

INSIDE

THE FIRST EVER SPACE HULK MISSION REPORT

GAMES
WORKSHOP

WHITE DWARF

WD357 September 2009

GAMES WORKSHOP'S MONTHLY MAGAZINE

SPACE HULK

PREPARE TO BOARD

PLUS

WARHAMMER

Waaagh! Azhag

WARHAMMER
40,000

Heroes of Catachan

WD357 SEPT 2009 WWW.GAMES-WORKSHOP.COM

ISSN 0265-8712



9 770265 871073

UK £4.50, EURO €7.50, DENMARK 60dkr, SWEDEN/NORWAY 70dkr/kr



Cover artwork by Adrian Smith

WHITE DWARF 357 • SEPTEMBER 2009

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Printed at Winkowski, Poland

Games Workshop Limited
 Willow Road, Lenton
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Registered in England and Wales
 - Company No. 01467092.

EDITORIAL



So, the C.A.T.'s finally out of the bag, and the return of one of the best-loved board games that Games Workshop has ever produced is imminent. Space Hulk is back, and it's better than ever!

I've tasked Andy Hall with gleaning all the info he can on the new boxed game (it's a hard life, I'm sure you'll agree), and [+ + LARGE SUBSHIP CLUSTER AT EIGHT-CHARUN SECTOR. SIZE AND POSITION INDICATES ESCAPE/CONTAMINATION FUNCTION + + SQUAD LORENZO DESPATCHED TO DESTROY ESCAPE CONTROLS + + SQUAD LORENZO ADVANCING.

RESISTANCE INCREASING. + + LET THE SLAUGHTER OF OUR ENEMY COMMENCE. + +] which is why I've decided to really go for it and reveal to you some of the deepest secrets of the Design Studio. So, coming up next year we have [+ + CONTAINMENT UNDERWAY. + + HULL BREACHED. EGRESS TO MAIN CORRIDOR NETWORK WITHIN SIXTEEN SECONDS. ALL BROTHERS FULLY PRIMED. WEAPON LOADOUTS SANCTIFIED AND AT OPTIMUM AMMUNITION CAPACITY. + + THE BLOOD ANGELS ARE BACK. FOR SIX CENTURIES WE HAVE CARRIED THE BURDEN OF DEFEAT, THE STIGMA OF FAILURE. NOW WE REDEEM OURSELVES. + +]. I'm sure you all agree that's a pretty awesome line up. Back to this issue though and [+ + PRIMARY PERIMETER ESTABLISHED. + + SQUAD GIDEON. SECURE POINT EIGHTY-OMEGA. PREVENT ENEMY REINFORCEMENTS FROM PASSING THE JUNCTION. + + CYBER-ALTERED TASK UNIT DETECTED AND MOBILE. + +]

As an Orcs & Goblins player, I'm particularly excited by the release of the new Azhag the Slaughterer miniature. This model has been on the cards for some time, and finally has its day in the sun, where [+ + SQUAD GIDEON IS ENGAGING THE ENEMY. + + OVERALL CASUALTY RATIO GOOD. 1:28 IN OUR FAVOUR. + + PRAYER AND STRIVING, BROTHERS. THE MOMENT WE HAVE LONG AWAITED IS AT HAND. + +]. So that's all from me - I'll see you next month for more revelations, wisdom and reverie. [+ + TRANSMISSION END + +]

Mark Latham, Editor

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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 (overseas readers should include IRC). We reserve 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!

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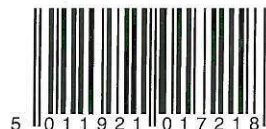
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Product Code: 60249999357
 ISSN: 0265-8712 09

SPACE HULK

Prepare to confront an alien menace onboard an ancient vessel. Full design notes, Painting Masterclass and mission report start on page 13.



FEATURES

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To celebrate the release of Space Hulk, this issue is packed with comprehensive design notes, an 'Eavy Metal Masterclass on Sergeant Lorenzo, and an extensive mission report following a full game in action.

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We return to the Imperial world of Meridian to see if the invading xenos threat can destroy the planet or whether the defenders can prevent total destruction.

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Andy Hall's tournament odyssey continues, this time at the Warhammer Doubles!

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76 CLASH OF CHAMPIONS

Warhammer tournament pros Ben Curry and Ben Johnson face off against each other in this Dark Elves vs Orcs & Goblins battle report.



SPACE HULK

From the depths of space an ancient vessel drifts slowly towards the Imperium of Mankind – a space hulk. Within its confines, untold thousands of Genestealers slowly emerge from hibernation. The Space Marines must enter the cramped corridors and tomb-like chambers of the ancient ship to defeat this alien menace.

Space Hulk is a board game for two players, recreating the battles fought between the Space Marines and Genestealers. One player commands the Space Marines as they carry out deadly missions in the darkened corridors and rooms of the ancient Space Hulk, and the other commands the horde of Genestealers opposing them. Space Hulk is easy to learn but difficult to master. The fast-paced rules simulate the tense atmosphere of a mission deep inside the cramped confines of a derelict space hulk, where split-second decisions are needed for victory.

BOX CONTENTS

Inside the Space Hulk box you will find:

- 12 Space Marine Terminators
- 22 Genestealers
- 1 Broodlord
- 1 Dead Space Marine
- 1 Artefact
- 1 C.A.T.
- 1 Rulebook
- 1 Mission Book
- 22 Blip counters
- 21 Genestealer entry area arrows
- 10 Overwatch/jam counters
- 10 Guard counters
- 6 Command Point counters
- 12 Ladder up/down counters
- 6 Flamer markers
- 5 Powerfield Generator markers
- 10 Space Marine area markers
- 1 Force Barrier counter
- 1 Assault cannon ammo tracker
- 1 Psi points tracker
- 24 Corridors
- 10 Rooms
- 8 Crossroads
- 8 T-Junctions
- 6 Corner sections
- 4 Dead ends
- 4 End pieces
- 1 Offset crossroad
- 2 Disposal chutes
- 20 Doors
- 20 Door stands
- 5 Dice
- 1 Mission status display
- 1 Timer



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WHILE STOCKS LAST



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GUNNERY SERGEANT HARKER

Harker can advance blithely towards the enemy, firing all the while, before entering melee. The metal model by Juan Diaz shows this hulking Catachan wielding his heavy bolter, Payback, as if it were no heavier than a lasgun.

GUNNERY SERGEANT HARKER

Product code: 99060105265

Sculpted by Juan Diaz

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WARHAMMER

ORCS & GOBLINS

AZHAG THE SLAUGHTERER

Not to be overshadowed by Terminators and Genestealers, Orc & Goblin players can rejoice as Azhag the Slaughterer, one of the most dangerous Orc Warlords of recent history, is released this month. Riding atop his Wyvern, Skullmuncha, Azhag's campaigns of destruction have brought the eastern provinces of the Empire to the brink of destruction.

This huge multi-part metal monster comes from the talented hands of sculptors Trish Carden and Alex Hedström, who designed Skullmuncha and Azhag respectively.



AZHAG THE SLAUGHTERER

Product code: 99110209208

Sculpted by Trish Carden and Alex Hedström

UK £50† Denmark 500dkr

Euro €65 Swe/Nor 630skr/mkr

ON SALE AUGUST 22ND



>> FIND OUT MORE ABOUT AZHAG ON PAGE 72

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CITADEL

CITADEL WARHAMMER BASING KIT

Out this month is another of our popular basing kits. This one has been designed for Warhammer models, so it's packed with 20mm and 25mm decorative base covers. There's also a brass-etched sheet packed with different designs of foliage.

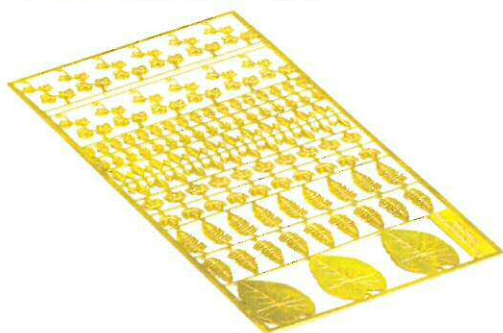
Opening up the Warhammer Basing Kit you'll find two tubs of slate (medium and large bits), two tubs of resin pieces, a brass sheet of leaves and a spare tub to put them in once you've clipped them off the frame.

CITADEL WARHAMMER BASING KIT

Product code: 99220299028

UK £12† Denmark 135dkr
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ON SALE SEPT 19TH



CITADEL DEAD GRASS

Citadel Dead Grass is perfect for decorating the bases of evil armies, such as the Vampire Counts. It can also be combined with other shades to get a mixed texture when flocking large areas, such as the Realm of Battle Gameboard.



CITADEL DEAD GRASS

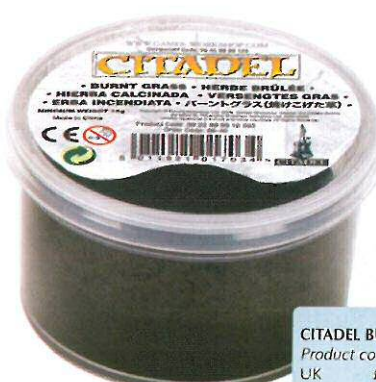
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ON SALE SEPT 19TH

CITADEL BURNT GRASS

Citadel Burnt Grass brings another colour to the range, and can be used on its own or to mark out areas of scorched or blackened ground. Mixing it with other varieties of Citadel Grass gives you a more natural effect when flocking larger areas.



CITADEL BURNT GRASS

Product code: 99229999105

UK £5† Denmark 60dkr
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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.

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BLOOD SLAUGHTERER

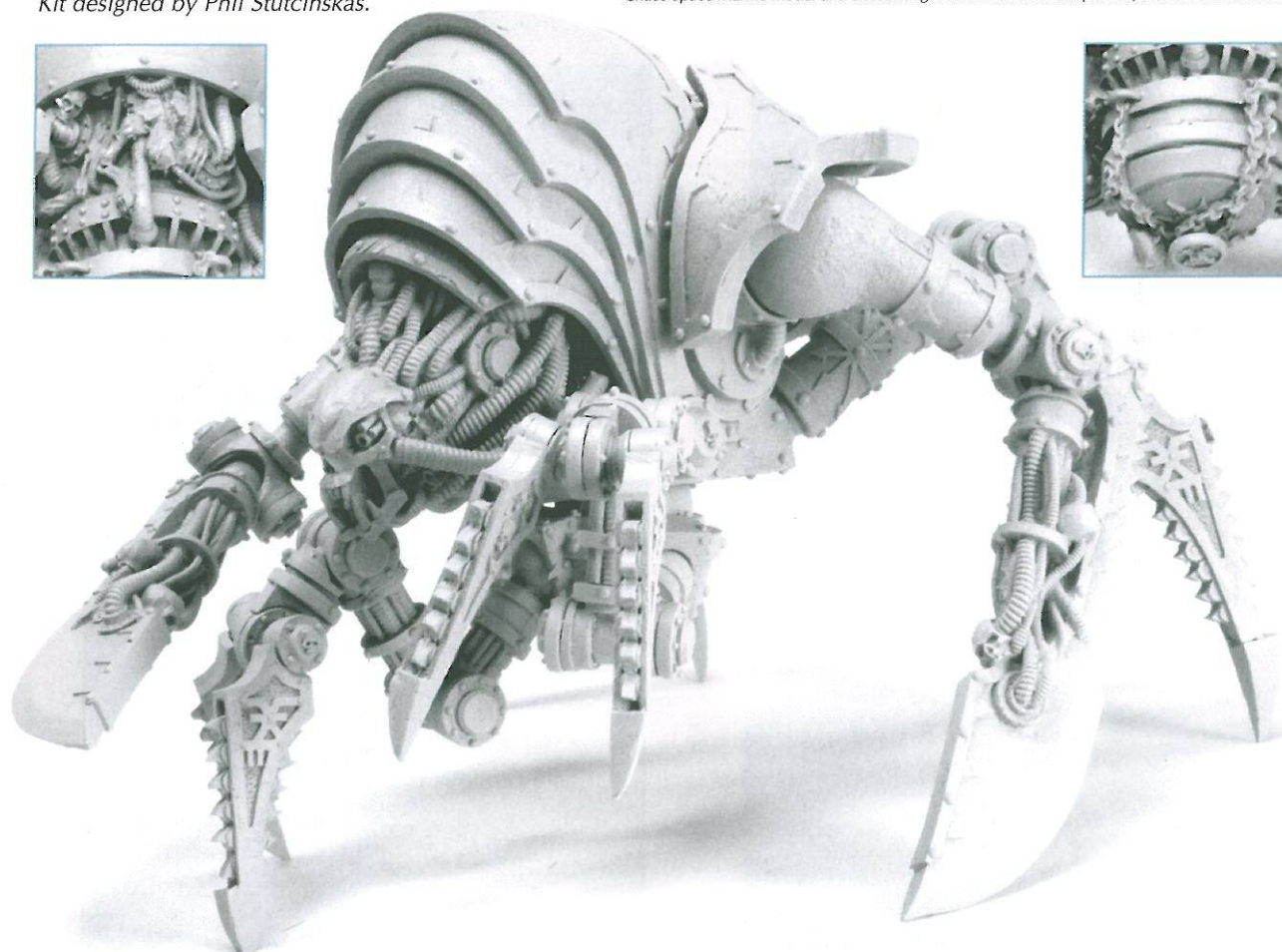
The Blood Slaughterer is a Daemon Engine of Khorne, a beetle-like monstrosity that scuttles across the battlefield to slaughter hapless enemies as bullets ricochet off its armoured carapace.

This multi-part resin model is featured in *Imperial Armour Volume Seven: The Siege of Vraks Pt 3*.

Kit designed by Phil Stutcinkas.



Chaos Space Marine model and Dreadnought shown for size comparison, and are not included.



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TIME OF LEGENDS: EMPIRE

Having driven back the Orc invaders, Sigmar unites the tribes of men and founds the Empire. The fledgling empire grows, but its prosperity is not assured. The lands are still wild and untamed, and many enemies lurk in the forests and the mountains. When a Chaos invasion sweeps down from Norsca, the ensuing conflict tests the abilities of Sigmar and his chieftains to the utmost.

TIME OF LEGENDS: EMPIRE

by Graham McNeill

ISBN: 978-1-84416-689-3

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr

SALAMANDER

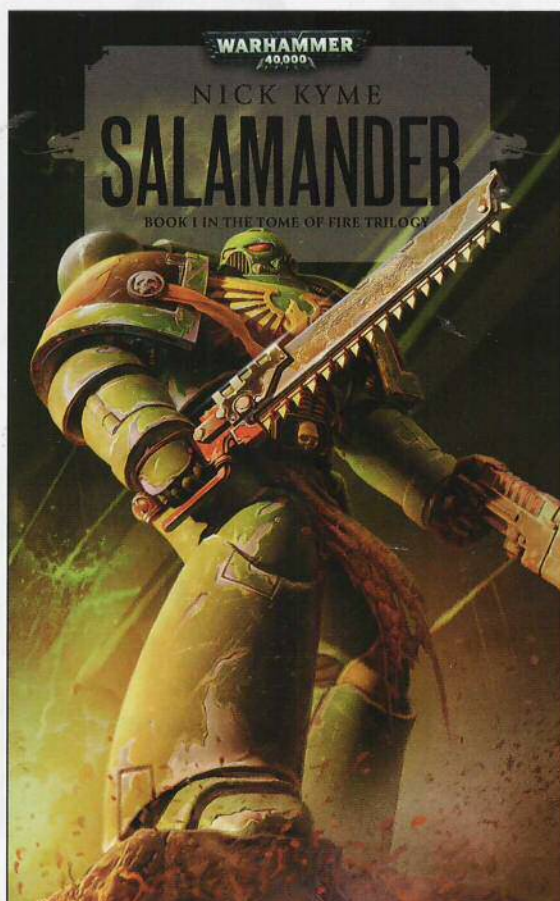
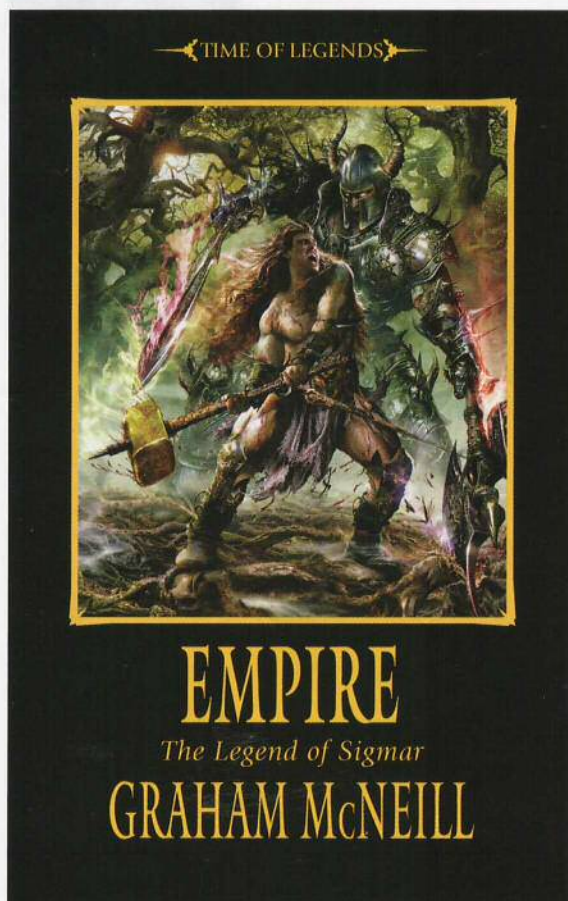
The Space Marines from the Salamanders Chapter are led by an ancient prophecy to a planet with many secrets. Ostensibly an outpost of the Iron Warriors, all is not what it seems as a far more dangerous enemy lies in wait. As bitter rivalries break out their endurance is tested to the limit. Will the Salamanders survive to discover the revelations that will shake the very foundations of their Chapter?

SALAMANDER

by Nick Kyme

ISBN: 978-1-84416-740-1

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr



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The Menace Below

The loathsome ratmen pour forth from Skavenblight to bring chaos and ruin to the world...

The Skaven watch, wait and scheme in the shadows until the time is right to rise upwards in a verminous tide, seeking to overrun and enslave all surface dwellers. That time is near; November to be exact. Yes, yes, Man-things, the end of 2009 will see the rise of the ratmen as they burst forth with a brand new army book and range of fantastic plastic and metal models. Expect to see new units, the return of some classic Skaven artifice and a fresh assault on the lands of men. Keep your malevolent eyes peeled for November's issue of White Dwarf for more details.



Left: Plastic Clanrat with spear.

Above: Clanrat with hand weapon and Clanrat champion.

Extreme Hobby

Frodo has finally reached Mount Doom but it turns out to be a bit colder than he expected! Here's hobbyist Michael Wells, three days after reaching Everest base camp, on Island Peak [6500m], in a blizzard, reading White Dwarf and painting Frodo with a Citadel Paintbrush! He later buried Frodo on the mountain – with full Hobbiton honours, of course – to no doubt perplex future archaeologists in the years to come.

Have you ever read White Dwarf in a trench, up a mountain or at the centre of the earth? If you've ever been in an extreme or unusual place with a White Dwarf to hand – and have photographic evidence – then we want to know! Send your pictures with details of where you were to: White Dwarf, Design Studio, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, UK.



Bitz Packs

Hot on the trail of last month's Bitz Packs bonanza we've got even more stuff coming your way. The first is the Imperial Tank Crew pack. In this set you get three classic metal crewmen who can be placed in any number of Imperial Guard tank kit hatches, from the Chimera up to a Baneblade or Shadowsword. The other pack out this month is the set of Imperial Aquilas. These icons will be incredibly useful no matter which Space Marine Chapter or Imperial Guard regiment you are painting. Not only that, but there are two fantastic new Imperial Guard tank crewmen out this month, exclusively available to order. Check out the website to find out more.



Left: Imperial Guard players will welcome the return of some classic crewmen for their tanks.

Below: The new aquilas look great both on tanks and bastions – you get two of these sprues in the Bitz Pack.



IN BRIEF

Way back in the mid-90s, Jervis Johnson ran the first Warhammer Grand Tournament. But in recent years we've kept him busy with other projects. However, Jervis was keen to get back to organising tournaments, which is why he ran the Warhammer Studio Invitational back in May. Most of the White Dwarf crew went along to try out Jervis' new tournament system, and had a great day of Warhammer gaming. We'll let you know how we got on next issue.

WEB LORE

www.games-workshop.com

Adam Troke: As you might imagine, Space Hulk has had the web team quite excited. Jim and I have been poring over the contents of the fantastic boxed game, and fighting tense battles through blood-soaked corridors against the surprisingly adept Servitor IV. By way of new articles, we've got enough great Space Hulk-related content to overload a C.A.T. and more besides. Look out for stage-by-stage painting guides for the miniatures included in the Space Hulk boxed game, as well as an awesome gallery showing the 'Eavy Metal painted miniatures rotating through 360°, a downloadable reference sheet and a PDF introducing Space Hulk Mission 13.

Of course, there's more than just Space Hulk this month (I know; how do we do it?) – we've also created a great showcase of Orc & Goblin characters, featuring the amazing new Azhag model. This month the Citadel Hall of Fame also comes to the web, as we present the inaugural members of this illustrious fraternity in their very own gallery. I'd love to stop and eulogise a little more, but the wolves are already baying at the door and it's not a good idea to keep that sort of wolf waiting. Until next month!



Orc & Goblin Heroes

Adam guides you through a showcase of the most notorious characters in the Orc and Goblin race. These individuals have led hordes of greenskins through the Old World and beyond, pillaging and destroying anything on their way.

Also on the Web...

We've only mentioned a few of the great articles online this month. Visit the Games Workshop website to find:

- The Citadel Hall of Fame online
- Tau vehicle assembly and painting
- Tau tactics and strategies
- Space Hulk reference sheet



Mission 13

Space Hulk includes 12 exciting missions, more than enough to keep even the most dedicated of gamers busy for some time. But, so that you can design your own missions, Jervis presents Mission 13 – a PDF mission planner and all the information you need to create your own desperate battles between man and alien.



Space Hulk Miniatures Gallery

Alex Hedström's fantastic Blood Angels Terminators and sinister Genestealers can be viewed in 360-degree glory. As the model revolves you can take a good look at the design of the plastic miniatures and the stunning 'Eavy Metal paint jobs.

Did You know?

Registering with the Games Workshop website gives you many benefits. It's free and quick and gives you access to our entire range of Citadel Miniatures to look at online, including the Bitz and Collectors ranges. And while you're browsing the images and articles of your favourite models, you can add them to your very own Games Workshop Wish List, which will hopefully prevent you ending up with socks and jumpers for your birthday again!

www.games-workshop.com

GAMESDAY & GOLDEN DEMON 2009

Games Day is almost upon us and you only have a few more days to get hold of your tickets!

Games Day is Games Workshop's premier showcase of our hobby and this year is occupying three gigantic halls at the National Exhibition Centre (NEC) Birmingham on Sunday 27th September. Later on in this issue you can see and read about just some of the amazing stuff we have going on and see a plan of the immense show. All of our stores are participating and Head Office is emptied for the day to show off all aspects of

Games Workshop and the Hobby.

The price of the ticket includes the exclusive Games Day miniature – this year the mighty Exalted Hero of Chaos! Check out the website to get hold of yours, or pop into your local Games Workshop store.

The 2009 Games Day Miniature is an Exalted Hero of Chaos and, like last year, is included in the £30 ticket price.



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Recruitment at Games Day

We are continually opening new stores up and down the country and are always on the lookout for friendly, enthusiastic and motivated people to work in them.

Do you have management or supervisory experience? Do you want a fun and rewarding career in an exciting, growing and unique business?

Our expert recruitment team will be available for a chat at Games Day at the Recruitment Stand in the Pavilion hall, so get to Games Day and come and discuss the careers and training we offer.

We also hold regular recruitment days all around the country, talking to people like YOU about joining our exceptional store manager training programme. You can find out when and where these are held by visiting your local store or checking the Become Legendary website.

If you want to find out more about a career with Games Workshop, check out our website below.

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Design Studio Vacancies: Trainee Miniatures Designers

The Design Studio is looking for potential Trainee Miniatures Designers to join the ranks of its highly talented sculpting team.

Successful candidates will need to display an enthusiasm for and knowledge of the GW hobby and the worlds of Warhammer and Warhammer 40,000 as well as the ability to be able to sculpt great 28mm miniatures.

If you feel you have the necessary skills and talent to take on this challenge, then please send good quality photographs of your recent work to:

Anne Clarke

Games Workshop, Willow Road,
Lenton, Nottingham NG7 2WS

Alternatively you can e-mail us at:

HR.Recruitment
@games-workshop.co.uk



School League 2010

It's the start of a new School Year and the start of the new School League! For six years we have hosted and run a league for school teams from around the UK and Northern Europe to compete with one another for the coveted School League Champion trophy.

Activity for the League starts right now with visits to your local Hobby Centre for tutorials and practice battles. Schools can then register for the Regional Finals around Easter to decide the teams to go forward to go forward in the International Final at Warhammer World in July.

If you are a teacher or librarian interested in starting a club, or you already have one and want to know more about the Schools League, then get in touch with Bek Hawkby on 0115 916 8000, or by email at bek.hawkby@games-workshop.co.uk

If you are a student and want to start a club in your school or college, talk to a teacher or other member of staff and get them to contact Bek.

Get down to your local store and talk to the friendly and helpful staff about school league activities in the store and area.



ANNOUNCEMENT

Due to annual Games Workshop business activities Warhammer World will offer a slightly altered service and opening hours from the 14th to 19th of September. Regrettably we will be closed entirely to the public on Thursday the 17th. We will try to provide alternate facilities when possible, and full service will resume on Sunday 20th. We advise that if you can, try to visit another time, or contact us for details.
whworldevents@games-workshop.co.uk

The Hobby Bar

For the past eighteen months the Warhammer World Hobby Bar has been a huge success; a place where beginners and veterans alike (and even parents, partners and friends) can take the time to have a go at the hobby, from assembling and painting Citadel miniatures to creating unique pieces of scatter terrain.

As part of our ongoing review and improvement, and so that we can continue to provide the very best service for you guys, we've made some changes to the way that the Hobby Bar operates.

- We now have a programme of one-off, ticketed events for you to choose from.
- We now provide a 'booking in advance' service for groups of three or more people, to avoid disappointment.

- The Hobby Bar is staffed all day (10am – 6pm) during the February, May and October school half term holidays. Please note, half term holidays may vary from region to region.
- All the activities on the Hobby Bar Menu include painting tuition as a part of the activity.

For a complete list of activities available at the Hobby Bar, visit the Warhammer World blog.

www.warhammerworld.org

If you have any questions regarding the Hobby Bar or wish to book an activity, you can contact us by phone on 0115 9004177 or by e-mail at: whworldevents@games-workshop.co.uk

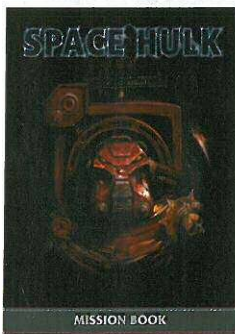
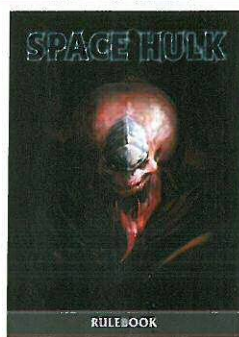
SPACE HULK



MAN VERSUS ALIEN IN DESPERATE BATTLE

BOARDING ACTION

The *Sin of Damnation* has been found – a ponderous, fused mass of derelict spacecraft that contain an insidious alien threat. An elite Blood Angels force has been dispatched to intercept, and Andy Hall went along for the ride.



Inside Space Hulk you'll find a copy of the Rulebook and Mission Book. Both books are full colour and lavishly illustrated. The Rulebook tells you how to play the game and also includes rules for all the different weapons and special creatures including the Broodlord. The Mission Book weighs in at 47 pages, and contains the 12 missions that form the *Sin of Damnation* campaign. Each mission recounts an important event as the story of the Blood Angels boarding and the cleansing of the Space Hulk unfolds.

As Genestealers flood into the area, the Space Marines create a perimeter. Brother Leon's assault cannon spits death at the Broodlord as it approaches.

So, the secret is out – Space Hulk is here. Hobbyists with long memories will already be getting their coats on, preparing to head to the nearest hobby stockist, as the excitement is just too much! If you're newer and wondering what all the fuss is about, then you're in for a treat. That's because Space Hulk is a well-loved board game, one whose return has been eagerly anticipated. It's not just any game, but one so addictive that untold hours have been lost to fighting foul xenos in the corridors of a derelict spaceship.

I remember when the first edition of Space Hulk was released – I lost an entire summer playing the game on my bedroom floor when I should have been studying. So obsessed was I with the game that it set me on the path to joining Games Workshop, and ultimately to writing this article!

In the years since my callow youth, the wheel of time has moved on and a brand new edition of Space Hulk is now ready to be released onto the world. It falls to me to perform the enviable task of opening up one of the very first copies of the new game off the production line and having a good look at what you can expect to find inside the beautiful gloss-black box.

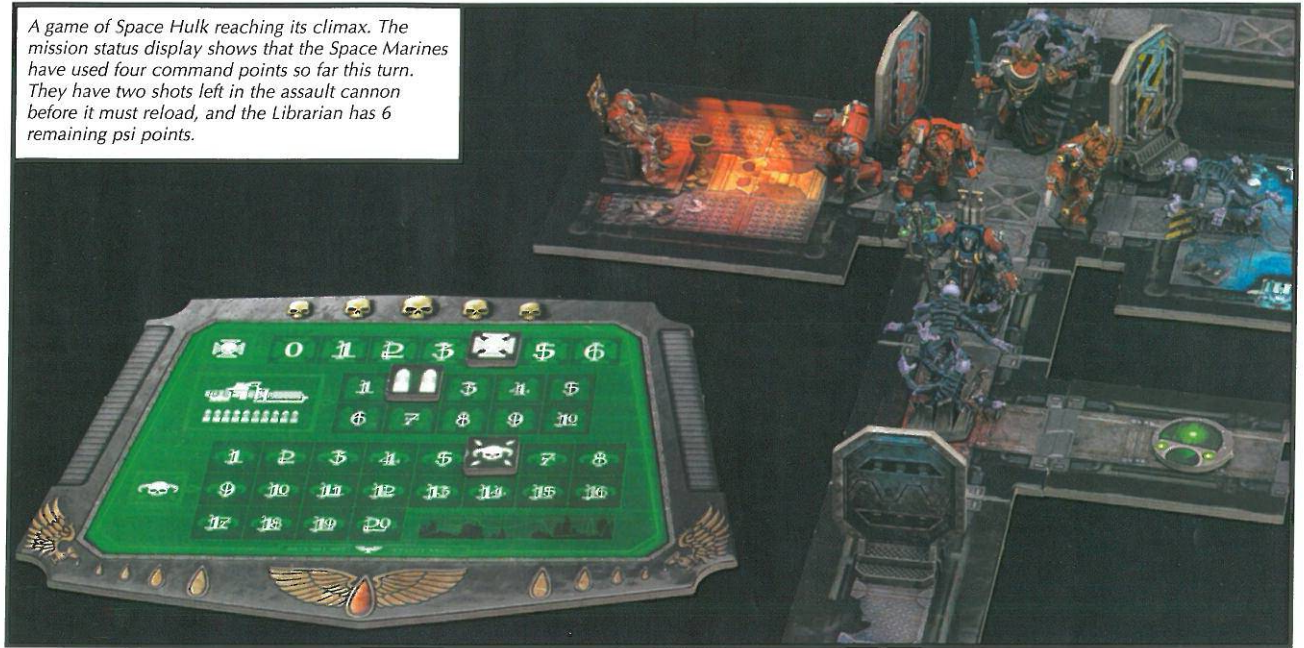
Regular readers may remember from when I wrote a similar feature for Assault on Black Reach way back in WD345, there are a couple of rituals I always go through before tearing off the shrink wrap. The first is the all-important weight test – just holding the game in your hands and 'feeling' the mass – and boy does it not disappoint! There's such a heft to the Space Hulk box that it could be used as a deadly weapon in the wrong hands. It's also worth taking a few moments to study the box art, a great atmospheric piece by Adrian Smith and a fitting tribute to the cover art of the previous incarnations of Space Hulk.

But enough stalling; tearing off the shrink-wrap you're immediately hit with that glorious 'box-fresh' smell. There's no wonder they had to design a deeper, larger box, as inside, it is packed with components. The blue and red plastic frames crowded with Genestealers and Blood Angels Terminators are the first things that attract my attention, but soon after I'm marvelling at the thickness of the card stock used, the debossed detailing on the room and corridor plans, the sheer amount of counters – all made from the same thick card – the marble-effect dice,



ENGAGED...

A game of Space Hulk reaching its climax. The mission status display shows that the Space Marines have used four command points so far this turn. They have two shots left in the assault cannon before it must reload, and the Librarian has 6 remaining psi points.



and the two full-colour books. This really is a masterclass in how to put together a board game! Admittedly, that's a very bold statement to make, but as soon as you check out a copy for yourself you'll find that you're fawning over it just like I am.

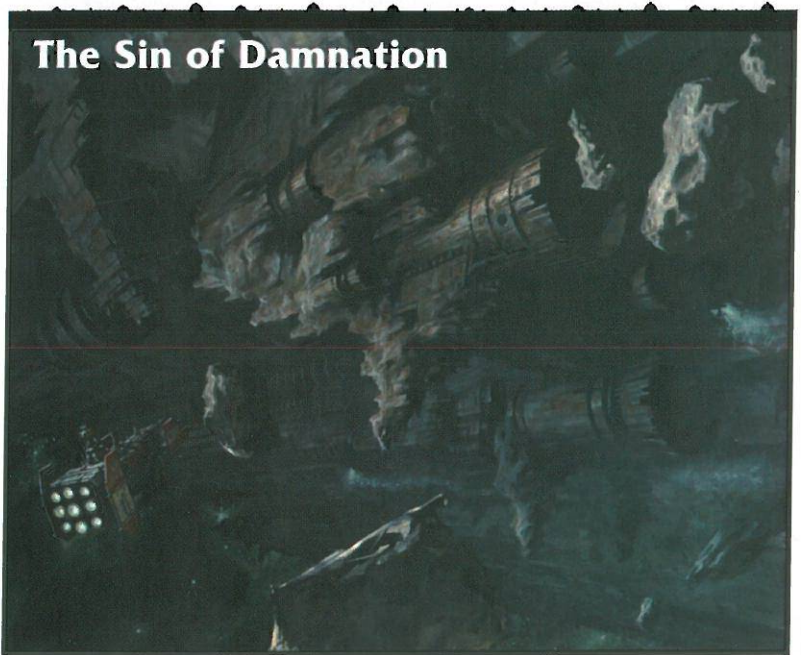
Yes, as an unabashed Space Hulk fan, I'm biased when it comes to laying on praise for the project. As such I've been following the development of this edition of Space Hulk very closely, which has been a privilege as it's been a closely guarded secret and a tough one to keep. But with the game's release we can now reveal what's been going on behind the scenes. As one of the project leads, and a Space Hulk veteran, Jervis Johnson was my first port of call.

'Space Hulk has never gone away,' states Jervis, 'it's a classic game from our past and one we're extremely proud of. It's always been at the back of our collective minds as something we wanted to revisit and present to a new generation of fans who have never experienced it before.'

'We also wanted to surprise people. People come to expect things like books and codexes, but adding in Space Hulk, a stand-alone board game, was our way of shaking things up and blind-siding hobbyists with something different and very cool.'

And Space Hulk is different to anything else the Studio has released in recent years. 'It's a self-contained game,' continues Jervis, 'it's designed to play alongside your existing hobby, whether that's Warhammer,

The Sin of Damnation



The eponymous space hulk is an interstellar mass of derelict spaceships and space detritus that have crashed into one another, merging into a single labyrinthine vessel in the millennia they have been lost in space. These space hulks drift in and out of the Warp, occasionally entering inhabited systems. Space hulks can contain lost technologies and so are often boarded to reclaim these important artefacts. Such expeditions are highly dangerous, as the space hulk is extremely unstable and sometimes infested by a deadly alien menace, the Genestealers, whose existence poses a threat to all Mankind.

In the Space Hulk game, the Blood Angels 1st Company are called upon to board one such vessel. Codified the *Sin of Damnation*, the Blood Angels board the space hulk to exterminate the Genestealers that infest the ancient vessel. A desperate battle between man and alien is about to begin.

Continued on page 20...

IN THE BOX

For those not familiar with the Space Hulk game, on these pages we introduce you to some of the new game's components and basic rules.

Genestealers

Genestealers lack ranged weapons but their powerful claws can shear through even Tactical Dreadnought Armour. Many will die in their attempt to get close to the Terminators but, once there, the odds are firmly in the Genestealers' favour. You get 22 individual Genestealer models in the box.

Counters

Space Hulk is packed with counters; in fact there are over 100 of them, all made from the same high-quality card stock as the floor plans. This counter represents a Terminator going on overwatch, allowing the model to fire in the Genestealers' turn.

Doors

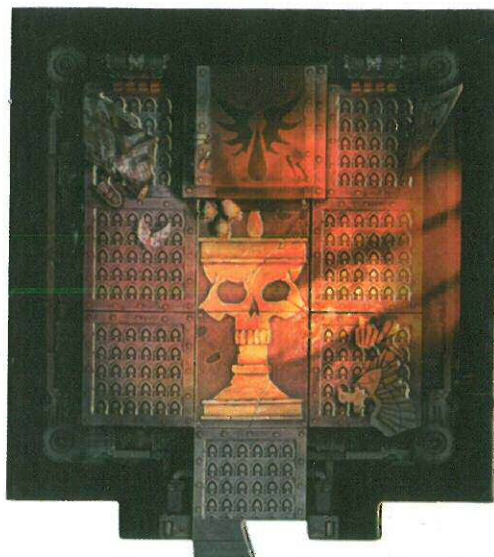
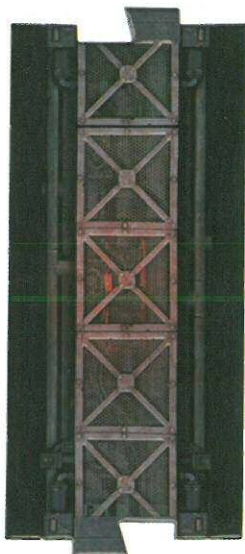
Doors are an important aspect of a Space Hulk map. Like all the game's components they are made from thick card. They're mounted in plastic stands that hold the doors tightly but don't crimp or damage the card.

Space Marines

You get 12 Space Marines in the box, each an exquisite rendition of a Blood Angels Terminator. These are more than mere playing pieces but finely detailed Citadel miniatures. Each is a character with his own detailed biography and personality. They make up Squads Gideon and Lorenzo, who we follow throughout the Sin of Damnation campaign.

THICK FLOORS

The thick card floor plans and counters are beautiful things in their own right. They are 'debossed', which makes them very tactile and lends them a three-dimensional appearance. The throne room is a prime example, with every skull on the floor plates picked out.





Blips

Blips are a specific kind of counter. Genestealers do not enter the map as models but come on as blip counters, representing the auspex read-outs from the Space Marine perspective. The Space Marine player will know there's movement in that area but exact numbers are not known until a Space Marine can 'see' the blip – at which point it is replaced by miniatures.

Mission Status Display

The mission status display is used by the Genestealer player to keep track of those all-important Space Marine command points, expended assault cannon ammunition and the Librarian's psi points. It's made from the same thick card as the map tiles.

A BRIEF GUIDE ON HOW TO PLAY

A Space Hulk game starts by picking one of the missions from the Mission Book. This explains what each side must do to win, how the board is set up, where the starting models will be deployed, and if any special rules apply.

The game progresses with each player taking turns to move and fight with the forces under their control. The Space Marine player has a limited amount of time to complete his turn and must make his moves as quickly as possible to avoid running out – this only adds to the tension. The Genestealer player has both 'blips' and models to move around the board. The blips represent contacts on the Space Marine auspex read-outs. The Genestealer player moves the blips swiftly towards the Space Marines, keeping them face down to conceal their true strength from the Space Marines until the very last second! A blip is only revealed when a Terminator can see it, at which point the counter is replaced with the appropriate number of Genestealers.

The Space Marines play a tactical game of moving and shooting, trying to avoid close combat where

possible – even their mighty suits of Terminator armour are no match for the razor-sharp claws and fangs of a Genestealer. At long range, however, the Genestealers are vulnerable to the hail of fire laid down by the Space Marines' powerful storm bolters. Meanwhile, the Genestealer player will be using his superior numbers and speed to reach the Space Marines and tear them apart with fang and claw.

All models get a set number of action points (APs) to perform actions such as moving and shooting. Space Marines get 4 APs while Genestealers and blips get 6 APs. Typical actions include: move forwards 1 square (1 AP); move backwards 1 square (2 APs); fire storm bolter (1 AP); fire heavy flamer (2 APs); close assault (1 AP). An important part of Space Hulk is that Space Marines can fire in the Genestealer player's turn by setting a Terminator on 'overwatch' at a cost of 2 APs. However, there is a risk that storm bolters can jam when fired in this mode.

The game finishes when one side or the other achieves their mission objective.



1ST COMPANY

BLOOD ANGELS

Many brothers were committed to boarding the *Sin of Damnation* but it is the members of Squad Lorenzo and Gideon who we follow deep into the Space Hulk.



Brother Leon

Brother Leon doesn't say much, but his devastating assault cannon is eloquent enough for the both of them. For Leon, there's only one thing that matters in the battle: kill count.



Brother Deino

Brother Deino has fought alongside Sergeant Lorenzo for the best part of a century. He has been awarded the Chapter Marksmanship award many times over the years, displaying an almost supernatural accuracy on the firing range and in battle.



Sergeant Lorenzo

Over six hundred and fifty years old, Sergeant Lorenzo is a veteran of more wars than any other Terminator in the 1st Company. Despite his achievements, one day of failure haunts Lorenzo. As a Space Marine in a squad of the 3rd Company, Lorenzo was one of only fifty Battle-Brothers to escape a disastrous boarding action six hundred years ago. Ever since, he has waited for a chance of redemption.



Brother Valencio

The scouring of the *Sin of Damnation* is Brother Valencio's first combat action since his induction into the 1st Company. To the other members of Squad Lorenzo he is still an untested youth, desperate to impress Lorenzo ever since the Sergeant saved Valencio's life during the Threxian Cataclysm.



Brother Claudio

A warrior from Terminator Assault Squad Leodinus, Claudio is skilled at close-quarters combat. His preferred armament is a pair of deadly lightning claws.



Brother Scipio

Brother Scipio is a fast-acting warrior who thinks on his feet and adapts to new situations with astonishing speed. He has been marked out as potential Terminator Sergeant material, but his lack of communication has held him back for decades.





Brother Noctis

Bearer of the title of Castellon of the Black Tower, Brother Noctis is as solid and dependable as a rock. Sergeant Gideon has come to rely on Noctis' clear head and immovable patience over the years.



Sergeant Gideon

Sergeant Gideon is considered to be something of a maverick; happy to flaunt doctrine and tradition if the need arises. This is no more evident than in his choice of weaponry – even after being promoted to Sergeant he has refused to relinquish his beloved thunder hammer and storm shield.



Brother Goriel

In his former life on the irradiated planet of Baal, Goriel was the leader of a vicious gang of brawlers known only as the Murder Elite. Though his morals were questionable, the psycho-conditioning processes of the Adeptus Astartes have fused his natural ferocity with the discipline of a true Space Marine.



Brother Zael

Zael has communed with the Emperor every day of his life since he was an infant on the rad-trails of Baal's dust sea. He rarely smiles, but within his breast burns the fire of hope. His own transformation from a scavenging mongrel to one of the Emperor's chosen is proof that the Blood Angels can overcome all obstacles.



Brother Omnio

Even amongst the Blood Angels Omnio is something of an oddity; he is driven by logic and intellectual curiosity. He is analytical, distant even, a quality that sometimes raises suspicions amongst his battle-brothers. Gideon once joked that Omnio was a Servitor who had been promoted to the 1st Company by mistake.



Lexicanium Calistarius

One of the battle-psykers of the Blood Angels Librarium, Calistarius is an honorary member of the 1st Company for the Sin of Damnation boarding. The Librarian's supernatural abilities set him apart from his battle-brothers; an isolation he seems to encourage.



...Continued from page 15.

War of The Ring or Warhammer 40,000. This isn't a brand-new branch of the hobby, but something you come to for a change of pace, that anyone can pick up and enjoy.'

While announcing Space Hulk as a release was undoubtedly going to generate buzz, especially with fans who have fond memories of the previous versions, simply trading on the game's previous reputation wouldn't be enough. Jervis agrees. 'We wanted to surprise our customers, not just by telling people we're doing Space Hulk, but with the product itself. Quality was a byword throughout the development of the whole project. Everything from the box lid to the Citadel miniatures to the individual card counters and floor tiles had to be made to the highest specifications.'

While the game's components were due for a serious upgrade, Jervis was far more restrained when it came to the rules. 'People liked Space Hulk because it was a great game,' says Jervis. 'The last thing I wanted to do was change the rules for the sake of it and end up with something different to what Space Hulk is. So I returned to the very first edition, designed back in 1989 by Richard Halliwell, who helped Rick write Warhammer. The purity of the rules as originally written coupled with twenty more years of experience in game and miniature design, plus the technological advances in both printing and plastic figure manufacture, meant we could deliver a product that's literally not been seen in any sphere of gaming.'

As we're talking there's an open copy of Space Hulk in front of us, and our attention keeps drifting to the components; it's such a tactile experience. 'The corridors and rooms are just brilliant,' says Jervis as he admires a corridor section. 'You can feel the indentations on every square, that's because they've been debossed, which is suitably different from embossing as you're putting depressions into the board rather than building up layers. We wanted to do something

really special with the corridor and room pieces. There was talk of doing them in plastic, but that would mean having all the board pieces in one colour, which wasn't the aesthetic we wanted for the game. Instead we went for a very revolutionary approach. We had master

modeller Dave Andrews make actual three-dimensional models of the different rooms and corridor pieces. These were then handed to designer John Michelbach, who really deserves a great deal of credit here. He took plan photos of Dave's models and then spent considerable time on his computer doing photo manipulation, adding extra details and effects; the doors, too, were all John's. We then did extensive work with our printers, getting the thickest card available and adding the debossing effect I've already mentioned. Nothing like this has been tried before and the printers themselves are so impressed with the finished product they're entering the board pieces into some industry awards, their equivalent of the Oscars!'

And it wasn't just the floor plans that got such attention and development, every counter and component came under the same scrutiny to make sure the quality was of the highest standard. 'A good example of this are the blip counters,' continues Jervis, 'originally the "revealed" and "hidden" sides of the counter were printed on the opposite sides of the card to the way they are now. But what we noticed is that the side of the card that was debossed would look much better on the "hidden" side of the blips,

OBJECTIVES

It's not just Terminators and Genestealers you get in the game. You'll also find a number of objectives for your missions including a C.A.T. (Cyber-Altered Task unit), an artefact and a dead Terminator on a throne. This long-dead hero has proved to be a real favourite with many people in the Studio.



rather than the revealed side. So we asked the printers to change the sides of the card layout. I think it's this attention to detail that makes this release very special.'

It's not just card components that are found in the game though – you'll also find a small timer in the shape of an hourglass. 'One element that made Space Hulk so intense was that the Space Marine player was on a time limit – this was dropped for the second edition of the game but was sorely missed. So when we went back to the original rules,

we reinstated it. In the first edition of the game you were expected to use your watch, but this time round it was important that the game provided some way to measure the time. I did toy with the idea of some kind of electronic device, but then we thought "What could be more '40K' than an hourglass?", so we had one made that lasts about 3 minutes, and

that's how long the Blood Angels player has to move and act with his Space Marines.'

It wasn't just the rules that Jervis took from the first edition of the game, the scenarios included in the Mission Book will be familiar to Space Hulk veterans. 'We took all the original missions because they always worked really well, they are tough on the Space Marine players, but that's what Space Hulk has always been remembered for. It's also why we recommend that when players have finished a mission they swap sides. The first Space Hulk came with six missions but I also included a further six from the supplements. And because these missions incorporated Terminators with weapons beyond the standard armament we included those in the game as well, so you not only get rules for assault cannons, thunder hammers, lightning claws and even a Librarian, but Alex Hedström has sculpted them as well. All this has come together to form what is a brilliant package. That's why I'm unashamed in saying that this edition of Space Hulk is the best ever. The original rules set with the finest-quality components and miniatures make it a fitting tribute to Richard Halliwell's brilliant game design.'

GENESTEALERS

Here, Citadel designer Alex Hedström talks Blood Angels and their sworn enemies, the Genestealers.

The miniatures included in Space Hulk break new ground in plastic figure design. Everything from the flat bases they stand on to the free-flowing cloak of Sergeant Lorenzo has been pushing the envelope of the technology available. Alex Hedström was at the centre of this revolution, as the designer of the models. 'Creating push-fit models to such high standards was always going to be difficult,' admits Alex, 'but it was a challenge I embraced. The danger was that these would just be seen as playing pieces, but they had to be much more; they had to be Citadel miniatures.'

