scored a lucky glancing hit on their only remaining Chimera, giving us another massacre.





2nd Place
Matt Bennett and Gus O'Connor



3rd Place
Joshua Roberts and Nathan Roberts



Best Army
Andy Taylor and Nicola Taylor

"Half the fun of the doubles tournament is in not knowing what combinations of races you're going to face!"



Most Sporting Opponents
Jonathan Carter and Owen Rees

Game 7: Seek and Destroy

Opponents: Tyranids & Tyranids

Where we had the monsters, our opponents had Gaunts. As they moved into range, we wiped them out with massive fire superiority. Their Carnifex put up a good fight but was eventually felled in a mammoth combat against all three of our Carnifexes and a Hive Tyrant. As the chittering died away, victory was ours!

Looking back

At the end of two days frenetic gaming we had managed five wins, a draw and a loss, and as the results were released we were surprised to find our best finish so far with a very pleasing 6th position overall.

This tournament was most definitely the best yet, full of fast paced and fun games against opponents who all share a love of the hobby. The revised rules worked really well and helped to create evenly balanced, yet tense games, bringing an even greater variety of race combinations and list designs than ever before.

Since my very first doubles game I have enjoyed the event immensely and I'd heartily recommend this tournament to all, from experienced tournament players, to those of you who are thinking of trying a tournament for the first time. It's a relaxed way to test tournament waters and generates one of the most unique, and enjoyable, gaming atmospheres around.

That's it for this year's event. Once again a brilliant weekend, topped off by a good final position. My only problem now is working out how I go about achieving that next year, although before I get too carried away, there is the small matter of the Warhammer Doubles Tournament in June to look forward to...

What is Warhammer 40,000 Doubles?

If you're interested in playing competitively but don't want to go all the way and enter a Grand Tournament, then Doubles Tournaments are the perfect way for you to experience the tournament environment and have loads of fun!

More laid back and relaxed than a Grand Tournament, Doubles Tournaments are an excellent way to test the waters, as you combine your forces with a friend to create one army and experience the world of tournament gaming together.

Likewise, if you're a seasoned tournament player and fancy a change from the usual cut and thrust, Doubles Tournaments are a great opportunity to have some fun with a friend as you combine your previously opposing forces to form a single army.

For those of you who are looking for new challenges and who harbour an uncontrollable desire to conquer all, Doubles Tournaments offer the unique chance to create army combinations that wouldn't usually be possible, opening the door to a whole new world of strategies and tactics!

There really is something for everyone at a Doubles Tournament!





Every year thousands of entrants take part in Games Workshop's premier painting event, all hoping to win a highly prized Golden Demon statuette.

Golden Demon is Games Workshop's premier painting event. Every year thousands of entrants take part, all hoping to win a highly prized Golden Demon statuette. Only the very best succeed, and for the ultimate winner there is the coveted Slayer Sword, a uniquely forged trophy bestowed upon whoever is deemed to have the best entry of the competition. Fame and glory are but a paintbrush away...

This year's Golden Demon is again at the National Exhibition Centre (NEC) in Birmingham and we will have the same categories as last year. In all cases, the judges will be looking for well painted and well presented models. In addition, we will look at how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the spirit of the worlds we present in our various games.

All entries must be Citadel miniatures, Forge World models or Imperial Armour vehicles. Conversions in all categories are welcome! Warhammer 40,000 categories include entries for Necromunda, Epic: Armageddon and Battlefleet Gothic. Warhammer includes Mordheim, Warmaster and Blood Bowl.

Categories

This year there are eleven main categories of Golden Demon, together with two extra categories, the Open Competition and Young Bloods. The Open Competition is a special tournament – anyone can enter, even Games Workshop staff, so expect the standard to be very high. The Young Bloods category showcases the finest efforts of our young, aspiring painters and is open to entrants aged 14 years and under.

The Lord of The Rings models

There are three Golden Demon Categories open to all The Lord of The Rings entrants: Duel, Diorama and Single Miniature. You may also enter The Lord of The Rings models into the Open Competition. Please note that you may not mix models or model components from our The Lord of The Rings ranges with models from our other ranges in any of the categories. Entries which mix models or model components in this way will be disqualified.

Bases

When describing what bases you may use we have used the term, "appropriately-sized gaming base" in some instances. The intention here is to allow a little flexibility whilst keeping to the spirit of the competition. So, if you want to mount your Terminator on a 40mm square base for aesthetic purposes, you can still enter it in the Warhammer 40,000 single model category. The same applies for Warhammer models mounted on round bases. However, please note the judges reserve the right to move models that are not on appropriate bases into a category they deem more fitting.

Scenic Display Bases

Many people like to mount their models upon large scenic display bases or plinths. This is permitted providing the individual model can be removed and stand upon an appropriately sized gaming base. If the scenic base is integral to the model, your entry will

10am to 4pm on Sunday 23rd September 2007

Birmingham National Exhibition Centre (NEC)

Ticket price £25

Tickets on sale for White Dwarf subscribers from 9th June 2007. Tickets are on general release from 7th July 2007, order yours by calling Games Workshop Direct on *0115 91 40000*.



This great Orcs & Goblins miniature is exclusive to Games Day 2007!

only be eligible for the Diorama category. Although display bases can add to the impact of a unit, our judges do not take such bases into consideration when making their decisions. In fact, models on display bases are usually removed from the base when being judged.

Judges' Decisions

In all cases the judges' decisions are final. The judges are all experienced Games Workshop employees and know what they are looking for. They reserve the right to move models into a different category if it is entered inappropriately, or to disqualify a model if they feel it breaches the rules of the competition. We will not enter into any discussion about the judges' decisions.



COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel models, Forge World models or conversions based thereon.

We welcome conversions based upon our Warhammer and Warhammer 40,000 game worlds in all appropriate categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. Furthermore, please do not use any real-world references or references to other non-Games Workshop fictional worlds in your entries. At this time, due to the nature of our license, we cannot accept scratch built models based upon The Lord of The Rings intellectual property. Conversions made exclusively from our The Lord of The Rings range are acceptable. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional settings of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully – it is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we will not be able to correct these. Models entered incorrectly will be marked down or excluded accordingly as we see fit. We reserve the right to refuse entry to the competition.

All entries must be personally handed in by their creator and registered at the National Exhibition Centre, Birmingham, on the 23th September 2007. We will not accept any entries on behalf of competitors who are not in attendance at the event. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day programme and will be announced over the PA system on the day. All models should be the work of a single hobbyist. All work on models entered into the Golden Demon – including but not limited to painting, modelling, converting, after-market sculpting, and basing – must be performed entirely by the entrant. Neither models obtained from someone else in any state of completion nor collaborative efforts may be entered. Anyone found violating this rule will be immediately disqualified and forbidden from entering future Golden Demon painting competitions.

All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes.

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered into the competition at the competitor's own risk. Entry to any of the competitions gives Games Workshop the right to photograph and publish the details of models entered as we see fit.

Finally, remember the point of the competition is to showcase the efforts of our hobbists and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and absolute. We will not enter into any correspondence regarding them.

GOLDEN DEMON CATEGORIES

Further details as to what type of model qualifies for each category will be given in issue 330 of White Dwarf.

