

INSIDE

New Paints • Mordor • Chaos Army List

GAMES WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD342 June 2008

CITADEL

WASHES

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

MORDOR

WARHAMMER

WARRIORS OF CHAOS
ARMY LIST

WARHAMMER
40,000

TACTICA: CHAOS
SPACE MARINES





EDITORIAL

STUDIO WHITE DWARF TEAM

The White Dwarf: Grombrindal
Editor: Mark Latham
Sub-editor: Andrew Kenrick
Staff Writer: Andy Hall
Designers: Matthew Hutson,
Christian Byrne
Assistant Designer: Glenn More

EDITORIAL

Coordinator: Rik Turner

CONTRIBUTORS

Matt Anderson, Dave Andrews, Adam Troke,
Alessio Cavatore, Mark Chambers,
Dave Cross, Robin Cruddace, Bek Hawkey,
Tom Hibberd, Andy Hoare, Ian Huxley,
Karen Miksa, Rick Priestley, Neil Hodgson,
Jervis Johnson, Mark Jones, Phil Kelly,
Alan Merrett, Chad Mierzwa, Dominic
Murray, Ian Strickland, Gavin Thorpe,
Markus Trenkner, Jeremy Vetock,
Matthew Ward and Stuart White.

WHITE DWARF REPROGRAPHICS

Sean Cutler, Zaff Haydn-Davies,
Jim Shallow, Kris Shield
and Madeleine Tighe.

ARTWORK

John Blanche, Alex Boyd,
Paul Dainton, David Gallagher,
Nualla Kinrade and Pete Borlace.

CITADEL DESIGN TEAM

Mike Anderson, Dave Andrews, Juan Diaz,
Martin Footitt, Colin Grayson,
Jes Goodwin, Mark Harrison,
Alex Hedström, Neil Langdown,
Aly Morrison, Trish Morrison,
Brian Nelson, Seb Perbet, Alan Perry,
Michael Perry, Dale Stringer, Dave Thomas,
Tom Walton and Jonny Ware.

'EAVY METAL TEAM

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

GAMES WORKSHOP DIRECT SALES

Tel: +44 (0)115 91 40000
Fax: +44 (0)115 915 8002

GAMES WORKSHOP ONLINE

www.games-workshop.com

FORGE WORLD

www.forgeworld.co.uk
Tel: +44 (0)115 916 8177
Fax: +44 (0)115 916 8044

THE BLACK LIBRARY

www.blacklibrary.com

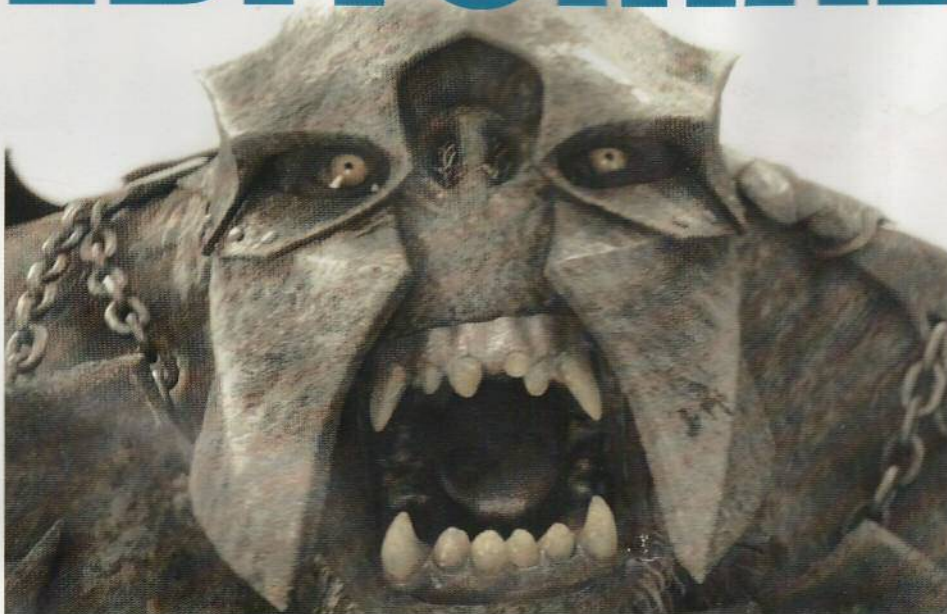
SPECIALIST GAMES

www.specialist-games.com

Printed at Winkowski, Poland

GAMES WORKSHOP

Willow Road, Lenton, Nottingham,
England, NG7 2WS



Beneath the ever-vigilant gaze of The Eye of Sauron, the hordes of Mordor bring war to the Free Peoples!

This month sees the release of the long-awaited Mordor Sourcebook for The Lord of the Rings strategy battle game. It's a special book for the manlings in the GW Studio, as not only is it a very important supplement for Evil players everywhere, but it's also the swansong of developer Adam Troke. Many of you will have fond memories of Adam and his work, and it was with great sadness that we saw him leave the games development team recently and move to the Southlands (I think that's what he called it) with his wife and family.

Still, his work has outlasted him, and Mordor is certainly a fine testament to a fine writer. Don't be surprised to hear more from Adam in the future.

The White Dwarf team has had more to cover than usual this month. June is also the month of hobby, as the Citadel paints range has had a bit of an overhaul, and the new Citadel Washes are here! Now, I'm told that the Washes will change the way you paint forever – find out how true that is on page 28. Alongside the paints, we're relaunching our much-missed Painting Workshop series, starting on page 80. This new series will serve as a guide to the art of miniatures painting, and as a companion to this month's other release, *How to Paint Citadel Miniatures*. But that's not all – take a look at page 2 to see what else is out this month. It's truly a hobby spectacular of an issue!

Grombrindal, The White Dwarf

COPYRIGHTS Copyright © Games Workshop Limited 2008 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring, The Two Towers, and The Return of the King which are © MMVIII New Line Productions, Inc. All Rights Reserved. The Watcher logo, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, Warhammer, Warhammer logo, Warhammer 40,000 Device, Double-headed/Imperial Eagle Device, 'Eavy Metal, Eldar, Tyranid, Kroot, Tau, Fire Warrior, Warmaster, Blood Bowl, Inquisitor, Epic, Citadel and the Citadel Device, Codex, White Dwarf, Golden Demon, Scatter discs, Slotta base, Space Marine, Space Marine Chapters and Space Marine Chapter logos and all associated marks, names, places, characters, races and race insignia, illustrations and images from the Warhammer and Warhammer 40,000 universes are either ®, TM and/or © Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. All Rights Reserved.

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way! Full details of our submissions policy can be found on our website at: www.games-workshop.com/Legal/legal.htm

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (inserters readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

You can find Games Workshop on the World Wide Web at the following Internet address:

www.games-workshop.com



Product Code: 60249999342
ISSN: 0265-8712 06



NEW LINE CINEMA

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein. For example, any banners shown may not necessarily be included. Pictures are used for illustrative purposes only. Due to certain legislation in the UK, Games Workshop is prohibited from selling spray paints and bladed equipment to persons under the age of 16. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

CITADEL



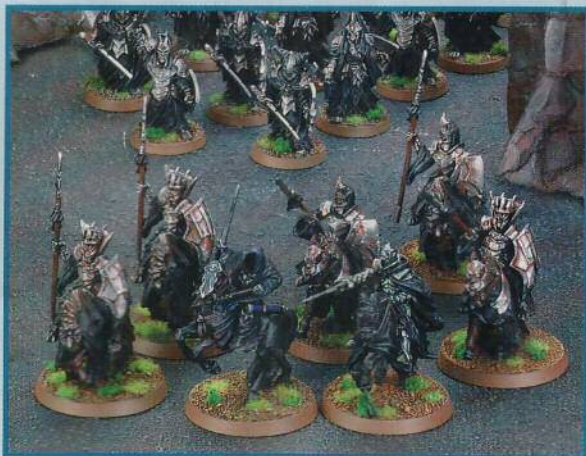
28 PAINTING REVOLUTION

Find out what's new for our paint ranges, and how to use the holy trinity of Foundation, Colour and Wash.

34 TOOLBOX: CITADEL SPRAY GUN

It's an airbrush that looks like a hand flamer! No, really. Painting armies just got a whole lot cooler.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

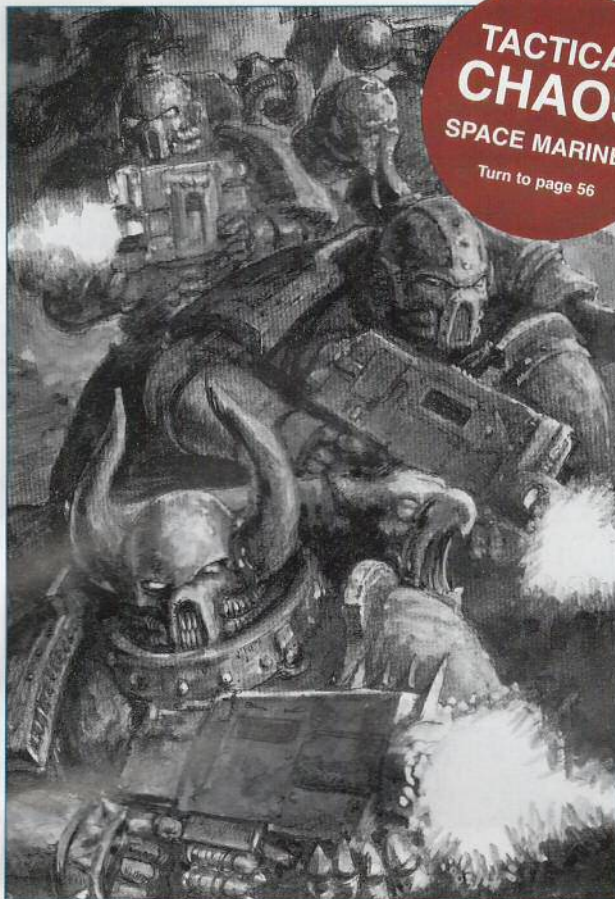


14 MORDOR DESIGN NOTES: BEYOND THE BLACK GATE

Adam Troke talks us through the new sourcebook – his legacy for The Lord of the Rings strategy battle game.

36 MORDOR BATTLE REPORT: DOMINATION OF MORDOR

Adam and Alessio take to the field in this battle of the Studio's tactical powerhouses.



**TACTICA:
CHAOS
SPACE MARINES**
Turn to page 56

ALSO IN THIS ISSUE...

02 NEW RELEASES

The latest releases from the Citadel forges.

10 NEWS

Run for your lives! The Dark Elves are coming.

56 WARHAMMER 40,000 TACTICA: CHAOS SPACE MARINES

White Dwarf "beardy bloke" Christian Byrne sells his soul for victory in the name of Chaos...

62 WARHAMMER ONLINE

After all the hype, the game is about to launch. But is it Warhammer? Mark Latham finds out.

68 CHOSEN OF CHAOS

An official Warriors of Chaos army list to tide you over until the new army book comes out.

77 STANDARD BEARER

Enter the mind of Jervis Johnson, if you dare.

80 PAINTING WORKSHOP

The return of an old favourite.

94 'EAVY METAL MASTERCLASS: SKULLTAKER

Joe Tomaszewski shows us how to paint this immortal Herald of Khorne.

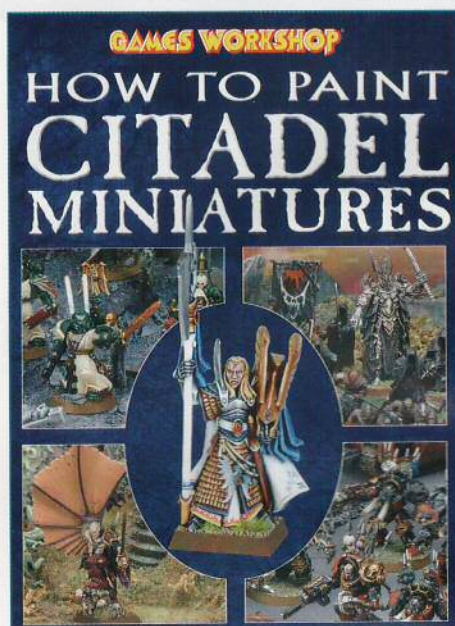
100 GOLDEN DEMON COMPETITION CATEGORIES

A guide to this year's Golden Demon categories.

114 ORDERING DIRECT

Fast, secure mail orders straight to your door.

CITADEL



HOW TO PAINT CITADEL MINIATURES

This brand new edition of our ever-popular painting guide is crammed full of advice, techniques and clear, concise examples of the methods used to create fantastically painted models.

The book is an indispensable guide to painting Citadel miniatures, covering a whole range of techniques, from preparing and undercoating your miniatures, to 'Eavy Metal'-standard highlighting. This book is lavishly illustrated with a series of in-depth, stage-by-stage guides.

This 96-page book is written
by Rick Priestley and is
packed with painting advice

ON SALE JUNE 7th

HOW TO PAINT CITADEL MINIATURES

Product code: 60049999100

| | | | |
|---------|--------|--------|--------|
| UK | £15 | Euro | €22.50 |
| Denmark | 175dkr | Norway | 225nkr |
| Sweden | 200sek | | |

CITADEL SPRAY GUN >>> TURN TO PAGE 88 TO FIND OUT MORE



The Citadel Spray Gun
comprises a unique hand
flamer-shaped airbrush and
paint jar

CITADEL SPRAY GUN

Product code: 99239999047

| | | | |
|---------|--------|--------|--------|
| UK | £18 | Euro | €27.50 |
| Denmark | 200dkr | Norway | 250nkr |
| Sweden | 250sek | | |

ON SALE JUNE 21st

The Citadel Spray Gun is the new must-have item for all hobbyists. The cool hand flamer shape hides a robust, highly effective tool that is great for basecoating large numbers of models at once. It can even be used with the new range of Citadel Washes for batch-shading!

CITADEL PROPELLANT



Citadel Propellant is a 400ml
canister used to power the
Citadel Spray Gun

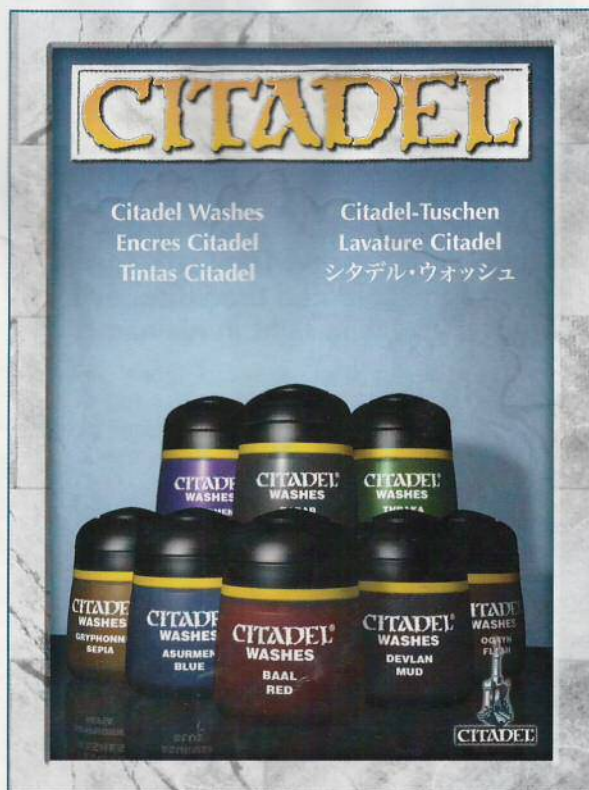
CITADEL PROPELLANT

Product code: 99209999030

| | | | |
|---------|-------|--------|-------|
| UK | £5 | Euro | €7.50 |
| Denmark | 60dkr | Norway | 75nkr |
| Sweden | 70sek | | |

ON SALE JUNE 21st

CITADEL WASHES SET



The new Citadel Washes have been developed specifically for use on Citadel miniatures. The unique flow properties of these washes means they are easy to control and will naturally run into recesses, shading your models.

**>>> TURN TO PAGE 28
TO SEE EXAMPLES OF
HOW TO USE THESE
BRAND NEW WASHES**

**This box set contains all 8 of
the Citadel Washes in the
current range**

CITADEL WASH SET

Product code: 99179999007

| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €17.50 |
| Denmark | 135dkr | Norway | 175nkr |
| Sweden | 160sek | | |

ON SALE JUNE 7th

CITADEL WASHES

**Citadel Washes are also
available in individual pots**

ASURMEN BLUE

Product code: 99189999217
£2, €2.50, 25dkr, 35sek, 40nkr

BAAL RED

Product code: 99189999215
£2, €2.50, 25dkr, 35sek, 40nkr

BADAB BLACK

Product code: 99189999211
£2, €2.50, 25dkr, 35sek, 40nkr

DEVLAN MUD

Product code: 99189999214
£2, €2.50, 25dkr, 35sek, 40nkr

LEVIATHAN PURPLE

Product code: 99189999216
£2, €2.50, 25dkr, 35sek, 40nkr

OGRYN FLESH

Product code: 99189999213
£2, €2.50, 25dkr, 35sek, 40nkr

GRYPHONNE SEPIA

Product code: 99189999212
£2, €2.50, 25dkr, 35sek, 40nkr

THRAKA GREEN

Product code: 99189999218
£2, €2.50, 25dkr, 35sek, 40nkr

ON SALE JUNE 7th

Asurmen Blue



Baal Red



Badab Black



Devlan Mud



Leviathan Purple



Ogryn Flesh



Gryphon Sepia

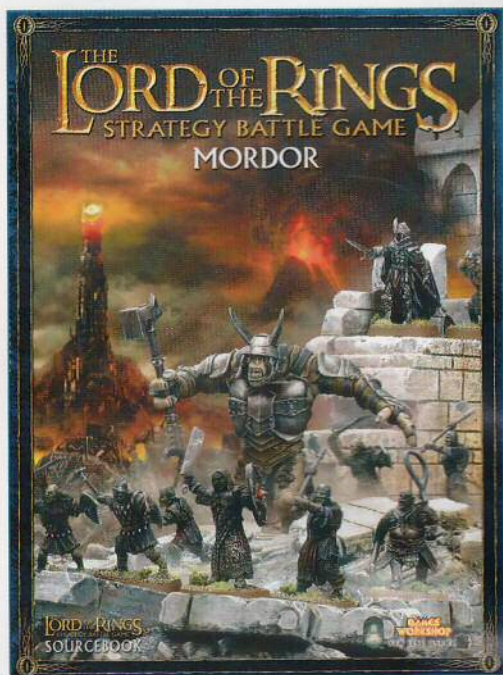


Thraka Green



THE LORD OF THE RINGS STRATEGY BATTLE GAME

MORDOR™



NEW SOURCEBOOK

In the east lies Mordor, the Land of Shadow, home to the Lord of the Rings, Sauron. The Dark Lord's influence dominates the land and the pitiful evil creatures that lurk there, who fight in his name.

In the land of Mordor, dread forces gather, ready at Sauron's command to invade and destroy the lands of the Free Peoples. Orcs and Trolls mass at the Black Gate, Shelob and Uruk-hai guard the secret pass, while the Nazgûl and the mysterious Black Númenóreans march from the fortress of Minas Morgul.

This 72-page sourcebook contains advice and rules for using a force from Mordor.

MORDOR

Product code: 60041499025

| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €17.50 |
| Denmark | 135dkr | Norway | 175nkr |
| Sweden | 160sek | | |

ON SALE JUNE 21st

THE SHADOW LORD

**This pack contains
1 mounted Shadow Lord and
1 Shadow Lord on foot**

THE SHADOW LORD

Product code: 99061466036

Sculpted by Michael Perry

| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €20 |
| Denmark | 140dkr | Norway | 200nkr |
| Sweden | 170sek | | |

ON SALE JUNE 21st



THE DARK MARSHAL

**This pack contains
1 mounted Dark Marshal and
1 Dark Marshal on foot**

THE DARK MARSHAL

Product code: 99061464145

Sculpted by Alan Perry

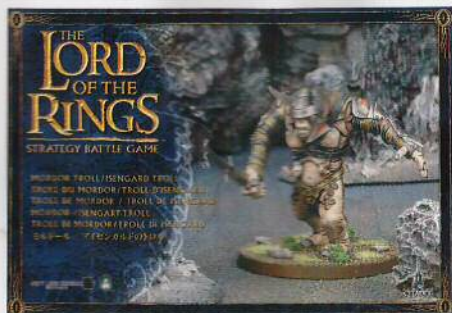
| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €20 |
| Denmark | 140dkr | Norway | 200nkr |
| Sweden | 170sek | | |

ON SALE JUNE 21st



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

MORDOR TROLL / ISENGARD TROLL



The Trolls of Mordor have been bred by Sauron so that they can withstand the light of the sun without turning to stone like other Trolls. Even bigger and stronger than their subterranean kin, these monsters are amongst the most lethal troops in the armies of the Dark Lord.

The pictures below show just some of the ways that this plastic kit can be assembled.

This kit allows you to make
1 plastic Troll

MORDOR TROLL / ISENGARD TROLL

Product code: 99121466002

Sculpted by Alan Perry

| | | | |
|---------|--------|--------|--------|
| UK | £15 | Euro | €22.50 |
| Denmark | 175dkr | Norway | 225nkr |
| Sweden | 200sek | | |

ON SALE JUNE 21st



Isengard Troll



Mordor Troll



Mordor Troll carrying war drum



Mordor Troll

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

GOTHMOG



**This pack contains
1 mounted Gothmog and
1 Gothmog on foot**

GOTHMOG

Product code: 99061462047

Sculpted by Michael Perry

| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €20 |
| Denmark | 140dkr | Norway | 200nkr |
| Sweden | 170sek | | |

ON SALE JUNE 21st

MORDOR ORC CAPTAINS



**This pack contains
2 metal Orc Captains**

MORDOR ORC CAPTAINS

Product code: 99061462044

Sculpted by Alan Perry

| | | | |
|---------|--------|--------|--------|
| UK | £7 | Euro | €11.50 |
| Denmark | 85dkr | Norway | 100nkr |
| Sweden | 100sek | | |

ON SALE JUNE 21st

MORANNON ORC CAPTAINS



**This pack contains 2 metal
Morannon Orc Captains**

MORANNON ORC CAPTAINS

Product code: 99061462045

Sculpted by Alan Perry

| | | | |
|---------|--------|--------|--------|
| UK | £7 | Euro | €11.50 |
| Denmark | 85dkr | Norway | 100nkr |
| Sweden | 100sek | | |

ON SALE JUNE 21st

ORC TASKMASTER AND DRUMMER



**This pack contains
1 Orc Taskmaster and
1 Orc Drummer**

ORC TASKMASTER AND DRUMMER

Product code: 99061462043

Sculpted by Alan & Michael Perry

| | | | |
|---------|--------|--------|--------|
| UK | £12 | Euro | €20 |
| Denmark | 140dkr | Norway | 200nkr |
| Sweden | 170sek | | |

ON SALE JUNE 21st

SHAGRAT, WAR LEADER



**This pack contains 1 metal
Shagrat miniature**

SHAGRAT, WAR LEADER

Product code: 99061462041

Sculpted by Alan Perry

| | | | |
|---------|-------|--------|-------|
| UK | £6 | Euro | €9 |
| Denmark | 70dkr | Norway | 85nkr |
| Sweden | 80sek | | |

ON SALE JUNE 21st

MORGUL KNIGHTS



**This box set contains
5 metal Morgul Knights**

MORGUL KNIGHTS

Product code: 99111464144

Sculpted by Gary Morley

| | | | |
|---------|--------|--------|--------|
| UK | £25 | Euro | €35 |
| Denmark | 250dkr | Norway | 300nkr |
| Sweden | 300sek | | |

ON SALE JUNE 21st

BLACK NÚMENÓREAN WARRIORS



**This pack contains 3 metal
Black Númenóreans**

BLACK NÚMENÓREAN WARRIORS

Product code: 99061464146

Sculpted by Gary Morley

| | | | |
|---------|--------|--------|--------|
| UK | £7 | Euro | €11.50 |
| Denmark | 85dkr | Norway | 100nkr |
| Sweden | 100sek | | |

ON SALE JUNE 21st

ORC SHAMAN ON WARG



**This pack contains 1 metal
Orc Shaman on Warg**

ORC SHAMAN ON WARG

Product code: 99061462046

Sculpted by Michael Perry

| | | | |
|---------|-------|--------|-------|
| UK | £6 | Euro | €9 |
| Denmark | 70dkr | Norway | 85nkr |
| Sweden | 80sek | | |

ON SALE JUNE 21st



BLACK LIBRARY

Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com



RUNEFANG

The fate of Wissenland lies in the balance when a mighty Undead horde lays waste to the state. As the Imperial troops are pushed remorselessly back, the Count and his advisors come up with a desperate plan – to find the missing Solland Runefang, for with this legendary weapon they will surely win the day. Baron von Rabwald and a small force of men head into the mountains to seek the sword – but can they find it, let alone get back in time?

RUNEFANG

by C.L. Werner

ISBN: 978-1-84416-527-8

| | | | |
|---------|-------|--------|-------|
| UK | £6.99 | Euro | €9 |
| Denmark | 70dkr | Norway | 85nkr |
| Sweden | 80sek | | |

THE KILLING GROUND

Uriel Ventris returns in the first of a brand new Ultramarines series. Having escaped from the Daemon world of Medregard in the Eye of Terror, Uriel Ventris and Pasanus now face an epic struggle in their quest to return home to Ultramar. Emerging from the Warp, they become embroiled in a deadly civil war. Only by unravelling the mystery of the Killing Ground and laying the ghosts of Salinas to rest can the Ultramarines achieve redemption.

THE KILLING GROUND

by Graham McNeill

ISBN: 978-1-84416-562-9

| | | | |
|---------|--------|--------|--------|
| UK | £16.99 | Euro | €25 |
| Denmark | 200dkr | Norway | 250nkr |
| Sweden | 250sek | | |

THE BLOOD ANGELS OMNIBUS

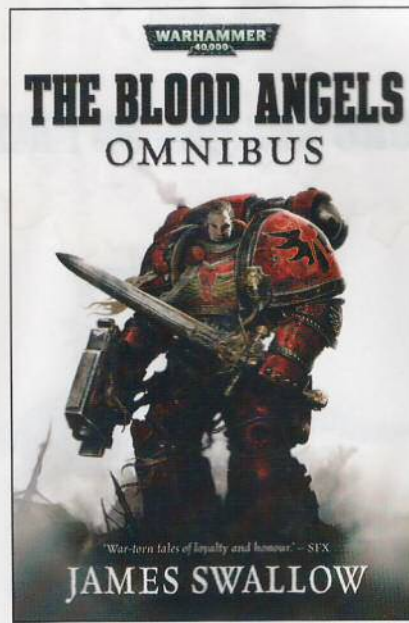
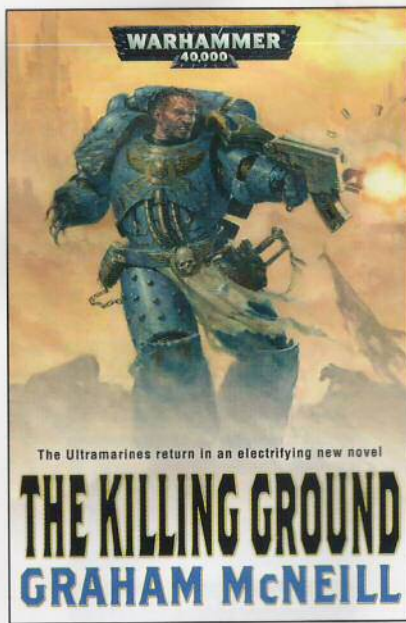
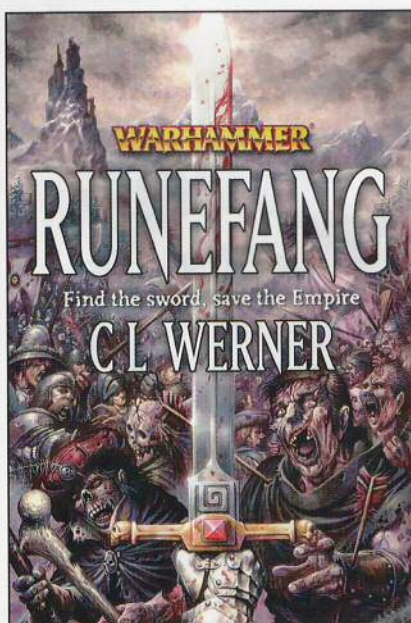
In this Omnibus edition of the first two Blood Angels novels, James Swallow brings one of the most popular Space Marine Chapters to life. In an epic story of heroism, corruption and betrayal, battle-brothers Rafen and Arkio find themselves pitted against each other in a battle for the very soul of the Chapter. With enemies within and without, this conflict between brothers could be a blow from which the Blood Angels never recover...

THE BLOOD ANGELS OMNIBUS

by James Swallow

ISBN: 978-1-84416-559-9

| | | | |
|---------|--------|--------|--------|
| UK | £9.99 | Euro | €15 |
| Denmark | 115dkr | Norway | 150nkr |
| Sweden | 140sek | | |



FORGE WORLD

Forge World makes a huge range of resin kits and accessories. These include super-heavy 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.

www.forgeworld.co.uk

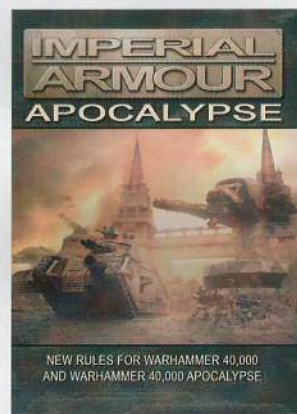


CHAOS WARHOUND TITAN



Standing an impressive 250mm/10.5" high, this model represents a Mars Pattern Warhound Titan armed with a Vulcan Mega-bolter and Plasma Blastgun. Unfortunately for the Imperium, this once-proud machine no longer serves the Emperor and has been corrupted by Chaos.

Model designed by Will Hayes and Simon Egan.

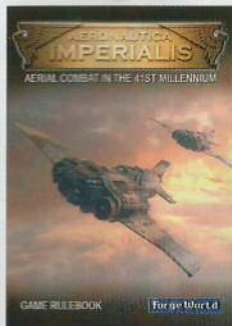


This rules guide contains 60 new datasheets for legendary units in Warhammer 40,000: Apocalypse, from massive Imperial Guard tanks like the Shadowsword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon Lords, as well as gargantuan Tyranid creatures like the Scythed Hierodule and Trygon.

There are also 26 new battle formations covering all the races, from the Space Marine Drop Pod Assault Force, Ork Tanka Mobs, Eldar Serpent Rider Hosts, Winged Tyranid Swarms and Tau Pathfinder Search and Destroy Cadre, to the Necron Undying Legion and Chaos Daemon Engine Coven.

Just some of the legendary units included:

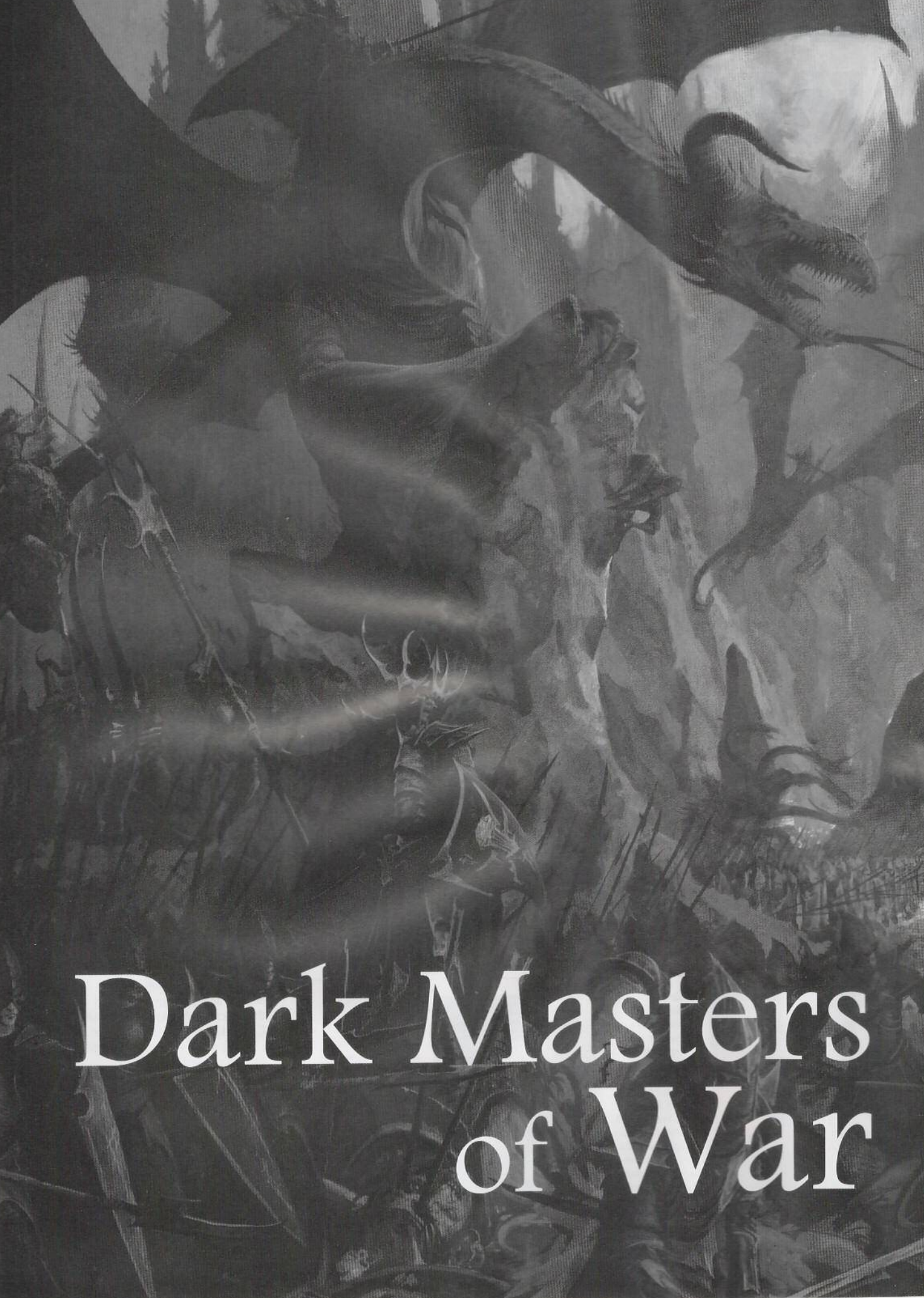
- + Shadowsword
- + Stormblade
- + Stormsword
- + Macharius "Vanquisher"
- + Siege Dreadnought
- + Thunderhawk Transporter
- + Valkyrie



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. All the rules and card sheets needed to play are in this lavish 176-page hardback book.



This brand new expansion for Aeronautica Imperialis contains additional rules for ground installations and new aircraft, as well as weapon fits and upgrades for existing aircraft. It also details a campaign between Tau and Imperial forces on the world of Typha IV.



Dark Masters of War

WARHAMMER®

DARK ELVES OUT IN AUGUST

From across the seas the Dark Elves come, voracious raiders who ply their bloody trade upon the lands of lesser races. The Dark Elves are bloodthirsty renegades and traitors, the evil cousins of the High Elves, exiled to Naggaroth after a long and hate-fuelled civil war. The bleak landscape of the Land of Chill has bred in the Dark Elves a cold and bitter hatred for all other creatures, and they relish the chance to inflict pain and suffering on others, be it on the battlefield or upon the bloody altar of a temple of Khaine.

This August, the Dark Elves sail to war once more, giving players the chance to command these bloodthirsty warriors once again. The new edition of Warhammer Armies: Dark Elves is almost upon us, striking like a raiding fleet from the bowels of an accursed Black Ark.

The new Army Book provides a timely update for this cruel and bitter race, and the rules and the army list will change the way the Dark Elves wage war in Warhammer. As well as new special characters, such as the dread pirate Lokhir Fellheart, the new army list also sees the return of some old favourites, including Crone Hellebron, Kouran of the Black Guard, and Tullaris of Har Ganeth.

Of course, the new Army Book will be accompanied by a veritable boat-load of new miniatures and plastic kits, such as new metal Assassins and a Sorceress mounted on a Cold One. We're releasing not one, but two new plastic box sets. First amongst these are the plastic Cold Ones, but that's not all! Also coming is the brand new Black Ark Corsair box set, which includes plenty of weapons options such as dual-wielded hand weapons, shields and the awesome new repeater handbows.

So if you've been spoiling for the chance to get your own back at the High Elves, your time has come!



New metal Dark Elf Dreadlord.



Corsair with handbow.



New plastic Black Ark Corsairs.



Corsair with two hand weapons.

WARHAMMER WORLD HOBBY CAMP

Building a new army or honing your battle skills? Then why not try the new Warhammer World Summer Hobby Camp?

Throughout the school summer holidays, Warhammer World is offering a series of fantastic weeks of activity in the form of the Warhammer World Hobby Camps.

Available to book now, each Hobby Camp will include five days worth of fantastic hobby and gaming activities based around either Warhammer or Warhammer 40,000. Each camp is built around collecting and painting a new army, or indeed expanding a force that you already have. Each day's activity will revolve around assembling, modelling and painting your new force and then trying out some new tabletop battle tactics – all under the watchful eye of our expert Hobby Tutors.

When you book your place on the Camp just tell us what army you're interested in collecting and a **brand new Battleforce or Battalion** will be waiting for you when you arrive! Over the course of the week you'll assemble and paint your new army and hone its tactics through a series of games. At the end of the week we'll also give you a **figure case** so you can take away your new army.



The cost for each Hobby Camp is £170 which includes a full cooked lunch each day in Bugman's restaurant. As with all our Hobby activities use of all tools, brushes, paints and glues are provided so there is nothing else to buy.

The dates for the Hobby Camps are as follows:

- | | |
|-----------------------------|------------------|
| • 28th July – 1st August | Warhammer 40,000 |
| • 4th August – 8th August | Warhammer |
| • 18th August – 22nd August | Warhammer 40,000 |
| • 25th August – 29th August | Warhammer |

Our specialist tutors are all highly trained and CRB checked so the Hobby Camps are particularly suitable for youngsters aged 12-16. Each staff member will work with a group of 6 attendees over the course of the week.

For more information or to book your place e-mail:

whworldevents@games-workshop.co.uk

Alternatively, phone Kevin Beadle on 0115 9004177 and we'll happily answer any questions you have.

WARHAMMER WORLD

Forthcoming Exhibitions

As well as playing host to countless events and tournaments, Warhammer World has also been the proud exhibitors of many displays charting the success and ongoing development of our games and armies. See below for a list of forthcoming exhibitions.

Daemons of Chaos

19th May – 7th July

An exhibition dedicated to the deadly servants of the four Great Powers of Chaos.

Warhammer 40,000

14th July – 22nd September

This display marks the eagerly-anticipated release of the fifth edition of Warhammer 40,000.

Jes Goodwin Exhibition

29th September – 24th November

Jes's personal selection of models and concept work.

Due to the number of activities held, occasionally we have to move things around. If you are planning a trip to Warhammer World to see our exhibitions, we advise you contact us in advance to avoid disappointment.

Bugman's™

Stop Press!

If you're travelling to Bugman's Bar at Games Workshop's UK headquarters in the near future, then look out for this fantastic new miniature.

This latest incarnation of Josef Bugman is sculpted by Aly Morrison – this preview pic is the very first casting, hot from the moulds. The final piece will be a high quality metal miniature, and you can replace the barstool with a big axe! Aly's done a great job on this indomitable Dwarf hero – you can almost smell the beery breath, and hear the war cry of "Oi! You spilled my pint!"



GAMES DAY & GOLDEN DEMON 2008

On 28th June, tickets to this year's Games Day & Golden Demon go on sale and, for the first time ever, includes the exclusive Games Day Miniature.

White Dwarf Subscribers

This year, we've decided to do something a bit special for our valued subscribers of White Dwarf.

If you are a White Dwarf Subscriber, not only will you have the opportunity to purchase your ticket a whole month early – available to subscribers from 31st May, but will also receive a 10% saving if you book your ticket before 28th June!

If that wasn't enough, subscribers will also have the opportunity to pre-book one of only 600 tickets to an exclusive seminar in which some of our future projects will be unveiled. This offer is limited to one seminar ticket per subscription.

More details will be published in next month's issue, but rest assured, if you are a White Dwarf Subscriber, this will be a Games Day not to be missed!



10am to 4pm on Sunday 14th September 2008. Birmingham National Exhibition Centre (NEC). Tickets £30 and includes Games Day Miniature.

Tickets on sale for White Dwarf subscribers from 31st May 2008, and general release from 28th June 2008. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

WHITE DWARF

Subscriptions Are Changing

From this issue onwards the price of a 2 year White Dwarf Subscription changes from £60 to £65 for 24 issues, offering you a great saving of £31!

Also in the near future, keep an eye out for a new way to subscribe to White Dwarf as we introduce Subscriptions via Direct Debit. As is only right and proper, the launch will be accompanied by a new offer allowing you to make even greater savings!



CITADEL WASHES

A New Era of Painting Miniatures

Whether you're working painstakingly on your next Golden Demon entry or simply wish to get your army 'battle-ready', the new Citadel Washes are for you!

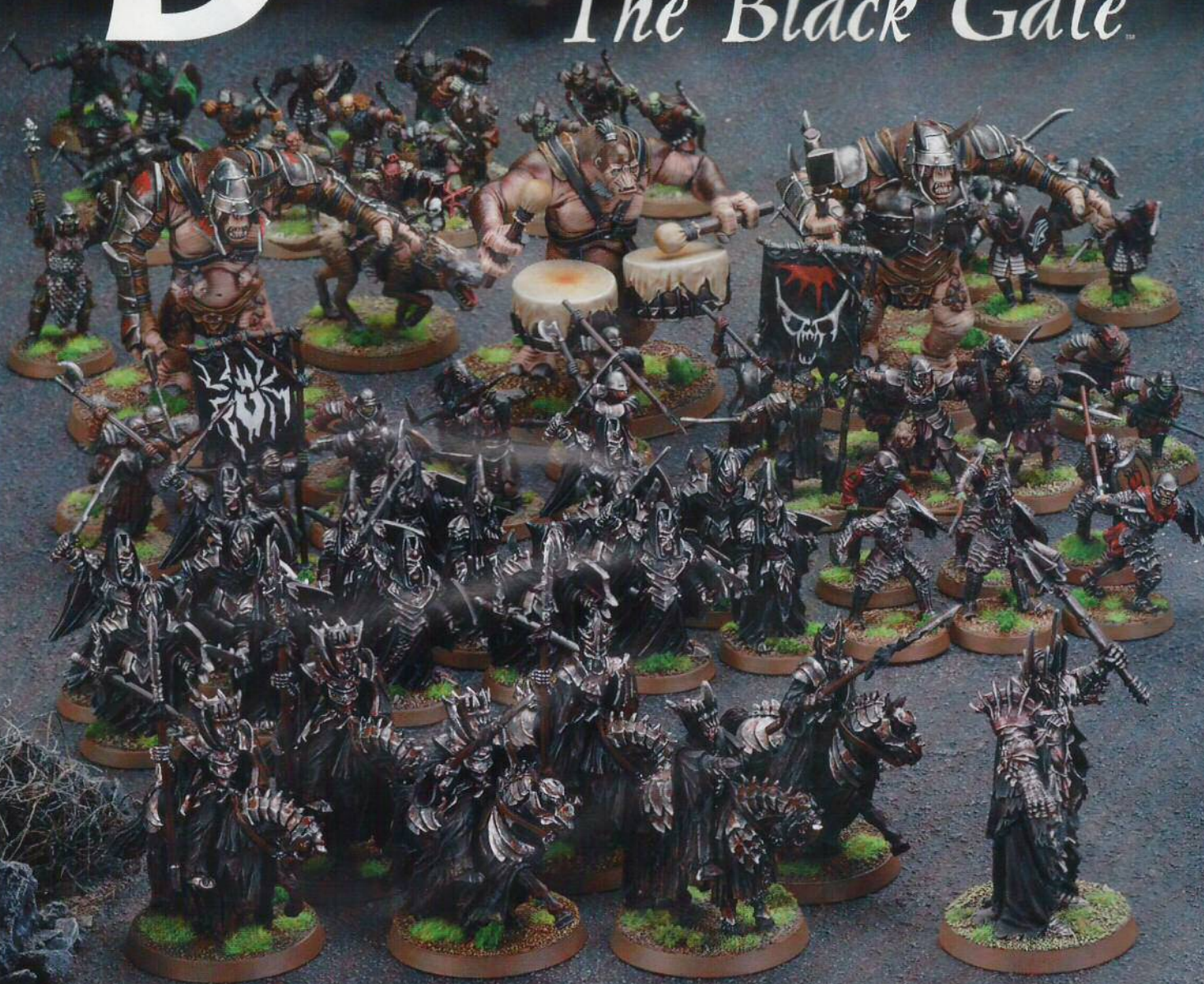
Replacing the old Inks range, the new Citadel Washes are far more versatile, suitable for delicate shading and blending to batch-painting entire squads in concert with Citadel's Foundation paints.

Check out
page 113 to find
out how you can
get your hands
on the new
Washes before
anyone else!



