

WHITE DWARF™

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

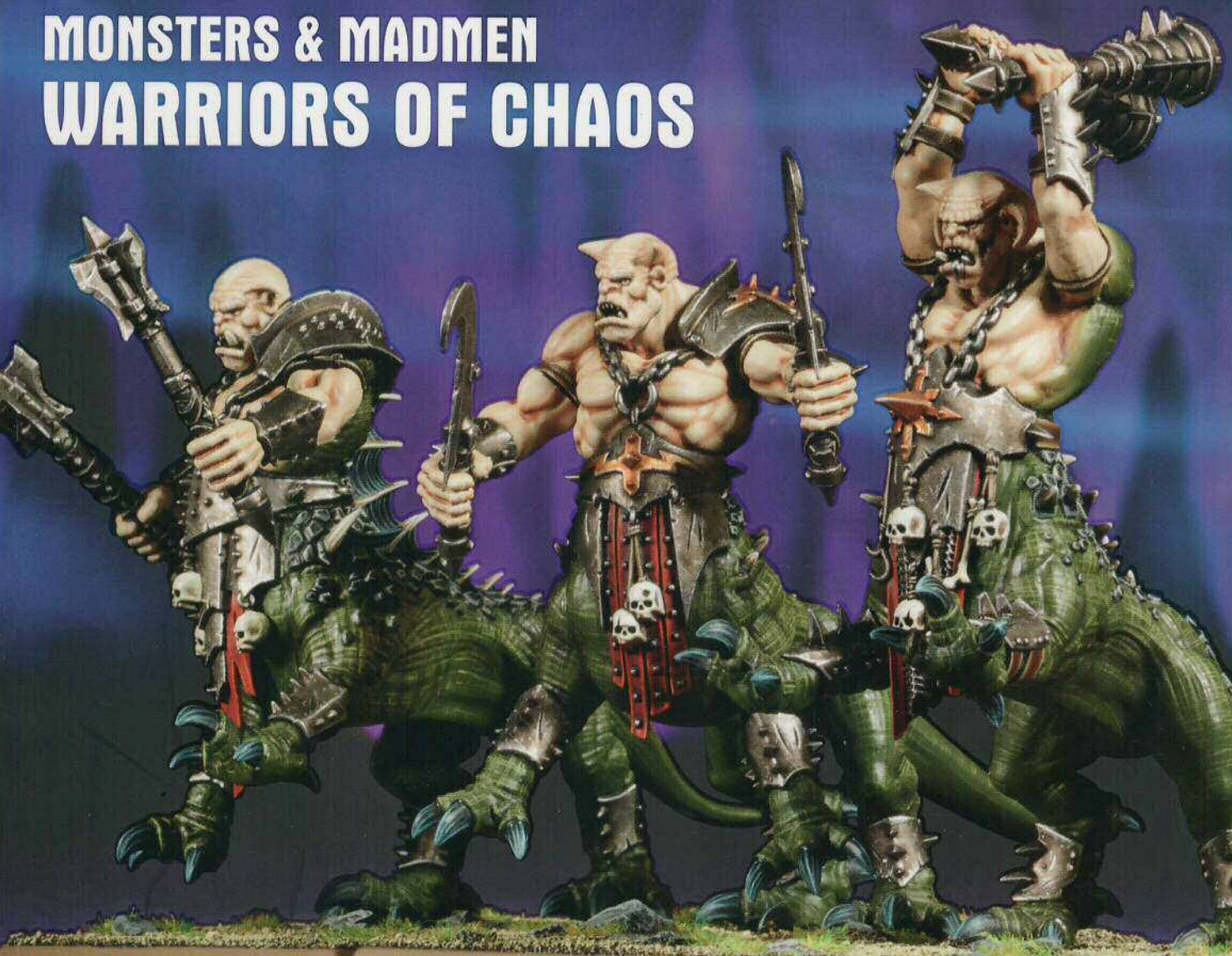
CITADEL

THE HOBBIT:
AN UNEXPECTED JOURNEY™

FEBRUARY 2013

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MONSTERS & MADMEN
WARRIORS OF CHAOS



24-PAGE SPECIAL FEATURE

GOLDEN DEMON & ARMIES ON PARADE



WHITE DWARF

FEBRUARY 2013

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MEET THE WHITE DWARF TEAM

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



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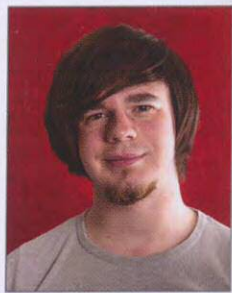
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**WHITE
DWARF**

OPENING SALVO



Jes Bickham
Editor

Once more the Warriors of Chaos march forth from the blighted north, and once more the Old World trembles at their terrifying advance. With last November's release of the Warshrine and Skullcrushers, I had thought we'd reached a pinnacle of the miniature-maker's art; it turns out I was wrong. One look at models like Throgg and the Mutilith Vortex Beast is enough to convince me that I need to start a Warriors of Chaos army of my own and put paint to plastic immediately.

The new miniatures certainly ensnared Andrew too, as our trusty deputy editor took it upon himself to add considerably to his existing Warriors of Chaos army by painting up loads of the new stuff for our battle report. You can see how he got on against guest opponent Jeremy Vetock on page 58, who flew over from Baltimore laden with hundreds of Goblins, a great idea for a custom game (see page 141) and a hill (see page 147).

One thing we really want to do in the new White Dwarf is show off the miniatures that belong to you, our readers. Last issue we showed you some highlights from 2012's Golden Demon competitions; this issue we bring you part one of the UK entries, and over on page 102 you'll see the best Armies on Parade from last year, too. All of them are truly inspirational – and we'd love to see more of your submissions for Parade Ground, Kit Bash and Army of the Month as well. White Dwarf is a celebration of the Games Workshop hobby, and you are a huge and integral part of that. So please, do get in touch and send us pics of your miniatures and, who knows, you too might be in the pages of White Dwarf.

Enjoy the issue!

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We continue our coverage of Golden Demon with a massive 16 page gallery of some of the best entries submitted to the UK Golden Demon in 2012.



NEW RELEASES

For the glory of the Dark Gods, the Warriors of Chaos come from the cursed north to wreak of bloodshed and devastation. This month the armies of Chaos are treated to a horde of new Citadel miniatures including expanded warriors, chariots and monstrous monsters. There is also a dazzling new Warriors of Chaos book, and plenty of new releases for *The Hobbit: An Unexpected Journey* too.

4 WHITE DWARF



ARMY OF THE MONTH

PAUL GAYNER'S SPACE MARINE ARMY

In every other month we showcase the best armies from around the world. This month we are delighted to feature Paul Gayner's vast Space Marine collection, the Crimson Heralds.

Paul, when I started my Space Marine army, I wanted to do what my own Chapter was doing: a unique heraldry and identity. I wanted them to be in better shape, in better and more, as though they were constantly winning and better before the Chapter. They had seen to enjoy the battle damage their equipment took.

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BATTLE REPORT

WARRIORS OF CHAOS VS ORCS & GOBLINS

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PARADE GROUND

GOLDEN DEMON 2012 PART 2

This month we continue our theme of Golden Demon entries, all of the models found on these pages were entered into the 2012 UK Golden Demon competition, and we'll show the remainder next issue.

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KIT BASH

WARHAMMER 40,000 COMMAND SQUADS

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



TAG BATTLESHIP BODYGUARD

THE BATTLESHIP TAG is a model that has been around for a long time, and has been a staple of the hobby for many years. The model is a large, heavily armed ship that can be used in a variety of ways, from a command ship to a battle cruiser. In this month's **Kit Bash**, we have a look at a custom-built model of the TAG, which has been converted into a battleship bodyguard.



SONS OF HORUS COMMAND SQUAD

Commanded by the Horus Imperator, the Sons of Horus are a collection of elite warriors who serve the Emperor. In this month's **Kit Bash**, we have a look at a custom-built model of a Sons of Horus command squad.



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KIT BASH

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White Dwarf: The team has embarked on an unrelenting month of painting and gaming, adding new models to their collections and hosting a gaming night with a five-way battle royale.

The Design Studio: The designers of the new **Warriors of Chaos** models talk about their latest creations and we take a look at the miniatures on the paint stations of the folks in the Design Studio.

Forge World: As well as the industry of making new miniatures, the guys down in **Forge World** have also been very busy painting models to add to their own collections.

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BATTLEGROUND

UNITED KINGDOM ARMIES ON PARADE 2012

This month **Battleground** features four of the best entries from the 2012 **Armies on Parade** competition at UK Games Day. Each entry has already won at a **Parade Day** held in a Games Workshop Hobby Centre to qualify for the finals, we'll show more next month.

LEE BARBER'S ORS GAMES WORKSHOP BOLTON



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NEW RELEASES



For the glory of the Dark Gods, the Warriors of Chaos come from the cursed north in search of bloodshed and exaltation. This month the scions of Chaos are treated to a horde of new Citadel miniatures including mutated warriors, chariots and massive monsters. There is also a dazzling new Warriors of Chaos book, and plenty of new releases for *The Hobbit: An Unexpected Journey* too.

In a storm of mutated muscle and cursed iron, Chaos Warriors bring slaughter and death to the weakling peoples of the Warhammer world.



WARRIORS OF CHAOS

SLAUGHTERBRUTE

A heaving mass of muscle and aggression, a Slaughterrbrute is a creature of the Chaos Wastes bound into the service of a powerful champion of Chaos. This binding combines the skill of the master with the unholy might of a monster capable of ravaging whole regiments.

WARRIORS OF CHAOS

SLAUGHTERBRUTE

The Slaughterbrute is a colossus of Chaos, a rampaging beast as tall as three Chaos Warriors with limbs as thick as an Ogre's waistline. Its entire body is covered in bulging musculature, protected by tough-looking chitin and spiky protrusions. The Slaughterbrute is hunched over, advancing on powerful hind legs and the knuckles of its forearms, in a manner akin to a mighty ape. The model comes with two head options, the first being a three-tongued monstrosity, with six beady eyes set beneath a many-horned crown – it's a face full of malice, that looks more than capable of headbutting its enemies to death. The second head is set within a ring of curved horns and has a furious leer below a bony brow.

An unusual feature of the model is the ring of swords thrust into the centre of the Slaughterbrute's back, each marking one of the eight points of the star of Chaos. At the centre of the star is the ritual blade of binding, a baroque weapon fashioned in the image of a daemon – the means by which the Slaughterbrute is subsumed to the will of a powerful Chaos Lord, becoming an unstoppable extension of the Lord's murderous intent. **AT**



The Slaughterbrute has two heads to choose from, enabling you to increase the variety of hulking monsters in your army.









WARRIORS OF CHAOS

MUTALITH VORTEX BEAST

The **Mutalith Vortex** Beast encapsulates the vile madness of a creature that has been utterly mutated by the power of Chaos. In place of a head it has a cluster of massive tentacles erupting from the stump of its neck. These tentacles drip with thick, viscous liquid and appear to be thrashing about, grasping for an unfortunate victim to thrust deep within the Mutalith's fanged maw. There's also a deeply sinister double-pronged tentacle tail, complete with barbs and a tongue – truly the stuff of Chaos.

Set upon the Vortex Beast's back is an orb of raw Chaos, a swirling vortex of pure magic that sports lashing tendrils licking out like skeins of pure power. This piece is a painter's delight, and looks suitably eldritch when finished in bright, virulent colours. Furthermore, if you happen to build your kit as a Slaughterbrute, this piece is spare, and will serve as a fantastic objective marker or component for a conversion.

This multi-part plastic kit is a warped delight, embodying the terrifying mutating madness of Chaos in its full, twisted glory. **AT**



The magical orb on the back of the Mutalith Vortex Beast is cleverly made, with swirling tendrils of power giving it a sense of depth.



WARRIORS OF CHAOS

MUTALITH VORTEX BEAST

A hideous creature born through the warping power of Chaos, the Mutalith Vortex Beast is a mass of writhing tentacles and waves of corrupting power. Wherever it treads, flesh is sundered by its mutating power and once-noble warriors are reduced to twisted and dying piles of flesh.



WARRIORS OF CHAOS

DRAGON OGRES

Dragon Ogres are an ancient race of creatures that long ago sold their souls to Chaos in exchange for immortality. Now they wage war for the Dark Gods, striding to battle alongside the Warriors of Chaos and slaying their foes with mighty sweeps of their weapons.



1

- 1 There are three weapon options for each Dragon Ogre, including additional hand weapons.
- 2 Each of the Dragon Ogres has a different reptilian body with a unique scale pattern – in this case scaly horns.
- 3 Dragon Ogre armed with a mighty great weapon.



2



4

- 4 There is a choice of helmeted and bare heads for each Dragon Ogre.
- 5 The Dragon Ogre's double-handed mace is longer than a Chaos Warrior is tall.
- 6 The Dragon Ogre's back is covered with ridges of spiny protrusions.



5

- 7 Dragon Ogre with two hand weapons.



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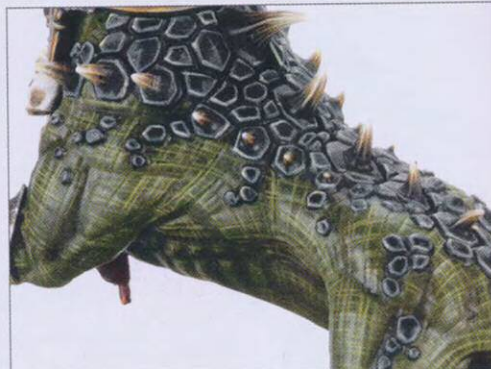


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DRAGON OGRES



- 1 Dragon Ogre armed with a halberd.
- 2 The Dragon Ogre can be armed with this massive great axe.
- 3 This bare head is scarred and grizzled – ideal for use as a Shartak, the Dragon Ogre unit champion.
- 4 The Dragon Ogre's lower body is covered in scales and spikes, which extend up and on to his back.



Dragon Ogres are mighty beasts, each standing many times the height of a man. In battle these centauroid warriors carve the foe asunder with swipes of their razor-sharp claws or shatter bones with brutal blows of their huge weapons.

The new plastic Dragon Ogre miniatures are an impressive reinvention of an iconic Chaos monster. Their humanoid upper torsos ripple with muscles and are clad in armour and trophies. Their reptilian lower bodies are lean yet powerful in appearance, covered in scales that subtly extend up the back of the beasts. Three different Dragon Ogres can be made from the kit, each with a different reptilian look – a variety of scales, fins and spikes. Each of the three bodies only goes together in one way but they've all been sculpted in

different dynamic poses. This does mean that they can be assembled in no time at all – my unit was glued together in about an hour, all the components slotting seamlessly together with the minimum amount of cleaning up and preparation.

There are a number of options in the kit that allow you to customise the look of the finished models. Each of the three Dragon Ogre miniatures has a choice of head – bare or with a helmet – and the models can be armed with halberds, additional hand weapons or, my favourite, massive great weapons. There's also a far more elaborate helmet that you can use to denote the unit champion, the Shartak. **AK**

- 5 Dwarf Slayers finally face their doom fighting against the ancient Dragon Ogres.
- 6 The younger races are no match for such an elder foe as the Dragon Ogres, whose great weapons hew men as easily as wood.

Full details for this month's releases are on page 46.



5



6



WARRIORS OF CHAOS

CHAOS CHARIOT

The bone-shattering charges of the Warriors of Chaos are often spearheaded by Chaos Chariots. Drawn by muscular destriers, they carve through the ranks of the foe, scythed wheels crushing bodies and slicing limbs as the crew add to the carnage with merciless blows from their halberds.

There's a certain beautiful menace to the Chaos Chariot kit, with its iron-shod wheels and heavily spiked and bladed carriage; it looks like a tool designed specifically to bludgeon the enemy. Every aspect of it seems dedicated towards violence – even the yoke that runs between the two mutated steeds has a massive blade protruding from it.

The crew are similarly geared for slaughter, with the bare-chested Chaos Charioteer cracking a barbed lash over the heads of his horses, while his crew mate, clad head to toe in Chaos armour, clutches a spear-tipped halberd.

There are plenty of spare parts included in this multi-part plastic kit too. There are eight head options (two for the driver and six for the passenger), including four specific to each of the Chaos Gods and an impressive horned helm that would suit a Chaos Lord or Exalted Hero, if you choose to have one ride in a chariot. The kit also includes optional weapons that such a character could be armed with, and a cloak that can be attached to the passenger. **AT**



1



2



3

- 1 The charioteer at the front urges his steeds forward with a crack of his whip.
- 2 This flail is one of three weapon options for the second charioteer.
- 3 A brace of mighty and heavily barded Chaos Steeds pull the chariot.
- 3 As the Warriors of Chaos launch their thunderous advance, the Chaos Chariots race to the fore.



4

The **Gorebeast Chariot** is a heavier, more brutal variant of the Chaos Chariot that trades off speed and agility for the crushing power of the mutated monster that is the Gorebeast.

The Gorebeast Chariot is made from the same basic chassis as the Chaos Chariot, but clever use of just a couple of alternative components – different rams, an alternative yoke and a slab of a front piece – gives the Gorebeast Chariot a very different shape. The Gorebeast itself – a creature with an almost simian-like appearance – is lumbering forward with visible menace and clad in even heavier armour than the charioteers, which makes the Gorebeast Chariot look much stockier than its lighter counterpart.

The Gorebeast Chariot can serve as a mount for a Hero or Lord, and the kit includes plenty of options to make such a model, with ostentatious cloaks and a variety of weapons, including a flail and a huge great axe. **AK**

Full details for this month's releases are on page 46.



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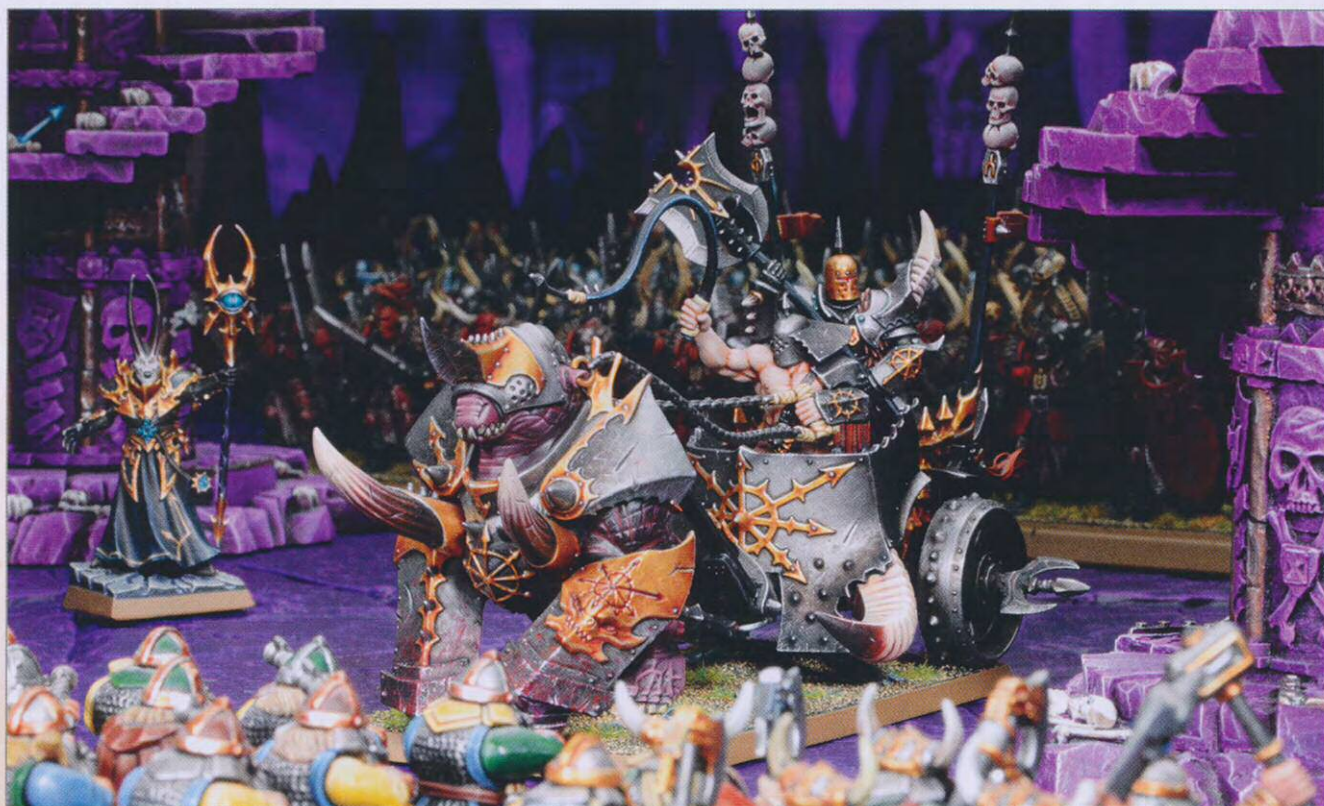


2



3

- 1 The Gorebeast's heavy armour bears the sigils of Chaos.
- 2 The back of the Gorebeast is covered in scars inflicted by the cruel barbs of the Charioteer's whip.
- 3 The Gorebeast's head can be assembled with or without an armour helm.
- 4 A Gorebeast Chariot ploughs into the heart of the Dwarfen battle line.



4



WARRIORS OF CHAOS **GOREBEAST CHARIOT**

Gorebeast Chariots are heavy, iron-clad chariots drawn to war by mutated monsters known as Gorebeasts and crewed by heavily armoured charioteers. The purpose of these chariots is simple yet brutally effective – to utterly crush even the toughest foe beneath their wheels.



WARRIORS OF CHAOS

CHAOS FORSAKEN

The Forsaken were once proud warriors, though years of dedication to the Dark Gods and constant warfare in the Chaos Wastes have left their bodies horrifically mutated. Their berserk, tortured rampages are legendary and few can stand before their mighty onslaught.





1

The list of mutations in this multi-part plastic set is almost endless. The Forsaken are blessed with massive bulging arms, tentacles, eyes on stalks, bony protuberances, worms for toes, daemonic faces, heads sprouting from other heads, spikes, spines, many, many teeth, and a multitude of other unpleasant Chaos gifts. Their once finely crafted Chaos armour is ruptured and torn where hideous growths have sprouted from their misshapen bodies and those that still wear helms find them permanently and uncomfortably welded to their deformed faces. With such violent changes wracking their bodies, many of the Forsaken discard their weapons in favour of vile appendages including huge, grasping hands and chitinous spikes, which they use to tear apart their foes.

Choosing which parts to combine in this ten-model set is all part of the fun when assembling this regiment of psychopathic monsters. There are even components that display allegiance to each Chaos God should you wish to dedicate your Forsaken to a particular power. **DH**



2



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4



7

- 1 The Forsaken march with their kin to battle.
- 2 This Forsaken has sickle-shaped barbs erupting from his arm.
- 3 There are many different limb options on the Forsaken, including this arm webbed in a latticework of scar tissue.
- 4 While the Forsaken kit does include a selection of weapons, many of the mutations that inflicted on the Forsaken are formidable weapons in their own right.
- 5 A clutch of eyes bulge out from the flesh of this Forsaken model.
- 6 Possibly the single most disturbing component in the kit is this horrific creature climbing out of the Forsaken's mouth.
- 7 The other contender for most warped and twisted piece in the kit is this weird mutant homunculus growing out of a Forsaken's shoulder.

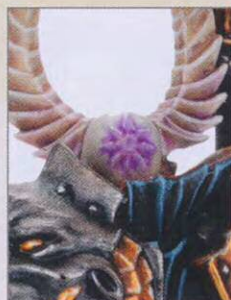


WARRIORS OF CHAOS

CHAOS LORD

Chaos Lords are the mightiest mortal champions of the Dark Gods, implacable warriors who have been hardened by a lifetime of warfare. They are men possessed of incredible skill, and the charisma and vicious cunning required to lead vast warbands into battle.

This new plastic Chaos Lord is a dominating figure, an ascendant Chaos Warrior who stands head and shoulders (and horns, for that matter) above the rank and file of his army. Clad entirely in baroque Chaos armour, the banding of which has a mutable, almost organic texture to it, this model is obviously a leader – everything from his armour to his pose speaks to his exalted position. His foot is raised up on a pile of shattered rocks and flensed skulls, and his right hand clutches a pole arm that crackles under the burden of the magic roiling within it like super-heated rock. His face is set in a glowering, malicious expression and from his brow jut a pair of daemonic horns. The cunning way that Seb Perbet has designed the kit makes it simple to build, yet it still retains an impressive level of detail and depth – his sheathed sword passes behind the cloak, the cloth of which is curved around the scabbard with uncanny realism. **AT**



1



3



2



4



5

- 1 Viewed from above, you can see that a star of Chaos is branded onto the Chaos Lord's skull.
- 2 The blade of the Chaos Lord's weapon is cracked by some internal blaze.
- 3 The Chaos Lord's scenic base has several skulls set into it, and provides the Chaos Lord with plenty of height so he stands out in a regiment of Chaos Warriors.
- 4 The snarling face on the Chaos Lord's vambrace is so lifelike that it could well be possessed by a daemonic entity.
- 5 The shoulder plates on the Chaos Lord's armour are carved into bestial designs, adding to his already fearsome aspect.
- 6 Flanked by Chaos Chosen, the Chaos Lord casts his baleful gaze across the battlefield.





WARRIORS OF CHAOS

THROGG

Throgg is the King of Trolls, a massive creature gifted with a malign and grim intelligence. Throgg rules over a kingdom of beasts and monsters but gazes south to the lands of Men with jealous eyes and malevolent intent, eager for the day that the Old World is subjugated to his will.

Throgg is an imposing miniature who towers over Chaos Trolls – in fact, his hammer is taller than a Chaos Warrior. Despite his dread appearance, the miniature manages to strike a regal pose, as befits his position as the King of the Trolls; he stands with his foot on his hammer, hand raised and maw open to bellow an order to his bestial minions. Throgg's body is wracked with the blessings of Chaos, from the gnashing teeth in his stomach and the axes still embedded in his regenerating flesh to the ragged cloak hung with the trophies of his foes, amongst them the beards of Troll Slayers and the banners of his enemies. Perhaps my favourite detail is the Wintertooth Crown – the magical artefact that grants Throgg his command over his fellow beasts – lodged not on his head but firmly stuck upon one of his tusks, such is his size. **AK**

Full details for this month's releases are on page 46.



1



2

- 1 A gaping maw, complete with shark-like teeth, grinds open in Throgg's belly – there's also one set into his leg and arm.
- 2 Throgg's cloak is a tribute to the many foes he has beaten. It's also a testament to his toughness, with an axe embedded in his back.
- 3 At the head of a throng of Chaos Trolls and other, hideously mutated monsters, Throgg marches upon the soft, weak southlands.



3



WARRIORS OF CHAOS

VILITCH THE CURSELING

Once a weak and stunted child, Vilitch forged a treacherous bargain with the Changer of Ways at the expense of his brother. Vilitch was transformed into a master of spellcraft and granted dominion over his unfortunate kin.

Vilitch the Curseling is the warping power of Chaos made manifest, a hideous fusion of mighty warrior and cunning wizard and a dread warning to all who would entreat the Chaos Gods. In one hand he clasps a massive broad sword, the forté of which is shaped in the image of a Chaos star, while his other fist is clenched tight upon a barbaric flail. His spectacularly muscular body is clad in ornate armour and patterned with stylised swirls.

The star of this model is Vilitch himself, the repellent parasitic creature jutting from his brother's shoulder. His eyeless face is the stuff of horror and the way he is whispering malign orders into his brother's ear and the sense of narrative it conveys is darkly fascinating. The baleful curses and rewards of Chaos are displayed in the automaton stance of the enslaved brother and the animated whisperings of the Twisted Twin; Vilitch is a delightfully horrific centrepiece miniature. **AT**



1

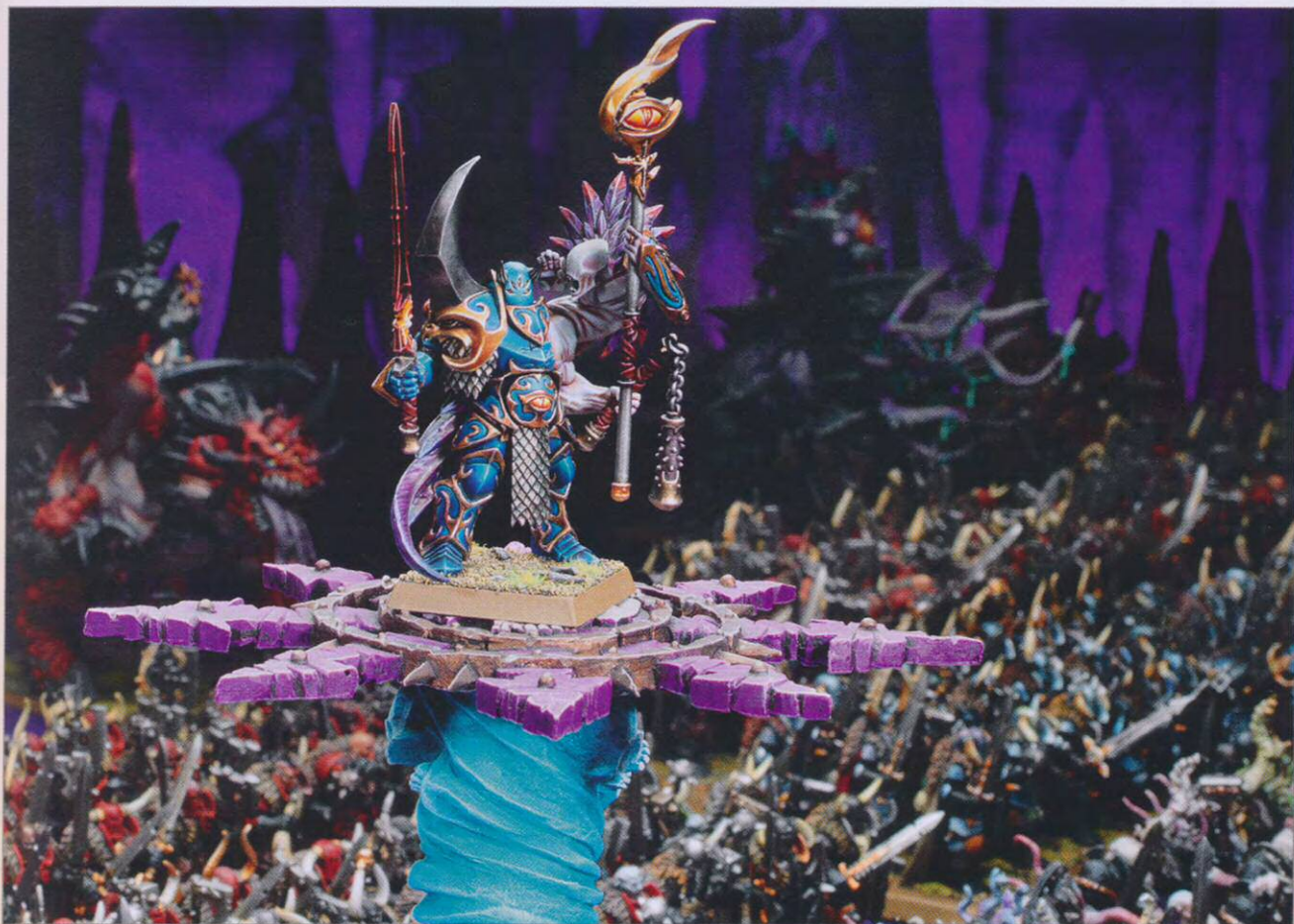


2



3

- 1 Vilitch's face is disturbing in its lack of eyes and nose – but most sinister of all are his grotesque needle-teeth.
- 2 A spectacular coat of feathers runs down Vilitch's back in a multi-coloured cascade.
- 3 The infernal forté of Vilitch's sword bespeaks of the weapon's eldritch and Chaotic nature.
- 4 Granted obscene magical power and dominion of his brother by Tzeentch, Vilitch now stands as one of the mightiest champions of Chaos, with warriors flocking to join his throng.