CATEGORY 1
Warhammer 40,000
Single Miniature

CATEGORY 2
Warhammer 40,000
Squad

CATEGORY 3
Warhammer 40,000
Vehicle

CATEGORY 4
Warhammer 40,000
Monster

CATEGORY 5
Warhammer Single Miniature

CATEGORY 6
Warhammer Regiment

CATEGORY 7
Warhammer Monster

CATEGORY 8
Duel!

CATEGORY 9
Diorama

CATEGORY 10
Large Scale Model

CATEGORY 11
The Lord of The Rings Single Miniature

YOUNG BLOODS
Models by painters aged 14 and under.

OPEN COMPETITION



WARHAMMER WORLD

GRAND TOURNAMENT 2007



White Dwarf journalist James Milne has been thwarted on the field of battle in many tournaments of late, and was only too happy to exchange his dice and tape measure for a camera and notebook at The Lord of the Rings Grand Tournament at Warhammer World.

The Lord of the Rings Grand Tournament is the newest of Games Workshop's premier division of tournaments, and has been growing steadily in popularity since it first began in 2003. Like the Warhammer and Warhammer 40,000 Grand Tournaments, hundreds of gamers gather at this event each year in order to compete for the title of Best General and prove their mastery on the field of battle. This year's The Lord of the Rings event was the biggest yet, with 126 players in all striving to be crowned the world's best The Lord of The Rings general!

Of course, The Lord of the Rings isn't just about being the best strategist, and there are many other opportunities in the tournament for players to distinguish themselves by winning the award for Best Painted Army or Most Sporting Opponent, even if their armies suffer defeat on the table! This year's The Lord of the Rings Grand Tournament in particular attracted a wide variety of different gamers, each with their own gaming background and experience and, of course, different goals. Some players, like renowned competitor Vesa Nenye are familiar faces from previous tournaments, experienced generals whose strategic excellence will lead them to many a victory, while others, like Warhammer World's very own Nick Bayton, set their sights on the award for Best Painted Army. Many of the assembled players, however, entered simply to enjoy playing against new opponents in the fantastic castle courtyard setting of the Warhammer World gaming hall, and for many of them, this event will be their first ever Grand Tournament, or even their first Games Workshop event!

LEGIONS OF MIDDLE-EARTH

While many of the players attending were veterans of the tournament, there had been a number of changes in the format for the weekend, ensuring a new and exciting experience for everyone.

Last year saw the release of the Legions of Middle-earth Expansion, providing players with a series of themed army lists for use in their games. The expansion has had a huge effect on the way people approach their games of The Lord of the Rings, and it seems fitting that this year's Grand Tournament used its rules for army composition.

Andy Joyce from the Warhammer

CHRIS PEACH'S ARMY FEATURED IN THE WD324 EVENT PREVIEW.

Chris: I had been looking forward to the Grand Tournament since first buying my ticket, but when the actual day arrived, the nerves began to set in. There was a little voice in my head saying "you're going to get battered!" After the preliminary logistics of getting players to tables, my weekend of battling began, and I realised that all that fretting was for nothing. My first opponent; a young lad named Chris, set the high standard for the quality of gaming, giving me a first-class thrashing which was thoroughly entertaining!

From the very first game to the very last, it was non-stop enjoyment and I was pleasantly surprised to end up 23rd in the rankings. It seems if you skilfully lose your first few games, there's still hope of climbing that victory ladder!



Chris Peach's Easterling army featured in WD324

THE LORD OF THE RINGS STRATEGY BATTLE GAME

On the 27th and 28th of January 2007 over a hundred Games Workshop enthusiasts descended on Warhammer World to take part in The Lord of The Rings Grand Tournament.





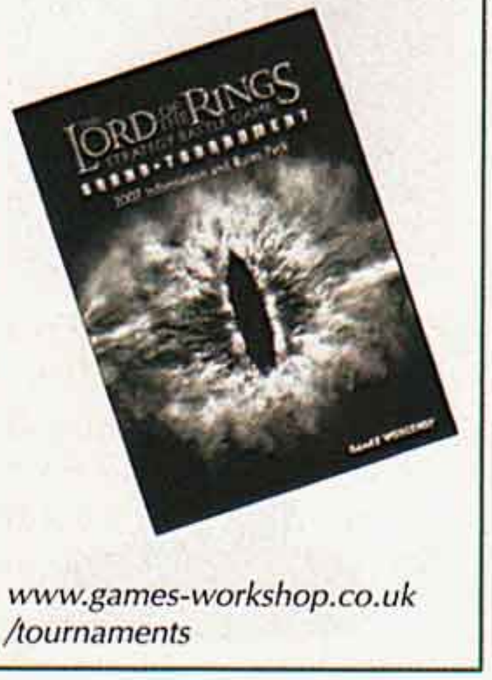
World Events team describes the situation perfectly, "It's like Legions of Middle-earth was written with tournaments in mind!" Increasing the points limit from 600 to 700 points had allowed gamers to use many more models from their collections, including some of the largest and most dangerous characters in the game, and scattered throughout the hall were armies ranging from great hordes of Hobbits to small forces made up of Ents, Trolls and even entire armies of Ringwraiths on Fell beasts! Adam Troke's Evil army, consisting of The Dark Lord Sauron and four Ringwraiths looked particularly threatening up on the top tables. Because the rules of the tournament call for players to bring two armies, one Good and one Evil, many players opted to try out two completely different strategies, bringing one force with many foot troops and another with a small number of powerful creatures. Relying on the strength of a few powerful characters doesn't always pay off however, as Anthony Moore found out while playing the 'Domination' scenario, "Holding objectives is hard when you only have four Ents!"

> **"Holding objectives is hard when you've only got four Ents!"**

Bringing two armies is one of the unique features of The Lord of the Rings Grand Tournament, and remained unchanged this year. Because players bring both Good and Evil armies, they get to experience both sides of the scenarios, as well as giving them the opportunity to win a scenario they lost the

GAMES WORKSHOP ONLINE

Visit Games Workshop online to see the full player listing, winner's army list, tournament results and more photos from the event! Just follow the link below:



www.games-workshop.co.uk /tournaments

BEST ARMY AWARD

At every Grand Tournament, players vote for the army they feel most deserves the title of Best Army.

For many players, winning the Best Army award and being recognised as the best painter at the tournament is as great an achievement as winning the Best General award. This is certainly true of this year's Best Army winner, Nick Bayton, who is a full-time member of staff at Games Workshop Warhammer World. Nick is a prolific miniatures painter, and many of his armies can be seen on display in the store, including the staggering number of hobbits that formed the Good half of his army at The Lord of the Rings Grand Tournament! Some of the minatures from Nick's army can also be seen displayed throughout this article and are on display now in the Warhammer World Store.







first time round! This feature of the tournament also helps to bring out the character of the The Lord of the Rings setting, a struggle between the forces of Good and Evil.

