

INSIDE: 2010 GOLDEN DEMON SLAYER SWORD WINNERS SHOWCASE

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WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD376 April 2011



WARHAMMER
40,000

GREY KNIGHTS

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WHITE DWARF 376 APRIL 2011

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Daemons and other ne'er-do-wells be warned, for this month the Grey Knights are here, ready to strike from the pages of their new Codex.

Grey Knights have played an important part in the Warhammer 40,000 setting and game for as long as I've been in the hobby – over twenty years now that they've been purging Daemons with storm bolter and Nemesis force weapons. But, whilst the Grey Knights have long been a part of the game, you've never seen anything quite like this, with Dreadknights and Nemesis force falchions and Purgation Squads and Paladins and personal teleporters. You're in for a treat, that's for sure. Unless you're a Daemon, in which case you're in for a rough time of it.

And it'd be remiss of us not to therefore devote much of this month's White Dwarf to those silver-clad Space Marines, especially as we've been threatened with a mindwiping if we don't. Andy Hall uncovers the secrets of Titan with a round-table discussion with the sculptors of the new Grey Knight plastics in our Grey Knight feature, whilst Chad Mierzwa and Matt Holland show off the versatility of those kits in this month's Modelling Workshop. And of course you'll be wanting to see just how readily a Nemesis force sword cuts through daemonic hide, so we set loose two battle report novices to wage war in the name of research, as artist Kevin Chin takes on our

own Tom Hutchings to determine the fate of humanity... or at least to decide who's buying drinks in Bugman's after the battle.

Speaking of buying a round in Bugman's, I'm pleased to introduce our new staff writer, Simon Grant, to the team. No doubt regular readers will recognise Simon, as he has been a frequent White Dwarf contributor over the years; he'll be contributing a whole lot more now!

Andrew Kenrick, Editor



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GREY KNIGHTS

Daemons beware, for this month sees the release of the Grey Knights. We take a detailed look at the new kits available to Titan's finest, and chat to the sculptors that brought them to life, starting from page 14.



FEATURES

14 THE MASTERS OF TITAN

Featuring a round-table discussion with the sculptors of the new miniatures, Andy Hall unveils the Grey Knights in all their glory. Catching up with Codex author Mat Ward, Andy also discusses their origins and development.

30 GREEN INVASION

Jeremy Vetock looks at the Orc & Goblin Waaaghs! that shook the world. Not one to leave out the little guys, Jeremy also introduces some Waaaghs! of lesser infamy.

38 A NEW ALLIANCE

Simon Grant discusses allies in War of the Ring, with ideas and practical advice on the pros and cons of seeking aid from beyond your borders.

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Andy Hall is your guide on a tour of last year's Games Days from around the world, featuring a gallery of all the Slayer Sword winners and highlights from each event.

HOBBY

84 MODELLING WORKSHOP: GREY KNIGHTS

Matt Holland and Chad Mierzwa show you how to get the best poses for each of your Grey Knight squads, as well as demonstrating how to paint them.

94 ARMY WORKSHOP: FLESH TEARERS

Hobby masters Duncan Rhodes and Nick Bayton unveil their new Flesh Tearers army for all to see.

BATTLE REPORT

52 A LIGHT IN THE GRIM DARKNESS

The planet of Skyraak has been overrun by Daemons. Having sealed the Warp rift, can the Grey Knights complete their victory and rid the world of daemonkind?



REGULARS

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A showcase of the new Grey Knights by 'Eavy Metal.

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WARHAMMER
40,000

GREY KNIGHTS

The Grey Knights are a secret Chapter of Space Marines, whose goal is to rid the material realm of Daemons. To aid in their quest this month sees the release of three plastic kits, a host of special characters and a new Codex.



GREY KNIGHT TERMINATORS

The Grey Knight Terminators box set is a plastic kit bristling with parts, giving you hundreds of options and weapon configurations to create either a five-man Terminator Squad or a Paladin Squad – elite Terminators and proven Battle-Brothers with 2 Wounds each. As well as parts for both squad types there is a multitude of weapon options and details from psilencers and Nemesis force weapons to a brilliantly sculpted banner and even a severed Daemon's head.



GREY KNIGHT TERMINATORS £27.70

Product code: 99120107001

Sculpted by Martin Footitt

and Alex Hedstrom.

€35, 270dkr, 340skr/nkr, 135zl

ON SALE APRIL 2ND

**MULTI
PART
PLASTIC
KIT**



Terminator with a pair of Nemesis force falchions and storm bolter



Terminator with Nemesis warding stave and storm bolter



Terminator Justicar with Nemesis force sword and storm bolter



Terminator with Nemesis force halberd



Terminator with Nemesis force sword and psilencer

The Grey Knights Apothecary accompanies the Paladin Squad (as shown below).



TURN TO PAGE 86 TO SEE ALL THE OPTIONS IN THIS BOX SET.

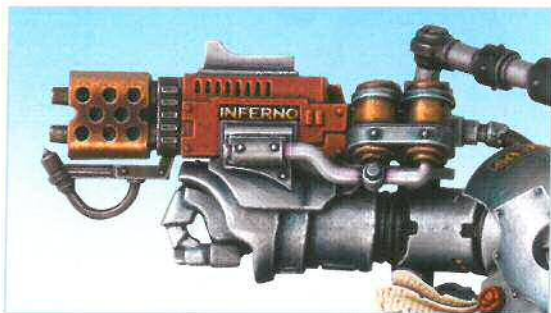
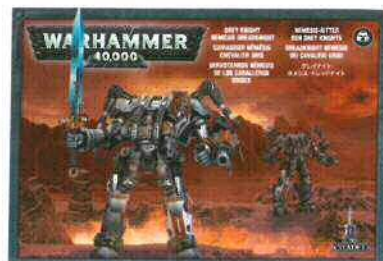
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GREY KNIGHT NEMESIS DREADKNIGHT

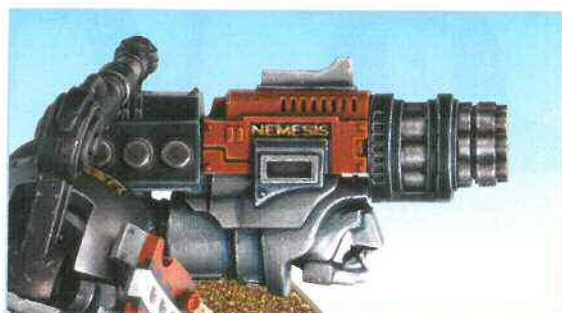
The Nemesis Dreadknight is a walking machine of destruction used for taking on Greater Daemons, a fragment of lost technology that only the Grey Knights can use. Enemies beware, for nothing can stay its wrath!

A Nemesis Dreadknight is truly a monstrous machine and a great centrepiece for any Grey Knights army. Piloted by a Grey Knight Terminator who is positioned in the centre of the Dreadknight's exo-skeleton, the gigantic war machine can stride across the battlefield unperturbed by enemy fire, while wielding a deadly combination of ranged and close combat weapons.

A Dreadknight has Nemesis doomfists (with built-in storm bolters) as standard, but you can choose to add either a Nemesis greatsword or a Daemon hammer to increase its already formidable assault potential. For longer-ranged attacks the Nemesis Dreadknight can be armed with a heavy incinerator, a gatling psilencer or a heavy pscannon, all of which are included in the kit.



Heavy incinerator



Gatling psilencer



A Nemesis Dreadknight armed with a deadly array of ranged weaponry

MULTI
PART
PLASTIC
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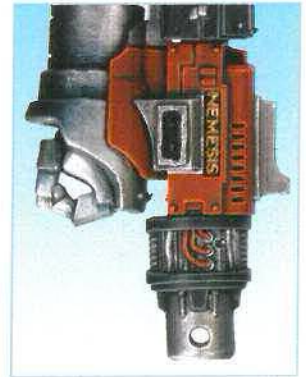
GREY KNIGHT NEMESIS DREADKNIGHT £33

Product code: 99120107003
Sculpted by Dale Stringer,
Tom Walton, Martin Footitt
and Jes Goodwin.
€42.50, 330dka, 410skr/lnk, 162.50zl

ON SALE APRIL 2ND



Nemesis greatsword



Nemesis Dreadknight armed with a Nemesis Daemon hammer and heavy pycannon



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GREY KNIGHTS



A ten-man Purgation Squad made from two Grey Knights box sets.

Grey Knight Strike Squads are a stalwart Troops choice.



Grey Knight with Nemesis force sword and storm bolters



Justicar with Nemesis force sword and storm bolters



The Grey Knights box set contains enough parts to create five power-armoured Battle-Brothers including a Justicar. The kit is so versatile that it comprises parts for four different squad types in the army list. Interceptor Squads can teleport short distances, 'shunting' across the battlefield with the personal teleporters you can find on the frame. Purgation Squads are tasked with laying down fire support and so are armed with a multitude of potent ranged weapons – the Grey Knights frame is well served with the Chapter's unique array of heavy weapons, including two psycannons. At the core of a Grey Knights army are the Strike Squads, battlefield insertion specialists that excel at taking objectives. Finally, you can use your Grey Knights kit to create a squad of Purifiers, Battle-Brothers so pure that in battle a holy flame surrounds them, burning hordes of foes that they engage in close combat with.



Grey Knight with psycannon



Grey Knights with Nemesis force swords and storm bolters

GREY KNIGHTS

£20.50

Product code: 99120107002
Sculpted by Giorgio Bassani,
Matt Holland and Martin Footitt.
£26, 200dkr, 250skr/nkr, 100z

ON SALE APRIL 2ND



Grey Knight with incinerator and personal teleporter



Grey Knight with Nemesis force sword and personal teleporter



Justicar with Nemesis Daemon hammer and personal teleporter



Grey Knight Interceptor Squads are highly mobile jump infantry.



Grey Knights with Nemesis force swords and personal teleporters

Find Out More

The Citadel designers talk about the challenges of making such a versatile kit, as well as revealing some sculpting secrets in our Grey Knight round-table discussion. Turn to page 16 to find out more.



A ten-man Purifier Squad made from two Grey Knights box sets.

TO SEE A FULL PAGE FRAME DIAGRAM OF THIS KIT TURN TO PAGE 87.

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NEW RELEASES

Along with the awesome array of plastic kits, Grey Knights players can field some extremely powerful characters to add to their burgeoning retinues. They are the unsung heroes of the Imperium and champions without equal.

LORD KALDOR DRAIGO



LORD KALDOR DRAIGO £13.80

Product code: 99060107064

Sculpted by Juan Diaz.

£17.50, 135dkr, 170skr/nkr, 67.50z

ON SALE APRIL 2ND

CASTELLAN CROWE



CASTELLAN CROWE £10.25

Product code: 99060107065

Sculpted by Juan Diaz.

£13, 100dkr, 125skr/nkr, 50z

ON SALE APRIL 16TH

Juan Diaz's metal Kaldor Draigo model is armed with an exquisitely detailed storm shield and wielding the Titansword. There is also a second option of a helmeted head. As the Supreme Grand Master of the Grey Knights, including him in your force has an impact on the army list, allowing you to take Paladin Squads as Troop choices.

Castellan Crowe is both Brotherhood Champion and head of the Purifier order. His is the burden to carry the Blade of Antwyr, a destructive weapon that will corrupt any soul but that of a Purifier. Not only will fielding Castellan Crowe let you use Purifiers as Troops, but also allows you to include another of Juan's metal models in your force.



JOKAERO WEAPONSMITH



Jes Goodwin has designed this metal Jokaero model. These ape-like creatures are technosavants, with an unparalleled ability to fashion machinery and weapons. Such talents are always in high demand, especially with members of the Inquisition.

JOKAERO WEAPONSMITH £7.70

Product code: 99060107066

Sculpted by Jes Goodwin.

£9.75, 75dkr, 95skr/nkr, 37.50z

ON SALE APRIL 16TH

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WARHAMMER 40,000

GREY KNIGHTS



CODEX: GREY KNIGHTS

As one of his final acts, the Emperor created an army of incorruptible psykers, whose sole purpose is to extinguish the Daemons of Chaos. Ten thousand years later and the Grey Knights still stand as an impervious bulwark against the Dark Powers. They are the intractable defenders of Mankind, who have sacrificed their own humanity so that the Imperium can endure.

Codex: Grey Knights is a 96-page book that reveals the inner workings of the most mysterious of all Space Marine Chapters. Within its pages you'll find details of the Grey Knights' secretive founding, and hints of what lies beneath the mountains of Titan. The Grey Knight armoury is laid bare, with details and rules for the archaic and advanced technology that they have jealously guarded from even the Adepts of Mars since their Founding. There are also full rules for every Grey Knight troop type, the brand-new army list, as well as entries for the clandestine agents of the Inquisition and their retinues.

CODEX: GREY KNIGHTS £17.50

Product code: 60030107002

Written by Mat Ward.

£22.75, 175dkr, 220skr/nkr, 87.50zł

ON SALE APRIL 2ND



THE ARMY OF TITAN

This chapter of the book details the Grey Knights' (Dark) mission to protect the Imperium from the forces of Chaos. It covers the chapter's history, its role in the Imperium, and the various units that make up the chapter.

GREY KNIGHTS SPECIAL RULES

Grey Knights are psykers, and as such they are subject to the rules of the psyker special rule.

BROTHERHOOD OF PSYKERS

Grey Knights are psykers, and as such they are subject to the rules of the psyker special rule.

GREY KNIGHTS SPECIAL RULES

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CODEX AUTHOR, MAT WARD, TALKS ABOUT THE GREY KNIGHTS FROM PAGE 22.

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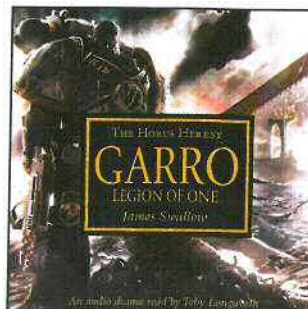
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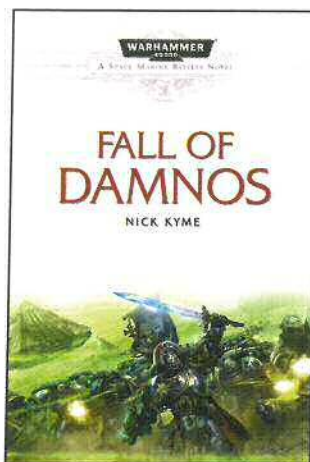
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Nathaniel Garro, loyalist Death Guard, has found a new calling in his service to the Emperor. Surrounded by secrecy, Garro travels the galaxy in pursuit of his new goal. His quest will lead him to many warzones, and reveal a secret that will change the course of the Horus Heresy itself...

GARRO: LEGION OF ONE £10
by James Swallow
ISBN: 978-1-84970-044-3
€15, 115dkr, 140skr/nkr, 50zl

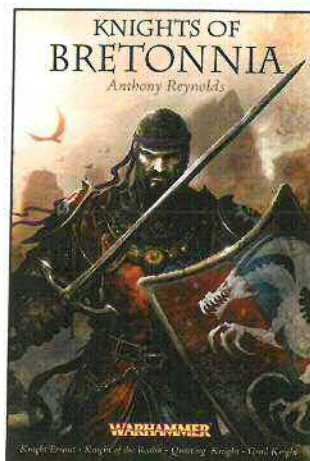
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When Damnos is hit by cataclysmic earthquakes, an ancient force is awakened. Deep beneath the earth, the Necrons rise to decimate the human populace. All appears lost until salvation comes from the heavens – the Ultramarines descend to deploy their forces on Damnos, led by two legendary warriors – Captain Cato Sicarius and Chief Librarian Tigurius.

THE FALL OF DAMNOS £8.99
by Nick Kyme.
ISBN: 978-1-84970-040-5
€12.50, 100dkr, 115skr/nkr, 44.95zl

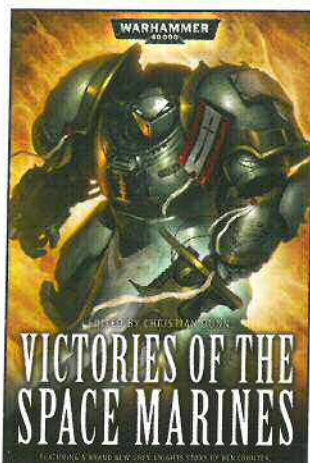
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Bretonnia is a land shrouded in myth and magic, under siege from the strange creatures of its shadowy forests and those fallen to the lure of the Dark Gods. When young noble Calard starts upon the path to knighthood, he soon discovers the darkness hidden within his homeland and the price that must be paid by those seeking the holiest of honours – the title of Grail Knight.

KNIGHTS OF BRETONNIA £10.99
by Anthony Reynolds.
ISBN: 978-1-84970-030-6
€15, 115dkr, 140skr/nkr, 54.95zl

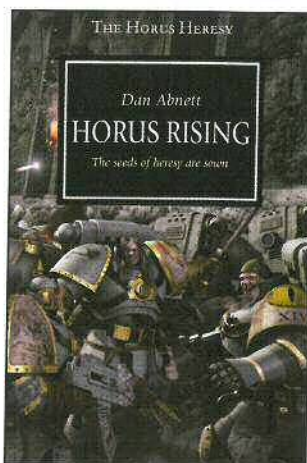
VICTORIES OF THE SPACE MARINES



From planet to planet, the enemies of mankind will stop at nothing to expand their dominion. Worlds are shattered, and their citizens face a desperate fight for survival. There is a hope – superhuman warriors serving the glory of the Emperor, standing proudly in defiance of inhuman foes. In the ashen remains of their enemies, the Space Marines stand triumphant.

VICTORIES OF THE SPACE MARINES £7.99
edited by Christian Dunn.
ISBN: 978-1-84970-042-9
€10.50, 85dkr, 100skr/nkr, 39.95zl

HORUS RISING: ANNIVERSARY EDITION



To celebrate the fifth anniversary of the launch of the bestselling Horus Heresy, this month sees the release of a special edition of the first book in the series – Horus Rising. This anniversary edition is complete with a distinctive metallic-blue cover, and features a new introduction written by the author of some of the seminal novels in the series, fan-favourite Dan Abnett.

HORUS RISING: ANNIVERSARY EDITION £7.99
by Dan Abnett.
ISBN: 978-1-84970-111-2
€10.50, 85dkr, 100skr/nkr, 39.95zl

AN EXCLUSIVE EXTRACT FROM THE FALL OF DAMNOS

The Fall of Damnos, by Nick Kyme, is the latest in the Space Marine Battles range – a series of novels detailing the greatest Battles of the Emperor's Finest.

The Thanatos Foothills loomed in the distance like bad omens. The Drop Pods had got them as close as they could.

The ground running up to the snow-crested mounds was over three kilometres of debris-choked mire. Fanged by ice shards and dotted with arctic sink-holes, it was treacherous.

Scipio Vorolanus ate up the metres eagerly, his 'Thunderbolts' keeping pace alongside him and in spread formation. He checked the dispersal on his retinal display. A series of ident-rune showed good separation and fire-arc discipline.

'Move!' he said into the comm-feed, spurring his warriors as one.

Through the smoke-fog and the dust palls from the sundered refinery complex, shapes were moving ahead of them. They strode, slow and purposeful. Whickering emerald gauss-beams preceded them.

A grunt of pain, an armoured silhouette crumpling to Scipio's extreme right signalled a hit. Brother Largo's rune went to amber as the tac-display in Scipio's helmet registered a serious injury.

Just a few more metres

A long line of silver-grey, flecked with pieces of ceramic, opposed them. The Necron fire was a relentless barrage now. Another Ultramarine battle-brother fell to its fury.

+Halt!+

Scipio was stunned into obedience by the figure running just ahead of him. The word resolved in his mind rather than his comm-feed, a psychic impel that could only be defied by one with sufficient will.

Varro Tigurius dropped into a crouch, gauss-beams flashing against a kine-shield the Chief Librarian had raised around him.

'Get to cover. Hunker down!' Scipio ordered, slamming behind a shattered wall in the gutted remains of the half-destroyed refinery.

The place was a grim mortuary, littered with the bodies of Damnosian labourers and indentured Imperial Guard troopers. There'd been a battle here, a hard fought one that had ended badly for the human natives.

Scipio barely gave them a second glance. It had not always been so. Black Reach and the many hard years that followed had changed him.

Fifty metres of spar-studded, wire-drenched courtyard stood between the Ultramarines and the Necron firing line. Tigurius had brought the Space Marines to a sudden stop behind a ragged barricade before the final charge.

Peering through the gauss-laced haze, Scipio engaged the comm-feed. 'Specialists to point, on Vorolanus.'

Brothers Cator and Brakkius moved up, crouch-running, a few seconds later. Scipio clapped Cator on his shoulder guard. 'Plasma and melta gun at either end, brothers.' Both nodded as one, taking position at the edges of the wall.

Chips of rockcrete and semi-flayed plasteel slivers forced Scipio to duck behind cover.

'What are we waiting for, brother-sergeant?' asked Naceon.

Scipio had his eyes on the courtyard – there was more than merely war-churned earth beneath its shattered flagstones – and didn't look back. 'For thunder and lightning.'

Telion had taught him when to wait and when to strike; the Master Scout's expert tutelage and influence, presently engaged in other war zones, would be missed on Damnos. Scipio gestured towards Tigurius, a couple of metres ahead of them. 'Watch and be ready.'

A coruscation of electricity suddenly wreathed the Librarian's ornate battle armour and he pressed one gauntleted palm to the ground. Instantly, the azure energy banded him leapt into the earth and ripples of psychic force went searching through the no-man's land.

Like gruesome marionettes jerking to horrific un-life, the Necron 'flayed ones' sprang from their ambushade. They'd been buried just beneath the surface of the earth, poised to attack the Ultramarines as they charged. A minefield of sorts, but one littered with an animate and deadly enemy rather than merely explosives.

Two of the ghoulsh creatures juddered and expired from Tigurius's lightning arcs, the flayed human skin draped across them like cloaks and cowls burning off in a noisome flesh-smoke. Several more came on, having lost the element of surprise, but slashing with razored finger-talons anyway.

Scipio roared, 'Space Marines – unleash death!' The flare of his bolt pistol framed the hard edges of his crimson battle helm in jagged monochrome.

A plasma bolt took one of the flayed ones in the chest, annihilating mechanical organs and processors. The Necron collapsed in a heap, quivered and then phased from existence as if it had never even been there.

Another sloughed away under the beam of Cator's melta gun. Despite the rapid self-repair engines of the Necron's advanced mechorganics, the damage was critical and it too was teleported away.

Naceon had leapt the barricade, full-auto adding thrust to his battle cry. 'Ultramar and the Thunderbolts!'

Impact sparks riddled the onrushing Necron, jarring but not stopping it. Naceon saw the danger, bringing his bolter's combat-bayonet low to block, but was too late. Finding the weak points of Naceon's armour joints, the flayed one punched several fatal wounds into the Ultramarine before slicing open his gorget.

Naceon's head rolled like a dud-grenade into the dirt.

'Guilliman and the Temple of Hera!' Scipio invoked a blessing as he cut into the metal clavicle of Naceon's killer. The chainsword bit deep and jammed.



In Stores this Easter

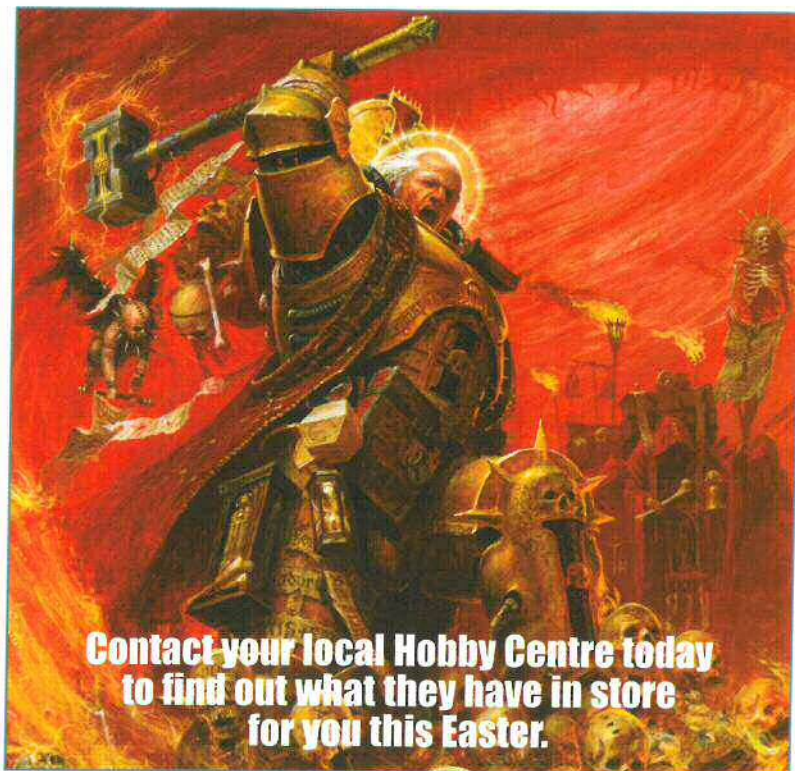
Join us in stores this Easter break and take part in a thrilling campaign set on the distant world of Thalassocres.

Traitors and cultists have gathered to perform unholy rituals in the hope of rousing Ghargatuloth the Greater Daemon from his aeons-long slumber. But having learnt of the vile plan, the Ordo Malleus dispatch the Grey Knights to interdict.

Coinciding with the release of the new Grey Knights, your local Hobby Centre has an Easter break of fantastic events and activities planned for you, aimed to help you get your armies built up, gloriously painted and ready for battle. You'll also be able to lead your growing forces in a series of story-driven scenarios that will conclude in a titanic struggle between the armies of the Imperium and the endless hordes of Daemons of the Warp.

War on all fronts

Once again, turmoil and strife can also be found throughout the Warhammer world and across the lands of Middle-earth as well. This Easter, bring your armies into your local Hobby Centre and take part in a whole host of exciting games and workshops.

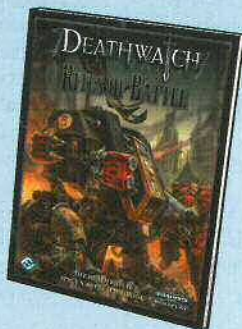


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2011 National Finals

This March, Warhammer World played host to the 2011 School League Regional Finals.

Congratulations to all who took part and well done to those who made it to the National Final – we look forward to seeing you return to Warhammer World in June.

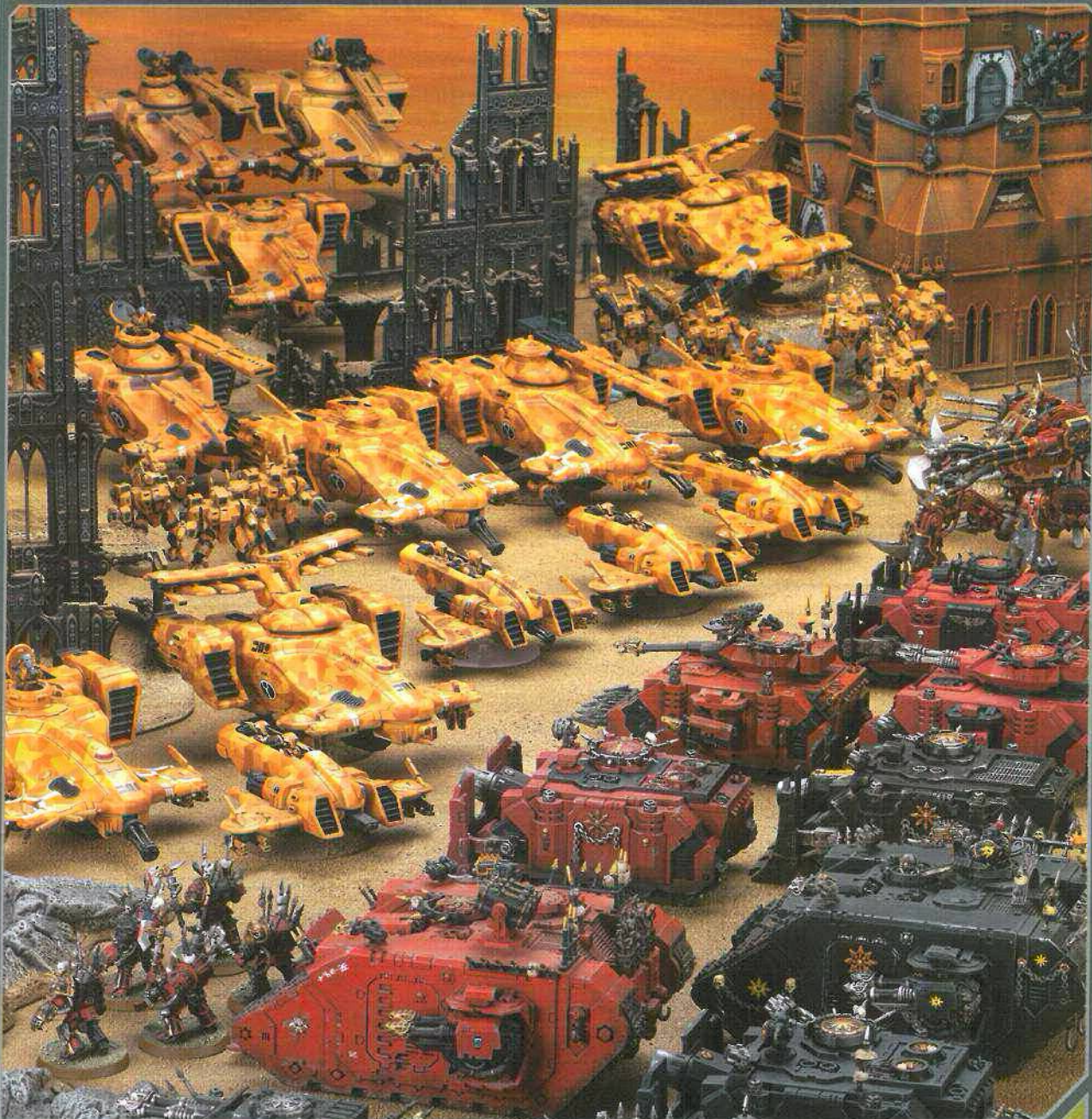
For those who missed out, take heart for now is the perfect time to get down to your local Hobby Centre and begin practicing for next year's School League.

And as for the lucky finalists; you'd better get practicing as well, as you only have a few short months to really hone your skills before this year's ultimate challenge.

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The Games Workshop website is the most complete resource for hobbyists you could hope to find online. It's packed full of features to make it the best possible online shopping experience, from wish lists to gift guides. As well as boasting the entire Citadel range, including all the products that are only available to order, it's also a fantastic

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THE MASTERS OF TITAN



For ten thousand years the Grey Knights have secretly stood between the Imperium and the Daemons of the Warp. Andy Hall delves into the deepest Inquisitorial archives to find out more.

Since the Emperor's internment within the Golden Throne, the Grey Knights have been at the forefront of Mankind's defence. It is they who are tasked to fight in secret against an enemy the greater population of the Imperium must remain ignorant of – Daemons.

The Grey Knights were founded with the specific purpose of confronting the Scions of the Dark Gods. They are implacable foes to all things daemonic, honed to the slaughter of Warp-spawn.

The bulk of the Chapter is ordered into Brotherhoods, fighting formations roughly equivalent to a Space Marine Battle Company. Each of the Chapter's eight Brotherhoods contains around a hundred Grey Knights under arms. While a Brotherhood may resemble a Battle Company in number, in their make up they are quite different. Tactical Dreadnought armour, whilst rare in other Space Marine Chapters, is found in the Grey Knight armoury in much greater numbers. The suits of armour worn by the Grey Knights are bound by the greatest mystical and psychic defences known to Man. Only

those with the psychic gift may wear such revered armour, but that is what every Grey Knight Battle-Brother is – a psyker with the willpower and mystical might to fight the dread forces of Chaos. As it is psykers who often form the bridge that allows daemonic invasion into the mortal realm, it is testament to the Grey Knights that in over ten thousand years not a single Battle-Brother has fallen to the taint of Chaos nor been possessed by Daemonkind.

As Grey Knights are anathema to Chaos, it is natural that they have formed close ties with the Inquisition. Both organisations share a kindred heritage and are well versed in keeping secrets, making them common allies. So it is not unknown for both to occupy the same battlefield under the auspice of sharing a common goal: the destruction of Chaos, wherever its taint is present. But do not mistake working together as one under the leash of the other. As we shall see over the following pages, the Grey Knights are an autonomous, extremely powerful force whose role is to defend the Imperium, no matter the cost.

More Grey Knights

To see an 'Eavy Metal showcase of the Grey Knight miniatures, turn to page 74. For a more detailed look at the new plastic kits, including two complete frame diagrams, check out the Modelling Workshop on page 84.



The Cauldron of Biletide

On the shrine world of Palaxion II, the Revered Father of the Blessed Emperor's Shroud is possessed by a Great Unclean One whilst trying to concoct a restorative potion to ease a bad spate of the stomach flux. As the Revered Father is transmuted, his humble potion pot grows into a massive tarnished cauldron from where Plaguebearers and Nurglings spew forth. The shrine is overcome but as all seems lost, Grey Knights teleport in, laying down insurmountable fire and allowing their Paladins to make directly for the Greater Daemon. Cleansing fire sets the Daemon alight and evaporates the corrupting liquid. As the cauldron is scoured clean with flame, the last vestiges of Nurgle's Daemons wither away.



GREY KNIGHT TERMINATORS

Most Space Marine Chapters count themselves lucky if they can outfit their entire 1st Company with valuable suits of Tactical Dreadnought armour. The Grey Knights, on the other hand, can equip almost all their Battle-Brothers as Terminators. But it takes more than just baroque armour to defeat the tides of Warp-spawn, it is the Grey Knight inside who will deal the lethal blow – a warrior-mystic even more powerful than a Space Marine.



Nemesis Force Weapons

To banish the daemonic Warp-spawn from the material realm, Grey Knights are armed with Nemesis force weapons. These weapons come in many forms, from greatswords and doomfists, Daemon hammers and falchions to force halberds. Nemesis force weapons excel at banishing Daemons. A Daemon or psyker wounded by a Nemesis force weapon must take a Ld test and, if failed, is removed from play as a casualty.



To discover the innermost secrets of the Grey Knights is no easy task.

They are one of, if not *the* most, clandestine organisations in the Imperium, where whole worlds will be sacrificed to protect the knowledge that they even exist. The elimination of a lowly White Dwarf writer to protect those secrets would be inconsequential to say the least. So it was with great trepidation and a substantial amount of paranoia that I gathered a conclave of figure designers – those responsible for the Grey Knights release due to hit shelves this month. Citadel designers Martin Footitt, Matt Holland, Tom Walton, Dale Stringer and Giorgio Bassani braved the consequences to take part in a discussion about the new models. To kick things off I asked whether the starting point for the project was with the Grey Knights' Space Marine roots.

Tom: I think it's safe to say that Grey Knights are more Space Marine than anything else.

Matt: They fight in power armour and Terminator armour just like other Space Marines. Where the Grey Knights are different, is that they are an elite army in an already elite category. They almost fight the other way round to other Space Marines, in that Terminators will form the bulk of your Grey Knights army, while your power-armoured models will fulfil the specialist roles.

Martin: As we were pretty much starting from scratch, this allowed us to focus on what was known at the time as the Terminator frame and power armour frame. We worked closely with Mat Ward (*Author of Codex: Grey Knights – Ed*) to populate the army list with new troop types and reflect that in the options on the kits.

Giorgio: Before we get into specifics we should point out that the look of the Grey Knights was established by Jes Goodwin and Aly Morrison's previous work.

Martin: Absolutely. The Grey Knights have a very distinctive look and feel that isn't just achieved by painting Mark VIII power armour silver.

Dale: Jes and Aly's metal models showed us that Grey Knights have very distinctive helms and are generally more ornate. That's what the new kits expand upon, the idea being that spare components can be used elsewhere in your army, adding a Grey Knight flourish to your vehicle crew.

Matt: There was a lot of script on the original models, and these kind of details work really well in plastic; the moulding process can give text a more consistent and sharp edge so we were keen to carry that aspect through.

Giorgio: I remember there being quite a lot of discussion on what words to use.

Martin: Rather than working in isolation we got together with Mat and came up with a list of approved words. We strayed away from cod-Latin, so you'll see stuff like 'valour' and 'spirit' and various other synonyms of that ilk emblazoned on shoulder pads.

Matt: We used very chivalric words, as we wanted to emphasise that these warriors were actual knights, certainly in their eyes, and this was followed through in the Codex with their naming conventions.

Tom: Yeah, we liked the idea that – just like knights of old – the armour formed part of their livery, the ornate affectations that adorn the armour correlates with the Grey Knight inside. The tilt plates (the small shields mounted on a Grey Knight's left shoulder) are really important in that respect; you have 20 on the Terminator frame – 5 with swords, 5 with skulls, 5 blank for painting your own designs and 5 for denoting your Justicars.

Giorgio: The tilt plates offer great modelling and painting opportunities, to individualise each model in a Grey Knight player's army.

Dale: I think that works well, because it's such an elite army. It's not like you have a horde to paint. That's why I also like the freedom you have to arm and position each of your models.

Matt: Both of the infantry kits have a good mixture of Nemesis force weapons. The key innovation here is that the arms are split at the wrist as this allows for much more dynamic positioning. One of the things with plastics is that if you sculpt an arm with a bladed weapon attached to it, the flat of the blade will dictate the line of the draw. So it has to be placed level in the mould or else the blade will not cast correctly. This means having the arm and blade as one part, while necessary in the past, does limit you. Having two separate parts for arm and weapon gives you much more flexibility, we don't have to worry about the angle of the blade on the frame. So whether your Grey Knight is wielding a pair of Nemesis falchions or a force halberd, he will – to be blunt – look cool.

Martin: It's always a challenge to build in that variation and on top of that they also had to serve numerous functions within the army list.

