

WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL

THE LORD OF THE RINGS™

NOVEMBER 2012

£5.50 / €8 / 70 skr / 70 nkr

60 dkr / 25 zł / 30 rub / ¥1000



NEW CITADEL MINIATURES
WARRIORS OF CHAOS

ISSN 0265-8712



9 770265 871073

11

Printed in Poland

WHITE DWARF

NOVEMBER 2012

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Willow Road, Lenton, Nottingham,
United Kingdom, NG7 2WS

Registered in England and Wales
- Company No. 01467092

Product Code: 13249999411
ISSN: 1532-1312

MEET THE WHITE DWARF TEAM

A new month brings with it a host of fresh releases and news from the Games Workshop hobby. The White Dwarf team is on hand to guide you through what's new and exciting once again.



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WHITE DWARF (ISSN 0265-8712) November 2012 is published monthly by

Games Workshop, 6211 East Holmes Road, Memphis TN 38141 USA.
For subscription service, write to Games Workshop U.S. Direct Services,
6211 East Holmes Road, Memphis TN 38141. Subscription price is \$100us/\$110can
for 12 issues delivered. Postmaster: Send address changes to White Dwarf c/o
Games Workshop, 6211 East Holmes Road, Memphis, TN 38141. Periodicals
Postage Paid at Memphis, Tennessee, and additional offices.

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WHITE DWARF OPENING SALVO



Jes Bickham
Editor

Everyone has their first hobby love, the thing that made them want to collect Citadel miniatures. For me, it was a metal Chaos Warrior I saw in my local hobby shop some time in the early 1980s; it was clad in ornate armour and held aloft a brutal double-headed axe (he was one of the first Chaos Warriors, and was called 'Daethskar'). I just had to have it; and from there, this striking miniature opened entire worlds to me. The discovery of White Dwarf and the Games Workshop hobby followed, and my fate was sealed. Nearly 30 years later, I have to pinch myself every day to believe that I now sit in the editor's chair.

And so it is that the Warriors of Chaos march forth once more, and I'm more excited by them now than I ever was as a younger man. Disciples of the Ruinous Powers everywhere should rejoice with the appearance of the Warshrine, a fittingly impressive altar of dark worship. It's joined

by the brutal Skullcrushers, the sinuous Hellstriders, and a brace of astonishing special characters; Valkia the Bloody and Festus the Leechlord, quite simply two of the most detailed miniatures ever to march forth from the Design Studio.

They're no slouches on the battlefield either, as my Ogre Kingdoms army found out in this month's battle report. If you want to see exactly what happens when the fell servants of Chaos meet the monstrous subjects of the Great Maw, simply turn to page 60.

But that's not all, of course, as there are plenty more hobby riches and incredible miniatures to discover in the following pages. Enjoy the issue and, as ever, please let me know what you think of it.

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PARADE GROUND

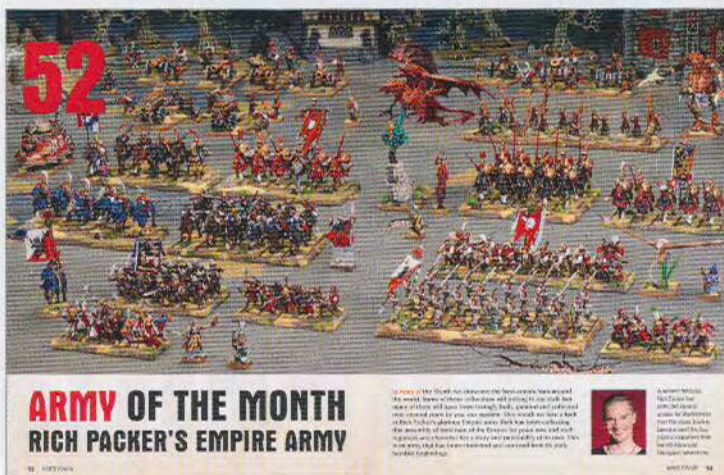
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NEW RELEASES

From the highest north coast the Warriors of Chaco, bearded raiders who have sold their very souls for a measure of religious power. This month there are new kits for the Warriors of Chaco, alongside the missing Wall of Mortuary Deference Line and even badly damaged, not to mention the latest from Black Lilyway and Forge World. *Ironhealer* is looking like a great month, so join us as we take a look at what's new.

The 100-ton, 18-wheel gross built from the Blue Bird Division, averages the 100 days, usually used for shipping trucks and semi-trailers.



ARMY OF THE MONTH

RICH PACKER'S EMPIRE ARMY

[illegible]

A serious technical glitch caused the public Web page to disappear for approximately three hours, leading to speculation that the site might have been hacked or used for some nefarious purpose. In fact, the glitch was caused by a simple error in the code that generated the page.



BATTLE REPORT

QUESTIONS OF CHOICE VS. DUNE MANIPULATION
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BLANCHITSU



DEL HALL OF FAME

The Cabaret Wall of Furies is a collection of the finest advertisements in the world, regurgitated by the people who know best: the artists, figure painters and designers themselves.



MANGLER SQUIGS

SCULPTED BY TERRY CHAMBERLAIN
RESTORED BY NIKOLA STRECH



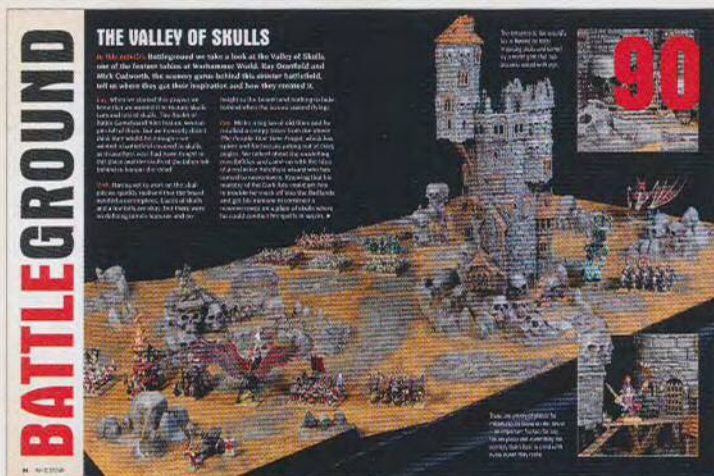
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1. One of the early decorative uses of the repeating geometric pattern was in the construction of the building. The building was constructed from a repeating geometric pattern of squares and rectangles, which were arranged in a way that created a sense of rhythm and movement. The building was constructed from a repeating geometric pattern of squares and rectangles, which were arranged in a way that created a sense of rhythm and movement.

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KIT BASH 84

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White Dwarf: What hobby escapades have we enjoyed this month? Take a look.

The Design Studio: The sculptors of the new models talk about the evolution of the new kits.

Forge World: Peek behind the veil of darkness, and see what's going on in Forge World this month.

Black Library: We interview Graham McNeill about the new Horus Heresy novel, *Angel Exterminatus*, and talk *Pariah* with Dan Abnett.

NOVEMBER HOBBY CALENDAR 137

Notable hobby events for the coming month.



NEW RELEASES



From the blighted north come the Warriors of Chaos, brutal raiders who have sold their very souls for a measure of ruinous power. This month there are new kits for the Warriors of Chaos, alongside the stunning Wall of Martyrs Defence Line and new hobby supplies, not to mention the latest from Black Library and Forge World. November is looking like a great month, so join us as we take a look at what's new.

The Warriors of Chaos pour forth from the Northern Wastes to ravage the Old World, accompanied by strange beasts and vast shrines.

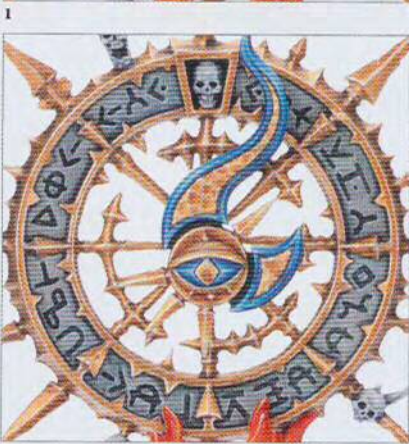


CHAOS WARSHRINE

The Warshrine is a battlefield-dominating edifice of wood, metal and bone carried into battle by two hulking mutants. The centrepiece of the Warshrine is the icon of Chaos, which is held up by a bizarre four-armed daemonic statue perched atop a pillar of skulls. Further forward, the warrior standing in the pulpit holds the head of his latest victim, the brutal implement of decapitation still embedded in the sacrificial altar behind him.

The construct is borne aloft by a pair of mutants. The creature at the front carries the Warshrine on one hunched shoulder, his arm holding on to the shrine's horns while his remaining limbs stabilise his lop-sided bulk. The rearmost figure has grown an extra leg and a tentacle-like arm to help keep his unholy burden level.

From the broken chains dangling from the wrists of the slaves to the pit of skulls and the tiny mannequin in the shrine's sanctum, this kit oozes insanity and dark majesty – the perfect combination for the centrepiece of a Warriors of Chaos army. **DH**



- 1 The icon of Chaos looms large over the Warshrine. The kit contains four specific runes, one for each of the Chaos Gods. The one shown here is the symbol of Slaanesh.
- 2 The sigil of Tzeentch, the Changer of Ways.
- 3 At the prow of the Warshrine is a carved face, a leering daemonic visage designed to intimidate the foe. The shape of this face is repeated on the flanks of the Warshrine and on the statue that holds the icon of Chaos aloft.
- 4 The Warshrine is borne into battle by lumbering beasts, twisted and mutated creatures bound to the will of Chaos.











1



2

- 1 The guardian of the Warshrine proffers up the head of his latest victim from his pulpit.
- 2 Each of the four braziers is adorned with the symbol of a different Chaos God.
- 3 The altar can hold an unholy grimoire...
- 4 ...Or a bloodied cleaver.
- 5 A daemonic idol holds aloft the icon of Chaos.
- 6 The guardian can be assembled with a choice of heads and arms.



3



4



5



6

WARRIORS OF CHAOS

CHAOS WARSHRINE

Warshrines are vast, unholy altars covered in emblems, totems and sacrifices – the ultimate dedication to the Gods of Chaos. As battle is joined and blood spilt, the capricious gods bestow their dark blessings upon those that fight hardest in the presence of the blasphemous Warshrine.



1

1 The Skullcrusher's standard features a sculpted Khorne symbol.



2

2 Juggernauts are beasts of metal given daemonic life – even their tongues are made of metal.

WARRIORS OF CHAOS

SKULLCRUSHERS OF KHORNE

The Skullcrushers of Khorne are the ultimate shock troops, iron-clad murderers who ride into battle on monstrous Juggernauts. When they charge, the ground trembles and shakes beneath brass-shod hooves, before the Skullcrushers slam into the foe with bone-crunching force.



1

1 The unit Champion, called a Skullhunter, is an imposing figure whose human features are slowly being eclipsed by a more daemonic visage.



2

2 The armoured shoulders of the Juggernauts are embossed with the brass icon of Khorne.

3 As befits the favoured warriors of Khorne, the Skullcrushers are covered in skulls, chains and the runes of their patron god.

3



4

4 With a selection of eight heads in the set (an auspicious number for Khorne) each knight can have a suitably unique appearance.



5

5 The flanks of the Juggernauts have been branded with the star of Chaos.



6

6 From tongue to tail, every part of the Juggernaut is very heavily armoured.



SKULLCRUSHERS OF KHORNE

1 The Skullcrushers of Khorne are a fearsome sight, bedecked in Chaos armour bearing the iconography of their bloodthirsty patron.

2 As Monstrous Cavalry, the Skullcrushers launch bone-smashing charges against the foe. Such is the brute power of both rider and mount that they can tackle large ranked-up units and be confident of victory.

Juggernauts of Khorne are rampaging metal beasts, a monstrous fusion of Daemon, bull and rhino. Forged from daemonic metal and covered with pistons and the icons of Khorne and Chaos, they are possessed of a soul forge that powers their murderous forms. The Skullcrushers kit contains three mighty Chaos Knights riding upon these hulking Juggernauts. These tower over lesser cavalry – each Skullcrusher is an impressive model, the kind of miniature that has the size and presence to form an army centrepiece in its own right. The effect of the models together as a ranked-up unit is even more exciting. You don't have to know the rules for them to see that they're capable of causing absolute devastation.

The Skullcrusher frames are packed with parts – it's amazing to see how much the Citadel miniatures design team have jammed onto them. The kit has all the essentials to build your Skullcrushers, including a full command group. The banner has a large Khorne icon sculpted onto its tattered cloth, while the musician's sinister horn looks as if the mere act of blowing it might damn your soul.

Throughout the kit every component is lavished with intricate icons, runes and studding, giving these brutish warriors and their daemonic metal steeds an exceptional level of detail that takes equally well to elite painting techniques or even simple drybrushing and washes. **AT**





2





WARRIORS OF CHAOS

HELLSTRIDERS OF SLAANESH

The **Hellstriders** of Slaanesh are cursed men, Chaos Marauders who have bartered their souls for a sliver of unearthly power. Borne into war on lithe, agile Steeds of Slaanesh, they seek out the thrill and sensation of battle.





There's something unnerving about the Hellstriders of Slaanesh. Their steeds are sinuous beasts with birdlike necks and flickering tongues, reminiscent of those of a butterfly or anteater. They have the unnatural anatomy of daemonic beasts, featuring fins akin to those on fish, strange scales, hair and even udders. The riders are muscular, dangerous fighters that can be built with several options, including a full command group and several alternative heads (some of which are wickedly corrupted, twisted with asymmetric horns much like those of Daemonettes). Two weapons options are included – sickly bone spears that jut from the tortured flesh of the riders, as well as hellscourges, which are many-headed whips topped with barbed hooks. The Hellstriders come in a significant number of pieces (the rider alone has eight components to it), providing plenty of modelling options. They are all covered with detail, too, with whirls, studs and straps detailing armour plates, and exposed areas of flesh riddled with intricate scales and bony protrusions. **AT**



2



3



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4



6

- 1 The sight of so many barbed hellscourges whipping around the unit should encourage most foes to stay well clear of the Hellstriders.
- 2 The unit champion, the Hellreaver, can be picked out by the ornate plumed helm he wears.
- 3 Each Marauder has access to a variety of options, including 12 heads to choose from – leaving you plenty of spares for your bits box.
- 4 The Icon of Slaanesh graces the top of the unit's standard.
- 5 The Hellstriders are adorned with gems, leather straps and intricately carved armour.
- 6 The musician's horn is as much a piece of art as it is a musical instrument.



WARRIORS OF CHAOS

SCYLA ANFINGRIMM

Once a **champion** of Chaos, Scyla was so blessed by Khorne that his physical form could no longer bear the mutations bestowed upon him. Now a Chaos Spawn, Scyla is a towering wall of muscle whose only desire is to crush, maim and kill those before him.

A stunning redesign of a classic Warhammer character, the new Scyla Anfingrimm miniature was sculpted by Trish Carden. Scyla is a huge model with a hulking physique and a dynamic pose that is full of rage and aggression. He's leaping forwards with gnarled fist raised, ready to pulp the nearest enemy with one massive crushing blow. Scyla's flesh is scarred with dozens of old wounds and even the sigil of Scyla's patron, Khorne. Around his neck is the Brass Collar of Khorne, a token of the Blood God's favour and a significant protection against enemy magic – this archaic item is modelled as a jagged circlet of spiked brass that frames Scyla's twisted, bestial face.

The dynamic pose of the model is only possible thanks to Citadel Finecast – if made in white metal the model would simply never be able to balance on the tabletop. It also helps capture the quality of the sculpt – Scyla is covered in intricate scales and rippling muscles, a finely detailed monster masterpiece. **AT**

Full details for this month's releases are on page 48.



1



2



3

- 1 The Chaos star and the symbol of Khorne appear on the surface of Scyla's mutated flesh.
- 2 Scyla's tail sports a snapping maw, writhing with a life of its own.
- 3 Scyla's head is ringed by a great brass collar, while bony protrusions burst from his scaly back.
- 4 A stunning army centrepiece, Scyla towers over lesser mortals on the battlefield.



WARRIORS OF CHAOS

VALKIA THE BLOODY

Valkia is the Swordmaiden of the Blood God, a stone-cold killer whose violent past so delighted Khorne that he brought her back from the grave. Now he watches over her as she slaughters all in her path.

Valkia is a singular delight – a glorious miniature that captures the elegance of this warrior queen before her body was changed by Khorne, and combines it with the unmistakable mutations gifted by the god of violence. Her skull has begun to take on the distinctive elongated form of a Bloodletter and her legs feature a bestial double-jointed physique. Her armour is exquisitely detailed, a carefully wrought amalgamation of graceful figure-hugging battle plate and the sinister iconography of a Chaos Warrior. **AT**



1



2



3



4

- 1 Valkia's magical shield bears the head of the Slaaneshi Daemon Prince Locephax.
- 2 A great pair of leathery wings frames Valkia's head, covered in the scars of battles past.
- 3 The Scarlet Armour is an ornate, form-hugging suit of Chaos armour.
- 4 Valkia's scenic base is decorated with a pile of burning skulls.
- 5 When Valkia leads the Warriors of Chaos, her fury and presence inspires them to ever-greater acts of bravery in the name of the Blood God.



5

WARRIORS OF CHAOS

FESTUS THE LEECHLORD

Festus was once a doctor whose skills were put to use curing the sick. Driven mad by the blessings of Nurgle, he was reborn as the Leechlord, the Dark Apothecary bound to service of the god of plague.

There can be few models in the Citadel range more wonderfully repugnant than Festus. From his pox-marked flesh and bloated body to the huge engorged leech that supports his crooked stave, every aspect of the miniature embodies the Plague God's machinations in some way.

The miniature is buzzing with activity, a mini-diorama in its own right, as Festus force-feeds his latest creation to a defeated foe and a Nurgling assistant rams body parts into the sack on his back. **AK**



1



2



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4



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- 1 This characterful, one-eyed Nurgling assists the Dark Apothecary by jamming more body parts into Festus' backpack.
- 2 Festus carries a makeshift cauldron around with him, distilling cadavers down as part of his latest experiments.
- 3 Festus tries out his latest concoction on a victim – the effects are plain for all to see.
- 4 Festus' backpack is covered with the tools of his trade – cleavers, scalpels and assorted spare body parts.
- 5 The Leechlord accompanies Chaos Warriors to battle, bolstering them with his pestilent potions.

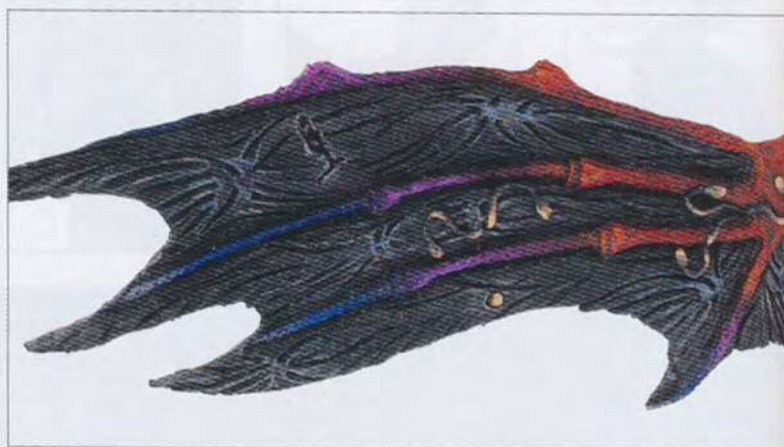


WARRIORS OF CHAOS GALRAUCH

This classic model has been remastered with new moulds and is now released in Citadel Finecast.

Galrauch was once a noble Dragon whose body was possessed by a Greater Daemon of Tzeentch. Now the husk of this once-great beast is used by the Lord of Change for his own nefarious purposes.

Between broken scales and tortured skin, daemonic faces writhe with sorcerous energy. Boney protrusions sprout from his shoulders and along his back, a clear sign that this once mighty dragon has been irreversibly corrupted. Yet the most hideous mutation is where his head and neck have been split clean in half. Tendrils of Chaos energy squirm beneath torn muscles, dozens of beady eyes peer from beneath ruined skin and shards of bone jut jaggedly out. **DH**



1



2

- 1 Galrauch's tattered, leathery wings writhe with tendrils of warping Chaos energy.
- 2 The exposed musculature on Galrauch's neck is evident from when the warping power of Chaos split his head in two.

WARRIORS OF CHAOS

CHAOS LORD ON DISC OF TZEENTCH

This classic model has been remastered with new moulds and is now released in Citadel Finecast.

Champions of Tzeentch are sometimes granted a Disc of Tzeentch to ride into war as a sign of favour. Upon these strange Daemons they soar above the enemy, unleashing magical attacks upon their foes.

This model features a robed Chaos Lord, clutching a blazing war spear and a shield adorned with the all-seeing eye, standing proudly atop a vicious Disc of Tzeentch that burns with the mutating fire of change. The disc itself is a striking item, with long curved blades rising out from beneath it, and it looks great floating above the ranks of an army. Its speed in a game makes this a very appealing option for players who like swooping around and unleashing both magical and close combat death. **AT**

Full details for this month's releases are on page 48.



2



3

- 1 The Lord flies over the Warriors of Chaos, ready to unleash magical hell.
- 2 The very being of the Lord's shield is in flux.
- 3 The Lord's spear is aflame with magical power.

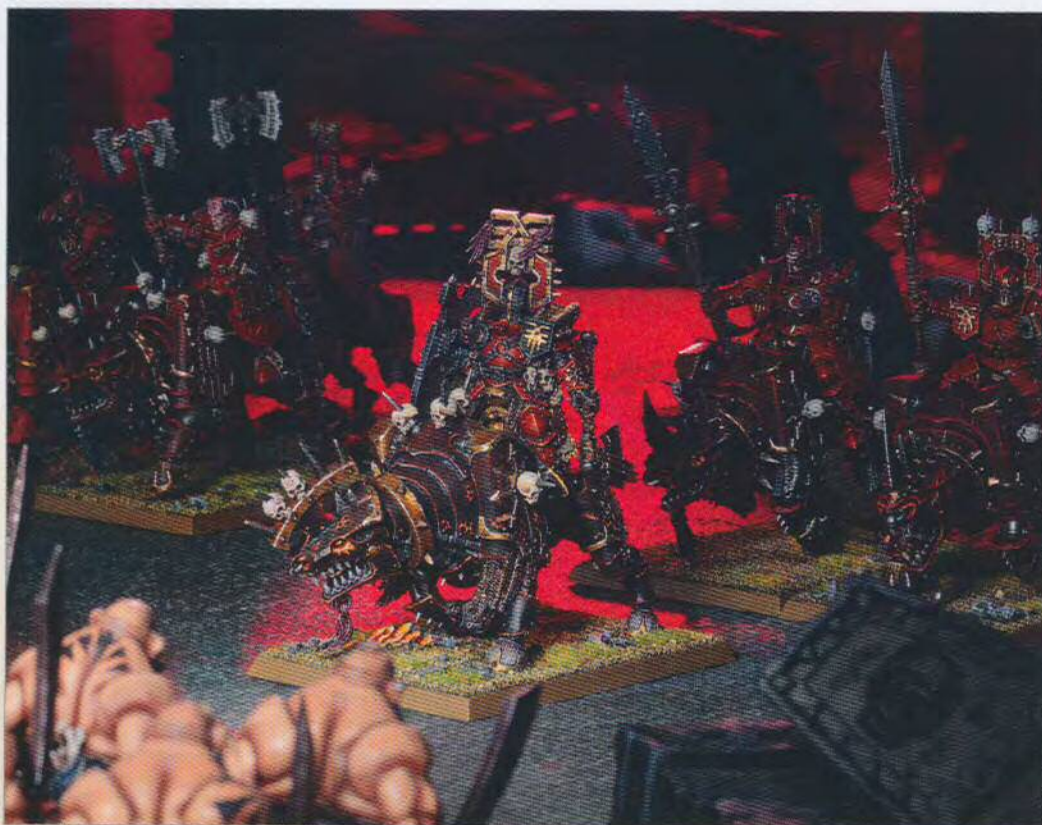
WARRIORS OF CHAOS

KHORNE CHAOS LORD ON JUGGERNAUT

This classic model has been remastered with new moulds and is now released in Citadel Finecast.

The greatest of Khorne's servants may be blessed with a mighty war steed worthy of the Blood God's champions. From the back of his brass steed a Chaos Lord can mete out unholy ruin on his foes.

The Khorne Lord on Juggernaut is the perfect accompaniment to lead the new plastic Skullcrushers. Rider and mount are both covered in an amazing level of detail, including decorative skulls, Chaos stars, chainmail, chains and more – all of which are realised in crisp Citadel Finecast. The rider comes complete with two head options; one wearing a full-faced Khornate helmet, while the other has horns jutting from his bared brow. The base also sports a patch of fire, where the Juggernaut is impatiently pawing the ground. **AT**



- 1 A Chaos Lord on Juggernaut makes a suitably imposing figure.
- 2 The Chaos Lord's shield (and much of his armour) is adorned with the symbols of Khorne.
- 3 The Juggernaut is covered in thick armour plates and banding.

WARRIORS OF CHAOS

NURGLE CHAOS LORD ON DAEMONIC MOUNT

This classic model has been remastered with new moulds and is now released in Citadel Finecast.

Clad in mouldering robes and armed with a twisted scythe, this Nurgle Chaos Lord embodies death and decay. Every aspect of the model is covered in exquisite detail, rendered all the sharper now that the model is available in Citadel Finecast. The Chaos Lord's garb is archaic and worn, his face obscured by a tattered scrap of chainmail and his armour and shield decorated with symbols of Nurgle.

But the part of the miniature that embodies the aspect of decay most of all is the Daemonic Mount, its flesh sloughing from its skull and its bones visibly broken beneath the skin of its hindquarters. Even the steed's reins are hung with shrunken heads, skulls and pouches bulging with questionable substances. **AK**



- 1 The pox host approaches.
- 2 The Chaos Lord carries a bundle of mouldering equipment, while the haunches of his steed are marked with the symbol of Nurgle.
- 3 The Chaos Lord's armour is detailed with the symbol of the Fly Lord.

WARRIORS OF CHAOS CHOSEN

These classic models have been remastered with new moulds and are now released in Citadel Finecast.

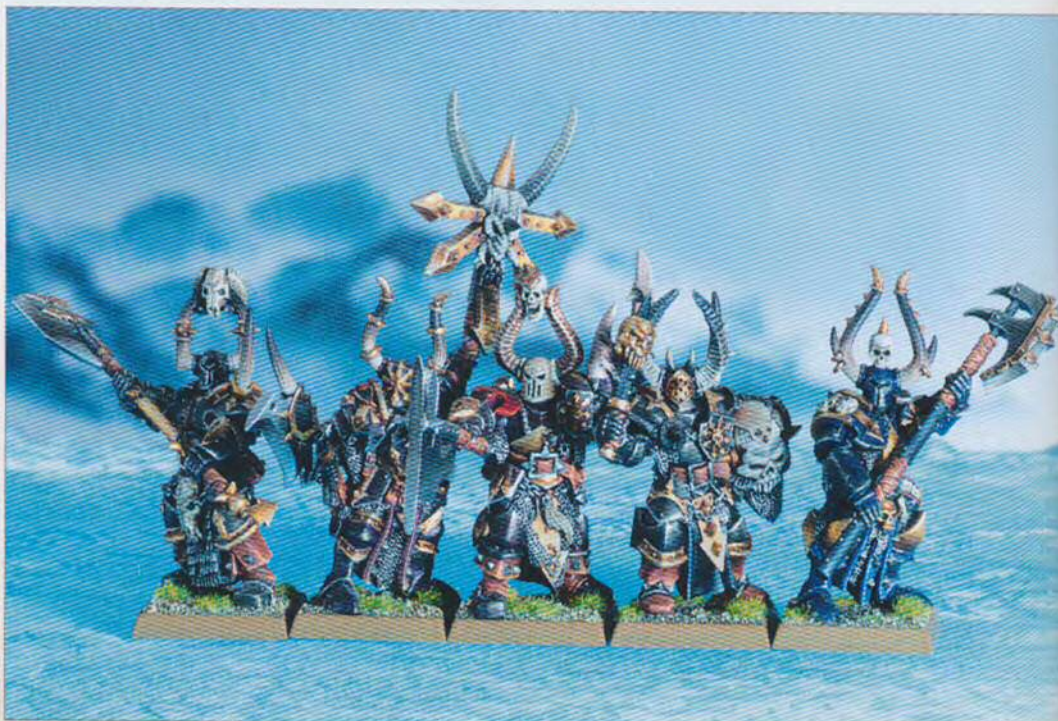
The Chosen of Chaos tower above other Chaos Warriors, their massive forms covered from head to toe in baroque armour engraved with the sigils of Chaos. Each Chosen is equipped with an ancient great weapon with which to cleave apart his foes, and the Finecast resin makes these components far easier to glue in place. **DH**



WARRIORS OF CHAOS CHOSEN COMMAND

These classic models have been remastered with new moulds and are now released in Citadel Finecast.

Of all the Chosen, it is the champions that lead them into battle that are the most powerful. As a scion of the Chaos Gods, the unit champion has been gifted a deadly mutation in the form of a gnarled claw. Alongside him march the unit musician and standard bearer, who carries an icon in the shape of the Chaos star. **DH**



WARRIORS OF CHAOS

BE'LAKOR

This classic model has been remastered with new moulds and is now released in Citadel Finecast.

As the first of all Daemon Princes, Be'lakor is incredibly ancient. He is known as the Harbinger of Chaos, the Daemon who will crown the Everchosen and herald the return of Chaos to the mortal realm.

Be'lakor is a classic model that has truly stood the test of time. Sculpted by Juan Diaz, this Citadel Finecast miniature is covered in detail, from his battle-scarred armour and chainmail loincloth to the Chaos star cut into his chest and the hooks and chains hanging from his tattered wings. Malevolent eyes stare out from a terrifying daemonic face, which is crowned with crooked, broken horns. Be'lakor makes a superb Daemon Prince and a fantastic general for your marauding Warriors of Chaos army. **DH**

Full details for this month's releases are on page 48.



2



3

- 1 Be'lakor is posed to look as though he is issuing a challenge, singling out lesser foes for execution.
- 2 The tattered wings are hung with skulls, chains and blades.
- 3 Horns jut through the plates of Be'lakor's ancient armour.

THE WHITE DWARF 2013

Citadel's new White Dwarf model for 2013 is also released this month, a quirky celebration of everyone's favourite ancestor lord – the White Dwarf Grombrindal. This year Grombrindal has turned his talents (and prodigious white beard) to directing movies, and the model depicts him giving orders with megaphone in hand. Clearly quite the artist, the White Dwarf has exchanged gromril armour and helm for flared trousers, a fetching pair of brogues, a beret and sunglasses. The diorama also includes a steam-powered camera (complete with a box of coal fuel), a director's chair and clapper board – plus a scenic base depicting a wooden studio floor to complete the scene. It's a cracking little diorama with bags of character; a great miniature for fans of the White Dwarf and collectors alike. **AT**



- 1 The White Dwarf's camera appears to be powered by alcohol, steam or perhaps both. There are lots of cogs and crank-handles, and the model has klinkarhunn runes inscribed on it.
- 2 Grombrindal's director's chair and clapper board – tools that every quality director surely needs.
- 3 Legend tells how Grombrindal's beard caught the eye of Valaya. Its nice to see he hasn't forgotten his roots either – the White Dwarf has an ancestor rune stuck to the side of his camera.
- 4 A pastiche of many directorial stereotypes, Grombrindal has a silk scarf and sunglasses to complete the look.

There are a number of upgrade packs available for Chaos Warriors including banners, shields and helmets. This month two of these upgrade packs have been remastered and are now being released in Citadel Finecast.

WARRIORS OF CHAOS

CHAOS WARRIOR HALBERDS UPGRADE PACK

Chaos Warriors armed with halberds are even deadlier on the attack. This pack contains 10 halberds, allowing you to replace the hand weapons of your plastic Chaos Warriors. **AT**



WARRIORS OF CHAOS

CHAOS WARRIOR GREAT WEAPONS UPGRADE PACK

Great weapon-equipped Chaos Warriors are among the hardest-hitting troops in Warhammer. This pack contains 10 great weapons, replacing the hand weapons and shields of your plastic Chaos Warriors. **AT**



CHAOS SPACE MARINES

CULTISTS

Lurking at the fringes of Imperial society are hidden organisations who have willingly thrown their lot in with the Dark Gods. The Chaos Cultists box includes five

Cultists, three with autoguns and two with auto pistols and close combat weapons, to enlarge your treacherous hordes found in the Dark Vengeance boxed game. **AT**



Megaforces contain a large number of multi-part plastic kits, making them a fantastic way to start a new army or add to an existing one. They are a popular gift choice and are only available while stocks last, so make sure you snap yours up quickly.