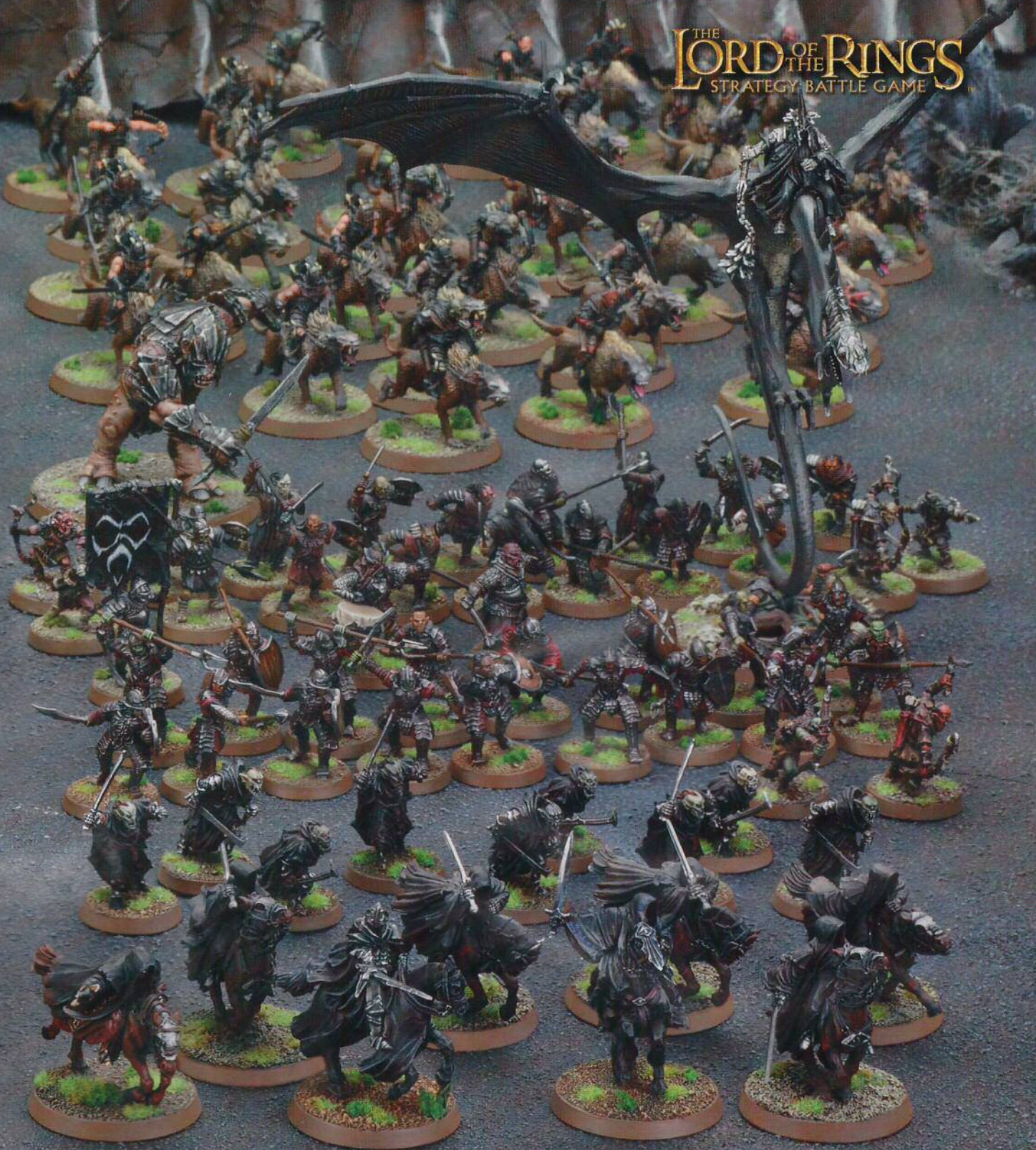
BEYOND

The Black Gate



The Dark Tower had been rebuilt, it was said. From there the power was spreading far and wide, and away far east and south there were wars and growing fear.

- The Fellowship of The Ring



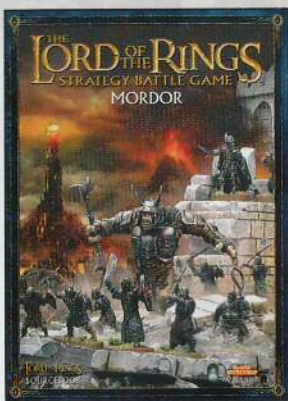
Design Notes

The Lord of the Rings alumnus, Adam Troke, guides us through the clouds of volcanic ash for a tour of the land of shadow.



Battle Report

Adam Troke's Evil minions face off against the brave soldiery of Gondor under the command of Alessio Cavatore.



Mordor is a 72-page sourcebook for The Lord of the Rings strategy battle game. Within its pages you will find:

- Background and history of the cursed land.
- Details of all the Heroes and Warriors available to Evil players.
- Five army lists, allowing you to play forces from Minas Morgul to the Black Gate.
- New scenarios and special terrain rules covering the harsh landscape of Mordor.

In the east lies a realm where the skies are clogged by ash, the earth is scorched and eternal shadow envelops the land. This is Mordor, stronghold of the Dark Lord Sauron and lair to his many minions. White Dwarf sent Andy Hall into the dark land to talk to the sourcebook's author, Adam Troke.

It is unknown what Mordor was like before Sauron took refuge there, but ever since it has dominated the history of Middle-earth. Even the wisest sages are unsure if Mordor has always been the haunt of foul creatures like Orcs and Trolls, or if they migrated there when Sauron's influence took hold. Whatever the case, Mordor is teeming with black-souled creatures in thrall to the master of Barad-dûr; all wanting nothing more than the utter destruction of the free realms.

Adam Troke is the man behind the Mordor sourcebook. Sadly, it's Adam's final project for Games Workshop, as he's now moved to sunnier climes with his young family. As a project though, it really is a big one to go out on as Adam enthuses, "If you play Evil in The Lord of the Rings, regardless of the faction you take, Mordor is important to what you do. I mean this is where the titular Lord of the

Rings lives. The whole story resonates from this dark land where a colossal evil power has been building ever since Bilbo first found The Ring. As such it is an indispensable book for all Evil players."

Planning a book of such all-encompassing import is no small task, but Adam is a veteran author of The Lord of the Rings sourcebooks and so knew what the first step was. "Well you always start with the source material, obviously the novel and movies, and then you look at what's already available. Mordor, being Sauron's chosen refuge, contains many races and creatures that have established ranges which is great because we could populate new army lists with lots of great models, allowing Evil players to represent the famous parts of Mordor with a minimum of fuss. What we also wanted to do was expand the range and use the sourcebook as an opportunity to look at something we haven't seen before, which is always cool and it's exciting for us and the players. The most prominent area where we've done that is with the Ringwraiths and the Black Númenóreans – they're two races that kind of go hand-in-hand; there's a parallel, with them both having once been loyal and proud before being seduced into the Dark Lord's thrall."

The Ringwraiths have been with us since the very first version of the strategy battle game, so updating their entries was always going to be a tough challenge. "The key was not to alter them or drastically change how they work," says Adam. "What we wanted to do – without being so bold as to give them all names, which really I don't think we have the moral right to do – was give them an identity. The Ringwraiths have always been useful but there was no particular feeling of character with them. The Witch-king and Khamûl have been very popular ever since we expanded their backgrounds beyond being simple Nazgûl, and so by detailing another four then that'll give more of the

“...He was a renegade, who came of the race of those that are named Black Númenóreans...”

- The Return of the King

Ringwraiths a look-in and, of course, more choice for the Evil players!"

With four Ringwraiths given distinct identities and the two that have already been named, that still leaves three of the Nazgûl yet to be revealed, but this was quite deliberate. "We hope players will come up with their own identities and house rules for the final three," says Adam. "We didn't think it would be right to tag all nine of the Nazgûl. What we did was take another look at the Witch-king, because he should always be the most powerful of the Ringwraiths. So we've bumped him up a bit with the addition of the Crown of Morgul – that takes his Attacks up from 1 to 3, making him the most powerful Evil Hero after Sauron."

The other non-Orc-shaped additions to the ranks of Evil are, of course, the Black Númenóreans. Adam explains: "We know there are Black Númenóreans – the Mouth of Sauron is one for a start – other than that, all Tolkien ever said was that they are traitors. The question being: are they traitors that fled from Gondor as early as last week, or are they remnants from ancient times that have been given unnatural lifespans in return for loyalty to Sauron? I think that's one for each player to decide. What I do know is that they're very hard. For a start they cause Terror; these are beings that have forsaken oaths, sacred



The dread forces of Minas Morgul march in silence away from their corrupted fortress towards the fair lands of Gondor where they will maim, defile, destroy and kill in the name of their Dark Lord, Sauron.



The Nazgûl

In another age of the world, the Ringwraiths were mortal men, kings who cast their lot in with the Dark Lord in exchange for the Rings of Power and the fey promise of immortality.



The Shadow Lord



The Dark Marshal

bonds and honour. To Men of Gondor and their kin, this is an unthinkable act and so they fear them as they can't comprehend such an action." But it's not just Terror that makes Black Númenóreans a force to be reckoned with. "They are the best infantry Mordor has to offer, they really are elite. They have a high Defence, a great Fight value and they're brave. For an Evil model being Courage 4 is very unusual, meaning that they are more likely to stick in the fight past breaking point than Orcs are, and can charge Terror-causing 'goodies' like Treebeard with relative ease."

While the Black Númenóreans may be the ultimate elite Evil infantry, the Mordor book also brings us the most powerful cavalry that Evil players can field – the Morgul Knights. Like a twisted, dark parody of the Knights of Dol Amroth, Morgul Knights have all the vestments and skills of

deadly mounted warriors. "They are essentially Black Númenóreans on an armoured horseback, which makes them staggeringly hard," says Adam. "They have the same characteristics as a Dol Amroth Knight, but also cause Terror. From a tactical point of view Terror-causing cavalry are brilliant. Cavalry need to be charging constantly to get the best out of them, and if you cause Terror there's a good chance that even if you don't win the Priority roll you'll still be able to charge as your opponent fails his Courage test, keeping your knights' options open in their Move phase." Not only are the Morgul Knights tactically viable, but they are also perfect as bodyguards for the Ringwraiths. The old trick of isolating a Nazgûl and letting his single attack be his downfall won't work so well when he's surrounded by Morgul Knights!

Black Númenóreans

Stemming from the same proud race of Men as Aragorn, the Black Númenóreans proved to have far weaker spirit than Strider's ancestors and so they were seduced to the side of Sauron. Who the Black Númenóreans are remains a mystery. Some say they are the same dread warriors as seen in Sauron's armies thousands of years ago, given unnatural lifespans in return for their dark fealty. Others say they are turncoats from realms close and far.

>> continued on page 19

Denizens of Mordor

Sauron's malign presence draws all manner of foul creatures to the realm of Mordor...



Black Númenóreans



Morgul Knights



Orc Captains



Morannon Orc Captains



Orc Shaman on Warg

Orc Special Characters



Orc Taskmaster

Orders that are given in the presence of a Taskmaster are always obeyed quickly and efficiently for fear of the Taskmaster's lash, tipped as it is with wicked metal barbs.



Gothmog

Gothmog is the castellan of Minas Morgul and one of the trusted servants of the Nazgûl. He bears the wounds and disfigurements of a seasoned warrior and is a capable general and tactician.



Orc Drummer

Only the strongest Orcs are chosen to carry the war drums of Mordor into battle. The Drummers beat out a frenzied rhythm, causing those Orcs nearby to hurl themselves at the foe with reckless abandon.



Shagrat

Shagrat, War Leader of Cirith Ungol, is an unstoppable butcher who kills with little thought. On a hundred fields of battle he has smashed aside weakling Men in the name of the Dark Lord.

New! Plastic Trolls



Mordor Troll



Mordor Troll with war drum

>> Continued from page 17

With all this excitement around Sauron's generals and elite forces, you could be guilty of forgetting about the many other creatures under the Dark Lord's command. "That would be a mistake," says Adam. "The best thing about this release is the plastic Troll," he states. "You'll be able to get loads of these in your force now. It's easy to become complacent about Trolls, because we've seen them since the very first version of the game. But Mordor Trolls are something else; they've got higher Fight values than almost any Good Hero, they're monstrously strong, they cause Terror, and throw rocks – they're machines of destruction." The new Troll plastic kit is extremely versatile, as it doesn't just make Mordor Trolls, it allows you to assemble Isengard Trolls, with their large shields and High Defence values, and Troll Chieftains who are even harder than your warrior Troll. "Of particular interest to Mordor players," says Adam, "is that you can also make a Troll Drummer from the kit as well. Moria players will be well aware of the benefits of having a drummer in your force. Unlike the Goblins, though, this drum is mobile and operated by a powerful fighting machine. You don't have to set it up in a part of the battlefield and hope the Good warriors don't get too close; the effects of the drum, being carried by the Troll, will follow the action around the table, wiping Courage from your opponent's force while making your own mob braver. It also has the banner effect, making it an even more valuable tool."

The Orcs, too, have had a few new additions although this is more in the Evil

Hero section than the warriors. "Orcs are the mainstay of Mordor's forces. It's a simple fact that Sauron could not threaten the Free Peoples without the Orcs, even with all the Black Númenóreans and Nazgûl at his disposal. With any Mordor force you're going to need lots of Orcs; their lives are cheap but without them your harder components will be unsupported." With this in mind, two new Orc Heroes can now be used – the Mordor Orc Taskmaster and the Orc Drummer. "Orcs are great at swamping your opponents and an Orc Drummer in your force will allow you to get your Orcs into combat even faster, by increasing their movement by 3"/8cm for that turn. You're making an Orc 50% faster, great for battlefields with open ground, getting your troops out of the bow fire and into combat as fast as possible. The Taskmaster is another favourite of mine. He uses the whip to beat Orcs into feats they would not normally do. In game terms this means that any Evil hero performing a Heroic action within 6"/14cm of the Taskmaster does not need to use a point of Might on a D6 roll of 4+."

Another new addition is the Black Númenórean Catapult. This uses cursed ammunition, which is imbued with fell magic and can be used against the target's Courage or Defence, whichever is lower.

It's clear, then, that with five new army lists, new scenarios, plastic Trolls and fearsome new Evil warriors that Adam's final project will be an almighty success, but he can't go just yet – first he needs to prove his mettle one last time against Alessio Cavatore in the battle report...

Trollish Types



The new plastic Troll kit gives you plenty of choice, such as the Mordor variants shown above (A & B), as well as an Isengard Troll (C). All the Trolls shown on this page were made from the new kit.

Cirith Ungol sample army

Mat Ward takes a peek at the new-look Cirith Ungol army list, and comes up with a force to be reckoned with.



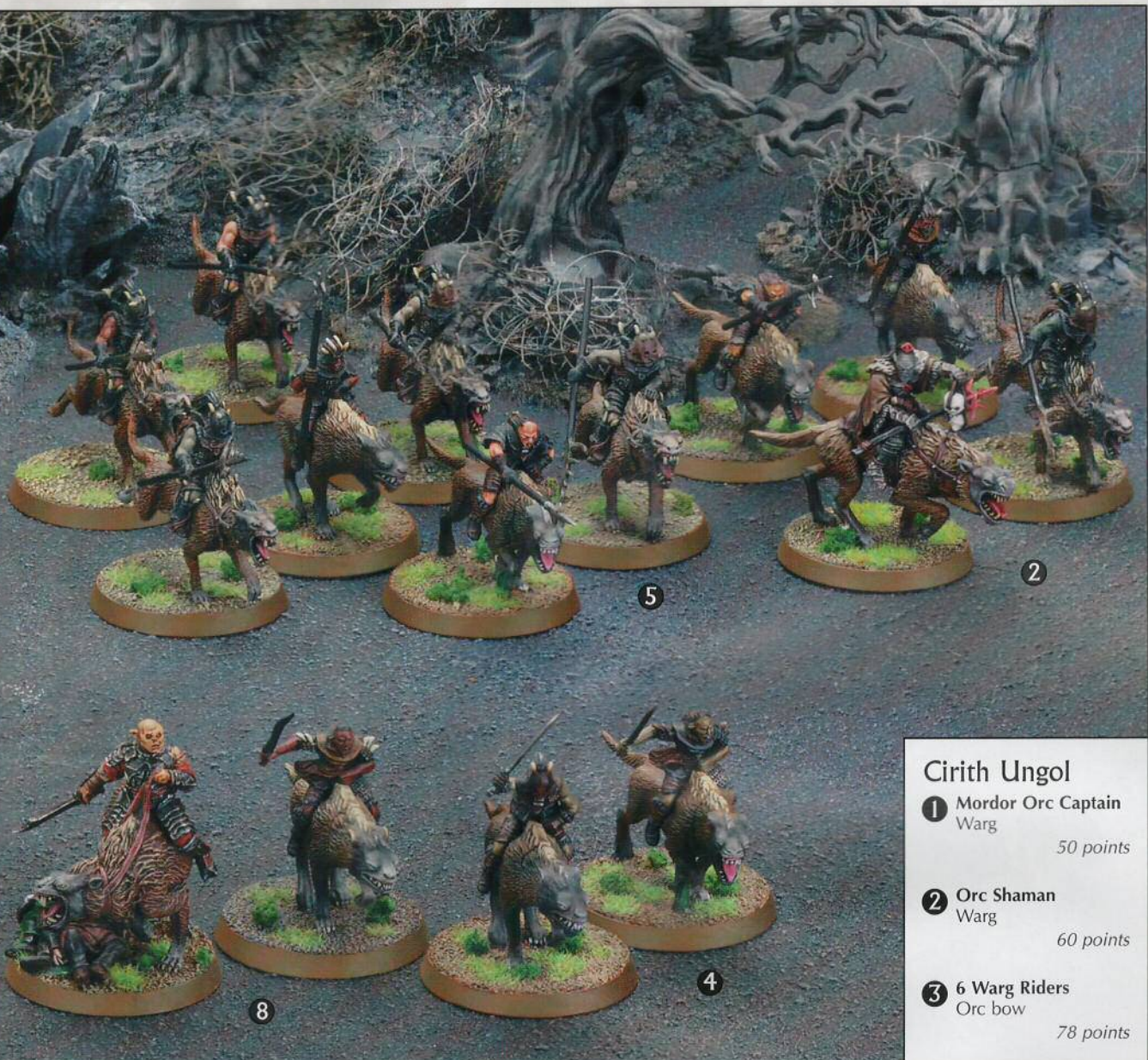
Master of Battle

Gothmog is a canny opponent, able to read the tide of battle and turn it to his advantage. To represent this, if Gothmog is within 6"/14cm of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Might. Note that he may not use this ability to call a Heroic Shoot or Heroic Move action if he has already been engaged in combat that turn.



Matt: The warriors of Mordor are incredibly versatile, able to form infantry hordes, elite regiments or even, as in this case, cavalry raiding forces. Cavalry are a potent tool in games of The Lord of the Rings, able to dominate the battlefield in a way that few other troop types can manage. Their brutal combination of manoeuvrability and hitting power (versus infantry, at least) has won me plenty of battles in the past, and will win me many more in the future.

Inevitably, Warg Riders form the bulk of a good Mordor cavalry force. They're relatively cheap at 12 points a pop, and hit home with a savage Strength 4. While they won't win you the battle all by themselves, Warg Riders will get your feet on the correct path, particularly with the right kind of heroic support. In this case, the heroic support is supplied in the form of an



Orc Captain and an Orc Shaman, both mounted on Wargs. This provides the Warg Riders with a little protection (courtesy of the Orc Shaman's *Fury*) and a combined Might of 3 – enough for plenty of Heroic Moves to get in that crucial charge.

That said, as good as Warg Riders are, you're going to need a bit of extra muscle. In this army, said muscle comes from the lances of Morgul Knights – the ultimate in Evil heavy cavalry. They're everything the Knights of Dol Amroth are and more thanks to their *Terror*. Having *Terror* on Cavalry is great because it will keep you in charge of who the Morgul Knights will fight. If any brave (or particularly stupid) Good warriors wish to force the issue by trying to charge your heavy cavalry, then *Courage* tests will need to be taken and, hopefully, failed. The Morgul Knights can then sweep up in your Move phase. I've an

ace up my sleeve should the attentions of these Black Númenóreans not prove sufficient to shatter the foe: Shelob, monstrous spider of Cirith Ungol. Sauron left her alone in that dark pass for a very good reason – because she's quite happy to tear Good Heroes limb from limb. She's swift enough to keep pace with the mounted warriors, and hits like... well, like a large, angry, venomous spider. Not nice. Not nice at all *cackle*.

Last but not least, I've added in the one thing that a Mordor army should almost never be without: Gothmog, Lieutenant of Morgul. Not only is this Orc a mean fighter in his own right, his Master of Battle special rule garners him free Heroic Moves left, right and centre. This can prove to be endless fun in an infantry army, but in a cavalry force (and with all those charge bonuses) it's lethal!

Cirith Ungol

- ① Mordor Orc Captain Warg 50 points
- ② Orc Shaman Warg 60 points
- ③ 6 Warg Riders Orc bow 78 points
- ④ 3 Warg Riders 36 points
- ⑤ 10 Warg Riders Throwing spear 140 points
- ⑥ 5 Morgul Knights 100 points
- ⑦ Shelob 90 points

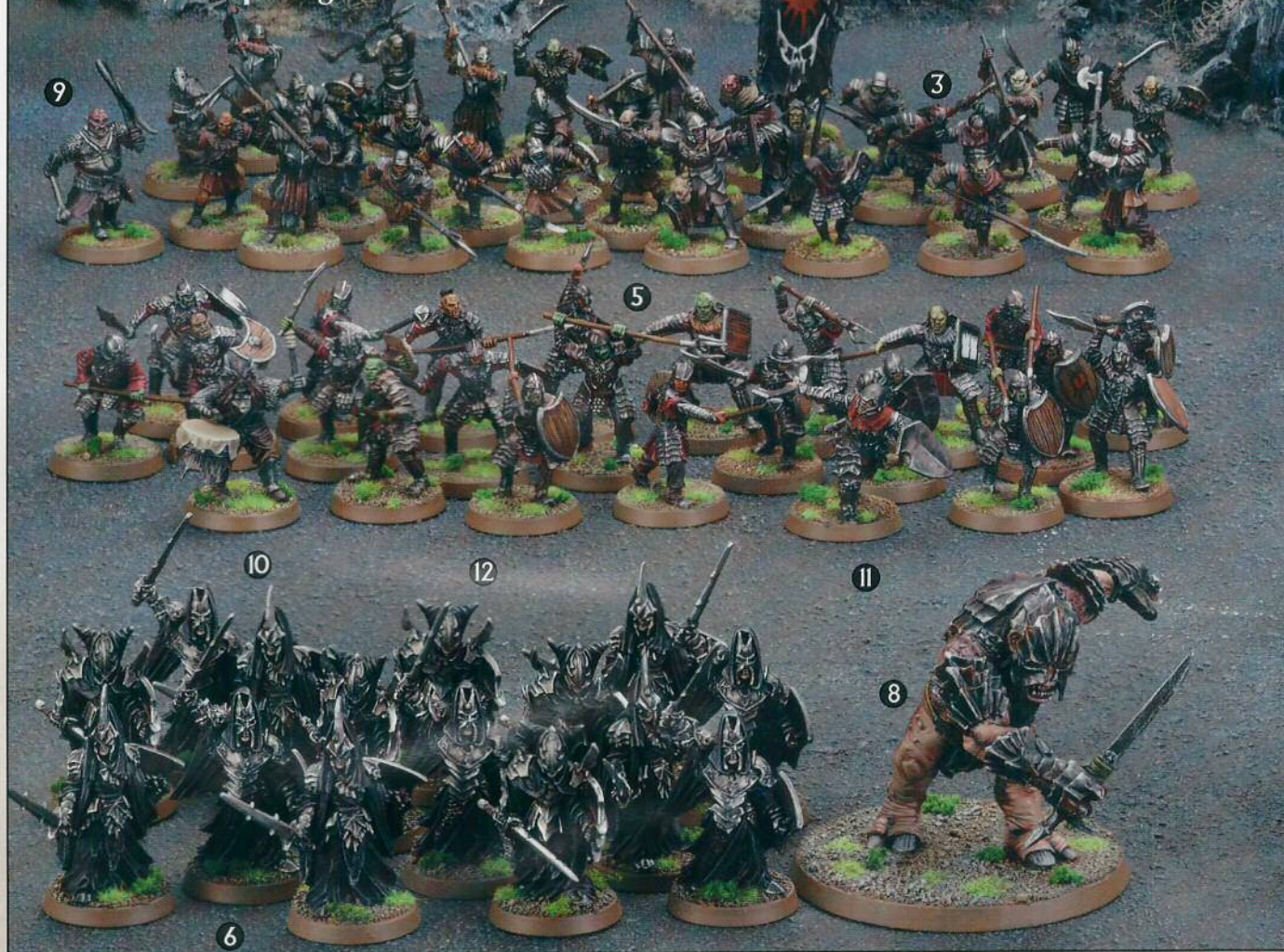
Minas Morgul

- ⑧ Gothmog Warg 145 points

699 points

Barad-dûr sample army

White Dwarf's own Christian Byrne takes control of the army of Barad-dûr, composing a force worthy of the Dark Lord.



Barad-dûr

Barad-dûr is the greatest fortress in Middle-earth, a vast bastion forged from smoke-blackened iron and set fast in the grim landscape of the Gorgoroth plateau. It is a physical reminder of Sauron's powers, an enduring fang of malice and terror forever shrouded in dark noxious clouds. From the highest pinnacle a great red eye, wreathed in flame, gazes across the lands.

In the dark days of the War of The Ring, the dark majesty of Barad-dûr was rebuilt. A channel cut into the earth directs the lava from Mount Doom to the squalid dungeon forges of Barad-dûr, where teams of slaves toil ceaselessly, creating armour and blades for Sauron's armies.



Christian: Inspired by the sight of the massed forces of the Dark Lord's realm from *The Return of the King* film, I set about designing a large Mordor army with as many models as possible, even within the generous 1500-point limit.

Such an army relies a lot upon the numerical superiority of Orcs, and this force contains no less than 68 Orcs, Morannon Orcs and Orc Trackers armed with a variety of melee and ranged weapons. To lead this rabble I opted for an Orc Captain and a Morannon Orc Captain, for those all-important Heroic Moves, as well as an Orc Taskmaster who has the ability to negate the expenditure of Might points by enemy Heroes within 6" – very handy! On top of this, along with the obligatory banner, I have included an Orc Drummer who allows all Orcs within 12" to move 8" instead of the normal 6" (although they



may not charge when they do so), allowing a large mass of Orcs to outmanoeuvre enemy infantry.

With the new Trolls out this month, it'd be rude not to take three. First, a Troll Chieftain – a character-smashing powerhouse with Might, Will and Fate. Next, a Mordor Troll would be useful in shoring up the Orc battleline should there be a breakthrough and, finally, I took another Mordor Troll with a war drum. The war drum is expensive, but with so many Orcs and Trolls present it is almost a no-brainer. Essentially, while this Troll is still alive, all Good models reduce their Courage by one, while all Orcs, Trolls and Mordor Uruk-hai increase their Courage by one. If he can be kept safe, he will be able to swing the later stages of the game when morale becomes key to victory. The drum also acts as a banner with an 18" range.

Whilst the enemy deals with a massive tide of Orcs supported by three Trolls, the next element of the army is free to wreak havoc. The Black Numénórean contingent, fifteen strong with an additional five Morgul Knights, march with the Shadow Lord and the Mouth of Sauron. All models within 6" of the Shadow Lord can only be hit by missile weapons on a 6, providing a solid defence against enemy archers and war machines that target the Elite Numénóreans. As this mass Terror-causing contingent bears down upon the foe, the Mouth of Sauron and the Shadow Lord will employ their formidable sorcerous powers.

Overall I think this army will do well against all-comers, having both massed and elite infantry for a variety of options. Of course, the addition of the Trolls really makes this a force to be feared, and one an opponent will be very wary of.

The Nazgûl

- ① Shadow Lord
Horse
130 points

Barad-dûr

- ② The Mouth of Sauron
Armoured horse
75 points

- ③ 40 Orc Warriors
16 with spears, 9 with shields, 6 with two handed weapons, 8 with bows, 1 with banner.
264 points

- ④ 5 Orc Trackers
25 points

Minas Morgul

- ⑤ Mordor Orc Captain
Shield
45 points

- ⑥ 15 Black Numénóreans
135 points

- ⑦ 5 Morgul Knights
100 points

The Black Gate

- ⑧ Mordor Troll Chieftain
140 points

- ⑨ Orc Taskmaster
60 points

- ⑩ Orc Drummer
40 points

- ⑪ Morannon Orc Captain
Shield
50 points

- ⑫ 22 Morannon Orcs
6 with spears, 10 with shields, 6 with spears and shields.
182 points

- ⑬ 1 Mordor Troll
100 points

- ⑭ 1 Mordor Troll
War drum
150 points

Total: 1,496 points

Painting Mordor Orcs

As Sauron's most numerous servants, Orcs will form the backbone of any Mordor force. 'Eavy Metal painter Neil Green shares a few tips on painting them.



Orc Skin



The pale Orc flesh was first given a basecoat of Graveyard Earth.



A mid-tone using a 1:1 mix of Graveyard Earth and Bleached Bone was then applied.



A highlight of Bleached Bone was applied to all the raised areas.



Finally, a dark brown wash of Devlan Mud was liberally brushed onto the flesh areas.



For the green Orc flesh, the skin was basecoated Catachan Green.



A 1:1 mix of Catachan Green and Camo Green was then painted onto the flesh areas.



A highlight of pure Camo Green was used on the raised areas.



A heavy, dark brown wash using Devlan Mud was then applied all over the flesh.

Orc metal



1 Boltgun Metal was brushed onto the armoured areas as a basecoat.



2 Once dry, the metal received a drybrush of Chainmail.



3 A highlight of Mithril Silver was applied to the edges and raised areas of the armour.



4 Finally, a wash of Badab Black was applied over the armour.

Orc Cloth



1 For the brown cloth, a basecoat of Scorched Brown was applied to the whole area.



2 A mid-tone of Graveyard Earth was then used on all but the most recessed areas.



3 A highlight using a 1:1 mix of Graveyard Earth and Bleached Bone was then applied.



4 To finish the stage, a wash of Devlan Mud was applied to the whole area.



1 The black cloth was basecoated with a 1:1 mix of Chaos Black and Codex Grey.



2 Pure Codex Grey was used as an initial highlight, painted onto the raised areas.



3 A further highlight using a 1:1 mix of Codex Grey and Fortress Grey was then used.



4 Finally, a wash of Badab Black was applied to the entire area.



THE BLACK GATE OPENS!





IN-STORE 5th JULY

It is said that evil begets evil, and nowhere is there truer proof than Mordor, for Sauron's malign presence draws all manner of foul creatures to the foot of his throne. Dull witted Trolls brawl in dank caverns and wicked spirits haunt the mountain passes. Wargs prowl the dusty plains and demons from ages past slumber in the bowels of the tainted earth. And everywhere there are Orcs; numberless, verminous Orcs, swarming like ants wherever they can find purchase and multiplying at a horrific rate.

Now, the end of the Third Age is drawing near and the War of the Ring has begun. Even as the Ringwraiths search the Shire for the One Ring, the army of Mordor musters at the Black Gate.

This is the Army that will storm the defences of Gondor for the final time and bring all Middle-earth under Sauron's eternal rule. This is the army of Mordor. Against it there can be no hope of victory.

On Saturday 5th July Games Workshop stores up and down the land will be running modelling, painting and army building workshops, where you can get your new Mordor forces battle-ready to destroy the lands of Men, as well as all kinds of exciting games and activities for The Lord of the Rings.

Bring your Mordor force and other The Lord of the Rings miniatures down to the stores and enjoy a weekend of darkness!

Talk to your local store about the exciting Mordor themed events and activities they are running.

RING YOUR LOCAL STORE FOR DETAILS, OR LOG ONTO:

www.games-workshop.com

CITADEL

PAINTING REVOLUTION

Last year we introduced the Foundation paints and many thought we couldn't revolutionise miniature painting any further... but they were wrong, as our brand new Citadel releases are about to prove.

Andy Hall talks to Dave Cross about the plethora of new stuff out for painters this month.

Beyond the clattering dice of the gaming area lies an area of the Studio swathed in mist and shadow. This is the "Dave Cave", the secret underground laboratory of our resident mad scientist, Dave Cross. Dave's job is the research and development of our secret hobby projects, and his lair is a testimony to his work, a graveyard of tools that will never see the light of day, experimental new toys that might someday get released, and other projects that you might very well have on your desk already. More recently, Dave has been responsible for the Foundation paints, Citadel Tools, and the Citadel scenery such as woods and gaming hills.

With such great products already available it would be easy for Dave to rest on his laurels, but as he points out when I visit him amongst the detritus of failed experiments in his lair, we've rarely taken the easy route. "As long as the Citadel brand has existed we've always tried to improve things or find easier methods to use and apply our products," says Dave. The reason I'm talking to Dave is that we're releasing three such items this month that perfectly illustrate Dave's point. There's the brand new edition of *How to Paint Citadel Miniatures*, written by none other than Rick Priestley, an awesome-looking Spray Gun, and a brand new range: Citadel Washes.

"I've been trying to do a spray gun ever since I've had this job," says Dave, handing me the Warhammer 40,000 hand flamer-shaped airbrush, "But it's only since we've had the Foundation paints that it's been plausible to do one. This is due to the

Foundation paints' formula and opacity." The airbrush is truly a unique thing; it's easy to control and undeniably looks cool. Now, like many hobbyists reading this, I've never used an airbrush before so I can't help feeling a little bit intimidated by the thought of using it on my new models. Dave is unfazed by this when I mention it. "It's just like using a can of spray," Dave assures me, "only you have more control and you get to decide what colour you're going to be spraying. It's really easy to maintain as well."

The Spray Gun is just one part of the Citadel releases this month; we have a brand new set of washes, too. "The new washes will revolutionise the way we paint armies," states Dave. A bold claim, but one he easily backs up as he goes on to show me how to paint perfectly shaded Orc skin in less than 5 minutes. "The aim has always been to take the guesswork out of washes, producing a range that gives consistent coverage, with a viscosity that is much more predictable than inks to give you more control."

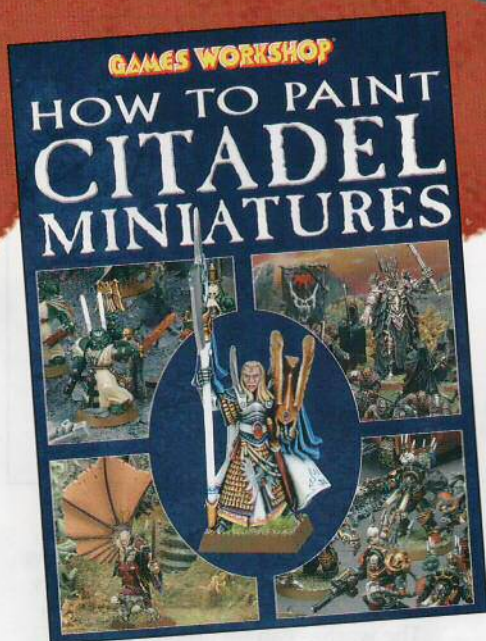
The washes have had an almost instant impact on the way the lucky few who

"The aim has always been to take the guesswork out of washes"

tested the samples are painting. "One of our testers has gone from painting five Space Marines a night to 15," adds Dave. "In a way, the new washes are the polar opposite of the Foundation paints, which went for maximum opacity to get the best coverage; the washes are translucent but are still very much paint-based, rather than ink-based. That's the key, as paint is much more predictable than ink in how it flows around the details of a miniature and settles in the recesses."

'Eavy Metal, too, have been testing the washes to destruction and it's a big thumbs up from their camp. Fil Dunn is a particular fan of Devlan Mud. "It's great for metallics," says Fil. "I've found you can





The latest addition to the Citadel range – and your hobby collection – the Citadel Spray Gun is ideal for applying basecoats and washes to your models.



Some pages from *How to Paint Citadel Miniatures* and a close-up of one of the examples, illustrating some of the invaluable advice for getting the best out of the Citadel paint range.



give armour a basecoat of Boltgun Metal, drybrush on Chainmail, give it a wash of Devlan Mud and then highlight with Chainmail again, it really is that simple." Anja Wettergren adds that the washes are great for experimenting. For example, painting wash colours like Thraka Green and Leviathan Purple onto golds gives you very interesting effects. All the 'Eavy Metal team agree that the matt finish of the washes is great, as it doesn't leave you with the shine that you have to subsequently dull down as with inks.

As Dave shows me another example of the washes in use he is very liberal in his approach. "It's almost impossible to put too much wash on a model," says Dave, with yet another bold statement. And again he can prove it, as the model he doused in the wash dries to produce a finely shaded miniature. "There is a 'critical mass' to how

much wash you can physically brush onto a miniature," he explains. "Once you reach that, the excess just runs off the model leaving a great result when the paint is dry." It's for this reason that the washes, as well as the Foundation paints, are completely compatible with the Spray Gun, making them perfect partners. "A basecoat spray with a Foundation paint, followed by a suitable wash, is a perfect way to paint terrain," adds Dave showing me a nicely shaded tree trunk (right). "That took me about six minutes to paint with the Spray Gun. You could add a drybrush highlight if you wanted, but I'd be tempted to leave it there."

With the Foundation paints released last year, and now with the new *How to Paint Citadel Miniatures* book, the range of Citadel Washes and the Spray Gun – it's easy to see the way we paint Citadel



This Citadel tree was sprayed with a basecoat of Dheneb Stone, then sprayed again with a wash of Devlan Mud.

Citadel Wash Properties

Citadel Washes share many of the properties of inks, but aren't inks in the traditional sense. As the name suggests, these colours are specially designed as washes for Citadel miniatures – the pigment naturally runs into the recesses of the model, providing shading at a stroke. Citadel Washes are ready to use straight out of the pot, and dry to the same matt finish as our paints. Unlike regular inks, they're waterproof once dry, allowing you to add further washes or glazes without fear of re-wetting the original wash.



Even over a plain white undercoat, you can see how the new washes find their way into the natural recesses of a miniature, lightly staining the raised surfaces and producing a pleasing, gradual shade the deeper the recesses go.

miniatures is constantly evolving. If you need further proof of Dave's achievements then take a look at the examples here.

Using the Citadel Washes

Like any kind of paint there's no "right" or "wrong" way to use the Citadel Washes, but during the extensive testing period we've found the following points useful to bear in mind. The washes come ready to

subtle shade in the recesses, while adding a large amount of wash will create a very dark shade and stronger contrast.

The washes can be used to shade a whole area, like the flesh of an Orc; be used in a highly controlled, sparing way by being painted directly into the recessed areas; or, at the other end of the spectrum you can apply the wash to the entire model. Badab Black and Devlan Mud are great for this. A typical example would be a Skaven Clanrat with its muted brown palette and dull, aged weapons; giving this model an all-over wash of Devlan Mud will tie all the elements together. And it's not just Skaven that an all-over wash will work on – avid army painters, and even 'Eavy Metal team members, have been using this technique on everything from Skeletons to Tyranids.

On the opposite page, we have some simple examples that illustrate two common methods of applying the washes.

“There's no right or wrong way to use the Citadel Washes.”

use, so you don't have to dilute them – they can be applied straight onto the miniature. You can adjust the severity of the shading by the amount of wash you put on. So a thin layer will give you a very



This regiment of Skeletons was painted with a base colour, before applying an all-over wash. The highlights were built up from there.



Method 1

Ever on the lookout for ways to help you improve your army painting, we turned to Hobby-meister Chad Mierzwa for some advice. Below, he shows you how you can get the best out of your Citadel Washes, using a brightly coloured Harad bowman. Chad painted the figure as normal, using Citadel Foundation and Colour paints, before applying a wash.



Step 1. Chad first applied a basecoat of Mechrite Red to the tabard, a 1:1 mix of Chaos Black and Codex Grey to the trousers, Dwarf Flesh on the skin and Calthan Brown on the bow.



Step 2. After the basecoat, Chad applied the highlights to the bowman. He highlighted the tabard Blood Red, the trousers with Hormagaunt Purple and the skin with Elf Flesh.



Step 3. Finally, to blend the highlights together and add depth to the shadows, Chad applied several washes. He used Baal Red, Badab Black, Leviathan Purple and Ogryn Flesh.

Method 2

As we explained earlier, there's no right or wrong way to use the new Citadel Washes, and they can be used in many different ways to give different effects. Here Chad shows how you can use washes to enhance the effect of metallic paints. By applying the wash straight after the basecoat, the subsequent highlights really stand out.



Chad painted the iron parts of the armour with a basecoat of Boltgun Metal, before painting the brass ornamentation with Shining Gold.



Before highlighting, Chad applied a wash of Badab Black to the armour and Gryphon Sepia to the gold decoration.



Finally, Chad highlighted the iron armour with Mithril Silver. He then used Burnished Gold to highlight the ornamentation.

'EAVY METAL Washes Showcase



The armour of this Mordor Orc has a weathered and beaten look. A basecoat of Boltgun Metal was dulled down with a wash of Badab Black.



The skin of this Plaguebearer shows the effect of multiple coats of wash – in this case a base of Knarloc Green followed by a wash of Baal Red and Devlan Mud.

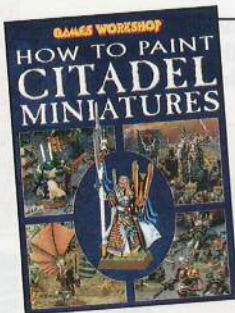


The old and musty appearance of bones has been achieved with Khemri Brown and Dheneb Stone, then a wash of Devlan Mud and a highlight of Bleached Bone.



The Bloodletter's skin has a rich and vibrant appearance, created by a basecoat of Mechrite Red followed by a wash of Baal Red, concentrating on the recesses.

TYRANID TERMAGANTS



This 96-page book is bursting with information about the many different techniques you can use to paint your miniatures. The book is filled with advice suitable for painters of all levels of experience, from stage-by-stage guides illustrating basic techniques such as basecoating and drybrushing, right up to

Golden Demon showcases. There's also a large section, sorted alphabetically, that details as many miniature-painting techniques as we could squeeze in. This is an essential purchase for any miniatures painter. You can see more examples that we couldn't fit in the book on page 80 in our brand new Painting Workshop series.

FOCUS ON... WASHES/WHITE UNDERCOAT

When it comes to horde armies such as Tyranids, a different, less detailed painting technique can come in handy. Less detail doesn't mean there's less skill involved; in fact, a well-painted horde will stand out on the tabletop as well as a beautifully detailed army.

Chad Mierzwa's skill at painting on this scale is due to his experiences painting entire Games Day armies in the United States. He uses washes to paint the bulk of his armies before going back in, armed with a detail brush, to pick out the remaining features. En masse, this requires a fair bit of space in which to work, and a few hours put aside.



SKIN



Apply a wash of Leviathan Purple over a Skull White undercoat.



Paint the skin of the model Bleached Bone. Leave Leviathan Purple visible in the recesses.



Paint a second wash of Leviathan Purple onto the skin.



Once dry, highlight these areas again with Bleached Bone.

CARAPACE



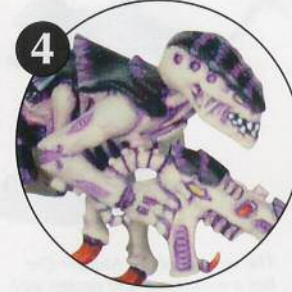
Paint the carapace and claws Chaos Black.



Highlight the edges of the carapace with Liche Purple.



Apply a highlight with an equal parts mix of Liche Purple and Fortress Grey.



Paint a final highlight using thin lines of Fortress Grey.

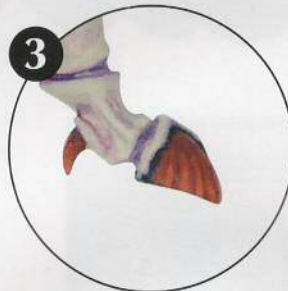
CLAWS



Basecoat the claws with Red Gore.



Highlight the claws by applying stripes of Blood Red.



The claws are given a final highlight of Blazing Orange.



Top Tip

Using a white undercoat has given Chad a blank canvass to work on. He's used plenty of wash to make sure he has a well-shaded model. This gives him a great "guide coat" on which to build for the rest of his painting.

EYES



Paint the eyes with a line of Skull White.



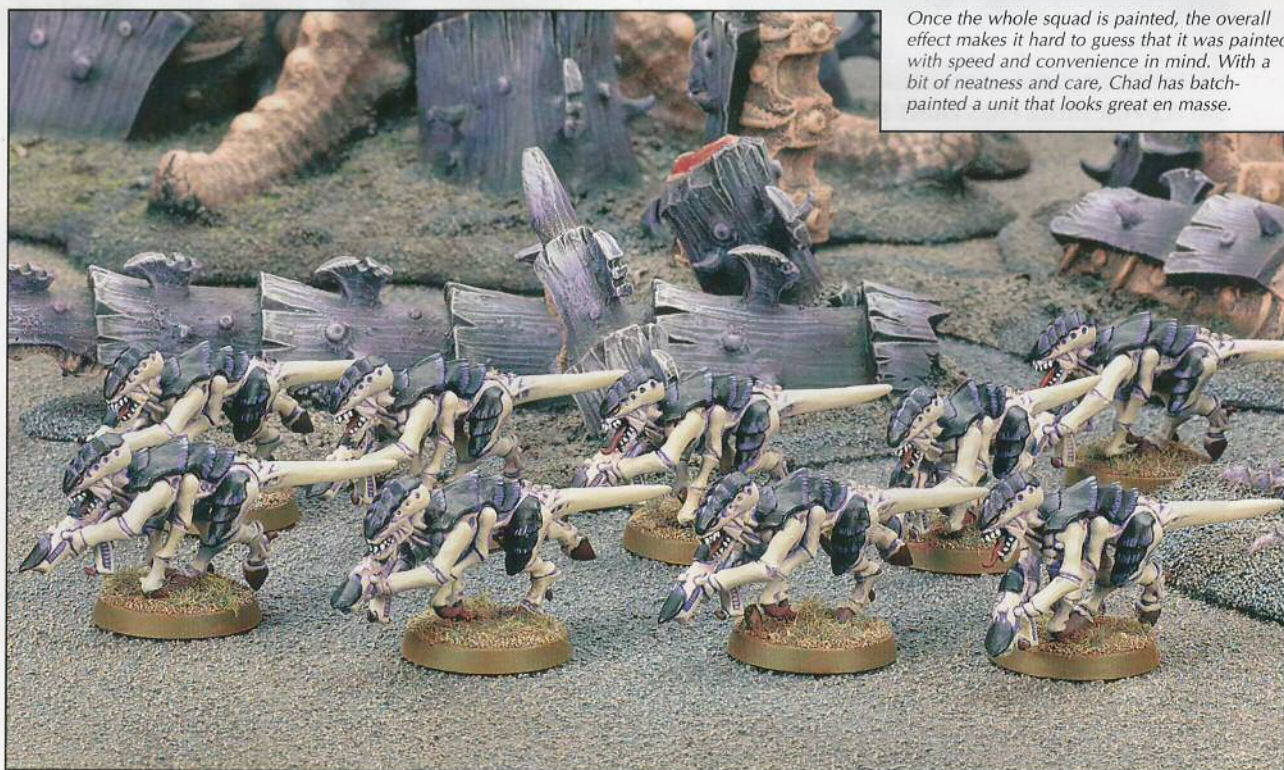
Use a layer of Golden Yellow to block in the eyes.



Paint the individual teeth with Bleached Bone.



Finish the teeth by picking them out with Skull White.



Once the whole squad is painted, the overall effect makes it hard to guess that it was painted with speed and convenience in mind. With a bit of neatness and care, Chad has batch-painted a unit that looks great en masse.

CITADEL

PAINTING ESSENTIALS

Citadel provides a comprehensive range of model paints and washes.



BATTLE FOR MACRAGGE PAINT SET

Inside this set you will find a selection of paints, 3 plastic Space Marine models and a starter paintbrush.

Battle for Macragge Paint Set
£12, €20, 140dkr, 170sek, 200nkr



BATTLE FOR SKULL PASS PAINT SET

A great first paint set. This set contains one starter paintbrush, 6 paints and 10 plastic Night Goblins.

Battle for Skull Pass Paint Set
£12, €20, 140dkr, 170sek, 200nkr



MINES OF MORIA PAINT SET

Ideal for beginners, this set contains 12 plastic Moria Goblins, 6 paints and a starter paintbrush.