4



WARHAMMER

WARRIORS OF CHAOS

Between the eldritch covers of this ruinous tome lies the forbidden knowledge required to use your mighty collection of Chaos miniatures in games of Warhammer; its pages detail all you need to know about the Warriors of Chaos and their monstrous battle-beasts.



- 1 Warriors of Chaos contains lavish full colour artwork throughout, showing stunning, evocative images of the Warriors of Chaos at war.
- 2 There is a spectacular miniatures showcase section within the book, which displays the Warriors of Chaos models painted by the elite 'Heavy Metal' team.
- 3 The background and history of the Warriors of Chaos is laid bare in the book, with evocative stories and accounts shedding light on their many wars.
- 4 The background explains how a mortal warrior can rise to glory.



"It exemplifies the dread threat of Chaos and the strange magical richness at the heart of the horror."



PATH TO GLORY

For the followers of Chaos, there is no greater glory than to become recognised by the Dark Gods. Though the risks are great, they are outweighed by the enormous chance of gaining the attention of the gods for deeds that push the boundaries of mortality. They willingly walk a road that leads to either ultimate power or destruction, but there is no way of telling which until it's too late.

THE MARK OF A CHAMPION

Though the followers of Chaos worship and worship the entire pantheon of Chaos Gods, their character and the desires of each will eventually draw them to the patron whose tendencies and temperament most closely align with theirs. When a Chaos God chooses a champion, he marks him in his own. From that moment, his deeds are said to be observed by his patron, and sometimes by the other gods as well. Though they are fierce rivals, the Chaos Gods are both sympathetic and antagonistic to their hardest champions. After all, an aspect of all the Chaos Gods exists in every man. If such a champion is found worthy in their eyes, he will be rewarded.

THE GIFTS OF THE GODS

The rewards of the Chaos Gods take many and bizarre forms. A champion may be blessed with great strength and fortitude, or his body may start to mutate, his limbs twisting into razor claws and his skin growing so tough as Dragon scale. It is not uncommon for the gods to grant their champions a vile unity with their weapons and armour. Their minds become as much a part of their body as their hands, and their greatest skills in their flesh as a second skin that can never be rivaled. In addition, this is a sign of great favour, for the champions have metamorphosed into a warrior true, his body an indomitable force of nature, steel and sinew. There is no change that the Chaos Gods cannot make, nor any power they are unable to grant.

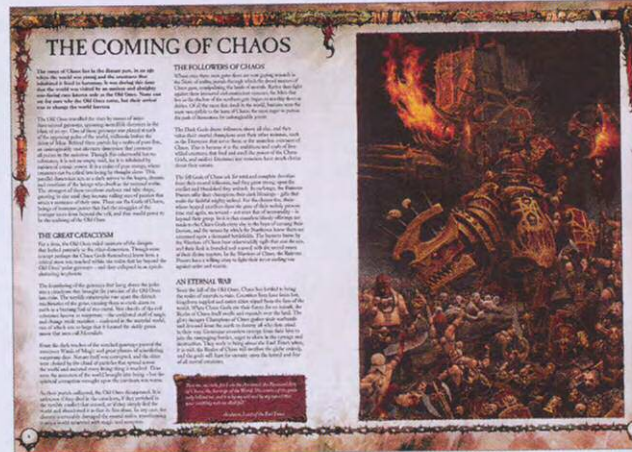
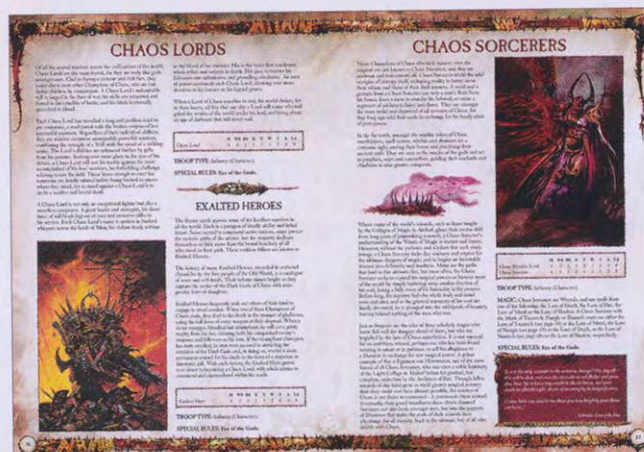
The ultimate reward that a Champion of Chaos can receive is to be made immortal: to become a Daemon Prince whose body exists with armies and weapons and whose desires can be indulged within the Realm of Chaos for all eternity. For the most fortunate aspirant, the final reward for selling his soul is an unmarked grave upon some corpse-strewn battlefield, his body and soul lost to the cosmos. Yet a grim death is not the worst fate that one who has sold the path of Chaos can suffer. For the Dark Gods are inhuman and selfish, and they make no distinction between a beneficial or disadvantageous gift. Even the most vaunted Chaos Lord can find himself degraded in an instant, his body weakened by a multitude of debilitating mutations. Should the gods continue to use their daemonic gifts to empower him, he will develop into a senseless, hollow creature known as a Chaos Spawn. Though a great war may turn his champion into a Spawn if they have declined him in some way, it is just as likely to do so simply as a result of inadvertently heaping one mutation upon another. Though they are not repulsive, these ghastly creatures are not the followers of Chaos, but they believe that it is better to lose the intellect and mind of a mortal than to be made into a Chaos Spawn, for they know that the Chaos Gods will not spare them from their fate.

THE QUEST FOR POWER

Chaos Champions are forever searching for more power, and with it, the chance to attract the eye of the gods. They roam the Realm of Chaos and beyond to seek out artefacts and treasures to bind to their will. These champions are constantly hunting out rivals and great deeds are fought, with the victor often claiming the slain warrior's followers as his own. As a champion's infamy and power grows, others flock to his banner, seeing in him an individual who can lead them to ever greater glories, and the chance to earn glory for themselves. Just as the weak-willed followers of the gods are drawn to the champion of Chaos, they in turn are lured to the sides of the greatest Chaos Lords. In this way, the warlords of Chaos grow ever larger until they are consumed in the fires of war or internal conflict until they are dead.

Just like the Dark Gods themselves, the mortal followers of Chaos are driven to war amongst themselves. However, they are able to make their differences to unite with, or manipulate, the warriors of other gods if further their own ambitions and fight against the world. In this end, there is no pact that cannot be forged, a Champion of Khorne will seek a bargain with the Death's Harvesters if it will ensure the blood of his enemies flows. The natural enmity and selfishness of the Champions of Chaos means that such alliances are fragile though and can be made as the flick of an eye, mortal and god rising on each other without warning.

WARHAMMER WARRIORS OF CHAOS



- 1 The pictures show evocative scenes, as well as detailed insets.
- 2 Every unit is replete with rules and background.
- 3 Our favourite piece of art from the book.
- 4 The book describes the ancient origins of Chaos.
- 5 Glorious army shots fill the book.
- 6 Each bestiary entry is lavishly illustrated.
- 7 The showcase contains galleries of miniatures.
- 8 The cover of Warriors of Chaos, by Adrian Smith.

Once again the Warriors of Chaos surge forth from the benighted Chaos Wastes to defile the lands of Men, represented not only by some breathtaking new miniatures, but also a definitive new Warhammer army book.

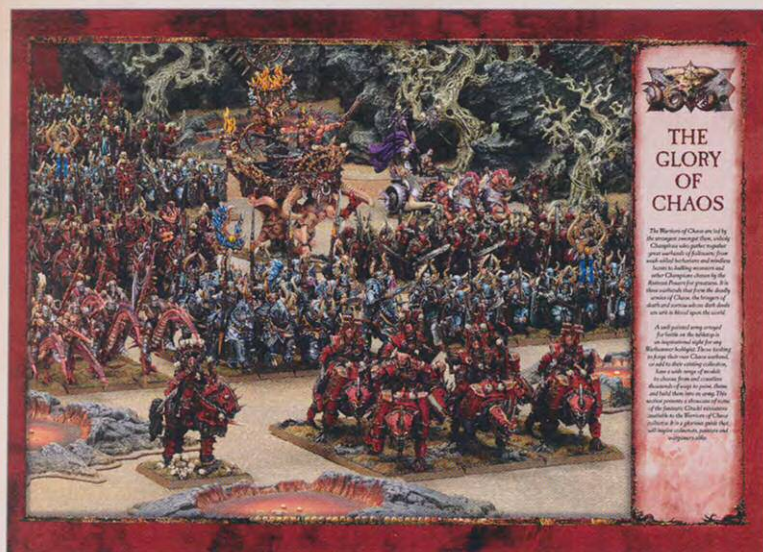
Robin Cruddace has shouldered the responsibility of authoring this latest doom-laden sourcebook for the servants of the Ruinous Powers, and he's risked both life and sanity to delve deep into the Realm of Chaos in order to detail the innermost secrets of the greatest threat to the Warhammer world.

Luckily for us, his report from the heart of darkness is a lavish affair brimming with intriguing new rules, stunning art (one of

the White Dwarf team's favourite pieces is of the Chaos Mounts on page 28, by Pedro Nuñez) and hugely evocative background text. Here's a favourite passage from the bestiary entry for the Slaughterbrute, a towering war-beast bound to the will of a Chaos Lord:

"As a Slaughterbrute carves through entire regiments, the unmistakable sound of laughter can be heard rumbling from within the beast's throat, a throat that should by all rights be roaring with bestial fury."

It's indicative of the character of the book which at once exemplifies the dread threat of Chaos and the strange and disturbing magical richness that lies at the heart of



5

CHAOS KNIGHTS

The proud knights of the Old World are utterly contemptible to the forces of Chaos. They battle against the swirling hordes of the living dead and the rampaging armies of monsters, striving to maintain the peace and order of the Old World. They are the last line of defense against the forces of Chaos. They are the last line of defense against the forces of Chaos. They are the last line of defense against the forces of Chaos.

Chaos Knights are found throughout the Old World and beyond. In some places they are the only force of order left standing. In other places they are the only force of order left standing. In other places they are the only force of order left standing.

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HELLSTRIDERS OF SLAANESH

Hellstriders are the most beautiful of creatures ever known. They are the most beautiful of creatures ever known. They are the most beautiful of creatures ever known. They are the most beautiful of creatures ever known.

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CHAOS STEEDS

The dark steed is the mount of the Chaos Knight. It is a creature of pure Chaos. It is a creature of pure Chaos. It is a creature of pure Chaos. It is a creature of pure Chaos.

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6

Chaos Knight on a Chaos Steed.

Hellstrider of Slaanesh.

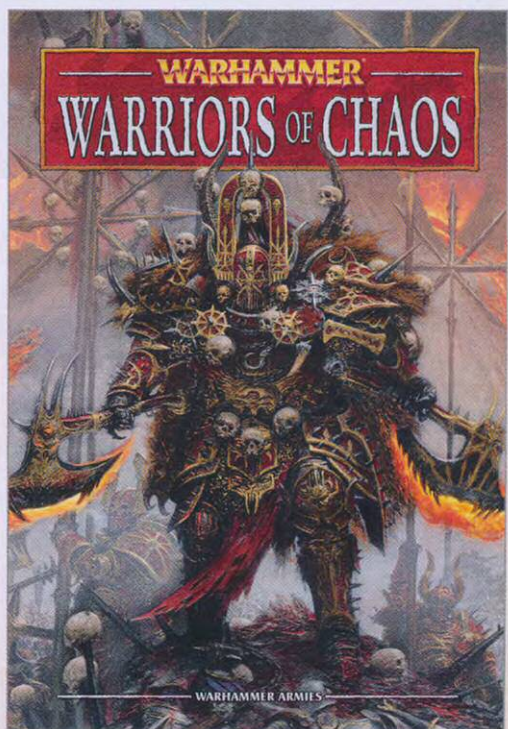
Chaos Knight on a Chaos Steed.

Hellstrider of Slaanesh.

7

the horror. Beyond this, the core of the book revolves around the sheer force of personality of the Champions of Chaos who lead their fell armies to war; the lure of Chaos is a selfish one, and the great warriors of the northern tribes strive to enact their fell deeds entirely in service of personal glory and the desire to attract the attention of the Chaos Gods.

This concept is reflected entertainingly in the new rules and army list, with an all-new Eye of the Gods table for champions to roll on once they have bested an enemy in a challenge, and a host of entertaining special abilities for the stunning new miniatures such as the Mutilith Vortex Beast and Slaughterbrute. The former is possessed of a potentially devastating bound spell that personifies the coruscating, mutating power of Chaos; the latter is a rampaging monster that is entirely capable of tearing the heart out of an enemy army. Both, of course, are stunning miniatures, and the Warriors of Chaos army book ensures that your models are as rewarding to play with as they are to look at. Warhammer generals beware; the armies of Chaos march to war once more, and the very earth trembles at their unholy advance. **JB**



8



WARRIORS OF CHAOS

CHIMERA

Chimerae are huge, three-headed monsters, creatures of Chaos with an evil temperament and the strength to maul entire regiments of enemy warriors. Such is their value on the battlefield that Chaos Lords will often seek out a Chimera and bind it to their will, ready to unleash upon their foes.

The **Chimera** is an impressive plastic kit that enables you to build a three-headed killing machine that towers over lesser models. Sporting three bestial heads and a fanged tail, its mutations are the very stuff of Chaos. Warriors of Chaos generals are spoilt for choice when it comes to including massive monsters in their armies, but the Chimera stands in a fearsome class of its own. **AT**



1

- 1 The fiendish maw on the end of the Chimera's tail resembles the head of an evil-looking serpent.
- 2 A Chimera swoops over the rooftops of an Empire town, its only aim to destroy and feed.



2

WARHAMMER BATTLE MAGIC WARRIORS OF CHAOS

This pack contains the cards for all the spells for each of the lores of Magic within Warriors of Chaos (the Lore of Tzeentch, Lore of Nurgle and the Lore of Slaanesh). Having these cards on hand when you are playing is a real boon – it makes referencing your spells much easier than flipping through your book. Be warned: as with all our Warhammer Battle Magic cards, they are available for a limited time and the pack will sell out fast. Do not delay. **AT**





THE HOBBIT: AN UNEXPECTED JOURNEY

KNIGHTS OF RIVENDELL™

The *Knights of Rivendell* dedicate their lives to the protection of Imladris – the home of Elrond. They are expert riders and skilled swordsmen, and their devastating charges have been known to shatter enemy battle lines in a single assault.



As befits their lightning fast approach to warfare, the Knights of Rivendell are dynamic miniatures. Their Elven steeds gallop at full tilt while their riders sit ready to strike at their foes, their voluminous capes billowing in the wind as they charge into battle. Each of the six Knights rides to war clad in traditional elven armour and carrying an array of finely-wrought weaponry. They wear the distinctive banded armour and ornate helms of Rivendell, and wield long, elegant lances and heavy shields. Every model in this multi-part plastic set is highly detailed and easy to assemble and I was pleased to find several extra components on the frame, giving you the option to make both a Captain and a Banner Bearer of Rivendell to add to your warband. **DH**



1



3



2

- 1 A pennant with sculpted detail flies from the haft, giving you the option of including a banner bearer with your knights.
- 2 Two dead Knights of Rivendell are also included in the set.
- 3 The kit contains parts to make an unhelmeted Elf, an ideal way of denoting your Captain.
- 4 The Knights of Rivendell ride out to defend their domain from Orcs, Wargs and worse.





THE HOBBIT: AN UNEXPECTED JOURNEY **GRIM HAMMERS**

The Grim Hammers are Dwarf veterans of the many wars fought with the *Orcs* and *Goblins*; they are doughty fighters clad in sturdy Dwarf-wrought armour. With hefty pick-hammers they can split skulls and pierce breastplates, and they're also equipped with throwing axes to hurl as they close with the foe.



The **Grim Hammers** box set contains 12 stout Dwarven warriors clad in detailed heavy armour. Tiny plates of overlapping armour cover almost every part of their bodies, leaving no visible weakness and a lasting impression of sturdy, Dwarven durability. The Grim Hammers are also armed with finely sculpted pick-hammers and throwing axes.

Each of the 12 plastic models in the set showcases a particular pose, ranging from winding up for a massive two-handed strike to hurling an axe or – my favourite – the brooding Dwarf who is glowering at the enemy with his axe lowered. These evocative models are perfect for establishing the powerful, enduring heart of a Dwarf army. **AT**



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4

- 1 The Grim Hammers have helmets so enclosed that it's impossible to see any flesh beneath their iron masks.
- 2 As well as their pick hammers, these Dwarves also carry throwing axes.
- 3 Their formidable suits of armour are made of many interlocking plates – leaving few areas exposed or vulnerable.
- 4 The Grim Hammers are very austere. Their belts serve as a place to stash axes, rather than as decoration.
- 5 A regiment of Grim Hammers guard a lonely mountain pass.



THE HOBBIT: AN UNEXPECTED JOURNEY

ELROND™

When the borders of Rivendell are threatened by a band of Hunter Orcs, Elrond leads his Elven knights into battle, saving Thorin's Company in the process. A skilled warrior as well as a great leader, Elrond ranks amongst the Free Peoples' most powerful heroes.

This new incarnation of Elrond has been exquisitely sculpted in Citadel Finecast. The resemblance to Hugo Weaving, famed for his portrayal of Elrond on screen, is impressive. The model has been sculpted as both on-foot and mounted versions, each clad in striking Elven armour and ready for battle. Although the mounted version is the most imposing, Elrond gesturing for his Elves to follow him into battle, the foot version is actually my favourite of the two. There's something about his regal and commanding pose that captures his personality perfectly. **AK**



1 Elrond wears an ornate circlet on his brow, an appropriate decoration for an Elven lord.



2 Delicate chasing is sculpted onto Elrond's scabbard.



3 Elrond's horse is also beautifully sculpted, with a characterful face and finely detailed bridle.

2

3

THE HOBBIT: AN UNEXPECTED JOURNEY

RADAGAST™

Radagast the Brown is a valued member of the White Council, a wise and perceptive character who spends much of his time in the wild communing with nature. While many regard him as eccentric, *Radagast* is a powerful Wizard and a valuable ally to the Free Peoples of Middle-earth.

Radagast has a dishevelled appearance from his travels in the wild. His trousers are torn, his shoes are mismatched and his long coat is missing a sleeve. Over his shoulder hangs a satchel of assorted herbs and flowers, while in his hand he carries a gnarled staff capped with a glowing gemstone. This Citadel Finecast miniature captures a mischievous, cheerful expression as *Radagast* runs his fingers through his beard, while Sebastian, an inquisitive hedgehog and a good friend of the brown Wizard, sits at his feet. **DH**

Full details for this month's releases are on page 46.



1



2



3



4

- 1 Nestled beside Radagast's scruffy old boot is a tiny Hedgehog.
- 2 Radagast's staff has a small gem stone set into its top.
- 3 *Radagast* has a coating of guano plastered to the side of his face, an avian gift from the residents in his tatty old hat.
- 4 *Radagast* communes with his old friend *Gwaihir*, dispatching him to the aid of Thorin's Company.

THE HOBBIT: AN UNEXPECTED JOURNEY

YAZNEG™

Among Azog's Hunter Orcs rides Yazneg, a formidable warrior of ill repute. A grim-faced fighter who bears the scars of many battles, Yazneg rides to war on a Fell Warg, his only goal to slay his quarry in combat.

As Orcs go, Yazneg is a particularly large and aggressive one, though his features are disturbingly human, which is quite unnerving when you look him in the eyes. This Citadel Finecast miniature holds an axe casually in his gnarled hand, his wiry frame ready to leap into action at a moment's notice. Around Yazneg's belt hang the skinned faces and scalps of those unlucky enough to cross his path, while across his shoulders jut armoured plates made from the bones of some unfortunate creature. Yazneg's mount is equally menacing, its darkly glowing eyes hidden beneath a heavy brow and its teeth bared as it carries its master into battle. **DH**



1



2



3

- 1 Yazneg wears strange bone armour, designed to intimidate as much as it is to protect him.
- 2 The face of Yazneg's Fell Warg is a vicious snarling image, the perfect mount for such a callous killer.
- 3 Yazneg's torso is a wall of rangy muscle and scars. At his waist is an apron made of played skin.

THE HOBBIT: AN UNEXPECTED JOURNEY

GOBLIN KING

The **Goblin King** is the master of Goblin Town, an animalistic force of heaving muscle and wanton brutality. He will use any and all means to smite his foes. This towering Citadel Finecast miniature captures the Goblin King in the hilarious (and deadly) act of hurling a hapless minion at his enemies, the Dwarves. It's a surprisingly dynamic pose for a creature as corpulent as the Goblin King, who is preparing to deliver his unhappy payload with a fling of his mighty arm.

The Goblin's expression is one of abject horror, with his wiry limbs flailing helplessly as he is held aloft in the Goblin King's meaty grasp. This is one of those Citadel miniatures that is an absolute joy – it's full of dynamic action, skilfully sculpted expressions and black humour. **AT**

Full details for this month's releases are on page 46.

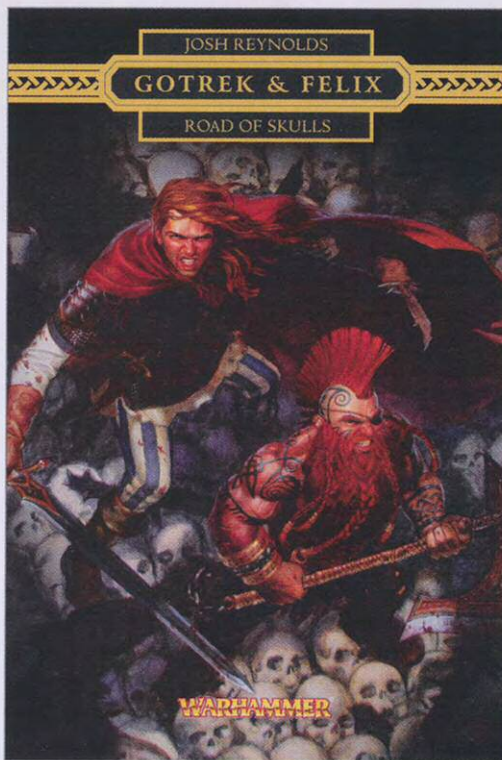


- 1 A crown made of scraps of bone, leather and goodness knows what else adorns the Goblin King's head.
- 2 The Goblin King's staff has two severed heads dangling from it, a macabre reminder of the nature of the Goblins.
- 3 The Goblin King's face is distended by rolls of fat, hideous boils and a large, blubbery goitre.
- 4 The terrified face of the soon-to-be-thrown Goblin shows all the hallmark mutations expected in Goblin Town.

BLACK LIBRARY

GOTREK & FELIX: ROAD OF SKULLS

By Josh Reynolds, paperback, 411 pages



Gotrek and Felix – the mighty Dwarf Slayer and his human chronicler – return to find their doom in this all-new novel.

Josh Reynolds takes up the reins of Black Library's longest-running series in *Road of Skulls*, and if this book is anything to go by Gotrek and Felix's saga is in safe hands.

Road of Skulls sees Gotrek and Felix making their way to reach the Slayer keep of Karak Kadrin, only to find it under siege from a huge Chaos horde. Upon battling their way through the besieging Chaos Warriors, they learn of the Road of Skulls: the legendary road Grimnir carved from the World's Edge Mountains into the Realm of Chaos, and down which Chaos Lord Garmr Gorehound now strides to bring doom to the Dwarfs of

Karak Kadrin and complete a prophecy wrought in blood to consecrate his own Road of Skulls.

There's a great supporting cast on hand too, including another Slayer and his rememberer, Biter and Koertig, plus the Slayer King himself, Ungrim Ironfist, and his son, Garagrim. But actually the best supporting characters sit in the Chaos camp, to whom the narration keeps switching throughout the book. There's Hrolf Dogson, a Marauder Chieftain who harbours a horrific gift; Ekaterina, the ambitious Kislevite noblewoman sworn to Khorne; the mysterious Chaos Dwarf, Khorreg, who knows more of Karak Kadrin and Gotrek than he's letting on; and the Unsworn, Canto, a Chaos Warrior who shares a memorable scene with Gotrek early on in the book as they plunge down a Dwarfen mineshaft locked in combat.

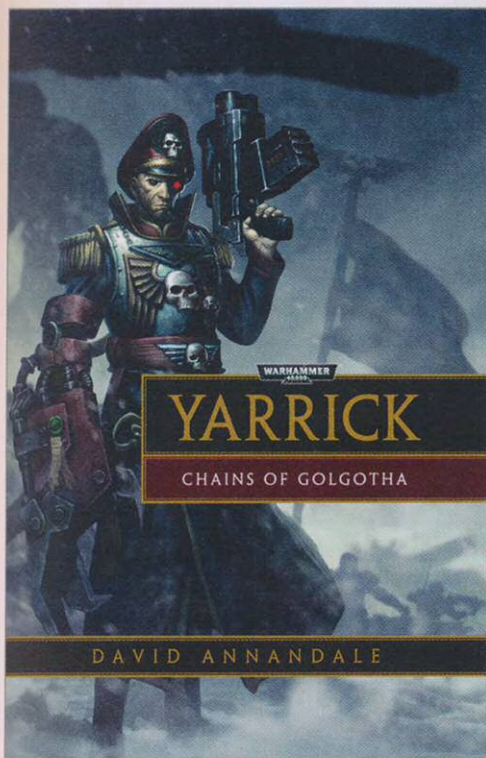
In both its tone and its tale, *Road of Skulls* reminds me nothing so much as William King's early short stories and novellas (later collated in *Trollslayer*, which in turn appears in *Gotrek & Felix: The First Omnibus*, also out this month). Bereft of the entourage that accompanied them in their more recent outings, *Road of Skulls* is a back-to-basics, stripped-back story, seeing Gotrek and Felix doing what they do best – vanquishing villains, slaying monsters and Gotrek failing miserably to find his doom, all with a healthy dose of black humour mixed in.

I'll leave you with a quote that I think sums up the entire book, combining epic villainy, heroic bravado and wry humour, from Felix himself:

"You're walking into the largest Chaos horde to spill out of the north since the time of Magnus the Pious," Felix said. "I'm honestly considering just having that be the last line." **AK**

YARRICK: CHAINS OF GOLGOTHA

By David Annandale, hardback, 128 pages



When Yarrick finally runs the Beast of Armageddon to ground, victory is denied. Instead, he is trapped in a brutal fight for survival.

There's a certain feeling of trepidation present when you read a novel based on characters and events you know well. Commissar Yarrick is my favourite character in the Warhammer 40,000 universe, so when I commenced reading *Chains of Golgotha*, I was anxious – while I am loathe to admit it, I feared that justice would not be done to this most enduring of heroes.

My fears were entirely unfounded, as it turns out. In a wonderfully told story, David Annandale brings the stubborn, resolute Hero of Hades Hive to life. The

story covers the events of Commissar Yarrick's ill-fated attempt to run Ghazghkull Thraka to ground, and the immediate aftermath of those events. This is, for Yarrick, as much of a defining moment as his heroic defence of Hades Hive in the 2nd Armageddon War, and it is a notable element of one of the galaxy's bitterest, cruellest rivalries.

Annandale tells the story through a variety of perspectives, flitting between Commissar Yarrick (whose thoughts and actions are described in the first person), and those soldiers who fight around him. Yarrick's greatest strength is his ability to inspire his troops, and the changing viewpoint is a refreshing way to get right inside Yarrick's head, and also show how he is perceived.

Ghazghkull Thraka is also shown in detail, revealed as a complex, intelligent foe. Shown is the right word too. Throughout the tale, Yarrick reiterates in his thoughts how deadly a foe that Ghazghkull is, but showing is better than telling, and we see the tactics of the Beast of Armageddon first hand on several occasions. This makes Ghazghkull more believable, and the prospect of him going toe-to-toe with Yarrick even more tempting.

I shan't spoil the ending of the story (although scholars of Imperial history will need little help in working out what takes place), except to say that the conclusion is excellent – with quite the twist in its tail. There is an interesting cast of lesser characters who share in some of the Commissar's travails. Each of these is a glimpse into how a loyal servant of the Imperium copes with the horrors of war, especially against a foe as abjectly uncaring and indifferent to human suffering as the Orks are. **AT**

We interview David Annandale on page 150.