Alex went about this in several ways, the most obvious is that no two miniatures look alike or are positioned in the same way. 'I wanted the models to really interact with the environment they'd be fighting in. So you have Genestealers coming through the floor, clinging to scaffolding, and Terminators crushing Genestealer skulls, or in mid-swing, bringing their weapon to bear.' Alex was also keen to add as much character to the protagonists as possible. 'The game revolves around very specific events, so the models are not just any Blood Angels. I worked a lot with Gav [Thorpe] who was writing the background to find out about the personalities of the characters my models were representing. As an example, Brother Omnio is described as being driven by logic and having an analytical mind, so I've represented that on the model by having him studying data on an auspex that is built into his power fist.'

The Terminators are festooned with details such as Omnio's auspex: there are purity seals, blood drop talismans, skulls on chains, streams of parchments. All complement the physics and motion of the model's stance, adding a dynamic look to the models. 'I've used the detailing wherever possible to hide the natural flaws of the process. Split lines and possible sinks have been avoided by adding a talisman or a purity seal. In this way you're overcoming the limitations of the format and making a better model.'

However, Alex is at pains to make sure that the chaps in our tooling department get as much credit for these fantastic models as he does. 'The guys who make the steel tools that in turn create the frames you get in your box were as keen as me to push the envelop, but their job is even harder. I just need to focus on making great-looking models; they have to worry about plastic flow temperatures and frame pop-outs; all kinds of technical stuff. That all needs to happen without compromising the design, and they worked really hard to achieve that.'

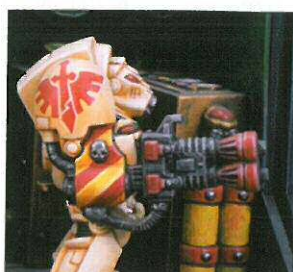


▲ The Broodlord

One new addition to the game is the fearsome Broodlord. Jervis wanted an 'end of level boss' for some of the larger missions, and Alex obliged by designing this massive and foreboding figure. In the game he's extremely frightening, proving resilient to shooting and psychic attacks, and able to rip even the most battle-hardened Blood Angel apart without a second thought.

INTO THE ARCHIVE

Space Hulk is one of Games Workshop's classic games. On the following pages we delve into Space Hulk's rich history.



This classic diorama, by legendary miniature painter Mike McVey, perfectly encapsulates what Space Hulk is all about: Space Marines fighting savage aliens in the confines of an ancient spaceship. In this case it is the Dark Angels Terminators from the Deathwing Company that are taking on the Genestealers. This diorama is now well over a decade old and is on display in Games Workshop's Warhammer World if you want a closer look.

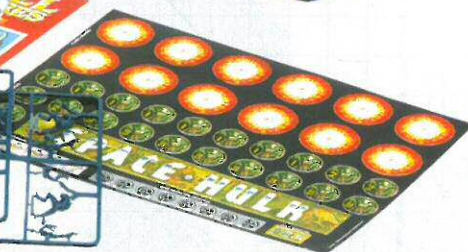
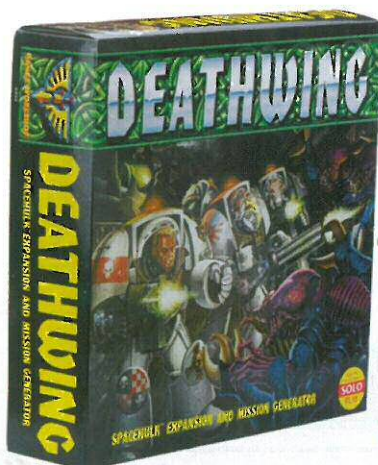
1ST EDITION 1989

Space Hulk was first published in 1989 and quickly gained a reputation as a fast, tense and exciting game; so much so that it won an Origins Award for best boardgame in the year of release. This was thanks to the brilliant components and intuitive design by Richard Halliwell, with Paul Murphy and Dean Bass. Two supplements followed: *Deathwing* expanded the game with extra weapons and the inclusion of Librarians, while *Genestealer* added Genestealer Hybrids into the mix.

Right: The original Space Hulk game released in 1989 marked the first appearance of Terminators.

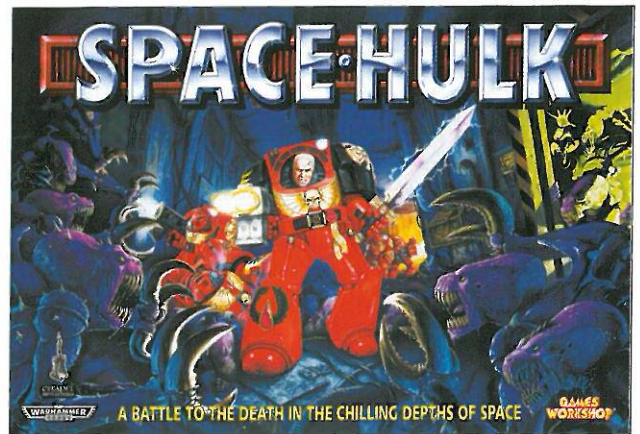
Below: The *Deathwing* expansion soon followed in 1990.

Bottom Right: The very first plastic Terminator.



2ND EDITION 1996

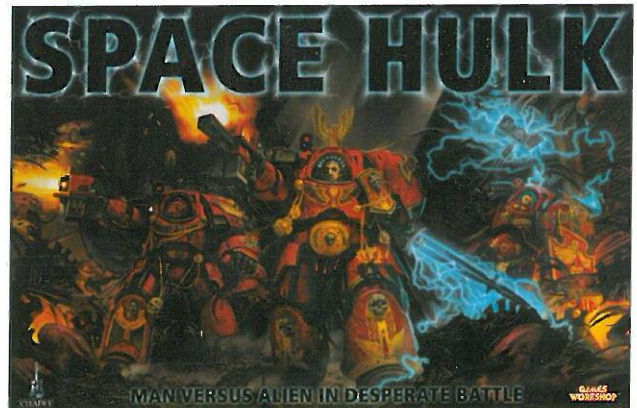
The 2nd edition built on the success of the original. The components were another step change in board game design with some brilliantly illustrated floor plans by Richard Wright and Dave Gallagher. Special dice were created for this edition for shooting and jamming your weapon! One change that was less fondly remembered was the removal of the time limit. There were no supplements for this version of the game, although rules for extra weapons and missions found their home within the pages of the Citadel Journal, written by some chap called Andy Hall (*Who? – Ed*).



A Terminator with heavy flamer, this weapon was essential to accomplish some of the missions.

3RD EDITION 2009

The ultimate version of Space Hulk, to all intents and purposes, it's the first edition of the game with an extra two decades of experience evident in its top-quality contents. The Citadel miniatures are some of the best plastic models ever produced, with every figure individually posed. Jervis went back to the original rules, adding a few tweaks including the new 'guard' status for Terminators, and reinstated some much-loved game elements, such as the time limit for the Space Marine player, to add that extra level of pressure. This is a complete game in a box. There will be no supplements, but all the best bits from the original expansions are already included, such as Librarians and extra weapons.



A WORD OF WARNING:

There is only ever going to be one print run of this great game, so when stocks run out they won't be replenished!

CLEANSE AND BURN



SPACE HULK MISSION REPORT

by Andy Hall, Tom Merrigan and Jervis Johnson

In our first ever White Dwarf Mission Report, the Blood Angels must delve deep into the *Sin of Damnation* and deliver the Emperor's mercy to two tainted Techmarines before the Genestealers can harvest their precious Chapter gene-seed.

Andy Hall: We're trying something very different this month. Despite this being the third edition of Space Hulk, there's never been a full-on mission report in White Dwarf, presented in a similar way to a traditional battle report. That's something we wanted to set right and so I got together with fellow Space Hulk aficionado Tom Merrigan and the game's designer, Jervis Johnson, to work out how we could show an exciting and tense mission of Space Hulk in action (*Blimey, it's a Fanatic reunion. Lock up your Halflings! – Ed*).

We quickly came to the conclusion that it was going to be all about the maps, even more so than a regular battle report, as Space Hulk is effectively played on a grid. Christian Byrne set to work creating some simple but strong graphics, to allow you, the reader, to follow the progress of the mission by setting up your own copy of Space Hulk and moving the models along the corridors and rooms as each turn progresses. The text on the accompanying pages will provide useful commentary as to how and why we did certain things, while Jervis will act as a 'pundit', critiquing our decisions and pointing out where we went right or wrong. This will hopefully provide

a fascinating insight into not only playing Space Hulk but learning the strategy, tactics and some useful tips behind the game as well. That's the theory, anyway!

The Cleanse and Burn mission was chosen as it's a real Space Hulk classic that has appeared in all three versions of the game. This mission epitomises the traditional Space Marine tactics of blasting apart bulkheads to prevent blips from lurking, setting up perimeters down dark corridors, and shooting at the agile aliens before they can close in deadly hand-to-hand combat. The Genestealer player has to choose how his blips come into play carefully and maybe sacrifice some early opportunities for kills in favour of hoarding blips ready for creating attack waves later on in the mission.

Once the board tiles were set up, Tom and I dived off to see who would play the Space Marines first. I rolled highest, and thus will be playing as the Blood Angels, while Tom will take control of the insidious Genestealers. Afterwards we'll swap sides and play through the mission again to make things fair. Playing as the Space Marines in the first game isn't necessarily an advantage, as a wily opponent can learn from your mistakes.

Mission Briefing

The Space Marines must kill two Techmarines, captured and tainted by the Genestealers. It is unthinkable that the gene-seed of the Blood Angels should fall into the hands of foul xenos.

Forces and Deployment

Space Marines: The Space Marine player has two squads: one squad comprises a Sergeant with a storm bolter and power sword, a Space Marine with a heavy flamer and power fist, and three Space Marines with storm bolters and power fists. This squad deploys in one of the corridors shown on the map. The other has a Sergeant with a thunder hammer and storm shield, a Space Marine with an assault cannon and power fist, one Space Marine with storm bolter and chainfist, and two Space Marines with storm bolters and power fists. It deploys on the starting squares in the other corridor.

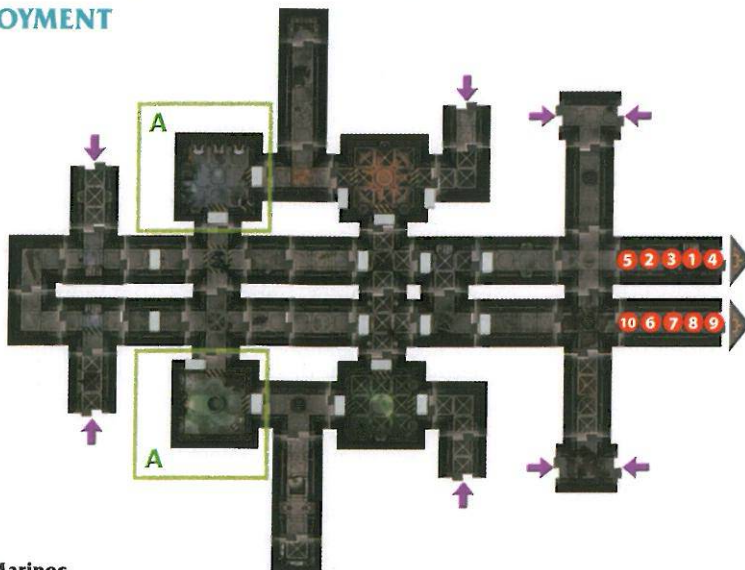
Genestealers: The Genestealer player has no blips at the beginning of the mission, but receives two blips per turn. Blips may enter play at any entry area.

Victory

Space Marines: The Space Marine player wins by cleansing both of the objective rooms. A room is cleansed by scoring a flamer hit on it, or by firing two shots from the assault cannon into the room.

Genestealers: The Genestealer player wins if the Space Marines carrying the heavy flamer and assault cannon are killed or run out of ammunition before they can achieve their objective.

DEPLOYMENT



Space Marines

- | | |
|--|--|
| 1 Sergeant Gideon
Thunder hammer and storm shield | 6 Sergeant Lorenzo
Power sword and storm bolter |
| 2 Brother Valencio
Chainfist and storm bolter | 7 Brother Scipio
Power fist and storm bolter |
| 3 Brother Leon
Power fist and assault cannon | 8 Brother Zael
Power fist and heavy flamer |
| 4 Brother Noctis
Power fist and storm bolter | 9 Brother Omnio
Power fist and storm bolter |
| 5 Brother Goriel
Power fist and storm bolter | 10 Brother Deino
Power fist and storm bolter |

Map Key

- | | |
|--|--------------------|
| | Objective |
| | Space Marine Entry |
| | Genestealer Entry |

MISSION BRIEFING



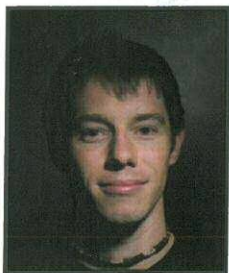
Andy Hall writes many of the articles you read every month in White Dwarf. Let's hope he can back up his words with action!

Andy: Cleanse and Burn is a classic Space Hulk mission so I'm going to be using classic Space Hulk tactics to try and win this one. As the Space Marine player it's my objective to cleanse both the target rooms with either my heavy flamer or my assault cannon. Speed is the secret to victory in this mission; I've got to get my special weapons to the target rooms as fast as possible, before Tom can achieve critical mass with his blips and swamp me with Genestealers.

It's also very important that I protect Brother Zael and Brother Leon, as without their assault cannon or flamer the mission will be failed no matter how many other Terminators I have

left on the board. The other squad members will do their bit by setting up perimeters of fire and keeping the Genestealers away from Zael and Leon.

The order in which you deploy the Space Marines on the board is critically important; when you're encased in Terminator armour and traversing cramped corridors there's simply no room to shuffle past each other, this is why I thought carefully about the placement of each Space Marine. In Squad Gideon, Brother Leon was placed third along the corridor; this was so the Blood Angels in front of him could peel off and cover perpendicular routes as they made their way down the corridor, leaving Leon's assault cannon with clear shots at one or both of the target rooms. Brother Zael was positioned fourth along the starting corridor in Squad Lorenzo for much the same reason, although I was hoping that Leon's assault cannon could cleanse both rooms in quick succession, leaving Zael as the reserve.



Tom Merrigan was heavily involved in playtesting Space Hulk, so certainly knows his stuff. But will this give him the edge?

Tom: I've played the Cleanse and Burn mission many times over the years and it's easily one of my favourite Space Hulk missions. The difference in this edition of the game is that the Terminator player has two very different squads – most obviously one is armed with a heavy flamer and one with an assault cannon. In previous editions of the game, both squads were identically armed and the Terminators could mirror each other's actions as they headed towards the objective. Simple enough. Not so this time around!

Andy will now have more to deliberate as he tries to coordinate his actions, and anything I can do to sow doubt in his mind will contribute to indecision, run down the timer and create opportunities for me to exploit.

This goes hand in hand with the golden rule when playing the Genestealers in any Space Hulk mission: the longer the Terminators take to reach their objective the more models they will have to fight through, and the more frantic their actions will become. Slowing the Terminators down will be paramount and I find the best way to do this is to create situations on the board that they can't ignore. Forcing the Terminators to react to your plans will stop them from fulfilling theirs and cause that doubt in Andy's mind that I'm looking for.

To this end I formulated my killer plan: I will place blips to the front of the Terminators, making them move through the maximum number of enemy models to get to the objective. This will also give me the best possibility of stacking Genestealers in the objective rooms, ready for the inevitable final assault. Where possible I will harass the Blood Angels with lone Genestealers. The key here is to keep Andy on his toes until he makes the mistake that will give me the opportunity to strike. And above all, I have to make sure Brothers Zael and Leon don't make it out alive!



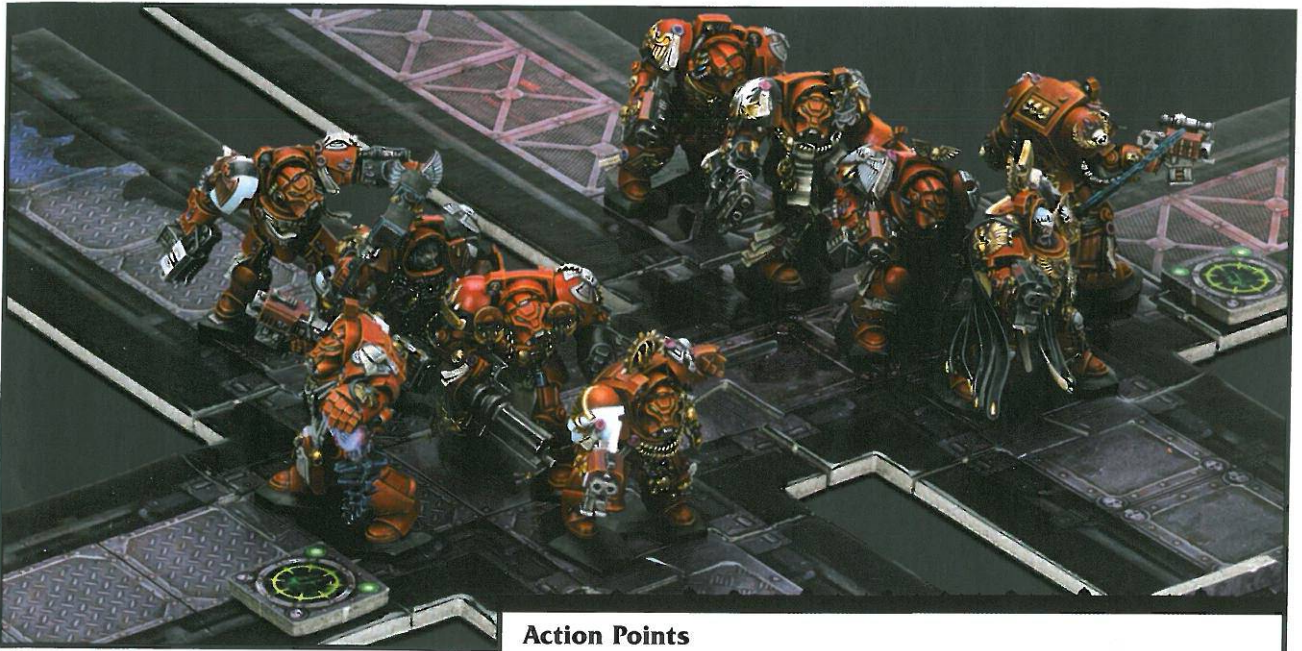
Jervis Johnson needs no introduction (nor humorous anecdote), so we're not going to give him one!

Jervis: Both Andy and Tom are experienced Space Hulk players, and this is reflected in their opening commentaries. In particular, note Andy's advice on setting up the Space Marines in their starting corridor, and Tom's on the importance of creating multiple threats for the Space Marines to deal with. Learning how to do both of these things well is absolutely vital if you are to succeed.

It's also important to establish in your mind a strategy for the whole mission – if you don't you'll simply react to tactical situations as they arise, and your play will lack coherence. As the Space Marine player you will need to decide broadly how you plan to achieve your objective, and the routes your Space Marines will move through in order to do so. This is especially important for the Space Marine player, who only has limited time during his turn to

carry out his actions, and doesn't want to waste any by dithering about what to do next. This said, the Genestealer player needs a strategy too; it's very easy as the Genestealer player to simply feed your reinforcements in willy-nilly, rather than as part of a larger, over-arching, plan. Decide roughly where you will mass your forces, and try to decide in advance where you will bring on your reinforcements to achieve this end.

The other thing that both players need to keep in mind is the overall pace of the game. What I mean by this is that it's in the Space Marine's favour to achieve his objectives as quickly as possible, as otherwise he will give the Genestealer player time to mass his forces. Early on the Space Marine player will have an advantage, but as long as the Genestealer player doesn't fritter away his forces, the tipping point will be reached and the advantage will shift. Because of this the Space Marine player really needs to force the pace early on, while the Genestealer player must do his best to slow things down, while at the same time conserving his own forces. Keep this in mind when you plan your game strategy.



Action Points

For your models to do anything in Space Hulk they must spend action points. A Space Marine gets 4 action points, whereas a Genestealer or blip gets 6 action points. The more difficult the manoeuvre, the more action points you expend. So, for a Space Marine, moving forwards costs 1 AP, while setting a Terminator on overwatch or firing the heavy flamer costs 2 APs.

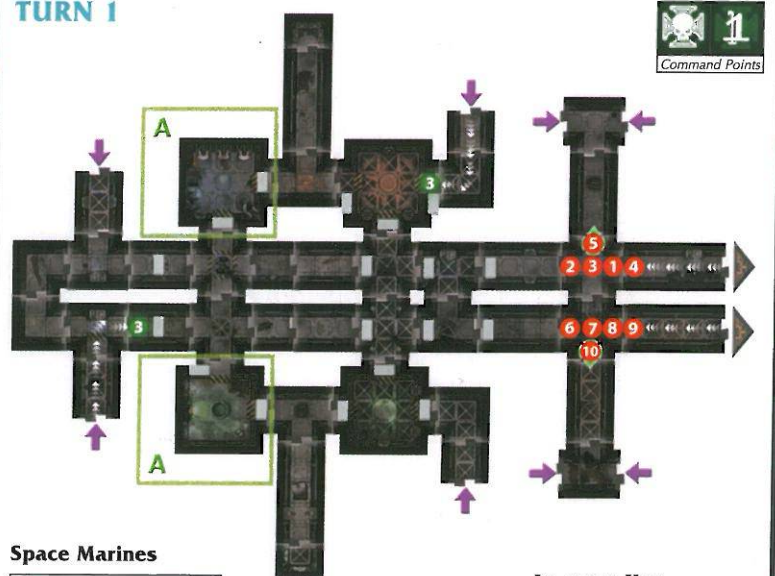
TURN 1

Andy: I had a storm bolter-armed Terminator at the head of both squads; their job was to simply peel away at the first intersection and cover both corridors on overwatch as the rest of the Space Marines moved past as fast as they could. I used the move and fire action to shoot at the doors down the corridor so they didn't impede line of sight or give Tom the opportunity to hide Genestealer blips behind them. This wasn't too successful as you don't get a sustained fire bonus whilst moving and firing, meaning I needed a six to destroy the doors – as a result I only managed to destroy one.

Jervis: Although Andy was unlucky with his shooting, he could have got off more shots than he actually did on his first turn. For example, the Space Marines that peeled off to the top and bottom of the map (a great move, by the way) could have taken shots down the corridor at the doors before they did so, but didn't. The pressure of the timer makes it very easy to rush your move and miss things like this, so it's worthwhile spending a few seconds at the start of the move planning what you will do before you start your move.

Also, it's worth noting that Andy threw back his 3 command point counter, but ended up drawing a 1 to replace it. On the whole I'd agree with returning a 3 to the pot like this, though it is a risky thing to do. If 3 command points is all you really need to achieve what you want for the turn, or if 1 or 2 command points isn't enough, then hold onto the counter; otherwise return it and draw again.

TURN 1



Space Marines

- 1 Sergeant Gideon
- 2 Brother Valencio
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry

In-game Key

- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead

TURNS 2-3

Andy: My goal in these early turns was to get the two Sergeants positioned in the entrances of the closest rooms as quickly as possible. This was essential, as it covered the shortest possible route for the Genestealers, and I knew that Tom was about to reveal some of his blips. With fewer opportunities to shoot, the Sergeants' close combat abilities were better suited to guarding this area. A stack of command points on turn three allowed me to get Lorenzo into the doorway and in the guard position. With the aid of his power sword he dispatched three Genestealers and secured the lower corridor. Squad Gideon made slower progress, and I lost Valencio to an opportunistic attack. He fired off two shots from overwatch, but the Genestealer closed the distance and ripped him apart. Thankfully it used all of its action points in the process.

Tom: The first couple of turns were all about getting enough Genestealers into position to give Andy lots to think about. I favour entering through the middle entry points in the early part of a mission as they put pressure on the Space Marines and can still move on to the objectives later on. The other entry points become important later in the game as the squads are stretched out while approaching the objectives.

Andy got lucky with his command points and moved Sergeant Lorenzo into position quicker than I had anticipated. I should have moved the three Genestealers towards the objective, but got distracted and chose to attack, to my folly. The mistake was that in later turns I'll have less Genestealers in the bottom objective room to expend on holding the Terminators back.

Elsewhere, Andy had left Valencio within six squares of a blip, so I took the opportunity to tear him apart, leaving Brother Leon in a vulnerable position.

Jervis: Tom is right; the attack on Sergeant Lorenzo was foolhardy, even with a '3 blip'. Attacking either of the Sergeants head-on is dangerous, and suicidal if they're on guard. Later in the game such attacks are worth it – you may get lucky, and it can turn the game – but at this stage Tom needs to muster his forces, not throw them away recklessly. The attack on Valencio was probably worth it, especially as it took down a Space Marine. Unfortunately, Tom is bound to lose another one of his Genestealers, compounding his problems. A more conservative player might have held off on this attack, especially as the Space Marine had a better than 50% chance of gunning down the Genestealer with his overwatch.

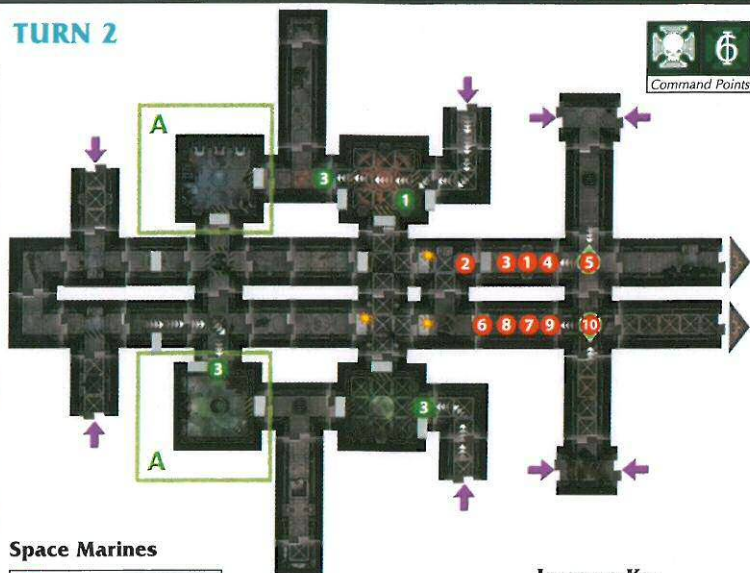
Close Assault

The Genestealers must rely on their claws to destroy the Space Marines, while a desperate Terminator might get lucky and succeed in crushing the skull of a Genestealer with his power fist. It costs 1 AP to initiate a close assault. A Genestealer rolls three dice and keeps the highest, while a Space Marine armed with a power fist or chainfist rolls just one. Whoever rolls the highest wins the combat and their opponent is killed.

Space Marine Sergeants are highly experienced combat veterans and so add +1 to their dice roll. Space Marines armed with dedicated close combat weaponry also stand a better chance when fighting against the Genestealers.



TURN 2



Space Marines

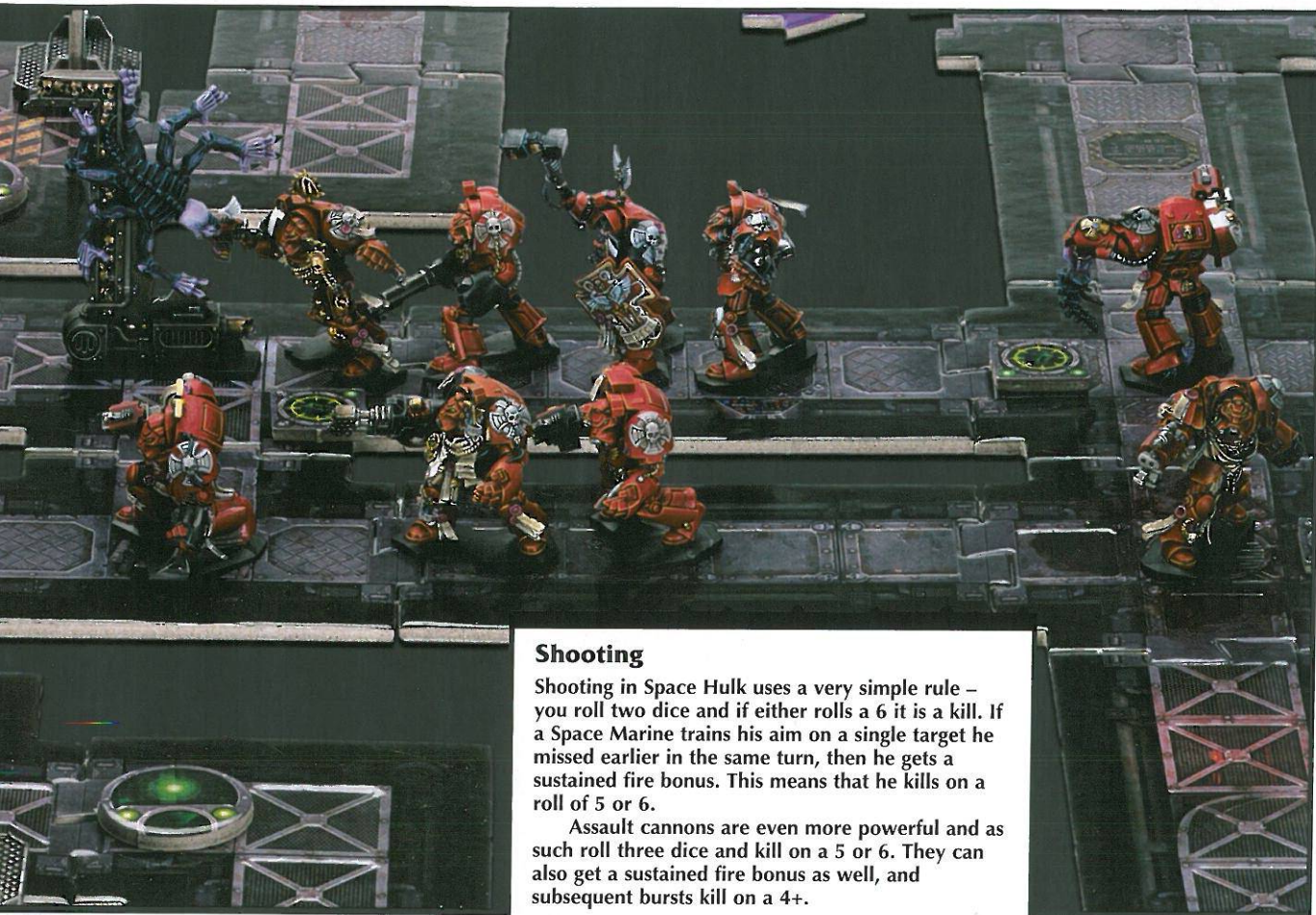
- 1 Sergeant Gideon
- 2 Brother Valencio
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry

In-game Key

- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead



Shooting

Shooting in Space Hulk uses a very simple rule – you roll two dice and if either rolls a 6 it is a kill. If a Space Marine trains his aim on a single target he missed earlier in the same turn, then he gets a sustained fire bonus. This means that he kills on a roll of 5 or 6.

Assault cannons are even more powerful and as such roll three dice and kill on a 5 or 6. They can also get a sustained fire bonus as well, and subsequent bursts kill on a 4+.

TURN 3

Brother Valencia is attacked. Andy rolls a 2 and Tom rolls a 1, 2 and 4, resulting in Valencia's death.



Space Marines

- 1 Sergeant Gideon
- 2 Brother Valencia
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

In-game Key

- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry

Sergeant Lorenzo fights off an attack made by three Genestealers from the same revealed blip. Lorenzo makes short work of the Genestealers because he's a Sergeant (adding +1 to the dice roll), is armed with a power sword (forcing the Genestealer to re-roll the highest dice), and on guard (allowing him to re-roll his own dice).



TURN 4

Andy: Sergeant Lorenzo moved into the doorway of the room he had just cleared. I then placed the Sergeant on overwatch, that way should Tom send a Genestealer into view Lorenzo could at least snap off a shot, which could stop the Genestealer from moving freely across the chamber, towards the target room. The rest of Squad Lorenzo slowly advanced down the lower corridor. At the rear of the Space Marines, Brothers Goriel and Deino remained on overwatch.

Most of the action took place in the upper corridor. Brother Leon's assault cannon spoke for the first time, far earlier than I wanted to, but with Brother Valencio slain, and a Genestealer directly in front of Leon, I had no choice. The Genestealer was destroyed with the first shot, allowing Leon to continue down the corridor, although I was careful not to put him in range of the blips lurking in the doorway of the target room. Sergeant Gideon was then clear to take position in the centre of the crossroads, which was my main objective for the turn. All this was achieved just as the last grains of sand ran out of the timer.

Tom: By turn four Sergeant Lorenzo had been lucky to survive and Brother Valencio had been killed. I was also starting to get a build-up of blips and Genestealers on the board. At this point it would have been easy to rush the Terminators with a few Genestealers and hope for a quick kill or two. But the odds weren't in my favour, and it's important to play the long game when you are controlling the Genestealers.

A typical tactic for the Terminator player in Space Hulk is to perform the majority of their dice rolls in the Genestealers' turn through overwatch fire and guard combat actions. This frees up their own turn, which is against the clock, to think about movement and positioning; I wasn't going to afford Andy this luxury, so I decided to hold back. By not sacrificing models I forced Andy to make important decisions with both squads in his

following turn. I was sure that I could force him to make a mistake in the next turn or two as the pressure built and he calculated the risk of each action he took.

Jervis: Tom is wise to hold off this turn – he really can't afford to lose more Genestealers at the moment, especially as both his reinforcement blips are 1s. If I were him I'd have used the blip lurking near Sergeant Gideon to close the door. Gideon can't shoot doors down, and opening it would waste a precious action point. He needed to pile on the pressure, and give Andy as much to think about as he possibly can.

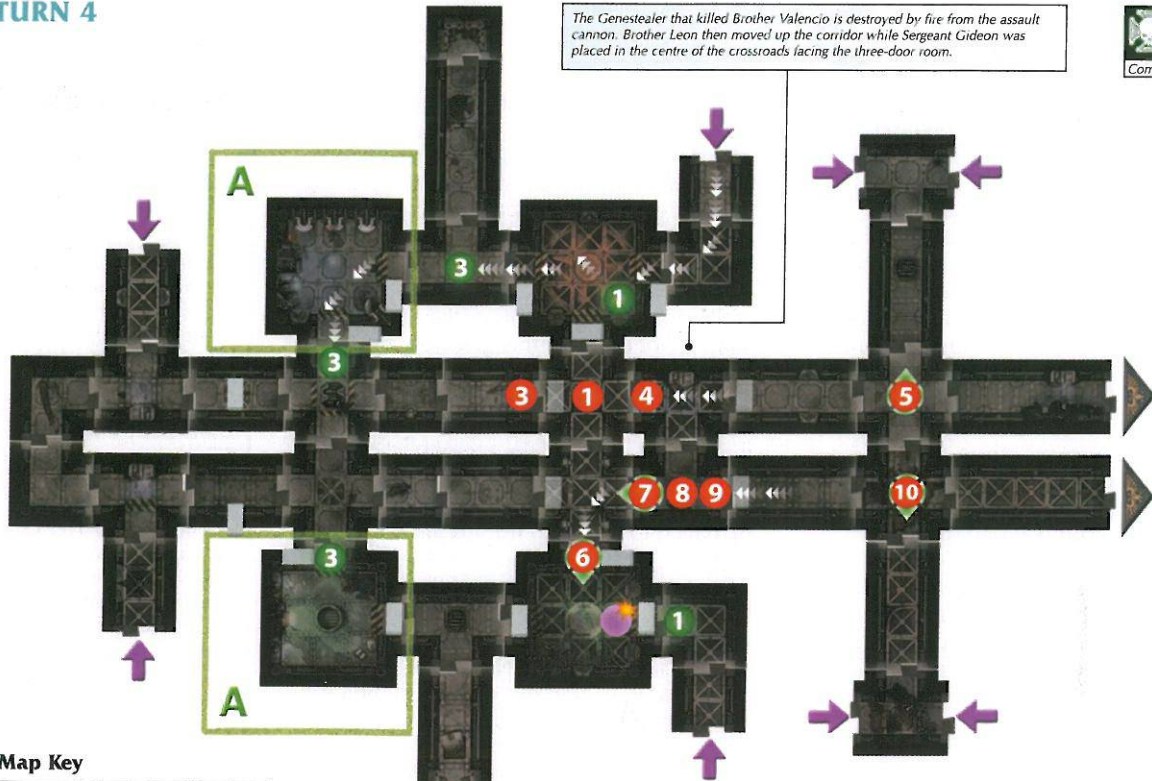
Moving Lorenzo to the doorway and then placing him on overwatch rather than on guard was a clever move; it stopped Tom from moving the blip across the room and forced him to either lurk or attack the Sergeant. Personally, I'd have lurked and brought on the reinforcement blip elsewhere. The rest of Andy's moves were a bit rushed, and came under distinct time pressure, though this is always a factor in the Space Marine's turn. I think I'd have pushed Scipio, Zael and Leon further along the corridor and used my command points to get Leon into overwatch. This would have started to put some pressure onto Tom, and might force him into making a move too early.

TURN 4

The Genestealer that killed Brother Valencia is destroyed by fire from the assault cannon. Brother Leon then moved up the corridor while Sergeant Gideon was placed in the centre of the crossroads facing the three-door room.



Command Points



Map Key

A	Objective
	Space Marine Entry
	Genestealer Entry

++ INSUFFICIENT TIME FOR RESCUE. ESTABLISH VIABILITY OF MISSING BRETHREN. DESTROY IF NECESSARY. PROTECT OUR GENE-SEED ++

Space Marines

- 1** Sergeant Gideon
- 3** Brother Leon
- 4** Brother Noctis
- 5** Brother Coriel
- 6** Sergeant Lorenzo
- 7** Brother Scipio
- 8** Brother Zael
- 9** Brother Omnio
- 10** Brother Deino

In-game Key

	Blip
	Genestealer
	Overwatch
	On Guard
	Casualty
	Move
	Charge
	Bulkhead
	Destroyed Bulkhead



GUARD

A new addition to this version of Space Hulk is the guard rule. This can give Space Marines a better chance of surviving dreaded close assault with the Genestealers and is particularly effective when used in conjunction with close combat weapons such as the thunder hammer or lightning claws.

A Space Marine goes on guard in a very similar way to overwatch. If he is then attacked in close assault by a Genestealer he can re-roll a single assault dice. He may even choose to do this after he has seen the Genestealer's dice roll to maximise his chances of success.



TURN 5

Andy: The pressure was starting to build now as more and more blips entered the map and I was still a few turns away from getting Leon and Zael within range of the target rooms. The premature death of Valencio was causing me problems along the upper corridor. Leon was now at the head of Squad Gideon's advance, a position I didn't want him to be in; as the assault cannon had limited ammo, Tom could potentially use the Genestealers to drain the assault cannon of shots before Leon could get into a position to fire on the target room.

My other concern was a lack of covering fire as the Terminators progressed down the map so I decided to take a gamble and bring Deino and Goriel forward, this was a risk as it would give me more bodies but could leave my rear exposed. I hoped that Tom would rather use his blips where the action was taking place, instead of expending them in rearguard attacks.

Making all these decisions under the constant threat of a time limit caused me to make a crucial mistake. As the time came to an end, I realised I'd not put Sergeant Lorenzo in the guard position. If the blip lurking in the corridor just out of the Sergeant's sight turns out to be three Genestealers, I will be in real trouble.

Tom: There it was – the opportunity I've been looking for. Under some applied pressure, Andy ran out of time and forgot to put Sergeant Lorenzo on either overwatch or guard. This gave me the opportunity to take him down with the Genestealer hidden behind the door. Unfortunately, Sergeant Lorenzo rose to the challenge and duly defended himself twice in combat.

But things were looking up elsewhere on the board. During the Space Marine turn, Andy had moved the Space Marines from point duty at the back of the board. I felt this was a major error. As the Terminator Squads get stretched out, the Space Marine player is always tempted to move models up in support. However, doing this exposes you to an attack from the rear. Genestealers can move 6 squares a turn, so will be on top of you before you know it. I feel that it is better to leave the Terminators where they are unless you suffer significant casualties elsewhere.

As it was, I felt the need was greater in the corridors around the objective room, so brought both blips on to reinforce the top end of the board. However, I will be thinking carefully about exploiting the opportunity Andy has presented in one of my coming turns.

Jervis: Andy came under some pressure this turn, though mostly for reasons of his own devising I would say. It's easy to feel that everything is against you when playing the Space Marines, when actually things are going quite well. That's what happened this turn, resulting in Andy pulling Goriel and Deino off sentry duty when they were really not needed to bolster the main attack. Not only did this give Tom the chance to launch an attack from behind the Space Marines, but the time spent on planning and executing the move meant that Andy ran out of time to place Lorenzo on guard or overwatch.

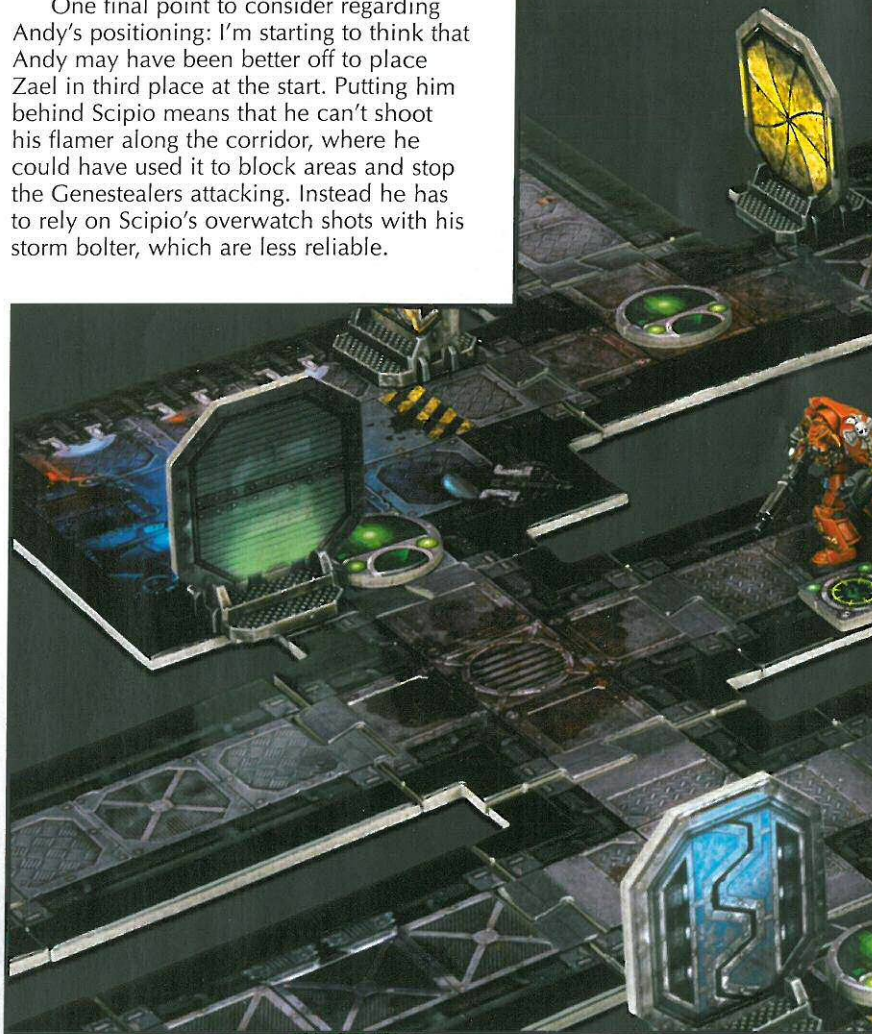
Fortunately for Andy, Sergeant Lorenzo managed to come up trumps again, and Sergeant Gideon had now secured the doorway on the other half of the map. If Leon, Scipio and Zael were just a little bit closer to the objectives then I'd say that the Space Marines were well on their way to pulling a quick win out of the bag; but at this stage they're a bit too far away, so Tom still has a good chance.

One final point to consider regarding Andy's positioning: I'm starting to think that Andy may have been better off to place Zael in third place at the start. Putting him behind Scipio means that he can't shoot his flamer along the corridor, where he could have used it to block areas and stop the Genestealers attacking. Instead he has to rely on Scipio's overwatch shots with his storm bolter, which are less reliable.

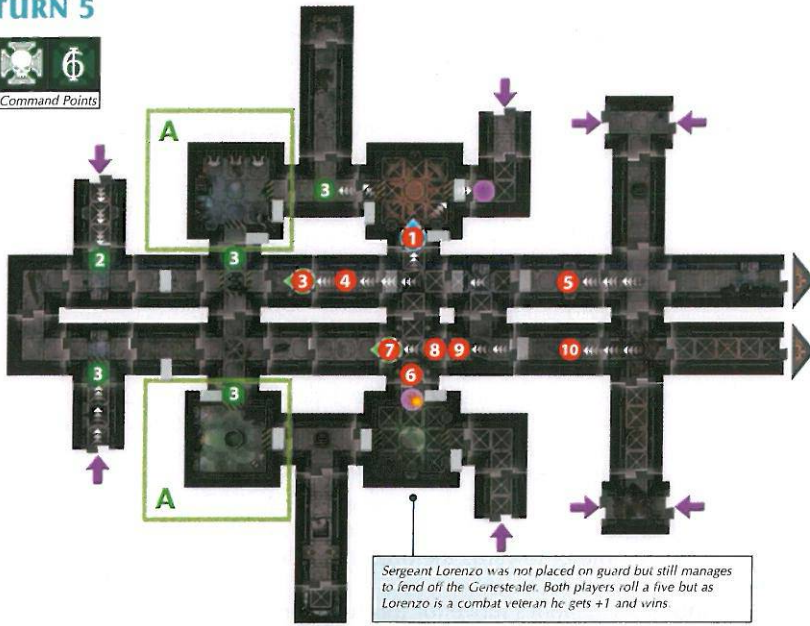
The Timer

To simulate the speed and reactions of a Genestealer and the intense pressure the Blood Angels are under in the claustrophobic corridors and rooms of a Space Hulk, the Space Marine player only has three minutes in his Action phase. This is tracked by the sand-filled timer provided with the game.

By contrast, the Genestealer player can perform his Action phase at leisure. However the longer he takes the more time the Space Marine player has to plan his next turn, so it's unwise to take too long over it!



TURN 5



Space Marines

- 1 Sergeant Gideon
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

In-game Key

- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry



TURN 6

Andy: After first pulling out the '1' command point counter I tried again, but only managed to get 2. This left me with limited options, even though I was conscious that a turn of inactivity would gift Tom two more blips on the map. Nevertheless, with only two command points there was not much I could do. Sometimes you do have to put the breaks on, grit your teeth and wait until timing and positioning are right rather than making a move too early and stretching your squads out too thinly.

Brothers Scipio and Zael continued to advance down the lower corridor but I kept Leon where he was in the parallel passage, placing him on overwatch, although I was wary of the fact he'd be expending precious ammo should Tom move some Genestealers around the corner.

Sergeant Gideon remained in the doorway of the three-door room and went on guard, anticipating an attack by the Genestealer lurking round the corner. In the lower part of the map, Lorenzo went on guard too.

Tom: I took the opportunity of a low blip draw this turn to re-apply some pressure against Sergeant Lorenzo, hopefully distracting Andy. I brought the other blip on behind Squad Gideon. Although this had been against my original plan I never envisaged Andy giving me a chance to get round behind him. In these situations you have to be opportunistic and '1' Genestealer blips are well suited to such strategies, because it doesn't matter so much if it goes horribly wrong. But if they succeed, even one Genestealer can prove quite entertaining.

At this point I also realised that I had been remiss in not running the assault cannon's ammunition down. As reinforcements had just arrived in the uppermost objective room I took the opportunity to attack Brother Leon; and got cut down in the process. Still, three more bursts of ammunition used up, pushing the assault cannon that much closer to having to reload. Reloading costs 4 APs and I knew that at that moment Brother Leon would be at his most vulnerable.