THE FELLOWSHIP OF THE RING

As well as the unique format of The Lord of the Rings Grand Tournament, the event has developed its own distinct atmosphere, with a tremendous sense of enjoyment and fellowship between the players that filled the hall. Throughout the weekend there were numerous tales of outstanding sportsmanship, not least of that by the winner of the Best General award, Vesa Nenye, whose first opponent of the weekend had brought an illegal army list. Vesa quickly suggested an amicable solution, helping his opponent to modify his list, and then lending him the models he needed to make it work for the rest of the weekend! Many other players at the tournament expressed the same spirit.

Chris Peach, whose Easterling army featured in WD324, was unconcerned for the safety of his Easterling warriors, as he gleefully launched missile fire into the swirling mass of troops engaged in combat on the table before him, "I think it's only fair I shoot into combat – that's what I'm here for!" Peter Sanzen, who had travelled all the way from Sweden to take part in the event, came simply to enjoy playing a whole load of games against some new opponents, even if the battle didn't always go his way! When I asked him how he was getting on he replied, "I don't know

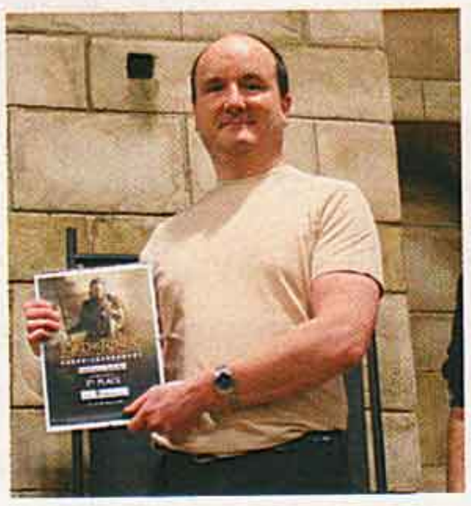


GALLERY OF CHAMPIONS

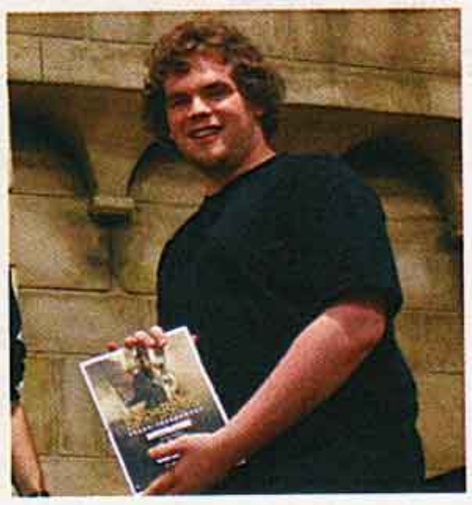


BEST GENERAL

Vesa Nenye is a veteran of the The Lord of the Rings Grand Tournament, and a proven tabletop general. This year, however, he also won the accolade of Most Sporting Opponent, proving that you don't have to be grim of aspect to win games!



2nd Place: **Stephen Morgan**



3rd Place: **Edward Ball**



Most Sporting Opponent:
Vesa Neyne



Best Army:
Nick Bayton

actually – I think I'm getting beaten, but I'm having fun anyway!"

Throughout the weekend the hall was brilliantly free from rules quibbling, with all the players simply enjoying the games of The Lord of the Rings, and the glorious scenes of battle that erupted across the gaming tables. There was, however, still a spirit of friendly competition throughout the tournament, with many players loudly celebrating their good luck in slaying a tough opponent, or lamenting their misfortune when the dice turn against them. Particularly notable were those occasions where some of the younger players got the better of some of the more experienced generals, as they seemed to do with surprising consistency. New hobbyists were a noticeable prescence in the Grand Tournament, and made an enormous contribution to the atmosphere in the hall, as Andy Joyce confirmed, "There's a much younger gamer base here – a real family atmosphere." Two players who were new to the tournament this year were Kieran and Kevin Ball. For Kieran this was not only his first event, but his first ever game of The Lord of the Rings! "Everyone has been amazingly helpful and welcoming" says Kevin, "It's really good to see".

> **"I think it's only fair I shoot into combat!"**

For this White Dwarfer, it's been inspiring to see so many players enjoying the hobby, even when the tides of battle turned against them, and I feel almost ready to risk the lives of my own long suffering armies on the table once more!

WHAT IS A "GRAND TOURNAMENT"?

Tournaments are an opportunity to play games for a weekend, meet other like-minded players and in the process gauge your ability in terms of gaming results, sportsmanship, painting and rules and background knowledge.

Grand Tournaments are the pinnacle of Games Workshop tournament play. Players from all over the UK (and beyond) come to Warhammer World to test their skills and compete for the top spots on the day.

Visit the tournaments page online to find out more about the Grand Tournaments and other events held at Warhammer World.

www.games-workshop.co.uk/tournaments

THE SHARDS OF NARSIL



Each year, the winner of The Lord of the Rings Grand Tournament has their name inscribed on this impressive trophy, a replica of the legendary Shards of Narsil!

WARHAMMER® WORLD

THE CITADEL MINIATURES HALL

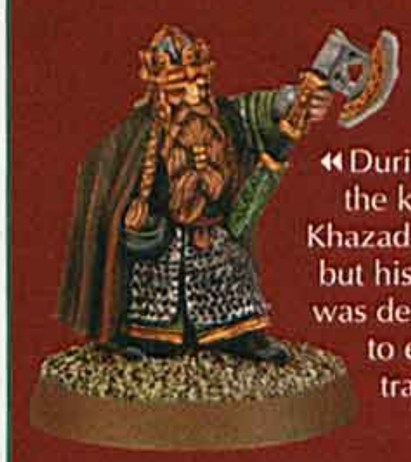


This month, The Citadel Miniatures Hall sees the arrival of the new Dwarves and Moria Goblins of Khazad-dûm!

The Citadel Miniatures Hall contains the finest collection of painted miniatures in the world, including thousands of models from 'Eavy Metal, and Golden Demon winners from the last twenty-five years.

For more information call:

0115 916 8410



◀◀ Durin was the king of Khazad-dûm, but his reign was destined to end in tragedy!

WARHAMMER BATTLEFIELDS

2007 sees the introduction of Warhammer Battlefields, a brand new event in the Warhammer World Events Calendar. If you're a fanatical Warhammer player with a large army ready to do battle, then this event is for you. We caught up with the man with the plan, Brian Aderson, to find out more.

TWO YEARS ON THE DRAWING BOARD

For a couple of years now I've been working on an event that would allow players to experience the great variety of gaming styles that Warhammer has to offer. What I wanted was an event that would offer players a range of new challenges including:

- Bigger games allowing players to include a wider range of units in their armies.
- A cunning spin to the army selection process that would encourage flexibility, rather than forcing players to design a single all-conquering force.
- An event that focuses on exciting, challenging and fun gaming without the need for scoring or player rankings.

Encouraged by the enthusiasm of many existing tournament players, slowly but surely these ideas began to take shape.

The first decision was setting the upper limit on armies to 3,000 points. This was in order to allow enough time over the weekend for six battles to be fought.

Then came the scenarios. I wanted to include scenarios that pitted different sized forces for attackers and defenders, this would need very careful generalship from the players to win these games.

The final part of the puzzle came from gamers who attend a lot of our events already; many players were asking for a comprehensive painting competition for full armies. These pieces were put together to form the nucleus of the Warhammer Battlefields event.

