

INSIDE:

THREE NEW EXCLUSIVE GREY KNIGHT BATTLE MISSIONS

GAMES
WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD377
May 2011



WARHAMMER

TOMB KINGS

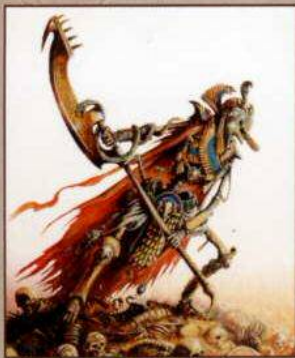
GAMES
WORKSHOP

05

9 770265 871073

WD377 MAY 2011 £4.50 WWW.GAMES-WORKSHOP.COM

UK £4.50, EURO €7.50, DENMARK 60dkr, SWEDEN/NORWAY 70skr/nkr, POLAND 22.50zł



Cover artwork by Dave Gallagher

EDITORIAL

WHITE DWARF 377 MAY 2011

STUDIO WHITE DWARF TEAM

Editor: Andrew Kenrick.
Staff Writers: Simon Grant and Andy Hall.
Designers: Christian Byrne, Tom Hutchings and Matthew Hutson.
Assistant Designer: Kris Shield.
Web Photographer: Jim Sowter.
Rephotographics: Jim Shardlow.

UK TEAM

Coordinator: Rik Turner
Contributors: Dave Cundy, Bek Hawky, Karen Miksa, Adam Snook and Lise Tildsley.

CONTRIBUTORS

Dave Andrews, Robin Cruddace, Matthew Hobday, Jervis Johnson, Phil Kelly, Mark Latham, Chad Mierzwia, Chris Peach, Duncan Rhodes, Jeremy Vetock, Sarah Wallen and Matthew Ward.

CITADEL DESIGN TEAM

Mike Anderson, Giorgio Bassani, Trish Carden, Juan Diaz, Martin Footitt, Michael Fores, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Nick Ho, Matt Holland, Neil Langdown, Aly Morrison, Brian Nelson, Gavin Newton, Oliver Norman, Seb Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas and Tom Walton.

'EAVY METAL TEAM

Neil Green, David Heathfield, Mark Holmes, Kornel Kozak, Darren Latham, Joe Tomaszewski and Anja Wettergren.

ARTWORK

John Blanche, Alex Boyd, Kevin Chin, Paul Dainton, David Gallagher, Neil Hodgson, Nuala Kinrade and John Michelbach.

CUSTOMER SERVICES

Tel: (0044) 0115 91 40000
 Fax: (0044) 0115 916 8044
 Games Workshop online
www.games-workshop.com

FORCE WORLD

www.forgeworld.co.uk
 Tel: (0044) 0115 916 8177
 Fax: (0044) 0115 916 8044

THE BLACK LIBRARY

www.blacklibrary.com



Ask anybody what they love about Warhammer and two things that are bound to be on their list are monsters and magic. Well, as a race of reanimated Skeletons who march to war accompanied by huge magical statues, it's fair to say that the Tomb Kings satisfy both counts with abundance.

The hordes of sun-bleached Skeleton Warriors, the eponymous Tomb Kings themselves and columns of golden chariots are bolstered this month with the release of the new army book. As you'll see over the next few pages, the Liche Priests known as the Citadel design team have been busy, reanimating Khemrian Warsphinxes, Necropolis Knights, a veritable legion of Tomb Guard and more besides.

The Undead kings have set their sights on conquering the White Dwarf bunker too, so to appease their demands we sent Andy out to report on all their magnificent

glories in Sand and Stone, whilst Simon tells a tale of one of their valiant battles in the Valley of the Dead. Toiling under the whips of the Necrotects, Duncan shows us how to paint the Court of the Crimson King, whilst the 'Eavy Metal team have really pushed the boat out with their beautifully painted Tomb Kings miniatures.

We also have an exclusive set of three new battle missions designed for the Grey Knights and Jeremy Vetock talks about how to come up with your own greenskin tribe.

As I mentioned a little while back, I'm a Tomb Kings player myself and am eagerly awaiting getting my hands on all of those new kits – all the better to stomp Kevin Chin's pesky Dwarfs into the ground. The only bit I'm not looking forward to is deciding whether to build a Khemrian Warsphinx or a Necrosphinx; a unit of Necropolis Knights or Sepulchral Stalkers. Aww hell, I think I'll just build one of each. Make it two.

Andrew Kenrick, Editor

Copyright © Games Workshop Limited 2011 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring, The Two Towers and The Return of the King which are © MM0 New Line Productions, Inc. All Rights Reserved. The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King, and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises, under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2011, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, GW, Citadel, the Citadel device, Warhammer, Warhammer logo, Warhammer Armies, The Game of Fantasy Battles, the twin-tailed comet device, Warhammer 40,000, the Warhammer 40,000 logo, 40K, 40,000, the double-headed eagle/Aquila design, White Dwarf and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2011 variably registered around the world. All Rights Reserved.

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

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

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

You can find Games Workshop online at the following address:

www.games-workshop.com

GAMES WORKSHOP



NEW LINE CINEMA



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



Product Code: 6024999377

ISSN: 0265-8712 05

Games Workshop Limited
 Willow Road, Lenton
 Nottingham
 NG7 2WS

Registered in England and Wales
 – Company No. 01467092.

TOMB KINGS

Far to the south of the Empire stands the ancient land of Nehekara, a sun-bleached land where only the Undead Tomb Kings hold court. This month they rise up for vengeance. Find out all about them from page 14 onwards.



FEATURES

14 SAND AND STONE

Andy Hall talks to Robin Cruddace, Mark Harrison and Mike Anderson about Skeletons, statues and the secrets of the dead, exploring the new Tomb Kings army book and miniatures that are released this month.

28 ILLUMINATIONS: TOMB KINGS

Warhammer: Tomb Kings is packed full of gorgeous new colour art. We showcase some of it and talk to the artists about how they illustrated the armies of the Tomb Kings.

37 BATTLE MISSIONS: GREY KNIGHTS

The Grey Knights stand ready to purge the taint of Chaos wherever it might appear in this exclusive set of three new battle missions.

46 TRIBES OF THE ORCS & GOBLINS

Picking an Orc & Goblin army for battle is like mustering your own tribe for a Waaagh! as Jeremy Vetock explains in this article.

HOBBY

54 MODELLING WORKSHOP: THE LAND OF THE DEAD

Chad Mierzwa and Duncan Rhodes combine forces to create a set of scenery for the cursed Land of the Dead.

96 ARMY WORKSHOP: RISE OF THE CRIMSON KING

Duncan has been busy this month, setting out to show us how to paint a Tomb Kings army.

BATTLE REPORT

62 THE VALLEY OF THE DEAD

Two ancient races, both in command of powerful magic, turn against one another in this month's battle report. Adam Troke takes on Robin Cruddace in the Valley of the Dead.



REGULARS

02 NEW RELEASES

All the new miniatures hitting the shelves this month.

12 NEWS

The latest headlines from the Games Workshop frontier.

35 HALL OF FAME

Mark Harrison picks his favourite model.

84 STANDARD BEARER

Jervis imagines himself stranded on a desert island.

88 'EAVY METAL: TOMB KINGS

We showcase the 'Eavy Metal team's Tomb King models.

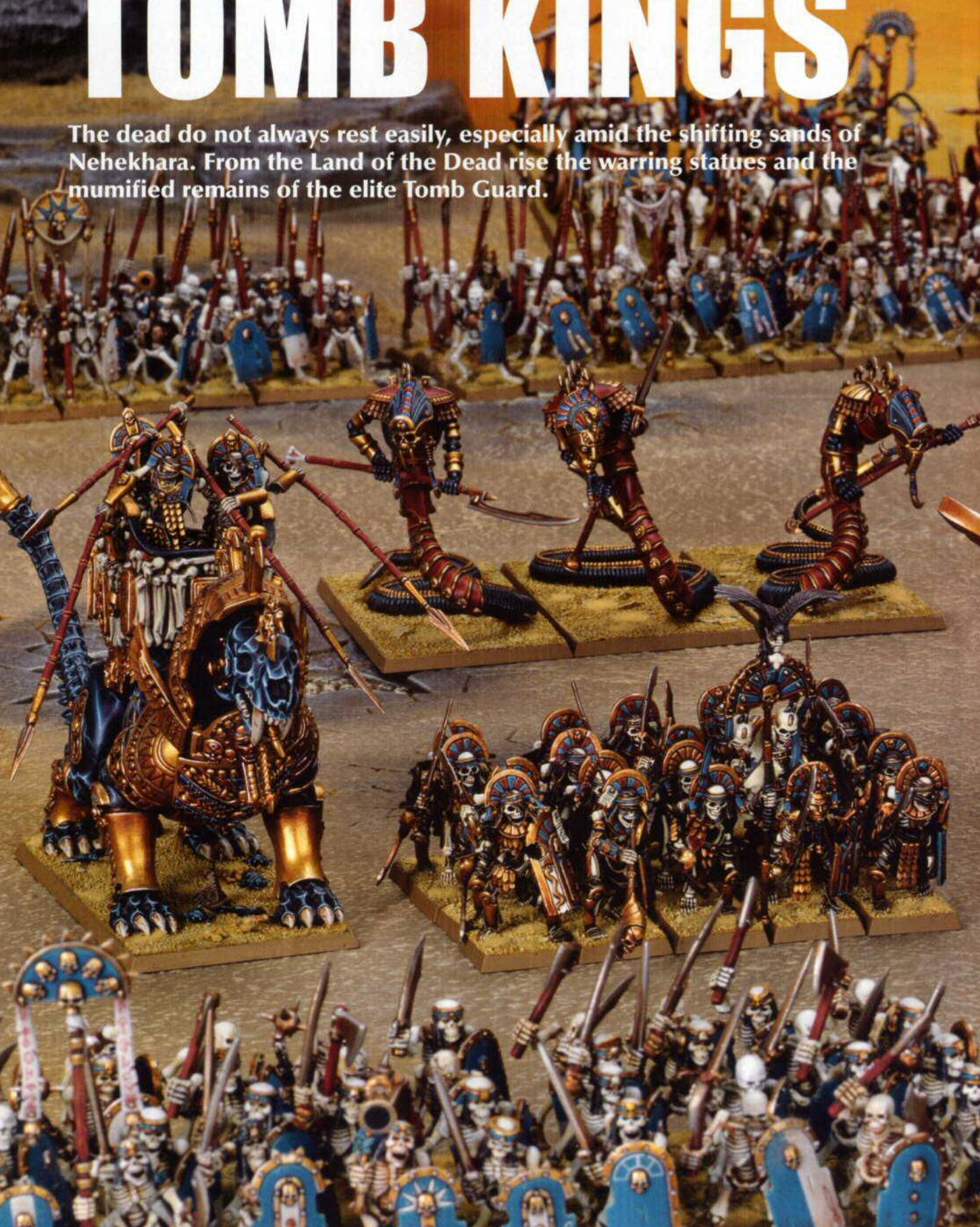
104 FRONTLINE

Hobby activities and news from your local area.

WARHAMMER®

TOMB KINGS

The dead do not always rest easily, especially amid the shifting sands of Nehekhara. From the Land of the Dead rise the warring statues and the mummified remains of the elite Tomb Guard.





TOMB KINGS KHEMRIAN WARSPHINX/NECROSPHINX

The Khemrian Warsphinx carries a crew of Tomb Guard to battle. The kit can also make a terrifying Necrosphinx, a huge monster carved from stone.

KHEMRIAN WARSPHINX

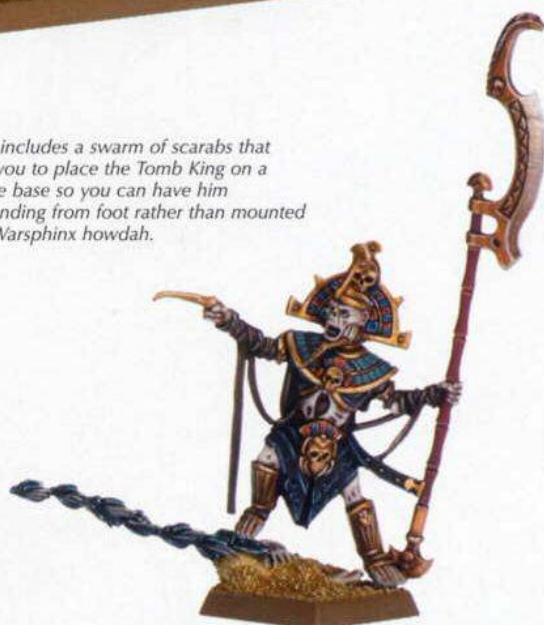


A Khemrian Warsphinx carrying Tomb Guard into battle.



A Tomb King can ride to war mounted on the back of a Warsphinx.

The kit includes a swarm of scarabs that allows you to place the Tomb King on a separate base so you can have him commanding from foot rather than mounted in the Warsphinx howdah.



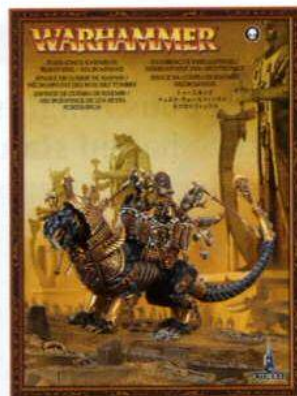
Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold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

The mighty Warsphinx of Khemri towers above the chariots and skeletal infantry of the Tomb Kings. It is a monster fashioned from stone, jade or marble and animated to carry a Tomb King or a crew of Tomb Guard into battle.

Mark Harrison's plastic kit can also be assembled to create the dreaded Necrosphinx, a centaur-like construct sculpted as an amalgamation of the most horrifying mythical beasts that are said to inhabit the Nehekharan Underworld. This winged creation is armed with two massive blades that can even sever the head of a Dragon in one almighty blow. Many Liche Priests consider the Necrosphinx to be an

abomination, not powered by the souls of valiant Nehekharan heroes but granted life by malevolent gods, and so these statues are only animated at the behest of the most ambitious Tomb Kings or in the direst of circumstances. The model accentuates this sinister aspect with a choice of two stoic death masks.

As well as its sumptuous looks, the kit – whether you decide to make a Warsphinx or Necrosphinx – is a great army centrepiece sure to dominate any battleline. And with a mighty Toughness of 8 and 5 Wounds these stone creatures have no need to skulk, able to withstand whatever the foe may throw at them.



**TOMB KINGS KHEMRIAN
WARSPHINX/NECROSPHINX**
Product code: 99120217007
Sculpted by Mark Harrison.
€40, 300dkr, 380skr/mkr, 150zlf

£31

ON SALE MAY 7TH

NECROSPHINX



The kit comes with a choice of two heads – a leering skull face or an ornate death mask.



The dreaded Necrosphinx, an abomination capable of slaying an enemy monster with one swipe of its massive blades.

**MULTI
PART
PLASTIC
KIT**

TURN TO PAGE 62 TO SEE THE WAR STATUARY OF KHEMRI IN ACTION.

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

TOMB KINGS NECROPOLIS KNIGHTS

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. These models can also be assembled as Sepulchral Stalkers, fell sentinels of a Tomb King's realm.

Mike Anderson's Necropolis Knights kit allows you to build a choice of either three Necroserpents, upon which ride the titular Knights, or three Sepulchral Stalkers. These dread statues have been sculpted by the artisans of Khemri with the upper torso of a man and the body of a serpent. In battle the Sepulchral Stalkers are armed with large halberds and they use the Entombed Beneath the Sands rule to ambush prey anywhere on the battlefield.

Necropolis Knights stand atop the hoods of their snake-like statue mounts. As Monstrous Cavalry they will not only Stomp, but have 2 Killing Blow attacks from the Tomb Guard riders and 3 Poisoned Attacks from the Necroserpents. On the frame you'll find all the parts you need to field these in your Tomb Kings force, including full command options as well as spears.



Necropolis Knights stand upon the hunched form of their serpentine statue mounts.

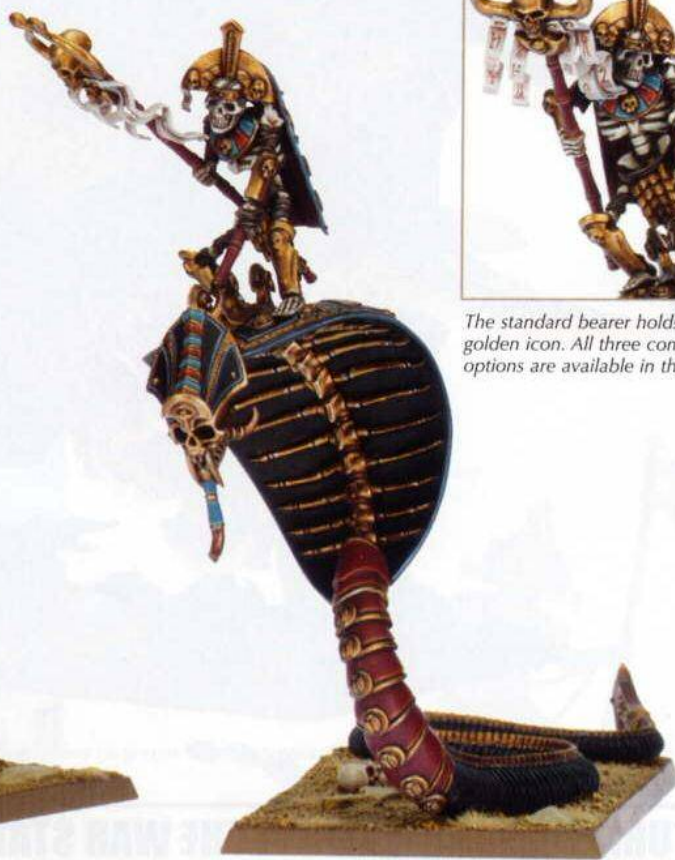


Necropolis Knight musician

NECROPOLIS KNIGHTS



Necropolis Captain



Necropolis Knight standard bearer



The standard bearer holds a golden icon. All three command options are available in the kit.

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



**TOMB KINGS
NECROPOLIS KNIGHTS**
Product code: 99120217005
Sculpted by Mike Anderson.
£43, 330dkr, 410skr/nkr, 165zl

£33.50

MULTI
PART
PLASTIC
KIT

ON SALE MAY 7TH

SEPULCHRAL STALKERS

Sepulchral Stalkers wear terrifying death masks and are armed with huge halberds.



Find Out More

Turn to page 23 to view all the different parts that make up this kit. Then don't miss this month's battle report to see how both the Sepulchral Stalkers and Necropolis Knights fare in the game.



A unit of six Necropolis Knights glide across the sands.

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

TOMB KINGS TOMB GUARD

The Tomb Guard are the elite infantry of the Tomb Kings army, guarding their masters in undeath as they did in life. This box set allows you to make ten models armed with either hand weapons or halberds.

The Tomb Guard are the elite infantry in a Khemrian army. When living, these brave warriors were once a Tomb King's most loyal and able men. And so they were entombed alongside their master in his pyramid, awaiting the return to unlife.

The Tomb Guard plastic box set allows you to make ten mummified warriors, with options for creating a full command group and arming your unit with either hand weapons or halberds. The frames contain lots of great extras and fun details such as the screaming face on the end of the horn, the vulture that can be perched on top of the standard, ornate shield designs and four spare heads for even more variety.

MULTI
PART
PLASTIC
KIT



TOMB KINGS TOMB GUARD £25.50

Product code: 99120217001

Sculpted by Mike Fores, Alan Perry and Michael Perry.

£32.50, 250dkr, 310skr/nkr, 125zł

ON SALE MAY 7TH



Tomb Guard with halberd



Tomb Guard with hand weapon



The Tomb Guard kit includes the options for a full command group.



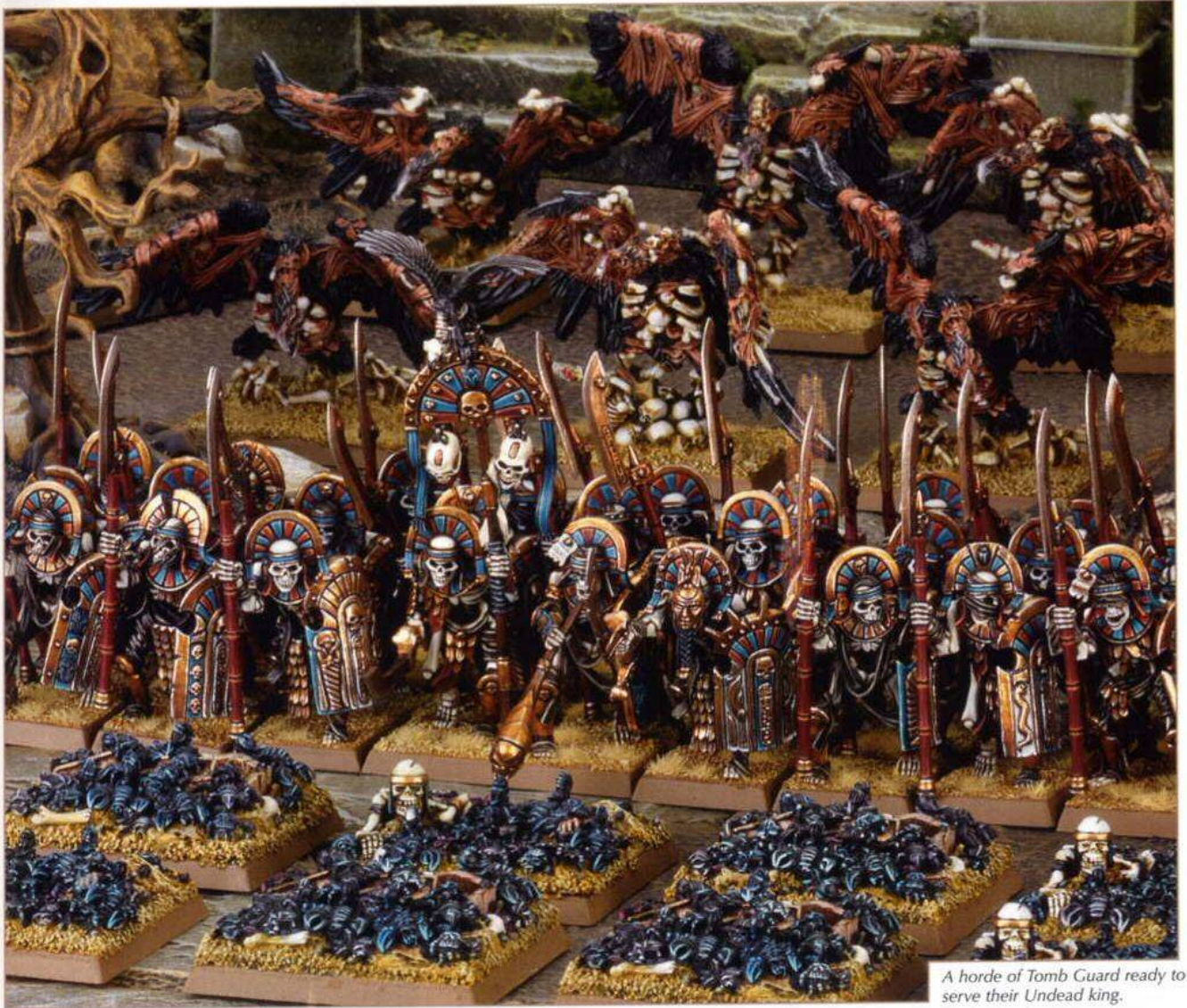
Tomb Guard with hand weapon



The Tomb Guard above are armed with halberds, making these elite mummies even stronger, although as they have Killing Blow, the enemy's Toughness and Wounds will not always matter!



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



A horde of Tomb Guard ready to serve their Undead king.

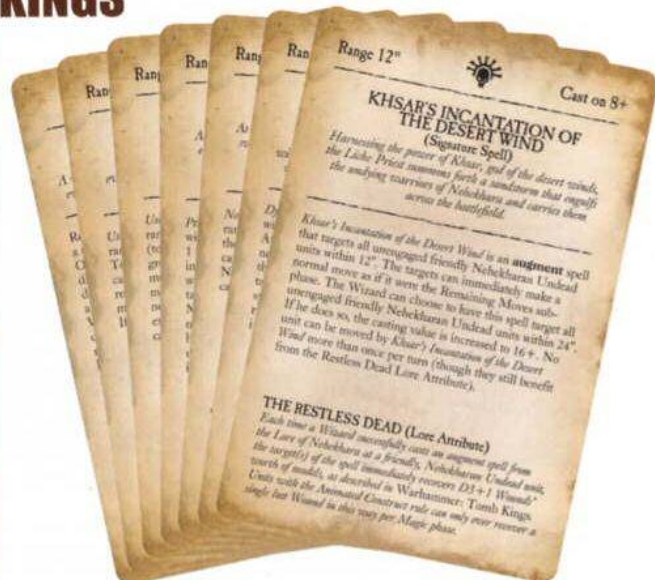
WARHAMMER BATTLE MAGIC: TOMB KINGS

This seven-card deck contains all the spells in the Lore of Nehekharu. Each large-format card details the spells for quick referencing and to easily keep track of what powers your magic users have.

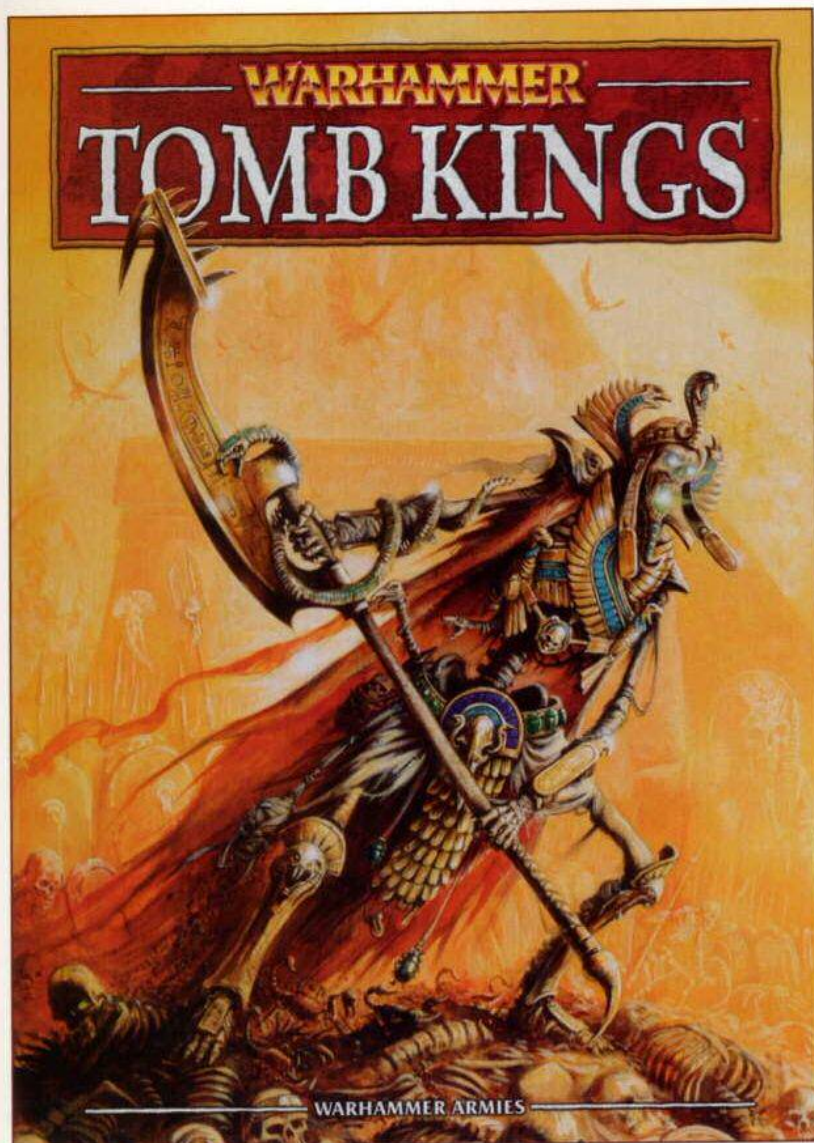
**WARHAMMER BATTLE MAGIC:
TOMB KINGS** £3.25
Product code: 60220217001
€1.90, 30dkr, 40skr/nkr, 15zl

ON SALE MAY 7TH

**AVAILABLE WHILE
STOCKS LAST**



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



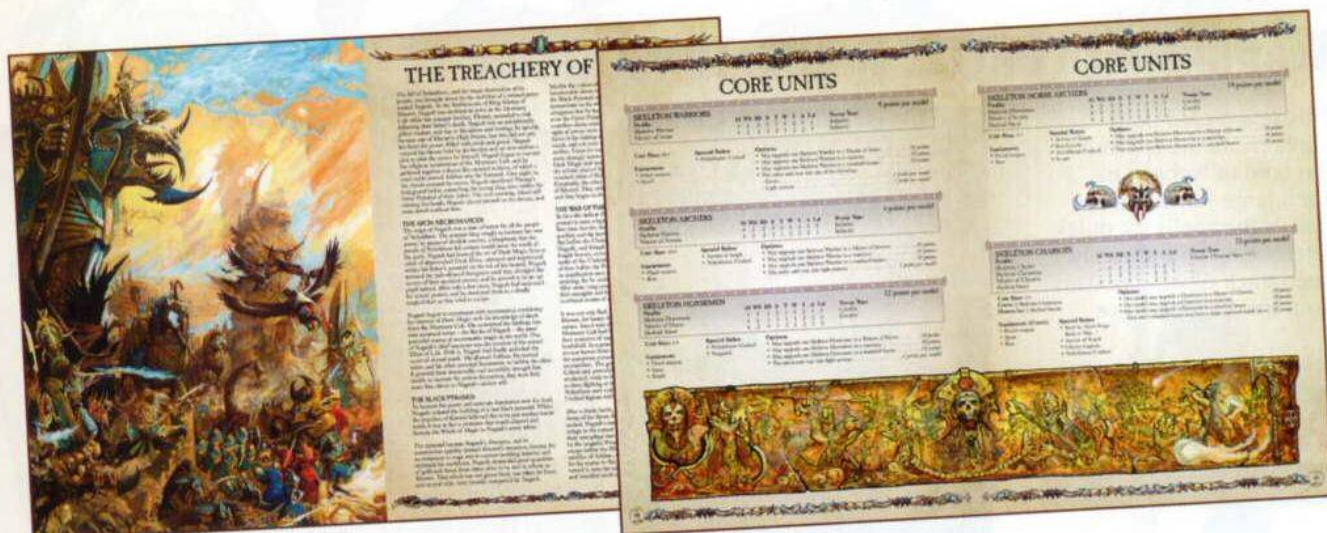
WARHAMMER: TOMB KINGS

For the disparate kingdoms of Khemri, death is no longer an obstacle in making war. Tomb Kings muster their Undead legions, as Skeletons and animated statues created in monstrous images strike forth from the desert to reclaim the world from the living.

Warhammer: Tomb Kings is a 96-page full-colour, hardback book packed with everything you need to know about the Undead kingdoms of Nehekhara. Never before has the history of the Tomb Kings been so thoroughly documented – from the rise of Settra to the grand betrayal of Nagash, leading to the Undead legions that can now be summoned from beneath the shifting sands of Nehekhara. The lavish colour pages present all the rules, background and army list information you need to field a force of Undead creatures and war statuary against any foe foolish enough to confront the relentless Tomb Kings in battle.

**WARHAMMER:
TOMB KINGS** £22.50
Product code: 60030217001
Written by Robin Cruddace.
€29.25, 225dk, 280hknkr, 112.50zl

ON SALE MAY 7TH



READ AN IN-DEPTH INTERVIEW WITH THE AUTHOR OF THE NEW BOOK FROM PAGE 14.

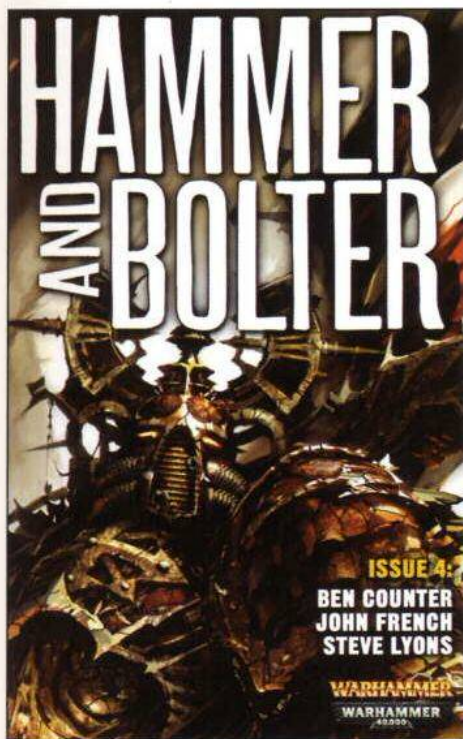
Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold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

BLACK LIBRARY™



Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black Library website is the place to go to view the entire catalogue of books, as well as to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

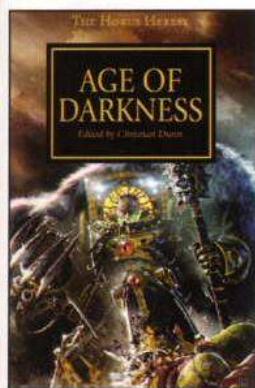
www.blacklibrary.com



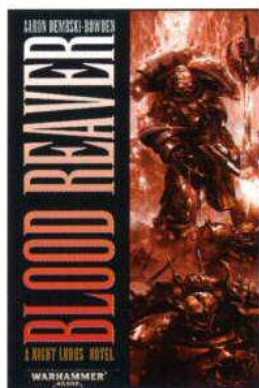
Hammer and Bolter is Black Library's monthly fiction magazine. Each issue is packed with a handful of all-new short stories, serialised novels, interviews, previews and more, as well as exclusive showcases of new authors and stuff by fan favourites. Past features include Phalanx, a serialised novel by Ben Counter; an interview with New York Times bestseller Aaron Dembski-Bowden; and an extract of Prospero Burns three months before it was released! At £2.50, it's a great way to get your monthly fix of action. Issues 1-8 are available now, only from:

www.blacklibrary.com/Digital/Hammer-and-Bolter

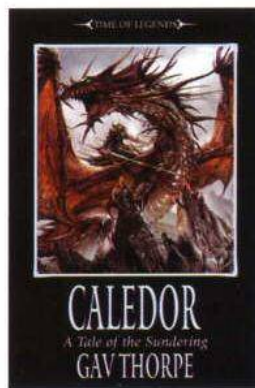
OUT THIS MONTH:



AGE OF DARKNESS £7.99
ISBN: 978-1-84970-036-8
€10.50, 85dkr, 100nkr/mkr, 39.95zf



BLOOD REAVER £7.99
ISBN: 978-1-84970-038-2
€10.50, 85dkr, 100nkr/mkr, 39.95zf



CALEDOR £7.99
ISBN: 978-1-84970-050-4
€10.50, 85dkr, 100nkr/mkr, 39.95zf

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

AGE OF DARKNESS



Up until now, the Horus Heresy series has focused on the turning of the Traitor Legions and the opening salvos of the galactic civil war. In May, this all changes with the release of Age of Darkness – the second Horus Heresy short story anthology. With all of the turncoat Legions revealed, the race is on to assemble their forces ready for the climactic battle, while the loyal Legiones Astartes frantically ready their defences.

Some familiar faces return – including one fan-favourite character not seen since the Flight of the Eisenstein – and while the Primarchs are well represented in the anthology, Age of Darkness shines the light on some characters and Legions who have thus far been under-represented in the Horus Heresy. In fact, the very first story, 'Rules of Engagement' by Graham McNeill, gives us an insight into what Roboute Guilliman has been up to since his brothers turned from the Emperor and the final story, 'Savage Weapons' by Aaron Dembski-Bowden, is the tale of what happened when Lion El'Jonson encountered Konrad Curze several years into the Heresy.

This anthology is the first time light has been shed on many of these events and will challenge everything you thought you knew about the Legions, both traitor and loyal, while laying the groundwork for the final act. Unmissable for any fan of Warhammer 40,000.

ARMIES ON PARADE

New for Games Day 2011

Back in February we unveiled an exciting new painting competition that's sweeping through Hobby Centres across the world.

Armies on Parade is a fantastic opportunity for you to really let your creativity stretch to whole new levels; a competition that really has no limits and will be judged by you in your local Hobby Centre. As if that wasn't enough, the store winners then go on to be ultimately judged again, by you, at this year's Games Day.

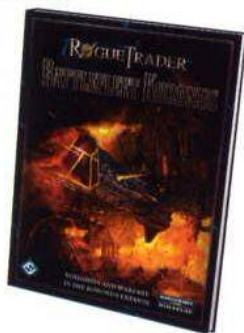
We'll be revealing more details in next month's White Dwarf, but for now you can read all the latest news about this exciting competition at www.games-workshop.com.

Even More Flights of Fantasy

Battlefleet Koronus

Beyond the gates of the Maw, savage enemies threaten the Imperium. Rogue Traders, backed by the might of the Imperial Navy, must arm their vessels to wrest their fortunes from bloody warfare!

Battlefleet Koronus, an upcoming supplement for Rogue Trader, is an extensive sourcebook about the starships that traverse the Koronus Expanse. It also provides a host of enemy craft, and it delves into the rich history of the Imperial Navy!



The Witch's Song

The Witch's Song is the latest exciting adventure pack for Warhammer Fantasy Roleplay. At the far end of the Empire lies an inconsequential fishing village where a series of not-so-inconsequential events are to take place. The village of Faulgimere is about to become the unlikely stage for an adventure of unbridled sorcery. Can the players survive and uncover the dark events that surround the cursed village?

www.FantasyFlightGames.com

WWW.GAMES-WORKSHOP.COM



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 gift 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 repository

of hobby articles, painting guides and tactical advice. This includes articles and rules that are exclusive to download from our website, such as the complete Spearhead Expansion. And don't forget to return to the website every day where our 'What's New Today' blog will keep you informed of all the latest hobby activity.

Recruiting Now

Games Workshop are excited to announce the opening of Hobby Centres in both **Shanghai** and **Warsaw**.

We are therefore looking for self confident, independent and adventurous people who can rise to the challenge and join the Capital City Hobby Centre teams as either a Manager or Sales Assistant.

If you are interested in these opportunities and believe you have the right skills, you can obtain further details on our website: www.games-workshop.com. Alternatively, you can contact Doug Lister for the vacancies in Warsaw – phone: +115 9004442; e-mail: doug.lister@games-workshop.co.uk. Or contact Chris Harbor for the vacancies in Shanghai – phone: +86 21 50484386; e-mail: chris.harbor@games-workshop.co.uk.



WARHAMMER WORLD

Refurbishment

The Citadel Miniatures collection is revered by hobbyists the world over, and in May development of the Citadel Miniatures Hall continues, which means that it will be closed from 3rd to 22nd May while work is carried out. Join us from 23rd May to see the exciting new changes for yourself.

WARHAMMER®

TOMB KINGS

SAND AND STONE

YOUR GUIDE TO THE NEW TOMB KINGS ARMY



Andy Hall, Hierophant of White Dwarf, summons the author and sculptors of the latest Tomb Kings releases and bids them to recount terrible tales from ancient Nehekhara, the Land of the Dead.

Far to the south of the Old World lies a great desert. A lifeless, desolate place consisting of little more than shifting dunes and toppled ruins half-buried in the desert sands. While it is true to say that no living thing stirs, it is a mistake to assume the land is uninhabited. For this is the Land of the Dead, home to the ancient civilisation of Nehekhara and the great City of Kings, Khemri itself. Nehekhara has long ceased to be a place of the living. Ever since the arch-necromancer Nagash's great betrayal, the Undead have roamed the desert. The Tomb Kings have emerged from their pyramids, desperate to restore what was once a vast and powerful empire to its former majesty.

No one knows more about the Tomb Kings' plight and their need to enact vengeance on the living than Nehekhara's historian and author of *Warhammer: Tomb Kings*, Robin Cruddace. 'This was an exciting project to work on as it's been a long time since we last took a look at the Tomb Kings. In that time we've made great advances in how we make plastic kits and

that presented us with a wealth of opportunities. So, with the promise of some great new models from the Citadel designers (*More from them later – Ed*) and the chance to see the Tomb Kings presented in a new full-colour hardback book, I took to the project with relish.'

One of Robin's first tasks was to go back to the very beginning. 'This was always going to be more than a mere update. I wanted to go back to the bare bones of the army – pun very much intended – and redefine what the Tomb Kings army is. From this solid foundation we could build up, incorporating familiar elements such as the chariots and skeleton legions, to include some new stuff we've never seen before. To get it clear in my head I canvassed views across the Studio, talking with such luminaries as art director John Blanche, then used what I had learnt to drill down into the heart of the concept. First and foremost Tomb Kings are an army of skeletons and statues. Everything in a Tomb King army should fall into one of these categories.'

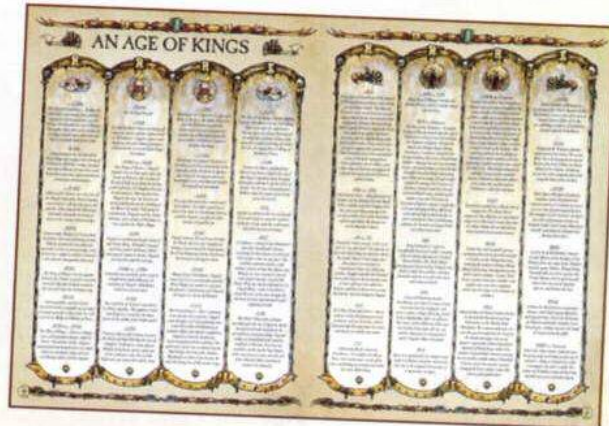
continued on page 18

CITY OF KINGS

Khemri is the royal city of kings. It lies at the heart of Nehekhara, now ominously known as the Land of the Dead. Khemri is the largest, oldest and most powerful of all the ancient cities that now stand half-covered in the desert sands. The monuments built in this grand necropolis are vast and majestic to behold but it all now lies in the shadow of one dominating edifice. Even Settra's great mausoleum is dwarfed by the Black Pyramid of Nagash – an obsidian wonder of terror that for now, mercifully, remains dormant.

WARHAMMER: TOMB KINGS

Like the *Orcs & Goblins* army book it follows, *Warhammer: Tomb Kings* is a lavish, full-colour tome with hardback covers. And when not in use, it'll certainly make a handsome addition to your bookcase. Inside you'll find everything you need to know about the Tomb Kings and how to use them on the tabletop in games of *Warhammer*. But this book is far from a collection of profiles and rules. The Studio artists have been unleashed and provided loads of new colour art for the book (a selection of which can be found from page 28). There is also a timeline featuring some of the key events from throughout the Tomb Kings' history as well as a hobby section packed with photos.



KHEMRIAN WARSPHINX



A Necrosphinx and a Khemrian Warsphinx rampage through an Empire town.



NECROSPHINX

A Necrosphinx is a bizarre and horrifying statue – a strange amalgamation of the mythical beasts that are said to inhabit the Underworld. While all war statuary is animated by the loyal spirits of a Tomb King's servants, the Necrosphinx gains animus from something far more sinister. What pact the Liche Priests made to bring the Necrosphinx to unlife is a secret known only to the Mortuary Cult.

Khemrian Warsphinxes wade through the ranks of their foes, crushing them underfoot as if they were nothing more than bothersome insects. They are almost impervious to harm, and their stone-hard hides protect them from all but the truest strikes; anything less than a direct hit from a war machine is likely to glance harmlessly away. Atop each Khemrian Warsphinx is an ornate howdah in which several Tomb Guard ride. These elite warriors direct their mount's actions as if it were an extension of their own mummified bodies, laying into the foes below with great, double-handed spears.

Such massive creatures are terrifying foes to face, and enemies that do not flee before them are swatted aside by stone claws or torn apart by fanged jaws made of jade, obsidian or another precious metal.