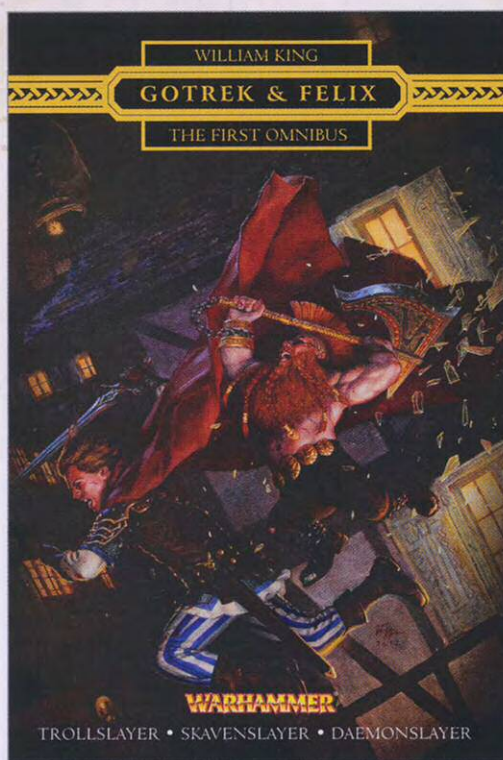
These books and audio dramas are available in English language only.

FURTHER READING

David Annandale has written several short stories for the Black Library, including 'The Carrion Anthem' in *Treacheries of the Space Marines*. Of course, if *Chains of Golgotha* appeals to you, the best place to look for more may well be the *Eshort, Evil Eye*. This tiny tale is actually set within the events of *Chains of Golgotha*, and it's an enjoyable five-minute read that sates the 'I wish there was more' urge quite nicely. Get over to blacklibrary.com to see all of his latest works.

GOTREK AND FELIX OMNIBUSES

By Bill King, paperback, 893 pages

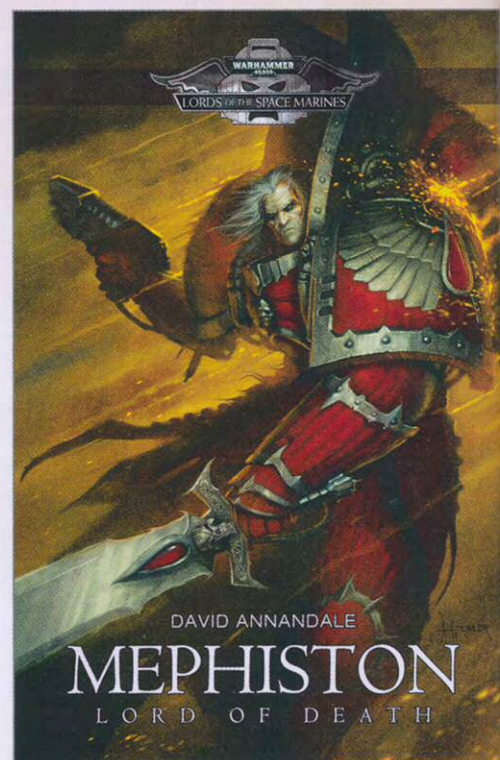


Not one but two new omnibuses feature Gotrek and Felix battling against everything from scheming Skaven to plotting Vampires.

Gotrek & Felix: The First Omnibus and *The Second Omnibus* compile all of William King's original short stories, novellas and novels featuring the saga of Gotrek (the least successful Slayer in Dwarf history) and his trusty human sidekick Felix Jaeger, fighting all manner of deadly creatures across the length and breadth of the Old World. The first omnibus focuses primarily on the eponymous heroes, while the second one has a much larger supporting cast, featuring colourful characters such as the unhinged Slayer Snorri Nosebiter, the powerful wizard Max Schreiber, and the elegant Kislevite Ulrika Magdova. They're an entertaining supporting cast that add a lot of richness and depth to the stories. If you're a fan of heroic fantasy-based action packed with magic, mysteries and violence and topped off with a healthy dose of black humour, then *Gotrek and Felix* is the series for you. **DH**

MEPHISTON: LORD OF DEATH

By David Annandale, paperback, 128 pages



Confronted by a face from his previous life, and a malign power a match for his own, Mephiston must triumph over self doubt.

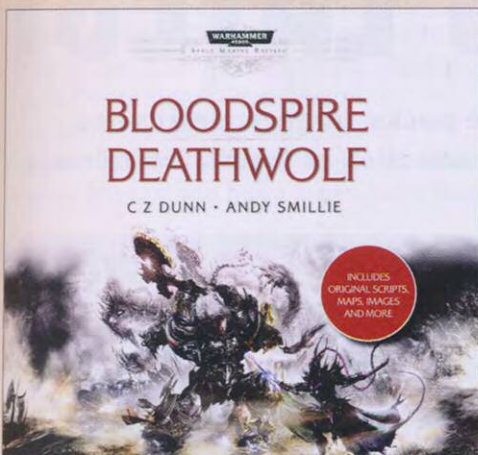
Mephiston: Lord of Death is a rich Warhammer 40,000 novella, told entirely from the perspective of the Blood Angels' Chief Librarian. As a master psyker, Mephiston sees reality very differently to others, and David Annandale uses florid prose to convey the depth and complexity of Mephiston's understanding. That's the strength of this story, and I heartily commend Annandale for weaving a tale that actually feels like it could be told by a master Librarian/angel reborn. Be warned, however, as at first I really didn't 'get' it. But with careful and concentrated reading Annandale's art became clear. It's evocative, heavily imagery laden and it requires effort to read... but it's bloody good. So good, in fact, that I immediately bought 'Eclipse of Hope', Annandale's short story also featuring Mephiston, which proved to be as similarly spellbinding as *Lord of Death*. **AT**

FURTHER READING

When you finish *Gotrek and Felix: The Second Omnibus*, make sure you pick up the three books in the Ulrika the Vampire series: *Bloodborn*, *Bloodforged* and *Bloodsworn*. They continue Ulrika Magdova's story after the events in *Vampireslayer* and (spoiler alert) follow her rise in power from new-born Vampire acolyte to fully fledged hunter of the night.

BLOODSPIRE/DEATHWOLF

By C Z Dunn/Andy Smillie, CD, running length 63 minutes



The Spaces Wolves face a Dark Eldar Kabal, and the Blood Angels go to war against traitors in this double-header audio drama.

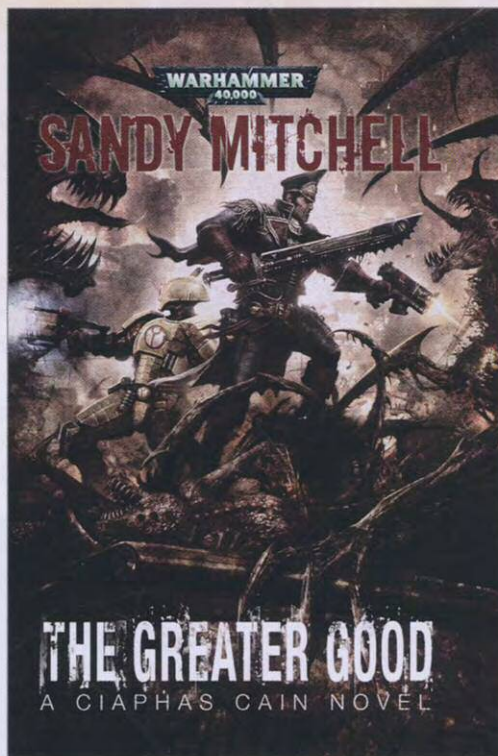
Here we have two audio dramas that feature the Space Marines in battle. Both stories are plucked straight from the history of Warhammer 40,000, and retold in grand fashion.

Bloodspire recounts the Axonar Spirewar, and hurls the Blood Angels into a vicious reprisal against a once-loyal planet now turned renegade. A young Erasmus Tycho gets a starring role among a cast of compelling Blood Angels characters, and Dunn shows the skill and determination of the Blood Angels as a fighting force as they seek victory. Their flexibility and savvy are the stars of the story as the Blood Angels implement a ruse as inventive as it is entertaining to hear described.

Deathwolf, by Andy Smillie, is a gore-spattered adventure that pits Erik Morkai (the eponymous Deathwolf) against a sinister Dark Eldar Kabal. As the Dark Eldar plunder Leutin, a stricken Imperial hive, the Space Wolves arrive and the hunter becomes the hunted. It's an exciting tale with jbcare characters who are all evocatively rendered. The action is well told and easy to follow as you listen, and the presentation and voice acting is spot on too. There's also a very juicy cliffhanger. I want to hear more. **AT**

THE GREATER GOOD

By Sandy Mitchell, hardback, 320 pages



The singularly roguish Commissar Ciaphas Cain returns, forced into an alliance with the Tau as the Tyranids attack.

What a joy it is to read this return of Ciaphas Cain, making his ninth appearance in novel form. Mitchell's Cain books are distinct in that they add humour to the Warhammer 40,000 universe, but not in a glib fashion. Cain's exploits are presented as rambling, self-serving personal memoirs, with copious footnotes interjected by Inquisitor Amberley Vail of the Ordo Xenos, who has edited Cain's memoirs after his death. Thus, Cain's unreliable narration is often punctured with amusingly dry asides that both highlight Cain's biased view of events and demonstrate that, perhaps, he's not quite the coward he believes himself to be.

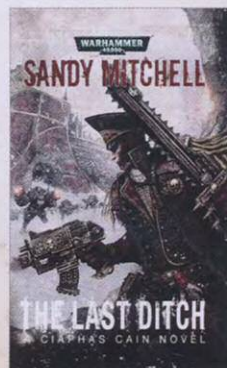
In *The Greater Good* Cain must contend with a Tau alliance, a Tyranid attack and some dangerous secrets held by the Adeptus Mechanicus. It's both thrilling and a hoot; a fine combination indeed. **JB**

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

ALSO AVAILABLE THE LAST DITCH

By Sandy Mitchell, paperback, 416 pages

Also available this month is *The Last Ditch*, released in paperback. This novel sees Ciaphas Cain return to Nusquam Fundamentibus to crush the Orks that have been plaguing the planet, but after his ship crashlands he uncovers a far worse enemy that could threaten the entire sector. Can Cain rally his men in time to stop it?



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.

VOSS PATTERN LIGHTNING

The **Lightning** is a fast and manoeuvrable air superiority fighter that has served the Imperium in one form or another since the time of the Great Crusade. The Voss pattern Lightning is one of the oldest of its kind and was used to dominate the skies throughout the Horus Heresy and beyond.

The Voss pattern Lightning is a sturdy, angular fighter craft with a yawning intake vent seated beneath the nose. Its rugged, angular design is reminiscent of other famous Imperial flyers such as the Marauder and Thunderbolt, and it will look great flying alongside them.

The surface of the Voss pattern Lightning is covered in impressive details, including exposed pipes and cabling, altitude thrusters and exhaust vents.



LEGION CHAMPION AND MASTER OF SIGNALS

Within the Space Marine Legions are a number of specialised officers and elite warriors. This month Forge World release the Master of Signals and Legion Champion. The Master of Signals is equipped to direct the wrath of long-range bombardments, and has a larger helm that

incorporates additional sensory equipment and a cognis-signum on his wrist. The Legion Champion has an impressive power sword held in a traditional en garde pose – his armour is fittingly ornate for one charged with singling out enemy champions in battle.



1



2

- 1 The Legion Champion stands atop a small rocky outcrop, ready for combat against an unseen foe. His armour is decorated with honorific markings and other paraphernalia.
- 2 The Master of Signals is a beautifully sculpted redesign of a classic Citadel miniature originally released around 1990.
- 3 The officers of the Emperor's Children Legion accompany their battle-brothers to war.

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



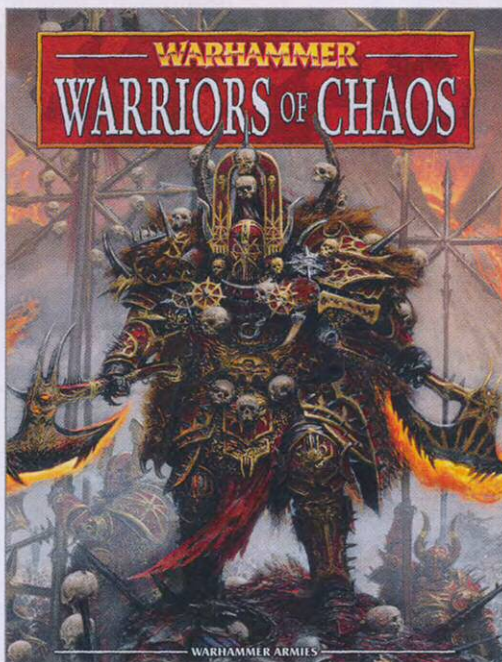
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DIGITAL PRODUCTS

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.

WARRIORS OF CHAOS

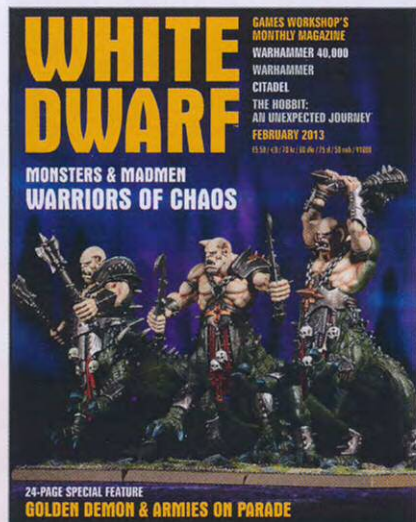
No servant of the Ruinous Powers should be without the latest army book available for iPad – Warriors of Chaos. Sporting all the artwork, bestiaries, background and rules found in the paper version, plus 360° miniatures galleries, this digital book is perfect for both casual reading and gaming, enabling you to navigate swiftly between unit entries or read more about the dread despoilers from the north.



Available on the App Store

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



1



2



3

Now you can enjoy White Dwarf in a completely new way, via the iPad edition. It features all the great content from this, the paper version, but also includes a video debrief for the battle report and 360° images of the biggest releases and the Hall of Fame. You'll also find zoomable

photos so you can check out all the new models and paint jobs in stunning detail, plus extra units in Army of the Month. The White Dwarf iPad edition is available via Apple Newsstand in the App Store and can be purchased as either a single issue or a 12-issue subscription.

- 1 Gorgeous hi-res photography abounds.
- 2 Battle reports in the iPad edition always sport a post-battle debrief video
- 3 Many articles feature additional pictures.

LICENSED GAMES

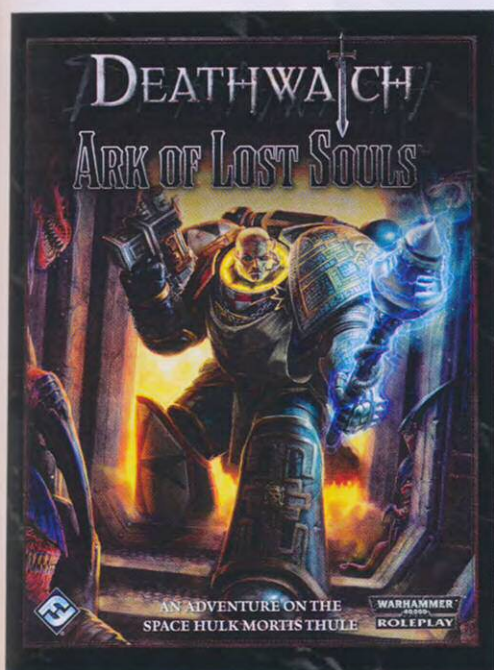
Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

FANTASY FLIGHT GAMES

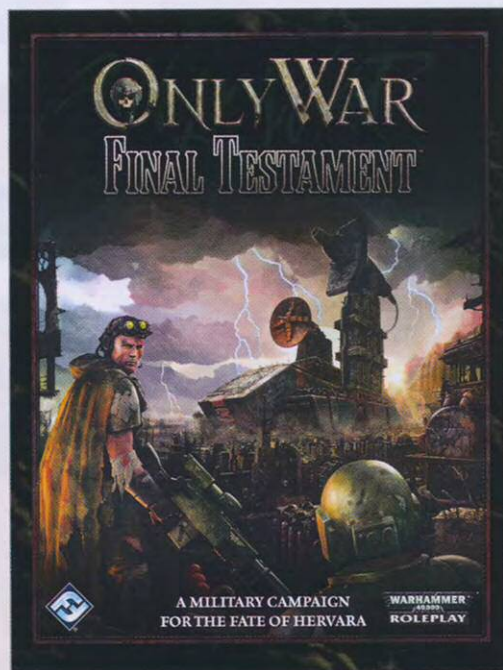
Fantasy Flight Games have had a busy month, releasing a trio of great new products to add to their impressive back catalogue of games. First up is a new expansion for the classic boardgame *Talisman*, *The City*, which adds a whole new deck of cards to the game as well as six new characters and all sorts of additional options. Then there are two new Warhammer 40,000 Roleplay supplements: *Ark of Lost Souls*, a three-part adventure for *Deathwatch* set on an infamous space hulk; and *Final Testament*, the first new adventure for *Only War*.



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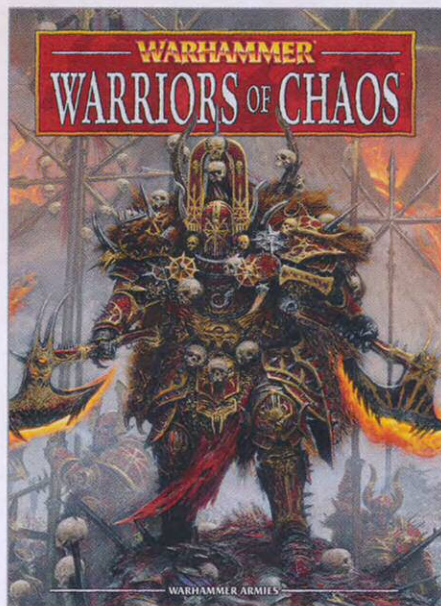


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- 1 *Talisman: The City* is an expansion for the *Talisman* boardgame, allowing players to introduce a little bit of civilisation to their games – and more than a little bit of danger.
- 2 *Ark of Lost Souls* contains a complete three-part adventure set upon the space hulk *Mortis Thule*, as well as a space hulk generator for GMs to create their own settings to explore.
- 3 In *Final Testament*, the players' Imperial Guardsmen are dispatched to the world of *Hervara* to do battle on one of the Imperium's most brutal fronts.

FULL RELEASE LISTINGS

The products on these pages are available to advance order now, and will be released on Saturday 2nd February 2013 unless otherwise noted. For more details visit: www.games-workshop.com.



WARHAMMER: WARRIORS OF CHAOS

By Robin Cruddace

96 pages

£30, €39, 300dkr, 380skr, 380nkr, 150zl, USA \$49.50, Can \$59.50, 300rmb, ¥6800



CHAOS LORD

Sculpted by Seb Perbet

1 model

£15, €20, 150dkr, 180skr, 170nkr, 75zl, USA \$25, Can \$30, 150rmb, ¥2500

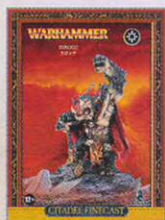


VILITCH THE CURSELFING

Sculpted by Seb Perbet

1 model

£15, €21, 150dkr, 190skr, 190nkr, 75zl, USA \$25, Can \$30, 150rmb, ¥3000



THROGG

Sculpted by Seb Perbet

1 model

£36, €50, €51IRL, €51NLD 350dkr, 440skr, 440nkr, 175zl, USA \$58, Can \$70, 350rmb, ¥7900

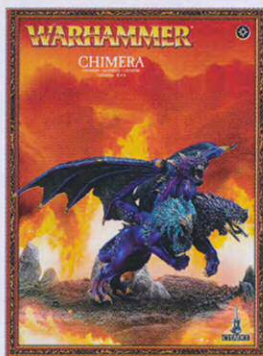


SLAUGHTERBRUTE/MUTALITH VORTEX BEAST

Sculpted by Mark Harrison

1 model

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$85, Can \$100, 500rmb, ¥8000



CHIMERA

Sculpted by Trish Carden

1 model

£27.50, €36, 280dkr, 340skr, 310nkr, 138zl, USA \$45, Can \$54, 280rmb, ¥5600

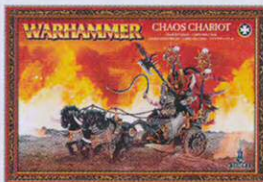


DRAGON OGRES

Sculpted by Alex Hedström

3 models

£35, €45, 350dkr, 420skr, 390nkr, 175zl, USA \$60, Can \$70, 350rmb, ¥6400



CHAOS CHARIOT/GOREBEAST CHARIOT

Sculpted by Ed Cottrell and Seb Perbet

1 model

£25, €35, 250dkr, 300skr, 280nkr, 125zl, USA \$40, Can \$50, 250rmb, ¥4500



FORSAKEN

Sculpted by Giorgio Bassani,

Mike Fores and Edgar Ramos

10 models

£30, €40, 300dkr, 360skr, 330nkr, 150zl, USA \$50, Can \$60, 300rmb, ¥5600



WARHAMMER BATTLE MAGIC: WARRIORS OF CHAOS (AVAILABLE WHILE STOCKS LAST)

£6.50, €8.50, 65dkr, 80skr, 70nkr, 33zl, USA \$11, Can \$13, 65rmb, ¥1500

THE HOBBIT: AN UNEXPECTED JOURNEY



KNIGHTS OF RIVENDELL™

Sculpted by Steve Buddle

6 models

£30, €40, 300dkr, 360skr, 330nkr, 150zl,
USA \$50, Can \$60, 300rmb, ¥7000

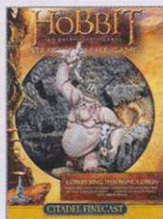


GRIM HAMMERS

Sculpted by Alan Perry and Michael Perry

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£20, €30, 200dkr, 250skr, 220nkr, 100zl,
USA \$35, Can \$40, 200rmb, ¥4500

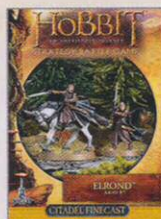


GOBLIN KING THROWING GOBLIN (ONLINE ONLY)

Sculpted by Michael Perry

1 model

£25, €35, 250dkr, 300skr, 280nkr, 125zl,
USA \$40, Can \$50, 250rmb, ¥5500

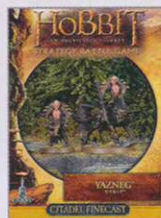


ELROND™

Sculpted by Alan Perry

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USA \$40, Can \$50, 250rmb, ¥5500



YAZNEG™ (ONLINE ONLY)

Sculpted by Aragorn Marks

2 models

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USA \$40, Can \$50, 250rmb, ¥5500



RADAGAST™ WITH SEBASTIAN (ONLINE ONLY)

Sculpted by Steve Buddle

1 model

£12, €15, 120dkr, 140skr, 130nkr, 60zl,
USA \$20, Can \$25, 120rmb, ¥2500

Also available this month:

VARRICK: CHAINS OF GOLGOtha

By David Annandale

Hardback novella

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$20, Can \$22.50, 105rmb, 1560¥

Out Now

MEPHISTON: LORD OF DEATH (LIMITED-TIME EDITION)

By David Annandale

Hardback novella

£30, €40, USA \$50, Can \$69

Out Now

ROAD OF SKULLS

By Josh Reynolds

Paperback novel

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zl, USA \$14, Can \$16, 85rmb, 1150¥

Out Now

BLOODSPIRE/DEATHWOLF

By CZ Dunn and Andy Smillie

Audio drama

£15, €20, 145dkr, 175skr, 175nkr, 74.95zl, USA \$20, Can \$22.50, 1750¥

Out Now

GOTREK AND FELIX: THE FIRST OMNIBUS

By Bill King

Paperback omnibus

£15, €17.50, 145dkr, 175skr, 175nkr, 74.95zl, USA \$17.50, Can \$20, 120rmb, 1750¥

Out Now

GOTREK AND FELIX: THE SECOND OMNIBUS

By Bill King

Paperback omnibus

£15, €17.50, 145dkr, 175skr, 175nkr, 74.95zl, USA \$17.50, Can \$20, 120rmb, 1750¥

Out Now

THE GREATER GOOD

By Sandy Mitchell

Hardback novel

£17.99, €25, 180dkr, 220skr, 220nkr, 89.95zl, USA \$24.99, Can \$28.99, 170rmb, 2000¥

Out Now

THE LAST DITCH

By Sandy Mitchell

Paperback novel

£7.99, €10.50, 85dkr, 100skr, 100nkr, 39.95zl, USA \$8.99, Can \$10.99, 65rmb, 865¥

Out Now





ARMY OF THE MONTH

PAUL GAYNER'S SPACE MARINE ARMY



In Army of the month we showcase the best armies from around the world. This month we are delighted to feature Paul Gayner's vast Space Marine collection, the Crimson Heralds.

Paul: When I started my Space Marine army, I wanted to invent my own Chapter with a unique heraldry and identity. I wanted them covered in battle damage, scratches and mud, as though they were constantly deploying into battle before the Chapter Thralls had time to repair the battle damage their equipment took. ▶



Paul Gayner has been collecting and painting miniatures since his childhood. Now employed as a teacher, he spends his lunch hours instructing his students in the art of war (and painting).

► I wanted them to be fast enough to paint that I would enjoy adding new units to the army and I wanted to come up with a Chapter symbol that I could recreate consistently on every model. I also really liked the idea of an urban setting; I imagined them striding through the wreckage of a ruined city. The result was the Crimson Heralds, a Chapter who are ruthlessly hunting a heretic Techmarine, one of their own, who betrayed them and fled with the help of the Necrons over a century ago.

When I started the army it was led by Commander Korvus, who I based on the Lysander model. Over the years the army ►



1



1 Daedalus is Paul's Master of the Forge. "It was great fun coming up with a retro sci-fi raygun look for his Conversion Beamer," says Paul. While not the army commander, Daedalus is a key character in Paul's army as he hunts down one of his own Brothers gone rogue.

2 Paul has combined the night vision goggles from the Scouts with the Elysian Drop Troop heads from Forge World to give the impression that his squad are kitted out for fighting at night.



2





1 Paul's Sternguard Veterans use parts from several plastic kits, including Chaos Warrior cloaks, Forge World bolters and helmets from the Black Templars sprue.

2 "My Honour Guard accompany Chapter Master Artemis into battle," comments Paul. "I built them as a deliberately over-the-top unit to smash seven bells out of my mate Mark's Flesh Tearers."

3 Led by Chaplain Cerberus, Paul's Assault Marines descend from the skies to annihilate their foes.



3

4 Every model in Paul's army is covered in intricate freehand detail, from the lowest-ranking Battle Brother to the Stormlord super-heavy tank. You can see more of Paul's freehand work in our Paint Splatler article later in the issue.

5 The Land Speeder Storm swoops into battle. To give it extra height Paul created a display base made from spare sections of the Manufactorum kit.



4



► has grown and Chapter Master Artemis has taken command of the hunt. I name all of my characters, units and even vehicles – in my opinion mighty heroes should always have names, and every Space Marine is a hero of humanity in his own right.

The main reason I play games is to enjoy using what I've painted, and every time I play a game I get ideas for what I want to build next – it's a never-ending cycle. I've found that gaming weekends and tournaments are a great way to generate new ideas for my army. The last time I took the Crimson Heralds to a Doubles weekend at Warhammer World I added a whole phalanx of bikes to the Chapter – a unit I had never painted up until that point. They actually performed rather well too, ably assisting my Assault squad in the total annihilation of my enemy's flanks.

My real gaming passion though is Apocalypse as I can deploy my entire collection all at the same time. It's an amazing feeling to see my entire army of Space Marines take on the enemies of the Emperor supported by as many tanks, Dreadnoughts and Terminators as I can field. The Shadowword super-heavy tank is the first of my Apocalypse units, though I'm now looking at adding a squadron of Stormtalons and possibly even a Titan to the Crimson Heralds to take down the Tyranid Bio-Titan that regularly menaces the battlefields of our gaming club. **DH**



JERVIS JOHNSON

Games designer and rules sage Jervis Johnson talks about how many of the questions he was asked at Games Day revolved around the same topic: what miniatures is it OK to collect?

At Games Day I had several people come up asking very similar questions. What they were looking for was some advice and guidance about which Citadel miniatures it was 'OK' to collect, and more specifically in what ways was it OK for them to theme and paint their collection. In each case they'd either been told directly or had picked up the impression that they *shouldn't* do the thing they were planning, and want to know if that was really the case. For example, one person really liked a special character made for one army, and wanted to know if it was alright to use it as a more generic character model for his own (different) army, while another wanted to know if it was fine to use the Space Wolves army list with a background and colour scheme he'd created himself, and which didn't really match the official colour schemes and background. A third person was wondering if he should copy an army list he'd seen online, because he'd been told it was the "only way to win", or if it would be OK to simply go for the ones that he liked the look of. My answer each time was "I can't tell you exactly what to do in these situations, because the choice is up to you – all I can say is that you should do what you want to do, and don't let others tell you what you can or can't do."

As I reflected on these questions during my drive home, I came to the conclusion that they all boiled down to more or less the same two things: first of all, what is it 'OK' for you to collect, and secondly, are there restrictions on what you can do with the Citadel miniatures you've collected? The answer to both these questions is, of course, a resounding no! However, there's a bit more to it than that, and it is this 'bit more' that I want to explore this month.

First of all it's important to underline that we consider the hobby first and foremost a collecting hobby, and specifically, collecting Citadel miniatures. Because of this, our primary focus is first on making great Citadel miniatures to collect, and secondly providing help and guidance that allow people to do things with the models in their collection. So, we provide paints, brushes and guides to help you paint the models if you wish to, and rules and army

books that allow you to play games if you want to do that. However, both of these things are secondary: the collecting part of the hobby can survive on its own, while the painting and gaming side cannot.