Matt: Yeah, as we mentioned earlier, we worked closely with Mat when developing the models and army list. This allowed us to create an unprecedented flexibility, which meant that the Grey Knights kit actually makes four different squad types – no mean feat.

Giorgio: A favourite of mine has to be the Interceptor Squad who wear personal teleporter backpacks with distinct nodes.

Kaldor Draigo

Lord Kaldor Draigo is the Supreme Grand Master of the Grey Knights, a warrior-lord who has already forged a legend amongst his brethren. However, doom awaits Draigo, for he is destined to be lost in the Warp fighting Daemons for eternity.



GREY KNIGHT PALADINS

The Paladins are without doubt amongst the most powerful warriors within the Imperium. Taken from the ranks of the Grey Knights, aspirant Paladins must successfully complete eight perilous quests, one of which includes hunting down and banishing one of the six hundred and sixty six most powerful Daemons to ever manifest in the mortal realm. Successful aspirants earn the title of Paladin, and will act as bodyguard, champion and advisor to one of the Chapter's Grand Masters. Another of their roles is to accompany the Apothecary on to the battlefield. The Apothecary preserves the future of the Chapter so the Paladins have the honour of protecting him, ensuring the Grey Knights' legacy will be kept intact.



GREY KNIGHT STRIKE SQUAD

Strike Squads form the vanguard of a Grey Knight force. At the onset of battle, the commander will invariably task one or more Strike Squads with the capture of vital locations. Strike Squads often deploy via fixed teleporter to ensure a swift seizure of the target, and once in place they will lay down a punishing stream of storm bolter and psycannon fire in support of the main assault.



Psykers

Whilst all Grey Knights are psykers, some are more potent than others. Librarians, Brother-Captains and Grand Masters are truly masterful sorcerers even capable of challenging Daemons in the art of magick.



Matt: And you can make the heavy weapons team, the Purgation Squad, as well as the Purifiers, which makes it a really hard-working kit.

Martin: That brings us on to the new ranged weapons.

Tom: It's an interesting point because the psycannon and psilencer were actually designed for the Nemesis Dreadknight first.

Dale: Yeah, me and Tom (*Both of whom worked on the Dreadknight – Ed*) did the aesthetics for the psy weapons based on a sketch of a gatling psilencer from Jes' original concept drawings.

Martin: Once Dale and Tom had finalised the weapon shapes, I scaled them down for use on the Terminator kit.

Dale: The Nemesis Dreadknight was far more than just research for the new Grey Knight weapons. It was originally a concept that Jes had in mind, working with Mat; they wanted something that could go toe-to-toe with a Greater Daemon.

Tom: Initially we were aiming for something a bit smaller, even Dreadnought

sized, but the key design feature was the exposed pilot. This immediately scaled the kit so the model grew to an appropriate size, as it had to accommodate a Terminator-sized pilot.

Dale: When you're making models this large, especially in a bipedal form, there is a danger that you move into action figure territory. But it's something we've avoided thanks to all the fine detail added.

Tom: The kit is clearly scaled to the rest of the 40K range. The pilot is an obvious feature in that respect, but the model is packed with lots of other, small intricate details including cabling, wire clusters, rivets, plates and so on, which really makes it a Citadel miniature.

Dale: Another aspect that helps is how the Dreadknight rig is in the exact same position as the pilot. Looking at the model, that gives you a big clue as to how the machine works. You can deduce that the Dreadknight itself mimics the pilot. It's not about pulling levers or pressing buttons; when the Nemesis Dreadknight fights it's because the Grey Knight Battle-Brother inside is making those very same martial moves. It's more visceral.

GREY KNIGHT INTERCEPTOR SQUAD

Grey Knight Interceptor Squads use personal teleporters to 'shunt' across the battlefield, making them incredibly reactive to any battle situation. Only the Grey Knights could be trusted to use such technology, for traversing WarpSPACE without the protection of a Gellar field is tantamount to damnation. It is testament to the incredible resolve and sorcerous talents of the Grey Knights that they do so safely and effectively every time.



Tom: It comes from the fact that Dale and I are primarily engineers first and designers second. I can't create stuff that wouldn't work. For example, if there is a big heavy arm, I'll need to place some supporting pistons or hydraulic rigs, or else I'll be constantly asking myself how the arm moves in the first place. So there is an internal logic to the whole thing.

Dale: I think we've worked very tightly on these plastic kits in particular as what we're doing is releasing a whole new range, so there's been a lot of cross-pollination. We've talked about how the ranged weapons were a design resource we shared but it's important to point out that it was actually Martin who designed the pilot for the Dreadknight.

Martin: That came as a natural progression from designing the Terminators. The defining factor here was that the operator needed to be in sync with the machine. The Dreadknight rig had to be an extension of the pilot, so we obviously worked closely together to achieve that.

Giorgio: We've talked about the unifying factor of the design practices, and how elements such as the script and weapons

have been incorporated across the new kits. But I think we've yet to mention another universal aspect of the Grey Knights in that nearly all of their weapons are actually wrist mounted.

Matt: That is a really good point. And it's quite a distinctive visual tell. The Sanguinary Guard use Angelus boltguns in the same manner but they are just one elite unit in a Blood Angels force. With the Grey Knights they all pretty much mount their weapons on the wrist from a Nemesis Dreadknight to a Strike Squad Justicar.

Martin: While it works as a design cue, it actually comes from a very practical place. They need both their hands free to wield the Nemesis force weapons. I like it a lot as it emphasises their unique role, gives you a different silhouette from other Space Marines and allows for some great, dramatic positioning of the models.

And with that last declaration, we ran out of time so ended our illegal conclave before word reached the Inquisition. But my investigations were far from over – it was time to track down none other than codex author, Mat Ward, and get his take on Mankind's secret guardians.

Castellan Crowe

Castellan Crowe is not so much resistant to the temptations of Chaos as immune to them altogether. This is well for he has been tasked with the safekeeping of the Blade of Antwyr, a sword of unholy power.



NEMESIS DREADKNIGHTS



A Nemesis Dreadknight is a marvel of technology. At its indomitable heart is an adamantium-alloy skeleton, whose great limbs are given life by a compact but powerful plasma reactor. Who but the most foolish would confront such a thing?

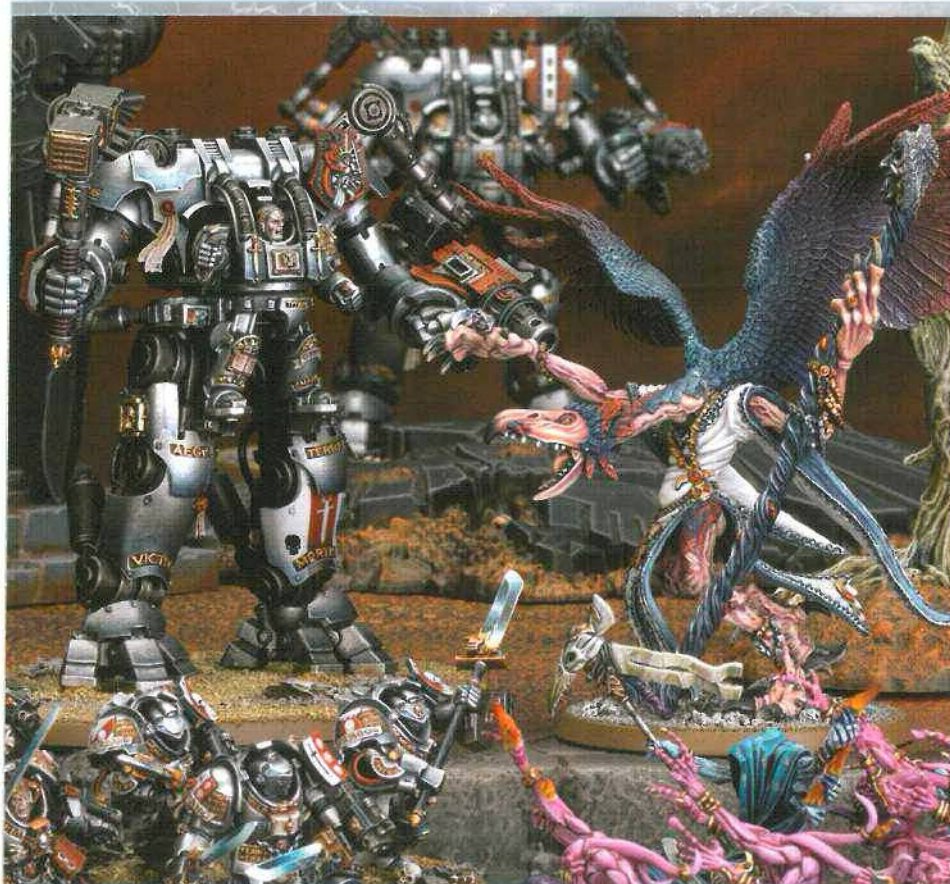
It is a truth reluctantly acknowledged by the Grey Knights that valour, purity of spirit and battle-skill can only carry a warrior so far in single combat with a Greater Daemon of Chaos. After all, such diabolic monstrosities tower over even Terminators, and even the weakest wield the raw might of more than a dozen Space Marines. Yet it is often necessary that such hellspawn be faced down and destroyed, not by an entire Brotherhood of Grey Knights, nor a score of Terminators, nor even a squad of Purifiers, but by a single valiant hero of the Chapter. For such desperate times was the Nemesis Dreadknight forged.

Once a Grey Knight is strapped into the command harness on the Dreadknight's front, synaptic implants give him complete control of the machine's limbs and weapon systems – essentially granting him a surrogate body far mightier and more durable than his own. When matched with the Nemesis Dreadknight's devastating weapon systems and the all-but-impenetrable force field that protects the otherwise exposed pilot, this combination serves to elevate the Grey Knight's combat abilities to a point where he can withstand the blows of even the

mightiest Greater Daemon, and unleash a fearsome counterattack in reply.

Is the technology that drives the Nemesis Dreadknight a fragment of Mankind's lost knowledge, preserved through the Dark Age of Technology and the terrible times since? Or do its origins owe more to alien influence? Either way, the Grey Knights hold their peace, and seem determined never to share their secrets. Few organisations in the Imperium could afford such an attitude, for it would bring them four-square into conflict with the edicts of the Adeptus Mechanicus, and indeed the principles under which all of Mankind's military is supplied. However, the Grey Knights answer only to the Inquisition, and so stand apart from such pettifogging politics.

It would doubtless suit the Grey Knights to have every Battle-Brother take to the field aboard a Nemesis Dreadknight. Alas, not all have the strength of mind and subtlety of reaction required to master the exoskeleton's many combat stances. Only a very few Battle-Brothers show enough aptitude to begin the training, let alone be deemed fit to control such a weapon in the heat of battle.



The Bray-Nexus

A full-scale daemonic incursion rips through the Bray-Shroud sector and its three populated worlds are slowly and inextricably pulled into the Realm of Chaos. Forewarned by the Prognosticators, three Brotherhoods of Grey Knights immediately counter-attack forcing back the tide of hellspawn.

The source of the incursion remains a mystery but it is on the sector's most populated planet that an unholy nexus of four Greater Daemons, each representing one of the Great Powers, stand in union. Two Nemesis Dreadknights are teleported directly into the heart of this dark conclave to confront the Warp-creatures. With righteous fury the Greater Daemons are smashed apart, their essence cast into the Emyrean. With the nexus fractured, the Realm of Chaos retreats, leaving the Daemon horde stranded and forced to face the vengeance of the Grey Knights.

	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+

UNIT TYPE

Monstrous Creature.

WARGEAR

Two Nemesis doomfists.

SPECIAL RULES

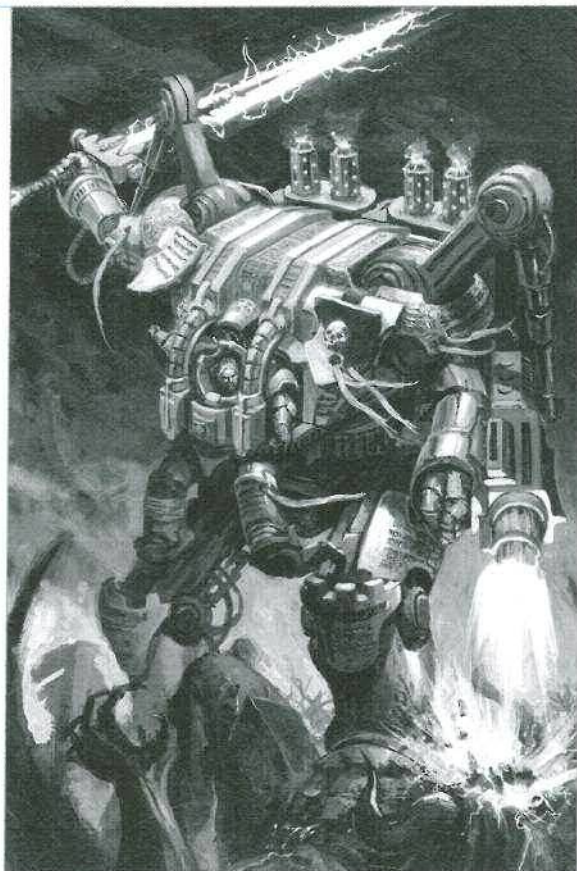
The Aegis, And They Shall Know No Fear, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

Psychic Powers: *Hammerhand*, *Dark Excommunication*.

Dreadknight Armour: A model wearing Dreadknight armour has a 2+ armour save and a 5+ invulnerable save. Any model wearing Dreadknight armour can be teleported onto the battlefield. They can always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

Dark Excommunication

This power can be used during the Assault phase (in either player's turn). After assault moves have been completed but before any blows are struck. If the Psychic test is passed, choose an enemy unit in base contact with the Grey Knight. Any Daemonic Gifts possessed by models in that unit cease to work until the end of the phase.



LEGENDS AND SECRETS

Arvann Stern

Amongst the longest-serving of Brother-Captains, Stern has long been engaged in a vendetta against the Daemon M'kachen.



First and foremost they are Space Marines, albeit Space Marines of a different stripe,' begins Mat Ward as I pin him down for a chat about the mysterious Grey Knights. 'What separates them from their brother Space Marines is that they are the Emperor's last gift to humanity before he was interned into the Golden Throne. Not only is their gene-seed something unique in respect to other Space Marines but every one of their number is a psyker,' he continues.

There is an interesting dichotomy here; the incorruptible guardians that protect against the Warp all have in them the capacity to become gateways for the very entities they are sworn to destroy. After all, it has been said many times, that an untrained and unsanctioned psyker can bring whole star systems to their knees, as Daemons flock to them like moths to a candle, using them as a opening into our realm. 'But that is just one of the many ironies of the 41st Millennium and why it's such an interesting place. A weak-minded psyker is a danger to the Imperium. The Grey Knights, however, are not weak of will, in fact theirs is the mightiest since the

Emperor himself, who, let's not forget, was a psyker. A Grey Knight has never fallen or been swayed by Chaos. They are sorcerers all – and I use that term quite deliberately – but ones who use their powers for the defence of Mankind,' states Mat.

The use of words like sorcerer and other archaic terms that are scattered throughout the Codex are there for a reason, as Mat explains. 'I wanted to inject some mysticism and a supernatural element into the book. After all, these guys fight Daemons. They're not a rational enemy by any means. There is a tendency in science fiction to have it all explained by technology and one of the greatest strengths of 40K is that magic and the supernatural are as much a part of the fabric of the galaxy as spaceships and lascannons. The Grey Knights are exemplars of this; they above all others fuse advanced weaponry with arcane sorcery.' You only have to look at the Grey Knights' extensive armoury to see this: baroque armour types mix freely with personal teleporters and psycannons of different power and effects. But that is not all Mat is revealing...

INQUISITORS

As varied in manner, appearance and method as the worlds they strive to protect, Inquisitors are a rare breed. They are utterly ruthless, and empowered to use any means they deem necessary to complete their work. When in battle they will often be accompanied by a retinue of henchmen, companions that any other citizen would be shot if seen with. Aliens, Daemonhosts and all manner of freakish creatures can form an Inquisitor's coterie, but all are there for a specific reason or skill, and rarely for an Inquisitor's vanity alone.



GREY KNIGHT PURGATION SQUAD

Purgation Squads are the Grey Knights' foremost means of delivering punishing firepower. Each squad carries not one but up to four of the Chapter's heavy weapons. The Grey Knights appreciate that precision fire support can influence the fortunes of war, and so members of a Purgation Squad have a well-earned reputation for keen eyes and a steady hand. This is emphasised by their psychic talents, allowing them to spy out enemies hidden from mundane views.



GREY KNIGHT PURIFIER SQUAD

Membership of the Purifier order is not granted through skill or valour, but by purity of spirit. Combined with a Grey Knight's psychic might, their untarnished spirit is transformed into a cleansing azure flame that burns any who harbour any kind of malevolence. To Daemons and other evil creatures this fire becomes an all-consuming conflagration that only the Purifiers themselves can walk through unharmed.

Assassins

The Assassins are often tools of the Inquisition, precision killing machines of the Officio Assassinorum. There are four disciplines: **Callidus** Assassins are masters of infiltration; **Culexus** Assassins hunt down enemy psykers; **Vindicare** Assassins are the foremost marksmen and snipers; while the **Eversor** are the ultimate terror troops.



'We've known very little about the Grey Knights for a long time,' says Mat. 'So the new Codex was a chance to cement them down a bit. We've had the odd fact floating around since the earliest days of 40K: that they were designated Chapter 666; they wield Nemesis force weapons in combat; that they fight Daemons; are highly secretive; and are based on Saturn's moon of Titan. The Codex was an opportunity to place these nuggets of cool background into context, but it also gave us a chance to skew things somewhat,' he says with an evil grin.

The Grey Knights are holding back Chaos, mercilessly hunting down daemonic infestation wherever it occurs; surely if anyone was to take the label then it's the Grey Knights who are the good guys? 'This is Warhammer 40,000! There is no black and white; there are, rather aptly, just shades of grey,' Mat states. 'The Grey Knights are what I'd term super-pragmatists. They will do anything to achieve their goals and protect their secrecy. No sacrifice – and I mean no sacrifice – is too great. To the average citizen the Grey Knights are a half-heard myth, if that, and the Grey Knights like to keep it that way. Knowledge is power, especially when dealing with the

forces of Chaos, and so a Grey Knight Grand Master will think nothing of declaring thousands, even millions, of innocent dead in order to protect that secret. They are not doing it out of malice but because such acts will eventually save billions. By the same token, if slaying their Battle Sister allies provides the pure blood needed to enact a banishing ritual against Warp-spawn, then a Justicar may well order it.'

Putting aside the Grey Knights' pragmatism for a moment (Mat spoke with a little too much relish when extolling the previous example), let's focus on their tabletop presence. It seems a Grey Knights player has lots to look forward to. 'They are an elite army and as such are a collection of specialists. At the core you have a force of Terminators. And attached to that, you have specialist squads that are good at dealing with different threats. The Purifiers are good at dealing with hordes while Interceptor Squads are extremely fast, not because they are speedy but they have better technology so can teleport short distances. This harks back to a previous point: the Grey Knights have the best technology so they use personal teleporters rather than jump packs.'

STORMRAVENS

The Stormraven is an atmospheric strike craft bristling with guns and a hefty transport capacity. Teleportation is not always an option for Grey Knight deployment, and in such circumstances the Stormraven Gunships will be deployed, allowing for reliable battlefield insertions even if the skies above are screaming with daemonic turbulence.



Assault on Beroghost

Waaagh! Snappaklaw descends upon the ice world of Beroghost, swiftly overwhelming the defenders. The Grey Knights' 2nd Brotherhood abort their return flight from the Xaea Campaigns to render assistance. Though outnumbered, Brother-Captain Trevan masterminds a series of decisive strikes that quickly leaves the Waaagh! cut off from its supply lines. The final blow falls as Snappaklaw is ambushed and killed by Trevan himself. With the threat decapitated, the Grey Knights withdraw and continue their journey to Titan, the local defence forces unaware of their saviours' true nature.



Having access to the best the Imperium can offer is no doubt the reason that a few exceptional Grey Knights get to stride around as Nemesis Dreadknights. 'There is a powerful image there of a Grey Knight versus a Greater Daemon. But rather than David and Goliath, we thought it would be much more fun to have Goliath vs. Goliath. It evens things up,' explains Mat.

It's no surprise, considering their role, that all Grey Knights, from a Nemesis Dreadknight to a Terminator have the Preferred Enemy (Daemons) rule. They're also psykers so have access to psychic abilities. 'The Justicar is the node that all members of the Grey Knights squad focus their psychic energy through. What I've done is give each type of squad complementary psychic powers, to enhance their abilities and make them even more efficient at destroying the enemy, whoever that may be. For example, most Grey Knights have the *Hammerhand* power, which gives +1 Strength in the Assault phase. Additionally, the Interceptor and Strike Squads have *Warp Quake*, a power that not only prevents teleport homers from functioning but also causes any unit deep striking within 12" to

automatically suffer a Deep Strike Mishap. The Dreadknight, on the other hand, has the *Dark Excommunication* power, giving it the ability to "turn off" Daemonic Gifts, making them perfect for sizing up and slaying Greater Daemons.'

It's also worth noting that the Codex doesn't just cover the Grey Knights but is now home to the forces of the Inquisition as well. 'In general Inquisitors work behind the scenes and will do most of the work off the battlefield, but when they are caught up in war, it'll be this Codex you use.' Not only did this let Mat incorporate our existing 40K Inquisitor models, but it was an excuse to get a bit nostalgic. 'We've got the Jokaero in a Codex, which will probably mean a lot more to older gamers than newer recruits,' admits Mat. 'On a more serious note the inclusion of the Inquisition and other Imperial agents adds variation and brings in a very different flavour with some of the more exotic wargear. This, in turn, will hopefully follow through on some other projects I'm working on,' he concludes. What these intriguing projects are, he won't say. But then, you can't be surprised that the author of Codex: Grey Knights is full of secrets.



Grim Darkness

To see the Grey Knights in action turn to page 52. The clandestine guardians of Mankind must fight against their arch-enemies in a bitter struggle. The Oracle of Tzeentch, the Fateweaver himself is present as the Grey Knights touch down on the planet of Skyraak. But can they beat back the daemonic tide and slay one Tzeentch's closest servants?

Strike Force Calern

HQ

Brother-Captain Calern

Brother-Captain
with master-crafted
Nemesis force halberd.
160 points

Inquisitor Varus

Ordo Hereticus Inquisitor
with power armour,
power weapon and
inferno pistol.
53 points

ELITES

Squad Drartan

5 Paladins with
incinerator, Brotherhood
Banner and Apothecary.
380 points

Inquisitorial

Henchmen Warband

Jokaero Weaponsmith,
3 Inquisitorial Servitors
with 2 heavy bolters and
multi-melta, Mystic.
75 points

Inquisitorial Chimera

55 points

Brother Victor

Venerable Dreadnought
with twin-linked
lascannon.

205 points

TROOPS

Squad Mathor

5 Terminators with
3 pairs of Nemesis force
falchions and psilencer
and Justicar.
230 points

Squad Persus

10 Terminators with a
pair of Nemesis force
falchions, 3 Nemesis
force halberds,
2 Daemon hammers,
Nemesis warding stave,
psycannon, psilencer and
Justicar with Nemesis
force halberd.
465 points

FAST ATTACK

Drargo's Wings

Stormraven Gunship with
twin-linked assault
cannon and multi-melta.
205 points

HEAVY SUPPORT

Purgation Squad

Androth

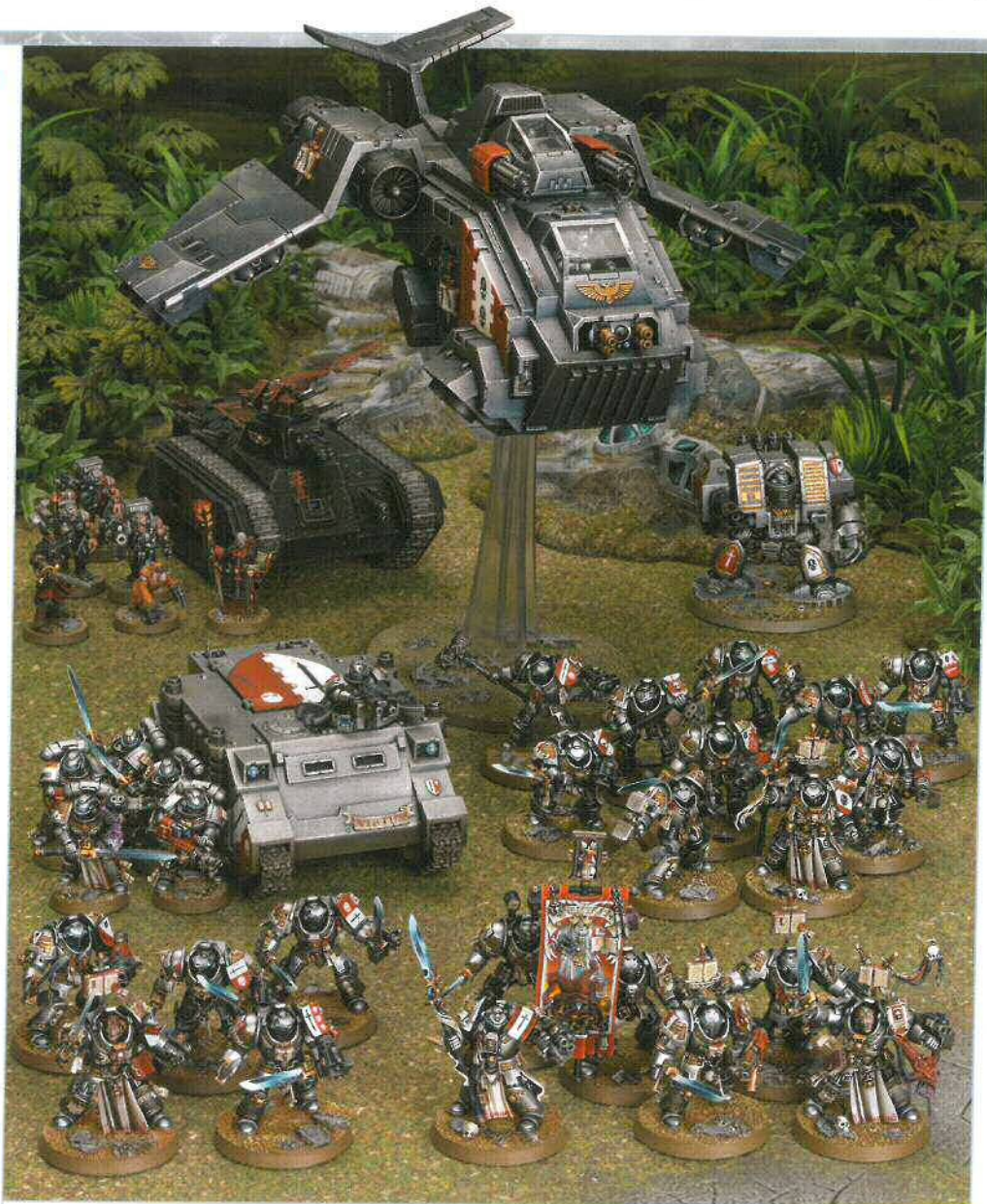
5 Grey Knights with
psilencer, psycannon
and Justicar.
130 points

Rhino

40 points

TOTAL

1998 points



This 2000-point force is a Terminator-heavy army, exemplifying how the Grey Knights operate. The Stormraven is key here. It will scream on to the battlefield carrying Brother-Captain Calern, the Paladin Squad and the Dreadnought into the heart of the fighting. With the payload delivered the Stormraven can then be sent on hunter-killer missions, using its twin-linked assault cannon, multi-melta and Mindstrike missiles. These are particularly effective against hordes of light troops and enemy psykers. It's a Strength 4 Heavy 1 Blast that, crucially, causes a Perils of the Warp test against enemy psykers.

The core of this force though, is Squad Persus; a 10-man squad all armed with deadly Nemesis force weapons that will deep strike onto the battlefield, directly over a chosen objective. Unlike the Terminators of other Space Marines, they

are a Troops choice and so can claim objectives. The *Hammerhand* psychic power increases their abilities all the more, making them Strength 5 in assault, should they pass the Psychic test.

Not all models in this force will fly or teleport in. The Purgation Squad will make use of their Rhino to power on from the table edge and claim a good vantage point. Not that they always need it, as their psychic power *Astral Aim* allows them to target any enemy unit in range, regardless of line of sight.

Attached to the Grey Knights Strike Force, for this battle at least, is Inquisitor Varus of the Ordo Hereticus. His band of miscreants includes a Jokaero Weaponsmith, whose digital weapons can be fired as either a lascannon, multi-melta or heavy flamer, the choice of which doesn't have to be made until you wish to fire the weapon!



Knights of Crowe

HQ

Castellan Crowe

150 points

TROOPS

Squad Hammerhand

5 Terminators with a pair of Nemesis force falchions, Nemesis force halberd, Nemesis Daemon Hammer, psilencer and Justicar with Nemesis force halberd.

220 points

Squad Umbran

5 Terminators with a pair of Nemesis force falchions, 2 Nemesis force halberds, Nemesis warding stave, psilencer and Justicar.

240 points

Strike Squad Croan

10 Grey Knights with 2 Nemesis force halberds, Nemesis Daemon hammer, pscannon, psilencer and Justicar.

230 points

The Keepers

9 Purifiers with 3 pairs of Nemesis force falchions, 3 Nemesis force halberds, Nemesis warding stave, incinerator and Knight of the Flame with digital weapons.

267 points

HEAVY SUPPORT

The Scourge of Calsidon

Nemesis Dreadknight with gatling psilencer and heavy incinerator.

195 points

Scrale's Bane

Nemesis Dreadknight with heavy pscannon and Nemesis greatsword.

195 points

TOTAL

1497 points

“Awake now, oh Dreadknight! Lend me your strength and fortitude, and I shall reward thee with righteous purpose.”

— from the
Rites of Awakening

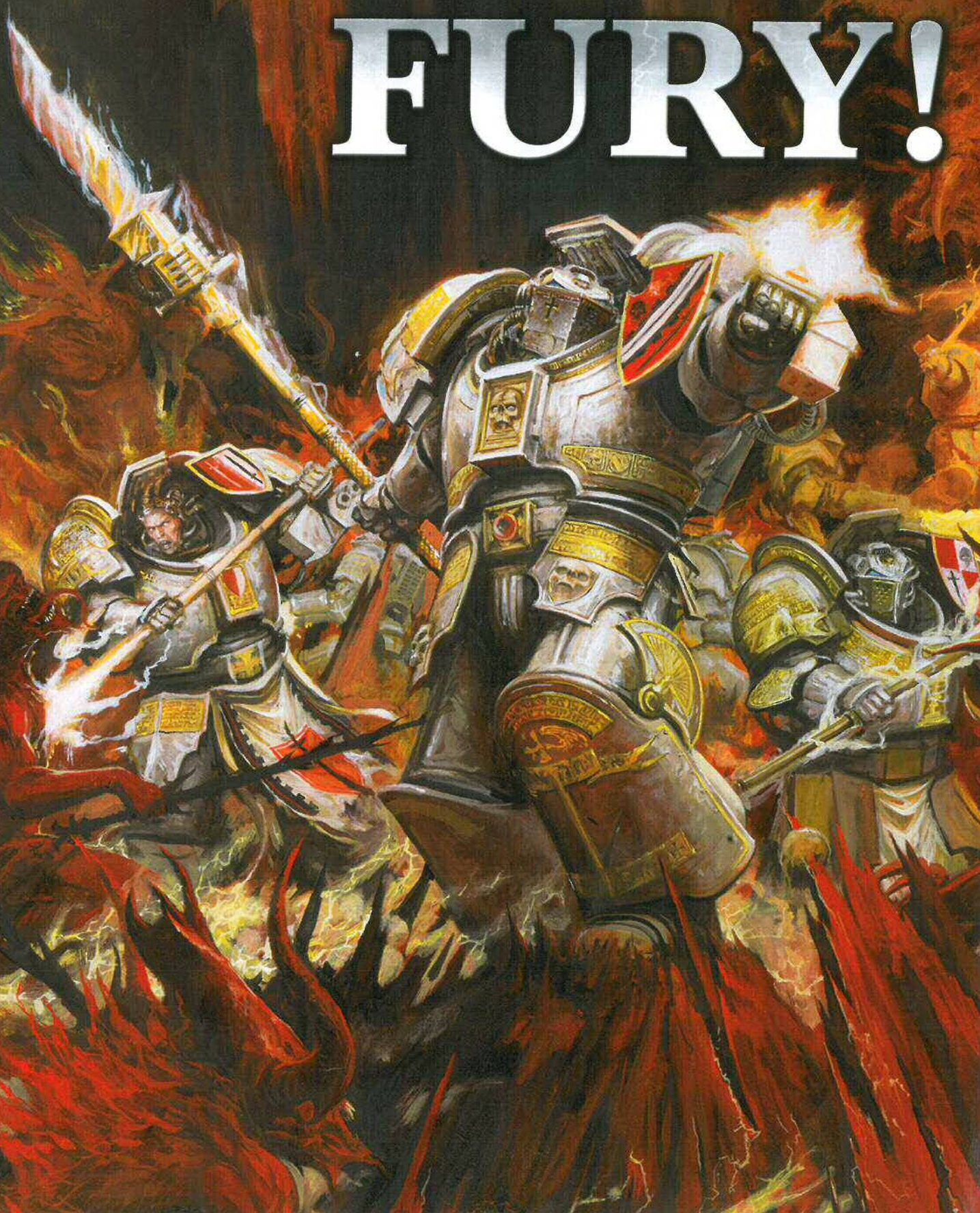
Led by the incorruptible Castellan Crowe, this army of Grey Knights contains no less than two Nemesis Dreadknights. It is a formidable force, but has the potential to be overwhelmed by sheer weight of numbers. However, to get into that position the enemy must first confront not only the Dreadknights, but also two Terminator Squads and a Strike Squad of 10 Battle-Brothers. However, it is the Purifiers that will form the bulwark against any hordes; their psychic power, if successfully cast, causes all enemy models in the same assault to take a wound on a 4+. This allows the Purifiers to engage units that massively outnumber them, such as Orks and Tyranids, confident that they can cut them down to size. What's more as this force is led by Castellan Crowe, then Purifiers may be selected as Troops.

The two Nemesis Dreadknights will obviously attract a lot of the enemy's

attention. Dreadknights can Deep Strike so you always have the option of keeping them out of the enemy's reach until you need them. But these impressive rigs cannot only dish out punishment but take it as well. Along with their 2+ armour save they have a 5+ invulnerable save and 4 Wounds. The *Scourge of Calsidon* has been armed with a gatling psilencer and heavy incinerator. The gatling psilencer is a Heavy 12 weapon that automatically wounds Daemons on a 4+, while the heavy incinerator has a range of 12" even before the template is placed!

Scrale's Bane has been armed with a close combat role in mind. The Nemesis greatsword allows it to re-roll failed to hit, to wound and armour penetration rolls. This combined with the psychic powers to either nullify Daemonic Gifts or gain a +1 to Strength make it a terrifying foe to face in assault.

RIGHTEOUS FURY!





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WARHAMMER®

GREEN INVASION

THE WAAAGHS! OF THE WARHAMMER WORLD



No land is safe from the coarse, howling battlecry that foreshadows the arrival of the most brutal and prolific invaders – the Orcs & Goblins. In this article, Jeremy Vetock regales us with the history of some of the most – and least – famous of greenskin invasions.



Warhammer: Orcs & Goblins is the definitive guide to collecting an army of greenskins, including all the background, rules and army list that you need.

Many have compared the arrival of an Orc & Goblin invasion to a sudden tempest, an ominous thunderhead that rises to obscure the horizon. Greenskin invasions sweep out of nowhere to wreak havoc upon all lands – yet the word invasion does not fully capture the utter zeal and frenetic destructive energy released when the Orcs & Goblins attack en masse. The greenskins themselves use the term 'Waaagh!', the brutal battle cry they roar as they charge into battle. It alone sums up the inhuman and barbaric fury that can drive Orcs & Goblins great distances, and propel them tirelessly into battle after battle, fuelled only by their manic need for violence.

A Waaagh! is born when a powerful Warboss leads his tribes to success, which for greenskins is measured by how much smashing or destroying is done. The

important part isn't whom they fight (which can be anybody, even other greenskins) but instead, it is about how badly the opposing army is brutalised, with some minor consideration given to how much loot is grabbed. With an impressive enough victory – say, crushing a human army and razing their village or thoroughly stomping a Dwarf force and giving their mines a good plundering – word will spread. Other Orc and Goblin tribes, sometimes from quite far away, will hear of the triumphs and want to get in on the action. The more rampant the success, the more momentum builds. While often nothing but contentious with each other, a string of stunning victories will cause rival tribes to (mostly) put aside their raucous in-fighting and join under the dominating Warboss' banner. In the midst of a Waaagh! a manic fervour grips all greenskins, motivating them for



impossible marches or sustained assaults. If the Warboss is of sufficient magnitude of power and cunning, he can maintain control over this pent up energy, aiming the living wave of violence and destruction wherever he wants.

And that's part of the problem; most greenskin Warbosses aren't known for either their smarts or consistency, rather they earn their marks by being able to smash in opponents' skulls. Most Waaaghs! spiral haphazardly about, occasionally doing some spectacular damage but more often collapsing upon themselves. Some Waaaghs! end when they run into a more imposing army, but it is far more often that the greenskins simply implode, breaking once more into dozens, if not hundreds, of

feuding tribes. The largest Waaaghs! are the stuff of legend, for their strong-willed commanders can harness the awesome energies of the greenskin masses for enough time to scour vast swathes of land. Those Waaaghs! are truly epic wars of devastation, unleashing so much battle and bloodshed that they forever carve the names of their Warbosses into the history of the world.

