GAMES WORKSHOP'S MONTHLY MAGAZINE WARHAMMER 40,000 WARHAMMER CITADEL THE HOBBIT JANUARY 2013

£5.50 / €8 / 70 skr / 70 nkr 60 dkr / 25 zl / 50 rmb / ¥1000

THE UNFORGIVEN ATTACK DARK ANGELS

HOBBIT STRATEGY BATTLE GAME FREE POSTER



WHITE DWARF

JANUARY 2013

Editor: Jes Bickham jes@whitedwarf.co.uk

Deputy Editor: Andrew Kenrick andrew@whitedwarf.co.uk

Senior Staff Writer: Adam Troke adam@whitedwarf.co.uk

Staff Writer: Daniel Harden dan@whitedwarf.co.uk

Photo Editor: Glenn More glenn@whitedwarf co uk

Digital Editor: Bethan Beynon-Hughes beth@whitedwarf.co.uk

Lead Designer: Matthew Hutson matt@whitedwarf.co.uk

Designer: Kristian Shield kris@whitedwarf.co.uk

Photographer: Erik Niemz erik@whitedwarf.co.uk

Publisher: Paul Lyons paul@whitedwarf.co.uk

This Month's Contributors: Dave Andrews, Samir Battistotti, Mark Bedford, Stuart Black, John Blanche, Robin Cruddace, Martin Footitt, Paul Gayner, Jervis Johnson, Mark Jones, Kornel Kozak, Matt Murphy-Kane, Brian Nelson, Gavin Newton, Oliver Norman, Alan Perry, Josh Reynolds, Keith Robertson, Paul Rudge, Edgar Skomorowski, Blake Spence, Dale Stringer, Gav Thorpe, Jeremy Vetock, Tom Walton, Steve Whitehead.

"Eavy Metal and Studio Hobby Team: Simon Adams, Steve Bowerman, Aiden Daly, Neil Green, David Heathfield, Chris Innes, Chad Mierzwa, Chris Peach, Dave Perryman, Duncan Rhodes, Joe Tomaszewski, Anja Wettergren and Tom Winstone

-Special thanks to: Alan Merrett, Colin Goodwin, Bob Surgey, Charles Govia, Tony Cottrell, John Plaine, Wojciech Mijakowski, Katarzyna Rudnicka, Greg Milne and the staff of Ye Olde Salutation Inn for lending us their cave

UK Team: Rik Turner, Louise Wolstenholme

Games Workshop Limited Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

Registered in England and Wales – Company No. 01467092.

Product code: 60249999401



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.



Andrew Kenrick Deputy Editor



Bethan Beynon-Hughes Digital Editor



Adam Troke Senior Staff Writer



Matthew Hutson Lead Designer



Dan Harden Staff Writer

Kristian Shield

Designer

ME





Erik Niemz Photographer

Copyright © Games Workshop Limited 2013 excepting all materials pertaining to the New Line theatrical productions: The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The The Two Towers, The Lord of the Rings: The Return of the King, and THE HOBBIT: AN UNEXPECTED JOURNEY, which are © 2013 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring. The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. @ Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (§12)

All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either Ø, TM and/or © Games Workshop Ltd 2000-2013, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, GW, Citadel, the Citadel device, Citadel Finecast, Warhammer, Warhammer logo, Warhammer Game of Fantasy Battles, the twin-tailed comet device, Warhammer 40,000, the Warhammer 40,000 logo, 40K, 40,000, the double-headed eagle/Aquila design, White Dwarf and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either R, TM and/or C Games Workshop Ltd 2000-2013 variably registered around the world. All Rights Reserved.

Submissions. All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to



assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way! Fu'll details of our submissions policy can be found on the legal section of our website at: http://www. games-workshop.com

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

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

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

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

www.games-workshop.com

NEW LINE CINEMA

WHITE DWARF JANUARY 2013



WHATE OPENING SALUO



Jes Bickham Editor This month we plunge into the black heart of Warhammer 40,000 to witness the return of the Dark Angels. These dread crusaders are emblematic of the grim darkness of the far future, monastic warriors fighting a constant battle against not only the forces of evil but also their own terrible secrets. The breathtaking new miniatures represent their nature perfectly; a wonderful collision of medieval imagery and arcane technology that combines to make a tabletop fighting force that looks like no other.

One of the things I love most about the Warhammer 40,000 universe – apart from the miniatures, of course – is the massive swell of history behind it. In particular, the increasing connections between 'present day' 40K and the pivotal events of the Horus Heresy are fascinating to me. The new Dark Angels Codex that arrives along with the new models is full of fresh revelations, in which the sons of Lion El'Jonson grapple constantly with the tragedy that befell them 10,000 years ago. (The White Dwarf team descended to the caves beneath the Rock to find out more, as you can see above.)

It's gripping stuff, and rich material indeed for introducing a stirring narrative into your games – which is exactly what we've done in our battle report this month, as the Dark Angels remorselessly hunt a member of the Fallen in the ranks of the hated Black Legion. Turn to page 62 to see the results.

Elsewhere you'll find, among other things, a 16-page Parade Ground Golden Demon special that showcases the best of our hobby from around the world, all painted by you, our readers. It's inspirational stuff indeed; stay tuned for more next issue.



WHITE DWARF JANUARY 2013

CONTENTS

COVER STORY NEW RELEASES

The Dark Angels are here. Join us as we take a look at all the new releases, from the Dark Angels miniatures and their new Codex, to the latest miniatures for *The Hobbit: An Unexpected Journey*.

FULL RELEASE LISTING

50

54

60

62

78

82

84

4

All the prices and full release listings for this month's new Dark Angels, as well as *The Hobbit: An Unexpected Journey*.

ARMY OF THE MONTH

White Dwarf's own Jes Bickham showcases his Tyranid army, a force that he has lovingly built up over the course of more than a decade.

JERVIS JOHNSON

Jervis draws comparisons between world-class athletes and elite painters in this month's column.

BATTLE REPORT

The Dark Angels and Black Legion go head to head in this month's battle report. How do the Unforgiven fare on the battlefield?

THE RIVALS

Which Terminators are the greatest? Matt and Glenn pitch their favourite units into the fray.

BLANCHITSU

John shares models that have been passed on to him by friends from around the globe.

CITADEL HALL OF FAME

Veteran miniatures designer Alan Perry nominates an iconic character model into the Hall of Fame.

PARADE GROUND

86

Feast your eyes as we take a look back at the year that was, in this gallery of beautifully painted Golden Demon winners from across the world.







JES BICKHAM'S TYRANID ARMY





The North Sector Sector

RANZ ON DEATHCI















KIT BASH

Battlefield terrain is the order of the day in this month's Kit Bash, as we look at some converted scenery from both the White Dwarf team and you, our readers.

BATTLEGROUND

106

102

Dave Andrews introduces the tarnished majesty of the King of the Mountain battlefield, custom built for the Warhammer Rulebook.

PAINT SPLATTER

110

Ever wanted to know how to paint that signature green Dark Angels armour? How about the Deathwing? We tell you how, along with details on other paint schemes from around the magazine.

JEREMY VETOCK

118

Jeremy tackles the question of whether it is better to play games in the comfort of your own home, or down at your local club.

WHERE TO BUY & WHAT'S ON

121

Want to find a store? Be afeared no longer, because we have them all here in one handy place. Also: all the local news from your area.

THIS MONTH IN...

137

White Dwarf: From designing new scenarios to playing games to painting models for their collection, we look at what the White Dwarf team have been up to (in addition to making the magazine, of course).

The Design Studio: We bring light to the darkness as we speak to the designers and writer of the new Dark Angels, and learn more of the secrets and mysteries behind the Unforgiven.

Forge World: As well as the industry of making new miniatures, the halls of Forge World have also resounded to the clamour of their latest scenery project – a massive Heresy-era battlefield.

Black Library: Gav Thorpe and Josh Reynolds join us to talk about their latest works for the Black Library, *Ravenwing* and *Neferata*.

JANUARY HOBBY CALENDAR

153

What's going on in January? The hobby calendar serves as your guide to Games Workshop events throughout the month.





From the ruins of Caliban the Dark Angels surge forth on a quest for vengeance, for this month the Unforgiven return to the fray with a dazzling array of new kits and a glorious new Codex. There are also releases for *The Hobbit: An Unexpected Journey*, new Contemptor Dreadnoughts from Forge World and a raft of novels from the talented folks in the Black Library. Join us as we explore the new releases.

The Deathwing Knights form an impenetrable wall of shields and ceramite as the Dark Talon swoops in to engage the foe.



DARK ANGELS RAVENWING DARK TALON

The Dark Talon is a deadly strike craft, a lethal war machine and weapon in the Dark Angels' unending hunt for the Fallen. Harnessing ancient weaponry, the secrets of which are jealously guarded, the Dark Talon can crack a hole in reality to create a deadly implosion.

DARK ANGELS RAVENWING DARK TALON

The Ravenwing Dark Talon is festooned with elaborate detailing, from the censers mounted on the sepulchre ensconced behind the cockpit, to the tail fin decorated with the hooded angel of death. The abundance of gothic imagery found on the Dark Talon gives it a unique look; it is obviously a Space Marine attack craft, but nonetheless a distinct flyer with a very different design and purpose to those used by other Space Marine Chapters.

The weaponry on the Dark Talon is geared towards a ground attack role. The wings bristle with two vicious racks of hurricane bolters and set into the nose is the rift cannon, the most elaborately decorated weapon of a Chapter famed for obscure relics and unusual artefacts. The end plate of the rift cannon looks like a stained glass rosette and is intricately detailed, as befits a weapon that draws on arcane power to tear apart realities. As well as these weapons, there is a stasis bomb set under the fuselage - a fusion of eldritch hourglass and 500lb explosive device. It's a glorious multi-part plastic kit that is positively redolent with Dark Angels imagery. AT



The Dark Talon's main gun is the rift cannon, an arcane weapon capable of tearing open the fabric of realspace.









DARK ANGELS NEPHILIM JETFIGHTER

The Nephilim Jetfighter combines the pugnacious silhouette of a Space Marine vehicle with the aerodynamic stylings of a fighter jet. The Nephilim has massive turbine engines mounted to either side of the cockpit, which are in turn flanked by heavy bolters and twin rows of blacksword missiles. This combination makes it look both fast and dangerous, not so much a graceful ballerina of the skies as a snub-nosed bulldog - the aeronautical equivalent of a pit fighter. The Nephilim's nose mount can be equipped with either a twinlinked lascannon or an avenger mega bolter, depending on whether you are going up against heavily armoured vehicles or lighter targets, such as jetbikes and troops.

The design work on this multi-part plastic kit is exceptional, and there's plenty of subtle detail such as Chapter and Company markings sculpted onto the airframe. Even the wings evoke the Chapter badge when viewed from above. The design also lends itself to trouble-free assembly; the kit required minimal preparation and, in spite of its many components, proved surprisingly simple to assemble. **AT**



The Nephilim Jetfighter can be equipped with an avenger mega bolter, a weapon that can shred other flyers with a torrent of high-velocity rounds.



DARK ANGELS NEPHILIM JETFIGHTER

When the Dark Angels take to battle, the skies above them are swept clear of the enemy by Nephilim Jetfighters. Controlled by expert Ravenwing pilots, the Nephilim can best enemy flyers or strafe ground targets with equal ease, leaving only burning wreckage in their wake.





- The Dark Talon has a stasis holding crypt, where any Fallen who are captured are confined until they can be transferred to the gaol in the Tower of Angels.
- The tailfin sports a sculpted stone relief.

10

- 3 The Dark Talon bristles with Communications antennae, enabling it to remain in constant contact with Ravenwing forces on the ground.
- 4 The Nephilim can be armed with either a nose-mounted avenger mega bolter or twin-linked lascannon.
- 5 The winged sword icon that is synonymous with the Ravenwing.
- 6 Ensconced within small sculpted alcoves are sinister icons of death and vengeance.

















DEATHWING COMMAND SQUAD

The finest warriors from the Dark Angels 1st Company form a bodyguard for members of the Inner Circle. Elite soldiers equipped with the best weapons and armour and girded with unshakeable faith, they are stalwart protectors and implacable fighters both.







The Deathwing Command Squad is one of the most elaborate units in the Dark Angels army, clad in Terminator armour and carrying the best weapons available. This plastic kit enables you to build five veterans with a variety of armament and specialist equipment.

There are options for a Deathwing Champion, Apothecary and banner bearer. The Deathwing Champion carries the massive halberd of Caliban, a weapon that is part axe, part mace and full of blunt malice. The standard bearer's arms are free to wield weapons of his choice, because the banner fixes to the bearer's shoulders – and what a banner it is. Martin Footitt, the sculptor of the kit, has faithfully reproduced the Deathwing Company banner in meticulous detail.

It's also worth noting how many special weapons and options come in this kit: far more guns than one squad can carry. These extras can be used on your Command Squad or as spares for other Deathwing units in your army. **AT**







- A Deathwing Command Squad stands at the forefront of the battle against the Black Legion.
- 2 The Deathwing Company Banner in all its glory.
- 3 The Deathwing are adorned with Dark Angels iconography, including Chapter symbols, angelic icons and feathers.
- 4 The Apothecary has a narthecium and reductor, as well as a shouldermounted scanner unit and additional medi-kit at his waist.



- Surrounded by the traitorous Alpha Legion, the Deathwing Knights lock shields and prepare to do battle.
- 2 The set includes a Watcher in the Dark carrying a perfidious relic.
- 3 The Knight Master wields the flail of the Unforgiven, a weapon imbued with the power to bludgeon the unrighteous to death.
- 4-7 Each of the Deathwing Knights bears his own personal heraldry – the kit includes five matching pairs of shoulder pads and shields adorned with the unique iconography of the Knight.













The Deathwing Knights are elite warriors beyond compare. They are clad in the same baroque Terminator armour of the Deathwing Command Squad, but with the addition of ceremonial robes that are detailed with sculpted iconography of the Dark Angels Chapter and the Deathwing Company. They're also bedecked with daggers, keys and other, more sinister, tools of their grim trade.

The main weapon of the Deathwing Knights is the mace of absolution. These are ornately detailed, resembling spiked censers with built in power packs. Each warrior also carries an impressive storm shield with a different Dark Angels motif engraved upon it. There are five shields in the kit, and each corresponds to a matching shoulder pad, so that each of the Deathwing Knights has his own heraldry. The unit champion, the Knight Master, is equipped with a three-headed flail of the Unforgiven, as medieval and menacing a weapon as can be found. **A**I

Full details for this month's releases are on page 50.







Deathwing Knights are fellhanded warriors of the Dark Angels, whose glorious deeds on the field of battle are matched only by their unflinching devotion to the Chapter. As members of the Inner Circle, only the masters of the Chapter rank higher than these knights.









DARK ANGELS LAND SPEEDER VENGEANCE

The Land Speeder Vengeance is the deadliest weapon available in the Ravenwing's arsenal, a larger variant of the Land Speeder that is armed with the devastating plasma storm battery, with which it lays down a blistering barrage to support the Dark Angels' attack. The Land Speeder Vengeance couples a larger chassis and four powerful lifterengines with a ferocious heavy weapon load-out, providing the Ravenwing with a highly mobile and deadly support battery to aid them in their hunt for the Fallen.

This is a sizable plastic kit and feels imposing in your hands, especially alongside the much lighter Land Speeder. The Land Speeder Vengeance is a substantial piece of hardware and looks suitably grand alongside the fleet of smaller craft employed by the Ravenwing.

The plasma storm battery is a striking array in itself – the largest and deadliest plasma weapon available to an army hardly short of a plasma gun or two. But it's the Dark Angel gunner operating the chin-mounted gun – which comes with a choice of either a heavy bolter or assault cannon – that I particularly like. There's something about this emplacement that reminds me of a preacher delivering a sermon from his pulpit, albeit a sermon of death and destruction to the Fallen. **AK**





- The pulpit gunner can upgrade his weapon to an assault cannon.
- 2 The plasma storm battery dominates the rear of the Vengeance, operated by a Ravenwing gunner.
- 3 A Land Speeder Vengeance provides heavy support for a Ravenwing Attack Squadron.





The Ravenwing Darkshroud is

unmistakably an attack craft of the Dark Angels, its every surface adorned in some way with the iconography of the Chapter. From the stained glass window of its cockpit to the sculpted detail of the crew's armour and shoulder pads, the model is covered with Dark Angels symbols.

Nowhere is this more true, of course, than the dominating feature of the model – the gothic architecture crowning its back. This is literally a chunk of the Dark Angels' shattered home world, a statue found in the ruins of old Caliban and mounted on the back of a Land Speeder Vengeance to aid the Space Marines in war. This arcane artefact is clearly an object of veneration, mounted upon an ornate pedestal and borne aloft by a pair of angelic figures.

In any other army such a construction might look out of place, incongruous even, but amidst the ranks of the robed Dark Angels it looks perfectly at home. **AK**

Full details for this month's releases are on page 50.





- The Darkshroud blankets nearby Ravenwing with an otherworldly veil to protect them from attack.
- 2 The Darkshroud bears the icons of the Ravenwing.
- 3 The Ravenwing gunner can be armed with either a heavy bolter or an assault cannon.
- 4 The statue on the back of the Darkshroud is an ancient relic of the Dark Angels, a statue of one of the Ten Brothers of the Order found within the ruins of the Tower of Angels from old Caliban.



DARK ANGELS RAVENWING DARKSHROUD

The Ravenwing Darkshroud

channels the arcane energies of an ancient relic of old Caliban, projecting a field of impenetrable darkness, swathing the Dark Angels' forces in a gloom that can swallow even the most potent of incoming enemy attacks and protect the Unforgiven from harm.

DARK ANGELS RAVENWING COMMAND SQUAD

Ravenwing Command Squads are bodyguards for Chapter officers mounted on bikes, and act as a mobile rally point for the advance forces of the Dark Angels army, carrying the Company colours right into the heart of the foe.

The Ravenwing Command Squad models are detailed to an exceptional level. As leaders within the Company, their armour is more baroque than other Ravenwing models, with studs, scrollwork and Chapter imagery adorning almost every surface – even their gauntlets are different, looking like heavy-duty biker gloves, rather than regular power armour.

The kit enables you to build a Command Squad comprised of Apothecary, Ravenwing Champion and Ravenwing Banner Bearer. There are also a lot of spare parts in the kit that can be put to fantastic use across the rest of your Dark Angels collection, including five spare heads, spare shoulder pads, power weapons, pistols and more. **AT**









- 1 Ravenwing Champion.
- Mounted on the back of the Company Champion's bike is a relic, the skull of the bike's former rider.
- 3 The Ravenwing Company Champion has a stylised winged claw, the mark of the black huntsmen.
- 4 The Champion's armour, and the hilt and cross guard of the sword of Caliban, are intricately detailed.
- The Ravenwing launch a lightning assault on the Black Legion.



- 6 Ravenwing Apothecary.
- An auspex locked into a magna clamp.
- The Apothecary's helm bears a winged variant of the apothecarion design.
- 9 The Apothecary's back pack enables him to store the gene-seed recovered from his fallen brethren.













- 10 Ravenwing Knight bearing the Ravenwing Company Banner.
- 11 The banner is born aloft by a bionic arm.
- 12 Each member of the Ravenwing Command Squad has distinctive heraldry sculpted onto his shoulder pad.
- 1.3 The Ravenwing Company Banner, depicting a winged angel slaying a skull-headed serpent.



DARK ANGELS RAVENWING BLACK KNIGHTS

The Ravenwing Black Knights are vengeful killers who will not rest until they have run their prey to ground. If the sun-hot blasts of their plasma talons do not kill the foe, the razor-sharp bills of their corvus hammers surely will.

Mounted on powerful, heavily customised MKIV bikes, the Ravenwing Black Knights are heavily armed shock cavalry. The signature weapons of these models are the plasma talons, which are mounted in place of the bike's traditional twin-linked boltguns, and the corvus hammer. The corvus hammers have a pick head on one side that is perfect for piercing armour. and a hammer on the other that resembles a meat tenderiser. It's a great look for the premier cavalrymen of the 41st Millennium. There are a host of other details in this three-model plastic kit that raise these above rank-and-file bikers too, such as the winged banners on the bikes and extra items of kit and stowage. AT

Full details for this month's releases are on page 50.









- A Ravenwing Black Knight with a Ravenwing grenade launcher and bolt pistol.
- Even the headlamp is detailed with a stylised feather design.
- 3 The kit has all manner of extra stowage that can be added to the bikes.
- The Ravenwing Grenade launcher uses stasis rounds to sunder the foe.
- s A trio of Ravenwing Black Knights sweep through the centre of the Alpha Legion host.



- 6 A Ravenwing Black Knight armed with a corvus hammer.
- Every part of the Black Knight's bike and armour is covered with iconography and personal heraldry.
- 8 The Huntmaster can be armed with a power mace.
- 9 Corvus hammers are deadly weapons - doubly so when swung at speed from the back of a bike.















- 10 The Huntmaster leads the Black Knights in the hunt for the Fallen.
- 11 A pair of melta bombs strapped to the back of the bike.
- 12 The hilt of the Huntmaster's power sword is sculpted in the shape of Chapter's icon.
- 13 The Huntmaster's shoulder pad features sculpted on skull badges.



DARK ANGELS

Belial is the Grand Master of the Deathwing – a born warrior and an exacting commander. His approach to warfare is demanding and only total dedication from the warriors under his command is acceptable. This, and his concomitant skill with a blade, have helped him rise swiftly through the ranks of the Dark Angels.

Despite his harsh and unforgiving nature, Belial has a noble countenance beneath his monastic cowl. Long, flowing robes hang gracefully from his ancient suit of Terminator armour, which is heavily adorned with the heraldry of the Deathwing and exquisitely captured in Citadel Finecast resin. In his hand he wields the Sword of Silence, a symbol of his office, and at his waist hangs a set of keys – a sign that Belial is a member of the Inner Circle who can unlock secrets that many others may not. **DH**







- Belial and the Deathwing Knights launch a daring raid into the midst of the Death Guard.
- 2 Belial's shoulder pad bears his personal heraldry, which is echoed on his armour.

DARK ANGELS

Asmodai is the foremost Interrogator-Chaplain of the Dark Angels and the greatest living example of his grim profession. His every action is dictated by his desire to absolve the Chapter of their sins and it is by his hand that the Fallen are tortured until they repent their heresy.

Like all Chaplains, Asmodai wears an ornate suit of jet-black armour, though much of it is concealed beneath long flowing robes and a voluminous cowl that serves to emphasise the skull-faced helm beneath. On the belt of this incredibly detailed Citadel Finecast miniature hang the dreaded Blades of Reason, an iconic weapon of the Warhammer 40,000 background that has, until now, never been realised in miniature form. The model is the epitome of the sinister, unyielding nature of the Dark Angels and a worthy addition to any collection. **DH**







- The Dark Angels are personally led in their hunt for the Fallen by Asmodai.
- Asmodai's shoulder pad is carved into the shape of a leering skull.

DARK ANGELS STANDARD BEARER

To carry the Dark Angels Chapter Banner into battle is an honour accorded only to the most highly respected warrior. This ancient banner rarely leaves the Chapter fortress on the Rock, yet when it is unfurled on the field of battle its presence inspires those that fight beneath it to greater acts of valour and zeal.

This Citadel Finecast miniature wears the traditional flowing robes of a Dark Angels Veteran. On his shoulder pads are featured the Chapter symbol and the Imperial Laurel, which indicates his esteemed rank. The main aspect of the model, however, is the huge Chapter Banner, which features the iconic imagery of the Dark Angels – a robed, winged figure carrying a sword and wreathed in swirling flames. Beneath his feet are a pile of skulls representing the slain enemies of the Dark Angels. **DH**







- The Dark Angels Company Veterans rally around their Chapter Banner.
- 2 The resin banner is the Dark Angels Chapter banner, covered with sculpted on detail.

DARK ANGELS

As the Grand Master of the Ravenwing, it is Sammael's duty to lead the 2nd Company of the Dark Angels into battle. It is by his command that the fast-moving bike squadrons of the Ravenwing engage the enemy, following his lead to launch attacks that sow panic and confusion in their wake.

Every aspect of Sammael's miniature feels like an anachronism, from the ram-like prow of his ancient jetbike Corvex and its high-tech underslung plasma cannon, to the leather-bound book mounted on the handlebars and the functional exhaust pipes jutting out the back. Even Sammael, who wears ornate power armour, is swathed in monastic robes and wielding a sword as if he were a knight of old. There's no denying, however, that it's an incredible miniature, the embodiment of the 41st Millennium encapsulated in one glorious Citadel Finecast piece. **DH**



- Sammael's jetbike is an ancient relic of the Chapter, armed with a plasma cannon.
- 2 The stylised Ravenwing symbol on the prow of the bike is flanked by storm bolters.
- 3 Corvex has the Liber Corvus mounted on it.
- 4 Sammael's robes flow out behind him, adorned with a sculpted-on Dark Angels symbol.











DARK ANGELS

The Dark Angels are heroic champions of Mankind, fearless Space Marines who risk all in the defence of humanity. Codex: Dark Angels is overflowing with glorious artwork, lavish photographs and evocative background, and serves as the ultimate guide for Dark Angels collectors everywhere.



- The Sons of the Lion section showcases the full range of Dark Angels miniatures.
- 2 The background section includes a detailed look at the Dark Angels' Chapter organisation.
- Each of the special characters are lavishly presented.
- 4 The amazing cover by Raymond Swanland.



111182

m 7 3 3

ADCE:N

"Dark Angels struggle to reconcile their heroic nature with the violence required to suppress their secret."



CODEX DARK ANGELS



From the impressive front cover that depicts a battle-hardened Space Marine to the history sections and artwork within, the Dark Angels Codex shines with quality. The book is printed in full colour and the pages are overflowing with evocative Dark Angels imagery. The page borders are illustrated with brooding graphics that perfectly conjure up the gothic and arcane nature of the Dark Angels Chapter, a mixture of stylised architecture. embedded servo skulls and weird cables. These graphics set a suitably grim tone to the book, and add to the overall feel established by the artwork and stories that are contained within.

As a volume, it's designed to inspire collectors with tales of the Dark Angels Chapter from their ancient history at the time of the Horus Heresy through to the modern day – this information is conveyed in a number of ways, with traditional 'historical' text, exciting snippets of story

and a lavishly displayed time line that recounts many of the Chapter's most glorious (and ominous) encounters. Jeremy Vetock, the author of the book, presents the Dark Angels as a highly motivated and organised fighting force that is wholly unified with the successor Chapters that descend from it; all fight towards a shared objective. That goal is the malign secret that the sons of the Lion fight constantly to hide - specifically the tragedy that ravaged their forces at the end of the Horus Heresy. The background and stories that Jeremy recounts leave the reader in no doubt that the Dark Angels struggle to reconcile their heroic nature with the violence required to suppress their terrible, dark secret.

For long-term collectors of the Dark Angels, the book presents a host of new information, including descriptions of entirely new units such as the Deathwing Knights, the Nephilim Jetfighter and the



Darkshroud. These are cunningly woven into the established history of the Chapter, giving the reader the feeling that they actually might have been there all along. The artwork is impressive and moody, and features illustrative pieces depicting both the different units that a Dark Angels collection can include and massive battles showing the Chapter at war. The doublepage artwork by Alex Boyd is a standout piece that resonates with the dark, gritty nature of the Chapter at war.

Complementing the overall tone and imagery in the book is the fantastic gallery section. Clear portrait shots that show off the details of individual models share space with evocative battlefield scenes showing the glorious Studio collection in action. It's a real feast of Citadel miniatures, and has already served as my own colour guide for the new Dark Angels units I've added to my collection since getting my hands on the book. **AT**

- The showcase section is packed with cool shots of miniatures and details of Dark Angels iconography.
- 2 The book includes rules for all the new units.
- 3 The army list section includes all the rules you need to field the Unforgiven in battle.
- The Codex is lavishly illustrated throughout.
- 5 The Codex delves into the history of the Dark Angels, including the Successor Chapters.
- 6 The Dark Angels, arrayed in all their glory.



DARK ANGELS BATTLEFORCE



A Ravenwing Attack Squadron is one of the deadliest strike forces to be found on the battlefields of the 41st Millennium, capable of striking hard and fast into the heart of the enemy. Consisting of a fasthitting combination of Ravenwing Bikers and a Ravenwing Landspeeder, it's an impressive collection of miniatures, all of which can be found inside the Dark Angels Battle Force that is re-released this month.

As well as six Space Marine Bikers, an Attack Bike and a Land Speeder, the set includes several Ravenwing Accessory frames, incorporating the winged bike farings that help to denote these bikers as members of the Ravenwing. There are alternative heads, robed bodies and additional bike stowages and icons. There is also a selection of Chapter and Company icons, an assault cannon for your Land Speeder and other bits with which to decorate other vehicles in your force. **A**I



 The Battleforce box set contains a complete Ravenwing Attack Squadron. 2 The box set contains six Space Marine Bikers as well as Ravenwing Accessory frames.
ALSO AVAILABLE

These iconic Space Marine characters are also available in metal.

DARK ANGELS AZRAEL, SUPREME GRAND MASTER

Azrael is the Supreme Grand Master of the Dark Angels, and the only one among them to know the Chapter's most terrible secrets. As a commander he is without flaw; an inspiration to his troops, a keen tactician and a mighty warrior.

His armour is covered with intricate symbols and icons, and his banner features a stylised image of a Dark Angel with his name inscribed beneath it. It's hard to believe that Azrael is now close to 18 years old, such is the enduring quality of Jes Goodwin's original sculpt. **DH**





DARK ANGELS EZEKIEL, GRAND MASTER OF LIBRARIANS

An aura of power and mystery surrounds Ezekiel, the Dark Angels' Grand Master of Librarians. So formidable is his psychic skill that he can kill a foe with a thought, or burrow into the minds of fellow Adeptus Astartes to search for taint or weakness. He is respected and feared in equal measure.

With his force sword Traitor's Bane gripped firmly in both hands, and his robes flowing about him, Ezekiel looks as though he could burst into motion at any second, slaying his enemies with swift calculated strikes. This metal miniature sports many features indicative of Ezekiel's background, including the Book of Salvation and his collection of keys that unlock the Chapter's darkest secrets. **DH**



THE HOBBIT: AN UNEXPECTED JOURNEY

The Great Eagles are majestic winged predators, creatures of noble spirit that hunt upon the winds that blow through the Misty Mountains. Though not especially the friends of Dwarves, they come readily to their aid when Orcs attack Thorin's Company on the slopes of the Misty Mountains.



The Great Eagles kit contains two models, each a dramatic display of feather and talon. The climatic action scene of The Hobbit: An Unexpected Journey owes much to the arrival of these mighty winged creatures, and the miniatures were sculpted by the Design Studio's resident monster expert, Trish Carden. Both look like deadly birds of prey on the hunt, swooping down low towards their target. The features are exquisitely detailed and take equally well to either a quick drybrushing or extensive layers and washes. My favourite aspect of the models is the talons, which look both incredibly realistic and very dangerous – I'm not sure I'd find it very reassuring to have a pair of claws such as that pluck me out of a tree.

One Great Eagle has its beak open, giving a deafening screech, while the other looks set to peck its victim's head off. They are dynamic models that are deceptively easy to assemble, producing fantastically posed miniatures with relative ease. I'm excited to get them finished and play some games with them. **AT**

3



- A Great Eagle descends on a pack of Fell Wargs, ready to drive them from its hunting grounds.
- 2 The Great Eagle's facial features are incredibly detailed, with fearsome, intelligent expressions.
- 3 The feathers on the Great Eagles all have intricately sculpted detail on them. This makes them
- gorgeous to look at, and also simple to paint with techniques such as drybrushing and washes.



THE HOBBIT: AN UNEXPECTED JOURNEY

Gwaihir is the lord of the Great Eagles, and a bitter foe of the Orcs and Goblins that range the Misty Mountains. Borne aloft on powerful wings, and capable of tearing his foes apart with razorsharp talons, all evil creatures in sight of the mountains rightly fear Gwaihir's wrath.

The Gwaihir miniature captures the lord of the Great Eagles soaring over his domain, hunting for intruders. Gwaihir's face has an expression of vigilant searching, and seems quite imperious. His wings are outstretched, enabling him to ride the thermals, and what marvellous wings they are. The feathers are sculpted in fantastic detail, not just on the wings, but across his underbelly too. Gwaihir's legs and viciously clawed feet extend out behind him and every nobble and lump on his uncannily realistic limbs is captured in Citadel Finecast resin. The features on Gwaihir's face are incredible, and his eves are clearly visible within their sockets - the 'Eavy Metal team have painted his face and beak in intricate detail, enabling us to see just how lifelike the model looks.

Whether you're looking for a centrepiece model for your The Hobbit: An Unexpected Journey collection, a satisfying painting project with a multiude of techniques and textures to tackle, or a deadly Hero for your force, Gwaihir is superb. I can't wait to get my hands on one for my own collection. **AT**







- Gwaihir's face looks both noble and angry. Clearly he is affronted at some trespass into his domain.
- Gwaihir has detailed talons with sharp claws.
- 3 Gwaihir has massive wings, about 8" wide with his wings fully unfurled. Every feather is separately sculpted, and the detail on the larger parts is wonderful.
- The Hunter Orcs are in deep trouble as the mighty *Gwaihir* swoops down to destroy them.







THE HOBBIT: AN UNEXPECTED JOURNEY FELL WARGS

Fell Wargs are fearsome beasts that combine a voracious hunger with a feral intellect. Even to hardy folk and experienced warriors they are dangerous adversaries for they can track their foes in the worst conditions and fall upon them with a savage ferocity when they least expect it.



These lithe and sinuous beasts come in six different poses; some bound into battle with reckless abandon, while others skulk with evil intent. Michael Perry and Aly Morrison have spent many long hours designing these, making sure that every Warg is an individual miniature, and the level of detail on them is beautiful, from their sleek bodies to the matted fur along their backs. There are also six different heads in this multi-part plastic kit, which fit any of the six bodies, so each Warg will be unique, whether it's sniffing out its intended prey or readying its fanged jaws in anticipation of its next victim.

What's certain is that each and every one of them has a feral appearance that borders on the darkly sinister; there's no doubt you'll do whatever it takes to avoid their evil predations in battle. **DH**







- The Fell Wargs have detailed musculature on their legs.
- There are six different heads within the Fell Warg kit, which can fit on any of the bodies.
- 3 Some of the Fell Warg faces, such as this one, are especially savage.
- 4 The Fell Wargs have a gaunt, wiry physique covered in patches of coarse fur.
- A pack of Fell Wargs have caught the scent of their prey.



3

THE HOBBIT: AN UNEXPECTED JOURNEY RIDDLES IN THE DARK

Beneath the Misty Mountains, Bilbo Baggins chances upon the devious Gollum. Lost and alone, Bilbo Baggins must match wits with the tricksy troglodyte.

This set of Citadel Finecast miniatures beautifully captures the tension of the scene where Bilbo Baggins meets Gollum in the darkness beneath the Misty Mountains. Bilbo Baggins is a faithful reproduction of the character, right down to the tiny buttons on his waistcoat, while Gollum is a sinister cave-dweller. The model has a balding pate and the gaunt features we would expect from Gollum, with a wonderful pose capturing the 'riddler in the dark' looming forwards. The set also includes Gollum's coracle, perfect for accompanying the pair in a diorama to take pride of place in your collection. **AT**











- Gollum has a scrawny frame and a hunched, sneaky posture.
- 2 Gollum's coracle.
- 3 The miniature's face is an uncanny likeness to Gollum from The Hobbit: An Unexpected Journey movie – complete with lank hair and large, luminous eyes.
- Gollum's nimble, strangling fingers grasp the rock as he looms over Bilbo Baggins.
- 5 Inside the coracle there is the remains of one of Gollum's previous meals.









- 6 Bilbo Baggins holds Sting before him in a nervous, two-handed grip.
- Bilbo Baggins is finely detailed, right down to the minuscule buttons on his coat pockets.
- 8 Bilbo Baggins' tiny pointed ears are visible, as are the details of his waistcoat and scarf.
- Sting, the only thing standing between Bilbo Baggins and becoming a tasty treat for Gollum.
- 10 In the darkness beneath Goblin Town Bilbo Baggins and Gollum engage in the riddle game – a matter of life and death.



BLACK LIBRARY

RAVENWING By Gav Thorpe, paperback, 416 pages



FURTHER READING

If *Ravenwing* has whetted your appetite, there is plenty more Dark Angels-inspired goodness from Gav Thorpe. *Angels of Darkness* takes place mere months before the opening of *Ravenwing*. In addition to setting up some of the events of *Ravenwing*, it also makes you question the truth of what we really know about the Dark Angels. *Angels of Darkness* is available as an ebook from blacklibrary.com.

The Purging of Kadillus is set against the backdrop of the Ork invasion of Piscina, where we see Captain Belial and Sergeant Naaman do battle against the most cunning greenskins in the galaxy. This book is available as an ebook and a paperback novel. A distress call from a Dark Angels outpost on Piscina hurls the Ravenwing once again into a hunt for the Fallen.

It doesn't feel like a decade has passed since Gav Thorpe first delved into the mysteries of the Dark Angels in Angels of Darkness. Since the publication of that novel, few topics inspired by a Black Library novel have been discussed with such enthusiasm, and occasional vehemence, as the controversial conclusions offered by its characters.