What this all means is that you shouldn't let anything stop you collecting the models you want to have. We don't create our games or show you example paint schemes for miniatures in order to restrict what you do, but rather to show you the kinds of things you can do with your collection. This is part of the reason that we put such an emphasis on creating house rules if you wish, and also why we make sure that the backgrounds we create for our armies include lots of 'grey areas' that you can fill in for yourself. That's the reason there are over a thousand Space Marine Chapters, and why (as I explained a few months back) we try to avoid putting limitations in our army lists.

"You should do what you want to do, and don't let others tell you what you can't do."

The downside to this approach is the very freedom it allows; there are always going to be a handful of people that feel that the way that they go about playing our games or collecting our miniatures is the best way, and they will tell you quite loudly that you'd be crazy to do anything other than approach the hobby in the same way that they do. Goodness knows I've been guilty of this myself! Unfortunately, all of the examples I mentioned at the start of this month's column have their roots in this kind of thinking, and in some cases these false 'restrictions' have become very pervasive. The bottom line is that, while it's great seek advice from your peers, when it comes down to it you should ignore what you're told if your gut tells you that you'd rather do something else!

All of which leads me to the second thing I ended up thinking about, which is that there is a second danger to just accepting what others tell you to do, and that is that

it can lead to the hobby becoming very homogenised. If we all end up copying army lists from the Internet and only using the paint schemes shown in our publications, then pretty soon all of our collections of Citadel miniatures are going to look increasingly the same. There's nothing wrong with this, per se, and there is a real pleasure in collecting a finely tuned army that has been proved in numerous battles to be a formidable fighting machine, or which has been carefully painted so that it exactly matches the organisation, paint schemes and insignia shown in the books we publish.

These things are both an important part of the hobby – but the important word there is part. The full hobby is much wider, and is intended to be much more diverse and inclusive. I take great delight in seeing a perfectly turned out tournament-winning Ultramarines army, but I also love it when someone shows me their lovingly converted and uniquely painted collection of miniatures, especially when it's an original idea that shows me an aspect or part of the game background that I had never considered before. It all depends what you want to do most: for example, if you want to game at your local club, you will need to abide by any restrictions they impose, while if you prefer the idea of collecting and painting an army for display purposes, then no such restrictions apply.

So, if you come up with an idea for any army or a model you want to add to your collection, that you think will be great or that explores part of the background for our games that no-one else has tried yet, well then, please feel free to just go ahead and do it! By all means look around first and see what other people are doing, ask for advice if you wish to, and then let your 'hobby heart' guide you. Oh, and if someone asks you for advice, please don't say "Do this"; instead say "What I like to do is this... but your mileage may vary – and that's what makes the hobby great!"

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

BATTLE REPORT

WARRIORS OF CHAOS VS ORCS & GOBLINS

There's bloodshed sure to abound on the battlefields of the Old World, as Andrew Kenrick's Warriors of Chaos and Jeremy Vetock's Orcs and Goblins clash in bloody battle. We put the new Chaos units to the test in this month's battle report.



Andrew: The Warriors of Chaos march forth from the Northern Wastes, laying ruin to the soft southern lands of the Empire as they have done many a time before. Boiling out of the mountains to the east pour endless hordes of Night Goblins, intent on ransacking everything in their path. The armies of the Empire are brushed aside on the field of battle by this relentless force of nature, but these rampaging forces eventually set eyes upon one another – there can be only one despoiler of the Empire on this day.

Or so it was in the minds of Jeremy and I as we came up with a cool story for our game; fighting over the ruins of Glumhof. I was eager to try out the new Warriors of Chaos models and units on the battlefield, and seeing as Jeremy had brought his Night Goblins with him all the way from the USA he seemed like the perfect choice of opponent – we've clashed on the field of battle many a time before, so a great game was guaranteed. Read on to find out how the new Warriors of Chaos units fared as they clashed with the Orcs and Goblins.

This month Andrew's Warriors of Chaos go head-to-head with Jeremy's Orcs and Goblins to claim the rights to despoil the luckless settlement of Glumhof.



CARNAGE INCARNATE



Andrew has spent much of this month painting new kits for his Warriors of Chaos army – will his hobby endeavours be rewarded by the Chaos Gods on the battlefield?

Armed with mighty great weapons and a fierce temper, the Dragon Ogres will be hoping to carve their way through the hordes of Night Goblins standing in their path.

So **Warriors of Chaos**, we meet again. It doesn't seem like four months ago that I was here, testing out the new Warriors of Chaos kits against Jes' Ogre Kingdoms in November, and here I am again with even more great stuff to try. I've been busy in that time, however, adding all this bounty to my own army, and I'd be remiss not to take to the battlefield anew. So, what have we got here?

1. Slaughterbrute & Mutalith Vortex Beast

There's not one but two new monsters for the Warriors of Chaos – the Slaughterbrute and the Mutalith Vortex Beast. I think I know where I stand with the Slaughterbrute – bind it to my Chaos Lord (giving it Weapon Skill 8) and send it right into the midst of Jeremy's army. The Mutalith Vortex Beast is a different kettle of fish entirely, with a potent bound spell that might well turn an entire unit into a Chaos Spawn if I get lucky. I want to see just how effective that can be.

2. Gorebeast Chariot

With the Gorebeast Chariot, the Warriors of Chaos have access to a super-heavy chariot – it's as good as a monster, with loads of Attacks, Toughness 6, 5 Wounds and Killing Blow on its impact hits. I'm going to ram it into the first thing in its path and see how it does.

3. Forsaken

Alongside the Marauders and the Chaos Warriors themselves, there's a new Core choice in the mutable form of the Forsaken – Movement 6, D3+1 Attacks and a random special rule each turn could prove to be devastating. I'd like to see how they measure alongside their more stable peers and what they're good at killing.

4. Dragon Ogres

The last of the new kits to be put through their paces is the Dragon Ogres. With a decent armour save and 4 Wounds, they should be able to cleave through anything Jeremy might bring to the battle, but how do they compare to other monstrous infantry and monstrous beasts?

We've agreed to play a game of roughly 3000 points, which should give me plenty of scope to include what I like from my collection, including my newly added units. I always field a solid core to my army – a sturdy unit of Chaos Warriors and Chosen along with a horde of Marauders should fit the bill, especially when teamed with the Forsaken. These units will march across the battlefield and look to get into combat as soon as possible.

As powerful as that core might be, the real knock-out punch is going to come from the Skullcrushers, the Gorebeast Chariot (with the Mark of Khorne to make it even nastier) and the Slaughterbrute, who are going to charge across the board as quickly as possible. I'm not sure there'll be anything in Jeremy's army that'll be able to stand up to them, especially if combined with a charge from my Chaos Lord, Khan Kul himself. I don't feel the need to tool him up particularly, relying on his basic (if you can call a Chaos Lord basic) profile to carry the day. I have given him the Soul Feeder gift, which gives him a chance of regaining lost Wounds in combat, and the Chalice of Chaos for a potentially great, if random, benefit in one of his turns. I've not used him yet, so I'm looking forward to seeing just how much damage he can reap in Khorne's name. Skulls for the skull god





THE KUL

LORDS

Khan Kul
Chaos Lord with Mark of Khorne, Chalice of Chaos, shield and Soul Feeder gift, mounted on Manticore.

HEROES

Brother Fell
Level 2 Chaos Sorcerer with Mark of Tzeentch.

Brother Foul
Level 2 Chaos Sorcerer with Mark of Nurgle.

CORE

The Crow Brotherhood
15 Chaos Warriors with Mark of Tzeentch, hand weapon, shield, standard bearer musician and Chaos Champion.

The Carrion Brethren
30 Chaos Marauders with shields, light armour, standard bearer, musician and Marauder Chieftain.

Beloved of Chaos
15 Forsaken.

5 Chaos Warhounds

SPECIAL

Favoured of the Crow
15 Chosen with Mark of Tzeentch, great weapons, standard bearer, musician and Chosen Champion.

The Old Tusks
3 Dragon Ogres with great weapons and Shartak.

Brutehorn
Gorebeast Chariot with Mark of Khorne.

RARE

The Sons of Crimson
3 Skullcrushers with ensorcelled weapons, standard bearer and Skullhunter.

Bound in Blood
Slaughterbrute with extra claws.

Thrice Cursed
Mutalith Vortex Beast.

DA GREEN TIDE

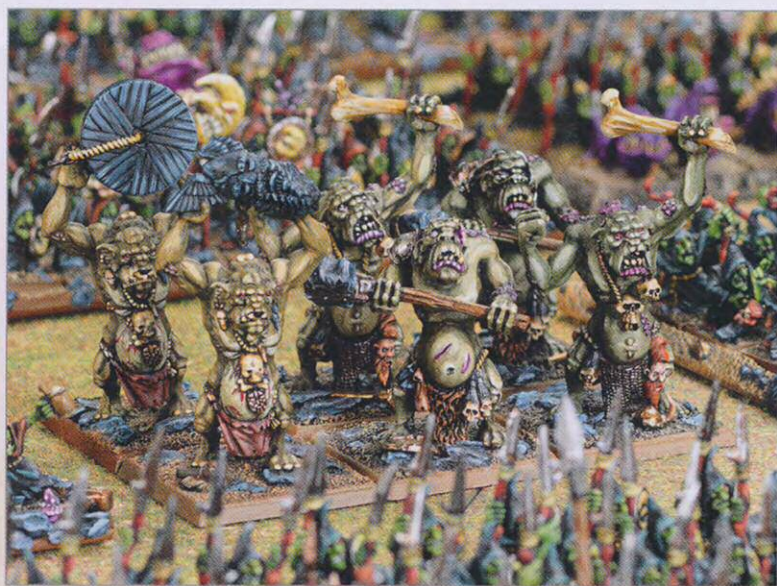


Jeremy has been collecting Orcs and Goblins for as long as he's been playing Warhammer and describes this force as "just the tip of the iceberg" of his army.

I'm to provide some competition for Andrew's Warriors of Chaos army, which is no small task, as I consider the men of the north and their slew of monstrous beasts to be the most formidable fighters in all of Warhammer. In the past I have had many battles where my own forces were ground to a bloody pulp by the followers of the Dark Gods. Now, with new models for Dragon Ogres and Forsaken, to say nothing of brand-new monsters, I only expect the army to become even more of a handful. Add in Andrew's impressive winning streak in Warhammer battle reports (OK, it was only one game, but still, it was against the Ogres!) and I looked to have some serious challenges ahead.

To fight Andrew I selected my army from my vast Orc and Goblin collection. While I normally mix and match elements from the motley assortment of units that make up a greenskin horde, for this battle I felt compelled to take primarily a Night Goblin force. Why? I thought I'd pit pure guile and fungus-addled lunatics against that nigh-unstoppable combination of weapon skill, armour and initiative that is a Warriors of Chaos army. Let's see if spiky armour can stop a Fanatic's whirling ball. It's Mangler versus Spawn, Waaagh! magic versus the power of the Dark Gods.

Jeremy's large unit of Trolls are just one of many hard-hitting units included to punch their way through Andrew's Warriors of Chaos.



The core of my army is composed of five units of Night Goblins – almost 200 of the pointy capped little gits. This nasty lot is buoyed by a generous dollop of Night Goblin Warbosses and Bigbosses. At 65 and 30 points respectively there is no reason to be a spendthrift and I've piled a liberal sprinkling of these vile leaders across my units, loading up my largest mob in particular. This cauldron of spiteful fury is about 60 Night Goblins strong, upgraded with nets and deployed in horde formation – 10 across – and aptly named Stabbit's Big Mob, after its Warboss leader, the infamous Stabbit Stabbitagin (so named for his two cruel hand weapons and habit of stabbing slain foes repeatedly).

Quite purposefully my general, the much-reviled Grodgit Stuntystompa and his attending Battle Standard Bearer – the weedy but wicked Bilge Skroncha – will be deployed in a unit behind Stabbit's Big Mob. I'm hoping that the (somewhat dubious) Leadership of my General and the re-rolls accorded by my Battle Standard to keep the large unit in the fight while my numerous supporting elements have time to flank the foe. Throw in a few waves of Night Goblin Fanatics and some greenskin magic and I think I might be able to whittle even the hardest units of Chaos Warriors down a little.

And lest you imagine I rely solely on the impish Night Goblins, my army also includes the occasionally reliable Squig Hoppers and Squig Herd, and perennial hard-hitting support units such as Trolls, River Trolls, Mangler Squigs, an Arachnarok Spider and a Giant (for which I'm using my new Colossal Squig – I'll use the Forge World rules in a future game, but to keep it simple I'm just counting it as a Giant for today's game).

As I want a selection of spells, I've added single Orc to my force – a lone and somewhat addled Shaman (the Great Zog in the hopes of procuring some heavier-hitting Orc spells for my repertoire.



WAAAGH! GRODGIT

LORDS

Grodgit Stuntystompa
Night Goblin Warboss
with great weapon and
Armour of Destiny.

Stabbit Stabbitagin
Night Goblin Warboss
with additional hand weapon
and Potion of Strength.

Glug Bigax
Night Goblin Warboss
with great weapon.

Gittik Shroomfiend
Level 4 Night Goblin Great
Shaman with Dispel Scroll.

HEROES

Grig Squigeyes
Level 2 Night Goblin Shaman.

Bilge Skroncha
Night Goblin Battle
Standard Bearer with Bad
Moon Banner.

Drag Gobsmak
Night Goblin Big Boss with
Obsidian Blade.

Bog Hacka
Night Goblin Big Boss
with shield.

Grud Gribble
Night Goblin Big Boss with
great weapon.

The Great Zog
Level 2 Orc Shaman.

CORE

Stabbit's Big Mob
59 Night Goblins with spears,
nets, 2 Fanatics, standard
bearer, musician and Boss.

Deadeye Stickas
22 Night Goblins Archers
with 3 Fanatics, standard
bearer and Boss.

Shifty's Shootas
25 Night Goblin Archers with
3 Fanatics, standard bearer
and Boss.

Grodgit's Stabby Gits
41 Night Goblins with spears,
nets, 2 Fanatics, standard
bearer, musician and Boss.

Red Kaps
34 Night Goblins with hand
weapons and shields, 2
Fanatics, standard bearer,
musician and Boss.

SPECIAL

6 Trolls

7 Squig Hoppers

Fungus Fiends
Squig Herd with 14 Night
Goblins and 6 Squigs.

RARE

Mangler Squig

Da Mighty Groxx
Giant.

Arachnarok Spider

3 River Trolls

DEPLOYMENT

Andrew and Jeremy created their own scenario and deployed through hidden deployment.

Jeremy: As we'd come up with our own scenario, we thought it'd be fun to try out a different type of deployment too: hidden deployment. I love hidden deployment – it adds an element of tactics, guesswork and mystery to a battle. You can't deploy strictly 'in the game', meaning you can't match enemy units with a counter of your own, but instead are thrust into more of an overview situation where you must think like a real commander – what is my plan? Where will my major threats come from? How will my entire army function? Such deployment also tests your ability to think on your feet, as you will be forced to meet some foe that your units deployed elsewhere might have better combated. When Andrew and I removed the blinds that separated our two sides, I was immediately put into the place of a commander confronted with such an oncoming sight – uh oh, I thought!

The Burning of Glumhof

Jeremy: To me, part of the fun and true joy of Warhammer is coming up with a scenario with your opponent. While this can be rolled up randomly or especially written, there is nothing quite like a little pre-battle back and forth – an idea swapping stage that agrees out a quick plan. Andrew and the rest of the WD crew had set up terrain – the ruined remnants of an Empire town. A good-looking battlefield often provides much of the inspiration for a good backstory and from that moment onwards we were both in agreement – our forces were bashing it out for the gory remains of a once-proud Empire settlement. In addition to simply destroying each other, Andrew's Warriors of Chaos and my Night Goblins would be vying to control the majority of the remains, as represented on the battlefield by having the closest non-fleeing unit near the remaining structures (the four buildings and the magical vortex). As an added bonus, we agreed that this locale could only be the ill-fated town of Glumhof (see Warhammer rulebook page 399 for more on this much-maligned part of the Empire).



1-5 The objectives were the buildings of Glumhof: Dreadstone Blight, a Balewind Vortex, the two ruined buildings, and the watchtower. The player with the closest unbroken unit to an objective would capture it at the end of the game.

6 The armies arrayed for battle, after the hidden deployment screens had been revealed (see page 139 to see more of this). Note Jeremy's heavy concentration on his left flank and centre, and Andrew's deployment in the middle.



OPENING MOVES

In which the Chaos Warriors advance relentlessly forwards, and the Night Goblins hold back.

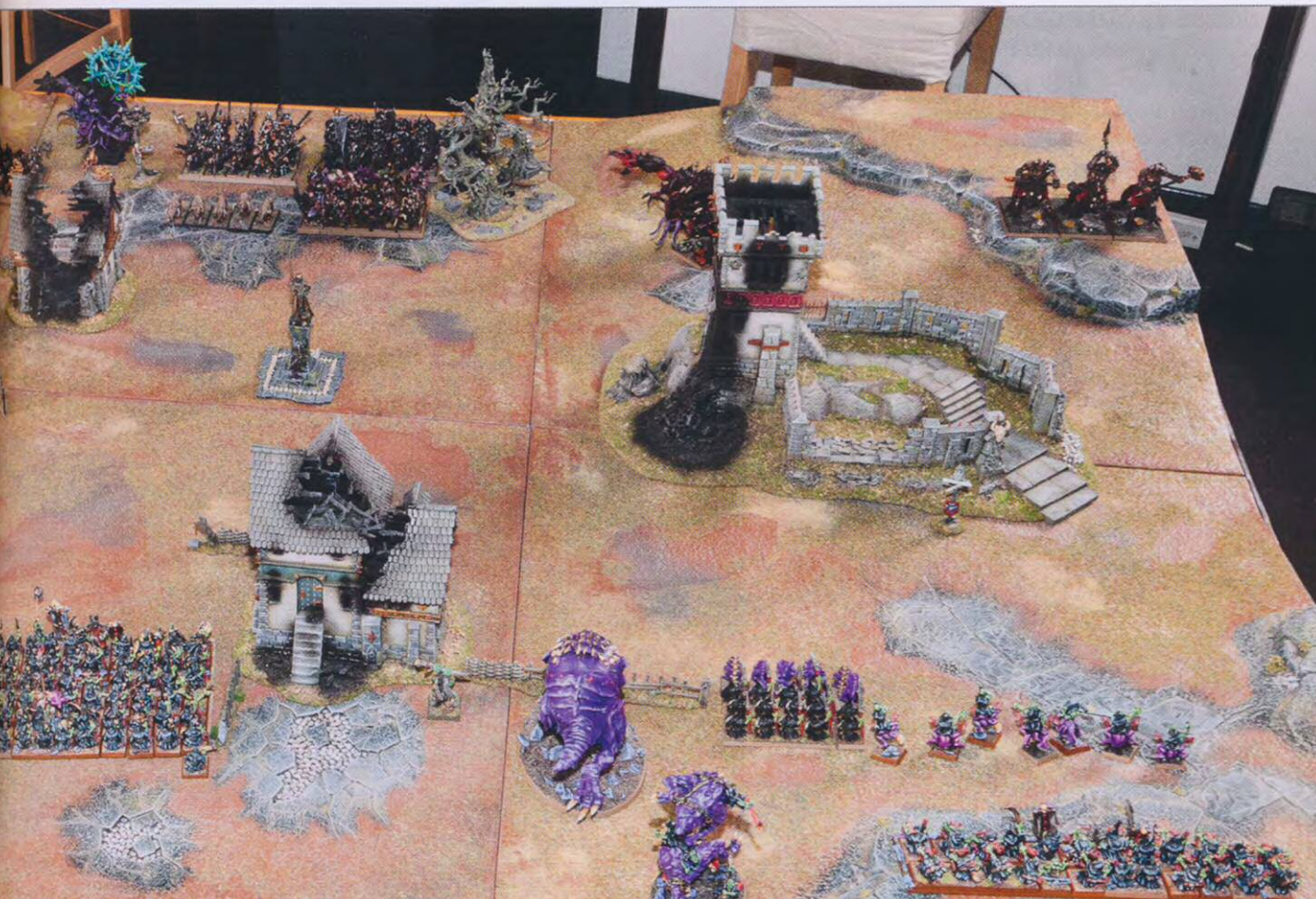
Andrew: I took the first turn and my tactic was fairly straightforward: march across the board and charge into combat as soon as possible, so that's pretty much what I did. The only clever manoeuvring was my Chaos Lord, who landed in front of the Marauders, ready to launch a charge at whomsoever he chooses next turn (I was undecided at this point exactly who – it depended on which units still had Fanatics in them). I had a disastrous Magic phase, losing one of my Wizards to a miscast in exchange for a single Goblin (see caption).

In his turn, Jeremy advanced and Stabbit's Mob unleashed its Fanatics into my Warhounds, but one of my hounds survived. On the opposite side of the battlefield the Arachnarok Spider scuttled away from my lines, hoping to lure the Skullcrushers and Gorebeast Chariot (both Frenzied) through the woods.



1 While casting Blue Fire of Tzeentch, Andrew's Chaos Sorcerer suffers a Dimensional Cascade, killing Chosen, Chaos Warriors and the Wizard himself. To add insult to injury the spell only killed a single Goblin and inadvertently gave the unit Regeneration 6+ for the rest of the game.

2 Although Andrew's entire battle line advances, the faster-moving Forsaken and Slaughterbrute charge ahead.



MIDGAME

In which the battle lines clash and the Night Goblins unleash their Fanatics.

Andrew: Having spent the first turn getting my army into position, I was now poised to launch a blistering attack against Jeremy's lines. I declared six charges in a carefully orchestrated (and, dare I say it, brilliant) sequence: the Slaughterbrute charged the Squig Herd; the Dragon Ogres charged the Squig Hoppers; the Skullcrushers charged the other Trolls; the Forsaken charged the Night Goblin horde, as did the Chaos Lord; and the Marauders charged the River Trolls. Some of the charges were straightforward but others, the Chaos Lord's in particular, were crucial to make lest he find himself stranded in the open, thereby leaving him a sitting duck for Fanatics and blocking the Marauder's own charge. Luck was firmly on my side, however, as all my charges were in range.

Of course, charging into a Night Goblin battle line brings with it its own inherent risks, namely Fanatics. Two Fanatics were shoved out of the General's unit, ploughing through Stabbit's Mob and into the Forsaken charging them. Eight Night Goblins and six Forsaken were slain, the Night Goblins getting the better end of that deal. In a vain attempt to stop just one of the many Fanatics, my lone surviving Warhound leapt upon it, sacrificing itself to rid the battlefield of the whirling menace.

My Mutalith Vortex Beast had worked its way forward in such a way so that it was within 18" of most of Jeremy's models, so I had a choice of targets for its Aura of Mutation. With a gleeful chuckle I threw all of my power dice at it, casting it easily. It was at this point that Jeremy took great delight in proffering his Dispel Scroll, smugly dispelling my bound spell.

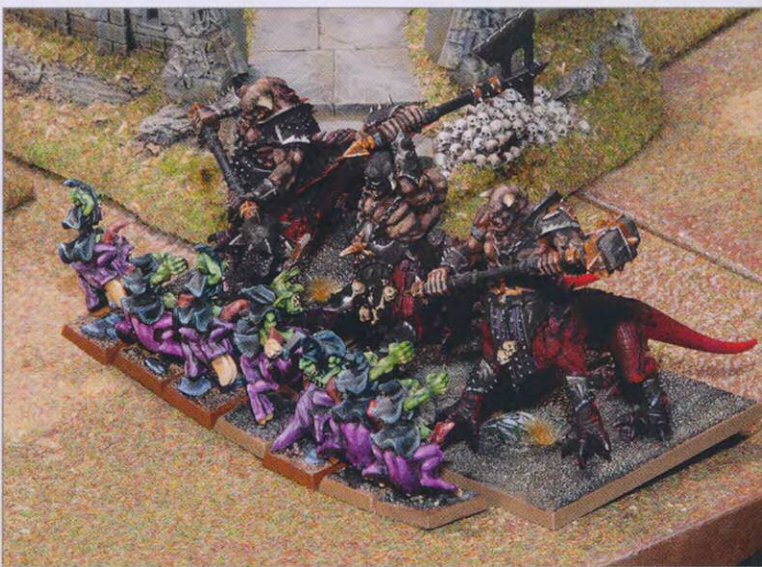
After that disappointment, I was excitedly looking forward to the Combat phase – no matter how many more tricks Jeremy might have up his sleeve, none of them were going to help him against the freight train that is a charging Warriors of Chaos army. ►



1



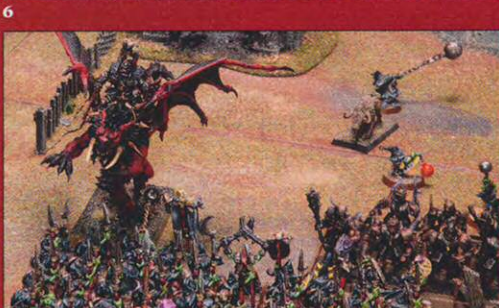
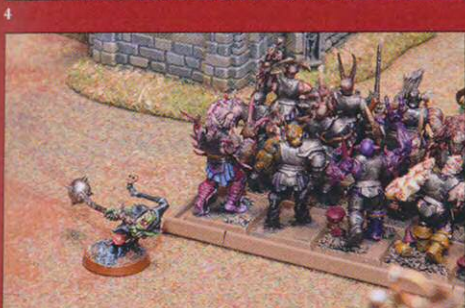
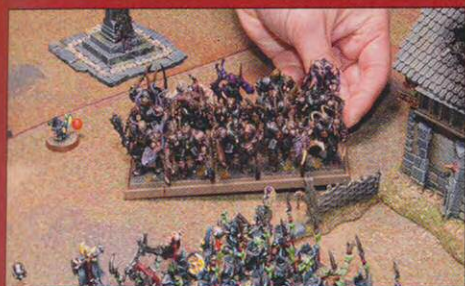
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3

- 1 Andrew's turn kicked off with a complex series of charges, many of which depended on the other to succeed. He started with the Slaughterbrute charging the Squig Herd.
- 2 The Skullcrushers charge the big unit of Trolls.
- 3 The Dragon Ogres charge the Squig Hoppers.

Tide of Change



4 The Forsaken charge into the Night Goblins, who had already launched their Fanatics...

5 ...but trigger the Fanatics from the unit behind, who plough through the Night Goblins and into the Forsaken.

6 Eight Night Goblins and six Forsaken die.

7 The Fanatics released, the Chaos Lord charges.

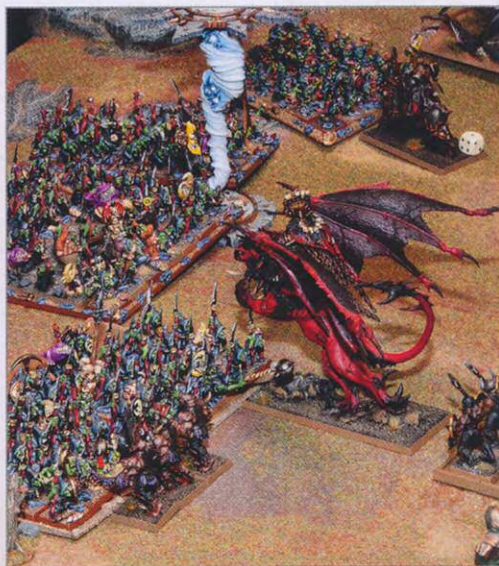


8 The Slaughterbrute lives up to his name, crushing the Squig Herd and causing it to run wild.

9 The Slaughterbrute then overruns into the Giant.

10 Having ran down the Trolls, the Skullcrushers overrun and trigger two units' worth of Fanatics.

11 The Chaos Lord begins to work his way through the innumerable characters in Jeremy's unit.

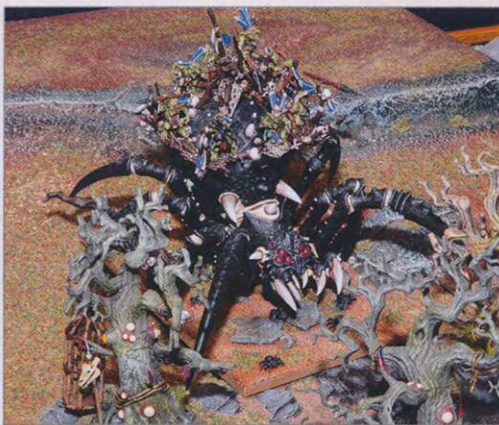


► The Dragon Ogres carved straight through the Squig Hoppers, only taking a couple of Wounds in between, but in my eagerness to run the pesky Night Goblins down they overran a little too far and triggered three Fanatics from the unit behind. Two shot through the Dragon Ogres, killing two of them outright, while the third stopped a little short – just short enough that the Shartak ended his pursuit on it, which saw him take an additional 2D6 hits, slaying him too. Outrageous! I should have been more cautious and restrained pursuit.

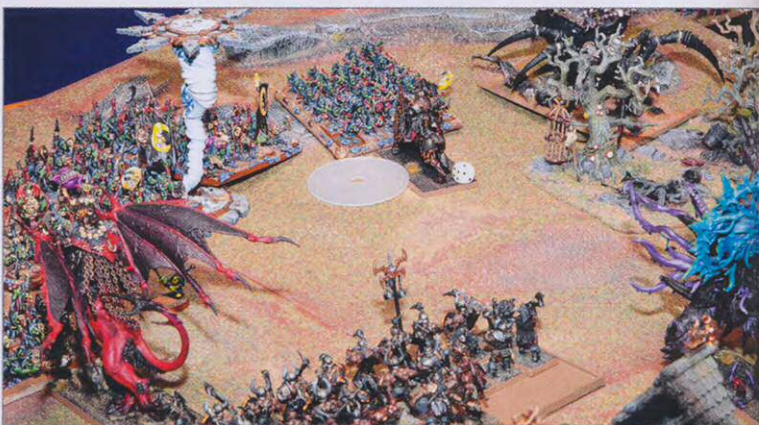
The Slaughterbrute – Weapon Skill 8, thanks to the Chaos Lord it was currently bound to – utterly demolished the Squig Herd. The ensuing Squig ‘bomb’ as the Squigs went wild wounded the Slaughterbrute once, but inflicted three Wounds on the nearby Giant. The Slaughterbrute then overran into the Giant – I was hopeful of my chances in that fight next turn. The Skullcrushers were up to the murderous efficiency they displayed last time I used them in a battle report (see November’s issue, last year) and killed enough Trolls to send them packing. Unfortunately the frenzied Skullcrushers overran into the Night Goblins behind – normally a desirable turn of events, were it not for the two units’ worth of Fanatics that came piling through. They killed two of the Skullcrushers outright and left the Skullhunter to kill the Night Goblins on his own – a not-impossible task, admittedly.