SPACE MARINES

SPACE MARINES MEGAFORCE

The **Space Marines** are the ultimate defenders of the Imperium and the greatest warriors in the galaxy. Two Tactical squads, a unit of Scouts, a Commander and a Command squad form the centre of this strike force, and there are several

vehicles, including a mighty Land Raider Crusader, to provide fire support. Most of the kits in the Megaforce are compatible with each other, giving you the option to swap heads, arms, legs and weapons to customise each individual miniature. **DH**



NECRONS

NECRONS MEGAFORCE

The **Necrons** are one of the most ancient races in the galaxy, having fought across the stars before humanity even existed. At the nucleus of the Necron Megaforce are 24 Necron Warriors and a unit of Immortals (which can alternatively be built as

Deathmarks). The Tomb Blades add an element of speed and manoeuvrability to the force, while the deadly Doomsday Ark, commanding Triarch Stalker and devastating Annihilation Barge provide some long-range firepower. **DH**



VAMPIRE COUNTS ARMY

The **Vampire Counts** are a perilous threat to the Old World and they can summon vast Undead hordes to fight for them. As befits a shambling horde of Undead minions, this set contains three core regiments – Skeleton Warriors, Ghouls and

Zombies – around which to build an army. The set also includes two large kits – the Coven Throne and the Vampire Lord on Zombie Dragon – which can each be built in two different ways, giving you plenty of choices on what to take in your army. **DH**



THE EMPIRE ARMY

The Empire is the largest realm in the Old World, its borders defended by tireless citizen soldiers and valiant heroes. Led into battle by Karl Franz, this Empire force contains a large number of different units. The State Troops and Handgunners can be

built in a variety of ways, as can the formidable Helstorm rocket battery and the Celestial Hurricanum. Many of the kits are compatible with each other, giving you the option to swap heads, arms and weapons to give you even more variety. **DH**



Also released this month are a selection of hobby products from the Citadel Ultimate Paint Set to the new army cases for Warhammer and Warhammer 40,000 – all are available while stocks last and sure to sell out very quickly.

CITADEL

'EAVY METAL EDGE PAINT SET

The 'Eavy Metal Edge Paints were conceived by the expert painters of the 'Eavy Metal team to provide an ideal final highlight for your miniatures. They have the same formulation as the Citadel Layer Paints, but an even lighter shade. They are designed to be applied on top of existing layers, where the lighter tone enables crisp, clean highlights.

Included along with the nine Edge Paints contained in the set is an 'Eavy Metal Detail Brush to aid you in your painting, and a small guide book which includes an introduction to the Edge Paints and some instructions on how to apply them. **AT**



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1 The 'Eavy Metal Edge paints come in a set of nine paints, along with an 'Eavy Metal Detail Brush.

2 'Eavy Metal Edge Paints are the perfect tool for adding crisp final highlights to your models.



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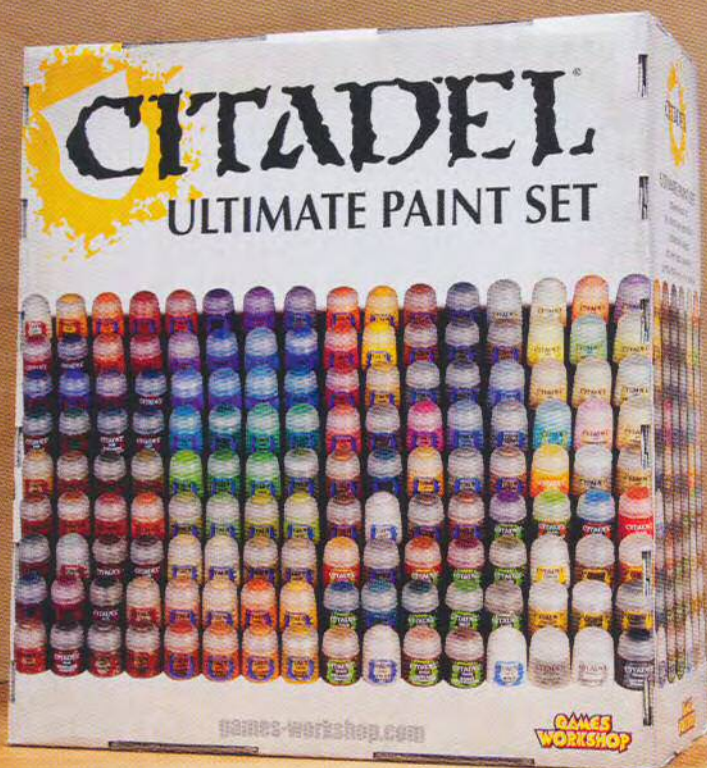
ULTIMATE PAINT SET

The most formidable selection of Citadel Paints Games Workshop has ever released, the Ultimate Paint Set contains all 144 paints in the Citadel range. The Ultimate Paint Set also stores them in an eminently useful storage container.

The sturdy cardboard storage system is far more useful than a mere box. Within it you will find clearly labelled drawers for your paints, complete with plastic storage slots to keep them organised. You need never rummage around for 'that' paint ever again. For those painters who use the same set of paints over a protracted period (something I find with my quest to paint ever more Dark Angels) the reverse sides of the drawers are blank, leaving space to attach the included stickers, so you can arrange the contents and tailor them to your specific painting needs. **AT**



1



games-workshop.com

GAMES
WORKSHOP

- 1 The Ultimate Paint Set contains every paint in the Citadel range.
- 2 The Ultimate Paint Set's storage system has been designed so that you can keep your paints organised at all times.

CITADEL

PAINT STATION +

Do red ones paint faster? The Paint Station + includes a red paint station, a Citadel Cutting Mat, two Citadel Palettes and two Citadel Water Pots – providing the perfect basis for your painting and hobby area. The Paint Station has insets to snugly hold your paintbrushes, water pots, cutting mat and the paints that you are currently using. It is made of tough, lightweight plastic moulded to sit snugly on your lap, or on any flat surface such as a table or work bench. The self-healing cutting mat fits perfectly inside the slot on the front of the Paint Station, providing a durable work surface for preparing your models and protecting your Paint Station. **AT**



CITADEL

ARMY FIGURE CASES

There's not much within the realm of the hobby quite so annoying as breaking a model, and transporting your armies to and from your local Hobby Centre or gaming club is fraught with potential disaster. These Army Figure Cases are sizeable troop transporters and made from tough, durable plastic that will enable your armies to reach the battlefield free from damage. They contain three layers of ready-cut troop holders that are ideal for holding infantry models, and each tray holds 40 models. The other half of the case contains 'tank foam', which can be plucked out to fit your larger models in safely and snugly. **AT**



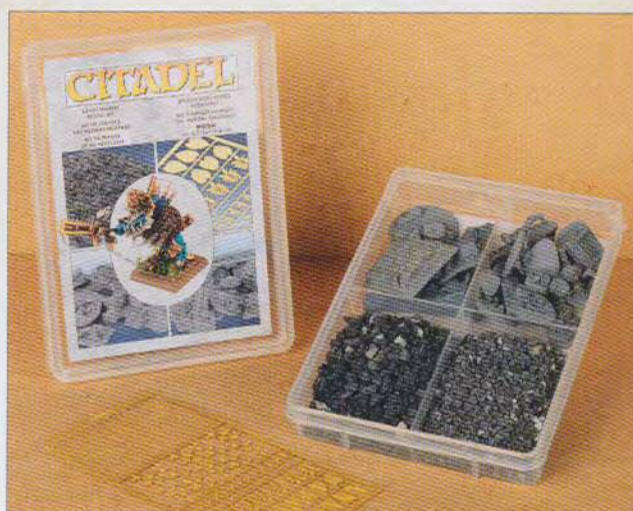
There are two Army Figure Cases to choose from, a Warhammer 40,000 case in red and a Warhammer case in green. Both have the logo for the game system embossed on the hard plastic lid.

A **nicely finished** base can make the difference between a good model and a great one. These four Citadel Basing Kits are themed to enable you to base your models in a certain style, from the Northern Wastes of the Warhammer world to the death worlds of the galaxy.



CITADEL NORTHERN WASTES BASING KIT

Perfect for Warriors of Chaos or other snow-bound soldiers (such as Space Wolves), this kit includes icicles, snow effect, slate pieces and a sheet of frosted plastic.



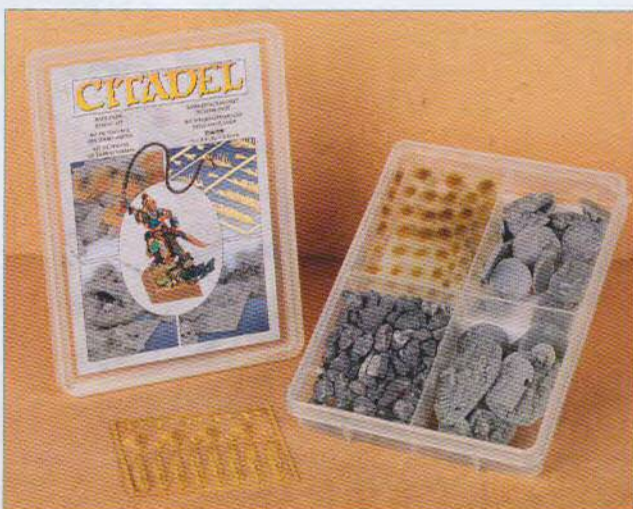
CITADEL DEATH WORLD BASING KIT

This kit is great for alien jungles and Lustrian adventures, with resin pieces and brass-etched details for deadly plants, creatures and temple ruins.



CITADEL UNDER-EMPIRE BASING KIT

For those models destined to battle in the underworld, this kit has resin stalagmites, strange mushrooms, pieces of slate, shale and unnaturally green glowing rocks.



CITADEL BADLANDS BASING KIT

Suitable for basing your models for action in the Badlands, Khemri or the ash wastes of Armageddon, this kit has plenty of resin pieces to detail the bases of your models.

WARHAMMER 40,000

IMPERIAL DEFENCE NETWORK

The Wall of Martyrs is a physical manifestation of the implacable will of the Imperium. Piled high with the bones of the fallen, this ominous, armoured trenchline is the bulwark against both alien and heretic alike.

This enormous box set of scenery contains an incredible collection of plastic fortifications for Warhammer 40,000. The set includes an Imperial Bunker, three Imperial Defence Emplacements and three Imperial Defence Lines – giving you an enormous defensive position right out of the box. Collectively titled the Wall of Martyrs, this is the kind of scenery that any army would look great defending to the death, or dying to capture from the foe.

All of the elements contained within the box set are festooned with details, perhaps most striking of which are the macabre remains of scores (if not hundreds) of slain Imperial Guardsmen. Alongside the charnel remains of the dead are ammunition crates, discarded weapons and armour, and ramparts and defence shields bearing the unmistakable iconography of the Imperium of Man. The kit has been designed with practicality of playing with models in mind, with pathways wide enough to fit heavy weapon teams, and breastworks high enough to offer decent cover to the warriors hiding within. The trench walls have mantlets that offer convenient firing positions, which can be adorned with the selection of highly detailed front pieces, bearing Imperial eagles, wreathed skulls and more. Even the floor of the trenchline is highly detailed, resembling heavy metal grating. There's not a square inch of this kit that isn't pockmarked with battle damage, rivets, armour plating or similar. **AT**

Full details for this month's releases are on page 48.





IMPERIAL DEFENCE NETWORK





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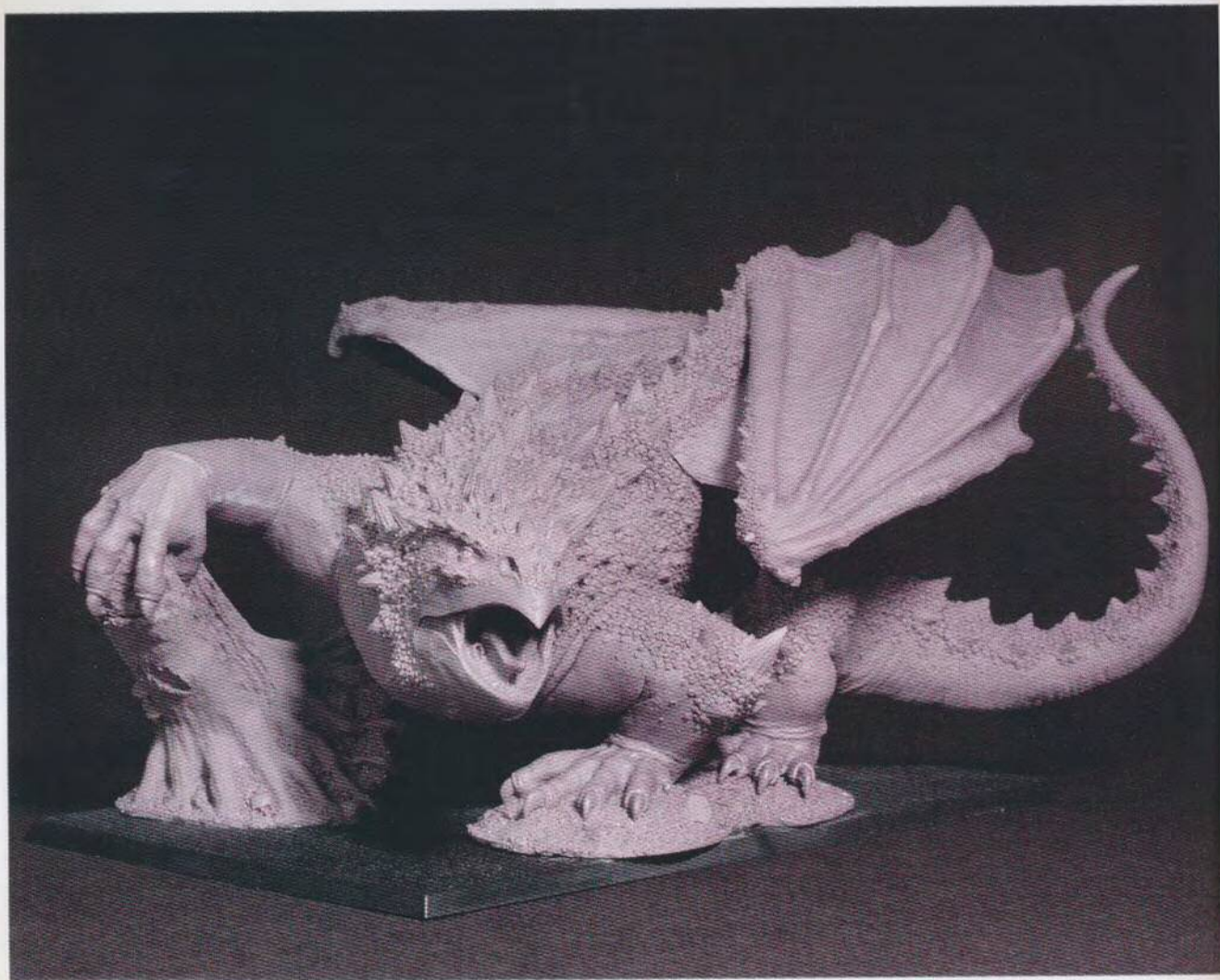


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- 1 The Imperial Bunker is hollow, allowing you to lift it up and deploy models inside. The gun slits are the perfect height for an Imperial Guard Heavy Weapon Team to see out.
- 2 There are six Defence Lines in total, which can be linked together using the corner pieces from the Imperial Defence Emplacements.
- 3 The Imperial Defence Emplacements can either be deployed as a single piece, or split up to be used as corners and connectors to link the other components.
- 4 By using the end pieces included in the set, the Imperial Defence Emplacement can be deployed as a fox hole.

FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.



MAGMA DRAGON

Magma Dragons are fearsome predators that feast on prey that few creatures could ever hope to best, including Chimerae and Manticores. They are monsters of raging volcanic fury, capable of breathing a fiery, sulphuric flame that can slay even the most heavily armoured foes.

The Magma Dragon, sculpted by Keith Robertson, is a stunning miniature with beautifully rendered musculature and a

breathhtaking level of detail upon its scaled hide. Hundreds (if not thousands) of individual scales give the Magma Dragon a tough, gnarled appearance, while its powerful limbs give it a sense of implacable movement over the scenic elements of its base. Its wings are furled tight to its body, creating the impression of compact, muscular power. The Magma Dragon is a stocky and brutal but ultimately beautiful miniature. **AT**



INCARNATE ELEMENTAL OF FIRE

A behemoth of cinders and flame, the Incarnate Elemental of Fire is the walking embodiment of Aqshy, the wind of fire. Where it passes, smouldering ruins and charred corpses are left in its fiery wake.

This towering monster is detailed from head to heel with flickering flames. It is a gaunt creature, striding forward with malicious intent, clutching a blazing war spear in its spindly fingers. The

elemental's flaming horns jut from its distended skull, and the rune of Aqshy is emblazoned upon its forehead. Its leering face has a rictus grin, revealing perfectly sculpted teeth and a sinister expression quite in keeping with the background of such a murderous creature. Rising from the model are unnatural fires and billowing clouds of smoke, which resonate with the concept of smouldering malice brought to life by some diabolical ritual. **AT**

FORGE WORLD LATEST

SPACE MARINE JETBIKE

Jetbikes were once regularly seen among the armies and arsenals of the Space Marine Legions – swift, heavily armed vehicles upon which the Adeptus Astartes could ride into battle.

The new Space Marine Jetbike models are stunning realisations of those ancient war machines and perfect for any Heresy-era Space Marine force. Reminiscent of a train or sports car rendered in the art deco style, the jetbike has an enormous engine block and rows of stubby exhausts. Each carries a Space Marine in MK IV power armour and has a choice of weapons: heavy bolter, plasma cannon, multi-melta or volkite culverin. They can be bought individually or in a squadron of three. **AT**



CHAOS DWARF BULL CENTAURS

Bull Centaurs are the shock troops of the Chaos Dwarf army – hideous creatures twisted by the warping power of Chaos.

A complete redesign of the old Chaos Dwarf Bull Centaur, this set of three models is a much-anticipated release, an

imaginative take on a classic theme. They stand twice the height of a man, with craggy faces that are contorted with rage and beards that are interwoven with bone and jewellery. Their muscular bodies are clad in thick plates of armour bound to them with studded bands of leather. **AT**

Head on over to www.forgeworld.co.uk for prices, release dates and details on ordering

DIGITAL PRODUCTS

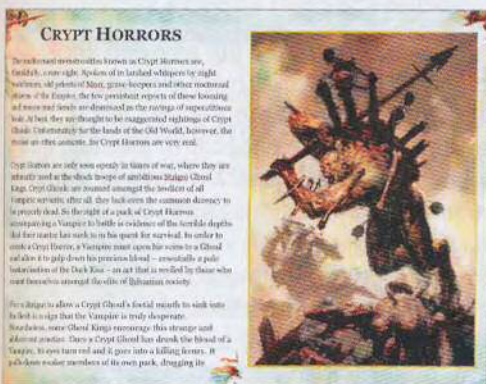
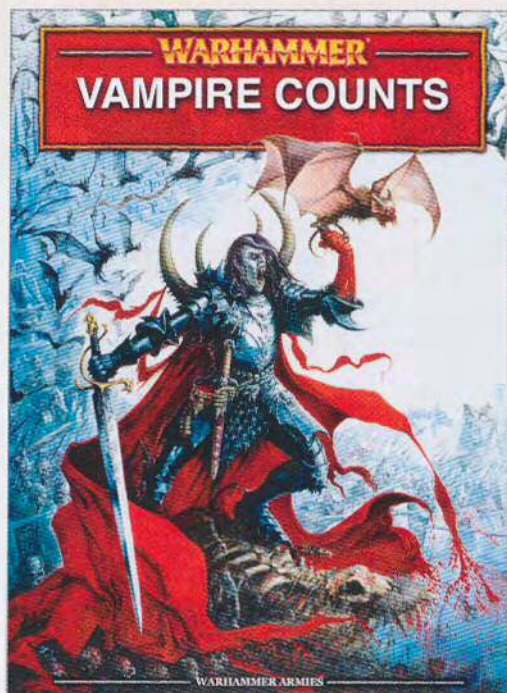
Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Each month we add something great – here's the latest.

Collectors of Vampire Counts armies (and those determined to learn their secrets) also have something to get excited about this month, as the Design Studio release Warhammer: Vampire Counts as a digital book for iPad.

As with all of our digital Army books or Codexes, Warhammer: Vampire Counts has gorgeous miniatures galleries and artwork, and gives you all the information at your finger tips, with detailed cross references, searchable data and handy glossaries.

WHITE DWARF DIGITAL EDITION

By the mighty power of Grombrindal's beard (and with a bit of help from Beth's digital nous), White Dwarf is also available for your iPad. Containing all the same great articles as the paper edition, as well as more great content such as post-game interviews for the battle report and 360° galleries of many models. Take a look on the Apple Newsstand, and take your monthly Hobby fix into the digital age.



- 1 Every unit in the army is described in visceral detail, accompanied by evocative full colour art.
- 2 The miniatures gallery show off the Vampire Counts range in crystal clarity – including 360° galleries of many models.
- 3 All of the rules contained are completely up to date, taking into account all the latest rules updates.
- 4 The extensive miniatures galleries serve both as a feast for the eyes, and a reference for painters and modellers creating their own Vampire Counts army.

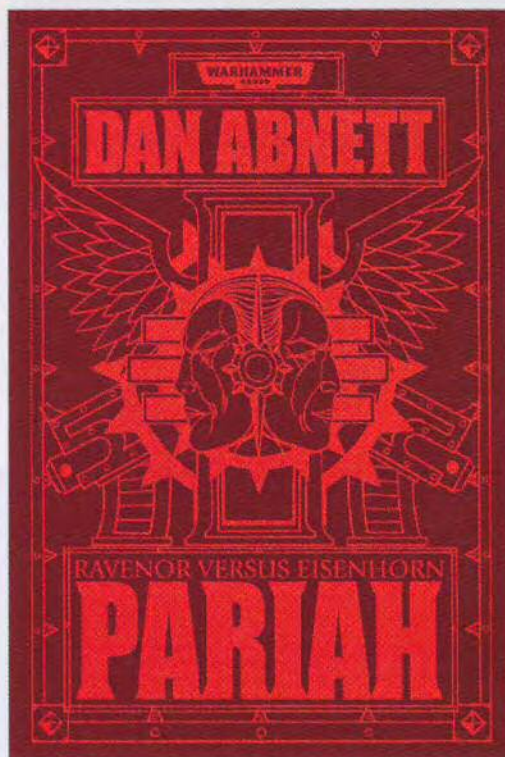
Note: The pictures shown here are work in progress – the actual contents may be a little different.

Available on the
App Store

BLACK LIBRARY

PARIAH

By Dan Abnett, hardback, 320 pages



FURTHER READING

Hungry for more Inquisition-based action? Your Eisenhorn adventures should begin with the sensational *Eisenhorn*, an omnibus that encompasses the three novels *Xenos*, *Malleus* and *Hereticus*. Those hankering for more can find the adventures of several other stand-out characters, including Ravenor, continued in *Ravenor: The Omnibus* (which brings together the trilogy of *Ravenor*, *Ravenor Returned* and *Ravenor Rogue*). Finally, if you're still not sated, I fervently recommend the exceptional audio drama *Thorn and Talon*. None of these are necessary to enjoy *Pariah*, but they do comprise some of the finest stories from the annals of Black Library (or anywhere else for that matter), and reading them will provide you with many pleasant hours of enjoyment.

Pariah is a tale of deception and betrayal. Herein the epic story arc begun in *Xenos* in 2001 takes a leap forward.

Before we get to the meat of this review, a word of comfort: there are no spoilers here. If you've read the Eisenhorn and Ravenor trilogies respectively, you can read on in the knowledge that nothing from *Pariah* will be ruined.

It's been five long years since Dan Abnett continued the saga of Inquisitor Eisenhorn and his erstwhile protégé Inquisitor Ravenor. When last we saw Eisenhorn he was an Inquisitor on the run. Gideon Ravenor was locked in battle against both his greatest adversary Zygmunt Molotch and the Daemon known as Slyte.

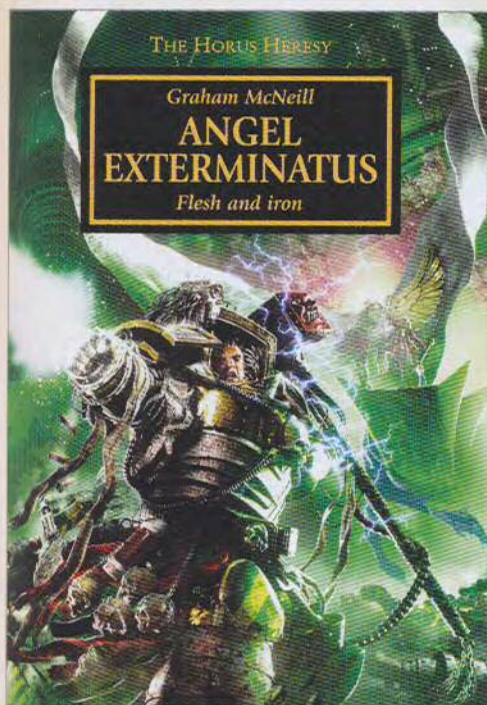
Our narrator in *Pariah* is Alizebeth Bequin (which veterans of Eisenhorn/Ravenor may find shocking), and the start of the book concerns itself chiefly with her training and the events that shape her understanding of the Imperium, the Inquisition and its many enemies. Bequin herself is a richly described character, both sincere and confident – a fitting protagonist for the unravelling adventures. Through Bequin's eyes we witness strange and dangerous events that hurl her into a confusing battle between good and evil, between the true organs of the Imperium and its many foes.

The richness of Abnett's characters and the interactions between them are the writer's great strength and the hallmark of what has made his Inquisition novels so enjoyable. The descriptions are so vivid that it's easy to picture characters, often down to intricate details, while dialogue is natural and always entertaining. Abnett also expands his cast of players with new faces, many of whom are as deep and evolved as those we have already become acquainted with. Take Renner, for example; within a chapter of meeting him we're acquainted with a quiet, dangerous man, who, despite his simplistic and direct nature, possesses an iron-hard conviction. It's fascinating to witness his own journey alongside the other characters.

The novel's plot is unashamedly complex – I must confess, I was utterly confused in places. The story is a mystery waiting to be solved. You will wonder which side characters are on, if people really are as they seem and how it is all going to unfold. Just when you feel like you have things worked out, there is a swerve that tips things on their head. Rest assured, all does become clear by the conclusion of the novel, but the journey there is fraught with surprising reveals that leave you with the nagging doubt that everything you have been told is a lie... **AT**

ANGEL EXTERMINATUS

By Graham McNeill, hardback, 448 pages



The taciturn Iron Warriors and the hedonistic Emperor's Children put aside their differences to embark on a deadly quest.

The latest novel in the bestselling Horus Heresy series, *Angel Exterminatus* is a rip-roaring adventure from the pen of Graham McNeill. The first book in the series to be released in the lavish new hardback format, *Angel Exterminatus* is everything we hoped it would be – a bloody, evocative tale with intriguing characters, a twisting plot and some thrilling battles wrapped up in a beautifully presented tome.

Angel Exterminatus sees the Iron Warriors and Emperor's Children Legions seek a weapon of unimaginable power. United by their Primarchs, Perturabo and Fulgrim, the traitors must battle not only the

stubborn remnants of the Sundered loyalist Legions, who are tenaciously continuing the fight lost on Istvan V, but also the Eldar. Can forces so different in dogma and discipline as the Iron Warriors and Emperor's Children really rely on one another in these times of treachery?

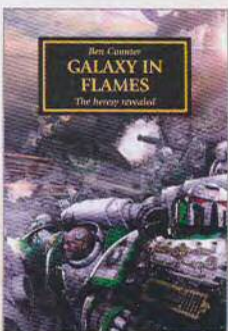
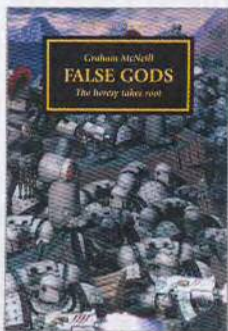
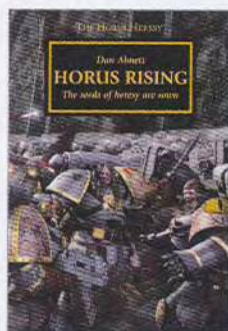
At the heart of this story is the curious brotherhood of Perturabo and Fulgrim. The lord of the Iron Warriors is a bitter, violent and ultimately practical warrior, a far cry from Fulgrim of the Emperor's Children, whose descent into vice and debauchery has left not only him, but his entire Legion, as a depraved and sordid band. However, both have sworn allegiance to Horus, albeit for different reasons, and both must set aside their differences if they are to achieve their quest and seek out the eponymous Angel.

More than any other source, *Angel Exterminatus* gives us a look at why the Iron Warriors have such a reputation for callousness and brutality. The author does a fine job of weaving tantalising information on their past into the tale, alongside characters who exemplify the traits that define them. Foremost among the Iron Warriors is Forrix, through whose eyes we witness Perturabo's actions, and gain rich insights into the character of perhaps the least known of the Primarchs. The agendas of the Emperor's Children are also pressed forwards in the wake of the Istvan dropsite massacre, and the short story 'The Reflection Crack'd'. As Fulgrim continues his downward spiral into excess, Lucius hungers for more worthy foes, and the macabre experiments of Apothecary Fabius continue apace. This novel presents an action-packed romp from start to finish, with scheming and conniving aplenty. And for fans of the loyalist fighters in the Heresy, don't fear; the Sundered Legions are still in the fight, and they haven't given up – not by a long shot. **AT**

HORUS HERESY IN HARDBACK

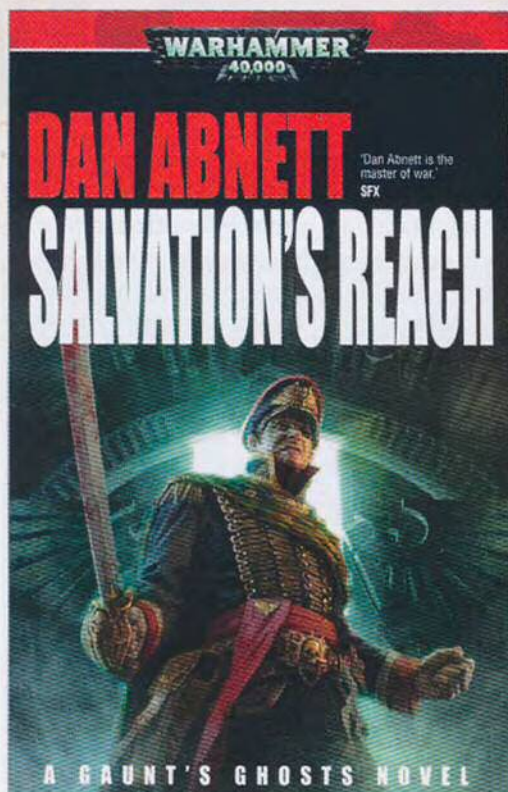
This month also sees the re-release of the first three books in the Horus Heresy series in the same impressive new hardback format as *Angel Exterminatus*, with full wrap-around cover art and new black and white internal artwork by Karl Richardson.

These gorgeous new books will only be available from blacklibrary.com and Games Workshop Hobby Centres.



SALVATION'S REACH

By Dan Abnett, paperback, 416 pages



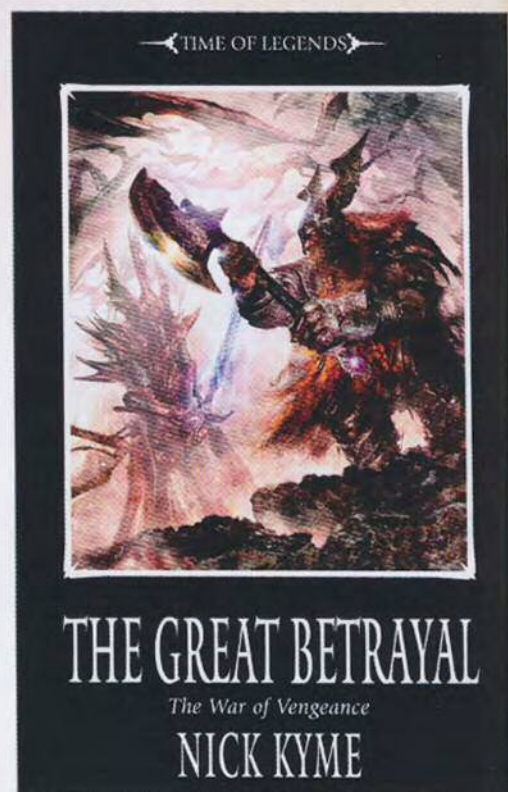
Having gained critical intelligence on the arch-enemy, Gaunt's Ghosts are hurled into a brutal assault on a heavily defended space station.

This month *Salvation's Reach* is released in paperback. Continuing the narrative laid down in *Blood Pact*, *Salvation's Reach* sees the Imperial war effort in the Sabbat Worlds surge forwards as the Tanith First and Only prepare to act on crucial war data gained from an enemy captive – and attack *Salvation's Reach*, a secret weapons development facility guarded by the fearsome Sons of Sek. If the Imperium can seize the space station, they can learn secrets that could turn the tide of the war.