Ravenwing is Thorpe's latest novel and a long-awaited return to the Dark Angels in the 41st Millennium. Ravenwing is billed as The Legacy of Caliban Book One, kicking off a new story arc that promises action and intrigue in equal measure. Ravenwing is a violent, yet thoughtful, action story that hurls the 2nd Company of the Dark Angels into a series of pitched battles. Each conflict shows a different aspect of the Ravenwing at war, and each helps to build a narrative that hurtles the reader to a jaw-dropping conclusion. For a sense of how enjoyable the battles are, the very first one hurls the entirety of the Ravenwing into a massive attack on an enemy-held fortress. It's stirring stuff, and so vividly described that it's easy to imagine you're right there.

Throughout the events of Ravenwing we trace three stories simultaneously. They focus on Annael, a recently promoted Ravenwing biker; Telemenus, a talented Tactical Marine: and Sammael. the Grand Master of the Ravenwing. Through these characters we experience a series of different perspectives. Annael is newly raised to the Ravenwing - he has learned a few of the Chapter's mysteries and must come to terms with these new truths Telemenus is a skilled warrior, but as a member of the 5th Company, his experience of fighting alongside the Ravenwing leaves him questioning the motivations of those who order him into battle. Finally, through the highly motivated and purposeful Sammael we see the Hunt for the Fallen in more clarity than we ever have before.

All these elements combine to present an enthralling tale brimming over with visceral action and believable dialogue. It's a splendid standalone novel, but if you've any knowledge of the Dark Angels Chapter and their secrets it gets even better. In particular, fans of Angels of Darkness will find still more depth and intrigue. In short, I strongly recommend Ravenwing and can't wait for more. AT

Read an interview with Gav Thorpe on page 150.

These books and audio dramas are available in English language only.

NEFERATA

By Josh Reynolds, paperback, 416 pages



Once the queen of Lahmia, the Vampire Neferata finds herself in search of a new kingdom, setting her sights on the Silver Pinnacle.

Whilst I've always loved the story of the Undead, in particular the rise and fall of the Vampire Counts, I've never had much time for Neferata, the one-time queen of Lahmia who's reduced to squatting amidst the cold halls of the Silver Pinnacle pining for past glories. Hardly a villain to fear. No, for me the half-spoken stories of W'soran and Abhorash are far more compelling. One is a degenerate necromancer and founder of the Necrarch dynasty, the other defeated a mighty dragon single-handedly before draining its blood (and subsequently founding the Blood Dragons). How can Neferata compare? So it was with a certain degree of ambivalence that I started to read Neferata, the first in a new trilogy by Josh Reynolds. Well, I could not have been more wrong, for this book had me gripped in its vampiric embrace from the very first chapter until the last, painting Neferata in a whole new light.

It's the book's framing device that really grabbed my attention, starting with Arkhan the Black entering the Silver Pinnacle – Neferata's demesne – at the behest of Nagash and demanding her fealty to his unholy master. When Neferata refuses, as she has done once before, Arkhan sees an opportunity to escape Nagash's dominion too and bids her tell how she defied him then, launching into the rollercoaster story of her fall and rise.

Neferata is portrayed not as an outright villain (although she does more than her fair share of villainous deeds, especially to the poor Dwarfs of Silver Pinnacle), but as a queen driven by ambition, a thirst that consumes her far more than that for blood.

This theme of ambition runs through the rest of the book too, consuming the supporting cast, from Neferata's progeny Khaled to her former spymaster, Ushoran. They're all lusting after power and control in their own way. And what a supporting cast it is, featuring a veritable ensemble of Vampires from Neferata's growing brood of female spawn (forebears of the Lahmian dynasty) to some of her peers, the ancient Vampires Abhorash, Ushoran and W'soran It's the scenes where these ancient Vampires get to flex their muscles that are the best, as we get to see just how powerful the original Vampires were. After seeing what Neferata does to Strezyk, Ushoran's right hand, I find her a whole lot more compelling. AK

Read an interview with Josh Reynolds on page 151.

ALSO AVAILABLE BETRAYER

By Aaron Dembski-Bowden, hardback, 416 pages

Also out this month is Betrayer, the latest Horus Heresy book exclusive to Games Workshop stores and our website. Written by New York Times bestselling author Aaron Dembski-Bowden, Betrayer tells the tale of Lorgar and Angron leading their Legions deep into Ultramar. Worlds will burn, Legions will clash and a Primarch will fall...



FURTHER READING

To accompany Neferata, there's also a new Josh Reynolds e-short available to download from Black Library. 'Master of Mourkain' originally appeared in the Games Day 2012 Anthology and is a prequel of sorts to Neferata, telling the story of how Ushoran came to take Mourkain from the clutches of Kadon. As if that wasn't enough, there's a new e-short story by Mike Lee entitled 'Picking the Bones', that follows on from Rise of Nagash (see overleaf).

ALSO AVAILABLE BLOODOUEST: PRISONERS OF THE EYE OF TERROR

By Ben Counter, CD, 75 minutes

Some of you might remember the Bloodquest graphic novel, telling the tale of a band of exiled Blood Angels on a quest. This new audio drama - penned by fan-favourite Ben Counter - continues the epic story.



THE RISE OF NAGASH

By Mike Lee, paperback, 1024 pages



This mighty tome chronicles the story of Nagash, an iconic villain who has terrorised the Warhammer world for centuries.

Nagash is one of the most infamous characters in Warhammer. A few years ago Mike Lee, author of the Darkblade series, took on the challenge of writing Nagash's his eventual demise. This weighty tome is Nagash's story, an omnibus of three novels

story, from his megalomaniacal youth to that tell the tale of this legendary villain.

FURTHER READING

If reading the story of Nagash has left you wanting more (and you've already checked out Neferata by Josh Reynolds - see previous page) then make sure you pick up a copy of The Legend of Sigmar by Graham McNeill. This book charts the rise of the eponymous leader of men and founder of the Empire, including his famous clash with Nagash.

The story begins in the Khemrian desert; it's 1,750 years before the birth of the Empire and two vast armies are about to come to blows - the army of the Bronze City (Ka-Sabar) and the army of the City of Kings (Khemri).

The very first battle of the trilogy is brutal, gory and desperate, and neither side knows what's going on due to the vast sandstorm swirling around them. Only one man suspects who will be victorious and that's Nagash. This is not because he has

the power of foresight, but rather because by this point in time he is so powerful that he knows he cannot be defeated. Such is Nagash's arrogance and his puissance.

In the next chapter we're thrown back in time to Nagash's past, when he was but a young man plotting his rise to glory. One of the defining features of this trilogy is how the story's chronology chops and changes. Initially this can get a little confusing as the book moves backwards and forwards through vast swathes of time and introduces many different characters. It doesn't take long to realise, however, that most of the people you meet in the trilogy are not destined to live for very long. Don't get attached to the heroes; you'll only get upset when they die (and then inevitably get back up again as one of Nagash's minions).

The real star of Nagash the Sorcerer (the first novel) is, I feel, Arkhan the Black. Until this book came out there was very little mentioned about his past and this novel provides a very sinister background to another of Warhammer's iconic characters.

The second and third books are more closely focused on Nagash, whose power appears to be inversely proportional to his sanity. However, this is most definitely not the fall from grace of a noble hero who followed the wrong path - Nagash has never been a good guy and these books certainly show it. The descent into dark obsession and depravity does, at times, make for rather uncomfortable reading. and I found myself willing the characters in each book to fight harder and find a way around Nagash's sorcery and end his reign of terror. Nevertheless, the fact of their inevitable failure wasn't entirely disappointing, because it meant I got to continue reading this epic story that so heavily influenced the history of the Warhammer world.

Exhilarated by this fascinating trilogy, I'm now contemplating Tomb Kings as my next entry for Armies on Parade in 2013, lead into battle by Arkhan the Black himself. It's the mark of a great Black Library novel that it can inspire actual hobby. DH

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.

CODEX: DARK ANGELS

Dark Angels collectors rejoice, for there is also an iPad edition of Codex: Dark Angels available to download now. Complete with stunning artwork, 360° miniatures galleries, unit bestiaries and the full Dark Angels army list, this digital book is perfect for both casual reading and gaming, enabling you to navigate swiftly between unit entries and weapons or read more about the dark secrets of the Chapter.





Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.

WHITE DWARF IPAD EDITION







The White Dwarf iPad edition includes all the great articles and pictures from the paper edition of the magazine, plus a few bonus extras. There's a video debrief of each battle report and 360° images of the latest releases and the Hall of Fame. Many of the galleries also include extra pictures that we weren't able to squeeze into the paper edition and you can even zoom in on them to check out paint schemes and intricate details. The White Dwarf iPad edition is available via the Apple Newsstand and can be downloaded as either a single issue or a subscription.

- The iPad edition cover is presented in beautiful high resolution.
- 2 The battle report video is one of the extra features.
- 3 Many articles feature additional pictures.

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.

IMPERIAL ARMOUR: VOLUME 1 2ND EDITION

Imperial Armour: Volume 1 – 2nd Edition is a glorious full colour, hardbound book that gathers Forge World's range of Imperial Guard tanks, super-heavy vehicles and support vehicles and presents them in spectacular detail. This book is a mighty tome that runs to 294 pages, loaded with evocative background, fascinating full colour profiles of Imperial Guard tanks and of course rules for using the models in your games. It even includes a guide for organising your collection into an armoured battle group to use in your games of Warhammer 40,000.

As the second edition, this book has been completely revised and expanded to encompass more vehicles than ever before. The pages brim with schematics, diagrams and photo-art that make the tanks look uncannily lifelike. **AT**





Schematics, presented to look like real-world technical specifications, show detailed graphical depictions of many of the vehicles within the book.



Vehicles are presented with detailed background, as well as evocative photo art and rules to use them in your games.

CONTEMPTOR DREADNOUGHTS

At the outbreak of the Horus Heresy Contemptor Dreadnoughts were a mainstay of the Space Marine Legions. Heavily armoured and fitted with arcane power systems that can no longer be replicated, Contemptors are deadly assets upon the battlefield – their very presence on the battlefield is a sign of the might and power of the Legiones Astartes.

Forge World have added to their range of Contemptor Dreadnoughts once again, this time with a Death Guard and a World Eaters Contemptor Dreadnought. Both have been meticulously detailed to display the imagery and heraldry of their Legions. The Death Guard Contemptor has dented and pitted armour, a fitting detail for warriors who care little for the presentation of their armour, and the Legion number (XIV) is emblazoned on its armour. The World Eaters Dreadnought has the distinctive Legion badge boldly sculpted onto its chest. **AT**









 The battered and dented armour of the Death Guard Contemptor Dreadnought makes it easy to identify.

3

4

- 2 The World Eaters version has the Legion badge defiantly displayed and plenty of armour studs.
- 3 The World Eaters symbol is a pair of jaws biting down on a planet.
- The Death Guard Legion symbol of a skull set within a halo is proudly displayed on the model's shoulder armour.

FORGE WORLD LATEST SPACE MARINE LEGION COMMAND UPGRADE PACKS

Echoing the military traditions of ancient Terra, Legiones Astartes officers mark themselves out with plumed helms. Squads are designated with small banners, enabling easy identification on the battlefield.

These packs each contain two crested officer helmets, two nuncio-vox with matching helms and two vexilla icons. These kits are now available for Space Marines equipped with MK II, III and IV pattern armour, enabling collectors to enhance their Horus Heresy-era squads.

The vexilla is the same across each of the kits, featuring a plaque upon which the squad designation can be inscribed, while the officer's helmet and the nuncio-vox operator's helm and backpack are distinct to their respective mark of armour. **AT**







- MK II Command Upgrade Pack.
- MK III Command Upgrade Pack.
- 3 MK IV Command Upgrade Pack.
- 4 The vexilla consists of a finely detailed back banner that attaches to the back pack of your chosen model.
- 5 The nuncio-vox operator is equipped with a powerful communicator backpack and corresponding helm.
- 6 The squad leader has a helmet crest, marking him out among the warriors of his unit – this is additionally useful when the squad is at its full size of 20 men.







3

2









MOURNGUL

When the white death of winter comes, there are those who are depraved enough to consume the flesh and blood of their own. These damned souls become accursed Mournguls, condemned to a eternity of endless hunger – no matter what they eat, they can never be sated.

This marvellous and macabre figure seems to float above the ground. Its gaping maw features rows of sharp, stubby teeth and a yawning gullet that promises a grisly end, while its emaciated arms clutch and grasp as its prey – which in this instance is the horse of a very unlucky Empire Outrider. The Mourngul has massive claws, bigger than sword blades, and sinewy knuckles with unnerving ligaments that run the length of its fingers. Most distressing of all, however, is the vile rent torn into its lower body, perhaps revealing the reason that the Mourngul's hunger is insatiable. **AT**

- The Mourngul's maw is filled with row upon row of sharp teeth.
- The monster's hapless victim – an Empire Outrider's steed – is beautifully sculpted.
- 3 The Mourngul's body trails away to nothing except tattered skin.

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.

THE ENEMY WITHIN

Fantasy Flight Games' latest release for Warhammer Fantasy Roleplay is a remake of the classic campaign, The Enemy Within. As a fan of the original, I spoke to two of the writers, Graeme Davis (who wrote the original) and Dave Allen, to find out more.

Andrew Kenrick: So what can you tell us about The Enemy Within?

Graeme Davis: It's a box set containing a huge, epic campaign for Warhammer Fantasy Roleplay (WFRP), a series of linked adventures ready made for a GM to run. It takes the name and the themes of the original campaign, but it is all-new material. In this new campaign, the PCs discover a powerful and far-reaching conspiracy just at a time when Chaos is threatening once more from the north. Against the backdrop of a brewing war, they must uncover a traitor who stands dangerously close to the Emperor himself.

AK: How have you made The Enemy Within accessible to new players but also appealing to existing fans?

GD: If new players are at all familiar with the grim and perilous tone of Warhammer, they'll have everything they need.

Dave Allen: Existing fans are well served too. Those who love WFRP for its visceral grit will rejoice to hear that there are several noisome districts to explore. Those





who prefer a bit of courtly intrigue will swoon in the knowledge that hobnobbing with half-mad inbred aristocrats is sure to take place. There's tragedy, there's comedy, there's even the certainty of violent battle with the enemies of the Empire. It's all in there, awful puns and all.

AK: Are there any links to the original?

GD: Long-time fans will enjoy returning to Middenheim and Altdorf and some names and locations will be familiar to players of the first Enemy Within campaign, such as Middenheim's Collegium Theologica or the Cults of the Red Crown and Jade Sceptre. But players who haven't experienced WFRP before will still be able to get everything they need from the campaign.

AK: What can you tell us about the mechanics of the game?

GD: There's a really nice narrative device that I can't talk about without spoiling everything. I wish I'd been the one who thought of it, but it came from the folks at FFG. It means that no two groups will have exactly the same experience.

DA: My personal favourite is a new Condition card which does what it says on the tin: Filthy (see below left). AK: What sorts of challenges and adventures will the players face?

GD: Everything the Empire has to offer, and more. From the dockside underworld to a noble's palace, from Beastmen in the woods to cultists in the cities, it's all there. Sometimes the PCs will have to fight for their lives, sometimes they will have to negotiate Imperial politics and the ettiquette of high society. There's even one bit where they'll have to travel into the Chaos Wastes and survive with their sanity intact.

AK: What's your favourite bit?

GD: My favourite part is the chapter that takes place in the Chaos Wastes. I had some fun with the nature of each Ruinous Power and how it might manifest itself.

DA: I expect the exploration of Averheim's odiferous district to provide grim fun.

AK: How long will it take to play?

GD: That depends on the group, but it's pretty big. The book is almost 200 pages long, so I'd say 25 or 30 sessions would be a good estimate. It really is epic.

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





OTHER NEWS Sudden Death

We're rather big fans of **Blood Bowl Team** Manager here in the White Dwarf office but. much to our chagrin, Matt remains unbeaten. So we're eagerly anticipating getting our hands on the first expansion, out now from Fantasy Flight Games, to give us new ways to try to beat him. This expansion includes all manner of new rules and cards, but it's the three new teams we're really looking forward to - I can't wait to try out the Vampires.



- The Enemy Within campaign box set contains three books and hundreds of cards and counters — in short, everything you need for many hours of adventure.
- 2 The box contains goodies for everybody, not just the GM, including new action cards.
- 3 The epic adventure contained within takes adventurers the length and breadth of the Empire – and beyond.
- 4 One of the neat mechanics introduced in The Enemy Within is character backgrounds, enabling you to tie new characters into the plot right from the outset.

FULL RELEASE LISTINGS

The products on these pages are available to advance order now, and will be released on Saturday 12th January 2013 unless otherwise noted. For more details visit: www.games-workshop.com.



DARK ANGELS CODEX By Jeremy Vetock 104 pages £30, €39, 300dkr, 380skr, 380nkr, 150zł, USA \$49.50, Can \$59.50, 300rmb, ¥6800



BELIAL Sculpted by Juan Diaz 1 model £15, €20.25, €21/RL, €21NLD, 150dkr, 190skr,

190nkr, 75zł, USA \$22.25, Can \$30, 150rmb, ¥3000



ASMODAL Sculpted by Juan Diaz 1 model £11, €15.50, €16NLD, 120dkr, 140skr, 140nkr, 60zł, USA \$19.25, Can \$21.75, 120rmb, ¥2300









DARK ANGELS BANNER BEARER (ONLINE ONLY) Sculpted by Jes Goodwin and Gavin Newton

1 model

£15, €20.25, €21IRL, €21NLD, 150dkr, 190skr, 190nkr, 75zł, USA \$22.25, Can \$30, 150rmb, ¥3000

RAVENWING DARK TALON

Sculpted by Dale Stringer 1 model £45, €60, 450dkr, 540skr, 500nkr, 225zł, USA \$75, Can \$90, 450rmb, ¥7200

DARK ANGELS BATTLEFORCE

£70, €90, 700dkr, 850skr, 850nkr, 340zł, USA \$110, Can \$135, 660rmb,

Sculpted by Martin Footitt, Jes Goodwin and Dave Thomas

8 models

¥15.000



WARHAMMER

RAVENWING DARK TALO

VARHAMMER



DEATHWING COMMAND SQUAD Sculpted by Martin Footitt 5 models £35, €45, 350dkr, 420skr, 390nkr, 175zł, USA \$60, Can \$70, 350rmb, ¥6500

RAVENWING LAND SPEEDER VENGEANCE

Sculpted by Samir Battistotti and Tom Walton 1 model £40, €50, 400dkr, 480skr, 440nkr, 200zł, USA \$65, Can \$80, 400rmb, ¥7000



SAMMAEL (CORVEX) Sculpted by Dave Thomas 1 model

£30, €39, €40/RL, €40NLD, 300dkr, 380skr, 380nkr, 147zł, USA \$49.50, Can \$59.50, 300rmb, ¥5600

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

The Hobbit: An Unexpected Journey



GREAT EAGLES

Sculpted by Trish Carden 2 models £30, €40, €40IRL 300dkr, 360skr, 330nkr, 150zt, USA \$50, Can \$60, 300rmb, ¥7000

GWAIHIR[™]

Sculpted by Trish Carden 1 model £25, €35, €35/RL 250dkr, 300skr, 280nkr, 125zł, USA \$40, Can \$50, 250rmb, ¥5500



FELL WARGS Sculpted by Aragorn Marks, Aly Morrison and Michael Perry 6 models £18, €25, 180dkr, 225skr, 200nkr, 90zł, USA \$30, Can \$35, 200rmb, ¥4000



RIDDLES IN THE DARK Sculpted by Alan Perry 3 models £20, €30, 200dkr, 250skr, 220nkr, 100zl, USA \$35, Can \$40, 200rmb, ¥4500



Also available this month:

Dark Angels Company Veteran Squad

Sculpted by Martin Footitt, Jes Goodwin and Dave Thomas 5 models £20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$39,50, 200rmb, ¥3400

Ravenwing Bike Squad Sculpted by Martin Footitt, Jes Goodwin and Dave Thomas 3 models £25.50, €32.50, €33IRL, €33NLD, 250dkr, 310skr, 310nkr, 125zl, USA \$41.25, Can \$50, 240rmb, ¥5600

Dark Angels Company Master

Sculpted by Seb Perbet 1 model £11, €15.50, €16NLD, 120dkr, 140skr, 140nkr, 60zl, USA \$19.25, Can \$21.75, 120rmb, ¥2300

Dark Angels Upgrade Frame (Online only) Sculpted by Martin Footitt and Dave Thomas 81 pieces £12, €15.50, €16NLD, 120dkr, 140skr, 130nkr, 60zt, USA \$19.75, Can \$23.75, 120rmb, ¥1800

Ravenwing Upgrade Frame (Online only) Sculpted by Martin Footitt and Dave Thomas

99 pieces £9, €11.50, 90dkr, 100skr, 100nkr, 45zł, USA \$14.75, Can \$17.75, 90rmb, ¥1400

Ezekiel, Grand Master of Librarians (Online only)

Sculpted by Jes Goodwin 1 model £10.25, €15, €15.50NLD, 115dkr, 140skr, 140nkr, 50zł, USA \$17, Can \$25, 65rmb, ¥1500

Azrael, Supreme Grand Master (Online only) Sculpted by Jes Goodwin 2 models £12.30, €17.50, €18IRL 135dkr, 160skr, 160nkr, 60zł, USA \$20, Can \$25, 85rmb, 1900¥ Ravenwing Out Now By Gav Thorpe Paperback novel £8 99, €12.50, 100dkr, 115skr, 100nkr, 44 95zł, USA \$11.99, Can \$13.99, 85rmb, 1150¥ Neterata Out Now By Josh Reynolds Hardback novel £7.99, €10.50, 85dkr, 100skr, 100nkr, 39.95zł, USA \$8.99, Can \$10.99, 65rmb, 865¥ **Rise of Nagash** Out Now By Mike Lee Paperback novel

£16.99, €20, 165dkr, 200skr, 200nkr, 84.95zł, USA \$22.50, Can \$25, 135rmb, 2000¥

 Betrayer
 Out Now

 By Aaron Dembski-Bowden
 Hardback novel

 £20, €25, 200dkr, 240skr, 240nkr, 100zł, USA \$30, Can \$35, 220rmb, 2600¥

Bloodquest: Prisoners of the Eye of Terror Out Now By Ben Counter Audio Drama £10, €15, 115dkr, 140skr, 140nkr, 50zł, USA \$17, Can \$19.99, 1300¥

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

WHITE DWARF 51



Whatever you're after, from Librarians to Chaplains, we've got a huge range of miniatures to choose from. This is a small selection of what we have to offer, and with over 2500 products available, and more added every month, there's always plenty to look at.



Space Marine Librarian with Force Sword and Bolt Pistol

Space Marine Librarian in Terminator Armour

Whether you are a new recruit or grizzled old veteran the Games Workshop website is a treasure trove of fantastic products. If you're after an alternative hero, a new unit, some bits to personalise your collection, or just fancy something a bit different then our website is the place to go.



All orders are processed, packed and despatched within 24 hours.



All orders sent to a Games Workshop Hobby Centre benefit from free postage.



Every Games Workshop product is available on our website. Browse over 2500 products.

games-workshop.com



Space Marine Techmarine

Space Marine Chaplain with Skull Helmet



Space Marine Terminator Chaplain



ARMY OF THE MONTH JES BICKHAM'S TYRANID ARMY



Army of the Month showcases the best armies from around the world. Some of these collections will belong to the staff of Games Workshop, while others will be lovingly collected, built and painted over many years by you, our readers. In this month's instalment we spotlight the collection closest to the heart of White Dwarf's own editor, Jes Bickham: his Tyranids. Jes has collected Tyranids since the first model was released for Rogue Trader, but it was with the advent of the Tyranid models for the second edition of Warhammer 40,000 that the obsession began.



Jes Bickham is White Dwarf's editor, and has been collecting and painting Citadel miniatures since he was 12. (A long time ago, let it be said.)



It all began when I bought Warhammer 40,000 Rogue Trader when it was released at Games Day 1987. I was fascinated with the bio-technological nature of the Tyranids, and this splendid line in their bestiary entry really caught my imagination: "Exposure to Tyranids tends to cause insanity among other races." Then, when second edition 40K rolled around and Jes Goodwin sculpted the first Lictor, Hive Tyrant and Carnifex models, I was properly hooked. Not many of my models survive from this era but I still have the original Lictor; I use him as Deathleaper in my current army.

It's been fascinating, and quite fitting, to see the Tyranid miniatures evolve over the years, not least into a cohesive race – and each generation has delivered some astonishing models. The plastic Tyranid Warriors have really stood the test of time, and the plastic Carnifex is as impressive as it was when first released, but things have really escalated in recent years with models like the Trygon and Tyrannofex.





- Jes' Venomthrope is one of his favourite models. "In an army of utterly alien monsters, it manages to be extra-unusual. It puts me in mind of some loathsome carnivorous plant," he says.
- 2 Two generations of Old One Eye. "I've always loved the concept of the beast," says Jes, "so I had to build a new version from the plastic Carnifex kit to 'retire' the old third edition metal model. A little conversion work with the Mawloc mouthparts left over from my Trygon kit gave him his own identity."
- 3 A procession of Jes' biggest beasts, including a Forge World Scythed Hierodule: "I adore the larger Tyranid models. They're a joy to paint and look incredible on the battlefield, with the smaller organisms swarming around them."





- A converted Tyranid Prime leads Jes' deathspitter-armed Warriors. To make it he used a Ravener torso and head, plus boneswords from a truly ancient plastic Tyranid Warrior from the old boxed game Advanced Space Crusade.
- 2 Jes's converted Doom of Malan'tai. "For my hive fleet, I've imagined the Doom as a weird, one-off mutation that's a synthesis of Tyranid Warrior and Zoanthrope. He's made from leftover bits from the Warrior, Ravener and Trygon/ Mawloc kits."
- 3 The Carnifexes on the rampage. "I'm of the mind that you can never have too many Carnifexes," says Jes.





The army will never be finished; there's lots I want to add to it (currently I'm tackling a massive swarm of Termagants to burst forth from my Tervigon, and then I want to kit-bash a Harpy), but my paint scheme is quite involved. There are no washes, just successive highlights on both skin and carapace, which to be frank takes ages. But I love the vibrant, clean colour scheme, and it looks wonderfully unified when the army is on the battlefield. You can see how I do it on page 116.

My Hive Fleet – Hive Fleet Eumenides, which is a little classical reference – also sports a few modest conversions, mainly for Codex entries that don't have specific models as yet, such as my two Tyranid Primes. I've no doubt that if and when new models are released I'll grab them immediately, but in the meantime the journey goes ever on. I play with my Tyranids whenever I can, but for me they mainly spark that primal hobby thrill we all strive to have: the thrill that comes from simply looking at the collection you've lovingly built and painted. **JB**





JERUIS Johnson

This month games designer and rules sage Jervis Johnson has been reading some of your letters, watching sport and pondering how best to motivate yourself. I recently received a letter from one of the younger readers of my column, which happened to touch upon something I had been thinking about a few weeks before. Here's a short extract from the letter:

"Whenever I see the fantastically painted models in White Dwarf, my own painting looks terrible. I try to practice but I end up bored and annoyed. Do you know ways to motivate yourself that you think would work for me?"

Before I answer this question, I need to go off on a slight tangent. You see, I was glued to my television while the Olympics and Paralympics were on last summer, just as many of you were, I'm sure. It really was fantastic stuff, and I found it both inspiring and moving in equal measure. Being an introspective kind of chap, I found myself thinking about the games quite a lot, and two things in particular stood out for me.

The first thing was how often competitors said things like: "The most important thing is to do the best you can. You can't control what the other competitors do, so you need to concentrate on being the best you can be on the day. As long as you do your best, nobody can ask for more." The other thing I was intrigued by was just how inspiring and motivational it was to watch world-class sports people compete. It's got me to go swimming with my daughter, and inspired me to try archery.

When I received the letter I've quoted from above, it got me thinking about both these things. Included with the letter were some pictures of the reader's models. I haven't asked the White Dwarf crew to reprint them here, as I know the reader wasn't all that pleased with the results he'd achieved, but I was actually very impressed with the paint jobs that I saw, especially considering how young he was. Were they up to 'Eavy Metal standard? Of course not, but they all showed real potential and talent, and (most importantly) passion and enthusiasm.

It was this that reminded me of watching the Olympics. You see, you can't affect how well painted anybody else's Citadel miniatures are, so it's best not to worry too much. Instead, try to focus on the things you can influence, which are, of course, how well painted your own miniatures are. Just as importantly, don't worry too much if what you achieve isn't up to the standard of more experienced painters – as long as you are doing the best you can, that is more than enough. What's more, as long as you try your hardest, people will respect you for it, and you will have no reason to feel anything but proud about what you have (so far) been able to achieve.

"I do the best I can and am proud each time my painting gets that little bit better."

Of course, 'doing the best you can' isn't as easy as it sounds; Olympic athletes train for thousands of hours to be the best they can be, and are always trying to find ways to improve their technique. The same applies to painting miniatures. You can't rest on your laurels, but need to keep on trying to reach your full potential. Keep on at it and you *will* get better; the athletes at the Olympics got there because they put the hours in, not because they can simply swim fast or jump a long way. It's the same with painting Citadel miniatures, with the added benefit that the skills you learn will last you a lifetime.

Now, it can be hard to keep motivated when putting in all those hours honing your painting skills, but this is why it reminded me about the inspirational quality of watching the Olympics. Seeing those incredibly gifted athletes compete made me want to take up the sports myself (well, some of the sports; watching players get belted round the head with a hockey stick made me quite happy to just watch the game on TV!).

This is the same reason that we recruit the very best miniature painters in the world to the 'Eavy Metal Team. It's their job to ensure that every model we show in White Dwarf, or on the web, or in our rulebooks and on our boxes, is painted to an

inspirationally high level, in the same way that the extraordinary performances at the Olympics inspired people to take up a sport. I know that I'm not going to become an Olympic class archer, but watching the skill and dedication shown by those athletes meant I wanted to give it a go. By the same token, when I was young, it was seeing pictures of gorgeously painted miniatures that made me start collecting and painting armies of my own. In the years since, seeing pictures of expertly painted miniatures has made me realise what can be achieved, and helped motivate me to try harder with my own painting to get it closer to that level. To be honest, I've never been able to match the standard of the miniatures that inspired me all those years ago, let alone the superlative paint jobs achieved by my colleagues in the Studio. That doesn't matter too much to me, as I do the best I can, and am foolishly proud of the results I achieve each time my painting gets just that little bit better.

And so my reply to the letter I received is simply this: first of all, don't disparage your own efforts – I thought the pictures you sent in were brilliant, because I could see you'd tried your hardest! And secondly, don't be put off by painters that are better than you. Instead, use their example to inspire and help motivate your own painting when you start to get bored or annoyed. Just keep on trying to do your very best, and, trust me on this, your painting skills *will* get better with every model that you paint.

And with that I will leave you for another month. After all, I need to get home to practice my painting skills, take my daughter swimming, and get off to the archery club! Perhaps too much inspiration isn't always a good thing...

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 DARK ANGELS VS. CHAOS SPACE MARINES

This month it's a grudge match fit for legend as the Dark Angels take on the might of the Black Legion. Adam and Jes concoct a bespoke scenario that pitches the Unforgiven and all their fantastic new miniatures into an epic hunt for the Fallen.



Adam: Codex: Dark Angels is under the spotlight this month, and with all the new models in our hands, such was our excitement that we repaired immediately to the White Dwarf hobby room to try them out on the battlefield.

I already have a burgeoning Dark Angels army of my own, so I was given command of the sons of the Lion, while Jes took up the mantle of the traitor, with his nefarious Black Legion Chaos Space Marine army. You'll notice there are no points values this month, and that's quite deliberate. Sometimes it is fun to play without worrying about small details – just gather up your models and share a great game. We've cooked up a special scenario to play, which means that the Dark Angels will be hunting a Fallen within the Chaos Space Marine ranks.

With all that in mind, it's time to kick off the game, and see what it's like to play with the fantastic new Dark Angels kits in a full-sized battle. This month Adam's Dark Angels go head-to-head with Jes' Black Legion in a bloody assault on a Chaos Space Marine stronghold – of course, with the Dark Angels, nothing is as it seems.



TO CATCH A TRAITOR



It's an exciting month for Adam as he's a long-time devotee of the Dark Angels. Will he be able to crush the Black Legion and seize the Fallen? I have been building and painting a collection of Dark Angels for a couple of years now. The new models out this month are very exciting – elite bikers, super-elite Terminators and deadly new vehicles. Having pored over the Codex for many hours I've chosen these four things to focus my attention on in this game:

1. Ravenwing Black Knights

I can't wait to see how the Ravenwing Black Knights fare in battle. Like Ravenwing Bikers, they are a Fast Attack choice, so I'll be looking at the differences in their roles, and how they'll bring synergy to the rest of the force.

2. The Deathwing

I'm fairly sure that Deathwing Knights are the deadliest warriors on any battlefield – when they activate Smite mode their weapons become S10, AP2 for a turn, meaning they can tackle pretty much anything. I'll be taking a couple of other squads of Deathwing too to highlight the difference between the two units.

3. Land Speeder Vengeance

The Land Speeder Vengeance looks stunning, and the chance to back up my precious Ravenwing with some fire support is very tempting. How does it fit in with the rest of the army, though?

4. New flyers

With two glorious new flyer models to choose from, I refuse to choose. I'll be using both the Nephilim and the Dark Talon. Is the Nephilim the answer to my Heldrake woes? Does the Dark Talon enable me to improve the chances of my ground-based troops? I've a feeling the answer is yes to both questions, but I'm determined to put them both through their paces, even so.

Jes and I agreed to dispense with the ordinary Force Organisation charts, so I simply included every model in my Dark Angels force, along with plenty of reinforcements from the Studio hobby team. The combined army has a steady core of three Tactical squads, which in my opinion are essential to support the fast-moving strike teams that will be going forwards, and for holding objectives. Two Ravenwing Attack Squadrons, backed up by a Land Speeder Vengeance and a squadron of Ravenwing Black Knights will be my first wave. Their goal is to roar across the battlefield and get in close to the enemy. Then in my second turn, I will deliver a serious knock-out punch with the arrival of the Deathwing.

I have two units of Deathwing Terminators and a third of Deathwing Knights in the force and my plan for those is to teleport right in front of Jes' army at the start of turn two (the Deathwing Assault special rule guarantees that they will arrive on either Turn 1 or Turn 2 – I decide which before the game begins). Using teleport homers to ensure precision, I can mitigate against random chance, and put Jes on the back foot. It's a risky tactic, and the Ravenwing will probably pay a high price - but if it works, then the Deathwing will be ready to win the battle. Air cover is provided by the Nephilim, who will be on the lookout for Jes' inevitable Heldrake. The Dark Talon will be looking to drop its stasis bomb on Jes' biggest unit before I go into a decisive assault. Whichever unit looks most likely to harbour the Fallen is going to get some 'special attention'.

Adam's battle plan revolves around using the Ravenwing Squadrons and their teleport homers to bring the Deathwing down on Jes' army with unerring accuracy.



THE LORDS OF THE HUNT

HQ

Sammael

Zephon Company Master with power sword and plasma pistol.

Umariel Chaplain with plasma pistol.

Ramael Librarian with Terminator

armour, two mastery levels.

TROOPS

Tactical Squad Uzziel 10 Space Marines with plasma cannon, plasma gun and Veteran Sergeant with plasma pistol.

Tactical Squad Sephram

10 Space Marines with missile launcher with flakk missiles, plasma gun, Veteran Sergeant with combi-plasma and Rhino APC with hunter-killer missile.

Tactical Squad Uriah 10 Space Marines with melta gun, multi-melta and Veteran Sergeant with storm bolter.

Scout Squad Hyphon 5 Space Marine Scouts with Veteran Sergeant with melta bombs.

ELITES

Ancient Brother Thomar Venerable Dreadnought with plasma cannon and heavy flamer.

Ancient Brother Durahim Venerable Dreadnought with plasma cannon.

The Stalwart Brothers 5 Deathwing Knights. Squad Nephra 5 Deathwing Terminators with plasma cannon.

The Redemptors 5 Deathwing Terminators with assault cannon and chainfist.

FAST ATTACK The Black Knights 3 Ravenwing Black Knights.

The Ravenkin Ravenwing Attack Squadron with 6 bikers, Attack Bike, Veteran Sergeant with melta bombs and Land Speeder. The Dark Seekers Ravenwing Attack Squadron with 6 bikers, Attack Bike, Veteran Sergeant with melta bombs and Land Speeder.

Skystalker Nephilim Jetfighter

The Soul Shriver Dark Talon.

HEAVY SUPPORT Ten-fold Vengeance Land Speeder Vengeance.

THE BLACK HEART OF BLASPHEMY



A foul-hearted traitor, Jes collects the Black Legion. He's never used them all at once before though, so he's thrilled at the prospect of this month's battle report.

Jes' frontline is built of Daemon Engines, Helbrutes and Obliterators, which should put a kink in the Dark Angels' day. In this game I get to go to war with the entirety of my painted Black Legion collection; that in itself is terrifically exciting. As such, there's no great tactical thinking behind my army choices. Rather, strategy will depend on what happens on the battlefield once the game is under way and the carnage begins.

Having said that, I know what four things Adam is going to test, and what mission we're playing - a story-driven scenario of our own devising called 'Hunt the Fallen' (turn the page for more details of this) which will certainly dictate my deployment. Essentially I have to protect a randomly selected character from the Dark Angels, the idea being that they're one of the Fallen, and Adam will almost certainly be trying to penetrate my battleline with his Ravenwing and Black Knights to get their teleport homers in position and call in the Deathwing. Therefore it's key for me to target the Ravenwing with all available guns as soon as possible - while also worrying about the Land Speeder Vengeance and the new Dark Angel flyers.