Mines of Moria Paint Set
£12, €20, 140dkr, 170sek, 200nkr



CITADEL WASHES SET

These paint-based washes give you the ultimate control when shading, while leaving a matt finish.

Citadel Washes Set
£12, €17.50, 135dkr, 160sek, 1755nkr



FOUNDATION PAINT SET

The Foundation Paints have been designed to provide great coverage. This set contains 18 paints.

Foundation Paint Set
£30, €40, 300dkr, 350sek, 350nkr



HOBBY STARTER SET

This set is great both for those who are new to the hobby and veterans alike.

Hobby Starter Set
£25, €40, 300dkr, 350sek, 350nkr

CITADEL

Colour Chart

Citadel's range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation Colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range consists of great paints, specially formulated for a host of miniature-painting techniques.

Citadel Colour

| | | | |
|--|-------------------|--|-------------------|
| | Sunburst Yellow | | Goblin Green |
| | Golden Yellow | | Scorpion Green |
| | Blazing Orange | | Rotting Flesh |
| | Blood Red | | Camo Green |
| | Red Gore | | Catachan Green |
| | Scab Red | | Graveyard Earth |
| | Dark Flesh | | Scorched Brown |
| | Dwarf Flesh | | Bestial Brown |
| | Elf Flesh | | Vermin Brown |
| | Liche Purple | | Snakebite Leather |
| | Warlock Purple | | Bubonic Brown |
| | Regal Blue | | Vomit Brown |
| | Ultramarines Blue | | Desert Yellow |
| | Enchanted Blue | | Kommando Khaki |
| | Shadow Grey | | Bleached Bone |
| | Space Wolves Grey | | Fortress Grey |
| | Ice Blue | | Codex Grey |
| | Hawk Turquoise | | Chaos Black |
| | Dark Angels Green | | Skull White |
| | Snot Green | | |

Metallic Colour

| | |
|--|----------------|
| | Burnished Gold |
| | Shining Gold |
| | Dwarf Bronze |
| | Tin Bitz |
| | Boltgun Metal |
| | Chainmail |
| | Mithril Silver |

Citadel Foundation

| | |
|--|------------------------|
| | Iyanden Darksun |
| | Macharius Solar Orange |
| | Mechrite Red |
| | Tau Sept Ochre |
| | Calthan Brown |
| | Khemri Brown |
| | Tallarn Flesh |
| | Dheneb Stone |
| | Gretchin Green |
| | Knarloc Green |
| | Orkhide Shade |
| | Fenris Grey |
| | Hormagaunt Purple |
| | Mordian Blue |
| | Charadon Granite |
| | Necron Abyss |
| | Adeptus Battlegrey |
| | Astronomican Grey |

Citadel Wash

| | |
|--|------------------|
| | Baal Red |
| | Asurmen Blue |
| | Leviathan Purple |
| | Devlan Mud |
| | Ogryn Flesh |
| | Gryphon Sepia |
| | Thraka Green |
| | Badab Black |

Citadel Varnish

| | |
|--|---------------|
| | Gloss Varnish |
|--|---------------|

Individual Paints.....
£2, £2.50, 25dkr, 35sek, 40nkr



The DOMINATION of Mordor™



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

BATTLE REPORT

This month's battle report is a straight-up, Good vs. Evil fight between Sauron's forces and the brave Men of Gondor. However, it's not *quite* that simple; Evil has the home advantage, as the battle is fought across the lava fields of Mordor.

Over the past year, we've played some truly fantastic, awe-inspiring games of The Lord of the Rings – from the depths of Khazad-dûm, to a full-on multi-player recreation of the Pelennor Fields, and even more Mûmakil than you can shake a stick at in the deserts of Harad. So, for this battle we thought that a back-to-basics approach would be no bad thing and make a change from the more epic games we'd played of late. Step forward two seasoned veterans of the war for Middle-earth.

In the Evil corner, we have Adam Troke, author of the Mordor book, who was getting ready to play in the UK The Lord of the Rings tournament in Warhammer World the following day. Fighting the Good fight would be Alessio Cavatore, with a force consisting of the loyal Men of Gondor, led by Faramir and Gandalf the White.

Both players had 700 points to choose from their respective lists, and would be playing a favourite scenario from the tournament circuit, Domination, from Legions of Middle-earth. The final twist was that the game was to be played on our 4' x 4' Mordor board, which is criss-crossed with deadly lava flows. One of the great things about the Mordor sourcebook is that it contains new terrain rules, which you can use to represent the effects of fighting in such an inhospitable land in your own games. These range from volcanic eruptions to the gaze of Sauron himself. Bearing in mind that we wanted to keep this game relatively simple, we just used the lava flow rules this time around.

Mat Ward would be on hand in his role of resident The Lord of the Rings pundit to pick apart each player's performance. With all that sorted, it was down to the gamers to select their forces...

Game Statistics

Points Match: 700pts.

Players: Adam Troke & Alessio Cavatore.

Scenario: Domination.

Location: Plateau of Gorgoroth, Mordor.

Notes: Tournament-style game with special Mordor lava rules.



Domination



Scenario

Your force needs to take control of the battlefield. It can do this by capturing four key objectives.

Layout

The battlefield is dominated by four important terrain features that must be captured and held against the enemy. One of these key terrain features must be placed in each quadrant.

Starting Positions

The armies set up in opposite table quarters. Roll a dice to see which player gets to pick the corner they set up in first. Models must be set up on the table within 18 1/4 inches of their corner.

The player that picked the corner to deploy in sets up his army first, followed by his opponent.

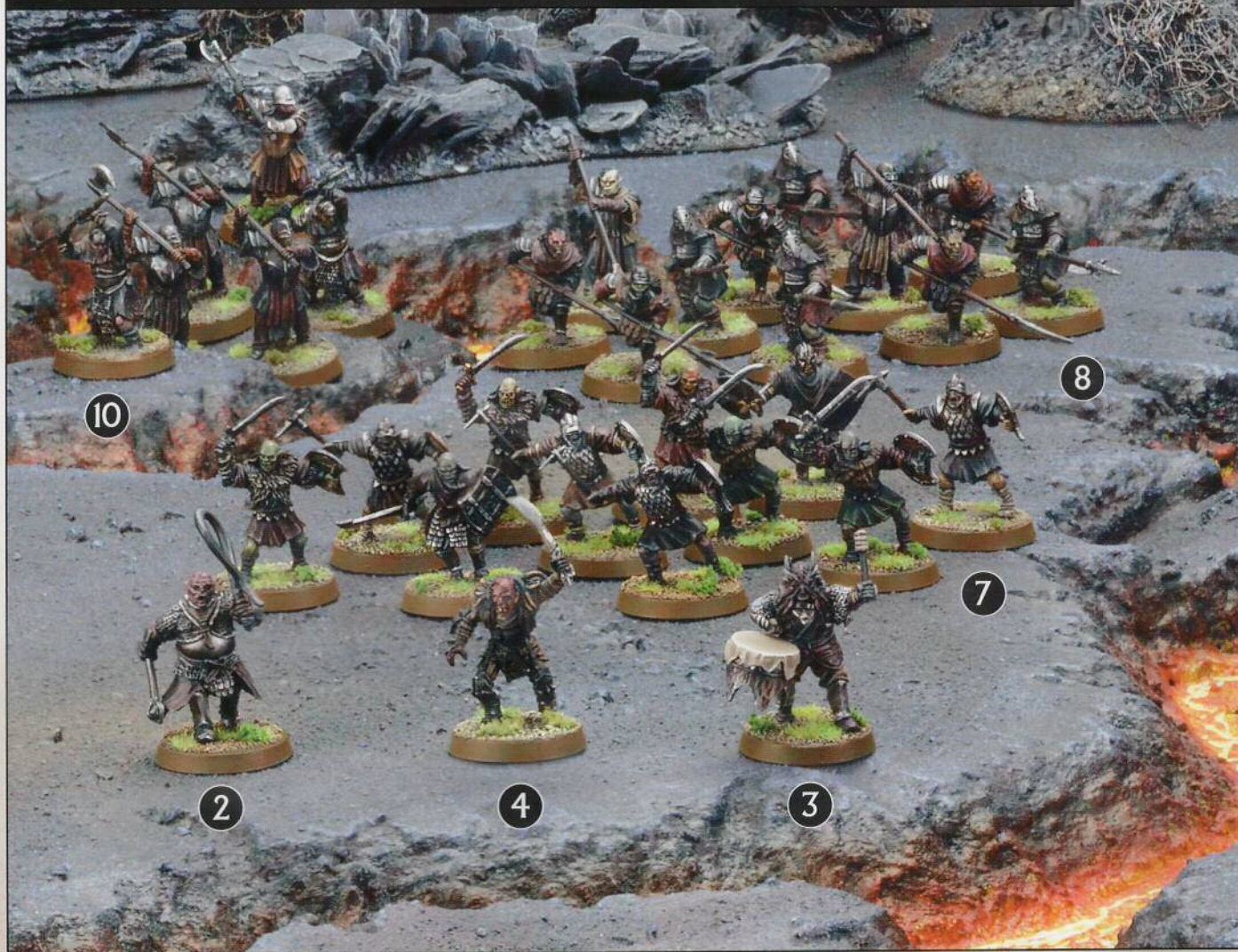
Objectives

When the game ends, the player who has the most models on, or touching, an objective terrain feature is considered to have captured it. Once one force has been broken, the battle might suddenly end. At the end of each turn after this condition is met, roll a dice: on a result of 1-2 the game ends.

Victory

Four Objectives captured – Major Victory.
Three Objectives captured – Minor Victory.
Two Objectives captured – Draw.

Denizens of Mordor



Other than standing about 6 feet tall, former Games Developer Adam Troke is a Hobbit in almost all other respects, being brought up in the Shire and getting through a hearty 8 meals a day.

Adam: With choking clouds of ash and poisonous winds, deadly flows of lava and ground-shaking earthquakes, I am surprised that anyone would want to attack Mordor. Still, if the Men of Gondor are foolish enough to try it, I'll be glad to lead out the welcoming committee to meet them.

Domination requires me to fight hard for at least three out of four objectives, so my army must be able to split up easily. Playing for anything less than three of the objectives is a waste of time – so I'm looking for a good balance of warriors to hold ground and Heroes to lead them. The Heroes are easy to choose. I love using the new Ringwraiths and, after a little dithering, have gone for the Dark Marshal. His Fight value of 6 means that he can take on the best Heroes Gondor has to offer, while his Rule Through Fear special rule means that his underlings will fight even

harder. I've included a Taskmaster too, mostly because the model is awesome, but also because Heroic actions (Moves and Combats specifically) can be decisive in Domination. An Orc Drummer will help my warriors to make it to the objectives before the Good infantry, while sneaky Orc Captain, Grishnákh, brings 3 much-needed Might points to the party.

As for Warriors, there are two things I know I'll need. First is a Mordor Troll, in case Alessio brings Boromir of the White Tower. There's nothing in Gondor to match a Troll in combat, and any Hero or warrior that tries it without magical support risks death. Second are as many Black Númenórean Warriors as I can lay my hands on. Battle-hardened and twisted by their pact with Sauron, these treacherous warriors should be able to grind down the weaklings of Gondor alongside the Dark



Mordor Army

- 1 The Dark Marshal
on armoured horse
135 points
- 2 Mordor Orc
Taskmaster
60 points
- 3 Orc Drummer
40 points
- 4 Grishnákh
45 points
- 5 10 Black Númenórean
Warriors
90 points
- 6 5 Orc Trackers
25 points
- 7 11 Orc Warriors
with shields
66 points
- 8 11 Orc Warriors
with spears
66 points
- 9 6 Orc Warriors
with Orc bows
36 points
- 10 6 Orcs
with two-handed
weapons
36 points
- 11 Mordor Troll
100 points

Total: 699 points

Marshal. Orcs are the final thing on my shopping list – and I'll take as many as my leftover points permit. These will be my objective holders, and will pitch in against any Warriors of Minas Tirith that come close enough.

My plan for the game is simple. Two groups will splinter off from the main force, heading for the two neutral objectives, while my bow-armed Orcs hang back and volley fire. Once I've secured the neutral objectives, I'll race for Alessio's home corner and steal that too. The Dark Marshal will advance with the Black Númenóreans, where his Harbinger of Evil special rule will enhance their terrifying aspect and they can benefit from his banner effect, while the Troll will stick close to the Taskmaster, hoping to charge some unwitting Men of Gondor with a timely Heroic Move.

The board we are playing on also needs consideration. In Mordor, the terrain is as much a part of the game as the models. I knew we'd be playing on a game board criss-crossed with lava flows, and that to fall into said flow would mean certain death. So, I had a good look at the board before a single dice was rolled and knew that if I won the deployment roll I'd choose the corner in southeast. This meant that Alessio's troops would have to make one more Jump test than mine to get to the right flank objective – and that would increase their chances of dying in the process!



Mordor Troll

Chosen of Gondor



After spending his time recently developing the Chaos Daemon army for Warhammer 40,000, Alessio Cavatore found playing the bold and pure Men of Gondor a welcome change!

Alessio: It will be a great pleasure to play Adam again. I have really missed his good-natured humour since he stopped working with us. He is the kind of gamer you would want to play all of your games against: he plays to win, making every game challenging, but never loses his friendly and polite attitude, making every game really enjoyable. Now, my question is: how do I best crush him? I started to think about some nasty tournament combos for my army, but as often happens with The Lord of the Rings, my love for the background took over. I therefore decided to go for an army that was inspired by a particular scene instead, possibly less competitive, but more "mine". Picturing my Gondor force, I immediately thought of the desperate feeling of the defenders of Minas Tirith under siege by the forces of Mordor. In particular, I wanted my army to evoke

the period between the forlorn defence of Osgiliath to the moment when a worn-out Pippin and Gandalf, together with the battered remains of the garrison, are preparing themselves for the final onslaught, just before the war-horns of Rohan bring them new hope!

The army I picked using the Legions of Middle-earth book is therefore a defensive one, without cavalry. It is formed of two contingents – the first and main contingent is from the Tower of Ecthelion list. It is led by Beregon and Pippin, but in reality its heart is obviously Gandalf the White! It is made up of Warriors of Minas Tirith and a small contingent of Citadel Guards to accompany the White Wizard and his loyal Hobbit companion.

The other contingent is simpler, clearly inspired by the defenders of Osgiliath – a mix of Rangers of Gondor and Osgiliath



Gondor Army

- 1 Gandalf the White
230 points
- 2 Beregond of Gondor
25 points
- 3 Peregrin Took,
Guard of the Citadel
25 points
- 4 Faramir, Captain of
Gondor
with bow
75 points
- 5 2 Rangers of Gondor
16 points
- 6 2 Rangers of Gondor
with spears
18 points
- 7 4 Osgiliath Veterans
with spears
36 points
- 8 4 Osgiliath Veterans
with shields
36 points
- 9 2 Citadel Guards
with longbows
20 points
- 10 4 Citadel Guards
with spears
36 points
- 11 6 Warriors
of Minas Tirith
with shields
and spears
54 points
- 12 6 Warriors
of Minas Tirith
with shields
48 points
- 13 6 Warriors
of Minas Tirith
with bows
48 points
- 14 Warrior of
Minas Tirith
with banner
32 points

Total: 699 points

Veterans led by a bow-toting Faramir in his ranger garb.

This gives me a force that is of a decent size, with enough bows to volley fire. This will hopefully allow me to dictate the pace of the game by out-shooting the enemy and thinning their numbers before the inevitable clash.

I will rely on Gandalf the White to take care of Mordor Trolls and the other nasties that Adam will throw at me that are simply too tough for my normal warriors. I am aware of the risks of taking such an expensive Hero, and I can be sure that Adam will be using the best tactic against powerful Heroes. This is, of course, to always charge as soon as

possible with one cheap warrior at a time. Yes, these "volunteers" may give their life in the process, but they will seriously curb the usefulness of the Hero. Wizards in particular are really hampered by this tactic, as they cannot use their powers if they are engaged before they get to move. The two best defences for Gandalf are a good screen of friendly warriors

and his *Terrifying Aura* magical power. If the enemy has to take a Courage test to charge and pin your Wizard, this may cause quite a lot of his Warriors, and even Heroes, to spend a few turns doing nothing as they quake in fear. And Orcs are certainly not renowned for their Courage!

“I started to think about some nasty tournament combos.”

Into the Fire

Turns 1-3

Volley Fire

Volley fire is a great tactic that allows you to double the range of your bows and fire at targets you do not have line of sight to. There are a couple of requirements to fire in a volley, however – you need to be in a group of ten or more bow-armed models with all their bases touching, all armed with the same type of bow.



A



Evil Force

- M The Dark Marshal
- T Mordor Orc Taskmaster
- D Orc Drummer
- G Grishnákh
- 1 Black Númenórean Warriors
- 2 Orc Trackers
- 3 Orc Warriors
- 4 Orc Warriors with bow
- 5 Mordor Troll

Good Force

- G Gandalf the White
- B Beregond
- P Peregrin
- F Faramir
- 6 Rangers of Gondor
- 7 Osgiliath Veterans
- 8 Citadel Guards
- 9 Warriors of Minas Tirith
- 10 Warriors of Minas Tirith with bow
- 11 Warrior of Minas Tirith with banner

Lava Flows

Crossing lava is extremely hazardous – even monsters and Heroes can lose their lives with just one mishap. Lava flows can only be crossed via a bridge, or by passing a Jump test. Any model that is pushed or falls into a lava flow is instantly killed and removed from play. To jump, roll a D6: on a 1 the model falls, on a 2-5 it successfully crosses, and on a 6 it is safely across and can continue its movement.

As Adam set up his Evil force he became increasingly obsessed with the number of lava flows his Orcs would have to jump across, worrying about the lack of bridges and the fact he could potentially lose a sixth of his force for every crevice he would have to cross. His complaints fell on deaf ears as we reminded him that the brave Men of Gondor would have to make just as many terrifying jumps, and that his Orcs were far cheaper than Alessio's models.

The game started and Adam won priority for the first turn. He split his Evil army into two forces. The first, containing the Dark Marshal, Grishnákh, 20 Orcs and five Black Númenóreans, headed towards Objective 1. The other force included a Troll and a fearsome Orc Taskmaster, and headed for Objective 3. Alessio's force was more spread out, but advanced

southwards, apart from the bowmen who kept Objective 4 firmly under Alessio's control. Gandalf, Pippin, and the accompanying soldiers of Gondor headed south-west, putting them on a collision course with the Troll. Faramir, the Osgiliath Veterans, Citadel Guard and Beregond all made their way south and were the first to try and cross some lava. They managed to jump over with aplomb, apart from poor old Beregond who had to use a Might point to save being burnt alive!

In the Shoot phase, Adam fired a volley high into the air, managing to slay a soldier and wound Beregond, who this time used his Will to save himself. Alessio volley fired back, killing an Orc Warrior.

Alessio won priority for the second turn and so the Men of Gondor moved first yet again. His dice rolls were a bit more tense as Gandalf jumped across a magma-filled

Turn 3
Objectives

Good 1

Evil 2

Key



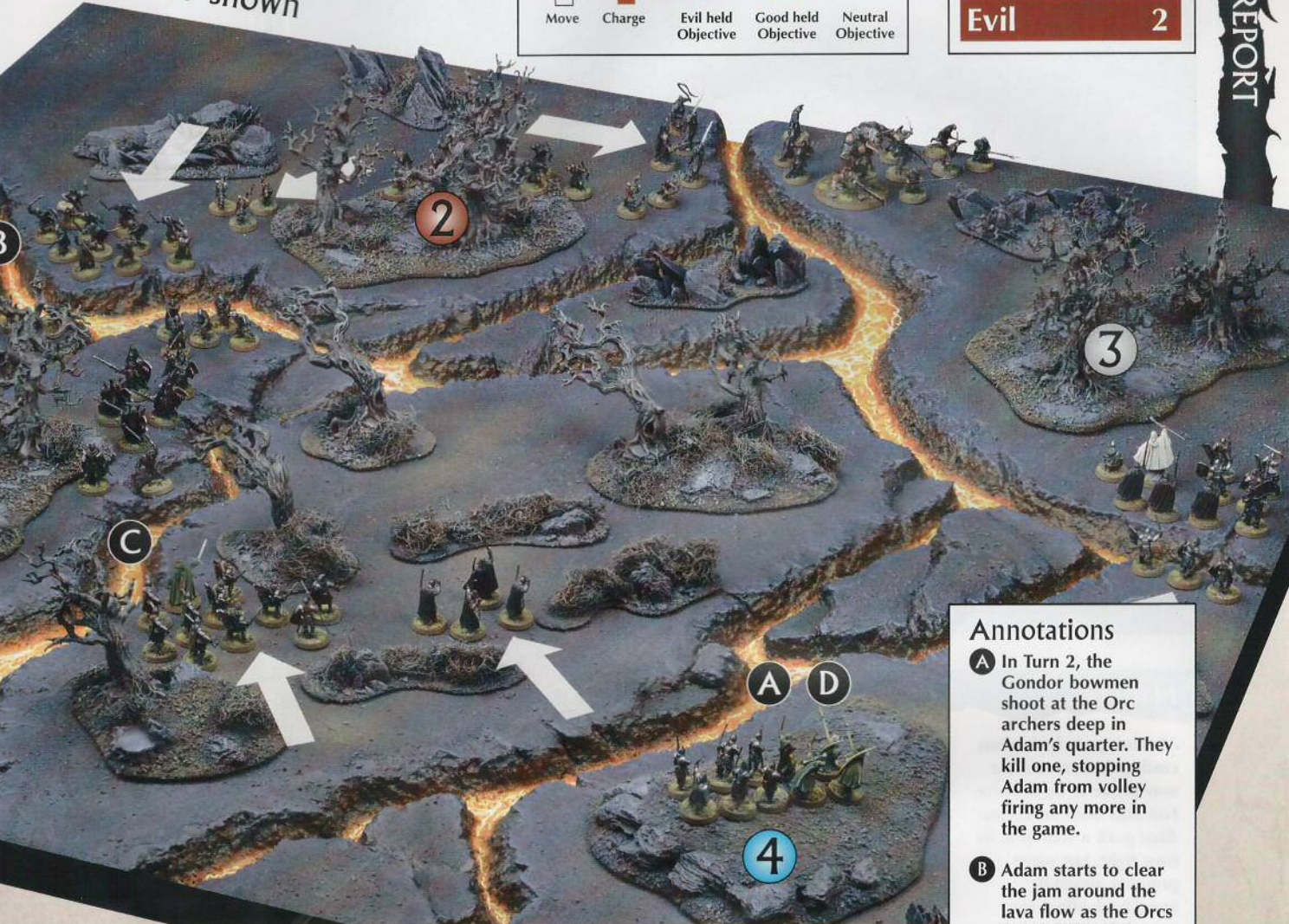
Move



Charge

Evil held
ObjectiveGood held
ObjectiveNeutral
Objective

Turn 3 shown



Annotations

A In Turn 2, the Gondor bowmen shoot at the Orc archers deep in Adam's quarter. They kill one, stopping Adam from volley firing any more in the game.

B Adam starts to clear the jam around the lava flow as the Orcs cautiously jump across. However, the density of the horde is obviously too high as the pushing and shoving results in three Orcs falling to their deaths.

C During Turn 3, Faramir uses his Might to kill the Dark Marshal's mount, forcing him to fight the rest of the battle on foot.

D More volley fire in Turn 3 from the archers of Gondor sends another Orc from Adam's westerly contingent to its doom.

chasm, but landed safely – as did all of Alessio's other models that jumped. Whilst moving, Gandalf also took the opportunity to cast the *Terrifying Aura* spell. In the Evil phase, Adam's Troll-led force continued their advance towards Objective 3, encountering a lava flow in their path. Most made it across, including the Troll, although one of the Orcs became the first victim of the magma. The Orc Trackers and Warriors separated to create a third group, taking cover amidst the trees to defend the objective in Adam's home quarter. The Dark Marshal's retinue made their way north jumping clear of a crevice, although a bottleneck formed as not all the Orcs could cross in one go.

Turn 3 saw Alessio win the priority once again. Alessio tried to get all of Gandalf's retinue safely across the crevasse. Unfortunately, one soldier fell in

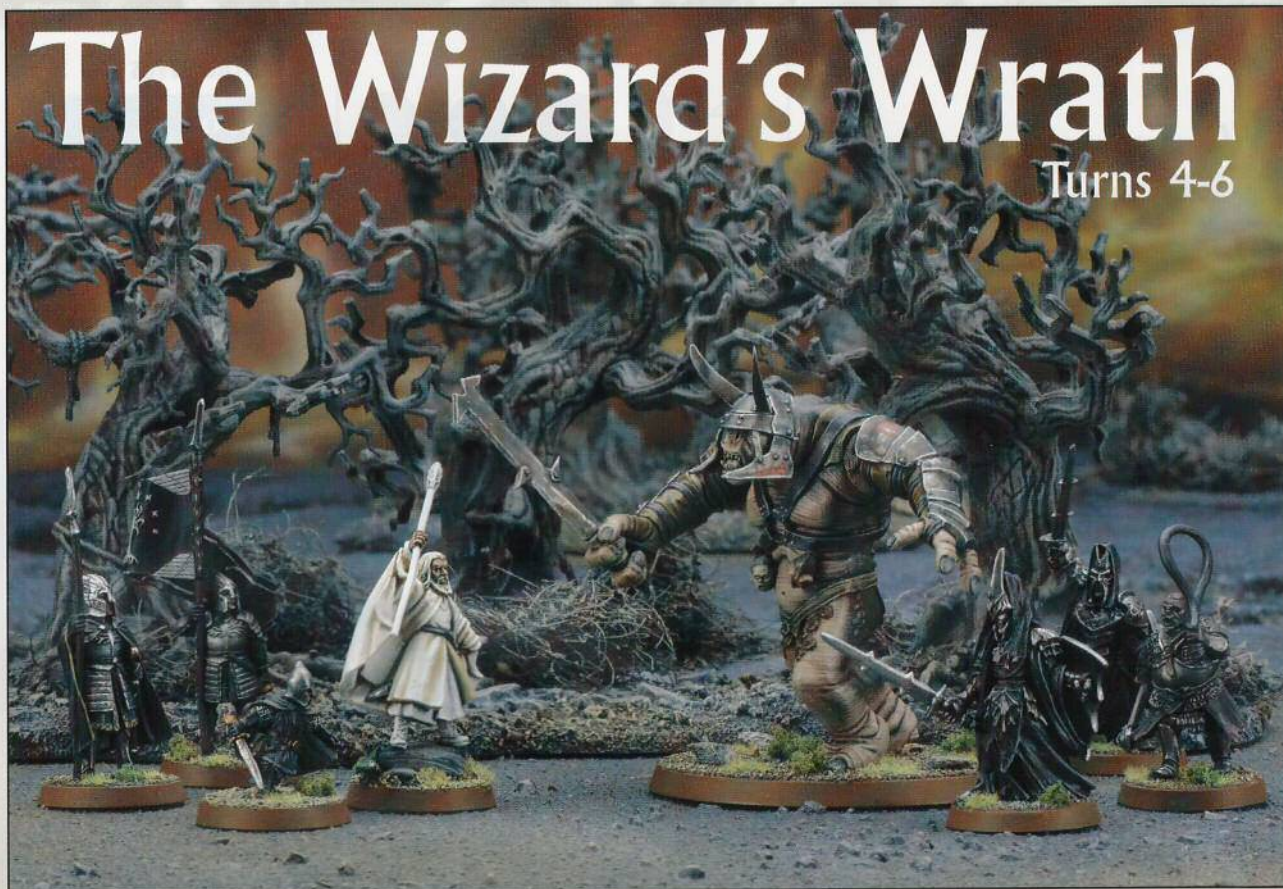
and, much to Adam's glee, so did Pippin! Alessio rescued the clumsy Hobbit with a Might point, temporarily silencing Adam's gloating. To the east, Faramir's contingent of Gondor warriors made their way to the next lava flow, the Dark Marshal now clearly in their sights as he emerged from the rising vapour.

In the Evil Move phase, the group heading west continued to make good progress towards the objective, but lost another Orc to the lava on their way. The bottleneck started to clear as the large group of Orcs made their way north. Further north still, the Dark Marshal and his Black Númenórean bodyguard headed onwards to secure Objective 1.

In the Shoot phase, Alessio made use of volley fire to kill yet another Orc, while Faramir aimed his bow at the Dark Marshal with deadly precision (C).

The Wizard's Wrath

Turns 4-6



Mat says...

Alessio's poor luck when casting *Sorcerous Blast* may prove to be decisive. Not only does *Sorcerous Blast* pack a wallop in its own right, but when properly aimed its knockback effect can propel the victim to fiery doom in the molten lava. Let's hope Gandalf has more luck next turn.



Gandalf the White

Adam won priority for Turn 4 and pressed the advantage to move the Dark Marshal, Grishnákh and the Black Númenóreans onto Objective 1 to claim it for Evil, and also to guard the lava flow, making it difficult for Alessio's warriors to cross. The Dark Marshal pointed his spindly arm towards Faramir and cast *Sap Will*, stealing all of the Gondor Captain's Will points.

A little to the south, the Orcs caught in a bottleneck struggled again and lost two more to the river of lava, the rest making their way towards the Nazgûl and the Black Númenóreans.

The Orcs heading west finally managed to clear the lava flow and sprinted towards Objective 3, fully aware that Gandalf, Pippin and a force of elite Gondor soldiers were now on the same land mass – a showdown could not be far off.

In Alessio's Move phase, Faramir's contingent began to fan out along the lava flow looking for a narrow point to cross over. Two Osgiliath Veterans headed north across another flow, a risky move but one that gave them an unguarded area to cross to the objective in the next turn.

In the south, Gandalf moved onto Objective 3, claiming it for Gondor. He also had line of sight to the Evil contingent heading towards him, so sent a *Sorcerous Blast* off in their direction – unfortunately he didn't make his spell roll so this was

considered more of a warning shot than an actual damaging blow! The other warriors in Gandalf's contingent moved forward, the last man left on the other side of the lava flow falling in as he tried to cross.

In the Shoot phase, the Orc Trackers took aim at Gandalf, but their crude Orc bows could not score a hit. The Orc bowmen fired at Beregon and hit but failed to wound the Gondor Hero. The Gondor archers fired back and managed to kill two Orcs in the eastern quarter, much to Adam's annoyance.

Alessio won the priority for Turn 5 and Gandalf immediately attempted another *Sorcerous Blast* at the advancing Orcs and Black Númenóreans, but once again failed to cast it. Preparing for the inevitable combat, Gandalf, Pippin and company moved into a battle-ready position, knowing the Orcs would charge as soon as they were in range to do so.

Back in the north, Alessio decided to split up his archer volley group. He left one behind to guard the objective hill and sent the rest across the lava fissure, south into the central portion of the board, although two more Warriors of Minas Tirith died jumping across the deadly crevasse.

In the Evil turn, Adam wisely declared an advance with the beat of the Orc drums. Two more Orcs fell into the magma, but the rest sprinted forward nine inches and caught up with their Black

Osgiliath Veterans

A dour and grim band of determined men, the Osgiliath Veterans are the warriors who recaptured the ruined city of Osgiliath, alongside Boromir. Though their armour is pitted and scarred, the fighting spirit of the veterans remains.

Alessio's choice of Osgiliath Veterans to accompany Faramir into battle was a wise one. Not only are they hardy fighters with a high Defence of 5 and a Courage of 4, but when they fight alongside either Faramir or Boromir, they gain a +1 bonus to their Fight value, taking it up to a respectable Fight 4.



Númenórean masters, allowing Adam to defend the lava flow far more effectively, to prevent Faramir's contingent from crossing. Two Orcs split from the main force and went around the other side of the objective, heading north towards the Osgiliath veterans on the far side. In the Shoot phase, Alessio's Citadel Guard launched their arrows at the Orc Warriors but failed to hit. Adam's Orc Trackers took aim at Pippin, and while one arrow hit, it failed to wound the stout Hobbit.

Priority was rolled for Turn 6 and Adam won. His Troll stormed round the back of the wood, while the Orcs and Black Númenóreans went around the other way to ensnare Alessio's troops in a pincer movement. All the other Evil models in the group scrambled for the woods, claiming

Objective 3 for Mordor.

Alessio met the oncoming threats head on; the south contingent charged at Adam's flanking warriors, with only Pippin remaining stationary. Gandalf charged the Troll with five warriors at his side, managing to cast *Transfix* on the monster as he did so. Before the magically paralysed monster could raise its deadly weapon, Gandalf the White proved why he is one of the most renowned Heroes of Middle-earth, plunging Glamdring through the monster's tough hide and armour, and deep into the Troll's gut.

Things didn't go as well on the other flank as the Black Númenóreans fended off the Citadel Guard. The Warriors of Gondor enacted a hasty retreat away from the terrifying Evil infantry.

Turn 6 Objectives

Good 1

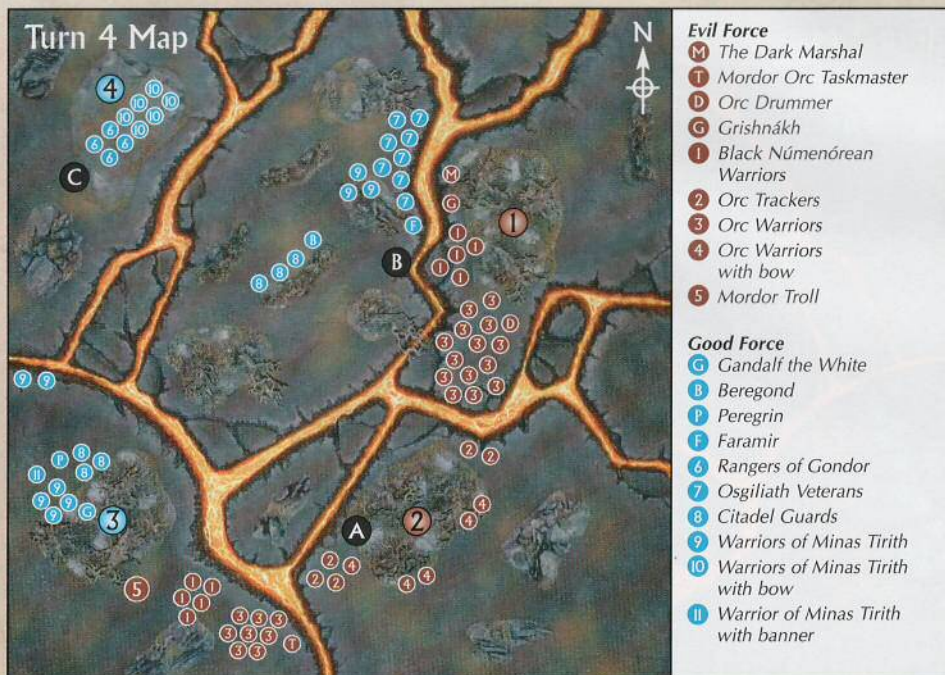
Evil 3

Annotations

A The shooting in Turn 6 is uneventful, with the Orc Trackers shooting at Beregond and missing. The Gondor archers fire back at the Orc Trackers but they also struggle to find their targets.

B Two Orcs on the flank charge into Gondor's warriors, although one has to cross a lava flow to do so, failing miserably and being burnt to a crisp. This leaves just one Orc against the warriors, who promptly dispatch the creature in no time.

C The central block of archers started the game defending the north-western objective by raining volleys of arrows down on the heads of the Orcs. In Turn 6, however, they leave the relative safety of the hill.



Beware the Dark Marshal

Turns 7-9

Land of Shadow

Mordor is a land unlike any other in Middle-earth. The skies are filled with choking ash and the very air is poisonous. But it's not just the inhospitable terrain that invaders of Mordor need to be wary of. The malice-filled Eye of Sauron sweeps across the bleak and craggy plains bringing bone-chilling terror and utter despair.

In this battle report we only used one of the special Mordor terrain rules – obviously the lava flow rules. In the Mordor book there are two others, which we've briefly described below.

The Red Eye of Sauron

The Eye of Sauron is represented by a simple marker, usually a 40mm cavalry base. The player with Priority moves it. Any Good models close to the marker suffer -1 to their Fight rolls, while Evil models get +1 to their Courage.

Volcanic Eruptions

Some say Sauron can control the elemental will of Mount Doom, causing it to erupt at his command. In the game this can have a varied effect – anything from falling rocks, ground tremors to poisonous air.



Turn 7's priority flipped back to Alessio, but Adam wasn't ready to let Gondor have it all their way. The Orc Taskmaster declared a Heroic Move, budging him closer to the action. This also spurred on some Orcs to try and charge the White Wizard, but not even the threat of the Taskmaster's lash was enough to goad them into fighting Gandalf through his *Terrifying Aura*.

Gandalf was spurred into action once again and let fly with yet another *Sorcerous Blast*, finally casting it and sending a Black Númenórean sprawling into the lava, as well as knocking down two shocked Orcs. The Wizard, followed by his Gondor retinue and the plucky Hobbit, then charged into the heart of the Evil horde. In the centre of the battlefield the archers continued their journey south towards Adam's home objective. In the east, Faramir's men shuffled down the lava flow looking for an opening in the Orc lines to cross. The Orc Warriors on the east side matched the Men of Gondor, keeping their side of the lava flow defended. The Evil models not engaged in the south-west moved into the woods, continuing to contest the objective.

In the far north Grishnákh launched himself from the branches of the burnt and

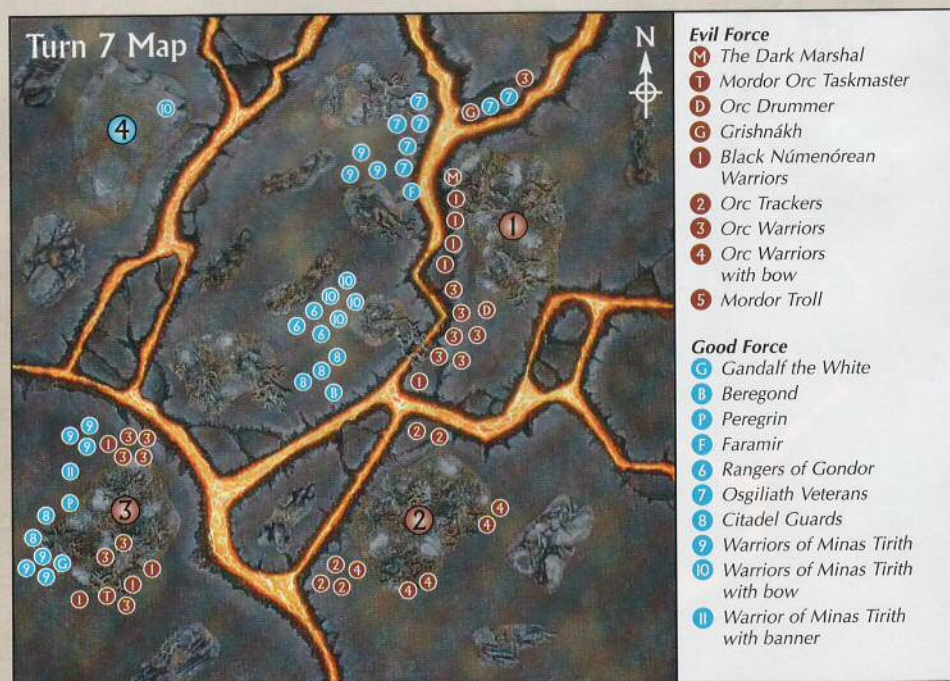
blackened trees, over a chasm and into combat with the Osgiliath Veterans. Another Orc joined him in the attack. The Dark Marshal raised his arm once again to cast another foul spell, a *Black Dart* shooting from his hand to slay a Veteran.

In the south, the fight really started in earnest, with Gandalf failing to beat the Orc he was in combat with, pushing the White Wizard deeper into the woods. The rest of the combat in the south quarter was a bloody melee, with neither side gaining a clear advantage.

Grishnákh's combat against the Osgiliath Veterans also had a surprise result as they pushed the Orc Captain back so he was teetering on the edge of the lava flow.

Priority remained with Alessio for Turn 8, and once again the Orc Taskmaster declared a Heroic Move, which he got for free thanks to his Whip of the Masters special rule. This allowed two Black Númenóreans to charge Gandalf in the woods, motivated more by a deep-rooted hatred of the Maiar than the sting of the Taskmaster's lash. The Gondor warriors close by pulled back towards the Wizard.

Across the lava from the fight, the archers led by Beregond arrived at the first of the two lava flows barring their way to the south-east objective. They successfully





The Dark Marshal Attacks

In Turn 8 the Dark Marshal leapt across the fiery divide and immediately sought out the Steward of Gondor's son, Faramir. First the Nazgûl used foul witchery to *Compel* Faramir back and fling him to a fiery grave but the Good Hero stood firm against the Evil magic. And so the Dark Marshal drew his blade

and charged into him. Weapons clashed as Faramir managed to fend the Ringwraith off. However, when the time came to bring the fight back to the creature, inexplicably Faramir's courage failed him. Perhaps his close encounter with the deadly Morgul Blade had made him question the wisdom of such a duel.

jumped across the first, but could see that the second flow would make for a more dangerous crossing due to the Orc archers lurking on the far bank. To the north, the Osgiliath Veterans advanced on Grishnákh, ready to push him into the river of magma. However, the Orc Captain was no fool and deftly leapt across the lava flow with a triumphant howl. Other Orcs emerged from the woods and surrounded the veterans, Grishnákh abandoning them to their fate in search of new prey. The Orc Trackers that were guarding the south-east objective moved forward towards the banks of the lava flow in an attempt to stop Beregond and his group from crossing.

Without a word, the Dark Marshal leapt across the crevasse and onto the same side as Faramir and his retinue. The Dark Marshal continued to move, as Adam had rolled a 6 for his Jump test, first trying to *Compel* Faramir into the lava flow and, when this failed, charging into melee with the Steward's son, his Morgul Blade drawn and ready. A Black Númenórean followed, jumping across and charging into combat with the nearby Rangers.

Grishnákh started the combat with a Heroic Fight using Might, slaying his opponent before jumping across the lava flow once again into a further combat. In the north the Orcs surrounded the two Osgiliath Veterans and pushed them into the lava. However, the Dark Marshal was bettered by Faramir who managed to temporarily force the Nazgûl back. The

combats in the south-west became bogged down yet again, with no clear victor on either side.

It was obvious that Turn 9 was going to be crucial, so priority was important, and this went to Adam. Alessio had other ideas and declared Heroic Moves by Faramir and Gandalf. Faramir took the advantage and tried to charge the Dark Marshal, but feeling the icy touch of death that surrounded the Nazgûl, his courage failed him. Roused to action by the faltering of their captain, Faramir's men managed to overcome their fears and charged both the Dark Marshal and the Black Númenóreans, preventing the Nazgûl's own charge.

Shooting became less prevalent once again with a meek exchange of arrows and so the phase was quickly over and the Fight phase began. In the south-west the Citadel Guards and Black Númenóreans glanced blows off each other with no clear victor, prolonging an already lengthy fight. Gandalf found himself in more bother as he was facing two of the sinister Black Númenóreans. Sauron's chosen came out on top and Gandalf was wounded, only his Fate keeping him standing.

The Dark Marshal sent the foolish Gondor soldiers flying and dealt with them in short order. The Black Númenórean who was also in combat close by, slew an Osgiliath Veteran with ruthless efficiency. Further north Grishnákh and the Orcs chopped down another brave Man of Gondor with gleeful wrath.

Orc Taskmaster

Orc Taskmasters are armed with a dreaded lash, meaning that orders given within earshot of the fearsome Orc are quickly followed. Each time the Taskmaster, or an Evil Hero within 6"/14cm of him, attempts a Heroic action, roll a D6: on a roll of a 4+, there is no need to expend a point of Might, the Heroic action is free.



Orc Taskmaster

Turns 7-9 Continued

Mat says...

The Terror-causing Black Númenóreans are really paying off for Adam. Whenever Alessio's warriors want to charge one of their black-hearted cousins, they've a roughly 50/50 chance of failing the necessary Courage test, and thus wasting a turn cowering in fear.



Black Númenorean



Gandalf the White

In this battle, Alessio was using Gandalf the White, the Wizard in his most powerful form. He is able to wield Glamdring to deadly effect and is a true master of the magical arts. Used well, Gandalf can slay even the mightiest monster, as he proved with the Mordor Troll earlier in the battle. However, things didn't always go the White Wizard's way; when he was cornered by a pair of Black Númenóreans, even he struggled.



Key



Move



Charge

Evil held
ObjectiveGood held
ObjectiveNeutral
ObjectiveTurn 9
Objectives

Good 1

Evil 3

Annotations

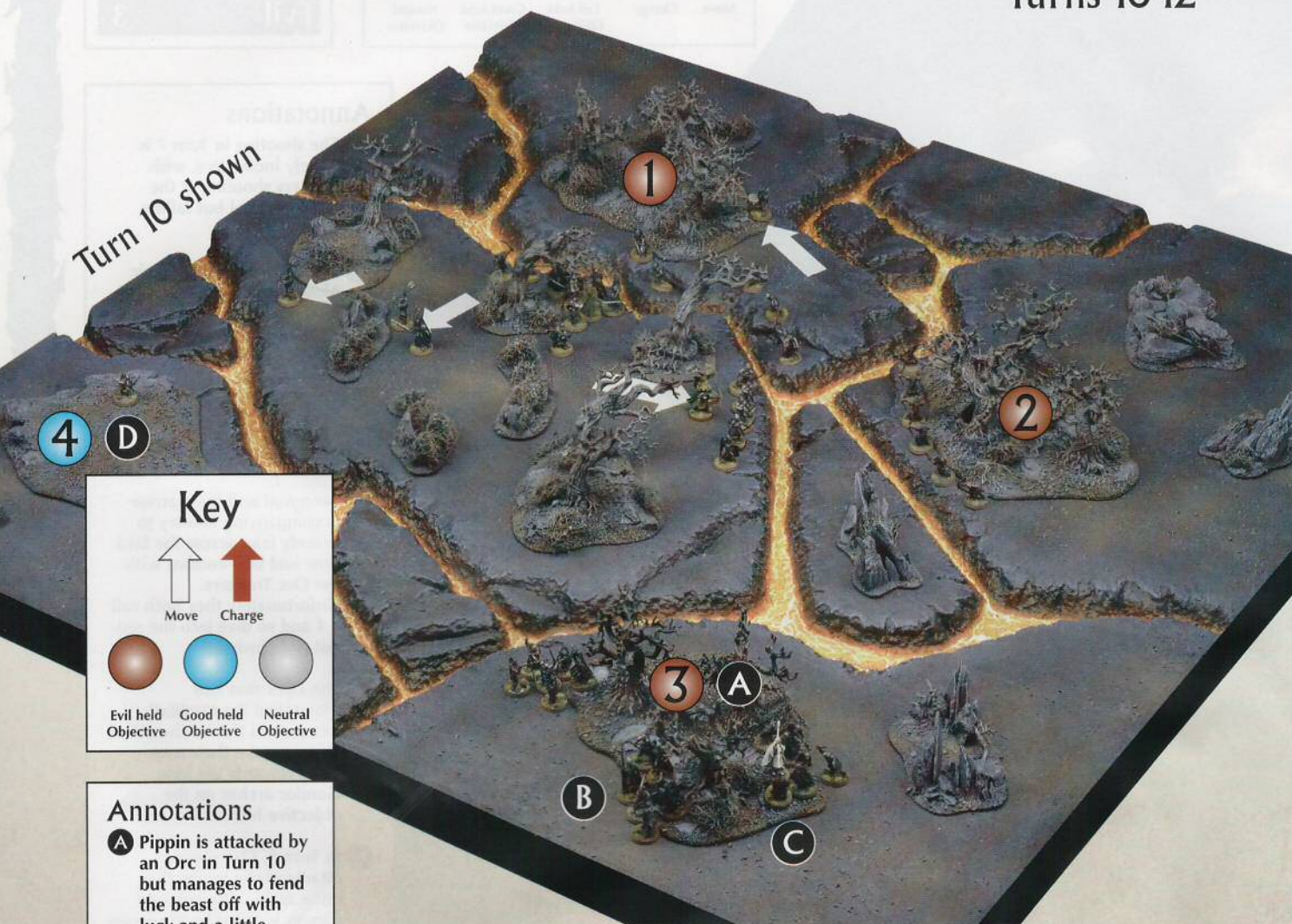
- A** The shooting in Turn 7 is largely ineffective, with Rangers shooting at the Dark Marshal but failing to wound.
- B** Faramir declares a Heroic Move at the beginning of Turn 9, but then fails his Terror test and cannot charge – Alessio actually rolls a double 1! However, the common soldiery show the captain how it's done and swallow their fear to charge the Nazgûl.
- C** Beregond and the warrior accompanying him try to bravely leap across the lava flow and into combat with the Orc Trackers. Unfortunately they both roll a 1 and so dive into the red-hot river instead!
- D** The Orcs that had dispatched the Osgiliath Veterans in the north-east start to make their way west, towards the lone Gondor archer on the objective hill.
- E** In Turn 9, Orc ranged attacks prove ineffective once again, although one Ranger is felled by the arrow of an Orc Tracker.
- F** The Black Númenórean's high Defence is just too tough for the archers and sword strokes of the Men of Gondor as – other than by Gandalf's magical blast – not one is injured in any of these turns.
- G** Gandalf's fight with the Black Númenóreans in Turn 9 costs him dear. Not only is he fighting the cream of Sauron's forces, but he is trapped against the trees and loses 3 Wounds. Alessio uses all 3 Will points to keep Gandalf in the fight, meaning the White Wizard only loses one Wound.