However, this is just a fraction of their full destructive power. When a Khemrian Warsphinx rears up above its prey, those lurking in its shadow are doomed. As the leonine monster crashes down, it smashes its boulder-sized limbs into the ground with appalling force. The resultant shockwave knocks foes off their feet, pulping organs and splintering bones. Those that survive this earth-shattering impact find themselves in a crater of broken, twisted bodies. However, there can be no hope for anything caught directly underneath the point of impact. All that remains of these crushed unfortunates is a fine, red mist that sprays over the victim's stunned comrades.

Thus the Khemrian Warsphinx has earned a fearful reputation as one of the most destructive creatures in the world.

	M	WS	BS	S	T	W	I	A	LD
Khemrian Warsphinx	6	4	0	5	8	5	1	4	8
Tomb Guard Crew	-	3	3	4	-	-	3	1	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Killing Blow (Tomb Guard Crew only), Large Target, Nehekharan Undead, Terror.

Thundercrush Attack: After its crew have attacked, a Khemrian Warsphinx may exchange all of its Attacks to make a single Thundercrush Attack (though it can still Thunderstomp). Roll To Hit against the highest Weapon Skill amongst the enemy models in base contact. If this Attack hits, place the small template anywhere so that it is touching the Khemrian Warsphinx's base. Any infantry, war beasts or swarm models that lie underneath the template (friend or foe!) suffer a single Strength 3 hit. The model under the template's central hole instead suffers a single Strength 9 hit with the Multiple Wounds (D3) special rule. Other troop types underneath the template are too big to be crushed, and don't suffer any hits as a result.

Howdah Crew: Unless the Khemrian Warsphinx is taken as a mount for a character, it is ridden by four Tomb Guard Crew. The monster and its crew have their own characteristics, but are treated as a single model.

When moving, the model always uses the Movement characteristic of the Khemrian Warsphinx. The Khemrian Warsphinx and Tomb Guard crew use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with.

All hits upon the Khemrian Warsphinx are resolved using the monster's Toughness and Wounds, and use its save. In combat, enemy models attacking the Khemrian Warsphinx roll against the monster's Weapon Skill when rolling to hit.

Apart from these exceptions, a Khemrian Warsphinx is treated as a monster in all other respects, as described in the Warhammer rulebook. A Khemrian Warsphinx can be taken as a ridden monster for a Tomb King or a Tomb Prince who will replace all the Tomb Guard Crew. In this case, shooting attacks against it will hit the monster on the D6 roll of 1-4, and the character on a roll of 5+, as normal.



The Khemrian Warsphinx can serve as a powerful mount for a Tomb Prince or Tomb King.

RULERS IN DEATH

The Tomb Kings are the mummified corpses of long dead rulers, whose vengeful spirit has been magically bound to their bodies. Bitter at the turn of events that has left them hideous cadavers, the Tomb Kings' rage fuels an unremitting need to conquer, desperate to reclaim the world from the living.



Such a defining statement instantly gave the Tomb Kings a distinctive character and from this foundation Robin found he could take the army in many different directions. 'Putting the statues aside for a moment, let's look at the skeletons,' says Robin. 'Although the Undead in Warhammer share a common origin – as chronicled in the new book, it all comes from Settra's founding of the Mortuary Cult and Nagash's corrupting influence many centuries later – they fulfil two very different archetypes. The image of a living Necromancer or an all-powerful Vampire binding Undead creatures to their indomitable will is, of course, something that is found in a Vampire Counts army. The Tomb Kings and their subjects, on the other hand, are very different in this respect in that they are self-aware. Even the lowest Skeleton Warrior will contain some vestige of his previous life; the souls are tethered to their mortal remains by the magical incantations of the Liche Priests. These warriors are not, then, slaves to the will of an evil wizard, but dutiful soldiers who unswervingly obey their king's commands in death, just as they once did in life.'

Even though a Skeleton Warrior harbours a soul he is far from the being he was when living. The Tomb Kings and

Tomb Princes, however, are a different matter. 'Without the benefit of magical wards of preservation and mummification a Skeleton Warrior will retain only the most pertinent aspects of their former lives, such as training and martial skills. Other ephemeral aspects to their character – personal desires, relationships, even their names – have been long forgotten,' explains Robin. 'This is in stark contrast to the Tomb Kings themselves who, with the benefit of mummification, have kept their personalities. So just like in their past lives, the Tomb Kings can be quick to anger, aggressive, power-hungry, often petty and jealous of their rivals, all traits that kept them fighting against each other in life unless dominated by such great rulers as Settra or Alcadizaar the Conqueror. Even with a semblance of their mental faculties, such an existence is far from normal; the Tomb Kings were promised that they would awake from death in a golden paradise by the Liche Priests of the Mortuary Cult. However, as a consequence of Nagash's meddling they roused to find themselves not as beatific, bronzed warriors with the countenance of gods but repulsive, bone-dry cadavers whose once palatial realms are now but a shadow of their former splendour. The majesty of Nehekara has been scattered

TOMB GUARD

The Tomb Guard are the partially mummified remains of the king's elite guard. They are exceptional warriors, maintaining all the discipline and martial skill they had in life. In battle, the Tomb Guard form

unwavering ranks of armoured warriors. They have spilled the blood of their enemies for countless centuries, and numerous armies have been dashed against their implacable shield walls.



SKELETON WARRIORS

The armies that emerge from the Land of the Dead are made up of regiment after regiment of Skeleton Warriors. These sun-bleached soldiers swore eternal allegiance to their king, serving him in life as they did

in death. Skeleton Archers will nock and loose arrows, advancing towards the foe without ever breaking stride. Their arrows are blessed by the asp goddess Asaph, and so strike with unerring accuracy.



to the desert winds. Those Tomb Kings that were not driven mad by this realisation were enraged beyond mortal bounds, swearing vengeance on the living for such a travesty of justice.'

And by the sound of it, the vengeful attention of a Tomb King is not something you would want to be the subject of? 'Absolutely not,' states Robin, 'Grotesque creatures covered in moldering bandages they may be, but the same magic that brought them back from the dead also gave them immortality with untold strength, power and iron will. On the battlefield Tomb Kings and Tomb Princes are worthy opponents with high Weapon Skill, Strength, Toughness and Wounds. To emphasise the hold they have over their minions I've given them a special rule tellingly called "My Will Be Done" that allows any unit the Tomb King is accompanied with to use his Weapon Skill. Suddenly a horde of Skeletons with a WS of 2 will be fighting with WS 6 once a Tomb King is present.'

Of course, the Tomb Kings, whilst powerful individuals, have a whole army under their sway. A force of Undead legions all unflinchingly loyal to their mummified master. The archetype for a Tomb Kings force is that of the ancient

civilisations. Not one in particular, but the whole pantheon of lost empires, so you should expect to see large formations of infantry, skeletal phalanxes, light cavalry and lots of chariots.' The aforementioned shape of an army is an important consideration in how it looks and feels on the tabletop but it is far from the case of straightjacketing gamers into that position. 'The army selection and percentage system is already in place to help govern that, but you can also encourage players in a certain direction,' continues Robin. 'For instance, I wanted you to be able to field loads of Skeleton Warriors as they are the backbone (another bad pun, I assume – Ed) of your army, so I've made them cheap. Existing Tomb King players may notice a considerable saving, as they're half the price they used to be. I think this is more than fair considering their low-powered profile and an inability to march, but then you have advantages in that they cause Fear and are Unbreakable, so are going to hold fast any foe they encounter. Their Unstable nature means that they will slowly trickle away but with magic you can raise them back up again, making them endlessly frustrating for the opponent. Then, of course, you can smash the held unit apart with a few chariots!'

LICHE PRIEST

Every Tomb Kings army needs a Hierophant. This is the title given to the highest-ranking Liche Priest. It is he who is responsible for awakening the Tomb King's legions from their slumber, and animates the great statues that rain doom upon the enemy. Without the Hierophant, the army will start to dissipate, making him the primary link between the material world and the Realm of Souls.



THE FLYING ASPS

A famed legion of charioteers, the Flying Asps were deadly with the bow even while riding in their fast-moving chariots. They were known for picking out and slaying the champions of enemy units with bowfire, before riding headlong into the foe.

Legend says that the Flying Asps even slew a daemonic horde with nothing more than faith in the Nehekharan Gods and the speed of their chariots. Shortly before Nagash's betrayal the Flying Asps were sent on some unknown mission, they were last seen riding into the desert. The charioteers never returned, but rumour persists that they are cursed, forever bound to ride across the sands, slaying all they encounter.

Yep, a mainstay of any Tomb Kings army are the chariots, in fact they are the only Warhammer army that can field units of them. 'Tomb Kings no longer have light chariots as, looking at the models I thought there was no difference in physicality to any other race's chariot. This means they inflict D6 Impact Hits. What's more, each additional rank in your chariot unit will increase the Strength of the Impact Hits. So, a unit of six chariots will typically be charging in with 3D6 Strength 5 Impact Hits before the enemy can even throw a dice in anger.'

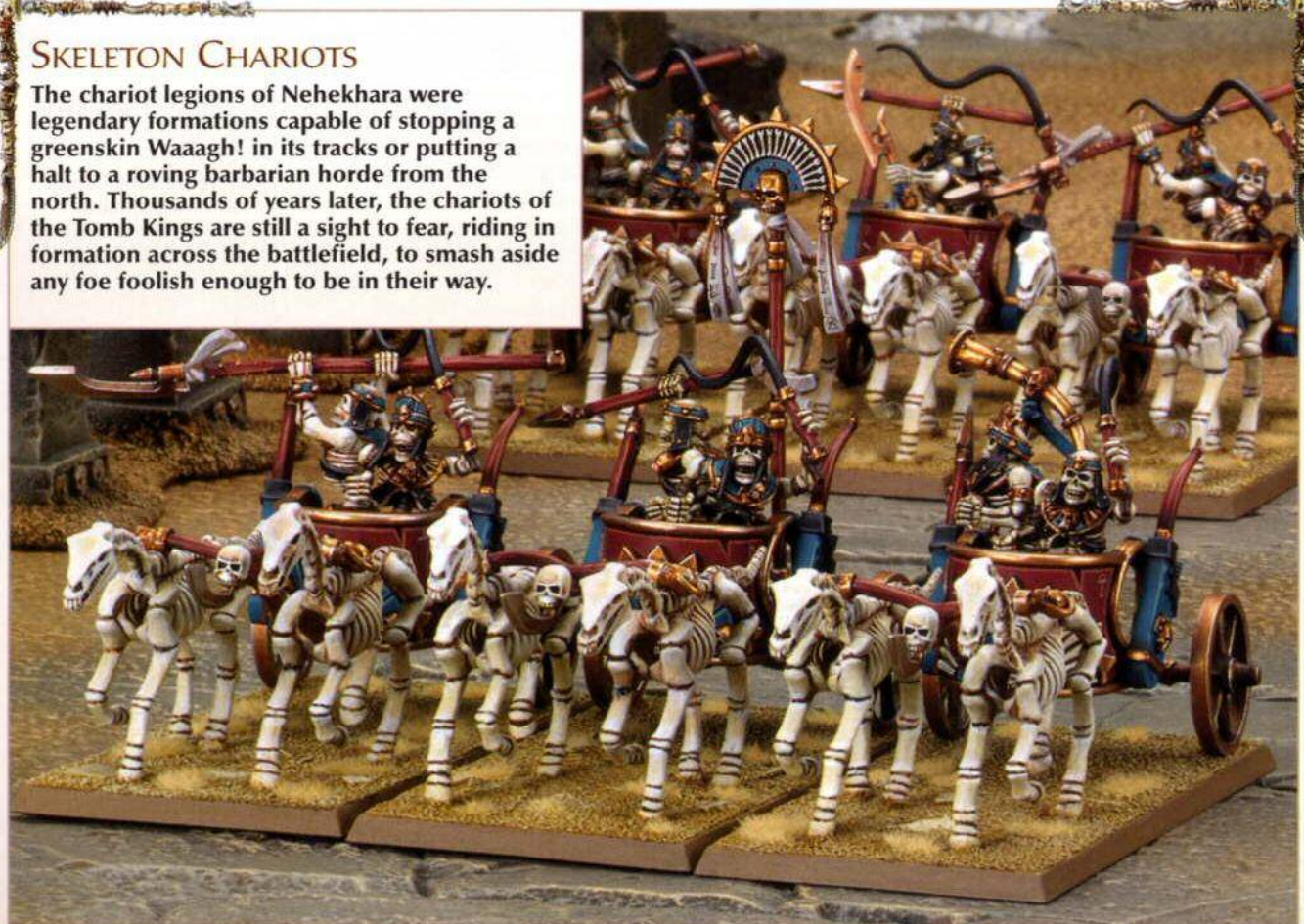
While chariot squadrons can smash aside the enemy in one mighty charge, they are far from the only heavy hitters in a Khemri force. 'Earlier I mentioned that a Tomb Kings army is primarily made of two elements, the Undead and the statues. Without doubt, that's the largest change. The introduction of these monstrous stone creations adds an exciting new dynamic to the whole force,' explains Robin. 'From the start we wanted to get across a sense of artifice and craftsmanship that the ancient Nehekharans had, hence the inclusion of the artisan slave masters, the Necrotects. It is they who created the sculptures that adorned the vast majority of buildings in the ancient cities. And just as the Liche Priests discovered how to call a spirit to

inhabit a body, they could use similar incantations to summon a spirit of a valiant Nehekharan hero into the statues, animating them in battle. Whether it's a Tomb Scorpion, Ushabti or a Warsphinx, they are all finely crafted works of art, not an amalgamation of bone, wood and rubble. Each statue will have been commissioned and made for a specific purpose, whether as a way to venerate their ancient gods or, as in the case of the Warsphinx, to guard the king's inner sanctums,' says Robin.

The Khemrian Warsphinx is certainly a stand-out model in the latest batch of new releases, a gigantic stone monster that comes with a variety of options. 'No two Warsphinxes are the same. Some may well be made of stone, others could be fashioned from marble, jade or even gold. So having more than one in your force, from a modelling and painting point of view is an exciting prospect, as they can be painted in very different ways. I also love the physical presence of the model; there is no doubting its credentials as an army centrepiece, giving your collection a very tangible focus. I know Tomb King players have wanted a sphinx for some time and so it was at the top of all our lists as soon as we started working on the Tomb Kings. Obviously, Mark Harrison's task was to

SKELETON CHARIOTS

The chariot legions of Nehekhar were legendary formations capable of stopping a greenskin Waaagh! in its tracks or putting a halt to a roving barbarian horde from the north. Thousands of years later, the chariots of the Tomb Kings are still a sight to fear, riding in formation across the battlefield, to smash aside any foe foolish enough to be in their way.



design the model, leaving me with the nuts and bolts job of coming up with the rules and placing it in the army list. What I wanted to do was immediately give it a unique take and make it markedly different from, say, a Dragon. So it has a Toughness of 8; after all we're not talking about a creature with thick scales or iron-hard skin, this is a statue chiselled from solid rock. I also wanted to use its stone body in an offensive capacity. I could imagine it rearing up and then smashing down into the enemy and so it can sacrifice all its normal attacks to do just that. There's a calculated risk using this attack, but if it hits, you can do some serious damage to low-Toughness infantry units, even dishing out a Strength 9 hit for the model unlucky enough to find itself under the hole of the template – great for killing enemy heroes.'

The Warsphinx, along with the terrifying Necrosphinx that the kit also makes, is far from the only animated statue to be released this month. 'The Tomb Kings now have monstrous cavalry,' states Robin. 'Necropolis Knights are fast, have 5 Attacks between mount and rider with a mix of Killing Blow and Poisoned Attacks. On the other hand, the Sepulchral Stalkers come from a different angle; these monstrous beasts have a low-range shooting attack that uses the artillery dice, determining

how many Strength 1 hits are resolved against the target's Initiative. If any attacks wound then the target is turned to sand. I imagine the unfortunate would end up looking like a statue himself, slowly coming apart as the elements cause the sand grains to slowly disperse.'

The Tomb Kings then are truly reborn, in both senses of the word. As Robin looks back on the book as well as the new models arriving in the coming months, what are his feelings on the project? 'We're definitely going to see more Tomb Kings armies come to the fore, which is great. The addition of the statues adds a whole new layer and gives the army "height". It also makes them a more flexible force. For example, you could have hordes and hordes of Skeleton Warriors and Archers, an army mainly of statues, or even an entire chariot legion.'

'One of the things I've tried to emphasise is that they are not mindless automatons. Undead they may be, but they have personality too. The expanded special character section illustrates this and I've tried to highlight what makes a Tomb King tick. I like their motivations, their anger at the living for daring to be alive, as well as a desire to restore an empire that has been lost for over two millennia. Such agendas can only be found in Warhammer!'

'ON A GOLDEN CHARIOT I WILL RIDE...'

Tomb Kings, Tomb Princes and Tomb Heralds all have the option to ride to war in a chariot. This not only keeps them highly mobile but also gives you the option of having an entire force mounted in chariots should you so wish.



The Jaguar Legions march to war, controlled by King Ral-Anarquik, accompanied by a Necrosphinx.

NECROPOLIS KNIGHTS

FROM THE SAND...

Sepulchral Stalkers are half-man, half-snake statues created by the ancient Nehekkharans to delineate the borders of a king's realm. Over the centuries they have been swallowed by the shifting sands, where they now wait for intruders to pass by before launching a devastating ambush. When the trap is sprung, several horrifying, snake-like forms burst from the ground to surround their prey, impaling their quarry on ornate staves. However, it is not their skill with the blade for which Sepulchral Stalkers are so feared. For those who are foolish enough to gaze into the eyes of a Stalker are instantly turned into sand, standing as still as statues themselves until a gust of wind blows them apart and scatters the grains across the endless desert.

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. They are tethered to their mounts by a sharp hook, held firm in one mummified hand as the other wields a heavy spear that carves through mortal flesh. Their monstrous mounts shatter bones with every swipe of their lengthy tails and sink scimitar-sized fangs deep into soft flesh.

At the base of every Necroserpent is a pedestal in which there is a hollow alcove. Within each rests the sarcophagus of a Necropolis Knight. In their lifetimes, these warriors served in the sacred ranks of the Tomb Guard. They were all loyal soldiers and battle-scarred veterans, however, the constant years of violence and slaughter had become so deeply ingrained in these warriors' psyches that their bloodlust threatened to overcome their famed martial discipline. Such soldiers would break ranks without warning and could no longer be trusted to stand their ground whilst a foe still lived – actions that placed the life of the king in mortal jeopardy. When faced with the dishonour of exile, many committed ritual suicide, but some instead chose an agonising death for a chance to serve their king again in his eternal army. These brave soldiers would slit their palms and smear blood onto the belly of one of the giant Necroserpents before holding the wound under the venom dripping from their fangs. As the poison wracked their

bodies, it was believed that Qu'aph would judge their souls, and those that were found worthy would be reborn in the next life as Necropolis Knights – warriors blessed with the skill, power and strength of the gods. Upon their death, these elite warriors were mummified and buried with their full panoply of war beneath the very same statue that they had sacrificed themselves before.

When Necropolis Knights are awakened to serve in the Tomb King's eternal army, the Necroserpents coiled above their resting places magically slither to unlife as well. Rider and mount are animated by the same warrior spirit, and they move as one being, riding to war in perfect ranks of terrifying cavalry. Necroserpents travel beneath the ground at a relentless pace, emerging from the depths with sand cascading off their forms, warriors standing proudly upon their hooded backs with spears lowered, ready to spill the blood of their foes. Serpentine bodies weave through the battlefield, blades, fangs and tails lashing out in all directions, leaving a trail of death and woe in their wake. There are few who can stand against the charge of a Necropolis Knight, for they are incredibly powerful and difficult to destroy. As mount and rider share the same soul, only by destroying both can an opponent truly defeat a Necropolis Knight and few foes are equal to such a task.



Sepulchral Stalkers lead a regiment of Necropolis Knights in a charge against the Beastmen.



- 1-4 Head A
- 5-7 Head B
- 8-11 Head C
- 12-15 Head D
- 16-24 Body A
- 25-26 Stalker torso A
- 27-35 Body B
- 36-37 Stalker torso B
- 38-46 Body C
- 47-48 Stalker torso C
- 49-51 Stalker arms A
- 52-54 Stalker arms B
- 55-57 Stalker arms C
- 58 Deathmask
- 59-61 Rider heads
- 62 Horn
- 63 Axe
- 64 Standard bearer arm
- 65 Standard top
- 66-68 Shields
- 69-73 Rider A
- 74-78 Rider B
- 79-83 Rider C
- 84 Skulls
- 85 Scarabs
- 86 Standard pole
- 87-88 Tail segments



SKELETON HORSEMEN

Unencumbered by heavy armour or barding, a Tomb King's skeletal cavalry legions maintain a punishing pace as they traverse scorching desert or sandy plain. Water and sustenance are concerns for the living, and so the Undead horsemen can travel vast distances,

ranging far ahead of the shuffling legions that follow. But it's not just in the role of scouting that Skeleton Horsemen are known, for these were veterans of saddle and spear in life, those skills have remained with them even in undeath.



THE LORE OF NEHEKHARA

The magic of the Liche Priests are ancient incantations primarily designed to bind spirits to the bones of the dead or inanimate objects. And so the majority of the spells in the lore are augment spells, perfect for improving your troops at a time when they most need it. For example, *Djar's Incantation of Cursed Blades* will give a friendly unit within 12" Killing Blow.

The lore attribute further encourages this use of magic, as for every augment spell cast, the target unit gains D3+1 lost wounds worth of models, allowing you to keep your Skeleton Warriors well stocked!

The task of chiselling the new statue models fell upon the shoulders of Mark Harrison and Mike Anderson. Mark was charged with the Warsphinx, his first big monster. 'Mike and I did a lot of real-world research for our respective projects. What I quickly realised was that although the sphinx is synonymous with Egypt they pop up in differing forms all over the ancient world, from Persia to Greece and Rome. So while these were useful references, I had a clean slate to create anything I wanted as long as it was powerful, and, above all, this had to be a Warhammer sphinx,' reveals Mark.

'I did a load of drawings, and picked one as a starting point that was the weirdest looking of all – more giant centaur than a typical sphinx – and this eventually ended up as the Necrosphinx.'

The Khemrian Warsphinx kit makes both the eponymous creature and the Necrosphinx, but getting two monsters out of one kit is no mean feat. 'It can be a puzzle,' admits Mark, 'You're also maximising the benefit to the hobbyist by including all the options and covering all the army list entries. And any spare parts you have from making one creature or the other, you want to be able to use

elsewhere. A good example is the Tomb King, who stands in the howdah on a step, but I've also included a raised scarab base so he can be used on foot instead.'

'Another consideration was that these were statues, essentially works of art,' adds Mike. 'That's very different to designing a creature that is, or once was, flesh and blood. It all has to be stylised. For a change, you are not trying to accurately render muscle mass but a much more angular version. You then reinforce that these are statues by adding lots of decorations and carvings. On both my Knights and Mark's Warsphinx you'll see a lot of recurring motifs, such as cartouches inlaid with skulls and fan-shaped blades.'

Mike's challenge with the Necroserpents was more about their presence. 'The trouble with snakes is that they lack mass, but you obviously still need them to occupy the space. So I wanted to give the models some height, the cobra-like hoods really helped with this aspect and I think having the riders standing also added to the dynamism.' Our artisans have been more than successful, pleasing even the most intransigent Tomb King. The only question left is: what will they immortalise in plastic next?

A TOMB KINGS PLAYER SPEAKS...

White Dwarf's editor, Andy Kenrick, is a veteran Tomb King's player. So what's his take on the latest edition of the army book?

I've been playing with Tomb Kings since we started work on 8th edition Warhammer – I wanted to start a new army to mark the occasion – so had a good year's experience with them before getting my hands on the new book. The great part about that is that I already have a legion of Skeletons painted, which means I get to leap straight in to the new, shiny stuff such as the Necrosphinx and Sepulchral Stalkers.

As any existing Tomb Kings player will know, magic has always been at the heart of the army and mastering it remains instrumental to your success. Cunning use of your Liche Priests (of which I tend to take at least a couple) and the new Lore of Nehekara will allow you to outflank the foe, protect your warriors, make them all the more deadly in melee and more, due to the bewildering array of augment spells the lore contains. But, perhaps the best part of the Lore of Nehekara is its lore attribute, which reanimates D3+1 of your skeletal warriors (or heals a wound of an Animated Construct) every time an

augment spell is cast on the unit. I always take a Casket of Souls too, just to make sure I have all the power dice I need to keep my units resurrected and augmented, as this potent arcane war machine adds D3 to my power dice each turn, as well as sucking the souls from the foe.

The other character at the core of the army is the Tomb King himself, and he really is central to your battleline more than ever. Not only does his Leadership help stop your army from crumbling to dust should (Ptra forbid) your Hierophant die, but his My Will Be Done rule means that any unit he joins gets to use his WS of 6. That makes my horde of 6-point (with light armour and spear), WS 2 Skeleton Warriors rather more fearsome, doesn't it? Needless to say, I always include a couple of Tomb Princes too to bolster my battleline with their WS of 5.

But that's only scratching the surface of what the new book means for my army, as I've not got the space to talk about the treasury of magic items, the potency of Skeleton Archers and the hugely expanded roster of cool special characters. But then, as a Tomb Kings player, I have the rest of eternity to ponder my strategies.

Screaming Skull Catapults and a dread Casket of Souls bring ruin upon the invaders.



GET DOWN TO YOUR LOCAL HOBBY CENTRE THIS MONTH AND JOIN THE TOMB KINGS.

For loads of fantastic in-store events and activities near you, turn to the Events Diary on page 106.

THE SERPENT HOST OF HIGH QUEEN KHALIDA

LORDS

High Queen Khalida
With the Venom Staff.
365 points

HEROES

Hierophant Im-ramon
Level 2 Liche Priest with
Earthing Rod, Opal Amulet
and Ironcurse Icon, using
the Lore of Nehekharu.
150 points

Liche Priest Amon-tep
Level 2 Liche Priest with
Enkhi's Kanopi, using the
Lore of Nehekharu.
130 points

**Im-tokap,
the Queen's Champion**
Battle Standard Bearer
with great weapon
and Standard of the
Undying Legion.
139 points

CORE

**Im-ramon's
Serpent Legion**
39 Skeleton Warriors with
spears, light armour,
Master of Arms, musician
and standard bearer.
264 points

Amon-tep's Viper Legion
39 Skeleton Warriors with
spears, light armour,
Master of Arms, musician
and standard bearer.
264 points

Im-tokap's Asp Legion
39 Skeleton Warriors with
light armour, Master of
Arms, musician and
standard bearer.
225 points

**Khalida's Blessed
Archers of Asaph**
29 Skeleton Archers.
174 points

SPECIAL

The Chosen of Asaph
20 Tomb Guard with
halberds, Tomb Captain,
musician and standard
bearer with the
Banner of Eternal Flame.
300 points

Asaph's Gift
Khemrian Warsphinx with
Fiery Roar.
230 points

RARE

Asaph's Gaze
Casket of Souls.
135 points

Asaph's Vengeance
Screaming Skull Catapult
with Skulls of the Foe.
120 points

TOTAL 2496 points

SAMPLE ARMY LIST



Khalida's Serpent Host is frighteningly large, including over 160 Skeletons to unleash upon your foe. As if that wasn't enough to put the fear of the gods into your opponent, High Queen Khalida personally leads the force, and a mighty Nehekharan Warsphinx accompanies her to battle. Despite the overwhelming numbers, there are relatively few hard-hitting troops, but this is more than compensated for by the army's incredible durability. There are few enemies indeed that can afford to engage this legion of Skeletons in a war of attrition, as they will inevitably be dragged down by sheer weight of numbers. To magnify this problem yet further, both of the Liche Priests are using the Lore of Nehekharu to ensure that the army's numbers are constantly being replenished by virtue of the Restless Dead lore attribute.

In the Magic phase, the four spells available to the Liche Priests are augmented by a further four different bound spells. This combination provides the army with an enormous variety of tactical options, regardless of which spells the Liche Priest rolls up at the beginning of the game. Enkhi's Kanopi will nullify an opponent's remain in play spells and generate additional power dice, reinforcing the army's magical onslaught along with the Casket of Souls' Covenant of Power special rule.

As the army prepares to engage in combat, Khalida can relocate to a Skeleton Warrior regiment or the Tomb Guard, where her five, re-rollable WS-6 Poisoned Attacks can be put to good use. In contrast, the Hierophant will make a 'tactical withdrawal' to the Skeleton Archers for safety's sake.



SAMPLE ARMY LIST

THE ROYAL LEGION OF IRIL-RA THE IMPETUOUS

LORDS

Iril-ra the Impetuous

Tomb King with great weapon, Trickster's Helm and Dragonbane Gem, mounted on a Skeleton Chariot.

286 points

Hierophant Amun-Pta the Subservient

Level 4 Liche High Priest with Cloak of the Dunes and Talisman of Preservation, using the Lore of Nehekara.

305 points

HEROES

Ka-akau-auat the Pernicious

Level 2 Liche Priest with Nefarra's Scrolls of Mighty Incantations, mounted on a Skeletal Steed, using the Lore of Death.

165 points

CORE

The Pride of Iman-ra

5 Skeleton Chariots with Master of Chariots, musician and standard bearer and Banner of Swiftess.

320 points

Ka-akau-auat's Pernicious Praetorians

14 Skeleton Horseman with Master of Horse, musician, standard bearer, and light armour.

226 points

The Scorpion's Sting

10 Skeleton Horse Archers.

140 points

SPECIAL

The Sentinels of Asaph

6 Necropolis Knights with Necropolis Captain, musician and standard bearer.

420 points

Iman-ra's Ire

Khemrian Warsphinx with Fiery Roar.

230 points

Anuk-sun's Vengeance

Tomb Scorpion.

85 points

Khsar's Scavengers

4 Carrion.

96 points

RARE

Ptra's Retribution

Necrosphinx.

225 points

TOTAL

2498 points

This army is highly unusual for the Tomb Kings in that it is surprisingly fast, even for an army that cannot march. Consisting entirely of chariots, cavalry, monsters or models that can fly, the army can close on the enemy at an intimidating pace, even without magical assistance. The force is fast, powerful in combat, supported by magic and difficult to damage significantly at range before it reaches the enemy.

The Skeleton Chariots, Necropolis Knights and the two Warsphinxes can hit incredibly hard, able to take on and destroy the best that can be arranged against them. The other units are there to threaten and disrupt the enemy and prepare them for the hammer blow. The Carrion and Skeleton Horse Archers can engage enemy war machines and skirmishing units.

The army's wild card is the Liche Priest, Ka-akau-auat. By using the Lore of Death, he has access to some seriously formidable spells, and if all goes well, either the *Fate of Bjuna* or the *Purple Sun of Xereus* (or both!). Mounted as he is on a skeletal steed and with a large bodyguard of cavalry to protect him, he should be able to get to wherever he needs to be to inflict the most damage. Nefarra's Scrolls of Mighty Incantations will hopefully aid in the casting of one these ruinous spells with irresistible force to ensure its success. And if he doesn't survive the miscast result, his spirit will be summoned back from the Realm of Souls to try again another day! Remember that the Life Leeching lore attribute will also generate additional power dice for the Liche High Priest to use on his spells from the Lore of Nehekara, and that can never be a bad thing.



TOMB KINGS

A profusion of brilliant Tomb Kings art awaits over the following six pages as Andy Hall talks with the artists charged with bringing the words and miniatures to unlife in illustrated form.



Art has always played an important part in how we present our worlds to the hobbyist. 'It bridges a gap between the models and your imagination,' says Paul Dainton as I talk to him, Alex Boyd and Kevin Chin in 'Fortress Pencil', their easel-strewn lair... or the art department as it's also known.

'This is especially true with a race like the Tomb Kings, where we've added a whole new element to the army – the statuary,' Paul continues. 'What the art does in this situation is add context. We can show how this whole other facet may interact with the rest of the force. You're not trying to be too literal about such things we're not prescriptive after all. It's more about giving flavour and hopefully inspiring not just Tomb Kings collectors but Warhammer hobbyists in general.'

One piece of art that was an important driving force behind the latest Tomb Kings release was the picture shown above, first featured as a full spread in the Warhammer rulebook (pages 186-187 if you missed it). As with so much of John Blanche's art it gets you thinking about the possibilities; it hints at what could be, which then directly drips into the design process. For example, what made John's artwork such a stand out were all the big monsters. We hadn't seen these things in a Tomb Kings army before but it instantly created a desire to have them in the art and in the army.

Alex Boyd's painting on the right does more of the same. This piece was drawn far later in the process and so is more refined. The difference between the two pictures is that in this case, John is dealing with broad brushstrokes and concepts, whilst Alex's

Above: John Blanche's powerful artwork depicts the city of Goethelburg being ripped apart by giant creatures whilst the Undead swarm up from below.

Right: The war statuary of Khemri marches to war against the crusading Bretonnians in Alex Boyd's picture.









picture shows a far more detailed view. The creatures on display are very distinctive and recognisable as the actual models, but that's not to say the picture is devoid of any mystery. For starters, what's that tall thing in the background, behind the flying carrion? Or, what are those silhouettes blotting out the sun? Are they inanimate statues, places of worship or something far more sinister? Whatever they are, Alex is certainly not telling, not at this juncture at any rate.

Paul Dainton's stunning painting to the left is very much in the same vein. The subjects of the piece are clearly defined but look a bit further back and there is all manner of strangeness going on there – that's no ordinary Tomb Scorpion and what in Khemri is that thing darkening the sky with three heads? If you shift focus from the back to the foreground you'll also see that far from being a sandy desert, it's a horrifying carpet of scarab creatures, swirling faces in the sand and gribbly Undead things. 'We wanted to convey that this desert is no Sahara, it's a Warhammer desert, and that means danger and death around every dune,' says Paul. 'Another aspect you can see in this painting and pretty much all the other pictures are the very real effects of magic. Warhammer is an unearthly place and the Tomb Kings are a

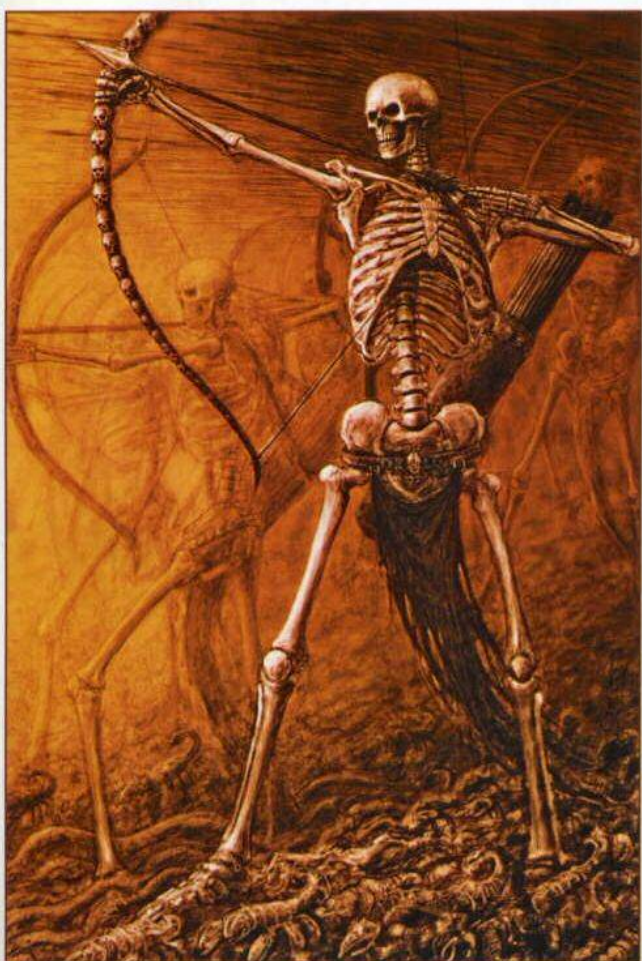


LITTLE EXTRAS

Throughout Warhammer: Tomb Kings you'll find lots of smaller but no less fantastical bits of art. Often these small icons are John Blanche at his best, tidbits of unsettling weirdness that can only be part of the Warhammer world. The skull-faced scarab and the spiky scorpion are just two notable examples.



Left: Paul Dainton's epic artwork shows the might of the golden army in its full glory. Warsphinxes stride alongside the legions of Tomb Guard and Skeleton Warriors. A Necrosphinx and other more monstrous creations can be seen advancing in the background.





Above: Adrian Smith's painting is a real mood-setter. The golden tones dominate the picture, offering little contrast and forcing you to concentrate on the art and notice the many details within.

supernatural race, so we were anything but shy with the magical effects.'

'I think it very deliberately bucks a trend that you'll often see in other fantasy genres,' explains Kev. 'They hint that magic may or may not exist. Wizards are simply wise men who might know a bit of alchemy; it's all

to the rusty, mouldy look of the other Undead in the range and that dichotomy works really well. You're also trying to get across, at just a glance, that the Tomb Kings' origins are old. Their armour and equipment needs to look as though it's from a different age, not as modern as the Empire, so

“It's a Warhammer desert, and that means danger and death around every dune.”

Opposite, top left: In this picture Kevin Chin wanted to convey how the Tomb Kings army works, with the Hierophant channelling souls back into their Undead bodies.

Opposite, top right: A Tomb King sits upon his throne, his jaw stretched open in a groan. This image gives Adrian Smith's piece a very unsettling, yet potent look.

Opposite, bottom left: Nuala Kinrade's picture of a Skeleton Archer is one of the few Undead to be shown with a closed mouth. Note the creatures swarming around its feet.

Opposite, bottom right: This time Kevin portrays a phalanx of Skeleton Warriors slaying Skaven. The two animated statues in the background add a second focal point to the picture.

very subtle. In our art, we've made sure that the opposite is true – Warhammer magic is not subjective its effects can be seen everywhere, and that is especially true with the Tomb Kings.'

In the army book, the Tomb Kings are often referred to as the golden army and many of the pictures shown here and in the book have a lustrous hue to them, Adrian Smith's painting is a classic example. 'To a certain extent, all races have a signature colour,' Alex points out. 'With the Orcs it's obviously green, the Dwarfs tend to use grey or metallic tones and with the Tomb Kings it's gold. They're shiny – they have golden armour, their bandages are old and yellowing and even their bones have a sand-blasted look. This is in direct contrast

naturally you reference the ancient civilisations of our own world. The gold armour works as a short hand, as does the blue inlay which insinuates the use of lapis,' Alex explains.

Another common element that you can see in at least three of the pictures on this page is that Tomb Kings and their minions tend to be pictured with their mouths wide open. 'There's a couple of reasons for this,' says Paul. 'An open mouth is much more dynamic than a closed one, and with the Undead in particular, it's rather unnerving. Skeletons have no lungs and yet they look to be shouting, as if trapped in a silent scream. This helps to build a sense of menace, which is rather appropriate for a race that causes Fear!'



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.



Mark Harrison is a member of the Citadel design team with many great figures under his belt. If you've already read this month's feature then you'll be familiar with at least one of Mark's models, the Khemrian Warsphinx. Other notable miniatures include the Varghulf, Chaos Space Marine Terminator Lord and the Daemon Prince.

ELDRAD ULTHRAN NOMINATED BY MARK HARRISON



The craftworld rune of Ulthwé has been incorporated around the eye of the ghosthelm.



The staff of Ulthamar is a powerful artefact. The face in the staff adds a second focal point to the model.



Eldrad's rune armour is intricately inlaid with wraithbone runes of protection and warding.



Eldrad Ulthran, designed by Jes Goodwin. This model has been painted by Anja Wettergren.



The Ulthwé rune has been emblazoned on the back of Eldrad's cloak, to help break up the large area of cloth.



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. As the Hall of Fame continues to grow so will this 'living' article, so keep checking back. Go online to see more:

games-workshop.com

Mark: Without Eldrad Ulthran it's quite possible I may never have become a Citadel miniatures designer in the first place, so for that reason alone I'd like to nominate the model. In the winter of '94 I spotted an Eldrad blister in my local game shop 'Space, Myth and Magic' in Scarborough (a seaside town located on the east coast of the UK, for the benefit of our international readers). It was the model that dragged me into the hobby and started a love affair with the Eldar that I still have today. Whenever I see the figure, it takes me back to my early years in the hobby.

However, I'm not inducting this model purely for nostalgic reasons. The miniature has stood the test of time; it could easily have been released last week, rather than 17 years ago. It works close up with the

intricate detailing on the armour, and the ornate helmet. What's more, the pose is incredibly striking; Jes has a knack for creating dynamic silhouettes in his sculpting, which you can see here. And when you consider that this is a one-piece character model, that there is no further assembly required, you really appreciate why this is a classic miniature.

As a sculptor, you can't help but look at other models and work out what you would do differently if you had been sculpting it, you may not even do this consciously but I think it's embedded in all designers. When I look at Eldrad it's very tricky to see how I could improve on Jes' design; it's the definitive Farseer model, a perfectly rendered piece that still retains an air of mystery.

A SELECTION OF JES GOODWIN'S ELDAR MINIATURES



Karandras, the Shadowhunter



Maugan Ra, the Harvester of Souls



Prince Yriel of Iyanden



Baharroth, the Cry of the Wind



Jain Zar, the Storm of Silence



Fuegan, the Burning Lance

DESIGNER'S RESPONSE

Jes: It's good to hear that Eldrad still stands up well today, but it's definitely a model of its time. By that I mean it was one of the last one-piece character models I ever did. Even the Phoenix Lords, which I sculpted around the same time were two-part models. As with all sculpting you have to work within the limitations of the moulding process and use them to your advantage. One-part models have to lie flat in the moulds and so I deliberately gave Eldrad a very strong profile to overcome his lack of depth. There is a triangular shape created by the staff and sword with the third point being the base and this creates a powerful image. You'll also find numerous triangles within the model itself. Eldrad was also a first in that it was highly detailed with lots of raised areas, depressions and inlaid designs. Eldar models before Eldrad had been very smooth, so that might be another reason why the model is still thought of so fondly.



WARHAMMER
40,000

GREY KNIGHTS

games-workshop.com

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:



GREY KNIGHTS

product code: 99120107002

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

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



GREY KNIGHT TERMINATORS

product code: 999120107001

£27.70, €35, 270dkr,
340skr/nkr, 135zt

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, 162.50zt

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



SPACE MARINE LAND RAIDER

product code: 99120101061

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

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

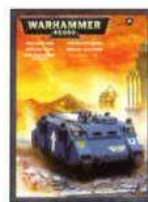


SPACE MARINE VENERABLE DREADNOUGHT

product code: 99120101083

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

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, 100zt

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



STORMRAVEN GUNSHIP

product code: 99120101088

£41, €52, 400dkr,
500skr/nkr, 200zt

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

BATTLE MISSIONS:

OFFICIAL

GREY KNIGHTS

The Grey Knights take to the battlefield wherever the taint of Chaos is felt, striking without mercy or hesitation. Games developers Phil Kelly, Mat Ward, Robin Cruddace and Matthew Hobday present three new battle missions.

"There is no ultimate victory against the Daemons of Chaos, only an eternity of vigilance and duty and battle. To fight this unending campaign takes more than a mere warrior, it takes a crusader whose soul is as hardened against temptation and despair as his body is against the myriad perils of mortality. Only one in a thousand such warriors is worthy to become a Grey Knight, to stand between Mankind and the daemonic, to fulfil the trust of our fallen Emperor."

The Grey Knights stand as a line of shining steel between Mankind and the horrors of the Warp. Brought into being in the final days of the Horus Heresy, they are an incorruptible army that preserves humanity from damnation, one battle, one campaign, one world at a time.