Luckily, I have a Heldrake to deal with the flyers, and as I'm simply playing with everything in my collection this means I can use all my Heavy Support choices. So



it is that I'll use a Forgefiend, Defiler, Chaos Lander Raider, Predator and two Obliterators (plus two Helbrutes from the Elites section) to form a frontline defence of the biggest guns imaginable to pulverise anything coming forwards. I'll be mighty surprised if anything gets through that at all, much less unscathed.

Troops-wise, I figured a 15-strong Chaos Space Marine squad will provide a nice bunker for my Chaos Lord and my Sorcerer to hold my backfield; any Dark Angels that get through my front line will have a hard time dealing with these guys (mind you, I expect we'll see the Dark Talon use its stasis bomb and rift cannon to persecute this unit; the stasis bomb reduces WS and I by a horrific three, and the rift cannon has the Blind special rule). They'll be flanked by a squad of Possessed, Noise Marines and more Chaos Space Marines, all in Rhinos, for added mobility. A squad of Bikers will stand at the ready to assault any plucky Ravenwing that make it through, and a winged Daemon Prince will be able to tackle both airborne nuisances (via Vector Strike) and ground-based targets alike.

It's hard to overstate the excitement at being able to play with all your miniatures, without worrying about points values and Force Organisation charts. Just as importantly, what this battle report also allows Adam and I to do is forge a grand narrative between arch-enemies; the driven, obsessive Dark Angels using every arcane device in their arsenal to bring war to their former battle-brothers, Space Marines who were present at the time of the Horus Heresy and chose to turn their backs on the light of the Emperor and embrace Chaos. This is the conflict at the heart of Warhammer 40,000 in miniature. and there's no question that it will make for one of the biggest, most dramatic and enjoyable games either of us has played in a long time. In the process, we'll see just how good the amazing new Dark Angels models are to boot. It doesn't get much better than this, frankly.


THE BLACK LEGION

HQ

Erasmus Krag

Chaos Lord with power axe, sigil of corruption, Veterans of the Long War and plasma pistol.

Vorarr the Infernal Daemon Prince with wings,

power armour, two mastery levels, Daemon of Slaanesh.

Pradesh the Inscrutable Sorcerer with sigil of corruption, Veterans of the Long War, mastery level 3.

TROOPS

Black Edgar's Reavers 10 Chaos Space Marines with plasma pistol, flamer, Veterans of the Long War, Rhino, Champion with plasma pistol and power sword.

Krag's Corsairs 15 Chaos Space Marines with two plasma guns, Veterans of the Long War, Champion with power fist and plasma pistol.

ELITES

The Ruin Unshackled Two Helbrutes with twin-linked lascannons.

The Slakeless 6 Noise Marines with five sonic blasters, Veterans of the Long War, Noise Champion with power sword and doom siren.

The Blessed Eight Possessed with Rhino.

FAST ATTACK

Drakrang the Sky-blooded Heldrake with hades autocannon.

The Dreadwing Five bikers with melta gun, plasma gun, Veterans of the Long War, champion with power sword.

HEAVY SUPPORT

Magmaximus Forgefiend with three ectoplasma cannons.

Killquake the Unforgiven Defiler with havoc launcher.

The Brotherhood of the Unholy Barrage Two Obliterators.

Revered Terminus Chaos Land Raider.

Red Dawn Predator with lascannons.

DEPLOYMENT

Adam and Jes created their own scenario and chose a variant of Hammer and Anvil deployment.

Jes: Given the nature of our scenario we decided that the Black Legion would be pushed into a defensive position, trying to protect the Fallen, with the Dark Angels assaulting the besieged traitors. We set up the scenery to reflect this, with the Black Legion ready behind defensive trenches, deploying 24" away from the Dark Angels, who we decided could deploy up to 12" from the opposite short table edge.

I made a punishing front line to (hopefully) inflict massive casualties on the first Dark Angels to breach the trench system; the Predator, Land Raider, Defiler, Forgefiend, Obliterators and Helbrutes will hopefully blunt Adam's assault in terminal fashion. The rest of my force lurked behind, ready to counter-attack any units that got past the initial bombardment.

Adam positioned his Ravenwing and Black Knights far forward, then made a scout move, hoping they could weather the storm and call in the Deathwing...

Mission: Hunt The Fallen

Adam's Dark Angels had detected a member of the Fallen and mobilised to capture the traitor at all costs. We decided that one randomly selected Character in Jes' army would be the Fallen, and only by challenging them in close combat could Adam find out if they were his quarry (if any suspects were shot they'd remain anonymous until game's end). Slaying the detected Fallen in close combat would net three victory points; if he survived Jes would get three victory points. Killing the Fallen by shooting would only garner one victory point. Jes was allowed to know who he had to keep out of the Dark Angel's clutches, and it transpired that the Biker Champion was the traitor, signified by a green sticker under his base...

Secondary objectives were Linebreaker, First Blood and Slay the Warlord. We added the defiled aquila in the Chaos deployment zone as a secondary objective too, one that functioned as a Shrine to Chaos.



- The Biker Champion proved to be the Fallen, unbeknownst to Adam.
- 2 When deployment finished Jes had set up an intimidating front line with a lot of big guns trained on whatever made it through the gates or over the trenches first. Adam would have to weather a lot to get to his quarry.



OPENING MOVES

Where the Dark Angels hurl themselves into the jaws of the Black Legion, and much blood is shed.

Adam: Considering the scenario we were playing, Jes and I agreed that the Dark Angels could go first. Knowing that there was a Fallen Angel within the ranks of Jes' army really had me itching to play my part - so I hurled everything in the army forwards as aggressively as I could. The Ravenwing howled through the chicane in the centre of the trench line, while Sammael and his Black Knights leapt over the trench on my left flank, their Skilled Rider rule keeping them safe. It was a daring move, but I was counting on enough of them surviving the onslaught of Jes' Daemon Engines to bring the Deathwing down on target in Turn 2. Everything in my force hammered the heavily armoured front line of Jes' army. I killed a Helbrute with the combined firepower of Squad Sephram and an Attack Bike and whittled away a few Hull Points with glancing hits on vehicles here and there with the rest of my force.

Jes reacted to my attack with typical brutality. His force barely moved, but it peppered my Ravenwing, killing all the Bikers in one Attack Squadron, and leaving only two in the other. He also killed an Attack Bike, my Librarian (and several accompanying Space Marines), but his efforts to harm Sammael came to naught.







- The Ravenwing Attack Squadrons surge forwards, jinking between the tank traps to close with the Chaos Space Marine army.
- 2 Sammael leads the Ravenwing Knights forwards, facing no risk from dangerous terrain tests thanks to their Skilled Rider rule.
- 3 Aware that his aircraft could arrive in Turn 2, Adam knocked out one of the automated defence weapons with his Scouts.
- Jes' front line; a fearsome array of massed firepower.



MIDGAME

In which the Dark Angels punch into the heart of the Black Legion.

Jes: That was a brilliantly brutal opening turn for me, wiping out most of the Ravenwing in one fell swoop – although my good fortune was mitigated by disaster, as the Predator fired all three of its lascannons at Sammael and the Black Knights... all hit, but then I rolled three 1s To Wound!

Turn 2 saw Adam fight back in ebullient form. Using the Deathwing Assault rule, he teleported in his Deathwing Knights and two units of Deathwing Terminators, which didn't scatter thanks to the teleport homers of the two surviving Ravenwing bikers and the Black Knights. The Nephilim Jetfighter and Dark Talon also zoomed in from reserves, while the rest of Adam's army advanced and started peppering the Black Legion with return fire. The most notable casualty of the turn was the Chaos Predator, which was wrecked by a punishing fusillade from the newly-arrived Deathwing squads' assault and plasma cannons. The two surviving Ravenwing then assaulted the Land Raider in a fit of madness, but failed to melta bomb it to smithereens.

I retaliated with more shooting, destroying a Land Speeder but doing little else. Otherwise, I moved my bikers behind the rearmost bastion to hide the Biker Champion, who Adam hadn't twigged was the Fallen. He had his hopes pinned on the giant Chaos Space Marine squad holding the Shrine to Chaos, which contained my Chaos Lord, Sorcerer and an Aspiring Champion, any of whom could be the Dark Angels' quarry in his eyes...

The highlight of my turn was probably the arrival of my Heldrake, however. Drakrang the Sky-blooded showed the pilot of the Nephilim Jetfighter who was boss as he riddled the Ravenwing flyer with hades autocannon fire and stripped away two hull points. Adam's flyer only survived because it evaded, the 5+ Jink save keeping it in the game.





Vengeance From Afar



3-4 The Land Speeder Vengeance moved into range of the Forgefiend and opened fire with its plasma storm battery. Adam opted to fire with a large blast, in the hope of catching nearby enemies if it scattered.

- At the start of Turn 2, the Deathwing arrived. Due to the Deathwing Assault special rule, they arrived without any need to roll for reserves. Suddenly the heavily depleted Dark Angels line wasn't looking quite so badly mauled.
- 2 Joining the fray, the Dark Talon and Nephilim Jetfighter streaked onto the battlefield. The Nephilim strafed the Noise Marines on the roof of the bastion, killing the unit Champion. Jes calmly removed the model without telling Adam whether he had inadvertently killed the Fallen that he was searching for.





- 5 While the newly arrived Deathwing began mauling the traitor vehicles, Sammael led his knights deeper into the enemy ranks.
- 6 Tactical Squad Uzziel and Chaplain Umariel advance through the breach, wary of the carnage that had just been meted out on the Ravenwing bikers.

Deathwing Attack



- The Deathwing assault begins with Adam landing his Terminators in front of Jes' firing line – Squad Nephra risk landing in a crater to get at the flanks of the Predator.
- 8 Between the assault cannon and the plasma cannon, the Predator has no chance of survival.



- 9 The remnants of the Ravenkin take a gamble and assault the Land Raider. The Veteran Sergeant misses with his melta bombs.
- 10 Jes uses Killquake to punish the second wave of Dark Angels, picking on targets that will be especially vulnerable to its battle cannon.





Devastation of the Defiler





- 11 Killquake remains at the heart of the Black Legion defences, using his battle cannon to pound Adam's advancing squads.
- 12 Tactical Squad Uzziel faces the brunt of the battle cannon – Chaplain Umariel is shoved aside by his comrades, several of whom die in his stead.

Adam: I have the feeling that I was spared the worst of the Chaos Space Marine counter-punch in Turn 3, and Jes' Daemon Prince had failed to arrive. I started my turn by flying my Nephilim off the board and into reserve in an effort to keep it alive for later. I was in a good place and if I could capitalise on my position, I would be able to winkle out the Fallen. With that in mind, I set out on my grandest plan of all and punched Sammael and his Black Knights through a hole in the Black Legion lines to close in on Jes' big unit of Chaos Space Marines. Then I had the Dark Talon zoom over the same unit and drop the stasis bomb on it. Now they would be at -3 Initiative and Weapon Skill when my Ravenwing Black Knights attacked them.

Elsewhere the Deathwing chose new targets. One squad advanced on and destroyed the Possessed while the other assaulted the Land Raider (chainfist at the ready). I needed to silence the Defiler's battle cannon, so the Deathwing Knights charged against it. The Land Raider ended the turn with a single hull point remaining. The Defiler fared better; a high Armour Value, four hull points and a re-rollable 5+ invulnerable save (curse that Shrine to Chaos) saw it survive the combat. It was not a great start for the Deathwing Knights, but they weren't out of the fight yet.

My Company Master and his squad tried to take on the Obliterators on the right flank, but despite firing five plasma gun shots and a hail of bolters, the results were less than auspicious. Thankfully, the best was yet to come as Sammael and his Knights took on Krag and his Corsairs. First the Ravenwing pounded them with their plasma talons and plasma cannon, and then the assault begun. Sammael picked out Krag in a duel, who held his own strongly, with both characters suffering a wound. The Ravenwing Black Knights killed several Chaos Space Marines, but also took two losses in return. It was a stalemate - I was going to need help to win that fight.

Jes: Wow. That was brilliantly cinematic – Sammael and the Black Knights found the chink in my armour and lanced right in



 The defiled Aquila remains strongly protected by the Chaos Space Marines, with Black Edgar's Reavers hunkering down to guard it in the cover of Killquake and their Rhino.

Sammael Strikes





- Erasmus Krag, Pradesh the Inscrutable and the 15-strong squad of Chaos Space Marines hold the Shrine to Chaos. Adam was convinced the Fallen was hiding here.
- Having a found a hole in the Chaos battle line, Sammael and the Ravenwing Knights struck forth without hesitation, unleashing punishing plasma cannon and plasma talon fire.
- 4 Samael challenged Krag in combat, while the Chaos Space Marines and Ravenwing fought a brutal combat that featured lots of re-rolling thanks to the Veterans of the Long War and Inner Circle special rules.

Death of a Chaos Land Raider







- 5 The Chaos Land Raider remained at the forefront of the Black Legion battleline, unable to reverse due to the mass of Chaos Space Marines behind it.
- 6 Having reduced the Predator to a smoking wreck, the Redemptors moved on to assault the Chaos Land Raider.
- Although it takes two turns, the Deathwing Terminator with the chainfist does his job and carves through the Land Raider's hull, the hand of Jes descends to remove the destroyed battle tank.





- 8 The Deathwing Knights hold their own in combat with the Defiler, but fail to hurt it. The remaining Ravenwing biker zooms behind the monstrous walker to tackle a squad of Chaos Space Marines behind it.
- 9 The Daemon Prince, Vorarr the Infernal, suffers the ignominy of being shot out of the sky by the Deathwing.

▶ to the heart of my army. In reply, the Heldrake performed an ineffective Vector Strike on Ancient Thomar, the Dreadnought on Adam's right flank, and destroyed the Land Speeder Vengeance with its hades autocannon. The Daemon Prince arrived from reserve and cast Smite on the Deathwing squad that had slaughtered the Possessed, killing one.

My Land Raider was hemmed in by the Dark Talon and Deathwing, which proved fatal, as the Deathwing's chainfist wrecked it. Meanwhile, the combat in the middle of the board rolled on with Sammael and Krag fighting, while the Sorcerer killed the remaining Black Knights.

Adam: It's moments such as these that make games of Warhammer 40,000 so enjoyable. With a blistering conflict raging all around them, tanks exploding and Daemon Princes soaring across the battlefield, all eyes were on the duel going on in the middle of the table. I was becoming increasingly convinced that Krag was Jes' Fallen Angel, and it looked like he was going to best Sammael so I advanced the Redemptors towards Krag's Corsairs through the smouldering patch of battlefield where the Land Raider had been. I peppered the Daemon Prince with storm bolter fire from the Deathwing, and he failed his Grounded Test, wounding him. They then duly assaulted him; I tragically lost two Terminators, but also caused two wounds.

I used my Scout squad and the Dark Talon to whittle away at Black Edgar's Reavers, killing several before hurling Company Master Zephon into them. With only a single wound remaining, Zephon survived the overwatch fire to slaughter Black Edgar in single combat; but he wasn't the Fallen! The survivors of the squad lost their nerve and fled, only to be overrun and wiped out by Zephon.

The real title fight, however, was Sammael versus Krag and his Corsairs. Krag at last bested the Master of the Ravenwing, much to my chagrin, but the Redemptors did very well, wiping out every other member of the squad, even the Sorcerer.

ENDGAME

The Black Legion lies in ruins, but can the Fallen escape the clutches of the Dark Angels?

Jes: The mass combat in the centre of the board was a perfect storm of Dark Angels heroism. Although I'd killed Sammael, he held up Krag and his Corsairs long enough for the Deathwing Terminators to join the fight and finish off the heart of the Black Legion army. The joke was on Adam, though; as his Deathwing Terminators killed Krag, he discovered that he had been looking in the wrong place all along, and neither Krag, Pradesh nor the Aspiring Champion was the Fallen. The look on his face was priceless as he realised that the Biker Champion, hidden behind a bastion, must be his quarry...

Adam: I had been duped – all game long I hadn't given the Chaos Space Marine Bikers a moment's thought. Worst of all, Jes was racing for the safety of my deployment area. If he cleared the Wall of Martyrs, I wouldn't be able to catch him to make the game-winning kill in close combat.

Jes: Astonishingly, Adam had not only penetrated my lines but also destroyed most of my army. I now had to get the bikers out of harm's way: I planned to race down my left flank to jump over the Wall of Martyrs (in a fitting parody of the Black Knights' opening move), assault the Tactical squad (which I had already battered with shooting) on the other side, and then roar to freedom. I moved on to the trenches OK, but failed when it came to assaulting the Tactical squad, rolling a double 1 for charge range: I was stuck on the Wall of Martyrs!

Adam: What great fortune – the traitor had been served up on a platter. As the Dreadwing floundered on the trenchline, Chaplain Umariel launched a desperate charge. He rolled well for distance and threw himself into the ranks of the Dreadwing, singling out their despicable Champion for personal combat. With a crunch of his crozius, he brought the traitor down. With the very last dice roll of the game, the Dark Angels were victorious.



- The Dark Talon's final, triumphant action of the game was to perform a Hover Strike and riddle the Daemon Prince with hurricane bolter fire, killing the beast.
- 2 Adam's Company Master was a real hero; he charged the Chaos Space Marines and slaughtered them to a man.





- 3 The Heldrake's last effort was to Vector Strike the returning Nephilim but the beast failed to destroy the aircraft.
- 4 Sammael bought the Redemptors enough time to charge in and finish off Erasmus Krag... who turned out, of course, not to be the Fallen.





- Jes' last-ditch attempt to race his Chaos Bikers to victory ended badly; hoping to charge the Tactical squad, win the assault and Turbo Boost to freedom, a charge range roll of a double 1 meant that they were stuck in the trench system and open to shooting and assault from Adam in his last turn.
- The Defiler finally falls in battle, thanks to a flank charge from the Dreadnought Ancient Brother Thomar, leaving the remaining Deathwing Knights to advance to the ruined aquila.

6





The stalled Bikers were charged by Chaplain Umariel in a brilliant and narratively perfect last-turn combat. Umariel had earlier passed a Look Out, Sir roll (see caption 12, page 71), leaving him in charge range of the Bikers.

Realising who the Fallen must be, he challenged the Biker Champion in close combat. He hit with three Attacks, caused one Wound... and Jes failed his saving throw. The Dark Angels had their quarry!



FALLEN CAPTURED: DARK ANGELS VICTORY

WHAT WE LEARNED

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





Adam: At the end of what must be the most satisfying game of Warhammer 40,000 I have ever played, who won and lost seemed insignificant alongside the fun we both had. Still, we had been testing out the Dark Angels army, and the new units in particular, and there were certainly some things we had learned.

1. Ravenwing Black Knights

Adam: These were the heroes of the battle for me. As Skilled Riders they plunged deep into the heart of Jes' army, enabled the Deathwing to arrive with pinpoint accuracy, delivered a vicious short-ranged salvo with their plasma talons and then took on Krag's Corsairs. My army will have at least six Black Knights in it in the future.

Jes: These guys on their own make me want to start a Dark Angels army. Their first turn leap over the Wall of Martyrs, followed by a surgical strike deep behind enemy lines, was the stuff legends are made of. Heedless of the risk, they (and Sammael) held up my Lord and his squad long enough for the Deathwing to get in and wreak havoc. It was just perfect.

2. The Deathwing

Adam: The joy of launching a massed Deathwing assault left me with a warm glow. They were deadly in shooting, brutal in combat and had a really strong feeling of synergy with the Ravenwing. Perhaps the Deathwing Knights didn't prove their worth fully, but I think they drew the toughest cookie on the table, fighting a Defiler with a re-rollable 5+ invulnerable save – and lived to tell the tale.

Jes: That synergy was fantastic to behold, and worked perfectly. I have to say I'm glad the Deathwing Knights got tied up against the Defiler. I think they would have destroyed anything else in my army.

3. Land Speeder Vengeance

Adam: The narrative of a Land Speeder Vengeance racing into battle alongside the Ravenwing is very appealing, and its main gun is deadly. But it dies fairly easily, as you proved. I think the tactic with this vehicle will be to utilise its speed more fully – and deliver big shots when they really count.

Jes: The plasma storm battery is a terrifying thing to face, but the Land Speeder Vengeance feels like it's a precision tool; you need to use its manoeuvrability well to get the best out of the massive gun on its back.

4. New Flyers

Adam: I was absolutely wowed by the Dark Talon – the stasis bomb was effective in action and then the ability to Hover Strike with the hurricane bolters pouring hot lead into the enemy was great. I want to use this more. As for the Nephilim, I can't help the feeling that I didn't 'get' how to use it to it's full potential.

Jes: I agree. The Dark Talon was wonderful, showing off the usefulness of its stasis bomb and also shooting the Daemon Prince to death. The Nephilim, I think, didn't quite get the chance to shine against the Heldrake that it should have – theoretically it's a marvellous anti-aircraft unit. But it survived to the end of the game, and made me focus the Heldrake on it, so job done.

In Conclusion

Adam: It seems to me that using this army is all about synergy. Use the Ravenwing to bring in the Deathwing, use the Dark Talon to deliver a stasis bomb, then clobber the enemy! I can't wait to unravel new tactics with my own army as I play more games using the Codex.

Jes: Not only did this battle highlight that the Dark Angels play in a brilliant way, it also showcased just how much fun Warhammer 40,000 can be. We played a hugely enjoyable game that also told a thrilling story; there's nothing better.

THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: Codex author Jeremy Vetock, White Dwarf Deputy Editor Andrew Kenrick and White Dwarf Lead Designer Matt Hutson. What did they think?



With a large army of Death Guard and a ringside seat to all the battle report action, Andrew is more than prepared to offer his opinion.

I was lucky enough to watch the battle report unfold, and it turned out to be one of the most riveting games I've ever seen. I love a good narrative in my battles, so it pleased me immensely when the guys decided to hunt the Fallen in this game. The fact that the dice conspired to make the story a real nail-biting finish made it all the more perfect, especially the way that the actions of the Chaos Bikers at the end of the battle mirrored those of the Ravenwing Knights at the start. You couldn't have scripted a better Hollywood thriller, in my opinion, and it's made me want to play the mission too. So, what would I have done differently? Well, I can't really criticise Jes' battle plan – he presented a formidable firing line for Adam to crack, and kept his nerve even in the face of the combined assault by the Ravenwing and Deathwing. I think had it been me I'd have taken some Terminators of my own, maybe even a Mutilator or two, to face down the Deathwing – it takes more than power armour to stand up to the Dark Angels' elite, after all – and there were nowhere near enough Plague Marines in the list for my liking (ie, none), but overall he did Chaos proud and nearly managed to get away with it.



Not only is Jeremy the author of the new Codex, but also the writer of more than his fair share of scenarios.

Once again justice is served as another of the black marks against the Dark Angels is removed from the galaxy. I like to think the traitor was struck down by Adam's Chaplain and later awoke deep within the Rock, with an Interrogator-Chaplain, perhaps Asmodai himself, leaning menacingly over him. For his sake, I hope the turncoat confessed quickly! Kudos to Adam and Jes for designing, playing and writing up a brilliant game. The addition of a few simple rules was straightforward but made a big impact upon the battle, making the game even more like a piece of the background coming to life than ever. This is a great example of how you can tweak scenarios to make them even more characterful without complicated rules. In my opinion the whole epic backstory of Warhammer 40,000 is there for just this sort of thing – to inspire players to add their own narrative twists to their battles. I could feel the mounting tension as Adam's Dark Angels sought out the Fallen Angel; all the while Jes was gleefully anticipating the traitor's escape. A great victory, but there is no time to stop: there is a whole galaxy for the Dark Angels to scour clean.



Busy painting Dark Angels of his own (making them his ninth Space Marine army for those of you keeping score), Matt had to share his opinion.

My favourite moment of the game was when the Deathwing Terminators all turned up – it looked cool, and really makes me want to start a Terminatorbased army. Maybe I'll be painting more bone than green in the near future...

If I'm going to pick holes in Adam's tactics, however, he shouldn't have charged the Ravenwing Knights into combat. They're one of the Dark Angels' shootiest units and Adam used them as a speed bump. It was a good idea to support them by throwing a stasis bomb at the Chaos Space Marines but I think it was the wrong time. Adam was playing the numbers by assaulting the unit with all the characters in – although it ultimately proved fruitless.

Also, when the Land Speeder Vengeance fired at the Forgefiend, it should have shot the plasma storm battery three times instead of a single blast. I know Adam was trying to catch more targets in the blast, but it meant it ultimately did nothing.

But all in all it was a great game and it's made me really want to play the scenario.

Which force has the best Terminators unit: Grey Knights or Imperial Fists? Glenn More and Matt Hutson set out to prove their choice is number one.





Matt Hutson is White Dwarf's lead designer and has a reputation the world over for his love of Space Marines. He's painted eight armies so far, most recently the Imperial Fists, his favourite Chapter.



Matt: The best Terminators in Warhammer 40,000 belong to the Space Marines, specifically Assault Terminators armed with thunder hammers and storm shields. Their reputation means that people either avoid them or go all out to kill them. This disrupts the enemy as in many cases you'll get their entire army firing at them and not killing any, which just frustrates your opponent further.



You have to be bold with them. I don't play defensively and I don't deploy them via Deep Strike. I put them right in the middle of the army and head for the toughest enemy unit. Because of their 2+ save and 3+ invulnerable save they're capable of surviving immense amounts of firepower. This unit is a real meatgrinder; it chews units up and spits them out. While they can kill any foe, they don't have loads of attacks so won't kill it fast. Instead they'll tie things down and soak things up. But I will admit that they're not flexible at all – they can't shoot, having no guns, and they're good at two things only, and that's holding up the enemy and smashing them to bits.

When I field the whole army I deploy Lysander with them. He's simply able to do anything that they can do, but do it much better; he's effectively a four-Wound Assault Terminator who puts the warhammer into Warhammer 40,000.

Because of their immense durability I believe Assault Terminators are the best Terminators in Warhammer 40,000; I feel confident sending them into combat against any foe, and emerging victorious, despite striking last in combat.

"Grey Knight Terminators are flexible enough to face any enemies."

Glenn More is Matt's regular partner at the Warhammer 40,000 Doubles tournament and a canny gamer. His current army is the Grey Knights, with which he's had no small amount of success.

Glenn: Thunder hammer and storm shield Terminators are the best at taking on equivalently tough units, so will always beat my Grey Knight Terminators in a straight-up fight, but that doesn't necessarily make them the best. If Assault Terminators don't kill the unit they're attacking on the charge, striking last in subsequent rounds may see them bogged down, especially against large units.

My Grey Knights have all got Nemesis force halberds, which are AP3 and make them Initiative 6. This means they'll strike before most enemy units, and will cleave through anything up to power armour when they do. Killing the enemy before they hit you is the key. The drawback is that I have real problems against 2+ saves, which is why I've also got a Daemon hammer in the unit, so I have some capacity to kill heavily armoured opponents and vehicles. This unit is also surprisingly shooty, able to fire before it charges into combat, and I always take an incinerator, a S6 template weapon that can soften up large units such as Ork Boyz, Termagant broods and the like.

Grey Knights have psychic powers to give them an added boost. Hammerhand gives them Strength 5. I usually put a Librarian with them when I field the entire army and stack their psychic powers to make them even deadlier. He takes powers from Divination and defaults to Prescience, which gives the unit a re-roll to hit.

Best of all, of course, is that they're a Troops choice so can capture objectives. I reckon these Terminators can take on any given foe and emerge triumphant.

HEAD-TO-HEAD: DEBATE & SMACKDOWN

Matt and Glenn bring their arguments – and their Terminators – to the battlefield.



The formidable gauntlet arrayed ahead of the Grey Knights Terminators.

Andrew: To test the Terminators we thought we'd create an assault course for each of them to fight through. These assault courses feature four enemy units, and each offers very different challenges.

Ork Boyz: Horde infantry with loads of attacks and a Nob.

Chaos Space Marines: Power-armoured infantry good at everything. Necron Lychguard: Elite close combat infantry with Necron Lord. The Swarmlord: One of the nastiest monstrous creatures in the game.

Our rivals will face each unit one by one and then we'll compare the results.

Round One: Ork Boyz

Andrew: The first foe for the Terminators is a large horde of 30 Orks, including a Nob with a power klaw. These dish out loads of attacks and the Nob will pose a real threat.

Matt: I've got off to an awful start – I've rolled two 1s for my armour saves against the Orks' attacks.

Glenn: I'm not doing much better – the Nob just killed my Justicar in a challenge.

Matt: That's where my storm shields came in handy – the power klaw attacks glanced

off my 3+ invulnerable saves and I killed the Nob with my thunder hammer.

Glenn: I could have done much the same thing with my Justicar, giving him a Nemesis warding stave that grants a 2+ invulnerable save. But I didn't and he's got a halberd, which turned out to be his undoing in the challenge.

Matt: Killing these Orks is like wading through treacle. I'm suffering six or seven wounds a round, so it's taking its toll.

Glenn: I've got a head start on you there – I got a round of shooting in before I charged, which left 11 Orks dead in the wake of my incinerator.

Matt: My Terminators were all dead by Turn 5, and I'd only killed ten Orks.

Glenn: My Grey Knights fared much better – they all still died but they killed 21 in return. As I suggested, my Terminators are much better at killing hordes of enemies than yours, Matt, but it's a moot point, as the Orks destroyed both our units.

Round 1 Result: Grey Knights Victory

Round Two: Chaos Space Marines

Andrew: The second opponent is a squad of Chaos Space Marines with the Veterans of the Long War upgrade. They've got an Icon of Vengeance, which makes them Fearless, and there's a Champion with a power axe in there too.

Glenn: Well, I've fluffed this up. I got carried away with shooting and failed to move far enough so failed my charge. It worked out alright – the Chaos Marines charged and I killed two with overwatch.

Matt: I messed up in a different way, simply rolling badly for several turns was enough to get me bogged down. To make matters worse, our Champions killed one another in a challenge as well.

Matt's Terminators

5 Assault Terminators with thunder hammers and storm shields.

Glenn: It only took me three rounds to kill all of the Chaos Space Marines, whereas it took Matt seven. Again, higher Initiative won through for my Terminators.

Round 2 Result: Grey Knights Victory

Round Three: Necron Lychguard

Andrew: The Lychguard's warscythes are Strength 7, AP1 and strike at Initiative 2, before Matt's Assault Terminators. There's also a Lord with mindshackle scarabs and a resurrection orb.

Glenn: I can't believe you put mindshackle scarabs in Andrew. You've done that just to torment me. And it's worked; my Justicar failed his Leadership test and wound up killing one of his comrades.

Matt: The Lychguard posed me no trouble whatsoever. I passed my Leadership test – which was admittedly lucky as it's a test on 3D6 – and then just smacked both the Necron Lord and the whole unit in return.

Glenn: I really struggled – they wiped me all out for none in return. I think it was the mindshackle scarabs' fault as they cost me two lots of attacks in the end.

Matt: Even the warscythes didn't do much as my storm shields still gave me a 3+ invulnerable save.

Glenn: Whereas I was having to save on a 5+, not a 3+. The warscythes cut me to ribbons. It's also ironic that I struggled to kill models with 3+ saves.

Round 3 Result: Imperial Fists Victory



Round Four: The Swarmlord

Andrew: Finally we have a boss fight against one of the nastiest Monstrous Creatures in the game. The Swarmlord forces his foe to re-roll invulnerable saves and has five Wounds.

Glenn: The Swarmlord's nasty. He killed all my Terminators in short order. I had to choose between casting Hammerhand and using my force weapons, which meant I struggled to do much damage to him.

Matt: Me too. He forced me to re-roll my invulnerable saves and cleaved right through the unit.

Glenn: I think it proves my argument regardless – my Terminators are best against hordes and power-armoured troops, whereas Matt's are best against elites. It was a lot more even than I'd anticipated in the end though. charge the final opponent – the Tyranid Swarmlord.

The Imperial Fists Terminators

Glenn's Terminators

5 Grey Knights Terminators with Nemesis force halberds, incinerator and Nemesis Daemon hammer.

Round 4 Result: Draw!

THE THIRD WAY - DEATHWING KNIGHTS

Adam: Just to throw a spanner in the works, I'm going to weigh in and say I reckon Deathwing Knights are even better than both Matt and Glenn's units. WS 5 makes them hit most units on a 3+, they gain +1 Toughness while they are packed close together and their weapons enable Smite mode for a turn. In this test, that makes them the absolute best unit for the job. In Andrew's assault course they managed to slaughter everything but the Orks (granted, I let the Swarmlord challenge the Knight Master, but that was out of fun; I could have wiped him out too). Smite mode is a one-use thing, so their effectiveness decreases once they've used it, but even then they're great. Except against Orks... it seems that no matter which Terminators you have, Orks win in the end.

Do you disagree with our Rivals? Do you have a better squad? Email us at team@whitedwarf.co.uk with your tactics.



BLANCHITSU

The unfettered madness of the Warp roils without end or measure through the mind of John Blanche, finding expression in realspace through his baroque art and miniatures. In this issue John curates a collection of miniatures converted by a cadre of kindred souls; those similarly touched by the creative infinitude of the empyrean.



- Jakob Nielsen's adept is converted from the Nurgle Chaos Lord – it was Jakob who introduced John to a wider circle of hobbyists working in a similar style and with similar inspirations to John.
- 2 Jakob has added all manner of extra details, from trailing cables to scraps of parchment.
- 3 A tiny skull and a flowing scroll of parchment has been added to the belt of the adept.
- Scott Weightman is a regular at the Warhammer World store, and it was here that John spotted this conversion.
- Scott has used a Cairn Wraith, combined with spare Necron components to make this Mechanicum monstrosity.
- 6 A curious pipe erupts from the suppurating flesh of Scott's techno-wraith.

















- This henchman is plucked straight from Peter Hudson's warband.
- 8 He has collected quite a tally of skulls.
- Peter has an extensive bitz box – it uses parts from half a dozen kits.
- Peter's rat adds to the crazy feel of his warband.







- 11 Mikael Silvanto painted his warband in pale colours; he intends them to be viewed as though they are seen on a moonlit night.
- 12 The hunter carries a veritable arsenal of grenades and blades.
- 13 This hunter bears trophies of past victims.
- 14 This is another one of Mikael's miniatures. Keep an eye out for a future Blanchitsu where we'll be showing off more of Mikael's models.







After I started work on my own Inquisitorial warband, which you can see in October and November's issues of White Dwarf, I found out that Jakob Nielsen (a Golden Demon winner and formerly an 'Eavy Metal painter) was working on his own henchmen. This discovery was really encouraging. It was through Jakob that I discovered a whole group of like-minded people, including Peter Hudson and Mikael Silvanto, all of whom make incredible miniatures inspired by the imagery of Warhammer 40,000. To be honest I thought it was just me who was doing it, just me in the whole world who was making these sorts of miniatures. To find out that there were other people making the same sorts of things as me has been very gratifying and inspiring.

All the time I'm meeting new hobbyists who share the same passion and vision as me. Sometimes people seek me out, sending me photos, or even painted miniatures through the post! Sometimes I find them quite by chance as I'm wandering through Warhammer World. It's like I'm finding an ever-growing circle of

friends; peers who drive me to try out new things and share my miniatures ever wider.



HALL OF FAME AUXIN **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.

KARL FRANZ ON DEATHCLAW

Alan is a miniatures design veteran, responsible for models from Hobbits of the Shire to Imperial Guard.

The Karl Franz on Deathclaw miniature evokes a really strong image. It's an excellent rendition of a heraldic beast brought to life. Anyone who has ever seen John Blanche's classic black and white illustration of Karl Franz and the Empire will recognise the model immediately.

I remember when Brian was designing this model and watching it being painstakingly created. Something a lot of people probably won't know is that it was sculpted at three times its actual size, which made it a very big model indeed. On one

SCULPTED BY BRIAN NELSON NOMINATED BY ALAN PERRY

occasion I popped round to Brian's house, where he was working on the model, and there was Deathclaw sat on the table – he was the size of a small dog. Brian was working on a wing, and it was enormous, one of the single biggest components I've seen, and Brian had been sculpting each feather on it one at a time. This model is a combination of many things, it joins meticulous attention to detail (right down to the feathers) with classic Games Workshop imagery, all brought to life using the latest techniques in miniatures design and manufacture.





- "Karl Franz has been reimagined from the model that Michael [Alan's brother] made years ago. It's still the same character, but subtly redesigned some 20 years later on." – Alan Perry
- "The way Deathclaw's chest is puffed out makes him look like a heraldic beast." – Alan Perry

My thought process when I sculpted Karl Franz and Deathclaw was to create something that conveyed massive majesty. Before I started on the model, I had recently sculpted the High Elf Griffon from the Island of Blood boxed game, so one thing that I wanted to do was draw a line between the two creatures. Yes, they are both Griffons, but those on Ulthuan reflect the physicality of the High Elves; they are lithe, sleek and agile. An Empire Griffon, on the other hand, should look like a heraldic beast writ large – strutting and puffed up, but still very, very dangerous. My inspiration largely came from an illustration by John Blanche, which shows Karl Franz and Deathclaw in a fairly similar pose to this model – I adopted a lot from that, but also drew in elements from Michael Perry's original Karl Franz miniature, but with a new twist.