“It is a barren wasteland, riddled with fire and ash and dust. The very air that you breathe is a poisonous fume.”

- Boromir, The Fellowship of The Ring

Mordor is Ours!

Turns 10-12



Key



Move Charge



Evil held Objective Good held Objective Neutral Objective

Annotations

- A** Pippin is attacked by an Orc in Turn 10 but manages to fend the beast off with luck and a little Hobbit bluster.
- B** The Taskmaster takes on two Warriors of Gondor and wins, killing one of them and leaving the other to face a large Orc with a bullwhip.
- C** Gandalf uses another *Sorcerous Blast* to push aside some Mordor Orcs, but fails to kill them.
- D** In Turn 11, the lone archer to the north has one last shot against the approaching Orcs, but still fails to hit them.

Adam gained priority for Turn 10, but Alessio was far from finished, using the last of his Might reserves to Heroically Move Gandalf into combat with the Black Númenóreans. Objective 3 still remained contested.

In the north, Adam's Orcs broke away from the Gondor lines and purposefully made their way towards Alessio's lone archer on the hill. Adam realised that Objective 1 to the north-east of the battlefield suddenly looked quite lightly defended, so sent some spare Orcs up towards it, just in case Alessio tried a quick snatch for it. In the south, another Warrior of Minas Tirith tried to cross the lava flow, but followed Beregon into the fires. Alessio banged his head on the table and fair wept tears of frustration at the third consecutive Jump test his models had failed! The lava was taking its toll.

In the Shoot phase, the Orc Trackers suddenly found their aim and brought down two of the Rangers facing them across the magma. The Good archers shot back, but could only wound one in return. The lone archer in the north shot at one of the approaching Orcs but missed wildly.

The Fight phase continued to up the drama and tension as Grishnákh chewed up another hapless Osgiliath Veteran. Faramir was defeated by two Black Númenóreans, but they failed to wound him. The Dark Marshal was fought off by a high Fight roll from a veteran, but the soldier could not wound the Ringwraith.

In the south-west the fight in the woods continued and the two Black Númenóreans faced Gandalf once again. Despite Glamdring's keen strikes, the Black Númenóreans won the round and forced Gandalf to expend his last Might point.

As Turn 10 drew to a close everybody could see that the battle was very tight, with death being dished out on both sides and the corpses mounting up all around. A quick casualty check proved us right, with Adam only two models away from breaking and Alessio only one...

The priority roll for Turn 11 was the most critical dice throw of the game up to that point, and fate rewarded Alessio with the initiative. In the south-west any Warrior of Gondor that could charge did so, as Alessio made a last-ditch effort to secure the objective. The Black Númenóreans who had been hounding the White Wizard for the last few turns charged him once more. Adam knew that Gandalf was now out of his store of Might points, so only a lucky roll of the dice could save him.

The three Orcs in the north continued their race across to Alessio's lone archer and home objective. Grishnákh leapt across the lava once more, this time in a defensive role to protect the north-east objective. The Dark Marshal and his Black Númenórean guard pushed Faramir back up against the lava fissure – it wasn't looking good for the Steward's son.

The Shoot phase was its usual unpredictable self; the few remaining Gondor bows fired at the Orc Trackers but failed to even hit. The Trackers shot back and slew a Citadel Guardsman, breaking the Gondor force!

The Fight phase had a sense of urgency about it, as both players knew time was running out and objectives could still change hands. Gandalf was wounded again but desperately clung on. The rest of the fighting around Objective 3 in the south-west was equally fraught, but the



only other casualty was a Warrior of Minas Tirith at the hands of an Orc.

The blades of Faramir and the Dark Marshal danced around each other and bright steel glanced off the corrupted metal of the Morgul Blade with a shower of sparks. But it was the Dark Marshal that gained the upper hand and Faramir was forced back against the crevasse, surrounded by Black Númenóreans on either side.



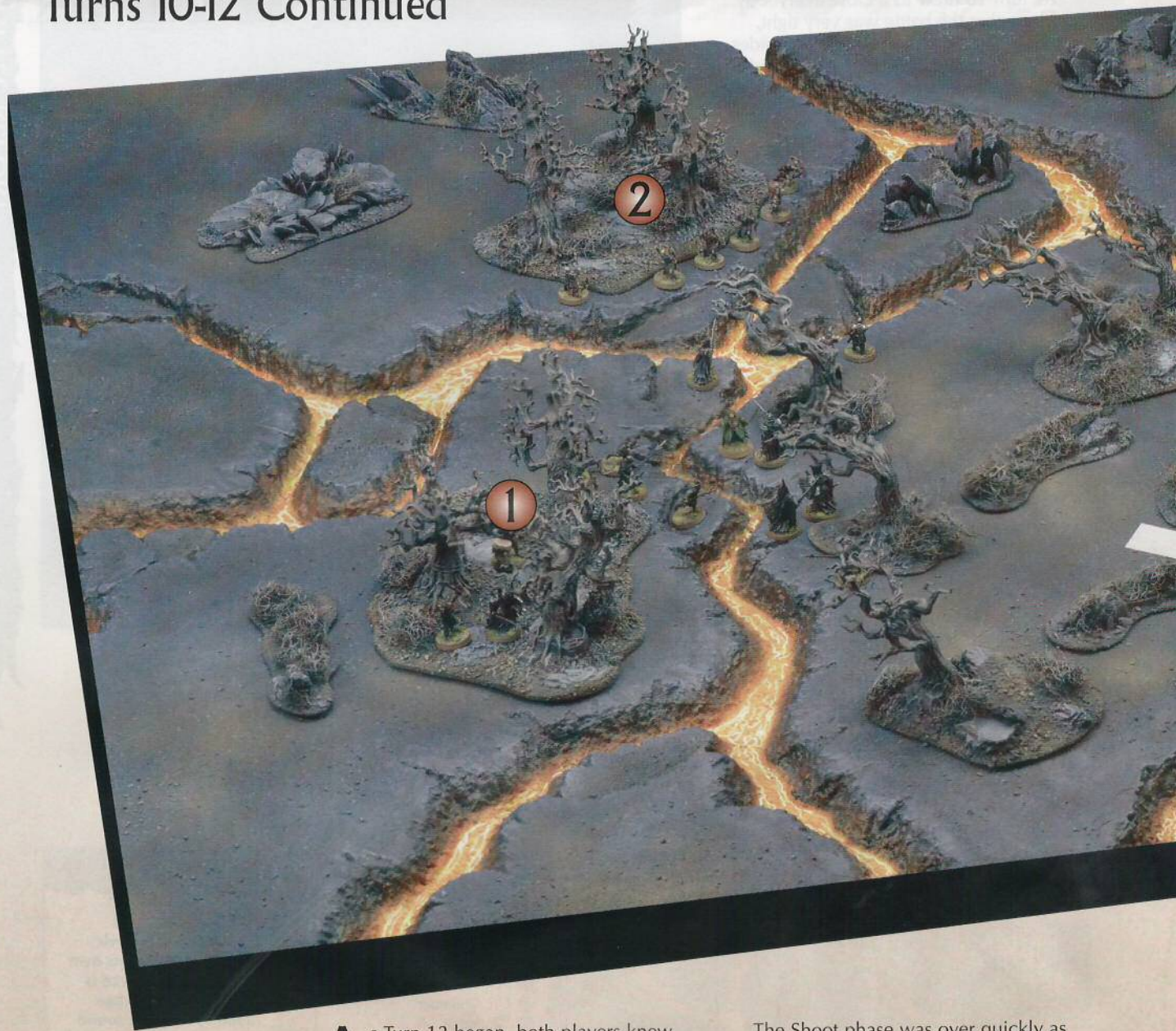
Mat says...

The Dark Marshal's Harbinger of Evil rule really comes into its own once the Good force is broken. A -1 Courage modifier may not sound like much, but against predominately Courage 3 troops, it can really tip the balance.



The Dark Marshal

Turns 10-12 Continued



As Turn 12 began, both players knew that the end couldn't be far away. Alessio had already broken and Adam's force was now only one model away from breaking himself. It was still extremely close, with both sides holding two objectives each at the start of the turn.

Priority was again crucial, and this time the gods favoured Adam, much to Alessio's chagrin. In the north the Orcs arrived onto Alessio's home objective, while in the south-west the Black Númenóreans charged the beleaguered White Wizard once again.

Alessio started to test to see if his troops would flee, and immediately lost the lone archer "defending" the north-west hill, handing Objective 4 to Adam. The archers and Rangers around Faramir also slunk away, whilst in the south-west the banner bearer took flight from the field.



Faramir

The Shoot phase was over quickly as the few remaining bows on the board missed all their targets. The Fight phase proved the most decisive yet. The Black Númenóreans in the south-west scoured the woods, slaying Citadel Guards in their wake. One came across Pippin and cut down the poor Hobbit where he stood. As Pippin lay dying, he survived just long enough to see Gandalf brought down by Sauron's feared, black-clad elite. The sudden depletion of Good models in the area gave Adam the fourth objective. Alessio was mortified, as he had yet to kill a single model in the turn to force Adam to break. Alessio rolled a dice to check to see if he could continue, but rolled a 1, meaning that the game had come to an end. Mordor was triumphant and Adam finished his final battle report with a clear 4-0 victory.

Turn 12 shown



Mounted Dark Marshal

Harbinger of Evil

The Dark Marshal's Harbinger of Evil power proved invaluable at the end. Its Courage draining properties ensured that two Rangers and archers fled, leaving Faramir to fight against the Nazgûl all by himself.

His Rule Through Fear special rule also came in very handy over the course of the game, allowing the Evil player to treat the Dark Marshal as a banner bearer.

Key



Move



Charge



Evil held Objective



Good held Objective



Neutral Objective

Turn 12 Objectives

Good 0

Evil 4

Grishnákh

This conniving and ruthless Orc Captain is sneaky even by Orc standards. In this battle he proved extremely capable and remarkably surefooted as he vaulted across the lava flows more than any other model in the game.



Turn 12 Map



Evil Force

- M The Dark Marshal
- T Mordor Orc Taskmaster
- D Orc Drummer
- G Grishnákh
- I Black Númenórean Warriors
- 2 Orc Trackers
- 3 Orc Warriors
- 4 Orc Warriors with bow
- 5 Mordor Troll

Good Force

- G Gandalf the White
- B Beregond
- P Peregrin
- F Faramir
- 6 Rangers of Gondor
- 7 Osgiliath Veterans
- 8 Citadel Guards
- 9 Warriors of Minas Tirith
- 10 Warriors of Minas Tirith with bow
- 11 Warrior of Minas Tirith with banner

Lambs to the Slaughter

Minions of the Match

With Orcs dying left and right, it was the Black Númenóreans that really proved their worth. Alessio failed a number of crucial Courage tests to charge them, while they relentlessly wore down his warriors. Fight values of 4 and Defence values of 6 are rare commodities in a Mordor army (or any Evil army, for that matter), and for only 9 points each they are a great addition to the Dark Lord's armies.



Black Númenórean

Adam: Four-nill! What a game, though – the fiery rivers of lava claimed at least ten of my warriors in that battle, Alessio's cursed warriors even more, and yet at the end of it all the soldiers of Mordor were triumphant. For a while it certainly looked like it was all going wrong, but the nature of my force meant that I could suffer some serious losses without losing, and that redundancy saw me through in the end. Thankfully only one Black Númenórean fell into the lava (and even then, it was Gandalf that pushed him), so when the fighting started I still had my elite. Certainly when Gandalf and the Citadel Guard butchered my Troll, I feared I'd made a terrible mistake, but the Taskmaster and Black Númenóreans did a great job of bogging Gandalf and his men down. That, coupled with the Orc Trackers' sterling defence of my home objective (yes, I know standing on the river bank and shooting bows is hardly heroic), and Grishnákh and the Dark Marshal outflanking Faramir more or less sealed the deal.

Speaking of the Dark Marshal, a particular mention is owed to him. His Fight value of six was enormously useful against Faramir, allowing me to win drawn combats. Backed up by a wedge of Black Númenóreans, who Alessio found almost impossible to charge at -1 Courage, he not only checked Faramir's advance, but drove him back. Once Grishnákh crossed the river I took the far flank completely, and even managed to break through towards Alessio's home objective.

What could Alessio have done differently? Well, it's hard to say really. I'd have been tempted to find a place for Boromir in the army if at all possible, although Gandalf certainly did the job against my poor Troll. Perhaps playing a little more aggressively at the start would have done it, if Alessio had been able to get a foothold on my flank things could have been very different. Regardless, it was great to cross swords with Alessio in a battle report once again – sweet revenge one last time.

Mat Says...

Domination always provides a great game of The Lord of the Rings, and this battle was no exception. With both players forced to split their troops in an attempt to control the objectives, the game quickly broke down into a series of mini-skirmishes working towards an overall goal. The lava rules really helped to spice up the contest. Both Alessio and Adam had to think hard about their movement, especially which "stream" borders to defend, and with what troops. All-in-all, a great match up that could have gone either way until the last few turns!



We Are Undone!

Alessio: That was hilarious! At first I thought that I had the game in the bag, as the Orc casualties mounted (to be fair, mostly due to their inability to jump across the chasms). Gandalf taking out the Troll straight away was also very encouraging! Only then, probably too late, did I realise my grave mistake. I had concentrated too much on killing the enemy, and lost sight of the game objectives. Bizarrely, I was risking helping Adam by killing his army too quickly! If his army broke and the game ended before I could get my men (and Wizard and Hobbit!) onto the objectives, I would have served him victory on a silver platter. You see, he was controlling two objectives to my one, and the last one was still contested!

Realising this, I had to change my tactics quickly and my men shouldered their bows and started to run towards the key areas of the battlefield. With my original objective firmly in my hands, and the one on my left full of Evil horrors, my

plan was for Gandalf to quickly take the objective on the right and then lead a small group towards the original Evil objective, while Faramir and his men kept the Nazgûl and his minions busy.

Sadly Gandalf's powers suddenly waned – obviously Sauron had turned his baleful gaze upon the White Wizard and influenced the dice! Still, my men were doing quite well against the Orcs, and I probably could have still managed to win if it wasn't for one factor that I had gravely underestimated in the Mordor force – the Black Númenóreans.

These monsters are as superior to Orcs as the Army of the Dead are to normal Warriors of Minas Tirith. Their high stats and the Terror they cause soon created huge gaps in my lines, and I am convinced they eventually won the game for the Dark Marshal. In hindsight, I think I should have concentrated all of my shooting against the Black Númenóreans... until next time, Troke, next time!

Hapless Hero

Beregond definitely stood out, but not because of his efficacy. He almost fell into a chasm on his first jump (rolled a 1, used his Might point), clearly because he was busy dodging a well-aimed Orc arrow (using his Fate point). He then ran across the table, avoiding more arrows and, as he was jumping his second crevasse, he was easily shoved into the lava by the bemused Orc archers (rolled another 1 for a jumping charge) – oh dear!



Beregond

Moment of the Game

I loved the tension of the last two turns. The game was so close that it really could have gone either way until the very end. If I had managed to kill two enemies in the eighth turn I probably would have won, but killed only one. The following turn if I killed a single foe, the game would probably have ended in a draw. But alas! It was not to be.



Alessio only needed to slay two more Orcs!



**WARHAMMER
40,000**

TACTICA



Christian Byrne is no stranger to Warhammer 40,000 tournaments, especially using his favourite army of Chaos Space Marines. We asked him to share his tournament tactics.

I have been playing Chaos Space Marines for the last eight years, and I love everything about them. For me, no army has as much depth and character, and I have continued to collect them over the years until I have nearly 10,000 points' worth.

A couple of years ago I was invited to attend my first Grand Tournament at Warhammer World, intending to write an article about my experiences. Needless to say, I was seriously out of my depth and lost every game against a succession of far more experienced players. It was a blow, not least of all because I had thought I was a good player. I made it my mission to become a decent tournament player and qualify the following year, so I entered every event I could and slowly got better at both building competitive army lists and playing the game. This practice paid off, because the following year I qualified in the top third of Heat 3 and went through to the Grand Final. This year I have been

going to more tournaments, improving my skills all the while. I've taken my beloved Chaos Space Marines to every tournament, each time with some new idea in mind.

Since the launch of the most recent Codex, I've been busy painting up new models for this year's upcoming heats, and thought I would compile all that I have learnt from my fellow Chaos generals into a Tactica article that others could benefit from. I'll talk about my two different army lists in this article – the first list is the army I took to this year's Grand Tournament (and won best painted army with), which performed reasonably well, although I suffered from some bad luck and excellent opponents. The second army list is an optimised army, designed solely to win tournament games. Because all of the lists are practical armies they are all based on the models I already have in my own collection, with the exception of one of the Daemon Princes, which I converted and painted specially.



Christian Byrne is White Dwarf's bearded gamer. Before he started writing this article, he was clean shaven!

Time playing 40K:
11 years.

Armies: Chaos Space Marines and Eldar.

Battle Honours: 35th place in Heat 3 Grand Tournament 2006. Best painted army Carnage 2007, Best painted army Heat 3 Grand Tournament 2007.

CHAOS SPACE MARINES



The Rhino Train

This army is very similar to the one I brought to the Grand Tournament last year. It revolves around units of infantry mounted in Rhino transports, supported by a couple of nasty HQ selections and some extra-heavy firepower.

Now, taking into account that I was chasing the best army trophy, when picking this army I decided to take the best-looking units from my collection. For my first HQ choice, I selected my trusty Chaos Sorcerer with a steed of Slaanesh, so he could keep up with the Rhinos, and the ever-useful Lash of Submission power. Many players prefer to take a Daemon Prince for psychic support (which I was busy painting, but didn't complete in time), but having a Sorcerer allows you to hide him in friendly units, meaning he can't be targeted like a monstrous creature. The second HQ choice was a favourite modelling project of mine: a Daemon Prince of Nurgle, whose extra point of Toughness has proven

invaluable. Combined with a set of wings and the Nurgle's Rot psychic power (see the box-out overleaf), he is an effective and versatile heavy hitter.

For the first of my Troops choices, I took a unit of ten Plague Marines, whose inclusion proved essential after playtesting. I mounted these in a Rhino and equipped them with two plasma guns, a Champion with a power fist and a Personal Icon (to make the teleporting Obliterators more reliable). With Feel no Pain, Toughness 5 and 3+ armour saves, these guys can take a real pounding. The second choice was a squad of ten Black Legion Chaos Space Marines with an Icon of Slaanesh, again in a Rhino, with two meltaguns and a Champion armed with a power fist.

Hit the Flank

When entering play from reserve, remember that you can come on from any table edge within your deployment zone. Two Rhinos and a Daemon Prince appearing 12-15" in from the side can sometimes catch people off-guard. It also gets all those rapid-firing weapons into range more quickly – especially handy in the case of opponents who are entrenched in their deployment zone.

The Rhino Rush

This term might cause some veterans to lament the days when turbo-charging Blood Angels assault armies tore chunks out of their foes. These days, a Rhino Rush involves disembarking masses of troops, before shooting the bejeezus out of the enemy. Here are a few tips for using them in the current edition of Warhammer 40,000:

1. Don't let the Rhino become your tomb. If you are setting Rhinos up on the table (rather than keeping them in reserve), either do so in cover or with all the troops disembarked, ready to get in. Use smoke launchers to make all hits glancing and then disembark on the next turn. Your opponent will likely ignore the Rhino, so it can be used again later.
2. Rhinos are more than transports – they also make good walls, whether intact or wrecked. Deploying them to block fields of fire can sometimes save units, but also consider deploying units into cover and using the Rhino to prevent them being shot while they move deeper into the terrain.
3. Try the "I can shoot you, but you can't assault me" spearhead. When things get desperate, or there is a horde coming your way, park two Rhinos at 45-degree angles facing each other, 2" apart, with your troops deployed between them. Enemy models cannot move closer than an inch to the vehicle and will have to go around. It can buy you enough time to move friendly units in to support.



I chose this unit because of the extra Initiative the Icon gives them (allowing them to strike before enemy Space Marines) and the standard of the painting (a lot of freehand went into this unit, especially on the Rhinos).

The last three selections were all Heavy Support choices. The first of these was a unit of two Obliterators, taken for the extra heavy firepower, and the second a Vindicator (with a huge Black Legion symbol painted on it), whose demolisher cannon proved very useful on the first day of the tournament. The final choice was a contentious one for me though; I decided not to go for a third Rhino full of Chaos Marines, but instead a unit of eight Chaos Havocs with four plasma guns. I wasn't entirely sure about them, however, as I had originally planned to take a unit of Thousand Sons instead. In most games they rode around in support of one of the other Rhino-borne squads and got in a turn or two of firing, before they were shot at and killed. Unsurprisingly, they became a priority target for my opponent (Space Marine and Necron players find the thought of eight plasma gun shots worrying). It would have been nice if they'd had the chance to kill a few more enemies, but instead they tended to get mauled a lot. This did mean that other units were left free to inflict casualties on the enemy, however.

The key to using an army like this is to never allow a single Rhino to become isolated, something that requires patience. On the map to the right I've illustrated a typical deployment for this army, along with annotations that explain the logic behind the tactics. The map depicts a Recon mission, as this requires the army to be mobile if it wishes to compete with faster armies, such as Eldar.

Obliterate! Obliterate!

Obliterators are far more reliable these days than they used to be, able to deep strike in safely near friendly Icons, to lend valuable fire support. This may take the form of a flamer when an enemy horde is getting too close, or a plasma cannon to wipe out nearby Terminators. I have always favoured using them to teleport behind enemy vehicles (in particular Hammerheads and Fire Prisms) and burning a large hole in the rear armour with a twin-linked melta gun. This tactic has always worked to a greater or lesser degree (unless they deep strike off the table) – they might only prevent an Eldar grav-tank from firing for a turn, but if you're lucky they could destroy a couple of tanks before your opponent knows what's hit him.

The Horde Breaker

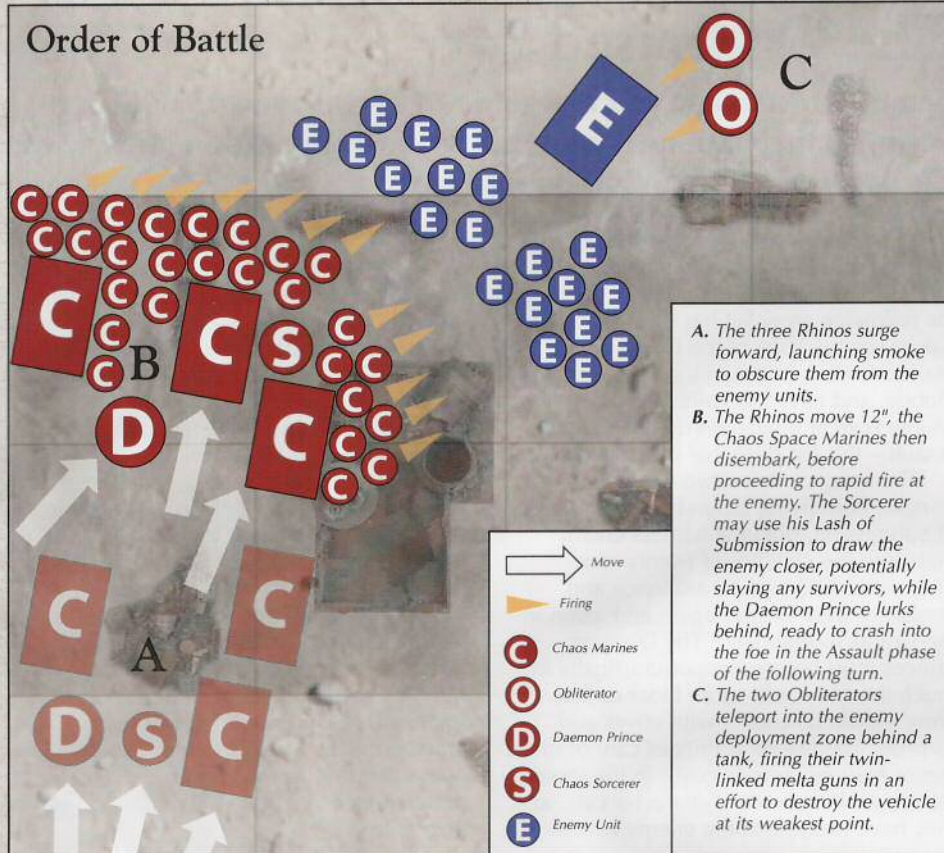
The more elite Chaos Space Marine armies may sacrifice massed firepower in exchange for better basic troops. If you have the points, consider a Daemon Prince or Sorcerer with the Mark of Nurgle. Nurgle's Rot is a far more useful power than in the previous edition of the Codex, inflicting a Strength 3 hit on every model within 6". Space Marines may not make much of that, but the amount of times I have seen Tyranid and Ork armies bottleneck themselves in an effort to get to the enemy means that this power can break the back of a horde army's assault.



Christian converted the Nurgle Daemon Prince from the Necron Nightbringer model, with a set of Tomb King Carrion wings attached to the back. The fur, the bandages around the scythe, the pustules, the scraps of chainmail and the tongue were all sculpted out of Green Stuff.



Order of Battle



HQ

- Chaos Sorcerer**
Mark of Slaanesh, Daemonic Steed, melta bombs, Personal Icon, Lash of Submission.
165 points

- Daemon Prince**
Mark of Nurgle, Wings, Nurgle's Rot.
165 points

TROOPS

- 10 Chaos Space Marines**
Icon of Slaanesh, Aspiring Champion with power fist, 2 melta guns.
Rhino
Extra armour.
280 points
- 10 Plague Marines**
Personal Icon, Plague Champion with power fist, 2 plasma guns.
Rhino
Extra armour.
355 points

HEAVY SUPPORT

- Chaos Vindicator**
Extra armour.
140 points
- 2 Obliterators**
150 points
- 8 Chaos Havocs**
Icon of Chaos Glory, 4 plasma guns.
Rhino
Extra armour.
240 points



Total: 1495 points



HQ

Daemon Prince

Wings, Mark of Slaanesh,
Lash of Submission.

155 points

Daemon Prince

Wings, Mark of Slaanesh,
Lash of Submission.

155 points

Summoned Greater Daemon

100 points

TROOPS

10 Plague Marines

Aspiring Champion,
Personal Icon, power fist,
2 plasma guns.

305 points

10 Plague Marines

Aspiring Champion,
Personal Icon, power fist,
2 plasma guns.

305 points

9 Plague Marines

Aspiring Champion,
2 plasma guns.

252 points

HEAVY SUPPORT

Obliterator

75 points

Obliterator

75 points

Obliterator

75 points

Total: 1497 points

The Lure of Slaanesh

Bestowing the Mark of Slaanesh on a Daemon Prince lets him use the Lash of Submission psychic power, allowing him to move units 2D6" in any direction. Used correctly, the enemy can be lured into weapons range or charged by the Daemon Prince or other combat specialists. Alternatively, it can be used to move threatening enemy units back out of assault range or out of the way behind cover.

The Optimised Army

In any tournament you are going to find players that will optimise their armies – after all, it is a competition. This army list has been designed to do just that.

Whereas my own army has been put together with playing and winning painting awards in mind, the following army list has been planned as a pure optimisation of the Chaos Space Marine Codex. In general, an army must be mobile, and have the ability to handle the enemy both at range and up close in an assault – this list does that in spades.

The army contains two Daemon Princes, both flying around using the Lash of Submission, drawing hapless enemy units into the clutches of twenty-nine Plague Marines (whose resilience and versatility were proven again and again in the Grand Tournament). The Daemon Princes must be used opportunistically in much the same way as an Eldar or Tau army should be used – with cover and surprise. The Daemon Princes cannot make use of friendly units as cover in the same way as an independent character can, so they have to snipe at the enemy's weak

points, bringing them closer to their battle line (or throwing a dangerous enemy unit back behind cover). Once close enough to assault the enemy, however, the Daemon Princes can smash through enemy units in conjunction with the units of Plague Marines, breaking any stalemates and allowing the slower Plague Marines to move on to take objectives.

I have also thrown in a Summoned Greater Daemon as a cheap but effective heavy hitter, and three individual Obliterators that can home in on the Plague Marine Champions' Personal Icons or deep strike by themselves. With these extra elements rounding out the assault and firepower elements of the army I can proudly say that after some vigorous playtesting, this army performs well.

On the map below I've suggested a few ways that this army might be used in a battle. Once again the mission used in this example is Recon.

Order of Battle

| | |
|-----------|----------------|
| Lash Move | Plague Marine |
| Assault | Obliterator |
| Move | Daemon Prince |
| Flamer | Greater Daemon |
| Firing | Enemy Unit |

A. The Plague Marines and the Daemon Princes advance en masse using cover to shield them.

B. The Obliterators deep strike in their respective areas, one to flame enemy infantry, the other behind two vehicles out of range of the rest of the army.

C. Both Daemon Princes are positioned near cover, but in line of sight of the enemy. Using the Lash of Submission they draw the enemies within rapid fire range of the Plague Marines.

D. As the enemy is drawn closer, the Greater Daemon charges.

Armies I Love to Hate

I have faced many a different army in past tournaments. Below I take a look at a few of my personal favourites, to give you a few hints when fighting them.

The Spear of Khaine (Mechanised Eldar)

I have just started using an army like this, and they are fast, very fast. The make up of this army revolves around 2-3 tanks with holo fields (usually Fire Prisms and Falcons), which always force you to roll twice on the damage table and pick the most favourable result, some Harlequins, a jetbike-mounted Autarch, and either Eldar Jetbikes or Dire Avengers as Troops. While I don't use him personally (my new Eldar army is lyanden so I take Yriel, Wraithguard and a Wraithlord) many Eldar players like to take Eldrad Ulthran or a Farseer for the variety of psychic powers available. In the hands of a good player, Eldar like this will screen themselves from you, isolating elements of your army and destroying them with precision attacks, before speeding away and awaiting your next mistake. In the last few turns of the game they will then break cover and home in on objectives, stealing victory at the very end of the game.



Wazdakka's Kult of Speed (Ork Bikers)

A friend of mine built this army with tournaments in mind and the result was a devastatingly fast assault army that kicks out some nasty firepower. Wazdakka himself is a beast, as he can turbo-boost and still fire four Strength 8 shots a round, making him a great tank killer. On top of this, Warbikes become Troop choices! Add a couple of boomgun-toting Looted Wagons, a Wartrukk or two and as many Warbuggies as is feasible and you have a problem on your hands. They are by no means unbeatable, but if you're not careful then there won't be much left of your army to fight with.

Not for your Greater Good (Mechanised Tau)

Tau armies excel at range, something this style of army capitalises on. The usual make-up of this Tau army consists of Fire Warriors in a Devilfish, multiple units of Crisis teams armed with plasma rifles, missile pods and shield drones, two Broadsides protected by some Kroot, and a couple of railgun-armed Hammerhead gunships. The rest of the army can vary according to the tastes of the player. Like the Eldar they manoeuvre and isolate the enemy before unleashing a torrent of firepower, all the while keeping the enemy at arm's length. Once in assault they are finished, but a smart Tau general will isolate units to prevent a sweeping advance, before scuttling further out of range of your blades.



Nidzilla (Monster Tyranids)

Six Carnifexes are always going to be a problem in non-escalation games – half will be walking heavy gun platforms, the other half armed with twin-linked devourers (allowing the monster to re-roll to hit and wound rolls). Add to this two Hive Tyrants (one with wings) and a shed load of Genestealers as Troop selections, and you get an army that is great at range and close assault, as well as being highly manoeuvrable. Escalation reduces this army's strength, but killing off eight monstrous creatures whilst being stalked by squads of Genestealers is no mean feat. Using Lash of Submission is helpful to manipulate units in your favour, but a bit of luck won't go astray either.



Grombrindal Says...

It's been said before, but I'll say it again: Christian is White Dwarf's beardiast player! This means that he's adept at using, abusing and crafting army lists that stand a very good chance of destroying his opponent – however, unless you're the kind of player that likes this sort of thing, you might find them no fun at all to play against!

This Tactics is tailored to those players who love the thrill of hard-fought competitive games and tournaments.

If it's made you feel unwell, check out Jervis' Standard Bearer article on page 77 for the hobby antidote!



The background of the title card is a detailed illustration of a massive battle. In the foreground, a Dwarf warrior with a red mohawk and a Dwarf wizard with a long white beard are prominent. Behind them, a vast army of various Warhammer races, including Elves, Dwarves, and Orcs, are engaged in combat on a battlefield. In the background, a large, ornate building with many windows and arches is visible. The title "WARHAMMER ONLINE" is written in a large, stylized, yellow and red font with a black outline. Below it, "AGE OF RECKONING" is written in a smaller, white, serif font. The entire title is set against a dark, circular background that resembles a shield or a portal.

WARHAMMER ONLINE

AGE OF RECKONING™

What's it All About?

WAR is a massively multiplayer online roleplaying game (MMORPG or MMO for short) that is set to raise the bar in the world of fantasy MMOs, and bring the Warhammer world to your PC.



With the launch of the biggest Warhammer-based game of all time just around the corner, we sent Mark Latham to Fairfax, Virginia, to see exactly what's going on at EA Mythic.

Mark: Unless you've been lost in the Badlands for the last couple of years, you can't have failed to have heard something about Warhammer Online: Age of Reckoning (or WAR, as it's affectionately known). When I visited EA Mythic's HQ in Fairfax, I really wasn't sure what to expect. What I found was a good number of people who were so enthusiastic about Warhammer that it practically oozed from every pore. A good start! Every programmer, developer and manager I met was passionate about keeping WAR absolutely faithful to the source material, while working hard to make the game stand tall in the highly competitive world

of MMO games. The sheer depth and attention to detail made my head swim, and it's quite a task to relate all of the wonders I was shown. I met with lead developer Mark Jacobs (also EA Mythic's GM) and producer Jeff Hickman, who talked me through what makes the game tick, and why they're passionate about faithfully translating everyone's favourite tabletop battle game to the virtual world.

As I was shown around the EA Mythic offices, I met artists who were working with the creative guys from our own Studio to create evocative landscapes and locations from the Warhammer world, and learned all about the many aspects of the



The Warrior Priest is one of the strongest archetypes of Warhammer, and gets a strong showing in WAR. Here, one of the playtesters tools up his priest with a Blessing of Sigmar – it's not going to end well for the Squig...



The backdrops and terrain in WAR really evoke the atmosphere of the Warhammer world. This is a screen grab of an Orc encampment, complete with rickety sawmill.

game. Unfortunately, we don't have the space to pass on all of that info – that would take a magazine in itself – but we can give you a few sneak peeks of the amazing artwork and screenshots from the EA Mythic studios.

One of the coolest things about my visit was that so many of the programmers are hobbyists or fans of Warhammer. There were armies of Citadel miniatures everywhere I looked, scenery projects based on artwork from the game, and copies of Warhammer rulebooks all over the place to inspire and inform. It was great to hear so many of the people behind the game say things like "We based this scene on our favourite story from the army book", or even "Long-time Warhammer players will get a kick out of this, because it's a real nod to the background and rules".

With the initial launch of the game, players will be able to fight for one of six different races. The forces of Order have Empire, Dwarfs and High Elves, while the forces of Destruction have Chaos, Orcs & Goblins and Dark Elves. When you enter the game you are thrown into a matched pair of classic adversaries (Empire vs. Chaos, Dwarfs vs. greenskins or Dark Elves vs. High Elves). You then travel from realm to realm, completing quests and slaying your foes, until you can aid your side in pursuit of the ultimate goal – the siege of the enemy's capital city.

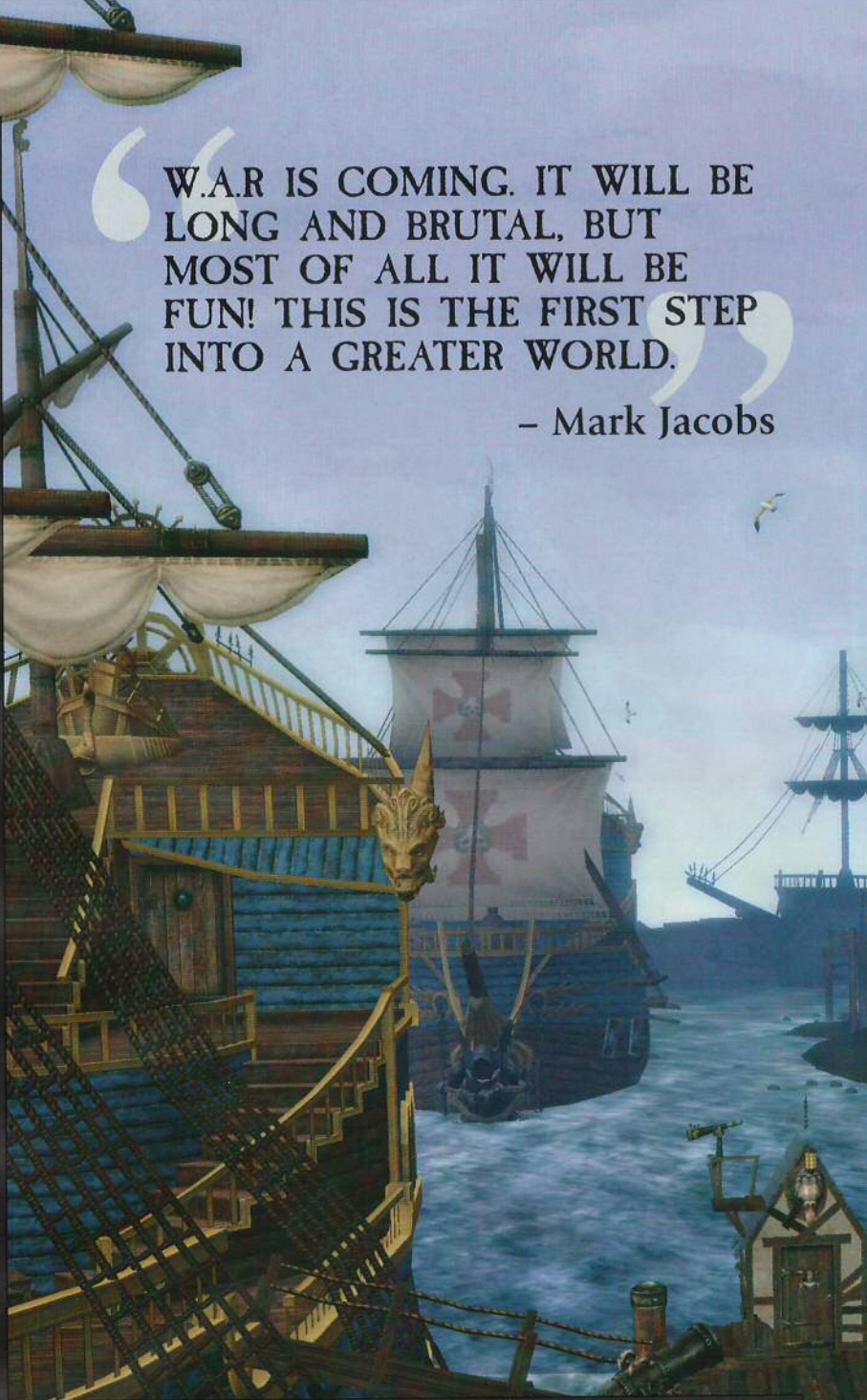
Once your race is chosen, you can pick one of several archetypes within that race. For example, if you play as an Empire character, you could be a Warrior Priest, a Witch Hunter, a Bright Wizard or even a Knight of the Blazing Sun. Some avatars are gender-specific (such as Witch Elves), while others aren't. All of them have strengths and weaknesses that make them well-balanced during the game. I spoke to Justin Webb, who is one of the key guys behind designing the items and trophies in the game. He told me that there are so many trophies, armour and customisation options available that, even at lower levels, no two characters ever need look the same. The characters available to play not only closely resemble their Warhammer counterparts, but behave as you'd imagine, too. When I finally got the chance to play the game, it was like seeing the heroes from my Warhammer armies coming to life!

At the end of my second day with EA Mythic, my head was overflowing with information, and I had to catch a flight back to the UK. This information is just the tip of the iceberg in what is set to be a beautiful-looking game. To find out more, visit their website at:

www.warhammeronline.com

“WAR IS COMING. IT WILL BE LONG AND BRUTAL, BUT MOST OF ALL IT WILL BE FUN! THIS IS THE FIRST STEP INTO A GREATER WORLD.”

– Mark Jacobs



Some heroes from the forces of Order stand shoulder-to-shoulder in the fight against Destruction. Look familiar?

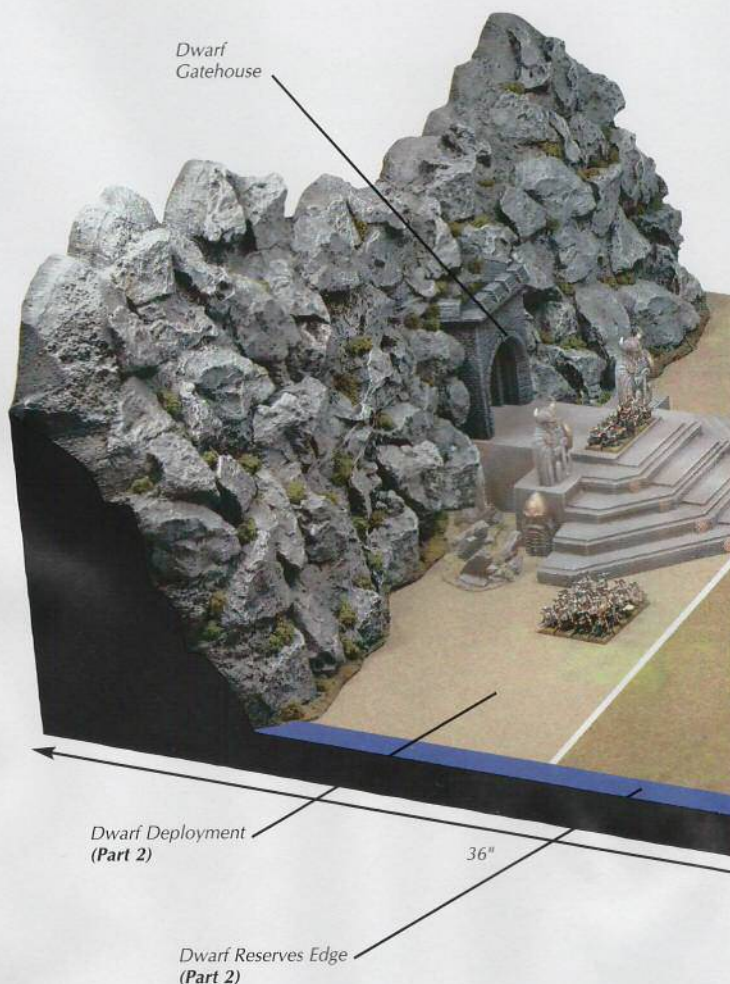


The proof of the pudding – three programmers proudly display their Warhammer armies. From left, Adam Gershowitz; Jonathan Rudy; Spyke Alexander.

Every character type has been painstakingly developed in consultation with Games Workshop. These concepts show the brand new archetype, the Disciple of Khaine, and a more familiar Empire Bright Wizard.

GIANT BASH!

One important development in Warhammer Online is the idea of cooperative quests, taking the form of scenarios. These missions will be very familiar to Warhammer players, as they take set forces and a number of objectives to create a challenging game. Based on the quests that Mark played at EA Mythic, we've come up with a Warhammer scenario to match. Now you can play this scenario both on the tabletop and on your PC. Mark has gone for a lie down now – the idea of 24-7 Warhammer was far too much excitement for one month...



The Scenario

In this two-part scenario, a greenskin army is encamped outside a Dwarf stronghold. With no discernible way in, and with the Dwarfs refusing to come out from their stronghold, a stalemate has been reached. But da Boss has a plan...

A nearby Giant is being tormented by the vicious Squigs that are swarming around the camp. The Orcs & Goblins have decided that the Giant is integral to their planz, but he's in no mood to cooperate. That means that some Squigs need to be bashed in order to get the Giant on side. While the ladz go off to achieve their mission, the Grotz set to work. Using an underwater mine reclaimed from the Dwarfs' offshore defences, the Grotz set about decorating the explosive device to look like a gigantic Squig. The idea is that the Giant, once

coerced by the ladz, will lob the mine at the doors of the Dwarf hold, cracking them open and instigating some more fightin'. Dat's da plan – let's go to work!