Grey Knight strike forces are compact and elite formations. With but a thousand Battle-Brothers with which to defend the galaxy entire, the Chapter cannot afford to send more forces than are strictly necessary to a single battlezone. Grey Knight forces then are often more akin to warbands, consisting of perhaps a few dozen Battle-Brothers, rather than the armies of thousands they are called upon to oppose.

The Chapter's victories are therefore testament to the valour, single-minded determination and untold years of rigorous training that are the hallmarks of each and every Grey Knight. Indeed, the Grand Masters hold that but a single Grey Knight is worth five 'ordinary' Space Marines.

Time is a valuable resource to the Sons of Titan – in importance it is second only to their incorruptibility. The Grey Knights are few where Daemons are without number, and only by pursuing their campaigns with deadly efficiency can they succeed. In the initial stages a daemonic incursion is bound to a single locus point, often a possessed mortal or Warp portal. If this tainted anchor can be destroyed, the Grey Knights can banish every Daemon called into being. Delay too long, however, and the corruption spreads, opening more portals to the Warp. Should the Grey Knights be held at bay, the entire world will be transformed into an outpost of daemonkind, and only its destruction can ensure that the Warp-taint spreads no further. The Grey Knights strike hard and fast at the very heart of the infestation, ending its threat with all possible speed, no matter the threat to their own lives.

Selecting Your Battle Mission

When choosing a scenario to play from the Battle Missions book, Grey Knight players can substitute the standard Space Marine battle missions for the three special missions published here. Just pick one of the usual selection methods (Themed, Random, Ultimate Challenge or Selected), replacing the Space Marine results on the Random Battle Mission table with the following:

Grey Knights

- 54 Battle Mission One: Destroy the Daemonvessel
- 55 Battle Mission Two: Acceptable Losses
- 56 Battle Mission Three: Fatal Quarantine



A force of Grey Knights deep strikes in to slay the daemonic host of a Great Unclean One.

DESTROY THE DAEMONVESSEL

“Prepare for battle, our quarry is near.”

– Castellan Crowe



Grey Knights attack a force of Chaos Space Marines, seeking out the Daemonvessel.

The Grey Knights have tracked down a particularly vile Daemon through bloody war zones and vile atrocities. Now they are racing to destroy the beast before its machinations come to terrible fruition. If the Grey Knights fail, the Daemon will usher in a full-scale daemonic incursion and a hundred worlds will drown in a tide of blood, death and madness. The Grey Knights will stop at nothing to banish it back into the Warp.

The Daemon has evaded the Grey Knights by possessing a high-ranking leader and masquerading behind a disguise of mortal flesh. Concealed behind its puppet's form, the Daemon has gathered a powerful coven of followers through manipulation and sorcery, subverting whole armies to its will. Teleporting into the midst of battle, the Grey Knights surround the enemy to cut off any possible route of escape, before laying into the hapless pawns with fire and blade, cutting a gory path towards their true target. With the arrival of the Grey Knights, the Daemonvessel will eschew secrecy, knowing that its only chance of success now lies with the destruction of the Emperor's finest. As such, the Daemonvessel will begin to draw upon the power of the Warp. This is when the Grey Knights must strike – whilst the Daemonvessel is still vulnerable to attack.

OBJECTIVES

The Grey Knight player is the attacker in this scenario and his opponent is the defender. The Grey Knights' objective is to kill the Daemonvessel and as many of his minions as possible. The objective for the defender is to protect the Daemonvessel and destroy the Grey Knights.

DEPLOYMENT

The defender must deploy his entire army within 12" of the centre point of the table, starting with his HQ unit(s). If for any reason it is impossible to deploy a unit, it must deploy as reserves. Unless they Deep Strike onto the battlefield, the Grey Knights enter play on their first turn from either of the long table edges.

RESERVES

The defender cannot place any of his units in reserve voluntarily, but they may be forced to do so during deployment (see above). Those units that do enter from reserve enter play from either of the short table edges.

Grey Knight units that have the Deep Strike special rule must be placed in reserve, no other units may start the game in reserve. Grey Knight units not placed in reserve enter play from either of the long table edges in the first turn.



The Grey Knights strike with all haste, for in the war against Chaos any delay may prove fatal.

FIRST TURN

The Grey Knights take the first turn.

GAME LENGTH

The Grey Knight player rolls a dice at the end of game turn 5. On a roll of a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Grey Knight player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, each player scores 1 kill point for each enemy unit they destroy. In addition, if the Daemonvessel (see below) is slain, the Grey Knight player receives an additional 3 kill points. If the Daemonvessel is still alive at the end of the game, the Grey Knights automatically lose the game, regardless of kill points. If the Daemonvessel was slain, the player with the highest total kill points wins.

SPECIAL RULES

Daemonvessel: At the beginning of the game, after the defender has deployed but before the first turn begins, the defender nominates a single one of his non-vehicle HQ models to be the army's Daemonvessel – secretly note this down.

The Daemonvessel has the Eternal Warrior special rule and a 5+ invulnerable save, in addition to any other special rules

the model has. The Daemonvessel, and any unit he joins, has the Fearless rule.

The defender must reveal the identity of the Daemonvessel at the beginning of his first turn, or if either of the following occur:

- The Daemonvessel makes use of its invulnerable save.
- The Daemonvessel or his unit are required to take a Morale test.

Teleport Attack: Units that have the Deep Strike special rule must enter using the Deep Strike rules. Grey Knight units that can Deep Strike can automatically Deep Strike on the first turn of the game, rather than rolling for reserves as normal. Units can instead choose to be left in reserve, and they must roll to arrive from reserves as normal. Grey Knight units that Deep Strike can re-roll their scatter dice.

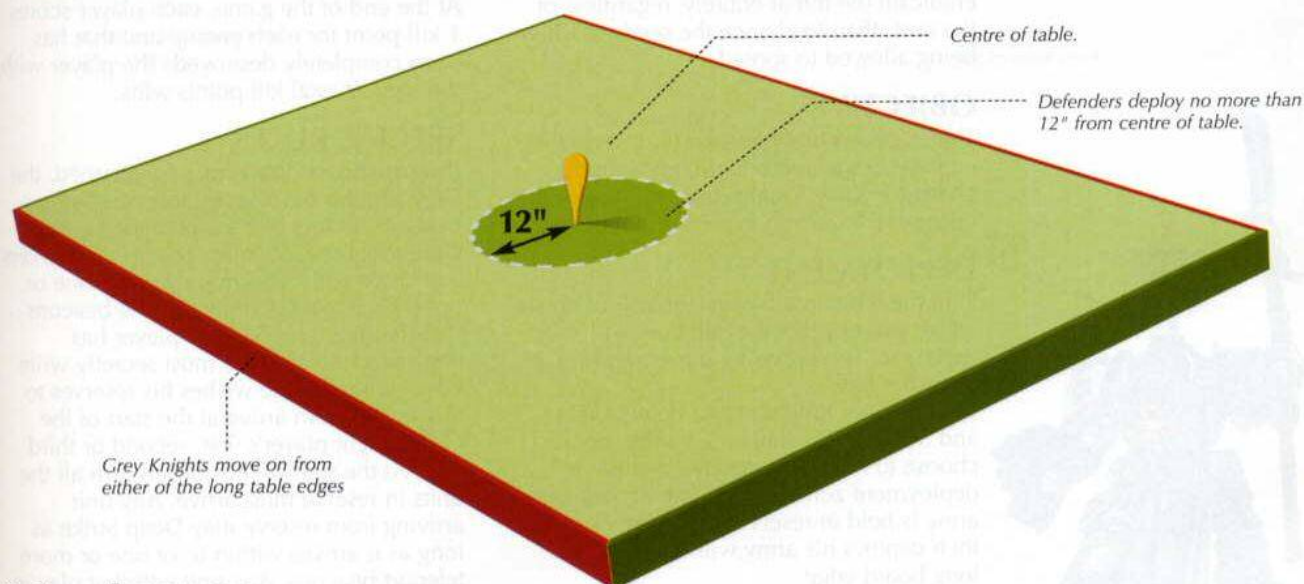
The Ascending Power of Chaos: At the beginning of each of the Daemonvessel's Movement phases, he adds +1 to all of his characteristics (with the exception of armour save), to a maximum of 10. This is cumulative each turn, so you may find it useful to note down the Daemonvessel's current stat line as the battle rages.

Banishment: The Daemonvessel counts as a Daemon for the purposes of the Preferred Enemy (Daemons) special rule. In addition, all Grey Knight units re-roll failed To Wound rolls when fighting the Daemonvessel and his unit in combat.



The vigilance of the Inquisition is instrumental in rooting out the machinations of the Daemons.

DESTROY THE DAEMONVESSEL DEPLOYMENT MAP



Set-up Summary

- The defender deploys first, deploying his army within 12" of the centre of the table.
- The Grey Knight army enters play from either of the long table edges on Turn 1.
- The defender cannot voluntarily place any units in reserve but may be forced to do so.
- The attacker must put all units that can Deep Strike in reserve. No other units can be placed in reserve.

ACCEPTABLE LOSSES

“If the few must be sacrificed to save the many, then so be it.”

– Brother-Captain Pelenas



Sacrificing the lives of noble Grey Knights now will save many more in the future.

The loss of even one Battle-Brother of the Grey Knights is a considerable loss, but in the war against the Daemons sacrifices must be made to prevent a far greater disaster in the future. Because of the forewarnings given, the Grey Knights can often reduce these losses by acting swiftly.

A small force has been traced as the source of a potentially devastating daemonic incursion. Its unwitting commander is on the verge of releasing hellfire upon the world, either by the discovery of a powerful artefact or by pursuing a course of action manipulated by infernal powers. If he should complete his task, he will pave the way for several of the most powerful Daemons to take material form once more. Moving quickly, the Grey Knights have placed a small detachment of Battle-Brothers to counter this threat. Using the information gathered from the Prognosticators back on Titan, a portion of their force heads to the surface to prepare an ambush. The remainder await deployment once the bait has been taken. If the enemy can be eradicated, more extreme measures can be avoided. Orbiting above the planet the circling Strike Cruisers prepare to bombard the planet should this precision strike fail. It is far better to eradicate the threat entirely, regardless of the cost, than to chance the seeds of Chaos being allowed to spread.

OBJECTIVES

The objective of the mission is to stop the enemy commander's foolhardy actions, giving the Grey Knights time to prevent the daemonic incursion from ever happening.

DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the other half.

The Grey Knight player deploys first and must deploy half of his army (he may choose to round up or down) within his deployment zone. The remaining half of his army is held in reserve. The enemy player then deploys his army within 12" of his long board edge.

RESERVES

The Grey Knight player must place up to half his units in reserve. All Grey Knight units coming on from reserve must deploy by Deep Strike if able (see the special

rules, below). If for any reason a unit is unable to deploy by Deep Strike then they will instead move on from the Grey Knight player's long board edge at the start of the chosen turn.

The enemy player may place up to half of his units in reserve. Any enemy units held in reserve that are not Deep Striking, will enter play from either of the short table edges at the start of the enemy player's first turn. The enemy player chooses which edge each unit will enter from. The enemy players deep striking units enter play in the usual manner.

FIRST TURN

The enemy player takes the first turn.

GAME LENGTH

The Grey Knight player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Grey Knight player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, each player scores 1 kill point for each enemy unit that has been completely destroyed. The player with the highest total kill points wins.

SPECIAL RULES

Prognosticators' Warning: Forewarned, the Grey Knights have set up four teleport beacons. Before either side deploys the Grey Knight player must place four markers anywhere within his deployment zone or up to 6" outside to represent the beacons.

After the Grey Knights player has deployed his forces he must secretly write down what turn he wishes his reserves to arrive. They can arrive at the start of the Grey Knight player's first, second or third turn. At the start of the chosen turn all the units in reserve must arrive. Any unit arriving from reserve may Deep Strike as long as it arrives within 6" of one or more teleport beacons. Any unit entering play in this fashion will not scatter.

Teleport Beacon: The four objective markers representing the teleport beacons count as an immobile artillery gun with no crew for the purposes of damaging them.



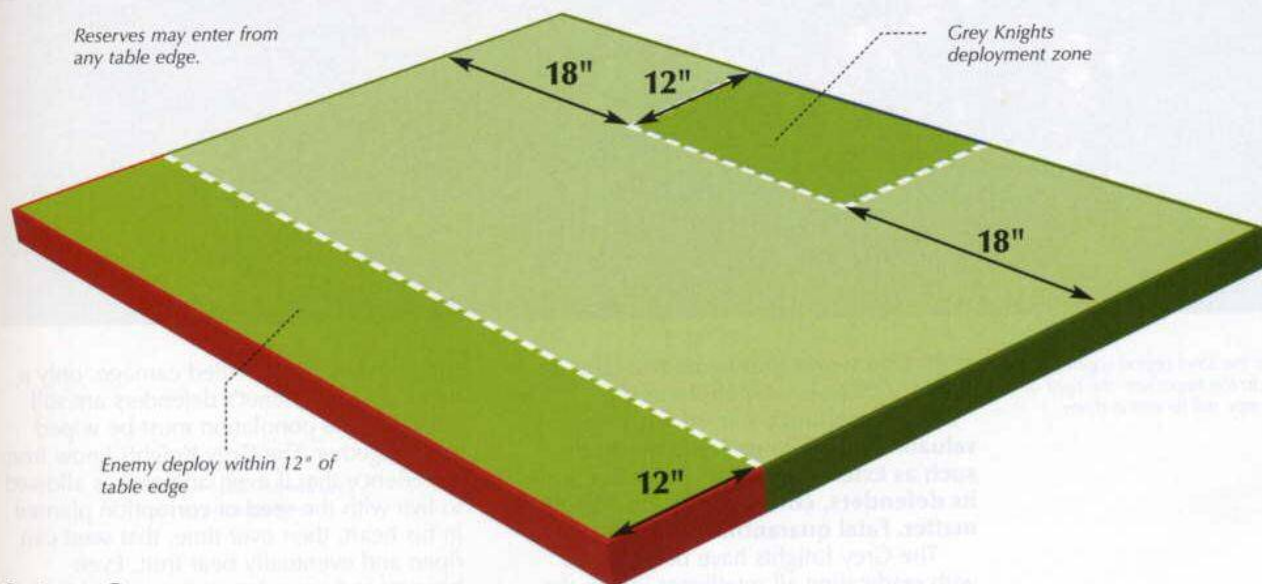
Should the Grey Knights' strike fail, their commanders will call in an orbital strike.



The Prognosticators have spoken so the Grey Knights act, aiming to put a stop to the Dark Eldar's actions.

ACCEPTABLE LOSSES DEPLOYMENT MAP

Reserves may enter from any table edge.



Set-up Summary

- Before either side deploys, the Grey Knight player sets up four beacons within 6" of their deployment zone.
- The Grey Knight player deploys first within their deployment zone.
- The enemy deploy within 12" of their board edge.
- The Grey Knight player must place half their units in reserve.

FATAL QUARANTINE

“Better a swift death than a long life spent in the shadow of Chaos.”

– Grand Master Kaldor Draigo



Despite the Steel Legion regiment's loyalty to the Imperium, the taint of Chaos may still lie within them.

The world that bears the taint of Chaos is a lynchpin in the Imperium's war effort; too valuable to lose to extreme methods such as Exterminatus. Its populace – and its defenders, come to that – are another matter. Fatal quarantine is at hand.

The Grey Knights have been tasked with eradicating all intelligent life on the planet. After purging the daemoniac infestation in the planet's capital, the Battle-Brothers seamlessly change the focus of their attacks to those who have witnessed the horrors of the incursion.

After a week of unbridled carnage, only a handful of the planet's defenders are still alive, but the population must be wiped out altogether. The Grey Knights know from experience that if even one man is allowed to live with the seed of corruption planted in his heart, then over time, that seed can ripen and eventually bear fruit. Even hearsay and speculation can spread the dark secrets of Chaos like a disease, infecting other planets and allowing the Daemons to spill through into reality all over again. None can be left alive.

There is dark work to be done...

DEPLOYMENT

The enemy deploys his forces anywhere within 12" of the centre point of the table. The Grey Knight player then deploys his forces anywhere that is not within 12" of an enemy unit. The Grey Knight player should take pains to block off as many escape routes as possible – he needs to contain the enemy in order to swiftly effect their destruction.

OBJECTIVES

The objective for the Grey Knights is to scour the battlefield of the enemy in as short a time as possible. The objective for the enemy is to fight his way out of the Grey Knights' stranglehold, surviving long enough to make their escape.

RESERVES

Any enemy unit that cannot be placed within 12" of the centre point of the table may be placed in reserve, though the enemy player must deploy as many models as possible. Enemy reserves enter play from a randomly determined board edge. Grey Knight reserves enter play from a table edge of the Grey Knights player's choice. Regardless of which army they belong to, units with the Deep Strike special rule may choose to Deep Strike instead of deploying as detailed above.

FIRST TURN

The Grey Knight player rolls a D6. On a roll of 3 or more the Grey Knights receive the first turn. On a roll of 1 or 2 the enemy steal the initiative and they go first.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the game turn 6, and this time the game ends immediately on the roll of a 1-3, and continues for a 7th and final turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, if the enemy has no more models left on the board, the Grey Knights win the battle. If the enemy still has models left on the board, then he wins.

SPECIAL RULES

Unrelenting Force: Units from the Grey Knights army that have been removed from play are instead treated as if they had been placed in reserve. This means that they will swiftly re-enter play as the game proceeds. The Unrelenting Force special rule does not apply to HQ units.



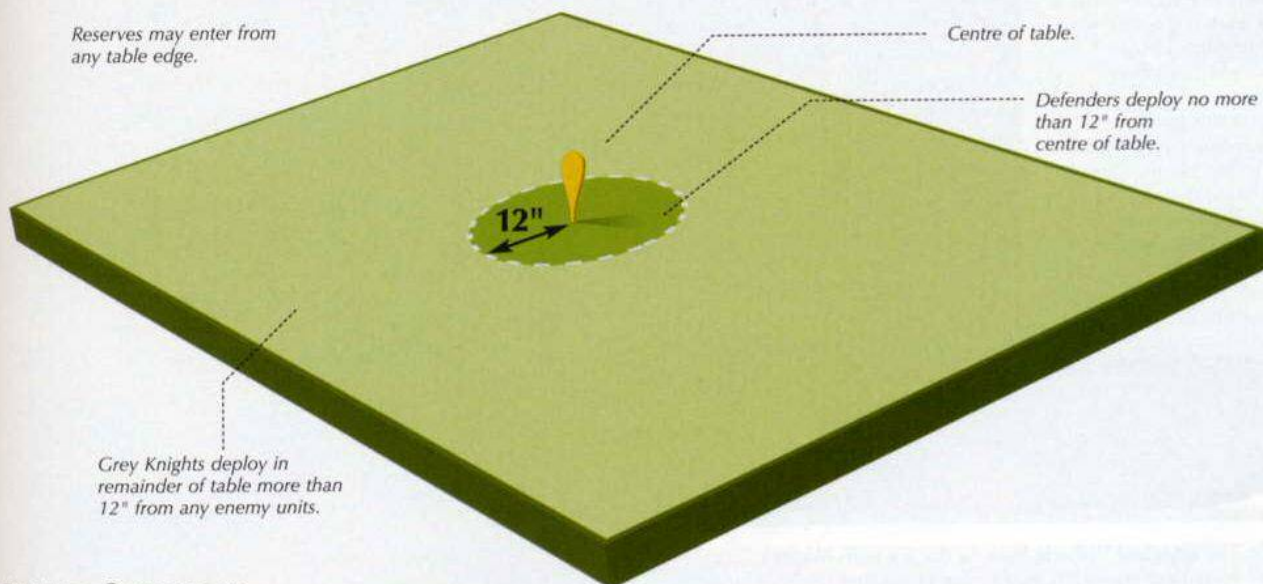
High-velocity weaponry such as the silencer are good at dealing with overwhelming numbers.



The Grey Knights must act without mercy, for any hesitation will cost them dearly.

FATAL QUARANTINE DEPLOYMENT MAP

Reserves may enter from any table edge.



Centre of table.

Defenders deploy no more than 12" from centre of table.

Grey Knights deploy in remainder of table more than 12" from any enemy units.

Set-up Summary

- Firstly, the enemy player sets up his units within 12" of the centre point of the table.
- Secondly, the Grey Knights player deploys his units anywhere that is not within 12" of an enemy unit.
- The enemy player may place any units that would not fit in his deployment zone in reserve. The Grey Knights player may place any units he chooses in reserve.

THE PURGING OF MAGER'S STALKERS

Colonel Mager and his battalion of Catachans, known as the 'Stalkers', were a highly efficient and respected force within the ranks of the Imperial Guard. Unfortunately for the Stalkers, their doom was fast approaching. Unbeknownst to them, while on a mission wiping out the alien resistance on the jungle world of Vangol III, Mager and his Guardsmen were infected by a daemonic virus. As part of a diabolical ploy, the virus was to remain dormant for several years before the corrupting symptoms would take hold and lead the Stalkers into damnation.

Through the Prognosticators, the Grey Knights became aware of the trap that had ensnared Mager's men. Brother-Captain Tromos concluded that a decisive cleansing would prevent further collateral damage when the virus matured, and so struck soon after Mager had successfully completed his mission on Vangol III.

As the Stalkers regrouped, they were assailed by silver-armoured Space Marines. Before Mager could order his vox-officer to request identification, the Grey Knights opened fire. Even as Guardsmen were incinerated, Mager hastily organised a defensive line and sent his Astropath to call for evacuation and air support. But the mysterious enemies were relentless, Mager knew his life was forfeit; with a grim finality, his last and only desire was to take down as many foes as he could.

BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS

1 Two Nemesis Dreadknights accompanied Brother-Captain Tromos' strike, taken as a precautionary measure. The Prognosticators were concerned that with the appearance of the Grey Knights, the sentient virus would assert itself, forcing a change in Colonel Mager, causing him to mutate into a raging Greater Daemon and his loyal men into fell Warpspawn.

2 The Leman Russ and Ogryns were hastily arranged to defend the western flank, just as two gigantic silver striding-machines emerged from the undergrowth. Neither Ogryn nor tank commander had seen their like before, but all the same they levied their guns even as the foremost contraption brought down its colossal sword into the hull of the Leman Russ.

3 The attached Valkyrie took to the air with Mager's command squad on board. Mager wanted to fly behind the surrounding Grey Knights and launch a counter-strike from the rear, hopefully delaying the attack until more Valkyrie squadrons could arrive. However, the Stormraven, *Trial of Bellaphas*, locked on with mindstrike missiles and blew the Valkyrie out of the air. It tumbled to the ground with the Stormraven in hot pursuit.

Mager and his command squad emerged from the downed Valkyrie, shaken but unscathed just as the Stormraven flew in. It touched down long enough for Brother-Captain Tromos and the Paladins to disembark, they clanked down the assault ramp and immediately engaged Mager's men. The Stalkers were veteran Catachans, defiant to the last but they were outclassed by the Paladins. Mager witnessed his companions slaughtered without mercy, but he was undeterred and even bested one foe with his power sword before being overcome.

'Rest now,' were the final words he ever heard.



4 The Interceptors remained out of sight and in cover. Their grim duty was to home in on those Catachans that escaped the perimeter and wipe them out. Even for the Grey Knights, containing Catachans in jungle terrain was no mean feat, so the Interceptors were kept busy.



WARHAMMER

TRIBES OF THE ORCS & GOBLINS

OR "WE IZ DA BEST 'N' YOU LOT IZ A BUNCHA TRICKLE-LEGGED PANSIES"





Jeremy Vetock takes a foray into the ecology of the Orc & Goblin tribe. Lots of violence and rude details are included for those that favour that sort of thing...

All Orcs and Goblins band together. That there is any union amongst such a quarrelsome race is surprising, for in their eagerness to fight anything, they willingly (and often) fight amongst themselves. Orcs are so belligerent that they will strike anything they can see and are so hostile they will go out of their way just to stomp on their own reflections in a puddle; whilst smaller Goblins are also violent bullies and such compulsive thieves that they habitually steal everything, including prying out each others' teeth should any sleep too soundly. Despite these anti-social habits, greenskins are gregarious creatures that naturally gather together in groups of their own kind the way Cave Squigs are drawn to fungus or Dwarfs are drawn to strong ale (that is to say: irresistibly).

The smallest building block of Orc & Goblin society is the mob – a group of like-minded individuals who band together to fight, raid and harass other mobs. A mob is always made of greenskins of the same kind, such as all Night Goblins or all Orc Big 'Uns, or all Goblin Wolf Riders. Tribes are the collection of many assorted mobs, all joined together for even larger fights, raids and the harassment of other tribes. Don't be fooled into thinking such talk of 'joining' means benign or cooperative action for, like all things associated with Orcs & Goblins, such interactions involve carnage. Might means right to greenskins

and the hierarchy of any mob or tribe is established through the swift and brutal application of violence.

No Orc will join a mob without trying to beat down his comrades and assume the leadership 'Boss' role. Likewise, no outsider is allowed to join a mob without first proving his worth. Before being allowed to join the Krimson Kleavas mob, the Orc known as Grod the Tusk had to bludgeon his way past the other newcomers, slaying several before cementing his acceptance into the group. Grod's ability to dent the iron cap of the Kleavas' Boss, Fuglugg, during the scrap boded well for his future in the mob. After all, Fuglugg always warmed up to anyone that put up a good fight. This sort of initiation rite ensures that only the strongest and most combative of individuals make the cut and it also provides plenty of entertainment for the rest of da Boyz.

Each mob has their own fierce rekrootin' practices and these are surpassed in turn by even wider-spread (and more violent) acts that allow mobs to become part of a tribe. To join the Blackcap tribe a new mob must survive the gauntlet – a terrifying patch of tunnels infested with half-starved Cave Squigs and many Night Goblin archers.

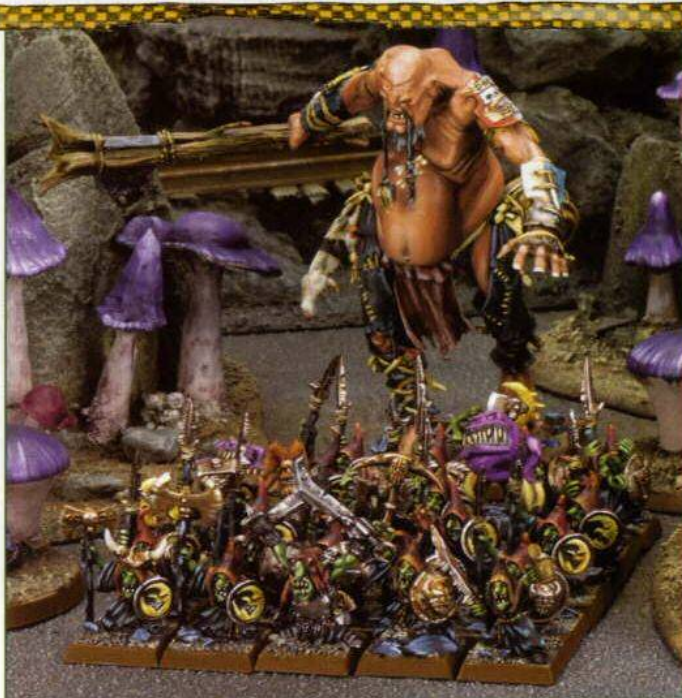
And for a tribe to join a burgeoning Waaagh! its reputation for violence must precede it; or it must be able to prove that it is tough – or sneaky enough – to join.

Strong Tribes Need Strong Leaders

As mobs are disparate it takes a powerful leader to bash them into working together rather than pursuing their own goals or (more likely) simply fighting each other endlessly. Might is everything to Orcs and Goblins and the leader of a tribe is always the biggest and strongest, although occasionally a devious mind capable of extraordinary acts of backstabbing and cunning will rise to the top (naturally this is seen far more often with Goblins than with Orcs). A great greenskin leader, known as a Warboss, that can drive his tribe to victories will conquer and absorb additional mobs and tribes, swelling his own ranks. If the Warboss can lead his tribe to further glories, more and more greenskins will travel to join them, a phenomenon that is known as a Waaagh! – an all-consuming greenskin crusade of destruction that unites many Orcs & Goblins beneath the choppy of a single Warboss.

FINDING MY TRIBE

Every time I make an army list I am making my own tribe. There are some miniatures or mobs, usually my favourite models, that stay the same in every game I use them, but others change names based on the rise and fall of their tabletop fortunes. Goblin Warboss Groff Dogbreff and his Dogboyz (my Wolf Riders) are a personal favourite and always take to the battlefield under the same name, as that bold leader has never once fallen in battle (that I admit). While by no means necessary, I find adding this level of detail adds to the enjoyment of both my gaming and my collecting. Over the years I have amassed and painted a lot of Orc & Goblin models, but I enjoy fielding them in many different ways. As a mixed force using both Orcs and Goblins I name them the Bad Axe tribe but they can be the Night Caps for my Night Goblin and Stone Troll force, or the Itchy Scabs tribe for my Orc-heavy force. As I'm working on lots of Savage Orcs and Forest Goblins at the moment, I'll need some tribal names and details for them too – but that's something I look forward to when collecting the models and painting shields and banners.



Naming Your Own Tribes and Mobs

As the world of Orcs & Goblins is anarchic and wild, there are no hard-and-fast rules used for naming tribes or mobs. Having said that, there are some conventions.

Named After Da Boss

There are many tribes named after their Warboss – Ruggut's Raiderz, Krud's Killas, and so on. This is a common convention for any greenskin, but is most prevalent amongst Black Orc tribes.

Intimidating Acts

These are generally promises of future violence or, perhaps, a preferred method of killing. Examples include Necksnappers, Eyegougers, Facesplittaz and so on. These types of names are particularly popular amongst Orcs.

Descriptive

Some tribes are named after their most defining physical trait, often of the greenskin, but sometimes of their weapons. For instance, the Crooked Fangs, Beedy Eyes or Black Choppas. Many Savage Orcs favour this sort of no-nonsense approach, such as the Top-Knotz or Snakeskinz.

Greenskin tribes exhibit many distinctive features based on their environment, history or even the violent whims of their Warboss. These can be simple and understandable symbols, like the Bloody Spears tribe showing their fierceness by staining their spear shafts red with the blood of their foes, or the obvious and intimidating icons borne on the shields and banners of the Leerin' Moonz tribe. However, not all such traits are as readily explicable – none fully know why the Forest Goblins of the Cluster-eye tribe insist on hanging their victims from trees by spider webs for days before eating them.

Distinctive tribal markings or traits serve several purposes, the most obvious of which is easy identification. When the tribe

reputation for such brutal acts has only further encouraged them. The tribe had so many victories that each mob now struggles to lift its banner, as they are all overloaded with severed heads. Those Orcs & Goblins who survive being conquered are only too anxious to join the tribe rather than suffer their own heads to join the growing mounds that mark off the territory of the Greenfangs.

THE GREAT AND POWERFUL

There are greenskin tribes scattered throughout the world. Most of these tribes live in anonymity – their deeds too small and their holdings too poor to gain any acclaim. Other tribes, those with more powerful Warbosses, have won larger battles and established a hold over larger

"I gotter say, yer immensity, dat there ain't annuver alive 'oo can belch da word 'charge' as loud as you. No wunner da ladz are inspired."

– Niblet, complimenting Grom the Paunch

fighters other Orcs & Goblins it allows both sides to see who is who (note that this doesn't stop friendly units from fighting each other, it just better allows them to do so on purpose). Despite frequent in-fighting, greenskins take great pride in their mob and tribal allegiance, taking any chance to boast about the prowess of their own group while disparaging others. The stronger the tribe identity is and the bigger the reputation they have earned, the more fanatical the greenskins grow about their tribe.

For instance, when Warboss Gragboth da Headcleava took control over the Greenfangs tribe he separated his opponents' heads from their bodies, hence his title of 'Headcleava'. These barbaric acts were greeted with such enthusiasm that the whole tribe began to copy their leader's penchant for beheading foes. Their

regions. Only the most fearsome of tribes ever become widely recognised, as rumours of their brutal invasions run before them like wildfire. The most notorious of tribes have launched massive Waaaghs! that have forever carved their names into the histories of the world.

There isn't a Dwarf in the Worlds Edge Mountains who won't splutter into his beard with rage at mere mention of the Crooked Moons tribe, and the Ironclaw Orcs once headed a Waaagh! that crippled the Empire and slew its Emperor. Any who travel in the Badlands will know well the names of the most prominent tribes – the Guttrippaz, the Bloody Sunz, the Broken Tooth tribe. They are powerful forces, whose Warbosses are the epitome of their race – brutal, cunning and deadly to know.

While many Goblins use moon imagery, it is most commonly seen amongst Night Goblins. Perhaps the most famous of all Night Goblins are the Crooked Moons tribe, led by Skarsnik, the Warlord of the Eight Peaks. However, there are a host of other Night Goblins that vie for top bragging rights. Other famous Night Goblin tribes include the Moonbatz, Bloody Spears, Blackcaps and the Burning Face tribe.



A netter from the Blackcaps tribe – note the moon shapes on the net.



This Warboss is festooned with moons – even his axe is moon-shaped.



Dags or checks are common motifs amongst the tribes.



Moonbatz shield



The Leerin' Moonz often use the twin moon designs.



DA KRAWLAS

Creeping forward on eight legged monstrosities the Forest Goblins of the Krawlas tribe are feared throughout the Forest of Shadows. With no warning the slinking Goblins will suddenly emerge from out of the murky woods, screeching their unnerving high-pitched and undulating warcries. Da Krawlas favour black warfeathers with white tips, although their leaders famously wear at least one feather dipped in the green venom of their spiders. Led by wild-eyed and venom-

mad Shaman, the black heart of da Krawlas is their living god, the massive Arachnarok Spider known as Black Deff. From a platform atop this gargantuan old arachnid, rides Garlobbo, a sinister old Shaman who has himself grown overlarge and many faceted spider-eyes. It was da Krawlas that ate the Empire town of Glumhof and it was the Black Deff itself that singlehandedly slew the great Ghorgon Marrowfeast, the ancient monster so venerated by the Beastmen of the Bloodhoof tribe.

THE SOON TO BE FORGOTTEN

Some tribes are so unfortunate or inept that they gain a measure of notoriety for their failures – a kind of campside joke. For instance, most ‘propa’ greenskins avoid the Bog Creepers – a tribe of scrawny Goblins who have camped so long at the marshy end of the Stinking Geysers that their smell is deemed more offensive than Troll dung. It is said they once travelled to join a growing Waaagh! only to cause the swelling invasion to disband, so malodorous was their presence. Other famous failures are sure to include the unusually thick Orc Warboss Thak Bigfang who led his equally pea-brained tribe into at full-tilt, but ultimately fatal charge into the steep valley of Yaaargh, which some races call Broken Spine Pass. The Shifties are a Night Goblin tribe known not only for their unscrupulous battle plans, but even more so for the conspicuous itching they do under their black robes. Even for a race as unconcerned with hygiene as the Orcs & Goblins, there are some lines best left uncrossed.



Ghazbag da Cleava was famous for his penchant for cutting things in half, such as King Grodbor of Karak Norn, the Steam Tank *Indomitable* and, after a particularly long bout on the ale, his own leg. This didn't stop him from leading the Mauler tribe to many impressive victories. Even on one leg old Ghazbag was more than a match for any who met him. It was only against the Tyrant of the Angry Fist Ogre tribe that Ghazbag met his match – the two fought head to head for so long it brought down an avalanche on them. Some of the Maulers say that the two are still fighting, slugging it out beneath the mountain of rubble.



The Stabby tribe was a force composed mostly of Savage Orc and Goblin mobs led by the infamous Warboss Stabbit. For a long while the Stabby tribe dominated a large swathe of the Badlands and Stabbit was probably only one or two victories away from building up enough momentum to launch a major Waaagh! Yet Stabbit was so impatient for a large battle that instead of uniting the myriad tribes of that fell region, he instead managed to

stoke them all to red-hot anger resulting in the Great Dust Battle. So many tribes converged to be declared ‘da mightiest’ that the ensuing five-day scrum raised great clouds above the bone dry battlefield. The full measure of over a dozen tribes joined that free for all and the fighting was so fierce that mutual destruction was meted out by all sides. Only the carrion birds could be said to have won that famous greenskin battle.



The Oozy-Eye Goblins are nomadic traders, sometimes referred to as 'Griftergobs' or simply 'thievin' gits'. Their warboss, Snazgit Nosepicka, is the master of the unscrupulous deal and they notoriously rip off and steal goods to sell to more distant tribes. Snazgit's favourite targets are Savage Orcs, as they are notoriously simple-minded and can easily be mesmerised by shiny shells or bright skin dyes. While trading such oddments as dungpiles formed into rude shapes or potions for shrinking heads, the shifter members of the Oozy-Eye tribe have been known to rob a tribe blind, with countless, if somewhat unbelievable, tales of stealing the tattoos off their backs and plucking the bones right out from under their noses. The Oozy-Eye Goblins themselves are a sight to see, their chariots overloaded with loot and their gear cobbled together from the detritus of battlefields from around the Old World.



Orc Boy of the Ironjaw tribe



Black Orc Boss of the Krimson Killerz tribe



Orc Boss of the Broken Tooth tribe

Savage Orcs are primitive warriors who stick with the old traditions – none of this new-fangled metal weapons or body armour for instance! Their warpaint offers a chance to paint on tribal patterns, wild swathes of colour or anything you can imagine to differentiate their mobs and tribes.



The menacing red warpaint on his face makes this Savage Orc luckier in battle.



Goblin of the Beady Eye tribe



Some say Giants have always played Dwarf Skittles, although it is rumoured that it was the Beard Burners Night Goblin tribe that first showed Giants the art of pitching Stunties. Many Giants bear symbols of their tribal association such as tattoos, warpaint or even banners draped around their waists. Some tribes are proud of their Giant, viewing him – from a safe distance – as a lucky, if violent, totem.

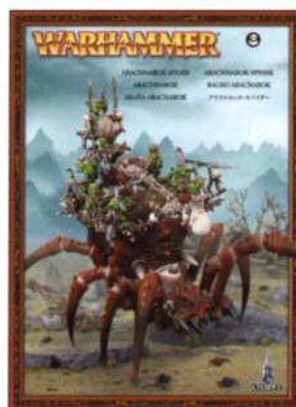


WARHAMMER® ORCS & GOBLINS

Swarming down from the mountains in an unstoppable green tide, a horde of Orcs & Goblins is a terrifying sight to behold. Disparate tribes united only by their love of bloodshed and wanton destruction, a greenskin army on the march leaves nothing but devastation in its wake. Barbaric and warlike, Savage Orcs gibber and howl in frenzied mobs alongside regiments of Orc Boyz and maniacal Goblins. Heavily armoured and brutish Black Orcs tower over their smaller cousins, whilst snorting boar-mounted cavalry and lumbering Trolls of all descriptions wade through the squabbling masses. Goblins riding giant spiders and lupine steeds nimbly avoid the ponderous tread of enormous giants as they scout ahead of the green horde.

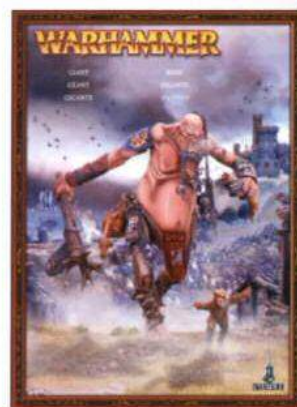
With an enormous and ever-increasing range of multi-part plastic kits, Orc & Goblin players have plenty of options to choose from. We've displayed a selection here, but don't forget to check out the website for the full range.

games-workshop.com



ARACHNAROK SPIDER
99120209023

£36, €45.50, 350dkr, 440skr/nkr, 175zl
Arachnarok Spiders are veritable forces of nature, idolised by the Forest Goblin Spider-kults. Whether as a mount for a Goblin Shaman, or a deadly beast of war, they are utterly terrifying in battle.



GIANT
99120299011

£22.50, €35, 250dkr, 310skr/nkr, 125zl
Many times the size of even the largest of Trolls, Giants unleash devastation the likes of which even the most ferocious Orc couldn't hope to achieve, although that doesn't stop them trying!



RIVER TROLLS

99120209022

£27.50, €35, 270dkr, 340skr/nkr, 135zl
Ugly and brutish creatures, covered in a fetid layer of rotting slime, River Trolls are deadly if dimwitted adversaries.



GOBLINS

99120209002

£18.50, €30, 225dkr, 270skr/nkr, 90zl
Hordes of diminutive Goblins are often found in greenskin armies, swarming the enemy with sheer weight of numbers.



BLACK ORCS

99120209015

£20.50, €26, 200dkr, 250skr/nkr, 100zl
The largest and most warlike of the Orcs, these powerful warriors are well armoured and deadly in battle.



ORC BOYZ

99120209026

£18, €22.75, 175dkr, 220skr/nkr, 87.50zl
Orc Boyz form the backbone of the greenskin armies, burly warriors intent on destruction and mayhem.



FOREST GOBLIN SPIDER RIDERS

99120209009

£18.50, €30, 225dkr, 270skr/nkr, 90zl
Mushroom-addled Forest Goblins often take to battle atop Giant Spiders, whose mandibles drip with deadly venom.



GOBLIN WOLF RIDERS

99120209004

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



NIGHT GOBLINS

99120209010

£18.50, €30, 225dkr, 270skr/nkr, 90zl
A bickering horde of cave-dwelling Goblins, these malicious creatures thrive on treachery and backstabbing.



ORC BOAR BOYZ

99120209021

£15.50, €19.50, 150dkr, 190skr/nkr, 75zl
A mass of barbaric Orcs riding viciously bad-tempered boars makes for an incredibly dangerous cavalry unit.

THE LAND OF THE DEAD



FAR BEYOND THE DESERT LANDS

Remember that the terrain kits used in this article are but a fraction of the Warhammer scenery kits available from the website. The undying legions of the Tomb Kings regularly campaign far beyond their borders at the behest of their immortal masters, leaving you free to utilise all manner of different terrain types in your games. From the shattered ruins of Dreadstone Blight to the imposing walls of the Warhammer Fortress, there are plenty of scenery options to check out online.

games-workshop.com

This month, aspiring Necrotects Duncan Rhodes and Chad Mierzwa have been hard at work creating terrain that is fit for a (Tomb) King. Simon Grant was sent to investigate.

The first, and many would claim the mightiest of the human civilisations to emerge in the history of the Warhammer world, the lands of Nehekhara are heavy with the weight of ages. The magnificent displays of architecture in their once great cities were wonders of the world, but they now lie in ruins, merely an echo of their former glory. It is this crumbling legacy that now defines the realm of the Tomb Kings, the cataclysm that was Nagash's revenge robbing the land of life, only to be swallowed up by the encroaching desert.

Chad wanted to really emphasise this aspect of the Tomb Kings background. To do this, he decided to make a selection of desert terrain to go with a matching Realm of Battle Gameboard. As much as the armies of the Tomb Kings can be found fighting anywhere in the Warhammer

world if commanded to do so, it seemed only fitting to give them a gaming board of their own. Much of the terrain in this article also features in this month's battle report on page 62.

Chad: The Arcane Ruins kit really lends itself well to the Tomb Kings imagery – a ruined civilisation that has long since relinquished its grandeur. The key here is to create ancient architecture such as obelisks and desert-worn temples that fit the unique imagery of the Warhammer world. Duncan had already created a wonderful terrain piece for Warhammer: Tomb Kings, so I sought to complement this with a selection of additional scenery. I also wanted to replicate some examples of Mystical Monuments and Arcane Architecture battlefield terrain types, but with an obvious Tomb Kings theme.



FALLEN STONEWORK

This collapsed archway is the sort of ruin that one could imagine once lined a causeway in a bustling Nehekharan city. With much of the stonework having been eroded over the ages and claimed by the desert, little remains of its original structure.