As Alan has pointed out, I sculpted the model at three times its actual size. This ensured the beast and the rider were scaled correctly together. That was unusual, but really quite enjoyable to make such a large model.



Brian Nelson is at the forefront of miniatures design, pioneering new techniques to work with plastic miniatures.

GOLDEN DEMON 2012 PART 1

This month's Parade Ground is a 16-page Golden Demon extravaganza filled with a selection of award-winning miniatures from this year's Golden Demon awards held in Germany, the USA, Spain and Australia.

📕 GERMAN GOLDEN DEMON









- Sascha Buczek, Warhammer 40,000 Single Miniature, Gold.
- 2 This character's devotion to Nurgle is shown by the rotten skin, rusted metal and dripping entrails that cover the model.
- 3 Thomas Kyrsting, Warhammer 40,000 Single Miniature, Bronze.
- Mo Ganji, Warhammer Single Miniature, Gold.







- Sascha Buczek, Warhammer 40,000 Vehicle, Gold.
- 6 The Dreadnought wields the sword from the Nemesis Dreadknight above its head, ready to strike down its foes.
- The Dreadnought has been heavily weathered and battle damaged.
- Ben Komets, *The Lord of the Rings* Single Miniature, Gold.
- 9 Mike Wieser, Young Bloods, Silver.

💳 GERMAN GOLDEN DEMON



3





- 1 Christian Hardy, Forge World Best in Show.
- 2 Jonathan Schulz, Duel, Silver.
- 3 Thomas Wasch, Warhammer 40,000 Single Miniature, Silver.





- 4 Cedric Lurkin, Open Category, Silver.
- 5 Alexis L'Huillier, The Lord of the Rings, Bronze.
- Jonathan Gonthier, Warhammer 40,000
 Large Model, Gold.





- 1
- 1 Tom Ales, Warhammer 40,000 Vehicle, Gold.
- 2 Kiril Zhilkov, Warhammer 40,000 Single Miniature, Gold.
- Byan Holmes, Young Bloods, Gold.









- 4 John Shaffer, Open Competition, Gold.
- 5 John has kit bashed his Mega Dread to sport all manner of pipes and exhausts. It's very Orky indeed.
- 6 The Mega Dread has been given a grey and khaki camouflage scheme as befits a war machine of the Blood Axe tribe.





- 1 James Wappel, Warhammer 40,000 Squad, Silver.
- 2 Michael Brent, Warhammer Regiment, Bronze.
- 3 Caleb Wissenback, Warhammer 40,000 Single Miniature, Silver.
- 4 Rick Erickson, Warhammer Single Miniature, Bronze.
- Bexely Andrejack, Diorama, Bronze.



ESPANISH GOLDEN DEMON

- 1 Michel Adinarayanin, Duel, Gold.
- Aitor Molero, *The Lord of the Rings* Single Miniature, Bronze.
- 3 Aitor Palomares, The Lord of the Rings Single Miniature, Gold













- Marc Masclans, Diorama, Silver.
- 5 Christopher Octire, Warhammer Large Model, Gold.
- José Manuel del Toro, Open Competition, Bronze.







- Jonathan Gonthier, Warhammer Large Model, Bronze.
- 2 Matteo Murelli, Open Competition, Silver.
- Julien Casses, Warhammer Single Miniature, Bronze.





WHITE DWARF



- 4 Mike Ingram, Warhammer Single Miniature, Silver.
- 5 Nicholas Fletcher, The Lord of the Rings, Silver.
- 6 Mark Soley, Warhammer Single Miniature, Gold, Slayer Sword winner.
- Mark Bedford,
 Open Competition, Silver.



- 1 Adam Weller, Warhammer 40,000 Monster, Silver.
- Rico Chia, Diorama, Silver.
- 3 Nick James, Open Competition, Gold.











- Kyle Morgan, Diorama, Gold.
- s Adam Weller, Duel, Bronze.
- Glen Lamprecht, Warhammer Single Miniature, Bronze.

KIT BASH WARHAMMER 40,000 SCENERY

In Kit Bash we showcase the art of converting and customising your miniatures to create one-of-a-kind models for your collection. This month we focus on kit-bashed buildings and fortifications for Warhammer 40,000.


ADEPTUS ARBITES PRECINCT HOUSE Dan Harden

Inspired by the description of an Adeptus Arbites precinct house in the Ultramarines Novel Nightbringer, Dan has made his own embattled Imperial stronghold. He has combined a Shrine of the Aquila and a couple of Basilica Administratum and Sanctum Imperialis kits to create his building. With the double door from the Sanctum as the main entrance and the eagle fascia from the Shrine of the Aquila set above it, Dan has created a city ruin with an imposing sense of height.







3

- The reverse side of the building has been additionally battle damaged by Dan, using nothing more than a pair of Plastic Cutters.
- 2 Dan has made a staircase within the building from spare balcony sidings (with the spikes removed). Note how he has cut away a section of the outer wall, so battle damage looks consistent.
- 3 Dan has used barrels and other items from the Battlefield Accessories Set to detail the base of his building.



WALL OF PESTILENCE Andrew Kenrick

To provide his Death Guard army with some battlefield fortifications, Andrew has kit bashed a Wall of Martyrs using a variety of spare parts, mostly taken from the Chaos Tank Accessories frame. The frame contains lots of railings and spikes, and Andrew has plastered the breastworks with them to make a murderous redoubt.

Andrew also borrowed plenty of bits and pieces from Adam's collection to decorate his walls (swapping bits with your friends is one of the best ways to source models for your kit bashes, and Adam has built a lot of Plaguebearers lately). Andrew has then added a festering and mouldy appearance to his fortification by liberally stippling many of the flat surfaces with Liquid Green Stuff. This gives the walls the rough texture that Andrew has then painted to look rusty and corroded using the rust technique described in October's Paint Splatter article.







- The icon of Nurgle, taken from the Plaguebearers box set. This was glued to the blank mantlet, which was then textured with a healthy dose of Liquid Green Stuff.
- A spare Plaguebearer arm added to the unfortunate corpse of this Cadian Shocktrooper gives the bodies set into the wall a far more sinister aspect.
- 3 A cheerful Nurgling is capering on the top of the wall, showing the lighter side of Nurgle.

READERS' KIT BASH

1

This sensational Mek's workshop was converted by White Dwarf reader Paul Gayner. He uses it as a Bastion in his games, and brought it along to the Warhammer 40,000 Doubles Weekend. When we saw it, we knew we had to show it off to you.







- The main element of the Big Mek workshop is the body of an Ork Stompa, to which Paul has added a host of spares parts, random bits and even some bespoke signs made from plasticard.
- 2 Spare wheels along with balsa wood, cogs and caterpillar tracks provide plenty of Orky detritus.
- 3 A chimney and smoke stack from the Stompa jut out from the Bastion.



65

KING OF THE MOUNTAIN

This month's Battleground takes us into the World's Edge Mountains as we look at Dave Andrews and Mark Jones' Dwarf hold, first seen in the Warhammer rulebook. With the patience of an ancestor lord and a voice like rumbling stone, Dave tells us all about it.



"This shattered viaduct hints at the lost glory of the Dwarfs and nods to the masterful works of their forebears that are now crumbled and lost." – Dave Andrews



"Either carved from stone or the fossils of ancient foes, only the ancient tomes of the Dwarfs will record who or what these skulls represent." – Dave Andrews

Dave: This board came about after a series of conversations with Jeremy Vetock while we were working on building scenery for Warhammer. We got to discussing some of the classic grudge matches in Warhammer, and the battlefields that these bitter fueds were fought out upon. Historically the Dwarfs have had terrible struggles with the Orcs & Goblins and the Skaven - both those groups are jealous of the Dwarf holds, and want to conquer them. The Dwarfs were once mighty, with the grandest holds and fortresses in the world. and having generated lots of ideas with Jeremy, I wanted to make a board that showed their battered glory, a mountain fastness that was collapsed into near ruin. It was a chance to show the architecture of the Dwarfs without focusing on the interior of their domains. I took some of the wonderful Dwarf-themed artwork by Dave Gallagher, which featured Dwarfs fighting in high mountain places as inspiration and, along with veteran model maker Mark Jones, got to work building the board. We had a total build time of four days, with a day set aside for me to paint it afterwards.

The centrepiece of the board is the massive gateway flanked by the towers. This is actually a Warhammer Mighty Fortress kit that has been converted – the towers are built on top of one another, and I've used compacted PVC to make the new Dwarfen gateway beneath the battlements. Mark Jones helped me carve the two ancestor faces from polystyrene to complete the finished look, and then we flanked the gateway with two ancestor statues, which were a combination of components from the Design Studio, and some serious polystyrene crafting.

Though the outside of the battlefield is cluttered with rocky slopes, and there is the broken bridge and viaduct, I think it's important not to let your battlefield overwhelm your miniatures. To that end, we kept the centre of the board largely flat and unfettered to provide a good gaming area, and kept the colours fairly natural and neutral to make the armies stand out more on it. The result is a thematically interesting battlefield that is also a joy to play games on. **AT**





- 1 "In keeping with our desire to portray the fallen glory of the Dwarf kingdoms," says Dave, "the mine has been made to look caved in. The rocks here, as well as those on the mountain side, are all made from chunks of cork bark."
- 2 "The Dwarfs once had a network of highways that linked their mighty holds together, but constant warfare has reduced these to ruins," continues Dave. Mark and I made these land bridges out of polystyrene and PVC sheeting."



DAINT SPLATTER

PAINTING DARK ANGELS

With Dark Angels being the focus of this month's issue, we created a few guides to help you paint these sinister robed warriors. Contained in Paint Splatter this month you will find painting guides for green power armour, Deathwing Terminator armour. robes, censers and plenty more.







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.







110 WHITE DWARF

PAINTING DEATHWING

The Deathwing wear bone white armour in honour of their predecessors, who painted their armour white to symbolise that they were dead men walking; ghosts setting out on their death-quest. Rather than stick to the traditional armour colour of the Deathwing, Dan decided to paint his Terminator the colour of sun-bleached bones with stark white highlights and brown shadows in the recesses.













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.

PAINTING RAVENWING

The Ravenwing ride to war clad in jet black armour, giving them a grim, sinister appearance. Painting black armour can often be a tough challenge – too little highlighting will leave the armour flat and dull, while too much can make it look grey. With this in mind Dan set to work with a selection of black and grey paints to create five stages for painting black armour quickly and effectively.













PAINTING DARK ANGELS DETAILS

We came up with five stage-by-stage painting guides to help you finish your Dark Angels Space Marines, ranging from swinging censers and ancient stone icons to the heavy cream-coloured robes that they wear over their armour. While each of these painting guides has been created for painting Dark Angels, there is, of course, nothing to stop you using these guides on other miniatures in your collection.

Stone

Robes

Basecoat: Steel Legion Drab

Basecoat Brush

Standard Brush

Detail Brush

Robes (lining)



























Bike Fairings









FORTRESS OF REDEMPTION

With both Adam and Matt painting some of the new Dark Angels miniatures, Dan and Kris thought it would be a fun idea to build and paint a scenery piece for them to use on the battlefield. The obvious choice was the Fortress of Redemption, a 13" tall edifice of Imperial might covered in Dark Angels symbols and bristling with plenty of guns.



Dan and Kris made sure they had the instruction manual handy when building this huge terrain piece.

Stone Angel







Fine Detail Brush

Plascrete Walls











Deck Plating

Basecoat: Leadbelcher Large Drybrush

Wash: Nuln Oil Wash Brush

Brasswork







Stipple: Balth Small Drybru



TRANS ORA

JES BICKHAM'S TYRANIDS

Painting Green Flesh

Jes' Tyranids are featured in this issue's Army of the Month, so he shared the colours he uses to get his striking skin colour scheme. There are no washes involved, just successive highlights.









Painting Carapace

The carapace of Jes' Tyranids are painted in much the same way as the skin; progressively thinner highlights are applied in narrower layers to create the effect of striated armour.













(as seen on pages 54-59)

GREAT EAGLES AND WILD WARGS Painting Feathers

The secret to getting great-looking feathers is not to use too much paint. With only a Large Drybrush, Dan very lightly drybrushed each colour on to the Great Eagles to get a realistic finish.











Wild Warg fur

Wild Wargs are evil, dirty creatures, so Dan used a suitably dark colour palette to paint them. The whole model was painted using stages 1 and 2 and then the skin was highlighted further using stages 3 and 4.











(as seen on pages 32-33 and pages 36-37)



JEREMY UETOCK

Much like a touring sports team, Jeremy Vetock has developed a home and away version of gaming. But which does he like better? In this month's column he weighs up what's great about both. I have noticed that I have developed a 'home' and an 'away' when I play games. This dynamic is not unlike sports teams as they play in their home stadiums or travel to another city for a match, and I think each has its own distinct advantages.

I'm lucky enough to have a room dedicated to gaming in my house, although this has not always been the case. There were years when I shared living quarters with people who were strangely averse to the idea of a permanent gaming set up. But now, thanks in large part to a spouse who supports (if not fully understands) my obsession, I am the proud owner of a wargames room of my own. It holds cabinets of my painted models, space for painting and assembly and an 8' by 4' gaming table that can be expanded for larger battles.

For those of you who never game at home, let me tell you what you're missing. First off, I don't have to pack and unpack my models – the only aspect of wargaming that I don't like! Also I own my own hours, allowing for extended battles and I can leave a game 'in progress' until we have time to finish the fight. At home it is possible to game at a leisurely pace with breaks for snacks and beverages. Of course, these are mere conveniences, but I also find battling at home more conducive to my favourite way to game.

Creating my own special scenarios is my favourite way to play Warhammer and Warhammer 40,000. I find it is far easier to run these elaborate games at home as they allow me to set things up properly, with ample time and space to come up with scenario rules, sort out custom scenery or models needed and so on. It isn't an 'even points' fight over 'fair' terrain, but a desperate clash for control of a snow-filled mountain pass, a burn-it-tothe-ground town invasion, a battlefield made more treacherous by wayward mercenaries or a mission to capture a mutinous planetary governor.

To me this extra preparation, the naming of characters and inventing of a back story, makes the game feel more like a special event. Once you have one of these detailed games prepared, you can play it multiple times – switching sides, tweaking the rules and fine tuning it further.

Over the years I have accumulated lots of terrain to help me in such endeavours. In addition to my collection of hills and forests I have an Empire town (a whole version and a destroyed version), an underground set up (with mining carts, fungus forests, a Dwarfen throne room, spare stalagmites and so on), an Orc encampment and idols. I also have an Ork cityfight settlement and am making some headway on a monument world (yes, it's behind schedule...). I find having a battle planned is the best motivator to get new terrain made and painted!

"Whether it is a simple destroy-them-all pickup battle or a multiplayer scenario, I always look forward to my next game."

Having thus far extolled the advantages of staying home to game, I will begin the 'away' portion with the most obvious advantage. Hobbies allow us to 'get away' from daily life, and I find that sometimes to truly escape it is best if I can actually get out of my own house. I have found this greatly reduces my chances of being called away from a crucial turn to change a light bulb, catch a spider or some other domestic duty that can detract from the iron-willed command of a master strategist such as myself.

For me, my 'outside' gaming usually involves packing up an army and going to a friend's house or a local shop. Rather than preparing a scenario, all I need to do is pack up my army and army list. While I have said I like elaborate scenarios best, it is sometimes easier to shed all the extra complication of such games and just hang out with my friends and concentrate on how my army can best smite my foe.

Some of these games are prearranged, allowing me to custom build my force with the express intention of besting a specific enemy (and I have long stated that there is no match like a grudge match). Altering an army or tactic to beat a foe that recently trounced you is both challenging and satisfying. Most often, however, when heading out to game, my army is able to take on any opposition, as I often don't know exactly who I will be playing or what army I will be facing. I belong to several semi-regular gaming clubs and these gatherings can range from three or four in number to more than a dozen players at a time - far more people than my own humble gaming space will allow (or, I think, my wife could tolerate). We agree a points total in advance, but you never know who will show up to each meeting. On some nights, with an early start and a little luck, it is possible to get a few games in. These ventures allow me to get out of the house, see old friends, meet new ones and get involved in a variety of battles.

Whether it is a simple destroy-them-all pick-up battle against a newly met opponent, or an involved multi-player scenario where I don't quite know who is friend and who is foe, I always look forward to my next game. I've been lucky enough to be invited into Dave Andrews' awesome game room to fight specially made scenarios across the best terrain in the world and I look forward to club night to 'throw down' against the latest army builds/tactics employed by my friends. And, of course, I am writing special rules and building terrain for something unique at home and I can't wait until it's ready so I can host some games to show it off and try it out in battle. Where is my favourite place to play? Wherever my next battle is, I suppose. How about you?

Jeremy is a long-time hobbyist and author of many army books. In fact, you can read an interview with him about Codex: Dark Angels on page 142.

Follow us on FACEBOOK

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.

HDRIT SHOWCASE IV - 21	years of 40K	-	
*	N.	*	1
*	R	-	A
WW	A	ana ana	ě:
211	à à	ž!	urig
	h :	¥!	MA !
Z:	1	1	AI

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.



Twitte

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.

WHAT'S ON AND WHERE TO BUY

On the following pages you'll find local news and a complete guide to all the Games Workshop Hobby Centres and independent stockists in your area.

OUR HOBBY CENTRES PROVIDE:

Range of Products

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.

In-store Order Point

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.

Free Gaming and Tactics Advice

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





 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.

NEW YEAR, NGW APMY

The New Year is a perfect time to begin a new hobby project. Hopefully you got all the Games Workshop presents you wanted for Christmas, and now all that remains is to begin assembling your new collection.

Your local Games Workshop Hobby Centre is staffed by really great, friendly and knowledgeable people, who are only too happy to help you assemble, paint and play with your new miniatures. And, if you're looking to add a few extra miniatures to your army, they can help advise what could effectively compliment the other models in your collection.

If you're just starting out in the hobby, January is a doubly fantastic time to begin your brand new collection of Citadel miniatures, as your local Hobby Centre will be holding special Beginner's Weekend events for you.

Warhammer 40,000 12th-13th January 2013

The Lord of the Rings 19th–20th January 2013

Warhammer 26th–27th January 2013

For more details on the events, have a chat with the staff in you local store, or log on to the Hobby Centre's Facebook page.







EW HOBBY CENTRES IN LONDON



We are always trying to make the hobby as convenient as possible and in the months leading up to Christmas we opened three new Games Workshop Hobby Centres in London alone!

Packed full with hobby essentials, our finest Citadel miniatures and manned by skilled and talented staff, the new Hobby Centres in **Chiswick**, **Enfield** and **Putney** have each become a hub of the hobby in their local community. Each store offers a range of events and activities aimed at helping you expand your collection and improve your modelling, painting and gaming skills.

To find out more, visit one of the new Hobby Centres or check out their Facebook pages. Alternatively, simply go to www.gamesworkshop.com to find your local Hobby Centre and see what they'll be getting up to this year!

STORE THIS MONTH

Hot on the heels of the renegade Chaos Space Marines comes the valiant and highly secretive Space Marines of the Dark Angels; first among the Founding Chapters of old.

This month the Sons of the Lion return to Hobby Centres the world over to continue their dark quest, bringing the Emperor's Justice to the enemies of Mankind. With the Dark Angels release comes a cavalcade of armaments more ferocious then ever, and they can all be yours to collect and command in battle!

Of course, if the path of righteousness and purity is not for you, the Dark Angels have more than their fair share of enemies whom you can side with. Make sure you speak to the staff at your local Hobby Centre about how to battle against the Angels of Death and win!



Warhammer World is home to many wonderful sights to see and events to take part in, and each year the Warhammer World Events Team delivers an exciting calendar jammed full of gaming and hobby events. Come down and visit the Home of the Hobby.

EXCLUSIVE BUGMAN'S MINIATURE

This special edition Josef Bugman miniature, sculpted by Aly Morrison, is available only in Bugman's Bar, as part of an ever expanding range of unique souvenirs to collect. Here you can see Bugman taking a well deserved rest, and enjoying some of his own hard work, and woe to the goblin that tries to get between Bugman and his ale.





WARHAMMER CAMPAIGN BOARD

Over the months leading up to Games Day UK 2012 the Warhammer World Events Team and the Scenery Team put their heads together to create a truly inspirational campaign map for our Knights of the Realm Campaign Weekend in January 2013. Using no less than 15 Mighty Empires Kits we managed to completely fill a 4'x4' board with a true to scale map of Bretonnia, complete with forests, rivers and mountains. The map took a whole week's worth of work to complete and is currently on display in the Gaming Hall for all to see.



GUEST DISPLAY: MATT STEVENS December 16th 2012–February 15th

Matt is a terrifyingly talented painter who will be displaying his stunning miniatures from December 16th to inspire you and your hobby. With his display of assorted projects, you'll see the breadth and depth of Matt's skills across a vast range of beautiful miniatures in his collection.

EVENTS AT WARHAMMER WORLD

In April 2013, Warhammer World is going to be bringing you some of the greatest Warhammer 40,000 events ever. We shall see the second Warhammer 40,000 Battle Brothers event of 2013 go on sale. This hugely popular event will allow you and your closest ally to stand shoulder to shoulder for a great weekend of gaming. Also, we launch the first of our 2013 Warhammer 40,000 Campaign Weekends - Vidar's Fate: Darkfall. This campaign will set the story for our other Campaign Weekends in 2013. Vidar's Fate: Darkfall pitches the loyal population of the Darkfall System, in the Eastern Fringe, against The Herald of Fate - a Thousand Sons Traitor Marine from the depth of the warp. Choose your side and help tell the story. Finally in January we see the return of the hugely popular Kill Team with Operation Mortifico, a day of fast paced Warhammer 40,000 action where you will get to play in eight great games against other Kill Teams! April is set to be a great month for Warhammer 40,000 players as these amazing, but limited tickets, go on sale this month. Don't miss out on the chance to indulge in your favourite hobby.

EVENT TICKETS ON SALE THIS MONTH



Operation Mortifico 13th April 2013





NEXT MONTH'S TICKET RELEASES

Warhammer Battle Brothers May '13 Released: 6/2/13

Warhammer 40,000 Throne of Skulls May '13 Released: 6/2/13

TICKETS RELEASED 9TH JANUARY, FROM WWW.GAMES-WORKSHOP.COM



As well as showing off the miniatures painted by the 'Eavy Metal team, the Citadel Miniatures Hall also regularly celebrates the work of hobbyists who achieve amazing results in their spare time. These pet projects, collections and gaming armies show how well conversions, painting techniques and personal touches can work in the hands of hobbyists just like you.

UK

Games Workshop Aberdeen 12-14 Upper Kirkgate, Aberdeen, AB10 1BA. Tel: 01224 649779, Facebook: GWAberdeen

Games Workshop Altrincham Unit 1, 19 Grafton Street, Altrincham, WA14 1DU. Tel: 0161 9299896. Facebook: GWAltrincham

Games Workshop Angel 36/37a Myddleton Street, Angel Islington, London, EC1R 1UA. Tel: 0207 7130835. Facebook: GWAngel

Games Workshop Aylesbury 6 Market Street, Aylesbury, HP20 2PN. Tel: 01296 429703. Facebook: GWAylesbury

Games Workshop Ayr Unit 2 Lorne Arcade, 115 High Street, Ayr, KA7 1SB. Tel: 01292 285650. Facebook: GWAyr

Games Workshop Barnstaple 8 Queens House, Queen Street, Barnstaple, EX32 8HJ. Tel: 01271 859115. Facebook: GWBarnstaple

Games Workshop Basingstoke 3 Potters Walk, Basingstoke, RG21 7GO. Tel: 01256 466050. Facebook: GWBasingstoke

Games Workshop Bath 15 St James parade, Bath, BA1 1UL. Tel: 01225 334044. Facebook: GWBath

Games Workshop Bedford 10 Greyfriars, Bedford, MK40 1HP. Tel: 01234 273663. Facebook: GWBedford

Games Workshop Belfast 20A Castle Court, Belfast. Tel: 02890 233684. Facebook: GWBelfast

Games Workshop Birmingham 36 Priory Queensway, Birmingham, B4 7LA. Tel: 0121 2334840. Facebook: GWBirmingham

Games Workshop Blackpool 8 Birley Street, Blackpool, FY1 1DU. Tel: 01253 752056. Facebook: GWBlackpool

Games Workshop Bluewater U052B Upper Thames Walk, Bluewater Shopping Centre, Greenhithe, Kent, DA9 9SO. Tel: 01322 427880. Facebook: GWBluewater

Games Workshop Bolton Unit 14, The Gates, Crompton Place, Bolton, BL1 1DF. Tel: 01204 362131. Facebook: GWBolton

Games Workshop Boston 45 Wide Bargate, Boston, Lincolnshire, PE21 6SH. Tel: 01205 356596. Facebook: GWBoston

Games Workshop Bournemouth 85 Commercial Road, Bournemouth, BH2 5RT. Tel: 01202 319292. Facebook: GWBournemouth

Games Workshop Bradford 4 Picadilly, Bradford, BD1 3LW. Tel: 01274 739430. Facebook: GWBradford

Games Workshop Brighton Unit 7, Nile Pavilions, Nile Street, Brighton, BN1 1HW. Tel: 01273 203333. Facebook: GWBrighton

Games Workshop Bristol 33b Wine Street, Bristol, BS1 2B0 Tel: 0117 9251533. Facebook: GWBristol

Games Workshop Bromley Unit 24, The Mall, Bromley, BR1 1TS. 0208 4660678. Facebook: GWBromley

Games Workshop Burton Unit B, Union Court, Union Street, Burton-upon-Trent, Staffordshire, DE14 1AA Tel: 01283 535865. Facebook: GWBurton

Games Workshop Bury 16 Crompton Street, Bury, BL9 0AD. Tel: 0161 7976540. Facebook: GWBury

Games Workshop Cambridge 54 Regent Street, Cambridge, CB2 1DP. Tel: 01223 313350. Facebook: GamesWorkshopCambridge

Games Workshop Canterbury Unit 5, Iron Bar Lane, Canterbury, CT1 2HN. Tel: 01227 452880, Facebook: GWCanterbury

Games Workshop Cardiff 31 High Street, Cardiff, Glamorgan, CF10 1PU. 02920 644917. Facebook: GWCardiff

Games Workshop Carlisle Unit 2, Earls Lane, Carlisle, CA1 1DP. Tel: 01228 598216. Facebook: GWCarlisle

126 WHITE DWARF

Games Workshop Carmarthen 19 Bridge Street, Carmarthen, SA31 3JS. Tel: 01267 231209. Facebook: GWCarmarthen

Games Workshop Chelmsford

215

Unit 4C, Phase 2, The Meadows Centre, Chelmsford, CM2 6FD. Tel: 01245 490048, Facebook: GWChelmsford

Games Workshop Cheltenham 16 Pittville Street, Cheltenham, GL52 2LJ. Tel: 01242 228419. Facebook: GWCheltenham

Games Workshop Chester 112 Foregate Street, Chester, CH1 1HB. Tel: 01244 311967. Facebook: GWChester

Games Workshop Chesterfield 21 Knifesmithgate, Chesterfield, S40 1RL. Tel: 01246 271118. Facebook: GWChesterfield

Games Workshop Chiswick 6 Chiswick High Road, Chiswick, London, W4 1TH. Tel: 0208 9945978. Facebook: GamesWorkshopChiswick

Games Workshop Colchester 2 Short Wyre Street, Colchester, C01 1LN. Tel: 01206 767279. Facebook: GWColchester

Games Workshop Covent Garden Unit 33 The Market, Covent Garden, WC2E 8BE. Tel: 0207 2405106. Facebook: GWCoventGarden

Games Workshop Coventry Unit 39, Upper Level, Cathedral Lanes Shopping Ctr, Coventry, CV1 1LL. Tel: 02476 227311. Facebook: GWCoventry

Games Workshop Crawley 11 Broadway, Crawley, RH10 1DX. Tel: 01293 552072. Facebook: GWCrawley

Games Workshop Crewe 8 Market Street, Crewe, CW1 2EG. Tel: 01270 216903. Facebook: GWCrewe

Games Workshop Cribbs Causeway Unit 129, Upper Level, The Mall At Cribbs Causeway, Bristol, BS34 5UP Tel: 0117 9592520. Facebook: GWCribbsCauseway

Games Workshop Croydon Unit 35, Drummond Centre, Keeley Road, Croydon, CR0 1TF, Tel: 0208 6804600, Facebook: GWCroydon

Games Workshop Cwmbran 30 The Parade, Cwmbran, Gwent, NP44 1PT. Tel: 01633 874070. Facebook: GWCwmbran

Games Workshop Darlington 78 Skinnergate, Darlington, DL3 7LX. Tel: 01325 382463. Facebook: GWDarlington

Games Workshop Derby 42 Sadler Gate, Derby, DE1 3NR. Tel: 01332 371657. Facebook: GWDerby

Games Workshop Doncaster 26 High Street, Doncaster, DN1 1DW. Tel: 01302 320535. Facebook: GWDoncaster

Games Workshop Dudley Unit 36, Merry Hill Centre, Brierley Hill, Dudley, DY5 1SP. Tel: 01384 481818. Facebook: GWDudley

Games Workshop Dundee 110 Commercial Street, Dundee, DD1 2AJ. Tel: 01382 202382. Facebook: GWDundee

Games Workshop Durham 64 North Road, Durham, DH1 4SQ. Tel: 01913 741062. Facebook: GWDurham

Games Workshop Eastbourne 33 Cornfield Road, Eastbourne, BN21 40G. Tel: 01323 641423. Facebook: GWEastbourne

Games Workshop Edinburgh 136 High Street, Edinburgh, EH1 10S. Tel: 01312 206540. Facebook: GWEdinburgh Games Workshop Enfield

65 Windmill Hill, Enfield, EN2 7AF. Games Workshop Epsom

8 High Street, Epsom. KT19 8AD Tel: 01372 751881. Facebook: GWEpsom

Games Workshop Exeter 31a Sidwell Street, Exeter, EX4 6NN. Tel: 01392 490305. Facebook: GWExeter

Games Workshop Falkirk 12 Cow Wynd, Falkirk, FK1 1PL. Tel: 01324 624553. Facebook: GWFalkirk

Games Workshop Glasgow 81 Union Street, Glasgow, G1 3TA. Tel: 01412 211673. Facebook: GWGlasgow

Games Workshop Gloucester 35 Clarence Street, Gloucester, GL1 1EA. Tel: 01452 505033, Facebook: GWGloucester

Games Workshop Grimsby 9 West St Mary's Gate, Grimsby, DN31 1LB. Tel: 01472 347757. Facebook: GWGrimsby

Games Workshop Guildford

Unit 1, 9/12 Tunsgate, Guildford, GU1 3QT. Tel: 01483 451793. Facebook: GWGuildford Games Workshop Stoke

27 Stafford Street, Hanley. ST1 1JU. Tel: 01782 205287. Facebook: GWStoke

Games Workshop Harrogate 53 Station Parade, Harrogate, HG1 1TT. Tel: 01423 564310. Facebook: GWHarrogate

Games Workshop Hemel Hempstead 16 Bridge Street, Hemel Hempstead, HP1 1EF. Tel: 01442 249752.Facebook: GWHemelHempstead

Games Workshop Hereford 40 Eign Gate, Hereford, HR4 0AB. Tel: 01432 355 040. Facebook: GWHereford

Games Workshop High Wycombe No 55 Eden Walk Gallery, Eden, High Wycombe, HP11 2HT. Tel: 01494 531494. Facebook: GWHighWycombe

Games Workshop Hull 30 Paragon Street, Hull. HU1 3ND. Tel: 01482 589576. Facebook: GWHull

Games Workshop Ipswich 63 Westgate Street, Ipswich, IP1 3DZ. Tel: 01473 210 031. Facebook; GWIpswich

Games Workshop Kendal Units 4 & 5 Blackhall Yard, Kendal, LA9 4LU. Tel: 01539 722211. Facebook: GWKendal

Games Workshop Kensington Shop 7, Lancer Square, Kensington Church Street, London, W8 4EH. Tel: 0207 9377011. Facebook: GWKensington

Games Workshop Kettering 4 Lower Street, Kettering, NN16 8DH. Tel: 01536 411114. Facebook: GWKettering

Games Workshop Kings Lynn 23 Norfolk Street, King's Lynn, Norfolk, PE30 1AN. Tel: 01553 777920. Facebook: GWKingsLynn

Games Workshop Kingston 33 Fife Road, Kingston, KT1 1SF. Tel: 0208 5495224. Facebook: GWKingston

Games Workshop Learnington Spa 32 Regent Street, Learnington Spa, CV32 5EG. Tel: 01926 435771. Facebook: GWLearningtonSpa

Games Workshop Leeds 38a Lands Lane, Leeds, LS1 6LB. Tel: 0113 2420834. Facebook: GWLeeds

Games Workshop Leicester Unit 2, 16/20 Silver Street, Leicester. LE1 5ET. Tel: 0116 2530510. Facebook: GWLeicester

Games Workshop Lincoln Unit SUA, Waterside Centre, Lincoln, LN2 1DH. Tel: 01522 548027. Facebook: GWLincoln

Games Workshop Liverpool 13b Central Shopping Centre, Ranelagh Street, Liverpool, L1 10E. Tel: 0151 7030963. Facebook: GWLiverpool

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: GWManchester

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

Games Workshop Newbury 114 Bartholomew Street, Newbury, RG14 5DT. Tel: 0163 540348. Facebook: GWNewbury

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

Games Workshop Newport 11 Griffin Street, Newport. NP20 1GL Tel: 01633 256295, Facebook: GWNewport

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

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

Games Workshop Nottingham 34A Friar Lane, Nottingham, NG1 6DD. Tel: 0115 9480651. Facebook: GWNottingham

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: GWDxford

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: GWPortsmouth

Games Workshop Preston 15 Miller Arcade, Preston, PR1 20Y. Tel: 01772 821855. Facebook: GamesWorkshopPreston

Games Workshop Reading

Games Workshop Romford

Games Workshop Salisbury

Games Workshop Sheffield

16 Fitzwilliam Gate, Sheffield, S1 4JH.

Games Workshop Shrewsbur

Games Workshop Solihull

6 Market Street, Shrewsbury, SY1 1LE.

690 Warwick Road, Solihull, B91 3DX.

Games Workshop Southampton

Games Workshop Southend

Games Workshop Southport

Games Workshop St Albans

PR9 OTE. Tel: 01704 501255.

AL3 4EB. Tel: 01727 861193.

Games Workshop Staines

8 Clarence Street, Staines, TW18 4SP.

Tel: 01784 460675. Facebook: GWStaines

Facebook: GWSouthport

Facebook: GWStAlbans

23 East Street, Southampton, S014 3HG.

12 Southchurch Road, Southend, SS1 2NE.

Tel: 01702 461251. Facebook: GWSouthend

Unit 2, The Edge, 7 Hoghton Street, Southport,

18 Heritage Close, Off High Street, St Albans,

Tel: 02380 331962. Facebook: GWSouthampton

Tel: 0121 7057997. Facebook: GWSolihull

29 Oxford Road, Reading, RG1 70A.

Tel: 0118 9598693, Facebook: GWReading

12 Quadrant Arcade, Romford, RM1 3ED.

Tel: 01708 742140. Facebook: GWRomford

1B Winchester Street, Salisbury, SP1 1HB.

Tel: 01722 330955. Facebook: GWSalisbury

Tel: 0114275. Tel: 0114. Facebook: GWSheffield

Tel: 01743 362007. Facebook: GWShrewsbury

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 100. 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 22J. 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 10F. Tel: 01922 725207. Facebook: GWWalsall

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

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

Games Workshop Watford Unit 0, 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, S023 8RY. Tel: 01962 860199. Facebook: GWWinchester

Games Workshop Windsor Unit3, 6 George V Place, Thames Avenue, Windsor, SL4 10P. 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 310466. 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 20S. 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



Games Workshop Tuggeranong Unit 8, 306 Anketell Street Tuggeranong Square, Tuggeranong, ACT, 2900. Tel: (02) 5293 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: GWNewcastleNSW

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 PI & 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 Wollengong 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: GWAscotVale

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: GWChadstone

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

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, OLD, 4558. Tel: (07) 5479 4395. Facebook: GWSunshineCoast

Games Workshop Adelaide Shop 25 Citi Centre Arcade, 145 Rundle Mall, Adelaide, SA, 5000. Tel: (08) 8232 7611. Facebook: GWAdelaide

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

AUSTRIA

Games Workshop Wien 1 LaStafa-Europacenter Mariahilfstraße 120, Wien, 1060, + 43. Tel: (1) 5223178. Facebook: GWWien1

Games Workshop Wien 2 Gasometer-City, Turm A; A30, Guglgasse 8, Wien, 1110, +43. Tel: (1) 7431038. Facebook: GWWien2

BELGIUM

Games Workshop Antwerpen Vleminckstraat 10, Antwerpen, 2000 Tel: 034 858627. Facebook: GWAntwerpen

Games Workshop Bruxelles 10 Rue du Lombard, B1000, Bruxelles. Tel: 00 322 223 06 61. Facebook: GWBruxelles

Games Workshop Gent St. Niklaasstraat 17a/19, Gent, 9000. Tel: 092 239120, Facebook: GamesWorkshopGent

Games Workshop Liege 23E Rue de la RÇgence, B4000, Liege. Tel: 00 324 223 32 93, Facebook: GWliege

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: GWChinook

Games Workshop Durham Centre 1 135 Harwood Avenue N, Unit B204, Ajax, ON, L12 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: GWHighgateVillage

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 I, Vaughan, ON, L4L 1A6. Tel: (905) 850-0935. Facebook: GWLangstaffSquare

Games Workshop Montreal-EC 705 Ste-Catherine Duest, Unit 4121, Montreal, DC, H3B 4G5. Tel: (514) 844-3622. Facebook: GW/MontrealEC

Games Workshop Square One 100 City Centre Drive, Unit 1-854, Mississauga, ON, LSB 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: GW.Wem

Games Workshop White Oaks Mall 1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713, Facebook: GWWhiteOaksMall

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 Shanghai B138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

DENMARK

Games Workshop København Frederiksborggade 5 kld, 1360 Tel: 33 12 22 17. Facebook: GWKobenhavn



FRANCE

Games Workshop Helsinki Simonkatu 9, 00100, Helsinki. Tel: 09 7515 4525. Facebook: GWHelsinki

Games Workshop Aix en Provence

Tel: 04 42 26 83 66. Facebook: GWAix

8 place de l'hotel de ville, 80000, Amiens.