The main story concerns itself with the preparations for, and prosecution of, the attack on *Salvation's Reach*, but this is played out alongside the complex internal politics within the regiment, assassination attempts and even a burgeoning love triangle. When all is said and done, however, it's a war story – and the description of the assault on *Salvation's Reach* is simply gobsmacking. Read it. **AT**

THE GREAT BETRAYAL

By Nick Kyme, paperback, 512 pages



The latest in the Time of Legends series, the *Great Betrayal* tells the story of the bitter war between the Dwarfs and High Elves.

The Time of Legends series delves into the rich history of the Warhammer world, telling the tales of legendary heroes and villains such as Sigmar, Malekith and Nagash. The latest book in this series and the start of a new trilogy, *The Great Betrayal* explores the origin of the enmity between the Dwarfs and the High Elves by telling the story of the War of Vengeance.

Kyme does a great job at making this feel like a story from an age long past, seeding his descriptions with potent magic and runic artefacts. The book takes in a grand sweep of 2,000 years of history, jumping – at points jarringly – huge spans of times between chapters. This gives a real sense of the slow degradation of relationships between the ancient races and the impending inevitability of war. It's a tragic tale at its heart, and the author captures that perfectly in this book, the ultimate futility of the war laid bare. **AK**

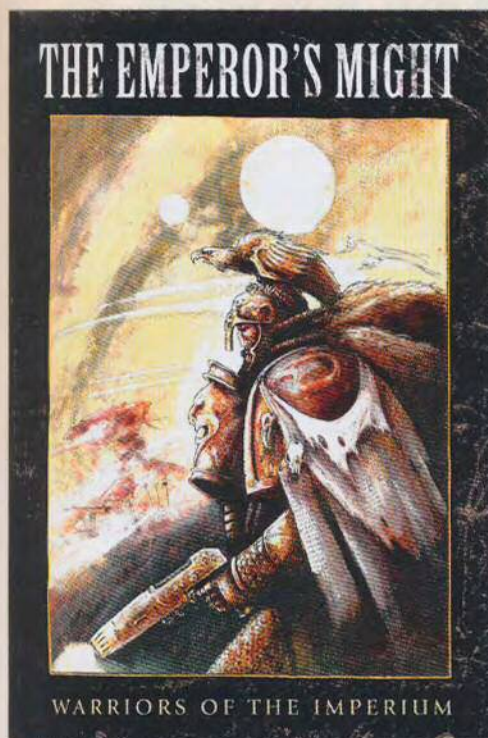
FURTHER READING

Salvation's Reach is the fourteenth novel in the ever-popular Gaunt's Ghosts series. These novels follow the heroic Commissar Colonel Gaunt and the soldiers of the Tanith First and Only as they battle xenos threats and the soldiers of the arch-enemy across the Sabbat Worlds Crusade. Lauded by fans of Warhammer 40,000 for their fantastic characters, plots and action scenes, these books are perfect fodder for anyone who likes their characters realistic and their action bloody and intense.

If you want to start from the beginning, try *The Founding* – the omnibus that compiles the first three Gaunt's Ghosts novels into one volume – and includes what many fans of the series consider one of the best Warhammer 40,000 stories of all time: *Necropolis*.

THE EMPEROR'S MIGHT

Compiled by John Blanche, hardback, 144 pages



The Emperor's Might is a glorious collection of artwork based around the central theme of the Space Marines.

This weighty 144-page book is a tribute to the artwork of the Space Marines, a lovingly assembled gallery of fantastic Warhammer 40,000 artwork chosen by John Blanche, the godfather of Games Workshop's imagery. The pictures contained in the book range from classic art that has featured on boxed games and in rulebooks, as well as concept images and even unseen illustrations (the last few pictures will surely be discussed by eagle-eyed fans for quite some time). What's so appealing about such a large collection is the emotional response it creates for the reader. It's simply impossible to look through the book in the company of other Warhammer 40,000 fans without launching into a discussion about old favourites. Certainly within the White Dwarf bunker all work ground to a halt as the team pored over the book and pointed out personal treasures. It's a beautiful book for any collection. **AT**



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All of these books are available in English language only.

- 1 The book contains a mixture of full colour and black and white art, including many classic pieces by John Blanche.
- 2 Perhaps the most iconic piece of Warhammer 40,000 art ever, Rogue Trader by John Sibbick.
- 3 There is plenty of new artwork contained in the book, such as this illustration of a Grey Knight by Kekai Kotaki.

LICENSED GAMES

Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

ONLY WAR

Fantasy Flight Games' latest Warhammer 40,000 Roleplay game is *Only War*, which casts the players as Imperial Guardsmen in the brutal conflicts of the 41st Millennium. I spoke to the developer, Andrew Fisher, to find out more.

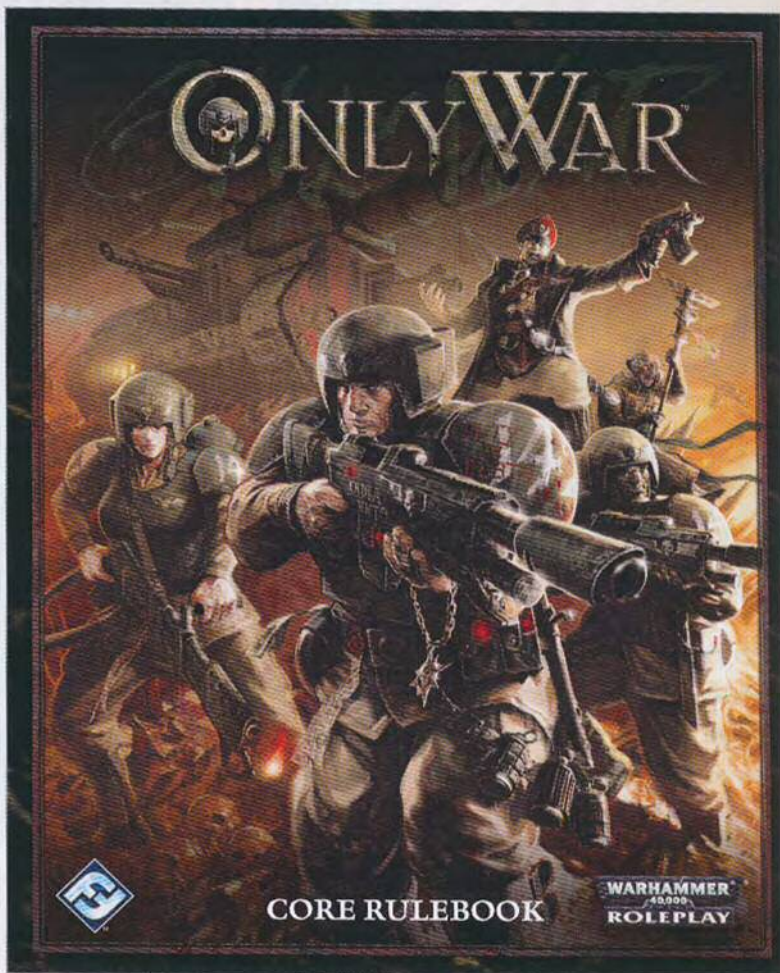
Andy Kenrick: How does it relate to the other games?

Andrew Fisher: Warhammer 40,000 Roleplay has grown over the past five years and slowly upped the ante on how much power players have. With *Only War*, we wanted to bring players back down to the more human level. We've kept the rules and mechanics that have made the game such a success, while crafting a new advancement system to better fit with the Imperial Guard.

The setting of *Only War* is the war-torn stars of the Spinward Front, an area at the very edge of Dark Heresy's Calixis Sector. A new threat has reared its head: the greenskins of Waaagh! Grimtoof. The Imperial Guard are all that stand between the Calixis Sector and annihilation.

AK: Traditionally Guardsmen die in vast numbers – how is this reflected?

AF: The fifteen hour average lifespan of a Guardsman on the battlefield was a serious design concern when we first set out to create *Only War*. How do you get across the horrendous mortality rate of the Imperial Guard without trivialising the player characters by killing them off



session after session? First, we work the huge mortality rate of the Imperial Guard into the background of a campaign, so you make the players feel like they are surrounded by a grim, brutal battle. Perhaps the players' squad's failure on their mission results in thousands of their fellow soldiers dying at the hands of an Ork ambush, or maybe their squad returns from a successful mission to find their base wiped out by a Dark Eldar strike.

The second way mortality works is on a more personal level: the Comrade system. Each player character has a fellow squad mate who sticks with him through thick and thin, helping watch the player's back and supporting him in combat with tasks unique to the player's Speciality. The Heavy Gunner can have a loader to help reload his weapons, the Sergeant can have a vox-tech who carries his communications equipment, the Engineer can have a Servitor to help with menial labour, and so on. Each of these Comrades become as much a part of the team as the player characters. These Comrades, however, they are not touched by the fates like the player characters, and can often fall to the enemies of the Imperium. The deaths of these beloved Comrades adds a feeling of loss and mortality to the squad, and makes the players feel vulnerable.

AK: And perhaps the most important question – can you drive a tank?

AF: Absolutely! Vehicles are such an integral part of the Imperial Guard, we knew that we needed to include them in Only War from the start. We designed a comprehensive and streamlined set of rules that seamlessly integrates infantry and vehicle combat. The Core Rulebook contains a wide variety of vehicles for players to drive into battle, from Sentinel walkers to the colossal Baneblade tank.

AK: Can you hint at what's coming in the future for Only War?

AF: As well as a cool GM screen, we have a standalone adventure book for Only War: Final Testament. This takes place on the war-torn surface of Hervara, a world key to both the Imperium and the Severan Dominate in the war for the Spinward Front, and besieged by the Orks of Waaagh! Grimtoof. At the center of this furious war lies an ancient superweapon of unparalleled scale and destructive potential, and the players will have to contend with more than just their battlefield enemies as they attempt to gain control of the mighty Ordinatus weapon. And that's only the start – we have loads more plans on the horizon. **AK**

Head to www.fantasyflightgames.com to find out more.

OTHER NEWS

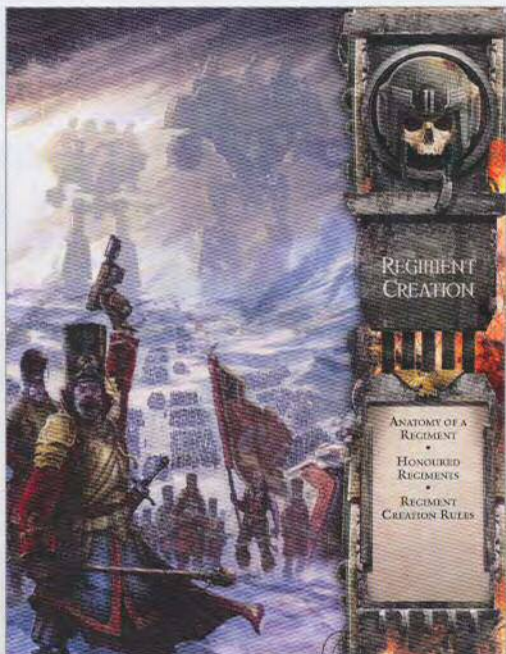
Rodeo Games go on a Quest

The talented folks at Rodeo Games have started work on Warhammer Quest as a game for the iPad. The team at Rodeo are all keen Games Workshop hobbyists, and we look forward to showing more in the future. In the meantime, here's a peek at one of the tiles.



Deathwatch: the Outer Reach

Only War isn't the only book Fantasy Flight are releasing this month. The Outer Reach, a supplement for Deathwatch, explores some of the worlds beyond the grasp of the Imperium, including those held by the ancient Necrons.



- 1 Only War is a lavishly illustrated, standalone hardback book that includes all the rules you need to play.
- 2 This Mordian soldier, painted by Diego Gisbert Llorens, is Andrew Fisher's favourite picture. It depicts the more personal face of war.
- 3 There are rules and background information for eight famous regiments, including Cadicians, Catachans and Vostroyan Firstborn.
- 4 The book includes complete rules for forming your own unique regiments for you and your friends to play as.

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The following products are available to advance order now, and will be released on Saturday 3 November. Visit www.games-workshop.com for more details.



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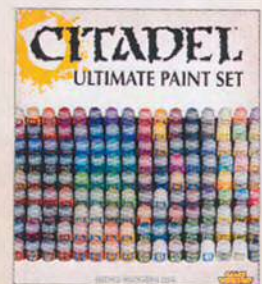
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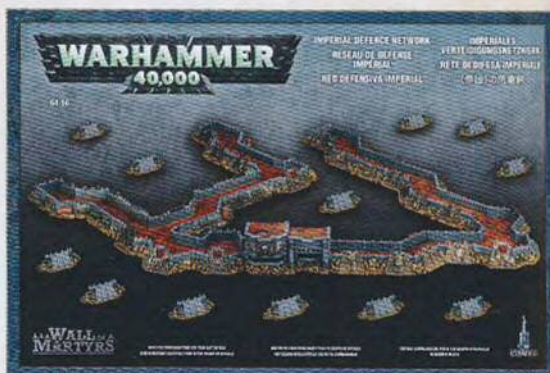


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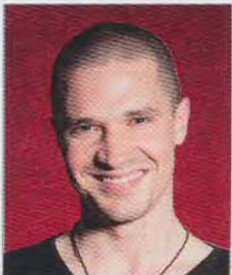


ARMY OF THE MONTH

RICH PACKER'S EMPIRE ARMY



In Army of the Month we showcase the best armies from around the world. Some of these collections will belong to our staff, but many of them will have been lovingly built, painted and collected over several years by you, our readers. This month we take a look at Rich Packer's glorious Empire army. Rich has been collecting this assembly of bold men of the Empire for years now and each regiment and character has a story and personality of its own. This is an army that has been cherished and nurtured from its early humble beginnings.



A veteran hobbyist, Rich Packer has collected several armies for Warhammer over the years. Each is based around the four central characters from his old Advanced Heroquest adventures.

1 Rich's converted Chimera is unleashing a torrent of eldritch fire upon a hapless Night Goblin Shaman. Nearby, Rich's old Fire Wizard is borne aloft by a Fire Elemental.

2 The battle standard depicts four of the army's biggest campaigns to date: the green and white of Stirland, the fleur de lys of the Artois Campaign, the blue and white of the defence of Middenheim against the hordes of Chaos and a white stag, the symbol chosen to represent Rich's Blood in the Badlands campaign.

Rich: My Empire army officially started when Warhammer 6th edition came out. However, it really began many years before that with Advanced Heroquest. That game hooked me into the hobby, and over the years I have continued the journey of the four heroes in my collection. Those four characters now lead my Warhammer armies: Sven Hammerhelm leads my Dwarfs, Torallion Leafstar leads my Wood Elves, while the warrior Heinrich Lowen and wizard Magnus the Bright are the heart of my Empire army.

I decided that Heinrich and Magnus would retire from the life of adventuring and that Heinrich would return to the town of his



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birth, Grunburg, to rebuild it. I'd wanted an Empire army ever since the Battle of Blood Keep battle report in White Dwarf, and the 6th edition boxed game was the perfect excuse to begin. Ever since, I have enjoyed playing a wonderful series of campaigns with friends, in my local Hobby Centre and at Warhammer World events.

For me, collecting an army is all about a narrative that captures my imagination and gives me the excuse I need to buy more figures, paint them and play games with them. It also leads to conversions to make models or units unique, and as they participate in more campaigns their story grows, which I depict by adding more details to banners, movement trays and so on. It also means that my games, of whatever size, are so much fun because of the emotional attachment I have to the background and exploits of the units involved. As the army grows it gives me the perfect excuse to buy and make new figures, and also to paint older figures in my collection and add them in.

Sometimes I am struck by new figures that are so awesome that I simply have to add them to my collection, so I buy and paint it anyway and then think of a cool reason based on the background of my army to then include it in a game at an appropriate time (such as my Steam Tank).

The vast majority of games that I play are with friends, particularly a long-standing friend of mine, Richard Sherlock. We always create a story and design or pick scenarios that we'd like to play, and then meet up for the game. Often the game serves as an excuse to paint some new models we like and see them on the tabletop. When two fully painted armies clash on the battlefield, it's pretty inspirational. Because of this narrative approach to gaming, Heinrich and Magnus have led the Army of Grunburg across most of the Old World. They have fought in



3

- 3 Over the years, Rich decided to swap out his old Magnus the Bright model for a new piece – with a fuller beard and impressive robes. This model was originally Nicodemus from Mordheim, but in Rich's army he has a new identity and persona.
- 4 These Empire Knights were part of the force that Rich took to the Lustria Campaign Weekend at Warhammer World, as denoted by the weird plants decorating their base. Rich adds small touches such as these to show where, and what, his armies have fought against.



4

1 A contingent of Rich's army. The force has an eclectic mix of units, including some surprising additions to regiments such as the Ogres in the unit of blunderbuss-armed troops and the Free Company, which contains some of Rich's oldest Citadel miniatures.

2 Rich's Empire Knights have been extensively converted over the years, with new additions and alterations made to them – the banner has gold from Lustria dangling from it, while the Warrior Priest who leads them is famed for killing Beastmen (as shown on his trophy rack and his horse's chamfron).

3 Heinrich Lowen, as he currently exists in Rich's army. This model has been in Rich's collection for many years, and still serves him loyally on the battlefield as the leader of his army.



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the Empire, the Border Princes, the Badlands, Bretonnia, and further afield in the Dark Lands and Albion. This can be seen on the units themselves. Any unit that fights in a campaign has something added to their banner or movement tray afterwards, while characters or models who distinguish themselves also receive something to show their accomplishments. For example, after a Lustria-themed weekend, all the units that participated have some Lustrian gold hanging from their banner as well as Lustrian flora or fauna on their movement tray to denote their heroic actions.

In the future, Heinrich and Magnus will fight in countless more battles and their army will grow further. I have at least three times as many figures assembled and ready to be painted as I have fully painted, plus I have all the great figures that I haven't yet added. What was once a collection of 50 or so figures has grown into a grand army. Of course it's not, and never will be, completed... **AT**



3





JERVIS JOHNSON

Games designer and rules sage Jervis Johnson continues his theme from last month, discussing army composition and why it's good to vary the rules we use in tournaments from time to time.

A question I'm asked surprisingly frequently is what do I think about 'comp'. For those that don't know what comp is – a not altogether unlikely event, as the term is an obscure one – it's short for 'composition', and in this case refers specifically to tournament rules that limit the composition of a player's army. For example, a Warhammer tournament might say that you can't field a unit with more than 30 models, or that only one wizard may have a wizard level of 3 or 4, and so on. Some players just love comp, and won't play games without it, while others consider it the work of the devil and never use it. Most people, fortunately, couldn't care less either way, and will play with or without comp.

What do I think about comp? Well, bearing in mind last month's column where I waxed lyrical about how we limit the limitations applied to our army lists, it may surprise some of you to learn that I'm all for comp – or rather, I'm all for comp when it's used in the *right* way. As I'll explain below, it's easy for comp to be used in the *wrong* way, and this is why I think it has such a bad reputation with so many players.

As many long-time readers will know, back in the day I used to run our Grand Tournaments; in fact I came up with the rules system used for them. I used 'comp' in the tournaments I ran, though back then we used to call such things 'set limits'. Probably the best description of why I set limits on the tournaments I used to run was printed in the 5th edition Warhammer rulebook:

"After the first Warhammer tournament Jervis modified his set limits slightly and these are the limits we've used for the Warhammer battle scenario described earlier. The limits are intended to make it easier for players who have never met before to play by reducing the availability of some of the 'wilder' machines and monsters, and by placing a lid on the more destructive magic and powerful characters.

This obliges players to choose representative armies and puts an appropriate emphasis on generalship and games play. In addition the games have been designed to play fast – an important consideration

when you have to complete six games over two days! Note that we played over 6' by 4' tables and found the armies appropriate for this area."

This line of reasoning is why many tournament organisers use comp to this day; in a nutshell, they do it to 'level the playing field' of games that occur in the rather unnatural environment of a tournament, in an attempt to make them as enjoyable and even as possible. People who prefer comped games like the feeling of balance this brings, and the way it limits the more extreme builds that are possible. Players that don't like comp miss the freedom to field whatever army they like, and worry that the restrictions mean that they're no longer really playing the game they love, but rather a strange hybrid of it.

"It may surprise you to learn that I'm all for comp – or rather I'm all for comp when it's used in the *right* way."

I have sympathies for both points of view, but feel that there is actually a much more important principle at stake here. You see, to me, 'comp', 'tournament restrictions' or 'set limits' are nothing more nor less than a set of house rules. As long-time readers of my column will know, the way that our games allow – no, encourage – the use of house rules is something I think is central to our hobby. It sets our games apart from most other types of games, and underlines that ours is a creative hobby, whether it be in the way we paint and convert the Citadel miniatures we collect for our armies, or in the way that we come up with scenarios and special rules for the games that we play. Based on my own experience, part of the *joy* of being a tournament organiser (an otherwise pretty thankless task) is getting the chance to come up with a new set of scenarios and house rules, that will hopefully give players a new and different set of challenges. I hate for all tournaments to be the same in the way they are organised and run, or end up all using the same set of house rules.

It's for this reason that the only thing that really worries me about the debate on comp is the way that it polarises opinion, so that one faction says, 'All games should be played with exactly *this* set of house rules', while another group says that 'No house rules should ever be allowed'. The truth of the matter is that neither solution is by any means perfect... or rather, each solution is only perfect for a *minority* of players. To quote the 5th edition Warhammer rulebook once more:

"These are, of course, only the standard base tournament limits, and individual tournament or competition organizers might want to change details either by loosening some restrictions or imposing more... It is recommended that players experiment with... different types of set limits, and decide for themselves how and when to apply them. By changing the set limits players will discover that games can be varied considerably."

I thought then, and still think now, that the best situation to be in is to have lots of different tournaments, each with their own unique sets of house rules, which allow people to pick and choose which sort of tournament suits them best. For example, the best tournament I've ever attended was Astronomi-con in Canada, which features tables with really varied terrain, and lots of carefully handcrafted individual scenarios to go along with each terrain set. I consider it a work of mad genius and quite unlike any other tournament I've been too. But that's just me, and your mileage may vary... which is sort of the point, I guess!

And on that bombshell I shall leave you. As always, please feel free to write to me c/o White Dwarf if you have any feedback about this month's column. I read all of the mail I receive, and while I can't usually reply, I really do value your feedback.

Jervis Johnson is a 30-year veteran of games development and has had a hand in the design of most of our classic games.

BATTLE REPORT

WARRIORS OF CHAOS VS. OGRE KINGDOMS

With new units added to the Warriors of Chaos army this month, we wanted to put them to the test in our battle report. In our new hobby room, Andrew Kenrick and Jes Bickham take up dice and tape measures to see what the units can do on the battlefield.



This month there are several new miniatures released for the Warriors of Chaos: new models for existing units that we've not yet seen in action, and two completely new units entirely. We're eager to see what these bring to the Warriors of Chaos army on the battlefield.

We wanted to pitch the Warriors of Chaos against a foe that they could really get their teeth into, in the arena in which they excel: melee. With this in mind, and given the proclivities of our illustrious editor, we

turned to the Ogre Kingdoms. Both armies do well in a scrap, with some of the most dangerous close combatants in Warhammer. But whereas the Warriors of Chaos are out-and-out melee fighters, the Ogre Kingdoms also have a mean line in artillery, offering us an interesting match up on the tabletop.

So, turn the page to see the Warriors of Chaos in action on the tabletop and get a feel for the new units in battle. The gloves are off, the game is on.

In this month's battle report we will be testing the brutality of the Warriors of Chaos against the sheer power of the Ogre Kingdoms.



THE TEST OF CHAOS



Although he may be a soft-bellied southerner, at heart Andrew is an honorary Northman with a sizable collection of Chaos Warriors.

While not my first Warhammer army (that honour belongs to the High Elves), the Warriors of Chaos are by far the largest of my armies, regularly marching forth to conquer the soft lands of the Old World. I'm a big fan of the Warriors of Chaos army book, so am looking forward to trying out the new additions to it, as well as some existing units that I've not been able to field up till now. With a little consideration, these are the four things that we will be testing in this month's battle report:

1. The Chaos Warshrine

The Chaos Warshrine might not be a frontline war machine, but it's able to bolster the units around it with blessings from the Eye of the Gods table. I want to see whether this can turn the tide of battle in my favour.

2. Skullcrushers of Khorne

Chaos Knights riding Juggernauts of Khorne certainly sound like they should be among the best monstrous cavalry in the game, but I want to see just how good they are on the battlefield.

3. Hellstriders of Slaanesh

On paper the Hellstriders are one of the fastest Fast Cavalry in Warhammer, with a nasty bite as well. But how do they perform in reality? I'd also like to see

which of their weapon options is the most useful – spears or the lethal-sounding hellscurges, which give them Always Strikes First. I've opted for spears, to give me the edge at penetrating the Ogres' thick hide.

4. Special Characters

Each of the new special characters – Valkia, Festus and Scyla – all offer something different to the army and I'd like to see what they bring to the game.

So with that in mind, I have constructed an army list that incorporates all of these key units and characters.

I will argue till I'm blue in the face that a Chaos Warrior is the best Core troop in close combat, conceding that only an Ogre comes close. As such, I set out to include as many Chaos Warriors as I could, managing to squeeze not one but two hordes in. The Chaos Warriors of Tzeentch are my anvil, their 3+ armour save followed by a 5+ ward save making them very hard to slay in combat. The Chaos Warriors of Khorne are very much my hammer (or axe, I suppose), especially when coupled with Festus. The front rank alone kicks out 37 attacks and Festus makes them all poisoned, which is a little combination I'm particularly looking forward to putting to the test.

I know that the Skullcrushers will be Jes' number one target – he's right to be scared of them, as I'd wager they can carve through anything in his army. They might have an impressive armour save, but without a ward save they're not going to fare well against Ogre cannons. To this end I've given them the Blasted Standard so they have a ward save against shooting.

I'm a little bit worried about only having the one wizard – ideally I like to take a couple of Level 2 Chaos Sorcerers but I just can't squeeze them into this list. So instead I gave the Chaos Warriors of Khorne some Magic Resistance in the form of the Lichebone Pennant.

The Skullcrushers of Khorne are one of the mightiest units in Andrew's army and will be put to the test against the elite of the Ogre Kingdoms.





THE BLOODIED HOST

LORDS

Valkia the Bloody
410 points

HEROES

Festus the Leechlord
185 points

CORE

The Eldritch Shields
30 Chaos Warriors with shields, Mark of Tzeentch, standard bearer with Gleaming Pennant, musician and Champion.
535 points

The Scarlet Brethren
29 Chaos Warriors with extra hand weapons, Mark of Khorne, standard bearer with Lichebone Pennant, musician and Champion.
539 points

SPECIAL

The Swords of Change
10 Chaos Knights with Mark of Tzeentch, standard bearer, musician and Champion.
470 points

The Lustriders
5 Hellstriders with standard bearer, musician and Hellreaver.
145 points

RARE

Sons of Slaupnir
6 Skullcrushers with standard bearer with Blasted Standard, musician and Skullhunter.
450 points

Scyla Anfingrimm
105 points

The Crimson Altar
Chaos Warshrine with Mark of Khorne.
160 points

TOTAL 2999 points

MONSTROUS DENIAL



Despite his slender frame, Jes hides a ravenous inner Ogre; his hungry horde has eaten many an army.

The Warriors of Chaos are notoriously tough arcane armour-encased nuts to crack at the best of times, but bolstered by the likes of the lightning-swift Valkia they're now utterly terrifying on the battlefield. I figured the brute force of the Ogre Kingdoms might be able to put a crimp in their day, however.

While Chaos Knights aren't exactly pushovers, the Skullcrushers' status as rock-hard monstrous cavalry gives Chaos more mounted punch than ever. I need to blunt their advance and so I hope two large units of hungry monsters (one of Ogres, one of Ironguts) might be able to cover the battlefield and flatten Khorne's finest wherever they may roam; especially given that the unit of Ironguts also contains a Tyrant, Bruiser and a Slaughtermaster, the latter being able to buff this titanicly powerful unit with the lore of the Great Maw. He's also got a Hellheart to force a miscast on Festus and any other Sorcerers if I get in range. The Tyrant's there to step up to any challenges as well as cause unit-splattng carnage. A Firebelly, meanwhile, helps out the Ogres with some hot Fireball action and a regeneration-denying breath weapon, which I hope can counter Festus' Pestilent Potions. Chaos Warriors with a 5+ Regenerate save don't bear thinking about.

The Ironguts, plus Tyrant, Bruiser and Slaughtermaster, should chew through anything in Andrew's army in no time at all.



Elsewhere in the Core section, a sizeable unit of Gnoblar with Trappers should also help with any cavalry charges (knowing Andy, he'll be taking Knights along with the Skullcrushers, and of course he wants to test the Hellstriders). With every mode in the charging unit having to take a Dangerous Terrain test, it might make him think twice about engaging even this most throwaway of units (like a true Ogre, I care little for the welfare of these scavenging guttersnipes, as useful as they can be).

All of this should help with close combat, where the Warriors of Chaos truly excel, but I also want to winnow down the servants of the Dark Gods before they get to me (or I get to them) with some very loud and potentially apocalyptic shooting. Eight Leadbelchers can put out an eyebrow-raising 8D6 S4 shots; my fingers are crossed that sheer volume of fire can get through the inevitable I+ saves of the Skullcrushers and Chaos Knights. Similarly, the Killing Blow of the Scraplauncher's detritus-flinging catapult could penetrate tough Chaos armour, and the Ironblaster is basically the biggest cannon in the game. If I can get just one shot on target I can kill multiple monstrous cavalry models, and even take out the Warshrine.

Speaking of which, while it doesn't pose an immediate threat like those nasty Skullcrushers, the Warshrine's ability to bestow blessings of the Ruinous Powers on surrounding units has me quietly (well, audibly) worried. I'm gambling on Andy keeping it in the backfield, rather than in the front ranks, so an ambushing Gorger might give me a potentially-devastating charge from behind.

Finally, two lone Sabretusks should help with Andy's deployment, letting me react to his unit placement, as well as provide me with some flank-harrying capability. Two Mournfangs combine fast-paced brutality on a relatively small footprint, and a Giant adds some Stubborn combat support. But will it be enough to counter the Chaos threat?



THE BOWEL-BOYS OF BIG-BELLIED BARJARR

LORDS

Barjarr Redfist
Tyrant with great weapon,
Talisman of Endurance,
Armour of Silvered Steel and
Deathcheater big name.
317 points

Hungry Blunge
Level 4 Slaughtermaster with
Hellheart.
335 points

HEROES

Frenn Magmaw
Firebelly with Dispel Scroll.
145 points

Big Derrick
Bruiser with heavy armour,
battle standard bearer and
Rune Maw magic banner.
194 points

CORE

The Paunchlords
9 Ironguts with standard
bearer and Banner of
Discipline.
412 points

The Moveable Feasters
11 Ogres with standard
bearer, bellow and Crusher.
360 points

The Toothpicks
36 Gnoblar with Gnoblar
Trappers.
115 points

SPECIAL

The Blackfingers
8 Leadbelchers.
344 points

The Two Tuskers
2 Mournfang Cavalry with
heavy armour and ironfists.
140 points

Little Fang
Sabretusk.
21 points

Clawclacker
Sabretusk.
21 points

Cavestinker
Gorger.
90 points

RARE

The Tinfinger
Scraplauncher.
130 points

Ol' Gusty
Ironblaster.
170 points

Grangrar Dragoncrumper
Giant.
200 points

TOTAL **2994 points**



OPENING MOVES

In which the Warriors of Chaos advance and the Ogre Kingdoms begin the slaughter.

Andrew: We rolled the Battleline scenario and Jes won the roll-off to pick table halves, forcing me to deploy on the side of the battlefield broken up by terrain. Much to the derision of onlookers, he then deployed a single Sabretusk, hoping to force me to deploy my key units first. Unperturbed by his tactics, I deployed both my hordes in the centre of the battle line, anchored at one end by my cavalry and at the other by Scyla. The Warshrine was deployed in the middle of the line where it could bolster either of the nearby Warrior units or the Skullcrushers. Festus joined the Chaos Warriors of Khorne, while Valkia lurked at the back, hiding from the Ogre artillery. The hammer and anvil tactic was out; instead I planned to roll forwards and crush anything in my way.

Jes: My deployment was very much reactionary, but I felt satisfied in how I covered the three 'funnels' of attack that the terrain allowed: the Leadbelchers and Scraplauncher covered the Knights on the left flank; the Ironguts, Giant and Ironblaster pursued the central line of assault; and the Ogres, Mournfangs and Gnoblar held the right flank.

Andrew: Jes' choice of table sides had forced me to split my battle line into three, but I was confident that any one of



The Ogres Fire



- 1 Andrew and Jes rolled up the Battleline scenario. Andrew won the roll-off and opted to go first.
- 2 The Hellstriders make a Vanguard move forwards, while the remainder of the Warriors of Chaos army advance behind.
- 3 Jes' Scraplauncher and Leadbelchers open fire at the Chaos Knights on the left flank...
- 4 ...The Scraplauncher misses, but the Leadbelchers kill three. Meanwhile, the Ironblaster shoots at the Skullcrushers across the centre, but misfires and can't shoot for turns one and two.

the component parts could tackle the units Jes had arrayed against them. I won the roll-off for the first turn; I had already made a Vanguard move with my Hellstriders, but was wary about the Mournfang Cavalry so tried to manoeuvre them out of the way. The rest of my army advanced, although my Skullcrushers and Warriors of Khorne were in danger of getting in each other's way. I used the Warshrine's Giver of Glory rule to give the Skullcrushers a roll on the Eye of the Gods table, ending up with +1 Toughness – Toughness 5 should see them right.