This piece of terrain is one of many that Chad made from the Arcane Ruins set, taking a couple of pieces and sticking them to a base. Chad used plasticard, but cardboard or a modular movement tray would work just as well. He chose to link the colour scheme of scenery in two ways: firstly, Chad wanted to emphasise the ruins as belonging to the Tomb Kings by linking his colour scheme with that of the army itself, using turquoise and gold as spot colours. Secondly, he wanted to support Duncan's terrain piece by matching the colours that he used. Using connections such as these really helps to consolidate your terrain pieces and makes both your scenery and battlefield more cohesive.



This terrain piece represents some collapsed Khemrian architecture. Such monolithic stones lying half-buried really helps to create a sense of history.



WEATHERING

To tie the colours together and further reinforce the feel of a ruined structure that has been exposed to the elements for thousands of years, be sure to weather your Tomb Kings terrain appropriately.

Drybrush Graveyard Earth around the base and edges of the stonework, paying particular attention to the lowest recesses, as this is where the sand would likely be caught. Finally, apply a light drybrush of Bleached Bone over the top of this to exaggerate the effect.

PAINTING STONE



Firstly, undercoat the whole terrain piece with Chaos Black Spray. When dry, basecoat the stone sections with Charadon Granite.



Drybrush the stone sections heavily with Adeptus Battlegrey.



When this has dried, lightly drybrush the stone with Codex Grey.



To further bring out the stone's texture and shade the recesses, wash the stone with Devlan Mud.

PAINTING SAND



Basecoat the sand with Calthan Brown using a Large Brush.



Overbrush the sand with Vomit Brown when this has dried.



Using a 1:1 mix of Vomit Brown and Skull White, drybrush the sand to provide a final highlight.

PAINTING TURQUOISE



Carefully basecoat the stonework's panels with Hawk Turquoise.



Use a light drybrush of Bleached Bone to pick out the raised detail and tie the highlight to the weathering technique.

PAINTING GOLD



Start by basecoating the gold details with a 1:1 mix of Shining Gold and Scorched Brown.



Overbrush the details with Shining Gold before applying a lighter drybrush of a 1:1 mix of Shining Gold and Mithril Silver. Finally, wash the details with Devlan Mud.



To finish off, lightly drybrush the gold details with Mithril Silver.



PAINTING A DESERT REALM OF BATTLE GAMEBOARD

The textured surface of the plastic Realm of Battle Gameboard makes it incredibly quick and easy to paint as a desert battlefield. With six 2' x 2' modular board sections, the Gameboard offers a variety of battlefield layouts as well. Two of the tiles even include pits of skulls, which couldn't be more appropriate for representing the land of the Tomb Kings. If you're feeling really nasty, you could even count them as Charnel Pits!



STAGE 1

Basecoat the entire board with Calthan Brown. It is highly recommended that you use the large tub of brown paint and big brush from the Citadel Scenery Painting Pack, as this will save a huge amount of time (and many pots of Calthan Brown). When dry, paint the skull pits with a heavy drybrush of Scorched Brown.



STAGE 2

Apply a heavy overbrush of a 1:1 mix of Codex Grey and Graveyard Earth to the rocky areas.



STAGE 3

Avoiding the rock faces, but blending in to their surrounding areas, overbrush the sand with Vomit Brown. Apply this layer more heavily in some places so that it doesn't look too uniform.



STAGE 4

Overbrush the board with a 1:1 mix of Vomit Brown and Skull White, again more heavily in some places. Include the rock faces in the overbrush stage, as this will help to weather them nicely.



STAGE 5

Lightly drybrush the sand and rocks, but with a 2:1 mix of Skull White and Vomit Brown. Pick out the cracks in the ground around the skull pits with Bestial Brown.



STAGE 6

Drybrush the deepest recesses of the skull pits with Chaos Black, then overbrush the skulls with Bestial Brown.



STAGE 7

Overbrush the skulls with Bubonic Brown, matching the colours used on the terrain pieces.



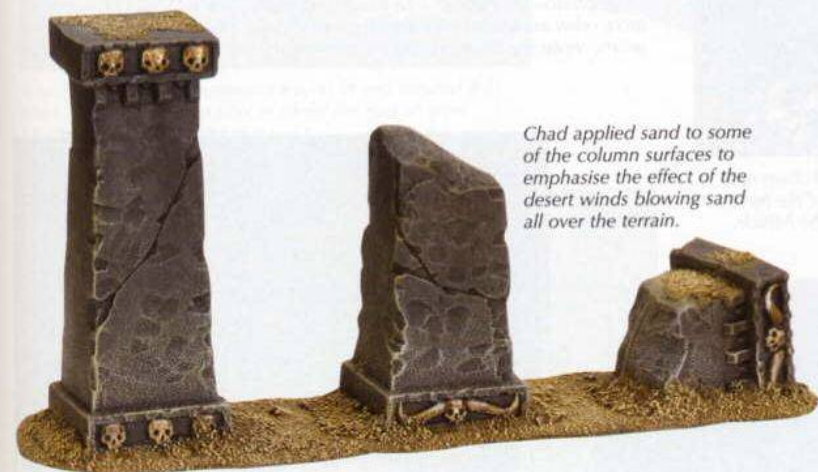
STAGE 8

To finish the skulls, drybrush them with Bleached Bone, then apply a light drybrush of Skull White, concentrating on the skulls in the centre of each pit. Finally, overbrush the cracks in the rock faces with Scorched Brown to provide definition.

OBSTACLES AND MYSTICAL MONUMENT

Not one to leave anything to waste, Chad used the remaining components from the Arcane Ruins kit to create a few more pieces of scatter terrain. He glued two of the large horned skull symbols back-to-back and mounted them as a figurehead atop an obelisk, then used some pillars to create terrain obstacles. These were all painted in the same way as the fallen stonework earlier.

Lying half-buried in the sand, these fallen columns fit the image of a ruined civilisation such as that of the Tomb Kings perfectly.



Chad applied sand to some of the column surfaces to emphasise the effect of the desert winds blowing sand all over the terrain.



With the simple addition of a few spare bits from the Giant kit, this piece of terrain lends itself perfectly to representing a Bane Stone or Sinister Statue found within the borders of Nehekhara.



ACROPOLIS OF HEROES

Duncan built this impressive terrain piece using parts from two Arcane Ruins kits and a Temple of Skulls. Designed to be the centrepiece of a set of Tomb Kings scenery, Duncan pulled out all the stops to make it stand out on the battlefield. Deciding to create a Nehekharan Acropolis of Heroes, he first glued an Arcane Ruins base atop the Temple of Skulls. This overlapped somewhat, but Duncan built up the gaps with plasticard and filler. He glued the pillars in place, then used a second Arcane Ruins base as a roof for the temple, trimming down the three sets of stairs in order to make it fit. To finish off, he littered the temple's base with skulls to represent the heroes that had fallen in defence of the temple over the long years.



Having acquired three sets of stairs from the building's trimmed-down roof, Duncan used these to build a second entrance onto the side of the terrain piece. He used plasticard and filler to mount them neatly on the hillside.



To emphasise the Nehekharan imagery of the Temple of Skulls (which is more often associated with the forces of Chaos), Duncan cut off the spiked pillars, replacing them with pillars from the Arcane Ruins kit.



The addition of a Tomb Kings shield and banner top between the larger skulls is a simple but effective touch.





ARCANE RUIN

Chad wanted to make an Arcane Ruin, but one that would likely be found within the borders of Nehekhara. Using a Temple of Skulls as his foundation, he covered the Chaos star iconography at the top of the stairs with a Modular Movement Tray. He carefully trimmed down the tray with a Razor Saw, checking regularly to ensure it would fit, and finally gluing it in place when he was happy. Having applied a few finishing touches and an obelisk from the Arcane Ruins kit, Chad's terrain was ready for painting.



After having cut the movement tray to fit and secured it in place, Chad used some filler to blend the two sections together and left it to dry overnight.



The imagery of Chad's Arcane Ruin is unmistakably that of ancient Nehekhara.



Chad basecoated the skulls and tiles with Bestial Brown before overbrushing them with Bubonic Brown when dry. He then painted the chequered tiles with Hawk Turquoise before applying a drybrush of Bleached Bone over all of the tiles and skulls. He finally washed some watered-down Graveyard Earth in the recesses to further age and weather the tiles.



The clever placement of a Tomb Kings banner top and a few additions from the Pack of Skulls Bitz Pack completes the look nicely.



BATTLE SCENES

A SNAPSHOT OF A
BATTLE IN PROGRESS



USIRIAN'S OBELISK

This imposing stone monolith was commissioned by the founder and first king of the ancient city of Numas. It was hoped that an obelisk to Usirian would appease the vengeful god of the underworld, who would in turn grant his protection to the flourishing new city. But it soon became apparent that the nature of Usirian's 'blessing' had manifested in a different form entirely...

THE BATTLE OF USIRIAN'S OBELISK

The ambitious Skaven Warlord, Stabitt Lashtail, had long sought to investigate rumours of an ancient Nehekharan obelisk raised long ago at a locus of great power. His network of spies had informed him that the monument had been unknowingly built on an ancient site that was an incredibly rich source of warpstone. Local superstition commonly believed the curious phenomena that often occurred within sight of the obelisk to be the actions of Usirian himself, but was it divine intervention, or merely the side-effect of a such a vast deposit of warpstone?

Having secured permission (and more importantly, funding) from the dread Council of Thirteen, Stabitt had emerged

from the labyrinthine tunnels of the Under-empire at the head of a small army and a veritable legion of slaves. He intended to topple the sacred Khemrian edifice and make off with as much of the buried warpstone as possible before their intrusion could be discovered.

Whether Usirian had indeed blessed Numas and intervened, warning the city's Liche Priests to rally to the monument's defence, is not clear. All that is known is that a terrible battle took place at the site of Usirian's Obelisk. With no Skaven ever returning to Skavenblight to tell the tale, the Council of Thirteen are still unsure if Stabitt was killed, or if his plan succeeded and he made off with the ill-gotten gains.





Never one to fight even the slightest bit fair, Stabitt led a pack of Rat Ogres to the foot of the obelisk, seeking to tap in to the latent power of the warpstone to enhance his arcane weapon and drive off the ambushing Undead army. But at the battle's climax, King Rhamotep personally assaulted the ruins atop which stood the Obelisk of Usirian and personally challenged Stabitt to a duel. Remains of neither combatant were found.



Before setting out on his fateful expedition to Numas, Warlord Stabitt had squandered a small fortune in warp tokens to procure the assistance of the mad engineers of Clan Skyre and their ingenious technology. At the outset of the battle, arcs of warp lightning tore through the serried ranks of Skeletons Warriors and blasted huge chunks from the marble hide of the Khemrian Warsphinx, Neru's Fury. But at a signal from King Rhamotep, two deadly Tomb Scorpions burst from beneath the sand to smash the Warp Lightning Cannon apart.

WARHAMMER®

BATTLE REPORT

THE VALLEY OF THE DEAD



It is a clash of silver versus gold as the High Elves do battle with the Tomb Kings in this month's battle report. Adam Troke's glittering host of Ulthuan faces the wrath of Robin Cruddace and his gilded legion from Khemri.

With so many fantastic new additions to the burgeoning Tomb Kings range this issue, we have decided to showcase as many of them as we could in this month's battle report. Seeking a suitable champion to command the undying host of Khemri, we've engaged the services of none other than Robin Cruddace, the army book's author. Robin is an evil genius, well versed at fielding the Tomb Kings in battle, so we're expecting nothing short of a masterful display of strategic brilliance and skillful battlefield manoeuvring (*No pressure, eh Robin – Ed*). With such a distinguished adversary in place, we now needed someone who could rise to the challenge presented by Robin's Undead legion. Since writing *Warhammer: High Elves*, Adam Troke has been fielding the majestic hosts of the Asur for many years, putting his faith in the courage and skill of the Children of Asuryan above all others. A general whose tactical acumen is said to rival that of Prince Tyrion himself, Adam is well equipped to deal with anything that Robin can throw at him. With such illustrious rivals ready to put their reputations on the line, a climactic encounter between these two armies of opulently equipped warriors is a certainty.

A 3000-point battle will allow both players to field some large, centrepiece miniatures in their armies and enable Robin to show off all of the new Tomb Kings kits and variants. Adam

wholeheartedly agreed to a larger game, determined to pit the might of one of Caledor's Dragons against the fabled Warsphinxes of the Tomb Kings. For his part, Robin rubbed his hands with delight at the prospect of fielding as many of these giant statues as he could, intent on crushing the noble High Elves beneath the giant onyx hooves of his stone leviathans.

We decided on the Battle for the Pass scenario from the *Warhammer* rulebook, pitting the two glittering armies against one another in a fierce encounter that will see their battlelines clash in bloody (or should that be bony?) combat. Victory will be hard won as the inexorable legions of Skeletons and their animated constructs face off against the steely determination and martial prowess of the scions of Ulthuan. The dark sorcery and unholy incantations of the Liche Priests of Nehekara will be unleashed against the ageless wisdom and pure, undiluted magic of the High Elf Mages. These two proud nations once fought as one to defeat the encroaching threat of the fell Daemons of Chaos, but such a fragile alliance has long since been forgotten.

We set the battlefield in a steep valley, deep in the desert land of Nehekara, so Robin will be looking to drive Adam from his ancestral land by any means necessary. But the High Elves are a valiant race, and will never yield without first offering fierce resistance. The stage is set. Who will emerge victorious?

BATTLE FACTS

SCENARIO:
BATTLE FOR THE PASS

FORCES:
TOMB KINGS VS.
HIGH ELVES

SIZE:
3000 POINTS

PLAYERS:
ROBIN CRUDDACE
& ADAM TROKE

SCRIBE:
SIMON GRANT



The dead draw near.

Hearing the words of warning in his mind, Temakador gave Ingraudan a gentle tug on the reins. Instinctively understanding the Prince's wishes, the loyal Dragon tucked its wings and dropped like a stone towards the marching army below. At the last moment, Ingraudan spread its magnificent wings wide, arresting its fall and swooping low over the heads of the advancing column. The High Elf army came to a halt in perfect unison, decades of training and discipline having honed them into a fighting force far beyond the ken of mortal Men. With a few powerful beats of its mighty pinions, Temakador's majestic steed swept over to an ancient ruin on the valley floor and landed amid a maelstrom of displaced sand.

Temakador leapt from the Dragon's saddle, landing with a deftness that belied the heavy appearance of his glittering armour. Within moments, he was joined by the enigmatic seer, Calanar, who seemingly knew where the Prince would alight even before he did. It was the Mage's whispered warning that Temakador had heard in his mind. Calanar's gift of foresight was well recognised by his Sapherian peers, and Temakador trusted his counsellor's prescience in all things.

'The dead draw near,' said the Mage, without ceremony. 'They will be upon us by the time the sun reaches its zenith.'

'Then they will die once again,' sneered the Elven Prince, 'and this time, they will stay dead.'

Sensing Temakador's haughty resolution, Ingraudan let out a deafening roar of approval. With a pompous flourish, the Elf Lord swept his cloak over his shoulder, turned and vaulted onto the Dragon's back. Guessing his commander's intent even without using his mystical gift, the seer pointed in the direction of the distant Undead horde.

'To the skies, Ingraudan,' said the Elven Prince, patting the Dragon's head as it turned its serpentine neck to face him. 'Let's see what our prey is made of.'

The rising cloud of dust was unmistakable in the clear desert sky, and Ingraudan flew like a bolt towards it, each beat of its wings drawing them closer to the Undead army. It wasn't long before Temakador's acute eyesight could pick out details of the approaching horde. Rank upon rank of skeletons tramped inexorably forwards in numbers so great that they filled the entire width of the valley. A formation of chariots slowly rumbled along at the head of the column, and a nest of stone serpents slithered forwards behind them, each bearing a skeletal rider with a long spear. More disturbing were the three enormous war-statues that strode forwards behind the skeletons, granted unnatural animus through dark sorcery.

'I have seen enough,' said Temakador, shaken by the strength of the enemy army, but trying to keep his voice steady. 'Let us return to the column. We must rethink our strategy if we are to defeat such a foe.'

TEMAKADOR'S GLITTERING HOST



Off the battlefield, Adam Troke is a thoroughly nice bloke, always happy to joke and offer sound advice. But once his game face is on, he's as merciless as Khaine's sword arm.

Adam: So, some bright spark has decided to pit me against Robin Cruddace and his brand new Tomb Kings? Apparently Andrew Kenrick, the noble editor of this fine magazine has a hankering to see the glittering hosts of Ulthuan face the golden hordes of Nehekhara. Who am I to argue?

Since Robin is likely to have either a Necrosphinx or a Khemrian Warsphinx, probably both in fact, I've every intention of taking a High Elf Prince on Dragon. Prince Temakador, riding the Moon Dragon, Ingraudan, fits the bill. It's a suitable compromise between cost and efficiency. I only hope he's man (*Don't you mean Elf?* – Ed) enough for the job.

For magical support, I'm bringing two Level 2 Mages, Calanar and Baetharol. Calanar will use the Lore of Shadows (with the Seerstaff of Saphery to ensure he gets

the spells that I want), whilst Baetharol will be a High Mage to ensure that I can cast Drain Magic if Robin comes to the party magic-heavy.

Regiments of High Elves are what I enjoy fielding the most, however, so I've chosen a large unit of 30 Spearmen. Such a regiment, with full command and the Gleaming Pennant (to prevent an awkward failed Leadership test), is often the first Core unit on my army list. This solid formation will form the backbone of my force, along with 20 Lothorn Sea Guard and 20 High Elf Archers in support. My plan is to use Calanar's Shadow Magic to cast *Okkam's Mindrazor* on the Spearmen or Sea Guard, so that I can exchange their Strength of 3 with their Leadership of 8 – that'll put down any monster Robin wants to bring to the game.



Special troops join the army in the form of 20 Phoenix Guard (the most resilient of High Elf infantry) and 20 White Lions (the strongest, and hardest hitting). I'm putting Korhil with the White Lions, in case I can use him to get hold of Robin's Tomb King or Hierophant – Korhil tends to end challenges quickly and decisively.

A Lion Chariot to accompany my infantry advance gives me a little high-impact clout while Shadow Warriors and Ellryian Reavers can disrupt the enemy's movement. Two Repeater Bolt Throwers will give me enough long-range sting to make the Tomb Kings think twice about how they advance... hopefully.

The plan is simple. My Phoenix Guard and White Lions will take on and slaughter Robin's monsters as fast as possible, assisted by as much missile-fire as I can

direct their way. Temakador and his Dragon will smash through Robin's charioteers (he's bound to have some). Chariots are, in many ways, the bane of the High Elves since they can inflict their greatest damage outside of the ordinary Initiative structure. Temakador and his loyal Dragon will have their work cut out to protect the force, but will have to do it fast if I am to have the victory – I can't afford to have 500+ points locked into a fight for too long!

My plan then is to smash the big monsters with elite units in conjunction with auspicious use of *Okkam's Mindrazor* (reinforcing my own warriors with *Shield of Saphery* and plenty of *Drain Magic*). My final objectives are to smash the units of Skeleton Warriors with my superior Spearmen and finally, sneak about and kill stuff with my Shadow Warriors!

LORDS



Prince Temakador of Caledor
High Elf Prince with Temakador's Gauntlets, Dragon armour, lance and shield, mounted on Ingraudan, a Moon Dragon.

498 points

HEROES

● **Calanar the Seer**
Level 2 High Elf Mage with Seerstaff of Saphery, using the Lore of Shadows.

165 points

● **Baetharol of Saphery**
Level 2 High Elf Mage with Silver Wand and Ironcurse Icon, using the Lore of High Magic.

150 points

● **Korhil, Captain of the White Lions**
With the axe, Chayal, and Pelt of Charandis.

140 points

CORE

☞ **The White Spears**
29 High Elf Spearmen with Sentinel, musician and standard bearer with Gleaming Pennant.

291 points

☞ **The Sea Lords**
20 Lothern Sea Guard with shields, Sea Master, musician and standard bearer.

285 points

☞ **The Doomfletcher**
20 High Elf Archers with Hawkeye, musician and standard bearer.

245 points

SPECIAL

☞ **The Guardians of the Shrine**
20 Phoenix Guard with Keeper of the Flame, musician, standard bearer and Banner of Eternal Flame.

340 points

☞ **The King's Lions**
19 White Lions of Chrace with Guardian, musician, standard bearer with Lion Standard.

340 points

☞ **The Shadowshrive**
5 Shadow Warriors with Shadow Walker.

92 points

☞ **Heart's Roar**
Lion Chariot of Chrace.

140 points

☞ **The Wind Raiders**
5 Ellryian Reavers with Harbinger, spears and bows.

112 points

RARE

☞ **The Sea Lord's Battery**
2 Repeater Bolt Throwers.

200 points

TOTAL 2998 points

THE GOLDEN LEGION OF SETEP THE MAGNIFICENT



With a keen intellect that exceeds the very wisest of Khemri's Liche Priests, we believe that Robin Cruddace may well be in possession of one of Nagash's Books of the Dead.

Robin: So, Adam and his High Elves have dared to enter the Land of the Dead and it falls to me to show them the folly of their ways. Adam's a canny opponent though, especially when he's fielding his High Elves. However, I have at my command the Golden Legions of King Setep the Magnificent. Let the sands of Khemri be stained red with the blood of the living...

My plan is to grind the High Elves down in a war of attrition. The Jackal Legion, the Blades of Setep and the Guardians of Eternity – two hordes of Skeleton Warriors and a regiment of Tomb Guard – should be enough to pin Adam's infantry in place long enough for my two Khemrian Warsphinxes to smash into their flanks. These hulking statues have a whopping Toughness 8 and can squash whole regiments into a fine paste.

My general will lead the Blades of Setep into battle personally. Not only are Tomb Kings as hard as nails, they also imbue their warriors with their own unyielding vigour. Whilst Adam's High Elves might scoff at the martial prowess of your average Skeleton Warrior, a horde of WS-6 soldiers might give them something to think about. However, I'd be surprised if Adam didn't take at least one Dragon; I'm sure he'd love to see the flammable King Setep go up in smoke. For that reason I'm going to deploy a Necrosphinx to intercept any fire-breathing monsters before they can threaten my characters, as it can put an end to a Dragon in a single swipe – chop! Just to be sure though, King Setep has a Dragon Helm for some anti-fire protection.

My Hierophant will be Liche High Priest Amon-shappa. If this ancient wizard



is killed, my whole army could literally fall apart. I'll therefore be purchasing Amon-shappa the best ward save that Khemrian gold can buy. My plan is to hide him – er... I mean deploy him strategically – within the Vulture Legion. These Skeleton Archers won't suffer any To Hit penalties for moving and shooting, meaning they advance behind the main body of my army and offer ranged support whilst Amon-shappa augments and replenishes my army.

The High Elves' Speed of the Asuryan rule is going to really hurt the Tomb Kings, who all have the Initiative of a hibernating tortoise. However, no Tomb Kings army will be complete without at least one unit of Skeleton Chariots. As Impact Hits are resolved before the cut and thrust of combat, I'm hoping that the Pride of Khemri will run roughshod over Adam's

elite units before the High Elves know what's hit them. My plan is for the chariots to ride down one flank, whilst the Riders of Qu'aph take the other. The Necropolis Knights are great all-rounders, combining high Movement, Strength, Attacks and armour saves into convenient snake-shaped stone packages.

Finally I'm going to invest in a Screaming Skull Catapult and some Sepulchral Stalkers. The Doom of Traitors will happily bombard High Elves from the back of the board whilst the Sentinels of Oblivion bury under their feet before emerging behind enemy lines. The Sentinels will launch ambushes on Adam's unsuspecting war machines, magically turning their foes into pillars of sand. High Elves beware; the Legions of Nehekhara stand ready for war.

LORDS

King Setep the Magnificent
Tomb King with shield and Dragonhelm.
183 points

High Priest Amon-Shappa
Liche High Priest with Talisman of Preservation, using the Lore of Nehekhara.
220 points

HEROES

Prince Alkhazzahr I
Tomb Prince with great weapon, mounted on Djaf's Fury, a Khemrian Warsphinx with fiery roar.
334 points

CORE

The Jackal Legion
40 Skeleton Warriors with spears, Master of Arms, musician and standard bearer.
230 points

The Blades of Setep
40 Skeleton Warriors with Master of Arms, musician, standard bearer.
190 points

The Pride of Khemri
6 Skeleton Chariots with Master of Chariots, musician and standard bearer.
360 points

The Vulture Legion
20 Skeleton Archers.
120 points

SPECIAL
The Guardians of Eternity
20 Tomb Guard with Tomb Captain, musician and standard bearer.
250 points

The Riders of Qu'aph
6 Necropolis Knights with Necropolis Captain, musician and standard bearer.
420 points

The Vengeance of Ptra
Khemrian Warsphinx.
210 points

The Sentinels of Oblivion
3 Sepulchral Stalkers.
165 points

RARE
The Destroyer of Souls
Necrosphinx.
225 points

The Doom of Traitors
Screaming Skull Catapult.
90 points

TOTAL 2997 points



ANNOTATIONS

- 1** The baleful skull of this Sinister Statue will blast models that stray within 6" on the roll of a 4+, inflicting D6 Strength 4 hits.
- 2** A Wyrding Well can poison, heal or stupify anyone brave enough to drink from its enchanted waters.
- 3** These Arcane Ruins can aid wizards in channelling the Winds of Magic.
- 4** This Acropolis of Heroes will inspire those that fight within its shadow.
- 5** Having revealed a Venom Thicket with the Jackal Legion, Robin cunningly deployed the Doom of Traitors within it to deter Adam's Shadow Warriors.
- 6** Adam's scouts nonetheless infiltrated behind Robin's lines, hiding within an Abyssal Wood.

DEPLOYMENT

Both players rolled to see who would place the first unit. Adam won the roll off and elected to go first, confidently exclaiming that, being the true inheritors of the Old Ones' legacy, the world belonged to the High Elves anyway. Both players then proceeded to set up their armies, alternately deploying one unit at a time as the scenario required.

Adam formed his battleline around his Spearmen and Lothorn Sea Guard in the middle, flanked on either side by his elite units of Phoenix Guard and White Lions. On his left flank, he positioned his archers on the hilltop, supported by a Repeater

Bolt Thrower. Adam's Dragon shadowed the Skeleton Chariots, hoping to intercept them before they could charge his infantry.

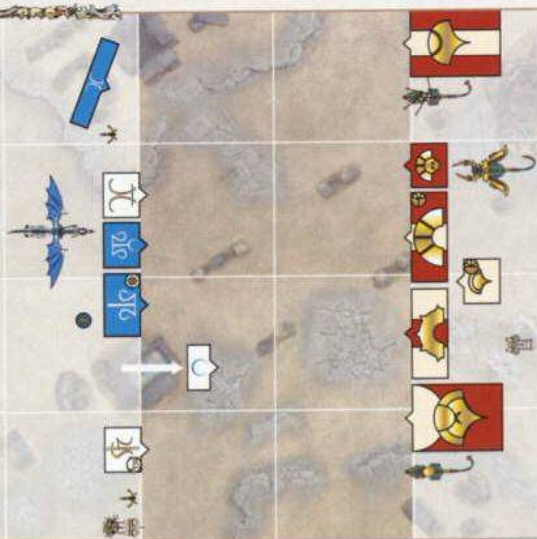
Robin deployed his two hordes of Skeleton Warriors in the centre, with his Hierophant safely hidden amidst the archers behind. The Warsphinxes took up flanking positions, with his chariots clinging to the right of the board. Robin placed the Doom of Traitors in the Venom Thicket to his left. The Necrosphinx remained behind the Tomb Kings line, ready to hunt down Adam's Dragon.

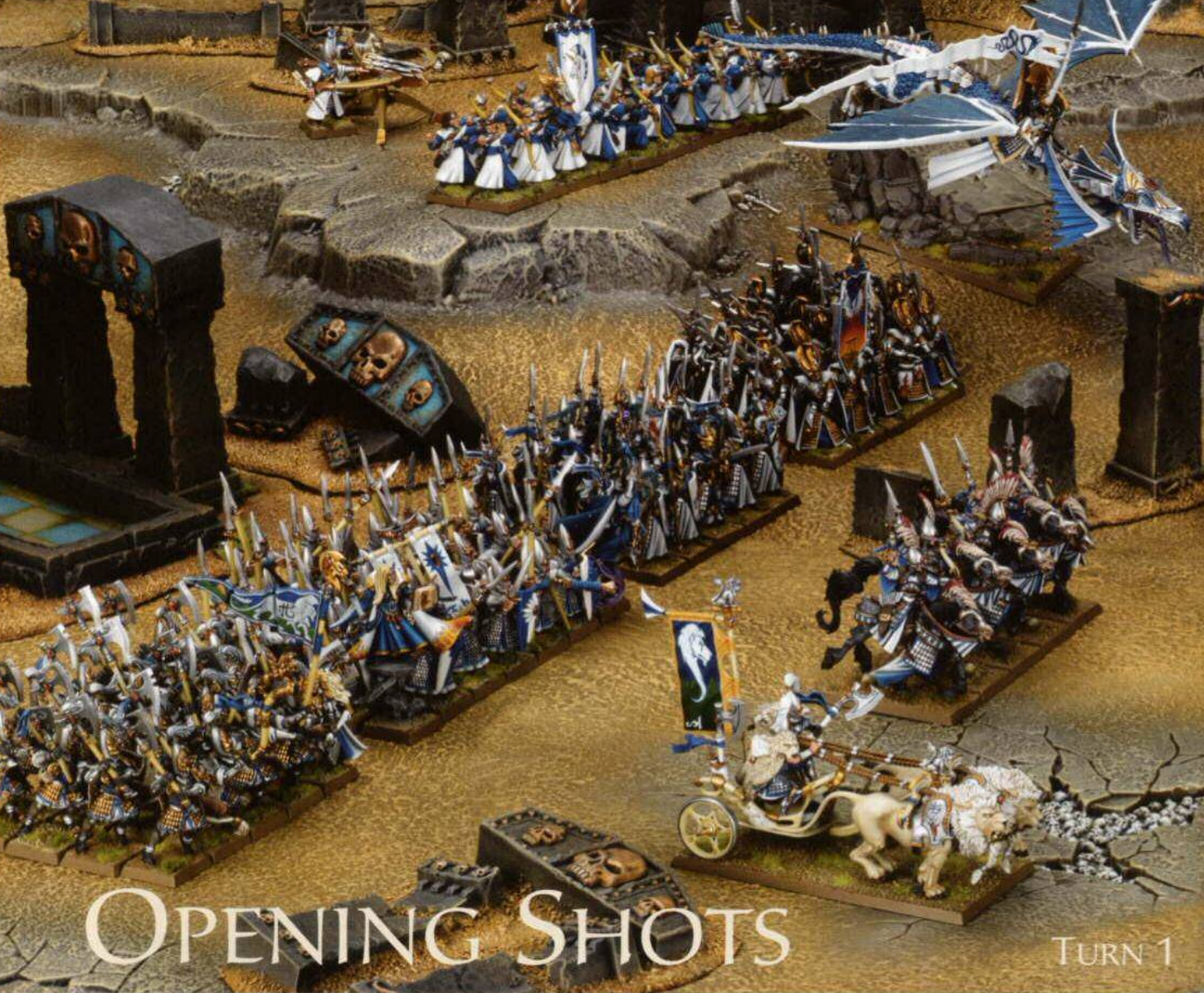
Adam won the roll-off for the first turn and elected to start things off.



THE BATTLE FOR THE PASS

The Battle for the Pass scenario is highly unusual in that the game is played down the length of the board instead of across the width. The battlefield is flanked by towering cliffs or impassable mountains down each long table edge. This unusual set-up forces players to consider their deployment more carefully due to the limited width of each side's deployment zone. Players often choose to adopt a narrower frontage on their larger units than they otherwise would when forming their battleline. The winner is determined by claiming the most victory points at the end of six game turns.





OPENING SHOTS

TURN 1

FROM THE SHADOWS

Adam took advantage of his Shadow Warriors' Scout special rule to infiltrate behind Robin's army in a position to threaten the Screaming Skull Catapult. Skilled with both sword and bow, the Shadow Warriors could pick off the crew at range, or brave the Venom thicket and charge into combat.



Adam began the game with a cautious advance, his central battleline warily closing on the Tomb Kings in a tight formation. His right flank hastened forward with greater urgency, the Lion Chariot and Ellyrian Reavers swiftly gaining ground. Temakador's mighty steed launched itself into the air with powerful beats of its enormous wings, the noble Prince guiding it towards the chariots of the enemy, ready to charge next turn. With this move, Adam had already drawn a fine line between risk and reward – by positioning his Dragon within charging distance of the Skeleton Chariots, he had also placed his most valuable model within charge range of his quarry. Adam held his ground with his ranged units, but did sneak his Shadow Warriors to the edge of the Abyssal Wood behind Robin's line. The scouts readied their bows to target the Skeleton crew of the Screaming Skull Catapult with a volley of white-fletched arrows.

The Winds of Magic blew strong this turn, with Adam rolling a 10, and Robin successfully channelling for 6 dispel dice.

Adam's opening gambit was to unleash *Pit of Shades*, intent on dropping one of the enormous stone constructs to its doom, but he failed the casting roll by a single point. With *Fury of Khaine* successfully dispelled shortly afterwards, Adam decided to change tact. Instead of attempting to inflict damage, he cast *Drain Magic* instead, seeking to hamper Robin's Magic phase, but the Liche High Priest also managed to counter this spell.

The High Elves' Shooting phase left a lot to be desired from a race renowned for their archery. The Bolt Thrower on their right flank fired six razor-sharp bolts at the Necropolis Knights opposite them, but only managed to inflict a single wound on the beasts. The Reavers loosed their arrows at the same target, but to no avail. White-fletched shafts fell like rain upon the Blades of Setep, with the second Bolt Thrower, Archers and Lothorn Sea Guard all targeting the Tomb King's unit, killing eight of the Skeleton Warriors. Finally, the Shadow Warriors aimed their bows at the Screaming Skull Catapult crew, but failed to bring any of them down.



With no combat to speak of yet, it was time for the Tomb Kings to begin their advance. Unable to march, Robin's army slowly advanced forwards, each footstep in perfect unison as the Skeletons closed with unrelenting purpose. As they left the cover of the Venom Thicket, one of the Jackal Legion's Skeletons fell victim to a poisonous creature that dwelt within. Having decided not to risk a charge at the High Elf Dragon, Robin's chariots rumbled forwards on the right flank, but took two wounds as the rough terrain damaged one of them. The deadly Necrosphinx took up a position behind the chariots in a bid to deter Adam from charging them in his turn. Seeking to deal with the threat to their war machine posed by the Shadow Warriors, the Skeleton Archers turned to face them, readying their bows.

Robin's Magic phase was almost over before it had begun. In an attempt to galvanise his army into advancing once more, he tried to unleash *Khsar's Incantation of the Desert Wind* at the increased casting value of 16+. The successful casting of this spell would see

any friendly units within 24" able to move again (and also benefit from the Restless Dead lore attribute, recovering D3+1 wounds), but the Liche High Priest failed to summon the necessary power. As the only wizard in Robin's army was now unable to cast any more spells, this effectively saw the Magic Phase end.

Despite only ever needing a 5+ to hit with their Arrows of Asaph, the Skeleton Archers either missed the Shadow Warriors or failed to wound any of the fragile High Elves, much to Adam's relief. The Screaming Skull Catapult had more luck, landing its deadly payload directly on top of the White Spears, but Robin's poor luck continued, and he only wounded six. To make matters worse, Adam managed to pass three of the 6+ ward saves granted by the accompanying Mage's 5-pt Ironcurse Icon (see the boxout on the right). The Skeleton Chariot crew loosed their arrows at the majestic form of the Dragon facing them, hitting the beast twice, but Robin's subsequent roll of a double-1 to wound summed up his turn. Had Nehekara's ancient gods abandoned him?



5PTS WELL SPENT

Some of the cheaper magic items are often overlooked, but for a 5-point investment, Adam saved the lives of three 9-point Spearmen.





ALL IS NOT WELL

The White Spears drank from the Wyrding Well, hoping to replenish their casualties from last turn. Adam rolled a 1, meaning that the unit had been poisoned and could perform no further actions this turn. He soon realised the magnitude of this error; as both of his Mages had joined the Spearmen, he would be unable to cast spells!



A FATEFUL ERROR HIGH ELF TURN 2

Seizing the chance to strike the first blow, the swiftest elements of the High Elf army surged into combat this turn. Prince Temakador led from the front, guiding Ingraudan to swoop into the Pride of Khemri. Behind their general, the Phoenix Guard bravely attempted to charge the Warsphinx nearby, but failed to reach it. On their right flank, the Lion Chariot crashed home into the Warsphinx in the hope that, Asuryan willing, they could bring the behemoth down. Having been unsuccessful with their bows last turn, the Shadow Warriors took a more direct approach, charging the Screaming Skull Catapult with blades drawn. Adam's remaining moves saw the White Lions and Ellyrian Reavers advance steadily alongside the Spearmen in the centre.

With both of his Mages temporarily incapacitated as a result of drinking from the Wyrding Well, Adam's Magic phase was nonexistent this turn. There were no active remain in play spells, so both players moved straight on to the Shooting phase, though Robin couldn't resist a quick chuckle at Adam's expense!

It seemed that Adam's unfortunate debacle with the Wyrding Well jinxed the rest of his actions this turn as well, with the High Elves underperforming all across the battlefield. The Shooting phase resulted in a paltry five Skeletons from the Blades of Setep being slain by the Archers and Bolt Thrower on the hill. Adam's remaining shooting either went awry or failed to do any damage.

Prince Temakador accepted the challenge of the Master of Chariots, casually skewering his target with a pinpoint strike from his lance, whilst Ingraudan shattered the chariot beneath him. Unable to strike back, the Pride of Khemri suffered a further four wounds for losing the combat by such a significant margin. Darting nimbly beneath the dangerous boughs of the Venom Thicket, the Shadow Warriors wounded two of the Screaming Skull Catapult crew, but only one fell, the other saved by his ancient armour. A single Shadow Warrior was slain in return, meaning that one of the crew yet lived after combat resolution took its toll on the other Skeleton.

ANNOTATIONS

- 1 The White Spears drink from the Wyrding Well and are poisoned, denying Adam the use of his powerful magic this turn.
- 2 The Tomb Prince's Warsphinx weathers the Lion Chariot's attack, destroying it in violent retaliation.
- 3 Prince Temakador slays the Master of Chariots in a challenge, but is held at bay.
- 4 The Shadow Warriors fail to destroy the Doom of Traitors, slaying just one crewman.





THE LION AND THE SPHINX

The Lion Chariot smashed into the towering Warsphinx in the Close Combat phase, inflicting a healthy five Impact Hits. Alkhazzahr was hurled from his feet by the concussion of the chariot smashing into his mighty steed, landing heavily on the floor of his howdah and suffering a wound. The Warsphinx shrugged off the damage; not even the jaws of the White Lions could pierce its hide of solid marble. The White Lion crew struck out at the Tomb Prince, their great axes gouging a deep wound in his parched flesh as he rose to his feet, but Alkhazzahr would not be denied, lashing out with his blade and striking them down. The Warsphinx reared up on its hind legs before crashing down on the Lion Chariot, crushing the beasts and smashing the chariot to splinters.



END OF HIGH ELF TURN 2 MOVEMENT PHASE



BATTLELINES CLASH!

TOMB KINGS TURN 2



The Tomb Kings unleash a series of charges all across the battlefield and vicious combat begins in earnest.



THE RESTLESS DEAD

By casting *Khsar's Incantation of the Desert Wind* this turn, Robin enabled any unengaged units within 24" to move again. The Restless Dead lore attribute also ensured that, whether in combat or not, any affected units would recover D3+1 wounds as well, undoing much of Adam's work so far!



With a mighty roar, the Warsphinx and Necropolis Knights crashed into Korhil's White Lions, who grimly readied their axes for the deadly combat to come. The Jackal Legion charged the Ellyrian Reavers, who fled, but the Skeletons carried on the movement into the White Spears instead. Setep the Magnificent led his Skeletons into the Lothorn Sea Guard, though one perished in the act, shot through the eye socket with a well-placed arrow. The Vengeance of Ptra barrelled into the Phoenix Guard, but the Tomb Guard couldn't match its pace, and their supporting charge fell short. The Necrosphinx took to the air, landing near Prince Temakador in readiness to charge his flank if the chariots held. Robin rolled to see if his Sepulchral Stalkers arrived, but they remained buried beneath the sand.

Generating 10 power dice, Robin cast the augmented version of *Ptra's Incantation of Righteous Smiting*, which increases the Attacks of friendly units within 24" by 1. A relieved Adam rolled a double-6 to prevent it, but it cost him all of his dispel dice in the attempt. Seizing his opportunity, Robin

cast an amplified *Incantation of the Desert Wind*, which at first glance, did little but allow the Tomb Guard and Archers to advance a bit further. But his Lore Attribute also enabled Robin's units to recover some wounds, resulting in the Screaming Skull Catapult crew rising to their feet, and a handful of Skeleton Warriors rejoining their units. Most notably, the Master of Chariots arose once more to challenge Prince Temakador and prevent the Dragon from escaping the encircling Necrosphinx.

With the Vulture Legion either out of range or line of sight, Robin moved on to the Close Combat phase. The Phoenix Guard hacked relentlessly at the Warsphinx, but only managed to cause one Wound before the Tomb Guard crew struck back, leaving a silent guardian dead. The Warsphinx missed with its Thundercrush attack, and its Thunderstomp also made no mark. The Phoenix Guard had won the combat by three but as an Animated Construct, the Warsphinx took one less wound as a result of being Unstable.

The Lothorn Sea Guard inflicted six wounds on the Blades of Setep, but three



KORHIL'S DEFIANT STAND

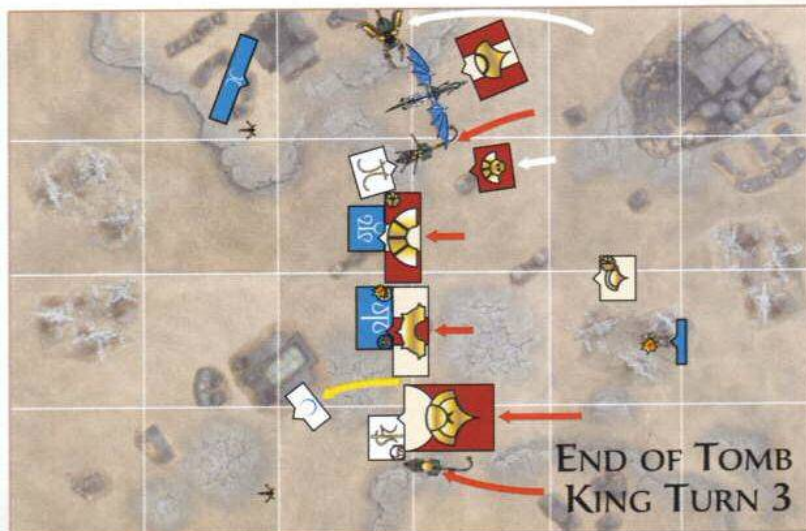
Korhil and the Necropolis Captain both fought each other to a standstill in a challenge, but the White Lion Guardian toppled the Tomb Prince from his lofty perch. Despite inflicting six wounds on the Riders of Qu'aph, the White Lions were subjected to a devastating retaliation, and eight were cut down by

the Necropolis Knights. The Warsphinx crushed a total of seven White Lions between its fierce attacks and Thunderstomp, before the Necroserpents stomped all but the Guardian and wounded Korhil. In a heroic display of their fabled stubbornness, the two White Lions bravely held their ground.

of the attacks were parried. Setep the Magnificent was wounded in a challenge with the Sea Master, but swiftly cut the impudent champion down in response. Three more High Elves were slain by the Skeletons, but they held their ground, inspired by their general's presence nearby.