6 rue portail MathCron, 84000, Avignon.

Tel: 03 22 91 01 95. Facebook: GWAmiens

Tel: 04 90 84 00 07. Facebook: GWAvignon

11 Rue Georges Bonnac, 33000, Bordeaux.

Tel: 02 31 50 30 97. Facebook: GWCaen

Games Workshop Clermont Ferrand

38 Avenue des Etats Unis, 63001, Clermont

Tel: 04 76 86 40 30. Facebook: GWGrenoble

Tel: 02 35 41 51 50. Facebook: GWLehavre

Games Workshop Le Havre 44 Rue du MarCchal Gallieni, 76600, Le Havre.

WHITE DWARF 127

48 Rue Berbisey, 21000, Dijon. Tel: 03 80 49 87 66.

Tel: 05 56 44 50 56. Facebook: GWBordeaux

Games Workshop Amiens

Games Workshop Avignon

Games Workshop Bordeaux

Games Workshop Caen

Ferrand. Tel: 04 73 19 20 76.

Games Workshop Dilon

Facebook: GWDijon

Facebook: GWClermontferrand

Games Workshop Grenoble

54 cours Berriat, 38000, Grenoble

22 bis Rue Froide, 14000, Caen.

33 Rue de la Couronne, 13100, Aix en Provence.

Games Workshop Lille

78 rue nationale, 59800, 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 Fournirue, 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: GW/Montpellier

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

Games Workshop Namur 34 Rue de Fer, 85000, 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 Nåmes 5 rue des Fourbisseurs, 30000, Nåmes. Tel: 04 66 21 37 09. Facebook: GWNimes

Games Workshop OrlÇans 12 rue des Carmes, 45000, OrlÇans. Tel: 02 38 62 80 12. Facebook: GWOrleans

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

Games Workshop Paris 08 7 Rue IntCrieure, 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'Abäre, 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: GWReims

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 TemponiÇres, 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

128 WHITE DWARF

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 Kasemenstraße 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 Wilhelminenpassage; 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 Konviktstr. 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. Heegbarg 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 Köln-Arcaden, Einheit 1-26; Kalk Hauptstr. 55, Köln, 51103. Tel: (0221) 3592532, Facebook: GWKöln2 Games Workshop Krefeld Ostwall 113, Krefeld, 47798, Tel; (02151) 7679046.

Facebook: GWKrefeld Games Workshop Leipzig Burgplatz 2, Leipzig, 04109. Tel: (0341) 2618924. Facebook: GWLeipzig

Games Workshop Lübeck Königstr. 113-119, Lübeck, 23552. Tel: (0451) 9892206. Facebook: GWLuebeck

Games Workshop Mannheim D3,4 ; Plankengalerie, Laden 20, Mannheim, 68159. Tel: (0621) 4053390. Facebook: GWMannheim

Games Workshop Mönchengladbach Bismarckstraße 15, Mönchengladbach, 41061. Tel: (02161) 302577. Facebook: GWGladbach

Games Workshop Mülheim Leineweber Str. 41-43, Mülheim, 45468. Tel: (0208) 65634018. Facebook: GWMülheim

Games Workshop München Rumfordstraße 9, Laden 3, München, 80469. Tel: (089) 22801980. Facebook: GWMünchen

Games Workshop Nürnberg Jakobstraße 26, Nürnberg, 90402. Tel: (0911) 2004506, Facebook: GWNuernberg

Games Workshop Oberhausen CentrO, Bunte Gasse, Einheit F05, Oberhausen, 46047.Tel: (0208) 202180. Facebook:GWOberhausen

Games Workshop Oldenburg Markt 2-3, Oldenburg, 26122. Tel: (0441) 200 99 318. Facebook: GWOldenburg

Games Workshop Paderborn Marienstraße 5, Paderborn, 33098. Tel: (0525)15069999. Facebook: GWPaderborn

Games Workshop Pforzheim Goethestraße 31, Pforzheim, 75173. Tel: (07231) 9385753, Facebook: GWPforzheim

Games Workshop Potsdam Friedrich-Ebert-Str. 114a, Potsdam, 14467. Tel: (0331) 2902950. Facebook: GWPotsdam

Games Workshop Solingen Ufergarten 33, Solingen, 42651. Tel: (0212) 22662154. Facebook: GWSolingen

Games Workshop Stuttgart Königstraße 49, Stuttgart, 70173. Tel: (0711) 2294860. Facebook: GWStuttgart

Games Workshop Trier Moselstraße 6, Trier, 54290. Tel: (0651) 46372276. Farehook: GWTrier

Games Workshop Ulm Frauenstr. 25, Ulm, 89073. Tel: (0731) 37855695. Facebook: GWUlm

Games Workshop Wiesbaden Friedrichstraße 34-36, Wiesbaden, 65185. Tel: (0611) 4459852. Facebook: GWWiesbaden

Games Workshop Wuppertal Morianstraße 3, Wuppertal, 42103. Tel: (0202) 5141777. Facebook: GWWuppertal

IRELAND

Games Workshop Dublin Unit 3, Lower Liffey Street, Dublin 1. Tel: 00353 1872 5791. Facebook: GWDublin

ITALY

Games Workshop Milano Via Torino, 68, 20123, Milano, Lombardia Tel: 02 86458490, Facebook: gwmilano

Games Workshop Torino Via S Dalmazzo, 3, 10122, Torino, Piemonte. Tel: 011 5628472. Facebook: gwtorino

Games Workshop Bologna Piazza Roosevelt, 4, 40121, Bologna, Emilia Romagna. Tel: 051 6569825. Facebook: gwbologna

Games Workshop Roma Via Etruria, 3/5/7, 00183, Roma, Lazio Tel: 06 7017609. Facebook: gwroma

Games Workshop Frascati Via Cavour, 34, 00044,Frascati (RM), Lazio. Tel: 05 9422296. Facebook: gwfrascati Games Workshop Modena Via F.Selmi, 60, 41100, Modena, Emilia Romagna. Tel: 059 237680. Facebook: gwmodena

Games Workshop Brescia Via Cavallotti, 28, 25121, Brescia, Lombardia. Tel: 030 2808715. Facebook: gwbrescia

Games Workshop Monza

Via Giuliani, 10/A, 20052, Monza, Lombardia. Tel: 039 3902534. Facebook: gwmonza

Games Workshop Padova Via del Santo, 67, 35123, Padova, Veneto. Tel: 049 8751651. Facebook: gwpadova

Games Workshop Roma Via Nemorense, 41/A, 00199, Roma, Lazio. Tel: 06 8549821, Facebook: gwroma3

Games Workshop Genova Piazza della Meridiana angolo Salita S. Maria degli Angeli, 16124, Genova, Liguria. Tel: 010 2530472 Facebook: gwgenova

Games Workshop Firenze Borgo San Frediano, 24/R, 50124, Firenze, Toscana. Tel: 055 210638, Facebook: gwfirenze

Games Workshop Verona Largo San Nazaro 2, 37129, Verona, Veneto. Tel: 045 8013661. Facebook: gwverona

Games Workshop Ferrara Via Contrari 31, 44121, Ferrara, Emilia Romagna. Tel: 0532 243061. Facebook: gwferrara



Games Workshop Jinbocho Jinbocho 1-1 1F, Chiyoda-Ku Kanda, Tokyo. Tel: 03 3296 2733. Facebook: GW.Jinbocho

Games Workshop Nakano Broadway Bldg. 223-2, Nakano-Ku Nakano 5-52-15, Tokyo. Tel: 03 5380 4636, Facebook: GW.Nakano





Games Workshop Oslo Mollergata 5/9, 179, Oslo. Tel: 22 33 29 90 Facebook: GW0slo

NETHERLANDS

Games Workshop Alkmaar

Facebook: GWAlkmaar

Facebook: GWAmersfoort

Facebook: GWAmsterdam

Facebook: GWBreda

Facebook: GWDordrecht

Facebook: GWEindhoven

Games Workshop Breda

Games Workshop Den Haa

070 3927836, Facebook: GWDenHaag

Games Workshop Dordrecht

Games Workshop Eindhoven

Games Workshop Groningen

1 Grote Kromme Elleboog, 9712 BJ.

Games Workshop Rotterdam

2800268. Facebook: GWRotterdam

NEW ZEALAND

Games Workshop Auckland

Facebook: Games-Workshop-Auckland

Shop 10, Queens Arcade, 65-71 Queens Drive,

Shop S208 Westfield Shoppingtown, St Luke's

Tel: 649 815 3547, Facebook: GWStLukes

Lower Hutt, North Island, 5045. Tel: 644 576 0588.

Square, St Luke's Rd, St Luke's, North Island, 1025.

Shop T5b Courtenay Central, 80 Courtenay Place.

Wellington, North Island, 6011. Tel: 644 382 9532.

Games Workshop Lower Hutt

Games Workshop St. Lukes

Games Workshop Wellington

Facebook: GamesWorkshopWellington

Island. Tel: 649 307 2262

Facebook: GWLowerHutt

Schoolstraat 12B, 2511 AX. Tel:

Laat 68, 1811EK. Tel: 072 5122880.

Games Workshop Amersfoort

Games Workshop Amsterdam

Rokin 36, 1012 KT. Tel: 020 6223863.

Torenstraat 21, 4811 XV. Tel: 076 5229277.

Voorstraat 386G, 3311CX. Tel: 078 6119040.

Kleine Berg 50, 5611JV. Tel:040 2443448.

Tel: 050 3110101. Facebook: GWGroningen

452 Van Oldenbarneveltplaats 3012 AP. Tel: 010

Level 1, 108-110 Queen St, Auckland Central, North

20 Koestraat, 3811. Tel: 033 465 4423.

POLAND

Games Workshop Warsawa

Unit 215, Zlote Tarasy, ul Zlota 59 00-120, Warsawa, Tel: 48222220133 Facebook: GWWarsaw

SPAIN

Games Workshop Roger de Llúria Roger de Llúria, 53 (entre Aragó y Consell de Cent), Barcelona, 08010. Tel: 93 272 69 76. Eacebook: GWRoperdel Iuria

Games Workshop Badalona C/ Sant joaquim, 40, Badalona, Barcelona, 08911. Tel: 93 464 24 00, Facebook: GWBadalona

Games Workshop Deu i Mata Deu i Mata, 96 (esquina Prat d_en Rull), Barcelona, 08029. Tel: 93 410 15 21. Facebook: GWDeuiMata

Games Workshop Gaudi Avda. Gaudi 74 (frente al Hospital de Sant Pau), Barcelona, 08036. Tel: 93 436 87 82. Facebook: GWGaudi

Games Workshop Bilbao Pérez Galdós 6, Bilbo, Bizkaia, 48010. Tel: 94.444 31.08. Facebook: GWBilbao

Games Workshop Girona C/_Sant Joan Bautista de La Salle, 39 , Girona,

17004. Tel: 97 222 73 18. Facebook: GWGirona Games Workshop Arguelles Andrés Mellado, 3 (esquina Alberto Aguilera), Madrid, 28015. Tel: 91 544 22 92, Facebook:

GWArguelles Games Workshop Don Ramón Don Ramón de la Cruz 31, Madrid, 28001, 91 577

21 87. Facebook: GWDonRamon Games Workshop Rafael Salgado Rafael Salgado 3, Madrid, 28036.

Hatael Salgado 3, Madrid, 28036. Tel: 91 457 83 81. Facebook: GWSalgado Games Workshop Tres Aguas

Centro Comercial Tres Aguas, Av. de América 7-9, local 256B, Alcorcón, Madrid, 28925. Tel: 91 610 16 50. Facebook: GWTresAguas

Games Workshop Palma C/ Sant Joan de la Salle, 2, Palma de Mailorca, 07003. Tel: 971 75 84 79

Games Workshop Pampiona Avenida Pio XII 6, Pampiona-Iruña, Navarra, 31008. Tel: 948 25 92 74. Facebook: GWPampiona

Games Workshop Sevilla Delgado 4 (esquina Amor de Dios), Sevilla, 41002. Tel: 95 490 06 24. Facebook: GWSevilla

Games Workshop València Roger de Lauria 11, València, 46002. Tel: 96 351 57 27. Facebook: GWValencia

Games Workshop Valladolid Plaza Portugalete 4, Valladolid, 47002. Tel: 983 30 12 81. Facebook: GWValladolid

Games Workshop Zaragoza Francisco de Vitoria 14 (esquina León XIII), Zaragoza, 50008. Tel: 976 21 57 42. Facebook: GWZaragoza

Games Workshop Málaga C/ Don Cristian, 16, Málaga, 29007. Tel: 952 42 96 48. Facebook: GWMalaga

SWEDEN

Games Workshop Göteborg Drottninggatan 52, 41107, Göteborg. Tel: 031-133958. Facebook; GWGoteborg

Games Workshop Stockholm Mäster Samulesgatan 67, 11121, Stockholm. Tel: 08-21 38 40. Facebook: GWStockholm



Games Workshop 8th St: Greenwich Village 54 East 8th Street, New York, NY, 10003. Tel: (212) 982-6314.

Facebook: GW8thStreetGreenwichVillage Games Workshop Alamo 170-B Alamo Plaza, Alamo, CA, 94507.

Tel: (925) 314-0481. Facebook: GWAlamo Games Workshop Blue Ridge Crossing 4279 Sterling Ave, Kansas City, MO, 64133 Tel: (816) 313-6492.

Facebook: GWBlueRidgeCrossing

Games Workshop Bowie Bunker 6820 Race Track Rd, Bowie, MD, 20715 Tel: (301) 464-4651. Facebook: GWBowie

Games Workshop Buena Vista 1187 Huntington Drive, Duarte, CA, 91010. Tel: (626) 303-1199. Facebook: GWBuenaVista

Games Workshop Capella Centre II 8653 Sancus Blvd, Columbus, OH, 43240. Tel: (614) 846-2270. Facebook: GWCapellaCentre

Games Workshop Central Avenue 919 S. Central Avenue, Unit A, Glendale, CA, 91204. Tel: (818) 241-0068. Facebook: GWCentralAvenue

Games Workshop Chesterfield Crossing 1639 Clarkson Rd., Chesterfield, MO, 63017 Tel: (636) 536-6937. Facebook: GWChesterfieldCrossing

Games Workshop Chicago Bunker 1524-A Butterfield Road, Downers Grove, IL, 60515. Tel: (630) 426-0120. Facebook: GWChicagoBunker

Games Workshop City Walk 227 Sandy Springs Place, Suite #108, Sandy Springs, GA, 30328. Tel: (404) 256-6439. Facebook: gamesworkshopatlanta

Games Workshop Coles Crossing 24120 Northwest Fwy, Cypress, TX, 77429, Tel: (281) 256-9266. Facebook: GWColesCrossing

Games Workshop Columbia Palace 8775 Centre Park Drive, Suite 9, Columbia, MD, 21045. Tel: (410) 772-3988. Facebook: GWColumbiaPalace

Games Workshop Cool Springs Village 1945 Maliory Lane, Suite #155, Franklin, TN, 37067. Tel: 615 778-3280 Facebook: GWCoolSprings

Games Workshop Copperwood Village 6807 Highway 6 North, Houston, TX, 77084. Tel: (281) 858-0085. Facebook: GWCopperwood

Games Workshop Cottman Avenue 2141 Cottman Avenue, Suite B, Philadelphia, PA, 19149. Tel: (215) 722-6187. Facebook: GWCottman

Games Workshop Deer Grove 605 East Dundee Road, Palatine, IL, 60074. Tel: (847) 963-1434. Facebook: GWDeerGrove

Games Workshop Deerwood Village 9978-3A Old Baymeadows Road, Jacksonville, FL, 32256.

Tel: 904-656-9241 Facebook: GWDeerwoodVillage Games Workshop Denton Town Crossing

1931 S Loop 288, #120, Denton, TX, 76205. Tel: (940) 484-5400. Facebook: GWDentonTownCrossing

Games Workshop Empire

Shopping Center 5867-D Lone Tree Way, Antioch, CA, 94531. Tel: (925) 706-7310. Facebook: GWEmpireShoppingCenter

Games Workshop Entrada De Oro 7925 North Oracle Road, Suite 101, Oro Valley, AZ, 85704. Tel: (520) 742-7320

www.facebook.com/GWEntradaDeOro Games Workshop Fair Oaks Mall

11935-U Fair Oaks Mall, Fairfax, VA, 22033. Tel: (703) 218-1881. Facebook: GWFairOaks Games Workshop Forest Plaza

6219 E. State Street, #B-08, Rockford, IL, 61108. Tel: (815) 397-0234. Facebook: GWForestPlaza Games Workshop Freeway V

20101 44th Avenue West, Suite D, Lynnwood, WA, 98036, Tei: (425) 775-0107. Facebook: GWFreewayV

Games Workshop Geneva Commons 1052 Commons Drive, Geneva, IL, 60134 Tel: (630) 232-2929, Facebook: GWGenevaCommons

Games Workshop Gig Harbor 4641 Point Fosdick Drive, Suite 400, Gig Harbor, WA, 98335 Tel: (253) 858-2477. Facebook: GWGigHarbor

Games Workshop Governor's Square 901-A Governor Lea Rd, Bear, DE, 19701. Tel: (302) 832-1229.

Facebook:GamesWorkshopGovernorsSquare Games Workshop Grapevine Mills

3000 Grapevine Mills Pkwy, Unit 122, Grapevine, TX, 76051. Tel: (972) 691-3744. Facebook: GWGrapevineMills Games Workshop Hampton Village 2929 S Rochester Road, Suite 112301, Rochester Hills, MI, 48307. Tel: (248) 844-2627. Facebook: GWHamptonVillage

Games Workshop Hill Country Plaza 4079 N Loop 1604 W, #104, San Antonio, TX, 78257. Tel: (210) 764-2200. Facebook: GWHillCountryPlaza

Games Workshop Hyde Park Plaza 3870 Paxton Avenue, Suite B, Cincinnati, DH, 45209. Tel: (513) 321-1104. Facebook: GWHydeParkPlaza

Games Workshop Kent Station 438 Ramsey Way, Suite 111, Kent, WA, 98032. Tel: (253) 850-6062. Facebook: GWKentStation

Games Workshop LA Bunker 6735 Westminster Blvd, Suite D, Westminster, CA, 92683, Tel: (714) 892-2973. Facebook: GWLosAngelesBunker

Games Workshop Lake Crest Village 1042 Florin Road, Sacramento, CA, 95831.

Games Workshop Lake Shore 4155 Mountain Road, Pasadena, MD, 21122. Tel: (410) 255-0596. Facebook: GWLakeShore

Games Workshop Larwin Square 650 East 1st Street, Tustin, CA, 92780. Tel: (714) 731-3304. Facebook: GWLarwinSquare

Games Workshop Layton Plaza 7497 West Layton Avenue, Greenfield, WI, 53220. Tel: (414) 325-2990, Facebook: GWLaytonPlaza

Games Workshop Market at Town Center 2583 N Town Center Blvd, Sugar Land, TX, 77479. Tel: (281) 240-0825.

Facebook: GWMarketAtTownCenter

Games Workshop Memphis Factory Store 6211 East Holmes Road, Suite 101, Memphis, TN, 38141, Tel: (901) 541-7700. Facebook: GWIMemphisFactoryStore

Games Workshop Morningside Plaza 1018 East Bastanchury Road, Fullerton, CA, 92835. Tel: (714) 255-9801. Facebook: GWMorningsidePlaza

Games Workshop Naperville 2863 W. 95th Street, Suite 107, Naperville, IL, 60564, Tel: (630) 416-2131. Facebook: GWNaperville

Games Workshop Oak Park 1000-C Lake Street, Oak Park, IL, 60301. Tel: (708) 660-0095. Facebook: GWOakPark

Games Workshop Oakbrook Plaza 1724 E. Avenida de los Arboles, Unit D, Thousand Oaks, CA, 91360. Tel: (805) 492-8800. Facebook: GWDakbrookPlaza

Games Workshop Oakridge Mall 925 Blossom Hill Road, Space 1025, San Jose, CA, 95123. Tel: (408) 227-0025. Facebook: GWOakridge

Games Workshop Olney Village 18157 Village Center Drive, Olney, MD, 20832 Tel: (301) 774-3361. Facebook: GWOlneyVillage

Games Workshop Orland Square 662 Orland Square, Room F15B, Orland Park, IL, 60462. Tel: (708) 226-9563.

Facebook: GWOrlandSquare Games Workshop Park Plaza 1385 West Park Western Drive, San Pedro, CA, 90732. Tel: (310) 547-3400. Facebook: GWParkPlaza

Games Workshop Pinecrest Pointe 9101 Leesville Rd, Suite #119, Raleigh, NC, 27613 Tel: (919) 848-2958. Facebook: GWPinecrestPointe

Games Workshop Portola Plaza 27676 Santa Margarita Parkway, Mission Viejo, CA, 92691, Tel: (949) 457-1664. Facebook: GWPortolaPlaza

Games Workshop Prairie Ridge 9740 76th Street, Space 106, Pleasant Prairie, WI, 53158. Tel: (262)697-0471. Facebook: GWPrairieRidge

Games Workshop Preston Ridge 3231 Preston Road, Suite #14, Frisco, TX, 75034. Tel: (214) 618-9788. Facebook: GWPrestonRidge

Games Workshop Quail Spring Village 13801 N. Penn, Suite F, Oklahoma City, OK, 73134. Tel: (405) 286-0033 www.facebook.com/GWQuailSpring

Games Workshop Red Top Plaza 1314 S Milwaukee Ave, Libertyville, IL, 60048. Tel: (847) 573-1547, Facebook: GWRedTopPlaza Games Workshop Renaissance Center 303 East Altamonte Springs Drive, #1060, Altamonte Springs, FL, 32701. Tel: (407) 830-0101. Facebook: GWRenaissanceCentre

Games Workshop River Pointe 203 S Randall Road, Algonquin, IL, 60102. Tel: (847) 658-2943, Facebook: GWRiverPointe

Games Workshop Riverchase Promenade 1705-1735 Montgomery Hwy, Unit 19, Birmingham, AL, 35244.

Games Workshop Royal Oaks 11803 Westheimer Road, Suite 700, Houston, TX, 77077. Tel:(281)556-5542 Facebook: GWRoyalOaks

Games Workshop Scottsdale Towne Center

15678 N Frank Lloyd Wright Blvd, Suite C-2, Scottsdale, AZ, 85260. Tel: (480) 767-2078. Facebook: GWScottsdaleTowneCenter

Games Workshop Seattle Bunker 3540 Factoria Blvd., Bellevue, WA, 98006. Tel: (425) 562-2300. Facebook: GWSeattleBunker

Games Workshop Silas Creek Crossing 3290 Silas Creek Parkway, Unit 54, Winston Salem, NC, 27103. Tel: (336) 765-5476

www.facebook.com/GWSilasCreek

Games Workshop Square One Denver 1112 South Colorado Blvd, Glendale, CO, 80246 Tel:(303)759-5400. Facebook: GWSquareOneDenver

Games Workshop St. Thomas 9902 Reisterstown Road, Owings Mills, MD, 21117. Tel: (410) 998-9223. Facebook: GWStThomas

Games Workshop Stoneridge Mall 1466 Stoneridge Mall Road, Pleasanton, CA, 94588 Tel: (925) 463-1481. Facebook: GWStoneridgeMall

Games Workshop Sugarland Crossing 47100 Community Plaza, Suite 110, Sterling, VA, 20164 Tel: (703) 421-5560. Facebook: GWSugarland

Games Workshop Sunrise Village 10228 156th Street E., Suite 106, Puyallup, WA, 98374 Tel: (253) 848-5670. Facebook: GWSunriseVillage

Games Workshop Supermall 1202 Supermall Way, Unit 104, Auburn, WA, 98001 Tel: (253) 288-7630. Facebook: GWSupermall

Games Workshop Tacoma Place 1909 S. 72nd Street, Suite A7, Tacoma, WA, 98408 Tel: (253) 471-5359. Facebook: GWTacomaPlace

8137-A2 Honeygo Blvd., White Marsh, MD, 21236.

Games Workshop The Gateway at Sawgrass

Games Workshop The Ave at White

Facebook: GWAvenueAtWhiteMarsh

Facebook: GWGatewayAtSawgrass

77070. Tel: (281) 251-0031.

93003. Tel: (805) 339-9580.

Facebook: GWVenturaVillage

Facebook: GWTomballCrossing

117 NW 136th Ave., Sunrise, FL, 33325.

Games Workshop Tomball Crossing

Games Workshop Tower Center

Games Workshop Union Landing

Games Workshop Ventura Village

Tel: 703 644-4532. Facebook: GWTowerCenter

(510) 429-1759. Facebook: GWUnionLanding

5722 Telephone Road, Suite 14-B, Ventura, CA,

Games Workshop Willow Lake East

2502 Lake Circle Dr, Indianapolis, IN, 46268.

Games Workshop Woodfield Mall

Tel: (317) 228-9578. Facebook: GWWillowLake

5 Woodfield Mall, D323, Schaumburg, IL, 60173. Tel: (847) 330-1187. Facebook: GWWoodfield

We are always opening new stores

WHITE DWARF 129

around the world. Check online for

most up-to-date store listings.

www.games-workshop.com

30977 Courthouse Drive, Union City, CA, 94587. Tel:

6810 Bland St., Springfield, VA, 22150.

22503 Tomball Parkway, Suite 100, Houston, TX,

Marsh

Tel: (410) 933-2008.

Tel: (954) 846-9415.

GAMES WORKSHOP INDEPENDENT STOCKISTS

UK

BEDFORDSHIRE

Dunstable, Parallel Worlds 65 Katherine Drive, LU5 4NP. Tel: 01852 668200

Leighton Buzzard, 8 Model Shor 32 High Street, LU7 1EA Tel: 01525 373357

BERKSHIRE

Reading, D20 Gaming Limited 36 Anstey Road, Basement Front, RG1 7JR. Tel: 0118 950 9053

Slough, Warlord Workshop 915 Yeovill Road, SL1 4JG. Tel: 01753 694171

Warfield, Promethean Games Unit 9 Moss End Garden Village, Moss End. RG42 6EJ. Tel: 07862 214908

Windsor, W. J. Daniels store 120-125 Peascod Street, SL4 1DP. Tel: 01753 862106

BIRMINGHAM

Mikes Models 3-5 Brockwell Road, B44 9PF. Tel: 01213 804 521

Solihull, Crafty Club Earlswood Lake Craft Centre, Wood Lane, B11 20L. Tel: 01554 700017 : 01564 700077

BRISTOL

Knowle, Pink Planet Games Exchange Unit 4 Broadwalk, BS4 2QU. Tel: 0117 977 0007

BUCKINGHAMSHIRE

Gerads Cross, Howard Marshall 5 Station Road, SL9 8ES. Tel: 01753 882952

Hazelmere, Childs Toy 36 Park Parada, HP15 7AA. Tel: 01494 711425

Milton Keynes, Wargames Workshop (MK) Unit 18 - 19 Kingston Quarter, Kingston, MK10 0BA.

CAMBRIDGESHIRE

Cambridge, Cambridge Toy Shop 15 Sussex Street, CB1 1PA. Tel: 01223 309010

Ely, City Cycle Centre 7 Market Street, CB7 4PB Tel: 01353 663131

Huntingdon, Niche Comics 147 High Street, PE29 3TF. Tel: 01480 352307

Peterborough, The Rift 22 Rivergate Centre, PE1 1EL. Tel: 01733 341007 Wishech, Prams and Toys

20-26 Hill Street, PE13 1BA. Tel: 01945 584142

CHANNEL ISLANDS

Guernsey, Carousel 36 Commercial Arcade, St. Peters Port, GY1 1LB. Tel: 01481 721721

St Helier, Earthwide Itd 12 Conway Street, JE2 3NT Tel: 01534 601025

CHESHIRE

Altrincham, The Gaming Crypt Itd 3 Fox Grove, WA16 8BD, Tel: 07770 952075

Ellesmere Port, D & A Models 7 Enfield Road, CH65 8DA. Tel: 01513 557949

Macclesfield, Games 4 U Limited 21 Chestergate, SK11 6BX. Tel: 01625 615 616

Marple, Goslings Toymaster 3 Hollins Lane, SK6 6AW. Tal: 01614 272099

Middlewich, Temptations of Middlewich 66-66a Wheelock Street, CW10 9AB. Tel: 01606 832472 ns of Middlewich

Northwich, The Model Shop 167 Witton Street, CW9 5EA. Tel: 01606 47740

Widnes, Widness Model and Craft Centre 49-51 Widnes Road, WA8 6AZ Tel: 07860 313130

CLEVELAND

Billingham, W Boyes & Co Ltd Billingham West Precinct, TS23 2NJ Tel: 01642 553058

130 WHITE DWARF

Guisborough, Road Flag Ltd 17 Market Place, TS14 6BN Tel: 01287 637777

Kartlepool, Chips Hartlepoo

72 Park Road, TS26 9HU

Middlesborough, Waugh Games

South Teens Business Centre, 7S6 6TL.

nd Street TS6 0LT

Tel: 01429 869800

Tel: 01642 292732

Normanby, PC Tech

Tel: 01642 460704

Redcar, PC Tech Ltd

CORNWALL

Bodmin, Bricknells 3 Bell Lane, PL31 2JL. Tel: 01202 77088

Hayle, Blewetts of Hayle

Station Road, PL14 48X Tel: 01579 349 950

Liskeard, Trago Mills Twowaters Foot, PL14 6HY. Tel: 01579 348877

Newquay, The Book Sho 26 East Street, TR7 1BH Tel: 01637 873469

Penzance, Newlyn Post Office The Strand, Newlyn, TR18 5HL Tel: 01736 364592

TR15 3BU

Tel: 01209 219555

PL25 50B. Tel: 01726 72259

Redruth, Barbs Lil Shop

89 Fore Street, TR15 2BL. Tel: 07939 586934

St Austell, Mad for Miniatures

Unit 20 The Market House, Market Hill,

St lves, Dragons Hoard 2 Tre Pol Pen, Street An Pol, TR26 2DS. Tel: 01736 798484

Wadebridge, Bricknells Toy & Nursery

Bishop Auckland, Chips Bishop Auckland

Chester-Le-Street, Chips Chester-Le-Street 87a Front Street, DH3 3BJ. Tel: 01642 227348

Bowness-On-Windermere, Ernest Atkinson &

Promenade Shop, Lake Road, LA23 3AP.

11 Molesworth, PL27 700 Tel: 01208 812615

COUNTY DURHAM

Consett, Chips Consett 2 John Street, DH8 5LA

Tel: 01642 227348

Seaham, Games of Wa

Tel: 0191 5817118

CUMBRIA

Tel- 01539 443047

Sons Ltd

Station Road, SR7 DAA

Barrow In Furness, Heaths 76 Delton Road, LA14 1JE. Tel: 01229 820435

Brampton, Hadrian's Hobbies 1 Market Place, CA8 1NW. Tel: 07952 177904

Cockermouth, The Toy Shop

72 Main Street, CA13 9LU. Tel: 01900 825855

99 Stricklandgate, LA9 4RA. Tel: 01539 720781

1/2 Middlegate, CA11 7PG Tel: 01768 864475

Kendal, Aireys of Kendal

Penrith, Harpers Cycles

137 Newgate Street, DL14 7EN Tel: 01388 606046

Pool, Bombadingas and Skullduggery Highburrow Lane, Off Wilson Way,

19 Penpol Terrace, TR27 4BQ Tel: 01736 753012

Launceston, Gamezone Models

14 Southgate Place, PL15 9DY. Tel: 01566 773487

Liskeard Liskeard Railway Models

Callington, GMS @ Smiphee's 16 Church Street, PL17 7AN. Tel: 01579 383900

East Looe, Toyday Toyshop 3 Easy Quay House, Buller Street, PL13 1DF, Tel: 01503 264 963

110a High Street, TS10 3DL. Tel: 01642 461010

Stockton-On-Tees, Hobbies R UZ

147 High Street, TS18 1PL Tel: 01642 535187

33 Cleve

Guisborough, Stokelds Toy Centre 18 Fountain Street, Guisborough, TS14 6PP Tel: 01287 632935

DERBYSHIRE

Bakewell, The Bakewell Toyshop Matlock Street, DE45 1EE. Tel: 01629 812 065

Tel: 01946 695262

Workington, Toytown

Tel: 01900 873322

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

Whitehaven, This Could Be Massive 79 King Street, CA28 7LE.

il Park, Maryport Road, CA14 1NO.

Chesterfield, Comics and Collectables 12 Cavendish Street, S40 1UY. Tel: 01246 768 823 Derby, Tokyo Otaku

Unit 87 Market Hall, DE1 208 Tel: 01322 331355

likeston, Maics Models 1 Northgate Street, DE7 BFR. Matlock, Shawes Ltd

8 Bank Road, DE4 3AO Tel: 01629 582482

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

DEUGN

Exmanth Collett's Models Of Exmanth 6B Albion Street, EX8 1JL. Tel: 01395224608

Newton Abbot, Bekra Models 91 Queen Street, TQ12 2BG: Tel: D1626 344884

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

Dartmouth, W.G. Pillar and Co. 1 Lower Street, TO6 9AN Tel- 01803 832130

Exeter, Iron Haven Games Unit 22 Marsh Road West, FX2 8PN Tel: 01392 202042

Exeter, Khaos Games Ltd 20 Red Cow Village, EX4 4AX. Tel: 01392 670022

Exmouth, Collect's Models of Exmouth California Construct, EX8 JJL. Tel: 01395 224 608 Honiton, Press and Play 77 High Street, EX14

1PC Tel: 01404 861204

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

Kingsbridge, The Trading Post 31 Fore Street, TQ7 1PG. Tel: 01548 852923

Newton Abbot, Trago Mills Liverton, TQ12 6JD. Tel: 01626 821111

Paignton, Paignton Model Shop 60 Hyde Road, TQ4 SBY. Tel: 01803 555882

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

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

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

Tavistock, Games and Compute 23 Market Street, PL19 0D0. Tel: 01822 616288

Tavistock Kaleidoscon 37 Brook Street, PL19 DHE. Tel: 01822 615236

Teienmouth, Jackmans Toybo 9a Teign Street, TQ14 8EA Tel: 01626 788755

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

Totnes, Toyday Toyshop Ltd 71 The High Street, T09 5P8. Tel: 01803 840303

DORSET

Bridport, Frosts Toymaste 34 West Street, DT6 30P Tel: 01308 422271

Christchurch Simple Miniature Game Unit 3 Rear of 60 Bridge Street, BH23 1EB Tel: 01202 489721 Derchester, Derchester Teys South Street, DT1 1BY. Tel: 01305 780601

Shaftsbury, The Toy Box Dorset Ltd 59-61 High Street, SP7 8JE Tel: 01747 850877

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

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

Fordingbridge, All The Cool Stuff

64 High Street, SP6 1AX. Tel: 01425 650696

Gosport T.D. Books and War

111 Stoke Road, PO12 Tel: 07969 494855

Havant The Runker Gam

Tel: 01425 617805

Newport, R P Games

Newport, Cheap Thrills

PO30 1JP. Tel: 01983 530570

37 Market Parade, PO9 1PY

Lymington, Toys of New Milton

71 Station Boad, BH25 6HY

92 High Street, P030 1BQ. Tel: 01342 821821

Northend, Fun Toys and Games 10a London Road, PO2 OLH. Tel: 07813 513709

2 Winton Road, GU23 3HA Tel: 01730 261 642

Petersfield, H.E Figgures

Portchester, Wicor Models

20 Westend Street, P016 9UZ. Tel: 02392 351160

121 High Street, St Tel: 01590 672002

Bingwood, Toys of Rin

Romsey, Roundabout

8, The Furlong, BH24 1AT. Tel: 01425 479444

17 The Hundred, SO51 8GD. Tel: 01794 512145

Ryde, The Sports & Model Shop

Shanklin, The Sports and Model Shop

69 - 71 Regent Street, P037 7AE. Tel: 01983 866824

Southampton, Bob and Sue's Models

2 Beaulieu Road, Dibden Pulieu, SO45 4PT. Tel: 02380 844550

9 Union Street, P033 2DT. Tel: 01983 563836

Southsea, Southsea Models 69 Albert Road, PO5 2SG

NEREFORDSHIRE

Hereford, Weabley Bookshop

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

Broad Street, HR4 8SA Tel: 01544 319292

Ross On Wye, Little & Hal

48 Broad Street, HR9 7DY Tel: 01989 562639

HERTFORDSHIRE

Buntingford, Lost Ark Games

Cheshunt, Creative Thinking

4a Piggottshill Lane, AL5 1LH. Tel: 01582 769204

33 Hermitage Road, SG5 1BY

10 West Street, HR6 BES

21a Eastcheap, SG6 3DA. Tel: 01462 486030

19 Middle Row, SG1 3AW. Tel: 01438 746616

Stevenage , K.S Models

Achined Kide Stuff

Tel: 01233 610200

Leominster, Martins Models and Crafts

Letchworth Garden City, Cuthbert's Toys

Welwyyn Garden City, Fun House Toy Store

Unit 47 Howards Gete, ALB 6HA. Tel: 01707 391319

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

114 County Square Shopping Centre, TN23 1AB.

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

Harpenden, Lorna's

Hitchin, Battle Worlds

Tel: 01568 613782

37 High Street, SG9 9AD. Tel: 01763 448414

Berkhamsted, Hamlins of Berkhamstead 33 Lower Kings Road, HP4 2AB, Tel: 01442 864642

10 Newham Parade, College Road, ENB 9NU. Tel: 01992 622333

Tel: 02392 733208

Unit 3 Central Market, Scarrots Lane

Petersfield, Academy Arts and Crafts Centre

5041 940

Weymouth, Howleys Toym 5 Frederick Place, DT4 8HO Tel: 01305 779255

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

FSSEX

Billericay, 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 Burnham on Crouch, FlairRail

Unit 6 & 7 Springfield Nursery Estate, CMD 8TA. Tel: 01621 786198

Clacton On Sea, Clacton Art & Craft Centre 43 Jackson Road, CO15 1JA. Tel: 01255 436346

Clacton On Sea, Chaos 105 Station Road, CO15 1TW. Colchester, Distortion

16 Nayland Road, CO4 5EG. Tel: 01206 852652 Colchester, Mankim Models

213 Shrur End Road, CO3 4RN. Tel: 01206 574 929

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

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

Ilford, Miniature Empire 347 Eastern Avenue, IG2 6NE Tel: 0207 998 3008

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

Rainham, Big Mac Models 119 Wennington Road, RM13 9TH. Tel: 01708 502686

Rayleigh, Gamerz Nexu 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

Stanford, Craftily Creative 48 Valmar Avenue, SS17 ONF Tel: 01375 640 990

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

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

GLOUCESTERSHIRE

Chipping Sedbury, Purple Parrot 51 Broad Street, BS37 6AD. Tel: 01454 323332

20 High Street, GL56 OAF.

Stroud, Antics Model Shop

49 High Street, GL5 1AN Tel- 01453 764487

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

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

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

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

Alton, Alton Model Centre

Andover. Andover Toys

Tel: 01608 655266

HAMPSHIRE

Bourton On The Water, Bourton Model Railway Box Bush, High Street, GL54 2AN. Tel: 01451 820686 Moreton-In-Marsh, Cotswold Book Store

Bromley, Chatterton Toys 8 Chatterton Road, BR2 90N. Tel: 0208 4643000

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

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, Penkraft (Kent) 304 Cheriton Road, CT19 4DP

Tel: 01303 279292 Gravesend, Stamps and Hobbies 45 High Street, DA11 OAY. Tel: 01474 534166

Hildenborough, Toytime Meopham Bank Farm, Leigh Road, **TN11 9AD** 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. Maidstone, Model World Ltd Newnham Court, Bearstead Road, ME14 5LH. Tel: 01622 735855

Margate, Pheenix Fantasy 206 Northdown Road, CT9 20U.