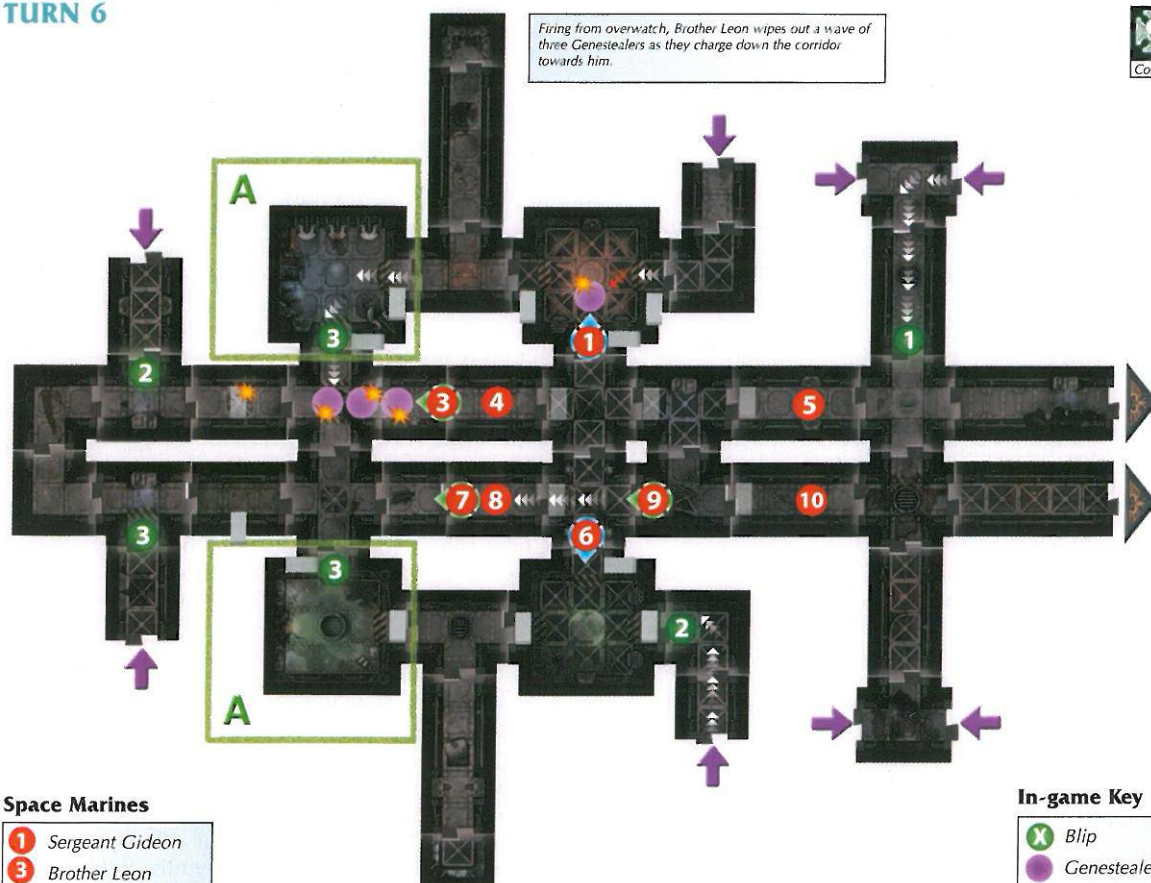
Jervis: Although I agree with Andy that there are times when you must slow things down as the Space Marines, I still think that Leon could have afforded to advance at least one more square – the chance of a Genestealer surviving three assault cannon shots is very remote, and just one square can make all the difference in Space Hulk. On the other hand, at least Scipio and Zael had finally started to motor towards the objective – let's hope that Andy hasn't left it too late.

Tom's move for this turn was very good; bringing on a 1 blip at the back of the board will make Andy regret pulling Goriel and Deino off sentry duty, and he is quite right about the need to start depleting the assault cannon's ammunition. On the other hand, assaulting Sergeant Gideon head-on is just a waste, as there is even less chance to take him down than Lorenzo. I'd have sent the Genestealer across the room towards the area with the Techmarines. This would force Gideon to stay on guard in the doorway.



TURN 6

Firing from overwatch, Brother Leon wipes out a wave of three Genestealers as they charge down the corridor towards him.



Space Marines

- 1 Sergeant Gideon
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry

In-game Key

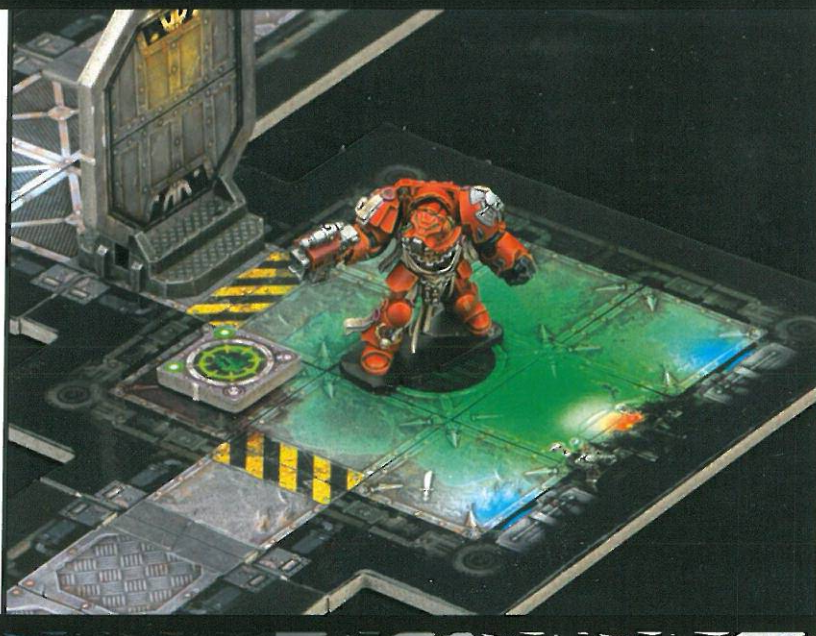
- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead

++ TARGET ONE LOCATED. VIABILITY NEGATIVE. ++

OVERWATCH



When in overwatch, a Space Marine is standing ready to shoot – this allows him to fire during the Genestealer player's turn. You shoot in overwatch just as in the Space Marine Action phase with two crucial exceptions; one is you only have a range of 12 squares, the other being if you roll a double then the storm bolter will jam and cannot be fired again until the malfunction is cleared. Assault cannons can shoot in overwatch as well but they expend ammunition as they do so and can run out quite fast.



TURN 7

Andy: With five command points in hand this turn, I decided to make a decisive action with Brother Leon. This was a definite risk as the rest of the squad, Brother Noctis in particular, could have been in a better covering position before I did so. Two things forced my hand; from previous experience I could tell Tom was near achieving a critical mass of blips that he'd use to flood the corridors with Genestealers. Secondly, I was very concerned that Brother Leon's assault cannon was getting low on ammunition. I needed at least two bursts to cleanse the room, and, although I had another magazine, it would take 4 APs to reload the weapon.

So with this in mind, I sent Leon forward, quite possibly on a suicide mission. The Space Marine advanced into the target room. Three Genestealers were blocking the doorway but with every square I moved him the assault cannon fired and tore apart a Genestealer lurking in the chamber. The room was cleared, but I'd run out of action and command points to fire the two bursts I needed to cleanse the room. However, I had moved him far enough in – or so I believed – to keep him out of reach of the Genestealers for this turn.

With time running out, the rest of the turn was a frantic rush to move and set up the remaining Terminators. This resulted in me forgetting to place Noctis on overwatch and Sergeant Lorenzo on guard yet again! The time limit can really put the pressure on!

Tom: Turn seven is where I felt the tide started to turn in the Genestealers' favour. Although the uppermost objective room will be cleansed by the assault cannon next turn, I was also confident Brother Leon would be dead soon after. With him out of the way I would be free to turn my attention to Brother Zael.

Elsewhere, Andy once again forgot to place Sergeant Lorenzo on either overwatch or on guard. This time his power sword was no match for rending claws and he was torn to pieces! There was now a path in amongst Squad Lorenzo that Andy would need to shut down quickly.

And at the back of the board my gamble paid off. The Genestealer there survived two rounds of overwatch fire and was able to kill Goriel, who was covering his battle-brothers' backs. This gave me a second entry point from which to run amok.

Jervis: Realising that things are starting to move in favour of the Genestealers, Andy makes a really aggressive move. Leon finally gets a move on, clearing the room and setting things up for a chance to cleanse it next turn. Sergeant Gideon's move is a strong one too, blocking the way of any Genestealer reinforcements from the nearby corridor. On the other hand, time pressures get to Andy again, resulting in Brother Noctis and Sergeant Lorenzo failing to go into overwatch and guard respectively.

Tom's response is equally aggressive, punishing Andy by killing Lorenzo, and grabbing the chance to rush Genestealers up behind Leon while Noctis isn't on overwatch. Spurred on he takes the chance of attacking Brother Goriel, and is rewarded with an easy kill when Goriel's storm bolter jams. Unfortunately, in the excitement Tom missed the fact that he could have made an attack on Leon. I'll let you see if you can spot it – the Space Marines will get an overwatch shot, but if they miss it the Genestealers get an attack on Leon from behind.

Small mistakes like these are very common in Space Hulk, especially when the action heats up. Because of this it usually pays to take a moment or two to study the board before you move. You never know what you might spot.



COMMAND POINTS

Command points are used exactly like action points. The number you get varies from 1-6 from turn to turn. These allow the Space Marines to take extra actions in addition to their normal allowance of 4 APs and can even be used in certain situations during the Genestealers' turn. For instance, clearing a jammed storm bolter and getting it firing again before being attacked! They can even be used on Space Marines after you've completed their actions and moved on to another model: that's why they're fundamental to the Space Marine player's chance of succeeding in a mission.





TURN 7

Brother Goriel rolls a 5 for combat but is beaten when the Genestealer attacking him rolls a 6. Goriel is killed and the Genestealer uses its remaining action point to move into his space.



Space Marines

- 1 Sergeant Gideon
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry

In-game Key

- Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead

Sergeant Lorenzo doesn't go on guard, and the Space Marines are punished for this mistake. Lorenzo pays the price and is killed, after drawing the first round of combat but losing the second.

TURN 8

Andy: The mission was fast reaching its climax and I was losing Space Marines at the same speed. On reflection it proved a massive mistake to advance Brothers Gideon and Deino, as I now had a Genestealer running free to my rear, which would spell serious trouble if I couldn't bring any storm bolters to bear. The massed attack wave I had feared was about to descend.

I started by shooting the captured Techmarine with the assault cannon and achieving one of the mission's two objectives. I used the rest of Brother Leon's action points and a considerable amount of command points to turn around and reload the assault cannon. Unfortunately, there wasn't enough points to set him on overwatch, which sealed Leon's fate, unless the Emperor smiled generously on him in the inevitable close combats.

Without Sergeant Lorenzo guarding the lower part of the map, the Genestealers were getting much bolder. I placed as many of Squad Lorenzo on overwatch as possible in the hope of protecting Brother Zael.

Tom: Brother Leon was dead. All efforts could now turn to giving Brother Zael the same fate. However, I was under no illusion that I had to move quickly. Andy had been conservative with Zael's ammunition and, if used correctly, the heavy flamer could create an impassable barrier suited to covering his advance. If Andy flamed the cross-section outside of the lower objective room I would be done for. I had to kill Brother Scipio, or at least stop him from moving further up the corridor. If I did this I would slow Zael's advance and could launch an attack from behind.

Unfortunately, I was starting to run short on Genestealer numbers. I didn't want to risk sacrificing any of the Genestealers in the lower objective room, and just about everyone else was out of striking range. So I spent the turn getting the Genestealers into position where they could attack in the following turn. Of particular importance were the Genestealers in the lower three-door room and the one that had killed Brother Goriel.

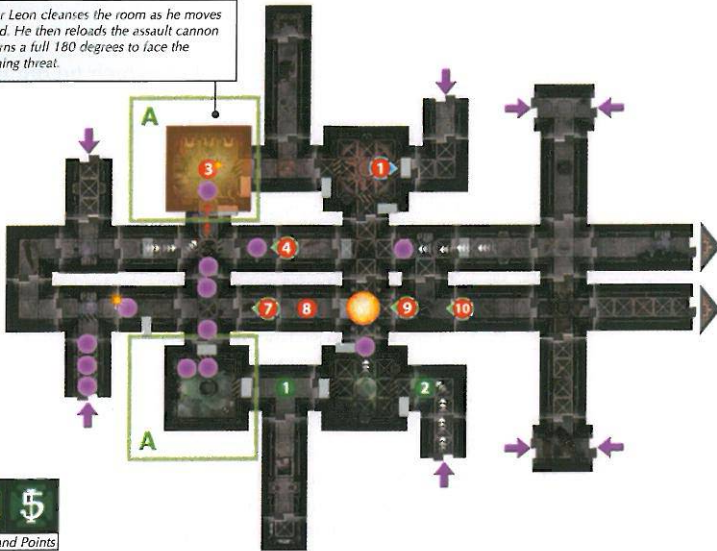
Jervis: Although Andy was able to use his command points to reload Leon's assault cannon and gun down the Genestealer in the corridor, I can't help but feel that they would have been better spent moving Scipio and Zael into position to cleanse the other room. At the very least they'd have allowed Zael to spin back round after flaming the corridor behind him, and possibly advance a square or two. As it stands, Zael is both out of position and will have to waste valuable time turning round again.

Tom's move was more effective, and Leon was easily taken down, but I think that I would have taken the chance to try and deal with Scipio. Advancing the three Genestealers around the corner at the bottom left of the map would have forced Scipio to shoot, and he might have jammed his storm bolter as he shot at them. This would have left him very vulnerable to an attack from the control room, and if slain, Zael could well have followed. On the other hand Tom was wise to ignore Brother Noctis in favour of concentrating his forces against Brother Zael. The next turn will be crucial for both the Space Marines and the Genestealers.



TURN 8

Brother Leon cleanses the room as he moves forward. He then reloads the assault cannon and turns a full 180 degrees to face the oncoming threat.



Space Marines

- 1 Sergeant Gideon
- 3 Brother Leon
- 4 Brother Noctis
- 5 Brother Goriel
- 6 Sergeant Lorenzo
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino

In-game Key

- X Blip
- Genestealer
- Overwatch
- On Guard
- Casualty
- Move
- Charge
- Bulkhead
- Destroyed Bulkhead
- Cleansed Room
- Flamer

Map Key

- A Objective
- Space Marine Entry
- Genestealer Entry



TURN 9

Andy: The focus was now on Brother Zael. Tom had to kill him, and I had to get him to flame the remaining target room before the Genestealers could reach him.

As any pretence of holding a perimeter disappeared I focused my efforts on protecting Zael. Brother Scipio was sent forward; he advanced past the crossroads, literally walking through a high density of Genestealers on the same map section.

Zael then advanced a meagre two squares but needed the rest of his action points to flame the intersection Scipio had just crossed. Unfortunately, there were no more command points, or time, to move Zael one square further out of the reach of the charging Genestealer from the rear.

The other surviving Space Marines set overwatch to try and cover Zael's exposed back, it was going to be close! Nobody could take their eyes off the board as the sands ran out of the hourglass, announcing the Genestealers' most significant turn.

Tom: Andy had managed to flame the cross-section outside the lower objective room. However, in doing this he had left Brother Zael open to attack from behind. All I needed to do was take care of the covering fire from the Terminator positioned further down the corridor. As it was the Terminator jammed his storm bolter and the Genestealer ripped him apart.

I now had a free run at Brother Zael and I'm sure at this stage Andy thought his hopes were dashed. All I had to do was beat Andy in one round of combat where the odds were stacked in the Genestealer's favour. But I was left cursing my luck as the fates conspired against me. Andy rolled a 5 on his single D6 and the best I could manage was a 4.

In a last-ditch attempt to win the game I decided to move the Genestealer that had survived the heavy flamer attack. If he managed to survive the one square of movement still under the effect of the heavy flamer, I could launch another attack on Brother Zael. This was risky, as

Andy only needed to roll a 2+ to kill, which he dutifully did. In my folly I'd left the path to the objective room clear. My only consolation was that Brother Zael had spun around to face his attacker. If Andy got a low command point draw in the following turn I might still have a chance. Otherwise it was game over!

Jervis: Andy made a bad error at the start of this turn, using up command points before moving Zael, thus leaving him in range of a Genestealer attack in Tom's turn. Fortunately for Andy, Tom was not able to capitalise on the mistake, and Zael survived. Nonetheless, it underlines the necessity of 'doing the important things first' when playing Space Hulk. Remember, stay on target!

Tom was unlucky not to kill Zael, but I think that he was so sure that he was going to do so that he neglected to think about what would happen if he failed, and this may cost him the game. There are three things Tom could have done differently in his turn. First of all, as he noted, he shouldn't have moved the Genestealer that was in the flaming crossroads. As long as the Genestealer remained where it was it was safe and, more importantly, it blocked Zael's line of fire to the room that needed to be cleansed. The second thing that Tom should have done was to shut the door to the room, rather than leaving it open. This would have forced Andy to open the door (as heavy flamers can't be used to shoot them), which would have cost a command point, meaning that only drawing six command points would have given him the win.

Finally, and more subtly, if Tom had moved the 2 blip in the room near Zael a square or two further forward on Turn 8, then he could have converted it this turn and attacked Zael. This would have allowed the Genestealer who actually made the attack to attack Sergeant Gideon. In the (admittedly unlikely) event that Gideon was slain, Andy would no longer be able to return command point chits to the cup, reducing the chance of getting the command points he needed for the win.

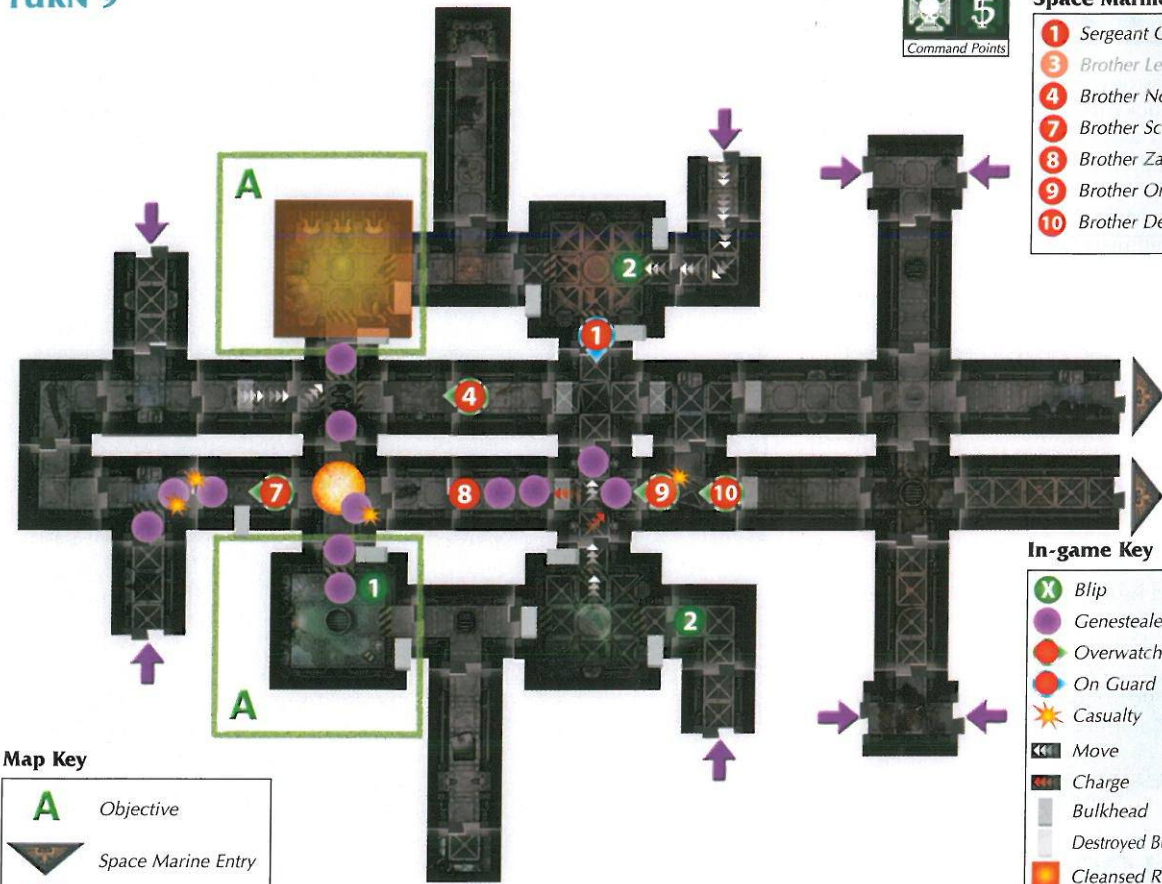


TURN 9



Space Marines

- 1 Sergeant Gideon
- 3 Brother Leon
- 4 Brother Noctis
- 7 Brother Scipio
- 8 Brother Zael
- 9 Brother Omnio
- 10 Brother Deino



Map Key

- A** Objective
- Space Marine Entry
- Genestealer Entry

In-game Key

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- Destroyed Bulkhead
- Cleansed Room
- Flamer

HEAVY FLAMER

The heavy flamer works in a different way to the other weapons available to the Space Marine squads. When used, a heavy flamer sprays one area in burning promethium. Any blips or models in that area (be it a junction, corridor section or room) are destroyed on a roll of 2+. All squares in the flamed map section are considered blocked for line of sight and movement.

A heavy flamer only carries sufficient fuel for six shots per mission, so each shot must be used wisely.



TURN 10

Andy: It was now do or die. Brother Zael had been lucky to survive one Genestealer attack and I was under no illusions he'd survive another. I stuck my hand in the command point mug and drew out a 3, not good enough! So I gambled and re-drew – this time getting a 6. This gave Zael a potential 10 action points and with the timer already running I wasted no time. I turned Zael round and sent him trudging down the corridor. He reached the target room and turned. Luckily, Tom had already opened the door with a Genestealer in the previous turn. With three command points left, Brother Zael flamed the room, cleansing the corrupted Techpriest and burning all the Genestealers that had been skulking inside!

Mission accomplished – the Blood Angels had beaten the odds and achieved their objective.

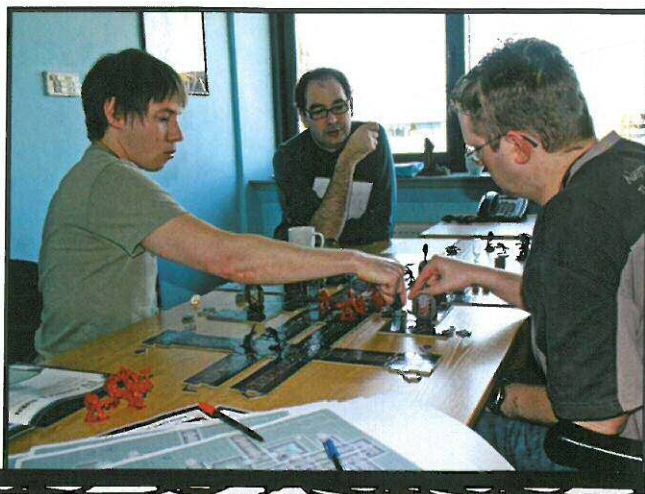


**BLOOD ANGELS
VICTORY**



REPLAY

After the first mission had been played and we'd had a well-earned coffee break we returned, reset the board and prepared to play again. This time Andy would take the role of the Genestealers and Tom as the Blood Angels. This is a well-established Space Hulk convention; it means that the players get to use both sides, offering a match-play style. Because the missions tend to favour the Genestealer player you then both get a chance to use the Space Marines and see if you can achieve the mission objective or, if not, how far you can progress before being overpowered by the Genestealers. The winner of a two-mission match play is decided by how well he did as the Space Marine player; in the case of a draw (i.e. both players accomplished or failed the mission as the Space Marine) then the number of turns and/or Genestealer casualties caused can be used as a tiebreak to find the winner. We planned to play two games and use the most exciting one as our Mission Report – as you'll have gathered, this was the first game. In the second game, Tom started off strongly as the Space Marines, powering down the parallel corridors, destroying doors with a ruthless efficiency. Further on, disaster struck for the Space Marines when Sergeant Gideon was taken down surprisingly early as he stood in the doorway of the left three-door room. With a massive hole in the Space Marines' perimeter, the Genestealers swarmed in, causing havoc and slaying Brother Leon. Tom tried to protect Brother Zael along the right-hand corridor but another unlucky event – having a Genestealer survive a flame shot into the room – meant that Zael's back became exposed. This was all the opportunity the Genestealers needed to kill the last heavy weapon and award Andy a second victory.



CONCLUSION



Andy: The Blood Angels are victorious, but only just. In fact, I should have lost that when the Genestealer attacked Brother Zael in the rear, but somehow the Blood Angel beat the odds. Then getting six command points on the following turn allowed me to pull off a cheeky win. If I had drawn four command points or less I wouldn't have been able to reach

the room and another turn for the Space Marines would have proven very difficult, if not insurmountable.

The timer really came into play, putting the pressure on and forcing me into a couple of silly mistakes I barely got away with; most notably forgetting to put Sergeant Lorenzo into the guard position. That's the trouble with two-squad missions; you may have more Space Marines but that's double the models you have to move, shoot and set up perimeters with in the same three minutes!



Tom: Well played Andy! He gritted his teeth and survived a real nail-biter of a game. This was a fun game to play, full of classic Space Hulk action. The race against time, seemingly insurmountable odds and the swift death that comes with the fire of storm bolters and the tear of rending claws. I don't think we could have asked for a more exciting game for White Dwarf.

So what went wrong for the Genestealers? Not a lot if I'm being honest. I pretty much stuck to my game plan and it almost paid off. I was also flexible with my strategy and took advantage of opportunities when they presented

The other tactical blunder was taking Brothers Goriel and Deino off point duty at the back. Space Hulk is all about setting perimeters so, looking back, taking these guys off overwatch was a really dumb move. During the mission you always feel under pressure with not enough men, so the temptation to bring them up from the back was too strong. After all, if I had left them there Tom would never have committed any Genestealers, but then that's the point – they're acting as a deterrent.

In the end, the game was everything you could hope for from Space Hulk – it was a tense, exciting and close battle. And a bit of luck went my way for once.

The other game is worth a mention as well, not just because I won it (*Oh, I'm sure it is – Ed*), but to highlight the sheer devastation the Genestealers can cause once they break through a perimeter and get in amongst your Space Marines. Even then you need to prioritise and remember your mission objectives – it's all very well killing Goriel for instant gratification but if your Genestealer can reach the Space Marine with the assault cannon, then kill him first!

themselves. However, there were a couple of areas where I could have done better.

In turn nine I should have kept the door to the lower objective room shut, and not risked the Genestealer that had survived being flamed. This would have bought me at least another turn. Also, Brother Leon was low on ammunition when he cleansed the right-hand objective room. If I had been more proactive earlier on I could have expended his ammunition beforehand, creating a small window of opportunity for me to strike him down before he reloaded. However, the assault cannon is a fearsome weapon and it takes real nerve to assault it head on.

My thoughts now turn to how I can recover my honour from a double loss in the pages of White Dwarf. Anyone fancy a game?



Jervis: Reading back over my notes, I'm aware that they may make it seem like Andy and Tom made numerous mistakes that they could have easily avoided. This is far from the truth – Space Hulk is a high-pressure game for both players, and like all such games, the best you can hope for is to minimise the mistakes you make. It's also rather easy, while sitting around drinking a

nice cup of tea and carefully studying the maps of the game moves, to spot all of the things that the players missed while they were under the cosh. Hindsight, as they say, is a wonderful thing.

So, if there's a lesson to learn from this battle (other than not forgetting to set your Sergeant on to overwatch, of course), it's the need to come up with a plan and then stick to it. Andy and Tom's mistakes mainly occurred when they got caught up in the action and forgot their primary objectives. So, make a plan, and then concentrate on carrying it out. As long as the plan's a reasonably good one, then doing this will help you focus your attention on the important things you need to achieve, and as long as

you make sure you do those things first of all during your turn, you'll be halfway to victory.

It's also important to try and stay as calm as you can while under the pressure of the game. Both Andy and Tom made mistakes that they could have avoided if they'd taken a few moments to study the board before they began their turn. This is a hard thing to do, especially if you're the Space Marine player, but trust me, taking a few deep breaths and spending 10-15 seconds studying the board before you do anything will hugely improve your play.

My final piece of advice if you want to become a proficient Space Hulk player is to play the game as often as possible. It takes practise to become really good at Space Hulk, because to start off with you will be rather overwhelmed by all of the different strategies and tactics you could try out, making picking the right ones difficult. As you play more games, though, things like positioning the members of your Space Marine squad, or where to mass your Genestealers and when to launch an assault, will become second nature to you, giving you more time to worry about the broader strategy of the game. Fortunately, Space Hulk is such a great game that I don't think playing it a lot will be much of a problem. Good luck, and may your storm bolter never jam!

'EAVY METAL™ PAINTING MASTERCLASS

SERGEANT LORENZO

'Eavy Metal were as keen as anyone to get their hands on the new Space Hulk miniatures, so we asked Anja Wettergren to paint Sergeant Lorenzo and show us how to achieve a perfect finish on your Blood Angels.



For this edition of Space Hulk, Alex Hedström has provided us with a plethora of fantastic Citadel miniatures all exclusively made for the game. To get you gaming as fast as possible, the models come in two colours: a rich, dark red as befitting the Terminators of the Blood Angels Chapter and a deep purple, for the Genestealers. However, such great-looking models are crying out for an expert paint job.

So we turned to 'Eavy Metal's Anja Wettergren for a special Space Hulk Masterclass, to show you how to get the best finish on your Space Hulk miniatures. The subjects of our Masterclass series are normally character or centrepiece models and this month's figure is no exception. Each of the Blood Angels in Space Hulk, is a distinct

character with a detailed history and an important part to play in the *Sin of Damnation* campaign.

With this in mind we could have used any of the Terminators for this article, but we settled for Sergeant Lorenzo. Before Anja got started she brushed up on Sergeant Lorenzo's background, as she was keen to apply some techniques that might reinforce Lorenzo's personality as a dependable veteran who still seeks redemption for one failed mission that happened over six hundred years ago.

To start with, Anja carefully removed the Sergeant Lorenzo components from the frame, and stuck them together by adding a small dab of Plastic Glue into the sockets before pushing the parts together. When dry, the model was undercoated with Chaos Black Spray.



You Will Need

For the techniques featured in this article, Anja has used the following colours from the Citadel Colour, Wash and Foundation ranges.

- Chaos Black Spray
- Blazing Orange
- Bleached Bone
- Blood Red
- Boltgun Metal
- Burnished Gold
- Codex Grey
- Chainmail
- Chaos Black
- Dark Angels Green
- Dark Flesh

- Dwarf Flesh
- Golden Yellow
- Fortress Grey
- Hawk Turquoise
- Ice Blue
- Mithril Silver
- Regal Blue
- Scab Red
- Scorched Brown
- Scorpion Green
- Shining Gold

Wash: **W** Foundation: **F**

- Skull White
- Vomit Brown
- Warlock Purple
- Astronomican Grey
- Calthan Brown
- Dheneb Stone
- Iyanden Darksun
- Tallarn Flesh
- Baal Red
- Badab Black

PAINTING THE ARMOUR

Anja's technique is to choose one area of the miniature and work on that until it's finished, before moving on to another part of the model. This requires extra care, so that you don't get paint on already finished areas. Anja started with the Terminator

armour, as this was the largest single area on the figure – defining the colour palette for the whole model. Red is a strong primary colour, but is not the easiest colour to paint, so we've included some top 'Eavy Metal tips in the box below.



Red Armour



Stage 1: For the basecoat, Anja used a 1:1 mix of Blood Red and Dark Flesh. This was applied in thin layers until a solid coat of red had formed.



Stage 2: Next, Anja added black to create a 2:1:1 mix of Chaos Black, Blood Red and Dark Flesh. This was then carefully applied to the recessed areas of armour.



Stage 3: For the initial highlight, Anja used a 3:1 mix of Blood Red and Dark Flesh, painted onto the edges and raised areas of the Terminator armour.



Stage 4: Pure Blood Red was then layered on top of the previous stage, to build up the highlight.



Stage 5: Next, Anja applied a highlight of pure Blazing Orange, painted over the Blood Red of the previous stage.



Stage 6: For the final highlight a 2:1 Blazing Orange to Vomit Brown mix was used, carefully brushed on to the very edges.



Stage 7: To tie all the layers together, watered-down Baal Red was painted over the armour.



Stage 8: Anja then finished by retouching the highlight with the mix from Stage 6 once the wash had dried.

PAINTING RED

Red hasn't always been an easy colour to paint. Being a primary colour and a notoriously thin pigment, it has always been difficult to highlight and shade, and to cover darker tones, but the addition of Mechrite Red to the Foundation range has really helped with these problems. Eagle-eyed readers will notice that Anja hasn't used it on Lorenzo's armour; this is because 'Eavy Metal use a tried and tested method for painting Blood Angels that they have developed over the years. Anja has used a mix of Dark Flesh and Blood Red as a personal preference to give her that bit of extra control over the exact pigment, proving that 'Eavy Metal painters really are perfectionists!

As already mentioned, red can be hard to highlight satisfactorily. One of the reasons is that mixing red with

white gives you pink, which doesn't work as a highlight. It's best to highlight reds, especially when painting Blood Angels, with oranges. Lighter highlights can be achieved by adding neutral, ruddy tones to the oranges, such as Dwarf Flesh and Elf Flesh.

Reds don't necessarily have to be shaded with black or dark washes either. Green works for shading red because it is situated on the opposite side of the colour wheel. By the same token, a blue wash can give red a purple tone, which will cool the colour, taking out some of the severity if needed.

A Baal Red glaze is highly recommended after all shading and highlighting has occurred, this will help blend the layers and give the red the intensity needed for the ceramite surface of Space Marine armour.

PAINING THE CLOAK

One of the distinguishing features of the Sergeant Lorenzo model is the flowing cloak. This was the area Anja focused on after the Terminator armour. When painting the cloak and its lining, it doesn't matter in which order you paint

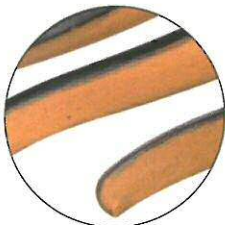
the areas; you just have to be careful not to mark the other side. A steady hand is needed here, especially when painting the very edges of the lappets (the streamers on the cloaks). If you take your time it won't be a problem.



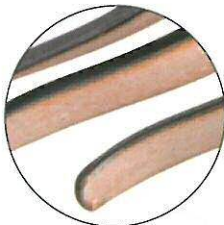
Cloak Lining



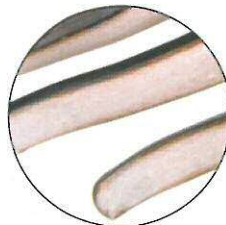
Stage 1: The lining of the cloak was given a basecoat of Calthan Brown.



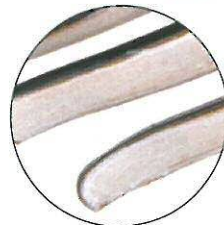
Stage 2: A coat of Vomit Brown, built up over thin layers, was then applied over the area.



Stage 3: Bleached Bone was brushed onto the area in the same manner as before, using several thin layers.



Stage 4: A 1:1 mix of Skull White and Bleached Bone was then applied, but this was concentrated towards the edges of the lappets.



Stage 5: For the final highlight, pure Skull White was used, applying it to the very edges.

Cloak & Loincloth



Stage 1: The lappets were left black, before applying an initial highlight of a 1:1 mix of Chaos Black and Codex Grey.



Stage 2: The next stage built upon the first highlight, this time using a 2:1 mix of Codex Grey and Chaos Black applied to the edges.



Stage 3: Pure Bleached Bone was brushed onto the lining in the same manner as before.



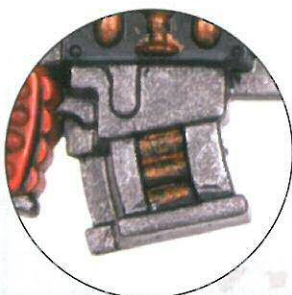
Stage 4: Anja then used a coat of pure Codex Grey for the final extreme highlight.

PAINING METAL

Most people paint the metal areas first, as they can be quite messy, before touching up the surrounding basecoat, but Anja was confident painting the metal after the armour,

painting it neatly. Remember to use a separate water pot for cleaning and thinning down metallic paint to avoid contaminating your other colours.

Metal



Stage 1: The metallic areas, predominantly the storm bolter, were given a 1:1 mix of Boltgun Metal and Chaos Black.



Stage 2: Anja then washed the area with a 1:1 mix of Badab Black and Chaos Black.



Stage 3: The area was then highlighted up, first with Chainmail, which was applied to the raised areas and edges.



Stage 4: Finally, Mithril Silver was painted onto the very edge of the silver areas.

Gold



Stage 1: The gold areas on the Sergeant were basecoated with a 1:1 mix of Shining Gold and Scorched Brown.



Stage 2: The basecoat was then given a wash with a 1:1 mix of Scorched Brown and Badab Black.



Stage 3: A layer of Shining Gold was then brushed over the raised areas, avoiding the recesses.



Stage 4: Anja then painted on Burnished Gold, again focusing on the areas of raised detail.



Stage 5: Mithril Silver was used for the final highlight, applied only to the most prominent areas, to create the final highlight.



PAINTING THE CRUX TERMINATUS

The Crux Terminatus is a badge of honour that all Terminators wear. Within each badge is bound a tiny fragment of the armour that the Emperor wore onboard

Horus' Battle Barge. Anja has reflected the importance of this badge by painting it as stone, alluding to a regal, almost monumental feel.



Stage 1: The Crux Terminatus was basecoated with a 1:1 mix of Scorched Brown and Codex Grey. The recessed areas were left black.



Stage 2: A liberal wash using a 1:1:1 mix of Scorched Brown, Chaos Black and Badab Black was then applied over it.



Stage 3: Anja used Codex Grey to start building up the layered highlights, again avoiding the recessed areas of the badge.



Stage 4: Fortress Grey was brushed on as a mid-level highlight, applying the paint to the raised areas of detail.



Stage 5: Building up the highlights, the next coat Anja applied was Dheneb Stone.



Stage 6: A highlight using a 2:1 mix of Dheneb Stone and Skull White was applied to just the raised areas.



Stage 7: The next layer used the same mix as Stage 6, but with more white, to create a 1:1 mix of Dheneb Stone and Skull White.



Stage 8: Finally, Anja used pure Skull White on the highest points of the badge such as the eye and nose ridges of the skull.

PAINTING THE FACE

Anja has painted Sergeant Lorenzo's face using an aging technique, to reflect his background as a grizzled 650-year-old veteran. She started off by painting the face as normal,

before applying further highlights using mixes of Bleached Bone and Skull White. These were applied to the ridges on Lorenzo's face, emphasising wrinkles and creases.



Stage 1: For the face Anja started with a basecoat using a 1:1 mix of Tallarn Flesh and Calthan Brown.



Stage 2: A heavy wash of watered-down Dark Flesh was then applied all over.



Stage 3: She then applied a midtone, starting with a 1:1 mix of Tallarn Flesh and Dwarf Flesh.



Stage 4: Anja then followed with another wash, this time of thinned-down Scorched Brown.



Stage 5: A highlight using a 1:1:1 mix of Tallarn Flesh, Dwarf Flesh and Bleached Bone was then used.



Stage 6: Anja added more Bleached Bone to the mix before applying a further highlight.



Stage 7: For the next highlight Anja then used pure Bleached Bone, painted onto the most prominent areas of the face.



Stage 8: For the final highlight, a 1:1 mix of Bleached Bone and Skull White was applied.

SPECIAL DETAILS

Gems



Stage 1: The blood drops were given a basecoat of Warlock Purple.



Stage 2: A 2:1 mix of Warlock Purple and Skull White was painted in a line down the side of the gem.



Stage 3: A 1:1 mix of Warlock Purple and Skull White was then painted over the same area.

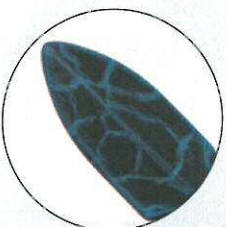


Stage 4: The highlight continued to be built up with a 1:2 mix of Warlock Purple and Skull White.



Stage 5: Finally, a dot of pure Skull White was carefully placed on the highest point of the gem.

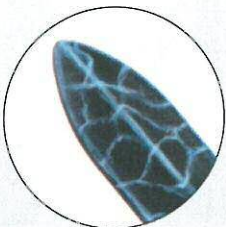
Power Sword



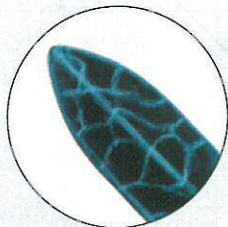
Stage 1: While the sword blade remained black, a 1:1 mix of Regal Blue and Ice Blue was used as the base for the energy lines.



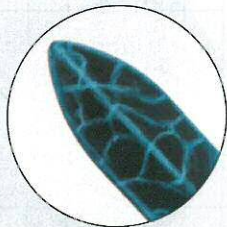
Stage 2: Pure Ice Blue was then applied over the glowing energy lines.



Stage 3: Next, a highlight using a 1:1 mix of Ice Blue and Skull White was used.



Stage 4: A glaze made with a thin 1:1 mix of Hawk Turquoise and Dark Angels Green was then brushed over the whole of the blade.



Stage 5: Skull White was carefully applied as the final highlight onto the very edges of the blade.

THE FINISHED MODEL



The cybernetics were painted in the same way as the metal parts of the storm bolter. The red lens was painted using the same method as for the lumina (right).



The hair was first painted Astronomican Grey and then shaded with a 1:1 mix of Codex Grey and Chaos Black. Skull White was used as a highlight.



The lumina was first painted Scab Red, followed by Blood Red and then Blazing Orange. A 1:1 mix of Blazing Orange and Skull White was then applied as a highlight. Finally a dot of pure Skull White was added to the top left.



The skull insignia on the left knee pad was painted using the same method that Anja used for the Crux Terminatus badge.



Model shown slightly larger than actual size.



The yellow stripes on the cabling started with a basecoat of Iyanden Darksun and Vomit Brown. Golden Yellow was then used as a midtone, and this was highlighted further with a 1:1 mix of Golden Yellow and Skull White.



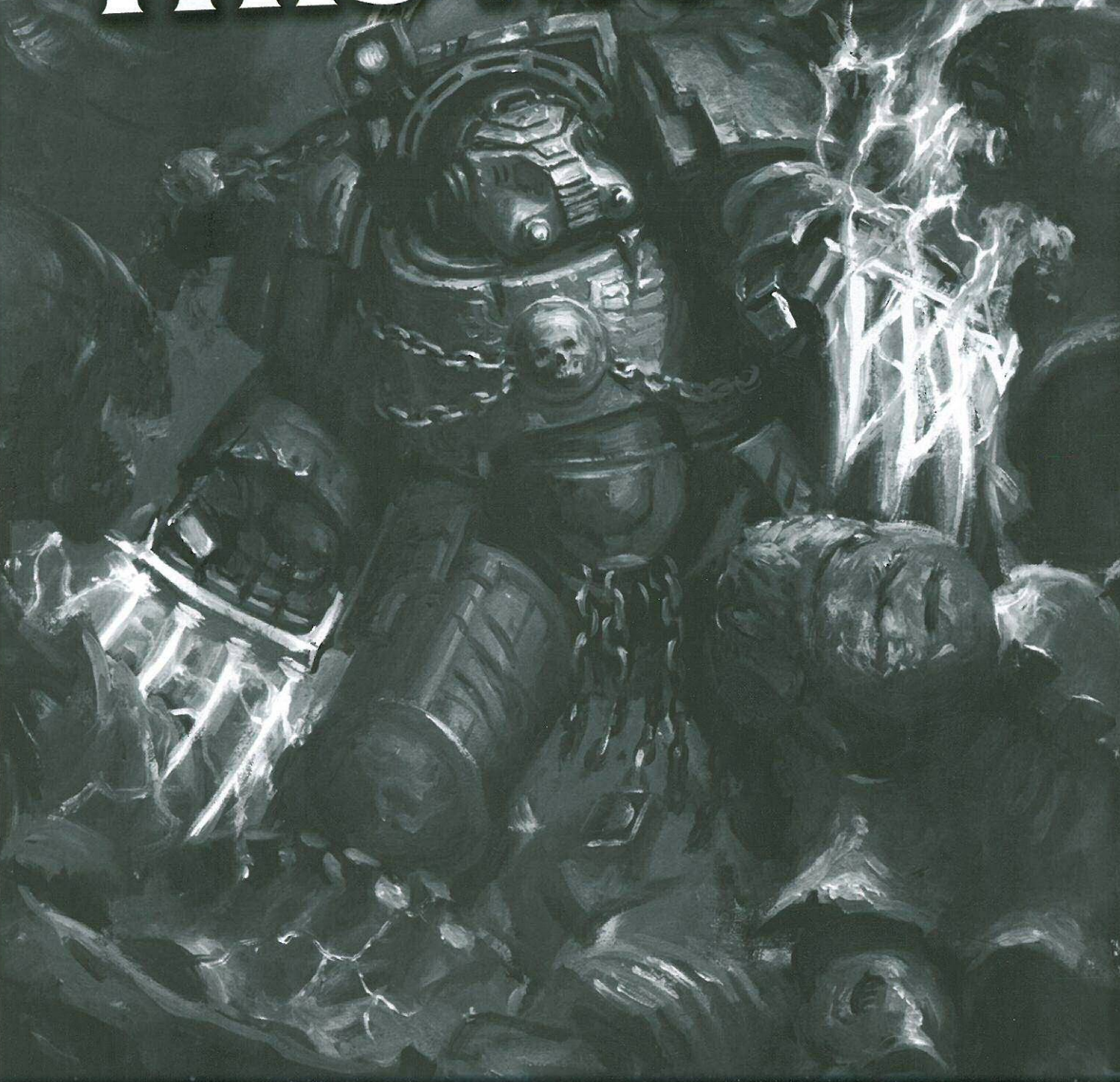
The trophies on the Sergeant's back were painted using the gold technique from page 45. The green gem started with a Dark Angels Green basecoat and this was worked up with Scorpion Green and highlighted with Skull White.

ASK 'EAVY METAL™

Have you a painting dilemma, problem or question? Well the 'Eavy Metal team are only too happy to help. You can ask them anything (related to painting miniatures, of course) and they'll have an answer. So whether it's about consistent basing techniques or how to paint the beard on a Dwarf, send your query to 'Eavy Metal's painting clinic. Bear in mind we work quite far in advance of publication so it will be a good few months before you see your query in print. Send in your question to:

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BETWEEN A ROK AND A HARD PLACE

LAST MONTH...

Phil Kelly introduced the Rok of Ages, a huge Studio-wide campaign using the Planetary Empires rules and not one but two separate maps. This saw a giant Ork Rok on a collision course with the Imperial world of Meridian. A hive of activity ensued in the Studio, as lunchtimes and evenings got taken over by frantic games of Warhammer 40,000, Planetstrike and Cities of Death. Early results saw Andrew Kenrick, Glenn More and Matt Holland vying for dominance in the campaign.

While Imperial settlers fight for their lives against the mysterious Eldar, fate has something far worse in store for Meridian – a gigantic Rok infested with traitors and aliens burns through the skies toward the planet. Can the forces planetside combine to stop the Rok from obliterating everything they hold dear?

Welcome to part two of our coverage of the Studio super-campaign, the Rok of Ages. Last month we introduced you to the war-torn planet Meridian and the gigantic planetoid that the Orks intend to propel straight into the verdant world below. Two separate maps for the same campaign, you say? Well, for those who missed out on last month's coverage, games developer and resident xenophile Phil Kelly sought to create a 40K experience that would allow both the Imperial side and the xenos invaders to Planetstrike each other's bases, so that everyone could have a go at playing not only the role of attacker but also that of defender. What better way to do that than by making not one but two Planetary Empires boards for the Studio gaming group's armies to fight over in a wide range of Warhammer 40,000 games?

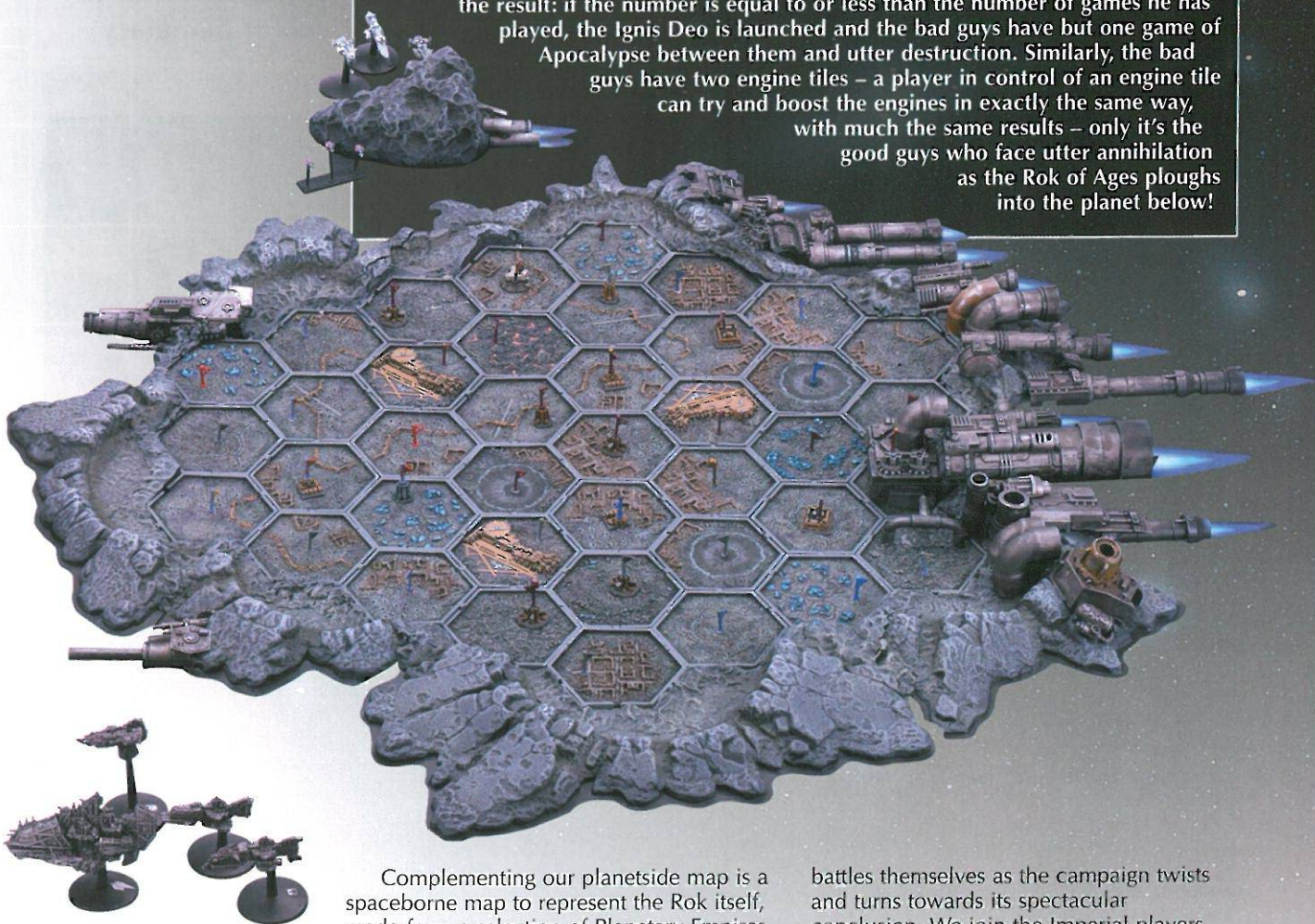
Before too long we had a map to represent the once-fertile world of Meridian, made with a combination of tiles from both the Mighty Empires and Planetary Empires box sets (even the worlds of the 41st Millennium have rivers and mountains, after all). Meridian was dotted with hive cities and a liberal sprinkling of spaceport tiles to give the Imperials plenty of defences with which to protect itself. Amongst these are Old Cronos, a massive defence laser that juts from the upper spires of Hive Arcadia, and the Ignis Deo, a skyscraper-tall space rocket packed with enough munitions to blow the Rok to smithereens before its Ork masters can crash-land it into Meridian and trigger an Orky apocalypse. Time is against them, though, for the Rok looms large in the stratosphere, and the defence forces of Meridian are proving rather difficult to coordinate...