The White Spears were hampered by a failed Fear test. Despite Adam confidently re-rolling for the Gleaming Pennant, he cursed his luck as this also failed. The High Elves struck fiercely nonetheless, killing nine of the Jackal Legion whilst the Sentinel cut down their Master of Arms in a challenge. Robin mercilessly singled out Adam's Mages and Baetharol, the High Mage of Saphery, was brutally speared to death. Calanar's prescience seemed to pass beyond simply choosing his spells, and he somehow survived with a single Wound left. Three more White Spears were also cut down, but the Jackal Legion ultimately lost combat and another two of their number.

Against all the odds, the resurrected Master of Chariots suffered but a single wound against Prince Temakador and his steed, holding Adam's general to an unexpected stalemate. The Shadow Warriors slew two of the catapult crew for no loss, overwhelming the third Skeleton and finally destroying the war machine.





THUNDERCRUSHED

In Adam's turn, the Phoenix Guard remained locked in combat with the Nehekharan Warsphinx. The Tomb Guard crew once more skewered a High Elf from the safety of the howdah before their monstrous statue finally struck home with its Thundercrush attack. Robin placed a small template in base contact with the Warsphinx to represent the impact of the attack. 15 Phoenix Guard were hurled from their feet, suffering Strength 3 hits, but the silent servants of Asuryan were blessed by their divine master and only two were slain.



THE SLAUGHTER CONTINUES TURN 3

The beginning of Turn 3 was heralded by the frantic hoofbeats of the Ellyrian Reavers as they continued to flee.

Adam's only other move was to sneak further through the Venom Thicket with his Shadow Warriors, the scouts obviously far too experienced to succumb to the ill effects of such dangerous terrain.

In a bid to turn the tide against the Jackal Legion, Adam used all six of his power dice to cast *Okkam's Mindrazor*, which would bolster the Strength of his Spearmen to their Leadership value of 8. He succeeded with Irresistible Force, but the subsequent miscast cost him his Mage's final wound. Adam had made a desperate gamble, but he was confident that the sacrifice would be worth it.

The Shooting phase saw the High Elves chip away once more at Robin's units. The Shadow Warriors and one of the Bolt Throwers scythed down three Skeleton Archers, whilst the arrows of the Doomfletcher and bolts of the second Eagle's Claw managed to take two wounds off the terrifying form of the Necrosphinx.

Prince Temakador slew the Master of Chariots once again, but was still held in combat by the rest of the unit. On Adam's right flank, Korhil lashed out and decapitated the Necropolis Captain with a fatal strike. The White Lion Guardian next to him, having survived the deadly effects of the Tomb Prince's curse last turn, fell in combat with his rampant steed. The valiant display of the Captain of the White Lions

saw the Warsphinx and Necropolis Knights take a further two wounds from combat resolution, both reducing their deficit from three for being Animated Constructs.

The Phoenix Guard struck out at the Vengeance of Ptra, but their halberds could find no purchase on the statue's marble flesh. They lost three in return, and another to a Thunderstomp, but bravely fought on.

Setep's Blades crushed the Lothorn Sea Guard, parrying all but one of their attacks before cutting down five of the High Elves. Setep added two more kills to the tally, before the Sea Guard broke and ran, escaping pursuit by a single inch. To add insult to injury, Adam's victorious unit of Spearmen, having just crushed the Jackal Legion, fled in panic, having failed their fourth consecutive Psychology test!

Robin started his turn by consolidating his victory in combat, running down the fleeing Sea Guard with Setep's Blades. He then gleefully smashed his Necrosphinx into Prince Temakador's flank, hoping to fell the Dragon with a Heroic Killing Blow. Once again, the Sepulchral Stalkers failed to arrive, denying Robin the use of his powerful reserves.

The Tomb King's Magic phase was as swift and ineffective as it was in Turn 1, the Liche High Priest failing to cast *Khsar's Incantation of the Desert Wind* with a pitiful casting total of 7.

With no war machine to fire and limited options for his Skeleton Archers to target in the Shooting phase, Robin picked

NOBLE SACRIFICE

Feeling his lifeblood slowly seeping from him, Calanar the Seer bravely resolved to make one final effort to aid his brethren before he succumbed to his wounds.

Summoning the ghostly power of *Okkam's Mindrazor*, he poured all of his remaining life energy into the deadly enchantment. The spears of his fellow High Elves began to glow with phantasmal energy, their weapons magically empowered with their strength of mind. With his dying breaths, Calanar witnessed his sacrifice vindicated as the White Spears tore through their foes.

Adam's magically augmented Spearmen slaughtered an impressive total of 19 Skeletons, losing only three of their number return. When the dust had settled, the High Elves had won the combat by such a huge margin that the remaining Skeletons crumbled to dust before their eyes.



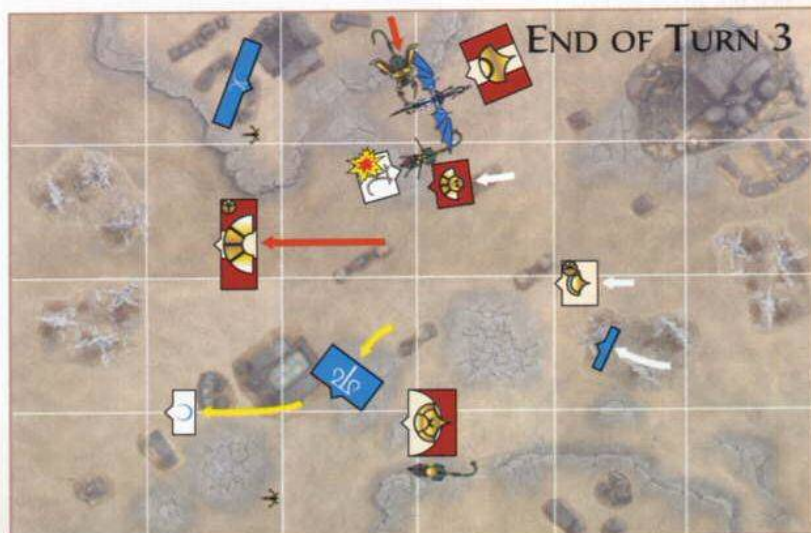


Held in combat by the tenacious Skeleton Chariots, Prince Temakador is charged by the colossal Necrosphinx.

off two of the Adam's fleeing Spearmen in a bid to discourage them from rallying.

Despite having held the High Elves' right flank almost single-handedly, Korhil's indomitable resistance could not last forever. Hacking another wound from the Warsphinx in a final act of defiance, he was eventually crushed by the enormous statue. In combat with the other Warsphinx, the Phoenix Guard also inflicted a wound, but lost two of their number to its Thundercrush. Rolling a 6 for the ensuing Thunderstomp, Robin trampled another four of the stout High Elves, but they bravely held on, inspired by Temakador's commanding presence.

In his own combat, the High Elf Prince and his powerful mount both lashed out, damaging the chariots in front of them before Ingraudan turned his head to blast the charging Necrosphinx with dragonfire. Wreathed in flame, parts of the animated statue were reduced to little more molten slag, but it survived with a single wound remaining, and struck out viciously at its tormentor. To Adam's relief, Robin failed to hit with his Decapitating Strike, but he still managed to gouge a deep wound in Ingraudan's scaly hide with the enormous blades of his Necrosphinx. The combat, for the moment at least, was a stalemate.



THE ELVEN LINE FALTERS

TURN 4



The quiet resolve of the Phoenix Guard is undone by the destructive ferocity of the Khemrian Warsphinx.



DECAPITATING STRIKE

Each turn one of the Necrosphinx's attacks is rolled separately. This is the statue's Strength 10 Decapitating Strike. Even more frightening is that the attack strikes with the Heroic Killing Blow special rule, meaning that even a large monster such as a Dragon can be slain instantly by the blow!



With his battleline now in complete disarray, Adam looked to regroup and fight back. The White Spears passed their first Leadership test of the game and rallied, as did the Ellyrian Reavers, who fell in behind them. With little to lose, Adam's Spearmen drank once more from the Wyrding Well, this time becoming Unbreakable and subject to Stupidity for the remainder of the game.

Having no Mages left to wield any magic, Adam moved straight on to the Shooting phase. The arrows of the Shadow Warriors shattered upon impacting the onyx hide of Djaf's Fury, causing no damage. Faring little better, the two Bolt Throwers only managed to inflict a single wound on the Necropolis Knights, though this did finish off another model. Loosing a volley, the Doomfletcher slew two Skeleton Archers of the Vulture Legion.

In the Close Combat phase, the fierce resistance of the Phoenix Guard was finally undone. Despite landing six blows, their weapons rang harmlessly from the Nehkharan Warsphinx once again. Two of the remaining High Elves were struck down, one by the crew and another fell

victim to a Thunderstomp. The tenacious Phoenix Guard were routed at last, though the rampant statue failed to catch them.

The threat posed by the dread Necrosphinx was not lost on Prince Temakador and Ingraudan, and they both turned their full attention towards the fell creature. Adam managed four hits each with rider and mount, but failed to land a telling blow. The attacks from the remaining chariot crew were unable to pierce Temakador's glittering armour. Adam had evidently selected his equipment well, as even the lethal blows of the Necrosphinx's terrifying blades were repelled by the protective enchantments of the Prince's fabled gauntlets.

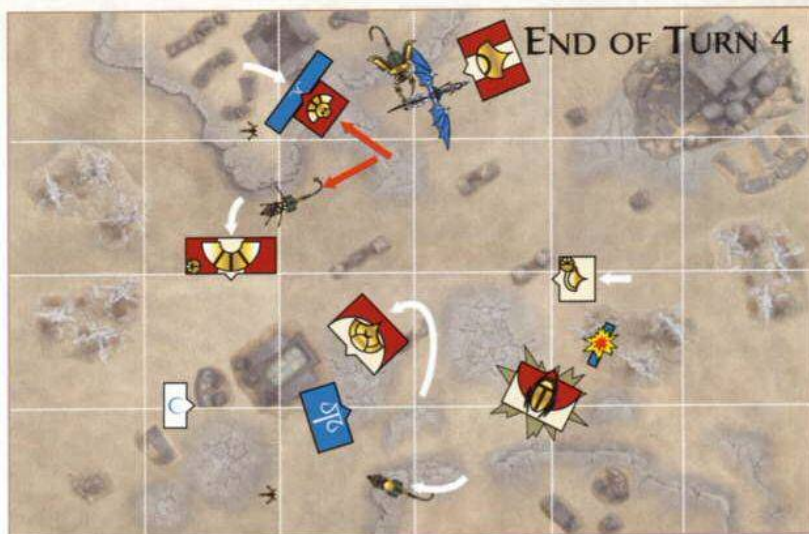
Robin's turn was heralded by a deafening stampede as the Vengeance of Ptra ran down the fleeing Phoenix Guard and trampled them into the desert floor. The Tomb Guard lost two of their number to the High Elf Archers as they surged up the hill behind the rampaging Warsphinx, but their charge crashed home.

Hoping to recover some wounds on his heavily depleted unit of Necropolis Knights, Robin sent them slithering over to

the Wyrding Well. Much to his annoyance, Robin's unit merely became subject to Stupidity upon sampling the mystical liquid, as they were already Unbreakable. Adam was less than sympathetic!

Seeking to deal a finishing blow to the High Elves, Robin attempted to cast *Ptra's Incantation of Righteous Smiting*. Adam countered with an inspired dispel roll of 28, though he was left defenceless. Much to Robin's frustration, his Hierophant failed to take advantage of Adam's vulnerability, rolling a 4 to cast *Khsar's Incantation of the Desert Wind*. Robin consoled himself by cutting down two more of the White Spears with a volley of Arrows of Asaph.

Prince Temakador and his faithful Dragon savaged the Destroyer of Souls, but its seemingly impenetrable skin held firm. Adam was biting his nails as Robin rolled for the Necrosphinx's Decapitating Strike, but it missed Ingraudan once again. Its other attacks were repelled by the Prince's armour. The Skeleton charioteers found a weak spot in the Dragon's scales and wounded it, but the Prince steadied his enraged steed. The Doomfletcher delivered a courageous performance, passing their Fear test and cutting down four of the Tomb Guard. The brave archers lost six of their number in retaliation, but refused to flee.



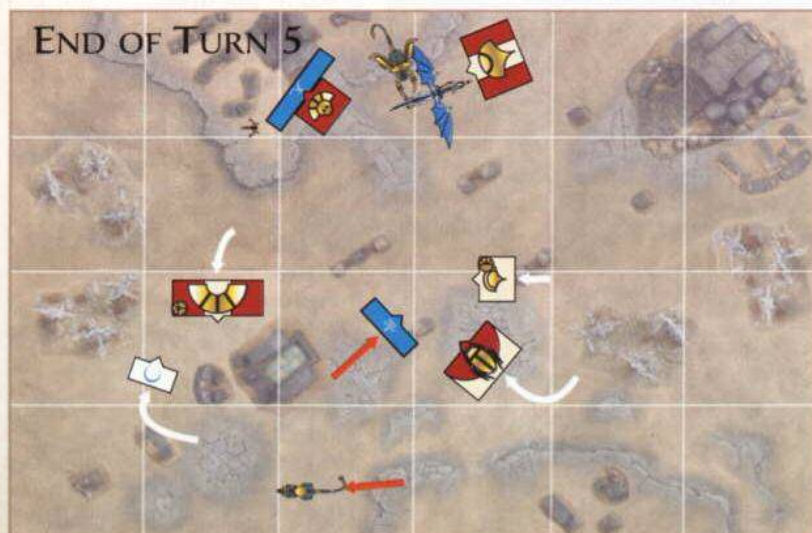
FROM THE SANDS

At long last, the Sepulchral Stalkers arrived this turn, burrowing up from beneath the sands next to Adam's Shadow Warriors. Robin placed a marker next to the High Elf scouts and rolled to see if it scattered away. He rolled a hit, so the Sentinels of Oblivion emerged right on target. Having arrived on the battlefield this way, they could not charge, but could certainly put their Transmogrifying Gaze to deadly use. As the High Elves were within the attack's 8" range, Robin rolled an artillery dice for each Stalker, totalling 24 hits. The seemingly innocent Strength 1 attacks struck at the Shadow Warriors' Initiative value in place of their Toughness, meaning that Robin would need a 6 to wound, but their armour would be no protection. Within a heartbeat, all of the Shadow Warriors were turned to sand, their bodies lost to the desert forever.

Turns 5 & 6



Having finished off the fleeing Lothorn Sea Guard, the Blades of Setep turn their attention towards the Ellyrian Reavers.



Determined to at least go down fighting, Adam sent the surviving White Spears charging into the flank of the Necropolis Knights. Djaf's Fury withstood three arrows from the Ellyrian Reavers, followed by five bolts from his Bolt Thrower with no damage. But the Eagle Claw on his left flank soothed Adam's frustration, finally bringing down the Vengeance of Ptru with a brace of bolts.

The dauntless White Spears stabbed furiously at the serpentine Necropolis Knights, wounding one with no losses. The survivors promptly crumbled under the onslaught of the vengeful High Elves. The Archers performed admirably once again, hitting with all of their attacks and cutting down three of the Tomb Guard. Four High Elves died to hold off the Guardians of Eternity, but they vehemently held their ground. Temekador's attacks glanced from the Necrosphinx's stone head, but Ingraudan smashed another chariot to pieces. The Destroyer of Souls struck back, finally connecting with its Decapitating Strike. The game's spectators all held their breath – if Robin rolled a 6, the Dragon would be slain outright. Sadly for Robin, this was not to be, but Ingraudan was still wounded by the attack. Adam had won the combat by a single point, but it wasn't

TEMAKADOR'S TRIUMPH

After many rounds of deadlocked combat it seemed that, by Turn 6, Prince Temakador finally had the measure of the ancient Necrosphinx. Standing high in his saddle's stirrups, he plunged his blade deep beneath the statue's armoured ribcage, throwing all the strength he could muster behind the blow. The mortally wounded Necrosphinx collapsed in a crumbling heap, the magical enchantments that animated it finally undone. Ingraudan bit the last of the Skeleton Chariots in half with a snap of its mighty jaws to complete the hard fought victory. Adam whooped in unrestrained delight as he saw his nemesis defeated at last. Sadly for Adam, even though his general was now free from the prolonged combat, it was too late in the game for him to make any further impact.



enough to take the last wound from the Necrosphinx, as it was an Animated Construct so reduced the deficit by one.

Robin was determined to maintain control of the game, charging the Blades of Setep into the Ellyrian Reavers, who fled to safety. The remaining Warsphinx hurtled into combat with the Eagles Claw in its way, and the Sepulchral Stalkers moved to finish off the White Spears.

In a repeat of last turn, Adam rolled another huge total to dispel *Ptra's Incantation of Righteous Smiting* before Robin once again failed to cast *Khsar's Incantation of the Desert Wind*. Nothing if not consistent, the Vulture Legion shot two of Adam's Spearmen for the third turn in a row. The Sepulchral Stalkers did better, rolling 16 hits with their Transmogrifying Gaze and killing three of the White Spears.

In a moment that would have gone down in history, the Bolt Thrower crew hit and wounded the Warsphinx twice. A stunned Robin now needed to pass one of its 5+ saves to keep it alive. But to Adam's despair, Robin promptly passed both saves before ignominiously squishing the crew!

The High Elf Archers lost two of their number to the Tomb Guard, but still refused to give ground. Temakador's blade rang off the Destroyer of Souls in what was

becoming something of a formality, but Ingraudan had more success, wrecking another chariot before being wounded once more by the ferocious Necrosphinx.

With his Ellyrian Reavers fleeing the board at the start of Turn 6, Adam threw his last few Spearmen at the Vulture Legion in a desperate gambit to strike down Robin's Hierophant. He loosed a final volley of bolts at *Dja's Fury*, unsurprised to see the Warsphinx emerge unscathed. The White Spears died bravely in their ambitious attempt to kill the Liche High Priest, but they did succeed in wounding him. The resolve of Adam's Archers finally failed, and they were driven from the hilltop by the Tomb Guard and mercilessly cut down.

To recover some models and close on the High Elf Prince, Robin cast both the *Incantation of Desert Wind* and *Righteous Smiting*, the latter cast with a double-6. The Hierophant's miscast caused a wound.

The arrows of the Vulture Legion wounded Ingraudan, but the Dragon's scales protected it from harm. The Sepulchral Stalkers gazed at Temakador, but one caught its reflection in his glistening armour, taking D3 wounds and turning itself to sand. Both High Elf and Dragon shrugged off the effects, and with that final defiant act, the game was over.

ETERNAL GUARDIANS

Adam's Turn 6 saw the victory of the Tomb Guard over the High Elf Archers in what turned out to be a surprisingly difficult combat for them to win. Striking first and with re-rolls to hit, Adam was able to maintain a steady quota of wounds on Robin's troops. But ultimately, it was the Toughness and armour save of the Tomb Guard that enabled them to simply outlast the High Elves.



TOMB KING VICTORY!



Robin: The legions of King Setep stand triumphant and it appears that the curse of my White Dwarf battle report success has finally been lifted (*Readers may recall that Robin hasn't won a battle report since dinosaurs roamed the world – Ed*). However, it was a hard fought victory and Adam battled every step of the way.

The Battle for the Pass scenario proved really challenging, and I found it difficult to bring my numerical superiority to bear. Adam played a brilliant game, channelling my units into bottlenecks, intercepting my elite units and generally showing off his tactical acumen. However, the dice gods of Nehekara were smiling upon me (or had they cursed Adam?) and there were some critical rolls that really didn't go Adam's way, otherwise the result could have been very different. The most notable occurrence was when both High Elf Mages were poisoned after supping from the Wyrding Well. This spate of bad fortune continued the following turn when Adam's surviving Mage suffered a fatal miscast.

However, to say that the dice all fell my way isn't quite the truth, as Adam also had some fantastic dice rolls. The Riders of Qu'aph were devastating and if it hadn't been for Korhil, they would have swept through the High Elf flank as per the plan.

As it was, Korhil's heroics held up my entire advance and bought vital time for Adam to redress his ranks.

I think my biggest mistakes were made in the Magic phases. I was too worried that a miscast could slay my Hierophant and cost me the game. I should have thrown more dice at the spells I was attempting. When I failed to cast *Khsar's Incantation of the Desert Wind* in Turn 1, it left my whole battleline in a mess, with units that I was expecting to be moving again now blocking each other, preventing subsequent charges, movement and shooting. This was exacerbated in the narrow confines of the scenario and it left my Skeleton Chariots in a vulnerable position. Adam took full advantage and charged them with his Dragon, thus ending my dreams of running all over his infantry lines. If it hadn't been for the performance of my Master of Chariots, I'm sure the Dragon would have torn through the unit. As it was, Ingraudan and Temakador were held up long enough for the Necrosphinx to enter the fray and they were lucky to escape the monster's claws alive, if not unscathed.

It was a great game and Adam's already talking about a rematch. Let Temakador try again if they wish; they will find the Legions of King Setep waiting for them.



MONSTER OF THE MATCH:

THE WRATH OF PTR

The Vengeance of Ptr shrugged off a huge amount of damage as it stomped and crushed its way through the Phoenix Guard. By all laws – probability and statistics – it should have fallen to bow fire and halberds long before it did, but it continued to smash through Adam's lines right up to the moment of its demise.

After losing the first combat by such a margin, I feared the Phoenix Guard might end up destroying my Warsphinx. I lost count of how many times Adam's Phoenix Guard struck it without success. In the end, the Thundercrush attack proved too much, even for 4+ ward save to handle.

Adam: I wish I had one great excuse which fully justifies my abject failure in this game. I'd like to blame bad dice, but that's the provenance of poor losers. So that leaves my tactics, army choice or Robin's overwhelming acumen. The truth lies somewhere between those, I suspect.

My army choice was solid, good in fact. The Phoenix Guard held down the Khemrian Warsphinx for a few turns, and probably should have killed it. The same could be said of Temakador and his Dragon – they were more than a match for the chariots and Necrosphinx that they found themselves battling – the shame was that the fight went on several turns longer than it needed to. If I had managed to bring down that blighteous statue earlier, my most powerful model would have been free to hunt down and gobble up Robin's Hierophant and watch his army crumble.

So, if I believe my force was good, where did I go wrong? Application, basically. In a couple of key instances I applied attacks to the wrong targets: the Lion Chariot could easily have killed the Tomb Prince if I had only remembered he had 3 Wounds on his profile; I persisted in attacking the Necrosphinx for several turns when Temakador and his Dragon should have butchered the chariots and won the battle on combat resolution alone. Sadly, when the Prince killed the Master of Chariots (for the second time), Ingraudan's attacks were wasted for that round of combat, so no glorious overkill and a thorough hurdle for my force.

If any one dice roll cost me the game, it was supping from the Wyrding Well. I lost the use of both Mages for a turn because of that, and one was slain outright in the following combat. If I had cast the spells that I had planned (*Shield of Saphery*, for a 5+ ward save, and *Okkam's Mindrazor*), I could easily have slaughtered any unit that had come near the White Spears. Alas, I rolled a 1 for the Wyrding Well, and my fate was sealed. What made it all the worse was that my Spearmen had only taken three casualties the turn before after some inspired rolling for my Ironcurse Icon, so drinking from the Well was unnecessary.

My one concession to swapping my army list about is the addition of a battle standard. I normally can't abide including them... my regiments should be brave enough without them. But I failed so many Leadership tests, even I have to admit it would have made a difference, especially since my Mages between them only managed to cast a single spell. That's the only change I think I would have to make. I could include some Sword Masters (except I wouldn't want to drop anything) and there's an argument for some Dragon Princes (who would have made short work of the Necropolis Knights, I think) but it's all pie in the sky really, isn't it?

Next time? Next time I won't be so darned unlucky. I won't take unnecessary risks with the Wyrding well and I will go hell-for-leather after Robin's Hierophant. No mercy next time Mr. Cruddace, you have roused the ire of the Asur...

Ducking another deadly blow from the terrible war-statue that would have easily cut him in two, Temakador saw the opportunity that had eluded him in the desperate combat so far. A stray bolt from an Eagle Claw had chipped off a small armoured plate from the statue's chest, but until now, he had been unable to get a clear strike at the exposed area beneath. He plunged his glittering sword into the Necrosphinx with all his strength, the razor-sharp tip sliding all the way in to the hilt. In less than a heartbeat, the statue imploded in a crumbling heap of marble, gold and gems, the fell enchantments that bound the construct together unravelled by the fatal blow. Now free to turn his attention back to the ongoing battle, Temakador turned in the saddle to review the situation. But the battle was already lost. Dead and dying Elves were strewn from one side of the valley to the other, and the Skeletons were mercilessly butchering those that had not already fled for their lives. Knowing full well that he was in no position to avenge his fallen brethren, he took to the air and retreated, his heart heavy with sorrow.

MODELS OF THE MATCH:

SHADOW WARRIORS

Man, I love Shadow Warriors. So thematic of them to leap out of the woods and take out the Screaming Skull Catapult. The Hierophant was next on their hitlist until he scampered off. Coward.

Shadow Warriors ambushing a Screaming Skull Catapult and chopping up its crew – that's the stuff that Scouts should be doing every game. I love the Shadow Warriors, so it was glorious to see them doing what they do best – sneaking around and killing stuff. Not one of them succumbed to the Venom Thicket. These guys spend their entire lives hunting in the wild and have seen it all before.



STANDARD BEARER



This month Jervis gets all sentimental about Radio 4, classic Citadel miniatures and getting stranded on a desert island. He may have been at the warpstone snuff again.



The Chaos Warrior in Bone Armour was sculpted by Jes.

I'm not ashamed to admit that I'm addicted to BBC Radio 4. I wake up in the morning to the Radio 4 morning news programme, listen to Radio 4 when I travel in my car, and even listen to Radio 4 podcasts as I walk in to work. I know that, sadly, some of you won't have heard of the channel. You all have my sympathy, you really do...

I raise the subject not because I want to make you listen to Radio 4, but because one of its shows was the inspiration for this month's Standard Bearer. The show in question is called Desert Island Discs. The programme has been running since 1942, and the format is simple: a guest is invited to choose the eight records, a luxury, and the book they would want to have with them if they were marooned on a desert island. What makes the show great is that each of the items chosen usually relates to a period in the subject's life, so in the process of finding out what they like, you also find out more about them too.

Loving the show as I do, it occurred to me that it would be interesting to write a Standard Bearer where I pick out eight Citadel miniatures from different periods of the hobby, and talk a bit about the miniatures and how they influenced me at the time they came out. Because of this you shouldn't really look on the list as my 'Top 8 Miniatures of All Time' – there are people better qualified to make such a list than me, and indeed the Citadel Hall of Fame is just such a collection. Instead they are miniatures that I think are important because of what was happening at the time they were released and that mean something personal to me. I've limited my choices to models that are still available on the website, as it's more about the legacy of the miniatures and the memories they evoke than the specific miniatures.

Anyway, with these caveats and explanations out of the way, here are the eight Citadel miniatures, plus the luxury and book, that I would take with me if I were cast away on a desert island...

Chaos Warrior with Bone Armour

When I think of the early days of Games Workshop, the first things that comes to my mind are the Chaos Warriors we made. It was these miniatures, more than anything else, that helped to define the look and feel of the Citadel range back in those early days. Nobody else did anything quite like them, and they instantly established Citadel as an innovative new 'player' on the miniatures design scene. The Chaos Warrior I've chosen was sculpted by Jes Goodwin and has been in the Citadel range for just over two decades. I think you'll agree that it still stands up as a superb Citadel miniature and a beautiful addition to any Warriors of Chaos army.

At the time these miniatures came out, I was already working for Games Workshop, in our telesales department, phoning toyshops in the UK and taking orders for our games and miniatures. But I was a hobbyist too, of course, and I can still remember how exciting it was to get my hands on those early Citadel miniatures. If only there was a game to go with them I thought... and not too much later, the very first edition of Warhammer came out! At the time I never imagined I'd get to design games myself, but Bryan Ansell (who ran the business back then) must have seen something in me, because he asked me if I'd like to work in the Studio. Before I knew it, I was brushing shoulders with the same people that made the miniatures I loved. It was a dream come true.

Space Marine Tactical Squad

Not long after I'd joined the Studio, we released the first version of Warhammer 40,000, and a little bit after that we released the legendary RTB01 set of plastic Space Marines. Each of the miniatures in RTB01 was a little plastic kit that could be put together in an almost-endless variety of ways, allowing a hobbyist to make every squad in his army individual. The Space Marine Tactical Squad I've taken as my second choice is a direct descendant of that ground-breaking set of miniatures, which pretty much set the template for the way that Citadel has made plastic kits ever since. I must admit that there are times when, fingers super-glued to a variety of small plastic bits and pieces, I think back nostalgically to the one-piece metal miniatures of my youth. But then I look at the completed plastic units in my collection, each unique and different and *mine*, and I say a little thank you for RTB01, which started it all.

And start things it really did. Working in the Studio in those early days, when Games Workshop was a tiny company less than a twentieth of its current size, we really had no idea that we were in at the



A Space Marine Tactical Squad, the modern descendant of the classic RTB01 plastic kit.

start of something rather special. We just made stuff that we thought was cool and fun, and hoped that others liked the things we made as much as we did. Fortunately they – or rather, people just like you – did. As a wise man once said, 'if it ain't broke, don't fix it', so we have stuck to this simple formula to this day.

Goblin Regiment

My third choice is another descendent of a ground breaking plastic miniatures set. In this case it is our latest Goblin Regiment, who are the descendents of the Goblin Spearmen that were included in the 4th edition of Warhammer. I've always had a soft spot for Goblins, and include them in my Orc & Goblin armies whenever I can. In fact some of my most enjoyable games have been when I've commanded an all-Goblin army.

That said, and lovely as the Goblin Spearmen are, their inclusion in this list is less to do with the quality of their sculpting, and more to do with the game that they were part of. That game was, as already mentioned, the fourth edition of Warhammer, which was the first boxed version of the game. Without it the hobby as we know it today simply would not exist. What made fourth edition Warhammer so different was that everything you needed to start playing was included in the box. As well as the rules and game background, it included to starting forces, with enough models to allow players to fight a small starting battle. Nowadays we're very used to this idea, but back in 1992 there had never been anything like it before. Up until then players had had to buy all of the things they needed to get started separately, which made first getting into the hobby quite difficult. Fourth edition Warhammer changed all of that, and led to an explosion in the popularity of the hobby.

Although, with hindsight, making boxed versions of our games was an obvious thing to do, at the time it all felt rather risky. After all, Games Workshop was still a small (though rapidly growing) business, and putting so many plastic models in one box along with a rulebook and all of the other things needed to play stretched our resources to the limit. Fortunately a combination of evangelical zeal and wide-eye optimism overcame these obstacles, with the result that the fourth edition of Warhammer went from being a crazy dream to a reality. I'm happy to say that evangelical zeal and wide-eyed optimism are just as prevalent in the Studio today – how else can you explain my editor's recurring belief that *next time* I really will deliver Standard Bearer on time... (*Blind faith, perhaps? – Ed*)



A regiment of all-singing, all-dancing and all-round backstabbing Goblins.

Blood Bowl Star Player Morg 'N Thorg

But I digress. My fourth choice is the Blood Bowl star player Morg 'N Thorg sculpted for the 3rd edition of Blood Bowl. I love this miniature, and it was one of my favourite releases for the game when it came out in 1994. To my mind it captures what Blood Bowl is all about, combining bloodthirsty menace with a dark sense of humour that nicely parodies modern sports culture.

However, my main reason for including a Blood Bowl miniature in my list is that Blood Bowl was also something of a watershed for me as a games designer. I tend to think of it as the time that I moved from being an apprentice learning my craft, to a fully fledged designer who had (indeed, has) his own unique approach and design philosophy. That said, I was extremely fortunate to be working with a great group of people, who helped and inspired me at the time. The result was a game that is arguably one of the best things I've ever designed, and something of which I'm immensely proud.

In the years since then I've taken the lessons I learned when working on Blood Bowl (like 'murdering your darlings' as I discussed last month), and applied them to the other projects. Blood Bowl, however, will always have a special place in my heart, and is the Games Workshop game that I think shows more of my own personal approach to gaming and game design than any other I've worked on. This being the case, I hope it's not too forward to say that, if you've not played Bowl Bowl, I recommend visiting the Specialist Games section of our website and checking it out!

Unfortunately Jervis has waffled on about his favorite Citadel miniatures for so long that we can't fit the entire article into one issue of White Dwarf. Rejoin us in next month's Standard Bearer to find out about Jervis' remaining four choices, and also the luxury item and the book he will be taking to the island if – or should that be when? – he gets stranded.



Morg 'N Thorg is one of Jervis' favourite Blood Bowl miniatures.

Write to Jervis at:

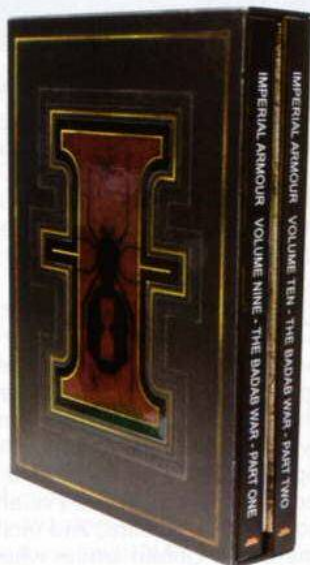
Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom

Forge World

THE BADAB WAR

Lugft Huron, self-styled Tyrant of Badab, has announced the secession of his domains from the Imperium, dragging four whole Chapters of the Adeptus Astartes into rebellion and plunging scores of worlds into bloodshed and horror. Twelve years of conflict have seen the Badab Secession become the most infamous Space Marine civil war of this dark age. This infamous war is chronicled in these two volumes, accompanied by a range of awe-inspiring resin miniatures. Go to the website to find out more:

www.forgeworld.co.uk





'EAVY METAL

TOMB KINGS

The 'Eavy Metal painters have recently been getting stuck in to the beautiful new Tomb Kings miniatures, and the results are nothing short of spectacular. Simon Grant talked to Joe Tomaszewski, who now reveals all.

In order to portray the majestic grandeur of their long-lost heritage, the 'Eavy Metal team chose to paint the Tomb Kings in bold and vibrant colours. They sought to highlight the army's paradoxical nature of regal splendour and withering decline with a combined palette of muted reds, neutral blues, and burnished golds. Joe stressed that the Tomb Kings are not old and dirty in the same way as the Vampire Counts, but ancient and resplendent, their bones sun-bleached and weapons tarnished with age.

HIGH QUEEN KHALIDA

As a special character and one of the leaders of the Tomb Kings army, Khalida received lots of extra painting details, as befits a centrepiece model of her status. Her tattered cloak has been lavishly highlighted, and contrasts superbly with her more neutral tones. This has been further complemented by the pale turquoise effect on her staff.

Anja Wettergren actually painted this miniature for the Tomb Kings showcase in the 8th edition Warhammer rulebook. The 'Eavy Metal army has since been painted with the same colour scheme, so Anja obviously chose her palette well.



TOMB KING

The dynamic pose of this Tomb King really draws the eye to his enormous blade, and as such, it has received special attention. The weapon has been painted to look aged and burnished, not corroded – this is the blade of a King that was expecting to live on for eternity. Similarly, his shield is bedecked with gems and has been polished to a mirror shine by his tireless servants.



TOMB GUARD WITH HALBERD

Joe painted this Tomb Guard in a particularly striking colour scheme. The haft of the halberd has been given an extravagant freehand marble effect.



TOMB CAPTAIN

As the unit champion of the Tomb Guard, this model has been embellished with an ornate golden face plate.



TOMB GUARD

Alan and Michael Perry's ancient Greek weapon collection came in useful here. This model's verdigris armour was painted using a 3000-year old sword as reference!



SKELETON HORSEMAN

Joe painted this model to demonstrate how Neil Hodgson's Tomb Kings iconography can be replicated on the miniatures themselves. He used the vibrant red on the shield as a nice contrast to the large areas of bone. The model's shield wasn't symmetrical, so Joe balanced out the freehand design with a white trimming on its border.



SKELETON WARRIOR

This Skeleton was painted as another example of the practical application of the iconography. Anja Wettergren wanted to show that even though the shield designs may differ from model to model, a uniform look can still be achieved with some careful positioning of the design on the shield.



SKELETON ARCHER

The bones of this Skeleton Archer have been painted with a slightly bluish tinge. This subtle shade contrasts nicely with the deep crimson of the bow, which has also been elaborately adorned with hieroglyphics down its length. The addition of such extravagant detail can work well to denote a Master of Arrows, the champion of a Skeleton Archer regiment.



SKELETON WARRIOR

An experimental model painted by Neil Green, this Skeleton stands on a base that was built up using papier mache to look like realistic desert sand. He also applied verdigris to the sword and shield.



SKELETON WARRIOR

In a similar manner to the model above-right, this Skeleton has been painted with a greyish texture. This demonstrated that bone can be painted in different shades and still look fantastic. The hieroglyphs on the shield have been added to complement its shape and design.



TOMB KING ON SKELETON CHARIOT

As the Tomb King's armour covers the majority of the lighter bone colour underneath, the brightness of the skeletal steeds helps to balance out the chariot's deeper shades. The abundance of gold on the model denotes the Tomb King's power and wealth in death as in life.



CARRION

The fleshy sinews of the Carrion's rotting wings have been highlighted to a more pallid tone to contrast with the model's black feathers.



USHABTI

To suggest that the Ushabti are constructed from different materials, this model's body has been painted as obsidian, but with a real skull.



NECROPOLIS KNIGHT

As guardians of the Nehekharan Mortuary Cult temples, the Necroserpents are synonymous with death. It seemed suitably fitting to the 'Eavy Metal team to paint them as obsidian to represent the grim nature of this role. The Mortuary Cult spared no expense, so the model features an abundance of gold detailing.



TOMB SCORPION

This deadly construct has been painted almost entirely in black, as if obsidian. The spot colour of tarnished gold adds a different tone to the model. The detail picked out on the edge of the Tomb Scorpion's carapace helps to bring definition to its body and break up the predominant colour.



USHABTI

This Ushabti's body has been painted with a neutral grey tone to give the impression that it was once a statue carved entirely from stone before being given magical life.



SEPULCHRAL STALKER

In order to match the colour scheme used for the rest of the Tomb Kings army, this Sepulchral Stalker has been painted with a similar palette to the Necropolis Knight. This is particularly evident in the gold lining that has been picked out on the crimson armour plates and the onyx stone skin. The Sepulchral Stalker's elaborate mask has been lavishly detailed with gems, gold and polished glass.



BANNERS AND SHIELDS

The legions of the Tomb Kings carry shields and banners displaying the dynastic colours and symbols of their Undead monarchs and ancient gods.



SETTRA THE IMPERISHABLE

The supreme lord of Nehekhara has been beautifully painted and looks suitably imperious and majestic atop his Chariot of the Gods. As the centrepiece of the army, Joe gave every detail his utmost attention – even the tiny scarabs clinging to the model's cloak are highlighted immaculately. He opted for a slightly warmer tone to Settra's parched skin to further make him stand out from the rest of the army.

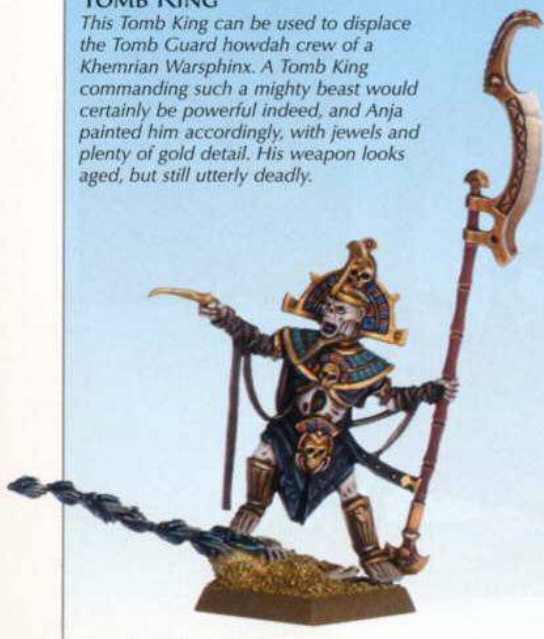
Joe took every opportunity to fully emphasise Settra's regal splendour, with the length of his weapon's haft picked out in marble and and hieroglyphs painstakingly applied to his banner. He used the Citadel Warhammer Basing Kit to provide detail to the model's large base.





TOMB KING

This Tomb King can be used to displace the Tomb Guard howdah crew of a Khemrian Warsphinx. A Tomb King commanding such a mighty beast would certainly be powerful indeed, and Anja painted him accordingly, with jewels and plenty of gold detail. His weapon looks aged, but still utterly deadly.



KHEMRIAN WARSPHINX

The reverence and vast expense that would have gone into the construction of such a colossal statue has been superbly represented by Anja's exquisite painting on this model. The rich gold colour that Anja used on the model contrasts beautifully with the darkness of its marble skin. The obsidian featured on the other animated constructs in the army has been replaced by a dark marble, utilising a similar palette, but with a greater emphasis on its material value. The exception to this is evident on the Warsphinx's teeth and claws, which uses a pale, creamy marble to break up the dark colour and represent stylised ivory.

Scarabs and scorpions have been added to the model's large base to provide some detail and make the Nehekhara feel of the model even more prevalent. The Tomb Guard howdah crew were painted separately but were not glued permanently in place on completion, as the model can be used as depicted above, or as a monstrous mount for a Tomb Prince or even a Tomb King (see left).



NECROSphinx

Feared even more than the Khemrian Warsphinxes in Nehekharan culture, but similarly grand in aspect, this model has also received some exceptional paint work. Joe spent over three days just on the marble detail to make sure that it was flawless, opting for a different hue to Anja's Warsphinx to demonstrate different shades of Khemrian marble. He spent a further two days on the gems and polished glass, but when asked how long it took him to paint the gold, he just shrugged and his eyes glazed over – it evidently took some time!

An interesting detail that Joe has picked out on the Necrosphinx is the lethal green toxin in the glass venom sack near its barbed tail stinger. He chose a baleful green colour, and wanted to harness the image of it being able to empty its fatal payload into an enemy, painting it as though it were a glass vial filled with deadly toxins. Joe painted both of the heads, keeping them detached during the building process so that they would be easily interchangeable when the model was finished.





WARHAMMER® TOMB KINGS



TOMB GUARD

99120217001
£25.50, €32.50, 250dkr,
310skr/nkr, 125zl

Utterly loyal to their king in life, the Tomb Guard continue their solemn duty in death. The eternal bodyguard of a Tomb King, these mighty warriors cut down those that would defy their lord with mighty sweeps of ornate blades and mighty halberds. In the presence of their masters, the Tomb Guard will fight with a fervour and skill that completely belies their decrepit appearance.



NECROPOLIS KNIGHTS

99120217005
£33.50, €43, 330dkr,
410skr/nkr, 165zl

Commanding the terrifying Necroserpent guardians of the Mortuary Cult's temples in battle, Necropolis Knights are rightly feared by those who have faced them and somehow lived to tell the tale. Sepulchral Stalkers are buried at the edge of a Tomb King's realm, deadly serpent-statues that rise out of the desert to strike down trespassers with their deadly gaze.



SKELETON HORSEMEN

99120217003
£18.50, €30, 225dkr,
270skr/nkr, 90zl

The tireless steeds of the Tomb Kings cavalry regiments have been the doom of many a foe. Without the bulky plate armour of their enemies to slow them they are carried endless leagues by the unrelenting hooves of their Skeletal Steeds. The Undead horsemen punish, with bow and spear, those that dare to tread within their ancient borders of their land.