Jeremy had spent his previous Magic phase stacking a variety of augment spells on the River Trolls, giving them Poisoned Attacks and Armour Piercing, making them deadly against my monsters. As such I charged them with my Marauders, against whom the River Trolls would be no more effective with the spells than they were without. I had an astounding round of combat here, Jeremy failing all four regeneration saves. I also lost four Marauders, but combat resolution carried the day in my favour and I ran them down.

Finally Khan Kul began what was to be an epic sequence of challenges – the horde he charged had half a dozen Heroes and Lords between it, each of whom



- 1 The Arachnarok Spider scuttles into the woods, peppering the nearby Mutalith Vortex Beast with arrows.
- 2 Jeremy's Shaman casts Curse of da Bad Moon, a vortex that streaks across the battlefield.

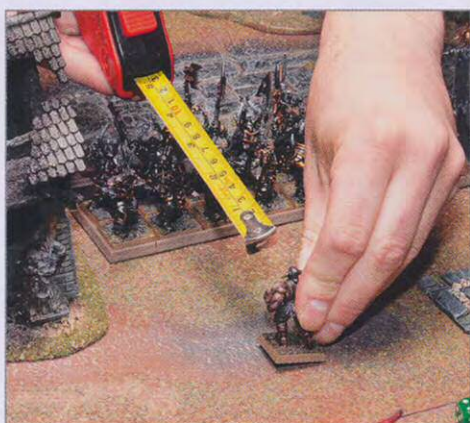


- 3 The vortex cuts through the Marauders and the Manticore, causing wounds on both.
- 4 Although the Giant 'eadbutts the Slaughterbrute, the Chaos monster slays the Giant comfortably.



- 5 The Gorebeast Chariot risks charging into the wood, but passes its Dangerous Terrain test.

- 6 The lone Forsaken flees through the unit of Chosen, causing them to panic and flee.



6

Unintentional Bravery

- 7-8 The Night Goblins chase down the fleeing Skullhunter, overrunning into the Mutilith Vortex Beast behind.



7



8

- 9 Faced with Fanatics whirling about in front of him, the Nurgle Chaos Sorcerer casts Miasma of Pestilence to kill a couple. By this point most of Jeremy's Fanatics had killed themselves or else meandered off the board.



9

desperately squabbled to get out of facing the Chaos Lord. Needless to say he swatted the champion down and earned a roll on the Eye of the Gods table, the Chaos powers gifting him with +1 WS (and consequently the Slaughterbrute benefitted from this too). The Forsaken rolled Lashing Tentacles (gifting them with Always Strikes First this turn) and killed six Night Goblins, but the remaining gang of greenskin characters accounted for six Forsaken in return. Jeremy's combat resolution carried the day, but I held.

In Jeremy's turn the whirling Fanatics mostly negated one another by colliding with one another, zooming off the board or hitting terrain. In his Magic phase the Night Goblin Shaman unleashed Curse of the Bad Moon, which hit the Skullhunter (but I passed my saves), killed a handful of Marauders and wounded the Manticore. The Skullhunter killed a Night Goblin Boss and Khan Kul slew another Goblin Hero, the Eye of the Gods taking his Weapon Skill up to 10. I lost the combat again and the last remaining Forsaken fled.

On his previous turn Jeremy had placed his Arachnarok in the woods, which meant my frenzied Gorebeast Chariot had to risk charging into dangerous terrain. Luckily I got away with it. The Gorebeast Chariot wounded the Arachnarok Spider, and I made all my saves back, so won the combat. On the opposite flank, the Slaughterbrute charged the Night Goblin Archers, who promptly fled. The Skullhunter couldn't kill enough Night Goblins to win the combat and fled, the Night Goblins inadvertently overrunning into the Mutilith Vortex Beast. My Chaos Lord killed Glug Bigaxe (the Manticore delivering the Killing Blow), but lost his third combat in a row to combat resolution. He stayed put though.

In Jeremy's turn the Gorebeast and Arachnarok Spider traded wounds – I was astounded that the Gorebeast Chariot was going toe to toe with such a huge monster – drawing the combat. The Chaos Lord killed Stabbit Stabbitagin, earning himself +1 Ballistic Skill – the Chaos Gods were clearly having fun at his expense.

ENDGAME

In which the tide of monsters continue their rampage through Glumhof.

Andrew: The battlefield was a carpet of the dead and the dismembered, Glumhof the scene of slaughter all round. Yet the game was still not mine – it all hinged on the grinding combats in the centre of the board, but I still had my Chaos Warriors and Chosen (if they rallied) unengaged. The Chaos Warriors charged in to support my Chaos Lord, who had come to the end of his challenges and could finally start slaughtering Night Goblins.

In my Magic phase the Mutilith Vortex Beast finally cast its Aura of Mutation, aiming for the big horde of Night Goblins by the woods. I rolled a 6 on the chart – Spawnchange – forcing every model in the unit to pass a Toughness test or take a Wound. 15 Night Goblins were killed and a Chaos Spawn created behind the unit.

The Gorebeast continued to whittle the Arachnarok Spider down, while the combined attention of the Chaos Warriors and the Chaos Lord finished off the Night Goblin horde. In my arrogance, I allowed them to flee and reformed my units, cockily confident they'd not rally. Naturally, that meant they did.

The Chaos Lord finally got to grips with Jeremy's Army General. The Night Goblin Warboss was no match and Khan Kul earned his seventh roll on the Eye of the Gods table – an extra Attack. The Mutilith was charged by the Arachnarok Spider, while the rallied Night Goblins charged the Chaos Warriors in the rear – to my horror both were bested, the Chaos Warriors were ran down and the Mutilith Vortex Beast slain. Worst still, the Mangler Squigs – which had spent the game so far bumbling about Jeremy's back line – moved into the Slaughterbrute and slew it, ending its rampage.

At the end of the game Jeremy held four of the objectives and I could only claim one – Glumhof belonged to the Orcs and Goblins. Or what remained of them.

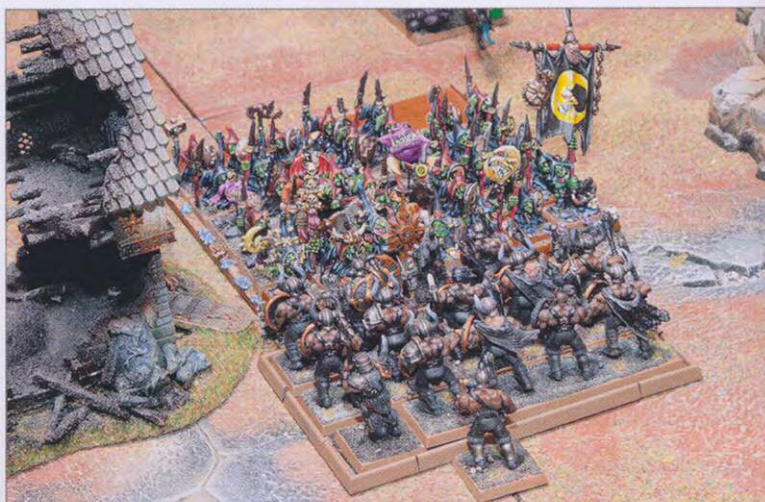


1

- 1 The Mutilith Vortex Beast's Aura of Mutation spell kills half of the Goblins and creates a new Chaos Spawn.
- 2 The Spawn charges into the fight between the Gorebeast and the Arachnarok Spider – but the Spider finally emerges triumphant over both foes.



2



3

- 3 Jeremy's Night Goblins – led by his Warboss – charge into the much-diminished unit of Chaos Marauders, running them down.
- 4 The Night Goblins launch a sneaky rear attack at the Chaos Warriors, breaking them in combat.



4



5



7



6



8

5 After having wandered back and forth for the entire game, the Mangle Squigs finally hit something – in this case the Slaughterbrute.

6 The Chaos Lord charges the Warboss' unit, slaying Grodgit in a challenge and chasing the rest of the unit off the board.

7 The Arachnarok Spider charges the Mutilith Vortex Beast, eight legs besting innumerable tentacles in combat.

8 With barely a score of models left between them, Andrew and Jeremy celebrate a fantastically close game.

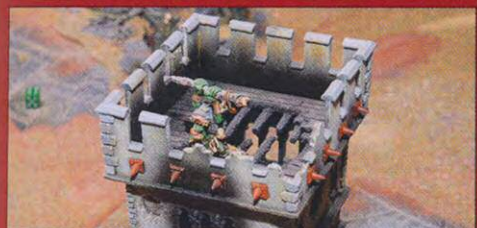
Objectives

9 The Orc Shaman held the burnt-out tower.

11 The Chosen in control.

10 The Night Goblins captured the building.

12 The Arachnarok claims both the vortex and Dreadstone Blight.



9



11



10



12

**GLUMHOF
LOOTED
ORCS &
GOBLINS
VICTORY**

WHAT WE LEARNED

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



Andrew: Well that was a bloody game, it must be said. Slaughter all 'round in the burnt-out ruins of Glumhof. But I guess that's the one surety when the Warriors of Chaos take to the field. So how did you think the new miniatures performed?

1. Slaughterbrute and Mutalith Vortex Beast

Jeremy: The Slaughterbrute really lived up to its name in that game. It pretty much cleared my right flank all by itself, slaughtering everything in its path.

Andrew: Yeah, that monster is a beast. It carved its way through everything in its path – the only reason its slaughter slowed was it ran out of things to kill. And it never went out of control either – one of the advantages of binding it to my Chaos Lord, I guess.

Jeremy: The Mutalith Vortex Beast didn't do quite as much, but it scared me senseless throughout the game about what it could do.

Andrew: And let's not forget it killed 15 Night Goblins in one Magic phase – sure, they might have only been Goblins, but it would have done the same to High Elves, Dark Elves, Empire soldiers, you name it. I can't believe you had the indecency to use a Dispel Scroll on it though.

2. Gorebeast Chariot

Andrew: The Gorebeast Chariot exceeded my expectations – it went up against a huge monster and actually did alright. In fact its statline is comparable in many ways. I'd have liked to have seen it plough into an infantry regiment to see what it could do.

Jeremy: I wouldn't.

3. Forsaken

Andrew: One of the things we wanted to test was how the Forsaken compare to Marauders and Chaos Warriors as a Core choice. Of course, they charged as part of

that mass charge on Turn 2 and bore the brunt of the Fanatics unleashed as part of that, so were weakened by the time they got into combat. They killed a fair few Goblins before being all-but-slain in return by Jeremy's rank of characters. I think I'm going to paint some more – I suspect they'll be horrible to face in larger numbers, and more likely to get in intact.

Jeremy: They're a unit that's always going to be at the mercy of the Chaos Gods though, and their effectiveness can depend on what they roll on the table.

4. Dragon Ogres

Jeremy: Speaking of units decimated by Fanatics, there's one unit that really got hit hard by them – your Dragon Ogres.

Andrew: Yes, if the Forsaken took the hit in the centre of the board, then the Dragon Ogres certainly took the brunt of your Fanatics on my left flank, didn't they? The Dragon Ogres slew the Squig Hoppers with ease – although took a few Wounds in return – but then overran into the Night Goblin Archers, getting slain by the Fanatics in the process.

Jeremy: That's one of the downsides of hidden deployment, I suppose. They'd have done much better on the opposite flank; I don't think my Arachnarok Spider could have survived if the Dragon Ogres had charged it.

Andrew: Certainly on paper they're mean – they've each got 4 Wounds and Strength 5, not to mention the fact they're Monstrous Beasts. I would back them in a fight against any other monstrous unit.

In Conclusion

Andrew: It was a great battle. We told a fantastic story – poor Glumhof, destroyed once again – and had a most enjoyable game. Any game that ends with eight models on my side and a dozen on the other can only be a good thing! ☛

THE POST-BATTLE REVIEW

We asked **three** experts to comment on the battle: army book author Robin Cruddace, White Dwarf Editor Jes Bickham and White Dwarf Writer Dan Harden. What did they think?



Dan may not be the most prolific Warhammer general in the team, but he's played many games with Orcs and Goblins and knows just how nasty they can be.

Nothing makes a mockery of a well-organised army like bouncy Squigs and spinning Fanatics and my advice to Andrew was to avoid them like the plague. My suggestion for dealing with them was to take several units of expendable Warhounds, rush them into the middle of the Night Goblin horde and force Jeremy to fling Fanatics through his own units and, hopefully, into the nearby buildings. Sadly Andrew only took one unit of Warhounds, though they did their job admirably. The Squigs, fortunately, didn't prove too dangerous in this game as the Dragon Ogres and the Slaughterbrute pulverised

them. The Mangler Squig killing the Slaughterbrute, however, was a complete surprise to all of us (including Jeremy).

I think the one thing that worked massively in Jeremy's favour was his huge number of characters. Sure, Andrew's General got to roll on the Eye of the Gods table every turn after chopping another of Jeremy's Heroes in half, but that meant he wasn't hewing his way through the horde of Night Goblins in front of him. Perhaps flying over that regiment and landing behind Grodgit's unit to charge them in the rear might have been a better choice.



Robin is the author of the new army book, so is expertly placed to comment on how the new units got on.

Utter carnage! What else can you say with barely a score of models left standing? I thought the hidden deployment was really exciting. Andrew and Jeremy were devising tactics and trying to guess each other's plans before the dice even rolled. What a great idea – I'm using it in my next game.

I thought Andrew had it in the bag after his bold series of charges on Turn 2. The Dark Gods were smiling on him, and his units hacked their way through an obscene tally of Night Goblins, Squigs and Trolls. All credit to Jeremy, though; he played a

clever game and didn't let the bloodbath faze him. He exploited the battle-lust of Andrew's Khorne units, drawing the Frenzied troops into charging through dangerous terrain and positioning his Fanatic-laden units to catch overrunning troops in fiendish traps.

Special mention has to go to Khan Kul; I don't think I've seen a single character roll so many times on the Eyes of the God table. I was sure he was only a Big Boss away from Daemonhood (or, more likely knowing Andrew's luck, Spawndom).



Jes and Andrew have fast become (friendly) rivals after they clashed in November's battle report, so Jes casts his eyes at the performance.

I had popped in and out of the hobby room while the battle report was being played and so was privy to the great fun Andrew and Jeremy had; sometimes spectating can be as fun as playing when the combatants are as good-natured and enthusiastic as these two were. And what a joy it was to see two such personal miniatures collections on the battlefield.

In terms of tactics and what was being tested, the Forsaken and Dragon Ogres really got a raw deal, but the Gorebeast Chariot showed its considerable mettle by

holding up the Arachnorok spider. (I had mocked Andrew a little for his shiny new chariot being stuck out on the flank doing nothing for a couple of turns, but it proved its worth in the end.)

The Slaughterbrute was awe-inspiring, and the Mutalith, while perhaps less 'effective' in outright killiness, really showed what fun it could be when it killed 15 Goblins and conjured up a Spawn. Plus, Andy's army and this battle report have me fired up to fight the Kenrickian forces of Chaos once more with my Ogres. Great stuff.



B LANCHITSU

To peer into the mind of John Blanche is to gaze into the depths of the Warp itself, a swirling maelstrom of vision and wonder that finds its outlet in paintings and miniatures. Last issue John shared some of the miniatures created by his circle of fellow hobbyists. This month he hands over to Peter Hudson to tell us more about his models.



1 Peter conceived this group of models as an Inquisitorial warband, led by a Monodominant Inquisitor from the Ordo Hereticus – Callydia Benadice (see pic 4, opposite). He wanted to include the character archetypes that such an Inquisitor might have as followers: an executioner, a priest, a crusader, a cultist and a pious citizen.



2 Ecclesiarchy Priest Cecil Sonerhud. This model was inspired by John Blanche's Priest Windows in the *Emperor's Will*, depicting a priest with an exhaust poking out from his gut.

3 Forge World's Apostate Preacher has a waist-mounted oxygen tank which Peter wanted to replicate. He then had to sculpt the entire torso to fit in with it.

4 Inquisitor Callydia Benadice. Peter started her quite early on in the project but finished her last. Note the hand flamer/power sword combi-weapon, which Peter says, "Embodies the madness of Warhammer 40,000. I mean, why would anyone use a sword with a fuel canister strapped to it?"

5 The Inquisitor uses the legs of the female Vampire Lord, the torso of Saint Celestine and the head of Isabella von Carstein.



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- 1 Crusader Galvin Virachy. The torso from one of Sevrin Loth's Honour Guard was the starting point for this model.
- 2 The shield is taken from Forge World's Hector Rex.
- 3 "I fancied something a little different than a sword so built a power spear from the Grey Knight warding stave and the Dark Elf Dreadlord's spear," says Peter.



2



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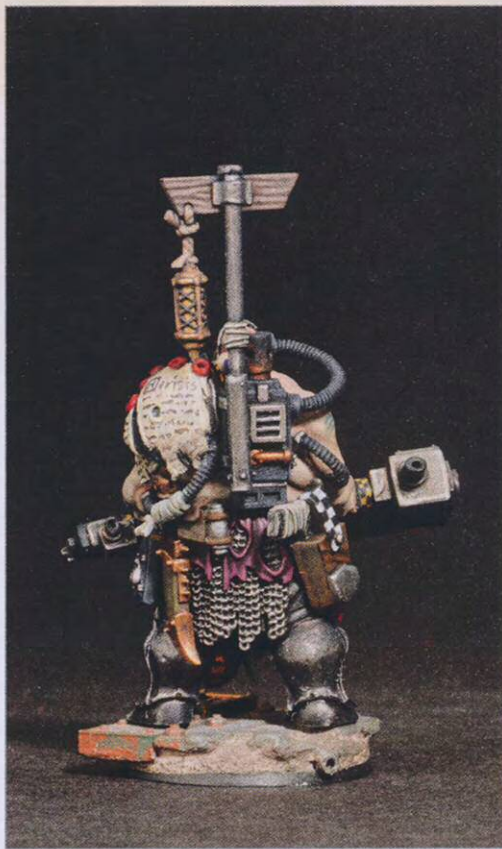
- 4 For inspiration, Peter scoured the artwork from the Inquisitor rulebook, *The Emperor's Will*, Dark Heresy and the old Codex: Witch Hunters for ideas. "While I am much more of a painter and modeller I always intend to play games with the models. In this warband's case they were specifically made to be played with but the important thing was for them to look good and that I have fun making them. I spent about eight months creating them and I've played with them for about eight hours so far."



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5 Deposed Planetary Governor Daven Kel-Rosber, penitent and executioner, based on Brian Nelson's Nurgle Lord.

6 Peter used all manner of bits for this model, including the axe from an Ork Nob, the banner from a Stormvermin and the lantern and censer from the Black Templars kit.

7 A tattoo in the shape of the Imperial aquila.

Peter: The starting point for this warband was Brian Nelson's Nurgle Lord. As soon as I saw it I knew I wanted to create an Imperial executioner. I wanted it to be a miniature representation of something you might find at the back of one of Alex Boyd or John Blanche's illustrations.

While I am converting and painting I like to have a sense of the miniature's personality so I always name them and jot down a bit of background as I go along. Hence the Nurgle Lord became Daven Kel-Rosber, a disgraced planetary governor turned penitent. I find naming a model really brings them to life.

I start off with a model that I find inspiring. Then I try to imagine the finished character's pose and look for more parts. Usually this evolves as cool parts fit together or I find another bit that inspires me further. I make models for the fun of doing something creative with my free time and I adore the background and imagery of Warhammer 40,000, so I've found this project really fulfilling. ☠



8



9

8 Factotum Exrexaus Parnor. The somewhat gormless head on the Factotum actually came from the Empire citizen from the Giant kit.

9 As with all of his warband, Peter covered the Factotum with purity seals and other devotionals.

CITADEL

HALL OF FAME

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



STERNGUARD VETERAN

SCULPTED BY JUAN DIAZ
NOMINATED BY PAUL DAINTON



An artist in the Studio, Paul has illustrated Warhammer and Warhammer 40,000 for nearly 13 years.

Paul: During my time in the Design Studio I have illustrated and painted a lot of Space Marines, from pictures that show hundreds of Adeptus Astartes preparing for war to vignettes that focus on just one or two locked in intense combat situations. Over the years I have developed a really strong mental image of what a Space Marine really looks like – it's what I lean on, and try to recreate, when I am drawing. The first time I saw Juan's Sternguard models, I was struck at how closely they matched the image of Space Marines in my mind's eye. The Sternguard is poised

for action, with his forward shoulder dipped against a hail of incoming fire. His armour has lots of subtle details such as purity seals and battle honours, and his overall aspect really makes him look like a true veteran.

When I paint, I am making a visual interpretation of what a real Space Marine might look like, and I think Juan has done exactly the same here. It's a really striking model that reflects brilliantly the image of a Space Marine, a really strong physical representation.



- 1 Each of the Sternguard Veterans' armour is covered in honour markings, purity seals and carries specialist weaponry and grenades.
- 2 The Veteran's pose signifies that he is poised for action, with shoulder dipped and gun ready to be raised. The Crux Terminatus marks him out as a member of the Blood Angels 1st Company.
- 3 A squad of Sternguard Veterans takes up a firing position against the Tyranids, ready to unleash a withering hail of bolter shells.

Juan: First off, I would like to thank Paul for nominating one of my models. I made that miniature at the same time as I was sculpting the rest of the Sternguard Veteran squad, as well as the unit of Vanguard Veterans, in 2008. So, because I had to sculpt ten Space Marines, I experimented with lots of different poses to make sure that each miniature would be striking in its own right. I wanted each of the Sternguard Veterans to have a dynamic individual pose, so that they would look great both on their own and also cohesive as part of a squad.

It's amazing to think that out of all the models I have sculpted over the years, Paul chose to nominate one of the rank-and-file troopers, instead of any of the special characters I have made. I actually consider this to be a real honour, because it means I have captured the essence of a Space Marine, the heroes of the Imperium, in this one miniature. I find it very gratifying to know that the execution of such a classic concept in miniature form can strike a powerful chord with someone, and I am honoured that it has been enlisted into the Hall of Fame. ☠



Juan Diaz is a veteran miniatures designer, responsible for sculpting many famous models over the years.

GOLDEN DEMON 2012 PART 2

This month we continue our theme of Golden Demon entries; all of the models found on these pages were entered into the 2012 UK Golden Demon competition, and we'll show the remainder next issue.

UNITED KINGDOM GOLDEN DEMON



1

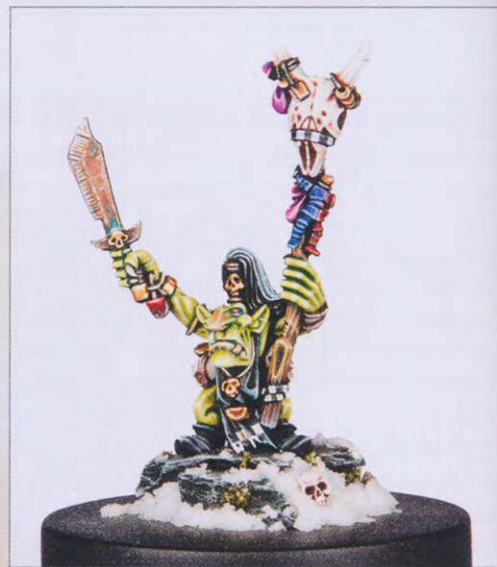


2

- 1 Antono Bello, Warhammer 40,000 Single Miniature.
- 2 This model's armour features incredible freehand painting that immediately caught the eye of the judges.
- 3 Angelo Di Chello, *The Lord of the Rings* Single Miniature, Silver.
- 4 Matt Kennedy, Open Competition.



3



4



- 5 Nathanael Gudgeon,
Warhammer Single
Miniature.
- 6 Mike Anderson, Open
Competition.
- 7 Promitheas Spyridis,
Warhammer 40,000
Squad.

5

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2

- 1 Angello Di Chello,
Warhammer 40,000
Single Miniature.
- 2 Steve Party,
The Lord of the Rings,
Single Miniature, Bronze.
- 3 Will Arterton,
Warhammer 40,000
Squad.



3



- 4 Angelo Di Chello, Warhammer Monster, Gold.
- 5 The gold detailing on Deathclaw's barding positively shines like newly burnished metal.
- 6 Karl Franz has been completed to exacting standards – his eyes even have irises and pupils painstakingly painted on.



- 1
1 William Davies, Open, Bronze.
2 Adam Haton, Warhammer 40,000 Single Miniature.
3 Sue Griffin, Warhammer Single Miniature.
4 Matt Kennedy, Warhammer Single Miniature.





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7

- 5 Ellis Kaye, Warhammer 40,000 Monster.
- 6 The Tervigon is birthing new Termagants as it advances – the trail of mucus is an especially unpleasant touch.
- 7 The Termagants on the Tervigon's base are painted to the same wonderful standard as the Tervigon, complete with living ammunition that glows eerily from within their fleshborers.



- 1 Kristian Simonsen, Warhammer 40,000 Vehicle, Gold.
- 2 A pair of Death Korps crewmen sight a fresh enemy from the top of the tank. Their clothes are as grimy and stained as the battle-worn vehicle they stand on.
- 3 Every aspect of the vehicle is weathered and detailed to an incredible level of quality, with muck-clogged tracks, rusty filtration units and soot-stained exhausts.



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4 David Neild, Duel, Gold.

6 Mark Lifton, Duel.

5 From the reverse angle you can see the Zombie's horrific face and macabre details of the unexploded missile jutting from his ribcage.

7 The skeleton with the feathered hat has landed a telling blow on his enemy, cracking open his skull and knocking his helm back.



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- 1 Gareth Nicholas,
Warhammer 40,000
Single Model, Gold.
- 2 Daniel Pink,
Young Bloods, Silver.
- 3-5 Angelo Di Chello,
Warhammer Single
Figure, Bronze.
- 6 Damien Pedley,
Warhammer 40,000
Single Miniature.



- 7 Damien Pedley, Warhammer 40,000 Squad.
- 8 Robert Fraser, Young Bloods, Gold.
- 9 Steve Buddle, Open Competition.



- 1 Promitheas Spyridis, Warhammer 40,000 Vehicle, Silver.
- 2 Gorgeous freehand iconography adorns the Dreadnought's legs.
- 3 The model sports Imperial Fists iconography from the Etched Brass Imperial Fists sheet.



4 Menard Benoit, Warhammer Single Miniature, Gold.

5 The Wight Lord wears grimy armour that bears the stains of the grave.

6 The cloak has the appearance of mildewed, rotten cloth.

5



6



7 Erik Flores, Warhammer 40,000 Monster, Silver.

8 Snikrot's knives have an Ork skull icon cleverly painted onto them.

9 Exquisite details have been added onto the model, including camo patterns on his boots.

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1 Cedric Lurkin, Warhammer 40,000 Single Miniature.

2 The sculpted shoulder pad showcases the World Eaters symbol in three-dimensional glory.

3 Dan Hyams, Warhammer 40,000 Single Miniature.

4 Kornel Kozak, Open Competition, Silver.



3



4



4 Nathanael Gudgeon,
Warhammer 40,000
Monster, Bronze.

5 Christian Blair,
Warhammer Regiment,
Bronze.



 **UNITED KINGDOM** GOLDEN DEMON
SLAYER SWORD WINNER





1 Karol Rudyk, Warhammer Monster, Gold.

2 Karol's Vampire is painted with glorious non-metallic metal armour, and has a vial around his neck that glows, thanks to clever object source lighting.

3 Strings of bloody gore and sickening white eyes make the Zombie Dragon a horrific creature to behold, all painted to a truly amazing standard.

4 Behind the Vampire is a banner depicting scenes of triumph. Even this is spattered with gore.

5 Captured wargear and freehand scrollwork detail the reverse side of this impressive banner.

KIT BASH

WARHAMMER 40,000 COMMAND SQUADS

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



TAU BATTLESUIT BODYGUARD

Dan Harden

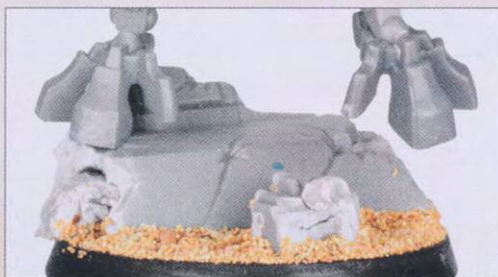
Dan rarely builds a model that he hasn't made some kind of alterations to, and his Tau Battlesuit Bodyguards are no different. The squad features alternative heads, which are taken from the rear sections of the seeker missiles found in the Tau Skyray kit. He has also altered the pose of the models dramatically by using a Hobby Knife to trim the legs away at the knee and then reattaching them at different angles. Because they leap around the battlefield on jetpacks, Dan has positioned the models so that they are leaping off chunks of ruin – making them look action-packed and adding to their sense of gravity-defying motion.



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- 1 Finding himself with six spare seeker missiles, Dan used the rear part of these as alternative heads for his Battlesuits.
- 2 The old Tau Battlesuit Commander kit includes several metal upgrade parts such as this positional relay – Dan has used these to decorate his models.
- 3 Dan keeps any unused components in his bits box for later use. This particular piece of rubble is from an Imperial Ruin he got years ago.