A bleak winter comes to Meridian... Phase 3 of the campaign is represented by a liberal dusting of snow flock.



WINNING AND LOSING

There are three ways to win the Rok of Ages campaign. The first is the traditional method of winning; by one single player occupying ten tiles, regardless which map they are on. The second method is to launch the Ignis Deo. The player in control of the Benefact Majoris spaceport tile gets to roll a D6 after every game and add 1 to the result: if the number is equal to or less than the number of games he has played, the Ignis Deo is launched and the bad guys have but one game of Apocalypse between them and utter destruction. Similarly, the bad guys have two engine tiles – a player in control of an engine tile can try and boost the engines in exactly the same way, with much the same results – only it's the good guys who face utter annihilation as the Rok of Ages ploughs into the planet below!



Complementing our planetside map is a spaceborne map to represent the Rok itself, made from a selection of Planetary Empires tiles and some spare Moonscape craters, which were cut up with a sharp pair of scissors and arrayed around the map tiles to make an Ork Rok. The ever-ingenious Orks hitching a ride upon the planetoid had 'fixed it up right proppa', their Meks attaching salvaged rocket engines to the rearmost end of the Rok so they could steer it into the nearest populated planet and kick their Waaagh! off with a bang. They have no idea that crashing a lump of spaceborne rock the size of a small country into Meridian will probably kill not only everything on the same continent as the impact crater but also the entirety of the Ork horde riding it to battle. Even if they did they'd probably just go ahead and do it anyway – they are Orks, after all, and they love destruction more than life itself.

So, after writing up some rules for the different territories and some overall rules of engagement (published in last month's issue), the stage was set for some truly climactic battles. This month we follow the

battles themselves as the campaign twists and turns towards its spectacular conclusion. We join the Imperial players desperately attempting to seize ground upon the Rok and divert the course of the asteroid; all the while working their Techpriests overtime on the completion of the blessed rocket Ignis Deo, the only weapon large enough to stop the Rok once and for all.

Meanwhile the xenos invaders seem to be raining out of the skies in every conceivable theatre of war, landing in ramshackle spacecraft, mycetic spores and sleek transport alike to radically destabilise the Imperial war effort and seize the defences for themselves. Worse still, the forces up on the Rok itself have finally harnessed enough azurite crystals to power the engines for one final blast of acceleration, and the oncoming planetoid looms larger in the skies with every passing hour. Can the Imperial forces buy themselves enough time to destroy the Rok, filling the skies with fire but saving the lives of billions of people?

Read on to find out...

LET THE GAMES COMMENCE!

The three phases of the Rok of Ages campaign – Planetstrike, Total War, and Annihilation – saw all manner of 40K games being played, from Cities of Death to Apocalypse. The first half of the campaign, however, was chock full of planetary invasions. We talk through the highlights...



COUNTERSTRIKE TACTICS

The first part of the campaign saw the Imperium take an early lead, one which they managed to consolidate with a whole month of hard-fought battles. The bad guys were left trailing by a massive ten tiles at the end of the first phase – good work Imperial commanders! The bad guys' best hope of victory was to ensure the Rok crashed into the surface of Meridian before the Ignis Deo was launched...

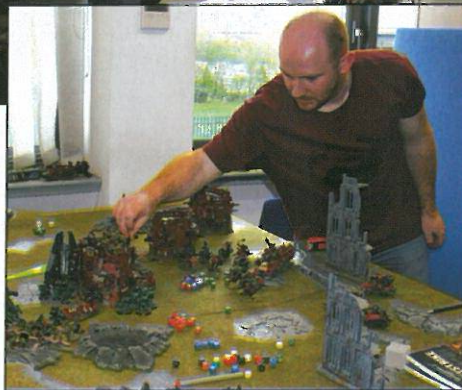
Fire and Fury

A promethium refinery was the setting for one game between Ian Strickland and Phil Kelly (above). The game was fought over a rather cool-looking set of scenery built by Ian's mate, Tony Hardy. As this was Imperial land Ian gladly took the mantle of defender and set up the best-looking board he could devise, complete with the prototype bastions we had built and painted up before the campaign kicked off in earnest. Ian went for a more narrative approach for his set up but as a stickler for order and discipline, Ian deployed his Imperial Guard regiment in several subdivisions overseen by his Colonel, who issued orders from way up in the tallest bastion. After choosing as his stratagems the Ammunition Store (giving him re-rolls to hit) and the ever-popular Turreted Stronghold (essentially an automated battle cannon), Ian was ready for anything Phil could throw at him.

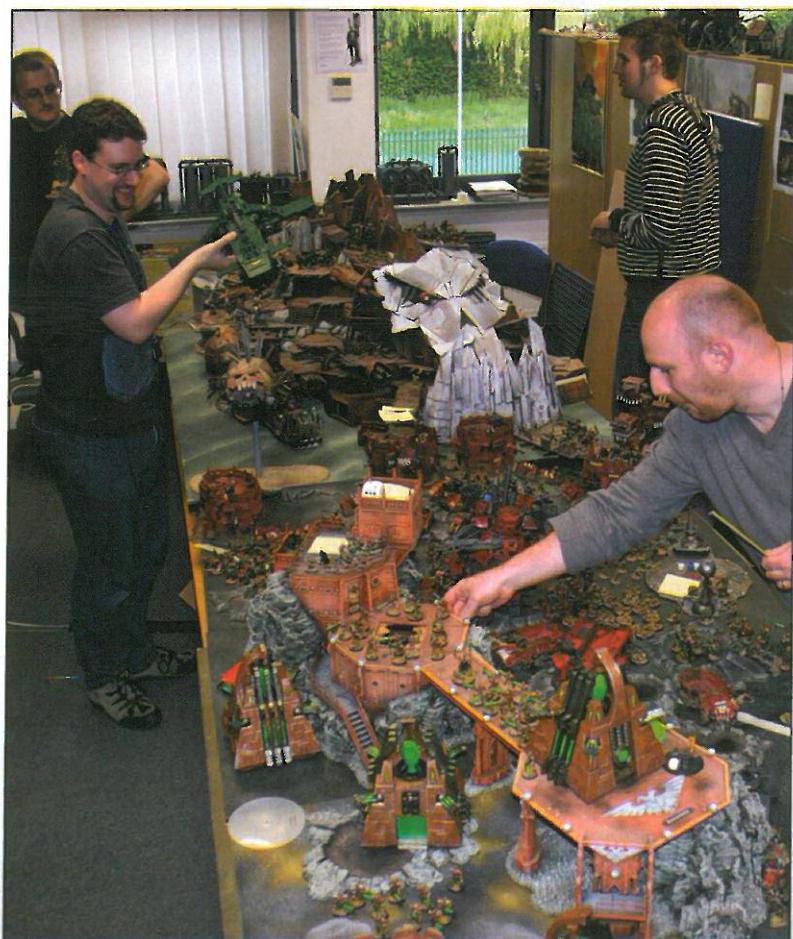
This proved to be just as well. Phil's Tyranids are natural attackers and firestorms, mycetic spores and acid rain boiled out of the skies from Turn 1. Unluckily for Phil, his Deathstorm stratagem backfired almost straight away – the acid rain that hissed down killed a few Guardsmen from most of Ian's squads, but it also killed a whole lot of Gaunts and even took out Phil's Lictor, who had only just emerged from its hiding place. Still, Phil's huge broods of Hormagaunts turned the tide (watching a player attempt to roll 72 'to hit' dice at once is entertaining enough in itself), with no small help from Phil's Trygon, affectionately known as Sid (which the good guys sportingly let him use throughout the campaign). The Imperial Guard put up a darned good fight and the Colonel somehow managed to survive a Broodlord attack. The Tyranids finally took two of Ian's objectives, resulting in a 2-1 win for the xenos.

A Miraculous Transformation

Resident Speed Freek Alex Boyd found that his Orks were foundering in attack, so he instead decided to try the role of defender, and has never looked back! It was not long before a six-foot defence line of Orkified bastions started forming on the window sill next to Alex's easel, with Imperial players lining up to see if they could defeat it. Alex had runaway success with his strategy of placing his main squads of Boyz in the bastions and using his super-fast Trukks to whiz onto the board from reserve and counter-attack units that had entered play by Deep Strike. Alex even managed to defend the Rok against Andy Hoare's formidable Sisters of Battle army, led by none other than Saint Celestine herself. The two old friends started the game one lunchtime on a grey-coloured moonscape board, but that board was needed for photography during the afternoon. When the players came back to finish their game, the models were exactly where they had left them, but their moonscape was mysteriously verdant, having been meticulously replaced with a green Realm of Battle Gameboard. Andy reasoned that the presence of a Living Saint had caused a miraculous burst of life to erupt across the Rok's crater-pocked surface!



*The Studio gaming area hasn't been this busy since the 40K tournament we played last summer. **Top:** Matt's Space Marines complete a thorough cleansing of Christian's Chaos-infested base. **Left:** Alex's ramshackle Ork bastions prove surprisingly resilient to the Salamanders 1st Company, bringing to an end Andrew's winning streak!*



ROK ON!

One of the climactic battles at the end of the campaign was set on the Rok of Ages itself. Because it was the climax of the entire season of gaming, the guys decided to pull out all the stops and build a board that represented the space dockyard at the 'edge' of the Rok. They borrowed Dave Andrews' Ork spaceship board, affectionately known around the Studio as the 'Spacepig', and set it up at the edge of a lunar board. Pete Riordan's battle company of Space Marines sought to strike the Spacepig hard and fast, crippling its engines and preventing it from intercepting the Ignis Deo, should the Imperial players succeed in launching it in the game set on the surface of Meridian (detailed later in this article). The Ork players roped in some allies in the form of Nick Bayton and Chad Mierzwa's Necron phalanxes (seven Monoliths deep striking into play is enough to give anyone the willies), ensuring that they had some hard-hitting reserves for when the Drop Pods started raining down, and the Necrons did help immeasurably in the taking of objectives. However, despite Pete's super-astute target selection it was arguably Ian Strickland's Imperial Guard who were the stars of the show, taking the brunt of the xenos team's firepower for three whole turns and giving as good as they got in return.

ARMY SHOWCASE: GOOD GUYS



SALAMANDERS



Vulkan He'stan formed the lynchpin of Andrew's force.

Andrew Kenrick: I've managed to surprise everybody around here by doing quite well in the campaign – a welcome change from my usual abysmal performances, I must say. The secret to my success has been my faithful Salamanders army, already loaded up with as many flame and melta weapons as I could find in Matt Hutson's famous bitz box. It just so happens that such weapons excel at Planetstrike, whether flaming the occupants of bunkers or melting holes in their side, which has given me the edge as the attacker.

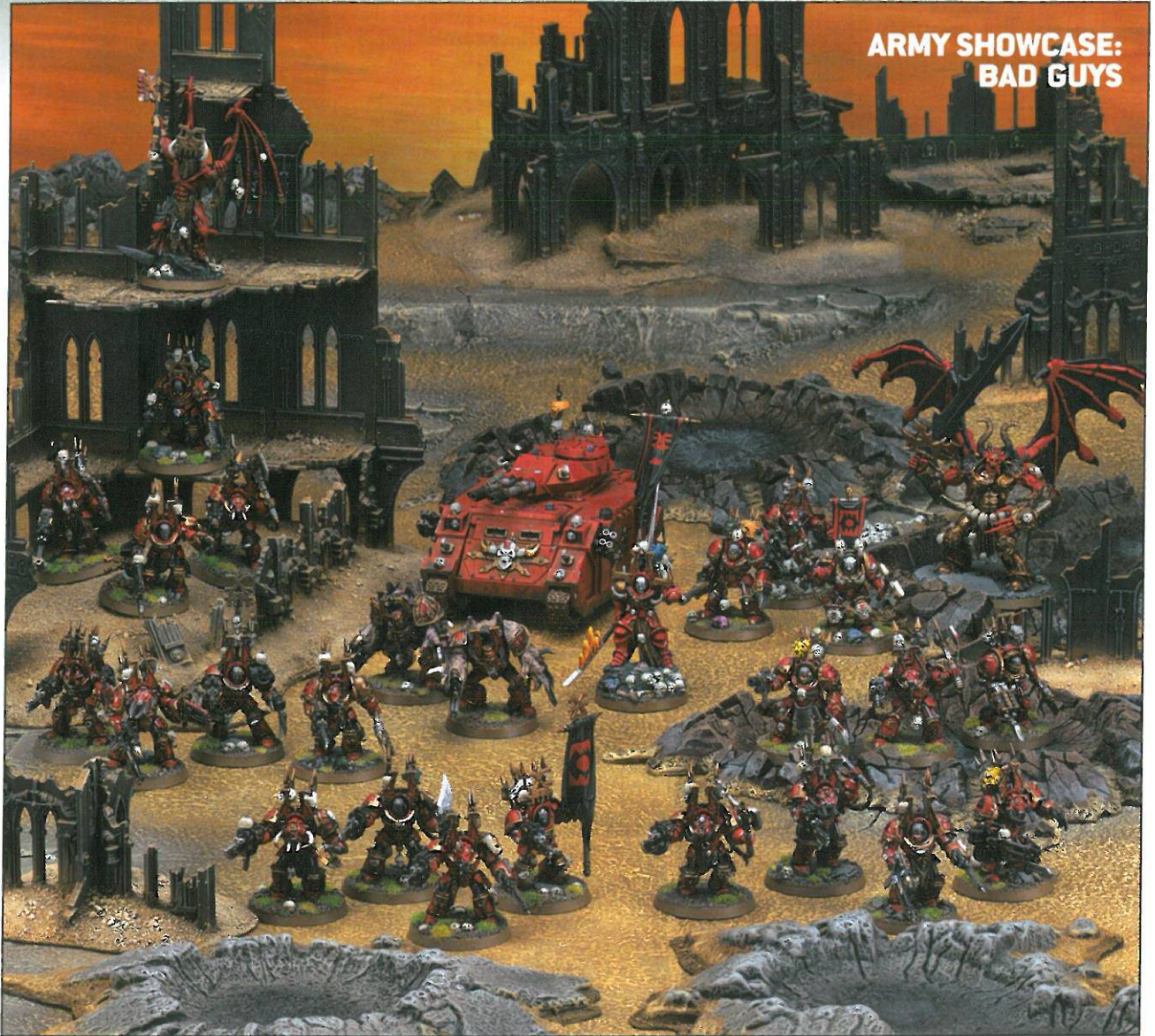
I've also hit upon a winning strategy as the defender, and my Anvil complex (which you can see in all its glory in WD355), bolstered by my Devastator Squads and Terminators, has yet to be breached by the loathsome invaders.

My Devastators have racked up quite a kill-count over the course of the campaign, and I've painted honour markings on one of the squads, henceforth known as the Reapers of Meridian.

My favourite games have been defending against the Tyranid horde of Phil and the World Eaters of Wade, both opponents I've come unstuck against in the past. The World Eaters were first to falter at the Anvil, my Devastators slaying Angron as Chapter Master Tu'shan ploughed into the Chaos Terminators and a Bloodthirster.

Phil's Tyranids met a similar fate, bouncing off the bastions (literally in the cases of the Raveners, who were destroyed while deep striking). He'stan was the hero of this game, slaying Phil's Trygon and a Broodlord in close combat. For Vulkan!

ARMY SHOWCASE:
BAD GUYS



WORLD EATERS

Wade Pryce: If I want to kill a planet and every living thing upon it, I send in a World Eaters Terminator Company. While I finish painting the rest of the Khornate Terminator squads I have built (another three eight-man squads), I can split the models I have into enough small groups to fill all six of the Elites choices that Planetstrike allows me to field, each packing enough combi-meltas and chainfists to fell a Titan. Supported by Obliterators with melta weapons and the raw ferocity of Daemon Princes of Khorne, there is little that can stand their fury.

This army makes the most of the Shock Tactics mission rule: the Daemon Princes, Chaos Terminators and Obliterators all have the Deep Strike rule, and can therefore assault on the turn they slam onto

the planet's surface, after unleashing their melta weapons into the heart of the enemy's fortifications. Anything that staggers from the wreckage of their stronghold is sport for the blades of Angron's chosen.

In one memorable game against Adam's Space Marines, the pinpoint accuracy of my teleport strike and ensuing melta weapon fire reduced both defending bastions to slag in the first turn, while the savagery of the Terminators and Daemon Princes more or less accounted for their garrisons by the end of the next. Just as a charging Krootox can continue to run at the hunter who has fatally shot it through the heart, Adam was still blithely trash-talking my army when his brain finally told him that all his models were dead.



Wade's Chaos Terminators were all optimised for carving holes in bastions, whether by chainfist or by meltagun.

THE SIEGE OF BENEFACT MAJORIS SPACEPORT



Keith Robertson and Phil fielded over 10,000 points of Tyranids, including a hundred Genestealers, three Trygons and Phil's Hierophant, Nancy. Andy Hall's planetstriking Tau veterans completed the xenos threat. Against them were Matt Hutson's Black Templars, veterans of many a campaign, the cream of the Salamanders, fielded by Andrew, and as many battle tanks and super-heavies as the guys could lay their hands on! Glenn More took his beautifully painted Ulthwé Eldar, backed up by some of Phil's own collection, including his Revenant Titan – grateful for the fact it hadn't yet been given a silly name.

The climax of the campaign saw the xenos invaders assailing Benefact Majoris Spaceport, home of the Ignis Deo. Having successfully conquered the promethium refineries to the south, the Tyranid hordes had mustered in numbers uncounted and poured eastward to the fiercely defended outskirts of the spaceport.

Arrayed against the living tides of the Great Devourer were the high command of the Salamanders Chapter under Chapter Master Tu'shan and Forgefather Vulkan He'stan, who had fought tooth and nail to defend Meridian since the first confirmed sighting of the alien invaders. Alongside them fought the Black Templars of High Chaplain Fernandez, a veteran of the Tyrannic Wars who brandished the Legion Relic entrusted to him by Grand Marshal Helbrecht himself. The massed ranks of Adeptus Astartes were bolstered by the prized super-heavy tanks of the Steel Legion, rumbling from the autosanctums of the spaceport to crush the xenos with shell and track. The Fortress of Arrogance and the Iron Saint were amongst their number, two iconic war engines who have turned the tide of war by themselves in the past, and the skies were patrolled by a Thunderbolt Fighter that had recently refuelled at the Spaceport. Last to arrive upon the battle were the Eldar warriors of

Craftworld Ulthwé, led by none other than Eldrad Ulthran and accompanied by not only an Avatar of the Bloody-Handed God but a living host of four Wraithlords and a soaring Revenant Titan that moved with a deadly grace despite towering over even the tallest of the promethium silos. Only by uniting against the Tyranid swarms could either race hope to survive.

Pouring across the plain towards them were uncounted Tyranid weapon-beasts, lumbering Carnifexes and grotesque Hive Tyrants wading through the living tides as they led the charge into the thick of the Imperial lines. As terrible as these towering creatures were, they were dwarfed by the monstrous, cathedral-sized bio-titan that stomped towards the Ignis Deo on blade-sharp, segmented legs; a living engine of destruction that terrified the human defenders of the spaceport with screeches of predatory battlelust. To make matters worse, a faction of opportunistic Tau had launched a pinpoint strike at the rear of the battlefield, launching fusillades of accurate firepower at any Imperial troopers who came too close. The fate of Meridian hung in the balance: could the Imperial alliance stave off the xenos attack long enough for the Ignis Deo's launching procedure to be completed and the rocket sent roaring into the stratosphere to intercept the Rok?

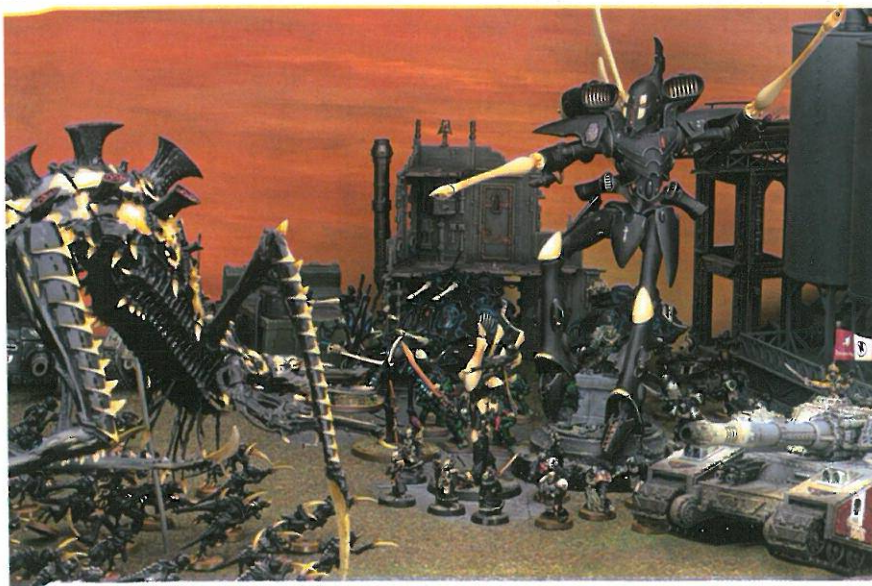
ATTACK OF THE SWARM

Keith and Phil kept no fewer than twenty-two units in strategic reserve, hoping to make a late play when all the Imperial cards were on the table and grab some objectives. This meant that they took an absolute hammering from the Imperial gun line, ameliorated only a little by Phil's Camouflage stratagem and some fluke cover saves, but still had plenty of troops left to commit in the later stages of the game. Those Tyranids just keep on coming!



CLASH OF THE TITANS

The clash between the Revenant and the bio-titan was pretty one sided. Because Nancy the Hierophant was concentrating her bio-cannon fire upon the Baneblades, the Revenant was able to pour shot after shot of super-accurate pulsar fire into the behemoth, Eldrad Ulthran guiding the Eldar Titan's fire with his psychic abilities. Although it was the redoubtable Shadowword Iron Saint that delivered the death blow with a heartshot from its volcano cannon, without the Revenant taking such a toll in the early game, Nancy the bio-titan would have caused far more damage before she finally crashed to the ground.

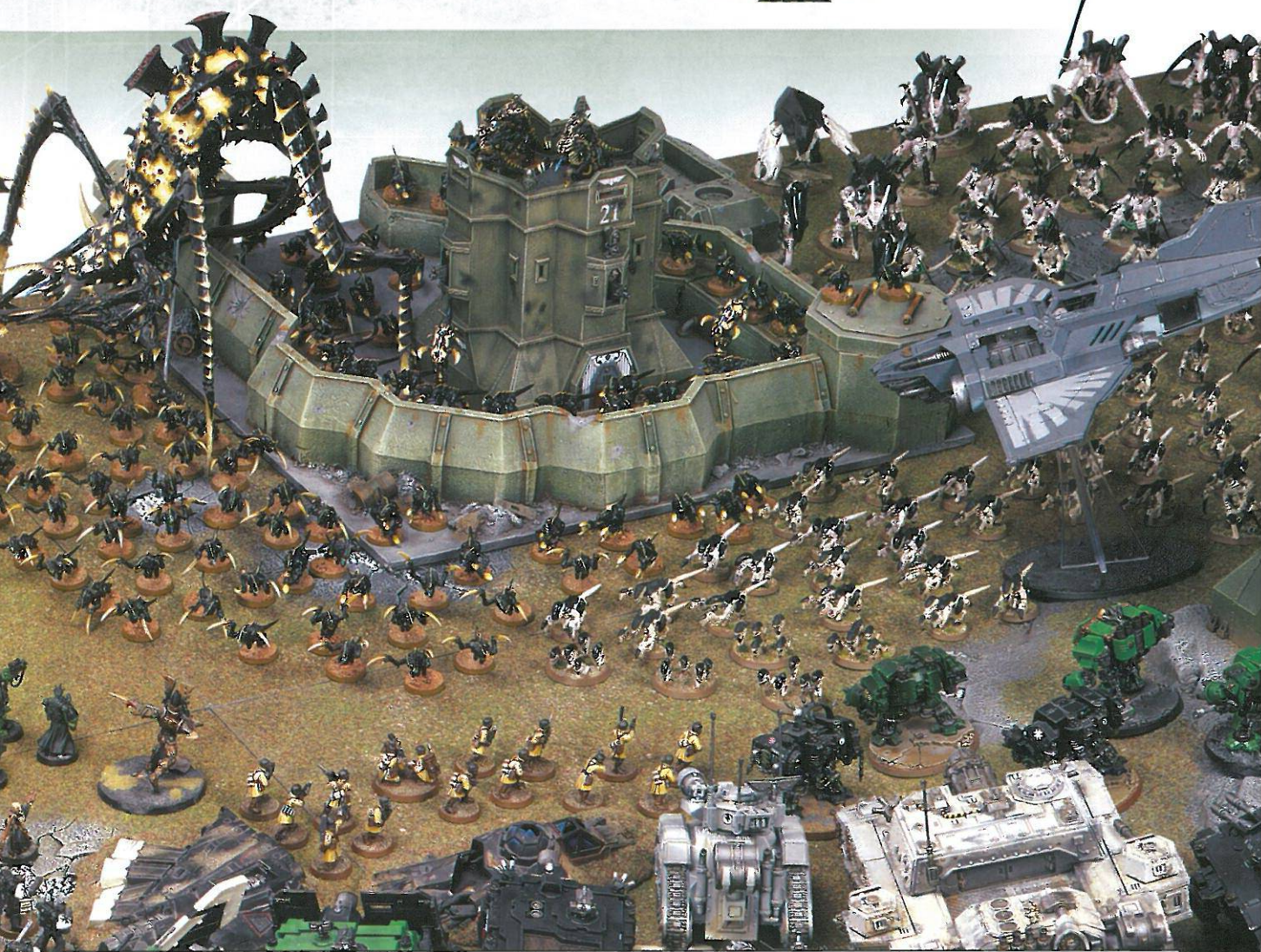


COUNTDOWN TO APOCALYPSE

When the players ran out of time they took stock of the situation. The Imperial troops had given the Tyranids an absolute pounding – Phil's two-hundred strong horde had lost one hundred and eighty of its number, for instance – and though the Good Guys had lost many valiant men, they had taken a far worse toll on the foe. Unfortunately, because of their focus on slaughtering alien scum they had not been playing for territory; most of their power was concentrated in their impressive armoured firebase. This allowed the xenos players to take the entire left-hand side of the battlefield with Gaunts, Genestealers and Fire Warriors, securing three objectives whilst the other three remained firmly contested as the battle raged all around. The invaders had carried the day. Still, even though the Ignis Deo was technically contested by Deathleaper, no other Tyranids had breached the defensive perimeter, so Phil ruled that the Imperials had bought enough time for the Ignis Deo's launch procedure to be completed, and the titanic roar of combusting rocket fuel filled the air...

LEAP OF DEATH

Keith's sneaky plan was to place his objective right by the Benefact Majoris control tower, as close as possible to the rockets of the Ignis Deo itself. Keith then intended to bring his Genestealers on behind enemy lines and snatch the objectives with tooth and claw. Still, no battle plan survives contact with the enemy, and it was Keith's Lictor Deathleaper who had to crawl out of the shadows and contest the Ignis Deo objective. The Lictor managed to sabotage the rocket, and secure victory for the xenos!



'THREE....' boomed the vox-grilles arrayed around the launch bays, loud enough to shake a rivet loose. Beyond the stark scaffolds of Benefact Majoris Spaceport, panicked men ran for their lives, explosions blossomed and klaxons moaned like wounded ghosts as burning wreckage tumbled out of the raging skies.

'TWO...' A dark flicker, suggestive of limbs and lithe agility, darted up the bone-carved scaffolds that surrounded the Ignis Deo. The super-missile's rockets roared loud enough to even drown out the death shrieks of the bio-titan outside.

'ONE... IGNITION SUMMONED...' An ear-splitting scream peeled out, so loud that all else faded into the background. A roiling cloud of fire that billowed in all directions as the Ignis Deo slowly, sedately rose off the launch platform, accelerating into the sky. The ground shook as the pilots of the rocket prepared to make history with the noblest of sacrifices possible.

Slowly, growing in volume, a hymnal of victory came up from the Imperial lines. The defenders of Benefact Spaceport fought back against the foe with renewed vigour. Far above, the Ignis Deo drilled through the atmosphere towards the Rok. A clawed, thorn-covered figure clambered laboriously up the outside of the Ignis Deo, its mantis-like limbs punching through the hull as it struggled against the tremendous inertial forces upon it. The creature screeched its diamond-sharp claws across the glass canopy until it cracked like ice and broke apart. A second later there was a blur of deadly force. Time seemed to stand still for a second, blood drifted in amorphous clouds, and the vacuum of nearspace did the rest.

The skies of Meridian filled with light, blazing light of impossible brightness. Its citizens looked up in wonder, thanking the Emperor that their lives had been spared, gasping in awe as a gigantic halo of fire spread from horizon to horizon.

And yet... and yet there still seemed a shadow in the centre of the explosion, a shadow that grew darker and fouler with every passing second. As the blinding brightness died away and sight began to return, the Rok of Ages plunged through the halo of light like a world cast down from heaven and about to create hell.

One by one, the citizens of Meridian dropped to their knees and prayed.

DOUBLE TROUBLE

Back in WD353 we told you the tale of the White Dwarf team's adventures at the 40K Doubles. You seemed to have warmed to our yarns of derring-do and incompetent generalship, so here we are again. Andy Hall tells the tale.

You may have realised by now that I'm a bit of a Doubles Tournament addict, and that enthusiasm has spread to others in the White Dwarf team. So at the beginning of the year no less than three teams from the White Dwarf bunker attended the 40K Doubles. You can read about our exploits at that tournament in WD353. Those of you who read that article will remember that our collective performance was less than stellar. Still, Warhammer's my bag, so – along with my teammate, Robert Purser (known as 'Ted' for reasons far too convoluted to go into here) – I was confident we could improve on last year's ranking of 51st out of 116. With the knowledge that no matter how badly we performed our progress would be reported back in White Dwarf, the pressure was certainly on!

My teammate from the 40K tournament, graphic designer Glenn More, was also ready for more tourney action, and he teamed up with our sub-editor, Andrew Kenrick, to take a foul Warriors of Chaos and Skaven alliance to the tournament. Their modest target was to win at least one game, not come last in the rankings, and to try to finish ahead of me on the final scoreboard.

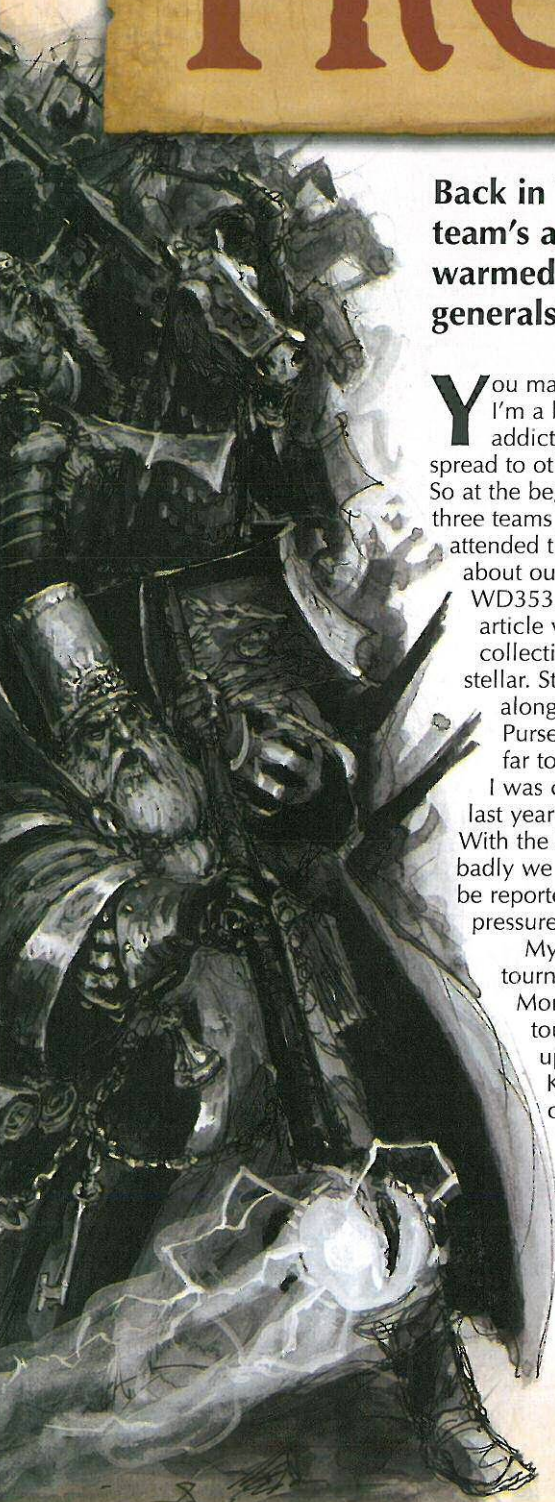
They hoped to achieve this with a mixture of Chaos Knights, Skaven Clanrats and Warplock Jezzails.

Our own army was a refined version of the High Elf and Empire combo we had taken the previous two years. This was made of a heavy cavalry element of Knights, Dragon Princes and a Lion Chariot supported by a gunline made up of 20 Handgunners, a Great Cannon, Repeater Bolt Thrower and ten Sea Guard. We also had a lowly Level 1 Battle Wizard whose job was to carry Dispel Scrolls and add an extra dispel dice to the pool. If he could get a single spell off each battle then all the better! Another character who added to the dispel pool was a Warrior Priest, who would accompany the Knights, so they could re-roll those all-important To Hit rolls when they charge. The High Elf hero was a Noble riding a Great Eagle, encased in Dragon Armour and armed with a Reaver Bow. His job was to fly around, picking off certain units and enemy Heroes with his three Strength 5 ranged attacks.

The Early Games

So it was with these armies we rolled up to Warhammer World on a sunny Saturday morning in April, which also happened to be my birthday; but spending the start of my 32nd year on the planet playing four games of Warhammer sounded like a grand way to spend the day! After a very unhealthy breakfast of coffee and doughnuts, it was onto the first game.

Our opponents were father-and-son team James and Tom McKinnon, who were also fielding a High Elf and Empire alliance. They had the first turn and pushed forwards towards our gunline, with blocks



ARMY NAME

Swords and Stone

PLAYERS

Empire and High Elf Alliance
Andy Hall and Robert Purser

Models/Unit	Equipment	Points Value
Warrior Priest	Two-handed Hammer, light armour, barded warhorse, Icon of Magnus.	135pts
Level 1 Battle Wizard	2 Dispel Scrolls.	115pts
High Elf Noble	Great Eagle, Dragon Armour, lance Reaver Bow, Enchanted Shield.	195pts
10 Empire Handgunners		80pts
10 Empire Handgunners		80pts
9 Empire Knights	Preceptor, standard bearer.	239pts
10 Lothiern Sea Guard		120pts
1 Empire Great Cannon		100pts
5 High Elf Dragon Princes	Standard bearer, Lion Standard.	195pts
1 Lion Chariot of Chirace		140pts
1 High Elf Repeater Bolt Thrower		100pts

TOTAL 1499pts

ARMY NAME

Axes of Evil

PLAYERS

Warriors of Chaos and Skaven Alliance
Andrew Kenrick and Glenn More

Models/Unit	Equipment	Points Value
Exalted Hero	Mark of Khorne, Juggernaut, Biting Blade.	180pts
Warlock Engineer	Warp Blades, Energy Condenser, Warp Power Accumulator, Storm Daemon.	110pts
Warlock Engineer	Warp Blades, Energy Condenser, Warp Power Accumulator, Dispel Scroll.	110pts
5 Chaos Knights	Full Command, Mark of Tzeentch, Blasted Standard.	310pts
5 Marauder Horsemen	Throwing Spears.	70pts
5 Marauder Horsemen	Throwing Spears.	70pts
18 Chaos Marauders	Shields, Light Armour, standard bearer, musician.	120pts
24 Skaven Clanrats	Full Command, spears.	169pts
10 Night Runners	Slings.	90pts
5 Gutter Runners	Poisoned Weapons.	70pts
5 Warplock Jezzails		100pts
Warp-Lightning Cannon		100pts

TOTAL 1499pts

of Halberdiers, Phoenix Guard and High Elf Spearmen. Outriders and a Lion Chariot also advanced. However, in moving the Outriders forwards, they inadvertently exposed their flank to the Great Eagle. The High Elf Noble was primarily there as a mobile firebase, but he was armed with a lance in case such an opportunity presented itself. We took full advantage and the High Elf Hero charged into the Outriders, who managed to stay in the fight for two phases before being wiped out. Meanwhile our cavalry jostled for position to charge the two large High Elf units as the gunline blew apart the Halberdiers. The McKinnons' Lion Chariot charged first, hitting Ted's Dragon Princes head on, although it failed to do much damage. My Knights countercharged the Chariot in the flank and destroyed it, which freed up the cavalry to go after the rest of the foe. We proceeded to chase down the Spearmen, trying to steer clear of the Phoenix Guard until the end of the battle. The end result

WARHAMMER DOUBLES TOURNAMENT: ARMY CONSTRUCTION RULES

'Force' is used to describe the units under one player's control. 'Army' is used to describe the combined Forces of the two players. For the tournament you need a combined army of 1500pts that must contain the following elements:

- Two forces of no more than 750 points each. You may not transfer unused points between forces.
- Both players must each provide 1 Hero capable of acting as the Army General to lead their force and 1 Core choice.
- The army must conform to the normal selection criteria for a 1500 point army. This is as follows: 1-3 Heroes, 2+ Core, 0-3 Special, and 0-1 Rare. The only exception to this is a High Elf army, which may use its unique force organisation rules if it is composed of two High Elf forces.
- Within the army each individual magic item and magic banner may only be selected once.
- Special characters may be purchased used as normal.



Above. Andy and Ted shake hands after a great game against Abi Shapland and Carl Bradbury's Daemons of Chaos.

Below. Ben and Ben show Andrew the ways of Dark Magic.



was not only a palpable victory but a good start to my birthday.

On another table an equally exciting battle was taking place.

Andrew and Glenn, the Axes of Evil, were facing Beastmen and greenskins – an army comprising lots of shooty Orcs plus six Spear Chukkas and six

Beast Herds. Luckily for them the Orc Shaman was the General (you roll each battle to see which force contains the Army General for the whole army), so there wasn't an ambush, which would have been the case if the Wargor had been leading.

Even so, Andrew and Glenn still struggled to engage the enemy in combat. The game was nearly won by the Dwarfers when the Wargor and his herd failed their unruly test and charged Andrew's Exalted Hero and Chaos Knights. This netted Andrew his first (and last) roll on the Eye of the Gods table for the tournament. The battle ended in a well-deserved draw.

The Axes of Evil then went on to fight a Daemons of Chaos and Warriors of Chaos army. This was a nasty army, with the Blue Scribes siphoning off the Warlock Engineers' power dice and the Changeling threatening to steal the Exalted Champion's profile. The game was saved when Glenn's Jezzails took down the enemy Chaos Knights in two rounds of shooting as they thundered towards them, and then Andrew's own Chaos Knights managed to create havoc in the middle of the board (whilst his Hero frantically avoided getting into combat with the Changeling), awarding them a minor victory.

For our second battle we faced an all-Skaven force and, like the Chaos Knights in Andrew and Glenn's second game, we suffered from Jezzail fire – I lost all my Knights, just as they were approaching within charging distance of the Clanrats, leaving the Warrior Priest all alone. Ted's Elves fared better; taking a more circuitous route around the battlefield, they were able to stay in cover and start mopping up units of Skaven Slaves and Globadiers, with few casualties taken. The Dragon Princes did take a battering as they closed with the Jezzails, but that meant the Prince riding the Great Eagle and the Lion Chariot charged into them unscathed, soon sending them packing off the board. Meanwhile our gunline was filling the sky above the battlefield with arrows and shot, but the

THE VIEW FROM THE TOP

The team up of Pete Foley and Andy Smillie was always going to be very scary (And extremely beardy! – Ed). But how did these titans of tournament play get on when they joined forces?

Pete: Andy and I decided to go for an army that was a bit left field this year and hoped that no-one had prepared for it in their plans for victory at the Doubles. Andy took a Vampire Counts army with a unit of 8 Cairn Wraiths and a Banshee. This unit was immune to all but magical attacks, and with three S5 attacks each they can chop up pretty much any foe. With the armies being limited to 1500pts it also meant that there was unlikely to be all that many magical attacks around and so we were confident that they should be able to survive unscathed.

Just to make sure, though, I took an Empire army to ally with Andy that contained a few tricks to help him along the way. The simple one was a Level 1 Wizard with a pair of Dispel Scrolls. That would give us plenty of magical defence and guarantee to stop at least two spells from targeting the Cairn Wraiths. The other tricks for dealing with Wizards were a couple of Outrider units with Hochland long rifles in them, perfect for picking out enemy Wizards from their units, and an Empire Captain riding a Pegasus with Aldred's Casket of Sorcery. This nifty little item could steal the spells from enemy Wizards' and in one particularly successful game he managed to deal with three Chaos Sorcerers in two turns

by either charging them and killing them, or stealing their spells and using them against their own army. What a hero!

In the end we did pretty well with our army. We won 5 of the 7 games, played a hard fought draw in one and (after a few too many glasses of wine on the Saturday afternoon) suffered a pretty sound defeat at the hands of a twin Daemon army. Overall we finished 5th, which is a pretty good account. Most importantly, though, we played seven brilliant games of Warhammer against 14 great opponents.



large unit of Plague Monks and Censer Bearers crossed the table relatively unscathed. By the end of the battle our ranged troops were no more. The game was very close and ended in a draw.

Foe-swapping

For their third battle, Andrew and Glenn then faced none other than the Dragon Slayers team, Ben Curry and Ben Johnson, who were using a magic-heavy Dark Elf army. Yes, the same guys you can see playing in the battle report later in the issue (see page 76). As you'd expect from such tournament professionals they soon had Andrew and Glenn's army routing off the board, with not even a single Skaven model left by the end of Turn 2. They did make one small error, thinking they had the last turn when in fact Andrew and Glenn did. Andrew's two remaining Chaos Knights saved the Dwarfers from a massacre as they charged in and ripped through the Dark Elves' flank, turning the result into a minor loss instead.

Meanwhile, on the table next door, Ted and I were fighting against Abi Shapland and Carl Bradbury's Daemons of Chaos army. It was a great game, with all the early victories going to us as we sat back and shot while the cavalry elements waited to countercharge. The Lion Chariot proved particularly successful, churning its way through a unit of ten Bloodletters. The

Daemons started to fight back towards the end of the battle, when the Dragon Princes bounced off the Plaguebearers; but it was too little, too late and another victory for Swords and Stone.

For the final battle on Saturday we found ourselves on the heady heights of Table 9, and I was worried – we were not expecting to get this far up the ranking tables but two wins and a draw had put us there! However, for Round 4 we swapped foes with Andrew and Glenn. So we fought the Dragon Slayers, who promptly outplayed us, blasting apart our army in a hail of Dark Magic. To complete the swap, the Axes of Evil faced the Daemon army of Abi and Carl. This time the Daemons were successful, pulling off a minor victory against the Chaos Warriors and Skaven but, like us, Andrew and Glenn found it an enthralling and enjoyable game.

With the day's battles fought we retired to Bugman's to share stories, moan about bad luck and try not to get too drunk in anticipation for the following day's gaming.

Final Fights

Sunday proved to be a bright and warm day, putting us all in good spirits for the three battles to come. Our Saturday evening defeat put us back down to Table 21, still respectable but not quite on the top tables where all the really good generals were battling, which was fine with



Above. One of Glenn's Warlock Engineers, which blasted many an enemy throughout the two days of solid gaming.

THE VIEW FROM THE BOTTOM

At the other end of the spectrum, the Studio's resin mould maker, Pete Riordan, and Warhammer World's Matt Hilton lost all seven games, but was it still fun?

Pete: Well, what can I say about my tournament experience? We lost every single game over the weekend, gave away over 10,500 victory points – and I loved every minute of it. It was fantastic! My teammate, Matt Hilton from the Warhammer World store, and I got to play seven games over two days against interesting and varied armies, met some really great people, and we won an award, albeit for sacrificing the lives of our troops so readily. No wonder it's called the Warlord Queek Headtaker Award. What more could we ask for?

Even though we lost all our games we had some really exhilarating moments from our perspective, most of these came from the shades who gunned down most things that came near them, but the most entertaining was against a Skaven and Dark Elf army when the five remaining members of our Marauder unit charged their War Hydra and in the ensuing round of combat managed to beat it and run it down. Although even with that triumph we still managed to snatch defeat from the jaws of victory.

This experience has really galvanised me to expand my armies and play more games of Warhammer. I've already got 2000 points of Dark Elves assembled and ready to be painted, there's another 3000 points waiting

to be built and I'm dusting off my other armies for a repaint too. Matt and I are definitely going to be back for next year's tournament and, unlike this year, we are planning our armies and playing practice games. Who knows, we might even win a game or two this time.

Still, I'm sure that if you attend next year's event and happen to face us in one of your battles then you'll be more than happy to test your mettle against our army. One word of warning though: if we win then you'll have been beaten by Warlord Queek Headtaker's finest and most enthusiastic students!





Above. Ted fights the Daemons on his own, but where's Andy? Probably holding the camera.



Above. Pete proudly displays his 'winning' certificate. He's since become the most asked-for opponent in the Studio.

me! Our first game was against a team called Inner Circle, which was not Empire but a gloriously painted double Vampire Counts army by Leo Baker and Robert Gogin – in fact this force went on to win the coveted Best Painted Army award. The army was made up of large blocks of

Undead infantry, including Crypt Ghouls and Grave Guard. The army set up in the far corner, and started to grow thanks to the preponderance of Necromancers and Vampires summoning Zombies and Skeletons at an alarming rate. The army included Mannfred Von Carstein in his Acolyte form, and a Varghulf, which didn't hang back and instead made its way forwards using the wooded terrain as cover from my Great Cannon.

Our tactic was simple: the cavalry elements headed across the board in a flanking manoeuvre, while the Handgunners marched forwards until they

were in range. The Great Eagle and its rider were sent to deal with the Varghulf before it could reach our artillery. When the monster finally emerged from the cover of the undergrowth, a large bolt from the Repeater Bolt Thrower finished off the creature. As the Lion Chariot and Knights

came in for a charge we were nearly undone by *Vanhel's Danse Macabre*, but the Battle Wizard dispelled all attempts at a countercharge and even put paid to the Plague Cart's efforts to give all Undead units close to our cavalry Always Strike First. The Knights, Dragon Princes and Lion Chariot charged in and hit the Undead creatures hard, wiping out the Ghouls and Zombies with ease. Unfortunately, we ran out of time before the Knights could charge into the Grave Guard and deal with Mannfred, but as it was the battle finished with another win for our grand alliance.

“The battle finished with another win for our alliance.”

The Axes of Evil found themselves facing Skaven and Warriors of Chaos in a mirror match! Well, not quite. The enemy Chaos army comprised a converted Throgg and nine Trolls, whereas the Skaven had twice as many Jezzails as Glenn's force. Andrew had to rely on his Knights' 4+ ward save against shooting to keep them in the game. The battle was arguably won when Andrew's Chaos Knights charged Throgg. Although both his champion and Hero died over two successive challenges with Throgg, the Knights did enough damage to win the combat. The Troll King failed his Break test (and the re-roll!) and this also caused a nearby unit of Trolls to

FANCY A GO?

Playing in a Tournament, whether for giggles or serious competition, is another exciting aspect of the hobby. Games Workshop organises numerous events in Hobby Centres and at larger venues such as Warhammer World, throughout the year.

In addition to the Doubles Tournaments for all of our games systems, there are also the prestigious Throne of Skulls Tournaments. These are the highlights of our tournament calendar, and many players consider the Throne of Skulls itself to be the Holy Grail amongst prizes. The Throne of Skulls is fiercely contested, with entrants battling through heats to reach the final.