Participants: The scenario is split into two connected parts. In the first part of the game, the Orc & Goblin player controls a regiment of 15 Orc Boyz with choppas and shields, a regiment of 20 Night Goblins with spears and shields, a Level 1 Night Goblin Shaman, a Black Orc Boss and a Goblin Boss. These are deployed as shown on the map. Each Hero may have up to 50 points of magic items. The Dwarf player controls 20 Squigs. The Giant is confused and annoyed by the Squigs, and does not fight in this part of the game. When the doors of the Dwarf Hold are blown off (see below), the Dwarf player deploys his army within 8" of the wall of



“WAR IS SIMILAR TO WARHAMMER FANTASY BATTLE - IT'S BOTH REVOLUTIONARY AND EVOLUTIONARY, AND WILL STAND THE TEST OF TIME.”

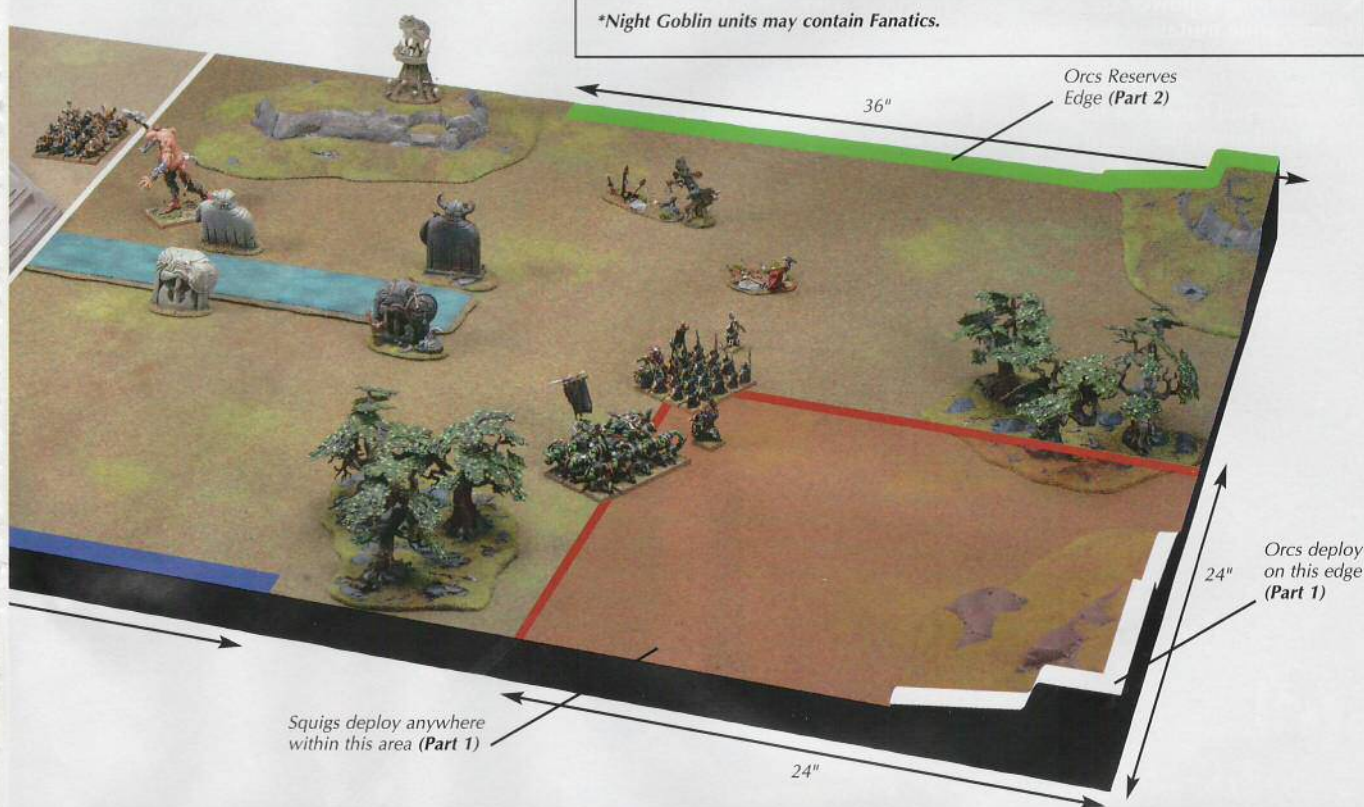
– Mark Jacobs

RESERVES

In part two of the game, each force has a number of units held in reserve, which enter play on a specified turn – these are detailed on the chart below. Models are armed and equipped however the players wish, following the usual army list restrictions. New units arrive on their table edge as depicted on the map.

| TURN | DWARF RESERVES | ORC RESERVES |
|------|--------------------------|--------------------------|
| 2 | 10 Crossbow-armed Dwarfs | 20 Night Goblin archers* |
| 3 | 15 Hammerers and 1 Thane | 20 Orc Boyz |
| 4 | 2 Runesmiths | 3 Trolls |
| 5 | 15 Ironbreakers | 1 Level 2 Orc Shaman |

*Night Goblin units may contain Fanatics.



the hold. The Dwarf player begins with 20 Dwarf Warriors with hand weapons and shields, 20 Dwarf Warriors with great weapons, and 10 Thunderers. He also has a number of reserve units that are not deployed at the start of the game. In this part of the battle, the greenskins player has all the models he ended the first part of the game with, plus a number of units held in reserve, detailed in the box above.

Objectives: In the first part of the battle, the greenskins must kill all the Squigs. In the second part, play a six-turn game using the usual Warhammer rules, calculating Victory Points at the end to determine the winner.

Special Rules

Squig Hunt: In the first part of the game, the greenskins deploy in contact with the

board edges as shown on the map, and the Giant is placed in the centre of the 24"-square playing area (labelled red on the map). The Dwarf player then places all of the Squigs anywhere within that playing area, no closer than 6" to a greenskin.

All models count as skirmishers, and the Squigs move like loose Squigs. When all the Squigs are killed, rank up the remaining models into standard units, ensuring that each model moves as little as possible in order to form the regiment, and turn each unit on the spot to face the Dwarf hold. Place the Giant and the Squig Mine next to the doors of the Dwarf hold. The gate is automatically destroyed, and the Giant takes 2D6 Strength 8 hits. If he survives, he will be knocked back 12" from the gate, but will be able to fight, otherwise remove him from play. Now deploy the Dwarfs, and play Part 2.

Squig Bomb

This odd-looking invention is the Squig Bomb – a Dwarf defensive mine that's been dragged from the water and painted by the Grotz to resemble a huge Cave Squig...



WARHAMMER®

CHOSEN OF CHAOS

From the far north come the conquering legions of Chaos, led by the Champions of the Dark Gods and the immortal Daemon Princes. Alessio Cavatore brings you a complete army list to get you by until the release of the new Warriors of Chaos book.

Raised in battle, these great warriors fight for glory and the favour of their patron gods. Immortality and ultimate power are the rewards for those who are strong, while mutation and madness await the weak.

With the arrival of the Chaos Daemons list for Warhammer, we have a new approach to dealing with the different armies of Chaos, with each army being treated separately and given their own army book. As a result, the old Hordes of Chaos list is no longer valid. Phil Kelly is currently hard at work on a new list for Chaos Warriors that will see the light of day in the not too distant future. In the meantime for all you Chaos generals (and Spawn wannabees) we present a "get-you-by" list that will allow you to field a fully functioning Chaos Warriors army until

Phil finishes his work (or runs screaming into the Chaos wastes – whichever is sooner). In keeping with the new Daemons of Chaos army book, this list is designed as a set of completely self-contained rules. It does not refer to rules in either the Daemons of Chaos or the Beasts of Chaos army books, with the temporary exception of the Chaos Giant (who has too many rules to print here!).

Although the forthcoming Chaos release will feature a number of new plastic sets to go alongside the existing Chaos Warrior and Chaos Marauder kits, you can rest assured that all the troop types featured in this list will also appear in the new version, so you can build your army with confidence that things can only get better for followers of the Dark Gods.



WARRIORS OF CHAOS ARMY LIST

Choosing Characters

Characters are divided into two broad categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of these only a certain number can be Lords.

| Army Points Value | Max. Total Characters | Max. Lords | Max. Heroes |
|-------------------|-----------------------|------------|-------------|
| Less than 2000 | 3 | 0 | 3 |
| 2000 or more | 4 | 1 | 4 |
| 3000 or more | 6 | 2 | 6 |
| 4000 or more | 8 | 3 | 8 |
| Each +1000 | +2 | +1 | +2 |

An army does not have to include the maximum number of characters allowed. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

Many characters can be equipped with a magic item, representing ancient weapons, and other artefacts of considerable age and potency. Where characters have this option, it is included in their individual entries.

Choosing Troops

The number of each type of unit allowed depends on the army's points value.

There is a minimum of units from the Core units category that you must take. Warhounds of Chaos do not count towards this minimum number of Core units.

For Special and Rare units, there is a maximum number of units that you can field.

| Army Points Value | Core Units | Special Units | Rare Units |
|-------------------|------------|---------------|------------|
| Less than 2,000 | 2+ | 0-3 | 0-1 |
| 2000 or more | 3+ | 0-4 | 0-2 |
| 3000 or more | 4+ | 0-5 | 0-3 |
| 4000 or more | 5+ | 0-6 | 0-4 |
| Each +1000 | +1 minimum | +0-1 | +0-1 |

Like characters, some units can be equipped with magic items (normally a banner). Where units have this option, it is included in their individual entries.



Marks of Chaos

Characters, units of Chaos Warriors and Chaos Knights, and Chaos Chariots can be given the Mark of a specific Chaos God at the additional cost shown in each army list entry. Each of the Marks bestows its benefits (shown to the right) on the character, unit or chariot bearing it. The Mark affects all models in the unit, and only characters bearing the same Mark can join the unit or ride in the chariot. A character or unit may only be given a single Mark. Because of their arcane nature, the Marks given to Daemon Princes may confer different special rules, as described in their entry.

Mark of Khorne

The character/unit is subject to Frenzy.

Mark of Nurgle

The character/unit causes Fear.

Mark of Slaanesh

The character/unit is Immune to Psychology.

Mark of Tzeentch

The character/unit has a 6+ ward save. If it is a Wizard, it can use any Lore from the Warhammer rulebook.



LORDS

Lord of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Lord of Chaos | 4 | 8 | 3 | 5 | 5 | 3 | 8 | 5 | 9 |

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

200 Points

Options:

Weapons (one choice only):

Great weapon20 pts
Additional
hand weapon15 pts
Flail15 pts
Halberd15 pts

Mark of Chaos

(one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of ...100 pts

Mount (one choice only):

Dragon of Chaos360 pts
Daemoniac Mount50 pts
Barded Chaos Steed ...25 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Additional equipment

Shield15 pts

Exalted Sorcerer of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Exalted Sorcerer | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 2 | 8 |

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

Magic:

An Exalted Sorcerer is a Level 3 Wizard. He can use spells from the Lore of Death, Fire or Shadow. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

225 Points

Options:

Magic items:

Any, up to total of ...100 pts

Mark of Chaos

(one choice only):

Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch15 pts

Mount (one choice only):

Daemoniac Mount50 pts
Barded Chaos Steed ...25 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Upgrade:

To a Level 4 Wizard ...35 pts

Daemon Prince

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Daemon Prince | 8 | 8 | 0 | 5 | 5 | 4 | 7 | 5 | 8 |

A Daemon Prince counts as one Lord and one Hero choice.

Special Rules:

- Immune to Psychology
- Stubborn
- 5+ ward save
- Magical Attacks
- Terror
- Fly
- Unit Strength 3

350 Points

Options:

Mark of Chaos (one choice only):

Mark of Khorne20 pts
(Magic resistance (1), Frenzy)
Mark of Slaanesh25 pts
(Always Strike First)
Mark of Nurgle30 pts
(Toughness 6)
Mark of Tzeentch20 pts
(4+ ward save)

Upgrade:

May be a Sorcerer, at +40 points per Level, up to Level 4 (unless he has the Mark of Khorne).

He may use the Lore of Shadow, Death or Fire. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

Character Mounts

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 |
| Dragon of Chaos | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 6 | 8 |
| Daemoniac Mount | 9 | 4 | 0 | 5 | 5 | 1 | 4 | 2 | 6 |

DRAGON OF CHAOS

Uses up an additional Hero choice.

Special Rules: Large Target, Terror, Fly, Scaly Skin (3+), Two Breath Weapons (one is Strength 3, the other is Strength 2 with Armour Piercing).

DAEMONIC MOUNT

Special Rules: Magical Attacks.

Note: The Daemoniac Mount entry is used to represent Steeds of Slaanesh, Juggernauts of Khorne and Discs of Tzeentch.

HEROES

Exalted Champion of Chaos

90 Points

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Exalted Champion | 4 | 7 | 3 | 5 | 5 | 2 | 7 | 4 | 8 |

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ armour save)

Options:

Weapons (one choice only):

Great weapon15 pts
Additional
hand weapon10 pts
Flail10 pts
Halberd10 pts

Mount (one choice only):

Daemonic Mount40 pts
Barded Chaos Steed ...20 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Mark of Chaos

(one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of50 pts

Additional Equipment:

Shield10 pts

Aspiring Champion of Chaos*

70 Points

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Aspiring Champion | 4 | 6 | 3 | 5 | 4 | 2 | 6 | 3 | 8 |

Aspiring Champions and Sorcerers of Chaos cannot be the General if any other type of character is present.

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ save)

*Army Battle Standard

One Aspiring Champion in the army may carry a Battle Standard for +25 pts. If an Aspiring Champion is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic items.

Options:

Weapons (one choice only):

Great weapon10 pts
Additional
hand weapon5 pts
Flail5 pts
Halberd5 pts

Mount (one choice only):

Barded Chaos Steed ...15 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Mark of Chaos

(one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Magic items:

Any, up to total of50 pts

Additional Equipment:

Shield5 pts

Sorcerer of Chaos

75 Points

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Exalted Sorcerer | 4 | 5 | 3 | 4 | 4 | 2 | 5 | 1 | 8 |

Aspiring Champions and Sorcerers of Chaos cannot be the General if any other type of character is present.

Weapons & Armour:

- Hand weapon
- Chaos armour (4+ save)

Magic:

A Sorcerer is a Level 1 Wizard. He can use spells from the Lore of Death, Fire or Shadow. If given the Mark of Tzeentch, he may use any Lore in the Rulebook.

Options:

Magic items:

Any, up to total of50 pts

Mark of Chaos

(one choice only):

Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch15 pts

Mount (one choice only):

Daemonic Mount30 pts
Barded Chaos Steed ...15 pts
Chariot100 pts
(Chosen as normal from the army list replacing one of the crew)

Upgrade:

To a Level 2 Wizard ...35 pts



CORE UNITS

Warriors of Chaos

12 Points per model

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Warrior | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 1 | 8 |
| Champion | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 2 | 8 |

Unit Size: 10+
Weapons & Armour:
 • Hand weapon
 • Heavy armour

One unit of Chaos Warriors in the army can be upgraded to a unit of Chosen (+5 points per model). All models in a unit of Chosen wear Chaos armour (4+ save) and have an extra Attack on their profile.

Options:

Command:

Upgrade one Warrior to a Champion12 pts
 Upgrade one Warrior to a Musician6 pts
 Upgrade one Warrior to a Standard Bearer12 pts
 May have a magic standard worth up to50 pts

Weapons (one choice only, points cost per model):

Great weapon2 pts
 Additional3 pts
 hand weapon
 Halberd2 pts

Additional equipment (points cost per model):

Shield1 pt

Mark of Chaos

(one choice only):

Mark of Khorne40 pts
 Mark of Slaanesh25 pts
 Mark of Nurgle30 pts
 Mark of Tzeentch20 pts

Marauders of Chaos

5 Points per model

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Marauder | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Chieftain | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |

Unit Size: 10+
Weapons & Armour:
 • Hand weapon

Options:

Command:

Upgrade one Marauder to a Chieftain12 pts
 Upgrade one Marauder to a Musician6 pts
 Upgrade one Marauder to a Standard Bearer12 pts

Weapons: (one choice only, points cost per model)

Great weapon2 pts
 Flails1 pt

Additional equipment (points cost per model):

Light armour1 pt
 Shield1 pt

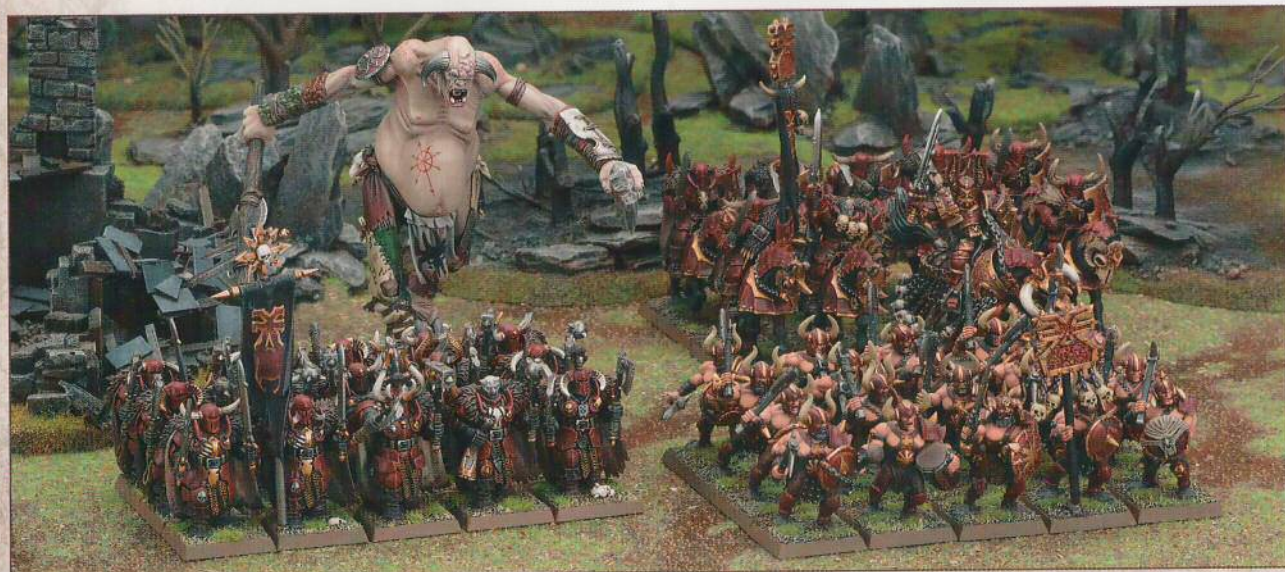
Warhounds of Chaos

6 Points per model

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Warhound | 7 | 4 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Warhounds do not count towards the minimum number of Core units you must include in your army.

Unit Size: 5+
Weapons & Armour:
 • None



SPECIAL UNITS

Knights of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Knight | 4 | 5 | 3 | 5 | 4 | 1 | 5 | 1 | 8 |
| Champion | 4 | 5 | 3 | 5 | 4 | 1 | 5 | 2 | 8 |
| Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 |

Unit Size:
4+

Mount:
• Barded Chaos steed

Weapons & Armour:
• Hand weapon
• Heavy armour
• Shield

28 Points per model

Options:

Command:

Upgrade one Knight to a Champion20 pts
Upgrade one Knight to a Musician10 pts
Upgrade one Knight to a Standard Bearer.....20 pts
May have a magic standard worth up to.....50 pts

Mark of Chaos

(one choice only):

Mark of Khorne40 pts
Mark of Slaanesh25 pts
Mark of Nurgle30 pts
Mark of Tzeentch20 pts

One unit of Chaos Knights in the army can be upgraded to a unit of Chosen (+10 points per model). All models in a unit of Chosen wear Chaos armour (4+ save) and have an extra Attack on their profile.

Chariots of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Chariot | - | - | - | 5 | 5 | 4 | - | - | - |
| Warriors | - | 5 | - | 4 | - | - | 5 | 1 | 8 |
| Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 |

You may include up to 2 Chariots of Chaos as a single Special choice.

Unit Size:
1

Weapons & Armour:
The crew are armed with halberds. The Chaos Steeds are barded. The Chariot has scythed wheels.

100 Points

Crew:

2 Chaos Warriors

Drawn by:

2 Chaos Steeds

Armour save:

3+

Options:

Mark of Chaos

(one choice only):

Mark of Khorne15 pts
Mark of Slaanesh20 pts
Mark of Nurgle20 pts
Mark of Tzeentch10 pts

Marauder Horsemen

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Marauder | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 |
| Chieftain | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Unit Size:
5+

Mount:
• Warhorse

Special Rules:
• Fast Cavalry

Weapons & Armour:
• Hand weapon

13 Points per model

Options:

Command:

Upgrade one Marauder to a Chieftain12 pts
Upgrade one Marauder to a Musician6 pts
Upgrade one Marauder to a Standard Bearer.....12 pts

Weapons: (one choice only, points cost per model)

Spears.....1 pt
Flails 2 pts

Missile weapons: (one choice only, points cost per model)

Throwing axes.....1 pt
Throwing spears.....4 pts
(treat as javelins)



RARE UNITS

Spawn of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|-----|----|----|---|---|---|---|------|----|
| Spawn | 2D6 | 3 | 0 | 4 | 5 | 3 | 2 | D6+1 | 10 |

You may include up to 2 Spawn as a single Rare choice.

Unit Size:

1

Chaos Giant

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|------------|----|
| Chaos Giant | 6 | 3 | 3 | 6 | 5 | 6 | 3 | special 10 | |

Unit Size:

1

Special Rules:

- Ignore Little 'Un Panic
- Large Target
- Cause Terror
- Fall Over
- Move Over Obstacles
- Stubborn
- Giant Attacks

60 Points

Special Rules: Special Movement (declare direction and then move Spawn 2D6" in that direction, if it reaches enemy it counts as charging, but moves full even if enemy flees out of reach), Special Attacks (roll at beginning of each combat for number of Attacks), Unbreakable, Cause Fear, Unit Strength 3.

205 Points

Options:

Upgrade to a Mutant Monstrosity for20 pts

The complete rules for Chaos Giants can be found on pages 29-30 of the Beasts of Chaos army book or go to:

www.games-workshop.com

Hellcannon of Chaos

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Hellcannon | — | 4 | 4 | 6 | 7 | 6 | 1 | 4 | 9 |
| Chaos Dwarf | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 |

Unit Size:

1

Special Rules:

- See below

270 Points

A Hellcannon counts as two Rare choices.

The complete rules for Hellcannons of Chaos can be found on our website at the following address:

www.games-workshop.com



MAGIC ITEMS

A Chaos character may choose items from the common magic items list and from the Chaos magic items list, as noted in their entry.

COMMON MAGIC ITEMS

Sword of Striking30 points
Weapon; +1 to hit.

Sword of Battle20 points
Weapon; +1 Attack.

Sword of Might20 points
Weapon; +1 Strength.

Biting Blade5 points
Weapon; -1 armour save.

Enchanted Shield10 points
Armour; 5+ armour save.

Talisman of Protection15 points
Talisman; 6+ ward save.

Dispel Scroll25 points
One use only.
Arcane; Automatically dispel an enemy spell.

Power Stone25 points
One use only.
Arcane; +2 dice to cast a spell.

Staff of Sorcery50 points
Arcane; +1 to dispel.

War Banner25 points
Banner; +1 combat resolution.

MAGIC WEAPONS

Chaos Runesword60 points
For each unsaved wound that the wielder causes in close combat, he gains +1 Wound. This may take him above his initial number of Wounds.

Chaos Daemon Sword50 points
The wielder gains +1 Weapon Skill, +1 Strength and +1 Attack. However, every roll of a 1 to hit in close combat means that the attack is resolved against the character instead of the enemy.

Whip of Pleasure40 points
Models with the Mark of Slaanesh only.
The wielder gains +1 Attack, but he cannot carry a shield or banner. In addition, the wielder always strikes first in close combat.

Filth Mace35 points
Models with the Mark of Nurgle only.
All attacks with the Filth Mace count as poisoned attacks. In addition, if the bearer kills an enemy character in close combat, he will cause Terror for the rest of the game.

Axe of Khorne25 points
Models with the Mark of Khorne only.
Confers killing blow on the bearer's close combat attacks.

MAGIC ARMOUR

Chaos Runeshield50 points
Shield. The Chaos Runeshield negates the power of any magic weapons carried by models in base contact – treat them as ordinary non-magical weapons of their type.

Armour of Damnation30 points
Chaos armour (4+ armour save). In addition, any model attacking the wearer in close combat must re-roll successful rolls to hit.

Bane Shield30 points
Shield. In addition, for each successful armour save made in close combat by the wielder, the shield inflicts a Strength 4 hit on the model that struck the blow.

Crimson Armour of Dargan20 points
Chaos armour (4+ armour save). In addition, any model wishing to attack the wearer in close combat must first pass a Leadership test or they may not attack that Close Combat phase.

TALISMANS

Crown of Everlasting Conquest50 points
The model gains the regenerate special rule.

Golden Eye of Tzeentch40 points
Characters with the Mark of Tzeentch only.
The model and his mount have a 3+ ward save against all normal and magical missiles.

ARCANE ITEMS

Staff of Change70 points
Models with the Mark of Tzeentch only.
The bearer can choose to re-roll any number of dice rolled to cast a spell. This can negate a Miscast and cause an Irresistible Force. This is an exception to the normal re-roll rules, as the bearer can choose which dice to re-roll. The re-rolled result stands.

Skull of Katam50 points
The bearer adds +1 to all casting rolls.

Chaos Familiar40 points
The Chaos Familiar adds one dice to both the power dice and dispel dice pool of the bearer's side.

ENCHANTED ITEMS

Helm of Many Eyes25 points
The wearer always strikes first in close combat. The character is also subject to Stupidity.

Collar of Khorne25 points
Models with the Mark of Khorne only.
The model has Magic Resistance (3).

MAGIC BANNERS

Banner of the Gods125 points
Friendly units within 12" of the banner become Stubborn.

Banner of Wrath50 points
Bound spell. Power Level 5.
The banner contains a bound magic missile with range 24", causing D6 Strength 4 hits.

WARRIORS OF CHAOS



WARRIORS OF CHAOS REGIMENT

Those brave souls foolish enough to take up arms against the relentless advance of the Chaos Warriors know full well that at the very best they will merely slow their advance, and at worst they will sell their lives in vain.

The Warriors of Chaos box set contains 12 plastic Chaos Warrior models.



CHAOS MARAUDERS REGIMENT

The mortal followers of Chaos roam the lands of the north in search of battle, constantly striving to gain the attention and favour of the gods. They accompany the Warriors of Chaos when they march to war against the civilised lands.

This box set contains 16 plastic Chaos Marauder models.



KNIGHTS OF CHAOS

Knights of Chaos are amongst the mightiest of warriors, raised from birth to be fighters without peer. Their skills have been honed over many years by constant battle against the weakling soldiers of other races.

This box set contains 5 metal and plastic Chaos Knight models.



ARCHAON, LORD OF THE END TIMES

Archaon is the most powerful Chaos Lord ever to walk the Warhammer world, blessed above all others by the Powers of Chaos.

This box set includes 1 Archaon model with his Daemon mount Dorghar, and a special scenic base.

WWW.GAMES-WORKSHOP.COM

FOR EVEN MORE
WARRIORS OF CHAOS
BOX SETS, VISIT THE
ONLINE STORE.

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

WARHAMMER

STANDARD BEARER

WARHAMMER
40,000

NEW EDITION

Unless you've been living in a cave, you'll be waiting with a sense of eager anticipation for the release of the new Warhammer 40,000 rulebook next month. Part of your anticipation will no doubt have been fuelled by all the rumours and conjecture that have abounded about the new rulebook. And if you haven't, well then, next month's White Dwarf will be jammed full of designer's notes, battle reports and a sneak peek at some of the pages themselves, so you'll be able to find out all about what's in the new Warhammer 40,000 rulebook then.

However, as a prelude to the detailed coverage next month, I thought I'd write a little bit in this month's Standard Bearer about what we wanted to try and achieve



with the new rulebook. It seems to me that this may help to put the rulebook in context, and make it clear why we've made some of the important changes that we have. At the very least it should give people some brand new things to start rumours about!

Before I start talking about Warhammer 40,000, however, I need to go off on a slight tangent and talk about my job as a games developer and writer. I quite often get asked what it is I do (and not just by you guys either; my boss, Studio Head and feared task-master Max "The Enforcer" Bottrill, has been trying to figure it out for years!), I usually reply that my job is taking my own personal experiences and love of the hobby, and converting them into rules and articles and battle reports so that other people can learn how to do the same thing. Part of the reason for this approach is that I consider the hobby to be a very personal thing. When all's said and done, all we really know for sure is what we personally enjoy about the hobby, and so long as I concentrate on writing and talking about that, then hopefully I can explain to other people how they can have just as much fun as I do.

This last point is, I think, really very important, especially with regards to the new Warhammer 40,000 rulebook. You see, I'm not alone in taking this approach. All of the staff at the Studio collect and paint Citadel miniatures and then play games with them, and we have an absolute

“Hopefully I can explain to other people how they can have just as much fun as I do.”

blast doing so. Our aim with the new Warhammer 40,000 rulebook was to take just some of that excitement, and get it down on the page so that as many people as possible will get the chance to understand what the hobby has to offer.

There were three main things we wanted to try and achieve. We wanted to expand and improve the background section of the book, and fill it with inspiring new artwork and newly written material that would be of interest to newcomers and veteran players alike. We wanted to expand the modelling section to show off the models you can use in the game, and to help you have amazing-



Each month, Jervis Johnson faces hell, high water and even tea-deprivation in his eternal struggle with the Powers That Be – a struggle to bring you, dear reader, his hobby wisdom in its purest form. This month he reflects that, though life may not be fair, wargaming certainly should be!



Games developers were beaten with sticks during the production process, with the dictat "if you're not having fun, we're not printing it!" ringing in their ears. And look: it worked!

looking games of Warhammer 40,000. And finally, we wanted to update the rules so that they help take the background and the models and bring it all to life on the tabletop. These are the things we love about the hobby, and we wanted the new rulebook to reflect them.

As a games developer the bit I had the most input on was the rules, but before I talk about them, I want to put a shout out to our artists, writers, 'Eavy Metal team and hobby team, who all did such an incredible job on the background and modelling sections of the book. In many ways, these two sections of the book are far more important than the rules, because they serve as the real inspiration and reason for playing the games in the first place. Anyway, suffice to say that these guys (and gals!) have really managed to get their passion for the hobby down on the

page. Speaking *personally*, I couldn't wait to have a game of 40K after I'd read through these two sections of the book.

Which leads me neatly back to the rules. When we started work on the new edition, we talked long and hard about what it was that we personally wanted from our games of 40K. What we realised was that we wanted rules that took the background and miniatures we'd created, and which brought them to life on the tabletop. What we wanted was something that felt more cinematic and less "gamey"; something that inspired players to immerse themselves in their games and really feel like they were standing right there on the battlefield, leading their army from the front, rather than just looking at playing pieces on an abstract game board. We felt that it was these qualities that make tabletop wargames so compelling, and which makes them stand out from any other type of game you can play. Once this decision had been made, it quickly became clear that we were going to have to make some important changes to the way the Warhammer 40,000 rules worked.

The line of sight rules are without doubt the best example of why we've made these changes and the advantages offered by the new approach. In the old rulebook, line of sight was a very abstract affair. Rather than using the actual scenery on the battlefield, the line of sight was blocked if it passed through a piece of area terrain, no matter how big or small that terrain might be. Likewise, when working out the line of sight, the actual height or position of models had been replaced with



This Multi-faceted Hobby of Ours

Background information, miniatures and hobby tips are pivotal to what we do – they shouldn't play second-fiddle to rules. The new rulebook strives for hobby equilibrium!



"height levels" that bore no relationship to the actual size or positions of the models. While these abstract rules worked well enough, they led to a situation where the look and story of the game played second fiddle to having rules that over-competitive players would find it hard to argue about. Inadvertently, the rules did a lot to encourage players to think that carefully modelled terrain wasn't an important part of the gaming experience. Whilst this was a valid design choice at the time, the new edition gave us the chance to approach the game afresh with an eye to what we wanted out of the game.

When we started on the new rules we decided that we shouldn't compromise the rules out of fear of over-competitive players (or "rules lawyers" as they are known in the trade), but instead we should develop the rules we'd personally like to use ourselves. As long as the rules worked well in our games, then all we needed to do was explain to other players how to use them in their games. The effect was very liberating, and led to us using the "true line of sight" rules you'll find in the new rulebook. True line of sight is simple to use – you just get down and get a "model's eye view", and if the model can see the target, then it can shoot. This approach means that all of the abstractions of the old system are gone, so what you see is what you get. It means that where you position models is really important, and that a model occupying a good vantage point on a tall building has a better line of sight than a

model on the ground, for example. But more importantly, it pulls you into the game and makes the whole experience much more cinematic and immersive.

Here's a real-life example of what I mean. In my very first game using the true line of sight rules I had a Space Marine with a missile launcher on the top floor of a building, who could just see a Chaos Space Marine through the window of another building. My Marine loosed off a krak missile which, through a string of lucky dice rolls, took the Chaos Space Marine down. But the important thing wasn't the effect the true line of sight rules had "in game", it was the effect getting that model's eye view had on my imagination that was the really important thing. In my mind's eye I imagined my Space Marine calling on the Emperor's guidance before pulling the trigger, the missile spiralling through the window leaving a trail of smoke behind it, and the vile heretic turning, a curse on his lips, just as the missile struck... Now that's what Warhammer 40,000 is really all about!

And that's what we've tried to do with the new rulebook. We've simply taken all of the things we think 40K is really all about, and tried to cram them into a single, indispensable volume. Just follow the advice and guidance you'll find in the book, and you can have as much fun as we all do at the Studio.

And that's quite enough from me. I'd love to hear what you thought of this month's Standard Bearer.

Write to Jervis at:

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

Our Other Games

Although this article is about the new edition of Warhammer 40,000, all of the principles apply just as much to our other games.

I find that The Lord of the Rings strategy battle game does a fantastic job of making me feel like I'm right there in The Lord of the Rings movies – only this time I don't know what the outcome will be in advance! Warhammer, on the other hand, gives me the feeling of being a general in charge of a mighty army, coming up with my battle plan and then watching it unfold on the battlefield. And then there are the games in the Specialist Games range. One day I'll be in command of a lumbering space fleet in Battlefleet Gothic, on another I'll be hunting down heretics in Inquisitor, and on a third I'll be the leader of an Underhive gang in the depths of Necromunda...

What all of these games offer is the chance to escape the humdrum realities of everyday life, and escape to a place of action and high drama. All you have to do is choose which adventure you want to take part in!



The new rules use "true line of sight". This is not just a rules mechanic...



... it's a way of bringing your games to life as a slice of history in the Warhammer 40,000 universe. This Chaos Space Marine needs to get his head down, or he's about to get smoked by a krak missile!

PAINTING WORKSHOP

TECHNIQUES

WARHAMMER
WARHAMMER
40,000

THE
LORD OF THE RINGS

Month-by-month, the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials covering every aspect of the painting hobby.



This first Painting Workshop in our new series looks at the basics of miniatures painting, including some common techniques: layering, washing and line highlighting.

The painting side to the wargaming hobby is a very rewarding activity, and one that encourages such a variety of approaches and opinions that it is impossible to cover them all, even in an entire series of articles like this one. Instead, each Painting Workshop will introduce a particular concept in the miniatures painting hobby, or elaborate on a technique from the new *How to Paint Citadel Miniatures* book.

This first workshop is concerned with some foundations of the painting hobby. Assuming you know some of the very basic stuff, we're going to look at some invaluable techniques, using some new examples that we just couldn't fit into the *How to Paint* book. Don't worry if you want more information – we'll be returning to all of these techniques in much more depth in a future article. Likewise, the basics of assembling and undercoating are covered on the following page, but even these topics need more space, and we'll be returning to them in the future also. Finally, don't forget to check our website for a wealth of painting articles.



Gandalf the White is a classic example of an 'Eavy Metal miniature that makes great use of all the techniques covered in this Painting Workshop.

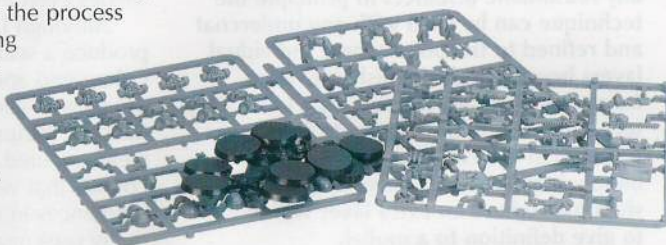
ASSEMBLY

The saying "a little preparation goes a long way" is completely applicable to painting miniatures. Midway through the painting process is a frustrating time to spot a mould line.

If you are putting together a whole Warhammer regiment or Warhammer 40,000 squad then it's best to prepare all the models and get them ready for painting at the same time. This makes the process much quicker than assembling and painting the models one at a time. Painting the whole unit at once also makes it easier to finish the models in consistent colours.

Some people like to assemble and paint a single

example first as a 'test piece' before finishing the rest of a unit. This obviously takes a little longer, but it's a good idea if you're uncertain about your chosen scheme. Should you dislike the result, it is far better to have one model to repaint than a whole regiment of miniatures.



UNDERCOAT

The purpose of the undercoat is twofold: it acts as a primer, or 'key', and it provides a flat base colour to paint onto. You can undercoat your models with a brush using standard paint, but this will provide a much weaker primer than a can of spray paint which is designed to 'key' to metal or plastic surfaces.

The colour required depends on the subject and your personal preference, but most people will choose either a white or black undercoat.

White makes an excellent base for applying other colours. It is ideal for applying the various blending techniques and gives the cleanest colours. A white undercoat always gives the brightest finished colour and is therefore necessary if you wish to paint bright yellows or reds.

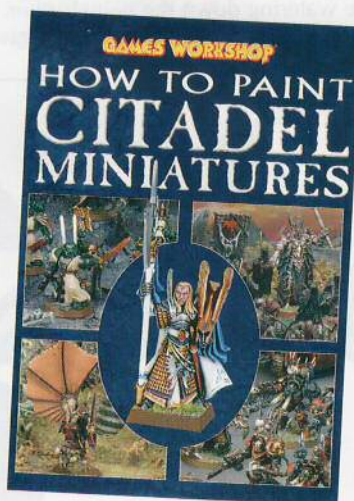
Black is often used by people who want good results relatively quickly and, as such, is ideally suited to painting a large number of models in one go. The chief advantage of a black undercoat is that the deepest recesses can be left black to provide dark shading – this gives a very pleasing look without a great deal of effort. However, some colours don't paint well over black, and all colours will tend to look less bright, which means it can be necessary to repaint selected areas white and then apply your chosen colour.



How to Paint Citadel Miniatures

This book is for everyone who paints miniatures – it doesn't matter whether you have ambitions to produce stunning individual models for display or whole armies for gaming, you'll still find plenty of useful hints, tips and advice. *How to Paint Citadel Miniatures* is packed with great information about materials, techniques, tips from professionals, and example after example of painted miniatures, demonstrating a multitude of methods and effects.

Of course, there is not an infinite amount of space in the book, and so the information found in this treasure trove of painting wisdom will be expanded in this and future issues of *White Dwarf*. This issue, we've started with some examples that we simply could not fit in the book!



You Will Need

Before you even take up brush and paint (or glue and clippers, if you haven't got that far), you will need the following:

1 Brushes and water pot.



2 Palette.



3 Clippers.



4 Files.



5 Hobby Knife.



6 Glues.



LAYERING

Layering is a way of representing shade and highlights by painting successive gradations of a colour, from dark to light. The results can range from a simple "batch-painting" method, to an expert finish akin to blending.

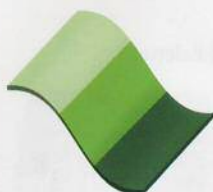
Top Tip

Two-tone Layering

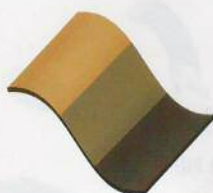
Simply put, begin with a dark basecoat and layer on a mid-tone, followed by a highlight.



1: Regal Blue
2: Ice Blue
3: Skull White



1: Dark Angels Green
2: Scorpion Green
3: Scorpion Green & Skull White



1: Scorched Brown
2: Snakebite Leather
3: Vomit Brown

Multi-layering

Using more layers creates a more gradual blend between the colours.



Blood Red to Blazing Orange
Beginning with pure Blood Red, paint each subsequent layer in the following ratios: 2:1, 1:1, 1:2, then pure Blazing Orange.

Two-tone layering over a black undercoat provides shading and highlighting and looks effective from any reasonable distance. In principle the technique can be used with any undercoat and refined to the point where individual layers become indistinguishable, even from very close up. A multi-tone layering technique taken to its ultimate form gives results that are comparable to a fully blended technique, but there are many situations where an extra layer will help to give definition to a model.

The most difficult thing about all layering techniques is colour choice – it is important to choose shades that work well together over your undercoat colour. Here are a few basic samples of common colour combinations. A sophisticated multi-layer technique relies on mixing the colours together in different proportions to produce intermediate shades. The colour samples shown alongside illustrate this quite well. So, to take an example, to multi-layer Regal Blue to Enchanted Blue in three intermediate stages, the first layer is Regal Blue, the second is a 2:1 mix of Regal Blue and Enchanted Blue, the third is a 1:1 mix of the same, the fourth is a 1:2 mix of Regal Blue and Enchanted Blue, and the fifth is Enchanted Blue alone. In our samples (left) the effect of layering is

depicted as a succession of stripes, but if the stripes are sufficiently narrow then the eye ceases to distinguish the individual shades even from close up.

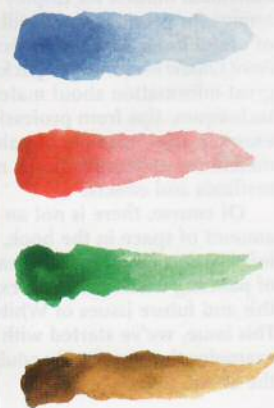
Although layering can be used to produce a seamless gradation between one colour and another, it can also be used to produce a dramatic contrast. Many people find this "stripy" style very pleasing when well executed. That means choosing colours that work together despite the differences in shade. Dramatic layering rarely uses more than three layers and some examples of useful colour combinations are shown above. If you look at the Citadel Colour range you can work out dramatic contrasts by taking a root colour and picking out the midtone and one of the lightest colours in the series.

Many people find it quite difficult to get good results with very bright colours using this technique, because the colours are hard to tone together. A way of getting colours to tone together better is to mix a little of the adjoining colours into the paint for each layer. Another way is to make all the colours slightly pastel by adding a little of a very pale neutral colour, such as Rotting Flesh, Fortress Grey, Bleached Bone or Skull White – this will draw all the colours together. The High Elf Archer, opposite, ably demonstrates this technique.

Technique

Effective Layering

Layering can be a tricky technique as it requires some patience. Taking the paint straight from the pot won't really work, as you need to water it down slightly so the paint doesn't cake on the model. More advanced blending and multi-layering will require watering down the paint further. Practice a bit until you find a mix that works for you. The opacity swatches below give an indication of water to paint ratio.



Example: High Elf Archer



Step 1. The darkest layer is a smooth coat of Codex Grey.



Step 2. Fortress Grey is applied all over the robes, except the recesses.



Step 3. Several coats of Skull White are applied for the top layer.



Step 1. The ribbons are painted with a Necron Abyss basecoat.



Step 2. Enchanted Blue is layered onto the raised areas.



Step 3. The final layer is a 1:1 mix of Enchanted Blue and Space Wolves Grey.

Focus On...

Dave Andrews

Dave predominantly uses the layering technique to great effect, combining a good eye for colour with an expert hand.



WASHES

There are many ways to shade a miniature, but the first technique that most people learn is washing. Traditionally achieved by applying watered-down paint or ink to a model, the process has been improved immensely by the launch of Citadel Washes.

Top Tip

Quick Shading

Here's an example of some common colours and the Citadel Washes that compliment them. These washes will provide shading at a stroke!

| | |
|---|-------------------|
|  | Burnished Gold |
| + | |
|  | Ogryn Flesh |
|  | Chainmail |
| + | |
|  | Badab Black |
|  | Iyanden Darksun |
| + | |
|  | Gryphon Sepia |
|  | Mechrite Red |
| + | |
|  | Devlan Mud |
|  | Liche Purple |
| + | |
|  | Leviathan Purple |
|  | Space Wolves Grey |
| + | |
|  | Asurmen Blue |
|  | Scorpion Green |
| + | |
|  | Thraka Green |
|  | Bestial Brown |
| + | |
|  | Devlan Mud |
|  | Blood Red |
| + | |
|  | Baal Red |
|  | Bleached Bone |
| + | |
|  | Gryphon Sepia |
|  | Fenris Grey |
| + | |
|  | Badab Black |

Traditionally, a wash is a mix of strongly coloured paint and just enough water to give an overall fluid consistency. This mixture is applied over a light base colour and, depending on how much wash is used, will tend to run into the cracks and crevices. The result is an overall "stain" that is stronger in the recesses where the wash gathers. This introduces a level of naturally graduated shading onto the model and breaks up the overall colour into subtle patches of dark and light. The surface finish will be slightly mottled and therefore appears more natural in the case of organic surfaces such as flesh, leather, and cloth.

The Citadel paint range now includes washes that are designed to be used with washing and glazing techniques. The darker colours are ideal for washes, and black can be mixed in to make them even darker. Because the washes contain an intense pigment in a transparent medium, it gives better results than a mix made up of paint and water.

If you wish to try washing with paint, it

is worth experimenting to gauge the result. Some courage is called for! If you use too much wash, or if the wash is settling where you do not want it, it is easy to draw away the surplus using either a brush or tissue. If bubbles form in the wash they will usually disperse quickly, but sometimes they will dry within the recesses of the model leaving clean patches. Blowing briskly on the model will help to disperse any bubbles whilst the wash is still wet. Washes work better over pastel colours as this emphasises the contrast. Add a little white to the basecoat and observe the effect of a wash.

As with all techniques, improvement comes with practice, and in the case of washes it is worth performing a few tests so that you can judge the results for yourself. You can do this by taking a white undercoated figure that has a lot of flesh detail, such as a Kroot warrior, for example, applying a wash.

On the page opposite you can see how washes have been used to add shading and definition to a Mordor Orc.

Technique

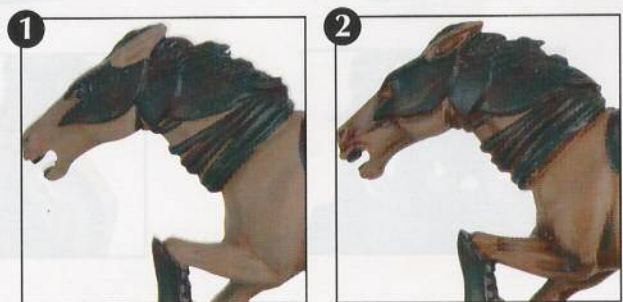
Washing

Washing is a technique that doesn't lend itself to every type of miniature or surface, but is pretty versatile. Large flat areas don't take wash too well, as the liquid tends to pool on the surface and dry patchily. However, any textured surface will benefit from a shading wash to one degree or another.