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

Sevennaks Manklow 44 Seal Road, TN14 5AR. Tel: 01732 454952

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

Sittingbourne, F1 Hobbles 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

LANCASHIRE

Ashton-Under-Lyne, Rewind Collectables and Games 10 Wellington Street, OL6 6AJ. Tel: 01613 396 116

Lancaster, Warmonger Miniatures The Assembly Rooms, King Street, LA1 1JN. Tel: 07585 667666

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 403839

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

Bolton, The Portcullis Wargames Emporium 8 White Lion Brow, BL1 4AD. Tel: 01204 772522

Surpley Compending First Choice, Unit 2, Cavour Street, BB12 0BQ. Tel: 01282 457060

Clitheroe, Cowgills of Clitheroe Ltd 4 - 6 Market Place, BB7 20A. Tel: 01200 423587

Coine, 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, Storktown Limited 3-5 Silk Street, WN7 1AW. Tel: 01942 671116

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

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

Preston, Worthy Wargaming Limited 58 Lancaster Boad PR1 100

LEICESTERSHIRE

Ashby-De-La-Zouch, Shellbrook Toys 1a Market Street, LE65 1AE Tel: 01530 412185

Kirby Muxloe, Cherry Tree Gift Shop 5 Cherry Tree Court, Maytree Drive, LE9 2LQ. 5 Cherry Tree Cour Tel: 01162 387461

Leicester, Table Top Tyrant 66b Bedford Street South, LE1 3JR. Tel: 0116 2533954 Lutterworth. Ace Connections Ltd

23 Market Street, LE17 4EJ Tel: 01455 558335

Market Harborough, Quinns 3 Crowns Yard, High Street, LE16 7AF. Tel: 01858 432313

LINCOLNSHIRE

Bourne, Paint A Pot Place 31 West Street, PE10 9NB. Tel: 01778 420409

Grantham, A1 Hobbies Ltd NG31 9SE.Tel: 01476 579393

Grimsby, Bamsdens Itd 451 Cleethorpe Road, DN31 3BZ. Tel: 01472 315215

Scunthorpe, B A Models. 182 Ashby High Street, Ashby, DN16 2JR. Skegness, Warlords of the Coast 171 Roman Bank, PE25 1RY, Tel: 01754 763886

Skegness, The Model Shop 15a High Street, PE25 3NY. Tel: 01754 763429

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

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

IONDON

Piccadilly Circus, Tokto Toys London Trocadero Shopping Centre, 7-13 Coventry Street, W1D 7DH. Tel: 0203 3708916

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

Barnett, Toys Toys Toys 134 High Street, EN5 5XQ. Tel: 0208 4490966

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 90U. 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 OEQ. Tel: 0208 807 2721

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

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

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

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

Leyton, Engine Shed Model Railways 745 High Road, E11 4QS. 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 17 Love Lane, HA5 3FF Tel: 0208 8660328

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

South Woodford, South Woodford Library 116 High Road, E18 20S. Tel: 0208 7089067

Oxford, Boswells Toymaster

Witney, Dentons 1 High Street, OX28 6HW.

Tel: 01865 241244

Tel: 01993 704979

SHROPSHIRF

Tel: 01952 676722

SOMERSET

Tel: 01278 433554

Tel: 0117 3020021

Tel: 0117 9244655

Bristol, Area 51

Bridgwater, Insane Games 7 East Quay, TA6 5AZ.

Bristol, Cut and Thrust Ga

61 Old Market Street, BS2 DEJ.

230 Gloucester Road, BS7 8BA.

Burnham On Sea, G.W. Hurley

27-29 High Street, TA8 1PA Tel: 01278 789281

Clevedon, Insane Game:

15 Old Street, BS21 6ND. Tel: 01275 871612

Frome, Frome Model Centre

2 Catherine Street, BA11 1DA. Tel: 01373 465295

Portishead, Careys Home and Garden 17 High Street, BS20 6AE. Tel: 01275 398930

Somerton, Somerton Hobbies Unit 4, Half Moon Park, TA11 600.

Unit 9 Crispin Centre, BA16 0HP. Tel: 01458 441443

Unit 3a, The Monarch Centre, Off Venture Way, Priorswood, TA2 8RX. Tel: 01934 622141

Taunton, Hatcher & Sons Ltd.

Tel: 01458 273755

Taunton, Krackers

5 Bath Place, TA1 4ER. Tel: 01823 335057

2 St. Cuthbert Street, BA5 2AW.

Weston-Super-Mare, M.T Games Limited 21-23 Meadow Street, BS23 100.

Wells, Insane Games

Tel: 01749 679911

Tel: 01934 429959

Tel: 01935 432 639

Yeovil, Witch Engine

Yeovil, Atomic Comics & Ga

STAFFORDSHIRE

Burton On Trent, Midco Toys

169 High Street, DE14 1JE. Tel: 01283 515 810

169 High Street, DE14 1JE. Tel: 01332 347734

Fenton, Guys That Game 301-303 City Road, ST4 20A. Tel: 02081338048

Lichfield, Digital Dragons 15 Lombard Street, WS13 6DT. Tel: 07941 637793

Lichfield, Titan Games Ltd

Under Lyme 3 York Place, ST5 2AH.

Tel: 01782 660 343

Tel: 01782 616 700

ST5 24T

5 Bore Street, WS13 6LJ.

Longton, A N Miniature Models

Leek, Old Skool

Unit 1, Glovers Walk, BA20 1LH,

7 South Western Terrace, BA20 1NB. Tel: 01935 427077

Burton On Trent, Midco Toys (Toy Planet)

Unit 10, Smithfield Centre, ST13 5JW. Tel: 01538 383 161 (07536106627)

21 Commerce Street, Longton, ST3 1NW. Tel: 01782 321 790

Newcastle Under Lyme, Jollies Arts 6-8 Liverpool Road, Newcastle Under Lyme,

Rugley, A.E Wargaming Unit 16 A/B, 14-16 Brewery Street, WS15 2DY.

Stafford, Midlands Co-Op Society Ltd.

Gaol Gate Street, ST16 2BP Tel: 01785 223 431

Newcastle Under Lyme, Chips Newcastle

Street, Insane Games

Midsomer Norton, Signals Unit 8, Holly Court, High Street, BA3 20B. Tel: 01761 402484

Bonnington, Sanda Games 4 Albert Place, TF2 8AF.

7-9 Leg Street, SY11 2NL. Tel: 01691 654535

Oswestry, Marcher Toys and Hobbies

Wellington, Questing Knight Games 6 Old Bakery Row, The Parade, TF1 1PS. Tel: 01952 417747

1-4 Broad Street, OX1 3AG

Stafford, Stafford Games Unit L. Tolgate Drive, ST16 2HS.

Unit 3, The Colonade, East Gate Street,

Stoke on Trent, Big Boyz Toyz Station Road, Barlaston, ST12 9DH. Tel: 01782 372 014

Bury St Edmunds, Starlings Teymaster

14 Undercliff Road West, IP11 2AW.

Lowestoft, Annatar 152 London Road North, NR32 1HB.

Unit 6, Wisdom Facilities Centre, 42 Hollends Road, CB9 8SA.

Stoke On Trent, Staffs Gaming 2 Barfond Street, The Stroud, ST3 2NN.

Tel: 01785 255577

ST16 2NO. Tel: 01785 244499

Tel: 07805308213

Tel: 01502 712785

62 Comhill, IP33 1BE.

Felixstowe, Wizards Workshop

Tel: 01284 761646

Tel: 01394 277233

Tel: 01440 706041

Tel: 01502 513477

Newmarket, Moons Toyla

Sudbury, Tinetty's Toys

Woodbridge, Toytown

Tel: 01394 383170

Tel: 01276 682473

Cobham, Funtasia

Tel: 01932 867374

Tel: 01252 722222

SURREV

23 Gaol Lane, CO10 1JL. Tel: 01787 372 238

8 Church Street, IP12 1DH.

Camberley, HabbyToyShop 32 Obelisk Way, GU15 3SG.

3 Oakdene Parade, KT11 2LR.

Croydon, Gordons Toy and Stationary

25 - 27 St Georges Walk, CR0 1YH. Tel: 0208 686 6086

Farnham, Games Pod Computer Games

Godalming, The Classical Game Shop 10 Church Street, GU7 1EH.

Tel: 01483 416786 Dxted, J.H. Lorimer Ltd.

129-131 Station Road East, RH8 00A. Tel: 01883 715305

10 Downing Street, GU9 7PB Tel: 01252 727563

Redhill, Gamers Guild Ltd

Sutton, The Games Shor

SUSSEX

Tel: 07927 963841

Tel: 01444 257724

Chichester, Kids Stuff

12 Linkfield Corner, RH1 1BB. Tel: 01737 789123

51 Stonecot Hill, SM3 9HJ. Tel: D2086 446660

Brighton, Onslaught Games 1 Hove Park Villas, OX10 OEW.

52-55 Trafalgar Street, BN1 1AD Tel: 01273749494

Borgess Hill, Kid's Stuff 16 Market Place, RH15 9NP.

53 South Street, P019 1DS. Tel: 01243 788055

Chichester, Shell Toys & Gifts

East Grinstead, Martells of Sutton

Hastings, Hastings Hobbies 19 Robertson Street, TN34 1HL. Tel: 01424 200021

106-108 South Road, RH16 4LL. Tel: 01444 457551

WHITE DWARF 131

Horsham, Battlequest Games 33 Queen Street, RH13 5AA, Tel: 01403 242003

Queens Road, RH19 1BE Tel: 01342 312303

Haywards Heath, Clarke's

High Street, East Withering, PO20 8BL. Tel: 01243 672353

Brighton, Brighton Toy and Model Museum

(Oxted)

Unit 8, Building 19 Dunsfold Park, GU6 8TB.

255a Lower Addiscombe Read, CRD 6RD. Tel: 0208 6543389

Croydon, Heroes and Legends Gamers Ltd

Cranleigh, Enchanted Wood.

85 High Street, CB8 8UG. Tel: 01638 663147

Stowmarket, D.J. Collectables

37 Ipswich Street, IP14 1AH. Tel: 01449 771015

Haverhill, Two Cats Craft

SUFFOLK Beccles, Toy Box 32 New Market, NR34 9HE.

Stafford, Too Fat Goblins

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

MANCHESTER

Manchester, Golem Painting Studio Unit 20, 3rd Floor, Mone, 8 Lower Ormond Street, M1 50F Tel: 07894 315911

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

MERSEVSIDE

Brimstage, Wargame Store Brimstage Hall Courtyard, CH63 6JA, Tel: 0151 3421233 Liverpool, Derbyshires 22 - 24 Chapel Lane, Formby, L37 4DU.

Tel: 01704 878 934

Liverpool, The Scythe and Tea Cop Gamer Cafe 61a Kempston Street, GU9 7PB. Tel: 01512 981665

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

St Helens, Scot 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 Shoe 73 Victoria Arcade, NR30 2NU. Tel: 01493 843258

Holt, Starlings-Toymaster 12 High Street, NR25 6BN, Tel: 01263 713101

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

Nerwich, Langleys Wendover Road, Rackheath Ind Est, NR13 6LH. Tel: 01603 621959

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

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

NORTHAMPTONSHIRE

Burton Latimer, Cockpitsonic UK Ltd 90e High Street, Burton Latimer, NN15 5LA, Tel: 01536 725905

Northampton, Wargames Workshop 3a Abington Square, NN1 4AE. Tel: 07931 775263

Rushden, Osborne Sports & Toys 118 High Street, NN10 OPE. Tel: 01933 312415

NOTTINGHAMSHIRE

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, NG18 5BU

Newark, Access Models 43-45 Castle Gate, NG24 1BE. Tel: 01636 673116

Newthorpe, Caliver Book: 100 Baker Road, NG16 2DP Tel: 0115 9382111

Retford, Bookworm 1 Spa Lane, DN22 6EA. Tel: 01777 869224

West Bridgford, Inspirations 18 Central Avenue, NG2 5GR. Tel: 0115 9821200

Bicester, Bicester Toys and Nursery 66 - 68 Sheep Street, OX26 6JW. Tel: 01869 323946

Carterton, Giles Sports, Toys & Cycles 1 Alvescot Road, OX18 3JL.

OXFORDSHIRE Banbury, Trinder Bros Ltd 2-4 Broad Street, OX16 5BN

Tel: 01295 262546

Tel- 01993 842396

Chipping Norton, Harpers (Home and Garden) Ltd

29 - 30 High Street, 0X7 5AD, Tel: 01608 642 832

Hove, Kids Dreams 79 Boundary Road, BN3 5TD. Tel: 01273 420666

Lewes, Tashtori Arts & Crafts 29 Station Road, BN72DB. Tel: 01273 487670

St. Leonards-On-Sea, Silverhill Models & Toys 383 London Road, TN37 6PA. Tel: 01424 431133 Uckfield, Kid's Stuff

2 Bell Walk, TN22 5DQ. Tel: 01825 768398

TYNE AND WEAR

Gateshead, Graham's Wuerkshoppe Unit a16 Stonehills Business, Complex, Pelaw NE10 OHW Tel: 01914 690745

Houghton Le Spring, The Gamers Outpost Enterpise House, Philadelphia Lane, DH4 4JW. Tel: 0191 3852030

Newcastle Upon Tyne, Travelling Man 43 Grainger Street, NE1 5JE Tel: 01912 614993

North Shields, S.R. Gladston and Son Ltd 99 Bedford Street, NE29 60J Tel: 01912 570335

South Shields, Hawthorn Arts Hawthorn House, 85 Westoe Road, NE33 4LU. Tel: 01914 560822

WARWICKSHIRE

Alcester, Our Place 9 Swan Street, B49 5DP Tel: 01789 766755

Atherstone, Atherstone Bargains Ltd 60 Long Street, CV9 1AU Tel: 07964 846520

Bedworth, Fun Fancy Dress Ltd 7 - 9 All Saints Square, CV12 8LP. Tel: 02476 313111

Learnington Spa, Avon Toys 77-79 Warwick Street, CV32 4RR. Tel: 01926 339922

Nuneaton, Heart of England Coop Society 22 Abbey Street, Nuneaton, CV11 5BU Tel: 02476 382331

Rugby, Joto Railways and Models 7 Lawrence Sheriff Street, CV22 5EJ. Tel: 01788 562372

Warwick, Castle Trains 36 Smith Street, CV34 4HS. Tel: 01926 497905

WEST MIDLANDS

Coventry, Antics Model Shop 1A City Arcade, CV1 3HX. Tel: 0247 6551155

WILTSNIRF

Chippenham, Thorntons at Signature Borough Parade Shopping Centre, 22 Borough Parade, SN15 3WL. Tel: 01249 463100

Devizes, Devizes Toys 29-30 Maryport Street, SN10 1AG. Tel: 01380 723841

Melksham, Gamingalore 7a Bank Street, Melksham, SN12 6LE. Tel: 01225 700754

Melksham, The Toyshop 11 Bank Street, SN12 6LE. Tel: 01225 703204

Swinden The Battle Lou 3 Beechcroft Road, SN2 7RD. Tel: 01793 722266

Trowbridge, The Toy Shop Trowbridge Castle Street, BA14 8AS. Tel: 01225 768415

Warminster, Pink Planet 31 High Street, BA12 9AG Tel: 01985 212555

Westbury, Triple Helix Wargames 3 Commerce Business Centre, Commerce Close, BA13 4LS. Tel: 01373 855380

WORCESTERSHIRE

Blackminster Evesham Total Warname Cadbury Courtyard, Blackminster Business Park, WR11 7RE Tel: 01386 513013

Draitwich, Taywarld 21-23 High Street, WR9 8EJ. Tel: 01905 772403

Headless Cross, Hobby Hut 100 Rectory Road, 897 4LJ. Tel: 01527 540840

Pershore, Plumz Ltd 39 High Street, WR10 1EU. Tel: 01386 555002

VORKSHIRF

Barnsley, Jance Toys 51 Park Road, Worsbrough Bridge, S70 SAA. Tel: 01226 208654

132 WHITE DWARF

Bedale, Golden Tortoise 1 Sussex Street, Bedale, DH8 2AN. Tel: 01677 423233

Bridlington W Boyes & Co Ltd Bridlington 29 King Street, Y015 2DN Tel: 01262 609 111

Cleckheatan The Craft Shon 12 Northgate, BD19 5AA Tel: 01274 874 899

Dewsbury, Cosmic Toys and Collectables 53 Daisy Hill, WF13 1LF. Tel: 01924 650348

Driffield Sokells 52-53 Middle Street South, YD25 6PS. Tel: 01377 252101

Filey, Beachcomber 35 Belle Vue Street, Filey, YO14 9HU. Tel: 01723 514434

Goole, Hall's Music 21 Pasture Road, DN14 6BP Tel: 01405 764191

Halifax, Halifax Modellers World 55 The Arcade, HX1 1RE Tel: 01422 349157

Huddersfield, Something Wicked 1 Wood Street, HD1 1BT. Tel: 01484 559226 Hull, Archeron Games

35 George Street, HU1 3BA. Tel: 01482 221011

likely, W Boyes & Co Ltd likley 3 Railway Road, LS29 8HQ Tel: 01943 601344

Leeds, Millennium Models 67 Queen Street, Morley, LS27 8EB. Tel: 0113 2189286

Zetland Street, DL6 1NA. Tel: 01609 777612

Pickering, Trail Blazer Outdoors 17 Market Place, Y018 7AE Tel: 01751 474672

Richmond, Finklegate Tea Room 5a Finkle Street, DL10 4QA. Tel: 01745 826801

Ripon, The Knowledge Magnet 8 Kirkgate, HG4 1PA Tel: 01765 690118

Scarborough, W Boyes & Co Ltd Scarborough Queen Street, YO11 1HS. Tel: 01723 375331

Scarborough, Space Myth and Magic 38 Eastborough, Y011 1H0. Tel: 01723 501821

Scisset, Springfield Hobbies Unit 11 Nortonthorpe Ind Park, Wakefield Boad, HD8 9I A Tel: 01484 860086

Sheffield, Wargames Emporium Workshop 8, Orchard Square, S1 2F8. Tel: 0114 2754826

Sheffield, Outpost Warnames Ltd 30 Furnival Gate, S1 40P. Tel: 01142 752172

Sheffield, Impact UK 63 Laughton Road, Dinnington, S25 2PN. Tel: 01909 560273

Skipton, Craven Model Centre Unit 3 Mount Pleasant, High Street, BD23 1.17 Tel: 01756 794919

Whitby, W Boyes & Co Ltd Whitb Station Square, Y021 1DU. Tel: 01947 604403

Whitby, John Anderson – Toymaster 4 Bridge Street, YO22 4BG. Tel: 01947 602213

York, W Boyes & Co Ltd York 35 Goodramgate, YO1 7LS. Tel: 01904 610660

THE CHANNEL ISLANDS

St Helier, Bambola Toymaster 6 The Parade, JE2 30F Tel: 01534 722 489

ISLE OF MAN

Douglas, Model Tech Unit 9a The Strand Shapping Center, IM1 2ER. Tel: 01624 666045 Ramsey, J.A.C. Distribution Ltd

37 Parliament Street, IM8 1AT Tel: 01524 813092

NORTHERN IRELAND

Ballymena, Camerons 23 Broughshane Street, BT43 6EB. Tel: 02825648821

Bangor, Replay Games 97 High Street, Bangor, Down, BT20 58D. Tel: 02891 452210

Belfast, Nerdtonia Coffee Limited 86 Stranmillis Road, BT9 5AD. Tel: 07955 016570

Blessington, The Blessington Bookstore Main Str Tel: 00353 458 57730

Largs, Bus Stop Toy Shop Ltd 23 Irvine Road, KA30 8HR. Tel: 01475 689892

Unit 17a The Mall, Craigshill, EH54 5ED. Tel: 01506 494013

Murrey Grampian, Junners Toymaster 57-61South Street, Elgin, IV30 1JZ. Tel: 01343 542492

Paisley, Paisley Model Centre 80-82 Aruleston Road, Paisley, PA1 3TS. Tel: 01418 894221

47 Victoria Street, Isle Of Bute, PA20 DAP.

Orkney, Cycle Orkney Tankarness Lane, KW15 1AQ. Tel: 01856 875777

Perth, The Gamers Pad 1 York Place, PH2 8EP Tel: 01738 442836

Perth, Intrepidations

Tel: 01738 561900

Tel: 07951 158275

Esplanade, ZE1 OLL

Tel: 01595 693097 Stonehaven, Toymaster Toyland 19 Allardice Street, AB39 2BS.

Tel: 01569 766333

Tel: 01847 893169

WALES

Rothesay, Drange Banana

Shetland, Harrys Dept Store

Thurse, Durrans 2 Sir Johns Square, KW14 7AN,

Abarbargeed, Valley Craft Ltd Unit 21 Bowen Industrial Estate, Mid Glamorgan, CF81 9EP. Tel: 01443 758002

2 The Arches, King Edwards Street, Gwynedd, LL42 1AD. Tel: 07899 861012

Blaenau Flestiniog, Porthinadog Models 6 Bank Place, Manor Road, LL49 9AA. Tel: 01766 830269

Fford Ysgubor Goch, Caernarfron,

Cardiff, Mr Mac's Magical Emporium Ltd Unit 7 Codas House, 52-60 Merthyr Road, Whitchurch, CF14 1DJ, Tel: 02920 020251

Cardiff, Firestorm Games 8 Trade Street, Penarth Road, CF10 5DQ. Tel: 02920 227117

23 High Street, Cardigan, SA43 1JG. Tel: 01239 621373

Haverfordwest, Emrys Art Supplies 22 Market Street, Sir Benfro, SA61 1NH

Aberystwyth, The Albatross

29 Pier Street, SY23 2LN

Barmouth, The Bargain Box

Tel: 01970 617836

Caernarfron, Austins

Tel: 01286 669030

Ceredipion, Awen Teifi

Chepstow, Artists Corner Ltd 4 Thomas Street Arcade, Chepstow, NP16 5DH, Tel: 07981 262249

Fishquard, The Card Cabin

Tel: 01437 779646

Tel: 01570 422539

Uandudno, Acme Gai

Tel: 01492 872 707

Tel: 01446 794118

Tel: 02920 880600

Tel: 01792 812199

Newport, D-9 Models

Tel: 01633 222282

Tel: 01646 621456

Tel: 07814 623 052

CF37 4NX. Tel: 01443 244 330

NP4 68U

Pembroke, Dragon Alley 63 Main Street, SA71 4DA.

42 West Street, SA65 9AD. Tel: 01348 875227

Lampeter, Lomax's 9 Bridge Street, SA48 7HG.

25 Madoc Street, LL30 2TL

Llantwit Major, Rainbow Plaza

Mid Glamorgan, Jet Models and Hobbies 27 Bartlett Street, Caerphilly, CF83 1JS.

Neath, Fish N Things 138 Denvor Road, Skewen, SA10 6TE.

Unit 7, Chartist Tower Block, Upper Dock Street, NP20 1DX.

Pontypool, Cogworkz Unit 41 Castle Mews, George Street,

Pontypridd, Pontypridd Reptile Centre

Pontypridd, Sugar and Spice The Arcade, Church Street, CF37 2TH. Tel: 07879 221379

Unit 26 Albion Industrial Centre, Cilfyndd,

Boverton Road, CF61 1XZ

LL55 1RR.

19 Evelyn Terrace, PH2 8LT.

Livingston Worlds at War

Rhaddlen Rhuddlan Modele

Brynawel High Street, LL18 2TU. Tel: 01745 590048

Rhyl, The Games Exchange Ltd 131 High Street, LL18 1TR. Tel: 01745 336644

Shrewsbury, Totally Games Ltd

26 Clairmont Street, SY1 10G. Tel: 01691 688994

Newport, Western Valley Models

1 Cresent Road, Risca, NP11 6GB.

Waterlag, Studio 1

Bridge Street, LL40 1AU. Tel: 01341 423 018

Welshpool, Frontline Gan 19a High Street, SY21 7JP Tel: 01938 590256

Tel: 01633 615445

IRELAND

45 O'Connell Str Tel: 00 353 719 140 660

Cavan, Clarkes Toymaster

Tel: 00 353 494 372 222

Unit 3 Lakelands Retail Park

Sligo, Conways Sligo Bookshop

Douglas, Art and Hobby Douglas

Blackrock, Art and Hobby Black Bock

Unit 23/24, Blackrock Shopping Centre. Tel: 00 353 128 323 94

Donegal Business Park, Drumrooske Tel: 00353 749 722 306

Level 2, Courtyard Shopping Mall,

Dublin, Art and Hobby Liffey Valley

Unit 22, Liffey Valley Shopping Centre,

Letterkenov, Tinney Toys

Leck Road, Drumahoe. Tel: 00 353 749 122 314

Donegal, Proper Price

Donegal, World of Stuff

Tel: 00 353 145 653 08

1 Jervis Street, Dublin 1. Tel: 00 353 018 044 540

1 Dublin Road, Stillorgan.

Santry, Art and Hobby Santry

Unit 13b, Ornni Park Shopping Centre.

Dun Laoghaire, Art and Hobby Dun Laogh

Newbridge, Art and Hobby Newbridge

Unit 18, Whitewater Shopping Centre, Tel: 00 353 145 653 08

Killkenny. Art and Hobby Killkenny No 9 Coffee House Lane, Market Cross

Booradoyle, Art and Hobby Limerick

Drogheda, Art and Hobby Drogheda

Mullingar, Art and Hobby Mullingar

Athlone, Art and Hobby Athlone

Unit 9 Athlone Town Centre. Tel: 00 353 145 653 08

Unit 5 Blacklion Centre

Tel: 00 353 145 653 08

Kerry, Caball Toymaster

Maynooth, Gamers Hub Unit 1 - Geraldine Court, Doctors Lane. Tel: 00 353 860 466 029

Bridge Street, Tralee. Tel: 00 353 667 121 847

Navan, Art and Hobby Nava

Clonmel, R.B Models

Thurles, Bookworm

I Parnell Street. Tel: 00 353 504 222 57

9 South Street. Tel: 00 353 514 214 73

10 Selsker Street. Tel: 00 353 539 121 190

Wexford Town, Gamers Paradise

Wicklow, The Hohby Hut Unit 1 Fitz William Court, Wicklow Town. Tel: 00 353 861 072 705

Newross, Campbell's

Unit 33, Navan Town Centre. Tel: 00 3531 456 5308

ueen Street. Tel: 00 353 526 124 808

Greystones, Art and Hobby Greystones

Unit 3, The Cresent Shopping Centre. Tel: 00 353 145 653 08

Unit G15, Scotch Hall Shopping Centre.

Unit 13, Harbour Place Shopping Centre. Tel: 00 353 449 335 247

Shopping Centre, Tel: 00 353 145 653 08

Tel: 00 353 145 653 08

Top Floor, Dun Laoghaire Shopping Centre. Tel: 00 353 128 050 47

Dublin 9. Tel: 00 353 186 245 00

Tel: 00 353 128 807 88

Dublin Gamers World

Dublin, Nimble Fingers

Main Street. Tel: 00353 876656096

Unit 41 Douglas Court Shopping Centre. Tel: 00 353 145 653 08

Co Down, Roger's Toymaster 7 Bridge Street, Banbridge, BT32 3TL, Tel: 018206 22225

Coleraine, Netramedia Studio 2, Old Distillery Court, B T52 1LN. Tel: 07813 905966

Derry, Comics and Collectables Level 2 Richmond Centre, Shipquay Street, BT48 6PF.

Fermanagh, Modellers Corner 22 Darling Street, Enniskillen, BT74 7EW. Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd Unit 31 Ledcom Industrial Estate, BT40 3AW.

Lisburn, Luce Balloons 21 Railway Street, BT28 1XG Tel: 02892 673718

Portadown, Creative Destruction Millennium Courts Arts Centre, William Street, BT62 3NX Tel: 02837 55241

Templemore, Walsh & Son Main Street, Ireland. Tel: 00353 504 31178

SCOTLAND

Aboyne, George Strachens Ltd Main Road, AB34 5HT. Tel: 01339 886 080 Ohan Alha

6 Albany Street, PA34 4AR. Tel: 01631 563645 Alness, Alness Newsagents

56 High Street, IV17 0SG Tel: 01349 884 105 Annus. Mac's Model Railroading

4-8 Reform Street, DD8 48S. Tel: 01575 572397

Ayr, The Lost World 6 New Bridge Street, KA7 1JX. Tel: 01292 290488

Banchory, Nano Toy Shop Shop 2, 77 High Street, AB31 5TJ. Tel: 01330 824545

Dumfries, Toytown 7 Church Place, DG1 1BW Tel: 01387 264884

Dunfermline, Abbey Models 2 May Gate, Dunfermline, KY12 7NH. Tel: 01383 731116

Dunfermline, Walkers Opticians Moray Way North, Dalgety Bay, KY11 9NH. Tel: 01383 821688

Edinburgh, Toys Galore 13 Connely Bank Road, EH4 1DR. Tel: 01313 328199

Edinburgh, Marionville Models 42 Turn House Road, EH12 8LX. Tel: 0131 3177010

Edinburgh, Toys Galore 193 Morningside Road, EH10 40P Tel: 01314 471006

Edinburgh, 6s To Hit 101 Lauriston Place, EH3 9JB Tel: 01312 37 2310

Fife, The Hope Chest 22 Hunter Street, Kirkcaldy, KY1 1ED. Tel: 01592 260116

Glasgow, Static Games 31-35 Parnie Street, G1 5RJ, Tel: 0141 5529785

Greenock, Art Craft and Hobbies Ltd 83 Cathcart Street, Greenock, PA15 1DE. Tel: 01475 785204 Hamilton, Ink Spot 23-31 Castle Street, ML3 6BU 01698 201311

Helenburgh, Acorn Art 43 West Clyde Street, G84 8AW. Tel: 01435 672132

Inverness Hernes for Sale 51 Church Street, IV1 1DR Tel: 01463 711717

Inverurie, Models Unlimited

2 North Street, AB51 3XQ. Tel: 01467 672277

Isle Of Lewis, N.T Gan

34a Bayhead, HS1 2DX. Tel: 07790 436401

Kirknewton, Potter Around

Johnstone, Quay Hobby Store

Kirkcadbbright, Solway Books 14 St Cuthbert Street, DG6 4HZ. Tel: 01557 330635

Overton Farm, Midlothian, EH27 8DD. Tel: 01506 238961

Inverness, Inverness Model Shop 16 Victorian Market, Queensgate Arcade, IV1 1PJ. Tel: 01463712448

Unit 14 Vulcan Works, Floor Street, PA5 8PE. Tel: 07847 092772

Wicklow, Hepkin's Teymaster Main Street. Tel: 00 353 467 2225

Ashbourne, Toys @ Fun Galaxy Unit 21 Ashbourne Retail Park, Ballybin Road. Tel: 00 353 196 902 53

Cork, Other Realms Paul Stree t Shopping Centre. Tel: 00 353 214 222 224

Swords, Art and Hobby Unit G42 The Pavilion Shopping Centre. Tel: 00 353 180 848 45

Galway, Art and Hobby Galway Unit 11, Level 2, Corbett Court Shopping Centre, IR Tel: 00, 353 874 5312

Galway City, Dungeons and Denuts The Bridge Mill, Lower Dominick Street. Tel: 00 353 915 679 30

Limerick, The Gathering 43 Lower Geraid Griffin Street. Tel: 00 353 613 151 33

ARGENTINA

Buenos Aires, Warzone S.A. Tel: 00 54 11 4710 0040

BELARUS

Minsk, Moskovsko-Venskiy shopping mall Nezavisimosty ave., 58

BELGIUM

Aalst, Hermelijn Molenstraat 36, 9300. Tel: +32 (0)53 41 48 66

Antwerpen, Herman Verschooten Modelbouv Eiermarkt 31a, 2000. Tel: +32 32 32 66 22

Antwerpen, Modelbouwcenter Ballien Turnhoutsebaan 340, 2140. Tel: +32 32 35 97 08

Brugge, Verbrugghe Modelbouw Koning Albert i-Laan 58, 8200. Tel: + 32 (0)50 32 39 72

Gent, Worlds End Comics Overpoortstraat 110, 9000. Tel: + 32 (0)92 22 05 76

Halle, Mishra's Playground Ninoofse Steenweg 104, 1500. Tel: +32 (0)23 61 58 53

Hasselt, Oberonn Kempische Steenweg 27, 3500. Tel: + 32 (0)479 67 96 90

Kortrijk, Albion Doorniksestraat 52, 8500 Tel: +32 (0)56 32 43 07

Kraainem, L'Atelier de Gepetto Rue d'Argile 72, 1950 Tel : 02 661 30 17

La Hulpe, L'Atelier de Gepetto Centre La Mazerine, 1310 Tel : 02 661 30 15 Lesven, Spelfanaat Lesven

Leuven, Spellanaat Leuven Sint-Hubertusstraat 3, 3000. Tel: +32 (0)486 73 83 24

Leenhout, BK Modelbouw Oud Dorpstraat 61, 2990. Tel: +32 33 36 10 50

Mechelen, Spelfanaat Mecheler Keizerstraat 14, 2800. Tel: +32 (0)15 20 17 45

Merksem – Antwerpen, The Gemestore Ridder van Parijs Straat 7, 2170. Tel: + 32 (0)33 25 55 35

Oostende, King Arthur Alfons Pieterslaan 96, 8400. Tel: + 32 (0)59 51 57 56

Roeselare, Black Border Noorstraat 206, 8800. Tel: + 32 (0)51 20 82 50

Watermael-Boisfort, L'Atelier de Gepetto Rue Middelbourg 58, 1170 Tel : 02 661 30 11

Westkerke, What Ever Gistelse Steenweg 128, 8460. Tel: +32 (0)473 77 15 41

Weluwe Saint Lambert, L'Atelier de Gepette Avenue Georges Henri 286, 1200 Tel : 02 661 30 13

BOLIVIA

Cochabamba, Last Trick Tel: 0059 1 707 10235

La Paz, Kenosha Tel: 0059 1 775 03283 La Paz, Las Dos Torres

Tel: 0059 1 720 07931 Oruro, Taurus

Tel: 0059 1 724 53814

Santa Cruz, Uroloki Tel: 0059 1 726 20 510

BRAZIL

Campinas, Legends do Brasil Tel: 00 55 19 3234 3343

CHILE

Antofagasta, Osamu Manga & Toys Tel: 0056 99 08 56 762 Las Condes, Santiago, Mirax Tel: 0056 22 46 34 60

Tel: 0056 22 46 34 60 Providencia, Santiago, Guild Dreams Tel: 0056 22 31 71 37

Santiago, Caleuche Hobbies & Battle Games Tel: 0056 73 33 61 03

CHINA

Beijing, Beijing Book Building Tel: 0086 10 66066504

Beijing, Beijing Warhammer Club Tel: 0086 10.64037588 Beijing, Juvenile & Children Reading Experience Wonderland Warhammer Club Tel: 0086 10 57526737

Beijing, No. 14th Arseal Room 1301, Building 22, Section 1, XingHeYuan apartment, GongYi Xi Qieo, FengTai District. Tel: D086 15 601219717

Beijing, Oi-Wan Miniatures Wargame Club Tel: 0086 13 681244512

Beijing, Tong Yun Card Game Tel: 0086 13801324686

Beijing, Wangfujing Xinhua Bookstore Tel: 0086 10 65277787

Beijing, Warbammer Elite Club Tel: 0086 13 601274736

Beijing, Warhammer Elite Club Tel: 0086 10 82615654

Beijing, Xinshi Hobby Xinjiekou Shop Tel: 0086 10 82615654 Beijing, Xinshi Hobby Zhonggeancun Shop Tel: 0086 10 59863768

Tel: 0086 10 59863768 Chengdu, Kid's Castle Tel: 0086 18 980681113

Chongqing, Xinshangyou Game Tel: 0086 13 638392310

Fuzhou City, Play&Show Warhammer Club Tel: 0086 59 183339562

Kunming, Kunming Elite Warhammer Club Tel: 0086 13 658813689 Kunming, Yunnan Lanyu Model

Tel: 0086 87 14112937

Oingdao, Oingdao Battle Of Wits Club Tel: 0086 13 963950012

Shanghai, Boocup Grand Gateway Tel: D086 21 64480977

Shanghai, Boocup Jin Qiao Tel: 0086 21 50306879

Shanghai, Boocup Kerry Parkside Tel: 0086 21 50200551

Shanghai, Good Knight Board Game Store Tel: 0086 21 35080880

Shanghai, You Lai, You Qu Tel: 0086 13 916719676 Shanghai, Zark

Tel: 0086 21 53017710 Shantou, Miniature Kingdom Tel: 0754 88 810916

Shenyang, Shenyang Warhammer Club Tel: 0086 13 889197092

Tian Jin, Tianjin Waaagh! Gaming Club Tel: 0086 13 682199861

Wuhan, Stormcastle Warhammer Club Tel: 0086 13 476097121

Wuhan, Zhi-Li Model Tel: 0086 27 82818761

Xian, Xian Waaagh Warbammer Club Tel: 0086 13 488470106 Zhengzhou, Zhengzhou Warbammer Front HQ Tel: 0086 13 592517573



Cali, Magic Colombia Tel: 0057 072 371 4626 Medellin, Juego & Real Tel: 0057 4 332 8686



-

Zagreb, Carta Magica Tel: 00 385 916130269

CYPRUS

Kato Paphos, Cyprus Crusade Tel: 00 35 7976 49072 Nicosia, Isengard Fantasy Shop Tel: 00 35 7226 80700 1

Taastrup, Genbrugsbøger Taastrup Hovedgade 95, 2630.