Once we'd got all of these core ideas down on paper, we invited groups of gamers to help us play-test the event and after several re-writes, we refined it to the point where we can now introduce the Warhammer Battlefields event to all of you.

As we prepare for the first event, I'd really like to pass on my thanks and gratitude to everyone whose ideas, input and enthusiasm have helped make Warhammer Battlefields become a reality.

THE CHALLENGES OF WARHAMMER BATTLEFIELDS

Warhammer Battlefields explores areas of Warhammer gaming that tournaments and campaigns do not reach. There are three main challenges that gamers must face at this event.

The first challenge is the army lists. Players need to design an army of up to 3,000 points for this event. Under normal circumstances, this might seem to be an easy objective, but Warhammer Battlefields players have the additional challenge of also having to break down this 3,000 point army into smaller forces in order to fight a

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

range of different scenarios over the course of the weekend.

Each of these smaller forces must be drawn from the original 3,000 point army and must also be legal in their own right. So, 3,000 points doesn't automatically mean Lord Characters and numerous Rare Choices as careful consideration of the scenarios should also drive the army design.

In addition, Warhammer Battlefields allows the use of a number of supplementary lists from sources such as the appendix lists at the back of Warhammer Armies books, and the Storm of Chaos supplement. This adds even more flavour to the event with a much wider variety of armies to be faced.

The second challenge is painting the army itself. Alongside the gaming activity over the weekend we plan to run a painting competition for the complete 3,000 point armies. This isn't the 'Best Painted Army' award you'll recognise from our other events, it's an in-depth examination of the army's theme, paint scheme, modelling and overall presentation.

The third challenge is the gaming. Six games over a weekend is a test for even the hardiest of players, but playing six games using three different scenarios and numerous different army lists makes the Warhammer Battlefields Event a unique challenge of Generalship for the players who take part.

Warhammer Battlefields promises to be another great opportunity to play Warhammer for a weekend and with the Warhammer World Store, Citadel Miniatures Gallery, Warhammer World Exhibition and Bugman's Bar there are loads of things to keep the players occupied between games too. If you think you can take on the challenges that this event poses then step up and take your place. I hope to see you there.



Brian Aderson
Warhammer World Events Manager

Warhammer Battlefields

4th-5th August 2007
Warhammer World, Nottingham
Tickets available from 19th May
Call Direct on 0115 91 40000

www.games-workshop.co.uk/events

WARHAMMER ART EXHIBITION

NOW FEATURING

THE BEST OF JOHN BLANCHE



This month's display showcases the work of artistic legend and Games Workshop veteran, John Blanche.

Bugman's

LEGENDARY DWARF BAR!

Bugman's Bar is the place to sit and relax with a thirst-quenching drink after visiting the Citadel Miniatures Hall. It is custom-built to provide an appropriate finish to any visit to Warhammer World, with a great selection of drinks and mouth-watering meals.

It's also the only place to get exclusive Bugman's merchandise. Here are just some of the Dwarf treasures available...



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 June WD333 (September)
- 1st July WD334 (October)
- 1st August WD335 (November)

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



MAY

GAMES WORKSHOP presents:

KHAZAD-DÛM IN-STORE EVENT

Date: 12th May
Venue: Hobby Centres around the UK
Details: You've read this month's epic battle report between the stoic Dwarves led by King Durin and the vile Goblins and their dread ally, the Balrog, but do you think you have done any better? Now's your chance to find out as we give you the chance to re-fight The Battle of Barazinbar Deeps in Games Workshop stores across the country. It doesn't matter what armies you collect for The Lord of the Rings – all are welcome! Just bring your miniatures along to any store and test your skills of generalship as you battle for conquest over Khazad-dûm!
Contact: Contact your local store for details.
Website: www.games-workshop.co.uk/storefinder

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 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/tournaments

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 in this tournament 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.

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 Eldar, Orks and Chaos. The Dark Angels must respond to this threat. To play, you 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 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



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

GAMES WORKSHOP presents:

EPIC GRAND TOURNAMENT

Date: 19th-20th May
Venue: Warhammer World, Nottingham
Details: Compete for the title of 2007 Epic Grand Tournament Champion. Players need a fully painted 3,000 points Epic army and will play six games over the course of the weekend. Points are awarded for gaming and there is a special award for the Best Painted Force on the day.
Tickets cost £50, and include lunch on both days, an evening meal on Saturday, 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 and a friend will need two warbands of 300 points using the Legions of Middle-earth. Tickets cost £15 per team.
Contact: GW Wakefield on 01924 369431.

GAMES WORKSHOP presents:

WHITE DWARF
30th ANNIVERSARY BIRTHDAY WEEKEND

Date: 26th-27th May
Venue: Hobby Centres around the world
Details: Issue 330 marks the 30th anniversary of White Dwarf! To celebrate the Venerable One's birthday, we'll be throwing a huge party in Hobby Centres worldwide and we'll be releasing an exclusive White Dwarf model that you'll only be able to buy on this weekend!
Contact: Contact your local store for details.
Website: www.games-workshop.co.uk/storefinder

WPS presents:

WPS CLUB CHALLENGE

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

GAMES WORKSHOP presents:

NEMESIS CROWN
GATHERING OF MIGHT

Date: 26th May – 3rd June
Venue: Hobby Centres around the UK
Details: This May Half-term get a head start on the war to come by heading down to your local Hobby Centre to assemble and paint your Warhammer armies in preparation for the biggest summer global campaign ever: The Nemesis Crown.
Contact: Contact your local store for details.
Website: www.games-workshop.co.uk/storefinder

GAMES WORKSHOP presents:

CONFLICT NORTH

Date: 27th May
Venue: Royal Armouries Museum, Leeds
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament Tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/conflicts

JUNE

GAMES WORKSHOP presents:

CONFLICT SOUTH

Date: 3rd June
Venue: Alexandra Palace, London
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament Tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/conflicts

GAMES WORKSHOP presents

WARHAMMER
DOUBLES TOURNAMENT

Date: 23rd-24th June
Venue: Warhammer World, Nottingham
Age Limit: 12+
Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 750 points Warhammer army. Play seven games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance.
Tickets cost £70 per two person team and includes 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 91 40000
Website: www.games-workshop.co.uk/tournaments





STORE & CLUB FINDER

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



GCN Gaming Club Network

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

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

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

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

GAMES WORKSHOP® Hobby Centres

OPENING TIMES

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

Except for:

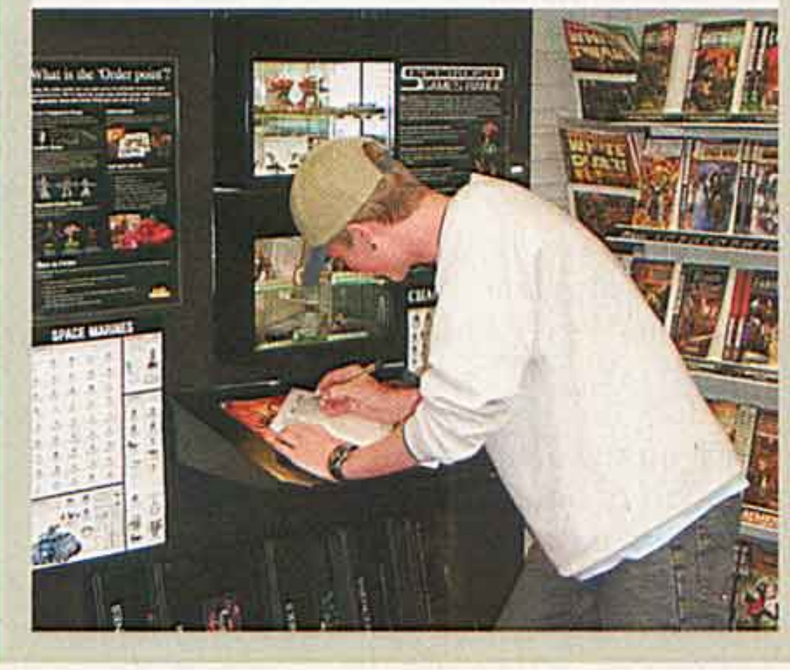
- **Stores in shopping centres still open and close according to shopping centre times.**
- **Some stores are not open every day, or open at 12pm weekdays. Please ring the relevant store for details.**





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

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



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

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

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

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



GW Store UK Hobby Stockist

Locating stores & independent stockists

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

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

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

STORE FINDER KEY

- **GW Store** — *(•) Indicates Gaming Room facilities.*
- **UK Hobby Stockist** — *Offers a hobby gaming and painting service.*
- **NE Elite Store** — *Stocks the complete Games Workshop range.*
- **NE Partner Store** — *Stocks most of the Games Workshop range.**
- **SUTTON-IN-ASHFIELD, Bastion Gaming** Trading Post Shopping Centre, Outram Street NG17 4AX, Tel: 07814 157168 — *New Store opening.*

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

Store directory

AVON

GW BRISTOL:
87 The Horsefair, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, Hobbycraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 0123 427 3663
LUTON, Final Fantasy
Tel: 01582 729001
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

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

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link., Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre., Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road. Tel: 0121 705 7997
• GW SUTTON COLDFIELD:
45-47 Birmingham Road., Tel: 0121 354 3174
GW WOLVERHAMPTON:
9 King Street. Tel: 0190 231 0466
GW WALSALL:
Unit 27, Old Square Shopping Centre.
Tel: 0192 272 5207
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793

BUCKINGHAMSHIRE

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

CAMBRIDGESHIRE

• GW CAMBRIDGE:
54 Regent Street. Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street. Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
PETERBOROUGH, Your Story:
Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 386638
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
WISBECH, Westgate Department Store:
Tel: 01536 203525
WISBECH, The Gluey Goblin:
Tel: 01945 588808

CHANNEL ISLANDS

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

CHESHIRE

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

CLEVELAND

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

CORNWALL

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

COUNTY DURHAM

• GW DURHAM:
64 North Road, Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, Tel: 0132 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
SEAHAM, Games of War:
Tel: 01915 812 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

• GW CARLISLE:
Unit 2, Earls Lane, Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775 275
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Sawdust 'n Stitches:
Tel: 01229 582 284
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557

DERBYSHIRE

GW DERBY:
42 Sadler Gate, Tel: 0133 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 0129 824 203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
CHESTERFIELD, Peak Bookstore:
Tel: 01246 201 609
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shawes:
Tel: 01629 582 482

DEVON

• GW EXETER:
31a Sidwell Street, Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, Tel: 0175 225 4121
GW TORQUAY:
12 Market Street, Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TIVERTON, Wings 'N' Wheels:
Tel: 01884 242 819
TORRINGTON, Angling Pastimes:
Tel: 01805 625 888

DORSET

GW BOURNEMOUTH:
24 Post Office Road, Tel: 0120 231 9292
• GW POOLE:
Unit 12 Townsgate Centre, Tel: 0120 268 5634
BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHAFTESBURY, Hardings:
Tel: 01747 852 156
SHERBOURNE, The Corner House:
Tel: 01935 815 615
WEYMOUTH, Razzamataz:
Tel: 01305 780 601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre,
Tel: 0124 549 0048
GW COLCHESTER:
2 Short Wyre Street, Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre,
Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
BASIDON, Hobbycraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
CHELMSFORD, Toymaster Kingdom:
Tel: 01245 493 355
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346
HARLOW, Marquee Models:
Tel: 01279 423 334
HOCKLEY, Hobbiton:
Tel: 01702 200 180
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 986
MALDON, Colin Bliss Models:
Tel: 01621 851 327
RAYLEIGH, Toys N Tuck:
Tel: 01268 775 50

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street. Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street. Tel: 0145 250 5033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686
GLOUCESTER, Battle Honours
Tel: 01386 45875
GLOUCESTER, Hobbycraft:
Tel: 01452 424 999
STROUD, Antics:
Tel: 01453 764 487
STROUD, Psisoft Games:
Tel: 0870 242 7428
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

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

HEREFORDSHIRE

BARNET, Toys Toys Toys:
Tel: 0208 449 0966
HEREFORD, Hereford Model Shop:
Tel: 01432 352 809
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, off High Street.
Tel: 0172 786 1193
BERKHAMSTED, Hamlins:
Tel: 01442 864 642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDEN, Felicitations:
Tel: 01582 767 811
HERTFORD, Marquee Models:
Tel: 01992 504718
HITCHIN, Mainly Models:
Tel: 01462 422 204
LETCHWORTH, Model Images:
Tel: 01462 684 859
ROYSTON, Toyshop:
Tel: 01763 243 270
ST ALBANS, E Rider and Son:
Tel: 01727 854 638
STEVENAGE, KS Models:
Tel: 01438 746 616
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391 319

ISLE OF MAN

DOUGLAS, Toymaster:
Tel: 01624 622 154

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013
NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617 323

KENT

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

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, Tel: 0125 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall, Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 0125 458 700
BOLTON, Hobbycraft:
Tel: 01204 374 300
BURNLEY, Compendium
Tel: 01282 457 060
BURY, Conways Toymaster:
Tel: 01617 616 209
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263 045
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01200 423 587
KIRKHAM, RK Boyes:
Tel: 01772 671 900
LANCASTER, Micro Markets:
Tel: 01524 840 486
LEIGH, Toymaster:
Tel: 01942 671 116
MORECAMBE, Micro Markets:
Tel: 01524 416 306
OLDHAM, Ottakers:
Tel: 01616 205 543
ORMSKIRK, Taylors:
Tel: 01695 573516
ROSSENDALE, Rossendale Models:
Tel: 01706 250 007
PRESTON, Hobbycraft:
Tel: 01772 661 200
THORNTON-CLEVELYS, Toy2save Collectables:
Tel: 01253 855 905
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2,16/20 Silver Street, Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street, Tel: 0150 923 8107
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827
COALVILLE, Geoffs Toymaster:
Tel: 01530 832 795
HINCKLEY, Punctillio Model Spot:
Tel: 01455 230952