What follows here are some of the more famous (as well as some of the rather less famous) Waaaghs! to have troubled the nations of the Old World. We've also included some suggestions for recreating these battles on the tabletop, such as ideas for army selection, scenarios, special rules or match-ups.



Black Orc Big Boss

WAAAGH! AZHAG

Orc Warboss Azhag's story is more unusual than most, as he found a sentient crown that granted him sorcerous powers, but also vied to take over his mind with an ancient power. The Waaagh! that Azhag led was marked by this ongoing mind-war, with wide swings of tactics, strategy and direction depending on whether the brutal Orc mind of Azhag was in control, or if the insidious spirit of Nagash, greatest and most ancient of Necromantic horrors, had the upper hand. From humble beginnings far up in the north, Azhag's Waaagh! moved southwards adding more and more greenskins until it finally met its end at the infamous Battle of Osterwald. Azhag fell, and his vast hordes, bereft of guidance, were finally defeated.

On the Tabletop: Of the many battles of Waaagh! Azhag, two that particularly stand out as making for great tabletop battles are the Battle of Butcher's Hill and the climactic Battle of Osterwald. Azhag's army, swollen with Savage Orcs and Forest Goblins from the Great Forest, was near its zenith at the Battle of Butcher's Hill. There, Azhag famously divided his forces into three attacking cohorts and used an ingenious Snotling pincer attack. This brutal, yet exceedingly tactical, combination forced the Empire forces steadily back until they made a last stand upon what is now known as Butcher's Hill. Azhag summoned the spirits of the recently dead to join the fight and, his refusal to let up earned him the title of 'Slaughterer'. It was not long after when Waaagh! Azhag met its match near the town of Osterwald, where it was confronted by an Empire force led by Werner von Kriegstadt, the Grand Master of the Knights Panther and supported by not one, but two Steam Tanks.



Azhag the Slaughterer

Waaagh! Kluttafunkle

Skrud Kluttafunkle wasn't the brightest Orc and it was said that even Trolls could outthink him. However, Skrud did most of his talking with his massive axe and his brutality alone was enough to unite a slew of tribes in the Badlands to fight beneath his banner. None questioned his might or determination, but Waaagh! Kluttafunkle was ended when many refused to follow their leader when he attempted to wade north across the raging Blood River. Some say he was swept away, others say he drowned, yet a few greenskins persist that Skrud lives on and will re-emerge from those waters one day, simply too stubborn to die, and too stupid to drown.



Orc Warboss
with great weapon



Night Goblin Great Shaman

WAAAGH! GORBAD

Gorbad Ironclaw was the most successful Orc leader of all time and his Waaagh! is synonymous with annihilation and ruin. Beginning with his own tribe, the Ironclaw Orcs, Gorbad instigated a campaign of destruction that galvanised the Badlands, smashed through the Worlds Edge Mountains and stormed into the lands of the Empire. What started as raids with only a few hundred Orc Boyz, surged to become a green tide comprising hundreds of thousands of greenskins that rampaged across the Empire and brought the greatest nation of the Old World to its knees. Gorbad's Waaagh! slew the Emperor Sigismund, wiped the province of Solland off the map (it was too devastated to ever recover), and levelled untold towns and major cities including Averheim and Nuln.

On the Tabletop: Gorbad's Waaagh! covered much territory and many different enemies. It would be an ambitious undertaking to recreate all the myriad battles fought during the great green crusade, but it is eminently possible to refight some of the key battles or restage the key match-ups that led to the growing legend of Gorbad. However, even listing just the key battles was so long that we've had to put it on our website. It incorporates Gorbad's rise to power (bashing other greenskins), the many fights with the Dwarfs (the Stunty Stompin' Days), Halfling target practice (the Moot is on Fire!), and Gorbad's subsequent destruction of swathes of the Empire (killing one Elector Count, mortally wounding another and even slaying the Emperor).



Gorbad Ironclaw

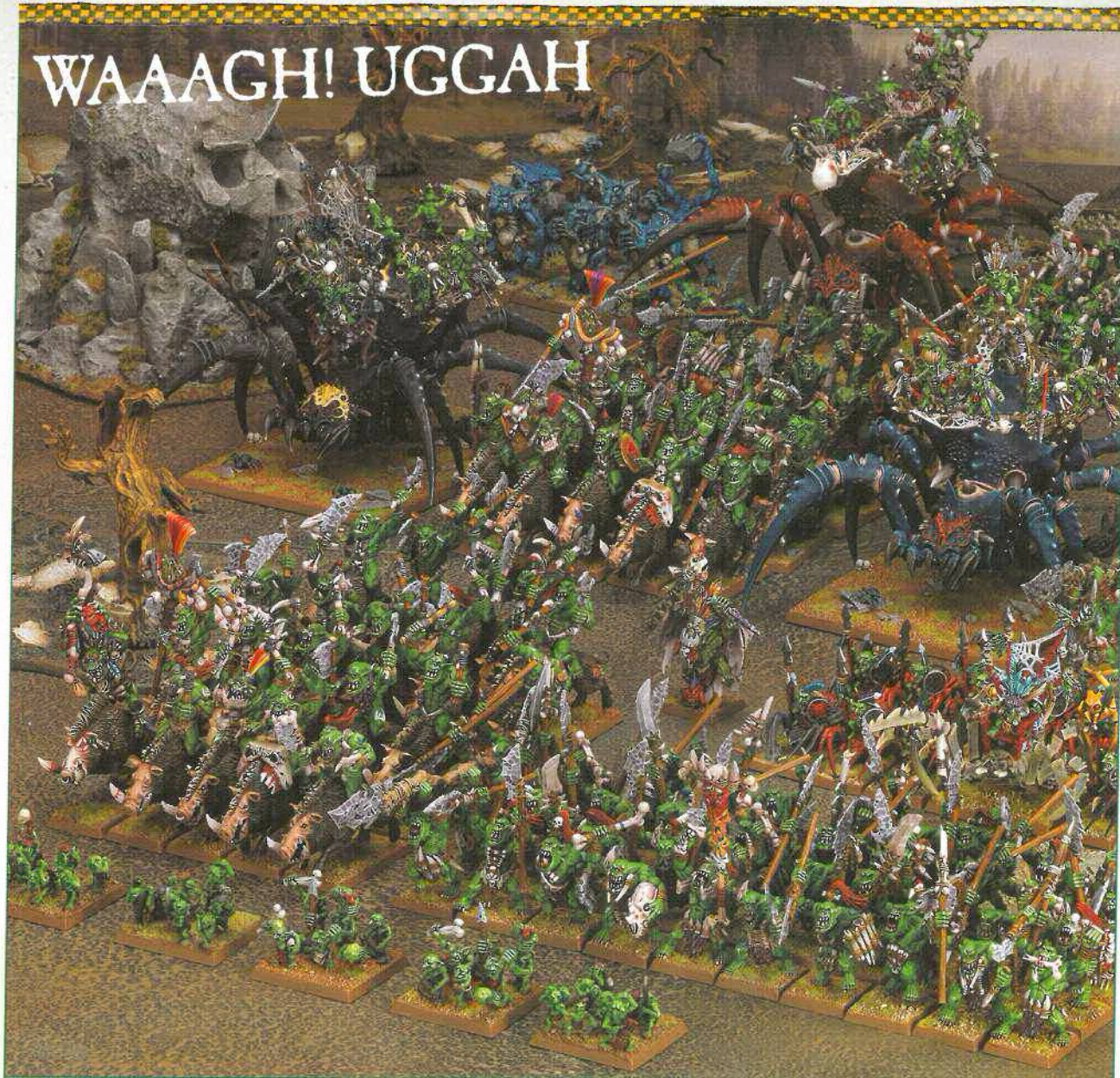
WAAAGH! FUNGLUS

Most Waaaghs! are led by an Orc of some kind, as they exhibit the size, strength and will to drive the tribes forward. Yet Waaagh! Funghus was an exception, largely because there were no Orcs around. The Blackcaps tribe of Night Goblins had long eked out a living in the tunnels of the Worlds Edge Mountains. Tired of paying a steep tithe to the Ogre tribe that had settled in their area, the Black Caps were persuaded to confront their tormentors by their Shaman, Funghus the Mad. Widely regarded as insane, even by shamanistic standards, Funghus had eaten so many magic mushrooms his eyes permanently bulged. Although unable to walk in a straight line, Funghus could blast any foe with potent magics and, it must be admitted, had an ungoblin-like resolve to attack foes that were looking! After summoning a leering moonface to obliterate most of the Ogres in the Battle of Pitch Black, an endless tide of Night Goblins flocked to fight beneath Funghus. He might be mad, but he won battles.

On the Tabletop: To recreate Waaagh! Funghus on the tabletop, you must embrace the Night Goblin theme wholeheartedly. Your army should be led by a Night Goblin Great Shaman (Funghus himself) and dominated by mobs of Night Goblins. No character can have a higher Leadership value than Funghus (a lowly 6). After the many battles against the Ogres, Funghus led his growing Waaagh! to raid the surrounding Dwarf mines and to prey upon those who dared cross Peak Pass. To recreate the extremity of the mad Shaman's good fortune with fungus, any Fanatics in the army can re-roll the number for their Force of Destruction roll (the D6 Strength 5 hits caused by their iron ball) and Funghus can choose to re-roll one Magic Mushroom test per turn. Should Funghus ever re-roll a 1 with another 1, his brain will burst: remove him from play. This represents what really happened – the old Shaman ate one mushroom too many and his head finally popped during a battle against the Dwarfs of Karak Kadrin.



WAAAGH! UGGAH



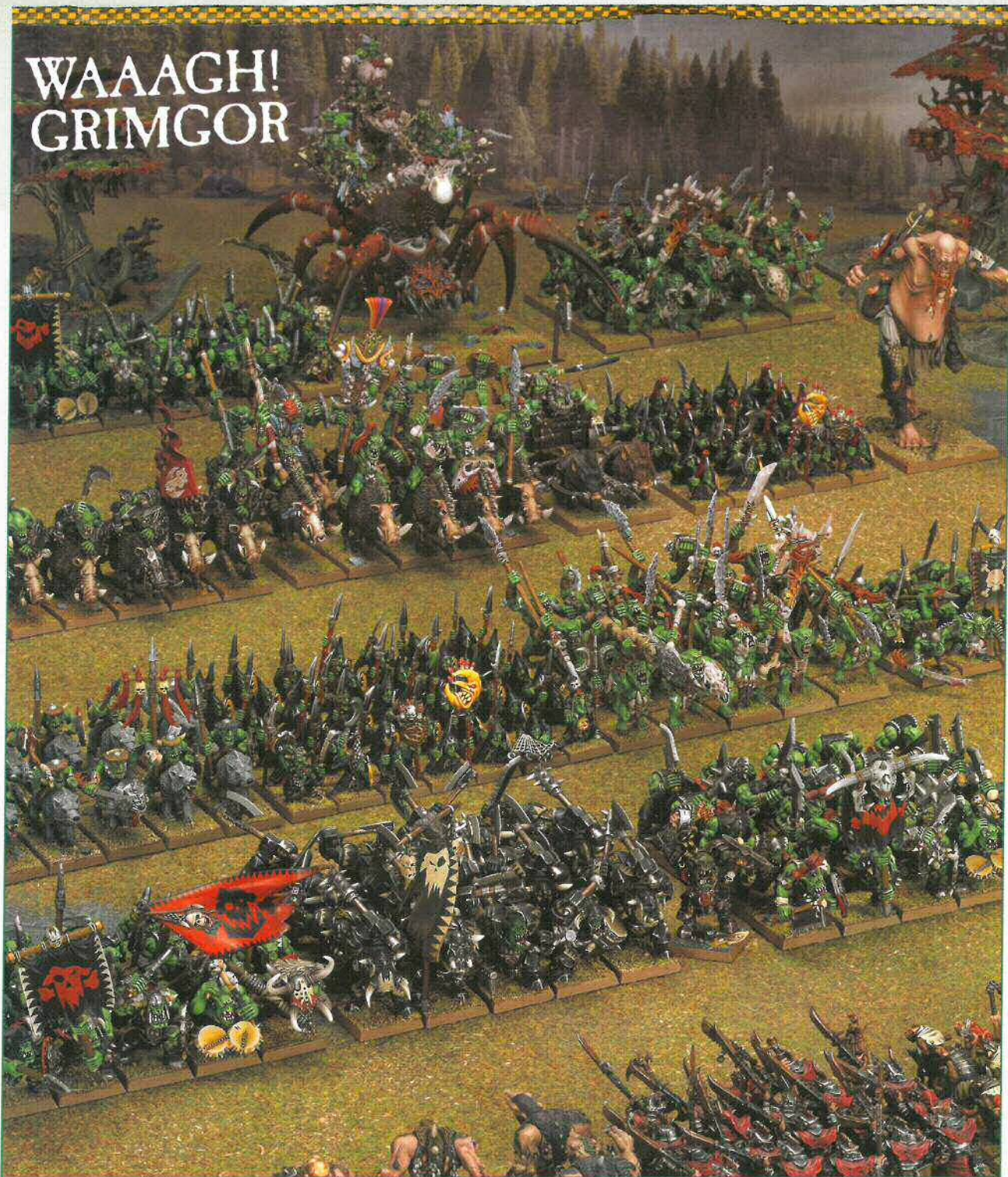
Uggah Skullcracker, the hulking Warboss of the Shrunken Headz tribe, has one over-riding vision – he wants to amass enough severed heads into a single pile so that he can climb into the sky and challenge Gork to an ‘eadbutting contest. This desire came to Uggah during the three-day delirium he suffered after being launched skyward by the club of the tribe’s Giant, who accidentally caught Uggah with the backswing of one of his most prodigious clouts. Since awakening, Uggah has ‘eadbuted everyone he has encountered, starting with that very same Giant.

To gather the necessary heads, Uggah leads his tribe of Savage Orcs and a host of other greenskins that have joined the Waaagh! on a bloody trail. Wurrzag, da Great Green Prophet, has given his (strange and often incoherent) blessings to Uggah, and even joins the Waaagh! from time to time. They have rampaged as far south as the Undead-haunted ruins of Numas and far east into the Worlds Edge Mountains. He has brought

back many heads, including those greenskins that didn’t join him, the large specimens belonging to several Ogre tribes, the bearded heads of many Dwarfs and the ready-flensed skulls of countless undead minions. All are boiled, shrunk, and stacked ceremoniously about one of the great Barrier Idols that mark the southern edge of the Badlands. Uggah has already piled heads toweringly high and reckons he must be over halfway there.

On the Tabletop: To recreate Waaagh! Uggah you will need an Orc & Goblin army with a strong core of Savage Orcs, Savage Orc Arrer Boyz, and Savage Orc Boar Boyz. Wurrzag, da Great Green Prophet can be included in any Waaagh! Uggah battle and any Giants in the force should pay for the Warpaint option. Make sure you keep count of the number of skulls Uggah claims as well (one, two, three, many), and remember that he would never miss the opportunity to claim another head by refusing a challenge.

WAAAGH! GRIMGOR



The fightiest greenskin to ever walk, Grimgor Ironhide is a Black Orc Warboss of particularly fierce disposition. Grimgor is so mean, he once slew the majority of his own army because they failed to kill some Elves fast enough and its said that Grimgor used his magical axe Gitsnik to level an entire mountain peak because it 'got in me way'. Accompanied by his large, fierce and heavily scarred Black Orc bodyguard (da Immortulz), Grimgor seeks

a foe that will either give him a real fight to test his martial prowess, or failing that, at least give him a chance to unleash carnage on an unending supply of cannon fodder. An assorted and ever-changing Orc & Goblin army surrounds Grimgor, who isn't so much an intentional leader, rather a destructive force of nature who is so inspiring that many greenskins flock to fight alongside a Warboss who has been so obviously blessed by Gork and Mork.

WAAAGH! THOKKA

Everyone remembers the Warboss of the Deff Grindaz tribe as Thokka Thump. This probably wasn't his original name, but it was the sound his heavy chariot made when it ground over the opposition. During the great Waaagh! Thokka this sound became so prevalent across the rolling hills of Wissenland that many greenskins flocked to join the ever-victorious hordes. Thokka favoured speed, hitting ability, and then driving over the ruined remains of his defeated foes, revelling in the gore-splattering squelches!

In order to keep up with the fast-moving Waaagh! most of the greenskins were mounted, whether atop giant wolves, angry boars or scuttling spiders. The centre of the army was always formed of a wedge of Orc Boar Chariots accompanied by a clattering host of lighter wolf-drawn chariots bearing Goblins and even a few of the bizarre, but effective Snotling Pump

Wagons (the runties being especially pumped up to be in the Waaagh!). The few Boyz mobs on foot that accompanied the host were especially strong-legged, although they often grumbled about 'getting ta eat only da leavins'. Waaagh! Thokka was eventually halted when it ran up against a fully deployed and well-sighted army out of Nuln. Yet the rumours of the Waaagh!'s many successes are sure to travel far and wide and it's only a matter of time before a speed-fiend of a Warboss assembles another such swift-moving army.

On the Tabletop: Really why wouldn't you gather up all the greenskin players you know and get them to bring all their mounted troops? Mass all the chariots you possibly can in the middle, and fight against an artillery heavy Empire army and you can recreate (after a fashion) a splendid 'charge of the green brigade'.

Da Eight-legged Waaagh!

When the men of the Empire encroached too closely to the Black Pit, the sacred breeding site and holy grounds of the Spider-god, the many interfighting tribes of Forest Goblins put aside their differences to launch a savage counter-attack. Known to the men of the Empire as the Battle Beneath the Drakwald, these battles still rage on to this day. There, Snagla Grobspit can be found, his mob of Deff Creepers earning the reputation of being able to sneak out of any shadow, and kill anything that walks.

THE BURNING WAAAGH!

Grok Blackscab was a vicious Orc who rose to lead the infamous Skorcher Mob, and finally, the entire Burning Skull tribe. Famed for their prodigious acts of wanton destruction, the Skorcher Mob were notorious plunderers who could strip a town or enemy army of its riches in no time at all. They were a thorough lot, loathe to leave any potential scrap of loot behind, making sure that they'd pillaged every gold tooth and stray barnyard animal, before setting fires with their torches. Billowing black clouds marked their progress and in their wake were left only smouldering embers. After Blackscab took over the tribe, a favoured trick of his was to order all the archers – from the fast-riding Wolf Riders to the massed Night Goblins – to use flaming arrows, the better to get a fire goin'.

Blackscab and the Burning Skull tribe had great success in the southern Empire, where he burnt many of the oldest towns

and villages of the Reikland. As his growing Waaagh! pushed through Axebite Pass, much impetus was lost as the greenskins found their fast-moving burn and pillage plans grind to a halt when they encountered the Imperial forts, Dwarf mines and Skaven lairs that riddled the Grey Mountains. However, the Burning Skull tribe picked up where they left off when they descended in to the fertile hills of Bretonnia. There, the rapacious mobs have had many brutal victories against the peasant villages of that land.

On the Tabletop: Recreating the Burning Waaagh! is all about great 'raid' style gaming with the attacking army attempting to capture loot and set fire to buildings in addition random acts of violence. The Loot & Pillage and Raze & Ruin scenarios from the Warhammer rulebook are a great way to get such kinds of battles started.



Orc Raider with torch

OTHER WAAAGHS!

Orc & Goblin history is replete with more stories of brutal greenskin invasion than you can swing a Snotling at (which is a fair few, as Snotlings are eminently swingable), from Grom the Paunch and Skarsnik to Morglum Necksnapper and Gorfang Rotgut and many more besides.

If you don't want to recreate what's gone before, why not start logging your own campaign of tabletop terror? Try adding your own background story about

how your Warboss 'rekrooted' the regiments and tribes that follow him. Track your rising greatness with a series of linked battles, with victories growing your points total and losses shrinking them. After all, what good is it being a greenskin commander if you can't swagger about, carve your likeness into a mountain peak or two, and rub your superiority in your foes' faces by razing their towns? Now get out there and 'giv 'em all a good kickin' – Waaagh!



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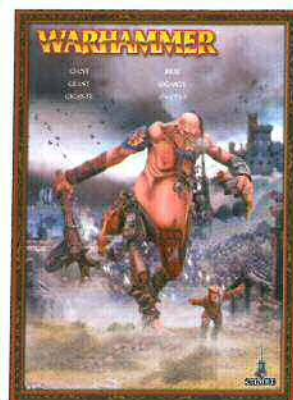
With an enormous and ever-increasing range of multi-part plastic kits, Orc & Goblin players have plenty of options to choose from. We've displayed a selection here, but don't forget to check out the website for the full range.

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GOBLIN WOLF RIDERS

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£18.50, €30, 225dkr, 270skr/nkr, 90zt
The outriders of the greenskin armies, Wolf Riders are fast and highly manoeuvrable cavalry regiments.



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A mass of barbaric Orcs riding viciously bad-tempered boars makes for an incredibly dangerous cavalry unit.

WAR OF THE RING™

A NEW ALLIANCE



Gandalf the Grey

During his time in Middle-earth, Gandalf was responsible for masterminding many of the most important alliances throughout the Third Age.



A seasoned veteran of many a campaign, our own Epic Hero Simon Grant gets all sentimental about friendship and loyalty as he discusses using Allies in War of the Ring.

Throughout the long history of Middle-earth, there have been countless battles won and lost on the intervention of allied armies. In the Third Age, one need look no further than the arrival of Théoden's army at the Battle of the Pelennor Fields. Alone, the beleaguered defenders of Minas Tirith would surely have suffered a decisive defeat, but the heroic charge of the Rohirrim was crucial in breaking the lines of Mordor and lifting the siege of the city.

Many such tales of loyalty and honour exist, but so too do those of hatred and betrayal. It was on these negative emotions that Sauron preyed to earn the allegiance of so many of the Fallen Kingdoms. Using their corrupted kings, now fell Ringwraiths in his service, to sow suspicion and terror, the Dark Lord broke these realms to his

will. Their fearful obedience was such that he could call upon their armies to strengthen his Orc legions and became the dominant power in the world.

It was momentous events such as these that inspired me to take a fresh look at using allies in War of the Ring and the impact that such choices can make on the battlefield. There are many reasons to include an allied formation or Epic Hero in your army, such as compensating for an innate weakness in your army or simply as an excuse to add a model to your collection that you really like. Having posed this quandary to a few of the Studio's resident War of the Ring generals, I shall endeavour to share my findings with you. As an added treat, I will be providing some sneaky gambits and cunning tactics that you can use with your allies as well.

THE THREE DECREES

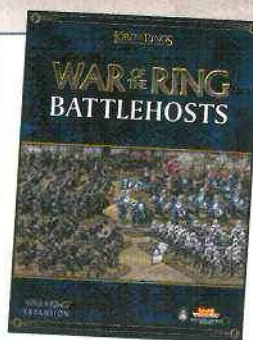
Before getting carried away with the ins, outs and do-you-mind-if-I-don'ts of taking allies, I thought it prudent to clarify the exact science behind selecting them for your army. Okay, so it's not that complicated, but there are still a few rules to follow. Firstly, the Decree of Allies states that you may only spend a quarter of your total points on allies, so you can't afford to get too carried away unless you're playing a particularly large game. With this in mind, carefully consider which allies you intend to take, as your options will be more limited than with your main force, as there will be fewer points available to spend on them.

Secondly, the Decrees of Rarity and Legends both apply to any allied selections you make. This works in two ways – if you have a main army full of Rare and Legendary formations, then you will invariably be limited to Common allied formations; conversely, you will have the freedom to choose some really powerful allies if you select enough Common formations in your main host.

A cunning way of circumnavigating this problem is to take a battlehost, as Epic Heroes and formations selected in this way actually ignore the decrees mentioned above. As a result, some of them enable you to field an army with a hugely

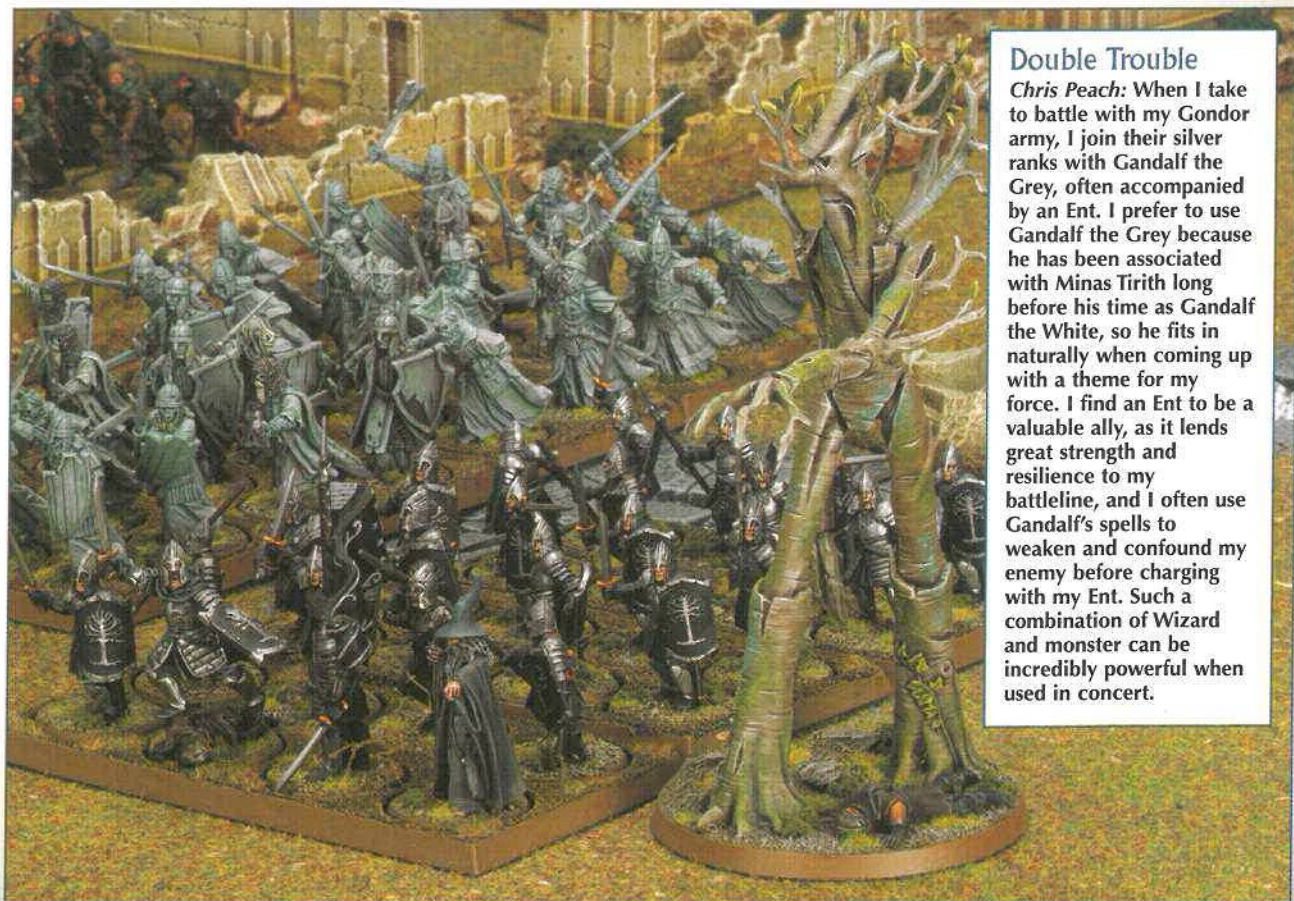
disproportionate number of Rare and Legendary formations. Although battlehosts are separated from the rest of your army list in this manner, any remaining army selections must still adhere to the three decrees. This means that you will have to field further Common formations as necessary, even if your battlehost already features plenty. A battlehost can also be selected from an allied army list but, as one might expect, is still subject to the Decree of Allies, so this may limit your choices somewhat in all but the largest games. Small battlehosts such as Faramir's Knights make useful allies, for example.

Epic Heroes also work slightly differently as allies because they don't adhere to the Decree of Rarity, so if you have the points to spend on them, you can field as many as you want. As much as this presents the opportunity to unite certain Epic Heroes from different army lists and hugely benefit from their combination of Epic Actions and special rules, try not to get too carried away – even the most powerful formation can be destroyed, along with any Epic Heroes hiding within. I tend to advise against a ratio of more than one Epic Hero per 500 points. Any more than this and you risk not having enough companies with which to fight effectively, leaving your army incredibly vulnerable.



Battlehosts

The Battlehosts Expansion includes the full rules for using over 50 battlehosts in your War of the Ring games, allowing you to field a solid core to form your army around. As if this wasn't enough, fielding a battlehost also unlocks access to a unique selection of Fortunes and Fates for each faction, helping to give you a tactical edge when you need it most. This 80-page, full-colour book is penned by Robin Cruddace and is an essential companion to the War of the Ring rules manual.



Double Trouble

Chris Peach: When I take to battle with my Gondor army, I join their silver ranks with Gandalf the Grey, often accompanied by an Ent. I prefer to use Gandalf the Grey because he has been associated with Minas Tirith long before his time as Gandalf the White, so he fits in naturally when coming up with a theme for my force. I find an Ent to be a valuable ally, as it lends great strength and resilience to my battleline, and I often use Gandalf's spells to weaken and confound my enemy before charging with my Ent. Such a combination of Wizard and monster can be incredibly powerful when used in concert.

Wandering Wizards

With a wide selection of spells and a Mastery level of 3, any of the three Wizards available as Epic Heroes will help to strengthen and support your army. They also command other unique abilities such as Radagast's Epic Tranquillity. Careful study of their respective Epic actions and special rules will help to reveal which Wizard is best suited to joining your ranks. If you're feeling particularly bold, you could even try fielding the mysterious Council of Wizardry – the magical prowess of this Legendary formation is formidable indeed.



The Shadow of the Nazgûl

Because they once were kings of Men, some of the Ringwraiths are available as part of the Fallen Realms or Angmar army lists as Epic Heroes, without the need to take them as allies. This encourages regional associations such as Khamûl the Easterling leading a Kataphrakt Cohort or the Betrayer accompanying a Haradrim Warband.

If you wish to use the Winged Nazgûl Legendary formations, you will need to assign their points cost from your allies allowance, as these mighty characters are normally reserved for commanding the legions of Mordor alone.



Cavalry for Hire

Adam Troke: When I play with my Dwarves, I am constantly stuck with their slow movement and general inability to cross the battlefield at anything other than a snail's pace. This is especially bad in the Charge phase, because my poor Dwarves can only charge D6+2". An antidote I have found

works rather well is a decent regiment of Knights of Dol Amroth, led by Prince Imrahil. They hit like a ton of bricks and have a respectable Defence too (although not quite up to Dwarf standards). They can either storm ahead and pick off likely enemy units or, as I use them, stay with the main battleline and sally forth against the foe in the Charge phase.



DRAWING SWORDS TOGETHER

So why do people field allies in their War of the Ring armies? The most obvious reason to do so is to be able to include something that your own army cannot field. This usually takes the form of granting access to a different unit type, such as cavalry for a Dwarf Holds army or artillery to support a force from the Elven Kingdoms. Alternatively, allies allow you to field a more powerful version of a formation featured in your army list, bolstering a weaker element of your army and helping you to forge a more balanced or powerful force.

For example, the Kingdom of Rohan has access to a huge selection of fantastic cavalry regiments; from relatively cheap formations of Outriders and Riders of Rohan to more elite Royal Knights and the mighty Sons of Eorl, you are spoilt for choice. The army list's options for quality infantry formations, on the other hand, are far more limited. This is where allies can really come to the fore. A formation of Minas Tirith Warriors provides a solid line of infantry for a low cost in points, and can

be bolstered enormously by the inclusion of an Epic Hero such as Faramir or Boromir. If your army is large enough, you could even include Haldir's Archers as an allied battlehost, lending the army some frightening firepower with which to soften up the enemy before crashing home with the cavalry formations. I'll talk about some alternative allies for Rohan a bit later.

This form of alliance also allows you to field an Epic Hero or formation in order to create an army that suits a particular theme or battle. I regularly field an Elven Kingdoms army formed around Thranduil's Host, a battlehost that consists entirely of Wood Elves from Mirkwood, led by Legolas and his father. This is a challenging army to use, as every formation has a less-than-desirable Defence 3. When bolstering this army for a larger game, I often look to take allies in the form of the Last March of the Ents battlehost, providing me with a solid core of really hard monsters that not only help to counter the fragility of the Wood Elves, but also maintain a strong woodland theme throughout my army.



Forgotten Allies

The Forgotten Kingdoms army list cannot be selected as your army faction. This means that the options listed within are only available to you as allies, but feature a wide selection of unique Epic Heroes, monsters and formations that you can include as allies in your Good armies. Legendary formations such as the White Council can also be found here.



Elrond

MY PRECIOUS!

Of course, the desire to field allies doesn't always revolve around their effectiveness in game – many people simply like to use the shiny, new models that they've just bought, and seek to include them for no other reason than to see them on the tabletop! I asked many of the Studio's regular War of the Ring players their thoughts on what they tend to include in their armies as allies and this was a regular response. It came as little surprise – every hobbyist is always looking to expand their army or paint up the latest model, so if there's an excuse to use such a model in their army, then even better! Chris Peach, having converted Éowyn into his self-styled Easterling captain, Nikita the Cold-hearted, has regularly been fielding some allied Easterlings as a heavy infantry foundation to his Mordor army. This has since led to his plan to expand the allied element of his army, and he is currently hard at work painting some Kataphraks.

War of the Ring's flexible alliance system allows you realistically field any of your favourite models in any army if you want to. Adam Troke has long been a fan of Gandalf, as the Wizard is such an

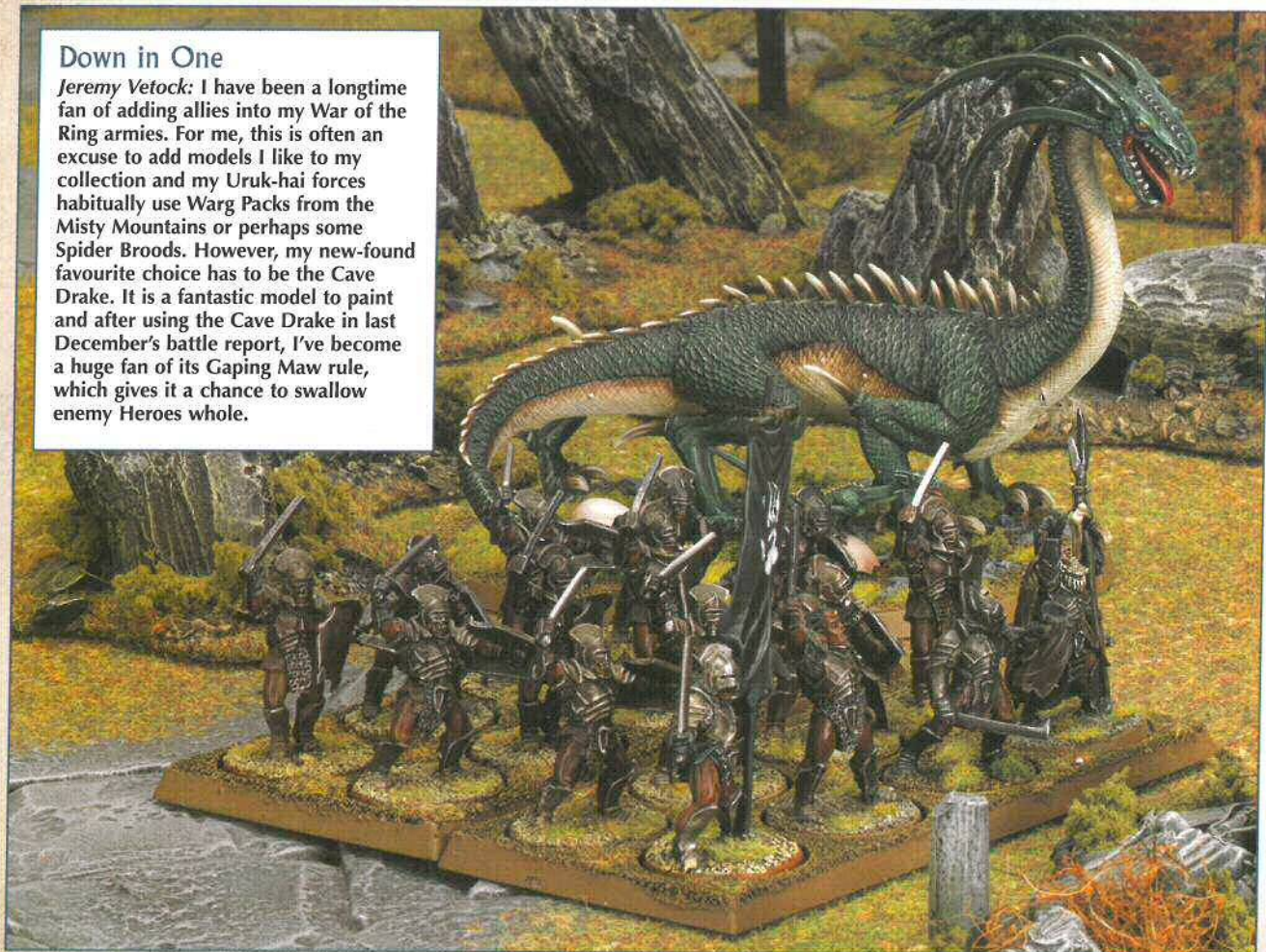
influential figure throughout the history of Middle-earth, and rarely takes to battle without him in his Good armies. His arrival, Mat Ward, always seeks to field an allied Balrog if the game is large enough, as he revels in the archetypal evil that such a mighty creature epitomises on the tabletop. If you like the look of a formation from another army list, then why not give them a go? That's partly what allies are for, after all. In fact, trying out a different army list is often the best reason to play a game.