Abtari, Honkaniemen Kirjakauppa Tel: 06 553 0027

Ekenas. Kungsbokhandeln Ab. Tel: 019 246 1028

Kauppamiehentie 1, 02100. Tel: 09 412 9941

Hameeolinna, Pelihuone Ente

Palokunnankatu 14, 13100 Tel: 044 508 1062

Helsinki, Fantasiapelit Helsinki.

Kauppakatu 19, 18100. Tel: 03 715 3905

Tel: 09 650 803

Helsinki, Simonkatu 9

Metroasema), 00100

Tel: 09 650 803

Helsinki, Poromagia

Kellosilta 10, 00520. Tel: 06469099547

Helsinki, Stadin Pelikaunna

Vuorikatu 14A, 00100. Tel: 09 698 0300

Imatra, Kirja-Lahja Alex Ky Tel: 05 431 9555

Joensuu, Fantasiapelit Joensuu Tel: 013 284 314

Joensuu, Fantasiapelit Joensuu Suvantokatu 8, 80100. Tel: 013 284 314

Jyvaskyla, Fantasiapelit Jyväskylä Kauppakatu 29, 40100, Tel: 014 216 629

Hyvinkaa, Várinann

Tel: 019 414 70

Karis, Blá Ládan Kd

Kotka, Eagle Card Ov

Tel: 044 500 0880

Kouvola, Muoviepox Ky Tel: 05 311 7955

Kouvolankatu 14, 45100. Tel: 03 222 52 00

Kuonio Fantasianelit Ku

Lahti, Puolenkuun Pelit

Brahenkatu 3, 53100. Tel: 05 541 1375

Tulliportinkatu 27, 70100. Tel: 050 517 3915

Rautatienkatu 16, 15110. Tel: 03 751 5151

Mikkeli, Lastentarvike Muppela Tel: 015 361 611

Mikkeli, Lastentarvike Muppela

Mikkeli, Mikkelin Pelikauppa

Maaherrankatu 14, 50100 Tel: 015 361 611

Tel: 09 428 90753

Orivesi, Silver Seed

Ensintie 3, 35100. Tel: 041 777 5166

Pieksāmāki, Sirkkis

Peri, Askartelu-Pori

Yrjonkatu 7, 28100. Tel: 02 632 6671

Seinajoki, Pelikeidas

Tempere, Tuoni Tatuoinnit

Tampere, Fantasiapelit Tampere Kuninkaankatu 5, 33210.

Tel: 03 715 3905

Tel- 03 222 52 00

Porvoo, Porvoon Pelikauppa Tel: 019 534 8377

Raahe, Raahen Astartelu Ja Paperi Tel: 08 223 6825

Reykjavik, Nexes Hverfisgata 103, Po Box 5085, 125. Tel: 00354 552 9011

Seinajoki, Fantasialinna Mikko Ojanpera, Peltosenkatu 3, 60320. Tel: 040 561 6338

Tel: 015 348 370

Oulu, Fantasiapelit Oulu

Rautatienkatu 10, 90100. Tel: 08 374 906

Lappeenranta, Fantasiapelit Lappeenranta

38 5 21423

Kotka, Fantasiapelit Kotka

Knuvola Kouvelan Punlenkuun Polit

Tel: 019 234 94

Tel- Of

Tel: 09 75 15 45 25

Heinola, Heinolan Talous-Munvi ia Lelu

Helsinki, Fantasiapelit Helsinki Vilhonkatu 4B /Vuorikatu 16, (Kaisaniemen

Espon, Taniolan Pelikanona

Aland, Dillen Ab, Torggatan 7, 22100. Tel: 018 15578

Tel: 27 29 35 26

FINLAND

Tampere, Kirja Karkkainen

Hämeenkatu 17, 33200 Tel: 03 45180550

Turku, Fantasiapelit Turku

Humalistonkatu 8, 20100. Tel: 02 232 8413

Vantaa, Myyrmäen Pelikauppa Tel: 09 428 90813

Athens, Fantasy Shop Central - Victoria

Athens, Fastasy Shop Exarcheia

Athens, Fantasy Shop Amarousiou

Athens, Fantasy Shop Kallithea Irakleous 110A, Kallithea, 176 72.

Aggelou Metaxa 21, Glyfada, 166 75. Tel: +30 210 8983880

Kallidromiou 8, lppokratous, 117 42. Tel: +30 210 3606488

12 El.Venizelou Str., Nea Smyrni, 17121.

Tritis Septemvriou 118, 104 34.

Nikolaou Plastira 16, Marousi, 151 24

Tel: +30 210 3828877

Tel: +30 210 6234561

Tel: + 30 210 9592922

Athens Kaissa

Athens, Kaissa

Chania, Kaissa

Tel: + 30 210 8813000

Kidonias 109, 731 00. Tel: +30 28210 88996

Glyfada Atkens Kaissa

Tel: +30 210 8982057

Halandri, Athens, Kaissa

Tel: + 30 210 6898485

Miaouli 24, 341 00. Tel: +30 22210 87315

Halkida, Kaissa

loannina, Kaissa

Doukisis Plakentias 18, 152,36

Napoleontos Zerva 11, 453 32. Tel: + 30 2651 30890

Kalamaria, Thessaloniki, Kaissa

Konstantinoupoleos 27, 551 33. Tel: +30 2310 449377

Kerkyra, Dinital Fantasy

Lamia, Kaissa

Larisa, Kaissa

M. Margariti 13-15, 49100 Tel: +30 26610 35279

Isaia 1. Platia Laou, 351 00.

Kournoundourou 22, 412 22. Tel: +30 2410 538555

Kaissa, Harilaou Trikoupi 141, 146 71. Tel: +30 210 6205222

Tel: +30 22310 24393

Marousi, Athens, Kaissa

Tel: +30 210 6141675

Nea Erythrea, Athens

Panrati Athens Kaissa

Tel: + 30 2610 625632

Peristeri, Athens, Kaissa

Piraeus, Kaissa Ipsilantou 174-176, 185 35. Tel: +30 210 4296636

Tel: + 302310240193

Volos, Fantasy Shop Volos

HONG KONG

+852 68911 495

Wanchai, Fun Atelier

Tel: + 852 2866 4870

Glavani 98-100, Volos, 382 21. Tel: +30 24210 28782

Hong Kong Island, Jumbo Arts Co.

WHITE DWARF

54625

Thessaloniki, Underworld Games

Kostantinou Paleologou 18 & Egnatia 109,

-

133

Damareos 56-58, 116 33. Tel: +30 210 7218318

Patra, Kaissa Gounari 85, Sisini 24, 262 21.

Ethnikis Antistaseos 85A, 121 34. Tel: + 30 210 5722291

Kondili 7, 151 22.

Horikon 4, 166 74.

Athens, Games Vault

Athens, Fantasy Shop Glyfada

3rd Septemvriou 65, Pl. Victorias, 104 33. Tel: + 30 210 8231072

Themistokleous 43-45, Exarcheia. 106 83.

Vaasa, Pelimies Oy Hs-Center, Alatori, 65100. Tel: 06 312 5111

GREECE

Tampere, Puplenkuun Pelit Tampere

Koskikeskus, Hatanpaenvaltatie 1, 33100. Tel: 03 225 1850

CZECH



Ceske Budejovice, Chaotit Tel: 420602489158

Haradec Kralove, Knihkupectvi Yaihalla Tel: 420495522009 Koprivnice, Magic Tel: 420495522009



Liberec, Battle Games-Obchodni Pavilion Tel: 420777526154

Ostrava, Matrix (Knihkupectvi) Tel: 420774404024

Praha, Ogri Doupe Tel: 420224934811 Praha, Cerny Rytir

Tel: 420222312461 Vsetin, Atlantis Tel: 420571411697

DENMARK

Aalborg, Dragons Lair Algade 63, 9000. Tel: 45 98 12 16 18 Aalborg, 9X Painting

Vesterbro 30 st tv, 9000. Tel: 20 21 88 19 Aarhus, Gunzone

Kystvejen 27 st, 8000. Tel: 87 61 11 12

Aarhus C, Dragons Lair Amaliegade 21, 8000, Tel: 86 19 00 63

Asnæs, Bog og Ide Asnæs Centret 2, 4550 Tel: 59 65 00 14

Erslev, Asgaard Games Vendbjergvej 5, Galtrup, 7950. Tel: 42 16 91 16

Esbjerg, Arnold Busck Kongensgade 33, 6700. Tel: 75 12 11 77

Esbjerg, Bunkern Baggesens Alle 125, 6700. Tel: 23 31 75 23

Herning, Færges Kælder Smallegade 12, 7400. Tel: 35 10 18 97

Hjørring, Arnold Besck Metropol, Østergade 30, 9800. Tel: 98 92 80 40

Holbæk, Battleground Tidemansvej 16, 4300. Tel: 24 24 49 50

Holbæk, Hack N Slash Vestergade 2, 4300. Tel: 51 90 02 34

Købenbavn K, Faraos Cigarer Skindergade 27, 1157. Tel: 33 67 20 09

mepladsen 63 2860

Kolding, Good Games Låsbygade 13, 6000. Tel: 75 50 03 04 Lyngby, Faraos Cigarer

Tel: 45 32 10 23 23

Næstved, Guns n Games

Ramsherred 21, 4700 Tel: 31 20 20 04

Odense C, Dragons Lair

Ringsted, Andros

Segade 1a, 4100. Tel: 27 28 36 71

Rødøvre, Arnold Busck

Odense, Arnold Busci

Grannegade 2, 4000. Tel: 45 46 36 35 48

Klosterplads 4, 5700. Tel: 62 21 31 31

Roskilde Fanatic

Grabrodrepassagen 9, 5000. Tel: 45 63 11 12 19

Rødovre Centrum 116, 2610. Tel: 36 41 04 85

Rosengårdscentret, 5220. Tel: 66 15 99 28

Svendborg, Farve og Hobbyhjørnet

HUNGARY

Budapest, Jatek Box Tel: 0036 1 2393710

Budapest, Modell Hungaria Tel: 0036 1 7691171

Budapest, Sarkanytuz Tel: 0036 70 3223093 Budapest, Sas Military

Tel: 0036 1 2664393 Budapest, Szikla-Fonix

Tel: 0036 20 5373303 Budapest, Wargammers

Tel: 0036 30 6467670 Bedapest, Veg-Ye Tel: 0036 70 8661993

Budapest, Zordkom Game Tel: 0036 20 4281727

Dunakeszi, Yellow Dreams Tel: 0036 70 6201860

Gyor, Airport Models Tel: 0036 70 9442670

Kecskemet, Sarkanytuz Tel: 0036 76 329008 Letenye, Zordkom-Game kft Tel: 0036 20 4281727

Tel: 0036 20 4281727 Miskolc, Sarkanytuz Tel: 0036 20 3962160

Miskolc, Valhalia Paholy Tel: 0036 30 9950564

Pecs, Sarkanytuz Tel: 0036 20 2962860

Szeged, Sarkanytuz Tel: 0036 70 3290245

Szekesfehervar, Holdfeny Fantasy Tel: 0036 22 329793

Szekesfehervar, Sarkanytuz Tel: 0036 20 2962790

Szekesfehervar, Fonix Csarnok Tel: 0036 20 9179197

Szolnok, Sarkanytuz Tel: 0036 20 3962050

Szombethely, Sarkanytuz Tel: 0036 94 789208

Veszprem, Sarkanytuz Tel: 0036 20 3610015

Zalaegerszeg, Sarkanytuz Tel: 0036 20 2962870

ICELAND

Reykjavík, Nexus Hverfisgata 103, Po Box 5085, 125. Tel: 00354 552 9011

\$

INDONESIA

Bandung, Hobbyline Tel: (022) 4218555 Jakarta Barat, Comics N Games Tel: (021) 56963855 Jakarta Selatan, Fantasy N Games

Tel: (031) 6005 0343 Surabaya, Fantasy N Games Tel: (031) 6005 0343 Surabaya, Fantasy N Games Tel: (031) 7402 475

ISRAEL

Haila, Kitaro Tel: 00972 48503232 Herzlia, Freak

Tel: 00972 99589077 Ramat Hasharon, Tapuah

Tel Aviv, Freak Tel: 00972 36961826

Tel Aviv, Kitaro Tel: 00972 36299320

JAPAN

Bungo Bono Shi, Book Market a-too Mie 920 Akamine Mie Cho, Oita Ken, 879-7111. Tel: 097-425-4100

Верри, RingTail Ekimae cho 3-5, Oita, 874-0935. Tel: 0977-75-8488

Chiba, Hobby Shop Arrows Waei Bldg,3F, Inage Konakadai 2-8-20, 263-0043. Tel: 043-239-5523

Fujieda Shi, a-tee Hujieda 1-6-5 Midori Cho, Shizuoka Ken, 426-0027. Tel: 054-647-1200

134 WHITE DWARF

Hakodate Shi, Boek Marke Hakodate Mihara 3-53 Banchi 46 Go Mihara, Hokkaido, 041-0806. Tel: 0138-34-6030

Kashiwa, Kobby Space Mr.Field Hiroshima Kensetu Ekimae Bldg. 3F, Kashiwa 1-1-10, Chiba, 277-0005. Tel: 04-7138-6213

Niyagi Gun, Book Market a-too Rihu 32-1 Shin Yama Eda, Rifuza Rifu Cho, Miyagi Ken, 981-0112. Tel: 022-767-8366

Nagoya, Tey's Marchen Midoriku Horagai 2-1, Aichi, 458-0013. Tel: 052-877-0909

Osaka, Brain Gameshop Higgachi Higashisumiyoshi Kitatanabo 6-3-2, 546-0044, Tel: 06-6622-7022

Osaka, Icenoclasm Space Nanba 401, Naniwaku Nanbanaka 2-4-2, 556-0011. Tel: 06-4981-3003

Sabae Shi, Book Market a-too Sabae 10-33 Mizuochi, Fukui Ken, 916-0022. Tel: 0778-52-8861

Sapporo Shi, Mokeiya 1 Jo 6 Chome 2-8 Maeda Teine Ku, Hokkaido, 006-0811. Tel: 011-213-9456∏

Shizuoka Shi, Book Market a-too Minamisena 2-5 Minami Sena Cho, Shizuoka Ken, 420-0915 Tel: 054-262-8929

Tokyo, Giaet Hebby Kumano Bldg 2F, Suginami Ku Koenji Minami 4-7-13, 166-0003. Tel: 03-5913-8911

Tokyo, Yellow Submarine Akihabara RPG Shop Kogure Bidg.7F, Chiyodaku Sotokanda 1-11-6, 101-0021. Tel: 03-5297-5402

Yokkaichi, Mae Ne Meri Suwa Sakae Machi 22-3, Mie, 510-0086 Tel: 090-8338-5891

KAZAKHSTAN

Gogelya st., 58. Tel: 8 (727) 2 333 555 Almaty, Meloman Mega Rozybakieva st., 247. Tel: 8 (727) 232 2622

Tel: 8 (727) 232 2522 Almaty, Meloman Dostyk Dostyk ave, 71.

Tel: 8 (727) 291 5328 Astana, Meloman Mega Astana Turan ave, Mega mell, 2nd floor, shop B5. Tel: 8 (7172) 777 951

LATVIA

Riga, Games Shop Tel: 0371 27700390

LITHUANIA

Kaunas, Hobby D6 Games Tel: 00 370 6 5286997 Vilinius, Hobby D6 Games Tel: 00 370 5 2133269



MALAYSIA

Georgetown, Gameforge 98-3-2A, Prima Tanjung Business Center, Penang, 11200. Tel: 04 8900831

(*

Kota Damansara, Petaling Jaya, Hohby Forge NW-02-29 Cova Square, Jalan Teknologi, Selangor, 47810. Tel: 017 6126670 Kota Kinabalu, Just Wargame No.26-1, Block F, 1st Floor, Ruang Pokok

Kayu Manis 1, Damai Plaza Phase 4, Sabah, 88000. Tel: 010 9510187 Kuala Lumnur Renfers Mid Valley

Kuala Lumpur, Borders Mid Valley 3rd Floor, The Gardens Mall, Mid Valley City, WP, 59200. Tel: 03 22874530

Kuala Lumpur, Borders Mont Kiara Level 2, 1 Mont Kiara, Mont Kiara, WP, 50480.

Kaala Lumpur, Comics Mart 3rd Floor, Mid Valley Megamall, Mid Valley City, WP, 59200. Tel: 10.22920626 Kuala Lumpur, Times Bangsar 2nd Floor, Bangsar Shopping Center Jalan Maarof, Bangsar, WP, 59000, Tel: 03 20953509

Kuala Lumpur, Times Pavillian Level 6, Pavillon KL, Jalan Bukit Bintang, WP, 55100. Tel: 03 21488813

Kuala Lumpur, Warp Space Games 10C, Faber Plaza, Jalan Desa Jaya, WP, 58200. Tel: 012 2016600

Petaling Jaya, The Games Circle Selangor, 47400. Tel: 016 4510940

Petaling Jaya, Teybox 43A, Jalan 20/16, Selangor, 47300, Tel: 03 78779805

MALTA

Malta, Forbidden Power Tel : 00356 21 227999 Malta, K Hobbies Ltd Tel: 00356 21 895423

MEXICO

Aguascalientes Ags, Tienda Omega Tel: 0052 449 915 39 26 3

Cancun O.Roo, Gamer's Den Tel: 0052 998 898 08 03

Celaya GTO, Animundo Tel: 0052 461 200 08 27

Celaya GTO, La Cueva del Mago Tel: 0052 461 546 76 16 Celaya GTO, Zona Otaku

Tel: 0052 461-206-0851 Mexico D.F. IMP Comics Tel: 0052 55 5659 2312

Mexico D.F, Kallisti Tel: 0052 55 56 80 03 73

Mexico D.F., Colecciones Colibr Tel: 0052 55 50 19 99 60

Mexico D.F., Capital 8 Tel: 0052 55 84 76 57 Mixcoac, Quest Hobbies & Games

Tel: 55 55 98 92 78 Monterrey, NL, Imperial Fleet Tel: 0052 81 11 70 81 87

Toluca, Mex., War Games Tel: 0052 722 37 52 77 11

Satelite Edo. De Mex, Entretente Toys Tel: 0052 55 46 33 04 32



Almere, Ruan Creatief Brouwerstraat 16-22, 1315 BP Tel: +31 (0)365 33 13 77

Amsterdam, Boekhandel Mek & Holt Tussen Meer 46, 1068 GC. Tel: +31 (0)206 19 31 68



Barendrecht, Posttrein Dorpsstraat 123, 2992 BD. Tel: +31 (01180 61 95 39

Bergeijk, Top 1 Toys Wouters Pankenstraat 31, 5571 CP. Tel: +31 (0)497 55 02 48

Bergen Op Zoom, BOZ Speller Kremerstraat 23, 4611 TP Tel: +31 (0)164 24 91 20

Beverwijk, BMM Games Begijnenstraat 9b, 1941 BR. Tel: +31 (0)251 21 65 68

Bussum, 2 Brothers RC Laarderweg 39-41, 1402 BC, Tel: +31 (0)355 92 26 84

Delft, Bazaar Of Magic Spoorsinge! 72, 2613 BB. Tel: +31 (0)6 47 58 91 98

Delft, Speldorado Hippolytusbuurt 21-25, 2611 HM. Tel: +31 (0)152 13 45 16

Den Bosch, De Dobbelsteen Den Bosch Hinthammerstraat 90, 5211 MS. Tel: +31 (0)736 14 55 30

Dordrecht, Hobby Modelhouw Dordrecht Voorstraat 360, 3311 CX. Tel: +31 (0)78.63 12 711

Ede, Tinnen Seldaat Soemballaan 12, 6712 AL. Tel: +31 (0)318 65 32 96

Eindhoven, Gameforce Visserstraat 18a, 5612 BT. Tel: +31 (0)736 13 58 26

Groningen, Purperen Draak Nieuwe Ebbingestraat 83, 9712 NG. Tel: +31 (0)502 30 09 59 Hengelo, De Dondersteen Wernenstraat 18, 7551 EX. Tel: +31 (0)742 59 50 30

eistraat 2. 1621 CT.

Tel: +31 (0)229 29 55 65

Hoorn, Spellenhoorn

Leeuwarden, Spellekijn Peperstraat 12, 8911 JA. Tel: +31 (0)582 13 11 12

Leiden, Vliegershop Turfmarkt 2, 2312 CD.

Lelystad, Games of War

Stationsplein 182, 8232 VT. Tel: +31 (0)6 22 49 98 70

Maastricht Shammek Modelk

Brusselsestraat 70, 6211 PG. Tel: +31 (0)433 25 16 53

Middelburg, De Burcht Plein 1940, Nr 5, 4331 LG.

Tel: +31 (0)118 65 00 48

Nijmegen, Moenen and Mariker

Oudena, Nils Ester Modelhouv

Fabrykswei 25, 9216 WR. Tel: +31 (0)512 37 09 15

Kerklaan 59h, 2282 CE. Tel: +31 (0)704 15 90 14

Roermond, Bloemboetiek Hern

Nassaustraat 66, 6043 ED.

Tel: +31 (0)475 31 68 24

Tel: +31 (0)10 27 09 233

Scheppoord, Scillas Winkel

Slenerweg 37, 7848 AD. Tel: +31 (0)6 28 23 70 14

Tegelen, Extra Modelboow

Spoorstraat 28, 5931 PT. Tel: +31 (0)773 73 80 09

Tel: +31 (0)413 27 06 62

Utrecht, Labyrinth Fantasy

Oudegracht 207, 3511 NH

Tel: +31 (0)302 81 71 57

Tel: +31 {0}302 31 11 22

Springweg 1, 3511 VH. Tel: +31 (0)302 30 41 23

Misterstraat 60, 7101 EX

Tel: + 31 (0)543 51 28 27

Dorpsstraat 179, 2712 AJ. Tel: +31 (0)793 16 05 60

Langelandveien 25, 6022. Tel: 070143770

Fredrikstad, Norstar Leketorvet

NORWAY

Bergen, Outland

Fortunen 4, 5013.

Tel: +47 69315630

Kongsberg, Rolf Liane

Tel: +47 98819560

Kristiansand, Outland

Lampeland, Spilljefen

Mosjoen, Hobbysenteret Tel: +47 75170170

Narvik, Ringo Barnas Verden Tel: +47 76946505

Mo I Rana, Ringo Lekehjørnet Mo Tel: +47 75151717

Sentrum, 3623

Markensoate 41 4612 Tel: +47 38099420

Tel: 055314822

Kirkegata, Outland

Kirkeg. 23, 0153

Tel- 038099420

Utrecht, Subcultures

Utrecht, Whooas

Uden Goblin

Tilburg, De Dobbelsteen Tilburg Schouwburgring 155, 5038 TW. Tel: +31 (0)135 44 37 00

Pastoor Spieringsstraat 45, 5401 GT.

Oude Gracht 194 (Kelder), 3511 NR

Winterswiik, Top 1 Toys Winterswiik

Zoetermeer, RC Pitstop Zoetermeer

Alesund, Brig Kremmerhuset Moa Syd

Sliedrecht, De Gruijter Sliedrecht

Burgemeester Winklerplein 10, 3362 AA. Tel: +31 (0)184 41 27 44

Schiedam, Gamestart Hoogstraat 9a, 3111 HB, Tel: +31 (0)10 42 63 993

Rotterdam, Gamers of the West

Jonker Fransstraat 122-a, 3031 AX

Rijswijk, Ted's RC Sho

Van Welderenstraat 70, 6511 MP. Tel: +31 (0)243 23 61 19

Rijksweg 68, 6226 XZ. Tel: +31 (0)433 61 33 34

Maastricht, Vlieg-er-uit

Tel: +31 (0)715 13 27 83

Leiden, Tafelridder Oude Herengracht 11 a, 2312 LN. Tel: +31 (0)71 52 22 724

Wiee

Oslo, Outland Kirkenata

Oslo Mollemata 7, 0179

Sandnes, Osæland Hobby

Tel: +47 22 33 29 90

Langgatan 44, 4306. Tel: 051661509

Sjovegan, Outpost Tel: +47 95703245

Tel: +47 35528764

Stavanger, Outland

Tel: 051938080

Søregate 19, 4006.

Stokke, Hobby Hagen

Tol- +47 33335203

Tonsberg, Gledeshuset

Tonsberg, Brio Bamse Tel: +47 33316790

Kirkegata 6, 9008. Tel: 077686974

Trondheim, Outland

Munkegata 58, 7011. Tel: 073520545

Trandheim, Tranderfrim

Tel: 073520840

PANAMA

PERU

Tel: 4768883

Tel: 819 5800

Town Center Tel: 850 2033

Tel: 916 5071

Tel: 727 8583

Tel: (632) 850939

POLAND

Bialystok, Gryfan

Linows 6, 1 Pietro, 15,427

Tel: 0048 78 4914710

Ul. Szkolna 15, 43-300. Tel: 0048 33 8213432

Bydgoszcz, Wargamer Tel: 0048 513799725

Tel: 0048 798837213

Simoradz 51 43-426

Tel: 0048 503020589

Tel: 0048 58 3470204

Tel: 0048 58 3057045

Matejki 6, 80-232

Gdynia, Futurex

Tel: 0048 58 3470204

Tel: 0048 50 1563066

Glogow, Zielone Wzgorza

Tel: 0048 602337754

Golub-Dobrzyn, Excalibur Tel: 0048 781702499

Tel: 0048 790719110

Katowice, Bard Tel: 0048 32 2571817

Katowice, Cytadela Tel: 0048 601323209

Debowiec, Jaskina Trolla

Gdansk, Rebel Centrum Gier

Gdansk, Rebel Centrum Gier

Gdansk, Usmiech Naszego Dziecka

Ul. Waleriana Szefki 2D/B8, 81-572

Gorzew Wielkopelski, Przystan Gier Ul. Andersa 6A/11 Bronowicka, 66-400.

Czestochowa, Bard

Bielsko-Biala, Gnom

Tel: 63916 8305040

Tel: 00 507 3 95 60 11

St Olavs Gate 11, 7012.

Hato Pintado, Arkham & Hobbie Games

Av. Arenales, Colores y Miniaturas Tel: 0051 14 71 66 64

PHILIPPINES

Binan, Zuran Gaming Center

Cebu City, Neutral Grounds Cebu

Makati City, Neutral Grounds Glorietta

Mandaluyong City, Neutral Grounds Megamall Tel: 425 0275

Muntinlupa City, Neutral Grounds Alabang

Ouezon City, Neutral Grounds Galleria Tel: (632)6348982

Quezon City, Neutral Grounds Trinoma

Taguiig City, Hobbes & Landes- The Fort

San Juan, Neutral Grounds Vmall

*

avre Langgate 47, 3110. Tel: 092251707

Tromsø, Tromsø Bruktbokhandel

Skien, Sokratis Hobby Gården

Kirkegata 23, 0153 Tel: 098819560 Kielce, Wargamer UI Wspolna 21, 25-003. Tel: 0048 50 8067824

Koszalin, Tecza Zabawki Tel: 0048 94 3422075 Krakow, Bard Tel: 0048 12 6320735

Tel: 0048 12 6320735 Krakew, Agtom Tel: 0048 12 3565678

Tel: 0048 12 3565678 Krakow, Sklep Smok Tel: 0048 12 3801543

Krakow, Valkiria-Skelp Tel: 0048 12 4115525

Krakow, Agtom Ul Wladyslawa Jagielly 8, 31-711. Tel: 0048 12 3565678

Krakow, Vanaheim UI. Chalupnika 4/43, 31-464. Tel: 0048 12 4221137

Legnica, Sklep Feniks Tel: 0048 69 4606618 Lodz, Da-Ta Tel: 0048 42 6337263

Lodz, Gamelord Tel: 0048 42 6311161

Lodz, Model Fan UI. Gen. J. Dabrowskiego 28 D, 93-137. Tel: 0048 42 6424028

Lodz, Stagraf Studio Ul Plantowa 1, 91-104. Tel: 0048 60 5650752

Lodz, Strategia Centrum Gier Ch Retkinia, Maratonska 24/32 Lokal 42, 94-102. Tel: 0048 79 6595539

Nowy Sacz, Graal Hobbit Tel: 0048 60 4133612

Nysa, Raptor Hobby Tel: 0048 69 8096524

Opole, Hms Computers Ii UI. Krakowska 26, 45-075. Tel: 0048 77 4547413

Ostrow Wielkopolski, Centrum Gier Arena Tel: 0048 69 4877877

Oswiecim, Skelp Modelarski Model-Hit Tel: 0048 60 2745519 Otwock, Cytadela

Wisniowa 21, 05-400. Tel: 0048 22 8552700 Paznan Cube D-Warkshop

Katowicka 810/109, 61-131. Tel: 0048 509494593

Poznan, Bard Tel: 0048 61 8538277 Poznan, Cube-G-Workshop Polanka

Tel: 0048 61 6712415 Poznan, Cube-Q-Workshop Panorama Tel: 0048 51 4812564

Poznan, Wilczek Tel: 0048 50 3652888

Poznan, Cube-O-Workshop M1 Szwajcarska 14, 61-285. Tel: 0048 61 6712415

Poznan, Cube-O-Workshop King Cross UI. Bukowska 156, 60-198. Tel: 0048 50 6079264

Poznan, Cube-Q-Workshop Pestka Al. Solidarnosci 47, 61-696. Tel: 0048 51 4812564

Pszczyna, Red Scorpion Tel: 0048 60 2656281

Radom, Wargamer Tel: 0048 50 3582781

Radom, White Tree UI. Krolevvska 13/53, 26-600, Tel: 0048 880 289 911

Reszyn, Morion 19-Go Kwietnia 27, 05-090, Tel: 00 48 22 423 9120

Rzeszow, W&W Sklep Modelarski Hobby Tel: 0048 17 8528101

Rzeszow, Gamekeeper Tel: 0048 69 2629258

Rzeszow, W&W Sklep Modelarski Hobby Ul Bernardynska 5, 35-069. Tel: 0048 17 8528101

Siemianowice, Jaga Phu Tel: 0048 32 2290139

Szczecin, Fenix Wojska Poliskiego 7, 70-470. Tel: 0048 69 5934995

Tarnow, Salon Gier Jaskinia Lwowska 40, 33-100. Tel: 0048 60 5721415

Torun, Sklep Papierniczy Tel: 0048 56 6522593 Torun, Strefa Gier Tel: 0048 609752796

Tel: 0048 609752796 Torun, Grafjer UI Mostowa 19, 87-100. Tel: 0048 609 752 796 Warsaw, Sklep Seperserie Al. Gen. Chrusciela 79, 04-414. Tel: 0048 80 1003362

Warsaw, Wargamer Centrala UI Mehoffera 26 Lok 10, 03-131. Tel: 0048 22 6759086

Warszawa, Faber I Faber Pulawska 11, 02-515. Tel: 0048 22 8491265 Warszawa. Ziste Tarasy

Ul Zlota 59, 00-120, Tel: 0048 22 222 01 33 Warszawa, Afra Games World Tel: 0048 501946549

Warszawa, Cytadela Tel: 0048 22 8552700 Warszawa, Graal Blue City

Tel: 0048 22 3117627 Warszawa, Graal Cf Skorosze Tel: 0048 22 8827595

Warszawa, Graal Galeria Mokotow Tel: 0048 22 5413318

Warszawa, Graal Sarmacka Tel: 0048 22 8427040

Warszawa, Graal Ken Centre Tel: 0048 22 2089090

Warszawa, Graal Rondo Wiatraczna Tel: 0048 224080031 Warszawa, Graal Dworzec Centralm Tel: 0048 696501053

Warszawa, Morion Bielany Tel: 0048 22 4241062

Warszawa, Paradox Tel: 0048 22 5280281

Warszawa, Sklep Superserie Tel: 0048 80 1003362

Warszawa, Wargamer Centrala Tel: 0048 22 6759086

Varszawa, Wargamer Ch Targowek Tel: 0048 72 457513

Warszawa, Wargamer Wilcza Tel: 0048 22 6224296

Tel: 0048 22 6224296 Warszawa, Wargamer Ch Wola Park Tel: 0048 22 6769086

Tel: 0048 22 6759086 Warszawa, Rivendell Al. Jose Prode E. 424 Let: 248, 01 00

AL Jane Pawla II, 43A Lok 24B, D1-001. Tel: 0048 604 254 104 Warszawa, Graal Blue City Al. Jerozolimskie 179 Paw. 57, 02-222. Tel: 0048 22 3117627

Warszawa, Graal Galeria Mokotow UI. Woloska 12 Paw. 163A, 02-675. Tel: 0048 22 5413318

Warszawa, Graal Ken Centre UI. Ciszewskiego 15, 02-777. Tel: 0048 22 2089090

Wroclaw, Bard Tel: 0048 71 3417472

Wroclaw, Wroclaw Model Centre Tel: 0048 71 3419991 Wroclaw, Bolter Zagony 79/2, 54-614, Tel: 0048 502279969

Wroclaw, Planszoweczka UI Braniborska 7/20, 53-680. Tel: 0048 79 2301796

Wroclaw, Sklep Feniks 4 Pietro, Szewska 95/97, 50-121. Tel: 0048 69 4606618

Zielona Gora, Zielone Wzgorza Tel: 0048 602337754

PORTUGAL

(8)

Alcabideche, CascaisPress Tel: Tel: +351 314 600 530 Beloura, Hobbykit Tel: Tel: +351 214 850 901

Tel: Tel: +351 214 850 901 Caldas Da Rainha, Magic Club Caldas Tel: +351 239 049 610

Coimbra, Divercentro Tel: +351 239.049 610

Coimbra, Inforhobbies Tel: +351 239 781 466

Lisboa, Fnac Tel: +351 219 404 700 Lisboa, Lojas Arena Tel: +351 213 155 580

Lisboa, Myrdinn's Magic, Lda Tel: + 351 213 032 258

Lisboa, Homem Azul Tel: +351 213 629 382

Porto, Lojas Arena Tel: +351 222 011 388

Sines, Galeria BT Tel: +351 269 632 511

Telheiras, Tabak Tel: +351 217 165 574

PUERTO RICO 퇃

San Juan, Maximum DC Tel: +787 766 9634

RUSSIA



Somerset West, The Battle Bunker Shop 4, Libri Business Centre, Libri Road,

Standerton, Hall Of Storms

11 Caledon Street, 2430. Tel: 27828561144

SOUTH

KOREA

Seoul, Orctown Tel: 02 6402 5946

SWEDEN

Kalmar, Lek & Hobby

Södra Långgatan 32, 392 32. Tel: 0480-24717

Karlskrona, Leksakshuset

Lallerstedtsgt.5, 371 54. Tel: 0455-24082

Karlstad, Spel & Fantasi

Kungsgatan 6, 652 24 Tel: 054-15 10 70

Kykogatan 20-22, 641 46. Tel: 0150-12032

Kungsbacka, Lek & Hobb

Lidköping, Game Maniacs

Fiskaregatan 4G, 531 91 Tel: 0705-190274

Svedengatan 18, 582 73. Tel: 0131-22290

Land Playntoket Center

Lund Ilnisnel

Clemenstorget 6, 222 21. Tel: 0461-27810

Malmó, Playoteket Center

Djäknegatan 2, 211 35. Tel: 040-185530

Drottninggatan 18, 602 24. Tel: 0111-62120

Norrköping, Hobbyhö

Örebro, Batalj Storgatan 11, 703 61. Tel: 019-18 46 00

Östersund, Hobbyboden

Sala Floos Leksaker

Skelleftea, Legend Köpmangatan 7A, 931 31. Tel: 091-01 35 02

Stockholm, Arcan

Umeà Fantasia

Uppsala, Fantasia

Östra Ågatan 9, 753 22. Tel: 018-100150

Varberg, Fyndmagasinet Birger Svenssons Väg 23, 432 40. Tel: 0340-678990

Storagatan 33, 722 12. Tel: 021-10 44 91

Klostergatan 4, 35230. Tel: 0470-218 02

Visby, Skuggspel Österväg 5, 621 43.