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate, Tel: 0147 234 7757
GW LINCOLN:
Unit SUA, Saltergate (on outside of Waterside Centre), Tel: 0152 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102
GRANTHAM, Arbon & Watts:
Tel: 01664 855 030
GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592 001
LOUTH, Castaline:
Tel: 01507 602 149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 328
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SPALDING, Mason's Models:
Tel: 01775 722 456

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre, Tel: 0208 202 4979
• GW BROMLEY:
Unit 24, The Mall, Bromley, Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 33, The Market, Tel: 0207 240 5106
GW CROYDON:
Unit 35, Drummond Centre (outside the back of the centre), Keeley Road, Tel: 0208 680 4600
GW ENFIELD:
3/5 Genotin Road, Tel: 0208 363 3238
GW HAMMERSMITH:
161 King Street, Tel: 0208 846 9744
GW HARROW:
296 Station Street, Tel: 0208 861 2350
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, Tel: 0207 937 7011
GW KINGSTON ON THAMES:
33 Fife Road, Tel: 0208 549 5224
GW LONDON (OXFORD ST):
Unit F10, The Plaza Shopping Centre, 1st Floor,116-128 Oxford Street,
Tel: 0207 436 0839
GW RICHMOND:
Unit 8, Westminster House, Kew Road,
Tel: 0208 948 6122
GW ROMFORD:
12 Quadrant Arcade, Tel: 01708 742 140
GW STAINES:
8 Clarence Street, Tel: 0178 446 0675

FRONTLINE

GW SUTTON:
Unit 26, Times Square Shopping Centre,
Tel: 0208 770 9454
• GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre, Tel: 0189 525 2800
GW WATFORD:
19a Queens Road, Harlequin Centre,
Tel: 01923 245388
BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192
BLOOMSBURY, Just Games:
Tel: 0207 323 3080
CLAPHAM, Russ:
Tel: 0207 228 6319
CLAPHAM JUNCTION, Toystop:
Tel: 0207 228 9079
DULWICH, The Art Stationers:
Tel: 0208 693 5938
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
GREENFORD, Hobbycraft:
Tel: 0208 747 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9955
KNIGHTSBRIDGE, Harrods:
Tel: 0207 730 1234
PUTNEY, Toystop:
Tel: 0208 785 9555
RUISLIP, John Sanders:
Tel: 01895 634 848
WIMBLEDON, Elys:
Tel: 0208 946 9191
WOOD GREEN SHOPPING CENTRE, Toy City:
Tel: 0208 881 0770

MANCHESTER AREA

GW MANCHESTER (central):
Unit R35, Marsden Way South, Arndale Centre,
Tel: 0161 834 6871
GW TRAFFORD CENTRE:
Unit L40c Trafford Centre,
Tel: 0161 755 0065
ECCLES, Amazon Miniatures:
Tel: 0161 788 7650

MERSEYSIDE AREA

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

MIDDLESEX

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

NORFOLK

GW NORWICH:
12-14 Exchange Street, Tel: 0160 376 7656
EAST DEREHAM, Starlings Toymaster:
Tel: 01362 697 769
EAST DEREHAM, Youngsters World:
Tel: 01362 698 350
FAKENHAM, Lou Lous Toys and Gifts:
Tel: 01328 853 118
GORLESTON, Toy King:
Tel: 01493 443 097
HOLT, Starlings Toymaster:
Tel: 01263 713 101
HUNSTANTON, Hunstanton Models:
Tel: 01485 533324
KINGS LYNN, BJ Models:
Tel: 01553 773394
KINGS LYNN, Westgate Department Store:
Tel: 01553 760 981
NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, Langleys:
Tel: 01603 621959
SHERINGHAM, Starlings Toymaster:
Tel: 01263 822 368
TAVERHAM, Norvic Models Ltd:
Tel: 01603 865213
WROXHAM, Point House Toyshop:
Tel: 01603 706 804

NORTHAMPTONSHIRE

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

NORTHUMBERLAND

ASHINGTON, Blue Box Models:
Tel: 01670 521279
BERWICK UPON TWEED, Berwick Computer Games and DVDs:
Tel: 01289 309 551
HEXHAM, Robbs Department Store:
Tel: 01434 602 151
MORPETH, TG Allan:
Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34a Friar Lane, Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton, Tel: 0115 916 8410
MANSFIELD, Inspiration:
Tel: 01623 746 570
MANSFIELD, The Games Emporium:
Tel: 01623 640 022
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, Hobbycraft:
Tel: 0845 051 6249
SUTTON-IN-ASHFIELD, Bastion Gaming:
Tel: 07814 157168
SUTTON-IN-ASHFIELD, Big Boys Toys:
Tel: 01623 557 812
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

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

PEMBROKESHIRE

HAVERFORDWEST, Emry's:
Tel: 01437 779 646

SHROPSHIRE

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

SOMERSET

• GW BATH:
5-10 Westgate Buildings, Avon Street,
Tel: 0122 533 4044
BRIDGEWATER, Games Mart:
Tel: 0127 8 433 677
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789 281
CHARD, Games Wizard:
Tel: 01460 239 090
FROME, The Ellenbray Press:
Tel: 01373 462 139
FROME, Frome Model Centre:
Tel: 01373 465295
GLASTONBURY, Pedalers Toymaster:
Tel: 01458 834 562
MINEHEAD, Minehead Toys & Models:
Tel: 01643 705 550
TAUNTON, Krackers:
Tel: 01823 335 057
WELLS, Wells Models:
Tel: 01749 675 262
WESTON SUPER-MARE, JJ Toys:
Tel: 01934 418 151
YEOVIL, Yeovil Collectors Centre:
Tel: 01935 433 739
YEOVIL, Witch Engine:
Tel: 01935 427077

STAFFORDSHIRE

• GW BURTON ON TRENT:
Unit 8, Union Court, Union Street,
Tel: 0128 353 5865
GW STOKE:
27 Stafford St, Tel: 0178 220 5287
CANNOCK, The Gamers Cupboard:
Tel: 07956 672463
ALSAGER, Alsager Toys and Models:
Tel: 01270 882 871
LEEK, Chapter 1:
Tel: 01538 399 885
LONGTON, Mini-men:
Tel: 01782 315 810
NEWCASTLE UNDER LYME, Sundowner Models:
Tel: 01782 610 606
STAFFORD, Stafford Games:
Tel: 01785 255577
STAFFORD, Too Fat Goblinz:
Tel: 01785 244 499
STOKE-ON-TRENT, Battlezone Games & Collectables:
Tel: 01782 833 633
STOKE-ON-TRENT, Minimen:
Tel: 01782 315 810
TAMWORTH, Geoff's Toys:
Tel: 01530 832 795
TAMWORTH, Hobbycraft:
Tel: 01827 300 800

SUFFOLK

• GW IPSWICH:
49 Buttermarket, Tel: 01473 210 031
BECCLES, Toy Box:
Tel: 01502 712 785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646
FELIXSTOWE, Wizards Taxis:
Tel: 01394 275 555
HALESWORTH, Halesworth Toy Shop:
Tel: 01986 874 270
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
LOWESTOFT, Toymaster Kingdom:
Tel: 01502 565 688
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 466 060
WOODBRIDGE, Toytown:
Tel: 01394 383 170