There are also literally thousands of independent tournaments held throughout the world using all our game systems. Everything from Blood Bowl to Warhammer and even a rules set as young as War of the Ring.

Check out the website and the Events Calendar in every issue of White Dwarf for details of forthcoming Tournaments in your area.

THRONE OF SKULLS™



Three of the prestigious prizes available at our various tournaments. From left to right: the prize for The Lord of The Rings Grand Tournament, the prize for Best Painted Army, and the Throne of Skulls itself.

flee too! This gave Glenn and Andrew a minor win, as well as their bloodiest game so far with little left standing on either side.

With just two games to go, Ted and I found ourselves on the higher tables again, and so we faced a pair of extremely competent opponents who were fielding another all Dark Elf army, this time containing 25 Shades and, well, not much else! The same unit was bristling with characters, including an Assassin, Battle Standard Bearer and a Sorceress. We knew the only way to win the game would be to break that unit. This was easier said than done, and with 50 repeater crossbow shots coming at us each turn, not including stand and shoot reactions, our Knights and Lion Chariot soon melted away. The Great Cannon then blew up and it was only a matter of time before we were clinically wiped off the table. A masterclass in tournament Warhammer: well done to Jamie Perkins and Ross O'Brien, who went on to come 6th in the final rankings.

It was then Andrew and Glenn's turn to face an all-Vampire Counts army. All was going well until Andrew's Chaos Knights unexpectedly broke from combat on the last turn of the game, giving away a massive 300 victory points and turning a draw into a loss.

In their final game, the Axes of Evil fought yet another army of bad guys – in fact, that's all they had fought throughout the tournament, Glenn later lamented that he'd have loved to have seen at least one Empire or Elf force to zap with lightning – however, this time they were fighting Dark Elves and Warriors of Chaos. The turning point for the game was when Andrew's Chaos Knights were flank charged and cut down by Chaos Knights of Khorne. But the Chaos Knights then found themselves enfiladed by Glenn's Warp-Lightning Cannon, which killed four of them with a S8 shot – zzap! The Dark Elf Sorceress followed with a set of magical blunders, miscasting twice in a row, letting the Dwarfers get some more spells off. And so Andrew and Glenn managed a comfortable win, ending the weekend on a high note.

For Team Swords and Stone, a victory in the final game would shoot us high up the rankings, so it was all to play for. We found ourselves facing Leo Baker and Robert Gogin's Vampire Counts once more. As it was the last round we couldn't swap opponents so a grudge (re)match was on! The Vampire Counts changed their play style and this was immediately noticeable as they started more aggressively, marching forwards. Matters were not helped on our side as the Great Cannon blew up on the first turn of the game, causing the Varghulf to become bolder and powering forward towards the rest of the Empire gunline. Once again our cavalry advanced towards the Undead as fast as possible but some

FINAL THOUGHTS

Here's what the others thought of their tournament performance:

Ted: I do look forward to the Doubles each year. I've played in singles tournaments and they never seem to match the camaraderie of going to battle with your best buddy. When you add in the general mayhem of the two days with the frantic format, the rush to get your results handed over and recover in time for the next battle all in the space of a few hours, it adds a real zing to your gaming.

Andy and I worked well together, even amusing our opponents with some good-natured bickering in some tense situations! Seeing as last year we

finished 51st, and 50th this year, I guess the obvious goal next time will be to rank 49th. A few less misfire rolls should ensure our position!

Glenn: Thinking back over the weekend it was quite hectic, with me and Andrew trying to get to grips with our combined army. More preparation would have been a great benefit – the one practice game we did have saw us get massacred and I didn't really learn much (*That's what you get for playing Pete Foley and Andy Smillie – Ed*). I think with a few modifications and a bit more practice we could have maybe made it into the top third. There's always next year.

canny placement of the Grave Guard and Skeletons by the Vampire generals meant we could not maximise our frontage for the ensuing charges. A bad round of combat, with some very unlucky dice, saw the heavy cavalry bounce off the Undead infantry and come cantering back across the table. Although they rallied in time to launch a second charge against the pursuing infantry, this attack was more successful but it was not enough and, as the Varghulf set about slaughtering the Handgunners, the game finished, ending in another draw.

The final standings saw Andrew and Glenn finish 57th with Ted and I ranking a respectable 50th. While the Axes of Evil had failed to beat us, we had achieved our target and managed to place higher than last year – but by only one position!

So that brings an end to this year's adventures in tournament land. These last two Doubles events have really given us the tournament bug. After all, what could be better than spending the weekend playing your favourite games against a varied and friendly group of opponents? That's why we'll be back next year and will even be striking out on my own in the meantime – Jervis is organising a Studio Invitational Tourney, so by the time you read this I'll have tested my mettle in my first solo tournament! No doubt you'll read about our continued adventures in White Dwarf in the near future!



Above. Joel Henry and Rudy Bellingham win the tournament with their Daemons of Chaos army.



HEROES OF CATACHAN

This month, two legends of Catachan are released onto the world; we delve into their blood-soaked history to find out why they are so celebrated. Robin Cruddace is also on hand to highlight how to use these heroes on the battlefield.



GUNNERY SERGEANT 'STONETOOTH' HARKER

All Catachans have a reputation for being tough, but 'Stonetooth' Harker is perhaps the hardest of the bunch. It is said that instead of tobacco he chews glass and that he can endure pain like no other man. He can place his hands in searing flames without flinching, and shrug off knife cuts and gun wounds without a grimace. As far as 'Stonetooth' is concerned, pain – and even bleeding – are concepts for weedier soldiers. Harker is a giant of a man, his large frame covered with slabs of muscle and sinew. His strength is such that he carries his heavy bolter, 'Payback', as easily as a normal man might carry a rifle, without even breaking a sweat.

by the exacting standards of their birth world. The nickname is a reference to the voracious predators of their world. Comprising the regiment's bravest veterans, Sergeant Harker's elite team take the fight directly to the enemy. They are all experts at making long-range penetration raids deep behind enemy lines and, when the enemy is engaged, they bear the brunt of the bloody combat.

Whilst fighting the tendrils of Tyranid Hive Fleet Leviathan on the twilight world of Jorn V, Harker's squad was ambushed by a pack of Raveners, monstrous organisms that had burrowed beneath the planet's black surface. Harker's own ammunition loader was torn apart in a flurry of claws

“Back home, I once fancied me a pair of Catachan Devil boots. Killed me half a dozen of the great ugly critters but never found a single one that wore any.”

– 'Stonetooth' Harker.



Harker is uncomplaining in the completion of his duties. He shows an enthusiasm for war that is seen by Guardsmen from other regiments as somewhere between arrogance and bravado. Harker is a tough and grizzled sergeant with guts for brains. When it comes to war, 'Stonetooth' is an expert, and given the chance of fighting or thinking his way out of a tight spot, Harker reaches for Payback every time.

Harker has survived the most gruelling campaigns and has yet to find an enemy that won't die to the bark of his heavy bolter or the sharpened edge of his combat blade. There isn't an aspect of war he has not mastered. From rescue missions to assassinations, reconnaissance to demolitions – Harker and his squad will get the job done. Harker leads a squad of Catachan Devils, exceptional warriors even

before a scream had a chance to leave his lips and the remaining squad members were engaged in a grim fight for their lives. Harker leapt upon the closest beast without pause and wrapped his massive biceps around the alien's throat. The Ravener writhed and tried to buck him off but Harker's grip would not slacken. Harker squeezed until, with an audible crack, the creature's neck was shattered and its serpentine body finally lay still. Harker then hefted his heavy bolter from its tripod stand and opened fire on the remaining Tyranids. Each organism burst apart in a shower of ichor as the explosive bolts did their work. His dead comrades avenged, Harker dusted himself off, slung a belt of ammunition over each shoulder and stalked off to find the rest of his company, Payback tracking back and forth like a hound searching for prey.

WORDS FROM THE WISE - HARKER TACTICS

Robin: Gunnery Sergeant 'Stonetooth' Harker is a giant brute of a man, so strong that he carries a heavy bolter, 'Payback', by himself. He's no slouch in close combat either, hitting with the same power as a Space Marine Veteran Sergeant whilst shrugging off wounds directed against him because of his Feel No Pain ability. But perhaps Harker's greatest strength is the squad of hardened Catachan Veterans he leads.

'Stonetooth' Harker leads no mere squad of Veterans, but a Catachan Devils squad, perhaps the most dangerous warriors from all of Catachan. Harker and his squad of Veterans have the Stealth special rule, allowing them to gain an additional +1 to their cover saves. I always make sure that this squad is deployed in woods or amongst city ruins as a 3+ cover save sure beats the armour save afforded by their flak armour. They also have the Move Through Cover ability, meaning they can move through such terrain relatively unhindered, redeploying their firepower to where it is most needed

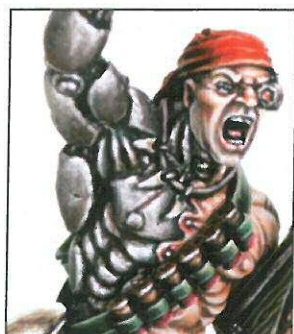
without leaving the protective confines of cover. If your enemy wants to get rid of them, he's going to have to dig them out the hard way.

'Stonetooth' Harker's squad can also Infiltrate, meaning that they can outflank if you wish, but I prefer to deploy them at the beginning of the game where Harker can lay down heavy bolter fire from the get go. Try and resist the temptation to put weapons like sniper rifles in this unit though, as the squad is then forced to stay still to shoot with them. Because of his Relentless rule, Harker can move and fire with his heavy bolter. This means that the squad never need stay stationary to fire at full effect and are then free to close with the enemy to make use of flamers, meltaguns and rapid-firing weapons. To this end I always include a heavy flamer which, when combined with Harker's heavy bolter, can deal out a frightening amount of Strength 5, AP 4 death! And as Veterans, Harker's squad are a Troops choice, perfect for taking and holding objectives.

A squad of Catachan Devils, led by Harker, leads a raid on the Eldar of Biel-Tan.



COLONEL 'IRON HAND' STRAKEN



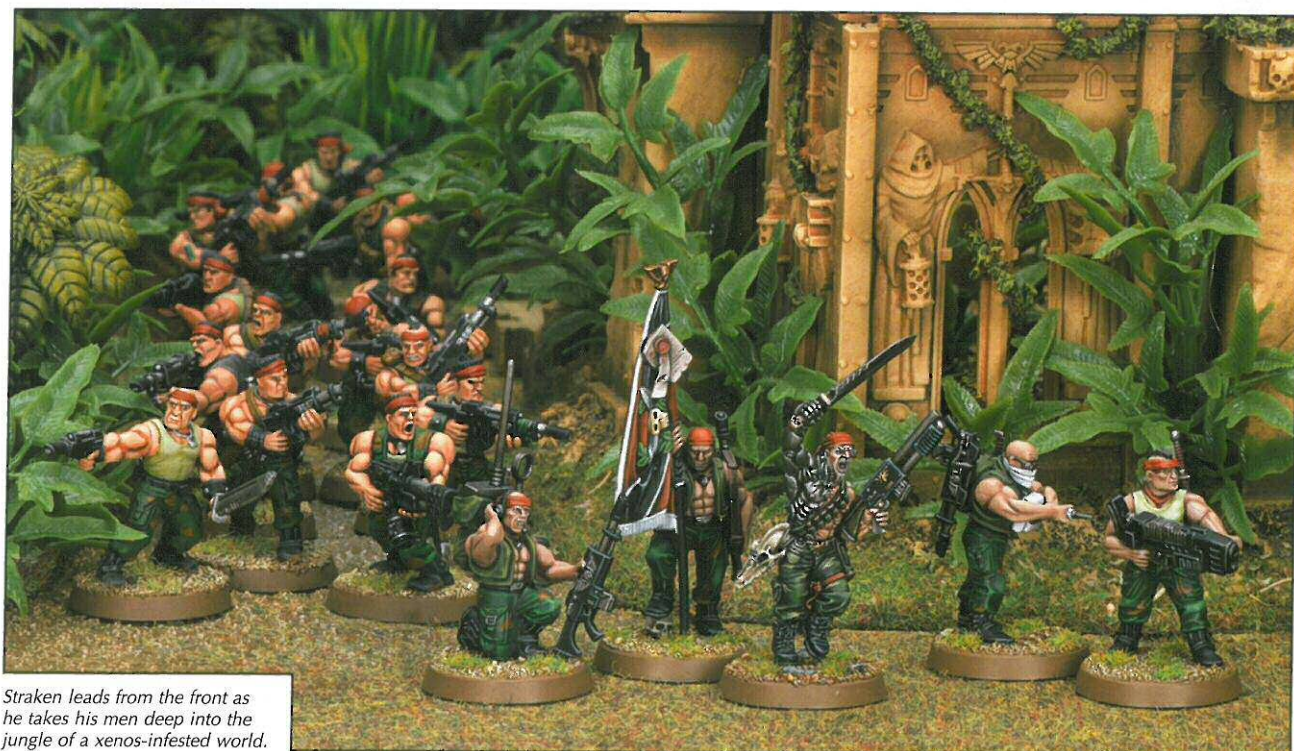
Straken has survived decades of war, working his way up from being a common trooper, to the rank of Colonel of an entire regiment, the Catachan II. It was whilst Straken was still a grizzled sergeant that he earned the bionic replacement that would become both his trademark and his moniker. Whilst stalking an Eldar patrol, Straken was savagely attacked by a Miral land shark that tore off his arm. By all rights Straken should have died from his injuries, but he is no normal man – he was born and bred on Catachan and is one of the toughest breed of warriors ever to serve in the Imperial Guard. Straken boasts that instead of crying like some newborn, he ripped the shark's throat out with his own teeth, but some sceptics believe it more likely that he is referring to his Catachan 'Fang' knife.

Straken's list of victories is impressive indeed; the Battle of Moden's Ridge, the Dulma'lin Cleansing, the Ulani Aftermath and the fight for Vartol City are just a few of his career's more prominent campaigns. In many of these wars Straken served under the esteemed Colonel Greiss. Straken still follows his old predecessor's example and refuses to fight anywhere other than at the front line. He can be found wherever the fighting is thickest, standing shoulder to shoulder beside his men where his orders can be heard and his weapons can continue to smite the Emperor's enemies. Straken is a loud, bombastic commander with a cavalier, gung-ho attitude. He rarely stops barking out orders, yelling insults,

curses and other words of encouragement to his troops. Straken's command ethic is simple – get stuck in. He's utterly indifferent to danger and his confidence in both his own abilities and those of his men is unshakeable.

Straken has earned the respect of the entire regiment for his prowess in combat, his use of resourceful and innovative tactics, and his refusal to sacrifice his men for trivial gains. He has little regard for those commanders in neatly pressed uniforms that send their troops into pointless meat-grinders just to win a new medal, a fact that has led to friction when the Catachan II serve alongside regiments from other worlds.

As Straken fights for his men, so too do they fight for him. He refuses to leave a wounded man behind and famously dragged a crippled trooper halfway across the continent of Martark on Ulani IV without once breaking stride or lowering his aim. When Straken himself has suffered a severe wound his men have always managed to carry his broken form back to friendly lines. Straken has received many injuries during his years of service and his body is now riddled with cybernetic replacements and bionic implants. It appears that nothing can keep the Colonel away from the front and as long as the medics can continue to patch him back together, he will continue to show his troops 'how to fight the Emperor's enemies like real soldiers' accompanied with yells of 'Do I have to do everything myself?'



Straken leads from the front as he takes his men deep into the jungle of a xenos-infested world.

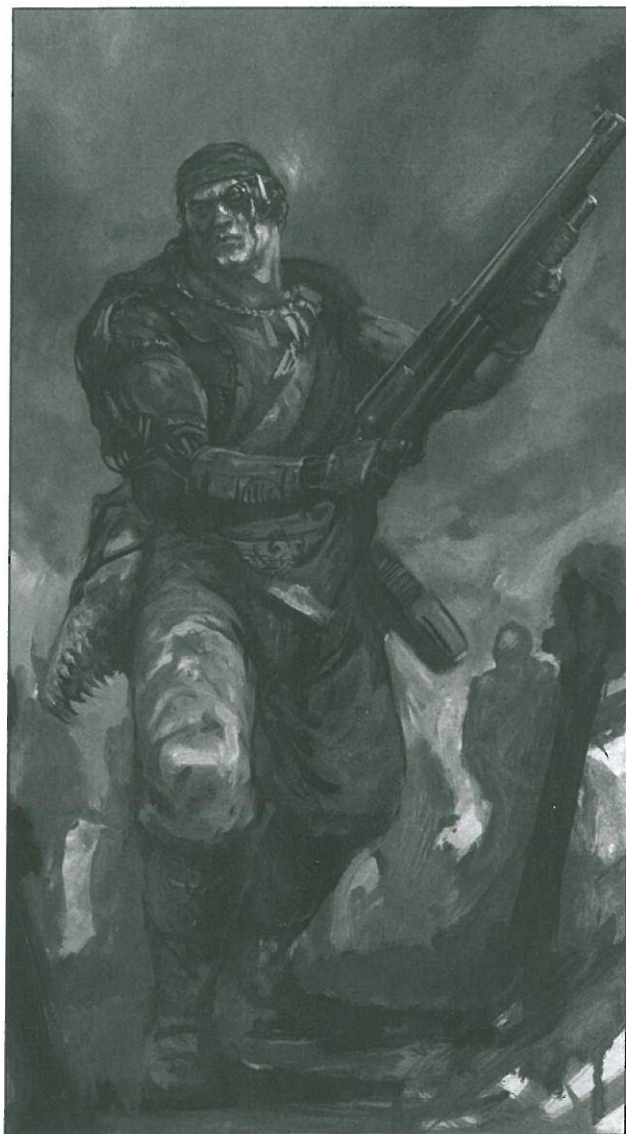
926.M41 The Dulma'lin Cleansing

A single regiment of Catachan warriors, led by the bombastic Colonel Straken, is the only regiment to survive planetfall on the world of Dulma'lin. Under Straken's orders, the Catachan regiment fight a year-long guerrilla war in the subterranean depths of the planet's caverns, earning a fearsome reputation amongst the Ork tribes.

The decisive moment in the fighting occurs after Catachan scouts locate the centre of the Ork city in a massive underground cavern known as the Mommothian Vault. Straken personally leads a handpicked team of demolitions experts and infiltrates the Ork settlement. The Catachans' presence is detected on the third day of the operation by a roving pack of Squig-hounds and in the ensuing fight Straken accounts for the deaths of at least thirty Orks and a mob of Killa Kans. The Colonel is seriously injured when he drags Ork Warlord Killzkar into the path of a stampeding Squiggoth, which tramples them both into the cavern floor. Straken's men succeed in destroying the Vault's primary support stacks and carry the Colonel's broken body to safety before the entire cavern-ceiling collapses and destroys the Ork settlement.

Imperial reinforcements arrive two days later, led by a haughty Purbech officer, High Praetor Osh'preen. The remaining Ork threat, scattered and leaderless, is exterminated within a week. Osh'preen's report to Segmentum Command fails to mention the Catachan II's true involvement in the Dulma'lin campaign, citing Straken's regiment as 'uncouth soldiers, little more civilised than the Orks themselves'. Taking complete credit for the cleansing of Dulma'lin, Osh'preen is awarded governorship of the planet as a reward.

The men of the Catachan II are unceremoniously redeployed to the Ulani system. Colonel 'Iron Hand' Straken is tended to by a team of medicae personnel, clinging onto life throughout the journey. He awakes after extensive bionic surgery to find himself surrounded by the enemy, the Catachan II ever standing by to carry out his orders and win yet another war.



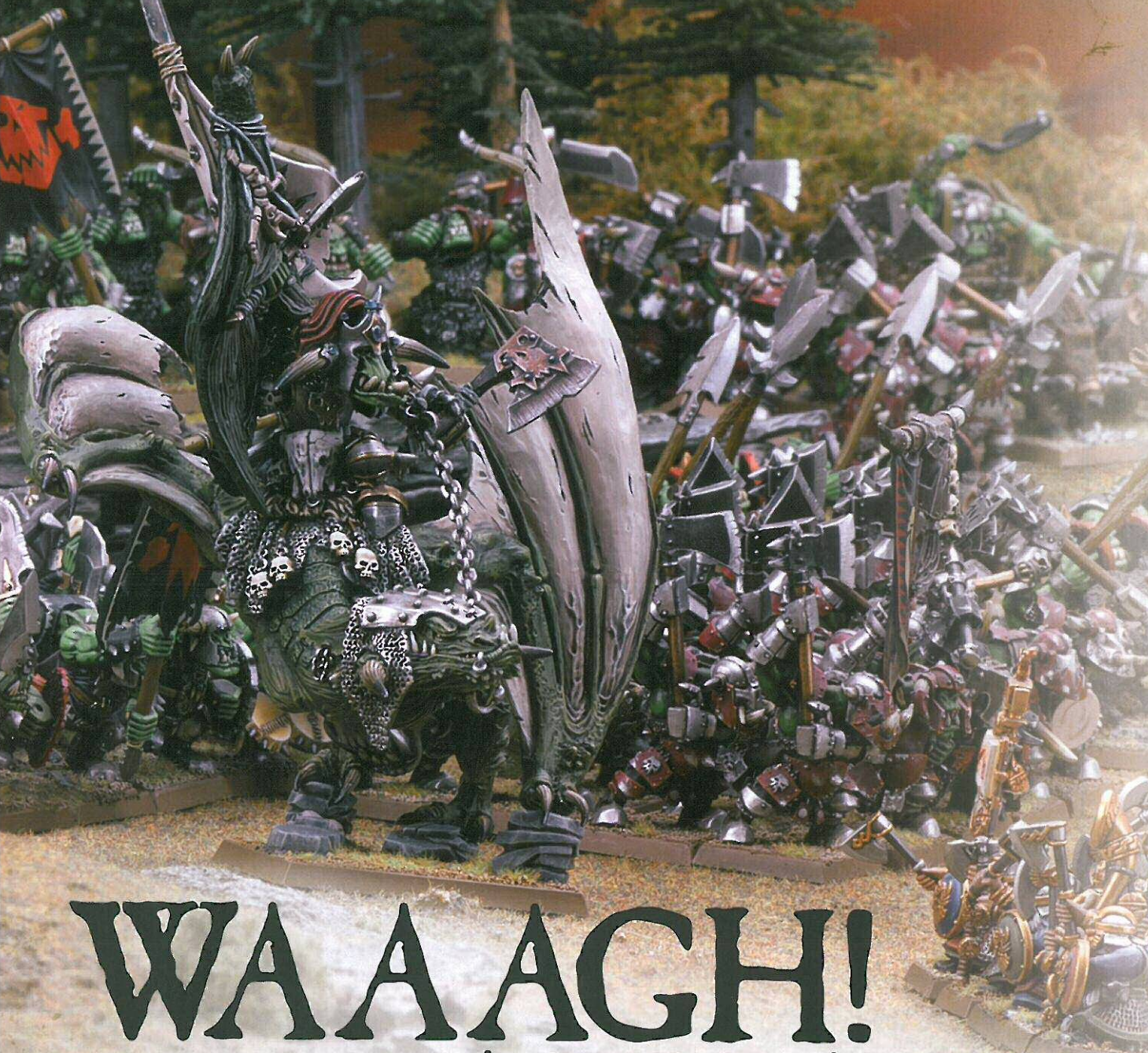
WORDS FROM THE WISE - STRAKEN TACTICS

Robin: Colonel 'Iron Hand' Straken is the ultimate frontline commander for a Catachan army. Where other Imperial Guard Commanders are wont to throw endless waves of Imperial Guardsmen at the enemy to secure victory, 'Iron Hand' Straken gets stuck in the thick of the fighting, facing the Emperor's enemies side-by-side with his troops. The Cold Steel and Courage rule grants all friendly units within 12" of the Colonel the Furious Charge and Counter-attack special rules. This makes a massed Catachan infantry charge a daunting prospect for your opponent to face in combat. If that's not enough, Colonel Straken can still issue orders to these units, the uses of which are the subject of an entire *Tactica* unto itself (See the *Command Squad Tactics*, available to read online – Ed).

Though Colonel Straken is armed with a shotgun and plasma pistol, his real skill comes when the fighting is up close and personal. 'Iron Hand' Straken is a monster in combat. Thanks to his extensive bionic surgery, the Colonel hits with an impressive Strength of 6, boosted

to a mighty 7 on the charge! The Man of Adamantium rule means that 'Iron Hand' Straken can punch through power armour and even tank hulls with ease. It is a brave or foolish foe that challenges the Colonel to a fight. Straken can take a punch as well as he can throw one. With a 3+ armour save your opponent is going to have to bring power weapons to worry the Catachan commander – and even if they do he has a refractor field. The best way to survive when playing against Straken is to avoid getting in combat with him at all.

When fielding Straken, I always maximise his effectiveness by tooling up his command squad, particularly with a medic – after all, who doesn't like Feel No Pain? I tend to field Straken alongside a Lord Commissar to form a really dangerous close combat unit. Because Straken is Gung-ho there is no risk of him fleeing from combat and therefore no danger of a trigger-happy Commissar executing the Colonel because of an unlucky Leadership test – although I doubt any in the Commissariat would be foolish enough to try.



WAAAGH! AZHAG



THE CROWN OF SORCERY

The Crown of Sorcery speaks to Azhag with a voice as dry as the grave and as old as the southern deserts, offering words of counsel and power way beyond the ken of most Orcs. The crown not only grants Azhag with an otherworldly companion but has given the Orc Warlord a talent for death magic.

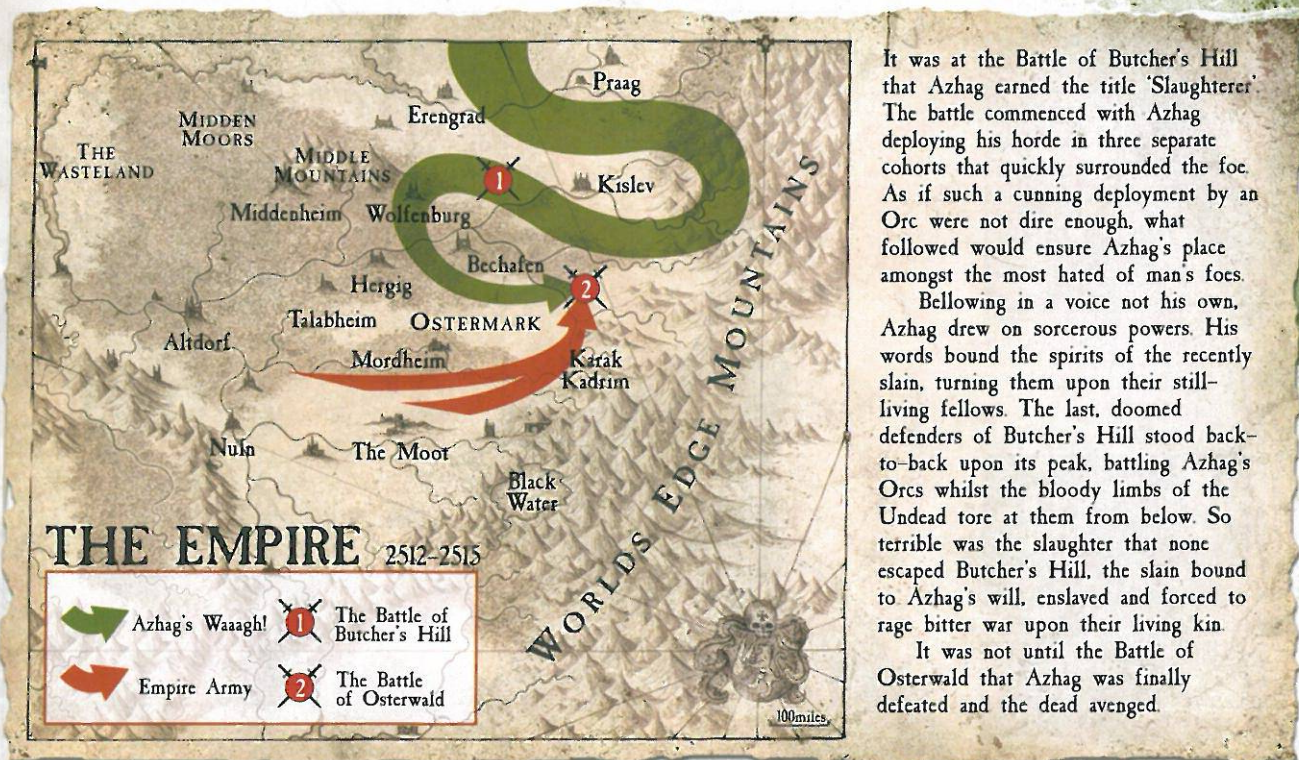
One of the most dangerous Orc Warlords of recent history, Azhag's campaigns of destruction brought the eastern provinces of the Empire to the brink of ruin. Azhag possessed a strange iron helm, which appeared to give him sorcerous powers, and rode to battle on the back of his malodorous Wyvern, Skullmuncha, directing the arcane fury of his crown against the foe.

The Waaagh! of the Slaughterer

Azhag the Slaughterer was never the same after he won the Crown of Sorcery in the ruins of Todtheim, for the Liche Nagash's insidious spirit still clung to the artefact

and began to dominate the Orc's somewhat uncomplicated psyche. From that day forth, Azhag's primal power was combined with the tactical genius and arcane fury of the ancient Liche.

Though he was never truly able to convince his followers as to the value of turning an enemy's flank, the new-found insights Azhag gained from the crown allowed him to make short work of the rival Warbosses who stood in his path. Prior to each battle, Azhag dictated the plan of attack, speaking in a decidedly un-Orcy voice that seemed heavy with the weight of centuries, and then bellow at his ladz to get moving. Such successes swiftly



It was at the Battle of Butcher's Hill that Azhag earned the title 'Slaughterer'. The battle commenced with Azhag deploying his horde in three separate cohorts that quickly surrounded the foe. As if such a cunning deployment by an Orc were not dire enough, what followed would ensure Azhag's place amongst the most hated of man's foes.

Bellowing in a voice not his own, Azhag drew on sorcerous powers. His words bound the spirits of the recently slain, turning them upon their still-living fellows. The last, doomed defenders of Butcher's Hill stood back-to-back upon its peak, battling Azhag's Orcs whilst the bloody limbs of the Undead tore at them from below. So terrible was the slaughter that none escaped Butcher's Hill, the slain bound to Azhag's will, enslaved and forced to rage bitter war upon their living kin.

It was not until the Battle of Osterwald that Azhag was finally defeated and the dead avenged.

gained him a huge following of greenskins – they didn't care that Azhag spoke funny, just as long as he 'showed 'em where da fighting wuz.'

As his horde marched into the Empire, Azhag's strategies became ever more complex. This led to, amongst other things, the infamous synchronised Goblin attack waves at the Battle of Dark Moor and the dastardly Snotling pincer assaults at Butcher's Hill. Those foes that exemplary tactics did not vanquish were easily dispatched by the dark magics that the crown placed at Azhag's command. With brain and brawn so closely aligned, it seemed that no force could stop Azhag's mighty Waaagh!

The Green Horde continued to cross the Empire, heading west towards the Middle Mountains. In Ostland the horde began to loot and destroy with customary Orc efficiency, crushing the spring crops underfoot and gorging on the hard-won stores of the local people. After besieging Wolfenburg, the Waaagh! turned south and then east through the Great Forest and into Ostermark once more.

Azhag finally met his match at the Battle of Osterwald. Werner von Kreigstadt, the Grand Master of the Knights Panther, slew Azhag and left the Waaagh! leaderless. After the battle, the Orc horde dispersed into the forests and hills. As for the Crown of Sorcery, it was recovered by the Grand Theogonist who took it back to Altdorf and placed it in the deepest vault of the Temple of Sigmar to be guarded for eternity by powerful spells.





Azhag's totem is a tangled wooden marionette, symbolising his predicament under the dark influence of his crown.



Skullmuncha's belly, usually the Wyvern's one weakpoint, is covered with a large iron plate, granting the monster formidable protection in battle.



The mean visage of Azhag up-close. Joe Tomaszewski, who painted this model, has given him malignant red eyes and painted the crown with sinister purple hues.

Azhag's Wyvern, Skullmuncha, is a craggy beast noted for the thick plates that cover its spine. Many a heavy blade or magical weapon has broken upon its tough scales.



"Now is your time," murmured the ancient voice inside Azhag's head. "Just what I thought," growled the Orc Warlord, kicking the flanks of his Wyvern. The creature leapt into the sky with a vicious hiss. "Time for some fun."



Fielding Azhag the Slaughterer

Azhag is the most expensive Orc character in the game and for good reason – you're not only getting a powerful close combat warrior, but he's mounted on a winged monster that also has an impressive profile and hardy saves of its own. But that's not all, as the Crown of Sorcery gives Azhag the magic power of a Level 2 Wizard with access to the Lore of Death.

With such a powerhouse on the battlefield it can be tempting to place him front and centre in your battleline and charge him forwards as fast as possible. This can work, but you need to be aware that a well-placed cannonball can still

bring him down. Still, keeping Azhag with your troops is a good idea as his 'Get on Wiv It' rule means you can re-roll failed animosity rolls and keep the battleline moving. Azhag will prove a massive distraction, allowing your blocks of infantry to reach their targets relatively unscathed. He can then fly in to support a charge or countercharge fast-moving enemy units such as knights. And, with the Lore of Death containing many offensive spells you can start causing casualties relatively early on. For more tips on using special characters in your games, check out next month's White Dwarf, as Adam Troke presents a guide to these mighty heroes.

WARHAMMER

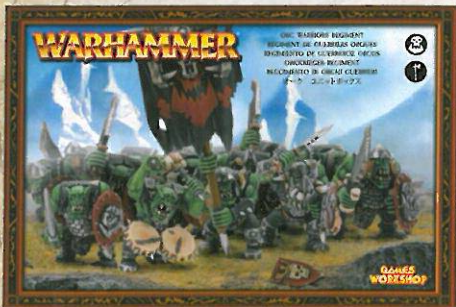
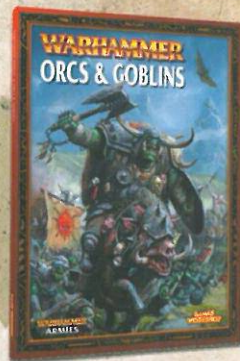
ORCS & GOBLINS

In every forest and under every mountain lurk the warlike greenskin tribes – countless Orcs and Goblins who love nothing more than a good fight!

ORC & GOBLIN BATTALION

Warhammer Battalion box sets are a great way to start or expand an army. This set contains 20 Orc Boyz, 20 Night Goblins, 10 Spider Riders and an Orc Boar Chariot – a force worthy of an aspiring Warboss!

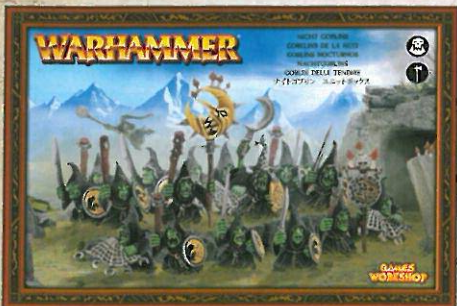
This box set contains 51 plastic Citadel miniatures, and is an ideal starting point for building an army of Orcs & Goblins.



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Orcs is da best, or so they maintain. They'll go out of their way to give anyone who disagrees a good thump.

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In many dark mountain caves lurk the vicious greenskins known as Night Goblins.

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Orcs admire nothing more than brute strength, that's why Orc Warbosses are bigger and stronger than the rest.

This multi-part plastic kit contains enough parts to construct 2 Orc Bosses; 1 on foot and 1 mounted, either an Orc Warboss or an Orc Battle Standard Bearer.

Other plastic box sets available to order:

- Black Orcs
- Forest Goblin Spider Riders
- Giant
- Goblin Wolf Riders
- Night Goblin Fanatics
- Orc Boar Chariot

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ORCS & GOBLINS

The brutal, green-skinned Orcs & Goblins live to make war, so if you're looking for a fight, you've come to the right place!

This 80-page army book is the definitive guide to collecting, painting and playing with an Orcs & Goblins army.

This Book Contains:

- Full history of the Orcs and Goblins.
- Complete bestiary.
- Waaagh! Magic and new magic items.
- Special rules.
- Army list.

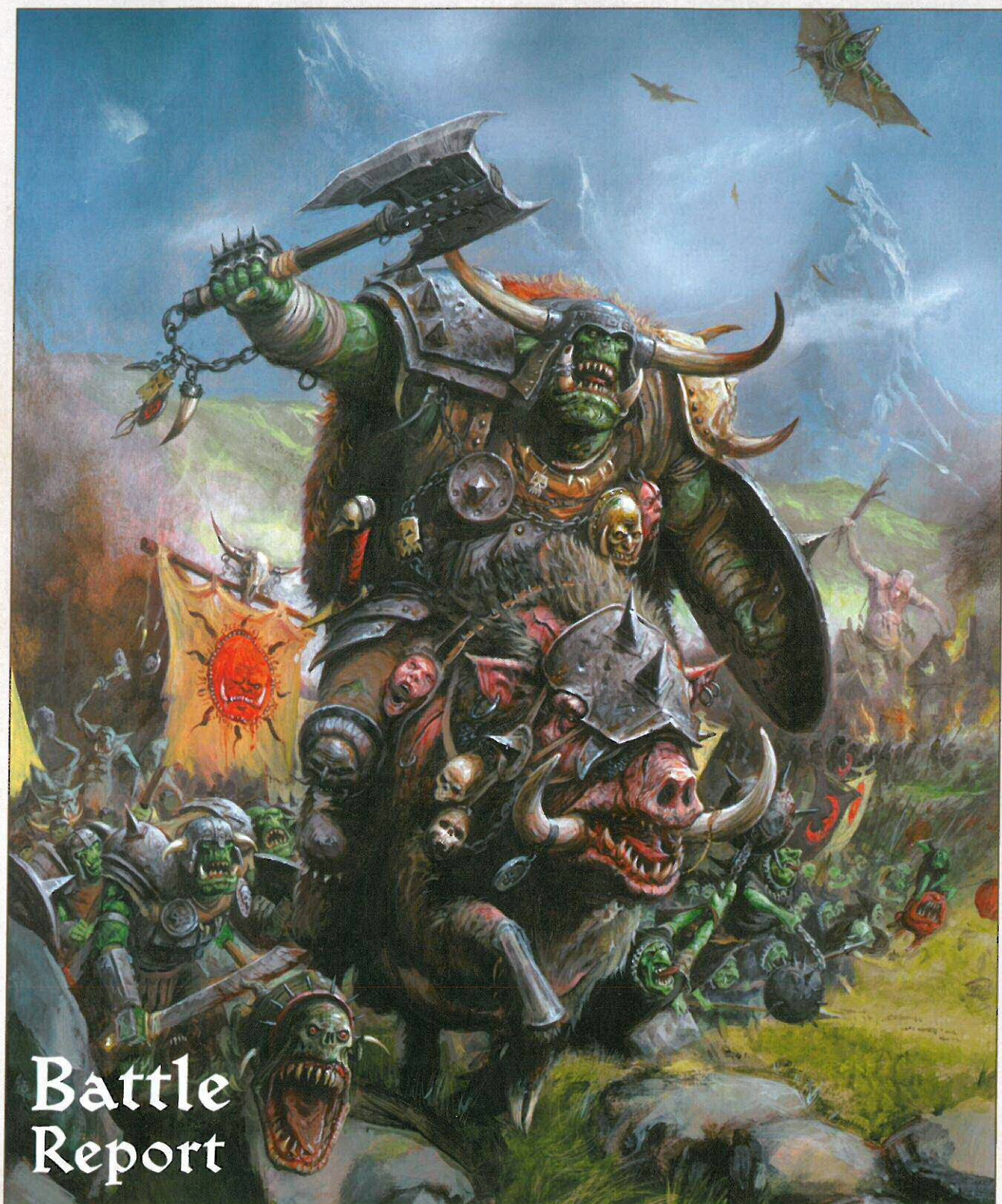


Black Orc



WARHAMMER

CLASH OF CHAMPIONS



**Battle
Report**

It's not often we feature an ultra-competitive, tournament-style battle report in *White Dwarf*, but in this issue that's just what we're going to do. Andrew Kenrick introduces the proceedings and explains exactly what we're up to...

When it comes to battle reports, we try to keep them varied and interesting, making sure that no two are ever the same. We try to make sure that battle reports are both representative of the sorts of games you might play at home, and also the crazy and bonkers type of games that you can only dream of playing once in a while. This is why we have straight-up, points-match battles, games constructed around a special scenario, series of linked narrative games and so on.

But, when we go to Games Day or the Studio Open Day, one thing we're often asked is: when are you going to a tournament-style battle report? So this issue, that's exactly what we're going to do; play a competitive game where the gloves are off, rules mastery is in and the tactical diversity of Warhammer is front and centre. The game will be a Pitched Battle, with two special features to spice things up a little – exactly the sort of scenario you can expect to play at one of our tournaments. We decided on a 2250-point game, slightly bigger than at the Throne of Skulls Grand Tournament, with the players free to choose whatever army they wanted from their own collection.

Although we have our own elite cadre of in-house tournament generals at our beck and call – Pete Foley and Alessio Cavatore are the two who immediately spring to mind – we thought we'd properly lift the lid on the whole affair and send out the call to the cream of the crop of the UK tournament scene. Two names were immediately suggested to us by those in the know – Ben Curry and Ben Johnson, who you may recognise from earlier in the issue. Ben and Ben are well known at

tournaments across the UK (and beyond!) as great fun but super-competitive players, who would have no compunctions about giving the other a good beating or taking a pasting here on the pages of *White Dwarf*. And just to prove that both of the Bens mean business, myself, Glenn More and Andy Hall played them at the Warhammer Doubles Tournament – you can read just how good a beating they dealt out to the *White Dwarf* team on page 62.

As Jervis let the cat out of the bag and pulled back the curtain on battle reports in *Standard Bearer* last month, we'd better acknowledge that this is an article in disguise. We hope that it'll give you an insight into the no-holds-barred world of a tournament and see how the top players in the world play (and win) their games. It won't be to everyone's tastes, and it certainly isn't how most of us play Warhammer, but it is an important part of the hobby and one we're pleased to feature in the pages of *White Dwarf*. If you like what you see, then check out the events pages on our website to find more about tournaments held near you. And if you don't fancy entering the ring at a tournament, there are countless other events held worldwide to cater to all tastes! Either way, write in and let us know if this style of battle report (or any other style of battle report for that matter) is something you'd like to see more of in the future!

But, without further ado, I'll pass you over to our two tournament gamers, and let them explain how they intend to win the battle report...

Battle Stats

Points: 2250 points aside

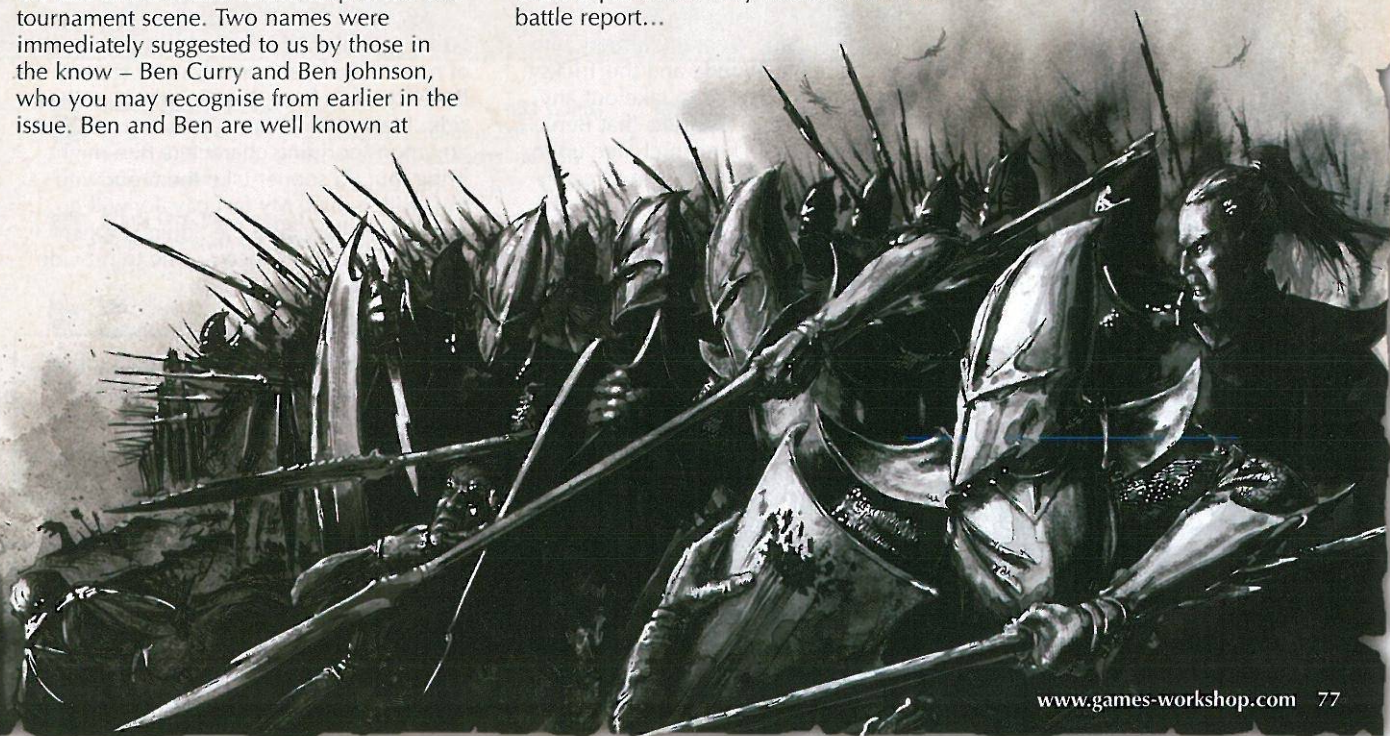
Armies: Orcs & Goblins vs Dark Elves

Scenario: Pitched Battle

Game Length: 6 turns

Special Features: Idol and Historic Landmark

Players: Ben Johnson vs Ben Curry



Orcs & Goblins



Ben Johnson hails from Derby and has been playing Warhammer for over fifteen years. He has been attending tournaments for the last three years, and has qualified for the GT finals each time – he finished 13th in Heat 3 of the GT last year. He is a member of the Dragon Slayers team, and is regularly nominated for the best-painted army award.

I'm the first (and tallest) of the two Bens, Ben Johnson. I have been playing Warhammer for more than fifteen years and have been competing in tournaments for the last three years. In that time I've attended more than 45 events with a variety of different armies. Having been an avid reader of White Dwarf since I was a kid, I'm really excited to get the chance to play in a battle report.

I'm using my army of Orcs & Goblins, an army I had a lot of success with when the army book was first released – I achieved some good tournament placings and best painted army awards, including best painted army at the 2007 Warhammer Grand Tournament Final. I've left them on the shelf for a while whilst I messed around with Daemons of Chaos and Dark Elves, but have recently dusted them off and started playing with them again. I've made a few changes to help them out against these newer releases, and it'll be interesting to see how they fare against Ben Curry's Dark Elves.

I started my army selection with a Lord, a Black Orc Warboss, armed with Shaga's Screamin' Sword to give him plenty of high-Strength attacks. I've also given him the Iron Gnashas, potentially making those attacks killing blows. Finally, I've put him on a Wyvern; a flying, Terror-causing rank breaker, just what the Orcs need!

Next, I took a Battle Standard Bearer with Mork's Spirit Totem. Coupled with an Orc Shaman with two Dispel Scrolls, that gives me up to six dispel dice, allowing for a very solid magical defence – useful if Ben brings the magic-heavy Dark Elf army he's fond of. Finally, a Goblin Big Boss mounted on a Giant Wolf and armed with Wollopa's One Hit Wunda and the Tricksy Trinket is just what I need to take out any Cauldrons of Blood or Chariots that Ben tries to throw at me – he can charge up to 18" out of his unit, allowing him to catch targets of opportunity off guard and in the open. He has Strength 10 for one round and ignores ward saves, which should be more than enough to deal with any foes that he decides to charge.

For my Core choices, I've taken four units. I started with a unit of 24 Boyz with full command and shields; at just 174 points they're a bargain. I've added two units of fast cavalry in the form of Spider

Riders and Wolf Riders – I'll use these for hunting war machines, march blocking and generally annoying Ben. Finally I've included one of the best units in the book, 28 Night Goblins with full command, nets and 3 Fanatics. Fanatics are hard to beat, capable of ploughing through most enemy formations, and the addition of nets to the Night Goblins can turn the unit into a real tar-pit, reducing the Strength of the enemy and, crucially, their ability to kill Goblins.

From the Special section I've taken a unit of 17 Black Orcs, also with full command. Along with Night Goblins, I think they're one of the best units in the army list – they aren't subject to animosity, and automatically move when a Waaagh! is called. I've also included 10 Squig Hoppers, to add some mobility and chase anyone they find hiding in terrain. Finally, I opted for a couple of Spear Chukkas and a Rock Lobba, as the threat of multiple wounds is enough to keep enemy monsters wary. I've made sure all three artillery pieces have Orc Bullies to at least stop them panicking from fleeing Goblins. If I add the Shaman to one of the crew, they can capture a table quarter too.