Jes: Toughness 5 Skullcrushers? That gave me pause for thought. As such, I actually moved my Ironguts slightly backwards – I wanted to ensure I got the charge against them. Otherwise, my first turn was notable for some failed magic (Toothcracker on my Ironguts got dispelled, a Fireball directed at Valkia failed to wound) and some mixed shooting. The Leadbelchers annihilated three Chaos Knights, the Scraplauncher missed altogether, and the Ironblaster (despite having line of sight to the Skullcrushers) misfired and was unable to shoot for this turn and the next.

Andrew: This wasn't what I was expecting at all – surely the Ogres should be rushing towards me? No matter, I couldn't afford caution so pressed on – the Skullcrushers can take a charge just as readily as they can launch one and I moved them into such a position that Jes would have to either charge them or be charged by them next turn. Jes effectively shut down my Magic phase, using the Hellheart and a Dispel Scroll to stop Rot, Glorious Rot, the miscast wounding Festus.

Jes: My caution in Turn 1 was well-founded, as Turn 2 saw me able to make three charges: the Ironguts and Giant against the Skullcrushers, the Mournfangs against Scyla, and the Gnoblar against the Hellstriders. The results were mixed: Scyla was ground to paste and the Hellstriders fled the board, while the Ironguts lost four to the Skullcrushers, killing only one in return. The Giant helped not at all, his Thump With Club doing nothing. Thankfully the steadfast Ironguts held.



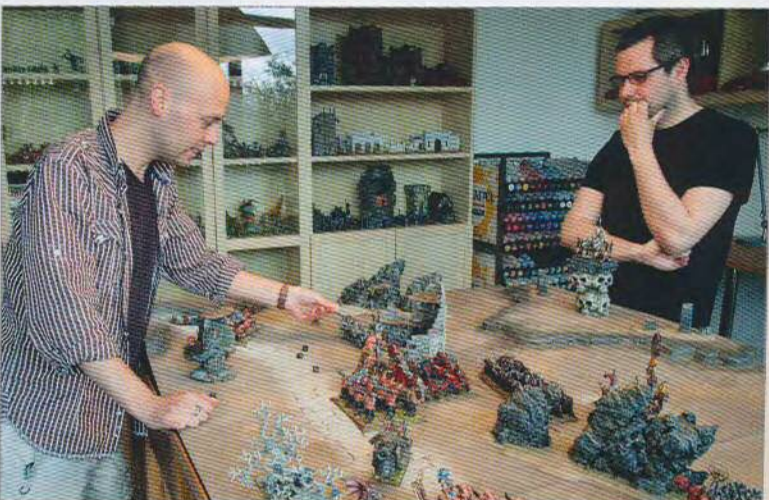
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- 5 The Skullcrushers move forwards, blocking the Chaos Warriors behind them but posing such a threat to Jes that he cannot avoid them any longer.
- 6 Valkia flies over Jes' lines and lands behind the unit of Ogres and the Ironblasters, ready to charge in Turn 3.
- 7 The Mournfang Cavalry charge Scyla, their Impact Hits alone wounding him twice.
- 8 It might have missed last turn, but Jes' Scraplauncher is bang on target in Turn 2, slaying one more Chaos Knight.

THE END TIMES

In which the two battle lines clash and Jes comes to fear the Warriors of Chaos.

Andrew: Well, that was uncalled for, I must say. The Hellstriders got chased off by a big unit of Gnoblar and Scyla got smashed apart by the Mournfangs. Still, at least the Skullcrushers did exactly what I hoped they would: they murdered Ogres left and right. Most of my units were stuck in now, but I charged the Chaos Knights into the Leadbelchers, Valkia into the Ironblaster and the Chaos Warriors of Khorne reformed to march through the gap between the outcroppings.

In the Magic phase I enacted the first part of my cunning plan. Risking a miscast, I threw all six power dice at casting Curse of the Leper on the Ironguts. Amazingly I didn't roll a double 6, and better yet Jes failed to dispel it (by 1!), so the Ironguts ended up Strength and Toughness 3.

I then had a very specific order to resolve my fights in the Combat phase. My plan got off to a slightly ropey start, however, with the Tzeentch Warriors failing their Fear test against the Mournfang Cavalry, leading to them only inflicting a single wound. Luckily Jes' rolls were similarly awful and he only killed one Chaos Warrior, the combat dragging on. The Chaos Knights then ploughed into the Leadbelchers, killing three Ogres for none in return, and then sending the rest packing (along with the nearby Sabretusk).

Finally the time came to see if I could slot the last piece of my puzzle into place – Valkia the Bloody. Barely breaking a sweat, Valkia went through the Ironblaster like a hot knife through butter, overrunning into the side of the Ironguts. As she'd joined an unfought combat, Valkia could fight again! Valkia wounded the Battle Standard Bearer twice, the Skullhunter wounded the Tyrant twice in a challenge and then the Skullcrushers slew three Ironguts. The Ironguts broke from combat but the Giant stayed put, locking the Skullcrushers in place. Valkia, however, was free to cut the Ironguts down as they ran.

Valkia Attacks



- 1 Valkia the Bloody charges the Ironblaster, hitting with all of her attacks, killing it outright...
- 2 ...And then overruns into the side of the combat between the Ironguts and Skullcrushers.
- 3 After slaying Scyla last turn, the Mournfang Cavalry overran into the front of the Chaos Warriors of Tzeentch.
- 4 Andrew sets up a combat-winning combination, Festus reducing the Ironguts' Strength and Toughness by 1 as the Warshrine increases the Skullcrushers' Toughness, allowing them to cleave their way through the Ogre unit with ease.



5 The untouched Ogre unit and attendant Firebelly charge the Khorne Warriors in Turn 4; the epic combat was as close as close could be, with Andy's armour-clad finest winning the combat by one. The Ogres break, and are run down by the Warriors.

6 The Tzeentch Warriors fend off a desperate combined charge by the Gnoblar and the remaining Sabretusk, turning to face the just-arrived Gorger.

7 The two generals shake hands, hardly able to believe the wide-scale carnage wrought by the Chaos Warriors at the end of the fourth turn.



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Jes: That was utterly brutal. In one fell swoop Andy tore the heart out of my army, breaking and running down the Ironguts (plus Tyrant, Battle Standard Bearer and Slaughtermaster!). Serves me right for putting all my Ogre-sized eggs in one basket, I suppose.

The unit of Ogres turned to face Valkia, the Firebelly's Fireball once again failing to wound her thanks to her ability to reduce the Strength of enemy attacks by one. The Chaos Knights had pursued the Leadbelchers off the table, so the Scraplauncher let loose at the Khornate Warriors, killing just one of them. The Tzeentch Warriors, on the other hand, butchered the plucky Mournfangs, while the Skullcrushers finished off the ineffectual Giant (who again rolled Thump With Club! Curse those Initiative tests) and turned towards the Scraplauncher.

The fourth turn proved to be a very final one. My Gorger finally arrived by Ambush, and moved on the table edge nearest the Tzeentch-marked Warriors. The Warshrine decided to remove its blessing from the Skullcrushers (who charged the Scraplauncher and, yes, killed it) and targeted the Khorne Warriors, giving them a redundant Magic Resistance (3). These Warriors moved forward, allowing me to charge them with my Ogre unit for a possibly game-changing combat. Andy's blood-crazed lunatics won the combat by a measly one, making two Regeneration saves from Festus' Pestilent Potions; the Firebelly's breath weapon and Flaming Attacks sadly didn't nullify these as they happened at the same Initiative step as the rest of my Ogres' attacks. Bah! The Ogres broke, fled and were run down, leaving only the Gnoblar and Sabretusk to bounce off the rear of the Tzeentch Warriors in a last-ditch charge. When the dust settled at the end of Turn 4, all that was left was a single, bemused Gorger...

**WARRIORS OF CHAOS
CRUSHING VICTORY**

WHAT WE LEARNED

So what have our two generals discovered about the four things they set out to test?



Andrew: I'd like to say that was a close-fought battle, but after Valkia and the Skullcrushers gutted Jes' army on Turn 3, it was all but over. That said, I didn't have it all my own way and there were a few moments Jes could have taken the game.

Jes: I'm not sure. That was the most decisive game of Warhammer I've ever played; I was absolutely steamrolled by a perfect storm of synergy between Andy's units. The early stages of the game looked promising but the Skullcrusher/Warshrine/Festus combo really did for me.

1. The Warshrine

Andrew: I suspected that the Warshrine would have a subtle effect on the battle, but it proved to be far more decisive than that, increasing the Skullcrushers' Toughness to a mighty 5. The only downside was that once it had gifted this boon, the Warshrine had no need to grant anyone else a roll on the table...

Jes: That didn't really matter though; it was probably the best gift the Skullcrushers could have received, and really blunted the effectiveness of the Ironguts. This was best-case scenario stuff, mind you.

2. Skullcrushers

Andrew: Speaking of the Skullcrushers, they proved to be the game-winning unit. They dished out an unbelievable amount of hurt when they finally got into combat and, despite a few unlucky armour saves, proved to be very sturdy indeed. The champion even had a good go at taking on your Tyrant in a challenge! I think they're let down slightly by only having two Wounds, mind you. It's a shame we didn't see them up against the Mournfangs.

Jes: Yeah, I should have taken more and engineered a clash. But the Skullcrushers' relative lack of wounds was offset by their amazing armour save, and as Monstrous Cavalry they deny me one of my army perks: I get no Stomps against them.

3. Hellstriders

Andrew: Of course, I didn't have it all my own way. We didn't get to see what the Hellstriders were capable of as they were chased off by Gnoblers early on in the game. Stop sniggering at the back – Fast Cavalry tend to struggle against ranked-up units of any kind, and the Ogre army is hardly filled with soft, tempting targets. With hindsight, the hellscourges would have helped, giving them re-rolls to hit.

Jes: This was hilarious – I don't think my Gnoblers have ever run anything off the board before. But yes, this was hardly a decent showcase for what the Hellstriders can do. My feeling is they require some finesse to use properly, and in a game such as this – which saw them facing a lot of monstrous infantry – their utility in terms of dealing damage (which their special rules benefit from) was limited.

Andrew: Even their usual prey of lone wizards and war machines would have been a tough prospect in an Ogre force. Against an Empire army, I think they'd have had far more targets to pick from.

4. Special Characters

Andrew: Scyla aside, who came unstuck against one of your harder units, my special characters were real game winners. Valkia was fantastic, her wings allowing her to get behind your lines and set up a key charge, and then her prowess in combat took out both the Ironblaster and the Ironguts in one turn. But it was her subtler ability that was great: her Gaze of Khorne allowed me to re-roll the Warshrine's gift, giving the Skullcrushers Toughness 5.

Jes: Valkia was a one-woman army. She was terrifying to behold and you used her brilliantly. Festus was subtler, but equally as useful; he really proved his worth in weakening my Ironguts with Curse of the Leper, which ensured the Warshrine-enhanced Skullcrushers met with little resistance. Nasty, nasty stuff. ☠

THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: Warriors of Chaos author Phil Kelly, Ogre Kingdoms author Jeremy Vetock and White Dwarf senior writer Adam Troke.



Adam had a front-row ticket to the action, and practically had to be gagged to prevent him giving advice to the players. Here's what the back-seat driver has to say.

While Andrew's performance wasn't exactly flawless, it was very solid, backed up by access to some really effective new units. The Skullcrushers lived up to the hype, and Valkia was a delight. Initially I was anxious that she wouldn't prosper against Ogres (Killing Blow is no help), but Andrew used her well. Festus was sensational, and even though he didn't dominate the action, we got to see what he can do. What I was most impressed by, though, was the Warshrine. People have been clamouring for these for some time now, and though I've seen it in action before with kit-bashed approximations, with the new

model on the table, I really concentrated on its effect. It's a fantastic piece of kit, capable of really improving the situation for your Chaos Warriors. Andrew getting +1 Toughness was a great example – and the other results it can give have some definite potential too.

In terms of performance, Jes didn't really do anything wrong. Andrew was coming back after defeat against me last month and was as sharp as a tack, tactically. A little bad luck, in terms of the Ironblaster and a dispel roll or two, did the rest in what was actually a closely matched game.



Phil Kelly is the author of Warhammer: Warriors of Chaos, and a seasoned Ogre Kingdoms player too.

Fair play to him – Andy dictated the course of the game right from the start. By meeting Jes in the midst of the monolithic scenery, he protected his flanks, while setting up a flank bomb of his own – Valkia the Bloody, who he used to full effect, even getting in a double combat. Knowing that the Warriors of Chaos and the Ogre Kingdoms are quite well-matched, Andy skewed the odds in his favour, boosting his own troops whilst hexing Jes' Ogres to mere human levels. The plan worked magnificently – a Chaos Warrior unit will probably win in a fight, but an augmented

Chaos Warrior unit you can count on to kick serious ass. Jes used his Hellheart AND his Dispel Scroll on Turn 1, and then the dice came up too short to stop the Curse of the Leper mid-game. This effectively decided the game in a single gory combat. Too many ovoids in one receptacle, as Jes said. I made the same mistake once, fielding an Ogre horde (including several prize characters) just for the hell of it. It killed loads and looked great, but One Yell and Bawl from an enemy Giant and two failed Break tests later, and they got ran down quicker than a hedgehog on the M25.



As co-author of Warhammer: Ogre Kingdoms, Jeremy knows how to get the most out of the ravenous hordes.

Looking over the army lists I liked the balanced look of Jes' Ogre list – it was an army that could shoot and fight. Even better, he had added great unit and character names... well, except one. I mean, who names an Ogre Battle Standard Bearer Big Derrick? However, Jes was going up against Warriors of Chaos and they are tough – even more so now. Against such enemies I often find that unless I concentrate my firepower onto a single target, I cause a few casualties, but not crippling any of the units. Jes wasn't helped by his best weapon for the job (the

Ironblaster) misfiring and being unable to fire for an additional turn – it was always hopeful that shooting separately could do much more than dent each individual target. In hindsight he'd have been better combining the firepower or investing in another combat unit or a magical weapon for his Tyrant. Also, his Giant might have devastated the Chaos Warriors, but was always going to struggle against monstrous cavalry. Still, there is no shame in losing to Andrew or the Warriors of Chaos – once, anyway. If it happens again the Great Maw will indeed be angered...



B LANCHITSU



What warp-spawned madness roils in the mind of the great John Blanche? It's his endlessly inventive creative vision that has shaped the impossibly rich look of the universes of Warhammer and Warhammer 40,000. In the last issue of White Dwarf John talked about his Inquisitorial warband; this month he tells us about the joy of converting plastic miniatures, and how the character of his models is informed by the inspiring content of his bits box.





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- 1 This model started life as a Chaos Sorcerer but has grown into something else entirely.
- 2 John's models are as intricately painted as his artwork, often featuring freehand designs.
- 3 John pays almost as much attention to the bases of his models, covering them with plenty of details.
- 4 The shoulder-mounted weapon is reminiscent of that born by Inquisitor Covenant.
- 5 John has a particular affection for the Nurgle Chaos Lord, as he is covered in loads of great aesthetic details. He has made several conversions based on him.

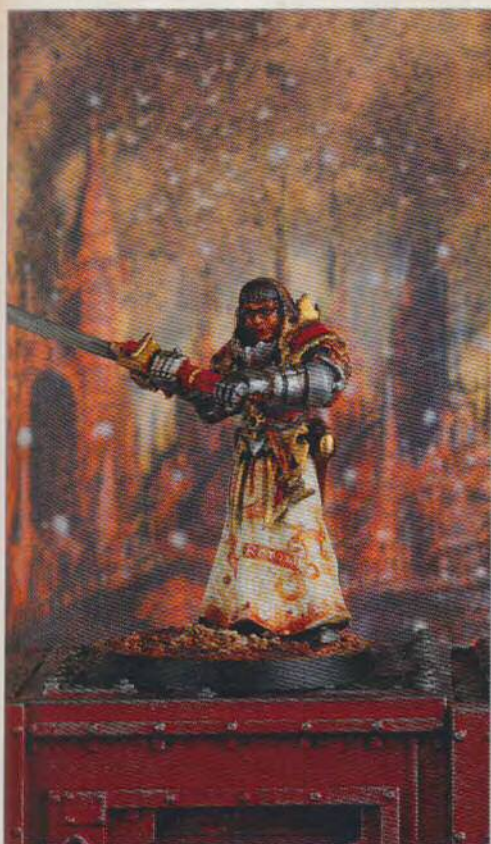
John: My current project began when Brian Nelson was sculpting Warhammer heroes last summer. We've continued to release these single-frame plastic characters for over a year now, with more being released all the time. These are fantastically designed sculpts and they each have an individual quality that, in turn, lends them to use in my Inquisitor's warband, which I talked about last issue. Each of the miniatures is an individual. They're not rank and file warriors, each one is a character in its own right. If you look at all the Golden Demon contests around the world last year they were full of them, and rightly so as they're brilliant sculpts.

Each of the models shown here started life as a Warhammer figure, of course, but they've been repurposed for Warhammer 40,000. There's a very real sense of achievement in taking something and turning it into something else entirely. It shows you've invested time and creativity into it. Using Warhammer figures and turning them into 40K takes that concept to the extreme.

One of the reasons this works is the armour the models wear. I like characters to look archaic and medievalised, and the armour lends itself to that. It's far more delicate than the hulking shape of a Space Marine's power armour.

To start a conversion I take the base model and mess around with bits until something grows out of it naturally. It's very organic. Sometimes I just happen to have the bits together and a concept springs forth fully formed. I don't start off with the premise that I need to make a robed priest or a psyker or whatever. Instead it grows into a character. I don't start with a character in mind; the figures tend to suggest that.

The Wraith is definitely my favourite of the miniatures shown here. He's so creepy, hunched over and floating about. I mean, the miniature was disturbing enough when it was just a Cairn Wraith but I've converted him to have a face which just makes it worse somehow. I don't know what he is. He's some sort of priestly type, but I don't know for sure.



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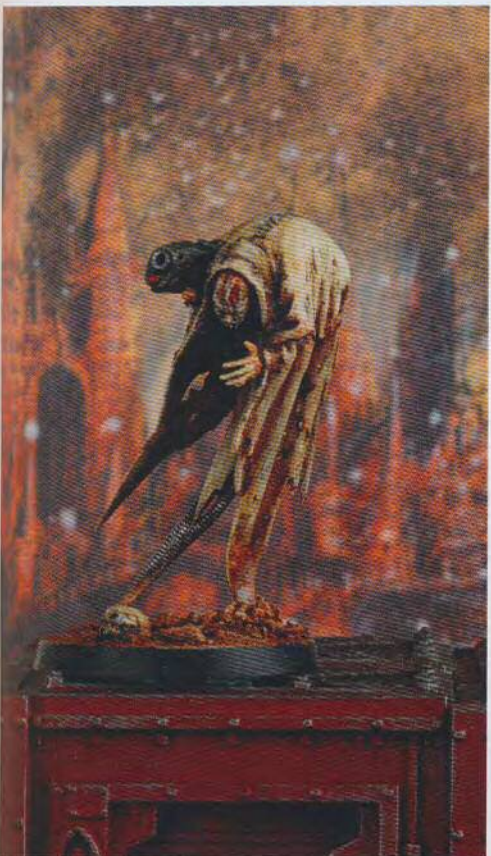


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6 The Inquisitor who leads John's warband. The basis for the model is the plastic Chaos Sorcerer, but with the upper torso and sword of a Grey Knight. The head is a plastic Sister of Battle head from the Immolator.

7 John heavily converted the Nurgle Chaos Lord into a thuggish henchman.

8 This is John's favourite miniature from his warband as there's something deeply unsettling about its ethereal nature.



8

All of my miniatures are an experiment in painting and conversion. I started making them with this in mind, and then they organically grew into a warband. The bits are important to me, individual pieces of sculpting that bring drastically different characteristics to the miniatures they're used as part of. So, for example, I keep coming back to the Nurgle Chaos Lord. He has a big flat surface area; that big expanse of flesh that's such a joy to paint. Each model has its own aesthetic quality and I try to bring that out with my conversions.

Plastic miniatures are such great fun to work with; they're just so easy to convert and model, and there are so many different components and details for me to use. Every time we bring out a new range and release more miniatures, my bits box gets bigger. It expands enormously each time we do that and gives me a bigger palette to work with when converting my latest miniature.

JOHN

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.



MANGLER SQUIGS

SCULPTED BY TRISH GARDEN
NOMINATED BY NUALA KINRADE



As one of the Studio's talented artists, Nuala spends her days in the imagery of the Games Workshop universes.

The first Citadel miniature I ever painted was a Squig. It was a cheery little model with enormous teeth, and I remember being really entertained by the slightly malicious comedy of it. That one model spawned a small Orcs & Goblins army that I painted over a period of several years. I was never much of a gamer, but I really enjoyed collecting all the zany, slightly mad greenskin models – things like Fanatics and Doom Divers. At the heart of the Orcs & Goblins army, there's a sense of humour that I really enjoy, and I think that explains why I love the Mangler Squigs.

When I first saw the model I was amazed at how Trish has touched on so many ideas seen across the Orcs & Goblins range and drawn them together into one miniature. Crushed Night Goblins, manic grins, models swinging on chains and uncontrollable movement are all tied together with the threat of massive (but unpredictable) violence. The icing on the cake is the scale of it. The model is big, in an incredible pose; it's full of haphazard motion. Not a single one of the Goblins on the model is in charge, and neither are the Squigs: it's total chaos, and that's perfect.



- 1 One of Nuala's favourite aspects of the Mangler Squig model is the squashed Night Goblin. It's an entertaining reminder that herding Mangler Squigs into battle comes with some significant occupational hazards to look out for.
- 2 The lower Mangler Squig has a face that bears an uncanny resemblance to the Evil Sun as depicted on greenskin banners. According to Trish it was a cheeky, fun way of nodding to one of the most enduring pieces of Orcs & Goblins imagery.

It's an honour and a privilege to have the Mangler Squigs nominated to the Hall of Fame, especially when this is a comparatively recent miniature. Of all the models that I have sculpted over the years, it's hard to recall one that I enjoyed sculpting as much as the Mangler Squigs. I was really taken by the description of the Mangler Squigs in the Orcs & Goblins army book, and after a couple of conversations with Jeremy Vetock, I was really fired up to make something absolutely crazy. Here was a chance to take Squigs and render them bigger, bolder and badder than ever

before. It's interesting that Nuala also likes the malicious nature of the Squigs – I've always called them 'wicked-sly'. They have a silliness that makes them delightful to look at; you might even try to pet them but they'll take your hand off for it.

This model is a sideways glance at the Warhammer world's zaniest denizens. On the one hand you have a beastie that is basically an evil space-hopper full of caffeine and madcap mushrooms, and on the other it's a stone-cold killing machine that will eat you as soon as look at you.☠



Trish is the mistress of monsters, the sculptor responsible for many of the great gribbly beasts in the Citadel range.

PARADE GROUND

Parade Ground is the monthly feature that looks at fantastically painted units, monsters and vehicles all united by a single theme. In this issue we showcase the armoured might of Imperial battle tanks.

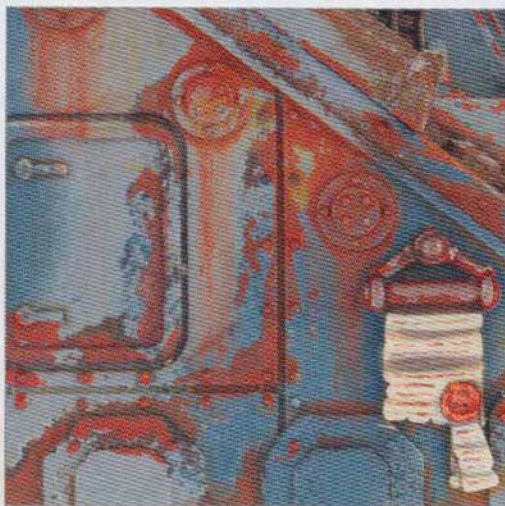


LEMAN RUSS DEMOLISHER

Glenn More

Recently Glenn has been experimenting with lots of weathering effects, and this tank is a great example of that skill set. The muck around the tracks is carefully applied Forge World Light Earth weathering powder, giving a real caked-on mud effect. This tank is actually the first

model in a whole new army Glenn has started working on. The idea for the force is that it will be a regiment raised within Ultramar, to fight alongside Glenn's existing Ultramarines army. With that in mind, Glenn has chosen a very subtle blue-grey camo pattern for the tank.



- 1 Glenn's Leman Russ Demolisher has had plenty of small details added to its hull such as purity seals and scrolls.
- 2 The rust effect is achieved using salt weathering – as seen in Paint Splatter this month.
- 3 Glenn is a sucker for unit markings – this standard Imperial Guard squadron badge features a skull from the Space Marines transfer sheet.
- 4 The Ultramarines badge proclaims the allegiance of Glenn's army.

LAND RAIDER CRUSADER

Carl Dafforn

Carl has been building up a Black Templar crusade for some time now. It's a battered, dirty and well-worn fighting force, and each model is detailed with personal heraldry. This Land Raider Crusader is the pride of his collection, as well as the bulwark in his battle line when he plays.

Carl has used transfers as well as parts from the Black Templars Upgrade Pack to detail the vehicle. He has also added plenty of battle damage and weathering to the tank. He's especially keen on the multi-melta gunner, whose head is from the Venerable Dreadnought kit.



- 1 Carl's Land Raider Crusader shows the wear and tear of fighting in a lengthy campaign.
- 2 The assault cannon's cowl has the Armageddon crusade markings painted onto it, simply a red diagonal line on a white background – this is repeated on his squads and other vehicles.
- 3 The Land Raider's doors are from the Black Templars Upgrade pack, which features sculpted details such as the cross and scroll work.

LEMAN RUSS TANK SQUADRON

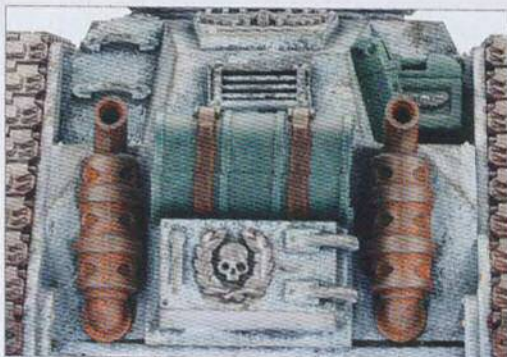
Dom Murray

Dom's Imperial Guard army features plenty of tanks, all painted in a striking winter camouflage colour scheme. The models in this squadron were chosen simply on the basis of which turrets and weapons Dom fancied including, rather than from the relative merits of the weapons in battle. The lead tank is painted with a green hull to differentiate it from the other vehicles in the squadron, but still retains the same yellow and white markings – a yellow vertical stripe with the tank's personal markings alongside it.

As Dom was painting these vehicles, he was also playing plenty of games of Spearhead and decided to make some thematically-linked tank crew to serve as objective markers in his games. His intrepid infantry additions include a wounded commanding officer, a shouting crewman clutching a hand-painted map, and a trooper with a vox caster.



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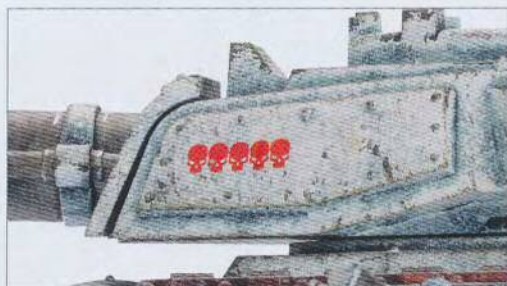


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- 1 Dom's crew are painted in the same livery as the rest of his Imperial Guard army; the red armour plates correspond to platoon markings.
- 2 The tanks all feature plenty of extra stowage and fuel barrels.
- 3 The full squadron, while retaining a uniformity, features three very distinct tanks.



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- 4 The lead tank with its squad marking and designation 01.
- 5 Each vehicle features kill markings, celebrating significant kills.
- 6 The squad marking of a vertical yellow band sits alongside the personal vehicle marking of a skull and crossed axes.
- 7 The sponsons also feature yellow banding to tie them in with the squadron, along with personal kill markings (larger skulls represent vehicle or monster kills).

PRAETOR

Rob Fletcher

When it comes to tanks, Rob knows a thing or two – his Imperial Guard army boasts more than 30 of them in varying shapes and sizes. This Praetor Armoured Assault Launcher is the centrepiece of his collection, its bulk towering over the Leman Russ and Chimeras that flock around it. The Praetor is an anti-aircraft unit that is more than capable of shooting down enemy fliers with its pilum warheads – so Rob makes sure to include it in his games of Apocalypse.

All of the vehicles in the army share a camo pattern. Rob started out with a Zandri Dust basecoat and then added a series of camouflage markings using an airbrush. By moderating the flow when painting these, Rob gets a stronger tone in the centre of the camo pattern with a fainter outer edge – this leaves a very satisfying, realistic final effect.



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- 1 Rob's Praetor Armoured Assault Launcher.
- 2 Rob has stippled Abaddon Black around the exhaust port on the Praetor, creating the appearance of dirt and filth that have accumulated over time.
- 3 The Praetor's missile rack contains 22 pilum missiles. Rob has built his vehicle so that the missile system can be raised and lowered.

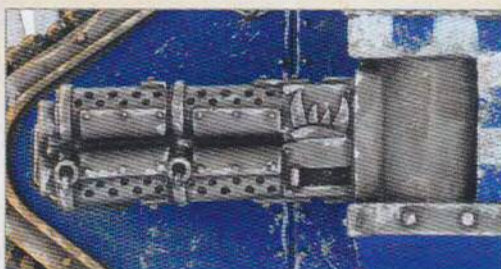


LOOTED WAGON

Jamie Forster

"That's not an Imperial tank," we hear you cry, and you're right. But it was once. The talented Mr Forster has kit bashed an impressive looted tank for his Ork collection and painted it in the colours of those most famous of lootas: the Death Skulls. The bulk of the model is based around the Leman Russ hull, but assembled with the rear facing forwards to give it a distinctly different appearance. Onto this chassis, Jamie has added a host of unusual details – essentially taking the Leman Russ and 'Orkifying' it. The turret is taken from the Ork Battlewagon, modelled directly onto the cupola of the Leman Russ, and the dozer blade is a heavily adapted armoured prow, also from the Battlewagon kit.

Jamie's painting style is cheerful and bright, with plenty of scratches and dirt as befits a looted Ork vehicle. **AT**



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- 1 Jamie's looted vehicle sports a hodge-podge of parts from the Battlewagon and Leman Russ kits, all put together to create a very unusual Orky vehicle.
- 2 The sponsons have been converted to boast twin-linked big shootas.
- 3 The weathering was done by stippling Leadbelcher and Ironbreaker.

A Call to Arms!

In the future we would like to feature the following kinds of models on the Parade Ground: Warhammer cavalry models, chariots, monstrous creatures, command groups, special characters and flyers.

If you've got something you think is up to the standard White Dwarf requires, why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch!