As shown on this Skaven, fur provides an excellent surface on which to use washes. Due to the highly textured nature of fur the wash will run into the recesses leaving a realistic finish to the model.



Many people use washes for painting horses because the slightly irregular patterning left by the wash can give a very realistic appearance. This is especially effective with dark coloured horses such as bays.



Example: Mordor Orc



Step 1. The armour is painted with a solid coat of Boltgun Metal.



Step 2. The armour is washed with Badab Black, straight from the pot.



Step 3. A light, overbrushed layer of Boltgun Metal adds definition.



Step 1. The clothing is given a basecoat of Adeptus Battlegrey.



Step 2. A light wash of Badab Black is applied to the cloth.



Step 3. Finally, a highlight of Shadow Grey is layered on.



Step 1. The flesh is basecoated with Knarloc Green.



Step 2. A shading wash of Thraka Green is applied to the flesh.



Step 3. The flesh is layered with a 1:1 mix of Knarloc Green and Camo Green.

Focus On...

Christian Byrne

Christian's Wraithguard has had a basecoat of Iyanden Darksun, washed with Gryphon Sepia, producing a strong colour and a smooth shade. The second picture shows the model after layering.



'EAVY METAL Showcase



Necron Immortal



Tyranid Genestealer



Typhus

EXTREME HIGHLIGHTING

Sometimes referred to as “edge highlighting” or “line highlighting”, this technique involves painting a very fine line of a light colour onto the sharpest edges of a miniature, creating a dramatic and stylised effect.



This Ultramarines combat squad by Neil Green uses subtle blended highlighting, finished off with an extreme edge highlight.

Extrême highlights will usually occur only on hard edged regular surfaces such as the edges of swords and guns, large armour plates (such as shoulder pads) and on vehicles. Extreme highlights are usually indicated as a very thin line of white or silver (or a very pale highlight colour) on the very edge of the piece. The idea is to produce a hard line that emphasises the contrast between illuminated and shadowed surfaces.

When applying extreme highlights, it is important to keep in mind the theoretical position of your light source. There are two basic systems – one is to assume that the light is coming from a single fixed point, the other is to assume that the light is coming from a halo positioned above the model. The first will look more natural but

means that the model will look “right” from only one viewing position. The second is slightly false, but works well where models are primarily viewed from.

Apply the extreme highlights using as fine a line as possible, catching only the illuminated edge of the subject. Some painters will blend this line onto the lit edge – this is best done in two stages. Apply the hard white line first and allow to dry. Then thin the paint, reapply the line and blend towards the base colour. This creates a contrast between the extreme highlight and the blending which mimics the way light falls on hard edged surfaces.

Space Marines, Tau Firewarriors and Eldar Guardians all have bright, hard-edged armour that makes them ideal for extreme highlighting.



Technique

Fine Lining

Using the side of the brush (1) to highlight edges is the easiest and tidiest way to achieve a consistent highlight. This technique won't work for all areas of the model, however, especially on curves and corners. When highlighting these areas you will need to use the tip of the brush, demonstrated below (2) to carefully paint around the corner to be highlighted. It makes life easier if you can move the model around so that you can get at tricky bits, as shown.



Example: Tau Firewarrior



Step 1. The gun is basecoated with Chaos Black.



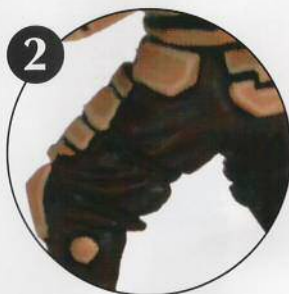
Step 2. An edge highlight of Codex Grey is applied to the casing.



Step 3. The sharpest edges are extreme highlighted Fortress Grey.



Step 1. The fatigues are basecoated with Scorched Brown.



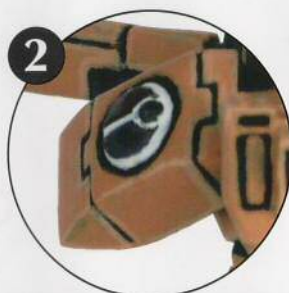
Step 2. A 1:1 mix of Bestial Brown and Scorched Brown was applied as a highlight layer.



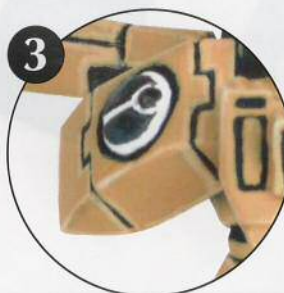
Step 3. An extreme highlight of Bestial Brown finishes the fatigues.



Step 1. The armour receives a basecoat of Tausept Ochre.



Step 2. The first edge highlight of Vomit Brown is applied.



Step 3. The extreme highlight is achieved with Bleached Bone.

Focus On...

Matt Hutson

Matt's famous Black Templar army makes great use of an extreme Codex Grey highlight.



'EAVY METAL Extreme Highlighting Showcase



Assault Marine



Champion of Slaanesh



Tau Stealth Suit

CITADEL®

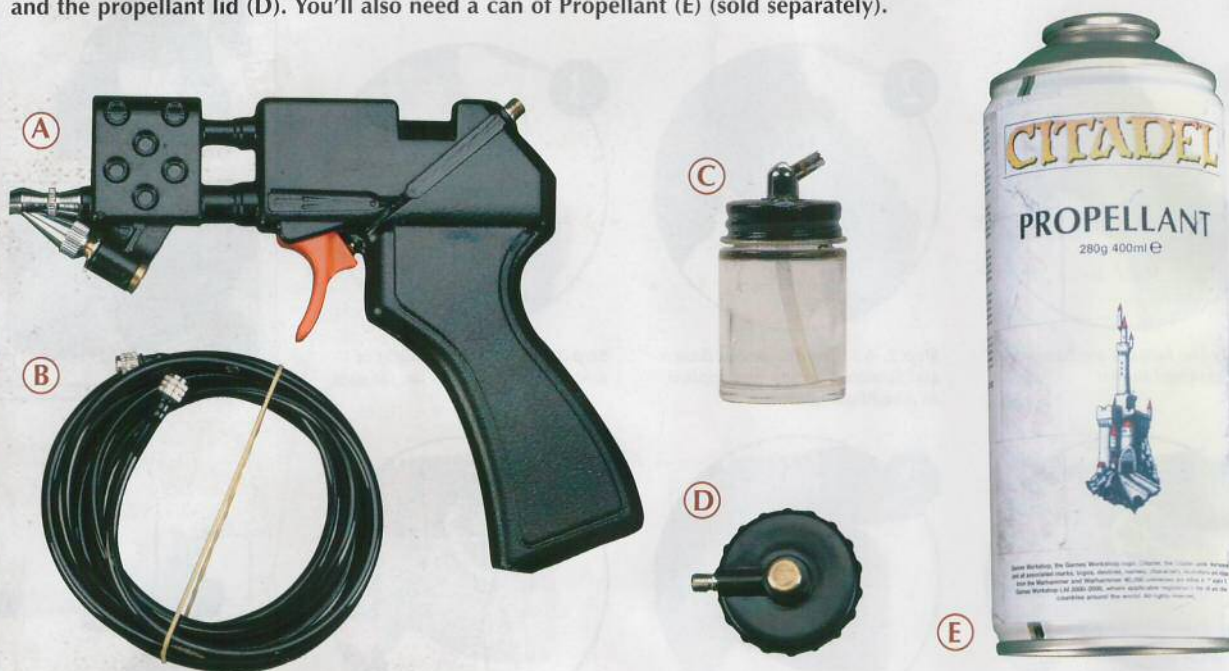
TOOLBOX

Spray Gun

Not only does the new Spray Gun look awesome, but it's also a highly effective tool. Its primary function is to basecoat your models with Foundation paint, or shade them with Citadel Wash.

The Components

The Spray Gun comprises four parts: the gun itself (A), the air hose (B), the paint jar (C), and the propellant lid (D). You'll also need a can of Propellant (E) (sold separately).



Top Tip

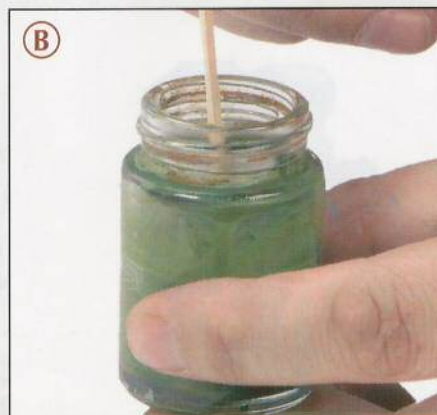
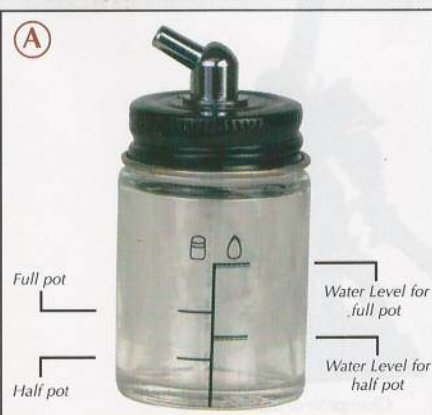
Safety First

As with using cans of spray paint, make sure you only use the Spray Gun in a well ventilated area. A garage or outdoor area is ideal.

Cans of propellant are pressurised containers and, as such, can be potentially dangerous if not used in the way they are intended. Always treat your tools with respect, and store aerosols in a cool, safe place.

1 Adding Foundation Paint

Choose your colour and pour it into the paint jar to the required level, using the measure on the jar (A). Add water to the corresponding level. Give it a good stir to mix (B). Make sure the top of the jar is fastened securely and then attach it to the Spray Gun.



2 Attach Hose to the Propellant Can



Top Tip

Prolonged Spraying

You'll notice that the longer you use your Spray Gun, the colder the propellant gets, as it draws moisture from around it and condensation forms. This is quite normal. However, the colder your can gets, the more the pressure will drop. A good tip if you're doing lots of models – or are planning on an extended period of use – is to have two cans of Propellant on the go. When your first can starts to lose pressure, simply attach the second. This will then give the first can time to warm up again and regain pressure. Exactly how long it will take your propellant to get cold enough to lose pressure is entirely dependant on the conditions of the area you're spraying in, such as the country you live in, the weather, the temperature and all kinds of other variables!

3 Testing the Spray

Your Spray Gun is now ready to use. Before you start spraying paint onto your models, it is always best to do a quick test onto a spare piece of card or plastic frame, to make sure the paint is coming out in the required consistency. A few quick bursts are all you need. Now is a good time to adjust the spray nozzle to the required angle.



If your practice bursts show the paint isn't coming out correctly, take a look at this handy troubleshooting guide:

Problem

No paint coming out of nozzle

Solution(s)

- The paint is too thick. Dilute with water to get the correct consistency.*
- Your can of Propellant is empty or is too cold and has lost pressure.*

The paint from the Spray Gun is not covering and is very watery

The paint is not thick enough. Add more paint to get correct consistency.

If you use the measures on the paint jar you shouldn't encounter these problems. Like all our tools, the Spray Gun is a high quality, robust piece of equipment, so if you do encounter a small problem then with a little bit of mixing or a fresh can of Propellant, your Spray Gun will be working again in no time.



4 Spraying the Model

Once you're happy with the paint consistency and the nozzle adjustment, you can start spraying. Use the Spray Gun as you would a can of spray paint – hold the gun about 20-30cm from your target and spray in short bursts, gently moving the gun from side to side. The grip and trigger system of the Spray Gun are not just there for aesthetic reasons, but are designed to give you more control when spraying. When you've finished your spraying session, follow the simple procedure for cleaning the Spray Gun, as detailed later. Don't forget that as well as basecoating troops, the Spray Gun is perfect for painting scenery.

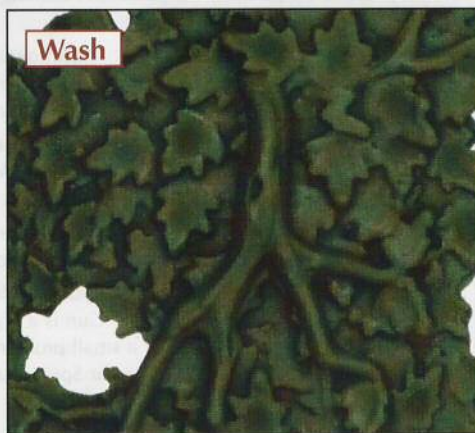


Citadel Washes

The Spray Gun works perfectly with the new washes. Add your wash straight into the paint jar – there is no need to add water, making them even easier to use! We don't recommend using the washes in the Spray Gun when painting large flat areas – tanks, for instance, would not benefit from a spray wash. However, anything with lots of raised details or curved, organic shapes like tree trunks and foliage are ideal candidates.



Base Coat



Wash

Painting Tanks

The Spray Gun is great for painting camouflage onto tanks – here are some techniques you can try.

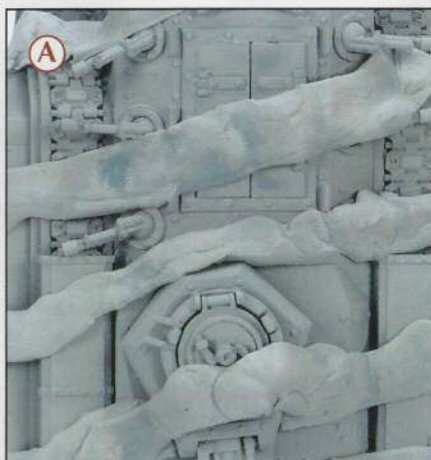
Controlled Bursts

Adjust the nozzle until you get a thin stream of paint, and then spray your pattern straight onto the tank in controlled, vertical lines (A). This will give you a bold design with a nice, feathered edge (B).



Masking

The second method involves a large amount of adhesive putty. Basecoat the tank as normal and, when dry, cover it in thick strips of adhesive putty, to act as a mask. Spray your tank a second colour (A). Now remove the putty – you should be left with a bold camo design, with a crisp edge (B).



Top Tip

Maintaining your Spray Gun

The Spray Gun is a precision tool and as such will need looking after. It's important to clean the Spray Gun every time you want to change colours, and at the end of each spraying session. Don't worry though as cleaning it only takes a few minutes.

- Disconnect the paint jar and pour any excess paint into a spare pot – you can use this again another time.
- Give the paint jar a good clean under a running tap and then fill it up with cold, clean water.
- Insert the paint jar back into the Spray Gun and then operate until all traces of paint have gone and the gun is just spraying out water.
- Disconnect the Propellant, empty your paint jar, and put your Spray Gun away until you need it again.



CITADEL

INVALUABLE ACCESSORIES
FOR YOUR HOBBY

HOBBY ESSENTIALS

Our range of hobby tools and accessories has been specifically designed to provide you with everything you need to assemble and model your Citadel miniatures.

HOBBY KNIFE

The Hobby Knife is designed for cutting and cleaning components.

£8, €12.50, 100dkr, 115sek, 125nkr

RAZOR SAW

Great for cutting metal components and large plastic pieces.

£12, €20, 140dkr, 170sek, 200nkr

HOBBY DRILL

Use for pinning metal models and drilling out gun barrels.

£8, €12.50
100dkr, 115sek, 125nkr

PLASTIC CUTTERS

For clipping plastic components from their frames.

£8, €12.50
100dkr, 115sek, 125nkr

MODELLING FILES

Great for cleaning up mould lines and flash.

£7, €11.50
85dkr, 100sek, 100nkr

TOOL SET

The Tool Set contains one of every tool, two "bitz tubs" and a special figure case with a custom-cut foam layer.

£60, €95, 750dkr, 850sek, 850nkr





SPRAY GUN

Designed to quickly apply basecoats and washes.

£18, €27.50
200dkr, 250sek, 250nkr



PROPELLANT

Used to power the Citadel Spray Gun.

£5, €7.50
60dkr, 70sek, 75nkr



GREEN STUFF

Used for filling gaps between components, and for sculpting.

£5, €7.50
60dkr, 70sek, 75nkr



SCULPTING TOOL

Designed for use with Citadel Green Stuff.

£4, €6.25
45dkr, 50sek, 55nkr



HOBBY STARTER SET

This set is great both for those who are new to the hobby and veterans alike.

£25, €40, 300dkr, 350sek, 350nkr



P.V.A. GLUE

Ideal for basing models and scenery.

£3, €4
40dkr, 50sek, 50nkr



PLASTIC GLUE

For bonding plastic components.

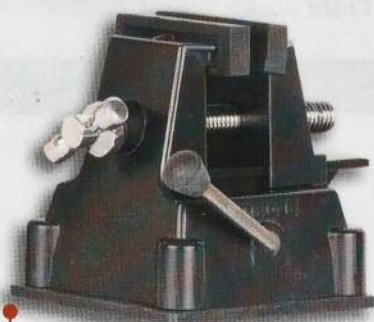
£3, €4
40dkr, 50sek, 50nkr



SUPERGLUE

Essential for assembling metal miniatures.

£3, €4
40dkr, 50sek, 50nkr



HOBBY VICE

For holding miniatures safely and securely when using a drill or saw.

£8, €12.50, 100dkr, 115sek, 125nkr



PAINT STATION

Keep your painting area tidy with this wooden paint station (assembly required).

£20, €30, 225dkr, 270sek, 270nkr

SKULLTAKER



Skulltaker, Bloodletter and chosen champion of Khorne, is a name feared across the corpse-strewn battlefields of the Warhammer world and the blasted warzones of the 41st Millennium.

Wherever the red-skinned Daemon treads, death and destruction surely follow, as Skulltaker seeks to add another polished skull to his master's Skull Throne; a task to which he is more than suited.

This fearsome new model was sculpted by the talented Mark Harrison, depicting Skulltaker on foot, swathed in the skulls

from which he takes his name, and brandishing the newly harvested skull of a defeated foe at his enemies.

For this issue's 'Eavy Metal Masterclass, we gave the job of bringing Khorne's Herald to life to Joe Tomaszewski. This is Joe's first Masterclass, and we're sure you'll agree he was more than equal to the task!

The first step for Joe was to clean up the miniature, removing any flash or mould lines with a hobby knife and files. Next, he had to assemble the figure and undercoat it with Chaos Black.

You Will Need

All of these paints are available from the Citadel Colour, Foundation and Wash ranges.

- | | | |
|---|---|---|
|  Chaos Black Spray |  Codex Grey |  Mithril Silver |
|  'Ard Coat |  Devlan Mud |  Red Gore |
|  Blazing Orange |  Dwarf Bronze |  Scab Red |
|  Bleached Bone |  Fortress Grey |  Scorched Brown |
|  Blood Red |  Graveyard Earth |  Skull White |
|  Boltgun Metal |  Hormagaunt Purple |  Sunburst Yellow |
|  Chainmail |  Iyanden Darksun |  Vermin Brown |
|  Charadon Granite |  Liche Purple |  Vomit Brown |

The subject for this issue's 'Eavy Metal Painting Masterclass is the infamous Herald of Khorne, Skulltaker, a mighty Bloodletter feared across countless battlefields.

Painting the Flesh



Throughout the painting process, Joe kept Skulltaker's head separate from the rest of the body, mounting it on a flying stand for ease of painting.



This close-up of Skulltaker's hand shows the superb 'Easy Metal' standard blending techniques that Joe used to paint the skin.

Joe painted Skulltaker in two separate parts, painting the head and body separately so as to be able to paint the detail on the chest and the back of the head properly. He started by painting Skulltaker from the inside out, starting with the red skin. The basecoat for the skin was made up of a series of thin layers of Scab Red, applied directly over the

Chaos Black undercoat, followed by successively brighter shades. Throughout the painting process, Joe's technique involved using lots of thin layers of paint, building them up to blocks of solid colour. This allows for a smooth effect between the highlights, creating a subtle gradation of colour across the whole surface.

Painting the red skin



Step 1. Lots of thin layers of Scab Red were painted over the Chaos Black undercoat, to form the basecoat. The thin coats built up to form a solid colour, producing a very smooth effect.



Step 2. The next step was to paint a mix of 1:1 Blood Red and Red Gore over the basecoat, once again using lots of thin layers to build up a subtle highlight.



Step 3. The next layer was a highlight of 1:1 Blood Red and Blazing Orange, applied to the raised areas of the skin and blended into the previous coat.



Step 4. Joe applied a 1:1 mix of Chaos Black and Scorched Brown to the recesses of the skin as a shade. Finally, he applied a 1:1 mix of Blazing Orange and Iyanden Darksun as a highlight to the uppermost areas of the skin.



Eyes and Teeth

Joe painted the eyes and teeth early on in the painting process, at the same time as the skin. The eyes were painted Blazing Orange and then highlighted with Sunburst Yellow and Skull White. The teeth were painted Charadon Granite and were highlighted with Bleached Bone.

Painting the Cloak



After the skin, Joe focused his attention on Skulltaker's flowing cloak, lavishing particular attention to the ornate symbol of Khorne emblazoned on its lining. The cloak was painted in such a way that the material resembled shiny black leather, no doubt made from the flayed hides of previous victims.

The leather effect was kept deliberately subtle, to emphasise the most eye-catching area of the cloak – the large symbol of Khorne. Joe painted the cloak using a “non-metallic metal” effect to make it look like it was still a part of the fabric of the cloak, but still presented in a distinctive Khornate brass colour.



Cloak Fabric

Joe painted the material of the cloak to look as though it is made from leather. He painted a 1:1 basecoat of Chaos Black and Codex Grey over the cloak, leaving Chaos Black in the recesses. Successive highlights of Codex Grey, and Fortress Grey were then painted to the raised areas. Finally a fine line of Skull White was painted along the uppermost areas of the cloak, giving it that shiny, leather effect.

Painting the Cloak Detail



Step 1. The detail of the Khorne symbol and the border of the cloak was painted with a basecoat of Scorched Brown, directly over the Chaos Black undercoat.



Step 2. The next layer was a highlight of Vermin Brown, applied to the raised areas of the symbol and border as well as to the edges, creating a strongly defined outline.



Step 3. A highlight of 1:1 mix of Vermin Brown and Skull White was then painted on the edges and uppermost areas of the detail.



Step 4. Finally, a pure Skull White highlight was applied to the extreme edges of the symbol, to make it look shiny.

Painting the Skulls



At the same time as painting the skulls on Skulltaker's cloak, Joe painted the two that adorn his horns, as described below.



There is barely a part of Skulltaker not covered in skulls, including the base of the miniature.

One of the defining features of Skulltaker are, unsurprisingly, the huge amount of skulls he keeps about his person. From the dozens of skulls hanging from his cloak to those adorning his horns, he is practically covered in them, so it would have been remiss of Joe not to lavish particular attention onto them!

The skulls have been painted with a basecoat of Charadon Granite, then highlighted up with increasingly lighter mixes of Bleached Bone and Skull White. Joe used Charadon Granite for the basecoat so as to give the skulls a dirty-grey look, making them appear old and weathered. Once again, Joe applied the colour in many thin layers.

Painting the skulls



Step 1. A pure coat of Charadon Granite was applied as the basecoat, directly over the undercoat, leaving the Chaos Black showing in the recesses, especially in the eye sockets.



Step 2. The first highlight applied to the skulls was a 1:1 mix of Charadon Granite and Bleached Bone, applied to most of the surface of the skulls.



Step 3. The next step was to apply a highlight of pure Bleached Bone to the edges and upper surfaces of the skulls. Note that Joe has left the grey coat showing on part of the skulls, giving them a weathered, dirty look.



Step 4. The final highlight of pure Skull White was applied to the extreme edges and raised surfaces of the skulls, giving the bones a slightly chalky appearance, lending to the aged look Joe was going for.



Painting the Metal Areas



A top-down view of Skulltaker's horned head, showing the brass skulls that decorate his helmet.



The skulls that make up Skulltaker's cloak, showing the multitude of brass hooks on which they hang. Joe painted the skulls first, before going back to add in the metal detail.

For the final stage, Joe painted all of the metallic areas on Skulltaker, such as the iron armour, the bronze details and symbols adorning the armour, the carved bronze skulls on his helmet, and the countless brass hooks on his cloak. Unlike the symbols painted on his cloak, Joe used metallic paints to get the metal effect.

Joe started by painting the iron areas, as they underlaid all of the bronze details, so Joe could paint them without risk of getting paint on the bronze. Both the iron and the bronze were painted in a similar way, with a metallic and Chaos Black mix for the basecoat, highlighted up to pure metal and then dulled down with Devlan Mud wash.

Painting Iron



Step 1. Joe painted the iron areas of Skulltaker first, basecoating them with a 1:1 mix of Chaos Black and Boltgun Metal.



Step 2. The raised areas of the iron were then highlighted with a coat of pure Chainmail, leaving the basecoat showing in the recesses.



Step 3. The effect of the iron was a little too bright and shiny, so Joe used the new Devlan Mud wash to dull it down, giving it a matt finish.



Step 3. After the wash, a final highlight of Mithril Silver was drybrushed lightly over the top, giving the iron a subtle brightness.

Painting Bronze



Step 1. Joe left the metal details coated in Chaos Black. After the iron had been painted, the bronze was painted with a basecoat of 1:1 Dwarf Bronze and Chaos Black.



Step 2. The metal details were then highlighted with a coat of Dwarf Bronze, leaving the basecoat showing towards the very edges of the symbol.



Step 3. As with the iron areas, the bronze effect was a little bright at this stage. Joe dulled the bronze down a little with a wash of Devlan Mud.



Step 3. For the final stage, the edges and raised surfaces of the bronze were painted with a 1:1 mix of Dwarf Bronze and Mithril Silver, giving it a subtle shine.

Finishing Touches



A close-up showing the detail Joe has painted on the tongue, using a 1:1 mix of Hormagaunt Purple and Liche Purple, highlighted all the way up to Fortress Grey at the edges of the tongue.



Joe painted the sword to resemble obsidian, using a basecoat of Chaos Black and highlighting with Codex Grey. The sharpest edges of the blade were painted with a thin line of Skull White to look like light reflecting off the sharpest points.



The claws were painted in the same way as the blade of the sword, with lighter strokes of Codex Grey and Skull White painted on to represent growth lines.



The finished sword, showing the obsidian blade and the brass details of the ornate cross-guard.

To finish up, Joe added some fine detailing to the model. He applied finishing touches to Skulltaker's tongue, obsidian blade and his claws. The final detail was the fire wreathed-skull in Skulltaker's hand. Painting realistic-looking fire calls for the reverse of conventional shading and highlighting, starting with the lightest colour

– Skull White – in the recesses, and ending up with the darkest, Chaos Black, at the tips, to represent the hottest, brightest area at the heart of the fire.

After finishing, Joe glued the head to the body and based the miniature with sand, painting it with Devlan Mud before drybrushing it Vomit Brown and Bleached Bone.

Painting Fire



Step 1. Unusually, Joe worked backwards from Skull White when painting the fire, working up to "lowlights" of increasingly darker colours towards the edges.



Step 2. The first step was Sunburst Yellow painted on all of the raised areas, leaving Skull White showing in the recesses to represent the hottest parts of the fire.



Step 3. The next step was Blazing Orange, painted on the flame edges. It is harder to blend darker colours on top of lighter, so Joe used even more layers than usual.



Step 3. The final layer was Scab Red with a highlight of Chaos Black on the flame tips. Skull White specks were painted onto the flames to represent hot cinders.



GAMESDAY & GOLDEN DEMON 2008

COMPETITION CATEGORIES

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 judged to have the best entry in the competition. Fame and glory are but a paintbrush away. Full entry guidelines can be found online together with entry forms at:

www.games-workshop.com



Category 1

WARHAMMER 40,000 SINGLE MINIATURE

Any single human-sized Warhammer 40,000 miniature mounted on an appropriately sized gaming base. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in the Warhammer 40,000 Monster category. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category. Single miniatures from Forge World's Imperial Armour may be entered in this category.



SILVER

Inquisitor Eisenhorn

Louis Wong

10am to 4pm on Sunday 14th September 2008.
Birmingham National Exhibition Centre (NEC).
Tickets £30 and includes Games Day Miniature.

Tickets on sale for White Dwarf subscribers from 31st May 2008, and general release from 28th June 2008. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

Category 2

WARHAMMER 40,000 SQUAD

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is also the category for Epic 40,000 detachments and includes gangs and mobs from Necromunda. All squads must be 'legal' in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent.

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3. All models should be mounted on an appropriately sized gaming base. Units or squads of models from Forge World's Imperial Armour may be entered in this category.



BRONZE
Death Korps Grenadiers
Rafael Garcia Marin

Category 3

WARHAMMER 40,000 VEHICLE

This category is open to single Warhammer 40,000 vehicles, Dreadnoughts and walker models. It also covers single bike-mounted characters if this is appropriate to the army in question (eg, a Space Marine Captain on a bike). Battlefleet Gothic spaceships can be entered into this category as well. Although most of these models tend not to be supplied with a base, it is quite acceptable for you to mount the vehicle on a modest base (no more than 20mm larger than the vehicle itself). Vehicles from Forge World's Imperial Armour may be entered in this category.

SILVER
Chaos Baneblade
Brian Best



Category 4

WARHAMMER 40,000 MONSTER

This category is for any single large Warhammer 40,000 model mounted on an appropriately sized gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc. Monstrous creatures from Forge World's Imperial Armour may be entered in this category.



GOLD
Tyranid Carnifex
David Rodriguez

Category 5

WARHAMMER SINGLE MINIATURE

This is open to any single fantasy miniature (Warhammer, Mordheim and Blood Bowl). This includes single models on horses, boars or wolves, but not those mounted on large monsters. All models must be presented on an appropriately sized gaming base. Generally these will be 20mm or 25mm square bases for foot figures and 25 x 50mm cavalry bases for mounted models, although appropriately sized circular bases may be used if preferred.

BRONZE
Empire Lord
Ben Cartwright



Category 6

WARHAMMER REGIMENT

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be legal units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking at leaders, standard bearers and musicians of Warhammer regiments.

SILVER

*Undead Bretonnian
Grail Reliquae
Louis Wong*



Category 7

WARHAMMER MONSTER

This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg, an Orc Warlord on War Wyvern). Models should be mounted on an appropriately sized gaming base. Models on large scenic bases should be entered in the Diorama category instead.

GOLD

*Ogre Scrap Launcher
Mark Lifton*



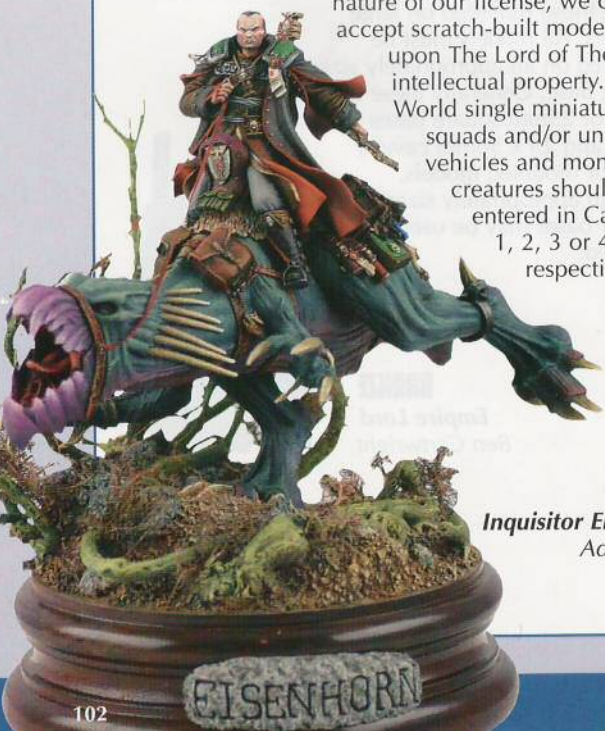
Category 10

LARGE-SCALE MODEL

This is the category for large-scale gaming or display models. The entry should be a single model and it may be mounted on a plinth or display base. Scratch-built models may be entered in this category, as should Inquisitor models. Please note that due to the nature of our license, we cannot accept scratch-built models based upon The Lord of The Rings intellectual property. Forge World single miniatures, squads and/or units, vehicles and monstrous creatures should be entered in Categories 1, 2, 3 or 4 respectively.

GOLD

*Inquisitor Eisenhorn
Adrian Bay*



Category 11

THE LORD OF THE RINGS SINGLE MINIATURE

This is open to any single miniature from The Lord of The Rings range of models. All models must be presented on their standard gaming base.

GOLD

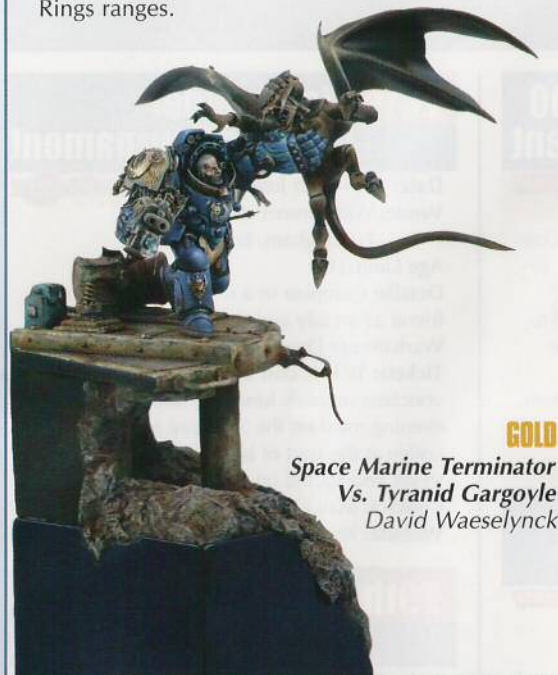
*The Lady Galadriel
Julien Casses*



Category 8

DUEL

This category comprises two single models mounted on a single 40mm or 50mm Slottabase. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer, Warhammer 40,000 or The Lord of The Rings ranges.



GOLD

*Space Marine Terminator
Vs. Tyranid Gargoyle
David Waeselynck*

Category 9

DIORAMA

Entries for this category consist of a diorama based on the worlds of Warhammer, Warhammer 40,000 or The Lord of The Rings. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The subject of the diorama should be appropriate to the background of Warhammer, Warhammer 40,000 or The Lord of The Rings, but otherwise there are no restrictions on the battle scene's theme or content.

BRONZE

*Space Marines Vs. Ork Warbike
Roi Gonzalez*



The Young Bloods Competition 2008

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single human-sized Citadel miniature either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Blood Bowl or The Lord of The Rings, mounted on an appropriately sized gaming base.

Models must be single foot figures – no mounted models or groups. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in another category. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.

BRONZE

*Dwarf Thane
Bill Jobling*



The Open Competition 2008

As always, the Open competition is your opportunity to let your imagination run riot. Anything goes! Your entry could be a single model, a sweeping diorama or whatever takes your fancy. Please note that we will not accept artefacts into this category. Golden Demon is a miniature painting competition and we would like your entries to reflect that.

Entries should be no larger than 60cm by 60cm.

We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science fiction modelling can be at its best.

This is one of the hardest competitions to win, not least because we encourage Games Workshop employees to enter. Our staff are not permitted to enter any other categories, so this is their one chance for glory in the Golden Demon competition.

GOLD

*Grey Knight Space Marine
Martin Footitt*



Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.



June

8th Warhammer 40,000 Doubles Tournament

Date: 8th June, 2008 **GAMES WORKSHOP**
Venue: Wakefield Hobby Centre
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need a Warhammer 40,000 doubles force of 1,500 points and a friend to play with. Full details will be sent with the event pack.
Tickets: Tickets cost £15 per two player team.
Contact: GW Wakefield – 01924 369431

21st Dutch Grand Tournament

Date: 21st–22nd June, 2008 **GAMES WORKSHOP**
Venue: Sporthal University of Tilburg
Age Limit: 16+
Details: The Dutch Warhammer GT consist of 5 rounds played with armies of 2,200 points.
Tickets: Tickets cost £35 and include lunch on both days and an evening meal on the Saturday. Tickets available from Mail Order on 0115 91 40000, or from our Dutch stores.
Contact: +31 40 2468316
Website: www.games-workshop.com

28th Warhammer Doubles Tournament

Date: 28th–29th June, 2008 **WARHAMMER WORLD**
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit: 16+
Details: Compete in a fun tournament with a friend as an ally and do battle to become the Warhammer Doubles Champions of 2008.
Tickets: Tickets cost £85 and include vouchers towards 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: Mail Order – 0115 91 40000
Website: http://warhammerworld.typepad.com

29th Warhammer Doubles Tournament

Date: 29th June, 2008 **GAMES WORKSHOP**
Venue: Wakefield Hobby Centre
Details: Pair up with a friend to battle against others in this competition of deadly duos. You will need a Warhammer doubles force of 1,500 points and a friend to play with. Full details will be sent with the event pack.
Tickets: Tickets cost £15 per two player team.
Contact: GW Wakefield – 01924 369431

July

19th Thrud Bowl 2008

Date: 19th–20th July, 2008 **GCNE**
Venue: Bognor Regis Community College
Age Limit: 16+
Details: All proceeds from this Blood Bowl Tournament will be donated to Cancer Research UK. The event will feature a charity auction, a wandering Thrud, and trophies for the winners, including Tournament Champion, Runner Up, Best Painted Team and Sportsmanship. There will also be spot prizes, Thrud shirts, dice and more..
Tickets: £18, 70 places – see website below
Contact: Frank Hill – 01243 537404
 mrfrankhill@yahoo.com
Website: www.thrudbowl.com/reservations

27th The Lord of the Rings Doubles Tournament

Date: 27th July, 2008 **GAMES WORKSHOP**
Venue: Wakefield Hobby Centre
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points using the Legions of Middle-earth supplement and a friend to play with. Full details will be sent with the event pack.
Tickets: Tickets cost £15 per two player team.
Contact: GW Wakefield – 01924 369431

August

2nd Warhammer Battlefields

Date: 2nd–3rd August, 2008

Venue: Warhammer World, Lenton,
Nottingham, England

Age Limit: 16+

Details: Test your leadership skills to the limit in this unique Warhammer event! You will need a fully painted 3,000 points Warhammer army, able to be broken down into smaller, legal forces for some scenarios. Play six games over the weekend and tackle a range of new tactical challenges.

Tickets: Tickets cost £55 and include vouchers towards 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: Mail Order – 0115 91 40000

Website: <http://warhammerworld.typepad.com>

September

EVENT SPOTLIGHT

14th Games Day 2008

Date: Sunday 14th September, 2008

Time: 10am to 4pm

Venue: Birmingham National Exhibition Centre NEC

Details: Games Day is Games Workshop's premier event in the world. It is our largest promotion and a day designed to highlight the size, splendour and excitement that is our hobby. Each year, excited hobbyists from across the world attend this one-day event in their thousands, eager to come together in celebration of the hobby and participate in some of the many games and activities that have all become synonymous with Games Day.

Sneak previews of forthcoming releases, guest studio and Black Library personalities and mega-battles are just some of the many activities on offer at this year's Games Day.

Tickets: £30 and includes this year's exclusive Games Day miniature).

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com

WARHAMMER BATTLEFIELDS



AUGUST 2ND & 3RD

Prepare your armies for war on a grand scale!

Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

GAMES DAY & GOLDEN DEMON 2008

14TH SEPTEMBER AT THE BIRMINGHAM NEC



CALL 0115 91 40000 FOR DETAILS

STORE FINDER

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



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Mon-Fri: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

You can find your local store online with our Store Finder:

www.games-workshop.com

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in **red** in the store listings.

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 Mail Order 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.

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

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!

GAMES WORKSHOP

Independent Stockists

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
87 The Horsehair, BS1 3JR
Tel: 0117 925 1523
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 3UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244635
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3683
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861007
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
NEWBURY, ToyCraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873550
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bulling Link, B5 4BS
Tel: 0121 631 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0121 448 1818
GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
*** GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174
GW WALSALL:
Unit 27, Old Square Shopping Centre, W51 1QF
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01910 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 25, The Octagon Centre, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 01908 469 8472
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 862952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 130
NEWPORT PAGNELL, Doodles
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

*** GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 01223 331 3350
GW PETERBOROUGH:
3 Wensley Street, PE1 1DH
Tel: 01223 890 052
ELY, City Centre:
Tel: 01353 663131

HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, Your Story:
Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 386 638
ST NEOTS, Gamers:
Tel: 01480 217 443
ST NEOTS, Westgate Department Store:
Tel: 01480 473242

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 723187
JERSEY, ST SAVIOUR, The Jersey Train and Model Centre
07797 736478
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721211

CHEESHIRE

GW ALTRINCHAM:
Unit 1, 19 Gratton Street, WA14 1DU
Tel: 0161 929 9896
*** GW CHESTER:**
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
*** GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre, SK1 6AR
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1867
GW WARRINGTON:
Unit 19 Bank Street Time Square, WA1 2AP
Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop
Tel: 0151 647 9065
CHEADLE, Fantasia:
Tel: 0161 491 1130
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01276 505 840
CREWE, Jac in a Box:
Tel: 01276 581 118
FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225
NANTWICH, HobbyCraft:
Tel: 0845 051 6517
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
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, TS1 1HR
Tel: 01642 235 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 0142 461010
REDCAR, PC Tech:
Tel: 01642 481888
CORNWALL
GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 01872 232 0042
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01208 352 362
CALLINGTON, GMS Games
Tel: 01579 384 837
FALMOUTH, Kernow Toymaster:
Tel: 01326 312 571

HAYLE, Blewetts of Hayle:

Tel: 01736 753 012
HELSTON, Exit:
Tel: 01326 565117
LISKEARD, Bricknells:
Tel: 01579 342 161
LISKEARD, Trago Mills:
Tel: 01579 348 877
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
3ST AUSTELL, Adebba Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 722359
ST IVES, Dragon's Hoard:
Tel: 01736 79840
TRURO, Toymaster:
Tel: 01872 272 452
WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 01322 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

*** GW CARLISLE:**
Unit 2, Earls Lane, CA1 1DP
Tel: 01222 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 415
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01339 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KENDAL, Airways of Kendal:
Tel: 01280 781 118
BOURNEMOUTH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 535
WORKINGTON, ToyTown:
Tel: 01900 873 322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 01332 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles and Models
Tel: 01298 24293
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Main Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 727
MATLOCK, Shawes:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

*** GW EXETER:**
11a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121
GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 01803 308 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
BIDEFORD, The Tarka Train Company:
Tel: 01237 424 807

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) Indicates Gaming Room facilities.

HOBBY STOCKIST

Offers a hobby gaming and painting service.

NE ELITE STORE

Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE

Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST

Official sellers of Games Workshop products.*

NEW STORE OPENING

Indicates new stores and stockists.