GRAND ALLIANCES

If you wish to play a particularly large game, or include more than one player per side, remember that there is nothing wrong with splitting the points value of one side in half between two different factions. This is perhaps the best way to represent battles such as those fought in the Last Alliance of Elves and Men, as the numbers involved would more likely be even. Simply treat each half of the force as a separate army in its own right, though I would advise against selecting additional allies, as your overall force can start to lack cohesion if you feature models from too many factions.

Down in One

Jeremy Vetock: I have been a longtime fan of adding allies into my War of the Ring armies. For me, this is often an excuse to add models I like to my collection and my Uruk-hai forces habitually use Warg Packs from the Misty Mountains or perhaps some Spider Broods. However, my new-found favourite choice has to be the Cave Drake. It is a fantastic model to paint and after using the Cave Drake in last December's battle report, I've become a huge fan of its Gaping Maw rule, which gives it a chance to swallow enemy Heroes whole.





FORTH EORLINGAS!

This army is set around Théoden's gathering army in the aftermath of the Battle of Helm's Deep. Gandalf has yet to set forth for Minas Tirith with Pippin, and the riders of the Riddermark gather at Edoras to prepare for the coming war with Mordor. The army design is fairly simple, with a solid core of Rohirrim bolstering the foundation laid down by Théoden's Host. The Allies take the form of Gandalf the White, whose abilities will hugely bolster the quality of the army's many Common formations, supported by the Three Hunters. This is an example of how easy it can be to introduce a different dimension to your army on the battlefield with the inclusion of allies – in this case, just four allied models.

This army is all about aggression – with almost the entire army consisting of cavalry formations, attempting any defensive tactics would be quite unfeasible. Instead, you should rely on the Rohirrim's speed and skill as Expert Riders to outflank and

engage your enemy as it suits you, firing into their flanks before assailing them in the charge phase. The Three Hunters, though not as fast as the rest of the army, can move in to support once the enemy has been engaged, lending their considerable combat prowess to the fight. Gandalf can use his *Blinding Light* spell to reduce an enemy formation to Fight 0, making one of your fights each turn all the more one-sided. As an added boon, between Gandalf's Voice of Command, Theoden's Heroic Example and their respective Inspiring Leader special rules, you should never have a problem with At the Double! rolls or other Courage tests during the game.

The Bring it Down! fortune allows a single formation to re-roll any 1s to hit against monsters, and is best used on one of the large Rider Éoreds. Lead this formation with Éomer against a monster, call an Epic Rage and watch even the mightiest beast fall beneath your charge!



THÉODEN'S GUARD BATTLEHOST

75 points

Theoden

125 points

The King's Guard

(4 Mounted Companies)
Háma and Gamling with the Royal Standard.

290 points

Royal Knights

(4 Companies)
Knight Captain of Rohan

190 points

THE KINGDOM OF ROHAN EPIC HEROES

Éomer

90 points

Éowyn

75 points

COMMON FORMATIONS

Rider of Rohan Éored

(6 Companies)
Captain of Riders and Banner Bearer.

265 points

Rider of Rohan Éored

(6 Companies)
Captain of Riders and Banner Bearer.

265 points

Outrider Éored

(3 Companies)

105 points

FORTUNES

Bring it Down!

25 points

THE FORGOTTEN KINGDOMS EPIC HEROES

Gandalf the White

300 points

LEGENDARY FORMATION

The Three Hunters

175 points

TOTAL 1980 points

GAMES DAY & GOLDEN DEMON 2010



The coveted Golden Demon statuette, awarded to the finest painters of Citadel miniatures.

With the 2011 season of Games Days about to kick off, Andy Hall takes a closer look at this global celebration of the hobby and finds out what to expect.

Since the earliest days of gaming there has been a need for like-minded people to get together and celebrate their hobby. Games Workshop's founders, Steve Jackson and Ian Livingstone, cottoned on to this early in the company's life and organised the very first Games Day in 1975. Over the years Games Day has not only grown in size but spawned sister Games Day events across the globe.

But what is Games Day and why should you go? Quite simply, if you're a hobbyist or a lover of painted miniatures then this is a day totally devoted to you. Everyone remembers their first Games Day: whether it's down to the excitement in the queue before the doors open in the morning; the frantic crush of the Forge World stands; the many, many tables packed full of fun and crazy participation

games; chatting with the Studio staff about their latest projects; discussing painting techniques with 'Eavy Metal; or even coming face to face with an 8 foot-tall Space Marine!

Then, of course, there is the Golden Demon, the world's premier miniature painting competition. At every Games Day, competitors vie for the attention of the judges with some of the most outstandingly painted Citadel miniatures in the world. With the odd cheeky entry aside (I still remember the 'Tau Stealth Suit' that consisted of nothing more than a 25mm base with footprints on it!) the amount of time and effort taken over each entry is astonishing, and as a result the Golden Demon display cabinets are always incredibly busy, no matter which Games Day you're at. Every year the judges are

surprised and delighted by how the standard improves as painters discover new techniques, develop existing ones and try to out do each other with exquisite blending, a flawless directional lighting technique, precision highlighting or some truly remarkable conversions.

You'll find all these things and more no matter which of the Games Days you attend, so where to start? This will of course depend on your preference: hitting the gaming tables early allows you to get rolling dice straight away and you'll also get the benefit that the umpire has yet to have his voice run ragged through six hours of constant, uproarious battle.

Or you may wish to hit the sales stands in search of the latest releases, a deal that's only available on the day or getting hold of that elusive box set you've never got round to buying. Each Games Day is effectively the largest Hobby Centre in that part of the world, despite its temporary nature. So, if you're unlucky enough not to live near a Games Workshop you should then take full advantage, as thousands of attendees always do.

Then, of course, there is Forge World and the Black Library; no trip to Games Day is complete without a visit to their respective areas. Preparing for a run at the Forge World stand is not for the faint hearted, as hundreds of hobbyists converge to get their resin fix. But if the hustle of the stand is not your thing then take time to visit the Forge World designers who are

always happy to show their latest wares and talk about upcoming releases.

Getting face to face with those who help shape the hobby is a big thing about Games Days and always has been. Whether it's getting Dan Abnett to sign your copy of Prospero Burns, talking to Jervis Johnson about army list design or Dave Thomas on how they squeeze so many components onto a plastic frame, make sure you find time to seek out and have a chat with them, as you never know what secrets they may reveal. Unfortunately, the whole Studio can't attend every Games Day – they have to work at some point – but we endeavour to send guests who were heavily involved in the latest release. That way you get to see the concept sketches, original greens and quiz the designers on the development that goes into the kits you've just bought.

Over the years the hobby has grown beyond Citadel miniatures, the worlds of Warhammer and Warhammer 40,000 have been brought to life in new and interesting ways. And it's at Games Day where the breadth of this is showcased, from the latest video games, exclusive 40K movie trailers to an actual Rhino or life-sized Ork.

And this is just a taster of what to expect. As you'll see over the page, each Games Day has its own identity taking on the flavour of where it is staged in the world. This means that no matter where on the planet you attend Games Day, it will be an experience you'll never forget.

A Brief History of Games Day

The first Games Day was held on 20th December 1975 at the Seymour Hall in London. The second Games Day followed in February 1977 at the Chelsea Town Hall, again in London. In fact it would be a few years before Games Day left the boundaries of London.



In 1987, the first ever Golden Demon finals were held in Nottingham at a dedicated awards show, while Games Day was still taking place in London. Later in the decade, Games Day finally followed Games Workshop to the Midlands to its new home at the Derby Assembly Rooms. It wouldn't be until the early 90s that the Golden Demon and Games Day merged into one super-event, held in Birmingham.

1991 saw the first Golden Demon finals take place outside the UK in the US, followed by the French version in 1997. Fourteen years on, and Games Day and Golden Demon are still growing strong, with Games Day Australia making a welcome return this year.

Left: The Black Library shows off its growing range of digital books.

Below: Forge World meets the public and showcases its latest releases for Warhammer 40,000 and Warhammer Forge.



BLACK LIBRARY 
Forge World 





2011: Skaven Warlord



2010: Chaos Sorcerer

Exclusive Minatures

Every year the Citadel design team come up with a new miniature that will only be available at Games Day. Over the last couple of years Dave Thomas has done Games Day visitors proud with a sinister Chaos Sorcerer for 2010 and now there is a fearsome Skaven Warlord for 2011. Because of their one-off nature, Games Day models allow the designers to flex their sculpting muscles coming up with something that you may not normally see on the hobby shop shelves. For that reason these models are always highly sought after, so few Games Day visitors go home without one.



Above: Component crazy – Italian hobbyists get clipping for the Scrap Demon contest.

Games Day Italy

Loads of Italian gamers gathered for last year's Games Day in Modena. Highlights included a huge Eldar craftworld, and for the first time ever Black Library authors were guests, including fan favourite Dan Abnett, who gave a live reading. Another special guest, Joe Tomaszewski, was put to work painting for a live 'Eavy Metal Masterclass. As Joe painted the Games Day Chaos Sorcerer, a live image was projected onto a massive screen complete with voice-over commentary.

This year's Italian Games Day will also be held in Modena, on October 16th.

Games Day Spain

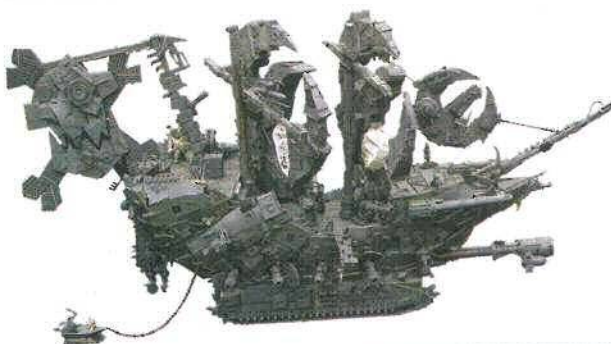
Madrid on July 3rd is the place and date for 2011's Spanish Games Day. At last year's event they held a huge Scrap Demon contest where tanks were created for use in an enormous Spearhead battle. The Spanish Hobby Centre staff outdid themselves by banding together and bringing forth an entire Space Marine Chapter, the mighty Emperor's Arcadios.

Games Day North America

This year's Games Day in the USA will take place in Chicago on the 30th July. Expect to see more Games Day craziness such as the Vehicle Conversion contest that spawned last year's winner, this truly massive Ork landskip!



Above: A massive Space Hulk game in progress.



Left: A monster Ork landskip, winner of the Vehicle Conversion competition.

Games Day UK

The granddaddy of them all, Games Day UK will be held at the Birmingham NEC on the 25th of September. Come and meet the whole Studio, play in the largest participation gaming area in the world and meet thousands of fellow hobbyists. Oh, and if last year is anything to go by you may bump into a life-size Ultramarine created by the same guys who designed the Iron Man suit and the dinosaurs in Jurassic Park!



Above: The life-sized Ultramarine captivated curious audiences.



Left: The Island of Blood battlefield, as seen in White Dwarf.

Below: Design Studio miniatures designers and artists answer questions from the fans.



Other Dates

Games Day Germany
– Cologne on
7th August.

Games Day France –
Le Parc Floral de Paris
on the 22nd May.

Golden Demon

Arguably the most prominent part of Games Day are the Golden Demon awards themselves. It is here that we recognise some of the best miniatures painters in the world and welcome them into an elite group who own a Golden Demon statuette. From the winners of each category we choose the ultimate victor of that year's competition. It is he (or she) who gets to wield and keep the Slayer Sword, marking them as an ultimate painting champion. Over the next four pages we feature the entries of all the Slayer Sword winners from 2010. These exceptional models highlight why the Golden Demon is the world's premier painting competition.

Return to Oz

Games Day Australia is back. Yes, after a lengthy sabbatical, 2011 sees the return of Games Day Australia, which will be held at the Australian Technology Park, Sydney on October 1st. As you can see, the Crimson Fists are already on site, cleansing the area ready for the event.

Right: An ominous presence dominates the empty Games Day hall.



GAMESDAY & GOLDEN DEMON 2010

The next four pages showcase the winners of the ultimate trophy at this year's Golden Demon competition, from across the globe. Presenting all of the 2010 Slayer Sword winners!



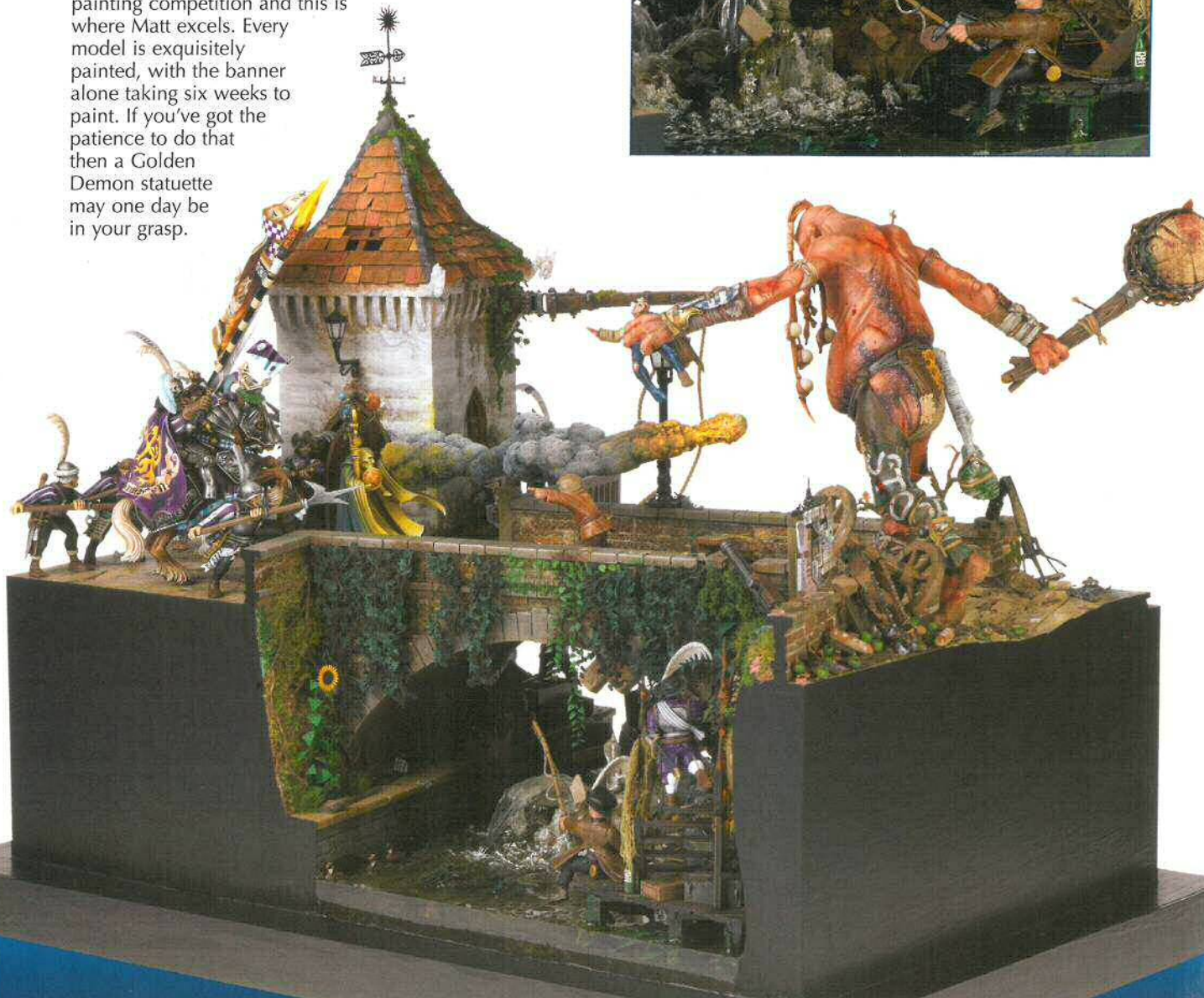
Matt Parkes has won the UK Slayer Sword no less than four times. His latest victory was last year, courtesy of this stunning diorama. We asked him what is the secret to becoming a multi-Slayer Sword winner? 'I don't think there is any secret, just dedication and hard work,' says Matt. 'With this piece there was no planning involved whatsoever. Instead it grew organically over

four years; I'd choose a model I liked and position it to fit into the narrative, and the diorama built up from there.'

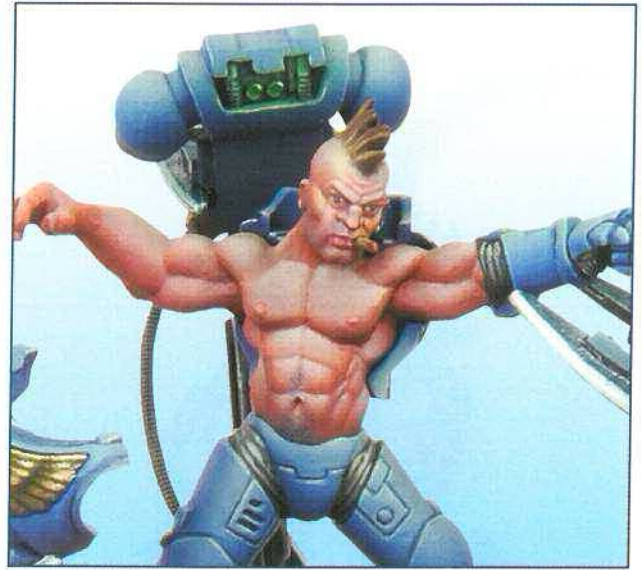
Composition alone won't win you the Slayer Sword though; Golden Demon is a painting competition and this is where Matt excels. Every model is exquisitely painted, with the banner alone taking six weeks to paint. If you've got the patience to do that then a Golden Demon statuette may one day be in your grasp.



DIORAMA
Matt Parkes



WARHAMMER 40,000 SINGLE MINIATURE
Rubén Martínez



WARHAMMER MONSTER
Luciano Rossetto





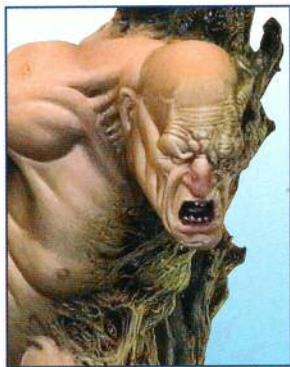
WARHAMMER 40,000 MONSTER

Todd Swanson



WARHAMMER MONSTER

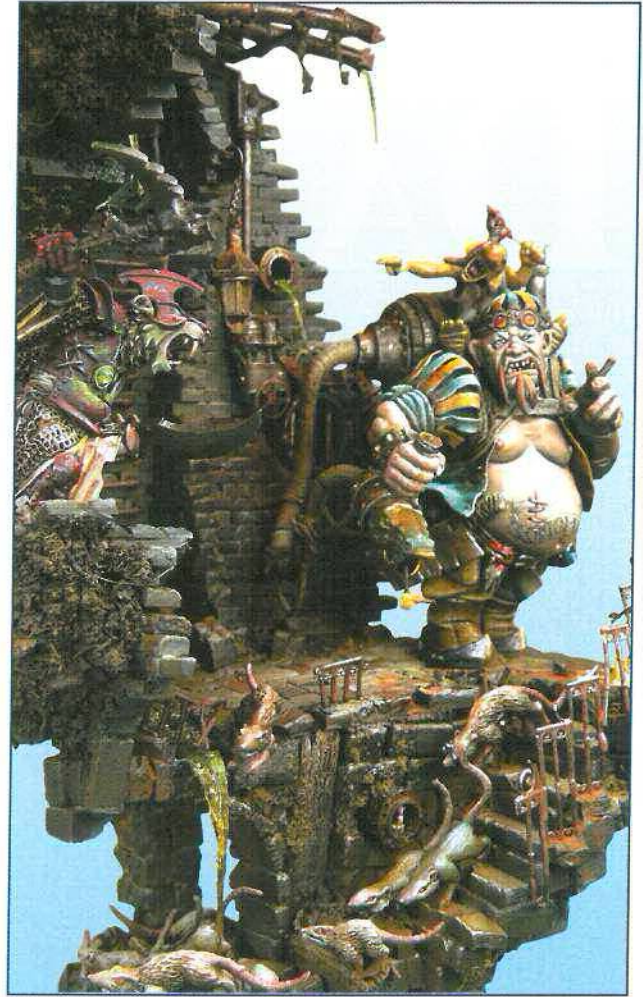
Maxime Penaud





DUEL

Raffaele Picca



WARHAMMER 40,000 SQUAD

Simon Hooker



WARHAMMER
40,000

A LIGHT IN THE GRIM DARKNESS

This month's battle report pits the noble Grey Knights against the insidious Chaos Daemons. Kevin Chin honours his sworn duty to hunt down and defeat Tom Hutchings' daemonic incursion in this epic confrontation. Simon Grant is your humble scrivener.





Skyraak burned. Driven by an incalculable malice, the Daemons came, leaving nothing but death and ruin in their wake. How the barrier between Warp space and the material realm was first breached remained a mystery, but where the Daemons walked, death followed. From towering hive cities to the smallest hab-blocks, the planet's population was systematically annihilated by the daemonic tide. Skyraak's Planetary Defence Force was woefully unprepared to battle such a foe, and were brutally slaughtered in massacre after bloody massacre. Skyraak, it seemed, was lost.

But the Imperium was not blind to the unfolding events. Indeed an organisation exists whose sole purpose is to know the work of Daemons and to defeat them whenever and wherever they show themselves. They are the Grey Knights – the hunters of Daemons. So it was that psychic Prognosticators on the distant moon of Titan predicted the daemonic threat that was gathering on Skyraak, and a strike force was assembled and dispatched to the planet three months before the Daemons even arrived.

Thus did the Grey Knights Strike Cruiser *Malcador's Honour* tear free from the immaterium after many weeks of Warp travel. The sleek vessel swiftly took up a position in Skyraak's orbit in preparation for immediate planetfall, the Daemons having already begun their orgy of destruction on the planet below. With planetary communications in disarray, the Grey Knights performed a psychic sweep of the planet's war-torn surface, pin-pointing the source of the Warp rift in a matter of hours. A half-buried and long forgotten Eldar webway portal had been corrupted, its fading psychic wards overwhelmed by a daemonic mind far too powerful to be denied, and the Daemons had poured through reality's bleeding wound from the Warp. Their primary target confirmed, the Grey Knights launched a full assault mere moments later, teleporting to the planet's surface and engaging the Daemons where they were at their strongest but also their most vulnerable.

The Daemons were far from unprepared however, seemingly ready for the Grey Knights' arrival even before they appeared in their midst, materialising from thin air with a surge of voltaic energy. Undeterred by the fearsome resistance they encountered, the Grey Knights immediately set about the grim task of securing the Eldar webway gate so that the Warp rift could be sealed and the Daemons on Skyraak defeated. The Paladins, led by Brother-Captain Nathaniel Valdis, forged a path through the centre of the daemonic horde to the very heart of the Warp rift. As Valdis completed the rites and rituals that would seal the rift once and for all, a psychic backlash of unparalleled ferocity ripped through the Captain's mind, overwhelming his mental defences and killing him instantly. The Warp rift was closed, but Skyraak had yet to be saved. The daemonic mastermind yet lived and was evidently powerful beyond measure.

With the release of Codex: Grey Knights, it seemed almost rude not to put the Daemon-hunting skills of these holy warriors to the test in a battle report against their arch-nemeses. After consulting the Emperor's Tarot to reveal the name of the Chaos Gods' champion, the omens all pointed to White Dwarf's resident megalomaniac, Tom Hutchings. With little provocation, he set his evil genius to masterminding a daemonic incursion that would inevitably give rise to a challenge from a virtuous champion. So it was that artist Kevin Chin stepped in to defend the Imperium against Tom's fiendish machinations. As a stalwart veteran of many a playtest game with the Grey Knights, Kev is something of an authority on Titan's finest, so he seemed like the perfect choice to face the daemonic threat in battle. Tom on the other hand, has been unleashing the Daemons of the Warp on humanity for countless millennia (so he claims), but this time he faces an army that excels at fighting his daemonic legions.

In order to display as many of the new Grey Knight squads as possible, we challenged both players to create an impressive 2250 point army that was worthy of the occasion. To really put the Grey Knights through their paces, we also decided to use one of the Chaos Daemons scenarios from the Battle Missions Expansion. This game will see both armies fighting to the death in a bitter conflict where only the strongest will emerge victorious. No quarter will be asked and none given as these most bitter of enemies prepare for all-out war.

THE INFERNAL HOST





Some say that White Dwarf designer Tom Hutchings is young, innocent and incorruptible. Those that get to know him soon learn that he is an evil mastermind on the verge of achieving world domination. You have been warned.

Tom: As this was my first time fighting a battle report, I felt under a lot of pressure to create a force worthy enough to face the mighty Grey Knights in battle. When preparing to fight an army that is designed on every conceivable level to kill yours, you certainly have to think long and hard before making any decisions.

I always begin an army by selecting which Troops I will lead into battle. To ensure that I appeased all of the Chaos Gods, I took a squad belonging to each power, making sure that I matched their squad size to the sacred number of the god to which they belonged. I decided to double this number in the case of the Daemonettes however, as they are quite fragile, and I wanted them to last long enough to inflict some real damage with their Rending attacks. I ensured that each squad carried a Chaos Icon, as they are always helpful for summoning reinforcements onto the board exactly where they are needed. I couldn't resist adding the Changeling into my squad of Pink Horrors, as he (or should that be 'it'?) is such a beautiful model.

Fateweaver waited. His plans had played out exactly as he had foreseen it centuries before, yet there remained an anomaly in his immediate future that was blurred, remaining hidden from his sight. Long had the prescient Daemon sought to solve the riddle of this clouded path before him, yet each time he gazed into his future, as he had done countless times over his infinite existence, all he could discern was an indistinct figure, surrounded by an aura of blazing white light. Thwarted in his foresight once more, Fateweaver waited for the events he had set inexorably in motion to unfold.

The clamorous arrival of the hot-headed Daemon Prince of Khorne abruptly disturbed Fateweaver's contemplative reverie. Kornull the Omniscient, Overfiend of Xuldis, the Bloody Hand, Master of the Seven Plains – the vulgarity of the Daemon Prince's many pretentious titles never ceased to amuse Kairos.

'What treachery is this, Fateweaver?' boomed the enormous Daemon of Khorne, his Bloodletters hissing with anticipation behind him. 'The skull of their commander, Valdis, was mine and mine alone! I will not stand for this betrayal!'

With the Troops in the bag, I moved on to selecting a suitably fiendish overlord, and in my mind, there is none greater than Kairos Fateweaver. Not only does he have a plethora of deadly ranged attacks, but his prescience greatly bolsters the survivability of any Daemons nearby. To aid Kairos in his nefarious scheme, I sought Khorne's leave to field one of his Heralds mounted on a Juggernaut. I beseeched the Blood God to bestow his blessing upon his harbinger, giving him a 2+ invulnerable save against psychic powers and all those pesky Nemesis force weapons. I couldn't resist unleashing the Masque, hoping to confound the Grey Knights, and enabling me to pick Kev's army apart at will.

To strengthen my daemoniac legions further, I looked to the Heavy Support section, deciding on two Soul Grinders with which to bombard Kev's Grey Knight squads with powerful template weapons. These unnatural hybrids of Daemon and machine can devastate entire squads at range, and will tear through armour like paper, so I had high hopes for them. There's nothing that puts a smile on my face like the idea of a mighty Daemon Prince of Khorne tearing through an army of Grey Knights as they feebly attempt to stop him, so my next choice was obvious.

My few remaining selections consisted of three powerful close-combat squads. Three Bloodcrushers and four Fiends were included for a hard-hitting edge to my army, whilst a fast-moving squad of six Flesh Hounds, led by Karanak, will also join the hunt. Finally, I included five Flamers with which to purge the Grey Knights with unholy fire. I only hope that the irony is not lost on them.

'Hush now, mighty Kornull,' answered the Lord of Change with both a sinister and a mocking voice, the words from his two heads blending disturbingly into one. 'There is another that you must kill, far stronger, and one whose death will earn you favour unsurpassed in the eyes of your bloodthirsty master.'

The Daemon Prince's demeanour changed instantly, as Fateweaver knew it would. Rearing up to his full height, Kornull unleashed a bellowing warcy that scattered the Daemons standing nearby.

'Who must I kill?' he roared, his insatiable bloodlust plain for all to behold.

'You will see,' said Fateweaver, carefully disguising his inability to identify the nature of the target with a cryptic response. 'You will see.'

With a casual gesture, Fateweaver opened up a portal, tearing a rift in reality with little more than a thought. Roaring a wordless bellow of rage, Kornull led his Daemons charging through the blazing gateway, eager to spill blood. Summoning his remaining minions to him, Fateweaver prepared to follow, but not before letting Kornull blunder ahead. They all had their part to play, after all.

HQ

Fateweaver,
Oracle of Tzeentch
333 points

Wrathchild
Bloodprice
Herald of Khorne with
Unholy Might, Blessing
of the Blood God
mounted on Juggernaut.
125 points

The Masque
100 points

ELITES

The Redolent Revilers
4 Fiends of Slaanesh.
120 points

The Profane
Pyromancers
5 Flamers of Tzeentch.
175 points

The Doomriders
3 Bloodcrushers
of Khorne.
120 points

TROOPS

The Children of
Change
9 Pink Horrors of
Tzeentch with Chaos
Icon and the
Changeling.
183 points

The Siren Sisterhood
12 Daemonettes of
Slaanesh with
Chaos Icon.
193 points

The Rot
7 Plaguebearers
of Nurgle with
Chaos Icon.
130 points

The Crimson Killers
8 Bloodletters of
Khorne with Chaos
Icon and Instrument
of Chaos.
158 points

FAST ATTACK

The Blood Pack
6 Flesh Hounds of
Khorne with Fury of
Khorne and Karanak,
Hound of Vengeance.
135 points

HEAVY SUPPORT

Gorebelcher
Soul Grinder
with phlegm.
160 points

Fleshgnaw
Soul Grinder
with tongue.
160 points

Kornull the
Omniscient
Daemon Prince with
Mark of Khorne, Iron
Hide, Unholy Might,
and Blessing of the
Blood God.
155 points

TOTAL 2247 points

V THE EMPEROR'S VENGEANCE





Of the select few that underwent the stringent physical and mental testing required, it was only artist Kevin Chin who displayed purity of heart and soul enough to lead the Grey Knights into battle against their eternal foes.

Key: This will be my first battle report, yet the reputation of the Grey Knights army now rests firmly in my hands. With this solemn duty in mind, I set about choosing an army that will hopefully wipe the daemoniac filth from the table and prove how lethally effective the Grey Knights can be against their enemies of choice.

Having read the background story for Kaldor Draigo, I was really inspired by the nobility and valour of this legendary hero. There was no way that I was going to choose anyone else to lead my army, so he was an obvious place to start.

My aim was always to field as many Grey Knights as I could, but because each squad comes at a hefty price in points, it was with a heavy heart that I decided to leave the Stormraven back in the Strike Cruiser's launch bay. This did free up a lot of points to spend on a squad of stalwart Paladins though, and as the army was led by Draigo, these indomitable champions of the Chapter would also count as Troops. The Supreme Grand Master would lead them personally, so the addition of an Apothecary and a Brotherhood Banner will make this squad nigh-unstoppable.

Two squads of five Terminators will really toughen my main line, and I gave each squad a heavy weapon to lend some

formidable firepower to my advance. My final Troops selection was a full 10-man Strike Squad mounted in a Rhino. I equipped this squad with two pscannons, as these powerful guns fire multiple Strength 7 shots with the Rending special rule, so can even bring down a Soul Grinder if push comes to shove. I want to keep this squad mobile so that they can pounce on and devastate any incoming squads of Daemons as they materialise from the warp, but will otherwise fire their pscannons from the Rhino's top hatch until I need them to get stuck in.

A small Interceptor Squad was next on my list, as their *Warp Quake* psychic power will disrupt any Daemons that deep strike within 12", hopefully forcing Tom to deploy them at a safer distance, away from my lines. This will buy me some more time to bring my (vastly) superior firepower to bear. 10 Purifiers in a Rhino will be the hammer to my Terminators' anvil, using *Cleansing Flame* and the squad's incinerator to devastate Tom's units of lesser Daemons.

When it came to selecting some Heavy Support to lend some real punch and firepower to my army, I simply couldn't resist taking a Nemesis Dreadknight. I upgraded this already-powerful machine with two deadly ranged weapons to really give the Daemons something to worry about. I normally hold to the belief that if something is good, you should include two, but in this case I decided that a Librarian could prove to be more useful instead, stalling the daemoniac advance with the *Sanctuary* psychic power. To fund this powerful psyker, I regretfully decided against including a second Dreadknight.

With my army selected, it was time for final prayers and benedictions before bringing the Emperor's wrath to those damnable Chaos Daemons.

The Grey Knights had gathered about their fallen commander in solemn silence as their Apothecary carried out his grim duty. Robbed of their Captain at the very moment of victory, field command of the strike force now fell to Librarian Korvus, one of the Chapter's most gifted psykers, but still largely unproven in battle.

'Prepare yourselves, brothers,' he announced after a respectful pause. 'for I felt a disturbance as the rift closed. Something else slipped through from the void, though I cannot identify it.'

'I felt it also,' said Brother Jobe, the revered hero still piloting his mighty Dreadknight exo-armour. 'This battle is not yet won. The Daemons have lost their direct connection to the Warp, and will fight all the harder before their time runs out. We must be ready for them when the attack comes.'

'Indeed so, brother,' replied the Librarian, 'and we have yet to encounter the instigator of this daemoniac incursion. I would see another lead the

strike force, that I can better focus on countering this unseen threat when it finally reveals itself.'

'Then who will lead us?' asked Brother Jobe, opening the question to the other Grey Knights.

'I will lead you,' came a powerful voice from behind, each word brimming with strength and authority. The Grey Knights reacted instantly to the stranger's presence and within a heartbeat their weapons were aimed unerringly at the mysterious figure, dazzling with an aura of psychic energy. His presence and demeanour was unmistakable, and as recognition swept over the assembled Grey Knights, they immediately fell to one knee in deference to the mighty hero standing before them. Kaldor Draigo had returned.

'My Lord Draigo...' muttered the Librarian, incredulous at the unfolding events. It was *you* that slipped through the portal as it was sealed.'

'It was,' said Draigo, nodding. 'Come brothers. Fateweaver awaits!'

HQ

Lord Kaldor Draigo
with the Titansword and storm shield.

275 points



Librarian Korvus
Librarian with Nemesis warding stave and the *Sanctuary*, *Dark Excommunication*, *Quicksilver*, *Shrouding* and *Might of Titan* psychic powers.

210 points

ELITES



Purifier Squad Sanctus
10 Purifiers with Nemesis force sword, 3 Nemesis force halberds, 3 pairs of Nemesis force falchions, Nemesis warding stave, incinerator and Knight of the Flame with master-crafted Nemesis Daemon hammer, mounted in a Rhino.

336 points

TROOPS



Paladin Squad Isafel
4 Paladins with Nemesis force swords, Brotherhood Banner, a pair of Nemesis force falchions and an Apothecary.

325 points



Terminator Squad Cadmus
5 Grey Knight Terminators with Nemesis force sword, Nemesis warding stave, Nemesis Daemon hammer, Nemesis halberd, pscannon, pair of Nemesis falchions and a Justicar.

250 points



Terminator Squad Samuel
5 Grey Knight Terminators with 2 Nemesis force swords, Nemesis Daemon hammer, Nemesis halberd, psilencer, pair of Nemesis falchions and a Justicar.

220 points



Strike Squad Aelred
10 Grey Knights with 6 Nemesis force swords, 2 Nemesis force halberds, 2 pscannons and Justicar, mounted in a Rhino.

270 points

FAST ATTACK



Interceptor Squad Aleister
5 Grey Knights with 3 Nemesis force swords, incinerator and Justicar with master-crafted Nemesis Daemon hammer.

165 points

HEAVY SUPPORT



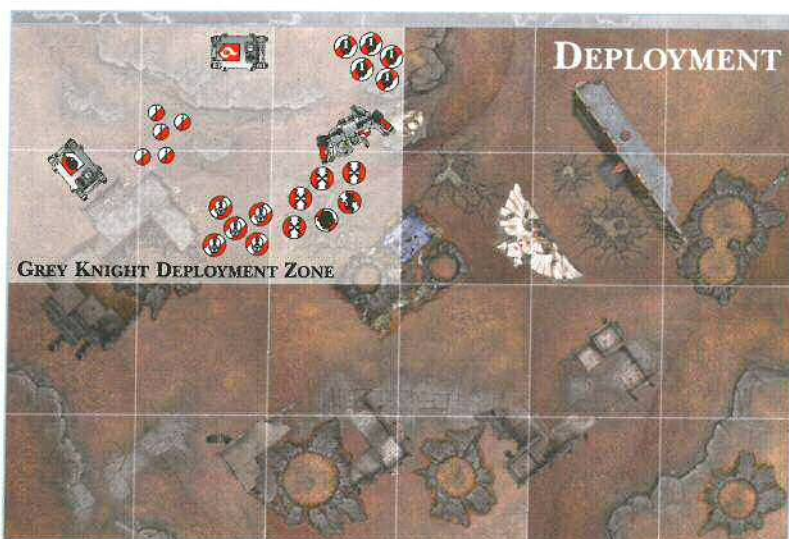
Brother Jobe piloting the Emperor's Grace
Nemesis Dreadknight with galling psilencer and heavy incinerator.

195 points

TOTAL

2246 points

FROM THE WARP THEY COME TURN 1



The scenario gave the Chaos Daemons the first turn, so Tom began by rolling to see which half of his army would arrive. The Chaos Gods graced him with his chosen force to unleash upon the Grey Knights. So it was that the Soul Grinder tore free from the Warp, but scattered off target and burst from some shattered factory ruins. Remarkably, Tom then proceeded to roll a succession of five hits, summoning his remaining Daemons precisely where he wanted them. Kornull the Omniscient materialised before the splintered remains of a marble Imperial Aquila, flanked by his Herald and Bloodcrushers to the right, and Bloodletters to his left. Tom placed his Plaguebearers further behind, with the Fiends taking position between the large buildings to the left.