KIT BASH

WARHAMMER 40,000 WARLORDS

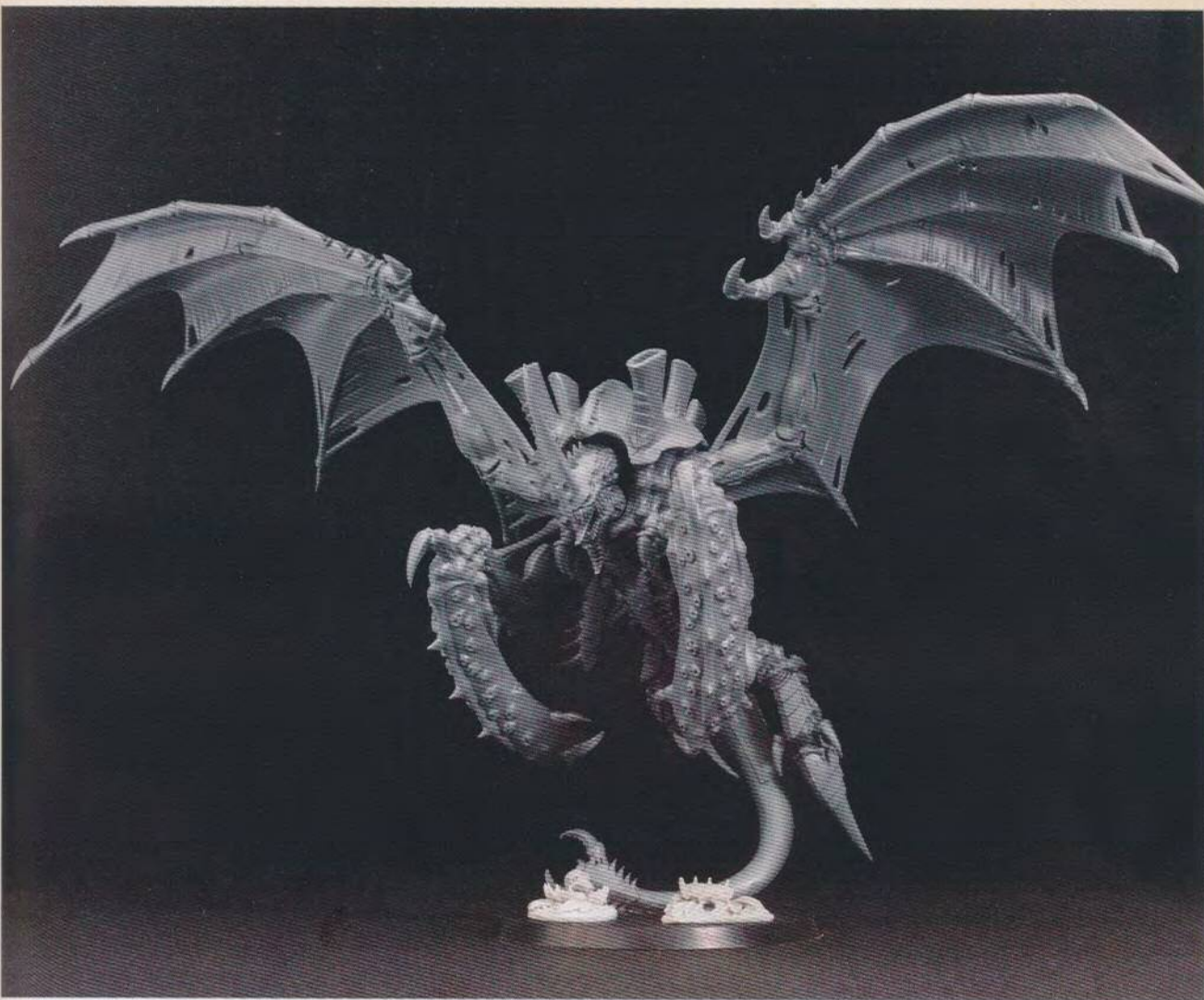
In **Kit Bash** we showcase the art of converting, altering and customising your miniatures to create one-of-a-kind models for your collection. This month we look at Warlords, army leaders for Warhammer 40,000.



WINGED HIVE TYRANT

Jes Bickham

A minor conversion to this Hive Tyrant has enabled Jes to get the weapon options he wants for his army Warlord – he has taken spare fleshborer hives from his Tervigon kit to use as a pair of twin-linked devourers.



- 1 Jes has posed the Hive Tyrant to be plunging down on the foe unleashing a fusillade of bio-munitions.
- 2 Paired, twin-linked devourers are a formidable weapon option. But if Jes wanted wings too, he needed a solution to represent them – and he wasn't willing for his Hive Tyrant to go into battle legless.
- 3 The carnivorous plants are from the Death World Basing Kit and the Necron head is from Jes' own Necron collection.

IMPERIAL GUARD COLONEL

Dan Harden

Inspired by a small piece of background in an old Imperial Guard Codex, Dan has kit bashed an Imperial Guard Colonel as part of the Terrax Guard – a regiment from a world renowned for its Commissar and Storm Trooper training facilities.



Dan has taken a Cultist leader from Dark Vengeance and replaced his bared chest with a Cadian armoured torso (a very fiddly bit of conversion work). He's then made a head-swap with a spare head from the Hellhound kit.



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- 1 Attaching the plasma pistol required using parts from four different kits.
- 2 A spare backpack from a Catachan kit makes the Colonel look like he's equipped and ready for a lengthy campaign.
- 3 The power fist is taken from a very old plastic Eldar frame Dan found in his bits box. You can also see Green Stuff where Dan has repaired the Colonel's epaulettes.

THE REMNANTS CAPTAIN

John Bracken

John has converted a model to lead his Space Marine army, known as The Remnants. The model uses various parts from different kits; a shield from the Terminator Assault Squad, running legs from the Space Marine Assault squad and

the shoulder pads and MK VIII chest plate from the Space Marine Command squad box. John has cleverly combined the parts to give the model a real sense of motion, playing to the image of the Blood Angels as wrathful assault troops.



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- 1 The Captain's chest plate and shoulder pads are taken from the Space Marine Command squad box. These parts fit seamlessly with the head from the Death Company box set.
- 2 This storm shield is from the Terminator Assault squad box set.
- 3 The sword and dagger are from the Citadel Finecast Witch Hunter and the Death Company kits respectively.
- 4 A grail icon replaces the Captain's iron halo.

IRON HANDS CAPTAIN

Matt Hutson

Matt has kit bashed an Iron Hands Captain by combining the Iron Hands Tactical squad Upgrade Pack with the Space Marine Commander kit. As with most Space Marine kits, these parts are all compatible with each other, making an

effective conversion such as this very simple. He has given the model a striking 'leader' pose, with hammer raised and the iron halo framing his bared head. He's also made use of the Badlands Basing Kit, for the smashed Necron skull.



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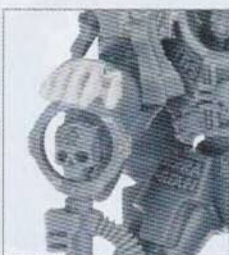
- 1 The thunder hammer has plenty of details such as cables and power feeds running into it.
- 2 The Captain has a literal iron hand, in this case a bionic hand taken from the bitz pack.
- 3 The addition of a different head (complete with bionic eye) from the Space Marine Commander suits an Iron Hands Captain perfectly.

INQUISITOR LORD

Leigh Woosey

Determined to lead his army with an Inquisitor Lord clad in Terminator armour, Leigh plundered his bits box for the right parts. The model uses parts from the Grey Knight Terminator kit, as well as the Space Marine Venerable Dreadnought and even

a hand purloined from a Space Marine Casualty, of all things. Leigh has chosen a very different colour scheme to the traditional Grey Knight silver – this reinforces his kit bash, giving the model a unique appearance.



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- 1 The model's pose is stoic and sedentary, like an old wizened warrior held upright by his armour.
- 2 The halo is taken from a Nemesis force stave.
- 3 A massive power fist from the Venerable Dreadnought kit.

ELDAR AUTARCH

Eddie Eccles

Eddie is a relentless converter of models, and this Autarch is simply the latest in a long line of kit bashes. The heart of the model is the Autarch leaning on a shield, which is in turn resting on the shoulders of a slain Necron Warrior. Eddie has utilised

parts from the Eldar range, including a host of parts from the High Elf Chariot kit and even the Dark Eldar Scourges and Cronos Parasite Engine. The prone Necron modelled onto the model's base is taken from the Deceiver model.



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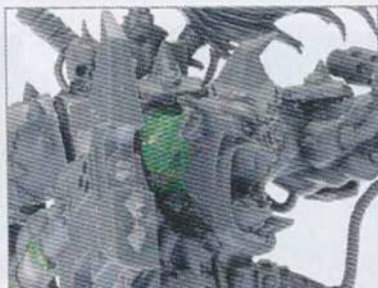
- 1 Eddie modified the helm from the Dire Avenger Exarch for the model.
- 2 The legs are taken from the Dark Eldar Scourges kit.
- 3 The sculpted lion atop the Autarch's banner pole is a spare part that Eddie took from the High Elf Chariot box set.
- 4 The shield rests upon the shoulders of a prone Necron Warrior – actually part of the scenic base from the C'tan Shard of the Deceiver.

ORK WARBOSS

Nick Bayton

Determined to make an Ork Warboss with 'more dakka', Nick has given his greenskin character the full Mek treatment, with a new multi-barrelled gun that he has extensively converted and built into what was once the Ork Warboss's power fist.

Nick has also effectively turned the Ork's head so that he is sighting along the length of his gun and given him a new weapon in the form of a chain axe from the Ork Nobz kit. He's also added some great details in the form of lots of spent shell casings.



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- 1 Nick has used Green Stuff to change the angle of the Ork Warboss's head – a simple enough conversion that significantly changes the appearance of the model.
- 2 The Warboss has a new kustom shoota that has been bodged together in the finest traditions of Big Meks everywhere. Most of the parts used are from the Ork Nobz kit.

BLOOD ANGELS CAPTAIN

Christian Byrne

Inspired by Commander Dante, Christian embarked on a simple kit bash to make a Blood Angels Captain for his own force. His finished model uses a host of parts from a couple of different Blood Angels box sets – including the artificer armour from the

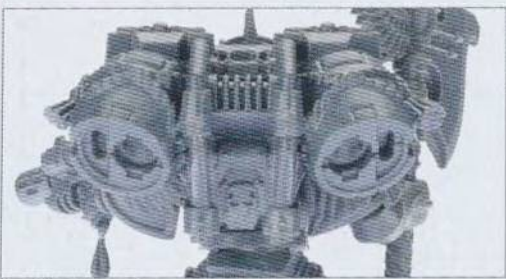
Sanguinary Guard kit and a melta pistol and jump pack covered in iconography taken from the Death Company frame. He combined them to make a surprising likeness to the famous Chapter Master of the Blood Angels Chapter.



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- 1 The ornate axe is a glaiive encarmine from the Sanguinary Guard kit.
- 2 Christian thought that the intricate detailing of the artificer armour suited a Blood Angels Captain.
- 3 The Sanguinary Guard's winged jump pack was swapped for a Death Company jump pack.

DARK ELДАР ARCHON

Mark Bedford

Using the plastic Chaos Sorcerer as the base for his model, Mark Bedford has converted this fantastic Archon model, complete with husk blade. Much of the model is the simple combination of bits from various sources, but it's amazing how

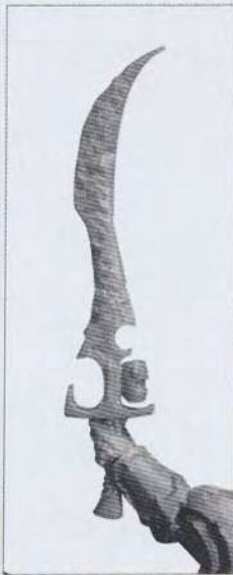
the overall appearance of a model can change when parts are used in a different way. Of particular note is the husk blade made from a Kabalite Warrior power sword and the impressive horned helm, featuring a piece from the Cold One Knights kit.



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- 1 The accessories around the Archon's waist are all taken from the Kabalite Warriors and Hellion kits.
- 2 Mark has added the horns from a Dark Elf Cold One Knight to his Kabalite Warrior helm to make a distinctive and imposing helmet for his Archon.
- 3 This husk blade started out as a power sword from the Kabalite Warrior. Mark has notched the blade with a Hobby Drill and Hobby Knife to make it look dimpled and scarred in appearance.

THE VALLEY OF SKULLS

In this month's Battleground we take a look at the Valley of Skulls, one of the feature tables at Warhammer World. Ray Dranfield and Mick Cudworth, the scenery gurus behind this sinister battlefield, tell us where they got their inspiration and how they created it.

Ray: When we started this project we knew that we wanted it to feature skulls. Lots and lots of skulls. The Realm of Battle Gameboard tiles feature several pits full of them, but we honestly didn't think they would be enough – we wanted a battlefield covered in skulls, as if countless wars had been fought in this place and the skulls of the fallen left behind to honour the dead.

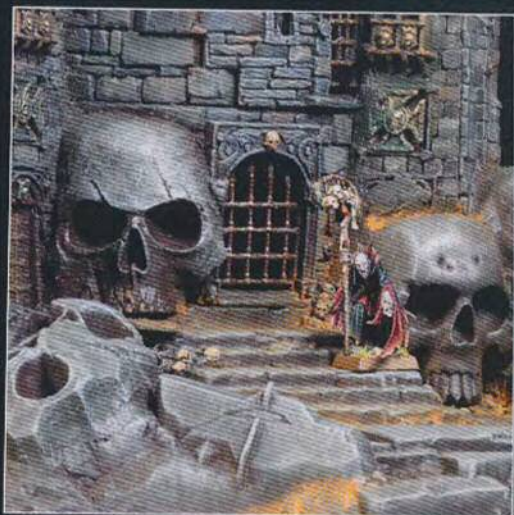
Mick: Having set to work on the skull pits we quickly realised that the board needed a centrepiece. Loads of skulls and a few hills are okay, but there were no defining terrain features and no

height to the board (and nothing to hide behind when the arrows started flying).

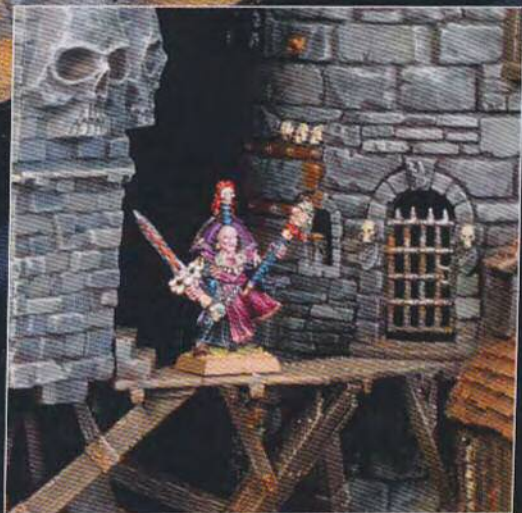
Ray: Mick's a big fan of old films and he recalled a creepy tower from the movie *The People That Time Forgot*, which has spires and buttresses jutting out at crazy angles. We talked about the modelling possibilities and came up with the idea of a reclusive Amethyst wizard who has turned to necromancy. Knowing that his mastery of the Dark Arts could get him in trouble he snuck off into the Badlands and got his minions to construct a massive tower on a plain of skulls where he could conduct his spells in secret. ►



The entrance to the wizard's lair is flanked by large imposing skulls and barred by a metal gate that has become rusted with age.



There are plenty of places for miniatures to stand on the tower – an important feature for any terrain piece and something the scenery team bear in mind with every board they make.



► At the time we started building the table, Skullvane Manse and Deathknell Watch had just been released so there were plenty of scenery pieces for us to use in the construction of our wizard's tower. Witchfate Tor was the biggest and most robust so we used it as the core of the tower and started to dry-fit parts from other kits to the outside. The tower would also need a base as, without one, it could topple over. With the theme of skulls running strongly throughout the project we knew there was only one scenery piece for the job: the Temple of Skulls.

Mick: We quickly realised that it wasn't quite wide enough to hold Witchfate Tor and so we got out the saw again, chopped two Temple of Skulls in half and glued them together back-to-back. This gave us enough space to mount the tower in the middle and plenty of room to fit all the ramshackle rooms and buttresses around it (see picture opposite). With the base and the tower now built we set to work gluing the rest of the components in place.

Having cut up two Temple of Skulls sets we found that we had several rocky outcrops and large stone skulls spare and we got the idea to mould the off-cuts into the hills. Having tried it out on one hill we liked the idea so much that we decide to do the same thing on the rest. Several kits (and much sawing) later and we had plenty of spikes and skulls to stick to the board.

Ray: Before we started painting we added a couple more terrain features to make the board even more exciting to battle over – a large sacrificial altar constructed from a Temple of Skulls combined with the Magewrath Throne and a tower of skulls next to a wheel of magic full of, you guessed it, skulls. In fact, we added quite a few skulls to the board, which we cut from the Chaos Tank Accessory sprue. They are the same skulls that Dave Andrews uses when he's building new terrain pieces to ensure that he gets the scale right, so we did the same thing. In total there are close to 4500 skulls on the board, 200 of which came from the accessory sprue. It took us a long time to cut them all out, I can tell you! **DH**



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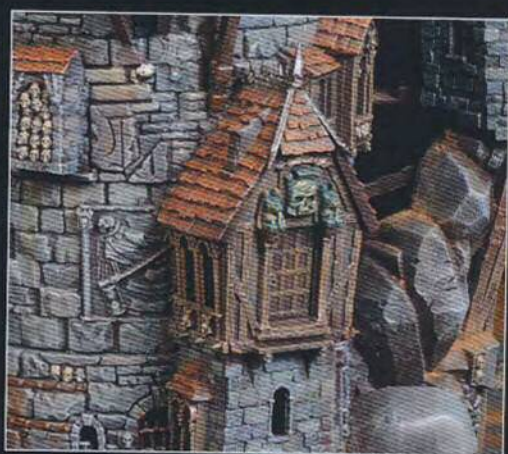
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- 1 The sacrificial altar is an amalgamation of the Magewrath Throne and Dreadfire Portal mounted atop a Temple of Skulls.
- 2 The pillars from the Arcane Ruins fit perfectly on the Temple of Skulls, giving the impression that there was once a building standing next to the altar.
- 3 The turbulent pool at the base of the cliff captures the souls of those sacrificed on the altar.

The wizard's tower is an imposing edifice and stands a mighty 28" tall. The two towers jutting out from the side of Witchfate Tor are held up on rickety wooden supports that look barely strong enough to support the weight of the building above.



Rooms and buttresses jut out from the sides of the tower in a rambling, uncoordinated fashion that is perfectly in keeping with the eclectic architecture of the Empire.



Many of the extra rooms come from the Skullvane Manse kit. Mick and Ray painted them as old, weather-worn wood in warm browns and oranges to make them stand out from the cold grey stone.



At the very top of the tower is the wizard's personal chamber. Rather than leave the tower roof open to the elements a sloped roof was added using parts from the Chapel kit.



Ray and Mick made extensive use of the Forge World weathering powders to give the scenery a dusty, abandoned feel.





The spare skulls and rocky outcrops from the Temple of Skulls were used to give extra height and definition to the hills along the edges of the board. Mick pointed out that they are not, in fact, skulls of giants, but rather "giant skulls carved out of the rock – kind of like a grim Mount Rushmore".



The wizard's tower combined many different kits and as a result there were many spare parts, including the rocky outcrop beneath Skullvane Manse, which was used as a sinister pillar of skulls.



PAINT SPLATTER

Warriors of Chaos will often wear the colours of their patron god into battle. To help you get the right colours (and therefore appease the Gods of Chaos) we asked the Hobby Team what colours they used to paint the Chaos armour on their Warrior models.

KHORNE



Chipped Red Armour

- | | |
|----------------------------|----------------------|
| 1 Basecoat: Khorne Red | 4 Glaze: Bloodletter |
| 2 Layer: Evil Sunz Scarlet | 5 Layer: Ironbreaker |
| 3 Layer: Wild Rider Red | |

NURGLE

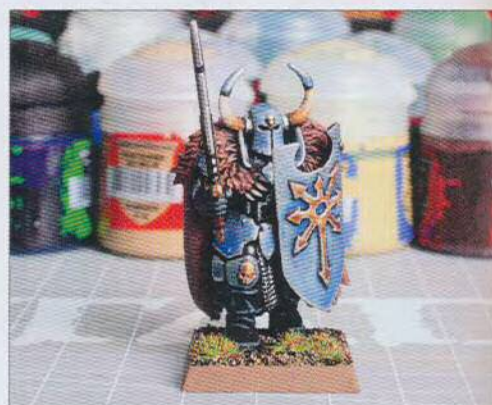


Putrid Green Armour

- | | |
|------------------------------|------------------------|
| 1 Basecoat: Castellian Green | 4 Layer: Straken Green |
| 2 Wash: Agrax Earthshade | |
| 3 Layer: Loren Forest | |

Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

TZEENTCH



Blue Tinted Armour

- | | |
|-------------------------|-------------------------|
| 1 Basecoat: Leadbelcher | 4 Layer: Runefang Steel |
| 2 Layer: Ironbreaker | 5 Glaze: Guilliman Blue |
| 3 Wash: Nuln Oil | |

SLAANESH



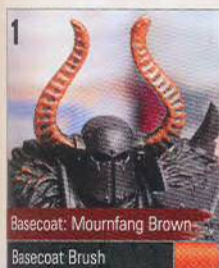
Black Armour with Gold Trim

- | | |
|-----------------------------|-------------------------|
| 1 Basecoat: Abaddon Black | 4 Wash: Nuln Oil |
| 2 Layer: Dawnstone | 5 Layer: Gehenna's Gold |
| 3 Layer: Administratum Grey | |

CHAOS WARRIORS DETAILS

Warriors of Chaos may be heavily armoured, but there are plenty of other textures on them, from fur and leather to horns and trophy skulls. Armed with a selection of paints and brushes, Dan has created four stage-by-stage guides to help you paint them.

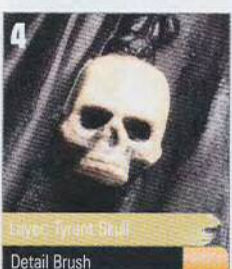
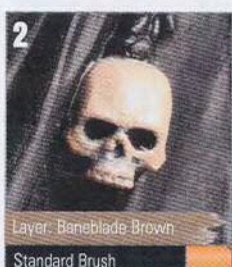
Horns



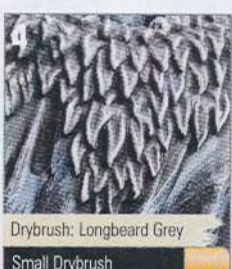
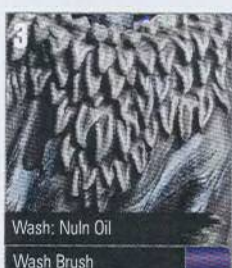
Leather



Skulls

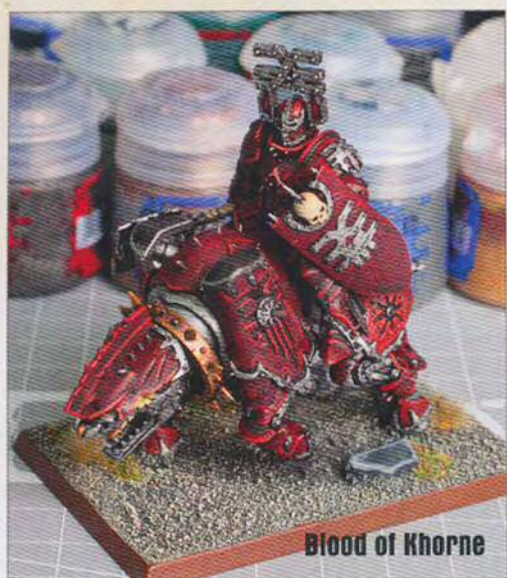


Fur



A Guide to our Techniques

Throughout Paint Splatter we refer to six different techniques: Basecoat, Wash, Layer, Drybrush, Glaze and Basing. You can find more information about using these techniques in How to Paint Citadel Miniatures, along with many more helpful painting tips and tricks.



Blood of Khorne



Iron Armour



Burning Magma

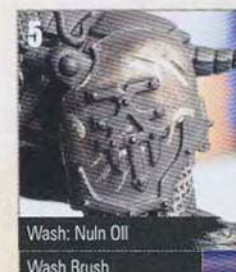
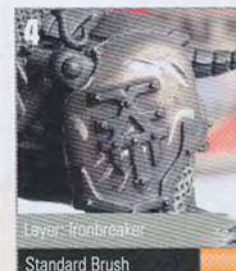
JUGGERNAUT ARMOUR

Juggernauts of Khorne are brutal, daemonic metal creatures that burn with an intense fire. With this in mind, Andrew, Adam and Dan came up with a few different ways to paint them ranging from a traditional red to an intense fiery magma effect.

Blood of Khorne



Iron Armour



Burning Magma



SALT WEATHERING

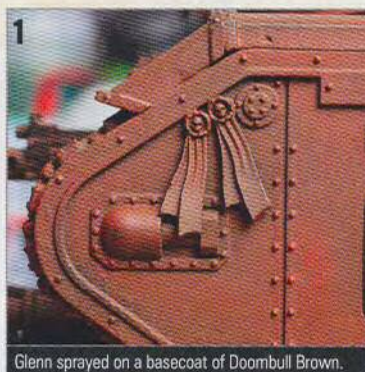
(as seen on page 84)

Last issue Dan painted his Dakkajet using a technique known as salt weathering. Having seen how it looked on Dan's Ork fighter plane, Glenn was keen to try it out on a Leman Russ Demolisher – the first tank to be added to his new Imperial Guard army.

Salt weathering involves covering areas of a model with salt and then spraying over it with a new colour. Once the paint is dry, the salt can be washed away to reveal the colour beneath and give the impression of flaking paintwork and rusted metal.

Glenn wanted his Demolisher to look particularly battered, as though the paint had been chipped off and the metal beneath rusted through years of exposure to the elements. Having basecoated the tank using a spray gun, he carefully wetted the areas that he wanted to be weathered with water. This done, he applied a layer of fine table salt (pilfered from the staff canteen) to the wet areas to cover them up. Once the salt was dry, Glenn then re-sprayed the tank with the mottled grey camouflage scheme of his army.

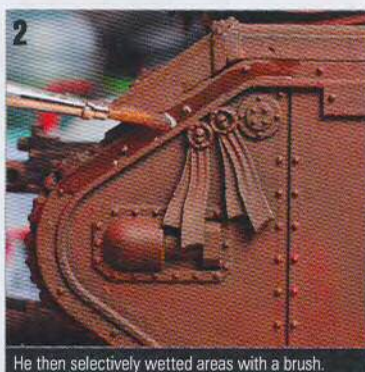
Once that layer was dry, Glenn placed his tank beneath a running tap and gently washed the salt away with a brush to reveal the rusted red colour beneath. It's a very effective way to weather your vehicles – just be sure not to use too much salt or you'll over-season your models.



Glenn sprayed on a basecoat of Doornbull Brown.



Once applied, Glenn left the salt to dry overnight.



He then selectively wetted areas with a brush.



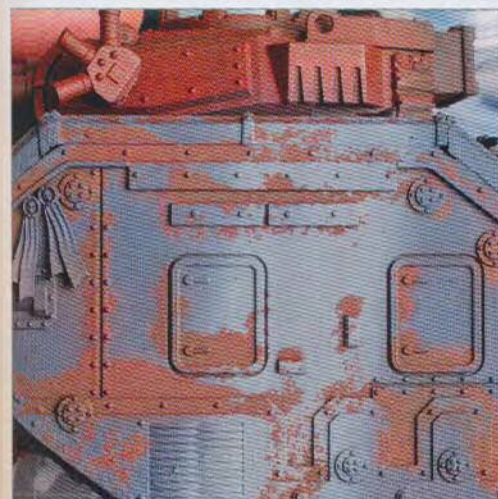
The next step was to apply the camo scheme.



Glenn then poured table salt onto the wet areas.



Glenn then removed the salt under running water.



The Valley of Skulls

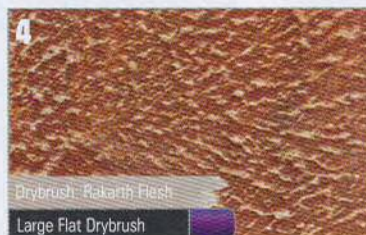
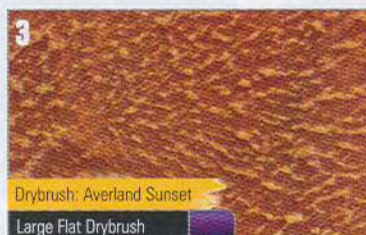
Having featured the Valley of Skulls table earlier in the issue, we caught up with Mick and Ray from the Warhammer World scenery team to find out how they painted the blasted wasteland and the stone tower that dominates the centre of the board.

Mick and Ray deliberately used two contrasting colours on the board. They painted the ground a dusty brown to give it a sun-parched, dead appearance, while the towers and stone skulls were painted in a dark grey to give them a cold, weathered feel.

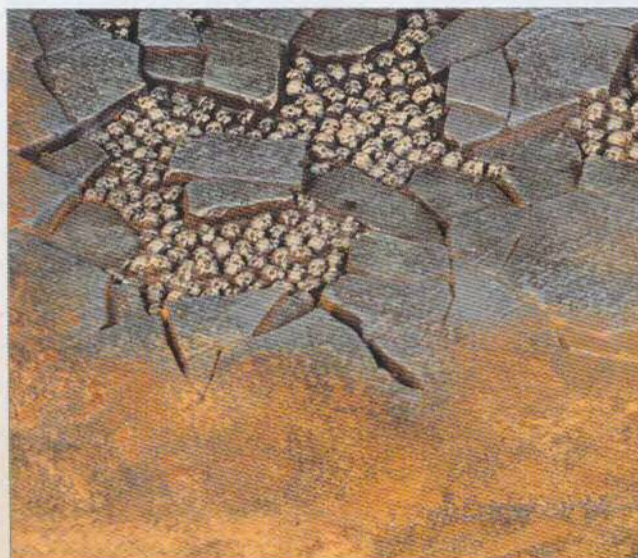
The secret to achieving a great result when painting scenery is not to have too much paint on your brush. "By lightly drybrushing each layer on, you can build up the colours a bit at a time," says Ray. "This helps to give the scenery more texture and depth, which won't work if you just paint the colours on normally."

The proliferation of skulls scattered about the board were painted using the steps listed on page 101, but with the colours drybrushed on rather than painted.

Blasted Wasteland



Stonework



THE WALL OF MARTYRS

(as seen on pages 34–37)

The huge Imperial Defence Line that we featured earlier in the issue was painted by Chad Mierzwa, one of the talented chaps in the Studio Hobby Team. Here he explains what colours he used to paint the Wall of Martyrs trench system.

PLASCRETE WALLS



- 1 Basecoat: Mechanicus Standard Grey
- 2 Drybrush: Dawnstone
- 3 Drybrush: Administratum Grey

METAL DECKING



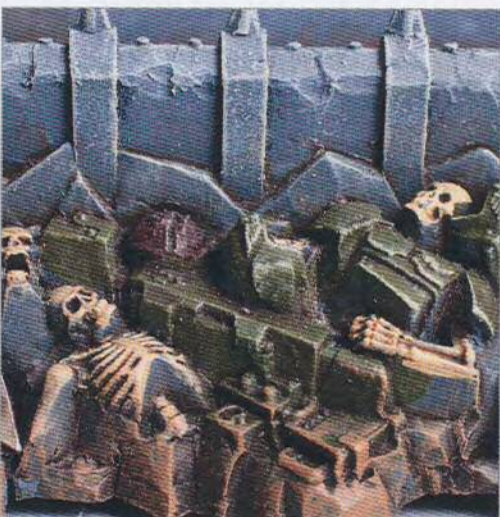
- 1 Basecoat: Doombull Brown
- 2 Drybrush: Squig Orange
- 3 Drybrush: Leadbelcher

MANTLETS



- 1 Basecoat: Leadbelcher
- 2 Wash: Nuln Oil
- 3 Drybrush: Necron Compound

CADIAN ARMOUR AND CRATES



- 1 Basecoat: Castellian Green
- 2 Wash: Agrax Earthshade
- 3 Drybrush: Tarnished Skull



JEREMY VETOCK

Cruelly abandoned by his regular gaming group, Jeremy Vetock boldly packs up his greenskins and heads into the untamed frontier of new gaming experiences. Adventure and mayhem ensue...

For weeks, if not months, this summer many of my regular gaming friends have fallen off the proverbial cliff – their availability to meet for games hampered by real life stuff like family holidays or work deadlines. Bah! Always thinking of their own wants when they could be servicing my needs – how easy things must be for evil overlords and other tyrannical dictators. As no minions ever seem to materialise to do my bidding, I realised I'd have to sort my own games out for the foreseeable future. How bad could it be?

After the first week of no gaming I caught myself contemplating teaching the rules to my disinterested relations or perhaps devising those solo scenario rules I had always meant to 'get around to'. Luckily, these shocking thoughts made me quickly come to the conclusion that I must take to the road. I am lucky enough to live near several gaming stores, including a Games Workshop Bunker – so I just needed to find out when open gaming nights were so my Warhammer itch might be sated.

I'm not the best at following directions and even aided by satellites I rarely find a new location without a great deal of wrong turns and circling. In truth, I might have arrived at my destination sooner if I had followed the random suggestions of a scatter dice, but my persistence paid off and I eventually took my army to not one, but two different shops within a week.

It might be easy for some individuals to pack up their armies and head off to a new gaming locale looking for a battle, but I am not one of them. Yes, I know I've worked for Games Workshop for a long time and written countless articles and even army books – but there is still something awkward about walking into a new store or club looking for a game. Sometimes I get lucky and have one of those 'it's a small world' moments where I find an old opponent – someone I met at a tournament once, or a friend from an old gaming circle. However, more often these hopes are dashed and I walk into stores full of strangers. Perhaps it's only my imagination, but I see such situations as a cross between that first-day-at-school

feeling, and the lonely stroll an old west gunslinger makes as he boldly strides down the dusty avenue for a shootout. Picture tumbleweeds drifting by and shifty-eyed drifters or mean-looking hombres that eye you suspiciously from the saloon windows.

"Once you get to the gaming table and get your army out it's no longer a group of strangers."

It's pretty easy to pick out the regular gamers – those who habitually play at the shop – for they have acquired that loose and easy camaraderie that comes from hanging out, gaming, and painting together. There is easy banter, internal jokes and lots of nicknames (some inspiringly rude). I am familiar with this sort of behaviour, yet these are all new versions and it is easy to feel like an outsider when you can't remember everyone's names, except for the really rude nicknames – but I have found that once you get to a gaming table and get your army out it's no longer a group of strangers (though strange some may still be). Gaming, and Warhammer in particular, is universal – it crosses boundaries of language, culture and, yes, even occasionally hygiene.