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

DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 731
HOISWORTHY, Honiton Toy Shop:
Tel: 01404 43741
HONITON, Bazaar:
Tel: 01409 253 892
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 651
TAVISTOCK, Kaleidoscope:
Tel: 01832 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 770 260
TORRINGTON, Toyzone:
Tel: 01805 624 790

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 0120 231 9292
*** GW POOLE:**
Unit 12 Towngate Centre, BH15 1ER
Tel: 01202 268 3634
BIDPORT, Frosts Toymaster:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 040
WEYMOUTH, Kessock Models:
Tel: 01305 750 025
WEYMOUTH, Razzamatraz:
Tel: 01305 780 801

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 01224 549 0048
GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 4158, Level 3,
Lakeside Shopping Centre, RM16 1ZJ
Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 586 679
BASILDON, B&M Cycles:
Tel: 01268 240 100
Tel: 01277 214 342
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346
HARLOW, Marquee Models:
Tel: 01279 423 334
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 986
MALDON, Colin Bliss Models:
Tel: 01621 851 227
RAYLEIGH, Tons N Tuck:
Tel: 01268 775 50

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street, GL50 2LS
Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street, GL1 1EA
Tel: 0145 350 5033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686
GLOUCESTER, Battle Honours
Tel: 01386 45075
GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STROUD, Antics:
Tel: 01453 764 487
STROUD, Pissoft Games:
Tel: 0870 242 7428
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 01256 446 6050
GW PORTSMOUTH:
34 Arundel Street, PO1 1NL
Tel: 0239 287 6266
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 833 1962
GW WINCHESTER:
35 Jewry Street, SO23 8RY
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
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
FLEET, Fleet Toys:
Tel: 0845 051 6554
GOSPORT, JC Books:
Tel: 02392 580 931
HAVANT, HobbyCraft:
Tel: 0845 051 6554
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
PORTCHESTER, Vicor Models:
Tel: 02392 351 160
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHAMPTON, Lost Bunker Games:
SOUTHAMPTON, Rock Bottom Toystore:
Tel: 02380 633 947
SOUTHEASE, Southsea Models:
Tel: 01292 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 352 407
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HENEL HEMPSTEAD:
16 Bridge Street, HPI 11F
Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, AL3 4EB
Tel: 01778 786 1151
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDING, Felicitations:
Tel: 01582 767 811
HERTFORD, Marquee Models:
Tel: 01992 564716
HITCHIN, Mainly Models:
Tel: 01462 422 204
LETCHWORTH, Model Images:
Tel: 01462 684 859
WATFORD, HobbyCraft:
Tel: 0845 051 5553
STEVENAGE, KS Models:
Tel: 01438 746 616
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391 319
WATFORD, HobbyCraft:
Tel: 0845 051 5553

ISLE OF MAN

DOUGLAS, Toymaster:
Tel: 01624 322 154

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013
NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 865 454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617 323

KENT

GW LUTTERWATER:
Unit 22B, Upper Thames Walk, Bluewater, DA9 9SQ
Tel: 01332 242 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane, CT1 2HN
Tel: 01222 745 2880
GW MAIDSTONE:
7a Pudding Lane, ME14 1PA
Tel: 01622 267 7435
GW TUNBRIDGE WELLS:
4A Camden Street, TN1 2PU
Tel: 01892 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 400 011
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
HYTHE, Apple Jax
Tel: 01303 262 602
MAIDSTONE, HobbyCraft:
Tel: 01622 621 750
ORPINGTON, JH Lorimer:
Tel: 01689 821593
SEVENOAKS, JH Lorimer:
Tel: 01732 452 840
SEVENOAKS, Manklows:
Tel: 01732 434 952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424 371

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, FY1 1DU
Tel: 01253 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall, BL1 1EA
Tel: 0120 436 2137
GW PRESTON:
15 Miller Avenue, PR1 2QA
Tel: 01772 282 1855
ASCOTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 01253 438 700
BLACKPOOL, Who
Tel: 01253 625802
BOLTON, HobbyCraft:
Tel: 01204 374 300
BURNLEY, Compendium
Tel: 01282 457 860
BURY, Conway's Toymaster:
Tel: 01617 616 209
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263 045
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01208 423 587
KIRKHAM, RK Boyes:
Tel: 01772 571 900
LANCASTER, Micro Markets:
Tel: 01524 840 406
LEIGH, Toymaster:
Tel: 01942 671 116
MORECAMBE, Micro Markets:
Tel: 01524 416 346

ORMSKIRK, Taylors:
Tel: 01695 573516
ROSSENDALE, Rosendale Models:
Tel: 01706 250 007
PRESTON, HobbyCraft:
Tel: 01772 461 200
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
THORNTON-CLAYTON, Toy2save Collectables:
Tel: 01253 855 905
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2, 16/20 Silver Street, LE1 5ET
Tel: 0116 253 0510
GW LOUGHBOROUGH:
32 Biggin Street, LE11 1VA
Tel: 01509 928 8107
ASHBY-DELA-ZOUCH, Steve's Models:
Tel: 01530 416 827
COALVILLE, Geoff's Toymaster:
Tel: 01530 832 795

LINCOLNSHIRE

GW GRIMSBY:
9 West St Mary's Gate, DN31 1LB
Tel: 01474 234 7757
GW LINCOLN:
Unit 5a, Sallergate, (outside of Waterside Centre), LN2 1AP
Tel: 01522 258 8037
BOSTON, Models and Computers:
Tel: 01203 365 102
GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592 001
LOUTH, Castaline:
Tel: 01507 402 149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 728
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SPELDING, Mason's Models:
Tel: 01775 722 456

LONDON

GW BRENT CROSS:
Unit F1, lower Mall, Brent Cross Shopping Centre, NW4 3PE
Tel: 0208 300 4979
GW BROMLEY:
Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 35, The Market, WC2E 8RF
Tel: 0207 240 5106
GW CROYDON:
Unit 35, Drummond Centre, Kestley Road, CR0 1TF
Tel: 0208 680 4600
GW EPSOM:
B High Street, KT19 8AD
Tel: 01872 751881
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, W8 4EH
Tel: 0207 937 7011
GW KINGSTON ON THAMES :
35 Fife Road, KT1 1SF
Tel: 0208 549 2224
GW LONDON (Oxford St):
Unit F10, The Plaza Shopping Centre, 1st Floor, 110-128 Oxford Street, W1N 9DP
Tel: 0207 436 0839
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140
GW STAINES:
B Clarence Street
Tel: 01784 446 0675
GW SUTTON:
Unit 26, Times Square Shopping Centre, SM1 1LF
Tel: 0208 770 9454
GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre, UB8 1LN
Tel: 0189 525 2800
GW WATFORD:
19a Queens Road, Harlequin Centre, WD1 2TB
Tel: 01923 345388
GW WOOD GREEN:
Unit 83, The Mall Wood Green, High Road, N22 5BA
Tel: 01923 245388

BARNET, Clever Toys:
Tel: 0208 275 8683
BLACKHEATH, 2nd Impressions:
Tel: 0208 452 6192
BLOOMSBURY, Just Games:
Tel: 0207 323 3080
CLAPHAM, Russ:
Tel: 0207 228 6319
DULWICH, The Art Stationers:
Tel: 0208 693 5918
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
LEYTON, Ditchfields
Tel: 0208 5392821
PUTNEY, Toystop:
Tel: 0208 765 9555
RUSSLIP, John Sanders:
Tel: 01895 634 848
WIMBLEDON, Elys:
Tel: 0208 946 9191

MANCHESTER AREA

GW MANCHESTER (Central):
Unit 15, Market Way North, Amdale Centre, M4 3AT
Tel: 0161 854 6071
GW TRAFFORD CENTRE:
Unit 140c, Trafford Centre, M17 8BN
Tel: 0161 755 0865
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
ECCLLES, Amazon Miniatures:
Tel: 0161 786 5599

NORTHENDEN, Steloraci:
Tel: 0161 946 1759
TYLDESLEY, JPL Models
Tel: 01942 896138
MERSEYSIDE AREA
GW LIVERPOOL:
13b Central Shopping Centre, Rangleigh, L1 1QT
Tel: 0151 703 0963
GW SOUTHPORT:
Unit K2, Marble Place Shopping Centre, PR8 1DF
Tel: 01709 450 1255
ST HELENS, ID Gaming:
Tel: 01744 755 705
WALLASEY, Wirral Model Shop
0151 200 8355

MIDDLESEX

EAST SHEEN, Play Inside Out:
Tel: 02088 765 229
EAST SHEEN, Pandemonium:
Tel: 02088 780 866
ENFIELD, Jennings Stores:
Tel: 0208 804 1801
ENFIELD, Pearsons:
Tel: 0208 373 4200
HARROW, Toy and Nursery
Tel: 0208 4222610

NORFOLK

GW NORWICH:
32-14 Exchange Street, NR2 1AU
Tel: 01603 376 7656
EAST DEREHAM, Starlings Toymaster:
Tel: 01362 697 749
EAST DEREHAM, Youngsters World:
Tel: 01362 698 350
FAKENHAM, Lou Lous Toys and Gifts:
Tel: 01328 853 118
HOLT, Starlings Toymaster:
Tel: 01263 713 101
HUNSTANTON, Hunstanton Models:
Tel: 01465 533321
HUNSTANTON, Pavilion Toymaster:
Tel: 01485 533 108
NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Kerrisons:
Tel: 01603 494001
NORWICH, Langleys:
Tel: 01603 621959
NORWICH, S P Models:
Tel: 01953 887878
SHERINGHAM, Starlings Toymaster:
Tel: 01263 822 360
TAVERHAM, Norvic Models Ltd:
Tel: 01603 865213
WROXHAM, Point House Toyshop:
Tel: 01603 706 804

NORTHAMPTONSHIRE

GW NORTHAMPTON:
24-26 Abington Square, NN1 4AA
Tel: 01604 636 687
DAVENTRY, The Games Vault:
Tel: 0801 647244
KETERING, Green Angel Cards & Games:
Tel: 01536 359 248
NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
NORTHAMPTON, Project Hydra:
Tel: 01604 439990
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440 861

NORTHUMBERLAND

ASHINGTON, Blue Box Models:
Tel: 01670 521279
CORBRIDGE, The Village Square:
Tel: 01434 634 056
HEXHAM, Robbs:
Tel: 01434 602 113
MORPETH, TG Allan:
Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34c Friar Lane, NG1 6DQ
Tel: 0151 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton, NG7 2WS
Tel: 0151 916 8410
MANSFIELD, The Games Emporium:
Tel: 01930 445 641
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6249
SUTTON-IN-ASHFIELD, Bastion Gaming:
Tel: 01784 157168
SUTTON-IN-ASHFIELD, Big Boys Toys:
Tel: 01623 557 872
WEST BRIDGEFORD, Inspirations
Tel: 0115 982 1200
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn, Hall Street, OX1 2DH
Tel: 01865 242 182
ABINGDON, Just Toys:
Tel: 01235 574 513
BANBURY, Trinder Bros:
Tel: 01295 262 546
CARTERTON, Giles Sports:
Tel: 01593 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 24 244
THAME, Pied Peddler:
Tel: 01844 260 022
WALLINGFORD, Pettits of Wallingford:
Tel: 01491 835 253
WITNEY, Romkrish:
Tel: 01993 704 779
PEMBROKESHIRE
HAVERFORDWEST, Emrys:
Tel: 01437 779 646
RUTLAND
OAKHAM, Jack in the Box Toys:
Tel: 01572 755 999

SHROPSHIRE

GW SHREWSBURY:
6 Market Street, SY1 1LE
Tel: 0174 338 2007
TELFORD, Sanda Games:
Tel: 01952 676 722
BRIDGENORTH, Hobby Horse:
Tel: 0174 6 766 659
OSWESTRY, Funfairy:
Tel: 01691 676 646
TELFORD, Questing Knight Games:
Tel: 01952 417 747

SOMERSET

GW BATH:
5-10 Westgate Buildings, Avon Street, BA1 1UN
Tel: 01232 533 4044
BRIDGWATER, Dragon Slayers Hobby Centre:
Tel: 01278 427722
BURNHAM ON SEA, GW Hurley:
Tel: 01276 789 281
CLEVEDON, Just For Fun:
Tel: 01275 341 619
FROME, The Ellenbray Press:
Tel: 01373 462 139
FROME, Frome Model Centre:
Tel: 01373 465295
GLASTONBURY, Pedalers Toymaster:
Tel: 01458 014 563
GLASTONBURY, PC's PC's:
Tel: 01458 833900
MINEHEAD, Minehead Toys & Models:
Tel: 01643 705 550
TAUNTON, Krakkers:
Tel: 01273 935 027
TAUNTON, Hatcher & Sons:
Tel: 01823 272 277
WELLS, Wells Models:
Tel: 01749 675 262
WELLS SUPER-MARE, JJ Toys:
Tel: 01935 418 151
YEovil, Yeovil Collectors Centre:
Tel: 01935 433 739
YEovil, Witch Engine:
Tel: 01935 427077

STAFFORDSHIRE

GW BURTON ON TRENT:
Unit 6, Union Court, Union Street, DE14 1AA
Tel: 01238 353 5865
GW STOKE:
27 Stafford St, ST1 1JU
Tel: 01782 230 5287
Alsager, Alsager Toys and Models:
Tel: 01279 882 871
LEEK, Chapter 1:
Tel: 01538 399 885
LICHFIELD, Digital Dragons:
Tel: 01941 627792
NEWCASTLE UNDER LYME, Sundowner Models:
Tel: 01782 610 606
STAFFORD, SLD Models:
Tel: 01785 158 731
STAFFORD, Stafford Games:
Tel: 01785 255577
STAFFORD, Too Fat Goblinz:
Tel: 01785 244 499
STOKE-ON-TRENT, Battlezone Games & Collectables:
Tel: 01782 833 633
TAMWORTH, Geoff's Toys:
Tel: 01530 832 795
TAMWORTH, Hobbycraft:
Tel: 01530 800 800

SUFFOLK

GW IPSWICH:
63 Westgate Street, IP1 3DZ
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 671 646
FELIXSTOWE, Wizards Workshop:
Tel: 01394 277 233
HALESWORTH, Halesworth Toy Shop:
Tel: 01986 874 270
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
NEWMARKET, Moons Toyland:
Tel: 01926 4663 147
STOWMARKET, D J Collectables:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 327238
SUDBURY, Tinty's Toys:
Tel: 01787 327238
WOODBIDGE, Toytown:
Tel: 01394 283 170

SURREY

GW EPSOM:
B High Street, KT19 8AD
Tel: 01372 751881
GW GUILDFORD:
Unit 1, 5/12 Tunsate, GU1 3QT
Tel: 0148 345 1793
GW WOKING:
Unit 3 Cleary Court, GU21 6JH
Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 885277
CATERHAM, Modellers' Loft:
Tel: 01883 341 818
COULSDEN, Taylors Toys and Sports:
Tel: 0208 666 0070
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 803 747
EPSOM, Ottakers:
Tel: 01372 742 533
FARNHAM, Darkstar:
Tel: 01252 820 324
PURLEY, JH Lorimer Ltd:
Tel: 0181 640 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123

REIGATE, The Toy Shop:

Tel: 01737 245 300
SUSSEX AREA
GW BRIGHTON:
Unit 7, Nile Pavilions, BN1 1HW
Tel: 01273 320 3333
GW CRAWLEY:
11 Broadway, RH10 1DX
Tel: 01293 355 207
GW EASTBOURNE:
13 Terminus Road, BN21 3QL
Tel: 01323 364 123
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727
BURGESS HILL, Al's Stuff:
Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
EASTBOURNE, Phantasia:
Tel: 01323 723 308
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
GHORHAM, Ottakers:
Tel: 01403 268 088
HOVE, Kids Dreams:
Tel: 01273 420 646
SEAFOED, Big Kids Toy Shop:
Tel: 01323 899 899
ST LEONARDS ON SEA, Silverhill Models and Toys
Tel: 01424 431 133
STEYNING, The Doll's House:
Tel: 01323 816131
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, NET 588
Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade (near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950
GATESHEAD, HobbyCraft
Tel: 0191 482 7410
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 370 335
SUNDERLAND, Joplins:
Tel: 0191 510 2105
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196
WHITLEY BAY, Alan's Model Shop:
Tel: 0191 253 3684

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, CV1 1LL
Tel: 0247 622 7311
LEAMINGTON SPA:
12 Regent Street, CV32 3EG
Tel: 01926 437771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 529
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
NUNEATON, Heart of England Co-op:
Tel: 02476 382 331
RUGBY, Joto Railways & Models:
Tel: 01908 562 372
STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850

WILTSHIRE

GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 01273 233 0955
GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 01753 683 6836
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 383
MALMESBURY, SPS Malmesbury:
Tel: 01666 824440
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SWINDON, HobbyCraft:
Tel: 0845 051 6551
SWINDON, SPS Ltd:
Tel: 01793 881 452
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
Tel: 01373 823 825

WORCESTERSHIRE

GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza, WR1 2QS
Tel: 0190 561 6707
DROITWICH, HobbyCraft:
Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01908 772 403
EVESHAM, Bittle Honours UK:
Tel: 0138 645 875
REDDITCH, Hobby Hut:
Tel: 01527 540 840
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 991
STOUPPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872 800
YORKSHIRE
GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW
Tel: 01274 473 9430
GW DONCASTER:
26 High Street, Doncaster, DN1 3EG
Tel: 01308 232 0535

GW HARROGATE:

53 Station Parade, HGT 1TT

Tel: 0143 356 4310

GW HULL:

30 Paragon Street, HU1 3ND

Tel: 0146 258 9576

GW LEEDS:

38A Lands Lane, LS1 4LB

Tel: 0113 242 0834

GW SHEFFIELD (Central):

16 Flaxmill Lane, S1 4JH

Tel: 0114 275 0114

GW SHEFFIELD (Meadowhall Centre):

Unit 918, High Street, Upper Mall (next to

entrance near Boots), S9 1EN

Tel: 0114 256 9836

*** GW WAKEFIELD:**

56 Kirkstall, the Kings Centre, WF1 1TB

Tel: 0192 436 9431

GW YORK:

13A Lendal, YO1 8AQ

Tel: 0190 462 8014

BARNSELY, Janco Toys:

Tel: 01226 208654

BRIDLINGTON, Croppers:

Tel: 01262 627 727

BRIDLINGTON, Icy Tea Ltd:

Tel: 01626 403 059

HALIFAX, Conways Toymaster:

Tel: 01422 353 985

HALIFAX, Halifax Modellers World:

Tel: 01422 349 137

HUDDERSFIELD, Something Wicked:

Tel: 01484 559 226

HULL, Archeron Games Workshop:

Tel: 01482 221011

KEIGHLEY, Conways Toymaster

Tel: 01535 680445

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 472 752

POCKINGTON, Chylds Play:

Tel: 01759 306 041

SCARBOROUGH, Games Centre 2:

Tel: 01723 369444

SCARBOROUGH, Space, Myth and Magic:

Tel: 08456 461 113

SELBY, A1 Sports and Toys:

Tel: 01757 705 115

SHEFFIELD, Wargames Emporium:

Tel: 01142 754 826

SHEFFIELD, Wargames Emporium

Gaming Centre:

Tel: 01142 560487

THIRSK, Thrift Art Store:

Tel: 01845 574457

WAKEFIELD, Model and Craft Centre:

Tel: 01924 374 097

WHITBY, John Anderson - Toymaster:

Tel: 01947 602 213

YORK, Fenwick's:

Tel: 01904 443122

WALES**GW CARDIFF:**

31 High Street, CF10 1PU

Tel: 0292 964 4917

*** GW NEWPORT:**

25 Skinner Street, NP20 1HB

Tel: 0163 325 6295

GW SWANSEA:

53 Kingsway, SA1 5HQ

Tel: 01792 246 3669

CARDIGAN, Helm's Deep:

Tel: 01239 621 621

ABERGAVENNY, Richards of Abergavenny:

Tel: 01873 852 466

ABERYSTWYTH, Albattross:

Tel: 01970 617 836

BANGOR, Acme Games:

Tel: 01248 371 457

BRECON, J Clark Toys & Gifts:

Tel: 01874 622 865

BRIDGEND, Joust for Fun:

Tel: 01656 767 680

CARDIFF, KJ Hobbycrafts:

Tel: 01682 862 755

CARMARTHEN, Good News:

Tel: 01267 237 789

CARMARTHEN, Hordings:

Tel: 01267 327 774

CEREDIGION, Yokemon Battles:

Tel: 01293 615346

CHESTOW, Artists Corner:

Tel: 01291 627 393

COLWYN BAY, Hippo Toys:

Tel: 01492 534 169

CONWAY, Hippo Toys:

Tel: 01492 534 169

DOLGELLAU, Mars Vs Venus:

Tel: 01341 423 407

LANDRINDOD WELLS, Corven Arts:

Tel: 08700 664 904

LLANDUDNO, Treasure Trove:

Tel: 07847 577 962

LLANTWY MAJOR, Rainbow Plaza:

Tel: 01446 794 118

MACHYNLETH, The Toy Box:

Tel: 01654 703 901

NEWPORT, HobbyCraft:

Tel: 0845 051 6540

PEMBROKE, Dragon Alley:

Tel: 01646 621 456

PONTYPOOL, Penygraig Post Office:

Tel: 01497 763 840

PONTYPRIDD, Sugar and Spice:

Tel: 07879 221 379

PORTHCAWL, Game Ltd:

Tel: 01656 784 428

PORTHMADOG, Alma Figures:

Tel: 01766 830249

RHYL, Lightfoot Models:

Tel: 01745 331 264

SWANSEA, Comix Shoppe:

Tel: 01792 642 097

WREXHAM, Brite Ideas Toymaster:

Tel: 01798 261 244

SCOTLAND*** GW ABERDEEN:**

Unit 1, 12-14 Upper Kirkgate, AB10 1BA

Tel: 0122 464 9779

GW BRAEHEAD:

115 Braehead Shopping Centre, Kings Inch

Road, G51 4BN

Tel: 0141 885 9440

GW DUNDEE:

110 Commercial Street, DD1 2AJ

Tel: 0138 220 2382

GW EDINBURGH:

136 High Street, EH1 1QS

Tel: 0131 220 6540

GW FALKIRK:

12 Cow Wynd, FK1 1PL

Tel: 0132 462 4553

*** GW GLASGOW:**

81 Union Street, G1 3QS

Tel: 0141 221 1673

GW LIVINGSTON:

36 Abchurch Lane, EH54 6AB

Tel: 01506 443256

HADDINGTON, Model Mania:

Tel: 01620 825 931

ARBROATH, Haqs:

Tel: 01241 872195

AYR, Toy Town:

Tel: 01292 282943

BANCHORY, Toy and Gift Shop:

Tel: 01330 825 586

BRECHIN, Gardiners:

Tel: 01356 622 265

CRIFE, Happy Craft Company:

Tel: 01764 653706

DINGWALL, Sports and Model Shop:

Tel: 01349 862 346

DUNFERMLINE, Abbey Models:

Tel: 01383 731 116

DUNFERMLINE, Fire Council Libraries:

Tel: 01383 602 206

DUMFRIES, Toytown:

Tel: 01387 264884

EAST KILBRIDE, DTS Models:

Tel: 01355 238 988

EDINBURGH, Marionville Models:

Tel: 01313 177 011

ELGIN, Junner's Toymaster:

Tel: 01343 342 492

FORFAR, Haqs:

Tel: 01307 463263

FORT WILLIAM, The Granite House:

Tel: 01475 703 651

GLASGOW, Abacus:

Tel: 0141 342 4000

GLASGOW, Static Games:

Tel: 0141 552 9783

INVERCLYDE, Arts Crafts & Hobbies:

Tel: 01475 703 202

INVERNESS, Junners Toymaster:

Tel: 01463 233 234

ISLE OF LEWIS, A D MacDonald and Son:

Tel: 0851 705 650

KILMARNOCK, Scotch Corner:

Tel: 01563 520 265

KINROSS, The Hope Chest:

Tel: 01577 862 516

KIRKCALDY, The Hope Chest:

Tel: 01592 260 116

NORTH Ayrshire, Bus Stop Toy Shop Ltd:

Tel: 01475 689902

NORTH BERWICK, Laws Cycles:

Tel: 01620 899 643

ORKNEY, McLennan-Toymaster:

Tel: 01856 877 788

PERTH, Millars Models:

Tel: 0173 856 1835

PETERHEAD, George Donald Ltd:

Tel: 01779 474 773

PETERHEAD, Unique:

Tel: 01779 472 795

SHELTAND, Harrys Dept Store:

Tel: 01595 693 097

STIRLING, Abacus:

Tel: 01766 478 784

THURSO, Durran's:

Tel: 01847 893 169

TURRIFF, E Rae and Son:

Tel: 01888 562 610

NORTHERN IRELAND**GW BELFAST:**

20A Castle Court, BT1 1DD (owards the back

of the centre) Tel: 0289 0233684

ARMAGH, Kidzone Toymaster

Tel: 028 2513136

BALLYMENA, Camerons:

Tel: 028 2564082

BANBRIDGE, Toymaster Banbridge:

Tel: 028-4662225

BANGOR, Replay Games:

Tel: 028-9145210

ENNISKENN, Hannas Toyworld Toymaster:

Tel: 028-6632236

ENNISKENN, Modellers Corner:

Tel: 028-6632236

NEWRY, Murphy's World of Wonder:

Tel: 028-30264978

PORTADOWN, Toymaster Portadown:

Tel: 028-3335889

INTERNATIONAL ACCOUNTS**LISTED ALPHABETICALLY****BELGIUM****BRUGGE, Fair Play**

Tel: 050 38 51 83

AARSCHOT, Connect'r

Tel: 016 56 88 30

ANTWERPEN, Celtic Cross

Tel: 03 208 01 65

DENDERMONDE, Tip Top Moens

Tel: 051 25 17 98

DEURNE, The Gamestore

Tel: 033 25 35 35

HASSELT, Oberon

Tel: 0131 351 358

LEOPOLDSBURG, NV Moestermans

Tel: 011 39 38 46

MECHELEN, De Spelfanaat

Tel: 013 34 59 97

OOSTENDE, King Arthur

Tel: 059 51 57 56

ROESELARE, Black Border

Tel: 051 209 82 50

AALST, Hermelijn

Tel: 051 41 48 46

AALST, Plays2Be

Tel: +32 (3) 41 93 85

ASTENE, Miniaturauto's de Eekhout

Tel: 092 24 17 96

BLANKENBERGE, De Speelhoek

Tel: 58 41 49 23

BRUGGE, Modelbouwcenter

West-Vlaanderen

Tel: 050 34 20 73

BRUSSEL, Interioys Anderlecht

Tel: 022 23 84 73

BRUSSEL, Interioys Laken

Tel: 022 68 71 41

GENT, Interioys Gent

Tel: 092 24 42 86

HALLE, Mishra's Playground

Tel: 023 61 58 53

FINLAND

GW HELSINKI
Simunkatu 9, 00100,
Tel: 09 25 15 45 25
HELSINKI, Fantasiapeli Helsinki
Tel: 09 65 0803
LAHTI, Puolenkuun Pelit
Tel: 03 751 5151
PORVOO, Puolenkuun Pelit Porvoo
Tel: 09 534 0877
TURKU, Fantasiapeli Turku
Tel: 02 232 8415
ESPOO, Pelimesta
Tel: 09 813 3283
JOENSUU, Fantasiapeli Joensuu
Tel: 013 284 314
JYVÄSKYLÄ, Fantasiapeli Jyväskylä
Tel: 074 21 6029
KUOPIO, Fantasiapeli Kuopio
Tel: 017 3611148
LAPPEENRANTA, Fantasiapeli Lappeenranta
Tel: 05 541 1375
OULU, Fantasiapeli Oulu
Tel: 08 697 4906
TAMPERE, Fantasiapeli Tampere
Tel: 03 222 5200
AHTARI, Honkaniemen Kirjakauppa
Tel: 06 553 0027
HÄMEENLINNA, Lelushoppi
Tel: 03 682 3950
HÄRMÄ, Kirjakauppa Pellame
Tel: 06 484 2800
HEINOLA, Talousmuovi ja lelu
Tel: 03 715 3905
HYVINKÄÄ, Royal Toys
Tel: 050-5235836
IMATRA, Kirja-Lahja Alex Ky
Tel: 05 431 0555
JAKOBSTAD, Toys 4 Fun
Tel: 016 723 2800
JÄMSÄ, Jaakko Saari
Tel: 014 7497215
JÄRVENPÄÄ, Askartelutarvikelike Taitaville
Tel: 050 413 4760
KARJAA, Bili Läda
Tel: 019 21 3494
KERAVA, Antikvariaatti Kersa
Tel: 09 294 4210
KLAUKKALA, Karuselli
Tel: 09 879 2697
KOTKA, Eagle Card
Tel: 05 21 4238
KOUVOLA, Muovipox
Tel: 05 311 7955
LAPPEENRANTA, Antikvariaatti Soma
Tel: 05 541 1760
LAPPEENRANTA, Antikvariaatti Soma
Tel: 05 541 1760
MAARHAMIN, Dillen
Tel: 018 15379
MÄNTSÄLÄ, Papado
Tel: 019 688 1911
MIKKELI, Muppela
Tel: 015 36 1611
PIEKSAMÄKI, Sirkkis
Tel: 015 34 8370
PORI, Porin Pitkis
Tel: 02 633 2880
PORI, Porin Askartelu
Tel: 02 632 6671
RAAHE, Raahen Astartelu ja Paperi
Tel: 08 223 6825
RAMA, TT-Pop
Tel: 02 823 4840
RIIHIMÄKI, Royal Toys
Tel: 050-5235836
ROVANIEMI, Liigacentter Jässi
Tel: 016 356 0545
SALO, Salon Harraste
Tel: 026 356 0545
SAVONLINNA, Savonlinnan Antikvariaatti
Tel: 015 53 4412
SEINÄJOKI, Pitkäkiekko
Tel: 06 417 7880
SEINÄJOKI, Fantasiainn
Tel: 040 561 6338
SODANKYLÄ, Vekulli
Tel: 016 61 5459
TERVAKOSKI, Tervakosken Coconut
Tel: 019 754 129
TAMMISAARI, Kungsbokhandel
Tel: 019 246 1028
TAMPERE, Info Koskikeskus
Tel: 03 225 1830
TORINO, Peliketut
Tel: 016 44 6264
VAAJA, Nirunaru
Tel: 06 312 7027
VAIKEAKOSKI, Koskiviide
Tel: 03 584 7917
VAHAA, Mirkun Kirja
Tel: 09 239 2208
VENTMAA, Vanha Kaarti
Tel: 050 527 4900

GREECE

ATHENS, Action Hobbies
Tel: 0030 210 6164513
ATHENS, Fantasy Shop: Peristeri
Tel: 0030 210 3774344
ATHENS, Fantasy Shop: Halandri
Tel: 0030 210 6897396
ATHENS, Fantasy Shop
Tel: 0030 210 8221072
ATHENS, Fantasy Shop: Ag. Paraskevi
Tel: 0030 210 6003312
ATHENS, Fantasy Shop: Pagrati
Tel: 0030 210 7560780
ATHENS, Fantasy Shop: Kifisia
Tel: 0030 210 8016041
ATHENS, Fantasy Shop: Peiraios
Tel: 0030 210 4135757
ATHENS, Fantasy Shop: Exarcheia
Tel: 0030 210 3828077
ATHENS, Kaissa Amarousiou
Tel: 0030 210 6141675
ATHENS, Kaissa Glyfadas
Tel: 0030 210 8982 057
ATHENS, Kaissa Halandriou
Tel: 0030 210 6898405
ATHENS, Kaissa Kallidromiou
Tel: 0030 210 364480
ATHENS, Kaissa Monokeros
Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Filadelfias
Tel: 0030 210 9817944
ATHENS, Kaissa Neas Smirnis
Tel: 0030 210 9817944
ATHENS, Kaissa Pagratou
Tel: 0030 210 7218 318
ATHENS, Strategy Hall
Tel: 0030 210 40135757
CHANIA, Kaissa Chanion
Tel: 0030 2821088996
CRETE, Fantasy Shop: Herakleion
Tel: 0030 2810 301312
HALKIDA, CD Corner
Tel: 0030 2221 087335
KALLITHEA, Fantasy Shop Kallithea
Tel: 0030 210 959 2922
LARISA, Kaissa Larisas
Tel: 0030 2410 538555
MAROUSI, Battle Bunker
Tel: 0030 2102528738
NAPFIO, Miniature Shop
Tel: 0030 2722048084
PATRA, Fantasy Shop: Patra
Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Tel: 0030 2610625632
PERISTERIO, Kaissa Peristeriou
Tel: 01057862707
PIREUS, Dragons Eye Store
Tel: 00302 106529169
THESSALONIKI, Kaissa Thessalonikis
Tel: 0030 2310 257 397
THESSALONIKI, Underworld
Tel: 0030 2310 2401 43
VOLOS, Fantasy Shop
Tel: 0030 24210 28782

HONG KONG

HONG KONG, Fun Atelier
Tel: 0852 2866-4870
HUNGARY
BUDAPEST, Silverland
Tel: 0036 12 504157
BUDAPEST, Trollbarlang
Tel: 0036 1 321 3279
BUDAPEST, Trollbarlang Buda
Tel: 0036 1 345 8469
MISKOLC, Deron
Tel: 0036 46 411528
SEKESFEHERVÁR, Legendák Csarnoka
Tel: 0036 70 3853726
SZEGED, Csillagveg
Tel: 0036 20 3571501

ICELAND

REYKJAVIK, Nexus
Tel: 352 9811

INDONESIA

JAKARTA BARAT, Comics N Games
Tel: 021 5696-3855
JAKARTA SELATAN, Fantasy N Games
Tel: 021-698-50343
SURABAYA, Fantasy N Games
Tel: 031-600-30343
SURABAYA, Fantasy N Games
Tel: 031-740-2475

ISRAEL

HAIFA, Kitaro
Tel: 00972 48503232
HERZLIA, Freak
Tel: 00972 99589077
RAMAT HASHARON, Tapuah
Tel: 00972 3540071
TEL AVIV, Freak
Tel: 00972 36961826

TEL AVIV, Kitaro

Tel: 00972 36299320

LITHUANIA

Vilnius, D6

Tel: 00 370 5 2133269

MALAYSIA

KOTA KINABALU, Sabah, Just Wargame
Tel: 6013 - 865 3269
KUALA LUMPUR, Comics Mart
Tel: 03 - 2287 0626
KUALA LUMPUR, MySciFifan Outpost
Tel: (6) 016 - 982 1506
PENANG, Comics Mart
Tel: 04 - 226 2580
PETALING JAYA, Wolf's Game Shop
Tel: 012 2599952
PETALING JAYA Selangor, The Games Circle
Tel: 6 016 - 451 0940
SHAH ALAM, SELANGOR, Dakka Dakka Games
Tel: 6 017 - 292 0525

KINGDOM OF BAHRAIN

ISA TOWN, Carousel World of Imagination
Tel: 00 973 3967 3635

MALTA

MALTA, Forbidden Power
Tel: 00356 21 227999
MALTA, K Hobbies Ltd
Tel: 00356 21 895423

MEXICO

NAUCALPAN, Quest Hobbies and Games
Tel: 0052 555 590 92 78
NEUVO LEON, Imperial Fleet
Tel: 521 811 066 7926
PUEBLA, La Fortaleza
Tel: 0052 224 0940 50 30

THE NETHERLANDS

GW AMSTERDAM
Rokin 36, 1012 KT,
Tel: 020 622 3063
GW DEN HAAG
Schiedamsdijk 12B, 2511 AX,
Tel: 070 392 7836
GW ROTTERDAM
Van Oldenbarneveltplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem
Tel: 026 370 2620
DEN BOSCH, De Dobbeltsteen
Tel: 016 544 5530
LEEUWARDEN, Spellekijn
Tel: 058 213 1112
LEIDEN, Vliegshop
Tel: 071 513 2765
MAASTRICHT, Vlieg-er-uit
Tel: 043 325 1853
TILBURG, De Dobbeltsteen
Tel: 013 544 3700
ZWOLLE, Games-n-Stuff
Tel: 038 421 6305
ALKMAAR, Bookers & Strippers
Tel: 072 512 1233
ALMERE HAVEN, Fantasia
Tel: 036 531 6017
AMERSFOORT, Spellenwinkel
Tel: 033 470 0322
ASSEN, Ploek
Tel: 059 231 3292
BERGEN OP ZOOM, Big Boys Toys
Tel: 0164 25 0048
DEN HAAG, Spellenhuis
Tel: 070 364 4782
ENSCHDEDE, Pipelines
Tel: 053 439 5722
GRONINGEN, Krikke's Hobbyshop
Tel: 050 312 9314
HAARLEM, Spellenhuis
Tel: 023 53 13 158
MIDDELBURG, De Burcht
Tel: 011 8650040
NIJMEGEN, Moenen & Mariken
Tel: 024 323 6139
UTRECHT, Whoops
Tel: 030 230 4123
VENLO, Modelbouw Luthart
Tel: 027 354 2688
WORMERVEER, Mini-Wonders
Tel: 075 640 1617
ZOETERMEER, RC-Pitstop
Tel: 079 316 0560
ALMELO, Sonberg Modelbouw
Tel: 054 681 2981
ALPHEN AAN DEN RIJN, Top 1 Toys Arie vd Panne
Tel: 0172 47 2254
AMSTELVEEN, Het Ganzenbord
Tel: 020 641 2552
APELDOORN, Vreemde Zaak
Tel: 055 551 1566
APELDOORN, Top 1 Toys - De Kinderdroom
Tel: 055 3761098
APELDOORN, Villa Wammus
Tel: 055 5766 741

BERGEYK, Wouters Technohobby
Tel: 049 755 0240
BINNENHOF, De Groot Toy Special Store
Tel: 020 347 3344
BLARICUM, RC-Fun
Tel: 035 5230049
BREDA, Modelbouw Blick
Tel: 076 521 8596
BREDA, De Dobbeltsteen
Tel: 076 5284700
BUSSUM, Bakx Modeltreinen
Tel: 035 691 8410
DELFT, Top 1 Toys Speldorado
Tel: 015 213 4516
DEN BOSCH, Gameforce Den Bosch
Tel: 073 7505803
DEN HAAG, Elf Fantasy Shop
Tel: 070 3561357
DEVENTER, Knibbel Comics
Tel: 0561 6879
DORDRECHT, Hobby Modelbouw Dordrecht
Tel: 078 631 2711
EDE, Tinnen Soldaat
Tel: 0310 65 3296
EINDHOVEN, Gameforce Eindhoven
Tel: 040 2447030
EMMEN, Spiritshoes
Tel: 0591 645787
GELEEN, Tactica
Tel: 046 47 48 785
GOES, Fantus Fantasy Store
Tel: 011 525 8174
GORINCHEM, Netten Modelbouw
Tel: 018 363 6000
GOUDA, Intertoys v/d Wal
Tel: 018 251 3525
GOUDA, The Movie Store
Tel: 018 252 2550
GRONINGEN, Wirwar
Tel: 050 314 8424
HARDERWIJK, Top 1 Toys Volgers Spel & Hobby
Tel: 0341 412983
HEEMSKERK, Bob Hes
Tel: +31 (0)2511 24 19 99
HEERENVEEN, Bob Hes
Tel: +31 (0)251 24 19 99
HEERENVEEN, Top 1 Toys Volgers Spel & Hobby
Tel: 0513 624961
HENGLO, Top 1 Toys Mickey van Wezel
Tel: 074 291 2280
HOORN, Het Gele Keten
Tel: 022 921 8623
HOORN, De Spellenhoorn
Tel: +31 (0)229 29 55 65
LEEUWARDEN, Brattinga Speelgoed
Tel: 058 212 5682
LEIDEN, Freetime Warrior
Tel: +31 21 51 30 322
LEIDEN, Tolkenwinkel
Tel: 071 541 2324
LELYSTAD, Treinenhoek
Tel: 032 025 3160
MAASTRICHT, Hounjet
Tel: 043 365 6778
NUENEN, Schellens Speelgoed
Tel: 040 283 2904
OLD-BEIJERLAND, Mouris Model-Hobby
Tel: 0186 62 1931
PANINGEN, Top 1 Toys Marc Janssen
Tel: 077 0445456
ROERMOND, Bloembouderij Hermien
Tel: 047 531 6824
ROOSENDAAL, Top 1 Toys Jadin
Tel: 0163 35 7964
ROTTERDAM, Freetime Warrior
Tel: 010 2709233
SCHIEDAM, BTS
Tel: 010 473 8755
SCHIJNDEL, Top 1 Toys Anniek
Tel: 073 5477558
SCHOONHOVEN, Modelbouwiers.nl
Tel: +31 (0)182 38 17 87
SITTARD, Atomik
Tel: 046 4515074
SLUIS, Top 1 Toys E. v/d Vijver
Tel: 011 746 1393
SOEST, Top 1 Toys Soest
Tel: 035 629 0444
SPIJKENISSE, Lord of Magic
Tel: 0181 619061
SURHUISTERVEEN, Spiritvult
Tel: 055 5781098
TIEL, Goblinscave
Tel: 0344 654 689
UDEN, Goblin
Tel: 041 327 0662
UTRECHT, Subcultures
Tel: 030 2311122
UTRECHT, Elf Fantasy Shop
Tel: 030 281 7157
UTRECHT, Never Never Land (Wieder & Kugant)
Tel: 030 233 2293
VELSERBROEK, Mol Plastic Modelbouw
Tel: 023 5375392
VENRAY, Else Hobbyspecialzaak
Tel: 0478 14809
WASSENAR, Top 1 Toys Kouwenhoven
Tel: 070 511 0211
WINTERSWIJK, Top 1 Toys Winterswijk
Tel: 054 331 2827
ZWOLLE, Boekenhalte
Tel: 038 422 1077
ZWOLLE, Top 1 Toys - De Wit
Tel: 038 4217176

NORWAY

GW OSLO
Møllergata 7, 0179,
Tel: 22 33 29 90
KRISTIANSAND, Hobby Huset
Tel: 38 02 03 10
BERGEN, Outland Bergen
Tel: 32 33 31 08
TRONDHEIM, Gotham
Tel: 73 51 28 88
ÅLESUND, Krammerhuset
Tel: 70 14 37 70
ARENDAL, Norli Arenasenter
Tel: 37 02 54 54
BERGEN, Ringo Lekeklossen
Tel: 55 92 26 50
BJØRKLINGEN, FX Hobby
Tel: 63 85 11 95
BODØ, Underholdningsmagneten
Tel: 75 52 50 70

BÆRUMS VERK, Nuki Leker
Tel: 61 13 10
DOKKA, Yes vi leker Dokka
Tel: 61 11 20 90
DRAMMEN, Kreativ
Tel: 32 81 49 00
FAGERNES, Lekesenteret
Tel: 61 36 06 92
FAUSKE, Ringo Smart
Tel: 75 64 60 22
FLISA, Ringo Bamsefar
Tel: 62 95 82 90
FORDE, Ringo Lekehuset
Tel: 57 82 01 02
FREDRIKSTAD, Leketorget
Tel: 69 31 56 30
GJØVIK, Ringo Leke-Olsen
Tel: 61 10 82 10
HAMAR, Lekehuset Maxi
Tel: 62 53 38 08
HARSTAD, Smått og Rått
Tel: 77 96 57 74
HAUGESUND, Norli Hagesund
Tel: 52 72 13 33
HITRA, Ringo Hitra
Tel: 72 44 12 45
KONGSBERG, Ringo Rolf Liane AS
Tel: 32 73 11 61
KONGSVINGER, Ringo Gågata Leker
Tel: 62 81 76 71
KRAGERØ, Brio Karis Hobby
Tel: 35 98 04 83
KRISTIANSAND, Outland Kristiansand
Tel: 38 89 24 20
KROKSTADELVA, Helmax Leker
Tel: 32 87 99 10
LANGESUND, Ringo Tangers Eff.Por
Tel: 35 97 36 62
LARVIK, Ringo Sokrates
Tel: 33 18 54 37
MO I RANA, Ringo Lekehjernet Mo
Tel: 75 15 17 17
MOLDE, Yes vi leker Leke Jørnet
Tel: 71 21 93 63
MOSJØEN, Hobbysentret
Tel: 75 01 70 30
MOSS, Brio Frisenfeldt
Tel: 69 25 12 90
MYSEN, Brio Saker og Ting
Tel: 69 89 01 94
NARVIK, Ringo Barnas Verden
Tel: 76 94 65 05
NESTRUB, Ringo Holmensentret
Tel: 67 76 94 10
OSLO, Brio CC Vest
Tel: 22 73 17 27
OSLO, Brio Notabene Lambertseter
Tel: 22 28 05 51
OSLO, Outland Paleet
Tel: 22 33 04 10
SANDNES, O Saeland
Tel: 51 66 15 09
SANDVIKA, Hobbys Larsen
Tel: 67 34 01 07
SKI, Brio Titt-Inn
Tel: 64 85 77 77
SKIEN, Sokrat's Hobby Gården
Tel: 35 52 87 64
SOLA, Ringo Sola Gaver og Leker
Tel: 51 65 17 63
SØNDAL, Ringo Sogndal Glasmagasin
Tel: 57 67 18 80
SORTLAND, Ringo Bamse Leker
Tel: 76113374
SPIKKESTAD, Trollmannen Leker
Tel: 47 26 51 19
STAVANGER, Outland Stavanger
Tel: 51 93 80 80
STAVANGER, Veslefrikk
Tel: 51 89 52 32
STOKMARKNES, Stokmarknes Aktietrykker
Tel: 76 11 77 50
SYKKLYEN, Ringo Blindheim
Tel: 78 25 10 25
TRONSBERG, Gledeshuset
Tel: 92 25 17 07
TROMSØ, Tromsø Bruktbokhandel
Tel: 77 68 09 74
TRONDHEIM, Outland Trondheim
Tel: 73 52 05 45
TRONDHEIM, Tronderfrim
Tel: 73 52 08 40
TYNSET, Ringo Tynset Bokhandel
Tel: 62 48 00 38
VADSDØ, Brio Vadso
Tel: 78 94 22 29

PHILIPPINES

QUEZON CITY, Neutral Grounds
Tel: 00 11 63 2634 8982
POLAND
BIALYSTOK, Department Gier
Tel: 0548 857443360
BIELSKO BIALA, Gnom
Tel: 0048 33 8124686
BYDGOSZ, Cytdela
Tel: 0048 251 21 23 09
BYDGOSZCZ, Empik DTC
Tel: 0-52 321 35 25
BYDGOSZCZ, Empik Galeria
Tel: 0-52 346 66 15
GDANSK, Empik Alfa
Tel: 0-58 511 03 66
GDANSK, Iskra
Tel: 0048 58 5201952
GDANSK, Spider Games
Tel: 0048 58 551 93 33
GDYNIA, Empik Centrum
Tel: 0-58 620 07 73
GDYNIA, Futuex
Tel: 0048 58 7811180
JELENA, Empik Góra
Tel: 0-75 7347450
GDANSK, Rebel Centrum Gier
Tel: 0048 58 3470204
GLIWICE, Game Station
Tel: 0048 58 255 194
KATOWICE, Bard Centrum Gier
Tel: 0048 32 2571817
KIELCE, Sklep RPG Gracz
Tel: 0048 50701387
KRAKOW, Bard Centrum Gier
Tel: 0048 12 6320735

Do you want to become an

INDEPENDENT STOCKIST?