For this bitter encounter, we decided to play the *Fight to the Death* scenario from page 22 of the *Battle Missions Expansion*. As the name suggests, victory requires the total annihilation of the enemy. With the Warp rift that empowers the Daemons closed, they seek to maintain their presence in the material realm through acts of terrible carnage. The defenders also fight hard to be rid of their unearthly enemies once and for all. Due to the desperate nature of these circumstances, both armies are Stubborn.

Tom won the deployment roll-off, forcing Kev to set up in the north-west quarter, hoping to deny him a strong defensive position. Kev formed a solid battleline around his Paladins and Dreadknight, flanked on either side by Terminator squads. His Strike Squad and Purifiers remained aboard their Rhino transports, whilst the Interceptor Squad covered the rear, hoping to deter the Daemons from appearing behind their lines using *Warp Quake*.

Kornull the Omniscient strode through the portal that Fateweaver had opened, surrounded by his daemonic warriors. Gazing about him, his predatory eyes immediately singled out the heroic form of Kaldor Draigo as he batted the Soul Grinder's attack away with his shield. Understanding of Kairos' words flowed through him, and he surged towards the Lord of the Grey Knights, unleashing a deafening warcry.

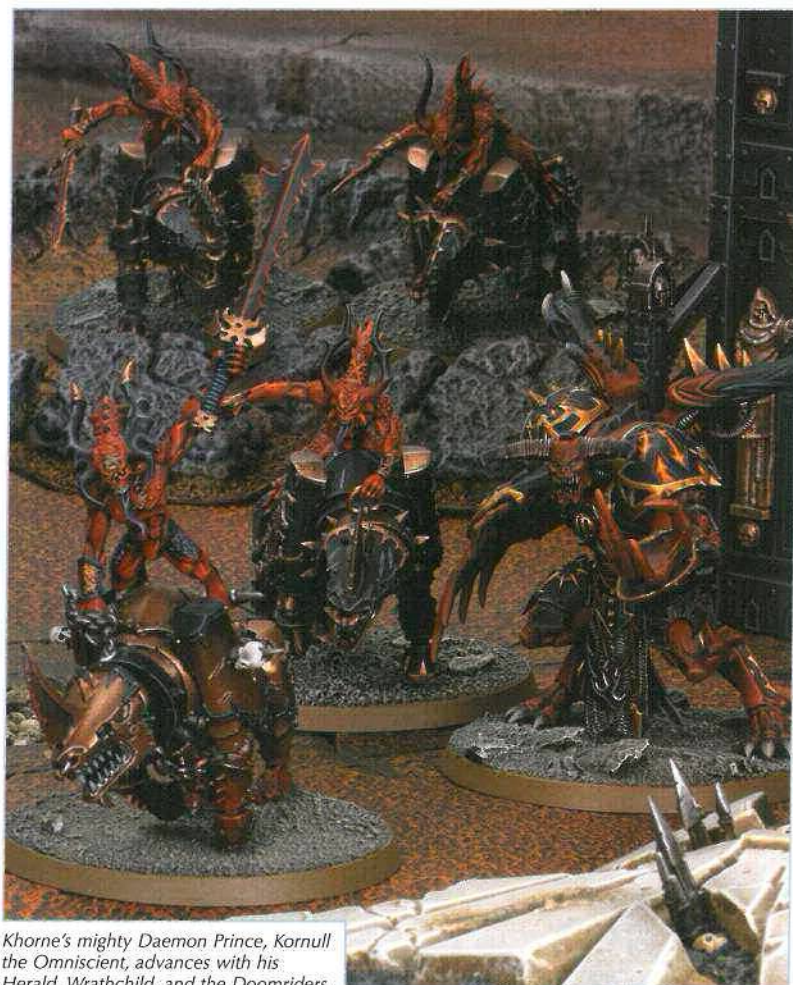
But as Kornull charged towards his prey, he drew the attention of the Grey Knights nearby and soon found himself the target of a devastating fusillade. Bellowing with rage, his body was blasted apart and his spirit banished back to the Warp, howling at Fateweaver's betrayal.



The Soul Grinder, Fleshgnaw, was the only model in Tom's army that could threaten the Grey Knights at this stage, so he ran his Daemons further forwards to close the gap. Tom launched the Soul Grinder's tongue attack at one of the Paladins, hoping to inflict Instant Death. Despite successful rolls to hit and wound, he hadn't counted on the heroic intervention of Kaldor Draigo, who bravely stepped forwards and deflected the attack with his storm shield.

Kev responded with a general advance towards the centre of the board, but sent his Purifiers around the building to his right. His Interceptor Squad triggered a Warp Quake, holding back to deter Tom's reserves from arriving behind his army.

All too aware of the threat posed by mighty Kornull, the Grey Knights opened fire on the hulking Daemon Prince. The Dreadknight's gatling psilencer caused a staggering six wounds on the creature, but Tom managed to save four of them. His relief was to be short lived however, as Terminator Squad Cadmus took another wound off with their pscannon, before Kev proceeded to roll a double-6 to wound with the storm bolter in range. The Grey Knights had ignominiously banished the enormous Daemon, much to Tom's chagrin. Kev's remaining shooting was either out of range or largely ineffective, though a Paladin did manage to wound a Fiend of Slaanesh with a well-placed shot.



Khorne's mighty Daemon Prince, Kornull the Omniscient, advances with his Herald, Wrathchild, and the Doomriders.



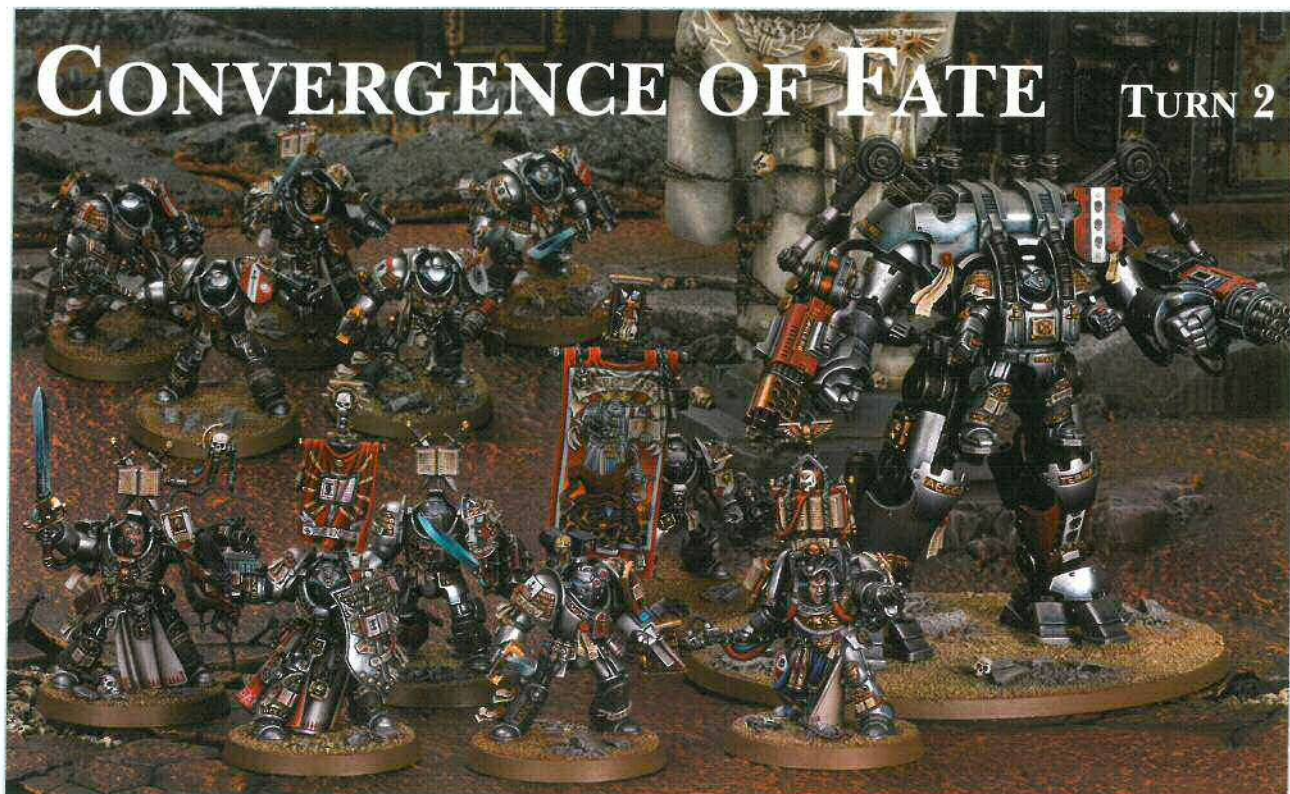
END OF TURN 1

Annotations

- 1 Kaldor Draigo saves a Battle-Brother from the Soul Grinder's tongue with his storm shield. At Strength 10, this deadly attack would have slain the 2-Wound Paladin outright, so Kev took the hit on his leader.
- 2 Strike Squad Aelred manage to stun the Soul Grinder with their pscannons in retaliation, but the Daemon Engine was unhindered by such trivial damage.
- 3 The Daemon Prince, Kornull, is gunned down by the Dreadknight and Terminator Squad Cadmus in a consummate display of firepower.

CONVERGENCE OF FATE

TURN 2



Sanctuary

The Librarian's psychic power caused Tom all manner of problems this turn, completely stalling his advance and leaving two squads horribly exposed. Once cast, *Sanctuary* forces enemy models wishing to assault any friendly squads within 12" of the Librarian to take both Difficult and Dangerous Terrain tests.



Turn 2 saw the arrival of the Fateweaver, who arrived exactly as planned in the gap vacated last turn by the advancing Plaguebearers. The Flamers also appeared, but scattered away, appearing behind the large building next to Kairos. To reinforce the hole in his lines left by the death of the Daemon Prince, Tom sent forth his ferocious pack of Flesh Hounds and the Masque of Slaanesh, both of which burst forth from the Warp exactly on target. The Daemons then proceeded to surge forwards, eager to get to grips with their hated foe.

Tom kicked off the Shooting phase by running with any Daemons that either couldn't shoot or were out of range; the Flamers in particular made swift progress through the ruined building to catch up with their infernal kin.

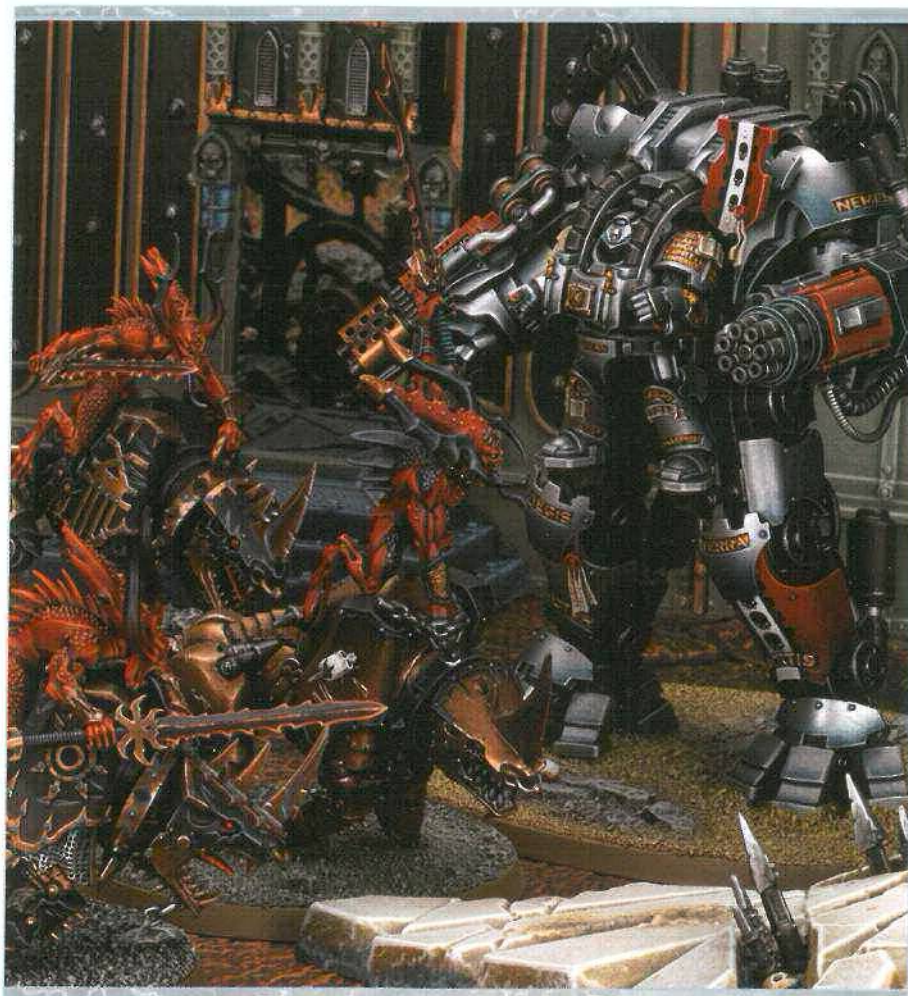
Whether by some deceitful trick of Tzeentch, or simple bad luck, the Daemons once again failed to inflict any damage on the Grey Knights. The Soul Grinder, Fleshgnaw, missed the Purifier Squad's Rhino with its tongue attack and, despite his unrivalled prescience, not even Fateweaver could hit the towering form of the Dreadknight with his Bolt of Tzeentch. Tom's options to make a significant impact this turn starting to run thin, so he sought to cause some mischief with the Masque. With the aim of leaving the Dreadknight alone and vulnerable to assault, the Masque first used her Eternal Dance to drive the Paladins back before drawing forth the Dreadknight a full 6", right in

front of the Bloodcrushers. The blood-hungry Daemons were salivating at the thought of fighting such a worthy foe.

Just when it seemed that Tom's assaults would crash home, Librarian Korvus summoned his formidable mental powers, unleashing *Sanctuary* to batter the charging Daemons with a wall of pure psychic force. Tom watched in despair as the Redolent Revilers and Doomriders both failed their Difficult Terrain tests to assail the Paladins and the Dreadknight. To make matters worse, a Bloodcrusher and the Herald of Khorne each took a wound from Dangerous Terrain rolls.

Kev seized the opportunity to pile on the pressure before the Daemons could muster their full strength and regroup, sending his left flank forwards in a full attack whilst supporting them with the Paladins and Terminator Squad Samuel. The Purifiers to the west gunned their Rhino's engine before crashing through the gutted building nearby, ready to flank the Daemons next turn. Again, the Interceptors held back to guard the rear, safe in the knowledge that they could use a teleport shunt to reposition themselves up to 30" at a moment's notice.

Terminator Squad Cadmus opened Kev's Shooting phase, riddling the Bloodcrushers with their storm bolters and psycannon, but only managed to finish off the wounded Doomrider. Seeking to soften up the Daemons of Khorne (if such a thing was truly possible) before engaging them in combat, Brother Jobe unleashed his war



Fateweaver stepped through the portal into the mortal realm once more, surrounded by dancing eldritch fires. Casting his immortal gaze across the battlefield, he saw that Kornull had already fallen. Punishing those that had wronged mighty Tzeentch entertained Kairos greatly, though the Daemon Prince had been destroyed sooner than even he had predicted. There was definitely another power at work here, blinding him to the battle's outcome, and he bent his will towards seeking out the source.

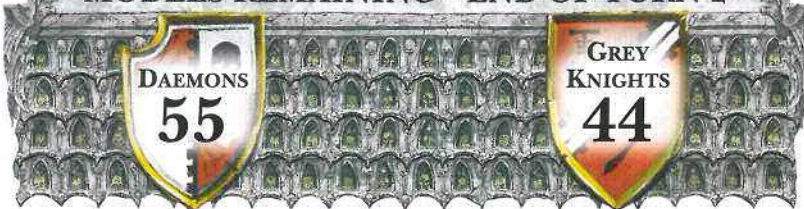
Fateweaver was immediately drawn to the commanding figure who led the Grey Knights. Surrounded with a blazing aura of white energy, this foe was undoubtedly the anomaly that was hindering his foresight.

Kaldor Draigo. The thought slipped into his mind in a way that only one who had entered the Well of Eternity could interpret. As he focused his gaze upon the legendary hero of the Grey Knights, Fateweaver could finally see the strands of fate that had led Draigo to this moment, yet his future remained clouded. What was clear is that they were both destined to meet in battle this day.

machine's deadly weaponry; the Nemesis Dreadknight's gatling psilencer caused a tally of wounds, though all but one of these shots bounced off the Juggernauts' brazen hides. The Soul Grinder was the victim of as many psycannon shots as Kev could muster, hoping to finish Fleshgnaw before its companion arrived. The Daemon Engine was immobilised and lost its tongue and harvester weapon arm to a fusillade of deadly psychic bolts. Finally, Kevin's Paladins levelled their storm bolters at the Masque as they advanced, inflicting no less than seven wounds and banishing the cavorting Daemon in an expert – and devastating – display of marksmanship.

In the Assault phase, the Dreadknight reached the Doomriders in two giant strides. Before the combat began in earnest, Kev summoned Brother Jobe's *Dark Excommunication* psychic power, robbing Khorne's minions of their Daemonic Gifts. With their hellblades bereft of unholy energy, the Khorne Daemons' attacks rang harmlessly off the Dreadknight's adamantine armour. In return, Brother Jobe snatched the Herald, Wrathchild, and a Bloodcrusher in the vice-like grip of his Nemesis doomfists and crushed them to death.

MODELS REMAINING - END OF TURN 2



NOBLE BLOOD IS SPILLED

DAEMON TURN 3

Justicar Cadmus smiled grimly as he watched Brother Jobe crash into the Bloodcrushers, their psychically dimmed hellblades ringing harmlessly from his exo-armour. With a curt command, he led his Terminators forwards in support of the towering Dreadknight, but as he advanced with his squad, Cadmus caught a brief glimpse of a hunched, avian creature as it launched itself into the air.

'Fateweaver,' he muttered under his breath, instinctively recognising the fell Daemon's aura.

'Bring him down!' Cadmus roared, raising his storm bolter, but as he opened fire, his armour suddenly burst into multi-coloured flame. None could withstand the raging Warpfire, and he was utterly consumed by the hungry flames. As he died in searing agony, the last sound Cadmus heard was the Daemon's cruel laughter.

Desperate to finally get a grip on the game, Tom rolled for his remaining reinforcements, relieved to see that they all arrived this turn. Gorebelcher, an enormous Soul Grinder, took up a position flanking the Plaguebearers, with the Changeling and his Horrors of Tzeentch forming up behind it. Tom then moved his large squad of Daemonettes closer to the Dreadknight, ready to assault it next turn.

With a flap of his ragged pinions, Fateweaver took to the skies, followed closely by the Flamers. Landing between the advancing Bloodletters and shambling Plaguebearers, Kairos prepared to guide his minions with the Oracle of Eternity power, allowing those nearby to re-roll their saves.

The Shooting phase saw the Chaos Daemons running towards the Grey Knights en masse, eager to assail them. Only Gorebelcher held its ground, hurling a corrosive phlegm attack at the Purifiers' Rhino, but the blast overshot its mark.

Having foreseen his fate generations before the Grey Knight was born, it was

with little more than an afterthought that Fateweaver slew Justicar Cadmus with daemoniac Warpfire, the Terminator's Aegis suit unable to resist the impossible power that energised the attack. However, his Bolt of Tzeentch failed to slay a Paladin, Draigo saving one of his Battle-Brothers from death with his storm shield once again.

Despite the Librarian bolstering the protective wall of psychic energy, both the Flesh Hounds and Fiends of Slaanesh broke through, despite each squad losing a model to the dangerous terrain. The Bloodletters were not so lucky, failing to reach the Nemesis Dreadknight and losing two of their number to the psychic shield.

Brother Jobe failed his Psychic test, and the Bloodcrusher's reinvigorated hellblade bit deep, wounding him at last. In reply, Brother Jobe crushed the last of the Doomriders with a wordless roar.

Tom's determined attack on the Paladins faltered as the elite Terminators took ruinous advantage of the lingering effects of *Sanctuary*, striking first and wiping out the Fiends, their strength further amplified by the *Hammerhand* power. The Collars of Khorne worn by the Flesh Hounds served them well, granting them a 2+ invulnerable save against the Grey Knights' psychically charged blades. Karanak pounced on the Librarian and wounded him, but the Apothecary saved him from the Blood Pack's remaining attacks. Three Flesh Hounds fell victim to Instability at the end of the combat.

GREY KNIGHTS
43

**MODELS REMAINING
DAEMON
TURN 3**

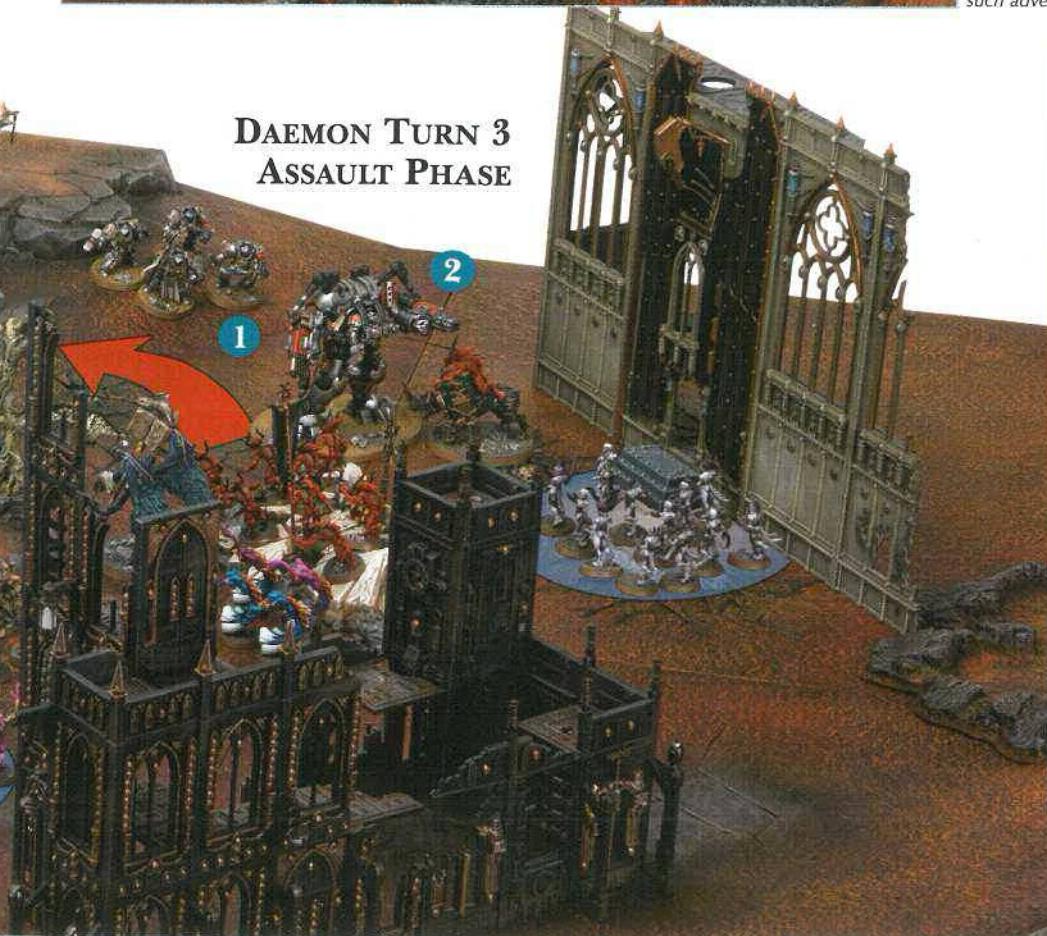
DAEMONS
44





The Daemons launch a determined assault on Draigo and the Paladins, but soon learn that such adversaries are not easily defeated.

DAEMON TURN 3 ASSAULT PHASE



Annotations

- 1 Justicar Cadmus is no match for the flickering flames of Fateweaver's attack and dies, wreathed in Warpfire.
- 2 The Dreadknight is wounded in combat fighting the last Bloodcrusher, but cuts down the ferocious Daemon in retaliation.
- 3 The Fiends of Slaanesh breach the Librarian's psychic defences and charge, but the highly skilled Paladins swiftly cut them down.
- 4 The Flesh Hounds almost succeed in killing the Librarian, but are held at bay.

THE TIDE TURNS

GREY KNIGHT TURN 3

Interception!

Personal teleporters are unique to the Grey Knights, and are utilised by their Interceptor Squads in battle. This technology enables them to move as if equipped with jump packs but, once per game, they can perform a teleport shunt instead. This action allows them to instantly relocate up to 30", but with no risk of scatter or mishap.



With the loss of his first Grey Knight in battle, Kev realised that his period of good fortune was finally over. Tom's daemonic legion was now fully assembled and he had started to make his presence felt – the game was well and truly on!

The Grey Knights immediately leapt into action, with the Nemesis Dreadknight and remaining Terminators of Squad Cadmus heading straight towards the Siren Sisterhood, looking to take the fight to them. The Paladins continued to battle the Flesh Hounds in the centre of Kev's line, but Terminator Squad Samuel moved closer to lend them support.

The Purifiers burst from their position in the building aboard their Rhino, which screeched to a halt in front of the battered form of Fleshgnaw, allowing Squad Sanctus to disembark and finally enter the fray. To reinforce this aggressive attack on his right flank, Kev used the Interceptor squad's personal teleporters to perform a teleport shunt. Squad Aleister promptly launched themselves forwards into a position to support the Purifiers.

The Strike Squad remained aboard their Rhino as backup, but the two Grey Knights

equipped with psycannons opened the transport's top hatch and unleashed a volley at Gorebelcher, hoping to cripple or destroy the Soul Grinder before it could threaten the Purifier and Interceptor Squads. The monstrous machine was stunned, but such minor damage did not slow the Soul Grinder, merely enraging the beast instead. The Terminators of Squad Samuel met with similar problems, their volley either missing Fateweaver entirely, or

“At least they got to shoot at me once before getting blown to pieces!”

failing to find purchase in the Daemon's seemingly impenetrable flesh,

The Interceptor Squad phased back into reality from their teleport shunt, their incinerator and storm bolters hammering the Horrors of Tzeentch. However, Tom's succession of saves resulted in only two Children of Change falling prey to this salvo, but more crucially, the Changeling was roused from his passive reverie to vengeful wrath. Bending his will to the destruction of the Interceptors, the Trickster



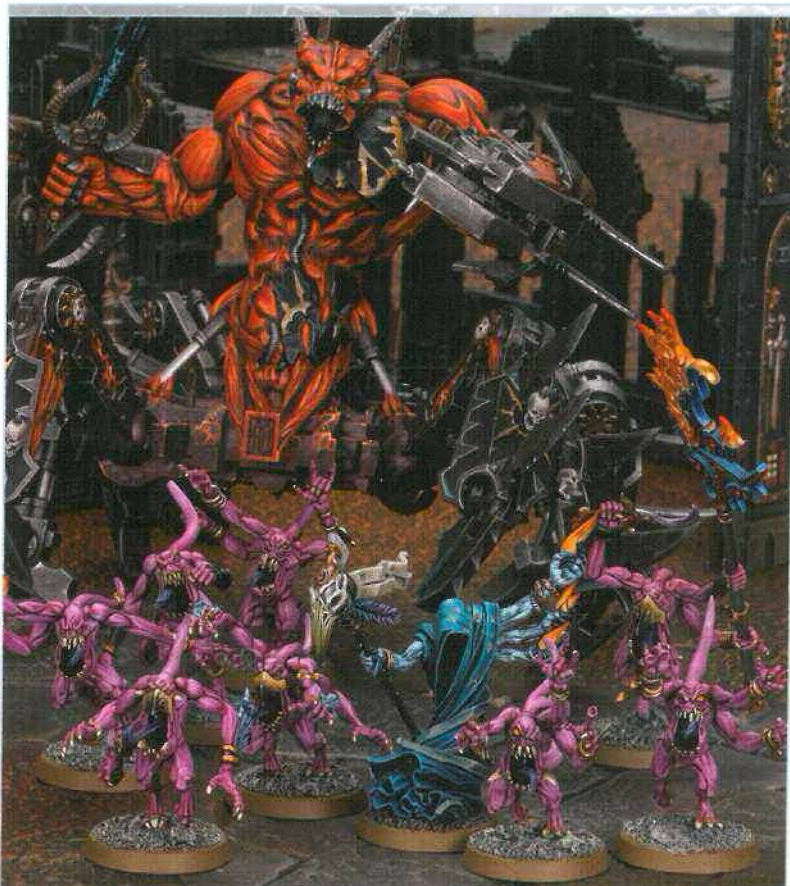
In a bid to encircle the Daemon army the Purifiers and Interceptor Squad launch an aggressive flanking manoeuvre.

of Tzeentch sought to overwhelm the mental defences of the Purifiers. To manipulate Grey Knights so pure in thought and deed was no small challenge, yet the Purifiers were plagued with images of the Interceptor Squad bursting apart and devolving into mewling Daemons. With their perception temporarily blurred by the Changeling's glamour, the Purifiers' natural Daemon-hunting instincts kicked in and they mercilessly opened fire on the hapless Interceptors. One of the teleporting squad was immolated with blessed promethium and three more collapsed in welters of blood – their sacred armour unable to withstand such a volume of storm bolter fire for more than a few heartbeats, leaving but a single, battered Grey Knight standing. 'At least they got to shoot at me once before getting blown to pieces!', said Tom in an unsuccessful bid to console Kev.

Looking to improve on a turn that had so far seen his army take more casualties than Tom's, Kev sought to turn his attentions to the Flamers, well aware of the danger they posed, having been punished by them in the practice game. Brother Jobe answered the question as to whether or not a Flamer can be burned, letting rip with his heavy incinerator and reducing two into little more than a smouldering ruin. A Daemonette also fell victim to the gout of blessed flame as a further three were cut to ribbons by the gatling psilencer, the seven wounds inflicted saved largely by virtue of the prophetic guidance of Kairos. The Terminators of Squad Cadmus targeted the Flamers, but these attacks were also foiled by their re-rolled saves.

In the centre of the battlefield, the Librarian set his mind to dulling the effects of the Flesh Hounds' Collars of Khorne with *Dark Excommunication*, leaving them exposed at last to the murderous abilities of the Squad's Nemesis weaponry. Kaldor Draigo's Titansword lashed out, leaving the bloody ruin of a hound in its wake, but Karanak darted past him, lunging for the Librarian in a bid to kill him. Holding the Daemon's snapping jaws at bay with his Nemesis warding stave, the psyker stepped back, letting the burly Paladins either side of him get the measure of the deadly beast and cut it down. Free from combat, the squad regrouped and consolidated 3" towards the rest of the Daemon army.

Striding resolutely into the midst of the Daemonettes, Brother Jobe once more summoned his psychic powers, this time robbing the Daemonettes of their Rending attacks. The Siren Sisterhood screamed in frustration as their weakened blows pattered harmlessly off the Dreadknight's armour. Brother Jobe showed no mercy to the hated Daemons, spearing a Daemonette to the floor with a fingertip strike from his giant right hand whilst crushing another with his left.



GLAMOUROUS TRICKS

The Changeling really proved his worth, using his Glamour of Tzeentch to blunt Kev's attack on the right flank. Not only did this effectively wipe out the Interceptor Squad, but it saved the Daemons from suffering the wrath of the Purifiers' guns for a turn. This gave Tom the freedom to counter-attack at leisure.

The Glamour of Tzeentch forces an enemy squad within 24" to choose between holding their fire or shooting. If they opt to open fire, they must pass a Leadership test to shoot as normal. If they fail, they must target a friendly squad of the Changeling's choosing instead, unleashing their full firepower on their allies!



MEET YOUR FATE!

TURN 4

Wrenching his deadly blade from the smouldering corpse of a Flesh Hound, Draigo glanced about to see how the battle progressed. Fateweaver had made his move, landing nearby and leaving nought but ruin in his wake.

'Come and face me, Daemon!' he roared, his sword raised in challenge.

Fateweaver slowly turned to face him and spewed forth a baleful cloud of death in response. Blood erupted from the armour joints of the Paladins about him, but Draigo stood firm. Buying his squad time to recover, he launched himself at the Daemon. One would stand and one would fall – their duel could end no other way.

Tom led his Daemons in an all-out attack this turn, seeking to capitalise on his change in fortune.

Fateweaver and his Flamers launched themselves forwards, the Plaguebearers following slowly behind. The Bloodletters circled the Dreadknight with predatory instinct as Gorebelcher surged towards the shell-shocked survivor of the Interceptor Squad and the Purifiers, who were still coming to terms with what had happened the turn before. The Horrors of Tzeentch followed behind, preparing to unleash their magic in the Shooting phase.

This they duly did, and the last of the Interceptor Squad burst into daemonic flames. Gorebelcher spewed forth a baleful mass of phlegm at the Purifiers, tearing through the squad as the daemonic substance ate through armour, flesh and bone, leaving the unrecognisable remains of seven Purifiers amid the corrosive filth.

Tom's success continued as his Flamers poured the Breath of Chaos over the remaining Terminators of Squad Cadmus,

their forms sloughing away as body and armour became one. All that remained of the four Terminators was a multi-coloured puddle of daemonic ichor.

Fateweaver almost nonchalantly sent a Bolt of Tzeentch lancing towards the Strike Squad's Rhino, which promptly exploded, but the Grey Knights emerged from their shattered vehicle a few moments later battered, but unscathed. Tom then targeted the Librarian with the Boon of Mutation in the hope that he could turn him into a Chaos Spawn, but the Librarian resisted, steeling himself against the assault. Finally, Fateweaver poured forth his Breath of Chaos over the Paladins. Three of the elite Terminators were wounded, the squad's Apothecary unable to aid his brothers against such a deadly attack.

Gorebelcher charged into the surviving Purifiers, but the Grey Knights countercharged with steely determination, inspired by Kaldor Draigo's Grand Strategy special rule. Hurling psyk-out grenades, the Purifiers reduced the Soul Grinder to Initiative 1, enabling the Knight of the Flame to immobilise the machine with his Daemon hammer before being ripped to pieces along with another of his squad. Only the Purifier with the Nemesis warding stave survived, the 2+ invulnerable save it granted in combat keeping him in the fight.

Aware of the Bloodletters leaping into combat all around him, Brother Jobe opted to nullify their hellblades with his psychic power this turn. Despite the return of their full powers, the Daemonettes failed to take advantage, scoring only a single Rending hit, but Kev duly passed his Invulnerable save. Robbed of their hellblades, the Crimson Killers were unable to land a telling blow. The Dreadknight lashed out, but only struck down a single Bloodletter, their proximity to Fateweaver saving them.

Kevin retaliated by moving the Paladins towards the Flamers, but Draigo left the squad, looking to engage Fateweaver in personal combat. The Strike Squad moved down the hill to reinforce the Grey Knights' line, which had taken a battering so far this turn, and Terminator Squad Samuel set off to deal with the rampant Soul Grinder.

In a replay of Turn 3, the Changeling's Glamour of Tzeentch worked to disrupt Kevin's reinforcements yet again, this time causing the Strike Squad to open fire on the Paladins. These stalwart heroes were made of sterner stuff, and despite suffering nine wounds, not a single Paladin fell. Fateweaver's Oracle of Eternity special rule continued to confound Kevin's remaining shooting, and no Daemons were slain, despite suffering several wounds.



At the battle's climax, Kaldor Draigo seeks out the mastermind of the daemonic invasion, challenging Fateweaver to personal combat.

Justicar Samuel led his Terminators into combat with Gorebelcher, his Battle-Brother's Daemon hammer wrecking the Soul Grinder's harvester arm. Gorebelcher sought to crush the last Purifier, but was foiled by the Grey Knight's warding stave.

The Paladins stormed in to support Brother Jobe. Using *Hammerhand* to increase their Strength, they slaughtered the Flamers, despite the Daemons' re-rolls to save. The Librarian drained the Bloodletters' hellblades of power before smiting one in combat. The Dreadknight crushed another Crimson Killer, but the Daemons could do no damage in return.

With words of banishment on his lips, Draigo lashed out with the Titansword. He was fighting his preferred enemy, which helped him to hit with all five attacks, and with the blade also striking at Strength 10 against Daemons, it was little surprise that Draigo inflicted four wounds. Fateweaver managed to save three of his injuries, but the Titansword's Daemonbane rule meant that should Tom fail a Leadership test, Fateweaver would be banished by the sacred weapon. The dice clattered on the table before revealing an 11. Draigo had cut him down with his first blow!



MODELS REMAINING - END OF TURN 4

DAEMONS
23

GREY KNIGHTS
23

Gorebelcher, the mighty Soul Grinder, charges towards the exposed Purifiers, ready to unleash its full power upon them.



PURGE THEM CLEAN!

TURN 5



MODELS REMAINING - DAEMON TURN 5

DAEMONS
13

GREY
KNIGHTS
23

END OF DAEMON TURN 5



With his most powerful Daemon defeated and assailed on all sides, things were all of a sudden looking very grim indeed for Tom. Looking to avenge the Fateweaver, the Plaguebearers lurched towards Kaldor Draigo, who was standing triumphantly atop the ruin of his enemy. The cowardly Horrors knew better and moved as far away from the valiant hero as possible, hurling searing bolts of unnatural Warpflame in his direction. Draigo defiantly stood his ground against the incoming fireballs, and was wounded once as he was wreathed in flames.