SONS OF HORUS COMMAND SQUAD

Duncan Rhodes

Captivated by the Horus Heresy miniatures released by Forge World, Duncan has been working on a collection of Sons of Horus Space Marines. These Legion officers mix both Forge World parts and plastic components, as well as Sicarius' body for his Praetor. Duncan

really wanted to capture the imagery and iconography of the Sons of Horus, so has used small self-adhesive half-beads from a craft shop to enable him to model the famous eye of Horus on their armour. He's also used purity seals from his collection for 'oaths of moment' on his models.



- 1 The ranking officer in Duncan's Command Squad, this model has a head from the Grey Knight's kit, which looks suitably old fashioned – just what he wanted for a Legionnaire from the Horus Heresy.
- 2 Inspired by the talons of Horus, Duncan gave this warrior his own talons, using lightning claws from the Chaos Space Marines Raptors/Warp Talons kit, with all the obvious Chaos iconography filed away.

DARK ANGELS COMMAND SQUAD

Adam Troke

After deciding that his heavily converted Company Master (last seen cutting a swathe through Jes' Chaos Space Marines in January's issue) needed some comrades to help him in battle, Adam has made this Command squad to accompany him into battle. Adam wanted to represent the Ravenwing and Deathwing Companies within his command structure, so one of

the Space Marine Veterans is modelled using spare parts from the Ravenwing Command squad, and the Company Champion is converted to look like a member of the Deathwing. Adam's favourite model, however, is the Veteran in charge of the squad, who carries a winged helmet. Adam claims this is his favourite Space Marine that he's ever built.



- 1 The Apothecary has been made using spare parts from the Ravenwing Command Squad.
- 2 Adam used one of the spare hooded heads in the Deathwing Command Squad box set. It requires a little trimming to make it fit onto the Company Champion torso found inside the Command Squad box, but once adjusted, the model looks like a member of the Chapter's Inner Circle.

IMPERIAL FISTS COMMAND SQUAD

Matt Hutson

In line with his ongoing mission to collect as many Imperial Fists as he can, Matt has recently added a new Command squad to his army. Primarily built around a Command Squad box set, this unit also features the banner from the Warhammer 40,000 25th Anniversary model. When that was released, Matt bought it straight away since it was only available for a single

weekend – even then he knew he wanted to use it for his Imperial Fists army. Matt has also rummaged through his bits boxes to find as many purity seals as possible to make the models look heavily adorned. The Space Marine Captain who leads the squad also has parts from several kits and bits packs, including a spare head from the Venerable Dreadnought kit.



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1 This conversion is not easily repeated – Matt has used the limited edition Crimson Fists standard to give his Command squad a really impressive banner. Note how he filled the Crux Terminatus motif with Liquid Green Stuff to obscure the Crux Fists text.

2 Matt used shoulder pads from the Crimson Fists Command Squad bits pack to add some suitable iconography to his models.

3 Matt has added purity seals to his models wherever he can.



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4 The Command Squad box includes shoulder pads marked with the Crux Terminatus, which denote the Space Marine's veteran status.

5 The Command squads Veteran Sergeant is marked out with a back banner, which Matt has detailed with yet another purity seal.

SOLAR HAWKS COMMAND SQUAD

Jon Flindall

Jon has been collecting his own Chapter of Space Marines, the Solar Hawks, for some time now. As successors to the White Scars Legion, Jon has modelled them so that they share many of the same iconography elements, such as scimitars, primitive shields and trappings and a healthy dose of moustaches and topknots.

Gathering up all the parts he needed has

caused Jon to draft in parts from Forge World's Space Marine Character Conversion Set, and a variety of other Space Marine kits, including a robed body from the Dark Angels upgrade frame, plenty of parts from the Blood Angels Sanguinary Guard kit and resin components from the White Scars Bike Squad Upgrade Pack.



1 This Space Marine torso is from the White Scars Bike Squad Upgrade Pack – John chose it for the White Scar stylings and for the heroic moustache on the model's face.



2 John wanted to include a Librarian in his Solar Hawks force, so he chose the Space Marine Librarian with the force axe, reasoning that his scarred face made him look quite feral. He then sculpted on a moustache using Green Stuff.



3 John's banner features a banner top from the Space Wolves Pack box, and a key from the Empire Flagellants set – he has also sculpted the Solar Hawks badge onto the disc mounted on the crosspiece.



4 Top knots are fairly common on White Scars models, so John continued that theme for his Solar Hawks – this one came from the Space Wolves Pack box.

5 John openly admits to rummaging through his bits box to find any hair and plumes to use on his Solar Hawks.

THE REMNANTS COMMAND SQUAD

John Bracken

A couple of months ago John's Space Marine Captain was featured in Kit Bash, and since then John has got to work on a Command squad to accompany him. John's models are a testament to the way in which Space Marine kits can be seamlessly combined with one another with many of the conversions on the models being simple swaps from one kit to another, and

requiring no particular modelling. The models in the squad include a wide variety of heads, shoulder pads, chests and more, sourced from a host of kits including the Sanguinary Guard, Death Company and Space Marine Command squad. John has combined all these parts to create a squad that looks strongly unified when it's all together.



1 John replaced this Space Marine's arm at the elbow with the axe-arm from the Sanguinary Guard kit.



2 From the front, you can see how John has combined the legs from a Grey Knight with a MK VI chest plate and the Angelus-pattern bolter arm from a Sanguinary Guard – his bits box must be pretty exhaustive.



3 John has done a straight forward swap with the Emperor's Champion's Black Sword and a glaive encarmine.



4 The litany sculpted onto the Sanguinary Guard banner was sliced off to enable John to paint his own scrollwork onto it.



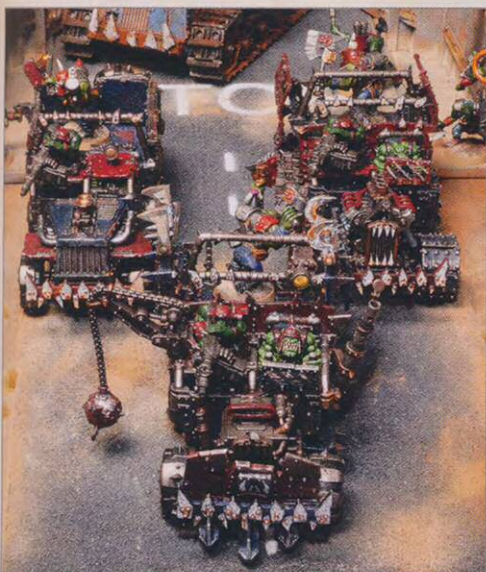
5 This shoulder pad is from the Death Company set, and comes with sculpted on iconography.

UNITED KINGDOM ARMIES ON PARADE 2012

This month **Battleground** features four of the best entries from the 2012 Armies on Parade competition at UK Games Day. Each entry has already won at a Parade Day held in a Games Workshop Hobby Centre to qualify for the finals; we'll show more next month.

LEE BARBER'S ORKS GAMES WORKSHOP BOLTON





3



- 1 A heavily converted Kult of Speed races down the road at the centre of Lee's display.
- 2 Lee's display also features a Stompa. Note the checkerboard pattern on the Stompa's jaw.
- 3 There are four Ork planes soaring above Lee's display... well, three are soaring and one's crashed into a tower.
- 4 Perched high on a Skyshield Landing Pad is a converted Ork flyer – this model is made of parts scavenged from many other plastic kits.

**OWEN PATTEN'S OGRE KINGDOMS
GAMES WORKSHOP LINCOLN**





- 1 The biggest model in Owen's display is the Thundertusk, a massive monster that is sloshing through slushy snow and mud.
- 2 The army features a great many conversions, many of which depict horrible mutations. High above the rest of the army, a tentacled Ogre Bruiser waves a banner, declaring the army's allegiance to Chaos.
- 3 The backdrop on the Armies on Parade display is a beautifully modelled Empire town. There are a host of conversions to be found on the buildings, including this excellent water wheel, set above a frozen stream.



**SIMON CAIRNS' DARK ANGELS
GAMES WORKSHOP CROYDON**





2



- 1 The centrepiece of Simon Cairns' Armies on Parade Display is this Deathwing Contemptor Dreadnought. This model is a great example of how Simon has weathered his models to look like they have been through some very heavy fighting.
- 2 Armies on Parade 2012 took place before Belial was released, so Simon has made his own Company Master Belial model. Simon has modelled Belial holding an Ork Warlord's head, a clear reference to Belial's success during the Piscina Campaign.
- 3 Simon has clearly put a great deal of thought into the bases of his models. This squad have bases modelled to match the marble floor of the massive Imperial building at the rear of the display.

JIMMY GRAHAM'S TYRANIDS: GAMES WORKSHOP CARDIFF

ARMIES ON PARADE WINNER





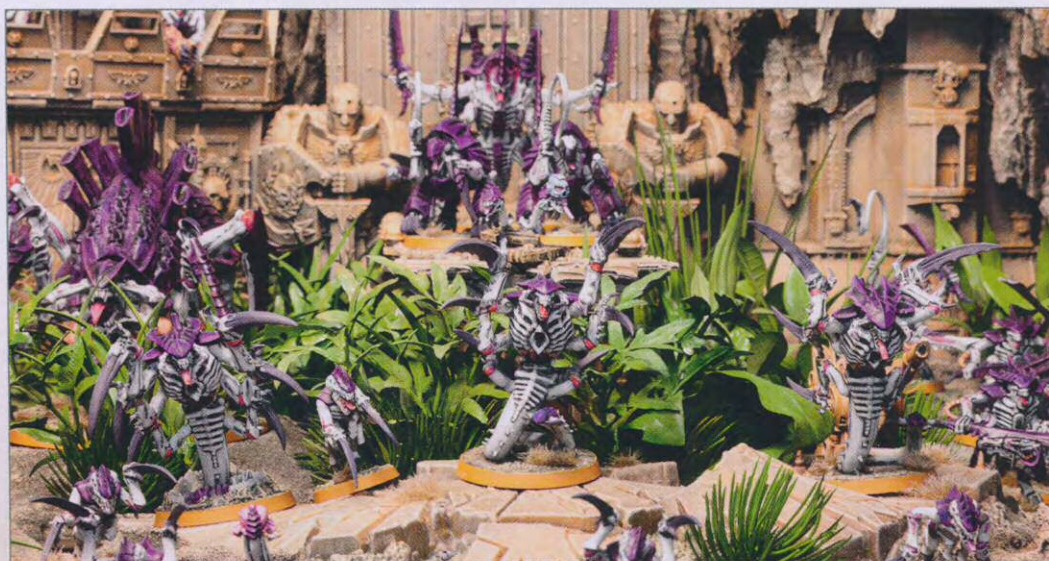
1 A hulking Tyrannofex looms over the army from his perch upon a balcony.

2 The Lictor is painted to blend in with the foliage, a characterful nod to their chameleon-like ability.

3 Lumbering along among the broods and monsters is a Tervigon, ready to spawn more Termagants.

4 The Swarmlord stands at the very centre of the display, flanked by two Tyrant Guard.

5 A model's-eye view of the display, showing Tyranids bursting through the jungle.



PAINT SPLATTER

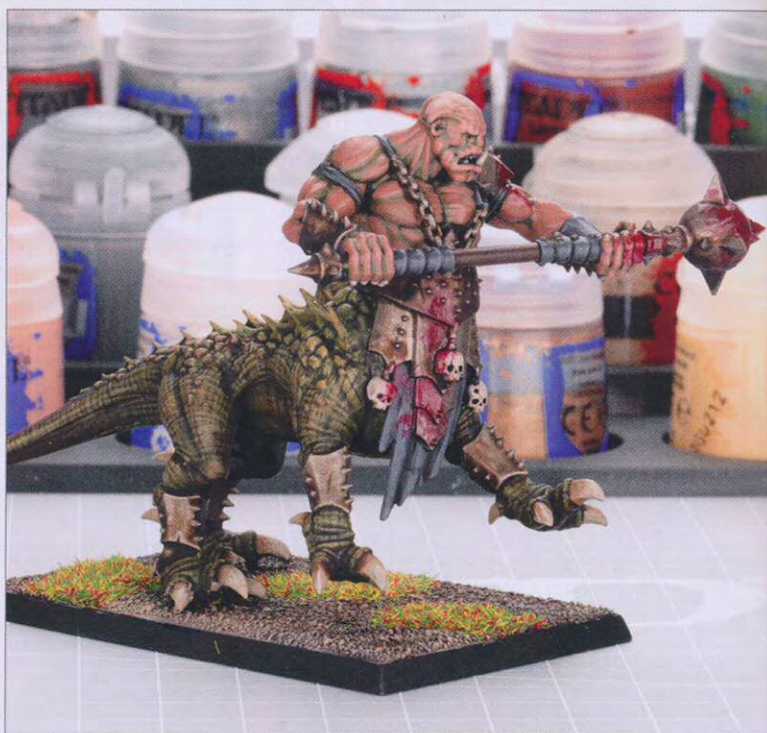
Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

DRAGON OGRES

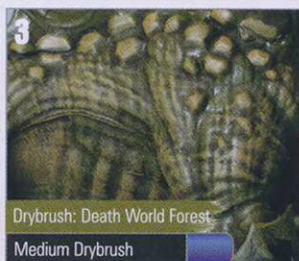
A regiment of Dragon Ogres is a great opportunity to try out different painting techniques. Whether you're a master figure painter or a painting novice, there's a lot to try out on these huge, brutal creatures, which are covered in all manner of different textures, from dragon scales to large plates of armour.

Dan was eager to paint one of these hulking creatures and chose a leathery green similar to the colour scheme on the 'Eavy Metal regiment and reminiscent of a very old and gnarly iguana he once knew.

The Dragon Ogres are mostly skin and scales so Dan chose to paint these areas first. Dan wanted to drybrush the scales so he painted them first, meaning he wouldn't have to worry about getting paint on other areas. He finished off the model with simple, dirty armour, plenty of gore and a generous wash of Agrax Earthshade.



Scaly Skin



Fleshy Skin



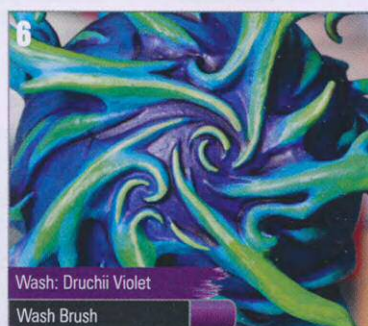
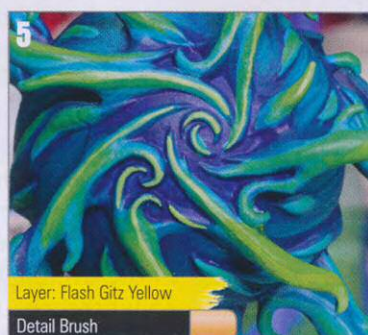
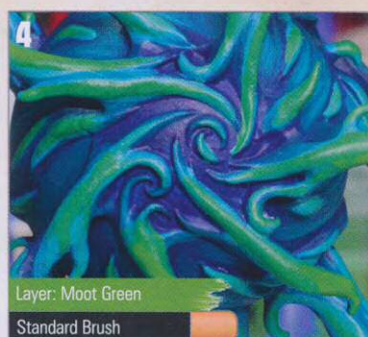
THE MUTALITH VORTEX

While all the new Warriors of Chaos miniatures have got the White Dwarf team excited, there's one in particular that we wanted to get painting – the Motalith Vortex Beast. Or, more specifically, the swirling ball of Chaos energy on its back.

The plan was to make the vortex as bright as possible so that it would stand out from the rest of a Warriors of Chaos army. Rather than paint the whole vortex in one go, Dan tried out his colour scheme on a small patch on the back to see if the collection of colours he'd chosen would work together. When he was confident that they would, he then applied it to the whole vortex.

A layer of Kantor Blue provided a solid basecoat for the piece. Then, rather than layer the next paints on successively, Dan carefully blended each colour into the previous one to get a smooth transition of colour across the vortex (you can see his paint-covered palette below). The end result was a violent maelstrom of colour swirling from deep blue in the recesses up to a neon green with sharp yellow highlights. Dan's tip when blending several colours in this way is to ensure that your paint is kept slightly watered down, otherwise it can quickly dry out and the blending will look patchy and chalky.

(as seen on page 58-73)



TEMPLE OF SKULLS

(as seen on page 138)

When it comes to Warriors of Chaos there's a piece of scenery in our range that's a very fitting accompaniment to them on the battlefield – the Temple of Skulls.

To kick things off, Dan basecoated the entire scenery piece with Skavenblight Dingie fired through the Citadel Spray Gun. This provided a solid colour over which all the others could be easily applied.

After completing the rocks and stone, Dan realised that he would need to paint the skulls a different colour to make them stand out from the rest of the piece. In the end he settled on an eerie green, as though the skulls had been carved from jade, obsidian or possibly even warpstone (don't tell the Skaven). From start to finish the temple took a little over an hour to paint. Not bad for a lunchtime's work.

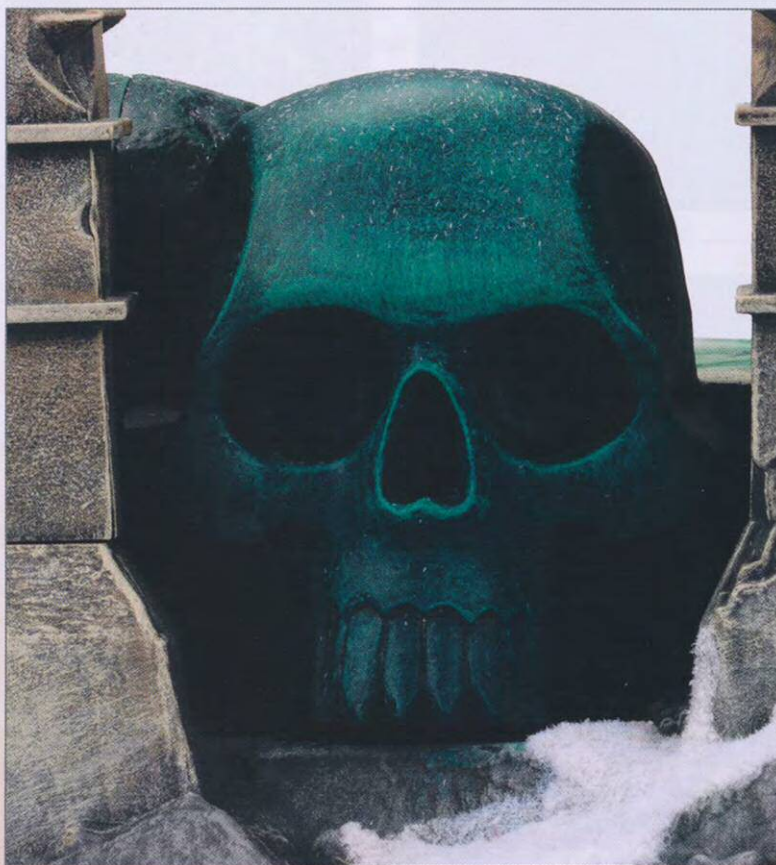
Rocks



Skulls and Icons



Columns



1 The ominous green skulls really stand out from the neutral colours of the temple around them.

2 Dan only used one brush to paint the entire temple – the Large Drybrush. Not only does it make painting scenery very quick and easy, but it also picks out all the textures on the stone, rocks and masonry.



4

3 Dan wanted the icon at the centre of the Temple to stand out and so painted it in the same colour as the skulls. The centre was painted lighter than the arrows as if glowing with energy.

4 After covering areas of the base in PVA Glue the Temple of Skulls was sprinkled with modelling snow. Once the glue was dry, Dan tapped off the excess snow and repeated the process to create deep snow drifts.



PAINTING FORSAKEN SKIN

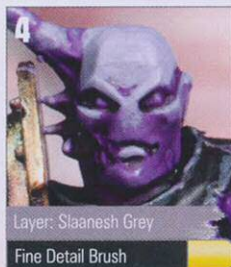
When it comes to painting Forsaken, there really is no right or wrong way to go about it. Each model has a proliferation of exposed flesh and all of them are covered in strange mutations to paint in a riot of

different colours. With this in mind, we came up with five colour schemes and techniques for painting Forsaken skin. A useful tip that we found is to paint the skin after painting all the armour and weapons.

Khornate Skin



Slaaneshi Skin



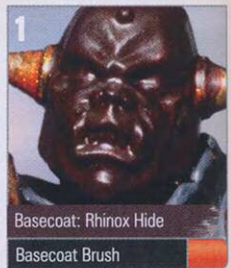
Nurgle Skin



Tzeentchian Skin



Bestial Skin



LITANIES OF FAITH

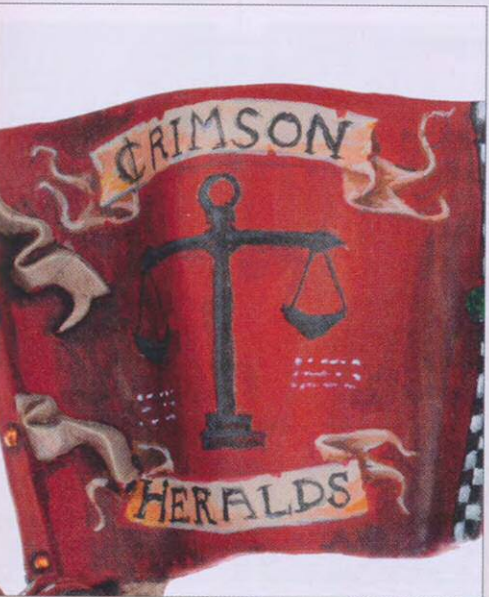
In this issue's Army of the Month, Paul Gayner's Crimson Heralds are covered in freehand detail. From tiny litanies of faith to unit banners and vehicle markings, there is barely an armour plate or banner in the whole army that isn't covered in intricate detail.

"The tiny litanies of faith are relatively easy," said Paul when we caught up about his army. "For inspiration I took a word-processed document and zoomed out really far to see what the text looked like at a distance – it gave me an accurate idea of what it would look like on a miniature. Then I used a very small brush and some watered down white paint to carefully replicate the pattern on my models.

The scrollwork and other freehand images are more involved. I find that drawing out your idea with pencil and paper first is very useful – if you can draw it, you can paint it! Draw your design at actual size and try different variations to help you decide where to put the text and pictures. Once you've painted the scroll, mark in the letters with watered down paint, working from the middle of the scroll outwards."

Using Paul's advice, Dan tried out Paul's technique on a Land Raider door, which you can see over on the right.

(as seen on pages 50-55)



PAINTING GRIM HAMMER DWARVES

With two new plastic kits out for *The Hobbit: An Unexpected Journey* this month, it didn't take long for Dan to get his paint-covered hands on a couple of sets – the Grim Hammer Dwarves and the Knights of

Rivendell. He chose to paint the Dwarves with silver armour and used a dark red as the spot colour for each miniature, giving them a grim, sombre appearance in keeping with their name.

Armour



Cloth



Beard



Weapon Hafts



Base

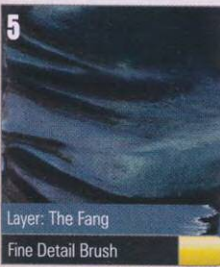
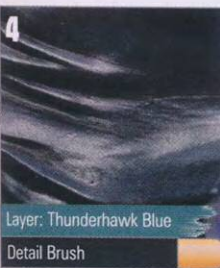
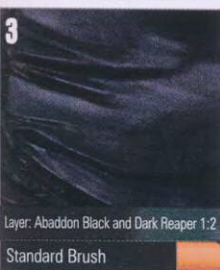
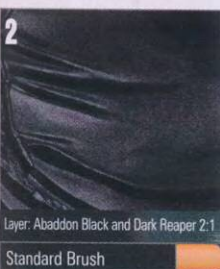
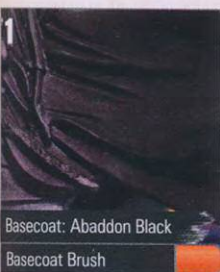


PAINTING THE KNIGHTS OF RIVENDELL™

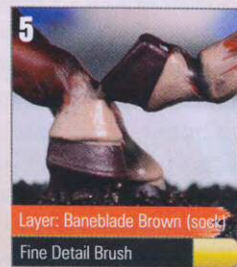
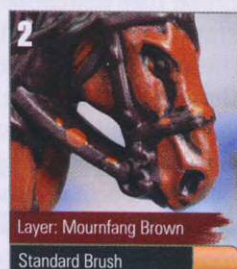
For the Elves Dan was heavily inspired by the appearance of the High Elves at the start of *The Lord of the Rings: The Fellowship of the Ring*, where they wear a moody ensemble of dark blue robes and

burnished golden armour. The stages below are the order that Dan painted the Knight from start to finish, beginning with the cloak, then the horse, and finishing off with the remaining three stages.

Cloak



Horse



Cloth



Armour



Leather





JEREMY VETOCK

Before you can hold the high ground, fight an uphill battle or declare a king of the hill you will, in fact, need a hill. In this month's article Jeremy 'over the hill' Vetock discusses how he entered a new realm of tabletop terrain.

There is a saying that goes 'as old as the hills'. I'm pretty sure it was first invented to describe the hills I had, until recently, been using for my battles. Some of these venerable slopes were made of layered cardboard and covered with polyfilla (a substance I would call spackle, much to the amusement of my British comrades; it's an American thing). Other hills were made of insulation foam, meticulously sanded to look like rocks; well, if you squinted they did, otherwise they actually looked more like fake boulders from old Star Trek episodes. One hill in particular was a longtime nemesis of mine, as it regularly trailed a stream of styrofoam beads. If you moved models too close to this hill or tried to pick it up and move it, these tiny beads would stick to you (via static electricity and/or malign intent). For the rest of the evening players would have these strange flecks affixed to them, causing delight or consternation depending on whom they were stuck to. I even had one hill that was made of some unknown material, and I'm pretty sure it moved of its own accord, which in hindsight was pretty Warhammerish.

What actually brought the sorry state of my hills home to me was when a friend, preparing for a big game at his house, asked to borrow some of my hills. I sifted through my terrain so I could choose the best-looking ones to lend him. What a horror show: I had no best-looking ones. All of my hills were from varied eras and so were painted to a different standard and flocked with a variety of materials – sand, flock, static grass and so on. Maybe in their heyday some of the hills would've looked pretty good (well, for the time) but as a guy who loves terrain and constantly espouses that it 'sets the scene' for a great battle, I was clearly selling my battlefield short. I realised at that moment that I had put all my effort into special terrain and exciting centrepieces, while making do with old and shabby hills. I'm proud of my battlefield and the terrain that I fight over at home, but if I was setting up a game that wasn't attacking an Empire town, raiding a hive city or taking place underground, the worn and dated modular hills I was using were detracting from the overall look.

To rectify the situation I decided to start a weekend project to scrap my old hills and start over, sorting out a batch of new high ground that would work for any number of games. Back in the days when I was getting started with wargaming it was standard practice to make all your own terrain. Despite the fantastic (and still growing) line of Citadel terrain that is now on offer I admit my first inclination is to build it myself. To this day I still hoard slivers of insulation foam and odd plastic packaging that might, in some vague future, get used in one of my terrain-building binges. That isn't to say I haven't built and painted any terrain kits, but I've always gone for 40K buildings, large structures like Skullvane Manse or the Arcane Ruins. The idea of buying hills was anathema; after all, I could make them myself, while something like the Fortress of Redemption was beyond my 'cobble it together' skills.

"As a guy who loves terrain and espouses that it sets the scene for a great battle, I was clearly selling my battlefield short."

My strange 'foam bead-leaking' piece aside, I will always have a soft spot for scratch-built terrain, but I had to admit, the prospect of using my hobby time (which is always at a premium) to shape and sand hills when I could just purchase and paint them was an easy choice. While I wanted a range of different hills to use and move around to change up my gaming table set-ups, there are plenty of other projects I'd like to get to that sound a lot more exciting than modeling hills – adding more to my Savage Orc army, working on my Imperial Arc de Triumph or building more underground Dwarf mines, to name but a few. So to solve my hill conundrum, I visited my local Hobby Centre...

Over the years I've learned that it is easier to work on projects in large batches – that is, to do a bunch of the same sort of thing

all at once rather than attacking such jobs piecemeal. I wanted a range of hills, allowing me to switch out my gaming table with different set-ups, put together a large battle or run a scenario in the foothills of the mountains with lots of hills and valleys. With this in mind, I figured on doing a bunch of hills all at once so I could get them all done together and I wouldn't have to worry about forgetting which colours or flocks I used. So, equipped with a few of the plastic Citadel Gaming Hills, a Temple of Skulls (the aptly named hill with all the skulls on it!) and a handful of Citadel Modular Hills, I got to work. As I can't help myself entirely, I did scratch build a few smaller hills and rock piles and further adorned some of the plastic hills with a few touches of my own – small expansions, building a small cave into one, Dwarf mineworks into another, adding some slate piles (I love how slate looks with a little drybrushing) and a few piles of rocks gathered from my garden.

Over a few sessions during a single weekend I modelled, primed and painted more hills than I'll probably ever use at a single time. Now I'm not saying my hills were as enjoyable a project as, say, painting magical tattoos on Savage Orcs or modelling squished Dwarfs beneath my Mangler Squigs, but they were fun and with some quick drybrushing the hills looked great in no time at all. Plus, by doing all the hills at the same time, my tabletop didn't look like a patchwork of oddments but instead looked like a proper battlefield. It has been a long time since I've gotten so much terrain done in so short a time period. The only downside is that my friend, his big battle long finished, called to tell me I can pick up my old hills that I leant him anytime I want... I wonder if he'd mind if those hills (especially the bead-leaking monstrosity) stayed with him?

Jeremy is a long-time hobbyist and author of many army books, including the recently released Codex: Dark Angels and Warhammer: Ogre Kingdoms.



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.



Picture Galleries

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



The Global Webstore

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



Twitter

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

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



1



2

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

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



The School League is a series of events that celebrate all aspects of your hobby, and with the release of the latest edition of Warhammer 40,000 there are even more reasons for you to add to collections and start new armies.

It's the start of a new year and School League players all over the country are readying their armies for the 2013 season.

The School League is for all secondary school aged pupils (years 7–13), and is open to all types of education as well as Scout groups and libraries. It is an opportunity for students to collect, paint and play with their armies, and enjoy their hobby in the company of their peers.