SURREY

GW EPSOM
8 High Street, Tel: 01372 751881
GW GUILDFORD:
Unit 1, 9/12 Tunsgate, Tel: 0148 345 1793
GW WOKING:
Unit 3 Cleary Court, Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 685160
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 91B, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9836
• GW WAKEFIELD:
96 Kirkgate, the Ridings Centre,
Tel: 0192 436 9431
GW YORK:
13A Lendal, Tel: 0190 462 8014
RICHMOND, Anything Goes:
Tel: 01748 810 135
BEVERLEY, Mayfair Toymaster:
Tel: 01482 862 777
BRIDLINGTON, Croppers:
Tel: 01262 677 727
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HALIFAX, Magazine World:
Tel: 01422 330 547
HUDDERSFIELD, Games Emporium:
Tel: 01484 532 838
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
KEIGHLEY, Conways Toymaster:
Tel: 01535 604 045
LEEDS, Hobbycraft:
Tel: 0113 389 3020
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
OTLEY, Conways Toymaster:
Tel: 01943 462 065
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, A1 Sports and Toys:
Tel: 01757 705 115
SHEFFIELD, Wargames Emporium:
Tel: 01142 754 826
SHEFFIELD, Wargames Emporium Gaming Centre:
Tel: 01142 560487
WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213
WHITBY, Models and Movie Props Ltd:
Tel: 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, Taum Rd,
Co Galway,
Tel: 091 765 655
GALWAY, Toy City:
Unit 3, Wellpark, Galway,
Tel: 091 764 949
GOREY, John Webb:
Co Wexford, Tel: 055 21119
KILKENNY, Art and Hobby Kilkenny
U.9 Coffee House Lane, Market Cross, S/C,
Tel: 056 71904
KILKENNY, Michael Crotty's:
77 High St, Co Kilkenny,
Tel: 056 51038
KILLORGLIN, O'Sheas:
Lower Bridge St, Kerry,
Tel: 066 976 1919
LIMERICK, Art and Hobby Limerick
U.3 The Crescent S/C,
Tel: 061 309757
LIMERICK, Hollywood Empire:
30 Thomas St, Co Limerick,
Tel: 061 313 477
LIMERICK, O'Callaghans:
Dock Rd, Co Limerick,
Tel: 061 225 886
LIMERICK, The Gathering:
43 Lower Geraild Griffin St, Co Limerick
Tel: 061 315 133
LOUGHREA, Beatty:
Church St, Co Galway, Tel: 091 841 403
LOUGHREA, Mary's Toymaster:
2 Main St, Co Cork, Tel: 026 42491
LOUGHREA, Murphy's World of Wonder:
115, Main St, Co Cork, Tel: 022 21197
NAAS, Art and Hobby Naas:
Unit 9, Moate S/C, Co Kildare, Tel: 045 874 322
NAVAN, Game Bandits
Unit 1, Trimgate Lane, Co Meath,
Tel: 046 907 5099
NENAGH, JKC:
25 Pearse St, Co Tipperary, Tel: 067 31391
NEWBRIDGE, World of Wonder:
Newbridge Retail Park, Kildare.
SANTRY, Art and Hobby Santry:
Omni Park S/C, Co Dublin, Tel: 018 624 500
SLIGO, WA and AF Woods:
Co Sligo, Tel: 071 914 202 110 478
STILLORGAN, Nimble Fingers:
Co Dublin, Tel: 012 880 788
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, Slaveikov 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 1
Tel: +420777526154
OSTRAVA, Matrix (knihkupectví)
Hollarova 6, 70200, Ostrava - Moravská
Ostrava x), Tel: +420774 404 024
PRAHA, Ogri Doupe
Mikulandská 4/122, Praha 1, 11000
Tel: +420224934811
PRAHA, Cerny Rytír
Za Poricskou Branou 21, 18000, Praha 8
Tel: +420222312461
PRAHA, Cerny Rytír
Za Poricskou Branou 21, 18000, Praha 8
Tel: +420222312461
VSETIN, Atlantis
Prikrá 42, 75501, Vsetín, 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
RODOVRE, 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
Skålegade 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
Østergade 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
Stenups 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. Nørkjærs 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
Brodregade 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
Lejrstottevej 19, Lejrtotte, 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 48, 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 3905
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
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Taitaville, Helsingintie 13, 04400 Järvenpää,
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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 0545
SALO, Salon Harraste
Vilhonkatu 21, 24240 Salo, Tel: 016 356 0545
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, Iokero 28, 33100 Tampere,
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VAASA, Nirunaru
Rauhankatu 17, 65100 Vaasa, Tel: 06 312 7027
VALKEAKOSKI, Koskiviihde
Valtakatu 9-11, Koskikara 2 krs. 37600,
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VAMMALA, Info - Tyrvään Kirjakauppa
Marttilankatu 18, Vammala, Tel: 03 512 7133
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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 & Glni 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
Kanaris 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. Messogiou 2-4, Pagrati,
Tel: 00 30 210 7218 318
ATHENS, Kaissa Peiraia
Ipsilantou 174-176, Tel: 0030 210 4296 636
ATHENS, Startegy Hall
Ipisiladous 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 haalei 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

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MALTA, Forbidden Power
83 Triq Misrah il-Barrieri, Msida,
Tel: 00356 21 227999
MALTA, K Hobbies Ltd
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Schoolstraat 12B, 2511 AX, Tel: 070 392 7836
GW HAARLEM
Gierstraat 29, 2011 GA, Tel: 023 551 7677
GW ROTTERDAM
Van Oldenbarneveldplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CJ, 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
Soemballaan 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. Jansenplein 14-17, 7551 EC, Hengelo,
Tel: 074 291 2200
HOORN, Het Gele Teken
Grote Oost 35, 1621 BR, Hoorn,
Tel: 022 921 8623
LEEUWARDEN, Brattinga Speelgoed
St. Jacobsstraat 4, 8911 HT, Leeuwarden,
Tel: 058 212 5682
LEIDEN, Tolkienwinkel
Utrechtse Jaagpad 2, 2313 KW, Leiden,
Tel: 071 541 2324
LELYSTAD, Treinenhoek
Botter 44-15, 8243 JE, Lelystad,
Tel: 032 025 3160