To round out the army I've taken a Doom Diver and a Giant. The Doom Diver is ideal for taking out knights or other heavily armoured foes, and with its ability to redirect itself, it can hit targets that might otherwise be safe. The Giant is there simply for the crazy, unpredictable fun it brings to the game – they can be so good or so poor all at the same time, and even when they're killed they can still be a danger to nearby opponents.

My plan is quite simple – use either the building or the wood to protect the flanks of my units while they advance, to stop Ben's chariots from charging them in the side. I fancy the Wyvern's chances against any monster-riding characters Ben might bring, but I'd sooner take them out with my artillery first. My fast cavalry will go hunting artillery, and the Squig Hoppers and Giant will advance as one to provide a great distraction.

Deployment: I've deployed the bulk of my force on my right flank, with my artillery split between the two hills in the corners. The Wyvern is set-up behind the wood, although not entirely out of sight of both Reaper Bolt Throwers. The Giant and the Squig Hoppers are deployed on my left, hoping to get into the face of the Dark Elves as quickly as possible.

Dark Elves



Ben Curry is also from Derby and has played Warhammer since the early 90s. Over the past four years he has attended close to fifty tournaments as part of the Dragon Slayers club. He finished 6th in Heat 1 of the GT last year and 7th in the Doubles (with Ben Johnson) this year. He is captaining Team England in this year's European Club Championships.

My name is Ben Curry and I've been playing Warhammer on and off for fifteen years. I've only been playing in tournaments for the last three or four years, but in that time have attended around 50 events as part of the Dragon Slayers games club. My first love in Warhammer were the Dark Elves, and while I've played various different armies over the years it was always the Druchii that I came back to. Their ability to field large monsters – Dragons, Manticores and Hydras – was the thing that attracted me to Warhammer in the first place.

When I was asked to play in a White Dwarf battle report I thought about all the evil combinations I could come up with to spring on Ben – we are club mates and know each other's armies and play styles very well, but in the end I decided to forego the silliness and stick to one of my tried-and-tested tournament builds.

The first thing I do when building an army is to decide how I want it to play – the deciding factor lies with my Lord choice, as the Supreme Sorceress plays a lot differently to the Dreadlord. I decided that I wanted an army list that could be flexible against any opponent (although I had a fair idea that Ben would be bringing his Orcs & Goblins), with some hard-hitting combat troops and a strong firebase for when I come across anything that can fight better than I can!

I opted for a Dreadlord mounted on a Manticore. Although the Manticore is often considered to be the poor man's Dragon, I do have a soft spot for my 'flying cow'. I've given the Dreadlord Caledor's Bane, which gives him Strength 7 on the charge. The Armour of Eternal Servitude and the Ring of Hotek should help keep him alive, too.

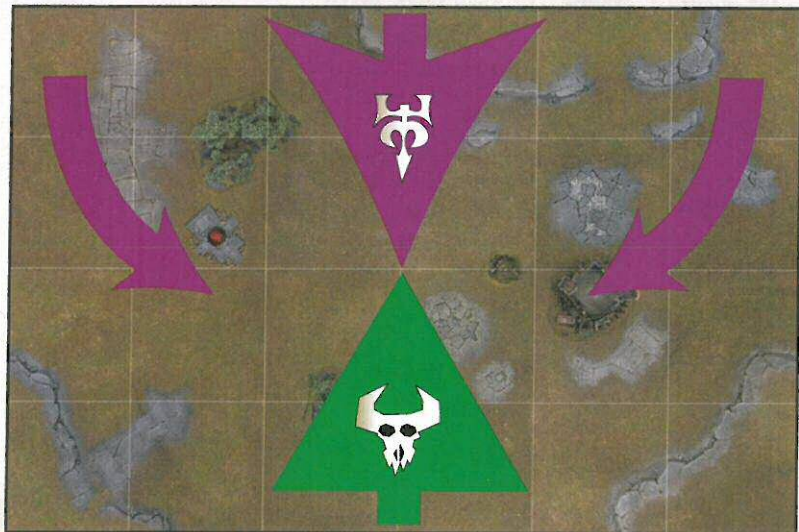
A couple of Masters, both mounted on Dark Steeds, are a nice little addition. One of the Masters is the Battle Standard Bearer, armed with the Pendant of Khaeleth and the Sword of Might, and is almost unkillable at range – he can wander around on his own with impunity. As he has a standard, the additional +1 combat resolution works well in his favour should he get into combat on his own.

The second Master is armed with Lifetaker and an Enchanted Shield, and can be used to nip at the enemy or pick off support units with her magic repeater crossbow. The characters are rounded off with a Sorceress equipped with a couple of Dispel Scrolls, giving me a little protection against Ben's magic.













To give the army its 'firebase', I've included two units of Warriors armed with repeater crossbows and shields, a unit of Dark Riders with repeater crossbows, two units of Shades with extra hand weapons, and a pair of Reaper Bolt Throwers. This block of troops can put out 93 shots a turn – when concentrated on a single target, that can make a real mess! So that's how I intend to use them, by focusing on easy to kill units, starting with anything fast coming my way. The shooty troops are fairly squishy, however, so I'll protect them with a unit of Warriors armed with spears, and two Cold One Chariots (*Cold Ones? They look suspiciously like Hydras to me – Ed*), which pack a mighty punch when they both charge into the same target.

The list is rounded off nicely with a War Hydra and a couple of units of Harpies – these are probably the most important units in my army. The Hydra runs around, and acts as a hard-to-kill distraction. The Harpies slow down the enemy by flying behind them so as to march block them, or to draw away frenzied troops or trigger Fanatics.

Deployment: I've deployed my Warriors to contest the Historic Landmark – worth an extra 100 VPs – and my Chariots front and centre. A unit of Warriors with crossbows is deployed on each flank, and the one on the right is joined by the Master with Lifetaker. The Manticore is deployed to avoid Ben's Spear Chukkas, and the Reaper Bolt Throwers are deployed on the hill to maximise their choice of targets and tempt the Orcs to come towards me in the centre. If they do so, I'm going to swing round with both flanks and hit him hard in the centre.





	Dreadlord	444 points		5 Harpies	55 points
	Shield, Sea Dragon cloak, Manticore, Armour of Eternal Servitude, Ring of Hotek, Caledor's Bane.			Vicious claws and temperament.	
	Master	177 points		5 Harpies	55 points
	Heavy armour, Shield, Sea Dragon cloak, Battle Standard, Dark Steed, Pendant of Khaeleth, Sword of Might.			Vicious claws and temperament.	
	Master	149 points		10 Dark Elf Repeater Crossbowmen	110 points
	Heavy armour, Sea Dragon cloak, lance, Dark Steed, Lifetaker, Enchanted Shield.			Light armour, shields, repeater crossbows.	
	Sorceress	150 points		10 Dark Elf Repeater Crossbowmen	110 points
	Hand weapon, 2 Dispel Scrolls.			Light armour, shields, repeater crossbows.	
	19 Dark Elf Warriors	142 points		5 Shades	85 points
	Light armour, shields, spears, standard bearer, musician.			2 Hand weapons, repeater crossbows.	
	5 Dark Riders	110 points		5 Shades	85 points
	Light armour, spears, repeater crossbows, Dark Steeds, musician.			2 Hand weapons, repeater crossbows.	
				2 Cold One Chariots	200 points
				Spears, repeater crossbows.	
				2 Reaper Bolt Throwers	200 points
				War Hydra	175 points
					2247 points



Deployment

The scenario was a straight Pitched Battle, with two special features – the players rolled for them and got a Historic Landmark and an Idol. The players then rolled for table sides – Ben Curry (henceforth Ben C) won the

roll-off and picked the side without the wood. The wood on the opposite side would force Ben Johnson's (Ben J) Orcs & Goblins to split up. Ben J finished deploying first, and won the dice off for the first turn.

Orcs & Goblins Turn 1

Ben J's turn started as many Orc & Goblin turns do, with his entire force descending into animosity. Both the Squig Hoppers and Goblin Wolf Riders rolled 1s for animosity and spent the turn squabbling, sending Ben's left flank into disarray and inaction. The Orc Boyz succumbed to infighting too, but the Black Orc Boss killed one as he quelled the animosity.

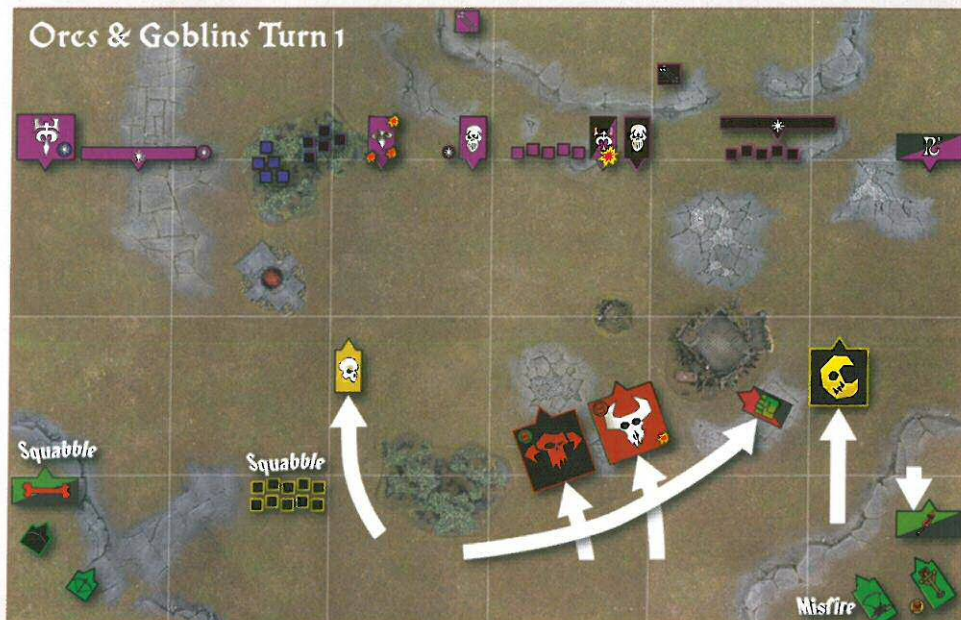
The Orcs' right flank rolled forwards, emerging around the wood and tower and into the open. The Giant stepped out from behind the wood too, striding out to the left. This was risky as, with the Squig Hoppers' advance stalled, Ben C could concentrate on shooting the Giant first. But, it was either that or leave him hiding at the back, and the sooner he ended up in combat the better.

The Shooting phase started brilliantly for the Orcs & Goblins. One of the Spear Chukkas hit the War Hydra, which failed its regeneration save and took 3 Wounds. The Rock Lobba then fired and, with a roll of a hit and an inch-perfect guess from Ben J – who is a joiner in real life and therefore spends his days with a tape measure in hand – landed on the Manticore! The Manticore was killed outright, leaving the Dreadlord to walk the rest of the way.



The Warboss on Wyvern flew behind the tower, out of sight of one of the Bolt Throwers.

Orcs & Goblins Turn 1



General Knowledge

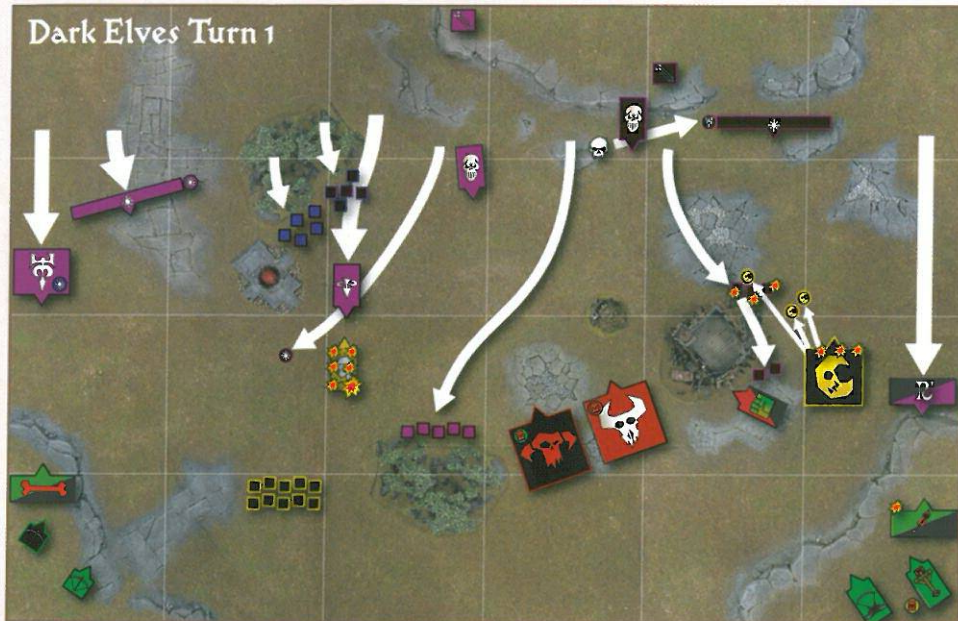
"This is great for me as the Shades can shoot the Squig Hoppers before they get too close."

Ben C

"You might as well take a chance and aim for the big 400pt monster."

Ben J

Dark Elves Turn 1



Dark Elves Turn 1

Ben C's first move was to fly forwards with the Harpies, landing next to the Night Goblins and triggering their Fanatics. Three of the Harpies died to the Fanatics, but at least they had been triggered well away from the Dark Elf lines. The second unit of Harpies moved forwards to march block the Black Orcs and the Orc Boyz (see overleaf for more on march blocking), making sure that they landed out of the charge arc of the Black Orcs.

On the left flank the Dark Riders galloped forwards at full pelt, making a bee-line for the Rock Lobba and the Doomdiver on the hill; whilst on the right flank the Warriors marched towards the Spear Chukkas, intent on wiping both of them out before returning to hold the special feature and the table quarter. The Battle Standard Bearer marched out into the middle of the board on his own – the Pendant of Khaelath rendered him almost immune to shooting, so Ben C felt confident sending him after war machines or lone characters on his own.

In the Magic phase the Dark Elf Sorceress successfully cast *Chill Wind* on the Wolf Riders, but this was nullified by the Orc Shaman's *Dispel Scroll*.

The Dark Elves' Shooting phase started with the crossbow-armed Warriors opening fire at the Giant lumbering towards them, wounding it twice. The Shades then opened fire, hitting six times and wounding it once more. The first of the Reaper Bolt Throwers couldn't see the Wyvern – the other potential target of opportunity – and if the Giant could be felled, the second unit of Shades would be freed up to shoot

the squabbling Squig Hoppers. The bolt only inflicted 2 Wounds, the Shades then opened fire too so that the remaining Reaper Bolt Thrower could fire at the Wyvern, but they failed to wound it. The second Bolt Thrower was forced to fire at the Giant too, finally killing him. Ben J hoped that the Giant would fall on the Hydra, but instead it toppled back towards the Orcs & Goblins' table edge, managing to miss the nearby Dark Elves.

The Dark Riders killed one of the Spider Riders, continuing with Ben C's plan to target the fastest-moving enemy units first. The remaining Warriors with crossbows targeted the advancing regiment of Night Goblins, killing three of the diminutive greenskins.

White Dwarf Says...

Turn 1 started in spectacular fashion for both sides, with the Dark Elves losing the Manticore and the Orcs & Goblins losing the Giant. Of the two, I'd say the Dark Elves will suffer most from their loss. The death of the Manticore will really mess up Ben C's plans, as the Manticore was going to fly behind the enemy lines and force Ben J to choose between turning to face the Manticore and leave two Chariots in the rear, or staying facing the Chariots and leaving the Manticore to charge the Orcs in the rear. With the Manticore dead, Ben J can press on more comfortably without having to look over his shoulder.

Ben J will be less worried by the death of the Giant. As he's fighting an army of Elves, he'd have expected the Giant to get shot at a lot, so his presence is more of a distraction than anything else.

The animosity that wreaked havoc on Ben J's right flank was perhaps more worrying, as it meant that the Giant was sent out on his own instead of with the Squig Hoppers – had the Squig Hoppers bounced forwards too, Ben C would have had to split his firing between the two or choose one to focus on rather than the other. As it is, their approach is staggered and Ben C can now take his time over the Squig Hoppers.



Orcs & Goblins Turn 2

Although some of the Orc regiments were closing with the Dark Elves, Ben J opted not to call a Waaagh! – his units couldn't reliably get into combat, so he decided not to risk it. Turn 2 started with the squabbling switching to the opposite flank, as the Night Goblins succumbed to infighting. The Squig Hoppers, on the other hand, made up for last turn by rolling a 6, moving forwards D6" towards the Hydra. The Spider Riders and the Wolf Riders declared charges against the Dark Riders and the Warriors armed with spears respectively, but both failed their Fear tests (Gobbos fear Elves) and stayed put.

In the Compulsory Moves portion of the Movement phase one of the Fanatics rolled a double 6 and killed itself, whilst the others hurtled about between the two armies. The Squig Hoppers moved forwards a mere 6" and, despite their free movement earlier, fell just short of the Hydra, but luckily outside of the charge arc of the Battle Standard Bearer.

Both the Black Orcs and the Orc Boyz were march blocked by the Harpies, slowing them down in the open in front of the Dark Elves' gunline. The Wyvern held back, waiting to see whether the Hydra could be slain before committing to battle.

In the Shooting phase, the Rock Lobba aimed for one of the Chariots but, despite another accurate guess, scattered and missed. The Doom Diver was more accurate this turn, killing two of the Dark Riders and sending them fleeing off the board. Both Bolt Throwers hit the Hydra, but both failed to wound, leaving the monster to roam free.

Despite rolling a 6 for animosity, the Squig Hoppers end up just short of the War Hydra.

March Blocking

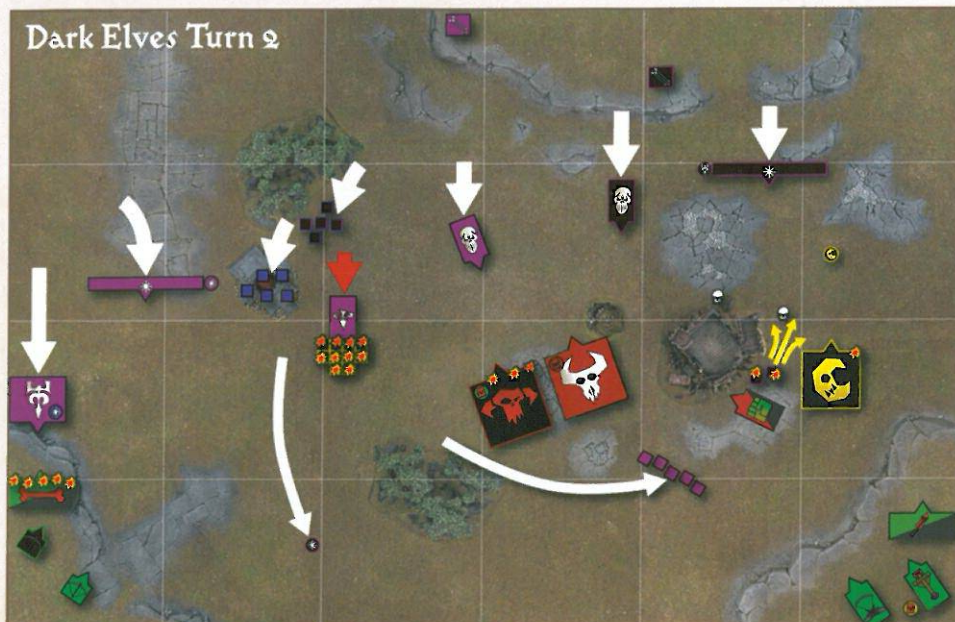
A common tactic, march blocking involves moving a fast, expendable unit to within 8" of an enemy unit (and preferably in a position where they can't be charged), preventing them from marching in the following turn and slowing their advance. Both sides had units intended to march block – the Dark Riders, Shades, Wolf Riders and Spider Riders all had the potential to get into position – but it was the Harpies who really excelled at it, as demonstrated when they got behind the main blocks of Orcs.



Orcs & Goblins Turn 2



Dark Elves Turn 2



Dark Elves Turn 2

At the start of Turn 2, the Harpies failed their Terror test and fled from the Wyvern, flying straight into a Fanatic and dying horribly. The War Hydra declared a charge against the Squig Hoppers and Ben C pondered whether to send the Shades in too – although it would increase the chance of killing the Squig Hoppers, there was the risk that they would end up stuck in combat and charged in the flank. In the end Ben C decided that the Hydra would be OK on its own.

Elsewhere both Chariots pushed forwards towards the Orc Boyz, aiming to get into combat against a single target to stack the odds in their favour. The remaining unit of Harpies continued to march block the Orcs in the centre of the board, allowing the Dark Elves to manoeuvre around them. The Shades moved forwards so that they could see the Black Orcs.

During the Magic phase, the Dark Elf Sorceress managed to cast her first spell, *Chill Wind*, at the Wolf Riders, but the spell caused no wounds.

In the Shooting phase, the Warriors with crossbows on the right flank unleashed their crossbows at the Wolf Riders, killing all five of them. The Warriors were only deployed on the far flank to capture the table quarter and the objective, and with the Giant dead they had nothing else to shoot at. Killing the Wolf Riders was part of the plan, however, as Ben C's intention was to kill all of Ben J's fast-moving units first, so that he could comfortably outmanoeuvre the Orcs & Goblins.

Most of the army fired at the Black Orcs in the hope of panicking them; both units of Shades, both Chariots and a Bolt Thrower fired at the unit, but only managed to kill three – not enough to cause a Panic test. The second Bolt Thrower fired a single shot at the Wyvern, but missed.

Ben C needn't have worried about sending the Shades in against the Squig Hoppers – the War Hydra and its handlers were more than up to the task. The Hydra slew six of the Squigs, and the Beastmasters killed the remaining four, their shared hatred ensuring that almost all of their blows struck true.

General Knowledge

"Orcs & Goblins have trouble dealing with enemy march blockers, especially manoeuvrable flyers."
Ben J

"I'm going to fire everything at the Black Orcs this turn, in the hope of panicking them."
Ben C



White Dwarf Says...

At the end of the second turn, it looks very much even, with Ben J in control of one flank and Ben C in control of the other. Of course, it's early days yet so there's plenty of time for that to change.

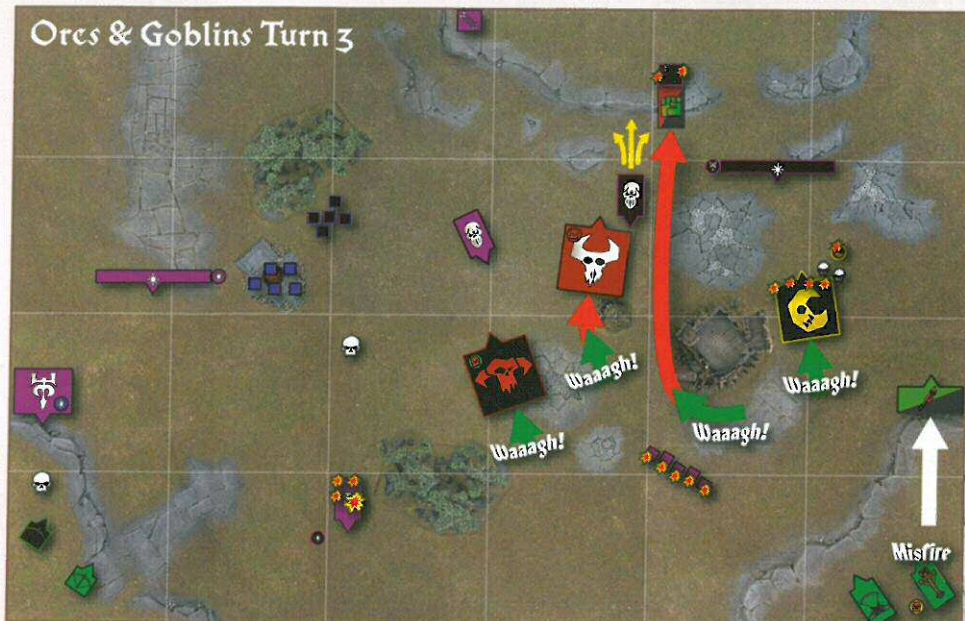
The Orcs & Goblins seem to be on the back foot a little this turn. The Squig Hoppers failed their charge, despite rolling a 6 for animosity, which denies them the chance to kill the Hydra before it can charge them! The Harpies successfully drew the Fanatics out of the Night Goblins on Turn 1, far enough away from the Dark Elf lines that they shouldn't cause too much of a problem for Ben C.

Ben C has cleverly march blocked the Orcs in the centre of the table, and short of shooting the Harpies there's little that Ben J can do about it. This means that the Orcs in the centre are likely to be slowed down in front of the Bolt Throwers without the ability to manoeuvre into position effectively. However, if Ben J can play it deftly next turn, those Orc units might be able to make it into melee.

Ben J's priority needs to be to kill that War Hydra. It hasn't got to grips with the main bulk of the Orc & Goblin army yet, but when it does its Terror has the potential to hugely disrupt Ben's battleline. To stop that, Ben J's best bet is his Spear Chukkas – the Hydra is already injured, and a lucky shot could take it out before it gets to grips with anything tastier than the Squig Hoppers.



Orcs & Goblins Turn 3



Orcs & Goblins Turn 3

As the Orcs were now closing in on the Dark Elves in the centre, Ben J decided that the time was right for a Waaagh! The Black Orcs Waaaghed! forwards 5" whilst the Orc Boyz moved 6", and even the Night Goblins mustered up a little Waaagh! The Wyvern moved 6" towards the closest visible enemy – the Chariots – but in the process rounded the tower so that the Black Orc Warboss could see the Bolt Throwers on the hill opposite. The Wyvern promptly declared a charge against the Dark Elf artillery.

All across the battlefield the Orcs & Goblins readied themselves to charge into melee. Buoyed on by the Waaagh! the Night Goblins declared a charge against the Dark Elf Warriors opposite, but fell short. Both the Goblin Big Boss and the Orc Boyz declared charges against the Cold One Chariots, but the Big Boss promptly failed his Fear test and stopped in his tracks – a blow for Ben J as the Goblin's One Hit Wunda would have destroyed the Chariot with a successful wound. The Orcs were braver, and the Chariot opted to flee – the only sensible option when being charged by a ranked-up unit, as the best way for a Chariot to overcome the rank bonuses of an enemy is by charging in and scoring lots of impact hits, not by being charged! It was unfortunate that the Black Orcs failed their charge, as that would have prompted the second Chariot to flee as well, but as it was it remained poised to countercharge.

The Orc Shaman managed to cast *Fists of Gork* with irresistible force, but despite the overwhelming power only killed a

single Harpy. The Harpies continued to come under fire in the Shooting phase, as the Doom Diver scored a direct hit and killed the remaining four. Both of the Spear Chukkas were similarly on target, hitting the War Hydra twice and inflicting four wounds, slaying the beast outright. Once again Ben J accurately guessed the range for the Rock Lobba, but it misfired – luckily Ben rolled a 6, meaning that it couldn't fire this turn but could fire normally next.

Perhaps unsurprisingly, the Wyvern and Warboss finished the turn by crushing both of the Bolt Thrower's crew and overrunning off the board.

Wizards!

Notably in this game, both players took a single Level 1 Wizard equipped with nothing but Dispel Scrolls. This was a deliberate tactic, designed not to dominate their own Magic phase but to attempt to shut down their opponent's. Either army, in particular the Dark Elves, could have gone the other way with a very magic-heavy force. If they had done so, they could have wreaked havoc in the Magic phase, so by stocking up on Dispel Scrolls and other anti-magic trickery (such as the Ring of Hotek and the Spirit Totem) both generals went some way to countering this.

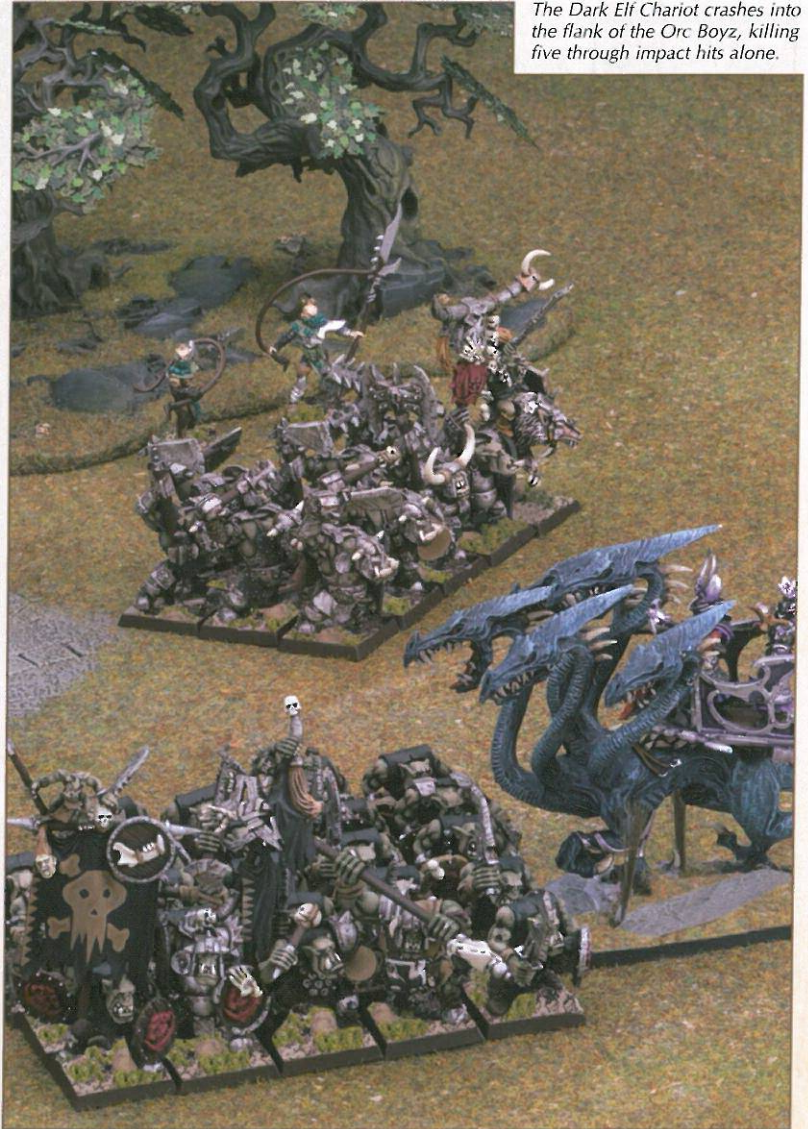


Dark Elves Turn 3

The Dark Elf turn started with some deft manoeuvring from the Cold One Chariot and a fair bit of head scratching from Ben C – the Chariot needed to avoid the Black Orcs, as the Goblin Boss would make a mess of it with Wollopa's One Hit Wunda. However, the Chariot needed to charge the Orcs right in front of it rather than be charged by them next turn, and if Ben C could panic the nearby Black Orcs with shooting all the better! If it all went wrong, the Chariot would be left open to a flank charge. Ben C eventually reasoned that it was a gamble worth taking, as it could lead to the destruction of 5-600 points' worth of units for the risk of a 100-point Chariot, so charged in. As it turned out, the Orcs failed their Fear test so would need 6s to hit the Chariot. Elsewhere the Warriors with spears charged the Spear Chukka, and the Warriors with crossbows on the right expanded their frontage so as to be able to fire more shots at the Black Orcs.

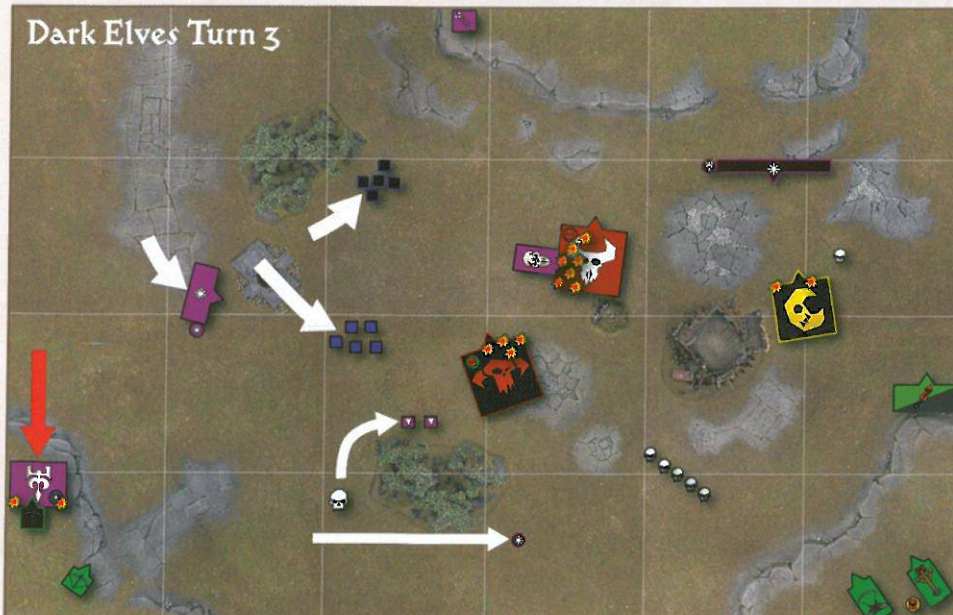
It took the combined fire of the Warriors, both units of Shades and the Reaper Bolt Thrower to kill four Black Orcs and force a Panic test, but the greenskins passed without any trouble.

In close combat, the Warriors failed to kill any of the Spear Chukka's crew, the Sorceress took a wound from the Orc Bully and a Dark Elf fell to one of the Goblin's blows. To Ben C's gall, the Spear Chukka crew stayed put, leaving the other war machine free to fire! Elsewhere the Dark Elf Chariot crashed into the Orcs, its impact hits killing five and the crew killing a further Orc Boy. The Chariot lost the combat but held firm.



The Dark Elf Chariot crashes into the flank of the Orc Boyz, killing five through impact hits alone.

Dark Elves Turn 3



General Knowledge

"I never thought the Spear Chukka would hold!"

Ben J

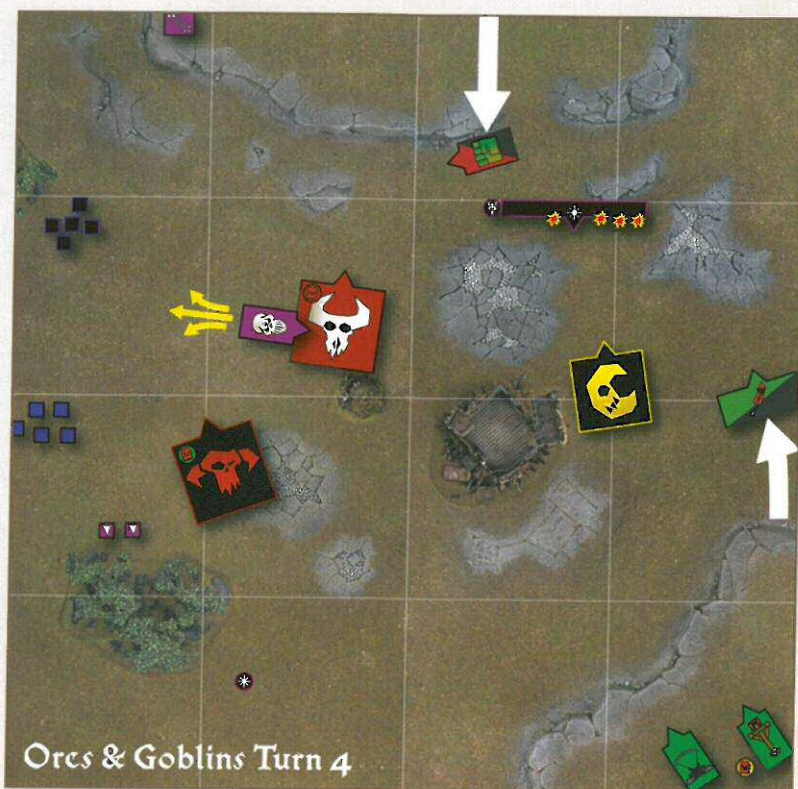
"I can't believe the Spear Chukka held; the other one now has a flank shot at the Master sitting at the end of the Warrior unit."

Ben C

Orcs & Goblins Turn 4

Turn 4 started badly for the Orcs & Goblins – the Black Orcs tried to charge into the flank of the Cold One Chariot, but failed their Fear test! Elsewhere the Night Goblins tried to charge the Warriors once more, but also failed their Fear test. The Wyvern returned to the board, landing within 6" of the Warriors on the right so as to force them to take a Terror test next turn. Ben J positioned the Wyvern so that it could see both the remaining Bolt Thrower and the centre of the board, giving the Shades pause for thought if they moved up to support the Chariots.

For the first time so far, Ben J guessed a little too short for the Rock Lobba and a rock crashed down just in front of the Warriors with crossbows. Two were killed by the partial hit, however. The Doom Diver similarly missed the Warriors on the right, but managed to redirect himself enough to hit them, killing four Druchii. Unfortunately for Ben J, Ben C removed the casualties so that the Warriors were no longer within 6" of the Wyvern, obviating the need for a Terror test next turn. The



Orcs & Goblins Turn 4



The Chariot breaks from combat and flees back towards the Dark Elf lines.

Hero with Lifetaker had found herself on the end of the unit of Warriors, and Ben J took the opportunity to try to spear her with a bolt fired from the Spear Chukka, but missed.

Last turn, Ben C had declared that the Warriors with spears would use their hand weapons against the Spear Chukka crew, so could not benefit from their second rank in this Close Combat phase. This turn they were more successful, however, and killed the Orc Bully and a Goblin, causing the remaining crew to flee. The Warriors pursued into combat with the other Spear Chukka's crew.

The Chariot's crew targeted the Orc Battle Standard Bearer with their attacks, but failed to wound. The Orcs failed to wound the Chariot in return, but won the combat. The Chariot broke and fled 12" towards the centre of the board. The Orcs failed to catch it.

Dark Elves Turn 4

At the start of the Dark Elves' fourth turn, the unthinkable happened – the Cold One Chariot failed to rally. This time it fled towards the nearest board edge, a route that took it straight through the unit of Shades. The ensuing impact hits killed four of the Shades, causing the lone survivor to flee as well!

The Master with the Battle Standard marched along the Orcs & Goblins' baseline, heading towards the Rock Lobba and the Doom Diver lurking in the corner of the board.

Meanwhile, Ben C pondered what to do with his Dreadlord, who up until now

had been directing the fire of the Warriors on the left flank rather than getting stuck into combat. If he continued to stay where he was, there was a danger he'd do nothing for the rest of the game. But, if he left the unit, there was every chance that he'd end up with a rock on his head, giving away precious victory points. In the end Ben C chose the lesser of two evils and left him where he was, safe at the end of the unit.

Ben C continued to concentrate fire on the Black Orcs in the Shooting phase, hoping to force them to panic, but with the flight of the Shades he was not able to put as many shots into them this turn. Heedless of this, the Warriors killed one Black Orc, Lifetaker killed another, the Shades killed two more and the Bolt Thrower ignored the looming threat of the Wyvern to kill three more Black Orcs. On the other flank the Warriors killed another four Night Goblins, provoking a Panic test there as well. Ben J denied Ben C the pleasure of panicking either unit, and passed the requisite Leadership test for both.

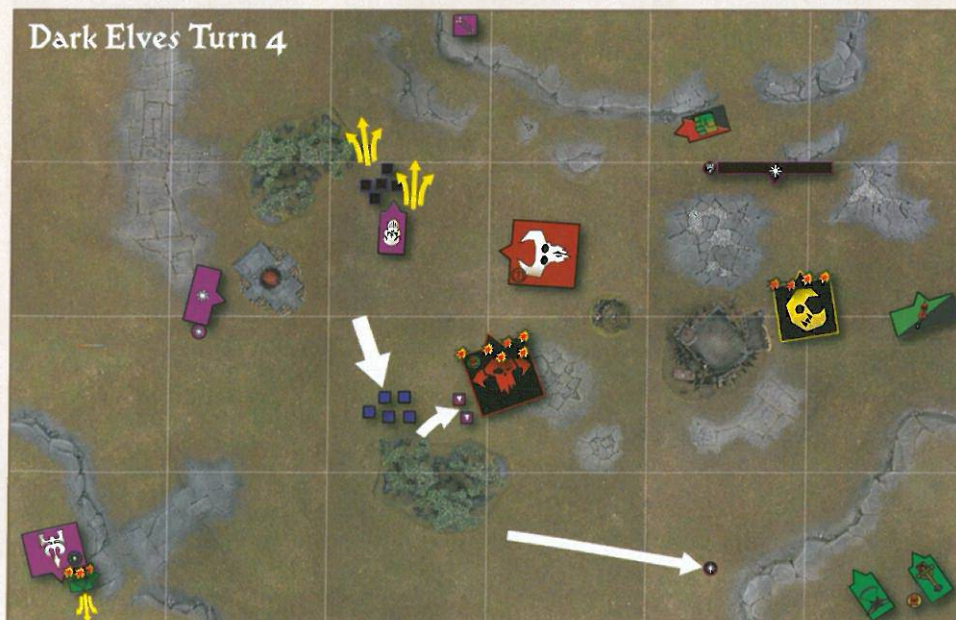
In the Close Combat phase, Ben had obviously learned from his mistakes last turn and attacked the Spear Chukka crew with his Warriors' spears – just in case it all went wrong and they found themselves locked in combat with the Spear Chukka crew again! The Warriors hit four times, but to Ben C's horror he managed to roll five 1s to wound! To add insult to injury, the Goblin crew killed a Dark Elf, and the Orc Bully killed the already-injured Sorceress! Luckily the crew weren't quite as obstinate as last time and fled. The Warriors rolled another pair of 1s to pursue, but the crew had fled the board by that time.

Weapon of Choice

Although it might have seemed counter-intuitive for the Warriors not to use their spears against the Spear Chukka's crew, it was quite deliberate. Ben C only expected the Warriors to be in combat for a turn, in which case the spears would have provided no benefit at all. By choosing to use a hand weapon and shield, the Warriors could claim a +1 armour save bonus, limiting any damage for no loss of attacks.



Dark Elves Turn 4



General Knowledge

"Goblins for the win! But never leave home without an Orc Bully."

Ben J

"What a time for the dice to fail me!"

Ben C

Orcs & Goblins Turn 5

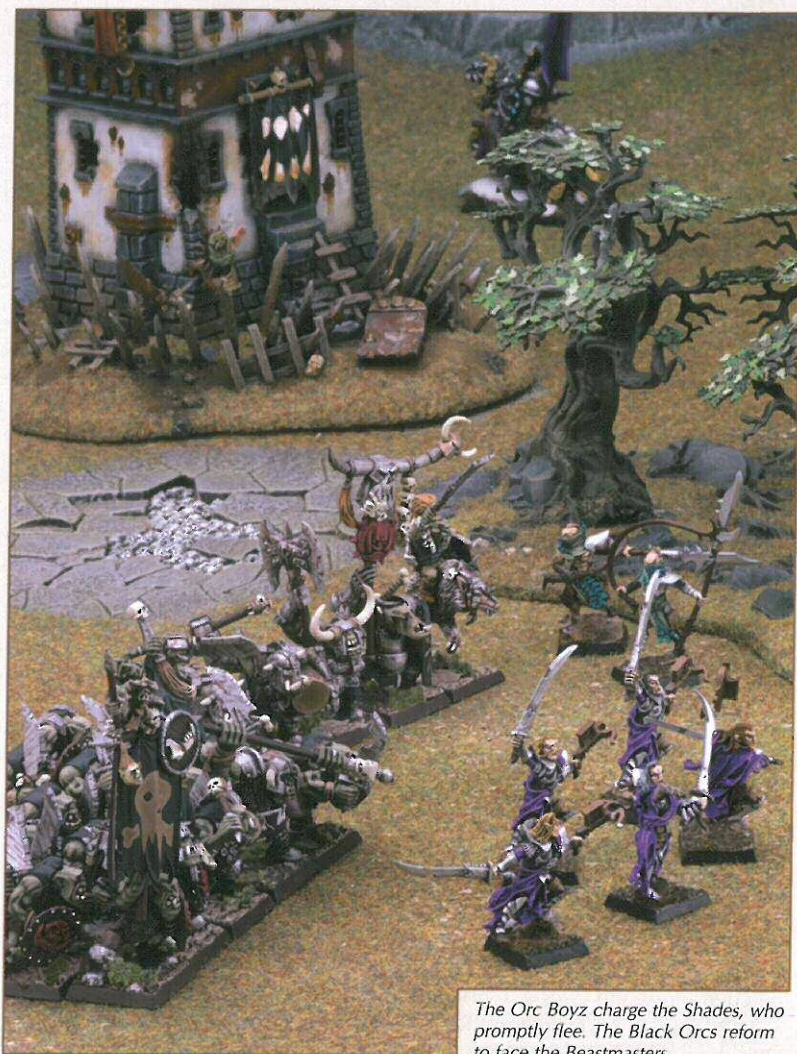
The Night Goblins on Ben J's right flank were determined to avoid combat at any cost, and spent the turn squabbling after a failed animosity test. Elsewhere the Orc Boyz rolled a 6 for their animosity and moved towards the Shades.

The Warboss and his Wyvern declared a charge against the Bolt Thrower crew but they promptly fled in terror. The Orc Boyz, free from combat with the Chariot, charged the Shades, but the Dark Elves chose to flee and managed to get away – there's no point standing firm in the face of a much larger enemy unit, as that's a sure-fire way to waste the lives of your men and give away needless victory points.

The Spider Riders had manoeuvred into position to see the Warriors with crossbows, so declared a charge against the depleted unit. The Warriors opted to stand and shoot, and slew two of the spiders, provoking a Panic test. The Spider Riders failed and fled before they'd even got near a Dark Elf!

In the corner of the board, the Orc Shaman left the safety of the Rock Lobba, forcing the Dark Elf Battle Standard Bearer to choose between charging either of the artillery pieces or the Orc Shaman.

The Night Goblins had a lucky escape in the Shooting phase as the Doom Diver scattered on top of them – only the Doom Diver's frantic flapping redirected him out of the way in time. The Rock Lobba misfired for the second time this game as it tried to hit the Chariot, rolling a 4.

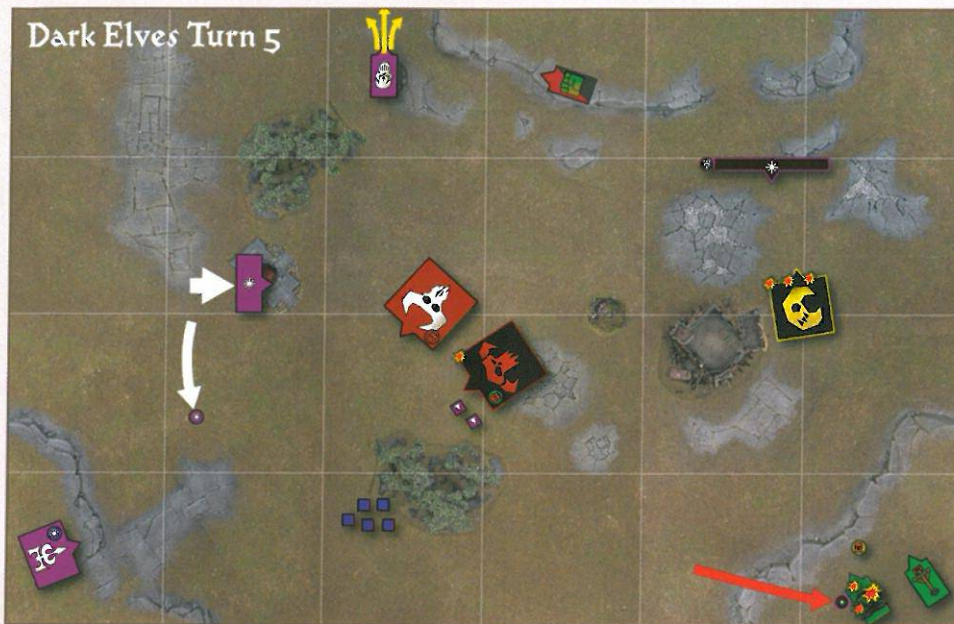


The Orc Boyz charge the Shades, who promptly flee. The Black Orcs reform to face the Beastmasters.



The Shaman leaves the safety of the Rock Lobba's crew, forcing the Dark Elf Battle Standard Bearer to choose between charging the Doom Diver and overrunning into the Rock Lobba, or charging the Orc Shaman.

Dark Elves Turn 5



General Knowledge

"I never should have charged with the Spiders - I should have moved them to contest the table quarter instead. Even if they had made it into combat, there was a Dreadlord waiting for them."

Ben J

Dark Elves Turn 5

Once again the turn started for Ben C with his Chariot failing to rally, and this turn its movement took it off the board. The Master with the Battle Standard declared a charge against the Goblin Doom Diver, wheeling slightly as he did so that the overrun would take him into the Rock Lobba. The other Master, armed with Lifetaker, left the unit of Warriors with crossbows to aim her repeater crossbow at a different target.

The Beastmasters (who had survived the death of their War Hydra) moved forwards into the front of the Black Orcs. By sitting in front of the unit, they both blocked any marches and stopped the Goblin Big Boss from charging out of the unit and into the Master. Because the War Hydra had already given away all of its victory points, Ben C could use its Beastmasters recklessly, as their deaths wouldn't benefit Ben J.

In the Shooting phase the Warriors with repeater crossbows and the Master with Lifetaker shot at the Black Orcs, once again hoping to force them to panic. The Black Orcs were made of tough stuff, however, and none fell to the hail of crossbow bolts. The Night Goblins were less sturdy, and three died to the shots from the Warriors on the left flank.