SKELETON CHARIOTS

99120217004
£18.50, €30, 225dkr,
270skr/nkr, 90zl

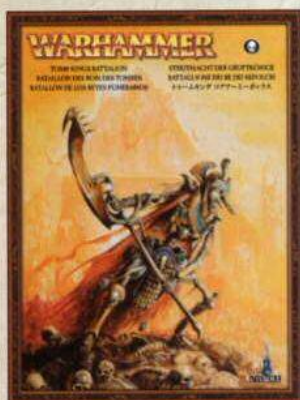
Only those of royal blood were graced with the honour of serving their king by riding to battle in chariots. They sweep into battle, crushing their enemies into a bloody pulp beneath bronze-rimmed wheels and the pounding hooves of their Skeletal Steeds. Masters of their deadly art, these brutal chariot squadrons leave no survivors in their wake.



SKELETON WARRIORS

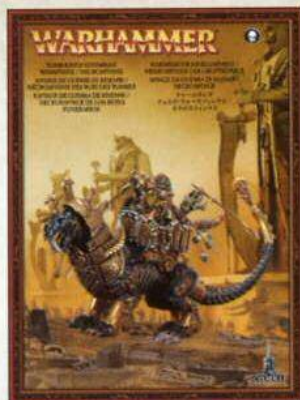
99120217002
£18.50, €30, 225dkr,
270skr/nkr, 90zl

With a uniformity that is disturbing and fearsome in equal measure, the massed ranks of Skeletons tirelessly advance in unison. Many carry bows, loosing clouds of enchanted arrows with unerring accuracy, whilst Skeleton Warriors cut down their foe with sword and spear. Even as they are felled in battle, the Skeletons rise to their feet to continue the merciless slaughter.



TOMB KINGS BATTALION
99120217006

£70, €100, 760dkr, 900skr/nkr, 3400zl
The undying legions of the Tomb Kings are utterly implacable foes, relentlessly advancing into battle at the whim of their eternal masters. Even in death they are summoned back from the Realm of Souls to serve their king once more.



**KHEMRIAN WARSPHINX/
NECROSPHINX**
99120217007

£31, €40, 300dkr, 380skr/nkr, 150zl
Revered and feared in almost equal measure in Nehekhara culture, these magically animated, utterly unstoppable stone behemoths crush all before them in an avalanche of wrath and ruin.

In an ancient time long before the rise of Sigmar and the founding of the Empire, Nehekhara was the first true kingdom of Men. Then came Nagash, the supreme lord of the Undead, and in vengeance for a society that spurned his brilliance, he brought the entire civilisation to its knees.

Over the long years since the cataclysm that befell their kingdom, the Tomb Kings of Nehekhara have ruled in death what they once possessed in life, with legions of Skeletons theirs to command for all eternity. Their numberless ranks are bolstered by the arcane sorcery of the Liche Priests, who animate the giant statues that once guarded the temples and palaces of their ruined civilisation. In tireless, unrelenting hordes, the Tomb Kings bring death to all.

The Tomb Kings have a large range of multi-part plastic kits with plenty of options. We've displayed a selection here, but check out the website for the full range, including miniatures that are exclusively available to order.

games-workshop.com



THE RISE OF THE CRIMSON KING



Duncan Rhodes has been hard at work this month, inspired by a small piece of background text to recreate the army of Imrathepis, the Crimson King of Numas. We set out to discover how he went about producing the army.

Inspiration to start a new army can come from any source. Some people start a new army because they like the miniatures, others because they like the feel of how they play in the game, whilst others still are drawn to the background and stories that surrounds the force. When we asked Duncan to show us how to paint a great-looking Tomb Kings army he turned to the stories within the new army book for inspiration, finding it nestled on the Warsphinx page in a box out entitled 'the Crimson King.'

'The thing I've always liked about the Tomb Kings is the juxtaposition between their martial discipline and the incontrovertable fact that they're dead,' says Duncan when we asked what appeals to him about the army. 'I like the imagery of big, ordered regiments marching in step, massed ranks of archers raising their bows and loosing arrows in unison. It's all very epic, reminiscent of the clash of armies in ancient history and movies such as *Troy*.'

After hearing this, it's easy to see why the tale of the Crimson King caught

Duncan's imagination with its clash of armies, the arrogance of kings, the sacking of cities and, perhaps most importantly of all, its red-flanked Warsphinxes. 'I knew as soon as I read the story that I wanted to capture its flavour in my army, so took cues for the composition and colour scheme from that.' Duncan explains. 'It's designed to be the personal army of the Crimson King himself, Imrathepis, or his dynastic heir, Rakaph III, made up of the loyal bodyguards and citizen-soldiers of the city of Numas. The crimson colour scheme really emphasises this role, as red is a royal, aggressive and regal colour so fits in with the personality of the King.'

With the broad concept for his army in place, Duncan started to consider what he wanted to include. 'I wanted to capture the martial discipline that I mentioned earlier and decided several large units of Skeletons would give me those serried, uniform ranks.'

With a plan in mind, he grabbed a battalion and a handful of box sets and set to work.

INSPIRATION

Whether from a short story or an epic series of novels, from a single timeline entry to an infamous battle known to all, the background of our books is fertile ground for inspiring your armies. By basing the force that you collect on a piece of background, the army will come with a fully formed story of its own. You can collect the army to match the piece, naming your characters and units after famous heroes or deeds, and elements of the story might inform other things such as colour schemes and army composition.

THE CRIMSON KING

Imrathepis, the Crimson King of Numas, was an aggressive and brilliant general. His stalwart legions were easily recognised by their blood-red banners and shields, and Imrathepis himself rode to war atop a magnificent Khemrian Warsphinx whose flanks were deep scarlet. In his mortal lifetime, King Imrathepis fought beside Alcadizaar the Conqueror, and he was one of the great ruler's chief lieutenants. The Crimson King was present during many pivotal battles, including the of subjugation of Ka-Sabar, the pacification of the Black Boar Orc tribes and the sacking of cursed Lahmia, where Imrathepis bested several Vampires in personal combat.

In undeath, King Imrathepis' thirst for battle was no longer tempered by the wisdom of Alcadizaar. Upon awakening from his sacred sarcophagus, the Crimson King immediately set about reclaiming the lands he had conquered in centuries past. Imrathepis and his legions swept north through the Badlands like a hurricane of blood. From atop the armoured platform of his Khemrian Warsphinx, the Crimson King slew scores of greenskin savages. Imrathepis would lead every charge from the front, driving his curved, golden-edged blade deep into the flesh of his enemies as his Khemrian Warsphinx, dripping with the blood of the slaughtered, waded through the hordes of Orcs and pulped their bodies underfoot. The impetuous king then drove his Undead legions eastwards into the Mountains of Mourn, forging through the wind-swept passes in search of more foes to vanquish.

King Imrathepis' arrogance was to be his undoing, and he was finally defeated by the Ogres of the Thunderhoof Tribe. Imrathepis mistakenly believed the Ogres to be nothing more than simple brutes. The Crimson King was therefore completely unprepared when the Ogres ambushed the Undead by unleashing a herd of stampeding Rhinoceroses within the narrow confines of Daggertooth Valley. The skeletal warriors of the Crimson King's legions were crushed to powdered bone by the great cave beasts, and only Imrathepis, standing atop his carmine Warsphinx, survived. Though his mount had been buffeted and its stone body was cracked, the great Khemrian Warsphinx did not yield. Alas, Imrathepis was now alone and surrounded by the entire Ogre tribe. Howling a curse, the Crimson King and his battered mount drove on regardless, smiting a score of Ogres before finally succumbing to the hammer-blows of the tribe's Ironguts. After the battle, the Ogre's Tyrant, Folgut the Corpulent, snapped the Tomb King's leg off and fashioned it into a toothpick before returning to his mountain lair.

However, the royal line of King Imrathepis did not end there, and Prince Rakaph III, dynastic heir to the Crimson King, set off from Numas a mere decade later to enact his father's revenge. Rakaph III led not one, but a dozen Khemrian Warsphinxes into the Mountains of Mourn to destroy the Thunderhoof Ogres. The hulking leonine statues trekked to the summit of Craggy Rock, which overlooked the Ogres lair, before battering their stone limbs into the mountainside, causing a titanic avalanche that buried the entire Thunderhoof Tribe beneath several thousand tons of rock and ice.

PAINTING TOMB KINGS

When building an army, Duncan likes to assemble the majority of the models first so that he can set about painting them as part of a production line. Sometimes he assembles the whole army at once, but for his Tomb Kings he only assembled the infantry to start with.

Duncan assembled each of his units in the same way, to ensure that the regiment ranked up when deployed on the battlefield. After deciding the size and composition of a unit, he assembled an appropriately sized movement tray and laid out all of the bases for the unit. Duncan then clipped and cleaned components for the unit and laid them out in front of him. He then assembled the unit as normal, but directly on to the movement tray. This meant that each of the warriors worked well with the adjacent models as well as looking good as part of a unit. Once all of the models were ranked up, he quickly painted a number on the bottom of each model to denote its position in the unit, allowing him to rank them up quickly again in the future.

Duncan painted the army one unit to completion at a time, painting a single stage on every model before moving on to the next. As you can see, by using a combination of a light Foundation paint and a dark wash, definition can be effectively added to the Skeleton. A quick highlight really makes the bones stand out.

Although Duncan employed a simple colour scheme for the models, he took a bit more time with the shields to make each warrior seem like an individual with distinctive markings. 'In fact, it took me longer to paint the shields than it did the unit!' Duncan points out.



Duncan assembled each unit in situ on the movement tray, ensuring that all the models ranked up when arrange for battle.



Duncan painted all of the shields for his units before he removed them from the frame. He sprayed one frame black, one bone and one red for speed.

Painting Skeleton Warriors

1



The whole model is sprayed Dheneb Stone. The metal is then picked out with Tin Bitz and the red in Mechrite Red.

2



The metal areas are highlighted with a 1:1 mix of Tin Bitz and Mithril Silver.

3



The whole model is washed generously with Devlan Mud to shade all the recesses between the bones and ribcage, and age the metal.

4



The bones are highlighted with a 1:1 mix of Dheneb Stone and Skull White. The metal is highlighted with Mithril Silver, and the red with a 1:1 mix of Mechrite Red and Blood Red.



The Tomb Kings army book is filled with iconography, shield designs and hieroglyphics that Duncan used as reference for his models. He picked a common motif to unite each unit – scorpions for the Skeleton Warriors, for example, and snakes for the Archers.



Although all of the shields are different, the recurring motifs tie them together as part of the unit.



The finished unit of Skeleton Archers, their bows all raised to fire in unison.



TOMB GUARD

'I've always liked the Tomb Guard and they've been the mainstay of all my Tomb King armies in the past. The army of the Crimson King was going to be no exception,' says Duncan, who has included a unit of 20 in his army to act as the bodyguard for his Tomb King when he uses him on foot. 'With the combination of their solid shield wall, death masks and bandages, they're a really distinctive unit on the battlefield.'

As with the rest of his infantry, Duncan assembled the whole unit at once, but as he'd never built these new models before he took his time to work out how to put them together. He used regimental bases for a couple of the ranks, for no reason other than to make them quick and easy to deploy during a game.

Duncan painted the Tomb Guard in the same way as his Skeleton Warriors, with one exception. He applied a final edge highlight to the red of Kommando Khaki, adding to the crimson appearance of the unit and making it seem more vibrant, befitting this elite unit. The metal of the armour and blades matched the rest of the army.



Duncan assembled some of his Tomb Guard regimental bases to make it easier to rank them up and to remove casualties in battle. Note the more vibrant crimson red colour.



TOMB KING

In smaller games, Duncan plans to use the Tomb King on foot as a Tomb Prince, representing the heir, Rakaph III. In larger games, he'll mount him on the Warsphinx and use him as the Crimson King himself. To enable him to do this, Duncan drilled a hole in the foot of the Tomb King and inserted a pin (a section of paper clip will be fine for this). He then drilled a corresponding hole in both the base and the howdah, so he could slot him into either.



KHEMRIAN WARSPHINX

One of the distinctive features of the Crimson King, as described in the story in the army book, is the scarlet colour of his Khemrian Warsphinx's flanks. Duncan wanted to paint his Warsphinx to match, and tried a couple of different methods before he found the one he liked (see below). 'I started by just painting the ribs red, as the story mentions its red flanks, but got carried away and painted all of the stone red! I think it looks better this way,' explains Duncan. The bright red of the stone is contrasted well with the dull bronze colour of the metal, which he painted in the same way as described earlier.

Painting Stone



Scab Red is painted on the raised areas of the stone.



Two heavy coats of Baal Red are washed over the whole area.



A 1:1 mix of Mechrite Red and Blood Red is used to highlight the red and to sharpen the lines.



A fine highlight of Blazing Orange is then applied.



SKELETON CHARIOTS

'Skeleton Chariots make a Tomb Kings army for me,' says Duncan. 'Not only do units of them look great, but they're good in the game too.' Duncan assembled and painted the models as three separate parts: the skeletal horses attached to the base, the chariot, and the crew. This was principally

for ease of painting the model. 'If you stick it all together at once, it can make painting the underside of the chariot quite tricky,' says Duncan. 'It also means that you can paint the messy bits – the steeds and crew – without getting paint all over the chariot itself.'



THE THUNDERHOOF TRIBE

Duncan wasn't the only hobbyist to be inspired by the tale of the Crimson King, as Chris Peach also picked up his paintbrush and got involved. In the story, the Crimson King's undoing were the Ogres of the Thunderhoof tribe led by the Tyrant Folgut the Corpulent. Chris thought it'd be fun to paint an army from this tribe to lead to battle against Duncan. When assembling the army, he scrounged some of Duncan's spare Tomb King bitz to add to their bases and armour. He painted them a pinkish colour, as he imagined them with sunburnt skin.

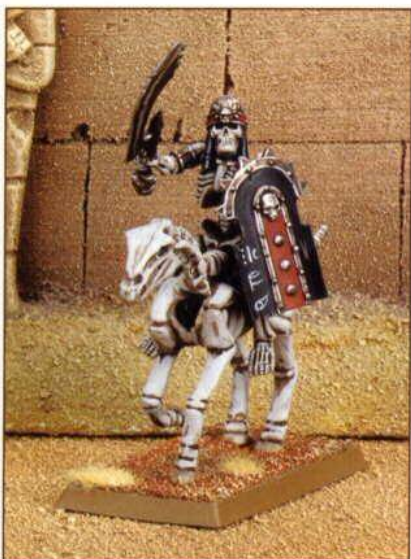




SKELETON HORSEMEN

As well as the plastic kits, Duncan also picked up a pair of metal Liche Priests – one on foot to act as his Hierophant, the other on horseback to ride around and provide magical support. Duncan assembled a unit of Skeletal Horsemen to act as the bodyguard for the mounted Liche Priest and protect him from harm.

'Unlike the chariots, I painted both rider and horse together as fundamentally they are painted the same way,' he says. Note the common motif Duncan has used on the shield: the far-seeing eye.



The Master of Horses has been marked out with a blade rather than a spear, and his shield has been adorned with three hieroglyphs.



Duncan painted both the riders and the skeletal horses in the same way, with the techniques he used earlier on his Skeleton Warriors.



Note the distinctive red of the standard top and the shield, as well as the stylised symbol of the eye featured on all the unit's shields.



UPCOMING EVENTS

Spend your weekends at Warhammer World, fighting great battles, seeing wonderful-looking armies and making new friends.



Forge World MODEL MASTERCLASS: WALKERS



Tickets Released 6th April

Forge World Model Masterclass: Walkers
6th August

Come and spend a day with Forge World's talented painters as they reveal some of the secrets and techniques used to paint mighty walkers of the 41st millennium including the the brutal Ork Dreadnought and beautifully elegant Eldar War Walker.

£127.50 per team



REALM OF BATTLE WORKSHOP



Choose from a selection of possible designs*including:

- Rolling green fields
- Frozen snowscapes
- Sweeping deserts
- Alien red planets
- Barren ash wastes
- Rocky plateaus

Tickets Released 20th April

Realm of Battle Workshop
13th August

Spend the day at Warhammer World with the Scenery Team and assemble and paint your very own Citadel Realm of Battle Gameboard under their expert tuition. Select your battlefield's look and feel from a range of possible designs.

£204 per player

Full details for all these events, including event packs and tickets, can be found at www.games-workshop.com

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 106-108

● 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 109-117

● 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 Tomb Kings are blessed with a plethora of beautifully sculpted metal miniatures with which to command or bolster your army. Check out the website for the full range of Tomb Kings miniatures that are available to order, ranging from the dreaded Casket of Souls to Tomb Swarms and the rightly feared Tomb Scorpion. A classic Tomb King on chariot and even Settra himself are also available if you prefer your general to lead from the front.



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.

IN STORES THIS MONTH:

TOMB KINGS

This month, the implacable armies of Khemri rise up from their tombs amid a flurry of desert-themed hobby activity and events in your local Hobby Centre.

RISEN FROM THE SANDS

The stunning new miniatures released this month will make fantastic additions to your Tomb Kings army, plus they offer plenty of modelling and painting opportunities. Have a chat with the staff of your local Hobby Centre to find out how you can add the mighty Necrosphinx and fearsome Tomb Guard to your army of the undead.

THE WARHOST OF NEHEKHARA

If you've always been tempted to start an army of Khemri, but never gotten around to it, now is the perfect time as this month's new releases are but the tip of the sand dune. Get down to your local Hobby Centre and find out how you can begin an army of Tomb Kings today.

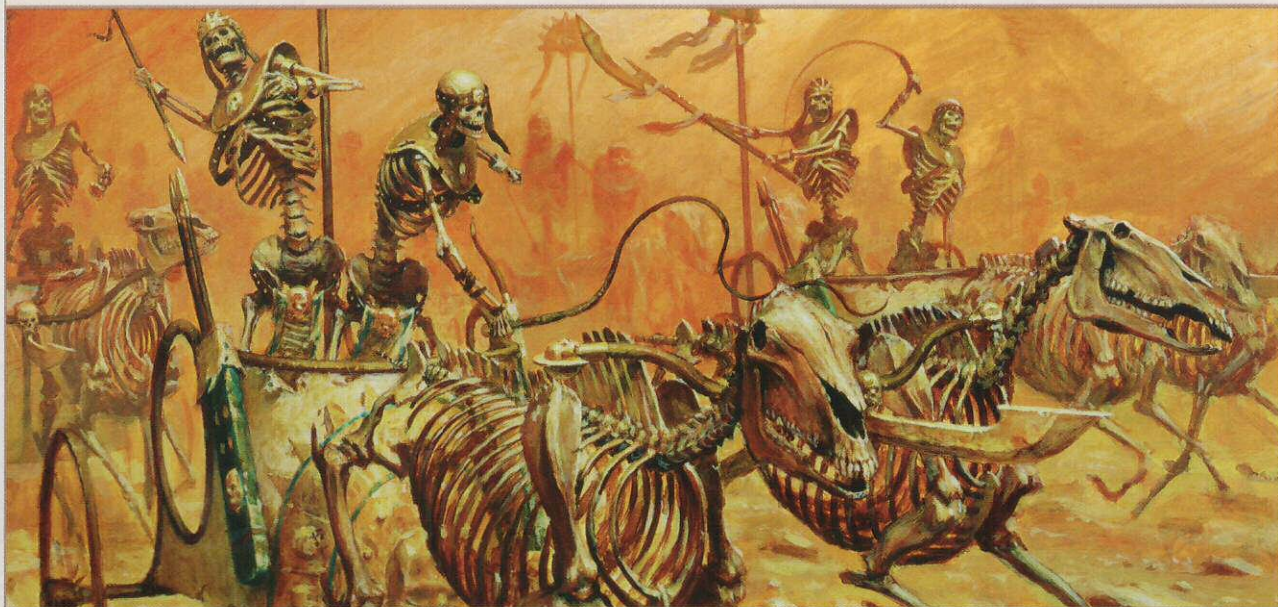
LAY THE SPIRITS TO REST

If the thought of the walking dead is not for you, fear not as there is no shortage of other races in the Warhammer World who would like nothing more than to return the Tomb Kings to their graves. Speak to the staff at your local Hobby Centre to find out how you can deal with the Khemrian threat, and perhaps even start a brand new army of your own.

BATTLE AMONGST THE SAND DUNES

Of course, throughout this month your local Hobby Centre will be running a vast array of modelling and painting workshops, not to mention exciting mega-battles for you to take part in and explore the lands of Khemri.

CONTACT YOUR LOCAL STORE FOR DETAILS!



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, and an evening meal on Saturday.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

From April 18th





The Glory of Games Day

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

June 2011

June 12th



PENNINE PILLAGE

Date: 12th June, 2011

Venue: Belgrave Social Club, Halifax, England

Age Limit: 16+

Details: The Pennine Raiders gaming club invites you to join them in their annual Warhammer event. Bring along your marauding forces and spend the day invading the principality of Thursledale.

You will need a 1200 point Warhammer army to take part in this campaign of four linked scenarios. There are also four 'Golden Troll Awards' to be won on the day, together with certificates and prizes for the best and worst armies.

Tickets: Tickets cost £10 per player and include a hot meal and the all-important event pack.

Contact: Peter R Plinston, 01422 369834, hardplin@tiscali.co.uk

June 25th



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: Tickets cost £56 per player and includes lunch on both days, an evening meal on Saturday, and access to Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

July 2011

July 1st



CRUCIBLE OF LOST SOULS

Dates: HEAT 1	1st-2nd July	Northern Gaming Centre, Stockport
HEAT 2	16th-17th July	Adam House, Edinburgh
HEAT 3	30th-31st July	Eye of the Storm, Mansfield
FINAL	29th-30th Oct	Warhammer World

Age Limit: 16+

Details: Test your mettle at one of three heats and, should you qualify, at the Crucible of Lost Souls Grand Final. At each heat 100 generals will do battle, and the top two from each Warhammer Armies supplement will win an exclusive FREE ticket to the Grand Final! If you have a 2000 point Warhammer army then get yourself to one of the three qualifiers!

Tickets: Tickets cost £45 per player, per heat and should you qualify then the final is FREE. All events include lunch on both days. Tickets can be purchased through the Northwest Warriors website, below.

Contact: Adam Turner, 07990618700, adamturner471@btinternet.com

Website: www.northwestwarriors.org.uk

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

FOR ALL THESE AND MORE EVENTS NEAR YOU, GO TO WWW.GAMES-WORKSHOP.COM



'EAVY METAL™

MASTERCLASS



Have you ever wanted to learn how to paint miniatures from the very best painters in the world? Well, here's your opportunity! Spend a full day in our specially prepared painting workshop with 'Eavy Metal's Mark Holmes and Dave Heathfield as they show you some of the techniques used to paint the miniatures seen in our Rulebooks and Army Books.

**10.00am - 6.00pm Saturday 2nd July 2011,
Warhammer World, Nottingham**

What will you need to attend?

- A basic knowledge of miniature painting and a desire to learn more!
- All the materials will be provided for you on the day, including brushes, paints, daylight lamps, and paint stations.
- The Age limit for this Event is 16+
- Tickets are £102 each and go on sale 6th April 2011, available from www.games-workshop.com or Game Workshop customer service on 0115 9140000.

What does the ticket cover?

- A day of tuition from 'Eavy Metal as they teach you some of the techniques used to paint an Empire Greatsword.
- 3 Professional Artists brushes, specially chosen by 'Eavy Metal.
- One Empire Greatsword, assembled and undercoated for you to practice the techniques on the day AND the rest of the box of Greatswords to take home with you.
- Access to all the paints and equipment you will need on the day.
- A hot lunch in Bugmans Bar.
- Access to Warhammer World and all it's facilities.
- Tea and coffee served throughout the day.



The techniques you learn on this Greatsword can be used on any number of other figures!

HOBBY CENTRE RELOCATIONS

Over the last few months we've relocated several Games Workshop Hobby Centres. To help you find them in their new locales, here are the names and addresses of each.



Games Workshop Birmingham

36 Priory Queensway
Birmingham
B4 7LA

Tel: 0121 233 4840

Opening Times

Monday: 10am–6pm
Tuesday: 10am–8pm
Wednesday: 10am–6pm
Thursday: 10am–8pm
Friday: 10am–6pm
Saturday: 10am–6pm
Sunday: 11am–5pm



Manager:
Brett Low



Games Workshop Bristol

33b Wine Street
Bristol
BS1 2BQ

Tel: 0117 925 1533

Opening Times

Monday: 10am–6pm
Tuesday: 10am–6pm
Wednesday: 10am–6pm
Thursday: 12pm–8pm
Friday: 10am–6pm
Saturday: 10am–6pm
Sunday: 11am–7pm



Manager:
Dan Jolly



Games Workshop Newport

11 Griffin Street
Newport
NP20 1GL

Tel: 01633 256 295

Opening Times

Monday: Closed
Tuesday: Closed
Wednesday: 12pm–6pm
Thursday: 12pm–8pm
Friday: 12pm–6pm
Saturday: 10am–6pm
Sunday: 11am–7pm



Manager:
Sam Lloyd

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

All our Hobby Centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All our Hobby Centres also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to further customise and add character to your armies.

What's more, if you have your order sent to your local Hobby Centre, we'll send it POST FREE!

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew.

Free gaming & tactics advice

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

Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along.

GAMES WORKSHOP INDEPENDENT STOCKISTS

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 2,000 locations worldwide there is never a stockist very far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for.

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listings of all the stores that sell Games Workshop products across the UK, parts of Europe, South America, South Africa, the Middle East and Far East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Customer Services on: +44 (0) 115 91 40000



GAMES WORKSHOP
PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist.

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

May 2011

AVON

GW BRISTOL:
33b Wile Street,
BS1 2BQ Tel: 0117 925 1533

GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall,
BS34 5UP Tel: 0117 959 2520

BRISTOL, Area 51:
BS7 8BA Tel: 01179 244655

BRISTOL, Cut and Thrust Vanguing:
SG5 0BQ Tel: 01173 020 821

CRIBBS CAUSEWAY, HobbyCraft:
BS34 5TS Tel: 0845 051 6524

BEDFORDSHIRE

GW BEDFORD:
10 Greville Road,
MK40 1HP Tel: 0123 427 3663

BARTON LE CLAY, Redcoat Soldiers:
MK45 4RF Tel: 07848 375765

CRANFIELD, Wargames Workshop:
MK43 0JG Tel: 01234 751 570

BERKSHIRE

GW MAIDENHEAD:
1 Kingsway Chambers, King Street,
SL6 1EE Tel: 0162 863 1747

GW NEWBURY:
114 Bartholomew Street,
RG14 5DT Tel: 0163 540 348

GW READING:
29 Oxford Road,
RG1 7QA Tel: 0118 959 8693

GW WINDSOR:
Unit 3, 6 George V Place,
SL4 1QP Tel: 01753 861087

HENLEY ON THAMES, Henley Model Miniatures:
RG9 1AG Tel: 01491 572884

READING, HobbyCraft:
RG1 3HS Tel: 0845 051 6532

WINDSOR, WJ Daniels:
SL4 1DP Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
36 Priory Queensway,
B4 7LA Tel: 0121 233 4840

GW DUDLEY:
Unit 36, Merry Hill Centre,
DY5 1SF Tel: 01348 448 1818

GW SOLIHULL:
690 Warwick Road,
B91 3DX Tel: 0121 705 7997

GW SUTTON COLDFIELD:
36 Birmingham Road,
B72 1QQ Tel: 0121 354 3174

GW WALSLEY:
Unit 26, Old Square Shopping Centre,
WS1 1QF Tel: 0192 272 5202

GW WOLVERHAMPTON:
9 King Street,
WV1 1ST Tel: 0190 231 0466

BIRMINGHAM, Console Games:
B3 2SL Tel: 0121 477 0022

DUDLEY, The Arcade Toy Shop:
DY1 1PG Tel: 01384 252608

KIDDERMINSTER, TJ Models:
DY10 2DP Tel: 01562 747002

BUCKINGHAMSHIRE

GW AYLESBURY:
Market Street,
HP20 2PN Tel: 01296 429 703

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Eden,
HP11 2HT Tel: 0149 453 1494

GW MILTON KEYNES:
Unit 2, 592 Silbury Boulevard,
MK9 2AD Tel: 0190 869 0477

AYLESBURY, Bear Necessities:
HP20 2PU Tel: 01296 421098

CHESHAM, Harvey Johns:
HP5 1EP Tel: 01494 782161

GERRARDS CROSS, Howard Marshall:
SL9 8ES Tel: 01753 882952

HAZELMER, Childs Toys:
HP15 7AA Tel: 01494 711 425

MILTON KEYNES, HobbyCraft:
MK13 8PU Tel: 0845 051 6544

MILTON KEYNES, Jays Crafts:
MK8 0AD Tel: 01908 565578

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street,
CB2 1DP Tel: 0122 331 3350

GW PETERBOROUGH:
3 Wootton Street,
PE1 1DH Tel: 01733 890 052

CAMBRIDGE, Cambridge Toy Shop:
CB1 1PA Tel: 01223 309 010

ELY, City Cycle Centre:
CB7 4PB Tel: 01353 663131

ELYNESBUR, Gamers:
PE19 2TA Tel: 01480 217 443

HUNTINGDON, Sports & Fashions:
PE29 6WB Tel: 01480 454541

PETERBOROUGH, The Rift:
PE1 1EL Tel: 01733 341007

ST IVES, Apple Tree Gifts:
PE27 3BN Tel: 01480 334413

WISBECH, Prams & Toys:
PE13 1BA Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
JE2 3NT Tel: 01534 601925

GUERNSEY, ST. PETERS PORT, Canouset:
GY1 1LB Tel: 01481 221217

CHESHIRE

GW CHESTER:
112 Foregate Street,
CH1 1HB Tel: 0124 431 1967

GW CREWE:
8 Market Street,
CW1 2EG Tel: 01270 216903

GW MACCLESFIELD:
31 Church Street,
SK11 6LB Tel: 0162 561 9020

GW STOCKPORT:
32 Mersey Square,
SK1 1RA Tel: 0161 474 1443

GW WARRINGTON:
Unit 20, Bank Street, Time Square,
WA1 2AP Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:
WA14 2DE Tel: 0161 9299919

BRIDGEMERE, HobbyCraft:
CW5 7QB Tel: 0845 051 6537

CHESTER, HobbyCraft:
CH1 4RY Tel: 0845 051 6546

CONGLETON, Colours and Crafts:
CW12 1EE Tel: 01260 272711

HEAVELY, Marauder Games:
SK2 6PT Tel: 0161 4274949

NORTHWICH, Level 1:
CW9 5AE Tel: 01606 45053

NORTHWICH, The Model Shop:
CW9 5EA Tel: 01606 47740

STOCKPORT, HobbyCraft:
SK1 2HH Tel: 0845 051 6530

WARRINGTON, HobbyCraft:
WA2 8TF Tel: 0845 051 6541

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street,
TS1 1HR Tel: 01642 225 4091

GUISBOROUGH, Stokels Toy Centre:
TS14 6NP Tel: 01946 632 935

NORMANBY, PC Tech:
TS10 3DL Tel: 01642 461010

REDCAR, PC Tech:
TS6 0LT Tel: 01642 481880

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
TR1 2AA Tel: 0187 232 0047

BODMIN, Brickells:
PL31 2JL Tel: 01202 277088

CALLINGTON, GMS & Simphee's:
TR17 7AN Tel: 01579 383500

CAMBORNE, Exit Games and Hobbies:
TR14 8AY Tel: 01209 610224

FALMOUTH, Kernow Toymaster:
TR11 3JD Tel: 01326 312 571

HAYLE, Blewets of Hayle:
TR27 4BQ Tel: 01736 753 012

HELSTON, Exit:
TR13 8PS Tel: 01326 565117

LAUNCESTON, Gamezone Models:
PL15 9DY Tel: 01566 773487

LISKEARD, Trago Mills:
PL14 6HV Tel: 01709 348877

PENZANCE, Newlyn Post Office:
TR18 5HL Tel: 01736 364592

ST AUUSTELL, Mad for Miniatures:
PL25 5QB Tel: 01726 722559

ST IVES, Dragon's Hoards:
TR26 2DS Tel: 01736 79848

WADSWORTH, Brickells:
PL27 7DB Tel: 01208 813 274

COUNTY DURHAM

GW DURHAM:
64 North Road,
DH1 4SQ Tel: 0191 374 1062

GW DARLINGTON:
78 Skimmergate,
DL3 7LX Tel: 01332 538 2463

BISHOP AUCKLAND, Windsock Models:
DL14 7PE Tel: 01388 609 766

DARLINGTON, Lambs:
DL3 9EP Tel: 01225 466042

SEAHAM, Games of War:
SR7 0AA Tel: 01915 817 118

STOCKTON ON TEES, HobbyCraft:
TS17 7BW Tel: 0845 051 6559

CUMBRIA

GW CARLISLE:
Unit 2, Earls Lane,
CA1 1DP Tel: 01222 859 8216

GW KENDAL:
Units 4 & 5, Blackhall Yard,
LA9 4LU Tel: 01539 722211

BARROW-IN-FURNESS, Heaths:
LA14 1JE Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
LA23 3AP Tel: 01539 443 047

COCKERMOUTH, The Toy Shop:
CA13 9LU Tel: 01900 825055

KENDAL, Airey of Kendal:
LA9 4RA Tel: 01539 720 781

PENRITH, Harpers Cycles:
CA11 7PG Tel: 01768 864 475

WORKINGTON, ToyTown:
CA14 1NQ Tel: 01900 873 322

DERBYSHIRE

GW CHESTERFIELD:
21 Knifesmithgate,
S40 1RL Tel: 01246 271118

GW DERBY:
42 Sadler Gate,
DE1 2NR Tel: 01332 237 1657

ASHBOURNE, Lumbards Toy Shop:
D66 1GG Tel: 01335 345115

BUXTON, Knowles Toys and Models:
SK17 6JY Tel: 01298 24203

CHESTERFIELD, Chesterfield Department Store:
S40 1UN Tel: 01246 220 200

DERBY, Tokyo Otaku:
DE1 2DB Tel: 01322 311355

GLOSSOP, Wain Services:
SK13 7AB Tel: 01457 853 548

ILKESHTON, Midland Co-op:
DE1 5AG Tel: 01457 327 777

MALLOCK, Shaves:
DE4 3AQ Tel: 01629 582 482

RIPLEY, Chimera Leisure:
DE3 3BU Tel: 01773 747049

SWADLINCOTE, Extreme Games:
DE11 8JU Tel: 01283 558338

DEVON

GW BARNSTAPLE:
8 Queens House, Queen Street,
EX32 8HJ Tel: 01271 859115

GW EXETER:
31a Sidwell Street,
EX4 6NN Tel: 0139 249 0305

GW PLYMOUTH:
64 Cornwall Street,
PL1 1LR Tel: 0175 225 4121

GW TORQUAY:
12 Market Street,
TQ1 3AQ Tel: 0180 320 1036

BRUXHAM, Mainly Miniatures:
TQ3 8ET Tel: 01803 802 555

CULLOMPTON, Nanna's Toy Chest:
TQ15 1LB Tel: 01884 839317

DARTMOUTH, WG Pillar & Co:
TQ6 9AN Tel: 01822 832 139

EXMOUTH, Gamezone Models:
EX8 2SH Tel: 01395 267 733

HONINGTON, Pressplay:
EX14 1PC Tel: 01404 549612

KINGSBRIDGE, The Trading Post:
TQ7 1PG Tel: 01548 852 923

NEWTON ABBOT, Austins:
TQ12 4PJ Tel: 01626 333 444

NEWTON ABBOT, Trago Mills:
TQ12 6JD Tel: 01626 821111

OKEHAMPTON, Kinderbox:
EX20 1AW Tel: 01837 659950

PAIGNTON, Paignon Model Shop:
TQ4 5BY Tel: 01803 555882

PLYMOUTH, Antics Model Shop:
PL1 1DU Tel: 01752 221 851

PLYMOUTH, Nimfiri Models:
PL2 2AL Tel: 01752 511999

TAVISTOCK, Kaleidoscope:
PL19 0SE Tel: 01822 615 236

TAVISTOCK, Games and Computers:
PL19 0DD Tel: 01822 615 288

TEIGNMOUTH, Jackmans Toybox:
TQ14 8EA Tel: 01626 778 260

TEIGNMOUTH, M Cubed:
TQ14 8PE Tel: 01626 870995

TIVERTON, Banbury's:
EX16 6QD Tel: 01884 252627

TORRINGTON, Toyzone:
EX38 8HQ Tel: 01805 624 790

TOTNES, Finishing Touches:
TQ9 5RW Tel: 01803 862244

DORSET

GW BOURNEMOUTH:
85 Commercial Road,
BH2 5RT Tel: 01202 319 292

GW POOLE:
Unit 12 Towngate Centre,
BH15 1ER Tel: 0120 268 5634

BLANDFORD, Inspirations:
Dorset 775 Tel: 01202 480999

BORNEMOUTH, HobbyCraft:
BH22 9DJ Tel: 0845 051 6520

BRIDPORT, Frosts Toymaster:
DT6 3QP Tel: 01308 422 296

CHRISTCHURCH, Simple Miniature Games:
B0121 1EB Tel: 01202 489721

DORCHESTER, Dorchester Toys:
DT1 1BY Tel: 01305 261 152

DORCHESTER, Merlyn's Vault:
DT1 1HF Tel: 01305 262277

SHAFTESBURY, Hardings:
SP7 8JE Tel: 01747 858295

SHERBOURNE, The Corner House:
DT9 3LE Tel: 01935 815 615

SHERBOURNE, The Toy Barn:
DT9 4JX Tel: 01935 815 040

SWANAGE, Leonard's:
BH19 1BT Tel: 01929 426096

WEYMOUTH, Howley's Toymaster:
DT4 8HQ Tel: 01305 779255

WIMBORNE MINSTER, Riverside Toys:
BH21 1LN Tel: 01202 881754

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre,
CM2 6FD Tel: 0124 549 0048

GW COLCHESTER:
2 Short Wyre Street,
CO1 1LN Tel: 0120 676 7279

GW SOUTHEND:
12 Southchurch Road,
SS1 2NE Tel: 0170 246 1251

GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre,
RM20 2JL Tel: 0170 806 7133

HARLOW, Marquee Models:
CM20 1XS Tel: 01279 423 334

BASILDON, HobbyCraft:
SS14 1WP Tel: 0845 051 6536

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.