Picking up speed as they completed their charge, one of the Plaguebearers was engulfed in psychic energy, its form slowly dissipating as the Librarian summoned *Sanctuary* once more. Draigo, obviously exhausted in the act of banishing a Daemon so mighty as Fateweaver, only managed to cut down a single Plaguebearer. In return, Draigo was wounded by one of the Rot's wickedly virulent swords. The blade breached Draigo's guard, penetrating his armour at the hip, but his fortitude was such that he refused to succumb to the injury. Draigo bravely fought on with grim defiance.

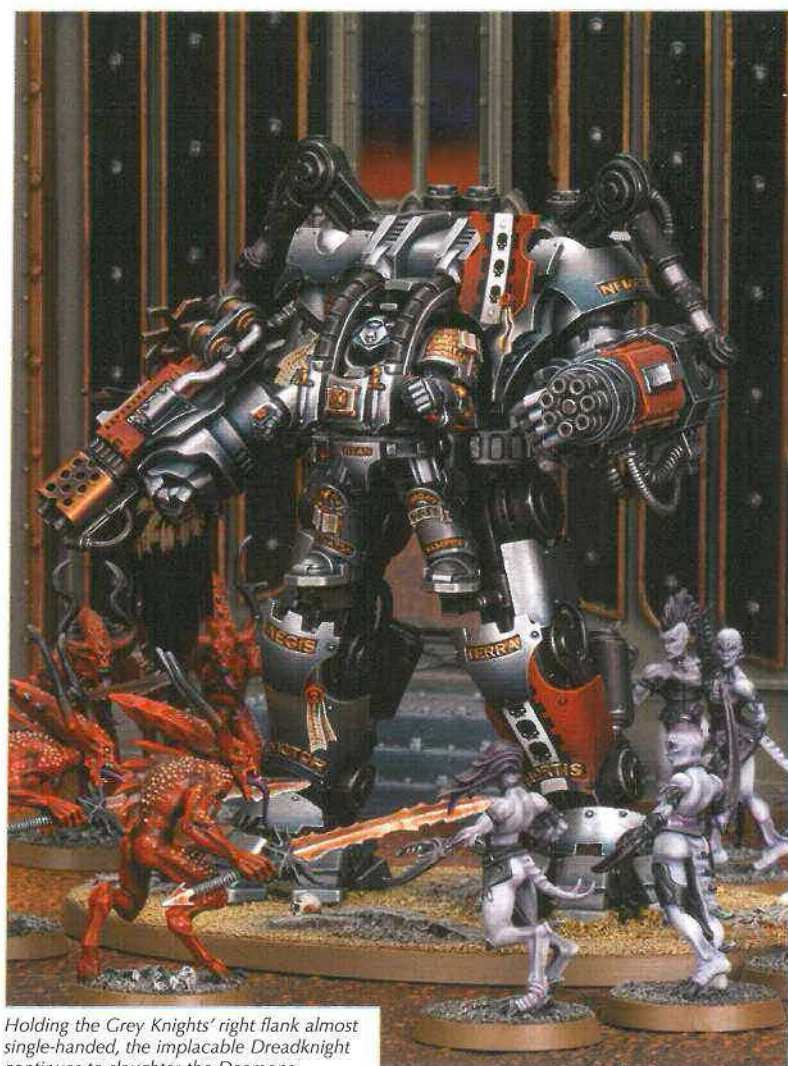
Acutely aware on some base level that it was in danger, Gorebelcher lashed out at Terminator Squad Samuel, smashing one to the ground, but Kevin promptly passed his invulnerable save, and the Grey Knight slowly rose to his feet. Taking advantage of the distraction, the Terminator armed with the Daemon hammer grabbed hold of the Soul Grinder's arm, hauled himself up, and obliterated Gorebelcher's head with a mighty blow. The Terminators and Purifier were buffeted by the Soul Grinder's seismic explosion, but the armour of the Grey Knights protected them from the 6" radius of flying debris. The Horrors nearby weren't so well protected and one was ripped apart by burning shrapnel.

Across the other side of the battlefield, the bitter fighting continued, with Brother Jobe and Librarian Korvus combining their psychic might to cast *Dark Excommunication* both packs of Daemons in the combat in the hope of finishing them once and for all. Robbed of their powers yet again, the Daemonettes failed to harm the Dreadknight, and despite taking a wound from a Bloodletter, the Librarian's armour held true against the Crimson Killer's nullified blade. Just as Kevin had hoped, the Grey Knights slaughtered the Daemons with righteous fury. Brother Jobe snatched up two Daemonettes by their feet and proceeded to bludgeon the remaining Siren Sisters using their bodies as improvised flails, resulting in a very messy death for all four. The Paladins nearby hacked apart the remaining Bloodletters and consolidated towards the Plaguebearers in the centre, followed closely by the Dreadknight.

In Kev's turn, the Paladins and Dreadknight continued to close on the Plaguebearers, whilst Justicar Samuel led his Terminators towards Fleshgnaw to finish off the crippled Daemon Engine. Wary of the threat posed by the Soul Grinder's close combat weapon, they remained vigilant as they drew near. Such caution proved to be unnecessary, as Fleshgnaw was torn asunder by a ruthlessly accurate volley of psycannon fire from the Strike Squad, who had found their range once again.

In a bid to prevent the Changeling from glamouring any more of his squads, Kevin opened up on the Horrors of Tzeentch with the Dreadknight's full arsenal. Two Horrors were incinerated, and catching what he thought was a brief glimpse of the Changeling himself, Brother Jobe poured fire from his gatling psilencer into the Daemons, picking off the treacherous trickster in a hail of psychic bolts.

Hoping to redeem the stain on his squad's honour, the last remaining Purifier launched himself into combat with the



Holding the Grey Knights' right flank almost single-handedly, the implacable Dreadknight continues to slaughter the Daemons.

Horrors of Tzeentch. Summoning his psychic powers, the Grey Knight unleashed his inner purity in wave of energy, *Cleansing Flame* banishing one of the Horrors before a blow was even struck. Reeling from the psychic aftershock, the last mewling Daemon was run through by the Purifier's Nemesis warding stave.

“The Grey Knights slaughtered the Daemons with righteous fury.”

The final combat saw the Paladins charge into assault with the Rot. Continuing to confound the Daemons, Korvus temporarily cleansed the corrupted blades of the Plaguebearers. Activating *Hammerhand* and once again reunited with their commander, Draigo and the Paladins finished off the five remaining Plaguebearers with brutal strikes from their Nemesis weapons. The daemoniac taint on Skyraak had been purged clean.

As he charged towards Fateweaver, Draigo locked eyes with the Daemon for the first time. Gazing into their ageless depths, he saw a sudden realisation in the Daemon's eyes, as if a meaningful secret had just been revealed, and it greatly feared what it now knew.

Capitalising upon the Daemon's momentary lapse in concentration, Draigo lunged and struck out with the Titansword. As if guided by the hand of fate itself, the magnificent blade plunged deep into Fateweaver's chest, piercing his heart. Mustering his psychic might, Draigo poured forth all of his rage into the sword, obliterating the Daemon's physical form with a triumphal cry.

GREY KNIGHTS VICTORY!

The Plaguebearers exploded in welters of putrescent blood, their clumsy blows no match for the martial prowess of the Paladins. Only when the last of the Daemons fell did the Grey Knights cease in their butchery and take stock of the situation. Many Battle-Brothers had fallen, but the fight had been won.

'A hard-fought victory, well earned, brothers,' declared Brother Jobe, returning to his brethren. 'Emperor be praised.'

'Where is he?' muttered Librarian Korvus, seemingly oblivious to Brother Jobe's reflective tribute. 'Where is Lord Draigo?'

But Kaldor Draigo was nowhere to be found. He was lost once more to the Grey Knights in their moment of victory, as was his cruel fate.

Tom: Drat! My fiendish plans for dominion over the planet Skyraak have been foiled. I must say that Kev played a good game throughout, and even though he was lucky at times, he seemed to have an answer for each tactical question that I posed him. My luck, on the other hand, seemed to desert me when it mattered the most, as the death of the Fateweaver undoubtedly proved. I did have my moments though, such as when the Soul Grinder turned the squad of Purifiers inside out with his phlegm attack, which, I confess, was most satisfying.

Despite my good reserve rolls and the clinical accuracy of my deep strikes, I think that in the end, the initial positioning of my squads let me down. This can clearly be seen by my rather defensive deployment of Fateweaver when he arrived in the second turn. He really should have been in the middle of my army rather than to the rear of my lines. My Bloodcrushers and Herald of Khorne would've performed a lot better against the Dreadknight if they'd been able to re-roll their saves and, as a result, kept this incredibly powerful model in the fight. Properly supported in this, I could have held up the Dreadknight long enough to get the Bloodletters in to finish the job. As it was, the Dreadknight ended up

becoming a real thorn in my side, effectively tying up my entire right flank with its stubborn refusal to do the decent thing and die horribly, destroying each wave of Daemons that I sent to kill it.

Overall, I was probably a bit too timid in the first couple of turns, which I then overcompensated for by being overly aggressive in the latter stages of the battle. After my slow start, I got a bit carried away with my successes in Turns 3 and 4, as it brought me right back into the game, but Kev's subsequent counter-attack proved to be my undoing. With the impact that the Librarian's *Sanctuary* psychic power had on blunting my initial assaults before they even happened, I perhaps fixated a bit too much on killing him. I sacrificed two of my most reliable units in a vain attempt to do so, but their near success made it all the more frustrating. I ended up drip-feeding my army to the Paladins rather than overwhelming them in a tide of daemonic fury, with Fateweaver at their head.

As usual, the Flamers proved how deadly that can be, wiping out a Terminator Squad and drawing a lot of firepower away from my more fragile squads, but it was too little, too late.

Next time, Kevin Chin! Next time...



MY NEMESIS: THE PALADINS

The Paladins were an absolute menace throughout the game. They proved to be the lynchpin of Kev's army, giving him a tough and reliable squad with which to form his army around. That I was foiled in my attempts to kill that pesky Librarian because of the squad's Apothecary frustrated me all the more. I had wounded almost every Paladin by the end of the game, but I just couldn't seem to bring one down. They even withstood the full firepower of their own Strike Squad, and that was a lot of shots, I can assure you.

I admit that the Dreadknight caused me all manner of problems on my right flank, absorbing everything that I threw at it, but it was the Paladins that won Kev the game. They smashed my initial assault without breaking a sweat, then proceeded to crush my army's centre in response.

Key: That game was really tense and exciting! Things went really well for the first two turns, but Turn 3 saw the game almost turn on its head as the Daemons made a great comeback. I was initially trying to prioritise my targets as much as possible, as I soon realised during the practise game quite how dangerous some of the Chaos Daemons can be, even to Grey Knights. I was determined to kill the Masque as soon as possible, as I was only too aware of her ability to disrupt my battleline, allowing Tom to single out and destroy my squads one at a time. so I was very pleased that I was able to take her out of the game so early. I was also lucky to finish off the Daemons Prince in the first turn, as he was easily capable of tearing through my squads, ignoring my armour saves, whilst saving against my army's Nemesis weapon attacks on a 2+.

Throughout the game, I was trying to bring Kairos to battle with Draigo so that we could have a suitably cinematic showdown between these two powerful characters, so Turn 4 was the highlight of the game for me, despite the beating I took in Tom's turn. I knew that Draigo would have the upper hand in combat with the Fateweaver, but I certainly didn't expect their face-off to be over so quickly. Kaldor Draigo has obviously learnt some nasty Daemon-killing tricks during his long years in the Warp. Tom was incredibly

unfortunate; that was the first and only time during the whole game that any of his Daemons had to pass a Leadership test, and it resulted in the talisman of his army being banished. Without his Oracle of Eternity special rule to toughen the centre of his army with re-rolls to their saves, Tom's Daemons were no match for the might of the Grey Knights.

The Paladins proved to be completely unstoppable, just as I'd hoped. The Apothecary and Brotherhood Banner are certainly expensive squad upgrades, coming it at 100 points for the two, but they proved their worth in the game time and time again. The Feel no Pain saves ensured that not a single Paladin fell, despite being targeted constantly (even by their own Battle-Brothers!) and remained in the thick of the fighting for the entire game. My Librarian also had the squad's Apothecary to thank for his survival, as he would otherwise have been another name to add to Karanak's long list of victims.

The Dreadknight also performed above and beyond expectations, taking on Tom's entire right flank single-handed for the better part of the game until help arrived in the shape of the mighty Paladins. In the absence of a really powerful Daemon to fight, he still performed very well against the multiple squads of lesser Daemons, despite being horribly outnumbered. A true hero of the Grey Knights indeed.

The Changeling sat perched atop the bloated body of a Plaguebearer and watched the surviving Grey Knights as they consolidated their victory. Having transformed into a fly at the moment of his supposed death, he had masqueraded as one of the insects that perpetually surrounded the plague Daemons, even in death. He often remained behind after a battle was over, witnessing the strange rituals of mortals in its aftermath with detached amusement and revelling in their grief and sorrow as they mourned the dead or vowed revenge on those that had slain them.

But the Grey Knights were different – they mourned not the dead but someone special that was lost to them. Kaldor Draigo was a legendary hero of the Chapter, and to lose him once again was a tragedy.

The Changeling chuckled inwardly. He had an idea...

MY NEMESIS:

THE CHANGELING

The Changeling proved to be a real blemish on the Grey Knight's otherwise pristine reputation. He tricked my squads into opening fire on their brothers on no less than two occasions, effectively taking the Interceptor Squad out of the game with his treachery. Were the Strike Squad to have cut down my Paladins at such a crucial point in the game, I may well have been unable to recover from the blow. Not bad for a 5-point upgrade for some Horrors. It was all the more upsetting to think that Tom only selected him for his army because he liked the model!

Next time the Changeling attempts to glamour one of my squads, I think I might just opt not to fire. This way, the worst case scenario will be that I simply can't shoot with that squad. It's certainly annoying, but it's better than using their firepower on your own army instead!



STANDARD BEARER



This month Jervis has got blood on his hands, as he discusses one of his favourite mantras – the concept of murdering your darlings, in design terms at least.

Jervis applied the mantra to the design of Blood Bowl, citing it as a reason for the game's elegance.

I love quotations, and over the years have collected quite a few of them – I've even used them occasionally in *Standard Bearer* before now. However, there are a handful of quotations that I think about quite often, because they remind me of important principles that help me with the hobby, or with my job, or in the day-to-day course of my life, and sometimes with all three. They have, for want of a better term, become *mantras* for me – something that I use as an 'instrument of thought'. My colleagues at the Studio know these mantras well, because I have a tendency to wheel them out at the drop of a hat. However, while they may roll their eyes when they hear me say 'artists steal' for the millionth time, I occasionally hear them using one of my mantras in their turn, which makes me pleased because I know that this little piece of knowledge is being passed on, just as I learnt it, and came to value it, and then passed it on myself.

In this spirit I've decided to dedicate an occasional *Standard Bearer* to one of my 'hobby mantras'. Don't worry, I'll stick to the ones that really do relate to the hobby, rather than exploring ways to achieve spiritual fulfillment, or any other new age mumbo-jumbo. Though, that being said, I do think that enjoying one's hobbies and spiritual fulfillment are linked in some way. But I digress.

The first hobby mantra I picked up was the phrase 'Murder Your Darlings', and so it

seemed appropriate to use it as the subject matter for this article. Despite its bloodthirsty connotations, 'Murdering Your Darlings' isn't about mass murder – it's actually a phrase that is used to help budding writers improve their writing skills. I came across it about twenty years ago, when I was taking an evening course in A-level Film Studies. I love movies, and rather foolishly assumed that the course would be about watching movies and talking about them. I was soon disabused of this notion, and although watching and discussing movies was involved, there was also a lot of theory and history too, and it was in one of the history sessions that I first heard the term 'Murder your Darlings'. It turned out that in the early days of Hollywood, a lot of writers turned to the courses written at the end of the 19th Century, which were used to teach people how to write articles and short stories for the magazines popular at the time. One of the most important principles that these courses taught was embodied in the phrase 'Murder Your Darlings'.

So, what does the phrase mean, and why did it become a mantra for me? Well, at its simplest, what 'Murder Your Darlings' means is that, if you write something and think it's the best thing you've ever written, combining a lovely turn of phrase with profound insight, you should take your red pen and strike it out, as it is almost certainly self-indulgent nonsense that fails



to drive the story along. In other words, you've written it to make yourself feel clever, rather than because the story really needs it.

I found this idea very profound, and just as those early Hollywood writers used it to help them write better screenplays, rather than for its original purpose, I decided to apply it to the next game I worked on. As it happened, that game was the 3rd edition of Blood Bowl, and, if I do say so myself, it turned out to be one of the best things I've ever designed. This was thanks in no small part to my new 'Murder Your Darlings' mantra, which I applied religiously through the whole design process, and which helped produce a game that was very focused and lean.

up with a battle plan at the start of a game, or if I'm thinking about what paint schemes to use on a model, I first ask 'What do I want to achieve?' and come up with a few solutions. I then think hard about my goals and proposed solutions and then I get out my red pen and I murder a few darlings. Almost without exception, the result is better than my first solution.

I've also found that the more I murder my own darlings, the more I have come to appreciate pieces of work where similar principles have been applied by someone else. A perfect example of what I mean is with Lelith Hesperax, sculpted by Juan Diaz based on artwork by Jes Goodwin. I know from experience how easy it is to get carried away when working on a project



The elegant design of Lelith Hesperax is an example of Jes and Juan murdering their darlings.

“Despite its bloodthirsty connotations, ‘Murdering Your Darlings’ isn’t about mass murder.”

It did this by making me look at each rule and design element, and saying to myself 'Is this thing really needed?' If the answer was no, out it went! Well, more or less: the trick, I learnt, was not to get fixated on cutting things out for the sake of it. Instead, you must first decide what it is you want to achieve, and then do just enough to achieve it, and no more. It's here where danger can lie, because if you take things too far you'll end up with a simplistic result that doesn't achieve the things you want it too. Or to put that another way, 'Murdering Your Darlings' should never be an end in itself, just a means to an end. It's not about simplifying things for the sake of it, it's about using the simplest solution to achieve what you want, and more importantly to only address the things that matter. To get rid of clutter, as it were.

Over the years, 'Murder Your Darlings' is a mantra I have used again and again, and not just when designing game rules. I do, of course, continue to use it in this way, which means I always try to use the most straightforward method I can to achieve my goals. But it's also made me much more aware of the need to have a clear idea of what it is I want to achieve, before I start work on a project. I've found it really helps to make sure I have a clear vision of what I want to achieve, before I dive into doing any design work. In other words, I find that it's best to put the cart before the horse.

However, while I find my little mantra is useful for my work, I find it also applies just as well to my hobby in general, and in the rest of my life too. So, when I start work on a new army, or when I am coming

like this, so it shows extraordinary skill on the part of Juan and Jes to have created such a perfect embodiment of the principle of 'Murdering Your Darlings'. There is really nothing that could be taken away, while at the same time it's hard to imagine anything that could be added that would improve the miniature. It really is a sublime piece of work, especially when viewed in this particular light.

Now, I'd love to be able to say that Juan and Jes were only able to make Lelith because I'd taught them to murder their darlings, but that would be a lie. The fact of the matter is that really talented people just know such things instinctively. The rest of us, though, can learn a lot at the feet of the masters, and this is why small mantras like 'Murder Your Darlings' can prove so useful. It's no coincidence that the definitions I used for the word mantra is 'an instrument of thought'. Murdering my darlings is a tool I use to improve the quality of the things I make, by getting me to think about things I might not have considered otherwise, precisely because I don't think this way instinctively. Give it a try yourself the next time you're picking an army, or playing a game or deciding on a paint scheme for a new model, and I think you discover just how powerful and useful a tool it can be.

And on that bombshell I shall leave you. As ever, please feel free to write to me with any thoughts or comments you may have about this month's Standard Bearer. I read all of the mail I receive, and although I can't usually send a personal reply, I really do appreciate all of the feedback I receive. Until next month, start murdering those darlings...



The Warhammer world's own murderous darlings, although not quite in the way Jervis means.

Write to Jervis at:

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GREY KNIGHTS

Over recent months the 'Eavy Metal painters have been busy painting the new army of Grey Knights so they are ready for war. On the next few pages we talk to Darren Latham and Joe Tomaszewski about the models in more detail.

To reinforce the knightly feel of the Chapter, 'Eavy Metal painted them in shining silver armour, and gave each model its own unique heraldry. As their armour is silver, more definitive colours were added to the palette to make the models stand out all the more. You'll find rich reds on the banners, cloaks and tilt plates, while the armour itself is shaded with blue to give it a much deeper tone, with spot colours of gold, especially on the engraved script.

Castellan Crowe

As the head of the Purifier order, Castellan Crowe has been painted with his helmet and right shoulder pad pure white. The white tone carries on to the flames on Crowe's banner, representing the cleansing fire that marks out the Purifiers. The sword he carries is no ordinary weapon, so to highlight this the blade has been painted in a sinister aspect, using purple tones.



Lord Kaldor Draigo

The Supreme Grand Master of the Grey Knights is an awe-inspiring figure, with the Titansword, the storm shield and back banner being particularly prominent areas an expert painter can display his skills. The back banner is painted with freehand script upon the open tome with Kaldor's name written along the ribbon. The sword has blue and purple hues rippling across its mystical surface, in contrast to the ice blue tones of the rest of the army's force weapons. Note also the storm shield, which uses blue washes to great effect.



The scintillating power effects painted across the blade allude to its power.



Brother-Captain Stern

As with the rest of the army, Brother-Captain Stern's Nemesis force sword has been painted in dazzling detail. Each blade on all the Grey Knights took several hours to paint, such was the intricacies of the lightning pattern and mirrored sheen.



Librarian

Just like other Space Marine Librarians, the use of a rich blue denotes his position. On this figure the blue is most obviously incorporated into the robes and tabard but you can also see it echoed on his left knee, on the Aegis, and playing along the length of the Nemesis warding stave.



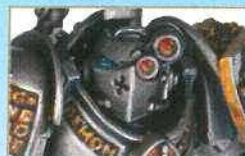
Paladin



There is no mistaking this model's powerful presence as that of a Paladin. This figure has been given a Bloodletter head that allows for a concentration of red, which contrasts nicely with the ice blue of the Nemesis force sword held in the other hand.

Apothecary

The Grey Knights Apothecary is distinguished by the narthecium on the left arm of the model. This has been painted white with red and light blue buttons. Yellow and gold make more subtle appearances on the flashlight, script and hilt.



Brotherhood Banner

The intricately sculpted Brotherhood banner is a painter's dream, the raised details making it a joy to paint. The banner shows a stylised Battle-Brother righteously smiting a Bloodthirster. The Grey Knight on the banner is painted using a non-metallic metal technique. This is because the design would be embroidered on to cloth, rather than actually painted in silver.



These Brotherhood Banners by Neil Hodgson show two other possible designs. Each Brotherhood has its own banner, just like a Space Marine Battle Company.



Each Terminator sports their personal heraldry on their tilt plate. Heraldry typically contains swords, candles, flames and skulls, as well as Inquisition symbols. The heraldry top right is Captain Stern's own.

Terminator with Nemesis force falchions

One challenge posed by painting a model with large areas of metallic armour, is how to paint the blades so that they stand out too. This problem was avoided here, as the Grey Knights wield Nemesis force weapons. As these are no mundane blades, 'Eavy Metal painted them in cool blue tones, helping pick them out from the rest of the model.





Inquisitor Karamazov

The imposing presence of Inquisitor Karamazov cannot be denied. Sat atop the walking cathedral known as the Throne of Judgement, the Inquisitor burns the innocent and guilty alike, for no one is beyond reproach. 'Eavy Metal have painted the model to reflect the Inquisitor's dark and unforgiving nature. The underlying black contrasts with the white trappings on the throne and the many lines of freehand script and symbols that have all been painstakingly painted on.



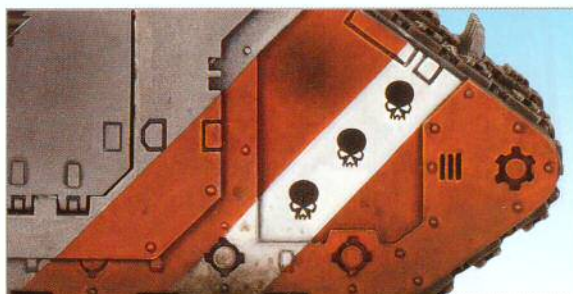
Inquisitor Coteaz

Inquisitor Coteaz is of the Ordo Malleus and so shares many common goals with the Grey Knights. This miniature has been painted afresh for the Grey Knights release and has had lots of interesting textures applied. The marble head on the Nemesis Daemon hammer is an especially nice touch.



Land Raider

This Grey Knights Land Raider has been assembled straight out of the box. Although it is silver, in keeping with the rest of the 'Eavy Metal Grey Knights army, it was painted using a much duller and darker tone. This is so the vehicle doesn't 'upstage' the infantry figures when they are placed in front of it. The red and white scheme found on the tilt plates of the Grey Knights has been used here, to give the vehicle a unique livery in keeping with the rest of the force.



Venerable Dreadnought

This Dreadnought uses parts from the Venerable Dreadnought kit, carefully chosen to fit in with the Grey Knights army. The gold plates of script, the corvus-shaped sarcophagus and even the heraldic device upon the left shoulder have all been carefully chosen to work in the context of the Grey Knights army. Note how the designs on both sides of the shoulder badge are repeated separately on the Dreadnought's shins, even corresponding to the same side of the designs.



Nemesis Dreadknight

The distinctive silver armour with blue sheen is particularly noticeable on the Nemesis Dreadknight. The inner workings of the exo-skeleton have been kept to a very dull tone, especially around the centre of the model. This means the pilot really stands out as your eyes are naturally drawn to that part of the model. The touchstones seen on the other Grey Knights in the 'Eavy Metal army are all here, just on a larger scale; so you have the red weapon cowl on the heavy psycannon, the blue blade on the Nemesis greatsword and the red and white livery on the Dreadknight's shin.



The pilot of each Dreadknight bears his own personal heraldry, often showing a more elaborate design than that worn by other Grey Knights. The heraldry might commemorate a particular victory or be symbolic to his role in battle.



Knight of the Flame

The Knight of the Flame has been armed with a large Nemesis force sword, the tip of which is embedded in a Plaguebearer's decapitated head. The ice blue blade across the model's body makes for a striking contrast.



Justicar

This Justicar holds a Nemesis force sword and the head of a Daemonette. This model really emphasises how effective the blue eye lenses are, with the glow effect placed around the rim, giving them an inner light.



Justicar with Nemesis Daemon Hammer

The Justicar wields a Nemesis Daemon hammer. 'Eavy Metal have used the tabards to denote which Grey Knights hold the Justicar rank.



Grey Knight with Psilencer

This Grey Knight carries a deadly multi-barrelled psilencer. Like the other heavy weapons in the army, the cowling on the weapon has been painted a rich red with the metal elements in darker tones so as not to detract from the Battle-Brother's armour. The use of gold works well here as a spot colour, not only on the symbols of the weapon but on the script engraved in the armour.



Grey Knight with Psycannon

The psycannon is a deadly weapon in the hands of a Grey Knight Battle-Brother as he is able to fire with it and then assault in the same turn. From a painting perspective, the heavier weapons work extremely well on the Grey Knights as they are held close to the model's chest, so the red cowling contrasts well against the silver silhouette of the figure.



Purifier with Nemesis Force Halberd

This Purifier exemplifies the livery of their order with the white helmet and left shoulder pad. Note also the prevalence of purity seals, in keeping with their pure spirit and incorruptible nature.



Purifier with Nemesis Warding Stave

The Nemesis warding stave adds a strong seam of red along the length of this Purifier. This reinforces the red and white palette that is also echoed on the purity seals and on the tome.

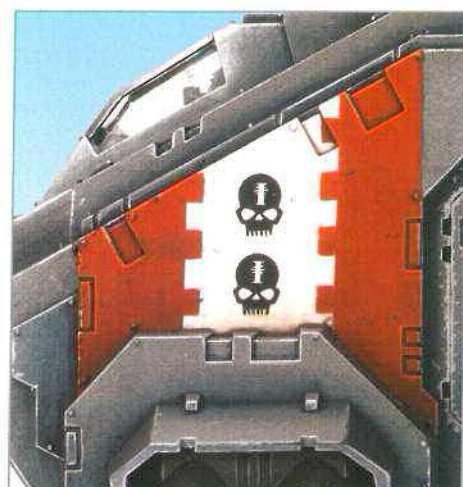
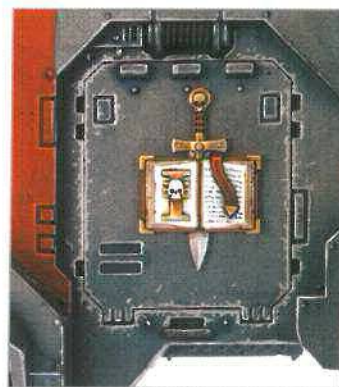
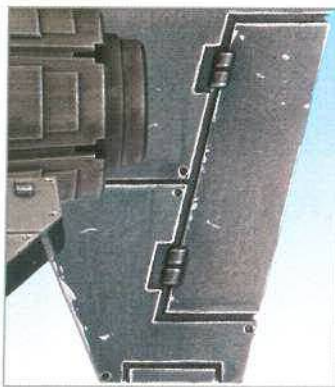


Although not all members of the Purifier order have tilt plates on their power armour, they still have their own unique coat of arms that is displayed on their shoulder pads.

Stormraven

The steel grey of the Stormraven follows the Land Raider featured earlier in that it is deliberately painted in more matt tones to let the Grey Knight Battle-Brothers stand out on the battlefield. The difference in tone also alludes that the Stormraven – and indeed the Land Raider – are made from different materials than that of Terminator and power armour.

To add definition, which is very easy to lose on such a large model, the plates that make up the hull all have extreme edge highlighting. This helps give a strong contrast against the dulled metallic colour. Even though the hull plates have been painted to lack the shine of the Grey Knights' armour you can still see a blue sheen in there. This complements both the vehicle and infantry armour, ties the craft in with the rest of the army but also lets the painter define the engines, and weapon barrels which were kept a very dark silver. Finally, chips and streaks were added to allude to the fact that the Stormraven was in active service.



The red and white livery seen on other vehicles and armour is a prominent feature of the Stormraven as well. In this case the hull plate along the side of the pilot was used to display the familiar red and white heraldry, but there is no reason why another part of the Stormraven, such as the assault ramps or the wings, could not have been used.

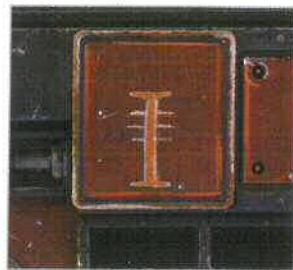
Forge World

www.forgeworld.co.uk

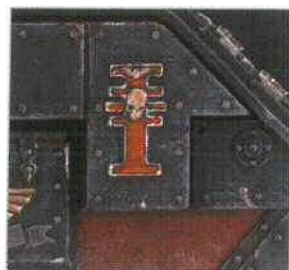
™ Forge World produces a huge array of resin kits and accessories designed to complement our range of Citadel miniatures, from etched brass icons to huge Titans. Pictured here are some of Forge World's range of Grey Knight components.

Inquisitorial Chimera

The humble Chimera is synonymous with almost every Imperial fighting formation, and the Inquisition is no different. Able to usurp command of such military assets at will, Inquisitors often utilise these readily accessible vehicles as a means of transport. This Chimera has been painted black to show that it is in the service of the Inquisition, and features beautifully detailed iconography from Forge World's Etched Brass Inquisition symbols.



Etched brass icons can be used to denote your vehicle to a particular army or faction, such as this one.



The crisp quality of the brass' detail can clearly be seen on this ornate symbol of the Inquisition.

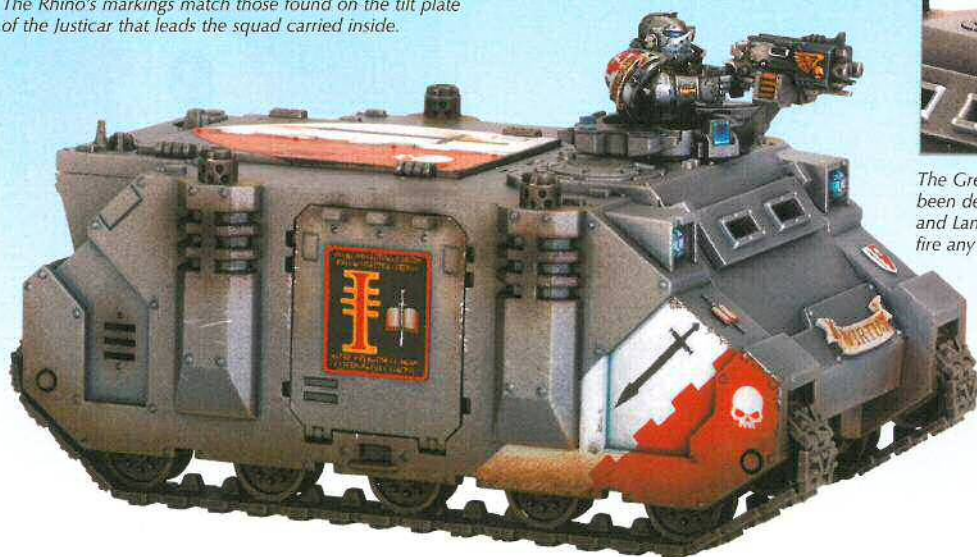


Grey Knights Rhino

The ubiquitous and ever-reliable Rhino is used by the Grey Knights as readily as any other Space Marine Chapter. This particular model features Forge World's Grey Knights Tank Commander, and has also been marked with some Etched Brass Inquisition iconography. The Rhino's markings match those found on the tilt plate of the Justicar that leads the squad carried inside.



The Grey Knights Tank Commander has been designed to work with both Rhinos and Land Raiders, and can be fitted to fire any pintle-mounted weapon.



Mark IV Grey Knights Dreadnought

As a Chapter that was founded in the aftermath of the Horus Heresy, the Grey Knights have a proud 10,000 year history. With such a long record of service, it is of little surprise that they have access to a number of Dreadnoughts. Forge World produce a wide range of Dreadnoughts, including Chapter-specific models. This mighty Grey Knight Dreadnought proudly displays the insignia of both the Inquisition and the Grey Knights. There are also plenty of weapon options available to choose from.



There are many other Dreadnought weapon options available from Forge World, including psycannon and Nemesis force blade arms.



This Dreadnought has been equipped with a twin-linked heavy bolter and a Nemesis doomfist. The storm bolter is attached beneath the sarcophagus.



Grey Knights Land Raider Crusader

As the premiere assault vehicles of the Adeptus Astartes, Land Raiders of all designations are regularly fielded by the Grey Knights. Forge World produce a huge variety of these indomitable tanks, ranging from the Prometheus and Helios classes to the MK2B Pre-Heresy Land Raider variant. You can signify these vehicles as belonging to the Grey Knights by using any of Forge World's three Land Raider Door Sets, dedicated either to the Grey Knights or the Inquisition. As if this wasn't enough, you can even apply their Spaced or Reinforced Armour upgrades to your Land Raider, representing the truesilver or extra armour options from the vehicle armoury.



This Land Raider has been constructed using one of the Grey Knight Land Raider Door Sets.





CITADEL[®] HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

DWARF DAEMON SLAYER

NOMINATED BY ALAN MERRETT



Alan Merrett is a Games Workshop veteran who not only looks after the worlds of Warhammer and 40K (it's to him we'd have to answer if we ever showed a picture of a purple-skinned Ork) but he has also been a judge at the UK Golden Demon for many years. Needless to say, he knows what makes a good Citadel miniature.



The great axe is emblazoned with Dwarf iconography and embedded with gems.



The Daemon Slayer's gnarled face is typically characterful, displaying a surly, cocksure grimace.

Alan: Trying to pick out a single model to nominate for the Hall of Fame after the best part of 30 years working closely with the Citadel designers is an almost impossible task. Quite a few of my favourite miniatures are those I associate with significant events in the history of the Studio or in an individual designer's career.

The other real problem for me thinking back to models of the past is just how blinking good today's miniatures are. The output of the Citadel designers in the last few years has been nothing short of amazing. Fabulous new designs appear every month, all completely breathtaking in their quality and creativity. Many of these newer models are clearly destined for lasting glory and I'm sure they will find their way into the Hall of Fame in time.

Okay then, after all of that, which Citadel miniature have I chosen? After some deliberation I have gone for a model that represents a seminal chunk of one of our signature Warhammer ranges – it's Aly Morrison's Dwarf Daemon Slayer.

The Dwarf Troll Slayers (and Giant, Dragon, and Daemon Slayers) are about as Warhammer an idea as you can get. Awesome warriors, ludicrously attired and coiffured, seeking a heroic doom because of some ancient, mysterious and, no doubt, humorous slight against them. With their bright orange Mohican hair, rune-bedecked axes and taciturn character they are clearly

for winners. No Dwarf army should be without at least one regiment of these spectacular troops (and no self-respecting Warhammer player should be without a Dwarf army in my not-so-humble opinion).

Aly's range of Slayers pretty much cemented their image in miniature and raised it to new heights of drama, character and wit, when he designed them back in 1992. His designs are full of charm and personality and the layers of detail are mightily impressive. The Daemon Slayer is a particularly fine piece from 1994 with lavish beard, immense trademark hair, decorated great axe and grumpy Dwarf face perfectly capturing the character of the Dwarf Slayer. The model is peppered with other smaller details such as ancestor badges and bits of gold jewellery that spring up as you paint the model. Taken as a whole, Aly's set of Dwarf Slayers explore all the key components of the Slayer image, pushing them to extremes of variety and expression that had never been seen before. In fact, I actually think that Aly pretty much defined the Slayer image with his designs. The crazy hairstyles, extraordinary beards, monstrous collection of axes and intricate fine details are testament to his design skills and to his enthusiasm for the subject and for tabletop miniatures in general. These designs have stood the test of time and are just as popular today as they have always been.