The School League encourages all aspects of the hobby and especially focuses on being a good sport and enjoying the hobby with others. Students from all years are able to come together and enjoy an activity together and share their knowledge and skills in a fun and friendly environment.

This year the School League is bigger than ever with Regional Heats being held in over 40 locations across the country, and



If you are a teacher or librarian interested in starting a club, or you already have one and want to know more about the School League, it couldn't be easier to find out more. Give Bek a call and she will be able to answer all your questions.

Tel: 0115 90 4821
Email: bek.hawkby@gwplc.com

winners of these heats will be invited to Warhammer World for the Regional Finals and a chance to secure their place at the National Final.

Activity for this year's School League starts right now with visits to your local Hobby Centre for tutorials and practice games, and the heats are held in March. So, book now to avoid missing out! For more details of how to book your place, get in touch with Bek Hawkby our Community Coordinator – see details opposite.

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

In the meantime, get down to your local Hobby Centre today and talk to the friendly and helpful staff about all the fantastic School League activities in the store and area.

IN HOBBY CENTRES THIS MONTH

This month the Warriors of Chaos return to bring death and destruction to the Warhammer world. The followers of the Dark Gods are not alone, as great unearthly beasts and unnameable horrors march to war beside them, bound by unholy incantation.

Long has the Eye of the Gods rested upon you! Now is the time to lead your armies of unstoppable warriors, fantastical monsters and mighty heroes from the frozen wastes of the North to conquer the realms of Men, Dwarfs and Elves.

This month the Ruinous Powers have bestowed many wonderful Gifts of the Gods upon you. Make sure you pay a visit to your local Hobby Centre to find out how you can add the supremely detailed new Warriors of Chaos Citadel miniatures to your collection.

Alternatively, if you fight for the Forces of Order, you must be wary of the coming Storm of Chaos. This month, make sure you speak to the staff at your local Hobby Centre about how you can add characters, regiments and war machines to your collection to prepare for the coming onslaught!

For loads of great hobby advice about collecting and painting, exciting in-store gaming and much more besides, make sure you visit your local Hobby Centre this month!

WARHAMMER WORLD

Tel. 0115 900 4994

e-mail: whworldevents@gwplc.com

VISIT THE HOME OF THE HOBBY

FORT PAIN

In the Warhammer World gaming hall you will find the huge 6' X 12' gaming table, Fort Pain. This impressive board features two complete Forge World Fortresses, a destroyed Warhound Titan, numerous super heavy tanks and a custom built Eldar Webway Gate. Contact us at Warhammer World to book this board, or any of our other awesome feature tables for free.



DARK ANGELS EXHIBITION

This month our exclusive Exhibition turns to look at the Dark Angels, a Chapter rich in history and iconography. With original artwork and large-scale prints alongside cabinets of miniatures and archive artifacts, this is one display not to be missed.

Exhibition date:

Now – Sunday 3rd March 2013.



PLAN YOUR VISIT

To find out more about Warhammer World, log into the Games Workshop website and click the Warhammer World button under the Warhammer 40,000 tab.

You can contact us to find out more about an event, reserve a gaming table, or any other information. Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

Stay in touch with us:



Facebook.com/
[GWWarhammerWorld](https://www.facebook.com/GWWarhammerWorld)



@GW_WHWorld

EVENTS – NEW RELEASES

Warhammer world runs a variety of events in our unique Empire Castle Events Hall. These events are a great opportunity to enjoy your hobby and make new friends. We have tickets for four new events released this month on **Wednesday 6th February**. Tickets are available from www.games-workshop.com under the 'GAMING' tab.

LEGENDARY BATTLEFIELD: CADIA

Apocalypse at Warhammer World! Visit the war torn planet of Cadia with your army and see what it's like to fight on the most bitterly contested battlefield in the Imperium!

Event date:

Saturday 4th May 2013

BATTLE MISSIONS

Do you want to add another level to your Warhammer 40,000 battles? Take your gaming further with the extended variety of scenarios available from the Battle Missions supplement.

Event date:

Bank holiday Monday 6th May 2013

WARHAMMER BATTLE BROTHERS

Battle Brothers comes to the old world for the first time. This awesome new gaming event is designed for you and an ally to fight side by side against all opposition, so grab your most trusted comrade, gear up and march to war.

Event date:

Saturday 11th – Sunday 12th May 2013

WARHAMMER 40,000 THRONE OF SKULLS

Come to the best event venue on the planet to take part in our most popular event, enjoy some great battles against new opponents and have a whole weekend of fun with like-minded people.

Event date:

Saturday 18th – Sunday 19th May 2013



EVENTS COMING SOON

The Lord of the Rings – Battle Brothers

Sat 8th – Sun 9th
June 2013

Warhammer 40,000 Throne of Skulls

Sat 29th June 2013

Warhammer Throne of Skulls

Sat 15th – Sun 16th
June 2013

Warhammer 40,000 Battle Brothers

Sun 30th June 2013

Warhammer 40,000 Campaign Weekend – Vidar's fate

Sat 22nd – Sun
23rd June 2013



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 9298986. Facebook: GWAAltrincham

Games Workshop Angel

36/37a Myddleton Street, Angel Islington, London,

EC1R 1UA. Tel: 0207 7130835. Facebook: GWAngel

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Tel: 01296 429703. Facebook: GWAylesbury

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Unit 2 Lorne Arcade, 115 High Street, Ayre, KA7 1SB.

Tel: 01292 285650. Facebook: GWAyre

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8HJ. Tel: 01271 859115. Facebook: GWBarnstaple

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Tel: 01256 466050. Facebook: GWBasingstoke

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Tel: 01225 334044. Facebook: GWBath

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Facebook: GWC Coventry

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Tel: 0208 5495224. Facebook: GWKingston

Games Workshop Leamington Spa

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01926 435771. Facebook: GWMLeamingtonSpa

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Tel: 0113 2420834. Facebook: GWLeeds

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Games Workshop Lincoln

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Tel: 01522 548027. Facebook: GWLincoln

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Facebook: GWLiverpool

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Tel: 01786 459009 Facebook: GWSStirling

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TR1 2AA. Tel: 01872 320047. Facebook: GWTruro

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Facebook: GWHalifax

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Facebook: GWWinnipeg

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Tel: 06 7017609. Facebook: gwroma

Games Workshop Frascati

Via Cavour, 34, 00044, Frascati (RM), Lazio.
Tel: 06 9422296. Facebook: gwfrascati

Games Workshop Modena

Via E.Selmi, 60, 41100, Modena, Emilia Romagna.
Tel: 059 237680. Facebook: gwmodena

Games Workshop Brescia

Via Cavallotti, 28, 25121, Brescia, Lombardia.
Tel: 030 2808715. Facebook: gwbsrescia

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, 37126, Verona, Veneto.
Tel: 045 8013661. Facebook: gwverona

Games Workshop Ferrara

Via Contrari 31, 44121, Ferrara, Emilia Romagna.
Tel: 0532 243061. Facebook: gwfferrara



JAPAN

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: GWNakano



NORWAY

Games Workshop Oslo

Møllergata 5/9, 179, Oslo. Tel: 22 33 29 90
Facebook: GWOslo



NETHERLANDS

Games Workshop Alkmaar

Laat 68, 1811EK. Tel: 072 5122880.
Facebook: GWAalkmaar

Games Workshop Amersfoort

20 Koestraat, 3811. Tel: 033 465 4423.
Facebook: GWAmersfoort

Games Workshop Amsterdam

Rokin 36, 1012 KT. Tel: 020 6223863.
Facebook: GWAmsterdam

Games Workshop Breda

Torenstraat 21, 4811 XV. Tel: 076 5229277.
Facebook: GWBreda

Games Workshop Den Haag

Schoolstraat 12B, 2511 AX. Tel:
070 3927836. Facebook: GWDenHaag

Games Workshop Dordrecht

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

Games Workshop Eindhoven

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

Games Workshop Groningen

1 Grote Kromme Elleboog, 9712 BJ.
Tel: 050 3110101. Facebook: GWGroningen

Games Workshop Rotterdam

452 Van Oldenbarneveltpaats 3012 AP. Tel: 010
2800268. Facebook: GWRot

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Games Workshop Warsaw

Unit 215, Złote Tarasy, ul. Złota 59
00-120, Warsaw, Tel: 4822220133
Facebook: GWWarsaw



Games Workshop Bowie Bunker

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

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Tel: (626) 303-1199. Facebook: GWBuenaVista

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Tel: (614) 846-2270. Facebook: GWCapellaCentre

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Facebook: GWCentralAvenue

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Games Workshop Chicago Bunker

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Facebook: GWCChicagoBunker

Games Workshop City Walk

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Facebook: GWCityWalk

Games Workshop Coles Crossing

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Facebook: GWColumbiaPalace

Games Workshop Cool Springs Village

1945 Mallory 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

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605 East Dundee Road, Palatine, IL, 60074.
Tel: (847) 963-1434. Facebook: GWDDeerGrove

Games Workshop Deerwood Village

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Tel: 904-656-9241 Facebook: GWDDeerwoodVillage

Games Workshop Denton Town Crossing

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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-J Fair Oaks Mall, Fairfax, VA, 22033.
Tel: (703) 218-1881. Facebook: GWFairOaks

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4711 Forest Dr, Suite #20, Suite #20, Columbia, SC, 29206.

Games Workshop Forest Plaza

6219 E. State Street, #B-08, Rockford, IL, 61108.
Tel: (815) 397-0234. Facebook: GWFForestPlaza

Games Workshop Freeway V

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

Games Workshop Geneva Commons

1052 Commons Drive, Geneva, IL, 60134 Tel: (630) 232-2929. Facebook: GWE GenevaCommons

Games Workshop Gig Harbor

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

Games Workshop Governor's Square

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Tel: (302) 832-1229.
Facebook: GWSGovernorsSquare

Games Workshop Grapevine Mills

3000 Grapevine Mills Pkwy, Unit 122, Grapevine, TX, 76051. Tel: (972) 691-3744.
Facebook: GWSGrapevineMills

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2929 S Rochester Road, Suite 112301, Rochester Hills, MI, 48307. Tel: (248) 844-2627.
Facebook: GWHamptonVillage

Games Workshop Hill Country Plaza

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Facebook: GWHillCountryPlaza

Games Workshop Hyde Park Plaza

3870 Paxton Avenue, Suite B, Cincinnati, OH, 45209. Tel: (513) 321-1104.
Facebook: GWHydeParkPlaza

Games Workshop Kent Station

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Tel: (253) 850-6062. Facebook: GWKentStation

Games Workshop LA Bunker

6735 Westminster Blvd, Suite D, Westminster, CA, 92683. Tel: (714) 892-2973.
Facebook: GWSLosAngelesBunker

Games Workshop Lake Crest Village

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Tel: 916-392-1495

Games Workshop Lake Shore

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Tel: (410) 255-0596. Facebook: GWLakeShore

Games Workshop Larwin Square

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Tel: (714) 731-3304. Facebook: GWLarwinSquare

Games Workshop Layton Plaza

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Tel: (414) 325-2990. Facebook: GWLaytonPlaza

Games Workshop Market at Town Center

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Tel: (281) 240-0825.
Facebook: GWMarketAtTownCenter

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

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Facebook: GWOakbrookPlaza

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

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Facebook: GWOlandSquare

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 Riverchase Promenade

1705-1735 Montgomery Hwy, Unit 19, Birmingham, AL, 35244. Facebook: GWRiverchase

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

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Facebook: GWRenaissanceCentre

Games Workshop River Pointe

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

Games Workshop Riverchase Promenade

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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: GWSScottsdaleTowneCenter

Games Workshop Seattle Bunker

3540 Factoria Blvd., Bellevue, WA, 98006.
Tel: (425) 562-2300. Facebook: GWSSeattleBunker

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: GWSStThomas

Games Workshop Stoneridge Mall

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

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

Games Workshop The Ave at White Marsh

8137-A2 Honeygo Blvd., White Marsh, MD, 21236.
Tel: (410) 933-2008.
Facebook: GWAvenueAtWhiteMarsh

Games Workshop The Gateway at Sawgrass

117 NW 136th Ave., Sunrise, FL, 33325.
Tel: (954) 846-9415.
Facebook: GWSGatewayAtSawgrass

Games Workshop Tomball Crossing

22503 Tomball Parkway, Suite 100, Houston, TX, 77070. Tel: (281) 251-0031.
Facebook: GWTomballCrossing

Games Workshop Tower Center

6810 Bland St., Springfield, VA, 22150.
Tel: 703 644-4532. Facebook: GWTowerCenter

Games Workshop Union Landing

30977 Courthouse Drive, Union City, CA, 94587. Tel: (510) 429-1759. Facebook: GWUnionLanding

Games Workshop Ventura Village

5722 Telephone Road, Suite 14-B, Ventura, CA, 93003. Tel: (805) 339-9580.
Facebook: GWSVenturaVillage

Games Workshop Village Center

23730 Westheimer Pkwy, Suite P, Katy, TX, 77494.
Tel: 281-347-0400. Facebook: GWSVillageCenter

Games Workshop Willow Lake East

2502 Lake Circle Dr, Indianapolis, IN, 46268.
Tel: (317) 228-9578. Facebook: GWSWillowLake

Games Workshop Woodfield Mall

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

Games Workshop World of Battle

6211 East Holmes Road, Suite 101, Memphis, TN, 38141. Tel: (901) 541-7700.
Facebook: GWWorldOfBattle

SPAIN

Games Workshop Roger de Llúria

Roger de Llúria, 53 (entre Aragó y Consell de Cent), Barcelona, 08010. Tel: 93 272 69 76.
Facebook: GWRogerdeLluria



Games Workshop Badalona

C/ Sant Jaume, 40, Badalona, Barcelona, 08911.
Tel: 93 464 24 00. Facebook: GWDBadalona

Games Workshop Deu i Mata

Deu i Mata, 96 (esquina Prat d'en Rull), Barcelona, 08029. Tel: 93 410 15 21. Facebook: GWDDeuIMata

Games Workshop Gaudi

Avda. Gaudí 74 (frente al Hospital de Sant Pau), Barcelona, 08036. Tel: 93 436 87 82.
Facebook: GWDGaudi

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Tel: 94 444 31 08. Facebook: GWBilbao

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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: GWAArguelles

Games Workshop Don Ramón

Don Ramón de la Cruz 31, Madrid, 28001, 91 577 21 87. Facebook: GWDDonRamón

Games Workshop Rafael Salgado

Rafael Salgado 3, Madrid, 28036.
Tel: 91 457 83 81. Facebook: GWRafaelSalgado

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

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Tel: 948 25 92 74. Facebook: GWPamplona

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Tel: 95 490 06 24. Facebook: GWSSevilla

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Roger de Lauria 11, València, 46002.
Tel: 96 351 57 27. Facebook: GWSValencia

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Tel: 983 30 12 81. Facebook: GWSValladolid

Games Workshop Zaragoza

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

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SWEDEN

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Tel: 031-133958. Facebook: GWSGoteborg



Games Workshop Stockholm

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Leighton Buzzard, 8 Model Shop
32 High Street, LU7 1EA.
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BERKSHIRE

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

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

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

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

BIRMINGHAM

Mikes Models
3-5 Brockwell Road, B4 9PF.
Tel: 01213 804 521

Solihull, Crafty Club
Earlwood Lake Craft Centre, Wood Lane, B11 2QL.
Tel: 01564 700077

BRISTOL

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

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

Hazlemere, Childs Toys
36 Park Parade, HP15 7AA.
Tel: 01494 711425

Milton Keynes, Wargames Workshop (MK)
Unit 18 - 19 Kingdon 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

Wisbeck, 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, Earthwise Ltd
12 Conway Street, JE2 3NT.
Tel: 01534 601925

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Tel: 07770 952075

Ellesmere Port, D & A Models
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Tel: 01513 557949

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

Marple, Gaslings Toymaster
3 Hollins Lane, SK6 6AW.
Tel: 01614 272099

Middlewich, Temptations of Middlewich
66-68a Wheelock Street, CW10 9AB.
Tel: 01606 832472

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

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

Guisborough, Road Flag Ltd
17 Market Place, TS14 5BN.
Tel: 01287 637777

Guisborough, Stokelds Toy Centre
18 Fountain Street, Guisborough, TS14 6PP.
Tel: 01287 532935

Hartlepool, Chigs Hartlepool
72 Park Road, TS26 9HU.
Tel: 01429 869800

Middlesbrough, Waugh Games
South Teens Business Centre, TS6 6TL.
Tel: 01642 292372

Normanby, PC Tech
33 Cleveland Street, TS6 0LT.
Tel: 01642 460704

Redcar, PC Tech Ltd
110a High Street, TS10 3DL.
Tel: 01642 461010

Stockton-On-Tees, Hobbies R UZ
147 High Street, TS18 1PL.
Tel: 01642 535187

CORNWALL

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

Callington, GMS @ Smiphoe'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

Hayle, Blowetts of Hayle
19 Penpol Terrace, TR27 4BO.
Tel: 01736 753012

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

Liskeard, Liskeard Railway Models
Station Road, PL14 4BX.
Tel: 01579 349 950

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

Newquay, The Book Shop
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Tel: 01637 873469

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

Pool, Bombadings and Skulduggery
Highburrow Lane, Off Wilson Way, TR15 3BU.
Tel: 01209 219555

Redruth, Barbs Lil Shop
89 Fore Street, TR15 2BL.
Tel: 07939 586934

St Austell, Mad for Miniatures
Unit 20 The Market House, Market Hill, PL25 5DB.
Tel: 01726 72259

St Ives, Dragons Hoard
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Wadebridge, Brickells Toys & Nursery
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Tel: 01208 812615

COUNTY DURHAM

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Tel: 01388 606046

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

Consett, Chips Consett
2 John Street, DH8 5LA.
Tel: 01642 227348

Seaham, Games of War
Station Road, SR7 0AA.
Tel: 0191 5817118

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76 Dalton Road, LA14 1JE.
Tel: 01229 820435

Bowness-On-Windermere, Ernest Atkinson & Sons Ltd
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Tel: 01539 443047

Brumpton, Markian's Hobbies
1 Market Place, CA8 1NW.
Tel: 07962 177904

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

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

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

Whitehaven, This Could Be Massive
79 King Street, CA27 7LE.
Tel: 01946 695262

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

DERBYSHIRE

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

Belper, Children's Choice
14 Bridge Street, DE56 1AX.
Tel: 01773 829885

Buxton, Knowles Toys & Models Ltd
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Chesterfield, Comics and Collectables
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Tel: 01246 768 823

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

Ilkeston, Maics Models
1 Northgate Street, DE7 8FR.

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

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

DEVON

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

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

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

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

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

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

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

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Tel: 01404 861204

Ilfracombe, Rodex BMS 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 5BY.
Tel: 01803 555882

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

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

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

Tavistock, Games and Computers
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Tel: 01822 616288

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

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

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

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

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

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

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

DORSET

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

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

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

Shaftsbury, The Toy Box Dorset Ltd
59-61 High Street, SP7 8JE.
Tel: 01747 850877

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

Colchester, Mankin Models
213 Shur 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, Calver Books
818-818 London Road, SS9 3NH.
Tel: 01159 382111

Rainham, Big Mac Models
119 Wennington Road, RM13 9TH.
Tel: 01708 502686

Rayleigh, Gomerz Nuss
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 0NF.
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

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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, CMO 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, Mankin Models
213 Shur 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

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48 Valmar Avenue, SS17 0NF.
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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 Sodbury, Purple Parrot
51 Broad Street, BS37 6AD.
Tel: 01454 323332

Bourton On The Water, Bourton Model Railway
Box Bush, High Street, GL54 2AN.
Tel: 01451 620686

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

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

Hampshire

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

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

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

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

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

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

Gosport, T.D. Books and Wargames
111 Stoke Road, PO12 1LR.
Tel: 07969 494855

Havant, The Bunker Games
37 Market Parade, PO9 1PY.

Lyminster, Toys of New Milton
71 Station Road, BH25 6HY.
Tel: 01425 617805

Newport, R P Games
92 High Street, PO30 1BQ.
Tel: 01342 821621

Newport, Cheap Thrills
Unit 3 Central Market, Scarrots Lane, PO30 1JP.
Tel: 01983 530570

Northend, Fun Toys and Games
10a London Road, PO2 0LH.
Tel: 07813 513709

Petersfield, Academy Arts and Crafts Centre
2 Winton Road, GU23 3HA.
Tel: 01703 261 642

Petersfield, H.E. Figueres
121 High Street, SO41 9AQ.
Tel: 01590 672002

Portchester, Wicor Models
20 Westend Street, PO16 9UZ.
Tel: 02392 351160

Ringwood, Toys of Ringwood
8, The Furlong, BH24 1AT.
Tel: 01425 479444

Romsey, Roundabout
17 The Hundred, SO51 8GD.
Tel: 01794 512145

Ryde, The Sports & Model Shop
9 Union Street, PO33 2DT.
Tel: 01983 563838

Shanklin, The Sports and Model Shop
69 - 71 Regent Street, PO37 7AE.
Tel: 01983 866824

Southampton, Bob and Sue's Models
2 Beaulieu Road, Dibden Puiue, SO45 4PT.
Tel: 02380 844550

Southsea, Southsea Models
69 Albert Road, PO5 2SG.
Tel: 02392 733208

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Hereford, Woobley Bookshop
Broad Street, HR4 8SA.
Tel: 01544 319292

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

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

HERTFORDSHIRE

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

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

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

Harpenden, Lorna's
4a Piggottshill Lane, AL5 1UH.
Tel: 01582 769204

Hitchin, Battle Worlds
33 Hermitage Road, SG5 1BY.

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

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

Stevenage, K.S Models
19 Middle Row, SG1 3AW.
Tel: 01438 746616

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

KENT

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

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

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

Bromley, Chatterton Toys
8 Chatterton Road, BR2 9GN.
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, Ingress Games

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

Folkestone, Penkraft (Kent)

304 Chertton Road, CT19 4DP.
Tel: 01303 279292

Gravesend, Stamps and Hobbies

45 High Street, DA11 0AY.
Tel: 01474 534166

Hildenborough, Toytime

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

Hythe, Apple-Jax

156b High Street, CT21 5JU.
Tel: 01303 262602

Maidstone, No Man's Land

Unit 3 Corn Exchange, ME14 1HP.
Tel: 01622 735855

Maidstone, Model World Ltd

Newnham Court, Bearstead Road,
ME14 5LH.
Tel: 01622 735855

Margate, Phoenix Fantasy

206 Northdown Road, CT9 2QU.
Tel: 01303 262602

Rochester, Rochester Games & Models

123 High Street, ME1 1JT.
Tel: 07952 230818

Sevenoaks, Manklows

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

Sevenoaks, J. Lorimer (Sevenoaks)

78a High Street, TN13 1JR.
Tel: 01732 452840

Sittingbourne, F1 Hobbies

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

Sittingbourne, Nickel Books

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

LANCASHIRE

Ashton-Under-Lyne, Rewind Collectables and Games

10 Wellington Street, OL6 6AJ.
Tel: 01613 396 116

Lancaster, Wamonger 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

9 White Lion Brow, BL1 4AD.
Tel: 01204 725522

Burnley, Compendium

First Choice, Unit 2, Cavour Street,
BB12 0DQ.
Tel: 01282 457060

Citheroe, Cowgills of Citheroe Ltd

4 - 6 Market Place, BB7 2DA.
Tel: 01200 423587

Colne, 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, Startstown Limited

3-5 Silk Street, WN1 1AW.
Tel: 01942 671116

Ramsbottom, Clark Crafts

Empire Works Railway Station, BL0 9AL.
Tel: 01706 828479

Wigan, Omega Games

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

Preston, Worthing Wargaming Limited

58 Lancaster Road, PR1 1DD.
Tel: 01773 833695

LEICESTERSHIRE

Ashby-de-La-Zouch, Shellbrook Toys

1a Market Street, LE65 1AF.
Tel: 01530 412185

Kirby Muxloe, Cherry Tree Gift Shop

5 Cherry Tree Court, Maytree Drive, LE9 2LD.
Tel: 01162 387461

Lancaster, 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, Quins

3 Crown's Yard, High Street, LE16 7AF.
Tel: 01858 432313

LINCOLNSHIRE

Bourne, Paint A Pot Place

31 West Street, PE10 9NB.
Tel: 01778 312049

Grantham, Al Hobbies Ltd

NG31 9SE. Tel: 01478 579393

Grimsby, Ramsdens Ltd

451 Cleethorpe Road, DN31 3BZ.
Tel: 01472 731251

Scunthorpe, R A Models

182 Ashby High Street, Ashby, DN16 2JR.
Tel: 01522 833695

Skewness, Warlords of the Coast

171 Roman Bank, PE25 1RY.
Tel: 01754 763886

Skewness, 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

LONDON

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 9QU.
Tel: 0208 8408622

East Dulwich, Stt Williams

106 Grove Vale, SE22 8DR.
Tel: 07909 994331

East Sheen, Pandemonium

125 Sheen Lane, SW14 8AE.
Tel: 0208 8708066

Enfield, Pearsons (Enfield) Ltd

Sarnesfield Road, EN2 6LJ.
Tel: 0208 3734200

Edmonton, Too Good To Be True

27 North Mall, Edmonton Green Shopping
Centre, N9 0EQ.
Tel: 0208 807 2721

Finchley, Leisure Games

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

Fulham, Patricks Toys

107-111 Little Lane, SW6 7SX.
Tel: 0207 3859864

Narrow, Toy Galaxy

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

Kingston, The Print Gallery

22 Pembroke Road, W11 3HL.
Tel: 0207 2218885

Leyton, Engine Shed Model Railways

745 High Road, E11 4DS.
Tel: 0208 5393950

London, Dark Sphere

57 York Road, SE1 7NJ.
Tel: 0207 928 7220

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 2EE.
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 2QS.
Tel: 0208 7089067

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 5DE.
Tel: 07594 315911

Manchester, Fantasy Three Ltd

17 Newton Street, M1 1FZ.
Tel: 01422 378532

MERSEYSIDE

Srimastage, Wargame Store

Srimastage Hall Courtyard, CH63 6JA.
Tel: 0151 3421233

LIVERPOOL

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

Liverpool, The Sycro and Tea Cup Gamer Cafe

61a Kempton Street, GU9 7PB.
Tel: 01512 981665

St Helens, War and Hobby

22 Cooper Street, WA10 2BQ.
Tel: 01524 789281

St Helens, Rock Rock Hobbies

Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 098742

NORFOLK

Dereham, Startings Toymaster

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

Great Yarmouth, Platform 1 Model Shop

73 Victoria Arcade, NR30 2NU.
Tel: 01493 843258

Holk, Startings Toymaster

12 High Street, NR25 6BN.
Tel: 01263 713101

Huntstanton, The Pavilion Toymaster

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

Norwich, Langleys

Wendover Road, Rackheath Ind Est,
NR13 6LH. Tel: 01603 621959

Norwich, Kenisons

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

Sheringham, Startings Toymaster

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

NORTHAMPTONSHIRE

Barton Latimer, Cockpitsonic UK Ltd

90a High Street, Barton 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 0PE.
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.
Tel: 01623 673116

Newark, Access Models

43-45 Castle Gate, NG24 1BE.
Tel: 01636 673116

Newthorpe, Calver Books

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

OXFORDSHIRE

Banbury, Trinder Bros Ltd

2-4 Broad Street, OX16 5BN.
Tel: 01295 262546

Bicester, Bicester Toys and Nursery

66 - 68 Sheep Street, OX26 6JW.
Tel: 01869 323946

Carterton, Giles Sports, Toys & Cycles

1 Alveston Road, OX18 3JL.
Tel: 01993 842396

Chipping Norton, Harpers

(Home and Garden) Ltd
29 - 30 High Street, OX7 5AD.
Tel: 01608 642 832

Oxford, Boswells Toymaster

1-4 Broad Street, OX1 3AG.
Tel: 01865 241244

Witney, Dentons

1 High Street, OX28 6HW.
Tel: 01993 704979

SHROPSHIRE

Donnington, Sanda Games

4 Albert Place, TF2 8AF.
Tel: 01952 676722

Oswestry, Marcher Toys and Hobbies

7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

Wellington, Questing Knight Games

6 Old Bakery Row, The Parade, TF1 1PS.
Tel: 01952 417747

SOMERSET

Bridgwater, Insane Games

7 East Quay, TA6 5AZ.
Tel: 01278 433554

Bristol, Cut and Thrust Gaming

61 Old Market Street, BS2 0EJ.
Tel: 0117 3020021

Bristol, Area 51

230 Gloucester Road, BS7 8BA.
Tel: 0117 9244855

Burnham On Sea, G.W. Hurley

27-29 High Street, TA8 1PA.
Tel: 01278 789281

Clevedon, Insane Games

15 Old Street, BS21 6ND.
Tel: 01275 871612

Frome, Frame Model Centre

2 Catherine Street, BA11 1DA.
Tel: 01373 465295

Midsomer Norton, Signals

Unit 8, Holly Court, High Street, BA3 2DB.
Tel: 01761 402484

Portsmouth, Careys Home and Garden

17 High Street, BS20 6AE.
Tel: 01275 398930

Somerton, Somerton Hobbies

Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 273755

Street, Insane Games

Unit 9 Crispin Centre, BA16 0HP.
Tel: 01458 441443

Taunton, Hatcher & Sons Ltd

Unit 3a, The Monarch Centre, Off Venture
Way, Priorswood, TA2 8RX.
Tel: 01934 622141

Taunton, Crackers

5 Bath Place, TA1 4ER.
Tel: 01823 335057

Wells, Insane Games

2 St. Cuthbert Street, BA5 2AW.
Tel: 01749 679911

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

Leamington Spa, Aven 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

WILTSHIRE

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, Gammaglor
7a Bank Street, Melksham, SN12 6LE.
Tel: 01225 700754

Melksham, The Toyshop
11 Bank Street, SN12 6LE.
Tel: 01225 703204

Swindon, The Battle Lounge
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: 01945 212555

Westbury, Triple Helix Wargames
3 Commerce Business Centre, Commerce
Close, BA13 4LS. Tel: 01373 855380

WORCESTERSHIRE

Blackminster, Fresham, Total Wargamer
Cadbury Courtyard, Blackminster Business
Park, WR11 7RE.
Tel: 01386 513013

Droitwich, Toyworld
21-23 High Street, WR9 8EJ.
Tel: 01905 772403

Headless Cross, Hobby Hut
100 Rectory Road, B97 4LJ.
Tel: 01527 540840

Pershore, Plumz Ltd
39 High Street, WR10 1EU.
Tel: 01386 555002

YORKSHIRE

Barnsley, Janco Toys
51 Park Road, Worsbrough Bridge, S70 5AA.
Tel: 01226 209654

Bedale, Golden Tortoise
1 Sussex Street, Bedale, DH8 2AN.
Tel: 01677 423233

Bridlington, W Boyes & Co Ltd Bridlington
29 King Street, YO15 2DN.
Tel: 01262 609 111

Cleckheaton, The Craft Shop
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, YO25 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

Ilkley, W Boyes & Co Ltd Ilkley
3 Railway Road, LS29 8HQ.
Tel: 01943 601344

Leeds, Millennium Models
67 Queen Street, Morley, LS27 8EB.
Tel: 0113 2189286

Northallerton, Chips Northallerton
Zetland Street, DL6 1NA.
Tel: 01609 777612

Pickering, Trail Blazer Outdoors
17 Market Place, YO18 7AE.
Tel: 01751 474672

Richmond, Finklegate Toy 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, YO11 1HQ.
Tel: 01723 501821

Scisset, Springfield Hobbies
Unit 11 Nortonthorpe Ind Park, Wakefield
Road, HD8 9LA.
Tel: 01484 860086

Sheffield, Wargames Emporium
Workshop 8, Orchard Square, S1 2FB.
Tel: 0114 2754826

Sheffield, Outpost Wargames Ltd
30 Fumival Gate, S1 4QP.
Tel: 01142 752172

Sheffield, Impact UK
63 Loughton Road, Dinnington, S25 2PN.
Tel: 01909 560273

Skipton, Craven Model Centre
Unit 3 Mount Pleasant, High Street,
BD23 1JZ.
Tel: 01756 794919

Whitby, W Boyes & Co Ltd Whitby
Station Square, YO21 1DU.
Tel: 01947 604403

Whitby, John Anderson - Toymaster
4 Bridge Street, YO22 4BG.
Tel: 01947 602213

York, W Boyes & Co Ltd York
35 Goodramage, YO1 7LS.
Tel: 01904 610660

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Coleraine, Netramedia
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Edinburgh, Toys Galore
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Rue d'Argyle 72, 1950
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La Hulpe, L'Atelier de Gippetto

Centre La Mazurine, 1310
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Roeselare, Black Border

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Vilvoorde, Beekcenter

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Westkerke, What Ever

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Helsinki, Simenkatu 9

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Helsinki, Fantasiapeliit Helsinki

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Kellokita 10, 00520.
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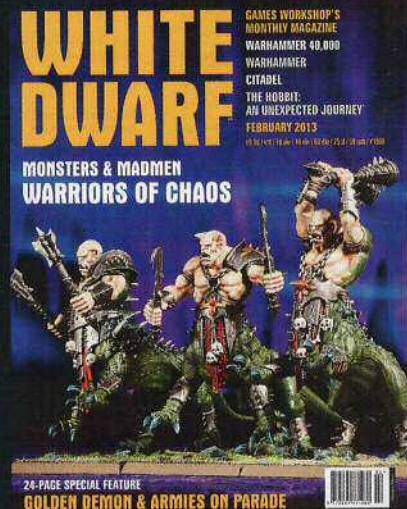
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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.