BILLERICAY, Toys N Tuck:
CM12 9YB Tel: 01277 650444

BRAINTREE, Kidzone Toys:
CM7 3YA Tel: 01376 554 793

BRENTWOOD, B&M Cycles:
CM14 4RG Tel: 01277 214 342

CHELMFORD, HobbyCraft:
CM2 6BE Tel: 0845 051 6572

CLACTON ON SEA, Clacton Art & Craft Centre:
CO15 1JA Tel: 01255 436 346

COLCHESTER, 4TK Gaming:
CO4 5EG Tel: 01206 756300

HARLOW, 3 Darths Comics:
CM20 1XR Tel: 01279 419777

HARLOW, HobbyCraft:
CM20 2DA Tel: 0845 051 6565

SOUTHEAST ON SEA, Wayland Games:
SS2 5SJ Tel: 01702 668750

HORNCHURCH, Tole Haven:
RM12 4TN Tel: 01708 475051

MALDON, Colin Bliss Models:
CM9 5BE Tel: 01261 051 327

RAYLEIGH, Toys N Tuck:
SS6 7EW Tel: 01268 775 501

SAFFRON WALDEN, Game On:
CB10 1AX Tel: 01799 506 022

WESTCLIFFE ON SEA, Argosy Toys:
SS0 9LJ Tel: 01702 346 806

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street,
GL52 2LJ Tel: 0124 222 8419

GW GLOUCESTER:
35 Clarence Street,
GL1 1EA Tel: 0145 250 5033

BOURTON ON THE WATER, Bourton Model Railway:
GL54 2AN Tel: 01451 820 686

CIRENCESTER, Crocodile Toys:
GL7 2PR Tel: 01285 656 050

GLOUCESTER, HobbyCraft:
GL1 5SF Tel: 0845 051 6522

STROUD, Alan Tyndall Ltd:
GL5 1AN Tel: 01453 765920

HAMPSHIRE

GW BASINGSTOKE:
3 Putters Walk,
RG23 7GQ Tel: 0125 646 6050

GW PORTSMOUTH:
34 Arundel Street,
PO1 1NL Tel: 0239 287 6266

GW SOUTHAMPTON:
23 East Street,
SO14 1DG Tel: 0238 033 1962

GW WINCHESTER:
35 Jewry Street,
SO23 8RY Tel: 0196 286 0199

ALDERSHOT, The Game Shop:
GU11 1DZ Tel: 01252 311 443

ALTON, Alton Model Centre:
GU34 1DD Tel: 01264 352 263

ANDOVER, Hoggosaurus Toymaster:
SP01 1LX Tel: 01264 352 263

BASINGSTOKE, HobbyCraft:
RG22 6HN Tel: 0845 051 6571

BOTLEY, Just Add Imagination:
SO30 2EA Tel: 01425 479 444

EASTLEIGH, Eastleigh Wargames:
SO50 9JA Tel: 02380 644 179

FARNBOROUGH, Dark Star:
GU14 0EN Tel: 01252 545019

GOSPORT, TD Books and Wargames:
PO12 1LR Tel: 07969 494855

HAVANT, HobbyCraft:
PO9 1ND Tel: 0845 051 6554

LYMINGTON, He Figures:
SO41 9AQ Tel: 01590 672002

MILFORD ON SEA, Milford Models and Hobbies:
SO41 0QD Tel: 01590 642 112

NEW MILTON, Toys of New Milton:
BH23 6AT Tel: 01425 617 805

NORTHEND, Fun Toys and Games:
PO2 0LH Tel: 02392 696734

PETERSFIELD, Folly Models:
GU31 4AD Tel: 01730 267 932

RINGWOOD, Toys of Ringwood:
BH24 1AT Tel: 01425 479 444

ROSEMEY, Roundabout:
SO51 8GD Tel: 01794 512 145

SOUTHAMPTON, HobbyCraft:
SO18 3HW Tel: 0845 051 6521

SOUTHSEA, Solent Wargames:
PO4 0JP Tel: 02392 363575

SOUTHSEA, Southsea Models:
PO5 2SC Tel: 02392 733 208

WATERLOOVILLE, Paul's Hobby Shop:
PO7 7ED Tel: 01705 259 186

HEREFORDSHIRE

GW HERFORD:
40 Eign Gate,
HR4 0AB Tel: 01432 355 040

HEREFORD, Weobley Bookshop:
HR4 8SA Tel: 01544 319292

LEOMINSTER, Martin's Models & Crafts:
HR6 8ES Tel: 01568 613 782

ROSS ON WYE, Revolutions:
HR9 7DY Tel: 01899 562 639

HERTFORDSHIRE
GW HEMEL HEMSTEAD:
16 Bridge Street,
HP1 1EF Tel: 0144 224 9752

GW ST ALBANS:
16 Herriage Close,
AL3 4ER Tel: 0172 786 1193

GW STEVENAGE:
5 Queensway,
SG1 1DA Tel: 01438 355044

BERKHAMSTEAD, Hamlets:
BK48 2AB Tel: 01442 864 642

CHESHUNT, Creative Thinking:
EN8 9NU Tel: 01992 622333

HITCHIN, Mainly Models:
SG5 1DB Tel: 01462 422 204

LEITCHWORTH, Rowells Toy Emporium:
SG4 3DN Tel: 01462 680 717

STEVENAGE, HobbyCraft:
SG1 1XN Tel: 0845 051 6553

STEVENAGE, KS Models:
SG1 3AW Tel: 01438 746 616

WELWYN GARDEN CITY, Fun House Toy Store:
AL8 6AB Tel: 01707 391 319

WATFORD, HobbyCraft:
WD17 2SF Tel: 0845 051 6538

ISLE OF MAN

DOUGLAS, Toymaster:
IM1 2AT Tel: 01624 622 154

ISLE OF WIGHT
NEWPORT, Cheap Thrills:
PO30 1JP Tel: 01983 530 570

NEWPORT, Toy & Models:
PO30 1BQ Tel: 01983 528 258

RYDE, The Sports & Model Shop:
PO33 2DT Tel: 01983 862 454

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater,
DA9 9NQ Tel: 0132 242 7800

GW CANTERBURY:
Unit 5, Iron Bar Lane,
CT1 2HN Tel: 01222 745 2880

GW MAIDSTONE:
7a Pudding Lane,
ME14 1JA Tel: 01622 267 7435

GW TUNBRIDGE WELLS:
36 Grosvenor Road,
TN1 2AP Tel: 0189 252 5783

BROADSTAIRS, Time & Space:
CT10 1BP Tel: 01843 864 086

ASHFORD, GZ Computers Ltd:
TN23 1AB Tel: 01233 663996

ASHFORD, Xpress Games:
TN14 8JN Tel: 01233 621710

BEXLEY HEATH, Kit Krazy:
DA6 8DT Tel: 0208 298 7177

CHATHAM, Maynes:
ME4 4BP Tel: 01634 400 031

CRANBROOK, Alfie and Daisy Ltd:
TN17 3HE Tel: 01580 720624

CRAYFORD, HobbyCraft:
DA1 4LD Tel: 0845 051 6535

DEAL, John Roper:
CT14 6TE Tel: 01304 361404

DOVER, Turners Models:
CT17 6ST Tel: 01304 203 711

FOULKES, Penkraf:
CT19 4AD Tel: 01303 279292

GRAVESEND, Steve's Collectables and Toys:
DA12 2EQ Tel: 01474 564 465

GRAVESEND, The Stamp Centre:
DA11 8AP Tel: 01474 534 166

HERNE BAY, Spearing's:
CE6 5EB Tel: 01227 374 049

HYTHE, Apple Jax:
CT21 3JU Tel: 01303 262 602

MAIDSTONE, Model World:
ME16 0SN Tel: 0845 051 6539

MAIDSTONE, Model World:
MA16 5LH Tel: 01622 735855

ORPINGTON, JH Lorimer:
SE8 0NG Tel: 01689 823193

BIVENOVAS, JH Lorimer:
TN13 1JR Tel: 01732 452 840

SEVENOAKS, Manklows:
TN14 5AR Tel: 01732 454 952

SITTINGBOURNE, Nickel Books:
MK10 4PD Tel: 01795 429 546

THANET, HobbyCraft:
CT16 2BT Tel: 0845 051 6564

TUNBRIDGE WELLS, HobbyCraft:
TN23 3UR Tel: 0845 051 6568

LANCASHIRE

GW BLACKPOOL:
8 Bidley Street,
FY1 1DU Tel: 0125 375 2056

GW BOLTON:
Unit 14 (1st floor), Crompton Place,
BL1 1DF Tel: 0120 436 2131

GW BURY:
16 Crompton Street,
BL9 9AD Tel: 0161 797 6540

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

GW WIGAN:
12 Crompton Street,
WN1 1YP Tel: 019

LEIGH, Storktown Ltd:
W87 1AW Tel: 01942 671 116
ORMSKIRK, Taylors:
L39 2AA Tel: 01695 573516
PRESTON, HobbyCraft:
PE1 6AF Tel: 0845 051 6529
RAMSBOTTOM, Bridge Street News:
BL9 9AD Tel: 01706 822 336
THORNTON, Toys 2 Save:
FY5 4JZ Tel: 01253 855 905

LEICESTERSHIRE

GW LEICESTER:
Unit 2, 16/20 Silver Street,
LE1 5ET Tel: 0116 253 0510
* **GW LOUGHBOROUGH:**
22 Biggin Street,
LE11 1UA Tel: 01509 823 8107
ASHBY-DE-LA-ZOUCH, Steve's Models:
LE65 1HP Tel: 01530 416 827
LEICESTER, Table Top Tyrant:
LE1 3JR Tel: 01162 533954
LOUGHBOROUGH, Wargames Inc:
LE11 1JA Tel: 01509 235505
LUTTERWORTH, Ace Connections:
LE17 4EJ Tel: 01455 558335
MELTON MOWBRAY, Cobwebs:
LE13 1XA Tel: 01664 500700

LINCOLNSHIRE AREA

* **GW BOSTON:**
45 Wide Bargate,
PE21 6SH Tel: 01205 356596
* **GW GRIMSBY:**
9 West St Mary's Gate,
DN21 1LB Tel: 0147 234 7757
* **GW LINCOLN:**
Unit SUA, Salfatage, (outside of Waterside Centre),
LN2 1AP Tel: 0152 254 8027
BOSTON, Models and Computers:
P21 8QN Tel: 01205 365 102
GRANTHAM, Access Models:
NG31 6AJ Tel: 01476 592 001
LOUTH, Castaline:
LN11 9ET Tel: 01507 602 149
MABLETHORPE, Belas Toyminiatures:
LN12 1AD Tel: 01507 473 328
SCUNTHORPE, Shermans Model Shop:
DN15 6LD Tel: 01724 842 439
SKEGNESS, The Model Shop:
PE25 3NY Tel: 01754 763 429
SKEGNESS, Warlords of the Coast:
PE25 1RY Tel: 01754 763886
SPALDING, Mason's Models:
PE11 1DQ Tel: 01775 722 456
STAMFORD, Stamford Models and Hobbies:
PE9 2AZ Tel: 01780 767934

LONDON

* **GW ANGEL:**
36-37 Muddleton Street, Angel Island,
EC1R 1UA Tel: 0207 7130835
* **GW BRENT CROSS:**
Unit P9, Lower Mall, Brent Cross Shopping Centre,
NW4 3FE 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 8RF Tel: 0207 240 5106
GW CROYDON:
Unit 35, Centrale Shopping Centre, Keeley Road,
CR0 1TF Tel: 0208 680 4600
* **GW EPSOM:**
8 High Street,
KT19 1AD Tel: 01372 751801
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street,
W8 4EH Tel: 0207 937 7011
GW KINGSTON ON THAMES:
33 Fife Road,
KT1 1SF Tel: 0208 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 1LF Tel: 0208 770 9454
GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre,
UB8 1LN Tel: 0189 525 2800
GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre,
WD1 2TB Tel: 01923 245388
GW WOOD GREEN:
Unit 93, The Mall Wood Green, High Street,
N22 6BA Tel: 0208 8091079
BARNET, Toys Toys Toys:
EN5 5XQ Tel: 0208 449 0966
BECKENHAM, Beckenham Toys:
BR3 1EN Tel: 02086 505 355

BLACKHEATH, 2nd Impressions:
SE24 6TA Tel: 0208 852 6192
CHISWICK, Turnham Arts and Crafts:
W4 1LS Tel: 0208 9952872
CLAPHAM, Russ:
SW11 1HW Tel: 0207 228 6319
CROYDON, HobbyCraft:
CR0 4XU Tel: 0845 051 6570
DULWICH, The Art Stationers:
SE21 7BN Tel: 0208 693 2938
EARLING, Northfields Models:
W13 9QU Tel: 0208 299 3444
EAST DULWICH, Just Williams:
SE22 8RD Tel: 0208 299 3444
EAST SHEEN, Pandemonium:
SW14 8AE Tel: 0208 678 0866
ENFIELD, Pearsons:
EN2 6AJ Tel: 0208 373 4200
FINCHLEY, Leisure Games:
N3 2DN Tel: 0208 346 2327
FULHAM, Patrick's Toys:
SW6 7SS Tel: 0207 385964
GREENFORD, HobbyCraft:
UB8 0UW Tel: 0845 051 6528
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 731 9955
HORNCHURCH, Modellers World:
RM12 5RX Tel: 01708 630633
KINGSTON, The Print Gallery:
W11 3HL Tel: 0207 7221 8885
LONDON, 4D Modelshop:
E1 2DS Tel: 0207 7264 1288
PUTNEY, Toytop:
SW15 1TW Tel: 0208 785 9955
ROMFORD, HobbyCraft:
RM1 1AU Tel: 0845 051 6545
RUISLIP, John Sanders:
HA4 8JB Tel: 01895 634 848
SOUTH WOODFORD, South Woodford Library:
E18 2QS Tel: 0208 299 3444
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, 9 Grafton Street,
WA14 1DU Tel: 0161 929 9896
GW MANCHESTER:
Unit R35, Marsden Way South, Arndale Centre,
M4 3AT Tel: 0161 834 6871
ALTRINCHAM, The Gaming Crypt:
WA14 2DE Tel: 0161 929 9919
MANCHESTER, Fanboy's:
M1 1FZ Tel: 01422 378 532
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 0963
* **GW SOUTHPORT:**
Unit 2, The Edge, 7 Hoghton St,
PR9 0TE Tel: 01704 450 1255
BRIMSTAGE, Wargames Store:
CH63 6JA Tel: 01513 421 233
ST HELENS, DMZ Gaming:
WA11 9HB Tel: 01744 759 333
ST HELENS, Rennies Arts and Crafts:
WA10 1NW Tel: 01744 799660
WALLASEY, Wirral Model Shop:
CH45 4PD Tel: 0151 200 8355

NORFOLK

* **GW KINGS LYNN:**
23 Norfolk Street,
PE30 1AN Tel: 01553 777 920
GW NORWICH:
12-14 Exchange Street,
NR2 1AT Tel: 01603 376 7656
CROMER, Cromer Furniture:
NR27 9HT Tel: 01263 515153
EAST DEREHAM, Starlings Toymaster:
NR19 1TB Tel: 01362 697 769
GREAT YARMOUTH, Kerrisons:
NR30 2NZ Tel: 01493 853 891
HOLT, Starlings Toymaster:
NR25 6BN Tel: 01263 713 101
HUNSTANTON, Pavilion Toymaster:
PE36 5AH Tel: 01485 533 108
NORWICH, HobbyCraft:
NR1 1YW Tel: 0845 051 6573
NORWICH, Kerrisons:
NR3 2RX Tel: 01603 494 008
NORWICH, Starlynn Games:
NR2 1DE Tel: 01603 631920
RACKHEATH, Langleys:
NR2 1NQ Tel: 01603 621 959
SHERINGHAM, Starlings Toymaster:
NR26 8DS Tel: 01263 822 368

NORTHAMPTONSHIRE

* **GW KETTERING:**
4 Lower Street,
NN16 8DH Tel: 01536 411114

* **GW NORTHAMPTON:**
24-26 Abington Street,
NN1 4AA Tel: 01604 636 687
DAVENTRY, The Games Vault:
NN11 4AA Tel: 01327 310541
NORTHAMPTON, HobbyCraft:
NN5 5AF Tel: 0845 051 6523
NORTHAMPTON, Wargames Workshop:
NN1 4AA Tel: 01603 275266
PETERBOROUGH, HobbyCraft:
PE1 4YZ Tel: 0845 051 6563
RUSHDEN, Osborne Sports & Toys:
NN10 0PE Tel: 01953 312 415
WELLINGBOROUGH, Software Seller:
NN8 1BQ Tel: 01953 440 861

NOTHUMBURLAND

ASHINGTON, Blue Box Models:
NE63 9UN Tel: 01670 521279
CORBRIDGE, The Village Square:
NE45 5AW Tel: 01434 634 056
MORPETH, TG Allan:
NE61 1BA Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34a Friar Lane,
NG1 6DQ Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton,
NG7 2WS Tel: 0115 916 8410
BEESTON, Chimera Leisure:
NG9 2UH Tel: 01159 229880
MANSFIELD, TC Painting Studios:
NG21 9DA Tel: 01623 480861
MANSFIELD, The Games Emporium:
NG18 1NQ Tel: 01623 640 022
MANSFIELD, Maelstrom Games:
NG18 3BU Tel: 01623 238919
NEWARK, Access Models:
NG24 1BE Tel: 01626 673 116
NORTHWORTH, Caliver Books:
NG16 2DP Tel: 01159 382111
NOTTINGHAM, Goblins Lair:
NG8 5GR Tel: 01159 789 025
NOTTINGHAM, Foundry Miniatures:
NG1 1DE Tel: 0115 841 3000
NOTTINGHAM, HobbyCraft:
NG2 3CZ Tel: 0845 051 6249
NOTTINGHAM, Vague Connections:
NG1 5FP Tel: 07816 978848

RETFORD, Bookworm:
DN22 6EA Tel: 01777 869224
WEST BRIDGFORD, Inspirations:
NG25 5GR Tel: 0115 982 1200
WORKSOP, Model Base:
S80 1DY Tel: 01909 501 752

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: 0845 051 6557
CARTERTON, Giles Sports:
OX18 3JL Tel: 01293 842 396
DIDCOT, Toys-Uk:
OX11 8RJ Tel: 01255 759450
OXFORD, Boswells Toymaster:
OX1 3AG Tel: 01865 241 244
WELLINGFORD, Key's Toyshop:
OX10 0EW Tel: 01491 825136
WITNEY, Dentons:
OX28 6HW Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY:
6 Market Street,
SY1 1LE Tel: 0174 336 2007
* **WELLINGTON, Questing Knight Games:**
TF1 1PS Tel: 01952 417 747
JACKFIELD, Robert Harrop Designs Ltd:
TF8 7JL Tel: 01952 848084
OSWESTRY, Totally Games:
TF11 2SZ Tel: 01951 688 994
DONNINGTON, Sanda Games:
TF2 8AF Tel: 01952 676 722

SOMERSET

GW BATH:
15 St James Parade,
BA1 1UL Tel: 0122 533 4044
BA1 1UL, Wilt:
BA20 1NB Tel: 01935 427077
BRIDGWATER, Insane Games:
TA6 3BW Tel: 01278 433554
BURNHAM ON SEA, GW Hurley:
TA8 1PA Tel: 01278 789 261
CLEVEDON, Fort Fun:
BS21 6EL Tel: 01275 341 819
FROME, The Ellenbray Press:
BA11 1BS Tel: 01373 462 139
FROME, Frome Model Centre:
BA11 1DA Tel: 01373 466295
MIDSOMER NORTON, Signals:
BA3 2DB Tel: 01761 402484
SOMERTON, Somerton Hobbies:
TA11 6QQ Tel: 01458 273755
STREET, Insane Games:
BA16 0HP Tel: 01458 441443

TAUNTON, Crackers:
TA1 2AA Tel: 01273 335 057
TAUNTON, Hatcher & Sons:
TA2 8RX Tel: 01823 272 277
WESTON SUPER MARE, The Games Bunker:
BS23 1RH Tel: 01934 622141
WESTON SUPER MARE, Lloyds Toys:
BS23 1RH Tel: 01934 418151
VIBRAL PARK, Peddlers Toymaster:
BA6 9XE Tel: 01458 634 562

STAFFORDSHIRE

* **GW BURTON ON TRENT:**
Unit B, Union Court, Union Street,
DE14 3QJ Tel: 01228 353 5865
* **GW STOKE:**
27 Stafford St,
ST1 1JU Tel: 01778 220 5287
CHELLASTON, Blue Grove Racing:
DE73 5SE Tel: 01332 988805
FENTON, Guys That Game:
ST4 2QA Tel: 02081 338048
LEEK, Old-S-Kool:
ST13 5DS Tel: 07516 643600
LICHFIELD, Digital Dragons:
WS13 6DT Tel: 07941 637793
STAFFORD, HobbyCraft:
ST17 4SU Tel: 0845 051 6569
STAFFORD, Mini Wargaming UK:
ST18 9QE Tel: 01212 881235
STAFFORD, Midlands Co-op Society:
ST16 2BP Tel: 01785 223431
STAFFORD, Stafford Games:
ST16 2HS Tel: 01785 255577
STAFFORD, Too Fat Goblins:
ST16 2NQ Tel: 01785 244 499
STOKE-ON-TRENT, Toytown:
ST10 1UY Tel: 01538 750 555
STOKE-ON-TRENT, Staffs Gaming:
ST3 2NN Tel: 0780 530 8213
STOKE-ON-TRENT, The Gaming Grounds:
ST3 2NN Tel: 07805 143799
TAMWORTH, HobbyCraft:
B78 3HB 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:
IP33 3AA Tel: 01284 747363
BURY ST EDMUNDS, Model Junction:
IP33 1NX Tel: 01284 753 456
BURY ST EDMUNDS, Starlings Toymaster:
IP33 1BE Tel: 01284 761 646
FELIXSTOWE, Wizards Workshop:<
IP11 2AW Tel: 01394 277 233
IPSWICH, Toy Attic:<
IP4 1AZ Tel: 01473 728 533
LOWESTOFT, Annatar:
NR32 1HB Tel: 01502 513477
NEWMARKET, Moons Toyland:
CB8 8UG Tel: 01638 663 147
STOWMARKET, D J Collectables:
IP14 1AH Tel: 01449 721 015
STOWMARKET, Simpson & Sons:
IP14 1HA Tel: 01449 612 914
STUBBURY, Tinetti's Toys:
CO10 1JL Tel: 01787 372238
WOODBIDGE, Toytown:
IP12 1DH Tel: 01394 383 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Tunsgate,
GU1 3QT Tel: 01483 345 1793
GW WOKING:
Unit 3, Cleary Court, 169 Church Street East,
GU21 6HJ Tel: 0148 377 1675
* **CAMBERLEY, Morning Star:**
GU15 3SG Tel: 01276 685160
ADDLESTONE, Addlestone Model Centre:
KT15 2BE Tel: 01932 845440
COBHAM, Fantasia:
KT11 2LR Tel: 01932 867374
DORKING, Dorking Models:
RH4 1BL Tel: 01306 681 747
FARNHAM, Enchanted Wood:
GU9 7RX Tel: 01252 722222
GODALMING, The Toy Box:
GU7 1NN Tel: 01252 82479
HASLEMERE, Enchanted Wood:
GU27 2HR Tel: 01428 648090
OXTEAD, JH Lorimer:
RH8 0QA Tel: 01883 715 305
REDHILL, Gamers Guild:
RH11 1BE Tel: 01737 789 123
REIGATE, The Toy Shop:
RH2 9AE Tel: 01737 245 300
RICHMOND, Toy Station:
TW9 1EE Tel: 0208 940 4896
SURBITON, Heroes and Legends Games:
KT6 7AB Tel: 0203 258 0054
WOKING, HobbyCraft:
GU22 8BD Tel: 0845 051 6556

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions,
BN1 1HW Tel: 0127 320 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:
Tel: 01403 701 991
BOGNOR REGIS, Trains Models and Hobbies:
PO21 1BH Tel: 01243 864 727
BRIGHTON, Wargames Heaven:
BN1 3FE Tel: 01273 205001
BURGESS HILL, Kid's Stuff:
RH15 9NP Tel: 01444 257 724
CHICHESTER, Toywizz:
PO19 1DS 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 4EN Tel: 01342 300 917
HASTINGS, Hastings Hobbies:
TN34 1HL Tel: 01424 200021
HAYWARD'S HEATH, Clarkes:
RH16 4LL Tel: 01444 457551
HORSHAM, Battleguez Games:
RH13 5AA Tel: 01403 242003
HOVE, Kids Dreams:
BN3 3TD Tel: 01273 420 666
LEWES, Tashtori Arts and Crafts:
BN2 7DB Tel: 01273 487670
SEAFOORD, Toytown:
BN25 1PL Tel: 01323 895 681
ST LEONARDS ON SEA, Silver Models and Toys:
TN37 6PA Tel: 01424 431 133
STEYNING, The Dollhouse Shop:
BN44 3RD Tel: 01903 816812
UCKFIELD, Kid's Stuff:
TN22 5DQ Tel: 01825 768 398
WISBROUGH GREEN, Aurora Gaming:
RH14 0ES Tel: 01403 701991

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6, Newgate Shopping Centre,
NE1 3PY Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village),
NE10 1JH Tel: 0191 561 0950
* **GW SUNDERLAND:**
253B High Street West, Sunderland,
SR1 3DH Tel: 01915 100 434
GATESHEAD, The Gamers Outpost:
NE9 5UE Tel: 0191 491 6000
GATESHEAD, Gateshead Gaming:
NE10 0NW Tel: 0191 491 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 6QJ Tel: 01912 570 335
SUNDERLAND, Toy and Computer Store:
SR1 3DH Tel: 0191 565 5196

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lane Shopping Centre,
CV1 1LL Tel: 0247 622 7311
* **GW LEAMINGTON SPA:**
32 Regent Street,
CV32 5EG Tel: 01926 435771
* **GW NUNEATON:**
3 Bridge Street,
CV11 4DZ Tel: 02476 325754
* **GW STRATFORD:**
Unit 1, 27 Windsor Street,
CV37 3JL 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 6JN Tel: 02476 382 331
RUGBY, Joto Railways & Models:
CV22 3SE Tel: 01788 562 372
SOLIHULL, HobbyCraft:
B90 4LD Tel: 0845 051 6562
STRATFORD-UPON-AVON, Much ado about toys:
CV37 6YW Tel: 01789 295 850
WARWICK, Castle Trains:
CV4 4HS Tel: 01926 497 905
WOLVERHAMPTON, HobbyCraft:
WV11 1BP Tel: 0845 051 6543

WILTSHIRE

GW SALISBURY:
18 Winchester Street,
SP1 1HB Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza,
SN1 1LF Tel: 0179 343 6036
CHIPPENHAM, Thorntons Toymaster:
SN15 3WL Tel: 01249 463100
DEVIZES, Hoggosaurus Toystore:
SN10 1AG Tel: 01793 852 841
MARLBOROUGH, Ducklings Toys:
SN8 1BE Tel: 01672 51270
MELKSHAM, The Toyshop:
SN12 6LE Tel: 01225 768 415
SWINDON, HobbyCraft:
SN4 4ES Tel: 0845 051 6551
TROWBRIDGE, The Toy Shop:
BA14 6AS Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
BA13 3PB Tel: 01373 825 825
WESTBURY, Triple Helix Wargames:
BA13 4LS Tel: 08000 289539

WORCESTERSHIRE

GW WORCESTER:
23 Lydgate Mall, Cathedral Plaza,
WR1 2QS Tel: 0190 561 6707
DROITWICH, HobbyCraft:
WR9 0DC Tel: 0845 051 6548
DROITWICH, Look-rite Ltd/T/A Toyworld:
WR9 4BJ Tel: 01905 772 403
EVESHAM, Gift Horse:
WR11 4BG Tel: 01386 761535
KINGSWINFORD, DMF Comics, Toys and Games:
DY6 9JH Tel: 01384 402469
MALVERN, The Toy Corner:
WR14 3LT Tel: 01684 577544
REDDITCH, Hobby Hut:
B97 4JJ Tel: 01527 540 840
STOURBRIDGE, Invasion Games:
DY8 1EF Tel: 01384 373536

YORKSHIRE

* **GW BRADFORD:**
4 Piccadilly, Bradford,
BD1 3LW 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 3ND Tel: 0148 258 9576

Do you want to become an

INDEPENDENT STOCKIST?

Games Workshop is the largest and the most successful tabletop fantasy and futuristic wargames company in the world. For more information on how to become an Independent Stockist, contact one of our dedicated specialists on 08700 134411 or visit our website:

<http://nestrade.games-workshop.com>

GW LEEDS:

38A Lands Lane,
LS1 6LB Tel: 0113 242 0834

* GW SHEFFIELD (Central):

16 Fitzwilliam Gate,
S1 4JH Tel: 0114 275 0114

GW SHEFFIELD (Meadowhall Centre):

Unit 91B, High Street, Upper Mall
(next to entrance near Boots),
S9 1EN Tel: 0114 256 9836

GW WAKEFIELD:

96 Kirkgate, The Ridings Centre,
WF1 1TB Tel: 01924 436 9431

GW YORK:

13A Lendal,
YO1 8AQ Tel: 0190 462 8014

GW SHEFFIELD, Wargames Emporium:

S1 2FB Tel: 01142 754 826

BARNSELY, Janco Toys:

570 SAIA Tel: 01225 208554

BEVERLEY, Game Invader:

HU17 0AS Tel: 01482 881961

BRIGHOUSE, Ninja Games:

HD6 1AQ Tel: 01484 715555

CASTLEFORD, Gooddarts Toys & Models:

WF10 1AD Tel: 01927 599144

CHESTERFORD, Ninja Games:

CH50 1DS Tel: 01927 531115

DONCASTER, Zone Out:

DN1 2PW Tel: 01302 810285

GOOLE, Hall's Music:

DN14 6BP Tel: 01405 764191

HALIFAX, Halifax Modellers World:

HX1 1RE Tel: 01422 349 157

HUDDERSFIELD, Patriot Games:

HD1 1DU Tel: 01484 511019

HUDDERSFIELD, Something Wicked:

HD1 1BT Tel: 01484 559 226

HULL, Archon Games:

HU1 3BA Tel: 01482 221011

HULL, HobbyCraft:

HU1 2TX Tel: 0845 051 6566

KEIGHLEY, Conways Toyshop:

LEEDS, Geek Games:
LS19 7TA Tel: 01133 183994

LEEDS, HobbyCraft:

LS19 1EV Tel: 0845 051 6542

LEEDS, XGames Computers:

LS15 7NL Tel: 0113 382559

NORTHALLERTON, T & M Grover Ltd:

DN17 8LW Tel: 01609 773 334

PICKERING, Pickering Model Centre:

YO18 7AJ Tel: 01517 472 762

POCKLINGTON, Chylds Play:

YO42 2OZ Tel: 01759 306 041

RIPON, The Knowledge Magnet:

HG4 1PA Tel: 01765 690118

SCARBOROUGH, Space, Myth and Magic:

YO11 1HQ Tel: 0845 441 113

SHEFFIELD, HobbyCraft:

S9 2YJ Tel: 0845 051 6526

SKIPTON, Craven Model Centre:

BD203 1JZ Tel: 01756 797414

THIRSK, Thirsk Art Store:

YO7 1AA Tel: 01845 374457

WHITBY, John Anderson Toymaster:

YO22 4BG Tel: 01947 602 213

YEADON, Geek Games:

YO62 6UA Tel: 01751 417926

YORK, The Craft Workshop:

YO62 6UA Tel: 01751 417926

NORTHERN IRELAND

GW BELFAST:

20A Castle Court,
(towards the back of the centre)
BT1 1DD Tel: 0289 0233684

BALLYMENA, Camerons:

BT43 6BB Tel: 028 25548821

BANBRIDGE, Roger's Toymaster:

BT32 3TL Tel: 018 20622225

BANGOR, Replay Games:

BT20 5BD Tel: 028 91452210

BELFAST, Arts and Hobby Belfast:

BT1 4LS Tel: 028 9033 2540

BELFAST, The Basement:

BT1 1AL Tel: 028 9046 0404

BELFAST, Serenity Games:

BT7 1JR Tel: 028 9024 9578

CARRICKFERGUS, The Basement:

BT38 7AQ Tel: 028 9336 3678

COLERAINE, Netramedia:

BT52 1LN Tel: 01273 082966

ENNISKILLEN, Modellers Corner:

BT74 7EW Tel: 028 66323267

LARNIE, The Basement:

BT40 3LG Tel: 07901 647510

SCOTLAND

GW ABERDEEN:

Unit 1, 12-14 Upper Kirkgate,
AB10 1BA Tel: 0122 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 1PD Tel: 0132 462 4553

GW GLASGOW:

81 Union Street,
G1 3TA Tel: 0141 221 1673

* GW LIVINGSTON:

26 Almondvale Centre,
EH54 6NR Tel: 01566 443256

* GW STIRLING:

45 Bampton Street,
FK8 1HF Tel: 01786 459009

ABERDEEN, Games:

AB11 9DS Tel: 01224 878580

ABERDEEN, HobbyCraft:

AB11 5PP Tel: 0845 051 6567

ABERFELDY, Crossfire Hobby:

AB11 5PP Tel: 01887 829 519

ARGYLL, Alba:

PA34 4AR Tel: 01631 563645

AYR, Toy Town:

KA7 1LL Tel: 01292 282945

BANCHORY, Toy and Gift Shop:

AB31 5TD Tel: 01330 825 586

BRECHIN, Gardiners:

DD9 6EZ Tel: 01356 622 265

DINGWALL, Sports and Model Shop:

DD15 9RY Tel: 01349 962 346

DUMFRIES, Toytown:

DG1 1BW Tel: 01387 264884

DUNFERMLINE, Abbey Models:

KY12 7NH Tel: 01383 731 116

DUNFERMLINE, Walker's Opticians:

KY11 9NH Tel: 01383 821 688

EDINBURGH, HobbyCraft:

EH15 3RD Tel: 0845 051 6561

EDINBURGH, Marionville Models:

EH12 8LX Tel: 01313 177 010

EDINBURGH, Toys Galore (Mid Lothian):

EH4 1DB Tel: 01313 281 281

EDINBURGH, Toys Galore (West Lothian):

EH10 4QP Tel: 0131 447 1006

ELGIN, Junner's Toy Master:

IV30 1JZ Tel: 01343 542 492

FIFE, The Nappy Pin:

KY15 4BU Tel: 01334 633160

FORT WILLIAM, The Granite House:

PH13 6AD Tel: 01597 703 651

GLASGOW, A1 Comics:

G1 5RJ Tel: 0141 5529785

GLASGOW, HobbyCraft:

G3 9DL Tel: 0845 051 6555

GREENOCK, Arts, Crafts & Hobbies:

PA15 1DE Tel: 01635 785 204

HAMILTON, Ink Spot:

ML3 6BU Tel: 01698 201311

HELENSBURGH, Acorn Art:

G84 8AW Tel: 0143 667 2132

INVERNESS, Junners Toy Master:

IV1 1QA Tel: 01463 233 234

INVERURIE, Models Unlimited:

AB51 3XQ Tel: 01467 672 277

KIRKCALDY, The Hope Chest:

KY1 1ED Tel: 01592 260 116

KIRKCALDY, Kingdom of Adventure:

KY1 1AF Tel: 01592 328121

KIRKCUDBRIGHT, Solway Books:

DG6 4HZ Tel: 01557 330633

KIRKWALL, Cycle Orkney:

KW15 1AQ Tel: 01836 875777

LARGS, Bus Stop Toy Shop Ltd:

KA30 0HR Tel: 01475 689892

LIVINGSTON, World at War:

EH54 5ED Tel: 01506 494013

PALISY, Paisley Model Shop:

PA1 3TS Tel: 0141 889 4221

PERTH, The Gamers Pad:

PH2 8EP Tel: 01738 442 836

PERTH, Intrepidations:

PH2 8LT Tel: 0173 856 1900

PERTH AND KINROSS, Crossfire Hobby:

PH15 2DA Tel: 01887 829 519

PETERHEAD, George Donald Ltd:

AB42 1DT Tel: 01779 474 737

PETERHEAD, Peterhead Puffers:

AB42 1TE Tel: 01779 481102

SHELLAND, Harrys Dept Store:

ZE1 0LL Tel: 01595 693 097

STONEHAVEN, Toy Master Toyland:

AB39 2BS Tel: 01569 766333

STRANKRAER, Discover:

DC9 7RS Tel: 01776 700609

THURSO, Durans:

KW14 7AN Tel: 01847 893 169

WALES

* GW CARMARTHEN:

19 Bridge Street,
SA31 3BS Tel: 01267 231209

GW CARDIFF:

31 High Street,
CF10 1PU Tel: 0292 064 4917

* GW CWMBRAN:

30 The Parade, Cwmbran, Cwent,
NP44 1PT Tel: 01493 874 070

* GW NEWPORT:

11 Griffin Street,
NP20 1GL Tel: 0163 325 6295

GW SWANSEA:

53 Kingsway,
SA1 5HB Tel: 01792 246 3969

ABERYSTWYTH, Albatross:

SY23 2LN Tel: 01970 617 836

BANGOR, Acme Games:

LS7 1NY Tel: 01248 354798

BRECON, J Clark Toys & Gifts:

LD3 7AL Tel: 01874 622 865

CAERPHILLY, Jet Models and Hobbies:

CF83 1JS Tel: 02920 800600

CARDIFF, Firestorm Games:

CF10 5DQ Tel: 02920 227117

CARDIFF, HobbyCraft:

CF11 8AZ Tel: 0845 051 6558

CARDIFF, Otakuroku:

CF24 4AA Tel: 07891638960

CARDIFF, Page 23 Ltd:

CF24 4AA Tel: 07891638960

CHEPSTOW, Artists Corner:

NP16 5EW Tel: 01291 627 393

COLWYN BAY, Clay Corner:

LL28 4PP Tel: 01492 945415

COLWYN BAY, Hippo Toys:

LL29 7HS Tel: 01492 534 169

COLWYN BAY, Igor's Attic:

LL29 7PA Tel: 01492 534 700

DOLGELLAU, Waterloo:

LL40 1AU Tel: 01348 423 407

HAVERRFORDWEST, Emrys Art Supplies:

SA61 2BW Tel: 01437 779 646

LAMPETER, Lomax's:

SA48 7HG Tel: 01570 422 539

LANDRIDDOD WELLS, Landriddod Model Shop:

LD1 5ER Tel: 01597 025805

LLANDUDNO, Acme Games:

TOYMASTER

Wondering where to find Warhammer? Seeking to expand your Space Marines? Lost and looking for The Lord of the Rings? There are stores across the UK belonging to the Toymaster Group that sells Games Workshop products. With dozens of Toymaster members stocking a range of Games Workshop products, you can be sure that there is a local store near you. We've listed the members and their locations below for you. To find out more about Toymaster, check out www.toymaster.co.uk

**GAMES
WORKSHOP®**

INDEPENDENT STOCKISTS

**The Most
Convenient
Place to Shop!**

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

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

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

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



Andover,	Hoggosaurus Toystore	Reigate,	The Toy Shop
Ashford,	Kids Stuff	Ripon	The Knowledge Magnet
Barnett,	Toys Toys Toys	Rushden,	Osborne Sports & Toys
Beccles,	Toy Box	Ryde,	The Sports & Model Shop
Billericay,	Toys and Tuck	Saffron Walden,	Russell Games/Game On
Bodmin,	Bricknells	Sevenoaks,	J.H. Lorimer
Bowness on Windemere,	Ernest Atkinson & Sons	Sheringham,	Starlings Toymaster
Braintree,	Kidzone Toys	Sudbury,	Tinetty's Toys
Bridport,	Frosts Toymaster	Taunton,	Hatcher & Sons Ltd
Burgess Hill,	Kid's Stuff	Tavistock,	Kaleidoscope
Burnham on Sea,	G.W. Hurley	Trowbridge,	The Toy Shop
Bury St Edmunds,	Starlings Toymaster	Uckfield,	Kid's Stuff
Carterton,	Giles Sports, Toys & Cycles	Wadebridge,	Bricknells Toy and Nursery
Chippenham,	Thorntons at Signature	Welwyn Garden City,	Fun House Toy Store
Chorley,	Hampsons Toys & Nursery World	West Sussex,	Toywizz
Clitheroe,	Cowgills of Clitheroe	Westcliffe on Sea,	Argosy Toys
Cockermouth,	The Toy Shop	Weymouth,	Howley's Toymaster
Cranleigh,	Enchanted Wood	Whitby,	John Anderson Toymaster
Cranleigh,	Enchanted Wood Warehouse	Wisbech	Prams & Toys
Darlington,	Lamb's	Witney,	Dentons
Dereham,	Starling's Toymaster	Woodbridge,	Toytown
Devizes,	Hoggosaurus Toystore	WALES	
Dorchester,	Dorchester Toys	Brecon,	J. Clark Toys Gifts & Nursery
Dudley,	The Arcade Toy Shops	Llantwit Major,	Filco Supermarkets Ltd
Ely,	City Cycle Centre	Newport,	Toys & Models
Falmouth,	Wonderland Falmouth	SCOTLAND	
Frome,	The Ellenbray Press	Barrow in Furness,	Heaths
Guisborough,	Stokelds Toy Centre	Elgin,	Junners Toymaster
Harrow,	Toy Galaxy	Fort William,	The Granite House
Hayle,	Blewetts of Hayle	Glasgow,	A1 Comics
Haywards Heath,	Clarke's	Lerwick,	Harry's Dept Store
Hazelmere,	Child Toys	Penrith,	Harpers Toymaster
Holt,	Starlings Toymaster	Peterhead,	Toymaster at Donalds
Hunstanton,	The Pavillion Toymaster	Stonehaven,	Toymaster Toyland
Ipswich,	Toyworld Ipswich	NORTHERN IRELAND	
Kingsbridge,	The Trading Post	County Down,	Roger's Toymaster
Leigh,	Storktown	IRELAND	
Mablethorpe,	Belas	Cavan	Clarkes Toymaster
Melksham,	The Toyshop	Cork,	Other Realms
Middlesex,	Pearsons	Dublin,	Banba Toymaster
Morpeth,	T.G. Allan Ltd	Dublin,	Gamers World
Newmarket,	Moons Toymaster	Dun Laoghaire,	Banba Toymaster
Northallerton,	Grovers Toymaster	Dungarvan,	Murphy's Toymaster
Norwich,	Kerrisons	Ennis	Tir Na Nog Toymaster
Norwich,	Langleys	Kerry,	Caball Toymaster
Orpington,	J.H. Lorimer	Stillorgan,	Nimble Fingers
Oxted,	J.H. Lorimer	Waterford,	Murphy's Toymaster
Putney (London),	Toystop	Waterford,	Murphy's Toymaster Youghal
Ramsey,	J.A.C. Distribution	Wicklow,	Hopkin's Toymaster
Rayleigh,	Toys n Tuck		

PORI, Askartely-Pori:
Tel: 02 6326671

RAAHE, Raahen Astartelu ja Paperi:
Tel: 082236825

SAVOLINNA, Savonlinnan Antikvariaatti:
Tel: 015 534412

SEINÄJOKI, Fantasiailmanna:
Tel: 040 5616338

SEINÄJOKI, Pelikeidas:
Tel: 00358 6 4177880

TAMPERE, Pelimaa OY:
Tel: 06 5558313

TAMPERE, Kirja Karkkainen:
Tel: 03 2251850

URUMI, Kuopio:
Tel: (0) 17 364 86 86

VAASA, Pelimies OY:
Tel: 06 312 5111

GIBRALTAR, K&M Hobby Centre:
Tel: 350 2007037

GREECE

ATHENS, Avalon Games:
Tel: 0030 210 861464

ATHENS, Fantasy Shop:
Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag. Paraskevi:
Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Exarcheia:
Tel: 0030 210 3822673

ATHENS, Fantasy Shop: Kallithea:
Tel: 0030 210 959 2922

ATHENS, Fantasy Shop: Pagrati:
Tel: 0030 210 7560780

ATHENS, Hobby Planet:
Tel: 0030 210 6042816

ATHENS, Kaissa Amasiou:
Tel: 0030 210 4141675

ATHENS, Kaissa Glyfada:
Tel: 0030 210 8982 057

ATHENS, Kaissa Halandrou:
Tel: 0030 210 6890485

ATHENS, Kaissa Kallidromiou:
Tel: 0030 210 3646480

ATHENS, Kaissa Monokeros:
Tel: 0030 210 8813 990

ATHENS, Kaissa Neas Filadelfias:
Tel: 0030 210 9817944

ATHENS, Kaissa Neas Smimis:
Tel: 0030 210 9317944

ATHENS, Kaissa Pagratou:
Tel: 0030 210 7218 318

ATHENS, Strategy Hall:
Tel: 0030 210 40433757

CHANIA, Kaissa Chaniou:
Tel: 0030 2821088996

CRETE, Fantasy Shop: Herakleion:
Tel: 0030 2810 301312

HALKIDA, CD Corner:
Tel: 0030 2221 087315

KERKYRA, Digital Fantasy:
Tel: 002261035279

LARISA, Kaissa Larisas:
Tel: 0030 210 538515

LOANNINA, Kaissa Loannina:
Tel: 0030 2651030890

LARISA, Kaissa Larisas:
Tel: 0030 210 538515

NAFPLIO, Miniature Shop:
Tel: 0030 275204884

NEA SMYRNA, Games Vault:
Tel: 0030 213 0304722

PALLINIS, Hobby Planet:
Tel: 210 6042 816

PATRAS, Kaissa Patras:
Tel: 0030 2610625632

PERISTERO, Kaissa Peristeriou:
Tel: 0030 2105786707

THESSALONIKI, Kaissa Kalamaria:
Tel: 0030 2310 449377

THESSALONIKI, Kaissa Thessalonikis:
Tel: 0030 2310 257 397

THESSALONIKI, Underworld:
Tel: 0030 210 2401 63

VOLOS, Fantasy Shop:
Tel: 0030 24210 28782

HONG KONG
HONG KONG, Fun Atelier:
Tel: (852) 2866-4870

HUNGARY
BUDAPEST, Padimentum:
0036 30 9607730

BUDAPEST, A Hely:
0036 1 7872853

BUDAPEST, Beholder:
0036 1 2973640

BUDAPEST, Compaya:
0036 20 4281186

BUDAPEST, Dungeon:
0036 1 3211313

BUDAPEST, Fonix:
0036 70 6000252

BUDAPEST, Gamer Cafe:
0036 20 4281186

BUDAPEST, Gemklub:
0036 1 7871601

BUDAPEST, Holdfény Fantasy:
0036 1 3430730

BUDAPEST, Jatek Box:
0036 1 2393710

BUDAPEST, Kristálszarnok:
0036 209 251 030

BUDAPEST, Modell Hungaria:
0036 1 7691171

BUDAPEST, Modellzóna:
0036 1 7079923

BUDAPEST, Pro-Start Modell:
0036 20 2110248

BUDAPEST, Sarkanytuz:
0036 70 3223093

BUDAPEST, Sas Military:
0036 1 2644393

BUDAPEST, Szikla-Fonix:
0036 20 5373303

BUDAPEST, Wargamers:
0036 30 6467670

DEBRECEN, Sarkanytuz:
0036 70 3163014

GYOR, Sarkanytuz:
0036 20 4218730

KECKSEMET, Sarkanytuz:
0036 76 329008

MISKOLC, Sarkanytuz:
0036 20 3962166

MISKOLC, Vajhalla Paholy:
0036 30 9950564

NAGYMAROS, Kerekasztal:
0036 70 2949480

NYIREGYHAZA, BitzBoat:
0036 20 4241471

NYIREGYHAZA, Camelot Plaza:
0036 42 451379

PECS, Sarkanytuz:
0036 20 2962660

SOPRON, Sarkanytuz:
0036 20 3962288

SZEGED, Sarkanytuz:
0036 70 3290245

SZEKESFEHVAR, Holdfény Fantasy:
0036 22 329793

SZEKESFEHVAR, Sarkanytuz:
0036 20 2962790

SZEKESFEHVAR, Fonix Csarnok:
0036 20 9179197

SZOLNOK, Sarkanytuz:
0036 20 3962050

SZOMBATELY, Sarkanytuz:
0036 94 789208

TATABANYA, Sarkanytuz:
0036 20 1160922

VESPREM, Sarkanytuz:
0036 20 3610015

ZALAEGERSZEG, Sarkanytuz:
0036 20 2962870

ICELAND
REYKJAVIK, Nexus:
Tel: 00354 552 9011

INDONESIA

JAKARTA BARAT, Comics N Games:
Tel: 021 5696-3853

JAKARTA SELATAN, Fantasy N Games:
Tel: 021 600-50343

SURABAYA, Fantasy N Games:
Tel: 031-600-50343

SURABAYA, Fantasy N Games:
Tel: 031-740-2475

IRELAND
GW DUBLIN:
Unit 3, Lower Liffey Street
Tel: 00353 187 257 91

CORK, Other Realms:
Tel: 021 4279508

DUBLIN, Gamers World:
Tel: 00353 187 257 91

ATHLONE, Arts and Hobby
Tel: 01 862 4500

BALINA, World of Wonder Balina:
Tel: 096 76676

BLACK ROCK, Arts and Hobby
Tel: 00353 1282394

CAVAN, Apex Games:
Tel: 049 4326504

CAVAN, Clarke's Toymaster:
Tel: 00353 49 4372 222

CLOMEL, Tail Tales Bookshop:
Tel: 00353 85 1190228

COBLET COURT, Arts and Hobby
Tel: 01 874 5312

COBH, Toytown Toymaster:
Tel: 021 4814 562

CORK, Caulfield Toymaster:
Tel: 00353 238052710

CORK, Murphy's Toymaster:
Tel: 00353 814 3176

CORK, Toytown Toymaster:
Tel: 021 4814 162

DOUGLAS, Arts and Hobby:
Tel: 021 436 3380

DROGHEDA, Arts and Hobby:
Tel: 041 987 3270

DUBLIN, Art and Hobby Jervis Centre:
Tel: 018 745 312

DUBLIN, Joe Mannions Newsagents:
Tel: 01 4392387

DUBLIN, Banba Toymaster:
Tel: 018 727 100

DUBLIN, The Toy Store:
Tel: 01 6774420

DUN LAOGHAIRE, Toymaster Banba Dun Laoghaire:
Tel: 021 804 011

DUN LAOGHAIRE, Arts and Hobby:
Tel: 0120680497

DUN LAOGHAIRE, Banba Toymaster:
Tel: 00353 12 804011

DUNGARVAN, Toymaster Murphys:
Tel: 058 41376

DROGHEDA, Arts and Hobby
Tel: 00353 41 987 3270

ENNIS, Tir na Nog Toymaster:
Tel: 00353 65 6442 388

ENNIS, World of Wonder Ennis:
Tel: 065 684 8697

GREYSTONES, Arts and Hobby
Tel: 00353 12873796

KERRY, Cabal's Toymaster:
Tel: 00353 66 7121847

KILKENNY, The War Forge:
Tel: +353 87 6602992

LAOIS, Grahams Toymaster:
Tel: 057 862 1081

LEXLIP, Paint and Dice Games:
Tel: 01 615 5708

LIMERICK, Arts and Hobby:
Tel: 061 3095727

LIMERICK, The Gathering:
Tel: 061 315133

LOUTH, Kidzone Toymaster:
Tel: 00353 42 9330318

LOUTH, The Wargamers:
Tel: +353 86 8382159

MACROOM, Toymaster Marys:
Tel: 026 42491

MARKET CROSS, Arts and Hobby
Tel: 056 777 1904

MAYNOOTH, Eason Bookstore:
Tel: 00353 1 629 3675

MULLINGAR, Stars & Bows Hobbies and Crafts:
Tel: 044 9396839

MULLINGAR, Stars and Crafts:
Tel: 00353 879462799

NEUBRIDGE, Arts and Hobby:
Tel: 045 405280

NEWRY, Murphy's Toys:
Tel: 028 30264978

OFFALY, Kelly's Toymaster:
Tel: 00353 57 9351605

SANTRY, Arts and Hobby:
Tel: 01 852 4500

STILLORGAN, Toymaster Nimble Fingers:
Tel: 01 2880788

THURLES, Bookworm:
Tel: 0504 22257

WEXFORD, Campbell's:
Tel: 051 421473

WEXFORD, Readers Paradise:
Tel: 054 9124400

WICKLOW, Hopkins Toymaster:
Tel: 00353 46 722 225

WILTON, Art and Hobby Wilton:
Wilton, Tel: 021 434 7307

YOUGHAL, Murphys Toymaster:
Tel: 00353 58 413 76

ISRAEL
HAIFA, Kitaro:
Tel: 00972 48503232

HERZLIA, Freak:
Tel: 00972 99589077

RAMAT HASHARON, Tapuah:
Tel: 00972 35404713

TEL AVIV, Freak:
Tel: 00972 36961826

TEL AVIV, Kitaro:
Tel: 00972 36299320

JAPAN
GW IKBOKURO:
Nishi-Ikebukuro 3-32-6 1F, Toshima-Ku, Tokyo
Tel: 03 5391 7646