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MAASTRICHT, Hounjet
BurgemeesterCortenstr 18, 6226 GV, Maastricht,
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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
Hooldstraat 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 Delfen 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,
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Trondheim, Gotham
Kongens gate 21, 7012, Trondheim,
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ÅLESUND, Kremmerhuset
Langelands v24,Spjelkavik,
N-6022, Ålesund, Tel: 70143770
ARENDAL, Norli Arenasenter
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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,
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DRAMMEN, Kreativ
Tomte Gaten 29, N3012, Drammen,
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FAGERNES, Lekesenteret
Gjensidige Gården N2900, Fagernes,
Tel: 61360692
FAUSKE, Ringo Smart
Storgt. 72, N-8200, Fauske, Tel: 75646022
FLISA, Ringo Barnsefar
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, Gjovik, Tel: 61108210
HAMAR, Lekehuset Maxi
Aslak Boits gt. 48, N-2316, Hamar,
Tel: 62533608
HARSTAD, Smått og Rått
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KRAGERØ, Brio Karis Hobby
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KRISTIANSAND, Outland Kristiansand
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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
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Tel: 33185437
MO I RANA, Ringo Lekehjornet Mo
Nordahl Griegs Gt. 8, N-8622,
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MOLDE, Yes vi leker Leke Jørnet
Torget 1 N6413, Molde, Tel: 71219363
MOSJØEN, Hobbysentret
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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 Aketveien 16, N-0383, Oslo,
Tel: 22731777
OSLO, Brio Notabene Lambertseter
Langbølgen 5, N-1150, Oslo,
Tel: 22280551
OSLO, Outland Paleet
Karl johans Gate, 37-43, Oslo,
Tel: 22330410
SANDNES, O Saeland
Langgaten 44, N-4031, Sandnes,
Tel: 51661509
SANDVIKA, Hobby Larsen
Sandvika Storsenter, N-1300, Sandvika,
Tel: 67540107
SKI, Brio Titt-Inn
Jernbanesvingen 6, N-1401, Ski,
Tel: 64857777
SKIEN, Sokratis Hobby Gården
Skistredet 7 , N-3707, Skien,
Tel: 35528764
SOLA, Ringo Sola Gaver og Leker
Solakrossen, N-4050, Sola,
Tel: 51651763
SONGDAL, Ringo Sogndal Glasmagasin
Sogningen Storsenter, N-6851, Songdal,
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SORTLAND, Ringo Bamse Leker
Skibsgården, N-8400, Sortland,
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SPIKKESTAD, Trollmannen Leker
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STAVANGER, Outland Stavanger
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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
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WARSZAWA, Warsaw Model Centre
ul. Ostrobramska 75 c, Tel: 0048 22 611 37 96
WARSZAWA, Warsaw Model Centre
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Tel: 0048 22 602 305 070
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ul. Szewska 75/77,
SDH "Feniks" 4 pietro, 50 - 121,
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Jahn Kolas st, Exhibition center OLYMP,
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MINSK, Valahanovich ent
Masherova av b4, Palace of Sports, second floor,
Tel: 008029 6548426
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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
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21000, Kralja Aleksandra 4,
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PODGORICA, Neutron Podgorica
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ZRENJANIN, Takeda
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68Swarthout Street, 0157,
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Windermere Road, Morningside, 4001,
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JOHANNESBURG, Wizards Book and Games
Shop G4 Colony Shopping Centre 34 Jansmuts
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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
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Tel: 0027 11 432 3996
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297 Lynnwood Road, Tel: 0027 12 3626417
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Torp Köpcentrum, Tel: 052289188
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049231188
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Tobaksgatan 16, 271 41 Ystad,
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Center, Tel: 66 8 9773 1379

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Besiktas, Sinanpasa 235, Tel: 0090 212 227 9955
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Tesvikiye, Kalici Sk. 111, Tel: 0090 212 291 0689
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KIEV, Charge
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KIEV, Kinder Land
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DUBAI, Bishops Trading
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999, Tel: 00971 50 6525901

GW Store

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Club directory

More information on page 116

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Colchester Games Club
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Cross Swords Gaming Club (Devon)
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E-mail: enquiries@cross-swords.co.uk

Crypt Keepers (Beccles)
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Dice and Dagger (Bude)
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Dursley Games Club
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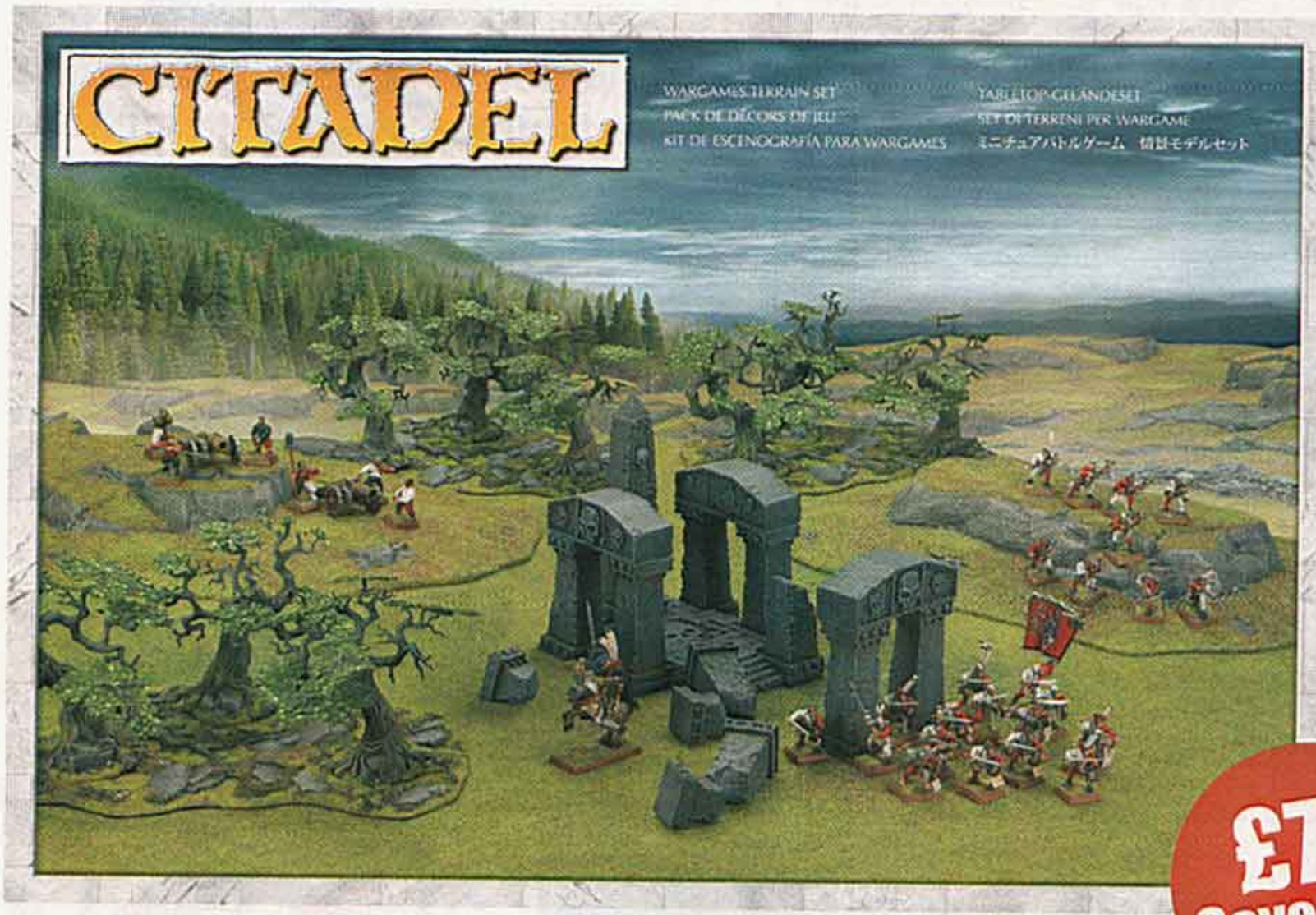
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