Through clubs, Games Days and local tournaments I know lots of different players, but in this instant I knew not a soul in the store. This didn't stop me from getting a game – everyone was quite friendly and, if I had more time, I could have found several other players with nice looking armies for some tabletop action.

Unless I've met them previously at Games Days or tournaments, I have found most opponents don't recognise me (although perhaps these very columns will prove my undoing). This is fine by me, as that means I can be more easily forgiven for forgetting rules, failing to roll for my reserves (I think I learned that particular move from a true

master of the art – Jervis 'high pockets' Johnson) and other acts of suspect generalship. Plus I won't have to answer any FAQs or atone for the ones that didn't go the way any particular player was hoping. I can just get on with playing.

There are some people who might go to clubs to hang out and discuss rules, but I am not in that group. I far prefer tactical tabletop violence, perhaps even with a little bit of trash-talking bravado. I admit, I am more likely to add special scenario rules or make sound effects (my shrill yet manly Wyvern shriek having received many compliments down the years) than to break the flow of a battle by looking up rules mid-game. This style of play doesn't always go down well with some – the strict chess-like players (or those averse to sudden, piercing shrieks of enormous reptilian beasts) being the most easily annoyed. However, it is easy to spot when someone is more comfortable with a straight-up battle and I'm happy to oblige. I like to play all types of Warhammer – big games, small games, allied games, scenario-driven games, straight up 'get 'em' battles, and so on.

My battles consoled me to my temporary loss of my regular gaming night and I met some new friends and then slew their armies. Flushed with victory (that's my version, anyway) I drove home singing loudly and out of tune with the radio. In a brief reflective moment (I try to avoid these) I wondered what I was worried about in the first place; I will definitely make time to go back and attend more game nights. At the risk of sounding like a parent encouraging the consumption of dubious vegetables: get out there and give it a try, you might like it. Then you too can say the those famous lines: I came, I saw, I rolled double sixes.

Jeremy is a long-time hobbyist and author of many army books; his latest doings include the background section of the new Warhammer 40,000 rulebook.



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Every Games Workshop Hobby Centre now has a Facebook page and a Twitter account, which are regularly updated with news and useful hobby information, making it one of the best ways to keep in touch with the Games Workshop hobby in your area. Type the name of your local store into the Facebook search bar to find out more.



Activities and Events

The staff in our Hobby Centres regularly run events and activities which you can join in with. Everything from painting lessons and beginners courses to gaming nights and mega battles take place in our stores and Facebook is the best way to find out what's going on when. There's also a list of store opening times.



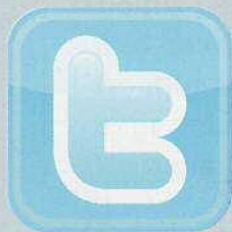
Picture Galleries

Many Hobby Centre Facebook pages have picture galleries featuring some of the best painted miniatures in that area. Many of the models in these galleries are uploaded by the hobbyists that go into that store and it's a great place to see what people are working on and get inspiration for your own projects.



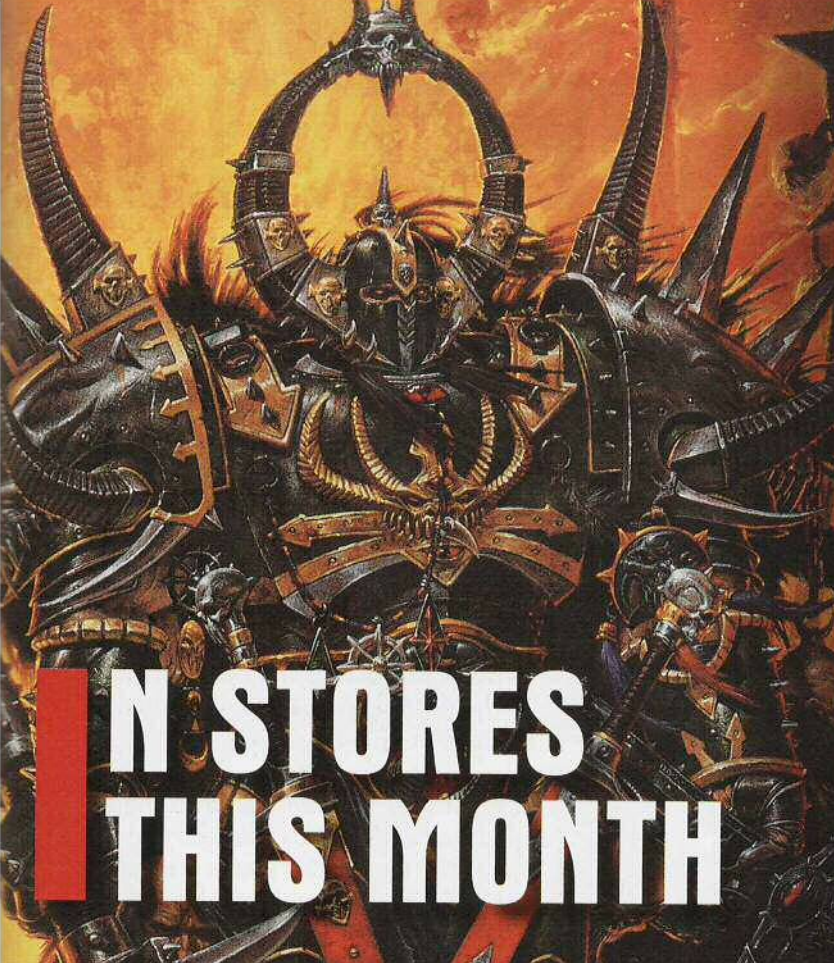
The Global Webstore

The Games Workshop web team also have a Facebook page, where they regularly post information about new releases and global events and provide links to the daily blog. With over 80,000 followers it's a great place to find out what's going on in the hobby every day. Simply write 'games workshop' in the Facebook search bar to find us.



Twitter

Every Games Workshop Hobby Centre (including the web team) have a Twitter account, which they use to post message and useful store information. It is also a handy way to find out about in-store events, ensuring that you never miss them.



From the frozen lands of the North, the Warriors of Chaos set out once again, intent upon destruction and conquest in the name of the Ruinous Powers; and there is no better place to find out about the fantastic new regiments, monsters and characters than at your local Games Workshop Hobby Centre.

If you have long dreamt of laying the kingdoms of Men, Elves and Dwarfs to ruin, the exquisite new Citadel miniatures can be yours to command, crushing your enemies beneath your iron shod boots!

However, if the coming Reign of Chaos fills you with dread, now is the time to bolster your own ranks with mighty heroes and colossal war machines, and learn new tactics to banish the followers of Chaos back to the Northern Wastes!

For loads of great hobby advice, exciting in-store gaming and more, make sure you visit your local Games Workshop Hobby Centre this month.

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Like all our Hobby Centres, the newly refurbished Games Workshop Salisbury is a true hub of the hobby community.

Located just off Market Square in the city centre, the Salisbury Hobby Centre offers a host of collecting, painting and gaming activities every day for everyone. They also have a range of inspiring gaming tables for you to play on, including an epic The Lord of the Rings board with a scene from each film, and a massive 4' tall Salisbury Cathedral board for Warhammer 40,000! There's always lots to see and do at GW Salisbury, so check out their Facebook page or drop in and see for yourself!



www.facebook.com/GWSalisbury





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EXHIBITION:

THE CORRUPTION OF CHAOS

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WARHAMMER FORGE MASTERCLASS

Warhammer Forge Masterclass: Skaven Hell Pit Abomination

Spend a day with Phil Stutcinkas and Mark Bedford learning transferable painting techniques based on a Skaven Hell Pit Abomination.

Event Date: 2nd February 2013

LORD OF THE RINGS THRONE OF SKULLS

The Lord of the Rings Throne of Skulls

Join us in our The Lord of the Rings Throne of Skulls event, sharing your love of the hobby with like minded people.

Event Date: 9th–10th February 2013



Tickets released 7th November, from www.games-workshop.com.

TICKETS COMING SOON

'Eavy Metal Masterclass

Released: 5th December 2012

Masterclass: Sculpting Faces & Heads

Released: 5th December 2012

Warhammer

Throne of Skulls: March 2012

Released: 5th December 2012

Warhammer 40,000

Throne of Skulls: March 2012

Released: 5th December 2012

Warhammer 40,000: Campaign Weekend

Released: 9th January 2013

NEW Warhammer 40,000: Battle Brothers

Released: 9th January 2013



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Games Workshop Hobby Centres are more than just shops. Staffed by expert hobbyists, they provide gaming and painting facilities for you to enjoy the hobby.

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Each Hobby Centre has an extensive range of Warhammer, Warhammer 40,000 and The Lord of the Rings models, along with Black Library novels and hobby supplies.

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For any items not in stock, you can use the in-store order point to choose from the entire Games Workshop range. Orders sent to the Hobby Centre are delivered post free.

Free Painting and Modelling Advice

Our staff are all accomplished hobbyists who will be glad to pass on tips and advice from their own experience.

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Need some tactical tips or rules clarifying? Our staff are very knowledgeable and glad to help.

Free Beginners Programme

Our beginners programme will teach you how to play – to start your own hobby journey, all you need to do is come along.

OPENING TIMES

Our stores are dotted around the globe and appear in locations such as on the high streets and within shopping centres. Because of their varied locations, many of them operate on different opening hours.

Before you visit a Hobby Centre contact the store or our website first to check on their hours of operation. www.games-workshop.com



1



2

1 Our Games Workshop Hobby Centres are great venues to enjoy your hobby – staffed by seasoned hobby experts.

2 Hobby Centres can offer you plenty of advice, such as free painting and modelling lessons.

Over the next few pages you can find a complete list of Hobby Centres worldwide, as well as independent stockists in your local area.



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Games Workshop Loughborough

22 Biggin Street, Loughborough, Leicestershire, LE11 1UA. Tel: 01509 238107. Facebook: GWLoughborough

Games Workshop Macclesfield

31 Church Street, Macclesfield, SK11 6LB.
Tel: 01625 619020. Facebook: GWMacclesfield

Games Workshop Maidenhead

1 Kingsway Chambers, King Street, Maidenhead, SL6 1EE. Tel: 01628 631747. Facebook: GWMaidenhead

Games Workshop Maidstone

7a Pudding Lane, Maidstone, ME14 1PA.
Tel: 01622 677435. Facebook: GWMaidstone

Games Workshop Manchester

Unit R35, Marsden Way South, Arndale Centre, Manchester, M4 3AT. Tel: 0161 8346871. Facebook: GWMManchester

Games Workshop Meadowhall

Unit 91B, High Street, Upper Mall Meadowhall, S9 1EN. Tel: 0114 2569836. Facebook: GWMeadowhall

Games Workshop Metro Centre

2 The Arcade, Metro Centre, Gateshead, NE11 9YL.
Tel: 0191 4610950. Facebook: GWMetroCentre

Games Workshop Middlesbrough

Unit 33, 39 Dundas Street, Middlesbrough, TS1 1HR. Tel: 01642 254091. Facebook: GWMiddlesbrough

Games Workshop Milton Keynes

Unit 2, 502 Silbury Boulevard, Milton Keynes, MK9 2AD. Tel: 01908 690477. Facebook: GWMiltonKeynes

Games Workshop Muswell Hill

117 Alexander Park Road, Muswell Hill, London, N10 2DP. Tel: 0208 8839901. Facebook: GWMuswellHill

Games Workshop Newbury

114 Bartholomew Street, Newbury, RG14 5DT.
Tel: 01635 540348. Facebook: GWNNewbury

Games Workshop Newcastle

Unit 6 Newgate Shopping Centre, Newcastle, NE1 5PY. Tel: 0191 2322418. Facebook: GWNNewcastle

Games Workshop Newport

11 Griffin Street, Newport, NP20 1GL.
Tel: 01633 256295. Facebook: GWNNewport

Games Workshop Northampton

24 - 26 Abington Street, Northampton, NN1 4AA.
Tel: 01604 636687. Facebook: GWNNorthampton

Games Workshop Norwich

12/14 Exchange Street, Norwich, NR2 1AT.
Tel: 01603 767656. Facebook: GWNorwich

Games Workshop Nottingham

34A Friar Lane, Nottingham, NG1 6DQ.
Tel: 0115 9480651. Facebook: GWNNottingham

Games Workshop Nuneaton

3 Bridge Street, Nuneaton, CV11 4DZ.
Tel: 02476 325754. Facebook: GWNuneaton

Games Workshop Oxford

1A Bush House, New Inn Hall Street, Oxford, OX1 2DH. Tel: 01865 242182. Facebook: GWOxford

Games Workshop Peterborough

3 Wentworth Street, Peterborough, PE1 1DH.
Tel: 01733 890052. Facebook: GWPeterborough

Games Workshop Plaza

Unit F10, The Plaza on Oxford Street, 116/128 Oxford Street, London, W1D 1LT. Tel: 0207 4360839. Facebook: GWLondonPlaza

Games Workshop Plymouth

84 Cornwall Street, Plymouth, PL1 1LR.
Tel: 01752 254121. Facebook: GWPlymouth

Games Workshop Poole

Unit 12, Towngate Centre, High Street, Poole, BH15 1ER. Tel: 01202 685634. Facebook: GWPoole

Games Workshop Portsmouth

34 Arundel Street, Portsmouth, PO1 1NL.
Tel: 02392 876266. Facebook: GWP Portsmouth

Games Workshop Preston

15 Miller Arcade, Preston, PR1 2QY.
Tel: 01772 821855. Facebook: GamesWorkshopPreston

Games Workshop Reading

29 Oxford Road, Reading, RG1 7QA.
Tel: 0118 9598693. Facebook: GWReading

Games Workshop Romford

12 Quadrant Arcade, Romford, RM1 3ED.
Tel: 01708 742140. Facebook: GWRomford

Games Workshop Salisbury

18 Winchester Street, Salisbury, SP1 1HB.
Tel: 01722 330955. Facebook: GWSalisbury

Games Workshop Sheffield

16 Fitzwilliam Gate, Sheffield, S1 4JH.
Tel: 0114275. Tel: 0114. Facebook: GWSheffield

Games Workshop St Albans

18 Heritage Close, Off High Street, St Albans, AL3 4EB. Tel: 01727 861193. Facebook: GWStAlbans

Games Workshop Staines

8 Clarence Street, Staines, TW18 4SP. Tel: 01784 460675. Facebook: GWStaines

Games Workshop Stevenage

5 Queensway, Stevenage, SG1 1DA. Tel: 01438 355044. Facebook: GWStevenage

Games Workshop Stirling

45 Barnton Street, Stirling, FK8 1HF. Tel: 01786 459009 Facebook: GWStirling

Games Workshop Stockport

32 Mersey Square, Stockport, SK1 1RA. Tel: 0161 4741443. Facebook: GWStockport

Games Workshop Stratford

Unit 1, 27 Windsor Street, Stratford Upon Avon, CV37 6NL. Tel: 01789 297262. Facebook: GWStratford

Games Workshop Sunderland

253B High Street West, Sunderland, SR1 3DH. Tel: 0191 5100434. Facebook: GWSunderland

Games Workshop Sutton

Unit 26, Times Square Shopping Centre, Sutton, SM1 1LF. Tel: 0208 7709454. Facebook: GamesWorkshopSutton

Games Workshop Sutton Coldfield

36 Birmingham Road, Sutton Coldfield, B72 1QQ. Tel: 0121 3543174. Facebook: GWSuttonColdfield

Games Workshop Swansea

53 Kingsway, Swansea, SA1 5HF. Tel: 01792 463969. Facebook: GWSwansea

Games Workshop Swindon

18 Brunel Plaza, Swindon, SN1 1LF. Tel: 01793 436036. Facebook: GWSwindon

Games Workshop Thurrock

Unit 415B, Upper Level, Lakeside Shopping Centre, Thurrock, RM20 2ZJ. Tel: 01708 867133. Facebook: GWThurrock

Games Workshop Torquay

12 Market Street, Torquay. 3AQ, TQ1 3AQ. Tel: 01803 201036. Facebook: GWTorquay

Games Workshop Truro

Unit 1 Bridge House, New Bridge Street, Truro, TR1 2AA. Tel: 01872 320047. Facebook: GWTruro

Games Workshop Tunbridge Wells

31 Grosvenor Road, Tunbridge Wells, Kent, TN1 2AP. Tel: 01892 525783. Facebook: GWTunbridgeWells

Games Workshop Uxbridge

Unit 32, Chequers Mall, The Pavilions Shopping Centre, Uxbridge, UB8 1LN. Tel: 01895 252 800. Facebook: GWUxbridge

Games Workshop Wakefield

96 Kirkgate, The Ridings Centre, Wakefield, WF1 1TB. Tel: 01924 369431. Facebook: GWWakefield

Games Workshop Walsall

Unit 26, Old Square Shopping Centre, Walsall, WS1 1QF. Tel: 01922 725207. Facebook: GWWalsall

Games Workshop Warhammer World

Warhammer World, Willow Road, Lenton, Notts, NG7 2WS. Tel: 0115 9168410. Facebook: GWWWarhammerWorld

Games Workshop Warrington

Unit 20, Time Square, Warrington, WA1 2AP. Tel: 01925 651984. Facebook: GWWarrington

Games Workshop Watford

Unit Q, 1A Queen Street, Harlequin Centre, Watford, WD17 2LH. Tel: 01923 245388. Facebook: GWWatford

Games Workshop Wigan

12 Crompton Street, Wigan, WN1 1YP. Tel: 01942 829121. Facebook: GWWigan

Games Workshop Winchester

35 Jewry Street, Winchester, SO23 8RY. Tel: 01962 860199. Facebook: GWWinchester

Games Workshop Windsor

Unit3, 6 George V Place, Thames Avenue, Windsor, SL4 1QP. Tel: 01753 861087. Facebook: GWWindsor

Games Workshop Woking

Unit 3, Cleary Court, 169 Church Street East, Woking, GU21 6HJ. Tel: 01483 771675. Facebook: GWWoking

Games Workshop Wolverhampton

9 King Street, Wolverhampton, WV1 1ST. Tel: 01902 3104466. Facebook: GWWolverhampton

Games Workshop Wood Green

Unit 93, The Mall Wood Green, High Street, Wood Green, London, N22 6BA. Tel: 0208 8891079. Facebook: GWWoodGreen

Games Workshop Worcester

23 Lychgate Mall, Cathedral Plaza, Worcester, WR1 2QS. Tel: 01905 616707. Facebook: GWWorcester

Games Workshop Worthing

2 Bath Place, Worthing, BN11 3BA. Tel: 01903 213930. Facebook: GWWorthing

Games Workshop York

13a Lendal, York, YO1 8AQ. Tel: 01904 628014. Facebook: GamesWorkshopYork

AUSTRALIA



Games Workshop Tuggeranong

Unit 8, 306 Anketell Street Tuggeranong Square, Tuggeranong, ACT, 2900. Tel: (02) 6293 9668. Facebook: GWTuggeranong

Games Workshop Woden

Shop Lg68c Westfield Shoppingtown, Keltie Street, Woden, ACT, 2606. Tel: (02) 6232 5231. Facebook: GWWoden

Games Workshop Bondi

91 Bronte Road, Bondi Junction, NSW, 2022. Tel: (02) 9387 3347. Facebook: GWBondi

Games Workshop Castle Hill

Shop 460 Castle Towers, Castle Hill, NSW, 2154. Tel: (02) 9899 8188. Facebook: GWCastleHill

Games Workshop Chatswood

Shop 2, 282 Victoria Avenue, Chatswood, NSW, 2067. Tel: (02) 9415 3968. Facebook: GWChatswood

Games Workshop Hurstville

4 Cross Street, Hurstville, NSW, 2220. Tel: (02) 9585 8908. Facebook: GamesWorkshopHurstville

Games Workshop Liverpool

Shop 3, 170 George Street, Liverpool, NSW, 2170. Tel: (02) 9734 9030. Facebook: GWLiverpoolNSW

Games Workshop Macarthur Square

Shop L01 C025 Macarthur Square, Gilchrist Drive, NSW, 2560. Tel: (02) 4628 4538. Facebook: GWMacarthur

Games Workshop Miranda

Shop 1, 589-591 The Kingsway, Miranda, NSW, 2228. Tel: (02) 9526 1966. Facebook: GWMiranda

Games Workshop Newcastle

197 Hunter Street, Newcastle, NSW, 2300. Tel: (02) 4926 2311. Facebook: GWNNewcastleNSW

Games Workshop North Sydney

Shop 10, 155-167 Miller Street, North Sydney, NSW, 2060. Tel: (02) 9929 2050. Facebook: GWNorthSydney

Games Workshop Parramatta

Shop 24 (Cnr Horwood Pl & Macquarie St), 222 Church Street, Parramatta, NSW, 2150. Tel: (02) 9689 1638. Facebook: GWParramatta

Games Workshop Sydney City

222 Clarence Street, Sydney, NSW, 2000. Tel: (02) 9267 6020. Facebook: GamesWorkshopSydney

Games Workshop Wollongong

Shop 2 (Globe Lane), 201 Crown Street, Wollongong, NSW, 2500. Tel: (02) 4225 8064. Facebook: GWWollongong

Games Workshop Ascot Vale

99 Union Rd, Ascot Vale, VIC, 3032. Tel: (03) 9370 9882. Facebook: GWAAscotVale

Games Workshop Camberwell

752 Burke Road, Camberwell, VIC, 3124. Tel: (03) 9813 3302. Facebook: GWCamberwell

Games Workshop Chadstone

Shop B78 Chadstone Shopping Centre, 1341 Dandenong Road, Chadstone, VIC 3148. Tel: (03) 9569 5728. Facebook: GWCadstone

Games Workshop Melbourne

Shop E9 Southern Cross Lane, Little Collins Street, Melbourne, VIC, 3000. Tel: (03) 9654 7086. Facebook: GWMelbourne

Games Workshop Northland

Shop K030b Northland, Shopping Ctr, 2-50 Murray Road, Northland, VIC, 3072. Tel: (03) 9471 2506. Facebook: GWNorthland

Games Workshop Ringwood

Shop 14, 86 Maroondah Hwy, Ringwood, VIC, 3134. Tel: (03) 9870 2239. Facebook: GWRingwood

Games Workshop Southland

Shop 1133 Westfield Shoppingtown, 1239 Nepean Hwy, Southland, VIC, 3192. Tel: (03) 9583 9822. Facebook: GWSouthland

Games Workshop Joondalup

80 Grand Boulevard, Joondalup, WA, 6027. Tel: (08) 9300 9773. Facebook: GWJoondalup

Games Workshop Morley

Shop 2.138 Centro Galleria, Old Collier Road, Morley, WA, 6062. Tel: (08) 9375 6294. Facebook: GamesWorkshopMorley

Games Workshop Perth

Shop M18a Carillon City, 207 Murray St, Perth, WA, 6000. Tel: (08) 9322 3895. Facebook: GWPerth

Games Workshop Fremantle

17 Point Street, Fremantle, WA, 6160. Tel: (08) 9336 7392. Facebook: GWFremantle

Games Workshop Brisbane

Shop 9610 Ground Floor, Queen Adelaide Building, 90 - 112 Queen Street Mall, Brisbane, QLD, 4000. Tel: (07) 3831 3566. Facebook: GWBrisbane

Games Workshop Broadbeach

Unit 3, 2717 Gold Coast Highway, Broadbeach, QLD, 4218. Tel: (07) 5538 9992. Facebook: GWBroadbeach

Games Workshop Cairns

Shop 5 Oceana Walk, 55 Lake Street, Cairns, QLD, 4870. Tel: (07) 4041 2359. Facebook: GamesWorkshopCairns

Games Workshop Chermiside

Shop 230 Westfield Shoppingtown, Cnr Gympie & Hamilton Roads, Chermiside, QLD, 4032. Tel: (07) 3350 5896. Facebook: GWChermiside

Games Workshop Mt. Gravatt

Office 9 Palmdale Shopping Centre, 2120 Logan Road, Mt. Gravatt, QLD, 4122. Tel: (07) 3343 1864. Facebook: GWMtGravatt

Games Workshop Sunshine Plaza

Shop 255b, Sunshine Plaza, Horton Parade, Sunshine Coast, QLD, 4558. Tel: (07) 5479 4395. Facebook: GWSunshineCoast

Games Workshop Adelaide

Shop 25 City Centre Arcade, 145 Rundle Mall, Adelaide, SA, 5000. Tel: (08) 8232 7611. Facebook: GWAdeelaide

Games Workshop Marion

Shop 2048 Westfield Shoppingtown, 297 Diagonal Road, Marion, SA, 5046. Tel: (08) 8298 2811. Facebook: GWMarion

Games Workshop Tea Tree Plaza

Shop 2 Westfield Shoppingtown, 976 North East Road, Tea Tree, SA, 5092. Tel: (08) 8265 4680. Facebook: GWTeaTreePlaza

Games Workshop White Oaks Mall

200 Meadowood Drive, Unit 14, Winnipeg, MB, R2M 5G3. Tel: (204) 254-4864. Facebook: GWWinnipeg

Games Workshop Yonge and Lawrence

3251 Yonge Street, Toronto, ON, M4N 2L5. Tel: (647) 428-7122. Facebook: GWYongeAndLawrence

Games Workshop White Oaks Mall

1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

Games Workshop Winnipeg

200 Meadowood Drive, Unit 14, Winnipeg, MB, R2M 5G3. Tel: (204) 254-4864. Facebook: GWWinnipeg

Games Workshop Yonge and Lawrence

3251 Yonge Street, Toronto, ON, M4N 2L5. Tel: (647) 428-7122. Facebook: GWYongeAndLawrence

Games Workshop White Oaks Mall

1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

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Games Workshop White Oaks Mall

1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

CANADA



Games Workshop Bayshore Shopping Centre

100 Bayshore Drive, Unit T-59, Nepean, ON, K2B 8C1. Tel: (613) 721-9604. Facebook: GWBayshore

Games Workshop Chinook Centre

6455 Macleod Trail SW, Unit 0191, Calgary, AB, T2H 0K9. Tel: (403) 319-0064. Facebook: GWCinook

Games Workshop Durham Centre 1

135 Harwood Avenue N, Unit B204, Ajax, ON, L1E 1E9. Tel: (289) 372-3042. Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre

6950 Mumford Road, Unit 304, Halifax, NS, B3L 4W1. Tel: (902) 442-0297. Facebook: GWHalifax

Games Workshop Highgate Village

7155 Kingsway, Suite 201, Burnaby, BC, V5E 2V1. Tel: (604) 629-1064. Facebook: GWHHighgateVillage

Games Workshop Kingsway Garden Mall

109 Princess Elizabeth Avenue, Unit 738, Edmonton, AB, T5G 3A6. Tel: (780) 474-7166. Facebook: GWKingsway

Games Workshop Langstaff Square

8401 Weston Rd, Suite 1, Vaughan, ON, L4L 1A6. Tel: (905) 850-0935. Facebook: GWLangstaffSquare

Games Workshop Montreal-EC

705 Ste-Catherine Ouest, Unit 4121, Montreal, QC, H3B 4G5. Tel: (514) 844-3622. Facebook: GWMontrealEC

Games Workshop Scarborough Town Centre

300 Borough Drive, Unit 80B, Scarborough, ON, M1P 4P5. Tel: (416) 290-0041. Facebook: GWSScarborough

Games Workshop Square One

100 City Centre Drive, Unit 1-854, Mississauga, ON, L5B 2C9. Tel: (905) 281-8695. Facebook: GWSquareOne

Games Workshop Victoria

625 Johnson Street, Victoria, BC, V8W 1M5. Tel: (250) 361-1499. Facebook: GWVictoria

Games Workshop West Edmonton

8882 170th Street, Unit 1782, Edmonton, AB, T5T 4J2. Tel: (780) 486-3332. Facebook: GWWem

Games Workshop White Oaks Mall

1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

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Games Workshop Bordeaux

11 Rue Georges Bonnac, 33000, Bordeaux.
Tel: 05 56 44 50 56. Facebook: GWBordeaux

Games Workshop Caen

22 bis Rue Froide, 14000, Caen.
Tel: 02 31 50 30 97. Facebook: GWCaen

Games Workshop Clermont Ferrand

38 Avenue des Etats Unis, 63001, Clermont Ferrand. Tel: 04 73 19 20 76.
Facebook: GWClermontferrand

Games Workshop Dijon

48 Rue Berbissey, 21000, Dijon. Tel: 03 80 49 87 66.
Facebook: GWDijon

Games Workshop Grenoble

54 cours Berriat, 38000, Grenoble.
Tel: 04 76 86 40 30. Facebook: GWGrenoble

Games Workshop Le Havre

44 Rue du Maréchal Gallieni, 76600, Le Havre.
Tel: 02 35 41 51 50. Facebook: GWLehavre

Games Workshop Lille

78 rue nationale, 59000, Lille. Tel: 03 20 31 69 89.
Facebook: GWLille

Games Workshop Limoges

3 Rue Othon Peconnet, 87000, Limoges.
Tel: 05 55 10 38 41. Facebook: GWLimoges

Games Workshop Lyon 1

10 Rue Joseph Serlin, 69001, Lyon 1.
Tel: 04 78 29 97 12 Facebook: GamesWorkshopLyon

Games Workshop Lyon 2

56 Boulevard des Brotteaux, 69006, Lyon 2.
Tel: 04 78 26 28 77. Facebook: GWLyon2

Games Workshop Marseille

148 Rue de Rome, 13006, Marseille.
Tel: 04 91 57 01 45. Facebook: GWMarseille

Games Workshop Metz

52 En Fournire, 57000, Metz. Tel: 03 87 74 66 20.
Facebook: GWMetz

Games Workshop Montpellier

2 rue draperie st firmin, 34000, Montpellier.
Tel: 04 67 58 68 90. Facebook: GWMontpellier

Games Workshop Mulhouse

5 Rue des tanneurs, 68100, Mulhouse.
Tel: 03 89 66 26 21. Facebook: GWMulhouse

Games Workshop Namur

34 Rue de Fer, B5000, Namur.
Tel: 0032 81 65 98 65. Facebook: GWNamur

Games Workshop Nancy

10 Rue St Dizier, 54000, Nancy.
Tel: 03 83 30 62 56. Facebook: GWNancy

Games Workshop Nantes

9 Rue du Moulin, 44000, Nantes.
Tel: 02 40 89 10 45. Facebook: GWNantes

Games Workshop Nice

13 Rue Lçpante, 6000, Nice. Tel: 04 93 92 52 22.
Facebook: GWNice

Games Workshop Nîmes

5 rue des Fourbisseurs, 30000, Nîmes.
Tel: 04 66 21 37 09. Facebook: GWNîmes

Games Workshop Orléans

12 rue des Carmes, 45000, Orléans.
Tel: 02 38 62 80 12. Facebook: GWOrléans

Games Workshop Paris 06

10 Rue Hautefeuille, 75006, PARIS 06.
Tel: 01 46 33 20 01. Facebook: GWParis06

Games Workshop Paris 08

7 Rue Intçrieure, 75008, PARIS 08.
Tel: 01 44 70 00 60. Facebook: GWParis08

Games Workshop Paris 12

38 Avenue Daumesnil, 75012, PARIS 12.
Tel: 01 53 44 71 82. Facebook: GWParis12

Games Workshop Paris 14

13 Rue Poirier de Naráay, 75014, PARIS 14.
Tel: 01 45 45 72 03. Facebook: GWParis14

Games Workshop Paris 15

161 rue Lecourbe, 75015, PARIS 15.
Tel: 01 48 56 23 98. Facebook: GWParis15

Games Workshop Pau

6 rue Bordenave d'Abère, 64000, Pau.
Tel: 05 59 05 22 85. Facebook: GWPau

Games Workshop Perpignan

8 quai sadi carnot, 66000, Perpignan.
Tel: 04 68 34 23 43. Facebook: GWPerpignan

Games Workshop Reims

10 rus Jean Jaures, 51100, Reims.
Tel: 03 26 35 57 67. Facebook: GWRReims

Games Workshop Rennes

3 Rue du Vau St Germain, 35000, Rennes.
Tel: 02 99 79 11 80. Facebook: GWRennes

Games Workshop Rouen

23/25 Rue Alsace Lorraine, 76000, Rouen.
Tel: 02 35 70 12 08. Facebook: GWRouen

Games Workshop Strasbourg

5 Rue des Frçres, 67000, Strasbourg.
Tel: 03 88 32 08 06. Facebook: GWStrasbourg

Games Workshop Toulouse

13 Rue Tempioniçres, 31000, Toulouse.
Tel: 05 61 22 52 57. Facebook: GWToulouse

Games Workshop Tours

19 Rue Nçricault Destouches, 37000, Tours. Tel: 02 47 61 37 65. Facebook: GamesWorkshopTours

Games Workshop Versailles

10 Avenue du Gal de Gaulle, 78000, Versailles.
Tel: 01 39 20 92 81. Facebook: GWVersailles

GERMANY



Games Workshop Aachen

Kapuzinergraben 16, Aachen, 52062.
Tel: (0241) 4353920. Facebook: GWAachen

Games Workshop Augsburg

Schaezlerstraße 2, Augsburg, 86150.
Tel: (0821) 5439507. Facebook: GWAugsburg

Games Workshop Berlin 1

Europacenter, Laden 30, Berlin, 10789.
Tel: (030) 88683691. Facebook: GWBerlin1

Games Workshop Berlin 2

Frankfurter Allee 96, Berlin, 10247.
Tel: (030) 29049390. Facebook: GWBerlin 2

Games Workshop Berlin (Spandau)