GW JIMBOCHO:
Jimbocho 1-7 1F, Chiyoda-Ku Kanda, Tokyo,
Tel: 03 3296 2733

GW KASHIWA:
Kashiwa 2-4-12 1F, Kashiwa-Shi, Chiba
Tel: 04 7167 2125

GW KICHIOJI:
Kichioji-Moncho 1-11-20, Musashino-Shi, Tokyo
Tel: 0422 27 2511

GW MACHIDA:
Haramachida 6-10-19 1F, Machida-Shi, Tokyo
Tel: 042 721 8385

GW NAKANO:
Bunkyo Rd. 22-2, Nakano-Ku Nakano 5-53-15, Tokyo
Tel: 03 5308 4636

GW OMIYA:
Miyacho 2-115, Saitama-Shi Omiya-Ku, Saitama
Tel: 048-779-8019

LATVIA
RIGA, Games Shop:
Tel: 0371 27700390

RIGA, Ludo:
Tel: 67294040

LITHUANIA
VILNIUS, D6 Necona:
Tel: 00 370 5 2133269

MACAU
MACAU, Game Fun Table Games Shop:
Tel: +853 6669427

MADEIRA
MADEIRA, Setima Dimensao:
Tel: 351 291 238 244

MALAYSIA
BANDAR TANJONG TOKONG, Gameforce:
Tel: 0164449194 / 048900381

KOTA KINABALU, Sabah, Just Wargame:
Tel: 6013 - 865 5269

KUALA LUMPUR, Comics Mart:
Tel: 03 - 2287 0626

KUALA LUMPUR, MySciFan Outpost:
Tel: (0) 016 - 982 1506

PENANG, Comics Mart:
Tel: 04 - 226 2588

PETALING JAYA, Wolf's Game Shop:
Tel: 012 2599952

PETALING JAYA, Selangor, The Games Circle:
Tel: 016 016 - 451 0940

SHAH ALAM, SELANGOR, Dakka Dakka Games:
Tel: 6 017 - 292 0525

MALTA
MALTA, Forbidden Power:
Tel: 00356 21 227999

MALTA, K Hobbies Ltd:
Tel: 00356 21 895423

MEXICO
LOMAS, Quest Hobbies & Games:
Tel: 55 63 83 60

MIXCOAC, Quest Hobbies & Games:
Tel: 55 98 92 78

NAUCALPAN, Quest Hobbies & Games:
Tel: 55 98 92 76

MOLDOVA
CHISINAU, Adept:
Tel: 373 69819996

MONTENEGRO
PODGORICA, Neutron Podgorica:
Tel: 00 381 69 060 669

THE NETHERLANDS
GW AMSTERDAM:
Rokin 36, 1012 KJ,
Tel: 020 6228027

GW BREDA:
Forestraat 21, 4811,
Tel: 016 576 522 9277

GW DEN HAAG:
Schoolstraat 128, 2511 AX,
Tel: 070 392 7836

GW EINDHOVEN:
Kleine Berg 50, 5611 JV,
Tel: 040 244 3448

GW ROTTERDAM:
Van Oldenbarnevelddijk 452, 3012 AP,
Tel: 010 280 8268

GW ARNHEM, Spelkwartier:
Tel: 026 378 2028

DEN BOSCH, De Dobbeltsteen:
Tel: 073 614 5530

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.

ENSCHED, Pijlines:
Tel: 051 430 3727

HAARLEM, Spellenhuis:
Tel: 023 53 13 188

LEEUWARDEN, Spellekijn:
Tel: 058 213 1112

LEIDEN, Vliegershops:
Tel: 071 513 2783

MAASTRICHT, Vlieg-er-uit:
Tel: 043 325 1653

MIDDELBURG, De Burcht:
Tel: 011 8650048

NIJMEGEN, Moenen & Mariken:
Tel: 024 323 6119

TILBURG, De Dobbeltsteen:
Tel: 013 544 3700

UTRECHT, Subcultures:
Tel: 030 2311122

ZWOLLE, Games-n-U:
Tel: 038 421 6385

ALKMAAR, Bookers & Strippers:
Tel: 022 1212

ALMERE HAVEN, Fantasia:
Tel: 036 531 6017

ALPHEN AAN DEN RIJN, Hoge Ogen:
Tel: 0172473031

AMERSFOORT, Spellenwinkel:
Tel: 033 470 0322

ANSTELVEN, Het Ganzenbord:
Tel: 020 661 2552

AMSTERDAM, The Game Keeper:
Tel: 020 630 1579

ASSEN, Plok:
Tel: 059 231 3292

BARENDRECHT, Peter's Posttrein:
Tel: 01806 619379

BERGEYK, Wouters Technohobby:
Tel: 049 755 0248

BEVERWIJK, Bmm Games:
Tel: 025 1216568

BREDA, Spellenwinkel Breda:
Tel: 076 522 17 56

DELFT, Speldorado:
Tel: 015 213 4516

DEVENTER, Knibbel Comics:
Tel: 057 061 6879

DOETINCHEM, Top 1 Toys Speelplanet:
Tel: 0314 366368

DORDRECHT, Hobby Modelbouw Dordrecht:
Tel: 078 631 2711

EDE, Tinnen Soldaat:
Tel: 0318 65 3296

EINDHOVEN, Gameforce Eindhoven:
Tel: 040 2447030

EMMEN, Spirithoes:
Tel: 0591 645787

GEMERT, Top 1 Toys Van de Coor:
Tel: 0492 36 58 45

GENOT, Euromaxx Gend:
Tel: 0481 421 373

GOES, Het Hobbyhuis:
Tel: 013 731 6090

GORINCHEM, I&W Modelbouw:
Tel: 0183 685 890

GRONINGEN, Wirraw:
Tel: 050 314 8424

GRONINGEN, Purperen Draak:
Tel: 064 166 1972

GRONINGEN, Zinnebeeld:
Tel: 050 3128472

HEEMSKERK, Bob Hes:
Tel: 031 0221 24 19 99

HEERHUGOORD, Huider Modeltreinen:
Tel: 0752714157

HEERLEN, De Houten Sleutel:
Tel: +31 043 54 91 26

HENGLO, De Dondersteen:
Tel: 074 2595030

HILVERSUM, Hilversumse Boekhandel:
Tel: 035 62 33 131

HOOFDDORP, Modelsport:
Tel: +31 020 366 44 42

HOOFDDORP, Spellenwinkel Wahalla:
Tel: 023 5578092

HOORN, De Spellenhoorn:
Tel: +31 0229 29 55 65

HUISSEN, Euromaxx Huissen:
Tel: 026 325 3330

LEIDEN, Tolkenwinkel:
Tel: 071 541 2324

LEIDEN, Warp 9:
Tel: 071 5121380

LELYSTAD, RE Mind Creations:
Tel: +31 0320244003

MAASTRICHT, Hounjet:
Tel: 043 363 6778

NES AMELAND, Top 1 Toys Van den Brink:
Tel: 0519 54 21 21

NUENEN, Schellens Speelgoed:
Tel: +31 40 787 10 20

OLDENZAAL, Top 1 Toys:
Tel: 0541353238

PURMEREND, Indy Modelbouw:
Tel: 06 46252857

RIJNSBURG, Toys 2 Play:
Tel: 071 40 21 244

RIJSWIJK, Top 1 Toys In de Bogaard:
Tel: 070 39 32 411

ROERMOND, Bloemboetiek Hermien:
Tel: 047 531 6824

ROSMALEN, Top 1 Toys Jovi:
Tel: +31 73 021 4900

ROOSENDAAL, Top 1 Toys Jadin:
Tel: 0165 55 7964

ROTTERDAM, Rogue Trader:
Tel: 010 2799233

SCHIEDAM, BTS:
Tel: 010 473 8755

SITTARD, Atomik:
Tel: 046 4515074

SLIEDRECHT, De Gruijter:
Tel: 0184 412 744

UDEN, Goblin:
Tel: 041 327 0662

UTRECHT, Labyrinth:
Tel: 030 281 7157

UTRECHT, Never Never Land (Wieder & Kugant):
Tel: 030 233 2293

UTRECHT, Whoops:
Tel: 030 230 4123

VENLO, Modelbouw Luthart:
Tel: 077 354 2688

VASSENAR, Top 1 Toys Kouwenhoven:
Tel: 031 61 0211

WINTERSWIJK, Top 1 Toys Winterswijk:
Tel: 054 351 2827

WORMERVEER, Mini-Wonders:
Tel: 075 640 1617

ZEVENBERGEN, Top 1 Toys:
Tel: 01608 338455

ZOETERMEER, RC-Pistop:
Tel: 079 316 0560

ZWOLLE, Boekenhalte:
Tel: 038 422 1077

NORWAY
GW OSLO:
Møllergata 7, 0179,
Tel: +47 22 33 29 90

ÅLESUND, Brio Kremmerhuset Moa Syd:
Tel: +47 70143770

BERGEN, Outland:
Tel: +47 55314822

BERGEN, Proworks:
Tel: +47 98056653

DRAMMEN, Outland:
Tel: +47 32893400

DRAMMEN, Drammen Spillforening:
Tel: +47 93819757

FREDRIKSTAD, Norstar Leketorvet:
Tel: +47 69315630

KONGSBERG, Rolf Liane:
Tel: +47 98819560

KRISTIANSTAD, Outland:
Tel: +47 38099420

MO I RANA, Ringo Lekehjernet Mo:
Tel: +47 72751777

MOSJØEN, Hobbysenteret:
Tel: +47 75170170

MOSS, Replay:
Tel: +47 45407735

NARVIK, Ringo Barnes Verden:
Tel: +47 76946595

SANDNES, Oseland Hobby:
Tel: +47 31661509

SJØVEGAN, Outpost:
Tel: +47 95703245

SKIEN, Sokratis Hobby Gården:
Tel: +47 35528764

STAVANGER, Outland:
Tel: +47 51930800

STOKKE, Hobby Hagen:
Tel: +47 33335292

TROMSØ, Tromsø Bruktbokhandel:
Tel: +47 7568974

TRONDHEIM, Tronderfrier:
Tel: +47 73520840

TØNSBERG, Brio Bamse:
Tel: +47 33316790

TØNSBERG, Gledeshuset:
Tel: +47 92251707

PHILIPPINES
LAHUG CITY, Neutral Grounds:
Tel: (63916) 8305040

MAKATAI CITY, Neutral Grounds:
Tel: (632) 8195800

MUNTINLUPA, Neutral Grounds:
Tel: (932) 8592033

QUEZON CITY, Neutral Grounds:
Tel: (632) 6349982

SAN JAUN, Neutral Grounds:
Tel: (632) 7275883

TAGUIG, Hobbes and Landes:
Tel: (632) 859939

POLAND
BIELSKO-BIALA, Gnom:
Tel: 0048 33 8213432

KATOWICE, Bard:
Tel: 0048 32 2571817

KRAKOW, Bard:
Tel: 0048 12 6320735

POZNAN, Bard:
Tel: 0048 61 8538277

WARSAWA, Faber i Faber:
Tel: 0048 22 8691265

WROCLAW, Bard:
Tel: 0048 71 3417472

BIALYSTOK, Komnata Gier:
Tel: 0048 666381663

KRAKOW, AGTOM:

Tel: 0048 12 3565678
KRAKOW, Bard:

Tel: 0048 12 2596140
KRAKOW, Magic Traders:

Tel: 0048 12 3801543
KRAKOW, Sklep Imperium:

Tel: 514812564
KRAKOW, Sklep Smok:

Tel: 0048 12 4330110
KRAKOW, Yalkiria-sklep:

Tel: 0048 12 4115523
KRAKOW, Vanaheim:

Tel: 0048 12 4221137
LEGNICA, Sklep Feniks:

Tel: 0048 69460618
LODZ, Da-ta:

Tel: 0048 42 6372663
LODZ, Gamelord:

Tel: 0048 42 6311161
LODZ, Stagraf Studio:

Tel: 605650752
LODZ, Strategia Centrum Gier:

Tel: 0048 796595323
LODZ, Twoja Książka:

Tel: 0048 42 6821326
LUBLIN, Majsterleka:

Tel: 0048 81 7437106
NYSIA, Raptor Hobby:

Tel: 690896524
OPOLE, HMS Computers II:

Tel: 0048 77 454713
OSTROW WIELKOPOLSKI, Centrum Gier Arena:

Tel: 0048 694877877
OSWIECIM, Sklep Modelarski Model-Hit:

Tel: 0048 602745519
PILCHOWICE, Imperator FF:

Tel: 0048 662250291
POZNAN, Cube-Q-Workshop Polanka:

Tel: 061 6712415
POZNAN, Cube-Q-Workshop M1:

Tel: 061 6712415
POZNAN, Cube-Q-Workshop King Cross:

Tel: 0048 506079264
POZNAN, Cube-Q-Workshop Panorama:

Tel: 514812564
POZNAN, Cube-Q-Workshop Pestka:

Tel: 514812564
POZNAN, Wilczek:

Tel: 0048 503652888
PSZCZYNA, Red Scorpion:

Tel: 602656281
RADOM, Wargamer:

Tel: 0048 503582781
RZESZOW, W&W Sklep Modelarski Hobby:

Tel: 017 85 28 101
SIEMIANOWICE, Jaga PHU:

Tel: 0048 12 2290139
SZCZECIN, Fenix:

Tel: 0048 695934995
TORUN, Sklep Papierniczy:

Tel: 0048 56 6522593
TORUN, Wszechko Gra:

Tel: 0048 56 6522593
WARSZAWA, Graal KEN Centre:

Tel: 0048 22 2080900
WARSZAWA, Altdorf:

Tel: 0048 22 6280392
WARSZAWA, Graal Blue City:

Tel: 0048 22 3117627
WARSZAWA, Graal CF Skorosz:

Tel: 0048 22 8827595
WARSZAWA, Graal Galeria Mokotow:

Tel: 0048 22 5413318
WARSZAWA, Graal KEN Centre:

Tel: 0048 22 2080900
WARSZAWA, Graal Sarmacka:

Tel: 0048 22 8427040
WARSZAWA, Hobbyt:

Tel: 0048 22 8340206
WARSZAWA, Morion:

Tel: 0048 22 4239128
WARSZAWA, Morion:

Tel: 0048 22 4241062
WARSZAWA, Panda Zabawki:

Tel: 0048 22 8264461
WARSZAWA, Paradox:

Tel: 0048 22 6280781
WARSZAWA, Sklep Superserie:

Tel: 0048 515 434 444
WARSZAWA, Wargamer Centrala:

Tel: 0048 72457513
WARSZAWA, Wargamer CH Bemowo:

Tel: 0048 72457513
WARSZAWA, Wargamer CH Targówek:

Tel: 0048 72457513
WROCLAW, Bolter:

Tel: 0048 71 3491910
WROCLAW, Games R Us:

Tel: 0048 666297232
WROCLAW, Wrocław Model Centre:

Tel: 713419991
WROCLAW, Ogryn:

Tel: 0048 71 3771872
WROCLAW, Planszowiczka:

Tel: 792301796
ZABRZE, U Zyray:

Tel: 510240581

PORTUGAL

ALCABIDECH, CascaisPress:

Tel: +351 214 680 530
CARCAVELOS, Escala Directa

Tel: +351 241 581 257
ERICEIRA, Tabacaria Ovni:

Tel: +351 261 863 661
LARANJEIRO, Discocorpo:

Tel: +351 212 501 463
LISBOA, Fnac:

Tel: +351 219 408 700
LISBOA, Homem Azul:

Tel: +351 213 629 382
LISBOA, Lojas Arena:

Tel: +351 213 155 580
LISBOA, Myrdinn's Magic, Lda:

Tel: +351 213 032 258
LISBOA, Purros e Companhia:

Tel: +351 217 156 791
LISBOA, Rocha & Vasconcelos - Dentinho:

Tel: +351 213 833 257
LISBOA, Sete Rios Tabacarias:

Tel: +351 217 222 002
MIRAFLORES, Brinca Riscos e Rabiscos:

Tel: +351 214 104 988
PAIVAS, Brinca Brincando:

Tel: +351 212 254 841
PALMELA, Devir Livraria, Lda:

Tel: +351 212 139 440
PORTO, Lojas Arena:

Tel: +351 222 011 388
SINES, Galeria BT:

Tel: +351 269 632 511
TELHEIRAS, Tabak:

Tel: +351 217 165 574
TORRES VEDRAS, Papelaria União:

Tel: +351 261 314 186

ROMANIA

BUCHAREST, Hobby Games:

Tel: 00 40 21 3231 431

RUSSIA

KRASNOJAR, Alegriss-Jug (South):

Tel: 7095928337
MINSK, Valahovich ent:

Tel: 000029 635921
MINSK, Valahovich ent:

Tel: 000029 6548426
MOSCOW, Alegriss:

Tel: +7(495)628 337
MOSCOW, Alegriss:

Tel: +7(495)61 5075
MOSCOW, Club TM:

Tel: +7(495)933 6441
MOSCOW, Detskiy Mir:

Tel: +7(495)291 2221
MOSCOW, Detskiy Mir:

Tel: +7(495)730 7721
MOSCOW, Detskiy Mir:

Tel: +7(495)783 8511
MOSCOW, Detskiy Mir:

Tel: +7(495)229 8692
MOSCOW, Detskiy Mir:

Tel: +7(495)938 2655
MOSCOW, Detskiy Mir:

Tel: +7(495)550 0745
MOSCOW, Detskiy Mir:

Tel: +7(495)405 6294
MOSCOW, Hobby and Tabletop Games:

Tel: +7(495)772 5675
MOSCOW, Little Genius:

Tel: +7(495)291 2147
MOSCOW, Mr Hobby:

Tel: +7(495)661 8893
MOSCOW, Urfin Juice:

Tel: +7(495)784 6355
MOSCOW, Wonderful World:

Tel: +7(495)793 4433 *132
NORILSK, Na Styke Mirov:

Tel: 000029 6548426
NOVOSIBIRSK, Icehammer:

Tel: 70959276664
SARATOV, Detskiy Mir:

Tel: 64 5840
ST PETERSBURG, Art-Miniatures:

Tel: +7(018)2633 3395
TAMBOV, Hobby and Igrushki:

Tel: 0075 278811

SERBIA

BELGRADE, ANET Hobbystore:

Tel: 00 381 11 3612 525
BELGRADE, ANET Hobbystore:

Tel: 00 381 11 2652236
BELGRADE, EXIT Hobby store:

Tel: 00 381 11 62 78 27
BELGRADE, White Dragon:

Tel: 00 381 61827222
NOVI SAD, Dragon:

Tel: 00 381 11 636 24038
NOVI SAD, Valhala:

Tel: 00 381 21315538

ZRENJANIN, Takeda:

Tel: 00 381 2364572

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:

Tel: 6883 2724
SINGAPORE, Comics Mart PTE Ltd:

Tel: 6836 9069
SINGAPORE, Comics Mart PTE Ltd:

Tel: 65 6462 2751
SINGAPORE, Forgeworks Hobbies:

Tel: 65 6438 3973
SINGAPORE, Paradigm Infinitum Pte Ltd:

Tel: 65 64666771

SLOVAKIA

BRATISLAVA, Kristalovlasla:

Tel: 421 940844794
BRATISLAVA, Madmaxon:

Tel: 421 2 524 927 87
KOMARNO, Jonako SRO:

Tel: +36704550489
KOSICE, Draco:

Tel: +421557296557; +421905518060
SPISSKA NOVA YES, War Gaming:

Tel: +421903219193

SLOVENIA

BLED, Pik Pok:

00386 45768030
LJUBLJANA, Crna Luknja:

Tel: 00386 59031220
LJUBLJANA, Dierendaj Citypark:

00386 45768030

SOUTH AFRICA

BEVILLE, The Boys and Mens Hobby Shop:

Tel: 0027 21 914 8688
BLOEMFONTEIN, The Games Dungeon:

Tel: 0027 12 451 9970
CAPE TOWN, Pastimes Retail:

Tel: 0027 21 421 1191
CAPE TOWN, Wizards Books and Games:

Tel: 0027 21 683 0360
CRAIGHALL, OtherWorld Games:

Tel: 011 326 0790
DORINGKLOOF, Battle Planet:

Tel: 00 27 8245 353933
DURBAN, The Hobby Specialists:

Tel: 0027 31 566 4806
EAST LONDON, Slaters Toy Magic:

Tel: +27 43 7265762
EDENVALE, Plastiks:

Tel: 0027 82 783 1489
JOHANNESBURG, The Underground:

Tel: +27 11 795 3946
JOHANNESBURG, Esswex Retail:

Tel: 0027 11 8883619
JOHANNESBURG, Outer Limits Johannesburg:

Tel: 0027 11 482 3771
JOHANNESBURG, Outer Limits Pretoria:

Tel: 0027 12 442 3996
JOHANNESBURG, Wizards Book and Games:

Tel: 0027 11 890 9253
JOHANNESBURG, Warfair:

Tel: 0027 82 431 2242
JOHANNESBURG, South, Dragons Den:

Tel: 0027 11 432 3996
MENILYN, Top City:

Tel: 0027 12 361 3122
PIETERMARITZBURG, Games Direct:

Tel: +27 33 342 9978
RUSTENBURG, Warcry:

Tel: 0027 31 910 2608
UMHLANGA, The Hobby Specialists:

Tel: 0027 31 566 4806

SOUTH KOREA

SEOUL, Orcotown:

Tel: 02 6402 5946

SWEDEN

GW GÖTEBORG:

Drottninggatan 52, 411 07,
Tel: 031-133958

GW STOCKHOLM:

Master Samuelsgatan 67, 111 21,
Tel: 08-21 38 40

KARLSTAD, Spel & Fantasi:

Tel: 054-15 10 70
STOCKHOLM, Science Fiction Bokhandel:

Tel: 08-21 50 52
UMÅ, Fantasia:

Tel: 090-77 03 60
UPPSALA, Prisfyndet:

ARVKA, Bokia:

Tel: 0520-1341
AVESTA, Vega Video:

Tel: 0226-80078
ESKILSTUNA, Lasses Leksaker:

Tel: 0161-303 35
FALKENBERG, Lekcenter:

Tel: 0346-807 60
FRITSLA, Fritsla Hobby:

Tel: 0320-70166

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.

GÄVLE, Hobbyshopen:

Tel: 026-16 62 99
GÖTEBORG, Goblin Games:

Tel: 031-245110
GÖTEBORG, Toys Leksaker & Hobby:

Tel: 031-459401
GÖTEBORG, Wizard Games:

Tel: 031-51 41 50
HALMSTAD, Lekcenter:

Tel: 035-15 91 75
HUDDINGE, Humlan Lek & Hobby:

Tel: 08-689 8885
KALMAR, Lek & Hobby:

Tel: 0480-24717
KARLSKRONA, Leksakshuset:

Tel: 0455-44082
KATRINEHOLM, Game Maniacs:

Tel: 0150-12032
KIRUNA, Lekshuset Lekia:

Tel: 0980-825 65
KUNGSBACKA, Lek & Hobby:

Tel: 0300-14136
KUNGÄLV, Frönarna Bus:

Tel: 0303-39 40
LIDKÖPING, Lekia:

Tel: 0430-10069
LIDKÖPING, Game Maniacs:

Tel: 0510-25320
LIDKÖPING, Sagoland:

Tel: 031-22290
LJUNGBY, Lekman:

Tel: 0352-13481
LULEÅ, Barnens Hus:

Tel: 0920-220095
LULEÅ, locus:

Tel: 0920-69954
LUND, Playoteket Center:

Tel: 0461-27810
LUND, Unispel:

Tel: 046-285 9112
MALMÖ, Hörnan på Limhamnen:

Tel: 040-367520
MALMÖ, Playoteket Center:

Tel: 040-185530
MALMÖ, Spel på Djäknegatan:

Tel: 040-120410
NORRKÖPING, Hobbyhörn:

Tel: 011-62120
NORRKÖPING, Lekshuset:

AVON

GCN BATH,
Ol' Grumblers:
Age Limit: 18+
Contact: Liam Burke
Tel: 07714 256615
E-mail: olgrumblers@gmail.com

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vowles
Tel: 0771985488
E-mail: alanvowles@msn.com

GCN BRISTOL,
Portishead Wargaming Club:
Contact: Sarah Souter
Tel: 01275 842303
E-mail: sjs@waitrose.com

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1555297
E-mail: gladiator64uk@yahoo.co.uk

BIRMINGHAM

GCN SUTTON COLDFIELD,
The Immortals:
Contact: Simon Rhodes
E-mail: simon.rhodes@hotmail.co.uk

GCN WALSALL,
Warlords of Walsall:
Contact: Michael Woolley
Tel: 0776 227 4102
E-mail: woolleywarzone@hotmail.co.uk

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 07902 983 1076
E-mail: daboyzclub@yahoo.co.uk

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE,
Armageddon Inc.:
Contact: James Adams
Tel: 0794 6401 202
E-mail: james.adams@hotmail.co.uk
Age Limit: 18+

GCN TUNBRIDGE WELLS,
Tunbridge Wells Wargame Society:
Contact: Colin Stone
E-mail: colin@castone.freemove.co.uk

CHESHIRE

GCN WINSFORD,
Winsford Wargaming Club:
Contact: Neal Barton
Tel: 0789 430 6291
E-mail: winsfordwargaming@hotmail.com

CLEVELAND

GCN MIDDLESBROUGH,
Middlesbrough Games Club:
Contact: Kevin Gibson
Tel: 0794 909 0517
E-mail: xblaze@gmail.com

GCN MIDDLESBROUGH,
Redcar Ironbeards:
Contact: Ian Watson
Tel: 0797 240 4866
E-mail: ian.widdowson1@ntlworld.com

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
E-mail: celhofkernow@aol.com

GCN DELABOLE,
North Cornwall Beasts & Bionics:
Contact: Ian Henderson
Tel: 07890 980 870
E-mail: hendybadger@aol.com

GCN PENDEEN,
West Cornwall Games Club:
Contact: Neil Sharp
Tel: 0173 687 1557
E-mail: neilsharp@aol.com

CUMBRIA

GCN WINDEMERE,
North West Warriors:
Contact: Adam Turner
Tel: 0799 061 8700
E-mail: adamturner471@btinternet.com

DERBYSHIRE

GCN ASHBOURNE,
Ashbourne Gaming Guild:
Contact: Peter Allan
E-mail: peterallan@gmail.com

GCN CHESTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: awbl@btinternet.com

GCN RIPLEY,
Ripley Terra Troopers:
Contact: Judith Hawcroft
Tel: 01773 743 321
E-mail: judith.hawcroft@derbyshire.gov.uk

DEVON

GCN EXETER,
Rygars Roughnecks:
Contact: John Gendle
Tel: 07734352425
E-mail: ooksquake@hotmail.com

DORSET

GCN POOLE,
Exiles League:
Contact: Alec Wetherall
Tel: 07966 33 33 29
E-mail: alec.dj@gmail.com
Age Limit: 18+

ESSEX

GCN CHELMSFORD,
Chelmsford Bunker:
Contact: Darren Wadland
E-mail: enquiries@bunkerassault.co.uk
Website: www.bunkerassault.co.uk

GCN HORNCHURCH,
Hornchurch Heroes:
Contact: Ian Heard
Tel: 01708 475 051
E-mail: tobehavenuk@aol.com

GCN SOUTHEAST,
Southend Toy Soldiers Club:
Contact: Stuart Holtum
Tel: 0170 230 9742
E-mail: clubenquiries@holtum.com

GCN LONDON,
Tempus Fugitives:
Contact: Stuart Mackness
Tel: 0780 915 4020
E-mail: stuartmackness@btinternet.com

HAMPSHIRE

GCN BASINGTOKE,
Sad Muppet Society:
Contact: Daniel Cave
Tel: 07770 980 255
E-mail: dan@sadmuppets.org

KENT

GCN BROMLEY,
The Good, The Bad, The Bromley:
Contact: Michael Tamiolo
E-mail: migueldudek@msn.com

GCN CANTERBURY,
Canterbury Crusaders:
Contact: Lawrence Arnold
Tel: 07850 101654
E-mail: loki704@hotmail.co.uk

GCN GRAVESEND,
Gravesend Gamers Guild:
Contact: Paul Sayen
Tel: 0147 474 3591
E-mail: zenga@blueyonder.co.uk

GCN MAIDSTONE,
Barming Wargames Club:
Contact: Dominic Chambers
Tel: 07941 710245
E-mail: barming_wargames@btinternet.com

LANCASHIRE

GCN COPPULL,
Coppull & Chorley Knights:
Contact: Jonathan Taylor-Yorke
Tel: 07773537383
E-mail: jly@btinternet.com

GCN LEICESTERSHIRE,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 07968163471
E-mail: pwfost@yahoo.co.uk

GCN LOUGHBOROUGH,
Loughborough 1st and Only:
Contact: Matt Sully
E-mail: zeemusa@aol.com

LINCOLNSHIRE

GCN LINCOLN,
Gobstys:
Contact: Chris Simmons
Tel: 07748 102 616
E-mail: bruceally@hotmail.com

LONDON

GCN WANSTEAD,
Tanelorn Wargames Club:
Contact: Barry Pithman
E-mail: twgc_contact@tanelornwgcc.org

MERSEYSIDE

GCN AINSDALE,
Lost Boys:
Contact: Robert Duck
Tel: 07857 330999
E-mail: ruggeduck@hotmail.com

GCN WARRINGTON,
Warrington Warlords:
Contact: Paul Tennant
Tel: 07773200336
E-mail: paul.tennant@hotmail.com

NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild:
Contact: Joseph Lawrie
Tel: 0753 207 2034
E-mail: contact@anythingbutaone.com

NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD,
K.I.A.:
Contact: Barney Glover
Tel: 01623 558155
E-mail: kiagaming@hotmail.com

GCN NOTTINGHAM,
1st Company Veterans:
Contact: Matthew Shaw
Tel: 0783331667
E-mail: matt_rs2003@hotmail.co.uk

OXFORD

GCN ABINGDON,
Abingdon Wargames Club:
Contact: Steve Evans
Tel: 0775 180 2632
E-mail: steve@evansteve.wanadoo.co.uk

GCN OXFORD,
Oxford Gaming Club:
Contact: Ben Smith
Tel: 07954063657
E-mail: roymunson@hotmail.com

SHROPSHIRE

GCN OWESTRY,
Firedrakes:
Contact: Greg Hickman
E-mail: greghickman@aol.com

GCN SHREWSBURY,
Gatekeepers Wargames Club:
Contact: James Sherry
Tel: 07792469648
E-mail: info@gatekeepers.me.uk

GCN TELFORD,
S.T.A.G.S. Telford:
Contact: Alan Davies
E-mail: qkg@btconnect.com

STAFFORDSHIRE

GCN TAMWORTH,
TGC:
Contact: Robert Goodfellow
E-mail: philhannigan2002@yahoo.co.uk

SUFFOLK

GCN NEWMARKET,
Newmarket Knights Wargames Society:
Contact: Mark Haynes
E-mail: nknknights@gmail.com

SURREY

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Richard Larking
Tel: 0786 649 7878
E-mail: info@claphamwargames.org.uk
Age Limit: 18+

GCN WOKING,
Woking 1st Founding:
Contact: Peter Corps
Tel: 07805677408
E-mail: peter.corps@yahoo.co.uk

SUSSEX

GCN BOGNOR REGIS,
BRGA:
Contact: Frank Hill
Tel: 0789 631 9683
E-mail: mfrankhill@yahoo.com
Age Limit: 18+

GCN BRIGHTON,
Brighton Warlords:
Contact: Peter Cooke
Tel: 07974094240
E-mail: peter.cooke423@ntlworld.com

GCN HOVE,
Gambit Games UK:
Contact: Barry Holden
Tel: 07882720396
E-mail: info@150sky.com

GCN SEAFORD,
Outpost 47:
Contact: Mark White
Tel: 0132 3491981
E-mail: mark@froglenut.co.uk

GCN WALBERTON,
Walberton Wargames:
Contact: D Butt
Tel: 0787 098 6018
E-mail: walbertonwargames@yahoo.co.uk

TYNE AND WEAR AREA

GCN GATESHEAD,
The Gamers Outpost:
Contact: Ian McLeary
Tel: 0191 385 2030
E-mail: admin@thegamersoutpost.co.uk

WILTSHIRE

GCN CALNE,
Calne Gaming Club:
Contact: Dave Powers
Tel: 07901684865
E-mail: davidpowers0898@tiscali.co.uk

GCN SWINDON,
Swindon & District Wargamers:
Contact: Paul Nettle
Tel: 0179 370 0609
E-mail: nettleb@ntlworld.com

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkyb, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

YORKSHIRE

GCN DONCASTER,
Doncaster Wildcats:
Contact: Carl Cooke
Tel: 07851481282
E-mail: cpt.avage_07@live.co.uk

GCN HALIFAX,
Pennine Raiders:
Contact: Matt Towson
E-mail: escabarcorgan@yahoo.co.uk

GCN HUDDERSFIELD,
Cellar Dwellers:
Contact: Mark Kelly
Tel: 07846 151756
E-mail: alysauleol@hotmail.com

GCN HULL,
Hulls Angels:
Contact: Ross Pemble
Tel: 07798606397
E-mail: ross@hulls-angels.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN LEEDS,
Leeds Games Club:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN YORK,
York Garrison Gaming Club:
Contact: Ben Wagner
Tel: 07951649059
E-mail: warboss@yorkgarrison.co.uk

WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866707127

IRELAND

GCN BELFAST,
QUB Dragonslayers:
Age Limit: 18+
Tel: 07851 741770
E-mail: info@dragonslayers.org.uk

SCOTLAND

GCN CAITHNESS,
Northern Knights:
Contact: Dave Yeomans
Tel: 07849 760048
E-mail: recceboss@btinternet.com

GCN DUNDEE,
Gaming Kingdom:
Contact: Kris Sherriff
Tel: 0783 469 9774
E-mail: the_gaming_kingdom@yahoo.co.uk

GCN DUNFERMLINE,
Dunfermline Wargaming and Roleplay Fellowship:
Contact: Brian Forrester
Tel: 0792 526 8519
E-mail: dwarkclub@aol.com

SAFETY IN THE COMMUNITY

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

VISIT THE GCN ONLINE AT WWW.GAMINGCLUBNETWORK.ORG

GCN membership promotes the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network. All committee members at GCN clubs which accept members under the age of 18 hold valid CRB certificates. Committee members at GCN clubs aimed at those over 18 are not required to hold CRB certificates.

AVAILABLE TO ORDER

Every product in our ever-expanding range is available to order, and ordering them directly from Games Workshop ensures that you get exactly what you want, when you need it.

You can order ANY current Games Workshop product, including our Collectors Range, Bitz Packs, Specialist Games range and models that are exclusively 'available to order'. Whether you want to

place an order for the latest Bitz Pack or simply pre-order the latest miniatures, ordering directly from Games Workshop is quick and convenient. There are three main ways to get your hands on the latest products.



Wherever you see this symbol, that product is only available to order. This page has details on how to get hold of it.

1 ONLINE

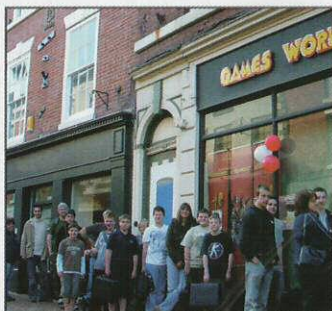


Our online store offers a fast and convenient service that allows you to order anything from our entire range, and have it delivered straight to your door. Games Workshop online ensures that your order is just a click away, 24-7!

- Register for the Games Workshop website to gain personal recommendations, store products in your personal Gift List, save your favourite articles, access to the White Dwarf archive, receive your free monthly newsletter, and more.
- We aim to despatch all orders within **24 hours**, straight to your door, or FREE to the Hobby Centre of your choice.

www.games-workshop.com

2 HOBBY CENTRES



All of our Hobby Centres carry a large range of products, but there simply isn't enough space to stock the entire GW range – which is why we now offer web order points in all of our stores.

- The benefit of ordering in-store is that our expert store staff are on hand to advise you on your purchases.
- Don't forget – whether you order your miniatures from the in-store order point, or directly from our website, you can still choose to have them delivered to your local Hobby Centre free of charge!

See page 110 for the Store Directory

3 TRADE STOCKISTS



Games Workshop has a vast number of independent stockists across the globe who carry our most popular ranges. Some of these are Premium Stores, who offer a greater range of services and can place orders for you from our catalogue.

- To find a Premium Store near you that carries the entire GW range, just call our Customer Services team on +44 (0)115 91 40000, or log onto www.games-workshop.com

See page 110 for the Directory

WARHAMMER® Tomb Kings

The Tomb Kings are blessed with a plethora of beautifully sculpted metal miniatures with which to command or bolster your army. Check out the website for the full range of Tomb Kings miniatures that are available to order, ranging from the dreaded Casket of Souls to Tomb Swarms and the rightly feared Tomb Scorpion. A classic Tomb King on chariot and even Setra himself are also available if you prefer your general to lead from the front.



Setra the Imperishable

99110207110

£20.50, €30,

225dkr, 270skr/nkr, 67.50zl



Tomb Scorpion

99060207115

£13.80, €17.50,

135dkr, 170skr/nkr, 67.50zl



**Tomb King with
Sword and Shield**

99060207127

£8.20, €12.50, 100dkr, 115skr/nkr, 32.50zl



High Queen Khalida

99060207120

£8.20, €12.50, 100dkr,

115skr/nkr, 32.50zl



Liche Priests

99060207113

£10.25, €15, 115dkr, 140skr/nkr, 50zl

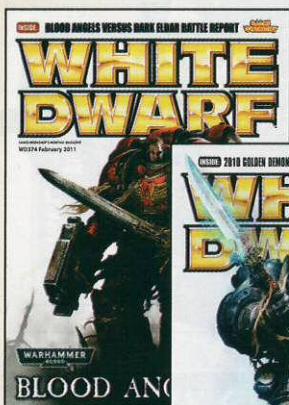




DIRECT DEBIT SUBSCRIPTIONS

Get your first 3 issues for only £5!

A saving of more than 60% off the cover price. Hereafter your subscription will be just £9 every 3 months



- This means you effectively get a **FREE** issue every three months
- It is **the best way** to get White Dwarf
- Get access to the exclusive subscriber model every year. Check out this year's 'Ancestor One' below!
- Receive exclusive subscriber offers, like seminars and early tickets for Games Day
- **Most importantly, it guarantees you never miss another issue!**

01778 392 083

Call now to subscribe

Alternatively fill in the form below



Goggles down, flaps up and all that! 'Ancestor One' is the 2011 exclusive White Dwarf Subscribers' model.

☐ I would like to pay by Direct Debit
(I understand that £9.00 will be debited from my account every 3 months)

Originator's
Identification Number
388464

Instruction to your Bank
or Building Society to
pay by Direct Debit.



To the Manager (Bank Name).....
Address
.....Postcode

Name(s) of account holder(s)

Branch sort code

Bank/Building Society

Ref No (Office use only)

Signature(s)

Date

Banks and Building Societies may not accept Direct Debit Instructions for some types of account

Please pay Games Workshop Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Games Workshop and, if so, details will be passed on electronically to my Bank/Building Society.

I would like to subscribe to White Dwarf beginning with issue: WD

Title Forename

Surname

Address

Postcode Country.....

Telephone (inc STD code)

The subscription is a gift for the person detailed below.

Title Forename

Surname

Address

Postcode Country.....

Telephone (inc STD code)

RETURN THIS FORM TO

White Dwarf Subscriptions Dept, West Street, Bourne, Lincolnshire, PE10 9PH

TERMS AND CONDITIONS: The guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security is monitored and protected by your own Bank or Building Society. If the amounts to be paid or the payment date details change, Games Workshop will notify you 10 working days in advance of your account being debited or as otherwise agreed. If an error is made by Games Workshop or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid. You can cancel your Direct Debit at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us. Reply by 31/05/2011 to take advantage of this offer. Warner ref. WD-DD-377



NEXT MONTH:

WARHAMMER
40,000

MURDEROUS SKIES

THE DARK ELДАР SURGE INTO REALSPACE

**WHITE
DWARF**

ON SALE MAY 28TH