The Battle Standard Bearer made short work of the Doom Diver's crew, slaying all four Goblins and overrunning into the Rock Lobba - exactly as Ben C had planned when he lined up the charge. Ben J's tactic of moving the Orc Shaman out of the Rock Lobba crew paid off - the magic user escaped unharmed.

Charging and Overrunning

Although many of us move our charging troops into combat without thinking it through, this isn't always the best way. When manoeuvring during a charge you are allowed to make a single wheel to get as many of your models into combat as possible. When wheeling, it's always worth giving some thought as to what will happen if you win the combat. By setting up your charge cleverly - as Ben C did this turn - you can make sure that you can overrun into another opponent. Likewise, you can plan for an opponent to overrun, perhaps even making him rethink his charge, by putting a solid unit in his path, causing him problems if he overruns into them.

White Dwarf Says...

On the final turn of the game, much of the players' attention will be turned towards the extra victory points that are on offer for grabbing table quarters, as well as for the Dark Elves' special feature, the Historic Monument. With lots of small units scattered about the board, the Dark Elves are in the best position to capitalise on this, potentially snatching three of the table quarters (two with both units of Warriors with crossbows, and one with the Shades) and holding the special feature.

Of course, the Orcs & Goblins won't lie down and let the Dark Elves take the table quarters, so much of this depends on whether the Dark Elves can panic the greenskins with shooting. Luckily Ben C still has two units of Warriors with repeater crossbows left relatively unscathed, and if he can pour as much firepower as possible onto the units of Night Goblins and Black Orcs, there's a chance that they'll panic and flee.

Conversely, Ben J is not without the ability to steal either the special feature or some of the table quarters. Judicious movement of the Wyvern next turn will provoke Terror tests, hopefully resulting in some of the Dark Elves running away. If they're fleeing, they're in no position to contest a table quarter or hold the Historic Landmark. As slim a chance as it might be, the Night Goblins on Ben J's right could get into combat with the Warriors, and their nets and rank bonus could overwhelm the Dark Elves.



Ores & Goblins Turn 6

For the final time, the Orc & Goblin turn started with the Night Goblins succumbing to animosity, frustrating Ben J's plans to get them into combat against the Warriors with crossbows once more. This was the third turn that the Night Goblins had failed to heed their general's orders, whether through succumbing to in-fighting, or failing a crucial Fear test.

The Goblin Dart

The Goblin Big Boss armed with Wollopa's One Hit Wunda was

The Goblin Big Boss armed with Wollopa's One Hit Wunda was affectionately nicknamed the 'Goblin Dart' by the Bens. The Goblin Dart was mounted on a Giant Wolf, giving him an 18" charge from out of the Black Orc unit he was in, allowing him to charge at any target of opportunities that ventured in range. With the One Hit Wunda giving him Strength 10 for one round of combat, and the Tricky Trinket stopping pesky ward saves from foiling his plans, he's great for taking out any chariots, monsters or lone heroes who venture within range. And at 91 points, it's no great loss if it all goes wrong!



The Goblin Big Boss charged out of the unit of Black Orcs and into combat with the Beastmasters standing immediately in front of the unit – the Dark Elves held firm. In charging into combat, Ben J planned to either slay the Beastmasters outright and overrun into the safety of the wood, or to stay locked in combat – either way, the Goblin would remain safe from crossbowfire. He was certainly safer out of the unit at this stage of the game, as the Black Orcs' numbers had dwindled to such a point that any shooting would be distributed randomly between the unit and the Big Boss.

The Warboss flapped forwards on his Wyvern, landing within 6" of the Warriors holding the Historic Landmark special feature and hoping to force them to fail a Terror test and flee. The special feature was worth an extra 100 victory points to whoever held it at the end of the game, after all.

The Orc Shaman took advantage of the death of the Dark Elf Sorceress to cast a spell relatively unhindered, casting *Fists of Gork* on the Warriors on the right flank. With a mere two dispel dice, the Dark Elves failed to dispel it but only a single Warrior fell to the spell.

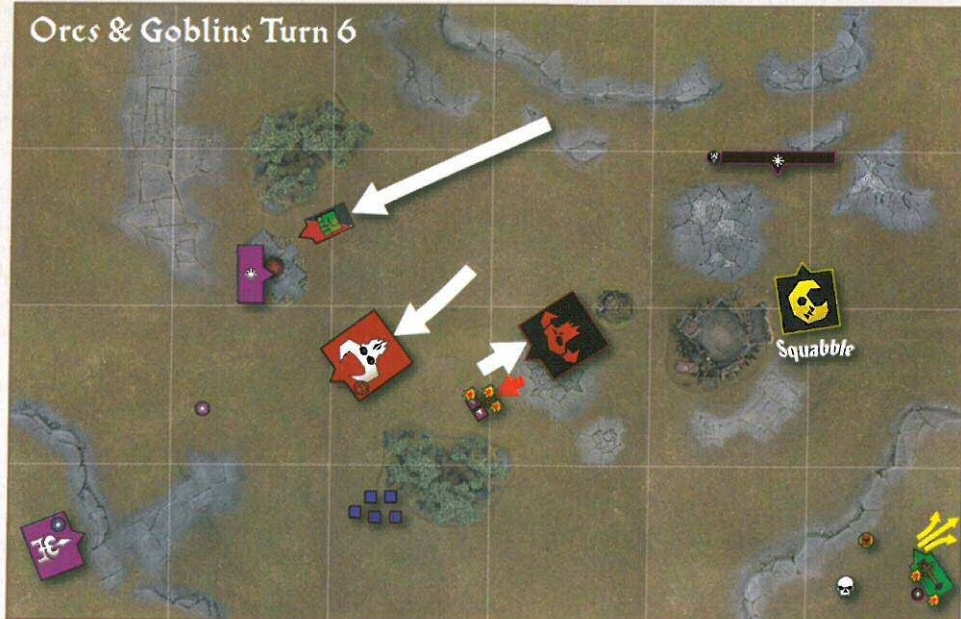
The Battle Standard Bearer killed two of the Goblin crew, and the remainder of the Rock Lobba crew fled from the board. The Battle Standard Bearer had no choice but to pursue, given his Hatred, following them off the board. Elsewhere, the Goblin Big Boss killed one of the Beastmasters but, to Ben J's dismay, the remaining Beastmaster slew the Boss with his scourge! Ben J's bold move had backfired quite spectacularly as the Beastmasters exacted their revenge for the death of their pet.

Animosity

Whilst restricted to the

Whilst restricted to the Night Goblins in the later stages of the battle, Animosity wreaked havoc with the Orcs & Goblins throughout the game. Certainly in the first couple of turns, a spate of squabbling amongst the greenskins allowed Ben C to seize the initiative and control the flow of the game. The squabbling of the Squig Hoppers in particular led to the Goblin advance on the left flank being delayed for a turn, and allowed Ben C to focus all his fire on the approaching Giant in the first turn.

Ores & Goblins Turn 6



Dark Elves Turn 6

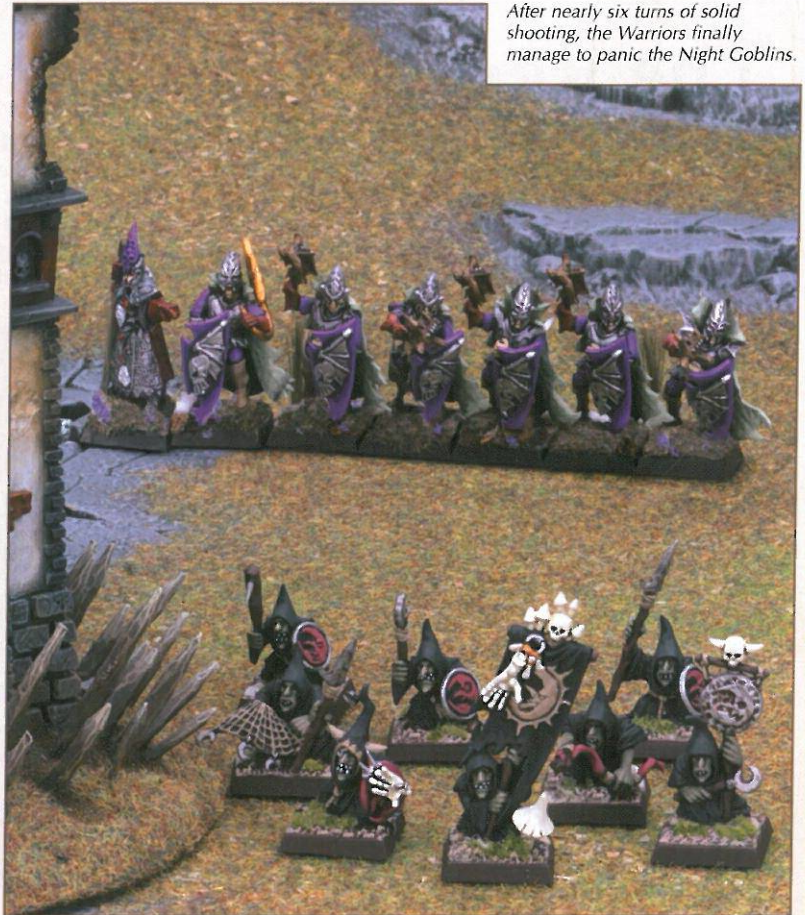
Foiling Ben J's plans, the Warriors armed with crossbows passed their Terror test and stayed firmly in control of the Historic Landmark special feature. The Shades attempted to march into the far left table quarter to claim it, but were (admittedly unwittingly) march blocked by the unit of Orc Boyz.

Instead, the Shades opened fire at the Wyvern, managing to wound it three times. Ben J made two of his saves, but the great beast was at least wounded! The Warriors holding the special feature fired at the Wyvern too, but failed to wound it. On the opposite flank the Warriors shot the Night Goblins, hitting nine times and killing six! The Night Goblins finally broke, failing their Panic test and fleeing back the way they had come.

The Master with Lifetaker continued to fire at the Black Orcs in an attempt to panic the last of them – there were so few left that they wouldn't rally now. Another one was killed, but still the Black Orcs refused to flee.

As there was no one left in combat, the game ended there, with carnage wrought on both sides and the survivors scattered about the battlefield. But after the victory points had been totted up, which of the two Bens could claim to be the winner?

After nearly six turns of solid shooting, the Warriors finally manage to panic the Night Goblins.



Dark Elves Turn 6



The Result

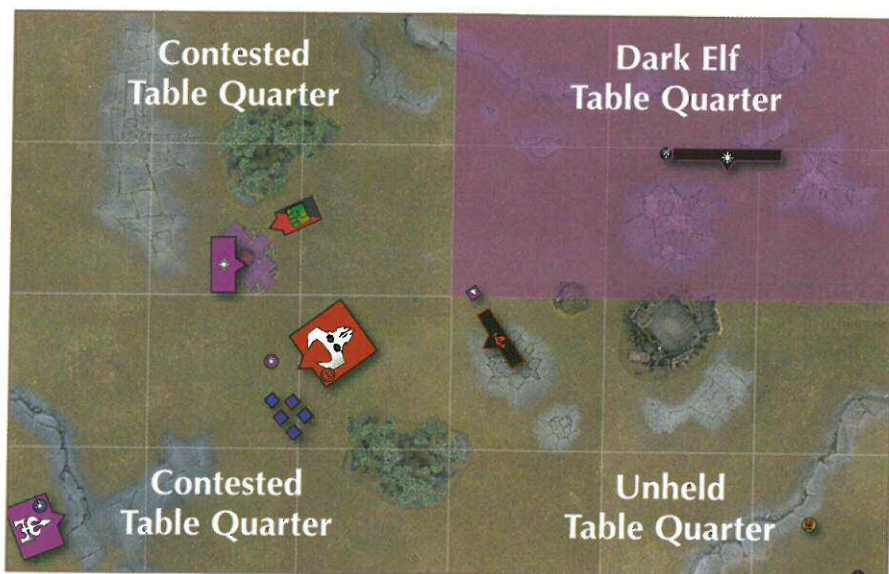
Although there were horrendous casualties sustained on both sides of the board, to the observer it looked like the Dark Elves had come off worse. But Ben C was canny with his army selection and made sure that none of his units gave away many victory points. When the scores were added up, the Orcs & Goblins had 1135 victory

points and the Dark Elves had scored 1195, but the Dark Elves received a further +100 for capturing a table quarter, and another +100 for holding the Historic Landmark. The result was that the Dark Elves had 260 victory points more than the Orcs & Goblins, but 300 were needed to claim a victory. The result: a draw!

Victory Points

Orcs	1135
Dark Elves	1395

DRAW



Orcs & Goblins Conclusion



Ben J: Now that the game has finished and the scores are in, I can say that I'm quite happy with the results. The first turn was filled with both good and bad dice, as I failed the first three animosity tests of the game and then went on to kill the Manticore before it had a chance to move! I think this was one of the key moments of the battle, and it really made the rest of the game

much easier for me – if it had survived it would have been behind my army for the whole game, leaving me with a Manticore behind me and Cold One Chariots to the front. Not good for any Orcs stuck in the middle! It also meant that Ben had one less Terror-causing monster, one which could have played havoc with my lines – especially if he'd set up his Harpies to catch any of my models who fled from the Manticore. As an added bonus, the death of the Manticore also stranded his Dreadlord, armed with a now-useless magic lance, in his own lines, greatly reducing the impact he had on the battle and effectively forcing Ben to play the game with 200 points less than me.

Using the Waaagh! to get the Wyvern around the building and into line of sight (and charge range) of the Reaper Bolt Thrower reduced the amount of shooting that Ben could bring to bear at the Black Orcs and the Orc Boyz. The big mistake I made was when the Wyvern returned to the table; he should have gone after the Dreadlord and the Warriors on my right, rather than the

other Bolt Thrower. Then the Night Goblins might have passed one of the many Fear tests they failed, and I'd have managed to get enough points to give me the win instead of a draw.

The best moment of the game was the look on Ben's face when his Warriors charged the Spear Chukka, hitting five times and then rolling five 1s to wound! The Gobbos managed to kill a Warrior and wound the Wizard and then held. This gave the other Spear Chukka the opportunity to finish off the War Hydra – priceless!

In fact, I couldn't pick a single model to be my star performer, as I think the entirety of my artillery were my key models. The Spear Chukkas killed the War Hydra, as I've already said, the Rock Lobba killed the Manticore and the Doom Diver killed both the Harpies and the Dark Riders. My artillery more than made its points back, as well as making Ben think carefully about where he put his monsters down.

Although it was highly competitive, it was very different to playing in a tournament game. In a regular tournament game you normally have between 2 and 2 1/2 hours to meet your opponent, set up, go through your army and play the game. This game took nearly twice that time! Playing whilst people are trying to record, take photos and ask questions about what we were doing was a little odd, as me and Ben normally have a very quick play style. All-in-all it was a great game, and it certainly was an enjoyable experience actually playing in a battle report! Hopefully I did myself proud in print.

Dark Elves Conclusion



Ben C: So the dust has settled on the battle and the victory points have been calculated – and it's a draw!

I thought I'd deployed well and knew that Ben would struggle to get points off me, but there was little I could do to stop the Manticore from being shot if I didn't get the first turn as I couldn't completely hide from all of the Orc artillery. In the end I chose

to risk taking a single shot from a Rock Lobba instead of two shots from the Spear Chukkas – that didn't go to plan when I failed to get the first turn and Ben landed a hit right on my Manticore's head! Next time I'll take my chances with the Spear Chukkas and hope they miss!

I think my man of the match would have to be my Master with the Battle Standard. He's always something of a star for me, as his 18" move lets me threaten pretty much anything on the board whilst the Pendant of Khaeleth keeps him safe whilst he does so. He first threatened the Spear Chukkas and, once I was happy that the Warriors with spears could deal with them, he was able to reposition across the board to take out the Doom Diver and overrun into the Rock Lobba.

But in the end it was a mistake by Ben that let me claw back enough points to get a draw. When the Black Orc Warlord returned to the table after killing my Bolt Thrower, I really thought that he'd go and stand in front of my Dreadlord and the Warriors with crossbows – this would have let him lend his Leadership to the Night Goblins,

Spider Riders and both units of Orcs, as well as threatening close to 500pts of my army. Instead he went after the second Bolt Thrower, allowing me to finish off the Night Goblins with my crossbows, as well as keeping my general safe. I think it was this decision by Ben that helped keep me in the game.

With hindsight I could probably have positioned both of my Heroes a bit better – they all found themselves on the periphery throughout the game. If I'd put them closer to the centre, in a position to charge either the Black Orcs or the Orc Boyz at the same time as a Chariots, they could have done some serious damage. I should have deployed both of my Bolt Throwers further back too, which would have forced the Wyvern to come into the open to charge them, rather than being able to Waaagh! and then charge.

I've recently been playing with a monster-heavy list that includes a Dreadlord riding a Black Dragon and a Battle Standard Bearer mounted on a Manticore. This list doesn't have much in the way of anti-magic, but it's great fun to use all of my monsters in one go. I'm not sure what Ben could have done about it either, unless he got lucky with his artillery like he did on Turn 1!

Playing in the battle report was a good laugh! Although me and Ben are both club mates and live nearby in Derby, we don't get to play each other all that often. As you'll have seen from the game, when we do get to play we both get very competitive so it was a great chance to get one up on the other in White Dwarf for all our mates to see – as it happened we managed to draw, but I think we each gave it our best shot in print.



Black Orc Warboss 451 points
Heavy armour, Wyvern, Shaga's Screamin' Sword, Enchanted Shield, Collar of Zorga, Warboss Imbad's Iron Gnashas.



Black Orc Big Boss 164 points
Heavy armour, choppa, Battle Standard, Mork's Spirit Totem.



Orc Shaman 115 points
Choppa, 2 Dispel Scrolls.



Goblin Big Boss 91 points
Light armour, shield, Wolf, Wollopa's One Hit Wunda, Triksy Trinket.



29 Night Goblins 217 points
Shields, netters, Night Goblin Boss, standard bearer, musician, 3 Fanatics.



24 Orc Boyz 174 points
Light armour, shields, choppas, Orc Boss, standard bearer, musician.



5 Goblin Spider Riders 71 points
Shields, spears, Giant Spiders, musician.



5 Goblin Wolf Riders 76 points
Light armour, spears, short bows, Wolves, musician.



17 Black Orcs 301 points
Heavy armour, shields, armed to the teeth, Black Orc Boss, musician, standard bearer with Nogg's Banner of Butchery.



2 Spear Chukkas 80 points
Both with Bullies.



Rock Lobber 75 points
With Bully.



10 Squig Hoppers 150 points



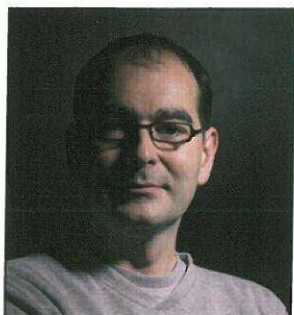
Doom Diver 80 points



Giant 205 points

2250 points

STANDARD BEARER



Last month Jervis dissected the battle report in his search for hobby treasure. This issue he turns his gaze to the mysterious beast known only as 'the scenario', as he lays down a challenge to you, gentle reader.

The Ultramarines make a last stand against waves of Tyranids; the perfect focus for an exciting Warhammer 40,000 scenario.

Battlefield Challenges

This month's Standard Bearer is a bit different from the norm, in that it introduces an ongoing series of articles that will provide players with new scenarios to try out in their games. The first scenario is for Warhammer, but future instalments will have scenarios for Warhammer 40,000 and The Lord of The Rings Strategy Battle Game.

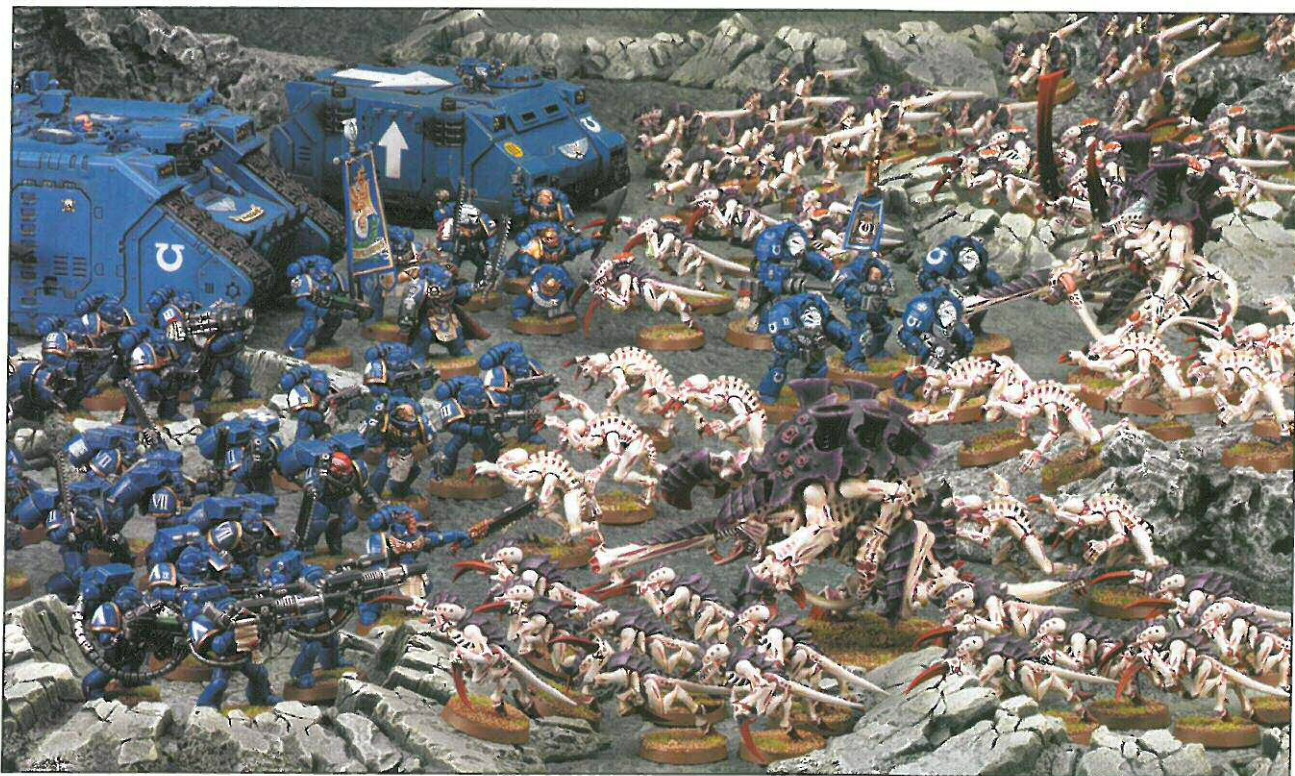
These scenarios will be called, ahem, *Battlefield Challenges*. Why? Well simply because that is exactly what they are – a series of scenarios that have been specifically designed to challenge your tactical skill and acumen. However, before giving a bit more detail on how the Battlefield Challenge scenarios will work, I'd like to talk a little bit about why scenarios in general are such an important part of the hobby. After all, it wouldn't be a proper Standard Bearer if I didn't pontificate about *something*, now would it?

Although I'm pretty certain I will be preaching to the choir, I think that scenarios are a vitally important part of the hobby for three reasons. First of all, they add a vital element of *variety* to the game. One of the things I love about the hobby is that there really is no reason why you should ever have to fight two battles that are exactly alike – well, unless you really want to of course. Having a variety of scenarios to play is an important part of this, especially when they are combined

with all of the different armies it is possible to field using the army lists in our codexes and army books.

The second reason that I think scenarios are important is that they provide a really solid test of your skill as a general. It's quite easy to get proficient at playing games that have only one scenario, but infinitely harder to learn how to do well at a wide range of different scenarios. For a start, you will have to know *all* of the strengths and weaknesses of your army, and you will almost certainly have to learn how to deal with scenarios where you are forced to fight without one or more of your favourite units or characters. The Battlefield Challenge included with this month's Standard Bearer is a perfect example of this kind of thing, and is deliberately designed to take Warhammer players out of their 'Pitched Battle' comfort zone, and forces them to re-evaluate the way they choose and use an army.

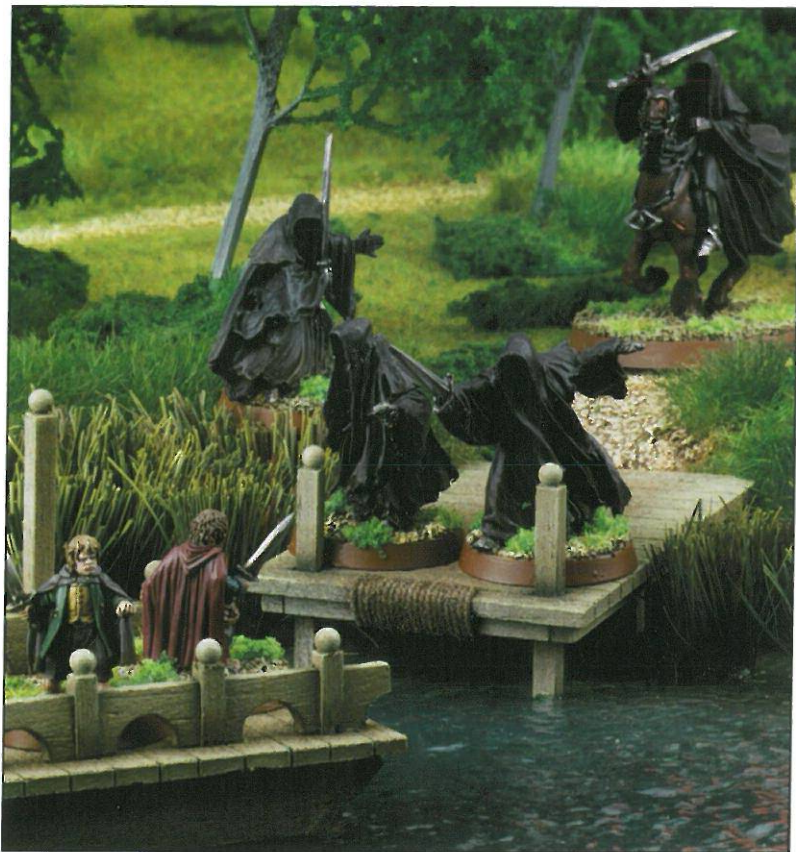
Last, but so far from least it really should be first, I think scenarios have a vitally important role to play in making our games *immersive*. When I say 'immersive', what I mean is the way that a game of Warhammer, 40K or The Lord of The Rings can transform itself from a simple tabletop game played with Citadel miniatures, to a story where you feel you are right there on the battlefield. I'm sure you know what I mean, so I won't go on about it – in short



you become so immersed in the game that you suspend your disbelief and the whole thing feels more real. A good scenario can really help create this sublime effect, while playing the same scenario again and again can do quite the opposite (or, at the very least, make you feel like you're taking part in a Warhammer version of the classic film *Groundhog Day*)!

Anyway, for all of these reasons, I think that playing a wide variety of scenarios can only enhance the games you play, and that's why I hope that the Battlefield Challenges scenarios have a long and happy life in the pages of *White Dwarf* magazine! Out of the three things I've described, Battlefield Challenges will concentrate primarily on giving players a challenge (*Well I never... – Ed*) to test their gaming skill. This doesn't mean that they won't do the other things I've mentioned too, just that this isn't where their primary focus will be. In order to ensure that they 'stay on target', each Battlefield Challenge will follow these guidelines:

- Each Battlefield Challenge will provide you with a highly playable scenario for one of our games, which has been carefully designed to provide both players with interesting challenges to overcome, and thought-provoking new strategies to explore.
- Most Battlefield Challenges will all be designed in such a way that they can be used with any two armies, on a normal-sized gaming table, and with the terrain you have in your collection. All you need to find is an opponent! Occasionally we might include scenarios that require a specific model or piece of terrain, but we'll keep these few and far between.
- Battlefield Challenges will not have extensive or overly complex special rules. That said, scenarios are usually more interesting if they have a special rule or two. The trick is to show restraint and not get carried away. Because of this, each Battlefield Challenge will usually include one or two special rules, but these will always be designed to be easy to apply and to add an interesting twist to the game.
- Battlefield Challenges will be designed so that they don't favour any one army over another, or at least no more than any of the standard scenarios included in our rulebooks do.
- Each will include a set of notes by the designer, giving an overview of what these challenges and strategies are.



The Lord of The Rings naturally lends itself to a series of story-driven scenarios, such as the Flight to the Ferry.

So, that's what we'll be putting into each Battlefield Challenge. However, there is one more thing that will make these scenarios unique – and it's one where you, yes YOU, have a part to play. In order to make the scenarios live up to the 'Challenge' part of their title, each time we publish one I'll be asking readers to write in telling me how they would go about winning the scenario presented in the latest challenge. The person that sends in what I consider to be the best tactical advice will win a

“Playing a wide variety of scenarios can only enhance the games you play.”

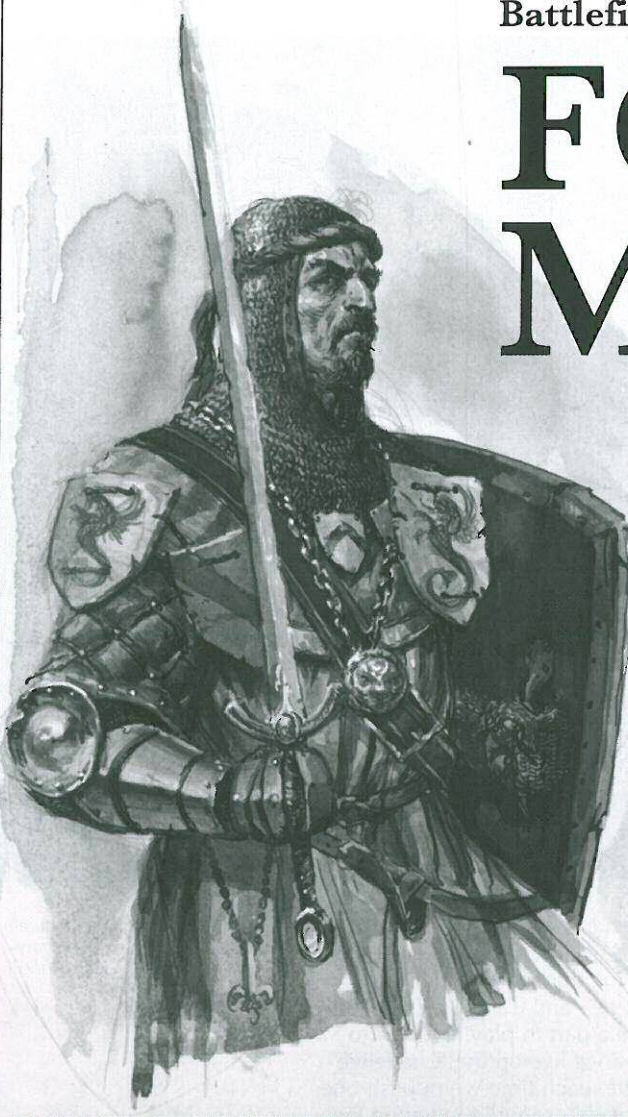
wonderful prize – a box or two of Citadel miniatures at least! – and may even have their advice posted up on the Games Workshop website.

And that is all for this month's Standard Bearer. You'll find the very first Battlefield Challenge on the next page, so what are you waiting for? Get reading and playing straight away! And be sure to write in and let us know if you come up with a sure-fire way to win the scenario...

Write to Jervis at:

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

FORCED MARCH



Sometimes two armies will find themselves racing against time in order to occupy a vital piece of ground. The two commanders must carefully judge how much to force the pace; too slow and the enemy will occupy the battleground first, but too quickly and their army will arrive at the battle strung out and exhausted. The general that makes this strategic calculation with the greatest skill and cunning will earn their army a vital advantage in the coming battle.

THE ARMIES

Each player chooses an army from a Warhammer army book, to an equal points value agreed before the game.

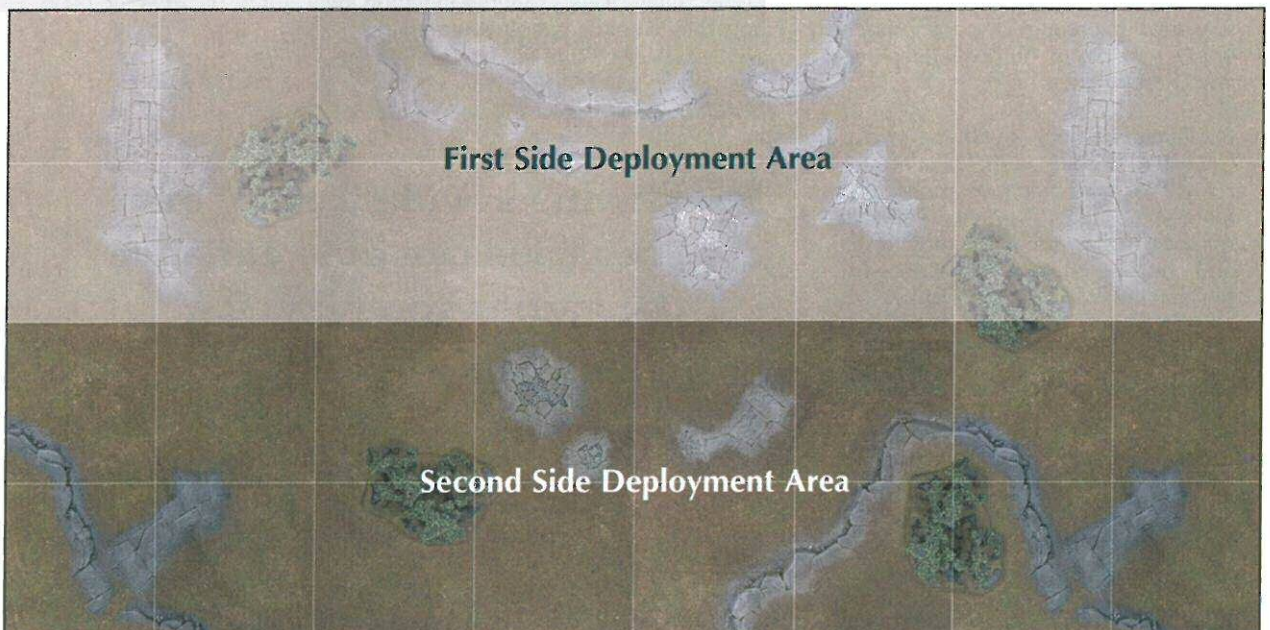
THE BATTLEFIELD

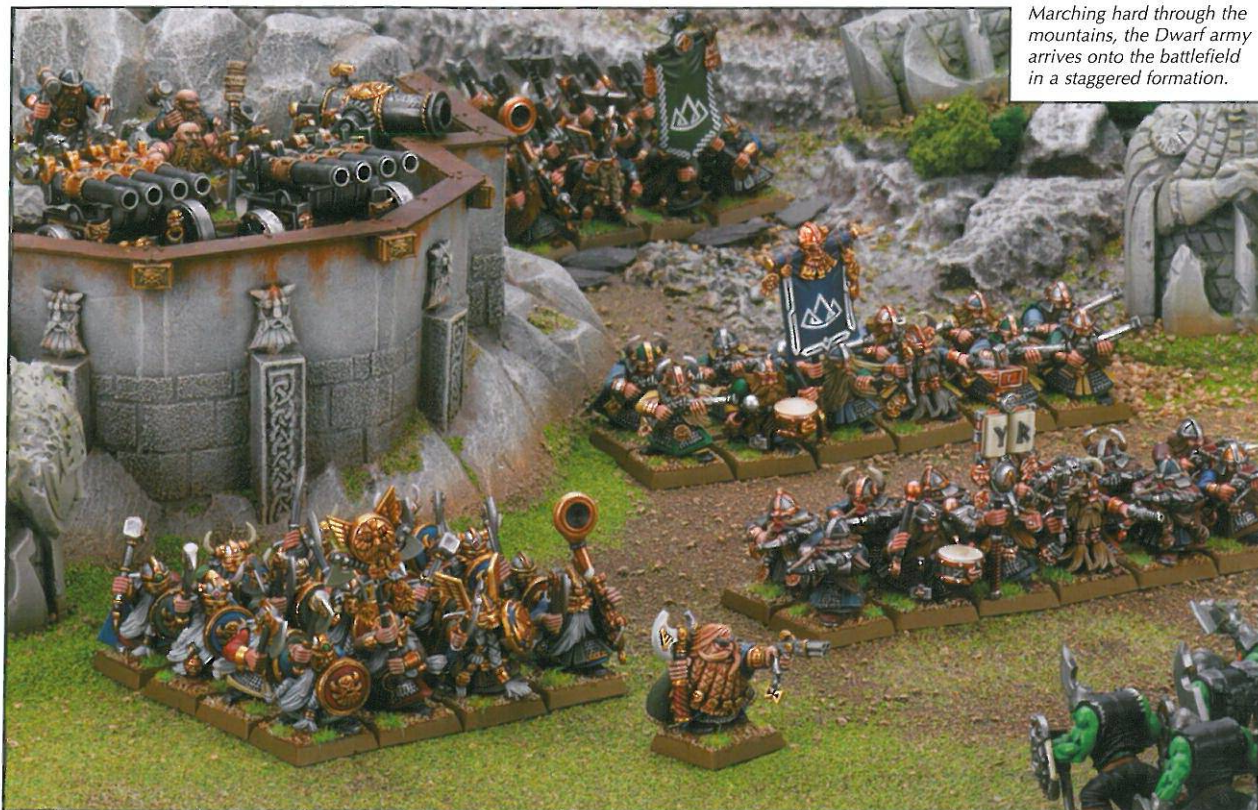
Set up terrain as described in the Warhammer rulebook.

DEPLOYMENT

Before deployment each player takes a D6, and hides it behind under their hand or a cup. The number they choose to place uppermost on the dice represents how hard they have force marched to the battle; the higher the number, the harder the march.

The dice are now revealed. The side that chose the higher number reaches the battlefield first. Roll-off to see who arrives first in the case of a tie. Next each player must





Marching hard through the mountains, the Dwarf army arrives onto the battlefield in a staggered formation.

roll a D6 for each of the units in their army. If the dice roll is less than the forced march value they picked, then the unit in question has fallen behind and must enter play as a reinforcement on Turn 2 (see the special rules for reinforcements below). On any other roll the unit deploys normally. This may result in a player not having any units to deploy!

The player whose troops arrived first must now deploy their army anywhere in their half of the battlefield (right up to the half way line if desired). After the first player has deployed his army, he must place three objectives anywhere on the table that is more than 18" away from any table edge. He must place at least one of the objectives in the opponent's half of the table. You can use any suitable marker for an objective, from a coin to a specially modelled piece of terrain!

Next, the army that arrived second deploys in their half of the table anywhere that is more than 18" away from an enemy unit. Remember that reinforcing units for both sides must be held back and will arrive at the start of their side's second turn.

GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

At the end of the battle the side that controls the most objectives is the winner. Objectives are controlled by the side that has the closest unit within 12" of the objective.

SPECIAL RULES

Reinforcements: Any reinforcements that a player has are not deployed at the start of the battle, but instead enter play in the player's second turn. Reinforcements enter

play in the same manner as if they had pursued an enemy unit off the table, moving on from the table edge. They may enter anywhere on the long table edge of their side's deployment area.

DESIGNER'S NOTES

This scenario is something of a homage to my friend Nigel Stillman. Veteran hobbyists will remember Nigel as the author of various army books and codexes 'back in the day', as well as a variety of columns in White Dwarf magazine. Among his many talents, Nigel was a brilliant designer of scenarios, and this first Battlefield Challenge is an updated version of one of his best. *'Pigmaei gigantum humeris impositi plusquam ipsi gigantes vident'*, as Isaac Newton said ...

What I love about this scenario is the difficult choice it gives the players right at the start; you must weigh up the reward of arriving early and having a strong battlefield position, against the risk of having too many 'stragglers' arriving late to the battle.

I must admit that I'm not sure what the best 'forced march' number is to pick. There are advantages to choosing a very low number, especially if you think your opponent will pick a high one, as you will be able to field most of your army and should be able to claw back an objective before the enemy's stragglers arrive. On the other hand, being able to set up with two objectives 'in hand' is a big advantage, and it should be possible for a good player to hold onto the objectives for a turn or two until the rest of the army arrives. In addition, you might get lucky and end up with a sizable chunk of your army in play even if you pick a high number.

**This translates as 'Dwarfs standing on the shoulders of giants', and it's a metaphor for someone who develops things based on the brilliant works of past creators, rather than Mr Newton's idea for a new Warhammer unit.*

HOBBY ESSENTIALS

There's a new basing kit out this month with a distinctly Warhammer flavour. We gave top hobbyist Chad Mierzwa a kit and asked him to go make some 'cool stuff'!

Black Orc

Our basing kits are always packed with bitz and the new Warhammer set is no different. Along with the containers of slate, the kit features two tubs of resin that contain no less than 22 components each. You get the same components in both tubs, so if you have any particular favourites you can use them twice in the same army. Eight of these resin pieces are base covers (four 25mm square and four 20mm). These are ideal for adding a narrative to your models, and for picking out characters and command groups.

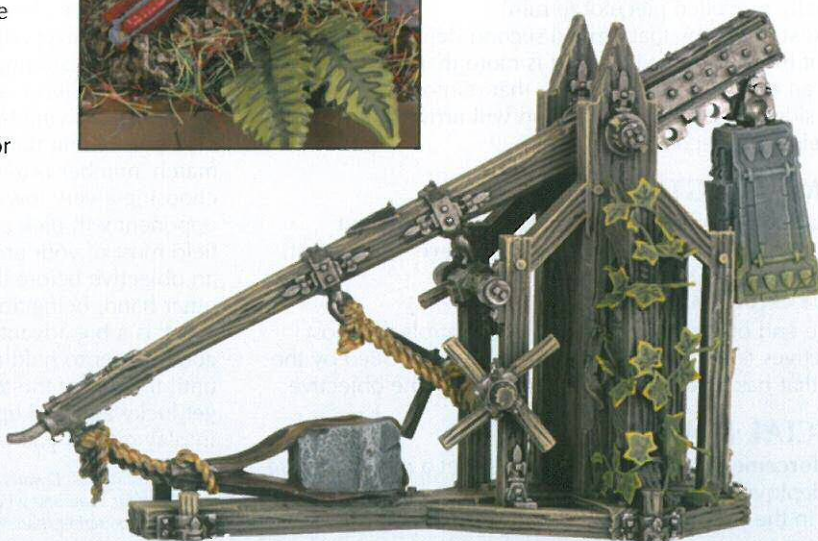


In this example Chad has used a base cover to mount his Black Orc Big Boss. With the Orc stamping over a Chaos shield, the base evokes the image that this Boss has recently vanquished a champion of the Dark Gods.

Brass-etch Leaves

The base for this Wood Elf was decorated with the skull and arrow resin piece, an obvious theme to go with for such an accomplished archer. Chad has then added extra leaves from the brass sheet included in the kit. This brass sheet is crammed with flora of all different shapes, sizes and varieties; perfect for adding vegetation to your bases or, as Chad has done, attaching to your models to create a really unique look.

The leaf sheet is extremely versatile with obvious applications beyond Warhammer models. It's not a drastic stretch to imagine cloaked Catachan Snipers peering through some of the larger bits of foliage on the sheet, or for the vegetation to be used on camo netting to help obscure vehicles such as tanks and the Scout Sentinel.



Another great example of using the leaves to characterise your models is on this Bretonnian Field Trebuchet. The ivy has been delicately curled around one of the struts, giving the war machine an old, overgrown feel. The colours used, with the green hue added to the counterweight, add to the aged effect.

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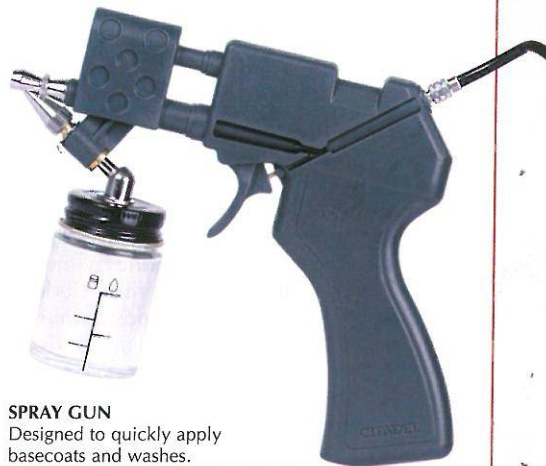


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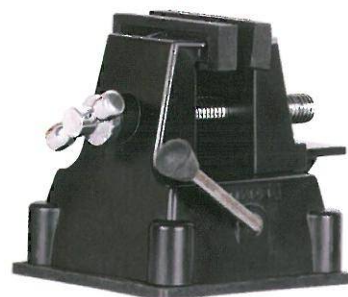
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SCULPTING TOOL

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JAMES KARCH'S

ULTRAMARINES

In this irregular series, we shine the spotlight on a great-looking army that's come to our attention. We'll take a look at the force as a whole, as well as showcasing some of the stand-out models in the army.

James: 'I've always been a Space Marine player, ever since the days of Rogue Trader, and I've lost track of how many Space Marine armies I've had since then. This Ultramarines army is actually my second – I was inspired to start a new one by the release of the latest Space Marines Codex.

'This is my approach for most armies – I collect an army to play with, first and foremost, and try to assemble a new force for every tournament I go to – these Ultramarines were mustered for the 2008 Throne of Skulls Tournament. This gives me a strict deadline so I tend to start with an army list, adding in the models that I like, and then collect and paint to that.

'I started this army with Tigurius and then worked from there. I took the colour scheme from Dave Andrews' Ultramarines as I wanted to try out his brilliant dark blue effect. I also wanted to 'bling' them up, so I painted on lots of gold and added extra studs made from plastic rod.

'When I start a new army I like to have a goal in mind for it, some aspect of the hobby that I've not tried yet. For my White Scars the goal was to practise painting white, and for this force it was to have a go at converting a whole army.

'At first glance you might not notice the subtler conversions – a cause of constant frustration for me! – but every plastic model has been converted in some way. This ranges in scope from converting the magazines on all of the bolters to match the Sternguards' bolters, all the way up to sculpting knee pads on the Scouts.

'As for next year, I'm torn as to which army I'm going to start for the 2009 Throne of Skulls. It's currently between Catachans or World Eaters – watch this space!

James Karch's armies will be familiar to any fan of Warhammer 40,000. His Mentors Space Marine army appeared in Apocalypse, and he painted the White Scars in the latest Space Marine Codex.



James found that heavy flammers were so good against horde armies that he added two to his Sternguard. The conversion is deceptively simple – it's just a Terminator heavy flamer with the arm itself trimmed away.

This Assault Marine Sergeant is James' favourite model. It's not overly converted, but uses parts from many different kits.



James converted all of his Scouts to match Scout Sergeant Telion – note the sculpted knee pads and the suppressors on the boltguns, taken from the end of Scout bolt pistols.



This Dreadnought is a great example of James' style, favouring subtle conversions that look like they are part of the model. He has added Forgeworld brass-etched Chapter icons, along with purity seals, scrolls and a banner.



Event Calendar

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



THE EMPIRE

Art and Design
Exhibition

20th July–
5th October

Celebrate The Empire's glorious forces, resplendent in their bright liveries of the Empire's many city states. Experience original artwork from the Design Studio alongside miniatures and product at Warhammer World.



September

12th Age of the Emperor: The Horus Heresy

Date: 12th–13 Sept, 2009



Venue: Warhammer World, Nottingham

Details: It is the 31st millennium. The promise of the Age of the Emperor now faces its greatest challenge as Horus, favoured son of the Emperor, has declared himself Lord of Mankind in his father's place. As Horus's treachery is revealed, Space Marines turn on their battle-brothers in the most bitter war imaginable. So begins a campaign that chronicles the epic struggle for command of the Imperium...

The Horus Heresy is a campaign weekend for Warhammer 40,000. Players will require a 3000 point army and several different sized army lists to play a mix of exciting battles and skirmishes. Full details can be found in the campaign pack, available to download from the Tempus Fugitives website.

Tickets: Tickets cost £50 and include five games over the weekend as well as lunch on both days and an evening meal on the Saturday night.

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk

19th Warlord Grand Tournament

Date: 19th–20 Sept, 2009



Venue: The Alliance Centre, Warrington, UK

Age Limit: 18+

Details: Northern Warlords invite you to take part in a Warhammer Grand Tournament in which your powers as a general will be tested to the limit in five rounds of furious gaming with armies of 2250 points – the winner to be crowned Warlord Grand Champion. Full details can be found in the tournament pack, available upon request.

Tickets: Tickets cost £29 and include breakfast and lunch on both days, as well as trophies for the winners, best painted army and more.

Contact: Anthony Spiers – 0779 313 3077
anthonyspiers@btinternet.com

EVENT SPOTLIGHT



27th Games Day UK

Date: Sunday 27th September, 2009

Venue: Birmingham NEC, UK

Details: Games Day is Games Workshop's premier event, designed to highlight the size, splendour and excitement of our hobby.

As part of the Birmingham NEC's ongoing programme of improvements, Games Day 2009 will be situated in the cavernous expanses of Halls 1 and 2, allowing us to hold, literally, the largest Games Day in history! Find the floor plans to this year's event over the page.

Sneak previews of forthcoming releases, guest studio and Black Library personalities and participation games are just some of the many activities at this year's Games Day.