Tel: 0498-21 10 82

Fritsla, Fritsla Hobby Backabovågen 5, 511 71. Tel: 0320-70166

Gävle, Hobby Shopen

Hägersten, Hobbyisterna

Halmstad, Lekcenter

Stormgatan 6, 302 60. Tel: 035-15 91 75

Kristallvägen 84A, 126 78. Tel: 08-403 90500

Norra Rådmansgatan 2, 803 11. Tel: 026-18 62 99

Vāxjō, Helges Hāla

Västerås Zetterlands Leksaker

Hagagatan 6, 11348. Tel: 08-22 25 22

Köpmangatan 31, 831 30. Tel: 0635-13310

Rådhusgatan 10, 733 30. Tel: 022-41 03 14

Stockholm, Science Fiction Bokhandeln

Västerlånggatan 48, 111 27. Tel: 08-21 50 52

Sundsvall, Orions Suel & Böcker

Sagagallerian, Gotgatan 1, 903 27. Tel: 090-77 03 60

Köpmangatan 23, 852 32 Tel: 060-155 947

Östra Mårtensgatan 14B, 223 61. Tel: 046-285 9112

Luleå, locus Storgatan 7A, 972 38, Tel: 0920-69954

Linköping, Sagoland

Södra Torgatan 6, 434 30. Tel: 0300-14136

Katrineholm Narrens Snel & Tillhehö

7129. Tel: 27218514883 Umeá, Incrade

Uppsala, Prisfyndet

Ystad, TV-Spelhörnan Tobaksgatan 16, 271 41. Tel: 00 46 411 666 80

TURKEY

Tel: 312 466 86 49

Istanbul, Pegasus Oyuncak 34335.

Istanbul, Oyun Mühendisi 34710.

TAIWAN

Changhua, Lian Xin Tel: + 886 4 8870420

Hsinchu, Mini Shoppa

Tel: +886 3 5231802

Hsinchu, Style Toy House Tel: +886 3 5612499

Kaohsiung, Dwarf's Goldm Tel: +886 7 2299467

Kaohsiung, Toys Cat Tel: +886 7 6214940

Kaohsiung, Longmen Tel: +886 7 3118867

Taichung, Fantasy House Tel: +886 4 23143720

Tainan, Star Toy Castle

Tel: +886 6 2570927 Taipei, Cacacity Tel: +886 2 23099579 Taipei, Mpk Hobby Shop Tel: +886 2 28161466

Taipei, Akmigames Tel: +886 2 23099570

Xinbei, Table Game Tel: +886 2 29035898

THAILAND

Bangkok, Slice And Dice Tel: +66 8149 87593

Bangkok, A Framing Tel: +66 8414 64313

Bangkok, Thinx Hobby Tel: +66 8999 31129

Tel: +66 2747 9719

Chiang Mai, Hobo Books Tel: +66 8158 25741

Chonburi, Pattaya Players Tel: +66 8909 29523

UKRAINE

Kyiv, Tay House Andriya Malyshka St., 3. Tel: 0038 044 377 7122

Kviv, Toy House

Kyiv, Toy House

UNITED

Dubai, Bishops Trading Tel: 971559487870

Tel: 0038 044 377 7198

Heroiv Stalinhradu ave., 10. Tel: 0038 044 377 7128

Odessa, Avanguard Yevreis'ka st., 47, Book Shopping Mall, Place 12. Tel: D038 050 562 2277

ARAB EMIRATES

WHITE DWARF 135

Obalons'kyl ave., 1B, Dream Town Shopping

Bangkok, Battlefield Bangkok

Pingtung, Texas Tv Game Shops Tel: +886 8 7212720

Kavaklirlere

Adana, Yerapi Bilgisaya Ankara, Oversoul, Buklum sokak 47-1,

Glimmervägen 7F, 90740. Tel: 090-196 580

Kungsgatan 39, 753 21. Tel: 0046 18106607

C.

Ekaterinburg, World of Models 8 Marte st., 14. Tel: 8 (343) 381 0076

Krasnoyark, Rodnik Baumana st., 26. Tel: 8 (913) 573 3843 Moscow, Alegris

Myasnitckaya st., 20, m. Lubyanka. Tel: 8 (495) 628 3337 Moscow, Alegris

Dmitriya Ulyanova, 4/1, m. Akademicheskaya. Tel: 8 (499) 137 5868

Moscow, Alegris Fridrikha Engelsa, 3/5, m. Baumanskaya, Tel: 8 (499) 261 5075

Mascow, Alegris Volokolamskoye shosse, 3, m. Sokol. Tel: 8 (499) 158-1753

Perm, Petropavlovskiy Kuybisheva st., 36, Petropavlovskiy shopping mall, 614000. Tel: 8 (912) 789 8412

St Petersburg, Art Miniatures Goncharnaya st., 18, 191035, Tel: 8 (812) 633 3395

Tver, Armada Gor'kogo st., 124. Tel: 8 (910) 531 7659

SINGAPORE

313 @ Suomerset, Harris Planerds Tel: +65 146755

Funan Centre, Battle Bunker Tel: +65 93840450

Fusionopolis, Paradigm Infinitum Tel: + 85 67343858 Ions Orchard, Prologue

Bookstore Singapore Tel: +65 64651477 Midpoint Orchard, Paradigm Infinitum Pte Ltd

Tel: +65 67343858 Plaza Singapura, Comics Connection Pte Ltd Tel: +65 63378300

Seren Centre, Toy Station Tel: +65 64683054



8

SLOVAKIA Bratislave, Madmaxon Tel: 421 2 524 927 87

SLOVENIA

Ljublijana, Crna Luknja Tel: 00386 59031220 Ljublijana, Direndaj Citypark Tel: 00386 45768030

SOUTH AFRICA 🚬

Bishopscourt, Two Plus Distribution 17 Hillwood Avenue, 7708. Tel: 272176

Blouberg Strand, The Battle Bunker Shop C7A, Leonardo Park, Parklands, 7441. Tel: 27215562425

Claremont Wizards Rooks & Came

Durban, Bestiny Books + Games

Durbanville, The Battle Bunker

Johannesburg, The Grot Shop

Johannessburg, Essex Hobbies

Kenilworth, The Battle Bunker

Tel: 27123625497

+Tel: 27219790506

Shop 4, Murray Louw Building Main Road, 7550.

Stadium On Main, Main Road, 7700. Tel: 27216830360

Shop L18, Windemere Centre, 4001. Tel: 2731312B271

35 Langerman Drive, Kensington, 2101. Tel: 27824689899

Johannesburg, The Underground 171 Market Street, Northriding, 2188. Tel: 27117953946

Shop 21, Northcliffe Shopping Centre, 2029. Tel: 27118883619

Shop 5, Saratoga Court, Cnr Kenilworth & Main Roads, 7700. Tel: 27217612811

Pretoria, Outer Limites Pretoria 1115 Burnett Street, Hatfield Square, Hatfield, 83.

<text>

TWO WAYS TO SUBSCRIBE!

1. PICK UP YOUR ISSUES IN-STORE: £44

SUBSCRIBE FOR 12 MONTHS, PAY FOR 8

Pop into any Games Workshop store for details of our in-store subscription offer.

2. GET YOUR ISSUES DELIVERED: £55

SUBSCRIBE FOR 12 MONTHS, PAY FOR 10

Subscribe via the form to the right or call the number below to get White Dwarf delivered to your door.

01778 392 083 Call now to subscribe

I would like to pay by Direct Debit - choose one option

(I understand that a quarterly payment of £13.75 will be debited from my account) (I understand that a single yearly payment of £55 will be debited from my account)

Originator's Identification Number 388464	Instruction to your Bank or Building Society to pay by Direct Debit.	DIRECT
To the Manager (Bank Name Address	a)	Depri
	Postcode	
Name(s) of account holder(s	›	
Branch sort code		se pay Games
Bank/Building Society	irom	kshop Direct Dubits the account detailed in nstruction subject to
Ref No (Office use only)	the D	aleguards assured by Direct Debit Guarantee
Ref No (Office use only)	the D Lund instru	aleguards assured by Direct Debit Guaractee lensing that this action may remain with
Ref No (Office use only)	the C Lund mitru Carm so d	aleguards assured by Direct Debit Guarantee lensand that this

I would like to subscribe to White Dwarf from the next available issue.

fitle	Forename
Surname	
Address	
'ostcode	Country
elephone (inc STD cod	e)
	for the person detailed below.
	Forename
urname	
ostcode	Country
	2)

RETURN THIS FORM TO

White Dwarf, Warners Subscriptions Dept, FREEPOST PE211, Bourne, Lincs, PE10-9BR TRANS Not CONDINS: Enguerran in offend to all farba and halving Sortien has the gain in the Union Disk column. The diverge and analysis is increased and government of yoar one flave fielding society. If a meaning the gain diverge field in the provided one provided and engineers and engineers. The diverge and analysis is working days and analysis of the diverge society of the diverge society of the diverge society of the diverge society of the working days and analysis of the diverge society of the diverge society of the diverge society of the diverge society of the provided and the diverge society of the Prove all needs a crey of your Flave to all. We do not need a field and the diverge society of the dinterge society of the diverge society of the diverge soc

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: This month has seen a slew of doubles games, a barrage of painting and the creation of a bespoke scenario. Come see what the team got up to.



The Design Studio: The talented folks who worked on the new Dark Angels miniatures and Codex explain the design and ideas behind this month's releases.



Forge World: We delve into the resin mines down in Forge World to see the latest monsters, tanks and more being produced by their talented designers.



Black Library: Gav Thorpe spills the beans on the Ravenwing and the dark secrets of the Chapter, while Josh Reynolds talks about his new novel, Neferata.

THIS MONTH IN WHITE DUARF

It is definitely not all work here in the White Dwarf bunker, as this month we've been busy painting new models for our collections, playing plenty of games in our hobby room and taking part in various gaming weekends. Here's what we've been up to.



OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

With her first couple of Lizardmen units now complete, and a swathe of Daemonettes filling up her Paint Station, Beth has started looking at making her collection bigger. She's been spending lunch breaks poring over Warhammer Armies: Lizardmen and working out the next things she fancies adding into her collection. A Slann Mage-Priest and Carnosaur are next in line.



Jes Bickham

After a frantic week adding to his Black Legion collection, Jes has turned his eye to completing a Stonehorn for his Ogre Kingdoms army. Beyond that, Jes is intent on rectifying the Space Marine-shaped hole in his hobby, but can't decide between starting a Blood Angels or Dark Angels army. The fact that he's been salivating over the Sanguinor might point the way...



Dan Harden

Dan's been a hobby machine this month, painting up the vast majority of the models in this month's Paint Splatter (including the Fortress of Redemption, which we hope to use in a Battle Report soon). Outside of work he's finally continuing his long-neglected Tau army and his desk is yet again covered in miniatures. He's also pondering what to do for next year's Armies on Parade.



Matt Hutson

Matt has been supplementing his gaming activities by adding new models to his Space Marine collection, this month choosing to build and paint a Thunderfire Cannon for his Imperial Fists army. He's also found the time to assemble a Dark Talon, which along with his 'tester' Dark Angels he's hiding in his draw, hint towards yet another Space Marine army in his ever-growing legions.



Andrew Kenrick

As well as taking to battle with his Death Guard, summoning Adam's Plaguebearers to his aid (or was it the other way round?), Andrew's been hard at work defiling his own Imperial Defence Network in the name of Nurgle. He's also found time to carry on with his Warriors of Chaos, adding a second rank to his unit of Skullcrushers as well as bulking out his Marauders.




- Jes set up the battlefield to represent a small outpost on some Warp-wracked world near the Eye of Terror.
- 2 Adam's Dark Angels lined up outside the walls, ready to launch their rapid attack on the Fallen.
- 3 A token for each character was placed in Adam's Dark Angels hat – and Jes drew one out at random.

BATTLE REPORT BEHIND THE SCENES: HUNT THE FALLEN

This month's Battle Report contained a bespoke scenario cooked up by les. Adam and Glenn. The idea was to play a game that reflected the imagery of the armies we were featuring, so we chose to show the hunt for the Fallen. To keep things unpredictable, Glenn suggested choosing which of the characters in the Chaos Space Marine force was the Fallen at random, which turned out to make the game very entertaining as there was plenty of bluffing and guess work. Jes, being the Chaos Warlord, knew which of his Champions was the Fallen, and repeatedly distracted Adam with other units in an attempt to confuse and confound him. This was highly entertaining for all of us in the office as every time Adam killed a Champion of Chaos he looked expectantly at les and got only a shake of the head in return. His cries of anguish could be heard throughout the building.



Glenn More

Glenn's main focus this month has been gaming, and he's been merrily laying waste to all comers with his Grey Knights. Alongside that, and the doubles event he attended with Matt, it's a miracle he's found any time for painting at all – but he has, with a return to his Chaos Space Marines. His new Blood Slaughterer from Forge World is basecoated and well underway.



Erik Niemz

Erik is expanding his Under-Empire with more Skaven. In a painting frenzy he completed an entire unit of Stormvermin in a single weekend, and now he's working on a Warp Lightning Cannon and some Jezzails to provide fire support. It may be that his focus has shifted a little, however, as eye witnesses report him coming back from Warhammer World with a box of Orks...



Kris Shield

Kris has placed the growth of his Chaos collection on temporary hold for the past couple of weeks as he has turned his attention to *The Hobbit: An Unexpected Journey.* Every lunch break he can be found sat in the White Dwarf hobby room, putting last month's Paint Splatter tips into action on a variety of Goblins and Dwarves. He's already started eyeing up the new Great Eagles too.



Adam Troke

Up to his eyeballs in Dark Angels again, Adam has painted a Nephilim Jetfighter and a six-man squadron of Ravenwing Black Knights so far this month – apparently Adam has developed an affinity for painting black fast. Also, having played his first game with his Nurgle Daemons from last month, he's eyeing up a new contingent, with Khorne as the theme this time.

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 good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@ whitedwarf.co.uk

THIS MONTH IN WHITE DWARF DOUBLE TROUBLE

Warhammer World recently hosted another successful Warhammer 40,000 Doubles Weekend in which Matt and Glenn took to the field with their Imperial Fists and Ultramarines respectively. Their pairing has become an annual fixture and they regularly spend their lunch breaks colluding on which models to add to their armies and playing practice games with their combined force. As well as Matt and Glenn, Robin Cruddace and Stu Black from the Studio also joined in for the weekend. All four players had their armies nominated for the accolade of best force.







Glenn and Matt

Glenn and Matt have teamed up three times for the Doubles Weekend so far and each time they have placed a little higher in the final rankings, managing their best ever placing this year. According to Matt, their best game of the weekend was against the team known as 'The Flesh is Weak', an Iron Hands and Salamanders team who provided an exciting and close-fought contest right to the very end of the game.

Riding high after their game, both Matt and Glenn have turned their attention to adding reinforcements to their collections.

Robin and Stu

Robin and Stu have played together for years, but normally on the opposite side of the table. The Doubles Weekend was their second time playing together as a team, and this year they teamed up with a dual Space Marine force of Robin's Howling Griffons and Stu's Iron Hawks. Having left things to the last moment (a misunderstanding about allies set them back, apparently), Stu painted 30 Space Marines and a Captain in only a couple of weeks incidentally the time it took Robin to add a Storm Talon to his own collection. They were thrilled to be nominated for best painted army.

WHITE DWARF GOES SPELUNKING

For our New Releases and editorial photography this issue, Glenn and Erik braved the warren of caves that riddle the land beneath Ye Olde Salutation pub in Nottingham city centre to capture the feeling of being beneath the Dark Angels' fortress monastery the Rock. It was dark, it was dank, and it was brilliantly atmospheric; sadly however, we didn't find the sleeping form of Lion El'Ionson.







THE LURE OF CHAOS

Jes may well take the crown as painting champion in the White Dwarf bunker this month. In less than a week he heroically painted a new Maulerfiend, a Warpsmith and a unit of seven Chosen Chaos Space Marines – all done in time to add to our battle report display at UK Games Day. Next up on Jes' work bench is Abaddon the Despoiler to lead his Black Legion army into battle.



Kris Shield

Kris has gone on his own quest this month, painting swathes of models from *The Hobbit: An Unexpected Journey* Escape from Goblin Town boxed game. At the time of writing he's already painted 14 Goblins, the Goblin King and *Dwalin the Dwarf*, and there's no sign of slowing down. His plan is to get everyone's collections together for another massive Flight to Freedom scenario in the next few weeks.

Adam Troke

The only way Adam could be more obsessed with all things Dark Angels this month is if he started wearing robes around the office (he has been wearing his Dark Angels woolly hat a lot though). Every morning the team has come into the office to find him busily painting models, including his Nephilim Jetfighter, which is the pride of his collection so far. He was particularly pleased with the lighting effects in the cockpit.



DAEMONIC ASSAULT

The doubles theme continued in our own hobby room this month as Matt and Glenn took on Andrew and Adam in an Imperial versus Chaos match up. Matt's elite Terminator Squad led by Captain Lysander ploughed through Adam's Beasts of Nurgle and Nurglings, and then took on Andrew's massive unit of Chaos Space Marines. By the time Glenn's Grey Knights arrived the battle looked won for the Imperium, but Adam's hordes of Plaguebearers shambled their way onto the objective long enough for a draw.



THIS MONTH IN THE DESIGN STUDIO

For several long months a clandestine band of miniatures designers have laboured away on the new Dark Angels miniatures. Adam spoke to sculptors Martin Footitt, Oliver Norman, Samir Battistotti, Dale Stringer and Tom Walton about the Unforgiven.

FROM THE TOWER OF ANGELS

The Citadel miniatures designers explain the imagery and influences on the new Dark Angels models.

The Citadel miniatures design team aren't nearly as secretive as the Dark Angels' infamous Inner Circle. When we invited them into the White Dwarf hobby room to tell us all about the new Dark Angels, they came armed with mountains of plastic frames, sheaves of concept material and plenty of assembled Citadel miniatures. I kicked the conversation off with a simple question: "How did you get started with the new models for the Dark Angels?"

"The Dark Angels are defined by what makes them different to other Space Marines," Martin Footitt explained. "This is far more than just their monastic aesthetic. It's also their organisational structure, and the way they do battle. The Deathwing and the Ravenwing are central to the Chapter's identity, they determine much of the imagery and flavour of the Dark Angels as a force. By focusing on them we could delve a little deeper into the Inner Circle and the elements that make the Dark Angels so distinct."

"The project was a chance to look at the elements that make the Dark Angels who they are," Martin continued. "We pored over illustrations by John Blanche and David Gallagher, and you see aspects of their imagery repeated in the models we have made. That's all part of making the models pull together as a coherent whole."

This classic illustration by John Blanche served as inspiration to Martin and the team as they designed the new models.



DARK ANGELS FLYERS

Dale: Knowing what we do about the way the Dark Angels wage war, we wanted to give them fliers that would both hark to the way they fight, and also draw on their imagery. The Nephilim Jetfighter was born from a need to provide air superiority for the Ravenwing. The Dark Talon is a ground attack fighter, and is strongly connected to the hunt for the Fallen (it even has a stasis bomb to assist in capturing the foe).

Having explored the purpose of the flyers, I looked hard at the imagery for them. My first port of call was to borrow from the Storm Talon, to keep a level of consistency with other Space Marines. It's important that Space Marine vehicles share certain elements, but I also wanted them to sing with the imagery of the Dark Angels, to make it unmistakable which army they are a part of. This was done in several ways, including sculpted-on details, such as the Ravenwing badge and Chapter icon. Most importantly, when you look at the Nephilim and Dark Talon from the top down, they strongly resemble the Dark Angels winged sword.





- With reliquary windows, censers and triptychs all over it, the Dark Talon stands out as an especially ornate attack craft. Even the weapons of the Dark Talon are arcane and unusual, with the rift cannon and stasis bomb drawing a stark contrast between the gothic ground-attack plane and the bullish and pragmatic jetfighter.
- 2 The Nephilim Jetfighter is the more businesslike of the two aircraft. The snub-nosed mega bolter and missile racks give it the look of a very dangerous dogfighter.

THIS MONTH IN THE DESIGN STUDIO

LAND SPEEDERS

Tom: We addressed two aspects of the Ravenwing with the Land Speeder Vengeance and Darkshroud kit. The former answers a question we debated for some time; "what do the Ravenwing do for fire support when they are ahead of the Chapter's Devastators and battle tanks?" The answer is that they take along fire support of their own. The Darkshroud casts a spotlight on the Chapter's relationship with ancient Caliban. Having recovered a stone statue of the ancient guardians, they willingly carry it into battle.



- 1 The pilot of the Land Speeder Vengeance.
- 2 The gun pulpit draws on a fantastic element of medieval ecclesiastical imagery, and joins it with a plasma storm battery.



RAVENWING BLACK KNIGHTS

Oliver: The Ravenwing Black Knights and Command Squad are an elite element used to spearhead attacks and coordinate efforts against all foes of the Chapter, but specifically in their hunt for the Fallen. That improved status comes with better, rarer weaponry, such as the corvus hammers and the plasma talons. To convey enhanced status as the veteran elite of the Company, they wear stylised armour with ornate elements, such as the MK VI helmets and scroll-work on their chestplates and greaves. Even their shoulder pads display personal heraldry.

Corvus hammers were designed as weapons that can be used to capture or kill warriors as robust as a traitor Space Marine.



DEATHWING KNIGHTS

Martin: The Deathwing are at the heart of the Dark Angels Chapter. They have the most baroque armour in a Chapter known for its relics and ancient artefacts. We've used the new kit to portray a little of that nature. Though the Deathwing is only one Company within the Chapter, it is the focal point of the traditions and rituals, and you see this in their wargear and uniforms. There are torture implements and the skull of a traitor hanging from belts, and their faces are shrouded. lending to their sinister appearance. My goal was to draw on gothic inspirations for them, and these appear in details such as the censer-styled maces and the arch-shapes that repeat on their armour. These give them a subtly different look to the rest of the Deathwing, who get their own additions too. The kit contains elements for a Command Squad and lots of optional weapons. The plasma cannon is a strong nod towards the Dark Angels' predilection for weapons that are lost, forgotten or forbidden.







- The vents on the back of the Deathwing Knights' armour are arches, rather than the square shape found on more regular Terminators, reinforcing their gothic nature.
- "My favourite part of the Deathwing kit is actually the Watcher in the Dark with perfidious relic. He's a characterful little piece, and something that only the Dark Angels possess," says Martin.
- "We wanted to give the Deathwing Knights a distinct silhouette, so they look immediately different to their Terminator peers."

BANNERS

Martin: The Dark Angels place great pride in their ancient battle standards, and treat them with great reverence. To help people to add these to their collections, we made fully sculpted versions for the Deathwing and Ravenwing Command Squads. The Deathwing banner is a classic design that we first saw years ago. It's a striking image that fans of the Dark Angels will have seen many times before. The Ravenwing banner, on the other hand, is completely new. Oliver designed it, and I sculpted it – there's a story being told in the image of a winged angel slaying a skull-headed serpent for those who look for it.





- The Deathwing Banner depicts the fall of Caliban. An angel with a broken sword lies before a tower being sundered by a lightning bolt. The symbolism of this piece is rich indeed for scholars of the Dark Angels' history.
- 2 In the Ravenwing Company banner, a hooded angel slays a skull-headed serpent. The metaphor of a treacherous snake with such an evil visage is brilliant. It's a clear statement on the mission of the Ravenwing.

THIS MONTH IN THE DESIGN STUDIO



Jeremy Vetock is the author of Codex: Dark Angels. Rumours abound that before work began he was initiated into the ninth tier of the Inner Circle. Jeremy cannot confirm or deny any such claim.

AUTHOR OF SECRETS

Jeremy talks about the Inner Circle, dark secrets and the tragedy of the Dark Angels.

Jeremy: Behind the revving chainswords and blazing bolters lies a tale of betrayal that gives the Dark Angels a depth and a pathos far greater than any mere pulp characters. The fall of the Dark Angels Legion in the wake of the Heresy is a story that has been retold many times over the years, and it is this central theme that has left a permanent scar on the collective soul of the Dark Angels Chapter. Ten thousand years later, in an effort to conceal that stain on their past, they have built up walls of secrecy and deception. Such is their distrust that they even hide this from those within their own ranks – hence the need for the Inner Circle, and the rising levels of 'trust' that come with advancement within the Chapter. The knowledge of the Fall does not detract from the fact that the Dark Angels are, without question, heroes of humanity. They will fight any foe, no matter how vile, and take on any odds if there is even a glimmer of a chance for victory. In fact, in many ways it drives them to even greater feats. Their nobility rests alongside the sinister undertone concerning the lengths they will go to in their efforts to capture the Fallen, and this carries through every aspect of what they do and who they are.

PAINTING THE DEATHWING KNIGHTS

Kornel Kozak: Painting the Deathwing Knights required us to reflect on their colour scheme. The armour was easy, because it would be the same as other Deathwing Terminators, but these models also wear elaborate robes. Initially, I painted these in red, but we quickly agreed it looked wrong, so we opted for the green you can see here. This matches the rest of the army, and prevents the Deathwing Knights from stealing all of the attention with a garish red splash of colour on the tabletop.









- "The Knights' weapons are very ornate. We reflected this in the brass orbs of the maces of absolution," says Kornel.
- The shields have a weathered stone effect, implying their age.
- 3 As the leader of the Deathwing, Belial has slightly lighter highlights.
- Each Knight has a matching shield and right shoulder pad.
- Beneath the Knights' hoods stern faces glare.

ART AND GRAPHICS

Alex Boyd: In the Studio we're surrounded by the creators and originators of the miniatures, imagery and stories of the Warhammer 40,000 universe. When we create new pictures, it originates from a central theme or story that we want to convey. It's not enough to just show the Dark Angels in a war - we are exploring the universe through art. Even in a picture, such as the illustration of the Dark Angels fighting against the Tyranids, we see plenty about how the Dark Angels fight. The Tactical Marines are locked in battle. forming a solid line of bolter fire, while the Ravenwing swoop in, both on bikes and in flyers. Symbolically, the Deathwing are right at the heart of the army.







- Alex's illustration of the Dark Angels doing battle with the Tyranids is shown in the Codex in all its glory.
- 2 Mark Holmes illustrated the opening image of the Codex, a brooding piece that conveys the imagery of the Chapter.
- 3 This Nephilim Jetfighter was painted by Mark Holmes, dogfighting with Dark Eldar aircraft high above an Imperial city.
- Alex also illustrated this piece, first seen on the cover of the Warhammer 40,000 rulebook. Here we see the Dark Angels doing battle with the Chaos Space Marines, whose monstrous visage contrasts strongly with the heroic Dark Angels.



THIS MONTH IN FORGE WORLD

BLACKFIRE PASS IS ON THE HORIZON

The crack team of sculptors working on miniatures for the forthcoming Blackfire Pass expansion have been adding sensational models to the growing range of Warhammer Forge models. Having stopped by for a chat with Edgar Skomorowski, Keith Robertson and Steve Whitehead we found ourselves confronted by some glorious work in progress models that were just too exciting not to show. All three sculptors are working on a series of characters and command groups for the armies that fight at Blackfire Pass. including a raging firebrand of a Flagellant, a spectacular Dwarf banner bearer and a Night Goblin Shaman. They were only too happy to let us take a look at the nearly completed models.



The Forge World team have been hard at work sculpting models for their forthcoming Blackfire Pass expansion and getting some big surprises ready for Games Day 2012. We captured their preparations for prosperity in this January edition of White Dwarf.

- This Flagellant was so fresh that the putty was wet when we took the photo – look closely and you can faintly see Steve's concept artwork.
- 2 Edgar has almost finished this Dwarf, all he needs is the hand to hold up the banner and he's done.
- 3 The ancestor icon has all the hallmarks of masterful Dwarfen workmanship.
- 4 Keith Robertson's Night Goblin Shaman is painfully vomiting out a cloud of magical power.
- The magical cloud is lifting him skyward – note the bad moon shape that the smoke is forming.









GAMES DAY MEGA DISPLAY: THE ATTACK ON CHORAL CITY

In preparation for Games Day UK the Forge World team commenced upon the task of building a massive display board to show Angron leading his World Eaters in a full-on offensive against the Loyalist forces who were desperately defending the ruins of Choral City. This proved to be a monumental task, with almost everybody in the Forge World studio lending a hand. We were lucky enough to get a few work in progress shots of the board as Blake Spence assembled the fortress wall of the city. We hope to bring you more on the entire board at some point in the future.







- Blake has used plenty of Shrines of the Aquila frames to build the walls of Choral City.
- 2 Using sheets of insulation foam to provide a solid base for the building, Blake has then carved deep into the walls to show the extent of the battle damage.
- 3 Over the course of the month we have been eagerly following Blake's progress. Here's a snap of the completed board.

Mark Bedford's World Eaters

With hundreds upon hundreds of models required to populate their mega board, the folks in Forge World have been doing double duty painting models for the board. Mark has used this as an excuse to paint a gore-splattered unit of World Eaters Assault Marines. The way that Mark has weathered and detailed the models, complete with splashes of crimson gore and the dust of Isstvan III makes these models look like battle-hardened fighters. We can't wait to see them alongside their brothers on the mega display board.



THIS MONTH IN BLACK LIBRARY

With the Dark Angels and Vampires at the forefront of this month's offerings from Black Library, we got in touch with Gav Thorpe and Josh Reynolds to talk about their novels. Gav came in to see us on a rainy afternoon, while Andrew spoke to Josh by email.



Gav Thorpe is a name synonymous with the mysteries of the Dark Millennium. Assisted ably by his mechanical hamster, Gav has penned novels, audio dramas and more.

SECRETS OF THE INNER CIRCLE

Gav talks about the secrets within Ravenwing and what they tell us about the Dark Angels Chapter.

When Gav joined me in the White Dwarf hobby room to talk about Ravenwing, it became clear that he had been plotting out this story for quite some time.

"Ravenwing sets up two specific story lines," Gav explains. "The first thing that it does is tell an intriguing story of the Ravenwing's pursuit of the Fallen, a chase based on little more than a rumour. The second is that it lays the foundations for the Legacy of Caliban series of novels. Laced into the story is a host of nods from my work in Horus Heresy short stories and novellas.

"At the heart of the tale is the principle that to know the Dark Angels' secret is to be tempted," Gav adds with a smile. "Dark Angels deny much to themselves, as a form of protection against doubt, which is why knowledge of the Fall of Caliban is so strictly controlled. They dread what anyone finding out the truth could bring. Essentially, it's a lie that is completely out of control. You know the idea: whenever you tell lies, the longer they go on, and the worse the consequences are if and when you are found out. The Dark Angels' secret is much more dangerous than most - for ten thousand years they have lied to everyone around them, even to their own. They have set up allies for failure. abandoned them in the midst of battle, even sacrificed them to achieve their own ends. They are so far and so deep into their shared lie, that they can never, ever come out of it. And they need to hunt

down the Fallen because they are the living manifestation of that lie. This explains why they are willing to pay such a high price pursuing their secret mission. There's nothing so shameful to them as the truth and anything shy of outright betrayal is worth the cost to conceal it. That's how they justify their actions.

"In Ravenwing we get some perspective of how this secrecy is perceived," Gav continues. "Through Telemenus, a 5th Company battle-brother, we see what these lies mean within the Chapter. To one who is blind of their sacred calling, the actions of the Ravenwing, racing ahead of the force without explanation or support, are those of arrogant glory hounds. The Chapter keeps a lid on those feelings by teaching its warriors to put the Chapter first and last. Ravenwing takes a look at what happens when questions arise unbidden, and situations occur that cannot be concealed with more lies."

Gav had one other thing to add, which I found to be a pleasing metaphor for the Dark Angels. "This story works on two levels. The more the reader knows about the Chapter, the more they will get from it. First timers to the Dark Angels will share the journey of Telemenus and Annael. Those initiated into the lore of the Dark Angels, perhaps who have read Angels of Darkness, will be screaming answers from the sidelines and making conspiracy theories along with Sammael." AT

CHEATING (UN)DEATH

This month we caught up with Josh Reynolds to talk about the Blood of Nagash series.

Andrew Kenrick: How do you approach writing a complex character like Neferata?

Josh Reynolds: Every character wants something (or, in Neferata's case, everything) so it's just a matter of figuring out that 'want' and then showing how they go about trying to get it. That, for me, was the fun bit. Neferata's a cunning, crooked sort of character and those, for me, are the most entertaining to write.

AK: She doesn't come across as an outright villain – how did you give her this depth?

JR: Mike Lee did most of the heavy lifting in his Nagash series, frankly. He set up a whole row of emotional and interpersonal dominoes that I got to knock down. For my part, it was keeping in mind that Neferata, for all her faults, *genuinely believes that she's right*. Her desire isn't to destroy or debase, but to dominate. To rule. Because she's the only one who deserves to do so. And she'll walk over anyone who gets between her and what she wants, friends or not. Her villainy is an outgrowth of that desire, not moustache-twirling malevolence.

AK: There's quite a cast of Vampires in the book – who's your favourite?

JR: I should probably pick one of the big characters like Abhorash or W'soran (or, y'know, Neferata), but I've got a lot of affection for Vorag Bloodytooth. Vorag's just fun to write, a barbarian that other barbarians find to be uncivilised. There's no nobility to him, but neither is he disingenuous – something which puts him at a distinct disadvantage in Mourkain. He's big and loud and stupid and savage and very, very fun to write.

AK: Nagash is a looming presence throughout the book – how does Neferata fit in with the Nagash series?

JR: It's as much a sequel to Mike Lee's Nagash series as I could get away with writing. So there's a lot of overlap with it (and, to a lesser extent, Graham McNeill's Sigmar series). The overlaps are the obvious ones – characters and events. There are flashbacks that show what the Vampires are up to during the closing chapters of Nagash Immortal and immediately afterwards. The effects of Nagash's actions reverberate down the centuries, and create trouble for the Vampires in more ways than one. Also, it's Nagash. The guy's pretty much the definition of 'looming presence'.

AK: What's your favourite bit of the book?

JR: It's a toss-up between the mid-air fight with the Orc chieftain on the Wyvern and the part where Neferata gives Ushoran's old spy master his marching orders in the most effectively gruesome way possible.

AK: Can we expect to see more Neferata?

JR: Yeah, she plays a prominent part in the second novel. There'll also be a short story or two featuring her, so if you like her, you've got plenty to look forward to. **AK**





Author of *Knight of the Blazing Sun* and the forthcoming *Gotrek and Felix: Road of Skulls*, Josh has also had several short stories published in Black Library anthologies.

PARTING SHOT

"In the black thickets of the endless forest the Spider-god soon ruled supreme"

SATURDAY JANUARY		5	SUNDAY	6	MONDAY	7	TUESDAY	8
Annuary Issue On Sale	Dark Angels Adv	ance Order	FRIDAV	11	SATURDAY	12	SUNDAY CAMPAI	13 IGN END
Warksammer 40,000 Battle Brothers: April 13 NONDAY	TUESDAV	15	WEDNESDAY	16	CAMPAI WEEK	END	WARHAMMEI	v world
riday 18	SATURDAY	19	SUNDAY	20	Dark Angels Rele	21	TUESDAY	22
iednesday 23	WARHAMMER	world	WARHAMMER FRIDAY	tworld	SATURDAV WHIT		BATT	
NDAY 27 BATTIF	MONDAY	28	TUESDAY	29	DWHN February Issue O	n Sale 30	BROTH WARHAMMER	ERS WORLD
IDAY FEBRUARY	SATURDAY	2	SUNDAY	3	MONDAY	4	TUESDAY	5