Games Workshop is the largest and the most successful tabletop fantasy and futuristic battlegames company in the world. For more information on how to become an Independent Stockist, contact one of our dedicated specialists on 08700 134411 or visit our dedicated website:

www.games-workshop.com

KRAKOW, Empik Galeria
Tel: 0-12 629 86 00
KRAKOW, FHU Smok
Tel: +48 69451485
LODZ, 'Alk' Firma Księgarska
Tel: 0048 42 6398301
LODZ, Empik Manufaktura Empik Mega
Tel: 0-42 639 12 31
LODZ, Gmelord
Tel: 0048 42 6311161
LUBLIN, Balrog
Tel: 0048 402714813
LUBLIN, Empik DTC
Tel: 0-76 444 25 02
LUBLIN, Krzys
Tel: 0048 81 5322986
MIELEC, Gama Serwis
Tel: 0048 17 5853990
NOWY SĄCZ, Hobbist
Tel: 0048 60 4133612
OPOLE, Hms It Computers
Tel: 0048 77 4547413
PILCHOWICE, Imperator FF
Tel: +48 32335484
POZNAN, Bard Centrum Gier
Tel: 0048 61 8538277
POZNAN, Empik Mega
Tel: 0-61 852 66 90
POZNAN, Dom Gier
Tel: 00 48 616626300
POZNAN, Sklep Wilczek
Tel: 0048 61 503 652 888
PRUSZCZ GDANSKI, Fenris
Tel: 0048 600 580 905
RZESZOW, Empik Plaza
Tel: 0-17 800 91 62
SWIDNIK, Monolith Icon
Tel: 0048 604422203
SWIEBODZIN, Czempioni
Tel: 48606229457
SZCZECIN, Cytadela
Tel: 0048 601 80 88 29
SZCZECIN, Empik Galaxy
Tel: 0-91 482 92 00
SZCZECIN, Tall Tower
Tel: 0048 91 4237091
TORUN, Empik Copernicus
Tel: 0-56 657 48 10
TORUN, Sklep Papierniczy
Tel: 0048 56 6522593
WARSZAWA, Cytadela
Tel: 0048 22 8552700
WARSZAWA, Empik Blue City
Tel: 0-22 311 78 61
WARSZAWA, Empik Galeria
Nokotow Mega
Tel: 0-22 541 33 79
WARSZAWA, Empik Nowy Swiat Mega
Tel: 0-22 627 06 30
WARSZAWA, Empik Sadyba Plaza
Tel: 0-22 370 33 72
WARSZAWA, Faber & Faber s.j.
Tel: 0048 22 8491265
WARSZAWA, Graal
Tel: 0048 22 3176277
WARSZAWA, Gryf
Tel: 0048 509 921 103
WARSZAWA, Księgarnia Bellona - Matras
Tel: 0048 22 8261707
WARSZAWA, Panda Zabawki
Tel: 0048 22 8264461
WARSZAWA, Sklep Morion
Tel: 0048 22 4239120
WARSZAWA, Składnica Harcerska
Tel: 0048 22 8703126
WARSZAWA, Warsaw Model Centre
Tel: 0048 22 822 46 46
WARSZAWA, Warsaw Model Centre
Tel: 0048 22 611 37 96
WARSZAWA, Warsaw Model Centre
Tel: 0048 22 602 305 070
WROCLAW, Bard Centrum Gier
Tel: 00 48 616626300
WROCLAW, Empik Mega
Tel: 0-71 343 39 90
WROCLAW, Ogryn
Tel: 0048 71 3771622
WROCLAW, Sklep Pracownia Fantastyczna
Tel: +48 71 354 43 44
ZABRZE, Empik M1
Tel: 0-32 373 40 40
ZIELONA GORA, Avalon DT Centrum
Tel: 00 48 616638300
ZIELONA GORA, Ori
Tel: 0048 6032235160

PORTUGAL
COIMBRA, Inforhobbies LDA
Tel: 00351 239 78 14 66
LISBOA, Homem Azul
Tel: 00351 213 62 93 82
LISBOA, Lojas Arena
Tel: 00351 213 15 35 80
PORTO, Mundo Fantasma
Tel: 00351 226 09 14 60
SINES, Galeria BT
Tel: 00351 260 63 25 11

ROMANIA
BUCHAREST, Hobby Games
Tel: 00 40 40 21 3231 431

RUSSIA
KRASNODAR, Alegri-Jug (South)
Tel: 70959283337
MINSK, Valahanovich ent
Tel: 008029 6358212
MINSK, Valahanovich ent
Tel: 008029 6548426
MOSCOW, Alegri
Tel: 70952168126
MOSCOW, Alegri
Tel: 70959283337
MOSCOW, Urfin Juice
Tel: +70957946353
NORILSK, Na Styke Mirov
Tel: 008029 6548426
NOVOSIBIRSK, Icehammer
Tel: 70957076664
SARATOV, Detskiy Mir
Tel: 64 5840
ST PETERSBURG, Art-Miniatures
Tel: 00812 332820
TAMBOV, Hobby and Igrushki
Tel: 0075 2728011

SERBIA-MONTENEGRO
BELGRADE, ANET Hobbystore
Tel: 00 381 11 3612 325
BELGRADE, ANET Hobbystore
Tel: 00 381 11 2652236
BELGRADE, EXIT Hobby store
Tel: 00381 11 62 78 27
BELGRADE, White Dragon
Tel: 00 381 6402722
NOVI SAD, Dragon
Tel: 00 381 11 636 24038
NOVI SAD, Valhala
Tel: 00 381 21315538
PODGORICA, Neutron Podgorica
Tel: 00 381 69 060 669
ZREJANIN, Takeda
Tel: 00 381 2364572

SINGAPORE
SINGAPORE, Comics Mart PTE Ltd
Tel: 6083 2724
SINGAPORE, Comics Mart PTE Ltd
Tel: 6036 9009
SINGAPORE, Comics Mart PTE Ltd
Tel: 65 6462 2751
SINGAPORE, Forgeworks Hobbies
Tel: 65 6438 3975
SINGAPORE, Paradigm Infinitum Pte Ltd
Tel: 65 6734 4058

SLOVAKIA
BRATISLAVA, War Gaming
Tel: +421903219195
KOMARNO, Jonako SRO
Tel: +38704550489
KOSICE, Draco
Tel: +421557296537; +421905518066

SLOVENIA
LJUBLJANA, Crna Luknja
Tel: 00386 39031220
LJUBLJANA, Pri Goblinu
Tel: 00386 40033230

SOUTH AFRICA
BELVILLE, The Boys and Mens Hobby Shop
Tel: 0027 21 914 8648
BLOEMFONTEIN, The Games Dungeon
Tel: 0027 51 446 5090
CAPETOWN, Pastimes Retail
Tel: 0027 21 421 1191
CAPETOWN, Wizards Books and Games
Tel: 0027 21 683 0360
DORINGKLOOF, Battle Planet
Tel: 00 27 8245 9353
DURBAN, Wizards Books and Games
Tel: 0027 31 3128271
EDENVALE, Plastiks
Tel: 0027 82 783 1489
JOHANNESBURG, Esswex Retail
Tel: 0027 11 4880819
JOHANNESBURG, Outer Limits Johannesburg
Tel: 0027 11 482 3771
JOHANNESBURG, Outer Limits Pretoria
Tel: 0027 12 342 4360
JOHANNESBURG, Wizards Book and Games
Tel: 0027 11 490 9253
JOHANNESBURG, Wizards Books and Games
Tel: 0027 11 454 3010
JOHANNESBURG SOUTH, Dragons Den
Tel: 0027 11 432 3996
UMLANGA, The Hobby Specialists
Tel: 0027 31 366 4806

SOUTH KOREA
SEOUL, Orc Town
Tel: 026 402 5946

SWEDEN
GW GÖTEBORG
Drottninggatan 52, 411 07,
Tel: 031 133958
GW STOCKHOLM
Regeringsgatan 30, 111 53,
Tel: 8 213 840
GÄVLE, Hobbyshopen
Tel: 26 46 295
KARLSTAD, Spel och Fantasi
Tel: 054 15 10 70
NORRKÖPING, Lekhuset
Tel: 011287070
UMEÅ, Fantasia
Tel: 090770360
KRISTIANSTAD, Spel på Vallgatan
Tel: 044 101091
GÖTEBORG, Wizard Games
Tel: 031514150
SKELLEFTEÅ, Lek & Hobby
Tel: 091012980
STOCKHOLM, Dragons Lair
Tel: 08 654 60 30
STOCKHOLM, Science Fiction Bokhandeln
Tel: 08215052
SUNDSVALL, Orionspel och böcker
Tel: 060135947
UPPSALA, Prisfyndet
Tel: 018106607
VÄSTERÅS, Zetterlunds
Tel: 021 10 44 91
VÄXJÖ, Helges Håla
Tel: 047 02 18 60
ÄNGELHOLM, Brio
Tel: 0431 80527
ÄRVIKA, Perry Data
Tel: 057010669
Åsarnum, LEK & FRITID
Tel: 0434329906
ÄVESTA, Vega Video
Tel: 022680078
BORÅS, Hobbex
Tel: 033418380
BROMMA, Boink!
Tel: 0826 58001
DALARÖ, Butiken Svanen
Tel: 0709625205
ENKÖPING, Nallens Leksaker
Tel: 0171 32750
ESKILSTUNA, Barnens Hus
Tel: 016481138
ESKILSTUNA, Lasses Leksaker
Tel: 016130335
FALKENBERG, Brio
Tel: 346 807 60

FALUN, Tv-spelsbörsern
Tel: 02327775
FÄRJESTADEN, Leksaksmagasinet
Tel: 048534570
GALLIVARE, Brio
Tel: 097066502
GISLAVED, Brio
Tel: 037110733
HALMSTAD, Brio
Tel: 035159175
HÄPÄRÄNDA, Barnens Hus
Tel: 09 22 36 600
HELSINGBORG, Spel På Kullagatan
Tel: 042 121091
HUDIKSVALL, Albins Leksaker
Tel: 068539002
JÖNKÖPING, Play Planet
Tel: 036122834
KALMAR, Kalmar Lek & Hobby
Tel: 048024717
KALMAR, Ojtoy
Tel: 048022092
KARLSHAMN, Brio
Tel: 043410381
KARLSKOGA, Leklådän
Tel: 058633333
KARLSKRONA, Brio
Tel: 043524082
KARLSKRONA, Fact & Fiction
Tel: 048516710
KATRINEHOLM, Brio
Tel: 0150 79720
KIRUNA, Brio
Tel: 098082550
KÖPING, MD Hobby
Tel: 0736426178
KUNGÄLV, Lek & Hobby
Tel: 030313940
KUNGSBACKA, Brio
Tel: 030014136
LAHOLM, Brio
Tel: 041001069
LIDKÖPING, Game Maniacs
Tel: 0705 190274
LINKÖPING, Allitiek
Tel: 013101970
LINKÖPING, Sagoland
Tel: 013122280
LJUNGBY, Brio
Tel: 037213481
LULEÅ, Barnens Hus
Tel: 092020095
LUND, Spel på Clemensstorget
Tel: 046127810
MÄLMÖ, Spel på Djäknegatan
Tel: 040 120410
MORA, Lek & Hobby
Tel: 025071628
NACKA, Amusar
Tel: 086440540
NORRKÖPING, Hobbishörnan
Tel: 011162120
NYKÖPING, Laka TV-spel
Tel: 015528100
NYNÄSHAMN, Svens Lek Och Hobby
Tel: 08 520 10 991
ÖREBRO, Brio
Tel: 030514083
ÖREBRO, Modellex AB
Tel: 019 611 15 34
ÖRMINGE, Happies
Tel: 087152501
ÖRNSKÖLDSVIK, Lajbans
Tel: 064803100
OSKARSHAMN, Brio
Tel: 0491 170 66
ÖSTERSUND, Hobbyboden
Tel: 063513310
PIITÉÅ, Barnens Hus
Tel: 091119910
SÄFFLE, Bergers Lek & Bosättning
Tel: 033310345
SALA, Hons Leksaker
Tel: 022410314
SKOVDE, Partaj
Tel: 051079499
STENUNGSUND, Brio
Tel: 010380384
STOCKHOLM, Arcane
Tel: 0709594900
STOCKHOLM, Brio
Tel: 087491146
STOCKHOLM, Happies Hammarby Sjöstad
Tel: 085224400
STOCKHOLM, Fidelur
Tel: 08 5002 0270

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) Indicates Gaming Room facilities.

HOBBY STOCKIST

Offers a hobby gaming and painting service.

NE ELITE STORE

Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE

Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST

Official sellers of Games Workshop products.*

NEW STORE OPENING

Indicates new stores and stockists.

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

STRÖMSTAD, Kjells Lek & Hobby
Tel: 052615989
STRÖMSTAD, Leksakbutiken
Tel: 052640331
SVEDALA, Brio
Tel: 040400318
TÄBY, Hobby & Prylar
Tel: 0851050426
TOMELILLA, Alf Leksaker
Tel: 041710008
TROLLHÄTTAN, Partaj
Tel: 052079499
TUMBA, Leksakskungen
Tel: 085308000
TUMBA, Kom & Lek
Tel: 0853060011
UDDEVALLA, Partaj
Tel: 052289108
UPPLANDS VASBY, Barnens Hus
Tel: 086269940
VÄLLINGBY, Hobby för Alla
Tel: 0707523724
VÄRBERG, Norrgatans Spel
Tel: 0180628610
VÄSTERÅS, Tv-Spelsbörsern
Tel: 021 113 0014
VÄSTERÅS, Zetterlunds Erikslund
Tel: 021 104 390
VÄSTERVIK, Brio
Tel: 049084171
VÄSTRA FRÖLUNDA, Toys
Tel: 031459401
VETLANDA, Brio
Tel: 038319990
VIMMERBY, Brio Vimmerby
Tel: 049231188
VISBY, Lekstugan
Tel: 0498215030
YSTAD, Tv Spelsbörsern
Tel: 041166680

TAIWAN
TAIWAN 806, Games 'R' Us
Tel: 801164 9489 2750

THAILAND
BANGKOK, Fantasia(TS Toys)
Tel: 66 8 9773 1379

TURKEY

BAKIRKOY, Sthir
Tel: 00 90 212 543 4964
ISTANBUL, Cottage Unique Hall
Tel: 00 90 312 417 3809
ISTANBUL, Sthir
Tel: 0090 212 227 9955
ISTANBUL, Gerekl Seyler
Tel: 0090 212 291 0689
ISTANBUL, Ureten
Tel: 0090 212 660 0064
IZMIR, Excalibur
Tel: 0090 324 464 766

UKRAINE

DNEPROPETROVSK, Book Shop (Goblin)
Tel: 00 380 673 640 558
KHARKOV, Aladdin Toy Store
Tel: 00 380 4457 851121
KIEV, Budinok Igroshek
Tel: 00 380 445 733 979
KIEV, Budinok Igroshek
Tel: 00 380 445 821 385
KIEV, Budinok Igroshek
Tel: 00 380 442 308 150
KIEV, Budinok Igroshek
Tel: 00 380 444 567 671
KIEV, Charge
Tel: 00380445567671
KIEV, Novi Skazka
Tel: 00 380 505 622 277
SEVASTOPOLE, Sevmodel
Tel: 00 380 953 965 400
VINITSA, Spellscope
Tel: 00 380 634 409 001

UNITED ARAB EMIRATES

DUBAI, Bishops Trading
Tel: 0097153948070



Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

AVON

GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488
E-mail: d.covey@talk21.com

BERKSHIRE

GCN BRACKNELL, Bracknell Forest Gamers:
Contact: Dan Curry
E-mail: fjs@bracknellplus.com

GCN MAIDENHEAD, MAD Gamers:
Contact: Francis Jose
E-mail: fjs@maidenheadplus.com

GCN READING, The Spiky Club:
Contact: David Cule
E-mail: spikyclub@hotmail.co.uk

BIRMINGHAM AREA

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360

GCN SOLIHULL, Toll Road Gamers:
Contact: Mark Simkin
Tel: 0796 418 7517
E-mail: tollroadgamers@blueyonder.co.uk

GCN WALSALL, Warlords of Walsall:
Contact: Marlyn Furnival
Tel: 07717 475047
E-mail: marlynfurnival@blueyonder.co.uk

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 507 551
E-mail: daboyzclub@googlemail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE, Armageddon Inc.:
Contact: James Schaffield
Tel: 01494 865 905

CHANNEL ISLANDS

GCN BRELADES, Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
E-mail: noelwarlock@aol.com

CHESHIRE

GCN CHESTER, Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878734
E-mail: chris.fry@fryfilms.com

GCN CHELTENHAM, Hyde Clarendon Strategy Games Club:
Contact: Paul Marher
E-mail: paul.marher@tameside.ac.uk

GCN MACCLESFIELD, Maccwargames:
Contact: Duncan Harrodline
Website: www.maccwargames.org.uk
E-mail: harrodline2002@yahoo.co.uk

CLEVELAND

GCN MIDDLESBROUGH, Middlesbrough Gamers Club:
Contact: Sean Atherton
E-mail: mgc.club@gmail.com

GCN REDCAR, Redcar Ironbeards:
Contact: Jon Widdowson
Tel: 01642 503207

CORNWALL

GCN BUDE, Dice and Dagger:
Contact: Kurt Baker
E-mail: celticoffern@aol.com

CUMBRIA

GCN WINDERMERE, North West Warriors:
Contact: Adam or Davinia Turner
Tel: 07825 511 867
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD, COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: awb@btinternet.com

DEVON

GCN PLYMOUTH, Cross Swords Gaming Club:
Contact: Anthony Cross
Tel: 01752 837 133
E-mail: enquiries@cross-swords.co.uk

GCN PLYMOUTH, Plymouth Association of Wargamers:
Website: www.plymouthwargames.co.uk

DORSET

GCN POOLE, Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescar.co.uk

ESSEX

GCN CHELMSFORD, Chelmsford Bunker:
Contact: Gareth Williams
Tel: 01245 38542
E-mail: cdgareth@btinternet.com
Website: www.bunkerassault.co.uk

GCN ESSEX, Essex Warhounds:
E-mail: jamesculd@btinternet.com

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

GCN SOUTHEAST, Southend Toy Soldiers Club:
Contact: Paul Gayner
Tel: 07891 666 641
E-mail: clubenquiries@holttum.com

GCN SOUTHEAST, Warzone: Southend:
Contact: Michael Ryan
Tel: 01265 694805
E-mail: swampy88@blueyonder.co.uk

GCN THURROCK & ROMFORD, Tempus Fugitives:
Contact: Stuart Mackness
Tel: 07809 134020
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

GCN DURSLEY, Dursley Games Club:
Contact: Dan Bishop
Tel: 01453 549 377

HAMPSHIRE

GCN BASINGSTOKE, Sad Muppets Society:
Contact: David Offen-Jones
E-mail: david@sadmuppets.org

GCN PORTSMOUTH, Hammer N Ales:
Contact: Ivan Butler
Tel: 07752 533462
E-mail: hammer_n_ales.portsmouth@hotmail.co.uk

GCN PORTSMOUTH, Shadowspawn:
Contact: Gary Donaldson
Tel: 07862 360659

KENT

GCN ASHFORD, Stanhope Gaming Group:
Contact: Simon Cannon
Tel: 01233 663 996
E-mail: s.cannon@lap-ac.co.uk

GCN TUNBRIDGE WELLS, Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 0175 340 0211
E-mail: colin@castone.freemove.co.uk

LEICESTERSHIRE AREA

GCN ARNESBY, Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 0796 816 3471
E-mail: pwfost@btinternet.com

GCN LEICESTER, Leicester Fat Kats:
Contact: Anthony Evans
Tel: 07903319227
E-mail: anton97@btinternet.com

LINCOLNSHIRE AREA

GCN LINCOLN, Gobstiks:
Contact: Anna DeLafeld
Tel: 0124 643 1896
E-mail: adelafeld@btopenworld.com

LONDON

GCN CLAPHAM, Clapham Wargames Guild:
Contact: Thomas Pevitt
Tel: 07966 969 309
E-mail: info@claphamwargames.org.uk

GCN COVENT GARDEN, Cross Gaming Club:
Contact: Karl McWilliam
Tel: 0785985838
E-mail: madmacc@btinternet.com

GCN WANSTEAD, Tanelorn Wargames Club:
Contact: Martin Turner
E-mail: martin.turner@btinternet.com

GCN WATFORD, Watford Wargames Federation:
Contact: Bob Long
Tel: 0707 820 0082

MERSEYSIDE AREA

GCN LIVERPOOL, Liverpool Gaming Guild:
Contact: Leon Lynch
E-mail: club.leon@hotmail.co.uk

GCN RUNCORN, Halton Daemons:
Contact: Janette Fleming
Tel: 01928 715 351
E-mail: janette.fleming@halton.gov.uk

NORFOLK

GCN NORTH WALSHAM, Blackfish:
Contact: Dave Hicks
Tel: 07877 312 074

GCN NORWICH, Aftermath:
Contact: Lee Lowe
Tel: 07921 859 581
E-mail: lee.aftermath@btinternet.com

GCN NORWICH, Battlenet:
Contact: Richard Millar
Tel: 07710 702297
E-mail: richard@battlenet.co.uk

GCN OLD BUCKENHAM, Old Buckenham Bone Crushers:
Contact: Paul Gilling
Website: www.hanhamandbonecrushers.com

GCN WYMONDHAM, Wymondham Wanderers:
Contact: Barry McCarthy
Tel: 07960 995 982
E-mail: xanda1@btinternet.com

NORTHAMPTONSHIRE

GCN BEDFORDSHIRE, Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1559297
E-mail: gladiators64uk@yahoo.co.uk

GCN NORTHAMPTON, Northampton Warlords:
Contact: Mark Peat
Tel: 077 010 482 57
E-mail: markspark10@hotmail.com

GCN RUSHDEN, Phoenix Gaming Club:
Contact: Carl King
Tel: 07979 281350
E-mail: carlking1@btinternet.com

NORTHUMBRIA

GCN BLYTH, Northumbrian Adventurer's Guild:
Contact: Mark Anderson Coulter
Tel: 0772 766 7398
E-mail: baldy@btopenworld.com

NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD, K.I.A.:
Contact: David Lathwaite
E-mail: inquisitor@btopenworld.com

GCN NOTTINGHAM, Da Wot Notts:
Contact: Scott Miskin
Tel: 07815 449075
E-mail: scottmiskin@btopenworld.com

GCN NOTTINGHAM, 1st Company Veterans:
Contact: Stephen Watson
E-mail: swat2004@hotmail.com

OXFORDSHIRE

GCN OXFORD, Oxford Gaming Club:
Contact: Mike Sharp
Tel: 07802 764143
E-mail: mikessharp@btopenworld.com

GCN WALLINGFORD, South Oxfordshire Wargamers:
Contact: Darren Bassett
Tel: 01865 300 160

SHROPSHIRE

GCN SHREWSBURY, Gatekeepers Wargames Club:
Contact: James Sherry
E-mail: info@gatekeepers.me.uk

GCN TELFORD, S.T.A.G.S Telford:
Contact: Carl Evans
Tel: 01952 597927
E-mail: phoenix228@blueyonder.co.uk

STAFFORDSHIRE

GCN CANNOCK, Games Club Cannock:
Contact: Richard Bryce-Nye
Tel: 01543 459 229
E-mail: lornrich@btinternet.com

GCN TAMWORTH, TCG:
Contact: Phil Hannigan
Tel: 01827 287446
E-mail: philhannigan2002@yahoo.co.uk

SUFFOLK

GCN ASINGTON, Suffolk and Essex Gamers:
Contact: Mark Aldhouse
Tel: 01440 785589

GCN BECCLES, Crypt Keepers:
Contact: Christine Worster
Tel: 07913 606 549 (after 6pm)

GCN BECCLES, Curious Dwarf:
Contact: Giles Robinson
Tel: 07922 36400
E-mail: giles@btopenworld.com

GCN IPSWICH, Swamm Wargames Club:
Contact: Matt Holden
Tel: 01473 837 208
E-mail: matt@holdenhouse.freemove.co.uk

GCN NEWMARKET, Newmarket Dwarf Wargames Society:
Contact: Mark Haynes
E-mail: mark.haynes@capegenini.com

SURREY

GCN MITCHAM, Mitcham Marauders:
Contact: Jason Fowler
Tel: 0776 3403472
E-mail: mitchammarauders@hotmail.co.uk

GCN TOLWORTH, Tolworth First Founding:
Contact: Peter Corps
Tel: 07788 790136

GCN WORKING, 1st Founding:
Contact: Ashley Hammond
Tel: 0193 278 7445

SUSSEX AREA

GCN BOGNOR REGIS, BRBBA:
Contact: Frank Hill
Tel: 07896 319 683
E-mail: merfrankhill@yahoo.com

GCN BRIGHTON, Brighton Warlords:
Contact: Peter Cooke
Tel: 0797 409 4240
E-mail: peter.cooke423@btopenworld.com

GCN BRIGHTON, Gambit Games UK:
Contact: Gareth Wynn
E-mail: gareth.wynn808@btopenworld.com

GCN CHORLEY, Coppull & Chorley Knights:
Contact: Jonathan Taylor-Yorke
Website: www.cock-wargamesclub.org.uk

GCN CRAWLEY, Crawley Magic and Tabletop Games:
Contact: Mark Lane
Tel: 07921 555 129
E-mail: mark-templar@googlemail.com

GCN HASOCKS, Clayton Warlords:
Contact: Roger Smith
Tel: 0771 556 296
E-mail: roger_gs_smith@hotmail.com

GCN EASTBOURNE, Eastbourne Elemental:
Contact: Luke May
Tel: 0787 790 9125
E-mail: lukes.weatherlight@gmail.com

GCN WALBERTON, Walberton Wargames:
Contact: Mike Roddham
Tel: 01245 334183
E-mail: walbertonwargames@yahoo.co.uk

GCN NUNEATON, Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866 707 127

WILTSHIRE

GCN SWINDON, SWAT:
Contact: John Heat
Tel: 01793 692 938
E-mail: jheat@btinternet.com

GCN SWINDON, Swindon and District Wargamers:
Contact: Paul Nettie
Tel: 01793 700609
E-mail: nettie.tribe@btopenworld.com

YORKSHIRE

GCN HALIFAX, Pennine Raiders:
Contact: Richard Ambler
Tel: 0142 236 9834
E-mail: harpden@btopenworld.com

GCN HUDDERSFIELD, Cellar Dwellers:
Contact: Richard Ambler
Tel: 07984 11 3974
E-mail: ubersquack@yahoo.co.uk

GCN LEEDS, Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN OSSETT, Ossett Wargames Club:
Contact: Paul Grace
Tel: 0192 426 4064
E-mail: paulgrace@btinternet.com

GCN SHEFFIELD, Dysartes:
Contact: Nick Johnson
Tel: 07743 388061
E-mail: webmaster@dysartes.com

WALES

GCN BRIDGEND, Bridgend YMCA Gamers Club:
Contact: Bill Evans
Tel: 0165 676 6134
E-mail: billdrgon1@btopenworld.com

SCOTLAND

GCN CAITHNESS, Northern Knights:
Contact: Dave Yeomans
Tel: 0784 976 0048
E-mail: reccehouse@btinternet.com

GCN EDINBURGH, Edinburgh League of Gamers:
Contact: Andy Meehan
E-mail: leagueloggers@btopenworld.com

GCN FIFE, The Gaming Kingdom:
Contact: Kris Sherriff
Tel: 07834599774
E-mail: krissherriff@hotmail.com

GCN GLASGOW, St Aiden's Warriors Club:
Contact: Alan Hobbs
E-mail: macdonald17@hotmail.com

GCN INVERNESS, Da Klub:
Contact: Stephen Miller
Tel: 07876 571222
E-mail: steveindex@aol.com

GCN KIRRIEMUIR, Kirriemuir Wargames Club:
Contact: David Tulloch
Tel: 01463 441111
E-mail: david.tulloch@btopenworld.com

GCN RENFREW, WPAS:
Contact: Andy Thompson
Tel: 0141 886 2466
E-mail: athompson@jags24.freemove.co.uk

GCN STIRLING, Stirling Wargames:
Contact: Paul Brooks
Tel: 01786 450 062
E-mail: paul@treeanddeal.plus.com

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

IN-STORE ACTIVITIES

NATIONAL PAINTING COMPETITION

24th MAY–28th JUNE 2008

This month, the National Painting Competition begins. Second only to the world famous Golden Demon competition, the first National Painting Competition seeks to find the very best painters from each region. But before you can compete, here are the categories.

The National Painting Competition is divided into two age groups.

Youngbloods

14 years or younger.

Open

15 years and older

There are four categories open to each age group. In this way, all age groups can try their hand in each category, whether their primary interests lie with vehicles of the far future, monstrous creatures from a long-forgotten age, or mighty heroes of legend.

Best Single Miniature

Any single human-sized Warhammer (including Blood Bowl and Mordheim), Warhammer 40,000 or The Lord of the Rings miniature on an appropriately sized gaming base. This category is open to characters mounted on cavalry or bikes.

Best Regiment or Squad

This category is open to Warhammer Regiments (including Blood Bowl Teams, Mordheim Warbands and Warmaster Brigades) and Warhammer 40,000 Squads or Squadrons (including Necromunda Gangs and Epic 40,000 Detachments). A 'unit' must consist of at least 5 miniatures and be 'legal' in game terms.

Best Monster or Vehicle

This category is for any single large Warhammer or Warhammer 40,000 model (such as large Tyranid creatures, Greater Daemons, Dragons, War Machines, Chariots etc.) mounted on an appropriately sized gaming base, and to single Warhammer 40,000 vehicles (including Battlefleet Gothic spaceships).

Best 'Duel' or Diorama

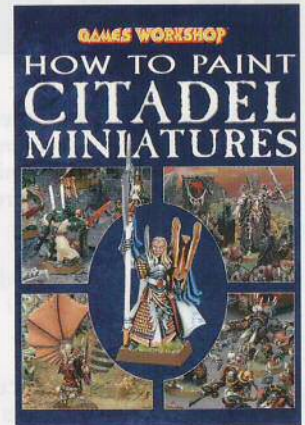
In this category your entries must either comprise two single models mounted on a single Slottabase, engaged in single combat, or of three or more miniatures forming a diorama mounted on a base no bigger than a CD. The subject of the 'duel' or diorama should be appropriate to the background of the worlds of Warhammer, Warhammer 40,000 or The Lord of the Rings, but otherwise there are no restrictions on the theme or content.

Entries will be judged by the staff of each store on Saturday 28th June.

For the winners, glory awaits and a place in history is assured. So, it's time to break out those paints and brushes and get to it!

For more information on how to enter, ring your local store or log on to

www.games-workshop.com



The hugely successful 'How to Paint Citadel Miniatures' series has proved a source of inspiration and education to many thousands of hobbyists the world over.

IN-STORE PREVIEWS

Try Before You buy

The new Citadel Washes are a fantastic addition to our existing paint ranges and to give you the chance to try them out for yourselves, throughout May all of our stores will be holding special preview days at which you can see first-hand how great they really are!

As well as the new Citadel Washes, June also sees the release of the Citadel Spray Gun and latest edition of 'How To Paint Citadel Miniatures', both of which will be available to preview in stores.

Once you've had a chance to use the new Washes and Spray Gun, you will get the opportunity to reserve sets for yourself, to be put by for your collection on the weekend of release, ensuring you don't miss out.

So, whether you're a seasoned painter looking for new tools and mediums to try or are simply curious about the new Washes, get along to your local store and have a go before anyone else.

You could even assemble and basecoat a few of your own 'spare' miniatures that you could take along and experiment with.

Times and dates of the preview will vary, so make sure you contact your local store for details.



The new Citadel Washes will be available in stores throughout May for you to try for yourself.

HOW TO ORDER

Games Workshop Mail Order is a fast, accurate and convenient service that lets you order your miniatures and other hobby products from the comfort of your home.

- We aim to despatch all orders in three days, straight to your door.
- You can order any Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, guaranteeing you'll get them on the day of release.
- Also available is a range of models that are only available through Mail Order. Check out what's on offer this month!

On the internet

Visit our secure Online Store at: www.games-workshop.com

In-store

Order from any Games Workshop Hobby Centre at the in-store order point.

By phone

Call the Hobby Specialists on +44 (0) 115 91 40000.

Opening hours: Monday-Saturday: 10am-6pm (Tuesday 11am-6pm), Sunday: 11am-5pm GMT.

By FAX

Fax your order on +44 (0) 115 916 8002

By Post

Or send your order the traditional way to Games Workshop Mail Order, Willow Road, Lenton, Nottingham, England, NG7 2WS.

SHOPPING Online

FREEPOST

MAIL ORDER FREEPOST

All orders of £50 or more that are placed through the Online Store or Mail Order will be sent to you postage free*.

IN-STORE FREEPOST

This offer gets even better when you place your order from your local Hobby Centre, using their in-store order point. When you place an order for ANYTHING, it will be despatched to the store for you to collect, post free.

WARHAMMER WORLD

If you're in the area, why not call into Warhammer World where you can place your order with the guys in the store, and have it picked and handed to you while you wait!

*UK addresses only.



The Games Workshop Online Store is open 24 hours a day, seven days a week. Get exactly what you want, when you want it.

- Huge range
- Easy to use
- Secure
- Open 24 hours



Methods of payment

You can only pay for orders through the Online Store by credit and debit card. We accept the following cards: Visa, MasterCard, Maestro (formerly Switch).



We only accept the following cards in Northern Europe: Visa and Mastercard. We do not accept the following cards: American Express.

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

Mordor is populated by many evil creatures, but the Orcs outnumber them all. Fortunately for Mordor players, Citadel produces two box sets jam-packed with plastic Orcs to answer the call to arms. On these pages you'll find a selection of our extensive Mordor range – give Direct a call to find out more.



MORDOR ORCS (This box set contains 24 plastic Mordor Orcs)
99121499009 £15, €22.50, 175dkr, 200sek, 225nkr



MORANNON ORCS (This box set contains 24 plastic Morannon Orcs)
99121462001 £15, €22.50, 175dkr, 200sek, 225nkr

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



WARG RIDERS (This box set contains 6 plastic Warg Riders)
99121499012 £12, €22.50, 175dkr, 200sek, 225nkr



RINGWRAITHS (This box set contains 9 metal Ringwraiths)
99111499049 £35, €50, 350dkr, 400sek, 400nkr



MORDOR WAR CATAPULT
99111499040 £30, €40, 300dkr, 350sek, 350nkr

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



SAURON

99111466007 £18, €27.50, 200dkr, 250sek, 250nkr



WITCH-KING ON FELLBEAST

99111499032 £30, €40, 300dkr, 350sek, 350nkr



IN THE CLUTCHES OF SHELOB

(This box set contains 1 Shelob, 1 Sam and 1 enmeshed Frodo)

99111499029 £18, €27.50, 200dkr, 250sek, 250nkr



KHAMÛL THE EASTERLING

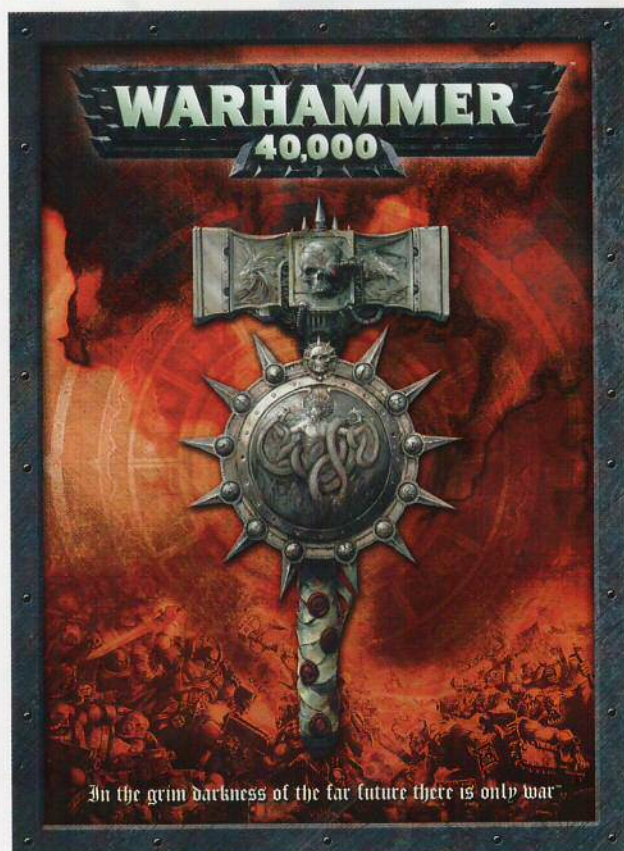
(Foot and Mounted)

99061464099 £12, €20, 140dkr, 170sek, 200nkr

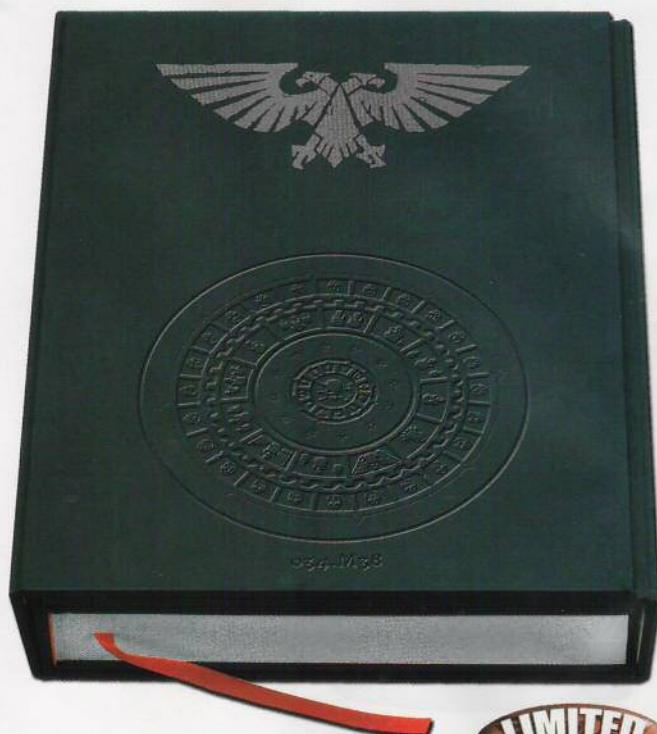


Advance Orders

Next month sees the release of the brand new edition of Warhammer 40,000. This momentous occasion will spark the biggest hobby goldrush for many a year, as thousands of gamers flock to get their hands on the new rulebook. However, our advance order service will let you beat the rush – give Direct a call and get the new Warhammer 40,000 delivered to your door a week early!

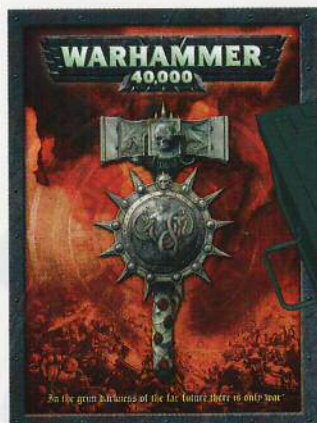


Warhammer 40,000 Rulebook
RELEASED 12/7/08
£30, €50, 350dkr, 400sek, 400nkr

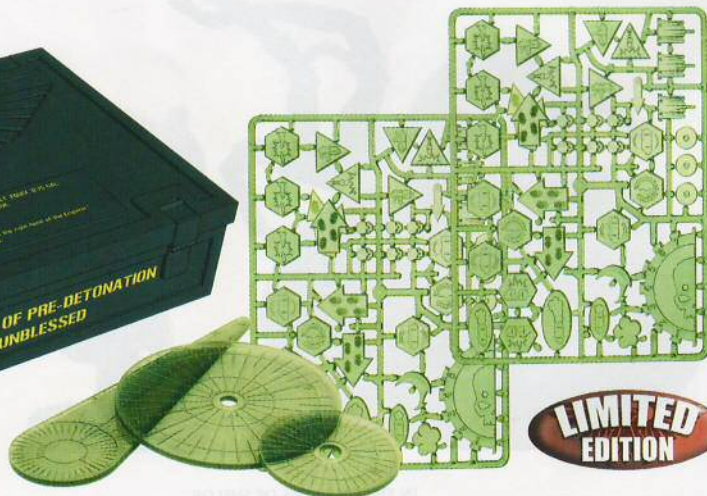
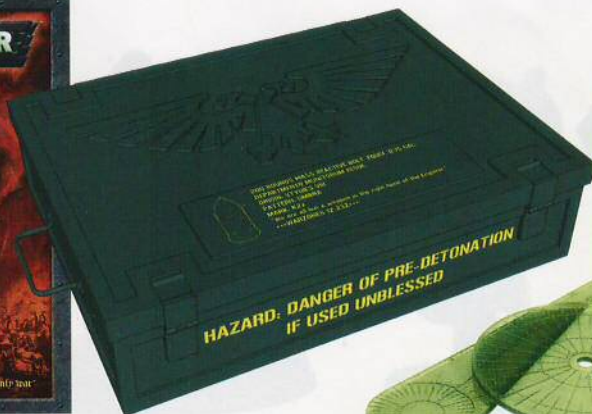


Warhammer 40,000 Collectors' Edition
RELEASED 12/7/08
£60, €95, 750dkr, 850sek, 850nkr

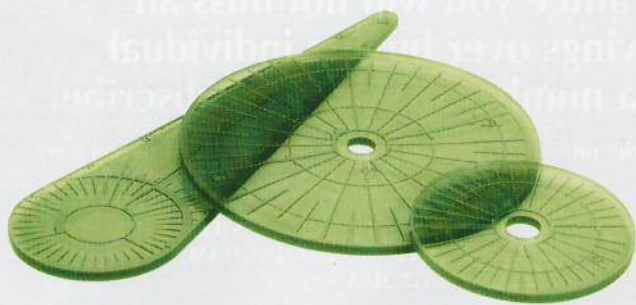
LIMITED EDITION



Warhammer 40,000 Gamers' Edition
RELEASED 12/7/08
£60, €95, 750dkr, 850sek, 850nkr



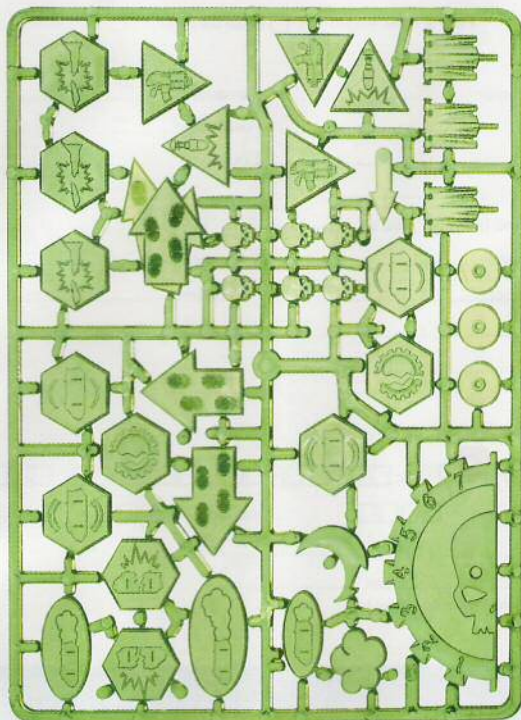
LIMITED EDITION



Warhammer 40,000 Template Set

RELEASED 12/7/08

£4, €6.25, 45dkr, 50sek, 55nkr



Warhammer 40,000 Counter Set

RELEASED 12/7/08

£8, €12.50, 100dkr, 115sek, 125nkr

UPCOMING RELEASES

Can't wait to get the latest releases?

- Get the latest products delivered to your door on the day of release!
- Postage for Advance Orders is only £2*

Warhammer 40,000

31st May (released 12th July)

- Warhammer 40,000 Collector's Edition12/7/08
- Warhammer 40,000 Gamer's Edition12/7/08
- Warhammer 40,000 Rulebook12/7/08
- Warhammer 40,000 Template Set12/7/08
- Warhammer 40,000 Counter Set12/7/08
- Warhammer LOS Markerlight12/7/08
- Space Marine Armoured Strike Force12/7/08
- Eldar Grav Tank Warhost12/7/08
- Tau Mobile Assault Cadre12/7/08
- Chaos Space Marine Strike Force12/7/08
- Space Marine Strike Force12/7/08
- Necron Warrior Phalanx12/7/08
- Tyranid Assault Brood12/7/08
- Citadel Battlemat12/7/08

**£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.*



Warhammer 40,000 LOS Markerlight

RELEASED 12/7/08

£6, €9, 70dkr, 80sek, 85nkr



Citadel Battlemat

RELEASED 12/7/08

£18, €27.50, 200dkr, 250sek, 250nkr

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



Subscriptions guarantee you will not miss an issue, and offer savings over buying individual copies. There are a number of ways to subscribe.

- I would like to subscribe to White Dwarf starting with issue number: WD

I would like to subscribe for:

1 YEAR 12 issues (WDSUB1)

£36, €70, 550dkr, 650sek, 700nkr

2 YEARS 24 issues (WDSUB2)

£65, €125, 1000dkr, 1150sek, 1250nkr

I am an existing subscriber ☐

I am a new subscriber ☐ (please tick a box)

MY DETAILS

Mr/Mrs/Ms/other:..... Forename: Surname:

Address: Postcode:

Country:.....

Tel (inc STD code):

The subscription is a gift for the person detailed below ☐ (tick box if appropriate)

Mr/Mrs/Ms/other: Forename: Surname:

Address: Postcode:

Country:.....

Tel (inc STD code):

METHOD OF PAYMENT

Postal Order (UK only)/Cheque ☐ (made payable to Games Workshop Ltd)

[illegible]Valid from: Expiry date: Issue No:

Cardholder's Name:

Signature: Date:

(signature of parent or guardian required if recipient is under 16 years of age.)

Reply by the 30/06/2008 to take advantage of this offer.

GET WHITE DWARF FROM YOUR NEWSAGENT

Did you know that newsagents can hold, order and, in some cases, even deliver your favourite magazines for you? Just Ask! allows you to take advantage of these services. Where you see the Just Ask! logo you'll be able to hand in the form below to

make sure you get your beloved White Dwarf magazine.

So next time you visit your newsagent Just Ask! about obtaining copies of your favourite magazines.

A great way to ensure you receive every issue of White Dwarf is to place an order with your local newsagent. Once set up, your copy of White Dwarf will be held for you to collect, saving you the time and the frustration of having to search the news stand. Some newsagents offer a home delivery service, making it even easier to obtain your copy.

So don't miss an issue, complete the form below and take to your local newsagent today!

NEWSAGENT ORDER FORM

☐ Please reserve/deliver* (*delete as appropriate) a copy of on a regular basis, commencing with issue for:

Title/Mr/Mrs/Ms.....First name.....Surname.....

Address.....

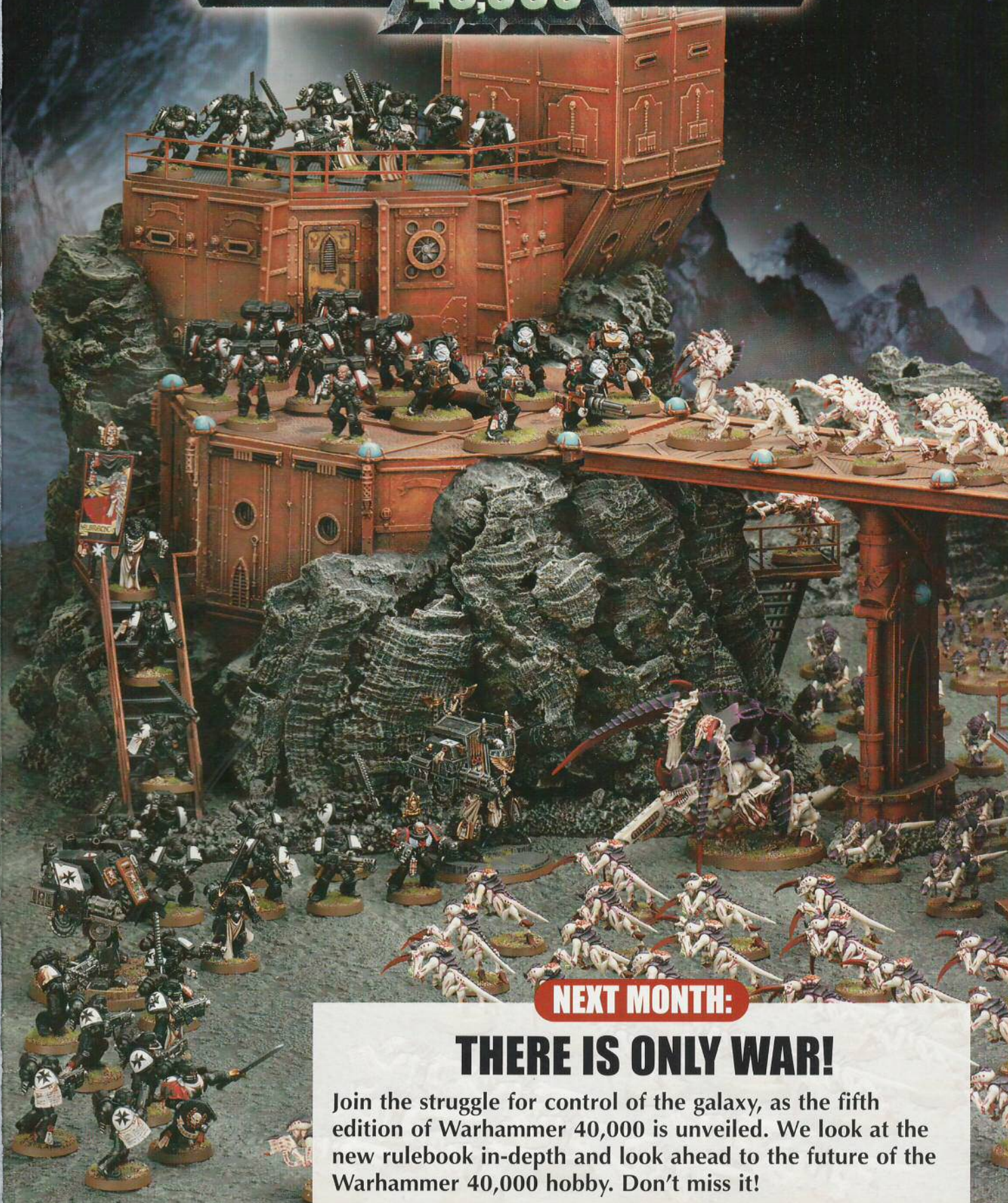
Postcode.....Daytime Telephone No.....

Just ask!

*£12 saving on a 1 year subscription. £31 saving on a 2-year subscription.

WARHAMMER[®]

40,000



NEXT MONTH:

THERE IS ONLY WAR!

Join the struggle for control of the galaxy, as the fifth edition of Warhammer 40,000 is unveiled. We look at the new rulebook in-depth and look ahead to the future of the Warhammer 40,000 hobby. Don't miss it!

WARHAMMER[®]

40,000



NEXT MONTH