Breite Str. 42, Berlin(Spandau), 13597.
Tel: (030) 53674909. Facebook: GWSpandau

Games Workshop Bielefeld

Obernstrasse 43, Bielefeld, 33602.
Tel: (0521) 7853709. Facebook: GWBielefeld

Games Workshop Bochum

City Passage, Laden 5; Hans Böckler Str. 12-16, Bochum, 44787. Tel: (0234) 7927045.
Facebook: GWBochum

Games Workshop Bonn

Kasernenstraße 8-10, Bonn, 53111.
Tel: (0228) 9610901. Facebook: GWBonn

Games Workshop Braunschweig

Münzstr. 10, Braunschweig, 38100.
Tel: (0531) 2083123. Facebook: GWBraunschweig

Games Workshop Bremen

Am Wall 13, Bremen, 28195. Tel: (0421) 1690000.
Facebook: GWBremen

Games Workshop Darmstadt

Wilhelmminenpassage; Laden 2, Darmstadt, 64283.
Tel: (06151) 158845. Facebook: GWDarmstadt

Games Workshop Dortmund

Hansastraße 95, Dortmund, 44137.
Tel: (0231) 141001. Facebook: GWDortmund

Games Workshop Drakenburg

Tonhallenstr. 14-15, Drakenburg, 40211.
Tel: (0211) 5402350. Facebook: GWDrakenburg

Games Workshop Dresden

Schweriner Str. 23, Dresden, 01067.
Tel: (0351) 2069715. Facebook: GWDresden

Games Workshop Duisburg

Sonnenwall 39, Duisburg, 47051.
Tel: (0203) 9410673. Facebook: GWDuisburg

Games Workshop Erfurt

Weitergasse 3, Erfurt, 99084. Tel: (0361) 6012895.
Facebook: GWErfurt

Games Workshop Essen

Kettwiger Straße 45, Essen, 45127.
Tel: (0201) 2698920. Facebook: GWEssen

Games Workshop Frankfurt

Große Friedberger Str. 30, Frankfurt, 60313.
Tel: (069) 26010466. Facebook: GWFrankfurt

Games Workshop Freiburg

Konviktsr. 10a/b Tel: (Oberlindenpassage), Freiburg, 79098. Tel: (0761) 3844527. Facebook: GWFreiburg

Games Workshop Halle

Große Ulrichstraße 35, Halle, 06108.
Tel: (0345) 29989953. Facebook: GWHalle

Games Workshop Hamburg 1

Gänsemarktpassage, Colonnaden 15, Hamburg, 20354. Tel: (040)35713164. Facebook: GWHamburg1

Games Workshop Hamburg 2

Heeburg 4, Hamburg, 22391. Tel: (040) 18989247.
Facebook: GWHamburg2

Games Workshop Hannover

Lange Laube 1/1a, Hannover, 30159.
Tel: (0511) 1613808. Facebook: GWHannover

Games Workshop Karlsruhe

Karlstrasse 13, Karlsruhe, 76133.
Tel: (0721) 1203949. Facebook: GWKarlsruhe

Games Workshop Kassel

Wilhelmstr. 31, Kassel, 34117. Tel: (0561)2021570.
Facebook: GWKassel

Games Workshop Kiel

Kehdenstr. 24, Kiel, 24103. Tel: (0431) 88786947.
Facebook: GWKiel

Games Workshop Köln 1

Cäcilienstraße 42-44, Köln, 50667.
Tel: (0221) 2577707. Facebook: GWKöln1

Games Workshop Köln 2

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Games Workshop Tomball Crossing
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Tel: 01642 227348

Seaham, Games of War
Station Road, SR7 0AA.
Tel: 0191 5917116

Stockton-on-Tees, Hobbycraft Stockton
Unit 18, Teesside Shopping Centre,
Middlesborough Road, TS17 7BW.
Tel: 0845 0516559

CUMBRIA

Borrow In Furness, Heaths
76 Dalton Road, LA14 1JE.
Tel: 01229 820435

Bowness-On-Windermere, Ernest Atkinson & Sons Ltd
Promenade Shop, Lake Road, LA23 3AP.
Tel: 01539 443047

Brampton, Hadrian's Hobbies
1 Market Place, CA8 1NW.
Tel: 07962 177904

Cockermouth, The Toy Shop
72 Main Street, CA13 9LU.
Tel: 01900 825855

Kendal, Aloys of Kendal
99 Stricklandgate, LA9 4RA.
Tel: 01539 720781

Penrith, Harpers Cycles
1/2 Middlegate, CA11 7PG.
Tel: 01768 864475

Whitehaven, This Could Be Massive
79 King Street, CA28 7LE.
Tel: 01946 695262

Workington, Toytown
Dunmail Park, Maryport Road, CA14 1NQ.
Tel: 01900 873322

DERBYSHIRE

Belper, Children's Choice
14 Bridge Street, DE56 1AX.
Tel: 01773 825865

Buxton, Knowles Toys & Models Ltd.
5 Market Street, SK17 6JY.
Tel: 01298 24203

Chesterfield, Midland Co-Op Society
Chesterfield Dept Store, Knifesmithsgate,
Elder Way, S40 1UN.
Tel: 01246 220200

Derby, Tokyo Otaku
Unit 87 Market Hall, DE1 2DB.
Tel: 01322 331355

Ilkeston, Midland Co-Op
Ilkeston Dept Store, The Market Place,
DE7 5SG.
Tel: 0115 9327777

Matlock, Shaves Ltd
8 Bank Road, DE4 3AQ.
Tel: 01629 582482

Ripley, The Events Place
31 Chapel Street, DE5 3DL.
Tel: 01773 689296

DEVON

Newton Abbot, Hobbycraft Newton Abbot
Unit 3, Greenhill Way Retail Park, Greenhill
Way, Kingsteignton, TQ12 3SB.
Tel: 0845 0516594

Newton Abbot, Bekra Models
91 Queen Street, TQ12 2BG.
Tel: 01626 344884

Collymore, Nanna's Toy Chest
62 Fore Street, EX15 1LB.
Tel: 01884 839317

Dartmouth, W.G. Pillar and Co.
1 Lower Street, TQ6 9NA.
Tel: 01803 832139

Exeter, Iron Haven Games
Unit 22 Marsh Road West, EX2 8PN.
Tel: 01392 202042

Exeter, Khao's Games Ltd
20 Red Cox Village, EX4 4AX.
Tel: 01392 670022

Exmouth, Collect's Models of Exmouth
63 Albion Street, EX8 1JL.
Tel: 01395 224 608

Honiton, Press and Play
77 High Street, EX14 1PG.
Tel: 01404 861204

Ilfracombe, Kudos BMX Ltd
99a High Street, EX34 9NH.
Tel: 01271 862 422

Kingsbridge, The Trading Post
31 Fore Street, TQ1 1PG.
Tel: 01548 852923

Newton Abbot, Trago Mills
Lverton, TQ12 5JD.
Tel: 01626 821111

Okehampton, Kinder Box
20-24 Red Lion Yard, EX20 1AW.
Tel: 01837 659590

Paignton, Paignton Model Shop
60 Hyde Road, SQ4 5BY.
Tel: 01803 555882

Plymouth, Giants Lair
46-49 Faraday Mill Business Park, Faraday
Road, PL4 0ST.
Tel: 01752 220975

Plymouth, Antics Model Shop
30 Royal Parade, PL1 1DU.
Tel: 01752 221851

Plymouth, Nimfit Models
28 Ridgeway, PL7 2AL.
Tel: 01752 511999

Tavistock, Games and Computers
23 Market Street, PL19 0DD.
Tel: 01822 616288

Tavistock, Kaleidoscope
37 Brook Street, PL19 0HE.
Tel: 01822 615236

Teignmouth, Jackmanns Toybox
9a Teign Street, TQ14 8EA.
Tel: 01626 788755

Tiverton, Banburys Dept Stores
1, 3 & 5 Gold Street, EX16 6DD.
Tel: 01884 252027

Totnes, Toyday Toyshop Ltd
71 The High Street, TQ9 5PB.
Tel: 01803 840303

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Bridport, Frosts Toymaster
34 West Street, DT6 3DP.
Tel: 01308 422271

Christchurch, Simple Miniature Game
Unit 3 Rear of 60 Bridge Street, BH23 1EB.
Tel: 01202 489721

Dorchester, Dorchester Toys
South Street, DT1 1BY.
Tel: 01305 780601

Ferndown, Hobbycraft Bournemouth
Longham, BH22 9JQ.
Tel: 0845 0516520

Shaftsbury, The Toy Box Dorset Ltd
59-61 High Street, SP7 8JE.
Tel: 01909 050877

Swanage, Nigel Wells Design Services Ltd
15-17 Institute Road, BH19 1BT.
Tel: 01929 426096

Weymouth, Howleys Toymaster
5 Frederick Place, DT4 8HQ.
Tel: 01305 779255

Wimborne, Riverside Toys
Unit 8 Mill Lane Precinct, BH21 1LN.
Tel: 07757 779373

ESSEX

Billerica, Toys and Tuck
5-6 The Walk, High Street, CM12 9YB.
Tel: 01277 650444

Brentwood, B & M Cycles
13 High Street, CM14 4RG.
Tel: 01277 214342

Bornham on Crouch, FairRail
Unit 6 & 7 Springfield Nursery Estate,
CM0 8TA.
Tel: 01621 786198

Chadwell Heath, Atomic Comics
1112 High Road, RM6 4AH.
Tel: 02085 978547

Chelmsford, Hobbycraft Chelmsford
Unit A3, Chelmer Village Retail Park, Chelmer
Village Way, CM2 6XE.
Tel: 0845 0516572

Clacton On Sea, Clacton Art & Craft Centre
43 Jackson Road, CM12 1JA.
Tel: 01255 436346

Clacton On Sea, Chaos
105 Station Road, CM15 1TW.
Tel: 01206 852652

Celcester, Distortion
16 Nayland Road, CO4 5EG.
Tel: 01206 852652

Harlow, Marquee Models
Unit 71, The Harvey Centre, CM20 1XS.
Tel: 01279 423334

Hornchurch, Tole Haven
30 Romeo Corner, RM12 4TN.
Tel: 01708 475051

Ilford, Miniature Empire
347 Eastern Avenue, IG6 6NE.
Tel: 0207 998 3008

Leigh On Sea, Calver Books
816-818 London Road, SS9 3NH.
Tel: 01159 382111

Rainham, Big Mac Models
119 Wennington Road, RM13 9TH.
Tel: 01708 502688

Rayleigh, Gamers Nexus
12a Station Road, SS6 7HL.
Tel: 07875 957506

Saffron Walden, Game On
30 High Street, CB10 1AX.
Tel: 01799 506022

Southend On Sea, Wayland Games Centre
Unit 22 Parkside Centre, Pottersway,
SS2 5SJ.
Tel: 01702 668750

Westcliff On Sea, Argosy Toys
553 London Road, SS0 9LJ.
Tel: 01702 346806

Basildon, Hobbycraft Basildon
Unit 6, Towngate Centre, Fodderwick Road,
SS14 1WP.
Tel: 0845 0516536

Harlow, Hobbycraft Harlow
Unit 5, Queens Gate Centre, Edinburg Way,
CM20 2DA.
Tel: 0845 0516565

Romford, Hobbycraft Romford
Unit 9, The Brewery Shopping Centre,
RM1 1AU.
Tel: 0845 0516545

Southend, K & M Art Supplies Ltd
1 Queens Road, SS1 1LT.
Tel: 01702 435 196

GLOUCESTERSHIRE

Cheltenham, Hobbycraft Cheltenham
M6, Gallagher Retail Park, Tewkesbury
Road, GL51 9RR.
Tel: 0845 0516581

Gloucester, Hobbycraft Gloucester
The Peel Centre, St. Ann Way, GL1 5SF.
Tel: 0845 0516522

Bourton On The Water, Bourton Model Railway
Box Bush, High Street, GL54 2AN.
Tel: 01451 820686

Moreton-In-Marsh, Cotswood Book Store
20 High Street, GL56 0AF.
Tel: 01608 655266

Stroud, Antics Model Shop
49 High Street, GL5 1AN.
Tel: 01453 764487

HAMPSHIRE

Aldershot, The Games Shop
6 Wellington Street, GU11 1DZ.
Tel: 01252 311443

Alton, Alton Model Centre
7a Normandy Street, GU34 1DD.
Tel: 01420 542244

Andover, Andover Toys
20 Chantry Centre, SP10 1LX.
Tel: 01264 352263

Basingstoke, Hobbycraft Basingstoke
Winchester Road, RG22 6HN.
Tel: 0845 0516571

Eastleigh, Eastleigh Wargames
6 Nightingale Gate Avenue, SO50 9JA.
Tel: 02380 644179

Fleet, Fleet Toys
195 Fleet Road, GU15 3BL.
Tel: 01252 613949

Fordingbridge, All The Cool Stuff
64 High Street, SP6 1AX.
Tel: 01425 650696

Hereford, Weobley Bookshop
Broad Street, HR4 6SA
Tel: 01544 319292

Ledbury, Little Shop of Wonders
44 Bye Street, HR8 2AA
Tel: 01531 632206

Ross On Wye, Little & Hall
48 Broad Street, HR9 7DY
Tel: 01989 562639

HERTFORDSHIRE

Berkhamstead, Hamlets of Berkhamstead
33 Lower Kings Road, HP4 2AB.
Tel: 01442 864642

Buntingford, Lost Ark Games
37 High Street, SG9 9AD.
Tel: 01763 448414

Cheshunt, Creative Thinking
10 Newham Parade, College Road, EN8 9NU.
Tel: 01992 622333

Harpenden, Loras's
4a Piggothill Lane, AL5 1LH.
Tel: 01582 769204

Hitchin, Battle Worlds
33 Hermitage Road, SG5 1BY.
Tel: 01462 422204

Hitchin, Mainly Models
66 Hermitage Road, SG5 1DB.
Tel: 01462 422204

Leominster, Martins Models and Crafts
10 West Street, HR6 8ES.
Tel: 01568 613782

Letchworth Garden City, Cuthbert's Toys
21a Eastchope, SG6 3DA.
Tel: 01462 486030

Letchworth Garden City, Rowell Toy Emporium
19 Commerce Way, SG6 3DN.
Tel: 01462 680717

Stevenage, J.S. Models
19 Middle Row, SG1 3AV.
Tel: 01438 746616

Stevenage, Hobbycraft Stevenage
Unit 7 Rearing Way Retail Park, SG1 1XN.
Tel: 0845 0516533

Watford, Hobbycraft Watford
Century Park, Delton Way, WD17 2SF.
Tel: 0845 0516538

Welwyn Garden City, Fun House Toy Store
Unit 47 Howards Gate, AL8 6HA.
Tel: 01707 391319

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Broadstairs, Expressions of Broadstairs
65-67 High Street, CT10 1JL.
Tel: 01843 601620

Ashford, Kids Staff
114 County Square Shopping Centre,
TN23 1AB.
Tel: 01233 610200

Ashford, Xpress Games
2 Chapel Mews, North Street, TN24 8JN.
Tel: 01233 621710

Broadstairs, Hobbycraft Thanet
Unit 2 Westwood Cross Retail Park, Margate
Road, CT10 2BF.
Tel: 0845 0516564

Bromley, Chatterton Toys
8 Chatterton Road, BR2 9QN.
Tel: 0208 4643000

Canterbury, Rocket Hobbies
Unit 14a Business Park, New Dover Road,
CT1 3AA.
Tel: 08000 337189

Crayford, Hobbycraft Crayford
Unit 4, Crayford Retail Park, DA1 4LD.
Tel: 0845 0516535

Deal, John Roper
34 High Street, CT14 6TE. Tel: 01304 361404

Dover, Xpress Games
37 Biggin Street, CT16 1BU.
Tel: 01304 449358

Folkestone, Xpress Games
Unit 2 Town Walk, CT20 2AD.
Tel: 01303 488474

Folkestone, Penkraf (Kent)
304 Cheriton Road, CT19 4DP.
Tel: 01303 279292

Gravesend, Stamps and Hobbies
45 High Street, DA11 0AY.
Tel: 01474 534166

Hildenborough, Teytone
Meopham Bank Farm, Leigh Road,
TN11 9AQ.
Tel: 01732 833695

Hythe, Apple-Jax
156b High Street, CT21 5JU.
Tel: 01303 262602

Maidstone, No Man's Land
Unit 3 Corn Exchange, ME14 1HP.
Tel: 01622 275855

Maidstone, Model World Ltd
Newnham Court, Bearstead Road,
ME14 5LH.
Tel: 01622 275855

Maidstone, Hobbycraft Maidstone
St. Peters Wharf, St. Peters Street,
ME16 0SN.
Tel: 0845 0516539

Margate, Phoenix Fantasy
206 Northdown Road, CT9 2QU.
Tel: 01843 601620

Rochester, Rochester Games & Models
123 High Street, ME1 1JT.
Tel: 07952 230818

Sevenoaks, Manklows
44 Seal Road, TN14 5AR.
Tel: 01732 454952

Sevenoaks, J.N. Limerick (Sevenoaks)
78a High Street, TN13 1JR.
Tel: 01732 452840

Sittingbourne, F1 Hobbies
Unit E 5, St George Business Park,
Castle Road, ME10 3TB.
Tel: 01795 432702

Sittingbourne, Nickel Books
22a High Street, ME10 4PD.
Tel: 01795 429546

Tunbridge Wells, Hobbycraft Tunbridge Wells
Unit B, North Trading Estate, Longfield Road,
TN2 3UR.
Tel: 0845 0516568

LANCASHIRE

Lancaster, Warmonger Miniatures
The Assembly, King Street, LA1 1JN.
Tel: 01539 447282

Preston, Hobbycraft Preston
Unit b2, Deepdale Shopping Park, Blackpool
Road, PR1 6AF.
Tel: 0845 0516529

Blackburn, Batcave
48 Northgate, BB2 1JL.
Tel: 01254 667488

Blackburn, Mercers Toys
47 Darwen Street, BB2 2BL.
Tel: 01254 681401

Blackpool, I Collectables
68-70 Bond Street, FY4 1BW.
Tel: 01253 403339

Bolton, Hobbycraft Bolton
Bolton Gate Retail Park, 13/15 Round Hill
Way, BL1 2SL. Tel: 0845 0516531

Bolton, M.J. Racing
21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 386790

Bolton, The Portcullis Wargames Emporium
9 White Lion Brow, BL1 4AD.
Tel: 01204 772522

Burnley, Compendium
First Choice, Unit 2, Cavour Street,
BB12 0BQ.
Tel: 01282 457060

Clitheroe, Cowgills of Clitheroe Ltd
4 - 6 Market Place, BB7 2DA.
Tel: 01200 423587

Cole, West End Model Centre
113 Albert Road, BB8 0BT.
Tel: 01282 867711

Fleetwood, The Model Exchange
1 Wood Street, FY7 7PX.
Tel: 01253 874247

Lancaster, Gotham City Gaming
18 Sir Simons Arcade, LA1 1JL.
Tel: 07989 025264

Leigh, Startown Limited
3-5 Silk Street, WN7 1AW.
Tel: 01942 671116

Ramsgate, Clark Crafts
Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

Wigan, Omega Games
1-3 Jaxon Court, WN1 1LR.
Tel: 07582 147509

LEEDS

Off Hunslet Road, Hobbycraft Leeds
Unit 9a, Crown Point Retail Park, LS10 1EW.
Tel: 0845 0516542

Leigh, Startown Limited
3-5 Silk Street, WN7 1AW.
Tel: 01942 671116

Ramsgate, Clark Crafts
Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

Wigan, Omega Games
1-3 Jaxon Court, WN1 1LR.
Tel: 07582 147509

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Tel: 07582 147509

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Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

Wigan, Omega Games
1-3 Jaxon Court, WN1 1LR.
Tel: 07582 147509

Spalding, Masons Models
20 New Road, PE11 1DD.
Tel: 01775 722456

Spalding, Gamelink
46 Holdbrann Road, PE11 2HQ.
Tel: 01775 72252

LONDON

Piccadilly Circus, Tokyo Toys
London Trocadero Shopping Centre,
7-13 Coventry Street, W1D 7DH.
Tel: 0203 7308916

St Mary Cray, Hobbycraft Orpington
Unit 20, Ungent Shopping Park, Cray Avenue,
BR5 3RP.
Tel: 0845 0516576

Staples Corner, Hobbycraft Brent Cross
Unit d1, Staples Corner Shopping Park,
Geron Way, NW2 6LW.
Tel: 0845 0516578

Sutton, Heroes and Legends Gamers Ltd
289 Ewell Road, KT6 7AB.
Tel: 0203 2580054

Croydon, Hobbycraft Croydon
Unit 3a Drury Crescent, Off Purley Way,
CR0 4XU.
Tel: 0845 0516570

Barnett, Toys Toys Toys
134 High Street, EN5 5XQ.
Tel: 0208 4490868

Beckenham, Beckenham Toys
226 High Street, BR3 1EN.
Tel: 0208 6505355

Dulwich, The Art Stationers
31 Dulwich Village, SE21 7BN.
Tel: 0208 6935938

Ealing, Northfields Modelshop
217 Northfield Avenue, W13 9QU.
Tel: 0208 8408822

East Dulwich, Just Williams
106 Grove Vale, SE22 8DR.
Tel: 07909 994331

East Sheen, Pandemonium
125 Sheen Lane, SW14 8AE.
Tel: 0208 8780866

Enfield, Pearsons (Enfield) Ltd
Sarnesfield Road, EN2 6LJ.
Tel: 0208 3734200

Edmonton, Too Good To Be True
27 North Mall, Edmonton Green Shopping
Centre, N9 0EQ.
Tel: 0208 807 2721

Finchley, Leisure Games
100 Ballards Lane, N3 2DN.
Tel: 0208 346 2327

Fulham, Patrick's Toys
107-111 Lillie Road, SW6 7SX.
Tel: 0207 3859864

Greenford, Hobbycraft Greenford
Unit 3, Westway Cross Shopping Park,
UB8 0UW. Tel: 0845 051 6528

Harrow, Toy Galaxy
178-180 Station Road, HA1 2RH.
Tel: 0208 4240300

Kingston, The Print Gallery
22 Pembroke Road, W11 3HL.
Tel: 0207 2218885

Leyton, Engine Shed Model Railways
745 High Road, E11 4DS.
Tel: 0208 5393950

London, Dark Sphere
57 York Road, SE1 7NJ.
Tel: 0207 9287220

London, The Toybox
223 Victoria Park Road, E9 7HD.
Tel: 0208 5332879

London, Happy Returns Ltd
36 Rosslyn Hill, NW3 1NH.
Tel: 0207 4352431

Pinner, Eds Party Pieces Ltd
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Tel: 0208 8660328

Ruislip, John Sanders Store No 385
77-79 High Street, HA4 8JB.
Tel: 01895 634848

South Woodford, South Woodford Library
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Tel: 0208 7089067

St Mary Cray, Hobbycraft Orpington
Unit 20, Ungent Shopping Park, Cray Avenue,
BR5 3RP. Tel: 0845 0516576

Upton Park, The Who Shop Ltd
39 - 41 Barkland Road, E6 1PY.
Tel: 0208 4712356

West Drayton, The Aviation Hobby Shop
4 Horton Parade, Horton Road, UB7 8EA.
Tel: 01895 442123

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Manchester, Golem Painting Studio
Unit 20, 3rd Floor, Mose, 8 Lower Ormond
Street, M1 5DF.
Tel: 07894 315911

Manchester, Fanboy Three Ltd
17 Newton Street, M1 1FZ.
Tel: 01422 378532

MERSEYSIDE

Brimstange, Wargame Store
Brimstange Hall Courtyard, CH63 6JA.
Tel: 0151 3421233

Liverpool, Derbyshires
22 - 24 Chapel Lane, Formby, L37 4DU.
Tel: 01704 878 934

Liverpool, The Scythies and Tea Cup Gamer Cafe
61a Kempton Street, GUG 7PB.
Tel: 01512 981865

St Helens, War and Hobby
22 Cooper Street, WA10 2BQ.

St Helens, Scent Rock Hobbies
Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 098742

NORFOLK

Dereham, Starlings Toymaster
10 Wrights Walk, NR19 1TR.
Tel: 01362 697769

Great Yarmouth, Platform 1 Model Shop
73 Victoria Arcade, NR20 2NU.
Tel: 01493 843258

Holt, Starlings-Toymaster
12 High Street, NR26 6BN.
Tel: 01263 713101

Huntsdon, The Pavillion Toymaster
17 The Green, PE36 5AH.
Tel: 01485 533108

Norwich, Starwings Games Ltd
12 Dove Street, NR2 1DE.
Tel: 01603 631920

Norwich, Langleys
Wendover Road, Rackheath Ind Est,
NR13 6LH. Tel: 01603 621995

Norwich, Kerrisons
353 Aylesham Road, NR3 2RX.
Tel: 01603 494008

Norwich, Hobbycraft Norwich
Unit 7 Riverside Retail Park, Albion Way,
NR1 1WR.
Tel: 0845 0516573

Sheringham, Starlings Toymaster
31-33 High Street, NR26 8DS.
Tel: 01263 822368

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Northampton, Hobbycraft Northampton
Tyne Road, Weldon Industrial Estate,
NN5 5AF.
Tel: 0845 0516523

Burton Latimer, Cockpitsonic UK Ltd
90e High Street, Burton Latimer, NN15 5LA.
Tel: 01536 725905

Great Billing, Cherry Tree Gift Shop
Billing Aquadrome, Crow Lane, NN3 9DA.
Tel: 01162 387461

Northampton, Wargames Workshop
3a Abington Square, NN1 4AE.
Tel: 07931 757623

Rushden, Osborne Sports & Toys
118 High Street, NN10 0PE.
Tel: 01933 312415

NOTTINGHAMSHIRE

Meadow Lane, Hobbycraft Nottingham
Unit 2, Lady Bay Retail Park, NG2 3GZ.
Tel: 0845 0516549

Arnold, W. Boyes & Co Ltd
61-63 Front Street, NG5 7EB.
Tel: 01159 260106

Beeston, Chimera Leisure
105 High Road, NG9 2LH.
Tel: 0115 9 229880

Mansfield, The Games Emporium
Handley Arcade, NG18 1NQ.
Tel: 01623 640022

Mansfield, Eye of the Storm
Matlock Mill, Hamilton Way, NG19 5BU.
Tel: 01777 869224

Newark, Access Models
43-45 Castle Gate, NG24 1BE.
Tel: 01636 673116

Newthorpe, Calver Books
100 Baker Road, NG16 2DP.
Tel: 0115 9382111

Nottingham, Foundry Miniatures Ltd
24 - 34 St Marks Street, NG3 1DE.
Tel: 0115 8413000

Retford, Bookworm
1 Spa Lane, DN22 6EA.
Tel: 01777 869224

West Bridgford, Inspirations
18 Central Avenue, NG2 5GR.
Tel: 0115 9821200

OXFORDSHIRE

Banbury, Trinder Bros Ltd
2-4 Broad Street, OX16 5BN.
Tel: 01295 262546

Bicester, Bicester Toys and Nursery
65 - 68 Sheep Street, OX26 6JW.
Tel: 01869 323948

Bicester, Hobbycraft Bicester
Unit 3, Bicester Ave Home & Garden Centre,
Oxford Road, OX25 2NP.
Tel: 0845 0516557

Cartton, Giles Sports, Toys & Cycles
1 Alveston Court, OX18 3JL.
Tel: 01993 842396

Oxford, Boswells Toymaster
1-4 Broad Street, OX1 3AG.
Tel: 01865 241244

Oxford, Hobbycraft Oxford
Unit A, Meadowside Retail Park, Larnarsh
Road, OX2 0FE.
Tel: 0845 0516588

Witney, Dentons
11 High Street, OX28 6HW.
Tel: 01983 704979

SHROPSHIRE

Dominion, Sanda Games
4 Albert Place, TF2 8AF.
Tel: 01952 676722

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

Wellington, Questing Knight Games
8 Old Bakery Row, The Parade, TF1 1PS.
Tel: 01952 417747

SOMERSET

Bridgwater, Insane Games
7 Day Quay, TA6 5AZ.
Tel: 01278 433554

Bristol, Cat and Thrust Gaming
61 Old Market Street, BS2 0EJ.
Tel: 0117 3020021

Bristol, Area 51
230 Gloucester Road, BS7 8BA.
Tel: 0117 9244655

Burnham On Sea, G.W. Hurley
7-9 High Street, TA8 1PA.
Tel: 01278 789281

Chipping Sodbury, Purple Parrot
51 Broad Street, BS37 6AD.
Tel: 01454 323332

Clevedon, Insane Games
15 Old Street, BS21 6ND.
Tel: 01275 871612

Frome, Frome Model Centre
2 Catherine Street, BA11 1DA.
Tel: 01373 465295

Portsmouth, Careys Home and Garden
Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 237355

Somerton, Somerton Hobbies
Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 237355

SUFFOLK

Becles, Toy Box
32 New Market, NR34 9HE.
Tel: 01502 712785

Bury St Edmunds, Apocalypse Miniature Wargaming
102 Risbygate Street, IP33 3AA.
Tel: 01284 747363

Bury St Edmunds, Startlings Toymaster
62 Cornhill, IP33 1BE.
Tel: 01284 761646

Bury St. Edmunds, Model Junction
10 Whittington Street, IP33 1NX.
Tel: 01284 753456

Fallstowes, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 277233

Haverhill, Two Cats Craft
Unit 6, Wisdom Facilities Centre, 42 Hollands Road, CB9 8SA.
Tel: 01440 706041

Lowestoft, Annular
152 London Road North, NR32 1HB.
Tel: 01502 513477

Newmarket, Moons Toyland
85 High Street, CB8 8JG.
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Stowmarket, D.J. Collectables
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Tel: 01449 771015

Sudbury, Timetey's Toys
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Tel: 01787 372 238

Woodbridge, Toytown
8 Church Street, IP12 1DH.
Tel: 01394 383170

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Cobham, Fantasia
3 Oakdene Parade, KT11 2LR.
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Cranleigh, Enchanted Wood.
Unit 8, Building 19 Dunsford Park, GU8 8TB.
Tel: 01252 722222

Croydon, Gordons Toy and Stationery
255a Lower Addiscombe Road, CR0 6RD.
Tel: 0208 6543389

Farnham, Games Pod Computer Games
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Godalming, The Classical Game Shop
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Brighton, Brighton Toy and Model Museum
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Tel: 01273749494

Burgess Hill, Kid's Stuff
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Chichester, Kids Stuff
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Chichester, Shell Toys & Gifts
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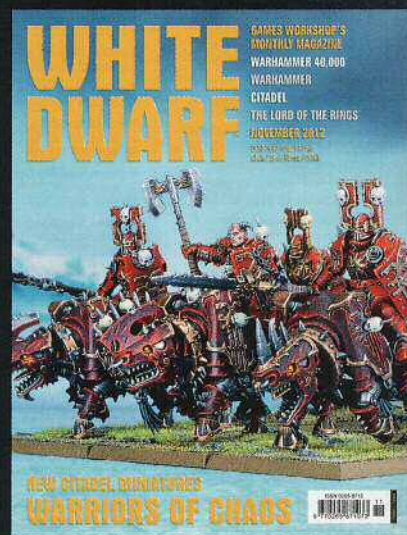
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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.



White Dwarf: With the completion of their new hobby room, the White Dwarf team have spent much of the month playing games and painting miniatures.



The Design Studio: Dave Andrews talks us through the design of the Wall of Martyrs, while Mark Harrison explains the origins of the Chaos Warshrine.



Forge World: This month the Forge World team show off their latest projects – a cityscape gameboard and two extremely large tanks.



Black Library: Two of Black Library's best authors – Dan Abnett and Graham McNeill – spare us some time to talk about their latest novels.

THIS MONTH IN

WHITE DWARF

This month the White Dwarf team have been setting up their new hobby room and trying to figure out how to build flat-pack furniture. In their spare time, however, they have all been very busy building and painting new miniatures for their collections.



- 1 Jes and Matt go to war once again in the White Dwarf hobby room.
- 2 Dan hard at work at the hobby bar. With all the painting and gaming going on, it's a great environment to enjoy working on our armies.
- 3 Each member of the team has a shelf for the army they are currently using – all nicely lit and displayed behind glass.

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

Beth's shelf in the White Dwarf miniatures cabinet is steadily filling up with Lizardmen, and this month she has added more Saurus Warriors and a lone Skink to her collection. Beth has also started dabbling with Chaos by painting Daemonettes. So far she has a unit painted, including flaming orange hair and swirling tribal tattoos – she hasn't decided on how to base them yet though...



Jes Bickham

This month Jes has taken the hobby room gaming table by storm. Having fought and lost against Andrew in the battle report he set his sights on Matt and Glenn and promptly thrashed both their armies (Dwarfs and Grey Knights respectively) to redeem himself. He has since been crowned 'King of the Beards' by Glenn, who even made him a little cut-out beard to wear in his next battle.