You can see the entire Citadel Hall of Fame on our website, including expanded interviews and even more pictures of the great models held within, like Bilbo Baggins (pictured above). Go online to see more:

games-workshop.com

SLAYER SHOWCASE



Aly's Dragon Slayer not only has the best Mohawk, but is sculpted here in the midst of some war chant, no doubt aimed firmly at the enemy he is about to confront.



This Dragon Slayer has lots of great little foibles; note the scar running down and through the left eye, as well as the twine around the ends of his moustache.



Another of Aly's Daemon Slayers, he wears an eye patch and wields a suitably large axe. Note how his braided beard drags along the floor – surely a trip hazard?



The Dwarf Slayer standard bearer carries a banner of a stylised Troll head, decorated with runic elements as well as a scrap of a Dwarf's braided beard.



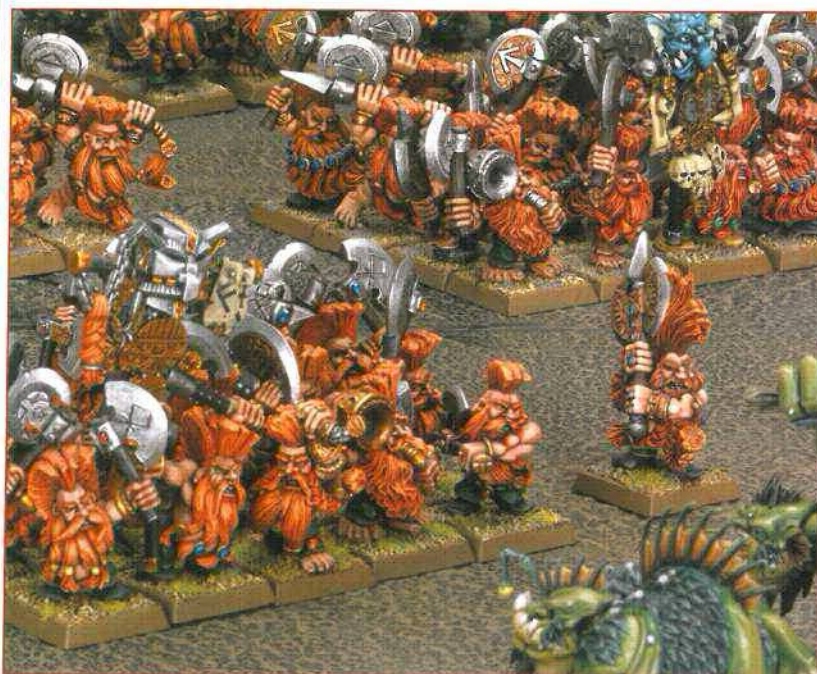
It's not just Aly who has sculpted Slayers in the past. This cracking model is of Umgrim Ironfist, the Slayer King, and was designed by Michael Perry.



Dave Thomas sculpted Garagrim Ironfist, the Slayer-King's son. He is totally naked to compensate for the fact that his father must bear the slight of wearing armour.



Troll Slayers form the bulk of any Slayer unit. Each one is a Dwarf wronged, or who has some perceived loss of honour he can never recover from. Such Dwarfs forsake their armour, dye their hair and stiffen it with pig grease. They are now Slayers, doomed to find death in battle, by hunting down and fighting the largest monsters they can find.



DESIGNER'S RESPONSE

Aly: While I'd love to lay claim to designing the first Dwarf Slayer, the inspiration actually came from a model designed by Alan Perry way back in the 80s. As soon as I saw this half-naked, angry Dwarf brandishing axes and raging at the sky, I knew we'd have to do more of them! Troll Slayers have a very Dark Age feel about them with hints of Celt and Viking in there, so I've always sculpted them with raw emotions on show, specifically anger and rage. For this reason I avoided placing them in a defensive or passive stance; they are in active poses, aggressively looking for their doom.

The Daemon Slayer is all of these things but exaggerated even further, so he has bigger hair, an even angrier look to his face, rings on every digit, and the largest Mohican I could place on the model at the time. And, yes, if I could sculpt him again, I'd make his axe and hair even bigger!

WARHAMMER
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MODELLING
WORKSHOP

GREY KNIGHTS



The plastic Grey Knight kits feature some of the most varied and posable Space Marines to date. Sculptor Matt Holland and hobby guru Chad Mierzwa discuss how to achieve the best results when assembling these great new miniatures.

THE SANCTUM SANCTORUM

Don't forget that the Games Workshop website features a huge variety of useful modelling guides and articles to suit your every need. The Grey Knights have access to many Space Marine vehicles and other associated Imperial accessories, help and advice for a multitude of which can be found online. To take a look for yourself, check out the website below:

games-workshop.com

The Grey Knights are the mightiest of the Space Marines and warriors without peer. Equipped as they are with the finest equipment that the Imperium has to offer, it seems only fitting that the new Grey Knights plastic kits are amongst the most dynamic and versatile Space Marine miniatures yet.

Indeed, the Grey Knights can field up to four different squads in power armour, each with its own weapon options and tactical nuances, but all of which are catered for in a single squad box. In a similar vein, the Grey Knight Terminators kit features components enough to build a Terminator Squad or veteran Paladins.

That any of six squads can be made from a mere two boxes is an achievement in itself, but the distinctive nature of the new miniatures doesn't end there. The exclusive armaments and other such esoteric equipment employed by the Grey

Knights encouraged the sculptors to take a look at how they could be posed in an entirely different way altogether.

The most notable result of this way of thinking was the decision that all of the Nemesis force weapons wielded by the Grey Knights would require both hands. This opened the door for a whole range of posing possibilities, such as two-handed thrusts or mighty overhead swings, as well as other more fluid and compelling stances that really capture the imagination.

With learning more about these exciting new modelling opportunities in mind, we turned to one of the talented sculptors from the Grey Knights project. Space Marine enthusiast Matt Holland gives us his take on how to get the best from the miniatures he helped bring to life and as if this wasn't enough, we charged posing paragon Chad Mierzwa with exploring even more modelling options.

WEAPON TECHNIQUES

The inclusion of two-handed weapons allows for some really charismatic posing. Matt Holland reveals the techniques he used to build these examples.

Matt: When we sculpted the Grey Knight models we ensured that each weapon's arms had matching letters on the sprues. This made it as easy as possible to learn how to build them and to find the weapons and arms that fit together. It also helps you achieve some really powerful combat stances for your models. I took care to make sure that I could get the best posture and sense of motion on each model before I glued the pieces in place, adjusting the axis of the arms and the position of the weapon. Finally, I used the direction of each model's purity seals and carefully chose appropriately detailed shoulder pads to complement the motion of each model.



The angle of the sword reveals an intent to strike with a huge diagonal chop.



This Justicar was designed to look like he's just finished beheading a Daemonette, the scorn for his enemy still etched on his face.



This model's head and torso have been tilted back to show the effort of the blow.



The lunging pose above has been nicely exaggerated by the angle of attack – a blow clearly aimed at his enemy's head or neck.



Seemingly bracing himself to receive an enemy's charge, this model's weapon is ready to launch a powerful thrust just before impact.

'EAVY METAL™



The low-slung pose of the weapon combined with the turn of the head make this model look as though he is swinging his weapon round.



The raised left arm and horizontal Nemesis force falchion give the impression that the Purifier is parrying his enemy's attacks.



By slightly rotating the torso and tilting the right arm back, this Paladin looks as though he is about to swing his Nemesis force sword, his left arm lowered to give balance to the model.

GREY KNIGHT TERMINATORS

The frame diagram below demonstrates the myriad options available in the box, enabling you to build either a squad of Terminators or mighty Paladins.



GREY KNIGHTS

This multi-purpose kit encompasses components to assemble any of four different squads, as showcased by the frame diagram below.

1	1	Psycannon
2	2	Incinerator
3-4	3-4	Justicar shoulder pads
5-9	5-9	Legs
10-15	10-15	Torso fronts
16-20	16-20	Personal teleporters
21-25	21-25	Backpacks
26-27	26-27	Psilencer
28-29	28-29	Torso backs
30-33	30-33	Left arms
34-35	34-35	Storm bolter clips
36-39	36-39	Left arms
40-47	40-47	Right arms
48	48	Nemesis Daemon hammer
49	49	Nemesis warding stave
50-52	50-52	Nemesis force halberds
53-57	53-57	Nemesis force swords
58	58	Daemonette head
59-63	59-63	Hands
64-65	64-65	Bare heads
66-70	66-70	Helmets
71-76	71-76	Nemesis force falchions
77-81	77-81	Heavy weapon arms
82-86	82-86	Left shoulder pads
87-91	87-91	Right shoulder pads
92-98	92-98	Optional extras
99-104	99-104	Purity seals

From left to right:
Grey Knights from a
Purifier Squad, a
Strike Squad, a
Purgation Squad
and finally, an
Interceptor Squad.



TERMINATORS

The sheer size and capability of Terminator armour offers different modelling opportunities to power armour, as Chad Mierzwa's models showcase below.

There are two unique features of Terminator armour that you can use to your advantage when posing them. Firstly, they stand atop larger bases, giving you more room for wide stances and swinging weapons. Secondly, Terminators have the Relentless special rule, encouraging you to really show off the fact that they can fire even the heaviest weapon on the run with impunity.

Chad: After gluing the legs and upper torso in place, I began to look into different weapon options and poses. With such large models, it's definitely worth looking at the lines of convergence that can be drawn from their stance,

and as the majority of arms are split at the wrist, their weapons too. This aesthetic principle revolves around extending the direction of the model through the use of its stance and angle of its weapons. This really adds to a model's action and sense of motion. To further complement this, I always aim the head in the same direction as the weapon currently being used.

A final point to consider is that both squads bear tilt plates, so make sure you leave enough room before gluing the arms in place. Make sure that you use the correct helmets and tilt plates for your Paladins, as there are subtle but important differences (see the frame diagram).



This Terminator Justicar was given a Nemesis Daemon hammer – all the better to smite his enemies. He is giving orders, pointing at an enemy, and firing with his storm bolter.



Sword raised and psilencer spitting death, this Paladin really epitomises the image of a relentless advance for which Space Marine Terminators are both famed and rightly feared.



Armed with a pair of Nemesis force falchions, this Paladin appears to be challenging an unseen enemy, his twin blades ready to strike or react to an incoming attack.



Ready to join the fray at a moment's notice with his Nemesis Daemon hammer, this Paladin is advancing towards the enemy, blazing away with his storm bolter.



Evidently the most senior of the Paladins, this model's choice of weapon, combined with having claimed a Daemon's head, greatly aids this imagery.



This Paladin is raising his Nemesis warding stave high, activating the protective energy fields housed within. His braced stance really complements this defensive pose.



Unleashing the fury of his storm bolter, this Terminator looks as if he is calling his Battle-Brothers to him with his halberd – every Grey Knight is a disciplined soldier, and can take the lead if required.



The parallel angling of this Terminator's twin falchions follows strong lines of convergence, as Chad mentioned earlier, helping to provide a naturally poised finish.



This Terminator seems to be stepping into his sword blow, implying a mighty overhead swing. His incinerator is turning to face his target too, ready to swathe them in fire in but a moment.

PAINTING GREY KNIGHT TERMINATORS

By and large, there are three main areas to paint on Grey Knight Terminators: the armour, the blades of the Nemesis force weapons, and the golden trimmings and details. We set Chad to work, tasking him with the duty of producing a finished look that was both effective and striking on the tabletop. Without pausing for so much as a coffee break, he emerged a few hours later with this stage-by-stage guide. For advice on painting the purity seals, check out the guide to painting Grey Knight Purifiers, shown overleaf.



1. Give the blade a heavy wash of Badab Black over the Chainmail basecoat that was applied with the Citadel Spray Gun earlier.



2. Pick out the edge of the blade with Chainmail to exaggerate the weapon's sharpness.



3. Wash the blade with Asurmen Blue. When dry, apply another wash of Asurmen Blue at the base of the blade.



4. Highlight the weapon's edge and tip with flecks of Mithril Silver to give the image of a blade wreathed in powerful psychic energy.



1

Firstly, undercoat the model with Chaos Black, then spray the whole model with Boltgun Metal using the Citadel Spray Gun.



2

Shade the recesses with an Asurmen Blue wash. When dry, wash the whole model with some thinned-down Badab Black.



3

Pick out the details with Shining Gold, then wash them with Gryphon Sepia when dry. Finally, layer the armour with Chainmail.



4

Highlight the details with Burnished Gold, followed by Mithril Silver when dry. Highlight the armour with Mithril Silver to finish.

GREY KNIGHTS

With no less than four types of squads to build, Chad certainly had his work cut out, but he rose to the challenge admirably, producing these fantastic examples.

PURIFIER SQUAD

With each squad designed to perform a specific role on the battlefield, Chad decided to reinforce this tactical distinction by equipping each squad with weapons appropriate to their method of war.

The Purifiers are best suited to engaging enemies that are many times their own number, so he opted to give the squad Nemesis force halberds. These weapons bolster their Initiative and help to reduce the number of enemies that can fight back. With the squad likely to be heavily outnumbered, he positioned many of these models defensively.



Fending off the incoming attacks with his armoured shoulder pad, this Purifier looks set to retaliate, blade raised and ready to strike.



Chad modelled this Purifier to be defiantly raising his warding stave as a rallying point to the rest of the squad as they fend off the enemy.



Not every model needs to be dramatic – this Purifier is standing on guard, loyally protecting his Justicar's flank.

PAINTING GREY KNIGHT PURIFIERS

The majority of the Grey Knights can be painted using the simple and effective techniques that Chad used on the Terminators earlier, but the Purifiers stand out from their brethren with the symbolic white of their

helmets. Not one to leave his fellow hobbyists floundering, Chad painting a Purifier specifically to demonstrate how to achieve a suitably pristine white for these exemplars of purity.



1. Paint the helmet with Astronomican Grey, but leave the eye lenses black. Next, paint the purity seals, ribbon and book pages with Bleached Bone.



2. Apply a watered-down wash of Badab Black to the helmet's recesses. When this is dry, pick out the lenses with Ice Blue. Wash the purity seals, ribbons and book pages with Gryphon Sepia.



3. Layer a 1:1 mix of Skull White and Astronomican Grey onto the helmet. Layer Bleached Bone onto the purity seals, ribbons and book pages.



4. Apply a final highlight of Skull White to the helmet. Highlight the lenses with a 1:1 mix of Skull White and Ice Blue, followed by a spot of Skull White in the corner. Highlight the purity seals, ribbons and book pages with Skull White.

INTERCEPTOR SQUAD

Interceptor Squads are very much the assault element of the Grey Knights Chapter, teleporting into the thick of the fighting or pouncing on weaker, more vulnerable enemy units.

To fit in with their offensive playing style Chad armed the majority of the squad with Nemesis force falchions. He aimed for aggressive, dynamic aspects, defining them as assault specialists, and the slender look of the twin blades (which can be angled nicely at the wrist) really helps to create a sense of rapid motion.



The squad's Justicar has been given a tabard to help him stand out. Chad angled his weapons to serve a 'parry and attack' stance.



Legs braced, this Grey Knight appears to be swinging his incinerator up into a firing position, ready to unleash death.



With his warding stave raised high, this model looks like he is guiding his brethren forwards, lending them supporting fire.



Chad pivoted this model at the hip before gluing it. As a result, the Grey Knight seems to be wracking the enemy lines.

This Justicar stands out from the others with a really dynamic pose, the flowing tabard complementing the motion of the rest of his body.

With the weight on his right leg, this Grey Knight is braced to fire his heavy-calibre psycannon, ready to absorb its kick.

PURGATION SQUAD

The heavy weapon specialists of the Purgation Squad should be defined by the individual weapons that they carry to battle. The model carrying a psilencer, for example, will be unleashing strafing bursts of fire, so a static pose works well. A Grey Knight armed with an incinerator, on the other hand, is more likely to fire from the hip as he moves.

It's often these subtle differences that can bring real character to models that could otherwise share similar poses.

STRIKE SQUAD

Chad equipped each of these dependable Grey Knights with an equally iconic Nemesis force sword. Of all the squads that he built, he wanted to represent as many different battlefield situations as he could with the Strike Squad, as they were the most likely to feature in every one of his games.

Chad still wanted to maintain a unified theme with the Strike Squad, so he ensured that each model looked like it was right in the thick of the fighting, getting stuck in to the enemy.



A very dynamic model, this Justicar seems to be wading through his enemies, hacking away and firing at point-blank range.



With the Grey Knight's head and weapon raised in this way, he seems to be fending off a huge (and very unfriendly) enemy.



A shining example of the 'lines of convergence' mentioned earlier, the heroic pose of this model looks great from every angle.

WARHAMMER
40,000

GREY KNIGHTS

The Emperor's final gift to Mankind, the implacable Grey Knights are the Imperium's ultimate defence against the eternal daemonic threat.

This page features a variety of miniatures from the Grey Knight and Space Marine ranges, showcasing the specialist vehicles and equipment they use in battle.

To check out the full range of Grey Knight metal miniatures and multi-part plastic kits, head to the Games Workshop website:

games-workshop.com





GREY KNIGHTS

product code: 99120107002

£20.50, €26, 200dkr,
250skr/nkr, 100zł

Equipped with deadly Nemesis force weapons, the Grey Knights are Mankind's greatest warriors.



GREY KNIGHT TERMINATORS

product code: 999120107001

£27.50, €35, 270dkr,
340skr/nkr, 135zł

Clad in mighty Terminator armour, these elite warriors form the backbone of the Grey Knights army.



GREY KNIGHT NEMESIS DREADKNIGHT

product code: 99120107003

£33, €42.25, 330dkr,
410skr/nkr, 162.50zł

Few Grey Knights can pilot a Nemesis Dreadknight, but they can defeat the largest Daemons ease.



SPACE MARINE VENERABLE DREADNOUGHT

product code: 99120101083

£26.75, €35, 260dkr,
330skr/nkr, 130zł

Not even in death does duty end, as the greatest fallen heroes are interred as Venerable Dreadnoughts.



SPACE MARINE RHINO

product code: 99120101063

£20.50, €26, 225dkr,
270skr/nkr, 100zł

The ubiquitous transport vehicle for every Space Marine Chapter, the Grey Knights utilise these incredibly reliable armoured personnel carriers.



SPACE MARINE LAND RAIDER

product code: 99120101061

£38.50, €50, 380dkr,
470skr/nkr, 187.50zł

The ultimate combat transport vehicle, the Land Raider combines troop transport capacity with the fearsome arsenal of a battle tank.



STORMRAVEN GUNSHIP

product code: 99120101088

£41, €52, 400dkr,
500skr/nkr, 200zł

Able to field the very best vehicles the Imperium has to offer, the Grey Knights descend into the heart of battle in Stormravens.

FLESH TEARERS





This month we tasked Duncan Rhodes and Nick Bayton with painting us an army from one of the most infamous of Blood Angels Successor Chapters, the Flesh Tearers.

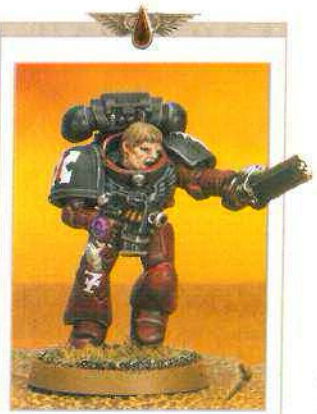
Most feared amongst the armies of the Imperium are the Adeptus Astartes, the Space Marines. Fighting with righteous fury, they strike terror in the hearts of the enemies of the Emperor. Yet amongst the chapters of the Space Marines, one force is feared more than most – the Flesh Tearers. Infamous even amongst their allies, the Flesh Tearers' fury and zeal can often stray into the realm of bloodshed and butchery, for they are a Chapter doomed by the Black Rage. Yet it need not be so, and Chapter Master Gabriel Seth has set out on a mission to reclaim the legacy of the Flesh Tearers, for if they are doomed, they will at least go down in the annals of history as heroes.

This month we asked Duncan Rhodes and Nick Bayton to paint us an army from one of the Blood Angels' Successor Chapters. They chose the Flesh Tearers,

partly because of the background. 'But mainly it was down to their dark and mean colour scheme. Crimson and black just looks vicious,' Duncan says.

They started out with two Blood Angels Battleforces and plenty of Flesh Tearers Shoulder Pads, giving them enough components to make forty Space Marines. Duncan then came up with a list of what he wanted to include in the army – two 10-man Tactical Squads, a 10-man Assault Squad and a 10-man Death Company.

They then began their favourite part of the army-building process, gathering all of the frames and beginning to assemble squads. 'I subscribe to the Rule of Cool,' says Duncan. 'I'm not really bothered by how optimised they are for battle, but how cool the army looks.' Duncan assembled the whole army, then painted a test figure and finally set about painting the army.



Rallying Point

Before setting about painting the army, Duncan always paints a test model to make sure that his chosen colour scheme and techniques works in practice. Once he's happy with the results, he then paints the rest of his force.

PAINTING FLESH TEARERS SPACE MARINES

Duncan used the Citadel Spray Gun to apply the red basecoat to all of his Space Marines at once. He first applied a solid basecoat of Mechrite Red, then applied a basecoat of Red Gore over the top. He then picked out all the black areas in Chaos Black – with hindsight, Duncan says he should have kept them separate until he'd applied the red.



First spray the model Mechrite Red, then Red Gore. Pick out the details in Chaos Black and Boltgun Metal.



The black areas are highlighted Codex Grey, the red armour with Bleached Bone. The armour is washed Badab Black. The eyes are picked out in Skull White.



A wash of Baal Red is applied to the armour, toning the highlights down. Baal Red is also applied to the eyes. The metal areas are highlighted Mithril Silver.



Next tidy up the highlights where necessary. The markings can then be applied with transfers from the transfer sheet. Finally, base the Flesh Tearer.

PAINTING SHOULDER PADS



The Flesh Tearer symbol is first basecoated Astronomican Grey.



The buzzsaw was painted with a 1:1 mix of Skull White and Astronomican Grey. The blood drop was painted Mechrite Red.



The symbol was then highlighted with pure Skull White and the blood drop with Blood Red.

TACTICAL SQUAD MICAH

Whenever he sets about painting an army, Duncan tends to approach it in the same way – he assembles the army all at once, then applies basecoats, highlights and washes to the whole army. This not only gives him a consistent look to the force, but also speeds things along. Only once he's applied the Baal Red wash (Stage 3 on the guide on the previous page) does he focus his attention on individual squads. At this final stage (Stage 4) he takes each squad in turn, tidying up any highlights, applying markings and basing the models.

For the first of his two Tactical Squads, Duncan decided that he wanted them to be standing and firing their boltguns, in the classic heroic Space Marine pose. For the most part he used regular standing legs, both from the Tactical Marine box set and the Death Company kit, as this gave him the pose that he wanted for his squad – legs braced apart, body twisted slightly and boltgun raised firing. When posing a Space Marine, Duncan reckons that the key is to 'put the helmet on last – as it gives the final feel to the whole figure.'



The Tactical Squad Sergeant has his fist raised, as though gesturing for his squad to follow him forwards.



This Tactical Marine is sighting down the length of the boltgun, firing at an unseen foe.



With his weapon slung low and weight on his back foot, this Space Marine is letting rip with his flamer.



Duncan used a Death Company backpack on this Tactical Marine, to add Blood Angels iconography.

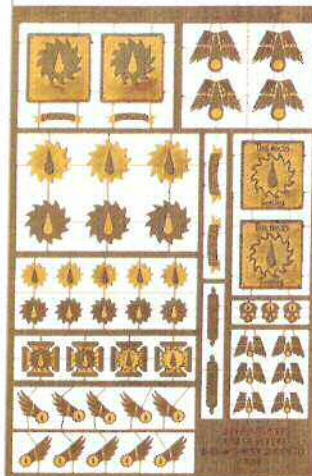


Forge World

Etched Brass Symbols

Etched Brass symbols are a quick and effective way to add Chapter symbols and other details to your models. They're great for applying to flat surfaces with a tiny dab of super glue, or carefully bending into shape on a rounded surface. Forge World sell a huge array of etched brass iconography – go to the website to see the full range of Etched Brass available.

www.forgeworld.co.uk



PAINTING TANKS

'I like painting tanks, so I tend to save them till last as something of a reward after I'd painted all of the infantry,' says Duncan. This is a common philosophy adopted by many army painters – set yourself painting rewards for completing core units or hordes of models. Tanks make good rewards, as they require a radically different approach to painting them so offer you a change of pace, as do monsters and characters.





RHINOS

Duncan painted both of his Rhinos at the same time, using many of the same techniques that he used for the infantry. Duncan and Nick decided to paint their vehicles predominantly black with panels picked out in red, as they reasoned that the eyes were drawn towards the black areas of the infantry, so the same should be true with the vehicles. Rather than edge highlighting the red with Bleached Bone, he used Kommando Khaki. This gave a softer highlight, but meant he didn't need to soften it further with a Baal Red wash, which would have pooled on the surface.



Rather than hand painting Flesh Tearers iconography on his vehicles, Duncan used the Forge World Etched Brass iconography.



For the company marking, Duncan applied a transfer and then hand painted on the blood drop.





TACTICAL SQUAD UZIEL

When assembling an army, Duncan likes to pile up all of the frames in front of him and then dive in, mixing and matching components from all of the kits at his disposal. With the Blood Angels Battleforce, the Death Company frame gave him plenty of spare parts, many of them adorned with Blood Angels iconography. This is just as appropriate for the Flesh Tearers as it is their Primogenitor Chapter, and Duncan made full use of spare parts, scattering shoulder pads and backpacks throughout his army to give them a distinct appearance.

For his second Tactical Squad, Duncan decided to go for a more aggressive stance. He assembled the squad using plenty of Assault Marine 'running' legs, so that they look like they're charging forwards, giving themselves in to the Red Thirst. By combining these legs with subtly twisted bodies and raised weapons, a real sense of motion can be created. Even the Space Marine carrying the missile launcher is sprinting. 'I've always liked the look of Space Marines advancing with heavy weapons. I think it says something about their superhuman physique that they have the strength to pull it off,' says Duncan.

Flesh Tearers Shoulder pads



Product code: 99060101459

Although it's possible to paint the Chapter icon of the Flesh Tearers on by hand, the Flesh Tearers Shoulder Pads Bitz Pack is a far easier solution for the army.



This Tactical Marine is looking directly forwards as he runs headlong towards the enemy.



With his head tilting to the side as he advances, this Tactical Marine looks like he's scanning for targets.



Even the Space Marine with a missile launcher is sprinting forwards, weapon braced.



With his boltgun held out in front of him, this Tactical Marine looks like he is leaping forwards, firing.



DEATH COMPANY

As Duncan had already made sure that both his Tactical Marines and his Assault Marines captured some of the aggression inherent to the Flesh Tearers, the challenge with the Death Company was to ensure that they looked even more berserk, as though fully in the throes of the Black Rage. To do this he concentrated on the posing of the miniatures, either assembling them to look like they are aggressively charging forwards, or carefully angling their weapons to make it seem as though they are in the midst of a swirling melee. For the most part Duncan used Death Company and Assault Marine running legs, giving the squad an aggressive momentum that works well when coupled with the jump packs.

Duncan also made cunning use of the braced Tactical Marine legs. 'Whereas the running legs makes them look as though they are charging in to melee, the braced legs adds to the impression they are already in the midst of it,' says Duncan. Similarly, a raised weapon is as though the Space Marine is poised, ready to hack into his foe, whilst a lowered weapon looks as though he is swinging about himself or issuing a challenge.

The Death Company were painted in the same way as the other Flesh Tearers in the army. The exception to this were the areas of red on the models, which Duncan painted brighter to make them look starker against the black. He achieved this by highlighting the Red Gore with Blood Red instead of Bleached Bone, before applying a Baal Red wash to the area.



The angle of this Death Company Marine's power fist looks as though he is swinging a right hook his foe.



This Death Company Marine looks as though he is punching his opponent with the hilt of his blade.



Feet planted and sword raised, it looks as though this Space Marine is in the midst of a swirling melee.



Duncan has converted this Death Company Marine to be wielding a pair of close combat weapons.





STORMRAVEN

Bloodthirsty and eager to get stuck in, the Flesh Tearers employ Stormravens to deploy where the fighting is thickest, the screeching ramjets and stub-nosed brutal aesthetic of the gunship matching their nature. In battle, the Stormraven is intended to ferry Gabriel Seth and the Assault Squad into the heart of the enemy lines, making full use of the vehicle's assault ramps to deploy right into melee. The guys assembled the Stormraven with twin-linked assault cannon and multi-melta, allowing it to adopt a flexible battlefield role, hunting elite infantry and vehicles with equal ease.

Nick painted the Stormraven in much the same manner as the two Rhinos – predominantly black, edge highlighted with Codex Grey, with the red areas painted Red Gore and highlighted with Kommando Khaki. As with the Rhinos, he took his time building up the layers of red with several fine coats, to ensure a smooth finish.

Where the Stormraven differs from the Rhinos, however, is that Nick wanted to make the gunship look properly battleworn, as though it had flown through more than one battle. He achieved this by applying even more weathering, stippling Boltgun Metal to the leading edges of the wings as well as the ramp.



Nick used etched brass symbols on the sides of his Stormraven, marking it out as belonging to the Flesh Tearers' arsenal. As a Successor Chapter of the Blood Angels, the Flesh Tearers also make extensive use of the classic Blood Angels motifs of blood drops and angelic wings.

ASSAULT MARINE SQUAD CAINAN

At the heart of the Flesh Tearers army is Chapter Master Gabriel Seth, and Duncan wanted to include a suitable bodyguard for him. Rather than an Honour Guard, Duncan decided to put him with an Assault Squad and mount them in a Stormraven. So that they could act as a bodyguard for Seth, Duncan left the jump packs off his Assault Squad, but still used a mix of running and braced legs to give them the same dynamic sense of motion as he achieved with his Death Company.

With his Assault Marines, Duncan did a little more cutting and repositioning of the arms to achieve the poses that he wanted. These were all subtle conversions, cutting off hands at the wrists and twisting them slightly to offer a different angle on the sword blade. 'I find that the real key to achieving a dynamic pose is in the angle of the waist. You get a lot of variety and motion from tilting or twisting it at different angles.'



Gabriel Seth

For Duncan, there was only ever one choice when it came to choosing a character to lead his army into battle – the Flesh Tearers' Chapter Master, Gabriel Seth. Duncan intends to use Seth within the Assault Squad (see left). Duncan painted Seth last, using the same techniques as the rest of the army. As befits such a centrepiece model, Duncan took his time painting him, applying extra highlights.



On the Web

The Games Workshop website is a great resource for any army painter, featuring stage-by-stage painting guides, sample army lists and background articles. For Flesh Tearers players, Blood Angels: Index Astartes talks about the Successor Chapters of the Blood Angels, including a look at the iconography of the Flesh Tearers. Similarly the Baal Predator assembly guide is handy, no matter the Chapter you're collecting, as is the guide to painting Death Company and Sanguinary Guard.

games-workshop.com



By twisting the waist, it looks like the Space Marine is putting his weight behind the grenade throw.



This Flesh Tearer looks like he is about to engage in melee, with chainsword in mid slash.



Duncan wanted his Sergeant to be clad in ornate armour, so used all the Mark IV pieces he could find.

WARHAMMER
40,000

BLOOD ANGELS

The Blood Angels first fought at the Emperor's side as he forged the Imperium. Ten thousand years later, the Sons of Sanguinius still battle to protect Mankind.

On this page you can see a selection of the multi-part plastic kits available from the Blood Angels and Space Marines ranges.

Head online to see the entire selection of Blood Angels miniatures and plastic kits at the Games Workshop website:

games-workshop.com





DEATH COMPANY
product code:
 99120101084
 £20.50, €26, 200dkr,
 250skr/nkr, 100zł

Warriors of the Death Company are rightly named for they seek only one thing: a glorious death in battle fighting the enemies of Mankind.



SANGUINARY GUARD
product code:
 99120101085
 £20.50, €26, 200dkr,
 250skr/nkr, 100zł

The Sanguinary Guard are the elite of the Angelic Host, descending into the heart of the foe wielding Angelus bolters and power glaives.



FURIOUS DREADNOUGHT
product code:
 99120101089
 £27.70, €35, 270dkr,
 340skr/nkr, 135zł

Even death cannot stay the wrath of the Blood Angels, their greatest heroes fighting on from within the walking sarcophagus of a Dreadnought.



BAAL PREDATOR
product code:
 99120101086
 £30.75, €39, 300dkr,
 380skr/nkr, 150zł

Designed to spearhead lightning-fast assaults, Baal Predators are armed with twin-linked assault cannons or a deadly flamestorm cannon.



STORMRAVEN GUNSHIP
product code:
 99120101088
 £41, €52, 400dkr,
 500skr/nkr, 200zł

The true masters of the skies, the Blood Angels field Stormraven Gunships, deploying their deadly payload into the heart of the battle.



BATTLEFORCE
product code:
 99120101087
 £61.50, €80, 640dkr,
 790skr/nkr, 300zł

The Blood Angels Battleforce contains 20 Battle-Brothers and a Rhino, the perfect way to start or expand your own Angelic Host.

THRONE OF SKULLS

YOUNGBLOODS 2011



Spend a day fighting great battles, seeing wonderful-looking armies, making new friends, and swapping war stories.

Warhammer & Warhammer 40,000 – 9th July 2011

WHAT WILL YOU NEED TO ATTEND?

- Either a fully painted 2000 point Warhammer army or a 1500 point Warhammer 40,000 army (depending on which event you are entering).
- A desire to have a great time playing your favourite game.
- This is an event for younger gamers aimed at 12-15 years old and must be accompanied by a responsible adult.
- Please contact the Warhammer World Events Team on 0115 900 4994 for full details.
- The Throne of Skulls rules pack, available to download from www.games-workshop.com

WHAT DOES THE TICKET COVER?

- Three games over the day.
- Lunch on Saturday.
- Access to all the Warhammer World facilities including Bugman's Bar, the Citadel Miniatures Hall and the Gaming Hall, together with the option for early registration from Friday evening.
- Tickets cost £30.75 per event, per player.

Tickets released 6th April, available from www.games-workshop.com

WARHAMMER®

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**WARHAMMER®
40,000**

GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

Events and Community 106-109

● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information 110-117

● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

● Store Listings

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Available to Order 118-119

● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

● Available to Order

The fantastic new multi-part plastic kits cater for no less than six types of Grey Knight squad, but there are also some splendid metal miniatures that are available to order from our website to complement these. From the heroic leaders of the Grey Knights to a selection of shadowy Inquisitors, their deadly Assassins and myriad henchmen, there are plenty of options for the Grey Knights to choose from.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

DOUBLES WEEKEND 2011



23rd- 24th July 2011, Warhammer World, Nottingham

What will you need to attend?

- Each team of two players needs to bring two painted armies: one Good Army and one Evil Army, both 700 points strong, chosen from The Lord of the Rings Rulebook, Legions of Middle-earth, Sourcebooks and White Dwarf articles. Details on how the armies are constructed will be covered in the Event Pack.
- Each team also needs a painted *Fellowship of the Ring* for one of this year's exciting new scenarios.
- Players must be 12+ (any players aged 12-15 must be accompanied by a parent or guardian.)
- Event pack now available from www.games-workshop.com
>Warhammer World>Warhammer World Events

What does the ticket cover?

- Entrance to the Event for a team of two players.
- 8 Action-packed games of The Lord of the Rings, using specially written scenarios.
- Lunch on Saturday and Sunday, as well as an evening meal on the Saturday night.
- Access to all of Warhammer World's facilities, including exclusive merchandise, same-day Direct-Sales and Forge World (Saturday only), Bugman's Bar, and the Citadel Miniatures Hall.
- Prices are £87 per team.

Tickets go on sale 6th April 2011, available from www.games-workshop.com



EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

April 2011

April 2nd



REALM OF BATTLE GAMEBOARD WORKSHOP

Date: Saturday 2nd April, 2011

Venue: Warhammer World, Nottingham, England

Details: Construct and paint your very own Citadel Realm of Battle Gameboard in a day! Over the course of the day you will get to paint and take away your very own battlefield, with the guidance of the Warhammer World scenery team.

Tickets: Tickets are available from www.games-workshop.com and cost £200. Each ticket includes a Citadel Realm of Battle Gameboard, with your choice of design and finish, all the paints and materials you will need to paint your gameboard, lunch in Bugman's Bar and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

April 18th & 25th



EASTER HOBBY CAMPS

Dates: 18th–22nd April, 2011 and 25th–29th April 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12–16

Details: Spend your Easter holiday immersed in five days of fun and furious hobby activity! Build and paint a brand new army with the help of our team of experts in the legendary Warhammer World venue and learn how to secure victory on the field of battle.

Tickets: Tickets are available from www.games-workshop.com and cost £200 each for either week. Each ticket includes a Battalion or Battleforce of your choice, a large Army Carry Case, lunch every day, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com



From March 14th



Orcs & Goblins

14th March–1st May 2011

Extremely aggressive and savage creatures, Orc & Goblin tribes rarely suffer a peaceful moment in their unending lust for battle, pillaging and despoliation. Get in touch with your inner greenskin while admiring this army in an exhibition of original artwork, archive items and miniatures.

www.games-workshop.com

April 30th



FORTIFIED MANOR WORKSHOP

Date: 30th April–1st May, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Come and spend two days with our Warhammer World scenery team expert, building and painting a fantastic centrepiece to take home for your gaming table. Built around the Citadel Fortified Manor set, you can choose from four options: Wizard's Tower, Undead Mausoleum, Empire Grand Manor or Orc Stronghold.