Visitors to this year's event are advised that seating in Halls 1 and 2 will be limited.

Tickets: £30 and includes this year's exclusive Games Day miniature.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com



To find more exciting events and activities near you, go to:
www.games-workshop.com

October

3rd The Storm Hunt

Date: 3rd Oct, 2009

Venue: Warhammer World Store, Nottingham

Details: Known as Hellrider to the Norse, Headtaker to the men of the Empire, and Soulblesder to the Elves, the Vampire Lord known as Count Fenrir strikes fear into the hearts of all that hear his name. Now his wrath has fallen upon the Skaven of Cripplepeak.

Defeated by the verminous horde a century ago, Fenrir has re-gathered his strength and is now poised to slaughter every ratman that dwells in the festering mountain. But he has been betrayed, and the Skaven are prepared...

Bring your Skaven or Undead armies to swell the ranks, and all participants will also receive the special rules for Count Fenrir. Call the Warhammer World store for more details.

Contact: Warhammer World – 0115 916 8410

17th Escalation '09

Date: 17th Oct, 2009

Venue: St Paul Church, Bracknell, UK

Age Limit: 15+

Details: Bracknell Forest Games invite you to play in four games of Warhammer 40,000 with starting armies of 500 points of your finest troops, escalating up to 2000 points in the final game.

Contact: chair@bfgclub.org.uk

Website: www.bfgclub.org/events.htm

24th Warhammer 40,000 Dutch Tournament

Date: 24th–25th Oct, 2009

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: Compete in five rounds of furious gaming played across two days with armies of 1700 points against gamers from all over Europe for the title of Dutch Warhammer 40,000 Grand Champion 2009.

Tickets: Tickets cost 55 Euros and include lunch on both days and an evening meal on the Saturday. Tickets are available from the Games Workshop stores or from the website.

Contact: For more information, including the rulespack, visit the GW website or email martina.jiricka@games-workshop.co.uk.

Website: www.games-workshop.com

31st Rapid Fire!

Date: 31st Oct, 2009

Venue: Ochil Community Centre, Stirling, UK

Details: The Stirling Wargamers present their annual Warhammer 40,000 tournament. Play in three rounds of combat with armies of 1750 points to become champion.

Tickets: Tickets cost £10 per player and includes a pizza buffet lunch, tea and coffee all day and doughnuts to get you started.

Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk

November

7th Warhammer 40,000 Irish Tournament

Date: 7th–8th Nov, 2009

Venue: Valhalla Games Battle Grounds, Athlone, Co. Westmeath, Ireland

Details: Play in six rounds of the Warhammer 40,000 Grand Tournament with armies of 1700 points to become the Irish Champion.

Tickets: Tickets cost 60 Euros and are available from selected Games Workshop Hobby Centres.

Contact: For more information, including the rulespack, email grandtournament@gmail.com

29th Plunder of Penn IX

Date: 29th Nov, 2009

Venue: Belgrave Social Club, Halifax, UK

Details: The Pennine Riders gaming club invites you to take part in their annual Warhammer 40,000 campaign. The planet Penn IX is dying and about to explode. Battle your way through a series of linked scenarios as you join the countless bands of space raiders trying to plunder as much loot as possible from this collapsing world.

Tickets: Tickets cost £10 per player and includes a hot lunch and trophies and certificates for the winners.

Contact: Matt – 01274 427613
escabarcorgan@yahoo.co.uk
Pete – 01422 369834
hardplin@tiscali.co.uk



HEAT 1

• 10th–11th October 2009

HEAT 2

• 7th–8th November 2009

HEAT 3

• 21st–22nd November 2009



HEAT 1

• 17th–18th October 2009

HEAT 2

• 14th–15th November 2009

HEAT 3

• 28th–29th November 2009

**PREMIER
EVENT**

SURVIVAL GUIDE

**GAMESDAY
& GOLDEN DEMON 2009**

The big day is almost at hand. We are now but a few short days away from the world's largest Games Workshop hobby event; Games Day UK!

GAMESDAY & GOLDEN DEMON 2009™



Ever seeking to offer more, this year we are taking over another, even larger hall of the Birmingham NEC. To help you find your way around this enormous space, this issue we reveal the event's floor plans.

In just a couple of weeks the Birmingham National Exhibition Centre will be taken over once again for this year's Games Day and Golden Demon.

Throughout the last few issues of White Dwarf, you will have read news of all the amazing activities and displays that the premium event of the Games Workshop

calendar is going to be offering. And for the second year running we are expanding! Have you got your ticket? Are you ready?

This year is going to be our most awe inspiring event to date with something for the pallet of Games Day veterans and first-timers alike. There will be three giant halls hosting a variety of different activities and

**GAMESDAY
& GOLDEN DEMON 2009**

Sunday 27th
September 2009
National Exhibition
Centre (NEC)
Birmingham
10am-4pm

To be retained at Games Day entrance.
Product Code: 60139999102

**GAMES
WORKSHOP**

00001

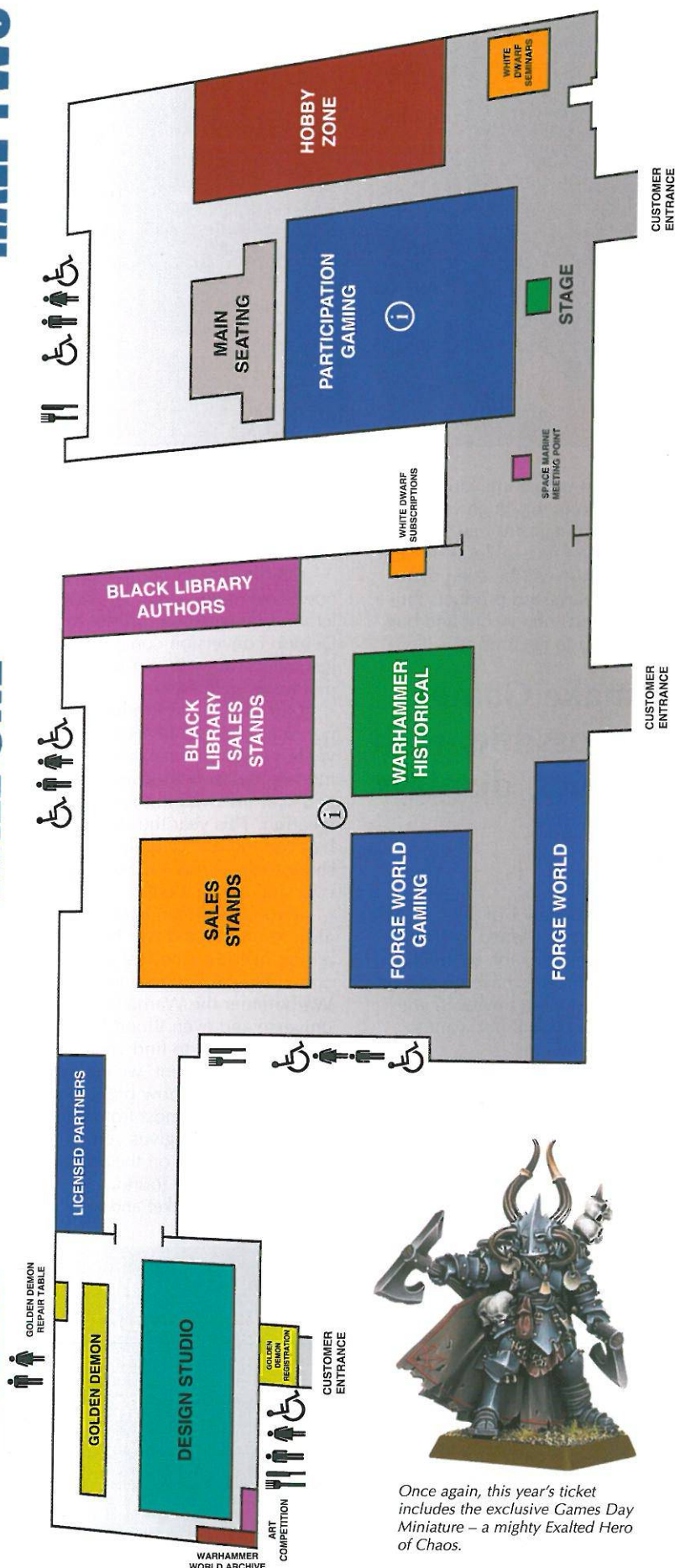
**GAMESDAY
& GOLDEN DEMON 2009**

Sunday 27th September 2009
National Exhibition Centre (NEC)
Birmingham

£30 in advance. Admit One. To be retained by customer.
Go to games-workshop.com for more information about the show.

**GAMES
WORKSHOP**

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Once again, this year's ticket includes the exclusive Games Day Miniature – a mighty Exalted Hero of Chaos.

SURVIVAL TIPS

FIRST AID ASSISTANCE

Should you need first aid or emergency help, please contact a member of Games Workshop's Customer Services Team (wearing the bright yellow jackets) or an NEC Steward.

NO SMOKING IN THE HALLS!

Smoking is not permitted anywhere within Games Day.

INFORMATION POINTS

There is an information point located in Hall 1 and Hall 2. The Games Workshop staff there will be happy to help you with any enquiries you may have concerning the event.

FOOD AND DRINK

Food and drink is available from NEC outlets all around the site.

TOILETS

Toilets can be found at several locations throughout the halls.

IMPORTANT NOTICE

Please be advised that, while we do understand it will be necessary for many customers to bring bags to Games Day, all bags and rucksacks may be searched by NEC security staff before admittance to the event is permitted. In order to minimise any delays in entering the event we ask that you consider whether you really need to bring a bag.

Also please be aware that glass bottles, metal cans and other potentially hazardous objects will be confiscated at the discretion of NEC security staff. These can be recovered upon exiting the event at the end of the day.

IMPORTANT

Please look after your personal belongings. Neither Games Workshop nor the NEC can accept any responsibility for loss or damage to anyone's personal property whilst at the event.

ARE YOU LOST OR HAVE YOU LOST SOMEONE?

DON'T PANIC! Also, don't attempt to leave the halls. Go to the large Space Marine statue between Hall 1 and Hall 2. We suggest that you use the big Space Marine as a meeting point should you become separated.

The people at the information points in Hall 1 and Hall 2 will also be happy to direct you to any area which you may be unable to locate. Alternatively you can find anyone in one of our bright yellow customer service jackets who will be happy to assist you.

Unfortunately, due to the nature and size of the event, we will not be able to make any announcements for lost people except in extreme emergencies. Please use the Space Marine meeting point if you become separated from your friends or family.

DID YOU ARRIVE ON A GAMES WORKSHOP COACH?

Your Store Manager will brief you about where to go at the end of the show. Please be sure to make your way to this meeting point right after the end of the Stage Ceremony at 4.00pm. Please ensure that you follow the instructions you have been given for your coach by your Store Manager. If you have any difficulties in finding your coach party, please find a member of the Games Workshop Customer Services team who will help you to locate your party.

If in doubt, please find anyone wearing a bright yellow Games Day Customer Service jacket, or go to the nearest Information point.

Don't worry! We won't leave without you. Just remember to stay at your meeting point and contact a Games Workshop staff member.



stands, giving you a staggering variety of things to see and do in this huge venue. As ever our objective remains to make an event and exhibits as accessible as possible to our guests; so there will be even more gaming tables, displays and products for you to get your hands on, try out and buy, with plenty of room to get around.

“Our objective is to make Games Day as accessible as possible; with even more gaming tables, displays and products...”

NEW FOR THIS YEAR

After expanding into Hall 1 of the NEC last year, we have now abandoned the Arena and taken up residence in the even larger Hall 2. We do, as a result, have quite a bit less seating than last year; however, with this much to take in, you'll not want to waste time sitting down!

This year Games Day is truly enormous – just check out the floor plans on the previous page!

The extra space allows us to give even more space over to Black Library and the Hobby Zone, as well as some brand new displays and a purpose built Seminar area.

There's also plenty of room, allowing us to increase the size of all our sales stands making it even easier for you to see what's available to buy.

On the subject of the Hobby Zone, it's now even larger again; far more of you can let your imagination run riot in the Scrap Demon conversion competition, or, if you just can't wait, you can build your latest purchases right there.

Our Studio and Production area offers not only glimpses of several new miniatures yet to come, and many work-in-progress models, but also an insight into the process and skill involved in their design and creation. This year the studio are aiming to be even more accessible and available to share their secrets – make sure you head over and check it out.

Two of our main licensed partners will also be on site and will be letting you have a look over their newest board and computer games based in the world of Warhammer the Warhammer 40,000 universe and even Blood Bowl.

To help you to find your way around this enormous event, we've included a map to show you just how big it really is and to help you get the most from your time at Games Day. This gives you an outline of what's happening on the day and where everything can be found.

So, get your ticket and we'll see you there.

10am to 4pm on Sunday 27th September 2009. Birmingham National Exhibition Centre (NEC). Tickets cost £30 and include this year's exclusive Games Day Miniature.

Games Day tickets are on sale now and are available from your local Hobby Centre, through Direct on 0115 91 40000, and from Games Workshop online:

www.games-workshop.com



GAMES WORKSHOP®

PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent retailer.

- Premium Stores are independent retailers who offer a wide range of Games Workshop products.
- Should you find a specific miniature or boxed set is not available in the store, these stockists also offer a Mail Order service giving you access to the entire Games Workshop range, collectors models and bitz, scenery, tools, gaming aids and other paraphernalia.
- Their knowledgeable staff are on hand to offer help and advice on your army, from planning your next purchase to plotting killer tactics for your games.
- These stores offer painting lessons and other hobby activities such as conversion clinics – call your local Premium Store for details.
- Premium Stores also have a number of gaming tables in their stores which are used to run introductory games, hold in-store tournaments, bespoke mega battles or general open-play gaming where anyone can bring their armies along for a game.

Check out the list below to find your local stockist!



GAMES WORKSHOP
PREMIUM

The following stores have been designated Premium Stockists, and we plan to open more in the future, so keep a look out in White Dwarf for stockists near you.

BELGIUM

BRUGGE, Fair Play:
Tel: 050 38 51 83

HASSELT, Oberonn:
Tel: 011 351 358

MECHELEN, De Spelfanaat:
Tel: 015 34 59 07

DENMARK

AALBORG, Dragons Lair:
Tel: 98 12 16 18

AARHUS C, Dragons Lair:
Tel: 86 19 00 63

KØBENHAVN K, Faraos Cigarer:
Tel: 33 32 22 11

ODENSE C, Dragons Lair:
Tel: 65 91 97 01

ROSKILDE, Fanatic Roskilde:
Tel: 46 36 35 48

LYNGBY, Faros Cigarer:
Tel: 32 10 23 23

FINLAND

ESPOO, Puolenkuunpelit:
Tel: 09 412 9941

HELSINKI, Fantasiapelit Helsinki:
Tel: 09 65080

JOENSUU, Fantasiapelit Joensuu:
Tel: 013 284 314

JYVÄSKYLÄ, Fantasiapelit Jyväskylä:
Tel: 014 21 6629

KUOPIO, Fantasiapelit Kuopio:
Tel: 017 361 1148

LAHTI, Puolenkuunpelit:
Tel: 03 7515151

LAPPEENRANTA, Fantasiapelit Lappeenranta:
Tel: 013 284314

OULU, Fantasiapelit Oulu:
Tel: 08 374 906

PORVOO, Puolenkuunpelit:
Tel: 019 5348377

TAMPERE, Fantasiapelit Tampere:
Tel: 03 222 5200

TURKU, Fantasiapelit Turku:
Tel: 02 232 8413

THE NETHERLANDS

AARNHEM, Spelkwartier Arnhem:
Tel: 026 370 2028

DEN BOSCH, De Dobbelsteen:
Tel: 073 614 5530

ENSCHDEDE, Pijplines:
Tel: 053 430 5727

LEEUWARDEN, Spellekijn:
Tel: 058 213 1112

LEIDEN, Vliegershop:
Tel: 071 513 2783

MAASTRICHT, Vlieg-er-uit:
Tel: 043 325 1653

MIDDELBURG, De Burcht:
Tel: 011 8650048

TILBURG, De Dobbelsteen:
Tel: 013 544 3700

ZWOLLE, Games-n-Stuff:
Tel: 038 421 6385

SWEDEN

GÖTEBORG, Wizard Games:
Tel: 031-51 41 50

KARLSTAD, Spel och Fantasi:
Tel: 054 13 10 70

STOCKHOLM, Science Fiction Bokhandeln:
Tel: 08-21 50 32

UMEA, Fantasia:
Tel: 090-77 03 60

UPPSALA, Prisfyndet:
Tel: 018-10 66 07

STORE FINDER

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



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details 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.

Range of products

Our Hobby Centres stock a large 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.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as offering our complete range of products, they also have 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 Horwade, B51 3JH
Tel: 0117 925 1333
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS14 5UP
Tel: 0117 959 3520
BRISTOL, Area 51:
Tel: 0117 914455
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
LUTON, Fantasy Wargames:
Tel: 01582 729 901
LUTON, Ottakers:
Tel: 01581 486399
CRANFIELD, Wargames Workshop:
Tel: 01234 754521

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 37 Market Street, SL6 6AA
Tel: 01628 683 1747
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861887
BRACKNELL, Waterstones:
Tel: 01344 480124
NEWBURY, Toycraft:
Tel: 01635 740777
READING, HobbyCraft:
Tel: 0118 902 9609
WINDSOR, JJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0121 648 1918
GW SOLIHULL:
600 Warwick Road, B91 3DX
Tel: 0121 705 7997
*** GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174
GW WALSALL:
Unit 26, Old Square Shopping Centre, W31 1QF
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01902 251 0466
BIRMINGHAM, Console Games:
Tel: 0121 417 0012
KIDDERMINSTER, TJ Models:
Tel: 01562 747003
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6343

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 35 Eden Walk, Gallery, Eden, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2, 502 Silbury Boulevard, MK9 2AD
Tel: 01908 869 0427
AYLESBURY, Bear Necessities:
Tel: 01296 421050
BUCKINGHAM, Abacus Toys:
Tel: 01280 821813
MILTON KEYNES, HobbyCraft:
Tel: 01908 710 130
MILTON KEYNES, Jayz Crafts:
Tel: 01908 562572

CAMBRIDGESHIRE

*** GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 01223 331333
GW PETERBOROUGH:
3 Westborough Street, PE1 1DH
Tel: 01773 890 052
ELY, City Cycle Centre:
Tel: 01223 816131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454441
PETERBOROUGH, The Rift:
Tel: 01733 141107

ST NEOTS, Gamers:

Tel: 01460 217 643
WISBECH, Poppycraft:
Tel: 01945 475558
WISBECH, Prams & Toys:
Tel: 01945 584142
CHANNEL ISLANDS
JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721211

CHESHIRE

*** GW CHESTER:**
112 Fargate Street, CH1 1HB
Tel: 0124 431 1967
*** GW MACCLESFIELD:**
Unit 35, Cheshiregate Mall, Grosvenor Centre, SK11 6AB
Tel: 01662 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 28, Brook Street, Time Square, W1 2AP
Tel: 01928 565 1988
ALTRINGHAM, The Gaming Crypt:
Tel: 0151 925 9915
BIRKENHEAD, Kit Shop:
Tel: 0151 647 9067
CHESTER, HobbyCraft:
Tel: 01244 659 110
CONGLETON, Deans Toys & Cycles:
Tel: 0129 4171277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Jac in a Box:
Tel: 01270 581 118
CREWE, Jac in a Box:
Tel: 01270 581 118
ELLESMERE PORT, W Homer Cycles:
Tel: 0151 3552129
MARPLE, Marauder Games:
Tel: 0161 4274949
NANTWICH, HobbyCraft:
Tel: 0845 051 9517
NESTON, Carousel:
Tel: 0151 316 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 47740
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
STOCKPORT, HobbyCraft:
Tel: 0161 429 5406
STOCKPORT, Marauder Games:
Tel: 0161 472211
HYDE, Goslings Toymaster:
Tel: 0161 427 2029
WARRINGTON, HobbyCraft:
Tel: 0845 051 6341
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

*** GW MIDDLESBROUGH:**
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 625 8931
HARTLEPOOL, Illusions:
Tel: 01642 235 199
NORMANBY, PC Tech:
Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01209 610224
FALMOUTH, Kernow Toymaster:
Tel: 01753 712 771
FRADDON, Kingsley Village:
Tel: 01726 941111
HAYLE, Blewitts of Hayle:
Tel: 01753 735 012
HELSTON, Exit:
Tel: 01526 565117
LISKEARD, Trago Mills:
Tel: 01579 348 079

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 252 0047
BODMIN, Bracknells:
Tel: 0187 252 0047
BUDE, More Value:
Tel: 01208 152 363
CALLINGTON, Zaggy Games:
Tel: 01579 384 837
CAMBORNE, Exit:
Tel: 01209 610224
FALMOUTH, Kernow Toymaster:
Tel: 01753 712 771
FRADDON, Kingsley Village:
Tel: 01726 941111
HAYLE, Blewitts of Hayle:
Tel: 01753 735 012
HELSTON, Exit:
Tel: 01526 565117
LISKEARD, Trago Mills:
Tel: 01579 348 079

NEWLYN, Newlyn Post Office:

Tel: 01738 364592
NEWQUAY, Planet Hobbywood:
Tel: 01637 659 945
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79048
WADEBRIDGE, Bricknells:
Tel: 01206 813 274

COUNTY DURHAM

*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 574 1062
GW DARLINGTON:
78 Skinninggate, DL5 7LK
Tel: 01322 535 2483
BARNARD CASTLE, Toy Shop:
Tel: 01633 637 396
BISHOP AUCKLAND, Winsock Models:
Tel: 0191 609 7966
CONSETT, Kwikpart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 017 118
STOCKTON ON TEES, HobbyCraft:
Tel: 0845 011 6559
STOCKTON ON TEES, Stockton Modeller:
Tel: 01662 616 609

CUMBRIA

*** GW CARLISLE:**
Unit 2, Earle Lane, CA1 1DP
Tel: 01274 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01590 825915
KENDAL, Airreys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
WORKINGTON, ToyTown:
Tel: 01690 873 322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NR
Tel: 01332 345115
ASHBOURNE, Lumbards Toys:
Tel: 01535 345115
BELPER, Children's Choice:
Tel: 01773 827865
BUXTON, Knowles Toys and Models
Tel: 01296 24203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01296 220 200
GLOSSOP, Main Services:
Tel: 01457 553 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 127 727
MATLOCK, Shawes:
Tel: 01629 580 482
RIPEY, Chimera Leisure:
Tel: 01727 747048

DEVON

*** GW EXETER:**
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0068
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 01753 235 4121
GW TORQUAY:
32 Market Street, TQ1 3AQ
Tel: 01803 200 1936
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
BIDEFORD, The Tarka Train Company:
Tel: 01237 424 867
BRIXHAM, The Brixham Model Centre:
Tel: 01803 802555
DARTMOUTH, WG Pillar & Co:
Tel: 01803 484 159
EXETER, Eldritch Games:
Tel: 0845 8389656
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON, Honiton Toy Shop:
Tel: 01404 437441
ILFRACOMBE, KJ Hobbycrafts:
Tel: 01271 879562

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) Indicates Gaming Room facilities.

PREMIUM STORE

Stocks the complete Games Workshop range and offers a hobby gaming and painting service.

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.

KINGSBRIDGE, The Trading Post:

Tel: 01548 892 923
NEWTON ABBOT, Austins:
Tel: 01262 333 444
NEWTON ABBOT, Dragon's Cave:
Tel: 01626 314999
PAIGNTON, Paignton Model Shop:
Tel: 01303 555082
PLYMOUTH, Model Shop:
Tel: 01752 211 851
TAVERSTOCK, Kaleidoscope:
Tel: 01822 613 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 278 260
TIVERTON, Banbury's:
Tel: 01380 825267
TORQUAY, Action Model Centre:
Tel: 01759 450999
TORRINGTON, Toyzone:
Tel: 01805 624 790
TOTNES, Finishing Touches:
Tel: 01802 362244

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1RA
Tel: 0120 231 5292
*** GW POOLE:**
Unit 12 Towngate Centre, BH15 1ER
Tel: 01202 268 5034
BLANDFORD FORUM, Inspirations:
Tel: 01258 480599
BOURNEMOUTH, Boscombe Precinct Post Office:
Tel: 01202 350706
BOURNEMOUTH, Hobbycraft:
Tel: 01202 362 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 432 326
CHRISTCHURCH, Christchurch Post Office:
Tel: 01202 405711
CHRISTCHURCH, Simple Miniature Games:
Tel: 01202 405711
DORCHESTER, Dorchester Toys:
Tel: 01305 261 155
SHAFTESBURY, Hardings:
Tel: 01747 858293
SHERBOURNE, The Corner House:
Tel: 01935 813 615
SHERBOURNE, The Toy Barn:
Tel: 01206 815 940
WEYMOUTH, Howley's Toymaster:
Tel: 01305 779225

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FD
Tel: 01274 549 8048
GW COLCHESTER:
2 Short Wyne Street, CO1 1LN
Tel: 0202 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 01709 246 125
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre, RM20 2ZJ
Tel: 0170 886 7333
BASILDON, HobbyCraft:
Tel: 01255 240 501
BRENTWOOD, B&M Cycles:
Tel: 01277 214 242
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 426 346
COLCHESTER, 4TK Gaming:
Tel: 01206 756309
HARLOW, Marquee Models:
Tel: 01277 423 744
HORNCHURCH, Tole Haven:
Tel: 01708 475051

MALDON, Colin Bliss Models:

Tel: 01462 851 527
RAYLEIGH, Toys N Tuck:
Tel: 01266 775 50
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
SOUTH WOODHAM FERRERS, Candy Stix:
Tel: 01265 625 796
GLOUCESTERSHIRE
GW CHELTENHAM:
16 Pittville Street, GL52 2JL
Tel: 0124 222 8419
GW GLOUCESTER:
95 Claverton Street, GL1 1EA
Tel: 0145 250 3633
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 620 686
GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STOW ON THE WOLD, Cleaver Models:
Tel: 01459 010424
STROUD, Antics:
Tel: 01453 764 487
TEWKESBURY, Toy Zone:
Tel: 01668 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 0125 646 6050
GW PORTSMOUTH:
94 Arundel Street, PO1 1NL
Tel: 0239 287 6256
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 033 1962
GW WINCHESTER:
24 Arundel Street, SO23 8BY
Tel: 0196 288 0199
ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01429 242 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01764 457 26
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
FARNBOROUGH, Dark Star:
Tel: 01252 545019
GOSPORT, TN Books and Wargames:
Tel: 01509 642 112
HAVANT, HobbyCraft:
Tel: 0845 051 6354
LYMINGTON, He Figgures:
Tel: 01590 672002
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
Tel: 01252 264 253
PETERSFIELD, Folly Models:
Tel: 01730 267 932
RINGWOOD, Toys of Ringwood:
Tel: 01435 479 84
ROSEY, Roundabout:
Tel: 01794 512 145
SOUTHAMPTON, HobbyCraft:
Tel: 0845 051 6351
SOUTHSEA, Southsea Models:
Tel: 01705 259 186
WATERLOOVILLE, Forever Toys Ltd:
Tel: 02352 264 253
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259 186

HEREFORDSHIRE

GW HERFORD:
40 Elgin Gate, HR4 9AB
Tel: 01432 335 040

LEOMINSTER, Martin's Models & Crafts:

Tel: 01568 613 782
ROSS ON WYE, Revolutions:
 Tel: 01569 762 625

HERTFORDSHIRE**GW HEAMEL HEMPSTEAD:**

16 Bridge Street, HP1 1EF
 Tel: 01494 224 9752
GW ST ALBANS:
 18 Heritage Close, AL3 4EB
 Tel: 01772 786 1193

ABBOTS LANGLEY, The Battle Shop:

Tel: 07003 400 359
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TAMPERE, Kirja Karkkainen:
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Tel: 0030 210 9171344

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THESSALONIKI, Kaissa Kalamaria:
Tel: 0030 2318 449377

THESSALONIKI, Kaissa Thessalonikis:
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ENKÖPING, Nallens Leksaker:
Tel: 0181 327 50
ESKILSTUNA, Lassies Leksaker:
Tel: 0181 38 08
FALKENBERG, Brio:
Tel: 366 807 00
FRITSLA, Fritsla Hobby:
Tel: 0320 79186
GÄVLE, Hobbyshopen:
Tel: 0262 62 62
HUDDINGE, Humlan Lek & Hobby:
Tel: 08-639 8053
KALMAR, Kalmar Lek & Hobby:
Tel: 048024717
KARLSKOGA, Leklådan:
Tel: 058-63 33 33
KARLSKRONA, Brio:
Tel: 0833-4063
KIRUNA, Brio:
Tel: 9808-926 65
KRISTIANSTAD, Spel på Vallgatan:
Tel: 044 101991
KUNGSBACKA, Brio:
Tel: 0900 43136
LAHOLM, Brio:
Tel: 04101 5068
LIDKÖPING, Game Maniacs:
Tel: 0795 190274
LINDEBERG, Juntan:
Tel: 070 25 11 343
LİNKÖPING, Sagoland:
Tel: 01322066
LULEÅ, Barnens Hus:
Tel: 0920210095
LUND, Spel på Clemensstorget:
Tel: 0461278710
MALMÖ, Spel på Djäknegatan:
Tel: 040 120416
NORRKÖPING, Hobbyhörnan:
Tel: 0181 32596
NORRKÖPING, Lekhuset:
Tel: 0113267070
NYKÖPING, Laka TV-spel:
Tel: 0153201000
ÖRNINGE, Happies:
Tel: 0181 32596
PITEÅ, Barnens Hus:
Tel: 0911199316
SALA, Elons Leksaker:
Tel: 022-431 03 14
SKELLEFTEÅ, Lek & Hobby:
Tel: 0410-125 80
SKÖVDE, Partaj:
Tel: 0870 374 98
STOCKHOLM, Brio:
Tel: 08 749 1146
STOCKHOLM, Dragons Link:
Tel: 08 654 60 50
STOCKHOLM, Fidelur:
Tel: 0870 374 970
STOCKHOLM, Happies Hammarby Sjöstad:
Tel: 0832244800

SUNDSVALL, Orion Spel:
Tel: 0608 155 367

TUMBA, Leksaksungen:
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UPPLANDS VÄSBY, Barnens Hus:
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VÄSTERÅS, Zetterlunds:
Tel: 021 10 44 91

VÄSTERVIK, Brio:
Tel: 04903 86171

VÄSTRA FRÖLUNDA, Toys:
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VÄXJÖ, Helges Håla:
Tel: 047 07 18 09

VIMMERBY, Brio Vimmerby:
Tel: 049231180

VISBY, Lekstugan:
Tel: 0498-21 50 50

YSTAD, Tv Spelshörnan:
Tel: 0811666400

ÖREBRO, Modelllex AB:
Tel: 076 611 13 34

ÖRNSKÖLDVIK, Lajbans:
Tel: 0811666400

ÖSTERSUND, Hobbyboden:
Tel: 062511310

TAIWAN

TAIWAN 806, Games 'R' Us:
Tel: 001164 9489 2750

THAILAND

BANGKOK, Fantasia (TS Toys):
Tel: 65 8 9773 1219

UKRAINE

DNIPROPETROVSK, Book Shop (Coblin):
Tel: 00 380 675 648 578

DONETSK, Maugli:
+38 044 4367673

KHARKOV, Aladdin Toy Store:
Tel: 00 380 577 157 738

KIEV, Budinok Igroshek:
Tel: 00 380 4457 831121

KIEV, Budinok Igroshek:
Tel: 00 380 445 727 734

KIEV, Budinok Igroshek:
Tel: 00 380 445 821 383

KIEV, Budinok Igroshek:
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KIEV, Budinok Igroshek:
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KIEV, Novi Skazka:
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ODESSA, Mastabniye Modell:
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ODESSA, Models:
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SEVASTOPOL, Sevmodel:
Tel: 00 380 953 965 400

VINITSA, Spellscape:
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UNITED ARAB EMIRATES

DUBAI, Bishops Trading:
Tel: 00971 353446720



Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

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.

AVON

GCN BRISTOL,
Bristol Vanguard:
Contact: Jay Goldsmith
Tel: 0773 727 3100
E-mail: vanguardjay@yahoo.co.uk

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985466

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1558297
E-mail: gladiators64uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Corey
E-mail: dcorey@talk21.com

GCN MAIDENHEAD,
MAD Gamers:
Contact: Rupert Oldcorn
E-mail: madgamersmaster@yahoo.co.uk

GCN READING,
The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.co.uk

BIRMINGHAM

GCN DUDLEY,
Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 289 369

GCN SUTTON COLDFIELD,
The Immortals:
Contact: Geraint Osborn
Tel: 07854 021 152
E-mail: geraint-osborn@hotmail.com

GCN WALSALL,
Warlords of Walsall:
Contact: Martyn Furnival
Tel: 07717 475947
E-mail: martynfurnival3@btinternet.co.uk

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 307 531
E-mail: daboyzclub@go2mail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE,
Armageddon Inc.:
Contact: James Schofield
Tel: 01494 863 905

CHANNEL ISLANDS

GCN BRELADES,
Jersey Privateers Gaming Club:
Contact: Paul Noel
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E-mail: noelwarlock@aol.com

CHESHIRE

GCN CHESTER,
Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris_fry@ryuplans.com

GCN CHELTENHAM,
Hyde Clarendon Strategy Games Club:
Contact: Paul Mulder
E-mail: paul.mulder@btinternet.co.uk

GCN MACCLESFIELD,
Maccwargames:
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Website: www.maccwargames.org.uk
E-mail: harradine2002@yahoo.co.uk

GCN STOCKPORT,
Stockport Slayers:
Contact: Laura Kirby
E-mail: merplemarlades@hotmail.com

GCN WARRINGTON,
Northern Warlords:
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E-mail: anthony.spiers@btinternet.com

CLEVELAND

GCN CLEVELAND,
East Cleveland Warsmiths:
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GCN MIDDLESBROUGH,
Middlesbrough Gamers Club:
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Tel: 07969 714774
E-mail: xblaze@gmail.com

GCN REDCAR,
Redcar Ironbeards:
Contact: Ian Widdowson
Tel: 01642 503207

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
E-mail: celticernow@aol.com

GCN CORNWALL,
West Cornwall Games Club:
Contact: Neil Sharp
E-mail: neilsharp@aol.com

CUMBRIA

GCN WINDERMERE,
North West Warriors:
Contact: Adam or Davinia Turner
Tel: 07925 511 867
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD,
COGS:
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E-mail: awh18@btinternet.com

GCN DERBY,
Derby Wargames Society:
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GCN HASOCKS,
Clayton Warlords:
Contact: Roger Smith
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E-mail: roger_gs_smith@hotmail.com

GCN RIPLEY,
Ripley Terror Troopers:
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E-mail: judith.hawcroft@derbyshire.gov.uk

DEVON

GCN EXETER,
Rygas Roughnecks:
Contact: John Gendle
Tel: 0773 435 2425
E-mail: colquhoun@hotmail.com

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 365 632
E-mail: paul@battlescar.co.uk

GCN BOURNEMOUTH,
Wessex Wyverns:
Contact: Christian Williams
Tel: 01202 574 296
E-mail: christian@wessexwyverns.org.uk

ESSEX

GCN CHELMSFORD,
Chelmsford Bunker:
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E-mail: edgareth@sky.com
Website: www.bunkerassault.co.uk

GCN ESSEX,
Essex Warhounds:
E-mail: jamescud@aol.com

GCN COLCHESTER,
Colchester Games Club:
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E-mail: info@colchestergamesclub.org.uk

GCN SOUTHEAST,
Southend Toy Soldiers Club:
Contact: Paul Goyner
Tel: 07851 656 541
E-mail: clubenquiries@hottmail.com

GCN SOUTHEAST,
Warzone: Southend:
Contact: Richard Ryan
Tel: 01269 154029
E-mail: warzone@southend@sky.com

GCN THURROCK & ROMFORD,
Tempus Fugitives:
Contact: Stuart Mackness
Tel: 07809 154029
Website: www.tempusfugitives.co.uk

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muppets Society:
Contact: David Offen James
E-mail: david@sadmuppets.org

GCN PORTSMOUTH,
Battle Force Pompey:
Contact: Amanda Butler
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E-mail: amanda_butler@hotmail.com

GCN PORTSMOUTH,
Hammer N Ales:
Contact: Daniel Few
E-mail: svoxofny@btinternet.co.uk

GCN PORTSMOUTH,
Shadowspawn:
Contact: Gary Davidson
Tel: 07882 360669

GCN PORTSMOUTH,
Solent Warriors:
Contact: Ben Calvert-Lee
Tel: 0798 507 9932

HEREFORDSHIRE

GCN HEREFORD,
Spread Eagle Wargamers Society:
Contact: Tim Hill
Tel: 07748 18 9929
E-mail: sterty@nove@aol.com

KENT

GCN ASHFORD,
Stanhope Gaming Group:
Contact: Simon Cannon
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E-mail: s.cannon@ap-ac.co.uk

GCN GRAVESEND,
Gravesend Gamers Guild:
Contact: Paul Sayers
E-mail: zengpa@blueyonder.co.uk

GCN TUNBRIDGE WELLS,
Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 01753 340 0211
E-mail: colin@cantone.freezone.co.uk

LANCASHIRE

GCN LANCASHIRE,
Coppull & Chorley Knights:
Contact: Jonathan Taylor
Website: www.cack-wargamesclub.org.uk

LEICESTERSHIRE

GCN ARNESBY,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 0795 816 3471
E-mail: pfof@btinternet.co.uk

GCN LEICESTER,
Leicester Fat Kats:
Contact: Anthony Evans
Tel: 07903 91227
E-mail: anfon979@yahoo.com

GCN LEICESTERSHIRE,
S.Q.U.I.G.:
Contact: Adam Hult-Bivson
Tel: 0797 050 7179
E-mail: ah154@btinternet.co.uk

GCN LOUGHBOROUGH,
Loughborough 1st and Only:
Contact: Matt Sully
E-mail: zeemass@aol.com

LINCOLNSHIRE

GCN LINCOLN,
Gobstlys:
Contact: Chris Simmons
Tel: 07748 102 616
E-mail: brucecally@hotmail.com

LONDON

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Thomas Peit
Tel: 07966 465 309
E-mail: info@claphamwargames.org.uk

GCN LONDON,
Brent Cross Imps:
Contact: Daniel Hounpage
Tel: 07601 776590
E-mail: mouse_of_danger@hotmail.com



Warhammer World has played host to many GCN Gaming Club events.

GCN WANSTEAD,
Tanelorn Wargames Club:
Contact: Barry Pflaum
Tel: 07986747719
E-mail: twgc_contact@tanelornwgc.org

GCN WATFORD,
Watford Wargames Federation:
Contact: Bob Long
Tel: 019 8506756

MERSEYSIDE

GCN LIVERPOOL,
Liverpool Gaming Guild:
Contact: Leon Lynch
E-mail: club.leon@hotmail.co.uk

NORFOLK

GCN NORTH WALSHAM,
Blackfish:
Contact: Dave Hicks
Tel: 07677 312 874

GCN NORWICH,
Aftermath:
Contact: Lee Lowe
Tel: 07921 859 581
E-mail: lee.aftermath@btinternet.com

GCN OLD BUCKENHAM,
Old Buckenham Bone Crushers:
Contact: Paul Giffing
Web: www.buckenhambonecrushers.co.uk/wargames

GCN WYOMONDHAM,
Wyomondham Wanderers:
Contact: Barry McCarthy
Tel: 07566 995 482
E-mail: wanders1@msn.com

NORTHAMPTONSHIRE

GCN NORTHAMPTON,
Northampton Warlords:
E-mail: northamptonwarlords@hotmail.co.uk

GCN RUSHDEN,
Phoenix Gaming Club:
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NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild:
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NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD,
K.I.A.:
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GCN NOTTINGHAM,
Da Wot Notts:
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GCN NOTTINGHAM,
1st Company Veterans:
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GCN SUTTON IN ASHFIELD,
Last Bastion Gaming Club:
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E-mail: bastion.gaming@btworld.com

OXFORDSHIRE

GCN ABINGDON,
Abingdon Wargames Club:
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GCN OXFORD,
Oxford Gaming Club:
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PETERBOROUGH

GCN YAXLEY,
Norman Cross Crusaders:
Contact: Jason Farby
E-mail: jfarby@btinternet.com
Web: normancrosscrusaders.org.uk

SHROPSHIRE

GCN SHREWSBURY,
Gatekeepers Wargames Club:
Contact: James Sherry
E-mail: james.sherry@btinternet.com

GCN TELFORD,
S.T.A.G.S Telford:
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SOUTHPORT

GCN Southport,
Lost Boys Wargaming Club:
Contact: Paul Steen
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STAFFORDSHIRE

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Games Club Cannock:
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GCN TAMWORTH,
TGC:
Contact: Phil Hannigan
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E-mail: philhannigan2002@yahoo.co.uk

SUFFOLK

GCN ASSINGTON,
Suffolk and Essex Gamers:
Contact: Mark Ashhouse
Tel: 01440 785589

GCN BECCLES,
Band of Gamers:
Contact: Bryan Armstrong
Tel: 0150 271 1414

GCN BECCLES,
Crypt Keepers:
Contact: Christine Worster
Tel: 07913 606 544 (after 6pm)

GCN BECCLES,
Curious Dwarf:
Contact: Giles Robinson
Tel: 07922 365990
E-mail: giles@btinternet.com

GCN IPSWICH,
Swarm Wargames Club:
Contact: Matt Holden
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E-mail: matt@btopenworld.com

GCN NEWMARKET,
Newmarket Dwarf Wargames Society:
Contact: Mark Haynes
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SURREY

GCN GUILDFORD,
Guildford Games Club:
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GCN MITCHAM,
Mitcham Marauders:
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E-mail: mitchammarauders@hotmail.co.uk

GCN TOLWORTH,
Tolworth First Founding:
Contact: Peter Corps
Tel: 07768 790136

GCN WOKING,
1st Founding:
Contact: Ashley Horswood
Tel: 0193 278 7445

SUSSEX

GCN BOGNOR REGIS,
BRGA:
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E-mail: mfrankhill@yahoo.co.uk

GCN BRIGHTON,
Brighton Warlords:
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GCN BRIGHTON,
Gambit Games UK:
Contact: Gareth Wynn
E-mail: gareth.wynn848@btworld.com

GCN CRAWLEY,
Crawley Magic and Tabletop Games:
Contact: Mark Lane
Tel: 07921 555 129
E-mail: mark.lane@btinternet.com

GCN EASTBOURNE,
Eastbourne Elemental:
Contact: Luke May
Tel: 0767 790 9125
E-mail: luke.weatherlight@gmail.com

GCN HASOCKS,
Clayton Warlords:
Contact: Roger Smith
Tel: 0771 556 295
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GCN SEAFORD,
Outpost 47:
Contact: Mark Whyte
Tel: 07533 574 601
E-mail: mark@rogueplanet.co.uk

GCN WALBERTON,
Walberton Wargames:
Contact: Mike Roddum
Tel: 01245 354165
E-mail: walbertonwargames@yahoo.co.uk

WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866 707 127

WILTSHIRE

GCN CALNE,
Calne Gaming Club:
Contact: David Powers
Tel: 07901 654 865

GCN SWINDON,
SWAT:
Contact: John Hest
Tel: 01793 692 938
E-mail: jhest@btinternet.com

GCN SWINDON,
Swindon and District Wargamers:
Contact: Paul Nettle
Tel: 01753 709609
E-mail: nettle@btworld.com

YORKSHIRE

GCN DONCASTER,
Doncaster Wildcats:
Contact: Carl Cooke
Tel: 07851 481282
E-mail: sixthaven@btmail.co.uk

GCN HALIFAX,
Pennine Raiders:
Tel: 0143 236 9034
E-mail: hardplay@btmail.co.uk

GCN HARROGATE,
Harrogate & Ripon District Gamers:
Contact: Patrick Stoddart
Tel: 07510 317 456
E-mail: pat_maximus@hotmail.co.uk

GCN HUDDERSFIELD,
Cellar Dwellers:
Contact: Richard Ansdler
Tel: 07504 11 3974
E-mail: ubergoat@btmail.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0961

GCN LEEDS,
Leeds Games Club:
Contact: Bob McPherson
Tel: 0783 149 5512
E-mail: ranc@btmail.co.uk

GCN OSSETT,
Ossett Wargames Club:
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E-mail: paulingrace@btinternet.com

GCN SHEFFIELD,
Dysartes:
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GCN YORKSHIRE,
York Garrison:
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SCOTLAND

GCN ARGYL & BUTE,
Helensburgh Patriot Games Club:
Contact: Clare Jeffrey
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GCN CAITHNESS,
Northern Knights:
Contact: Dave Yennans
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E-mail: roccoboss@btinternet.com

GCN DUNFIRMLINE,
Dunfirmline Wargaming and
Roleplay Fellowship:
Contact: Brian Forrester
E-mail: dwardclub@aol.com

GCN EDINBURGH,
Edinburgh League of Gamers:
Contact: Andy Mochan
E-mail: leagueofgamers-owner@yahoo.co.uk

GCN FIFE,
The Gaming Kingdom:
Tel: 0763499774
E-mail: the_gaming_kingdom@yahoo.co.uk

GCN GLASGOW,
St Aiden's Warriors Club:
Contact: Alan Hobbs
E-mail: macedon@317@hotmail.co.uk

GCN INVERNESS,
Da Klub:
Contact: Stephen Muller
Tel: 07876 571222
E-mail: steve@da-klub.com

GCN KIRRIEMUIR,
Kirriemuir Wargames Club:
Contact: David Tulloch
E-mail: david.tulloch1@btinternet.com

GCN RENFREW,
WPAS:
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E-mail: althorps@btinternet.com

GCN STIRLING,
Stirling Wargamers:
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E-mail: paul@stirlingstirplus.com

WALES

GCN BRIDGEND,
Bridgend YMCA Gamers Club:
Contact: Bill Evans
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E-mail: billdragon1@btinternet.com

SAFETY IN THE COMMUNITY

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

AVAILABLE TO ORDER



Every product in our ever-expanding range is available to order, and ordering them directly from Games Workshop ensures that you get exactly what you want, when you need it.

You can order ANY current Games Workshop product, including our Collectors Range, Bitz Packs, Specialist Games range and those models that are exclusively 'available to order'. Whether you want to place an order for

the latest Bitz Pack for that bespoke conversion, or simply pre-order the latest miniatures, ordering directly from Games Workshop is quick and convenient. There are four main ways to get your hands on the latest products.

1 ONLINE

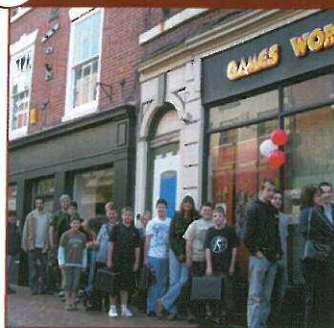


Our online store offers a fast and convenient service that allows you to order anything from our entire range, and have it delivered straight to your door. Games Workshop online ensures that your order is just a click away, 24-7!

- Register for the Games Workshop website to gain personal recommendations, store products in your personal Wish List, save your favourite articles, receive your free monthly newsletter, and more.
- We aim to despatch all orders within three days, straight to your door, or FREE to the Hobby Centre of your choice.

www.games-workshop.com

2 HOBBY CENTRES



All of our Hobby Centres carry a large range of products, but there simply isn't enough space to stock the entire GW range – which is why we now offer order points in all of our stores.

- The benefit of ordering in-store is that our expert store staff are on hand to advise you on your purchases.
- Don't forget – whether you order your miniatures from the in-store order point, or directly from our website, you can still choose to have them delivered to your local Hobby Centre free of charge!

See page 110 for the Store Directory

3 BY PHONE

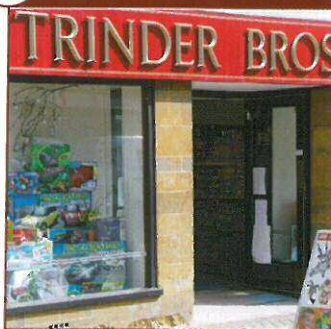


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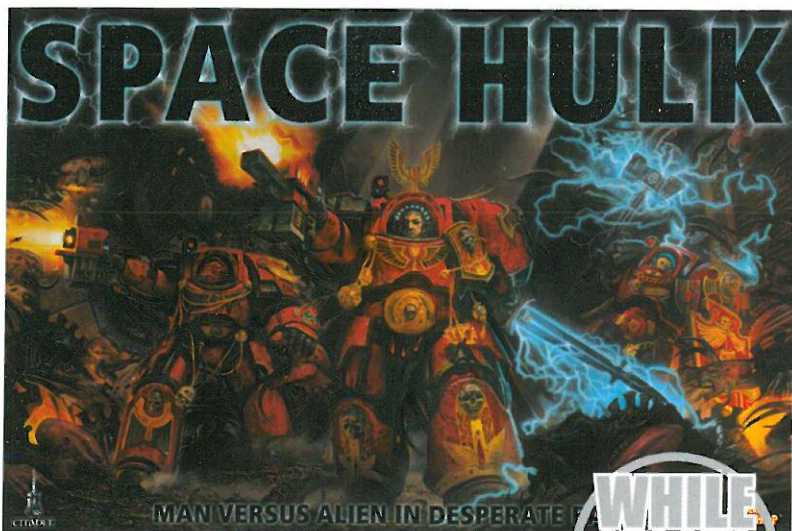
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