Dan Harden

Having completed his Ork Dakkajet in our last issue, Dan was inspired to revisit his large collection of Orks. Over the last few weeks he's been slowly working his way through 6000 points of bare plastic in a vain attempt to try and get them all painted. His current number of painted Orks stands at three, which has been described as a mini-Waaaagh! in the making. Only 147 more Orks to go...



Matt Hutson

Having completed the second Stormtalon for his Imperial Fists army this month, Matt is taking a break from yellow armour plates to paint a squad of Legion of the Damned. He also embarked in a spirited battle using his Dwarfs against Jes' Ogre Kingdoms, and lost heavily. Mostly he blames Adam for giving Jes tips from the sideline, however, and he's looking for revenge soon.



Andrew Kenrick

Giddy after his battle report success in this issue, Andrew has been working feverishly on his Warriors of Chaos, Chaos Daemons and Chaos Space Marines. In fact, it's all gone a bit Chaos for him this month, with Plaguebearers, Skullcrushers and a Forge World Decimator Daemon Engine sitting on his (very chaotic) desk as works in progress. He says the End Times are coming.



THE WHITE DWARF HOBBY ROOM UNVEILED

We mentioned its existence last issue, but this month work has finished on our spectacular new hobby room. With a display cabinet with room for all of our armies, a painting bar, space for each of our paint stations, and a rather comprehensive library, it's fair to say that the team was more than a little excited to get stuck into it.

The centrepiece of the room is, of course, our bespoke gaming table. This masterful piece of craftsmanship has room for a 6x4 board, as well as extendable leaves for when we play even larger games. There are drawers full of templates and dice, and space for gaming boards underneath too. It's proving so popular that it's been hard to get a game on it.

We're still thinking up a name for the room, so if you have any suggestions send them in.



Glenn More

Having been nominated for the Best Painted Army award at a recent Throne of Skulls Tournament, Glenn has been working hard on his painting technique with the intention of winning the award next time. His current project is an Imperial Guard force based around as many Strength 10 ordnance weapons as possible, the first of which being the Demolisher tank in the Parade Ground article.



Erik Niemz

Erik's Skaven army gained a significant boost this month, after a little comedy slave trading with Adam. One box of old-school Skavenslaves later (swapped for the High Elves in his Island of Blood boxed game) and Erik has started claiming the Under-empire will be his. He's also working on some unique Rat Ogres, an impressive kit bash we'll show you next month.



Kris Shield

Skullcrushers are the flavour of the month for several members of the White Dwarf team, and Kris is currently ploughing through a unit of his own. As well as Juggernaut-riding Chaos Warriors, he has also added a new Chaos Lord (complete with enough skulls to make even Khorne envious) and a Daemon Prince. His battles against longtime rival Jon Michelback also continue.



Adam Troke

White Dwarf's resident hobby butterfly has turned his capricious gaze back to his beloved Dark Angels this month. As well as a converted Company Master, Adam has also added a Chaplain and a new Tactical squad to his force, and is currently painting up an Aegis Defence Line as quickly as possible. Apparently his fear of Jes' flying Hive Tyrant is quite the motivator.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader. We're always on the look out for great-painted miniatures and armies, so if you think your models are great enough to feature in the pages of our illustrious magazine, send photos of them in:

team@
whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

FLYER FEVER

The overriding hobby ambition of the White Dwarf team this month was to add flyers to their Warhammer 40,000 armies, to take full advantage of the air superiority offered under the new rules. So it was that Jes painted up a Doom Scythe for his Necrons, Andy finished his Helderake, and Glenn and Matt added Stormtalons to their respective Space Marine collections. Matt has already painted a beautiful Stormtalon for his Imperial Fists, but was unhappy with the shade of yellow he used – which, to the rest of us, is pretty indistinguishable from the colour of the rest of his army. The man's a perfectionist. Can you spot the difference?



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- 1 Matt's Stormtalons. Can you detect the difference in the paint jobs?
- 2 Jes has painted up a Doom Scythe for his Necron army.
- 3 While he doesn't collect Orks, Adam couldn't help himself, and painted an Ork Bomma anyway.
- 4 Following last month's excitement, Andrew has finally finished his Death Guard Helderake.
- 5 Glenn has kit bashed a Stormtalon, making it into a custom-built recon flyer.

Glenn's Grey Knights Mobilise for War

Excited to get to grips with his favourite army under the sixth edition Warhammer 40,000 rules, Glenn took his Grey Knights to the table against Jes' Necron phalanx in a battle for an ancient relic. Jes sent in a 15-strong unit of Warriors accompanied by his Overlord and two Lords to grab the Primary Objective, and in a climactic conflict which saw Glenn's Terminators charge in, Jes set the Grey Knights upon one another with his seemingly endless arsenal of mindshackle scarabs. Even the heroics of a lone Grey Knight slaying Jes' Monolith with one swipe of his thunder hammer could not save the day.

Glenn also took his Grey Knights to the summer Throne of Skulls tournament, meeting up with some of his long-time gaming buddies. Not only did he get to play some great games, but according to Glenn, the best part of the weekend was that he also got the opportunity to play some of his friends.



- 1 Glenn's Grey Knights. You may have seen them proudly displayed in Warhammer World.
- 2 Although Glenn's Stormraven blew the Doom Scythe out of the sky, it was one of only a few bright spots in a bleak game for the forces of the Imperium.

Mordor Orcs

One of the hobby projects Dan has been working on this month is some extra models for his *The Lord of the Rings* Mordor army. He wanted some spare crew models in case his Great Beast of Gorgoroth gets slain in a game. To make each of the models different, Dan has used Mordor Orcs, with spare parts taken from the Warg Rider box set.



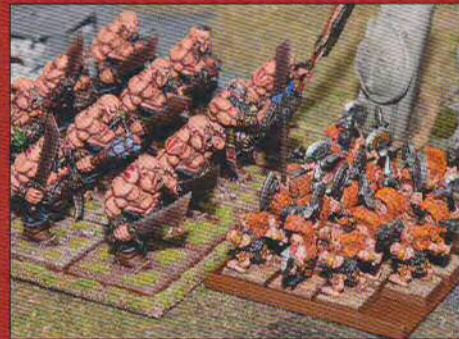
Beth's Lizardmen

Beth has been quietly working away on her Lizardmen since we showed her first model last month, adding a slew of new Saurus Warriors to her growing collection. It's clear from these models that Beth has a natural talent when it comes to painting – and the Daemonettes that she has been painting at home look really striking. We can't wait to see what she does next.



Dwarfs Vs Ogres

Eager to make restitution for his pitiful display in this month's Battle Report, Jes brought his Ogres to bear against Matt's Dwarfs in a 2000 point battle in the White Dwarf Hobby Room. After taking heavy casualties from a Grudge Thrower and Organ Gun, and being wrongfooted by the Master Rune of Challenge, the Ogres went on to win and salvage a little of their reputation. In true Dwarfen style, Matt grumbled into his beard about Jes' tactics and recorded his name in the Damaz Kron – the great book of grudges.



THIS MONTH IN

THE DESIGN STUDIO

This month in the Design Studio Mark Harrison, Matt Holland and Mike Fores tell us how they worked together to sculpt the Warshrine of Chaos, while Dave Andrews tells us more about the Wall of Martyrs – Citadel's new futuristic trench system.



Best-known for his Tyranid sculpts, miniatures designer Mark Harrison was the man to spearhead the look of the Warshrine.

A DEDICATION TO THE DARK GODS

As the designers of the Warshrine of Chaos, Mark, Matt and Mike tell us more about this huge new kit.

Mark: When we started work on the new Warriors of Chaos models I was in charge of designing the Warshrine of Chaos. The first thing the Design Team did was look at the artwork in the army book and we came to the conclusion that we needed something much bigger and more impressive. A Chaos Warshrine isn't a cart covered in trinkets pulled by an angry horse, but rather a dedication to the Gods of Chaos, a mobile icon constructed by the followers of a Chaos Lord to inspire his warriors in battle, make his foes cower with dread and, most importantly, get him noticed by the Chaos Gods.

There's a large pulpit at the front where the guardian of the shrine stands, with a large icon of Chaos behind him. The

Warshrine is less of a chariot and more of a mobile sacrificial altar. Warriors bring an offering to the shrine, the guardian hauls him up, places his head on the chopping block and sacrifices him to the gods. Once he's finished the ritual there's a pit behind the chopping block where all the used heads get thrown. He then pushes the body off the side and ask for a fresh one.

Initially there were slaves carrying the Warshrine into battle, but we realised early on that it didn't look right – the models just weren't tall enough. The Warshrine is meant to be large and inspiring, so it should tower over the Warriors that march alongside it. Thus it is held aloft by Ogre-sized mutants; they fit the scale that we were looking for and, more importantly, give the Warshrine a really unusual, intensely creepy feel.

The reliquary in the centre of the Warshrine is the focal point of the model. Early designs had it alternately mounted on a fiery pillar, floating on iron chains or wreathed in smoke, none of which quite worked. Jes Goodwin came up with the idea of a weird effigy holding it aloft. As he was talking about it, I started sketching it on a scrap of paper – it was like the Games Workshop equivalent of writing a film script on the back of a cigarette packet. The finished result was the strange idol that you see – a bizarre red jade statue carved by an insane craftsman who's clearly lost his mind to the taint of Chaos.

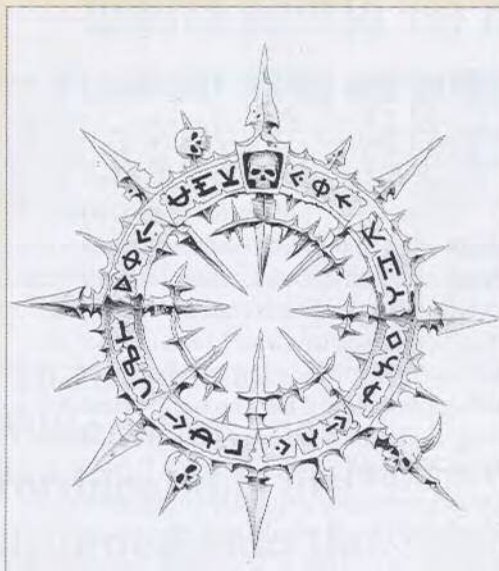


Mike: My job was to design the icon at the apex of the shrine. The combination of the worn stone, beaten metal, fire, bone and the jade statue adds to the motley, cobbled-together nature of the Warshrine. It isn't meant to be carefully thought-out and constructed – it's an amalgamation of materials and textures, all of which serve to make it unique and bizarre. I also worked on some of the small details on the reliquary, such as the tiny Chaos Warrior mannequin, which represents the Chaos Lord offering himself to the gods.

Matt: While Mark and Mike worked on the body of the kit, I set to work on the two monsters that carry the Warshrine. We wanted them to be Ogre-sized, but they are deliberately non-specific monsters with no obvious heritage. I also wanted them to look as though they'd mutated to carry their heavy burden, not that they were conveniently the correct size and shape to begin with.

Getting the mutants to look right was not easy – you can't just add an extra limb and hope it will work out. If you look at the front chap, he's got extra muscles beneath his pecs to show that his arms will actually work. The degenerate creature at the back was even harder to sculpt because there are two legs sprouting from one socket and both of them have to function. If you put your finger over one of them, you'll notice that the other leg looks normal and vice-versa. That's the secret to mutations – they have to be vaguely plausible. To be honest, this guy actually grossed me out quite a bit once I'd finished sculpting him.

One of the biggest challenges was the fact that we were three sculptors working on one project and that the parts we were working on would directly interact with each other. We had to ensure that the scale was spot on every time. Rather amusingly, when Mark brought over the finished Warshrine and rested it on the mutants that carry it the rearmost monster was slightly too tall and we had to squash him underneath the Warshrine to get him to the right height. While sculpting is a very technical job, sometimes a little brute force doesn't go amiss. **DH**



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- 1 The Warshrine pulpit can contain either an eldritch grimoire or an axe in a chopping block.
- 2 Working from Mark's concept sketches, Mike came up with the design for the icon of Chaos that graces the top of the Warshrine.
- 3 Not wanting to be outdone by the 'lesser races', Mark designed the Warshrine to be physically very imposing – a true testament to the might of the Warriors of Chaos.



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THIS MONTH IN THE DESIGN STUDIO



Dave Andrews is a high lord of the hobby, a living legend of miniatures painting, scenery building and all round gaming fun.

BREAKING DOWN THE WALLS

Dave Andrews is the creator of the Wall of Martyrs. Here he gives us an insight into the design process.

"A Warhammer 40,000 trench network is something that I have wanted to make for years now," says Dave, when I invited him to talk about the new Wall of Martyrs kit. "I've had mock ups and ideas of what an entrenched fortification in the 41st Millennium could be like on my desk for a long, long time – in many different styles. All of my workings and early experimentations quickly showed that whatever I built would need to be as flexible as possible. My initial experiments involved making trenches that were moulded directly into the battlefield, which meant building bespoke board

sections that were very thick, not easily adjusted and generally inflexible. These just didn't seem practical from a collecting or storage point of view at the time, and so I began to look for other solutions. All this led me to cook up a trench line that could be placed on an existing battlefield, a sectional trench network.

"What I developed from there is something that is most certainly, assuredly not from the First World War (or any of the other real-world wars that featured trenches for that matter). I've avoided using materials that we immediately



1 The Wall of Martyrs is astonishingly detailed, a glorious terrain set that is as well suited to display as it is for use in games.

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connect with trenches in our shared understanding of history, so no sandbags, duckboard, corrugated iron or barbed wire. Once of the things I consider when I am making models is how it would work if it were real. With the Wall of Martyrs I like to imagine that in the 41st Millennium these fortifications are dropped onto the battlefield by enormous Adeptus Mechanicus landers, bolted together by servitors and techpriests and manned by Imperial Guardsmen who are rushed into a battle zone. The Imperial eagle mantlets, the winged skull on the bunker, and so on, all combine to ground these pieces strongly in the 40K universe. There are lots of details that echo existing Warhammer 40,000 scenery sets too – if you place your Wall of Martyrs alongside Cities of Death terrain or among an Imperial Strongpoint complex, it's going to fit right in."

"These kits complement Citadel miniatures so well," Dave says. "These kits have been designed with the practicalities of playing a game in mind. The fire pits hold a Dreadnought or an Imperial Guard Heavy Weapons Team comfortably, and you can fit ten-man squads in the trench sections. You can set them out in so many different ways – no two trench line set-ups need be quite the same." **AT**

"In the 41st Millennium these fortifications are dropped onto the battlefield by Adeptus Mechanicus landers."

- 2 The Wall of Martyrs is a munitorum cleric's worst nightmare, with spare wargear strewn about.
- 3 "The dead Cadians are a nod to the darkest aspects of Warhammer 40,000 – there is only war," says Dave.
- 4 "Everything I make is done by hand, very old school I'm afraid," says Dave. "There is a lot of cutting up kits, plasticard and Green Stuff. And lots and lots of super glue."
- 5 "I make mockups of everything I design," says Dave. "It gives us something to test on. The finished model must be an enjoyable playing piece so I always try out the mock ups...and play some games with it."



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THIS MONTH IN FORGE WORLD

With the unveiling of Horus Heresy Book One: Betrayal last month, the Forge World sculpting team are now hard at work creating new miniatures for the war on Isstvan III. While the security servitors were away, we had a peek at their latest projects.

FORGE WORLD PREPARE FOR URBAN WARFARE

Inspired by the inter-Legionary war taking place on Isstvan III, Blake Spence – the sculptor behind the Zone Mortalis boards – set to work on a cityscape gameboard tile to represent the ruined streets of the besieged planet.

Each moulded resin tile is covered in paved sections of road, copious amounts of rubble and even the occasional ruined vehicle. The tiles also feature either one or two plinths (depending on the board design), which are easily large enough to place a ruined city building on top. As this issue goes to print Blake is still putting the finishing touches to the boards, but while he was making a cup of tea we managed to get a few pictures of his work so far.

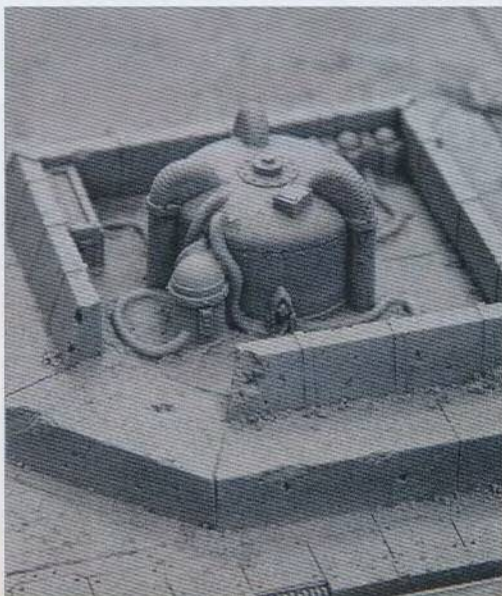


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1 Erik took some pictures of the finished cityscape gameboard down in the Forge World Studio. The overall impression is stunning – we can't wait to get our hands on it to play a game.

2 The gameboard is detailed with plenty of interesting elements, such as this generator – the site of an objective, or just another barricade to protect your troops in a furious fire fight?

3 One of the tiles features a shattered Deimos-pattern Rhino that has been half buried in debris.



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Mark Bedford's Blood Angels

The talented Mr Bedford was so impressed by our Army of the Month feature that he has taken the painting of his own Blood Angels army into overdrive. Seeing him carting new miniatures into the Forge World studio is an almost daily occurrence. In addition to new Space Marines and Dreadnoughts, he has also been converting new characters for his army and working on a set of bespoke objective markers that are look stunning. We'll be sure to show it all in a future issue of *White Dwarf*, but for now here's a sneak peek at a few of his models.



SPACE MARINE TANKS

One of the guarantees in life is that somewhere in the Forge World studio tanks are under construction. This month is no exception, with two stand-out Space Marine vehicles underway. First up is the The Fellblade, sculpted by Stuart Williamson. The Fellblade is the latest in a long line of super-heavy tanks by Forge World and the first for the Space Marines. There's also the Typhon Heavy Siege Tank, a formidable vehicle which shares many design elements in common with the Land Raider and the Spartan. Both of these tanks will be finished soon.



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- 1 At the time of writing, Stuart was still busily putting the finishing touches to the Fellblade.
- 2 The Land Raider Typhon is named after a great beast of Terran myth. Judging by the bore of the tank's main gun, a Typhon was a creature regarded with a great deal of fear.



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THIS MONTH IN BLACK LIBRARY

With all the excitement created by the release of *Angel Exterminatus* and *Pariah* this month, Adam got in touch with the masterminds behind these novels to get the inside scoop on what may be the hottest Black Library titles in all of 2012.



Graham McNeill is the powerhouse behind a swathe of novels, such as the Ultramarines series, *The Legend of Sigmar* and the New York Times bestseller *A Thousand Sons*.

IRON WILL, DEVIANT MINDS

Graham McNeill and Adam Troke escaped to Bugman's bar to talk about Angel Exterminatus.

Sitting down to chat with Graham about *Angel Exterminatus* is exciting stuff. Having received a copy of the manuscript a few days earlier and ploughed through the bloodshed and intrigue, I was interested to hear what Graham would have to say about his latest novel. In a quiet corner of Bugman's Bar, with a Dwarfen-themed burger each and a steady supply of grog, we got to business.

"*Angel Exterminatus* is the story of Perturabo and Fulgrim during the Age of Darkness," Graham says, when I ask him how he would describe the novel. "It shows these two Primarchs advancing the cause of Horus, and themselves, during the bitter fighting of the Age of Darkness. It also shows how two utterly different, some might say incompatible, forces come to fight towards a shared objective. Just because they are on the same side of the rebellion doesn't mean that they are always going to get along, and this often has interesting results."

"Originally I had planned this book as a kind of sequel to *Fulgrim*," Graham says, explaining how he went about fashioning the novel. "My plan had been to look specifically at the Phoenician, to explore the next part of his personal journey and his actions within the Horus Heresy. The Iron Warriors were only ever going to take a smaller supporting role. But, as I began to write the first few chapters, the Iron Warriors became a larger part of the story

than I had planned. Their characters and attitudes were fascinating, their measured brutality and direct methods of warfare are so different to the self-indulgent Emperor's Children that I had to rethink some of my earlier ideas. The way these two forces interact is compelling, and it has a massive bearing on what is to come down the line. So as the story I was writing gained pace, it became abundantly clear that this was the tale not just of Fulgrim, but also Perturabo."

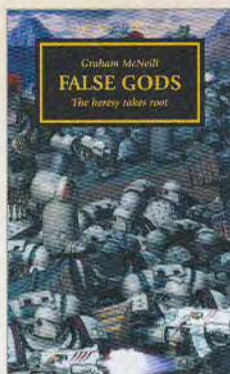
"That's something I hope fans of the Horus Heresy will find exciting," Graham adds, waving a curly fry for emphasis. "Until now the lord of the IV Legion is probably the Primarch we know the least about. What most people know of Perturabo is that he's the bitter, vindictive Primarch. He's the one who goes into a rage against Rogal Dorn, he's the one who has such a violent temper that he kills the messenger. But, as with any character worth his salt, there is more beneath the surface. Perturabo is an inspired creator and a master architect, but he feels like he has been typecast as a warmonger. In Perturabo's mind the Emperor relegated him to inglorious garrison duties and the drudgery of the Great Crusade. Instead of raising wondrous edifices, he's razing the citadels of the Emperor's foes, and that sits heavy on his soul. His sense of failure, his weariness at his role in the Great Crusade and the guilt of his actions on Olympia make fertile ground for Horus to recruit him to his

cause, after all, what the Iron Warriors do on Olympia is not the kind of thing the Emperor tends to forgive. Horus, and then Fulgrim, lure him with the offer of building the new Imperium – but is Horus' offer really different to the Emperor's? During the course of this book we see Perturabo's perspective change dramatically."

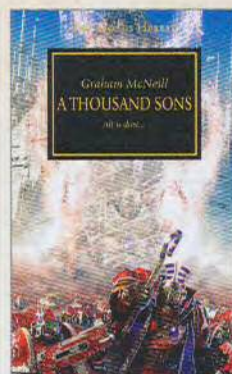
"There's sometimes an assumption that the traitors are all murderous, senseless killers," Graham explains "but their characters are far more complex than that. This novel sheds light onto Perturabo's character. As it happens, once I got to grips with his personality, Perturabo became great fun to write. It was immensely satisfying to add layers of nobility to his bitter and twisted character – there's much more to him than 'he's good at sieges'. He's a Primarch – one of the most amazing beings in the galaxy. He has a conviction that he will not ever go back – only forward. Alongside Perturabo is his brother, Fulgrim. The Phoenician has always been difficult, but rewarding, to tell stories for. With such an extreme character it's tricky to strike the balance between maddening excess and high camp."

"There are also some old favourites of mine in this book, and readers of my earliest novels will find them very familiar. Forrix, Kroeger and other Iron Warriors return from *Storm of Iron* and *Dead Sky*, *Black Sun*. These characters are at the start of their treachery now, but it's interesting to see how the roots of their psyche lie in old Olympia. The people of Olympia were ruled by 12 Tyrants, and the Iron Warriors possess traits and attitudes, even now, that reflect this heritage. It makes them fractious and judgmental of one another, to an extent that we've never seen in a Legion before; the Iron Warriors are one another's rivals, they vie for favour, for positions of authority, and don't care whose expense that comes at. This makes them quite different to the Legions we've written about in the Heresy up till now."

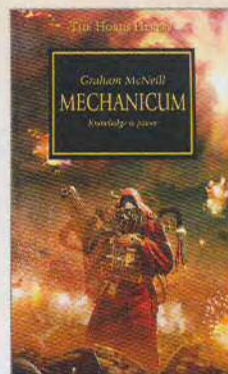
As I scribble down notes, Graham explains the thinking behind this rationale. "Each Legion needs its own identity; that's something we are acutely aware of as we



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plan and write the series. A reader should be able to take a pretty good guess and identify which Legion a character is from based on their actions alone. Hopefully you will see this played out by some of my favourite characters in the book – the Space Marines of the shattered Legions – including Sharrowkyn of the Raven Guard and Wayland of the Iron Hands. The loyalists are very much on the back foot at this stage of the Horus Heresy, but they are not idle, or passive. In the case of the Iron Hands, these are the Space Marines who had their heads kicked in at Isstvan, their Primarch killed. But they are like a prize fighter who will not stay on the mat. You can shoot them, stab them and bludgeon them and each time they will get back up thirsty for more. I really enjoyed adding them into this tale because with such determined foes, the story simply cannot go all the way of the Iron Warriors and Emperor's Children." **AT**

- 1 Graham's first Horus Heresy novel was *False Gods*, which continued the story of Horus and the origin of his treachery.
- 2 *A Thousand Sons* was the first Black Library novel to become a New York Times Bestseller.
- 3 *Mechanicum* was the first novel in the Horus Heresy series to focus primarily on non-Space Marine protagonists.
- 4 The glorious artwork for the cover of *Angel Exterminatus*, illustrated by the exceedingly talented Neil Roberts. In it, Perturabo, Fulgrim and their Legionnaires are taking on the Eldar.



4



Dan Abnett is the author of scores of novels, including many of Black Library's most renowned works. *Pariah* continues the story of two much loved Inquisitors.

EMBRACING THE PARIAH

Dan Abnett talks about Inquisitors, mysteries and returning to a story after many years.

Having read *Pariah* (in a night) I was itching to learn more about how Dan Abnett had crafted the latest instalment of the ongoing sagas of Eisenhorn and Ravenor. I rang him up to ask five burning questions.

Adam: What's it like to write a book with such anticipation focused upon it?

Dan: Writing *Pariah* came with huge pressure. When I wrote Eisenhorn all those years ago, it was written almost on a whim. The Inquisitor game was being developed and they sent me the rough cuts of the rules and background, wondering if it would be inspiring to me. Well, it certainly was. Black Library asked me how quickly I could write a novel based on the Inquisition, and I threw myself into it.

When I finished *Hereticus*, I had a definite feeling that I had reached the end of my Eisenhorn stories. I didn't feel that it was my place to tell you his fate. Gregor belonged to the game Inquisitor, collectors owned the model and used him in their games – Eisenhorn at the end of *Hereticus* is the character in the game, and I was unwilling to deprive anyone of their adventures by determining his future.

So, with Eisenhorn adventuring in the imaginations of gamers and collectors, I turned to his most promising pupil, Gideon Ravenor. Ravenor was my own creation, and that gave me greater freedom. My plan was to write an ongoing series. This also enabled me to make some changes to how I had approached Eisenhorn, by not writing the whole book in the first person. Writing in the first person comes with a series of unique challenges, specifically passing valuable information on to the reader through interesting, characterful exposition. When your core protagonist is using a massive band of operatives and agents, and is embarked on a galaxy-wide procedural investigation there's a lot of important information to convey. It became a rod for my own back – but Ravenor, and his

unique relationship with his retinue of followers, enabled me to escape that and tell the story in the third person, saving the personal perspective for Ravenor.

What became clear as I wrote the Ravenor Trilogy was that it wasn't, as I had first thought, a standalone series of novels. It was part of one sweeping narrative that started with Eisenhorn and now carried on with his apprentice. At that time, in the back of my head, the idea formed that a third trilogy would complete the overarching narrative, telling a new tale that was part of the same thematic journey. This would be the Bequin trilogy.

Alizebeth Bequin, and this gives nothing away, because she is named in the very first pages of the book, would be my perspective character. I would be returning to the first person, and enabling the reader to witness events as she sees them.

Now, enough time has passed in the real world that I feel I can safely return to Eisenhorn and continue his story. Fans of Inquisitor and the Eisenhorn trilogy are hungry for more – they want to know what happens next – and so I can continue his journey alongside the other characters that everyone is familiar with. So the stories of Eisenhorn and Ravenor and their conflict come together in a new tale, told through the eyes of Alizebeth Bequin.

Adam: What do you make of the acclaim the Eisenhorn Trilogy has received?

Dan: The books have remained very popular and they've become a touchstone to the 40K universe for a lot of fans. People would come to me at Games Days and talk to me about the books, and I heard people say that 'when someone wants to learn about 40K, I lend them the Eisenhorn Trilogy'. That's a massive compliment, and funnily enough it's something I have done myself. I think a large part of this success comes from the fact that the books are personal, domestic

stories – they're not from the frontlines and battlefields, but rather the backstreets, things hinted at in John Blanche's artwork. These stories tell us what it's like to live in the 40K universe, rather than fight in it, and that's something that we don't get from the tabletop game.

Adam: What were your goals when you set about writing *Pariah*?

Dan: I wanted to create a very atmospheric, murky world that was embedded in the Warhammer 40,000 universe. The purpose of the story is to revisit the principal characters from the previous tales, and present the continuation of their shared narrative – but I want the reader to join in. For a newcomer, there is a complex mystery, but a reader familiar with Ravenor and Eisenhorn will find even more to unpick – Bequin as our viewpoint character often knows less than well-informed readers, and there's something extremely delicious about having readers identify characters and events before the narrator.

The characters in this story are dangerous individuals and I got a buzz knowing what their interactions would mean for one another and for Bequin caught in the middle. I wanted to introduce characters through a narrative lens. There will be moments where you will suddenly realise the identity of an individual who has been in the book for several pages, and then you have to puzzle through their motivations. All is not as it seems.

It's going to feel very interesting for those readers who know the characters well – we all like to think of these familiar names and faces as our friends, but if you were on the wrong side of one of them, how would you feel? Inquisitors are very dangerous. Now put yourself in the place of someone who meets them for the first time.

Adam: What lies at the heart of the appeal of these novels?

Dan: The Inquisition novels are character-driven tales. Space Marines aren't really quirky or easy to relate to in the same way



as people, and even in Gaunt's Ghosts the characters are very regimented. The cast in Eisenhorn, Ravenor and the Bequin trilogy is smaller and thus the tales are reliant on their personality. They are very human, eccentric even. They have a strong group dynamic and I find that I care about them as I write – making some of the choices I have to make as an author very hard. This balances out, because the better I know the characters, the more their personality informs their actions, I know what Eisenhorn will do in any given situation.

Creating new characters who are as interesting and deep as those who have come before is one of the obligations of writing this new book. Renner Lightburn is a great example of this – he's a cool individual, even under monumental pressure, with an unfailingly logical mind and incredible determination.

Adam: In terms of plot, why did you choose the direction you have for *Pariah*?

Dan: The Inquisitor books have always been about mysteries – after all, Inquisitors investigate mysteries. In *Pariah* our narrator is at the heart of the mystery, and you will feel like you are solving it alongside the characters. I wanted readers to feel as though they were taking part in the case, sharing in the reveals, the surprises and the events... and I can't say more without spoiling anything. **AT**

The Eisenhorn model was a ground-breaking miniature released for the Inquisitor game in 2001. All of the models for the game were released in a new scale for Games Workshop, standing about 54mm tall; they were each incredibly characterful and covered in lavish detail.

Sculpted by Brian Nelson, the Eisenhorn model was an immediate fan favourite. With his augmetic implants, scowling visage, hunched frame and callipers to support his legs, Eisenhorn as depicted by this model is a far cry from the hale and hearty character we meet in *Xenos*, the first book in the Eisenhorn trilogy. By the end of the series, however, all becomes clear.



HOBBY CALENDAR

SATURDAY OCTOBER

27

Warriors of Chaos
Advance Order

SUNDAY

28

GAMESDAY
ADVANCE ORDER
PARIS

MONDAY

29

TUESDAY

30

WEDNESDAY

31

THURSDAY

NOVEMBER 1

FRIDAY

2

SATURDAY

Warriors of Chaos
release day

3

Black Library Weekender

Forge World
MASTERCLASS
WARHAMMER WORLD

SUNDAY

Black Library
Weekender

4

LEAD METAL
MASTERCLASS
WARHAMMER WORLD

MONDAY

5

TUESDAY

6

WEDNESDAY

7

THURSDAY

8

FRIDAY

9

SATURDAY

10

Wall of Martyrs
Advance Order

WARHAMMER
40,000
THANE-SKULLS
WARHAMMER WORLD

SUNDAY

11

WARHAMMER
40,000
THANE-SKULLS
WARHAMMER WORLD

MONDAY

12

TUESDAY

13

WEDNESDAY

14

THURSDAY

15

FRIDAY

16

SATURDAY

Wall of Martyrs
release day

17

WARHAMMER
40,000
DOUBLES
WEEKEND
WARHAMMER WORLD

SUNDAY

18

WARHAMMER
40,000
DOUBLES
WEEKEND
WARHAMMER WORLD

MONDAY

19

TUESDAY

20

WEDNESDAY

21

THURSDAY

22

FRIDAY

23

SATURDAY

December Issue On Sale

24

WHITE
DWARF

WARHAMMER
40,000
CAMPAIGN
WEEKEND
WARHAMMER WORLD

SUNDAY

25

WARHAMMER
40,000
CAMPAIGN
WEEKEND
WARHAMMER WORLD

MONDAY

26

TUESDAY

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WEDNESDAY

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THURSDAY

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FRIDAY

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