Tickets: Tickets cost £150 and cover all the materials needed to make and paint the scenery piece (over £100 worth of resources), expert tuition throughout the weekend, lunch in the legendary Bugman's Bar and access to all of Warhammer World's facilities. Tickets are available from www.games-workshop.com.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

May 2011

May 7th  GCN

LEGIONARY

Date: 7th May, 2011

Venue: The Matford Centre, Exeter, Devon, England

Details: The Rygas Roughnecks gaming club invites you to take part in Legionary, their annual Warhammer and Warhammer 40,000 tournament. To enter you will need to select an army of 1500 points from your chosen army book or codex.

Tickets: Tournament tickets cost £15 per player, available from www.legionaryshow.co.uk. General admission tickets will be available on the door. Contact us for full details.

Contact: www.rygasroughnecks.com

Website: www.legionaryshow.co.uk

May 21st



WARHAMMER DOUBLES WEEKEND

Date: Saturday 21st-22nd May, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer Doubles Weekend is for you. Players team up to field a combined force of allied armies in order to fight it out to see who can be crowned the Best Team.

You and your partner will each need a 1000 point Warhammer army that together combines into a 2000 point army following the Allied Armies section of the Warhammer rulebook.

Tickets: Tickets cost £87 per two player team and include lunch on both days, an evening meal on Saturday.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

June 2011

June 25th

WARHAMMER 40,000 BADAB WAR CAMPAIGN WEEKEND

Date: 25th–26th June, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days at Warhammer World fighting through a series of narrative driven games for control of the Badab Sector. Fight either as a Loyalist battling in the name of the Emperor, or a Secessionist standing strong beside Huron.

You will need a fully painted 2500 point Space Marine army which can be used to play games of varying sizes as detailed in the event pack.

Tickets: Available from www.games-workshop.com, cost £56 per player and includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com



From April 18th

The Glory of Games Day

18th April 2011–TBC 2012

This detailed exhibition charts the history of that most amazing of events; Games Day. From the very first event back in 1975 to the vast country-spanning phenomenon it is today, take a look back at some of the key moments in history in photographs, memorabilia, and perhaps spot that iconic t-shirt from your very first Games Day.

www.games-workshop.com

July 2011

July 2nd



'EAVY METAL PAINTING MASTERCLASS

Date: Saturday 22nd July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: If you've ever stared in wonder at the pages of White Dwarf or your Army book and wanted to know how the guys in 'Eavy Metal achieve the glorious paint-jobs they do, then this Masterclass is your chance to find out! You'll spend the day with Mark Holmes and David Heathfield, two of 'Eavy Metal's finest, learning some of the techniques used to paint an Empire Greatsword, which can be used on any number of your figures. So if you're looking to perfect your technique, or to take your painting to the highest level, this Masterclass is for you!

Tickets: Tickets cost £102 per person.

Contact: WHW Events Team – 0115 900 4994

Customer Services – 0115 91 40000

Website: www.games-workshop.com

July 16th



WARHAMMER 40,000 THRONE OF SKULLS SUMMER GRAND TOURNAMENT

Date: 16th-17th July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £56 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

Find all of these as well as our many in-store events at:

www.games-workshop.com

WARHAMMER[®]

WORLD



A group of young people are gathered around a large table, playing Warhammer World games. They are focused on the miniature models and game pieces on the table. The background shows a large hall with other tables and people, suggesting a convention or event.

SUMMER

HOBBY CAMPS

WHAT DOES THE TICKET COVER?

- Five days of intense hobby activity at Warhammer World, Games Workshop's visitor and gaming venue.
- A Battalion or Battleforce of your choice.
- A Large Army Carry Case.
- Lunch each day including a main meal, dessert and drink.
- Access to Warhammer World's facilities including the Citadel Miniatures Hall.
- Hobby Camp Tickets cost £204 each.
- Scenery Hobby Camp Tickets cost £204 each.

HOBBY CAMP DATES

- **25th–29th July**
12–16 years old (Parents may attend with their children)
- **1st–5th August**
12–16 years old (Parents may attend with their children)
- **8th–12th August**
12–16 years old (Parents may attend with their children)
- **15th–19th August – Scenery Hobby Camp**
12+ (Parents may attend with their children)
- **22nd–26th August**
16+

TICKETS AVAILABLE FROM 20TH APRIL 2011

www.games-workshop.com



STORE FINDER



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!

Full range of products

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April 2011

STOREFINDER KEY

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BRISTOL, Area 51:
BS7 1BA Tel: 01179 244655
BRISTOL, Cut and Thrust Wargaming:
BS2 0EJ Tel: 01173 020 021
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GW READING:
29 Oxford Road,
RG1 7QA Tel: 0118 559 8693
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SL4 1QF Tel: 01753 861087
HENLEY ON THAMES, Henley Model Miniatures:
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B91 2DA Tel: 0121 705 2997
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B72 1QQ Tel: 0121 354 3174

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WS1 1QF Tel: 0192 272 5207
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HP15 7AA Tel: 01494 771 425
MILTON KEYNES, HobbyCraft:
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CAMBRIDGE, Cambridge Toy Shop:
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CB7 4PB Tel: 01353 662131
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PE19 2TA Tel: 01480 217 443
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PE29 6AB Tel: 01455 454541
PETERBOROUGH, The Rift:
PE1 1EL Tel: 01733 341087
ST IVES, Apple Tree Gifts:
PE27 5BN Tel: 01480 354413

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JE2 3NT Tel: 01534 601923
GUERNSEY, ST. PETERS PORT, Carousel:
GY1 1LB Tel: 01481 721721

CHESHIRE

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GW CREWE:
8 Market Street,
CW1 2EG Tel: 01270 216903
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SK11 6LB Tel: 01626 561 9920
GW STOCKPORT:
32 Mersey Square,
SK1 1RA Tel: 0161 474 1443
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CALLINGTON, GMS @ Simphee's:
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STROUD, Alan Tyndall Ltd:
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SG1 3AW Tel: 01438 746 616

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WATFORD, HobbyCraft:
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DOUGLAS, Toymaster:
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PO30 1BQ Tel: 01983 528 258

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GW TUNBRIDGE WELLS:
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ASHFORD, GZ Computers Ltd:
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ASHFORD, Xpress Games:
TN14 0JN Tel: 01233 621710

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FOLKESTONE, Penkraft:
CT19 4DP Tel: 01303 279292

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GRAVESEND, The Stamp Centre:
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HYTHE, Apple Jax:
CT21 5JU Tel: 01303 262 602

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MAIDSTONE, Model World:
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BR6 0NG Tel: 01689 823193

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TN13 1JH Tel: 01732 452 840

SEVENOAKS, Mankovics:
TN14 5AB Tel: 01732 454 952

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GW BURY:
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BL9 0AD Tel: 0161 797 6540

GW PRESTON:
15 Miller Arcade,
PR1 2QY Tel: 0177 282 1855

*** GW WIGAN:**
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BLACKBURN, Mercers Toys:
BB2 2BL Tel: 01254 681401

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BURNLEY, Compendiums:
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CHORLEY, Hampsons Toys & Nursery World:
PR7 2SQ Tel: 01257 269445

CLITHEROE, Cowgills of Clitheroe Ltd:
BB7 2DA Tel: 01209 423 587

LANCASTER, Gotham City Gaming:
LA1 1LE Tel: 01524 57811

LEIGH, Storktown Ltd:
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ORMSKIRK, Taylors:
L39 2AA Tel: 01695 673516

PRESTON, HobbyCraft:
PR1 6AP Tel: 0845 051 6529

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BL9 9AD Tel: 01626 622 335

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*** GW LOUGHBOROUGH:**
22 Wegin Street,
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LE1 1ER Tel: 0153 233954

LOUGHBOROUGH, Wargames Inc:
LE11 1JA Tel: 01509 235505

LUTTERWORTH, Ace Connections:
LE17 4EJ Tel: 01455 558335

MELTON MOWBRAY, Cobwebs:
LE13 1XA Tel: 01454 500700

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Unit 1, 19 Graton Street,
DN31 1LB Tel: 0147 234 7577

*** GW LINCOLN:**
Unit 5A, Salvage, outside of Waterside Centre,
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ROSTON, Models and Computers:
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GRANTHAM, Access Models:
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LN11 9ET Tel: 01507 602 149

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LN2 1AD Tel: 01507 473 328

SCUNTHORPE, Shermans Model Shop:
DN15 6LD Tel: 01724 842 835

SKEGNESS, The Model Shop:
PE25 8NY Tel: 01754 763 429

SKEGNESS, Warlords of the Coast:
PE25 8NY Tel: 01754 761086

SPALDING, Mayne's Models:
PE11 1DQ Tel: 01773 722 456

STAMFORD, Stamford Models and Hobbies:
PE9 2AZ Tel: 01780 767934

LONDON

*** GW ANGE:**
36-37 Middleton Street, Angel Follington,
EC1R 1UA Tel: 0207 7130335

GW BRENT CROSS:
Unit 19, Lower Mall, Brent Cross Shopping Centre,
NW4 3SE Tel: 0208 202 4979

GW BROMLEY:
Unit 24, The Mall, Bromley,
BR1 1TS Tel: 0208 466 0678

GW COVENT GARDEN:
Unit 33, The Market,
WC2E 8BF Tel: 0207 240 5106

GW CROYDON:
Unit 35, Centrale Shopping Centre, Kewley Road,
CR9 1TF Tel: 0208 680 4600

*** GW EPSOM:**
8 High Street,
KT19 6AD Tel: 01372 751801

GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street,
W8 4BA Tel: 0207 937 7011

GW KINGSTON ON THAMES:
33 Fife Road,
KT1 1SF Tel: 0206 549 5224

GW OXFORD ST:
Unit F10, The Plaza Shopping Centre,
W1D 1LT Tel: 0207 436 0839

*** GW MUSWELL HILL:**
117 Alexandra Park Road,
N10 2DP Tel: 0208 883 9901

GW ROMFORD:
12 Quadrant Arcade,
RM1 3ED Tel: 01708 742 140

*** GW STAINES:**
8 Clarence Street,
TW18 4SP Tel: 0178 446 0675

GW SUTTON:
Unit 26, Times Square Shopping Centre,
SM1 1FL Tel: 0208 770 9454

GW ULRIDGE:
Unit 14, Queens Walk, The Pavilion Shopping Centre,
UB8 1LN Tel: 0189 525 2009

GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre,
WD17 2TB Tel: 01923 245180

GW WOOD GREEN:
Unit 92, The Mall View Centre, High Street,
N22 6BA Tel: 0208 8919079

BARNET, Toys Toys Toys:
EN5 5XQ Tel: 0208 449 0956

BECKENHAM, Beckenham Toys:
BR3 1EN Tel: 0208 593 351

BLACKHEATH, 2nd Impressions:
SE3 0TA Tel: 0208 852 6192

CHISWICK, Turnham Arts and Crafts:
W4 1LS Tel: 0208 9952822

CLAPHAM, Russ:
SW11 1HW Tel: 0207 228 6319

CROYDON, HobbyCraft:
Unit 1, 19 Graton Street,
DN31 1LB Tel: 0147 234 7577

DULWICH, The Art Stationers:
SE21 7BN Tel: 0208 693 3988

EALING, Northfields Models:
W11 3QJ Tel: 0208 299 4444

EAST DULWICH, Just Williams:
SE22 8DR Tel: 0208 259 3444

EAST SHEEN, Pandemonium:
SW14 9AE Tel: 0208 878 0866

ENFIELD, Pearsons:
EN2 6LJ Tel: 0208 373 4200

FINCHLEY, Leisure Games:
N3 2DN Tel: 0208 346 2327

FULHAM, Patrick's Toys:
SW6 7SK Tel: 0207 3529864

GREENFORD, HobbyCraft:
UB6 0UW Tel: 0845 051 6520

HAMPSTEAD, Happy Returns:
NW3 1NH Tel: 0207 435 2431

HARROW, Toy Galaxy:
HA1 2RH Tel: 0208 424 0300

HERNE HILL, Just Williams:
SE24 9HU Tel: 0207 723 9955

HORNCHURCH, Modellers World:
RM12 3RX Tel: 01708 610633

LONDON, 4D Modelshop:
E3 8EU Tel: 020 7264 1268

PUTNEY, Toystop:
SW15 1TV Tel: 0208 785 9955

ROMFORD, HobbyCraft:
RM1 1AU Tel: 0845 051 6545

RUISLIP, John Sanders:
UA4 8BB Tel: 0181 634 888

SOUTHWOODFORD, South Woodford Library:
E3E 2ZS Tel: 0208 290 4444

VICTORIA PARK, The Toybox:
E9 7HD Tel: 0208 533 2879

WATERLOO, Dark Sphere Retail:
SE1 7NJ Tel: 0207 928 7220

MANCHESTER AREA

*** GW ALTRINCHAM:**
Unit 1, 19 Graton Street,
WA14 1DU Tel: 0161 929 5099

GW MANCHESTER:
Unit R15, Mandon Way South, Arndale Centre,
M4 3AT Tel: 0161 834 6071

ALTRINCHAM, The Caring Crypt:
WA14 2DE Tel: 0161 929 5959

MANCHESTER, Fanboy 3:
M1 1FZ Tel: 01622 376 532

MANCHESTER, Hub Retail Manchester:
M4 3AQ Tel: 0161 839 7602

MERSEYSIDE AREA

GW LIVERPOOL:
13b Central Shopping Centre, Ranelagh Street,
L1 1QE Tel: 0151 703 6943

*** GW SOUTHPORT:**
Unit 2, The Edge, 7 Houghton St,
PR9 0TE Tel: 0170 450 1255

BRIMSTAD, Wargames Store:
CH63 6BA Tel: 0151 421 233

ST HELENS, DMZ Gaming:
WA11 9HB Tel: 01744 759 133

ST HELENS, Rennies Arts and Crafts:
WA10 1NW Tel: 01744 739610

WALLASEY, Wirral Model Shop:
CH45 4DP Tel: 0151 200 8352

NORFOLK

*** GW KINGS LYNN:**
23 Norfolk Street,
PE30 1AN Tel: 01553 777 920

GW NORWICH:
12 Exchange Street,
NR2 4AT Tel: 0160 376 7156

CROMER, Cromer Furniture:
NR27 9HP Tel: 01263 515153

EAST DEREHAM, Startings Toymaster:
NR19 1TR Tel: 01362 697 769

EAST DEREHAM, Youngsters World:
NR19 1DR Tel: 01362 698 350

GREAT YARMOUTH, Kerrisons:
NR30 2ND Tel: 01493 853 891

NETLEY, Starlings Toymaster:
NR25 6BN Tel: 01253 713 101

HUNSTANTON, Pavilion Toymaster:
PE36 5AH Tel: 01485 533 108

KINGS LYNN, Youngsters World:
PE30 1AP Tel: 01553 773994

NORWICH, HobbyCraft:
NR1 1YR Tel: 01603 851 6573

NORWICH, Kerrisons:
NR3 2BX Tel: 01603 494 008

NORWICH, Starwings Games:
NR2 1DE Tel: 01603 631920

RACKHEATH, Langleys:
NR13 1NQ Tel: 01603 621 959

SHERINGHAM, Starlings Toymaster:
NR26 8DS Tel: 01493 822 368

NORTHAMPTONSHIRE

*** GW Kettering:**
4 Lower Street,
NN16 6DH Tel: 01536 411114

*** GW NORTHAMPTON:**
24-26 Abington Square,
NN1 4AA Tel: 01604 673 687

DANVERDY, The Games Vault:
NN11 4AA Tel: 01327 316541

NORTHAMPTON, HobbyCraft:
NN5 5AF Tel: 0845 051 6523

PETERSBOROUGH, HobbyCraft:
PE1 4JZ Tel: 0845 051 6563

RUSHDEN, Osborne Sports & Toys:
NN10 0PE Tel: 01930 512 415

WELLINGBOROUGH, Games Seller:
NN18 1BQ Tel: 01934 446 061

NORTHUMBERLAND

ASHINGTON, Blue Box Models:
NE63 9UN Tel: 01692 521279

CORBRIDGE, The Village Square:
NE45 5AW Tel: 01454 828 056

MORPETH, TG Allan:
NE61 1BA Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34A Fife Lane,
NG1 6DQ Tel: 0115 948 0651

GW WARHAMMER WORLD:
Willow Road, Lenton,
NG7 2WS Tel: 0115 916 8410

BESTON, Chimera Leisure:
NG9 2LH Tel: 01539 229880

MANSFIELD, TC Painting Studios:
NG21 4DA Tel: 01529 342111

MANSFIELD, The Games Emporium:
NG18 1NQ Tel: 01623 640 612

MANSFIELD, Maelfstrom Games:
NG18 5BU Tel: 01623 238519

NEWARK, Access Models:
NG24 1BL Tel: 01636 673 116

NEWTHORPE, Calver Books:
NG16 2DP Tel: 01529 342111

NOTTING

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn Hall Street,
OX1 2DH Tel: 01865 242 182
BANBURY, Trinder Bros:
OX16 5BN Tel: 01295 262 546
BICESTER, HobbyCraft:
OX25 2NY Tel: 01845 551 6552
CARTERTON, Kids Sports:
OX18 3JL Tel: 01993 842 396
DIDCOAT, Toys-UK:
OX11 8RI Tel: 01225 759450

OXFORD, Boswells Toymaster:
OX1 3AG Tel: 01865 241 244
WELLINGTON, Key's Toyshop:
OX10 9EW Tel: 01491 825136
WITNEY, Dentons:
OX26 6HW Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY:
6 Market Street,
SY1 1LE Tel: 0174 336 2007
WELLINGTON, Questing Knight Games:
TF1 1PS Tel: 01932 417 747
JACKFIELD, Robert Harrow Design Ltd:
TF8 7UJ Tel: 01952 884804
OSWESTRY, Totally Games:
SY11 5ST Tel: 01691 638 994
DONNINGTON, Sanda Games:
TF2 8AF Tel: 01952 676 722

SOMERSET

GW BATH:
15 St James Parade,
BA1 1UL Tel: 01225 331 4044
MAELV, Witch Engine:
BA20 1NB Tel: 01191 427077
BRIDGWATER, Insane Games:
TA5 3DW Tel: 01270 433554
BURNHAM ON SEA, Guy Burley:
TA8 1PA Tel: 01270 789 281
CLEVEDON, Just For Fun:
B21 4EL Tel: 01273 271 819
FROME, The Ellenbury Press:
BA11 1BS Tel: 01373 462 139
FROME, Frome Model Centre:
BA11 1DA Tel: 01373 462295
MIDSOMER NORTON, Signals:
BA3 2DB Tel: 01761 402454
SOMERTON, Somerset Hobbies:
TA11 6QQ Tel: 01458 273732
STREET, Insane Games:
BA16 6HP Tel: 01458 441443
TAUNTON, Krackers:
TA1 4ER Tel: 01273 335 057
TAUNTON, Hatcher & Sons:
TA2 8BX Tel: 01273 335 057
WESTON SUPER MARE, The Games Bankers:
BS23 1RH Tel: 01934 622141
WESTON SUPER MARE, Loyds Toys:
BS23 1RH Tel: 01934 418151
WIRRAL PARK, Pedalers Toymaster:
B46 9XE Tel: 01459 834 562

STAFFORDSHIRE

GW BURTON ON TRENT:
Unit B, Union Court, Union Street,
DE14 1AA Tel: 0129 353 5865
GW STOKE:
27 Stafford St,
ST1 1UB Tel: 0173 230 5267
CHELLASTON, Blue Grove Racing:
DE23 5SE Tel: 01332 580005
FENTON, Guys That Game:
ST4 2QA Tel: 02081 310041
LEEK, Old-S-Kool:
ST13 5DS Tel: 07516 436600
LICHFIELD, Digital Dragons:
W1373 4DT Tel: 07941 637793
STAFFORD, HobbyCraft:
ST17 4SU Tel: 0845 051 6569
STAFFORD, Mini Wargaming UK:
ST18 9QE Tel: 01212 282031
STAFFORD, Midlands Co-op Society:
ST4 2BB Tel: 01212 282031
STAFFORD, Stafford Games:
ST16 2HS Tel: 01783 253527
STAFFORD, Too Fat Goblins:
ST16 2NQ Tel: 01783 244 499
STOKE-ON-TRENT, Toytown:
ST10 1UJ Tel: 01524 750 535
STOKE-ON-TRENT, Staffs Gamings:
ST1 2NN Tel: 0760 510 8213
STOKE-ON-TRENT, The Gaming Grounds:
ST1 2NN Tel: 01763 843399
TAMWORTH, HobbyCraft:
B78 3BH Tel: 0845 051 6525

SUFFOLK

GW IPSWICH:
63 Westgate Street,
IP1 3DZ Tel: 01473 210 031
BECCLES, Toy Box:
NR34 9HE Tel: 01502 712 785
BURY ST EDMUNDS, Apocalypse Miniature Wargaming:
IP13 1AA Tel: 01473 271 731
BURY ST EDMUNDS, Model Junction:
IP13 1NX Tel: 01204 753 456
BURY ST EDMUNDS, Starlings Toymaster:
IP13 1RE Tel: 01204 761 646
FELIXSTOWE, Wizard's Workshop:
IP11 2AW Tel: 01394 277 233
IPSWICH, Toy Attics:
IP4 5SE Tel: 01473 728 535
LOWESTOFT, Annatar:
NR32 1HB Tel: 01502 513477
NEWMARKET, Moons Toyland:
CB8 8QJ Tel: 01616 663 147
STOWMARKET, D J Collectables:
IP14 1AM Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
IP14 1HA Tel: 01449 612 914
SUDBURY, Timetly's Toys:
CO16 1JL Tel: 01787 372238
WOODBRIDGE, Toytown:
IP12 1DD Tel: 01394 383 170

SURREY

GW Guildford:
Unit 1, 9/12 Tangleway,
GU1 3QT Tel: 01484 345 1793

GW WOKING:
Unit 3, Clary Court, 169 Church Street East,
GU21 6HE Tel: 0148 377 1675
CAMBERLEY, Morning Star:
GU15 3SG Tel: 01276 685160
ADDLESTONE, Addlestone Model Centre:
KT15 2BE Tel: 01912 045440
COBHAM, Fantasia:
KT11 2LR Tel: 01932 057374
DORKING, Dorking Models:
RH4 1BL Tel: 01306 381 747
FARNHAM, Enchanted Wood:
GU9 7RX Tel: 01252 722222
GODALMING, The Toy Box:
GU7 1NN Tel: 01483 424379
HASLEMERE, Enchanted Wood:
GU27 2HR Tel: 01428 648900
OXTE, JH Lorimer:
RH0 0QA Tel: 01583 715 305
REDHILL, Gamers Guild:
RH11 1BB Tel: 01737 709 123
REIGATE, The Toy Shop:
RH2 9AE Tel: 01875 245 300
RICHMOND, Toy Station:
TW9 1EE Tel: 0208 940 4096
SURBITON, Heroes and Legends Games:
KT6 7AB Tel: 0203 758 0654
WOKING, HobbyCraft:
GU22 8BD Tel: 0845 051 6556

SUSSEX

GW BRIGHTON:
Unit 7, Nile Pavilions,
BN1 1HW Tel: 0127 326 3333
GW CRAWLEY:
11 Broadway,
RH10 1DX Tel: 0129 355 2072
GW EASTBOURNE:
33 Cornfield Road,
BN21 4QG Tel: 0132 364 1423
GW WORTHING:
2 Bath Place, Worthing,
BN11 3BA Tel: 01903 213 930
BILLINGHURST, Aurora Gaming:
BN21 4EL Tel: 01403 701 911
BOGNOR REGIS, Trains Models and Hobbies:
PO21 1EH Tel: 01243 864 727
BRIGHTON, Wargames Heaven:
BN1 3FE Tel: 01273 285001
BURGESS HILL, Kid's Stuff:
RH15 9NP Tel: 01444 257 724
CHICHESTER, Toywiz:
PO19 1DLS Tel: 01243 788 055
CRAWLEY, HobbyCraft:
RH11 7ST Tel: 0845 051 6552
EAST GRINSTEAD, Martells of Sutton:
RH19 1BE Tel: 01342 321303
EAST GRINSTEAD, Ready To Run Models:
RH19 1BE Tel: 01342 321303
HASTINGS, Hastings Hobbies:
TN34 1HL Tel: 01424 200921
HAYWARD'S HEATH, Clarkes:
RH16 4LL Tel: 01444 457351
HORSHAM, Battlegames:
RH12 3AA Tel: 01403 242003
HOVE, Kids Dreams:
BN3 5TD Tel: 01273 420 666
LEWES, Tashtori Arts and Crafts:
BN2 2DB Tel: 01273 446720
SEAFOORD, Toytown:
BN25 1PL Tel: 01323 895 881
ST LEONARDS ON SEA, Silverhills Models and Toys:
TN37 6PA Tel: 01424 621 421
STEYNING, The Dollhouse Shop:
BN24 3RD Tel: 01903 916812
UCKFIELD, Kid's Stuff:
TN22 5DQ Tel: 01825 766 399
WISBROUGH GREEN, Aurora Gaming:
WA14 9ES Tel: 01464 701091

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6, Newgate Shopping Centre,
NE1 5PY Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village),
NE1 1YL Tel: 0191 461 0950
GW SUNDERLAND:
2338 High Street West, Sunderland,
SR1 3DH Tel: 01915 100 434
GATESHEAD, The Gamers Outpost:
NE9 3RU Tel: 0191 491 6600
GATESHEAD, Gateshead Gaming:
NE10 6HW Tel: 0779 424 8552
GATESHEAD, HobbyCraft:
NE11 0BD Tel: 0845 051 6547
NEWCASTLE UPON TYNE, Fantastic Toys:
NE1 5QE Tel: 07812 511001
NORTH SHIELDS, SR Gladston & Son:
NE29 4QJ Tel: 01912 570 325
SUNDERLAND, Toy and Computer Store:
SR1 3PH Tel: 0191 365 5196

WARWICKSHIRE

GW COVENTRY:
Unit 3, Upper Level, Central Lanes Shopping Centre,
CV1 1JL Tel: 02476 625 7311
GW LEAMINGTON SPA:
32 Regent Street,
CV32 5EG Tel: 01926 435771
GW NUNEATON:
CV11 4DZ Tel: 02476 325754
3 Bridge Street,
CV37 6NL Tel: 01789 297 262
COVENTRY, Alan Tyndall Ltd:
CV1 1FS Tel: 02476 531155
COVENTRY, HobbyCraft:
CV3 6TA Tel: 0845 051 6534
NUNEATON, Heart of England Co-op:
CV11 6JH Tel: 02476 325 331
RUGBY, Joto Railways & Models:
CV21 5EJ Tel: 01878 562 372
SOLIHULL, HobbyCraft:
B90 4LD Tel: 0845 051 6562
STRATFORD-UPON-AVON, Much ado about toys:
CV37 6TW Tel: 01789 295 878
WARWICK, Castle Trains:
CV34 4HS Tel: 01926 497 905
WOLVERHAMPTON, HobbyCraft:
WY11 1BP Tel: 0845 051 6543

WILTSHIRE

GW SALISBURY:
18 Winchester Street,
SP1 1HB Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza,
SN1 1UL Tel: 0179 343 6036
CHIPPENHAM, Thornton's Toymaster:
SN15 3WL Tel: 01249 463106
DEVIZES, Hoggosaurus Toystore:
SN10 1AG Tel: 01380 723 841
MARLBOROUGH, Ducklings Toys:
SN8 1BE Tel: 01672 521270
MELKSHAM, The Toyshop:
SN12 6LE Tel: 01292 758 415
SWINDON, HobbyCraft:
SN3 4ES Tel: 0845 051 6551
TROWBRIDGE, The Toy Shop:
BA14 8AS Tel: 01252 763 415
WESTBURY, The Gas Cupboard:
BA13 3PB Tel: 0175 925 625
WESTBURY, Triple Helix Wargames:
BA13 4LS Tel: 08900 289539

WORCESTERSHIRE

GW WORCESTER:
23 Lygelm Hall, Cathedral Plaza,
WR1 2QS Tel: 0190 561 6267
DROITWICH, HobbyCraft:
WR9 0DG Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
WR9 8EF Tel: 01905 772 403
EVESHAM, Gift House:
WR11 4BG Tel: 01396 761535
KINGSWINFORD, DMF Comics, Toys and Games:
DY6 9PH Tel: 01394 492469
MAELVERN, The Toy Corner:
WR14 1JT Tel: 01484 577344
REDDITCH, Hobby Hub:
B97 4AJ Tel: 01927 400 940
STOURBRIDGE, Invasion Games:
DY8 1EF Tel: 01394 373536

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford,
BD1 3JN Tel: 01274 473 9430
GW DONCASTER:
26 High Street, Doncaster,
DN1 1DW Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade,
HG1 1TT Tel: 0142 356 4310
GW HULL:
30 Paragon Street,
HU1 2ND Tel: 0148 258 9576
GW LEEDS:
38A Laith Lane,
LS1 6LS Tel: 0113 242 0034
GW SHEFFIELD (Central):
1 Fitzwilliam Gate,
S1 4JH Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots),
S9 1EW Tel: 0114 256 9835
GW WAKEFIELD:
96 Kirkgate, The Ridings Centre,
WF1 1TB Tel: 0192 436 9431
GW YORK:
134 Lendal,
YO1 1BA Tel: 0190 462 8014
GW SHEFFIELD, Wargames Emporium:
S1 2FB Tel: 01142 736 825
BARNSELY, Janco Toys:
S10 5AA Tel: 01726 200654
BEVERLEY, Game Invader:
BF68 8AB Tel: 01482 801961
BRIGHTON, Ninja Games:
HN2 1AQ Tel: 01484 715555
CASTLEFORD, Goddards Toys & Models:
WF10 1HQ Tel: 01377 599144
DONCASTER, Zone Out:
DN1 2PW Tel: 01302 010285
GOOLE, Hall's Models:
DN14 0BR Tel: 01465 764191
HALIFAX, Halifax Modellers World:
HX1 1RE Tel: 01424 349 157
Huddersfield, Patriot Games:
HD1 1DU Tel: 01484 510119
Huddersfield, Something Wicked:
HD1 1BT Tel: 01424 525 226
HULL, Archeron Games:
HU1 3BA Tel: 01482 221011
HULL, HobbyCraft:
HU1 2TX Tel: 0845 051 6556
KEIGHLEY, Conways Toymaster:
TE: 01135 664045
LEEDS, Geek Games:
LS10 7TA Tel: 01133 183994
LEEDS, HobbyCraft:
LS10 1EW Tel: 0845 051 6542
LEEDS, XGames Computers:
LS15 7NL Tel: 0113 382559
NORTHALLERTON, T & M Grover Ltd:
DN17 8LU Tel: 01609 773 334
PICKERING, Pickering Model Centre:
YO18 7JA Tel: 01751 472 762
POCKLINGTON, Chylids Play:
YO22 2QZ Tel: 01759 306 041
RIPON, The Knowledge Magic:
HG4 1PA Tel: 01765 68018
SCARBOROUGH, Space, Myth and Magic:
YO11 1HQ Tel: 0845 441 113
SELBY, At Sports and Toys:
YO40 4PD Tel: 01727 705 115
SHEFFIELD, HobbyCraft:
S9 2YZ Tel: 0845 051 6526
SKIPTON, Craven Model Shop:
BD23 1JZ Tel: 01754 797414
THIRSK, Thirsk Art Store:
YO7 7AA Tel: 01845 574457
WHITBY, John Anderson Toymaster:
YO21 4AB Tel: 01949 602 213
YEADON, Geek Games:
TE: 01132 103994
YORK, The Craft Workshop:
YO2 6UA Tel: 01751 617926

NORTHERN IRELAND

GW BELFAST:
20A Caville Court,
(towards the back of the centre)
BT1 1DD Tel: 0209 0233684

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) These Hobby Centres are closed on Mondays and Tuesdays.
PREMIUM STORE
Stocks most of the product range.*
NEW STORE OPENING
Indicates new stockists.
*To be sure they have what you want in stock, we recommend calling the store first.

BALLYMENA, Camerons:
BT45 4EB Tel: 028 25648821
BANBRIDGE, Roger's Toymaster:
BT32 3TL Tel: 018 20622225
BANGOR, Replay Games:
BT20 5BD Tel: 028 91452210
BELFAST, Arts and Hobby Belfast:
BT1 6LS Tel: 01208 9533 2540
BELFAST, The Basement:
BT4 1AL Tel: 028 9046 0484
BELFAST, Serenity Games:
BT7 1JR Tel: 028 9024 9578
BELFAST, The Basement:
BT38 7AQ Tel: 028 9536 3678
COLERAINE, Netmedia:
BT52 1DN Tel: 0281 5395664
ENNISKENN, Modellers Corner:
BT74 7EW Tel: 028 66523267
LARNE, The Basement:
BT40 3LG Tel: 07901 647310

SCOTLAND

GW ABERDEEN:
Unit 1, 12-14 Upper Kirkgate,
AB10 1BA Tel: 01222 464 9779
GW Ayr:
Unit 2, Lorne Arcade, 115 High Street,
KA7 1SB Tel: 01292 285 650
GW DUNDEE:
110 Commercial Street,
DD1 2AJ Tel: 0138 220 2382
GW EDINBURGH:
136 High Street,
EH1 1QS Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd,
FK1 1PL Tel: 0132 462 4553
GW GLASGOW:
81 Union Street,
G1 3TA Tel: 0141 221 1673
GW LIVINGSTON:
26 Almondvale Centre,
EH54 6NB Tel: 01566 443256
GW STIRLING:
45 Bannock Street,
FK8 1HF Tel: 01786 459009
ABERDEEN, Games:
AB11 9DS Tel: 01224 878580
ABERDEEN, HobbyCraft:
AB11 5PP Tel: 0845 051 6567
ABERFELDY, Crossfire Hobby:
Tel: 01887 829 519
ARGYLL, Alba:
PA34 4AR Tel: 01631 563645
AYR, Toy Town:
KA7 1LL Tel: 01292 282945
BANCHORY, Toy and Gift Shop:
AB11 5TD Tel: 01330 825 556
BRECHIN, Gardiniers:
DE9 6EZ Tel: 01356 622 265
DINGWALL, Sports and Model Shop:
IV16 9BY Tel: 01349 862 346
DUMFRIES, Toytown:
DG1 1BW Tel: 01307 264884
DUNFERMLINE, Abbey Models:
KY12 7NH Tel: 01330 731 116
DUNFERMLINE, Walker's Opticians:
KY11 9NH Tel: 01330 121 680
EDINBURGH, HobbyCraft:
DH5 3BD Tel: 0845 051 6561
EDINBURGH, Marionville Models:
EH12 8LX Tel: 0131 177 010
EDINBURGH, Toys Galore (Mid Lothian):
EH4 1DR Tel: 0131 333 20199
EDINBURGH, Toys Galore (West Lothian):
DH10 4QP Tel: 0151 447 1006
ELGIN, Junner's Toymaster:
IV30 1JZ Tel: 01342 342 492
FIFE, The Nappy Pin:
KY15 4BU Tel: 01334 653160
FORTH WILLIAM, The Granite House:
PH11 6AD Tel: 01397 703 651
GLASGOW, At Comics:
G2 3SL Tel: 0141 5329740
GLASGOW, HobbyCraft:
G24 9DL Tel: 0845 051 6555
GREENOCK, Arts, Crafts & Hobbies:
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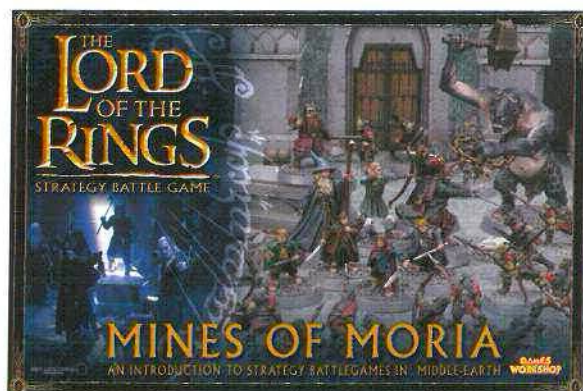
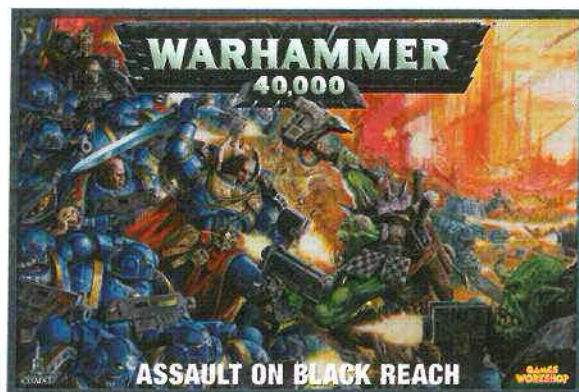
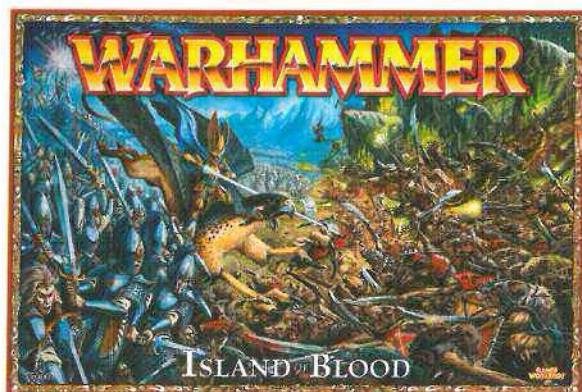
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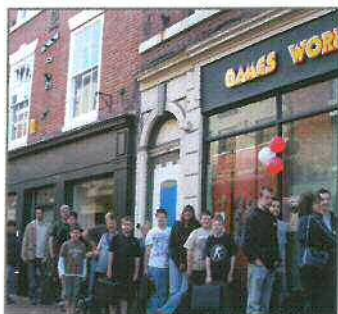


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