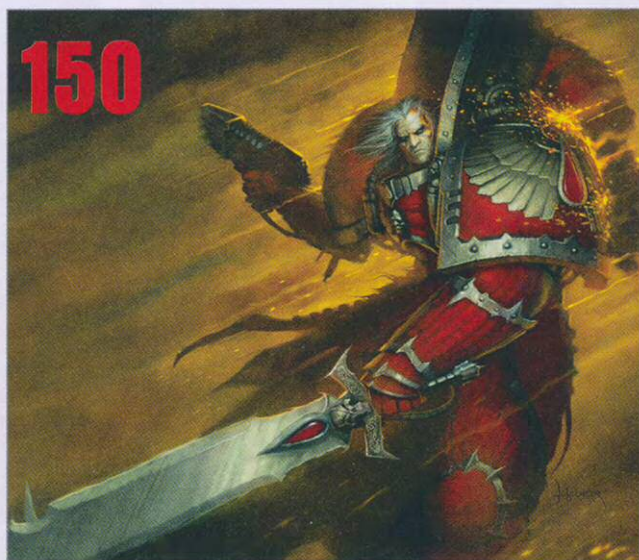
White Dwarf: From late-night gaming to painting new models for our collections, this month has been very productive for the White Dwarf team.



The Design Studio: We chat to the creative team behind the new Warriors of Chaos, and also showcase some of the hobby projects going on in the Studio.



Forge World: There is always something underway in the Forge World studio – we sent our intrepid agents to gather intel on their latest miniatures.



Black Library: We quiz David Annandale, author of *Chains of Golgotha* and *Mephiston: Lord of Death*, on topics ranging from Commissar Yarrick to his own hobby.

THIS MONTH IN

WHITE DWARF

When not working tirelessly to create White Dwarf every month, the team can be found in the hobby room painting miniatures, playing games and engaging in serious discussions such as “what’s better – assault cannons or lascannons?”



1

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



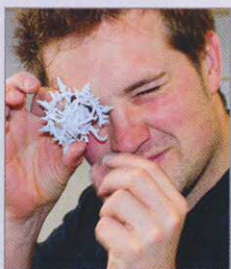
Beth Beynon-Hughes

Beth's newfound status as White Dwarf Warhammer Champion (which aligned not un-coincidentally with Adam's newfound status as White Dwarf's Most Gracious Loser) has led to increased painting of Lizardmen units. However, she's also planning to dip a toe into Warhammer 40,000 and has been spotted in the Warhammer World store eyeing up the Dark Eldar range...



Jes Bickham

After completing his Ogre Kingdoms Stonehorn this month (see overleaf for more), Jes turned his gaze to his Necrons and is currently painting up a Doomsday Ark because, as he puts it, “sometimes you just need a massive gun.” Next up on his paint station are 17 Termagants (“I’ve been trying to get these finished for four months now,” he sighed) and a Tyrannofex.



Dan Harden

When not painting edge highlights onto his Tau Battlesuits, Dan has been obsessing over capes. Having painted all the Knights of Rivendell that he could get his hands on, Dan has set his sights on the billowing cape that Andy didn't use when building his Gorebeast Chariot. Negotiations involving cake are currently underway for procurement of said piece.



Matt Hutson

Matt's fascination with painting Space Marines has led to some peculiar developments this month; he's taken to wearing colanders on his shoulders and loudly proclaiming he'll “bring down the Emperor's wrath” on anyone who dips into his secret stash of jelly babies. We'll let him finish the Librarian he's painting for his Imperial Fists before suggesting he has a lie down.



Andrew Kenrick

Andrew has been painting Warriors of Chaos almost non-stop this month, getting his hands on some of the new kits to add to his army especially for the battle report, as well as finding the time to turn his Marauder unit into a horde. But he's not done with Chaos just yet – his desk is now littered with cloven-hooved models and he's muttering about dark things in the woods.



2
1 Andrew and Jes clashed in the Chaos Wastes for control of Dan's freshly painted Temple of Skulls. (See page 112 for how to paint it.)

2 Beth's Lizardmen walked all over Adam's Orcs. He took the defeat with generous spirit, however.

3 In the battle report, Jeremy and Andrew couldn't see where the other was deploying his units, which made for a great surprise when the screen was removed.

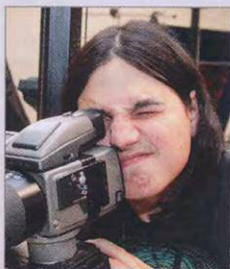


3

BATTLES IN THE BUNKER

The White Dwarf team have been making good use of the hobby room this month, squeezing in as many games as possible inbetween feverishly painting miniatures. Beth's Lizardmen went to war with Adam's Orcs and Goblins, and soundly trounced the big man. Beth's highlight was shooting Adam's Giant to death with Skink blowpipes.

Jes, meanwhile, was smarting over his total defeat in November's battle report so his Ogres once again challenged the Warriors of Chaos to fight over a Temple of Skulls; the Ogres triumphed thanks to a large unit of Ironguts chewing through Andrew's Chaos Warriors and Skullcrushers. Finally, we've gone behind the scenes of this month's battle report to peek at the 'hidden set-up' deployment Jeremy and Andy used. As you can see, both players simply deployed their armies on either side of a giant white screen, all the while fielding shouts of 'encouragement' from Matt and Jes.



Glenn More

Having revisited his Word Bearers army for Warhammer 40,000, Glenn has decided it's long past time he started a Warhammer army. He's been umming and aahing over what to do, and was sufficiently impressed by Jeremy Vetock's splendid (and purple) Goblin horde to start the necessary mental preparations needed to paint 100 Night Goblins. He was last seen covered in sprues.



Erik Niemz

Erik's been torn in his hobby this month, veering between trying to get his Hellpit Abomination finished for his Skaven army and painting up scores of Orks for 40K. ('scores' may be an exaggeration, to be honest, but he's certainly completed a beautiful Shokk Attack Gun). Once he's got some Boyz painted, three Deffkoptas await the tender ministrations of his brush.



Kris Shield

Kris' now-regular lunchtime Warhammer games with Erik have grown to accommodate a raft of new conversions and additions to his Warriors of Chaos army, not least being a loathsome Slaaneshi giant that fills onlookers with a strange feeling of dread and foreboding; truly it is a thing of Chaos itself. He's also got the new plastic Chaos Lord, which is next up on his paint station.



Adam Troke

Not content with the Nurgle Daemons he painted for his collection a couple of months ago, Adam has been busily assembling a veritable horde of Bloodletters and Pink Horrors too. Apparently, he won't stop until he's painted up a couple of units for each of the four Chaos Gods – at which point he's going to reward himself with the amazing Forge World Daemon Prince of Khorne.

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

AT THE HOBBY BAR

The **White Dwarf** hobby room's hobby bar has been an elbow-jostling hive of paint-splattering activity this month. Jes has added a Stonehorn to his Ogre Kingdoms army ("It's an amazing model that I've always wanted to paint up," he says), while Matt added a Librarian shade of blue to his Imperial Fists, and Adam reinforced his Dark Angels with some Ravenwing Black Knights. "They took me an age to paint; I spent more time painting six of them than I did on an entire Ravenwing Attack Squadron, but I absolutely love how they've turned out," he said.



1

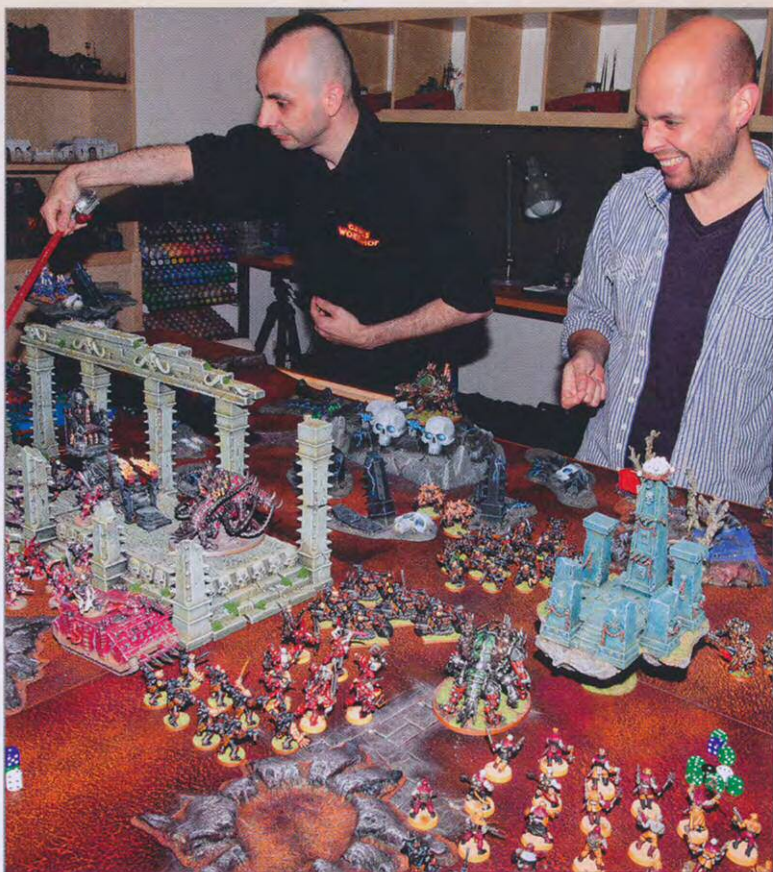


2



3

- 1 Matt's Librarian is the latest gorgeous addition to his expanding Imperial Fists force.
- 2 Jes' Stonehorn is a minor kit-bash in that it uses the back-totem from the Thundertusk. Jes suspended the hapless Empire captive from the metal maw at the top as a combination standard/mid-morning snack.
- 3 Adam's Ravenwing Black Knights. The next thing he plans to add to his ever-growing Dark Angels army is a unit of Deathwing Knights.



JEREMY'S GAME

We invited **Jeremy Vetock** to run us a game in the White Dwarf bunker. He explains: "With so many of the White Dwarf crew painting Chaos Space Marine armies, it was natural to pit them against one another. My scenario put the players in teams to capture altars, but there were individual accolades to be won. I devised the 'Worshipping the Warp' phase, where everyone had to close their eyes and one of their number could secretly point out where his boons/curses and dubious gifts were going to land. This had the desired effect of raising distrust and treason as, in the end, a true Chaos Space Marine is loyal only to himself. I got to enjoy the camaraderie of the White Dwarf team as they shot, backstabbed and chainsworded their way to gain the most attention from the Dark Gods. It was an enjoyable time and while Jes and Andrew tied in the end on their victory conditions, I declared myself the true winner as I'd eaten all the snacks and consumed all the drinks whilst they were busy fighting."



- 1 Glenn's Maulerfiend takes the central temple while Dan brings up the right flank to grab the hovering shrine for his side.
- 2 Dan's force advances against Jes; the inevitable Helbrute/ Maulerfiend standoff saw the Maulerfiend emerge triumphant.
- 3 Kris and Jes hold off the numerically superior invading force of Dan, Glenn and Andrew.
- 4 Jeremy's glee is evident at certain Chaotic events. Dan's is less so.
- 5 Jes received the 'Traitor' Chaos gift and was able to control an enemy unit; he secretly chose Dan's Maulerfiend, which turned to attack its brethren for a round of surprise slaughter.

THIS MONTH IN

THE DESIGN STUDIO

Having made sacrifices to all four of the Chaos Gods, Dan and Adam descended into the Design Studio to chat to the sculptors, painters, writers and artists about the stunning new Warriors of Chaos miniatures and the new book that accompanies them.



Having recently completed work on the Warshrine of Chaos, Mark Harrison set about creating his next project – the mighty Slaughterbrute.

LET THE SLAUGHTER COMMENCE

Mark Harrison, Alex Hedström and Seb Perbet tell us more about their latest Chaotic creations.

Mark: When I started work on the Slaughterbrute I wanted to create a brand-new denizen of the Chaos Wastes – a creature that no one had seen or experienced before.

I wanted it to look bestial rather than humanoid, which is why it has such a hunched-over appearance. It has short, muscular legs to power it along, while its forelimbs are long and ape-like ending in large claws. The defining features of the Slaughterbrute are its leering face, which bears a similarity to the frontispiece of the Chaos Warshrine, and the hideous binding ritual that has been carved into its back. I imagine a lot of hacking and slashing was involved to get those daggers in.

Having started work on the Slaughterbrute I began sculpting the alternative components for its ugly brother, the Mutilith Vortex Beast. I imagine the fusing of the Mutilith and the vortex of Chaos energy on its back to be a wholly unpleasant experience for the monster. It probably once had a head for a start, which was sucked into its own body by the vortex and spewed out as oozing tentacles. I wanted the whole piece to look like a bizarre symbiosis; a nightmarish horror that no one in their right mind would ever stand near. I also like the idea that the beast is clearly the most physically intimidating part of the model, yet your eye is instantly drawn to the vortex, which could well be looking right back at you...



The Slaughterbrute's back bears the scars of its ritual binding; eight swords are thrust in to represent the points of the star of Chaos, with a final sorcerous blade embedded in the centre.

AVALANCHE OF DESTRUCTION

Alex: Anatomy and style are the two most important things to consider when designing a miniature, especially when it's as unusual as a Dragon Ogre. The key was to keep everything proportional. The torso would be Ogre-sized, I knew that early on, and the lower half of the creature had to be big enough to support it. The result was a very large and imposing monster. To further emphasise their size I positioned them rearing up on their hind legs as though they are about to smash their foes with the force of a mountain avalanche. The Shartak holding his halberd over his head serves to emphasise this look.

I took a lot of design cues from the Dragon Ogre Shaggoth that I sculpted almost ten years ago. At the time he was part of the Beasts of Chaos army, which is why he has a distinctly bestial appearance. I wanted to keep this imagery when sculpting his kin, but make them appear younger and less gnarly. Interestingly the final design for their faces was inspired by two different kits – Ogres and Ungor.



1

1 Alex took many of his design cues from his first encounter with the Dragon Ogres – the towering Dragon Ogre Shaggoth.

2 The Dragon Ogres have three distinctly different bodies – one has leathery lizard-like skin, another has dragon scales and webbed fins, and the third has spines. Alex also designed a variety of weapons for them from massive stone hammers to long-bladed halberds.



2

THIS MONTH IN THE DESIGN STUDIO

THROGG

Seb: Throgg is an unusual character to design a model for – he's an intelligent, cunning creature among an especially stupid race. He's also a physically different specimen; unlike other Trolls, Throgg is neither oafish nor pigeon-chested. Instead he is a tall, muscular figure. Like all Chaos Trolls he is wickedly mutated – fanged maws gape randomly across his body. It was important to make the mutations look severe, but not as much as a Spawn's. Throgg's spiky scales reinforce his Chaotic image, and some of these spikes form a kind of crown upon his brow. This adds a lot to the sense of him as a king, as does his pose with foot raised on his hammer and fist clenched to the skies. The Wintertooth Crown (the source of his power) is far too small to wear on his head without looking like a novelty party hat, so instead it is jammed over one massive jutting tusk.



VILITCH THE CURSELING

Seb: I enjoy the horrible tale of Vilitch so much that making the model was a genuine pleasure. I made sure to put plenty of visual cues into the model to reflect the sinister story behind this character. For example, Vilitch has no eyes, but two mouths (one on his armour), while his brother has no mouth, but several eye holes in his helmet (and one on his belt). This plays up the idea that the brother acts as his eyes, but cannot speak with a will of his own. The brother is ramrod straight and static, he's massively muscular and solid looking, while Vilitch is lithe and sinuous. The spine of feathers that sprouts from Vilitch's head symbolically envelopes his brother, like a snake wrapping around a powerless victim. Another thing I wanted to convey on the model is that, unlike other scions of Chaos, the champions of Tzeentch aren't filthy and matted, but opulent. Although they have the same shapes on their armour as other Chaos Warriors, the edges are smoother and their blades aren't nicked and pitted.

PATH TO GLORY

Robin Cruddace wrote the new Warriors of Chaos book; here he explains the Path to Glory.

"The story of Chaos is one of epic deeds and legends, albeit carried out by madmen rather than noble, dashing heroes," begins Robin. "The taint of Chaos is pervasive; it gets into the hearts and minds of people and drives them to obsession. That obsession can take many forms, although normally it boils down to the need for power.

"We wanted the background of the army book to focus more on the Champions of Chaos and their personal quests than their army of followers. This was an idea that stemmed from the old Realm of Chaos books where the Champion's Path to Glory was the most important thing to him – his army was just a means to an end. I like the idea that the Champions of Chaos are the loci of power to which other warriors are drawn in the hope that when the Gods look upon them they might glance at his followers and reward them too.

"Madmen, monsters and mutants – that was the mantra I muttered to myself as I worked on the book," continues Robin. "The madmen are the more common warriors in the army – the Marauders, the Chaos Warriors and Knights – while the Forsaken very definitely fulfil the role of mutants. We knew early on that we needed more monsters though. The Realm of Chaos is home to the most fiendish, terrifying monsters in Warhammer, yet we've barely scratched the surface with them. Mark Harrison came up with the concept model for a new monster, which then merged with an idea we'd had about a swirling vortex of Chaos energy. The result was the Slaughterbrute and the Mutalith Vortex Beast. It was great fun working with someone who had such vision for the miniatures he was working on. The daggers in the Slaughterbrute's back were Mark's idea, which quickly came to represent the binding ritual that I then wrote into the monster's background.

"That brings things back to the Champions of Chaos, because they are the only

warriors strong enough to bind such a powerful beast to their will. It seemed fitting that, in the background, everything in the army shows fealty to one powerful warlord. As we all know, though, you should never underestimate any Warrior of Chaos in Warhammer, no matter how lowly or mutated they may be, because they'll almost certainly be much more powerful and more psychotic than anything you can throw at them. No one should ever get between a Warrior of Chaos and their Path to Glory." **DH**



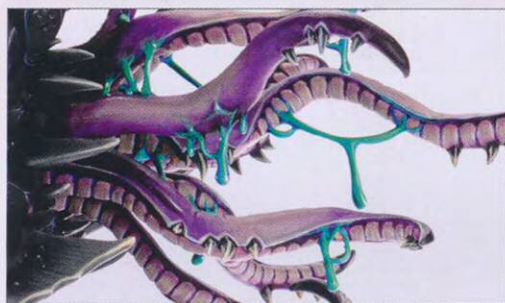
Robin's quest for ultimate power is one step closer to completion, though his extra tentacles suggest that spawnedom might be imminent.



THIS MONTH IN THE DESIGN STUDIO

'EAVY METAL TALK MUTANT MONSTERS

Simon Adams: I wanted to paint the vortex on the Mutalith Vortex Beast as a ball of malevolent, dark energy – like a black hole dragging in light and energy, only to spew it out as raw Chaos power. I used a lot of colours that don't feature in our Warriors of Chaos collection to help draw attention to it – royal blues and purples, pale green and other pastel colours. In simple terms the vortex runs from Kantor Blue in the centre to Screamer Pink around the corona and up to Warpstone Glow on the edges.



1 The pale purples of the Mutalith's tentacles contrast against the red of the Slaughterbrute.



2 The vortex above the Mutalith's back is a riot of colours not usually associated with Chaos.

THE ART OF CHAOS

Alex Boyd: Of all the new artwork that we did for the Warriors of Chaos Book, one of the aspects we looked most closely at was the iconography that adorns its pages. Unlike Daemons, the wargear and weapons of the Chaos Warriors are man-made, and then wracked by the mutating power of Chaos, as opposed to conjured from the stuff of magic. This material nature grounds them as solid artefacts or effigies. During our time working on the Warriors of Chaos book I think we all became slightly obsessed with their imagery. My favourite pieces in the book are the Chaos icons illustrated by Paul Dainton – despite their warped nature, they have a strong human element. They're relatively simple things really, but there's something unsettling about them that certainly conveys the changing nature of Chaos.



AROUND THE STUDIO

Beside all the work for Warhammer Chaos Warriors, the Studio has also been a hub of hobby activity.

On any given day, a quick trip around the Design Studio reveals a mountain of exciting hobby projects. This month was no different. As well as kit bashing us a Command squad (seen earlier this issue), army painter Duncan Rhodes has added the Green Knight to his collection for an ongoing campaign he's been fighting for many months. Elsewhere, Andy Clarke has made some stunning beginnings on a new Ogre Kingdoms army. And while over from the US, Jeremy brought us one of the converted hills he talks about in his column this month. **AT**



1

- 1 The Green Knight is the latest addition to Duncan's Bretonnian army. As one of the elite cadre of army painters, Duncan can always be relied upon to paint fast and to an amazing quality. He's painted the Green Knight in very pale colours to convey his supernatural nature.
- 2 Jeremy converted this Citadel Hill into a mine by cutting a hole into it and then using copious amounts of filler, rocks and slate to build up the tunnel entrance.
- 3 Andy Clarke, one of the Studio's assistant games developers, recently answered the challenge to paint an Ogre Kingdoms army. His painting tip is to have a go with the Texture paints – he's based all of his models with Blackfire Earth drybrushed with Tyrant Skull. According to Andy, it's shaved hours off his basing time.



2



3

THIS MONTH IN

FORGE WORLD

As ever the talented crew down in the resin-mines of the Forge World studio have been hard at work. We delved into their secret quarters to take a look at some of the latest creations on their work benches and have a peek at their personal hobby projects.

ABADDON AND LOKEN

For the past few months Simon Egan has been quietly sequestered away working on more characters from Horus Heresy: Betrayal. When we caught up with him he was busily working on none other than

Garviel Loken and Ezekyle Abaddon, posed to recreate their final duel fought at the height of the conflict on Iststvan III. The models are very nearly complete and, as you can clearly see, utterly magnificent.



1



2

- 1 Garviel Loken, made famous in the first three Horus Heresy novels, is a member of Horus' Mournival, his quartet of most trusted counsellors. When the fighting on Iststvan begins, he must choose his allegiance once and for all.
- 2 Abaddon is perhaps the greatest living villain in the 41st Millennium. Simon's new miniature depicts him at the onset of the Horus Heresy.

WILL'S KULT OF SPEED

Will Hayes is a keen gamer, as well as an expert miniatures designer. The models depicted here are his Ork Kult of Speed, which he is preparing to take along to a Warhammer World gaming night in the near future. As one would expect from a modeller of his talents, the force is covered in conversions big and small. Will is firmly convinced that there's nothing in a comparably sized force that can stand before the might of his Warboss on bike; we'll have to test that claim in our hobby room soon.



NECRONS RISING

Over the past few weeks we've been watching Blake Spence hard at work on a new Realm of Battle tile for the Necrons. Blake has been working on ways to integrate it with a Necron army. The turret towers are compatible with the tesla destructor from the Annihilation Barge and the main pyramid fits a Necron Monolith comfortably upon it. "The idea is that you could use this as a strongpoint in your games or as an objective in a scenario. It's clearly the above-ground structure for a much larger Necron base," Blake explains. We think it looks seriously exciting.



2



1



3

- 1 The nearly-complete Realm of Battle tile presents an imposing Necron installation.
- 2 The turrets are designed to fit tesla destructors from the Necron Annihilation Barge.
- 3 The large turret looks great as it is – but it can also fit the main gun from a Necron Pylon.

BREACHERS INBOUND

Will Hayes' latest project has been a Legion Breacher Siege squad, a key part of an Adeptus Astartes battle line when they're engaged in siege or trench warfare. This models has Iron Armour for maximum protection and is equipped with a boarding shield and bolter.



THE SONS OF HORUS

Matt Murphy-Kane has taken a break from painting all the latest Forge World new releases to paint some models for his own collection. He's currently working on a Sons of Horus army which will be equipped entirely with Terminator armour. We found this squad of Cataphract Terminators on his desk, along with their own personal Land Raider – apparently Matt plans to give each squad in the force their own personal transport.



THIS MONTH IN

BLACK LIBRARY

With the **Black Library** unleashing a swathe of exciting new titles, we got in touch with this month's most prolific author to talk about the character of Commissar Yarrick, epic rivalries and how to write stories from the perspective of a reborn Space Marine.



THE OLD MAN AND THE LORD OF DEATH

Adam Troke and David Annandale talk about Yarrick, The Lord of Death and Dave's own hobby.

Adam Troke: In *Chains of Golgotha* and *Mephiston: Lord of Death* you tackle some of Warhammer 40,000's biggest characters. What drew you to Yarrick and Mephiston?

David Annandale: Yarrick is this colossal icon: the ultimate grizzled veteran, a soldier of the trenches who has literally given his right arm (and left eye) to defend the Imperium, and at the same time a leader so charismatic that he impresses Space Marines. And on top of everything else, his perceptiveness is as piercing as the laser from his bale eye.

And Mephiston! Here is a figure who is gothic and chilling even by the standards of superhumans. How could someone

called the Lord of Death not be in league with Chaos? Even Chaos thinks he should be! And yet he isn't. I've always loved writing about dark characters, and here is one whose darkness is profound. Everything about him (even his name) suggests a fallen angel, and yet his nobility is as great as that darkness.

Yarrick and Mephiston are extraordinary creations, and just thinking about their stories is exciting. I hope readers will like my take on these characters, because it has been a huge thrill to be their chronicler in these novellas.

AT: What made you choose Yarrick's imprisonment at the hands of Ghazghkull, rather than one of his major battles?

DA: The novella is an interesting form – long enough to come to grips with a relatively contained incident, but not long enough to do justice to something on the scale of, say, the Second War of Armageddon. In the 40K rulebook, one of the entries on the timeline that has always fascinated me is the one about the battle of Golgotha, ending with "Yarrick is captured, but ultimately released by Ghazghkull as the Warlord is planning to invade Armageddon once more, and wants a good fight." I wanted to know more. I wanted to know what the story was behind this incredible turn of events. It never occurred to me that one day I would get to tell that story. I still have to pinch myself.



AT: *Mephiston: Lord of Death* is written with an unusual style. That's because he's a deeply unusual character, right?

DA: Exactly. Mephiston is a mysterious, forbidding figure. He has come back from what should have been his death, but he has returned transformed and incredibly powerful. But what exactly is he now? I wanted there to be a weirdness to his narrative voice, something that was a bit distancing, and, I hope, maybe even a touch eerie. How does the Lord of Death view the world? I think it would be in ways that should make us uncomfortable.

AT: Who is your favourite Warhammer 40,000 character?

DA: This is such a fantastically rich universe that one can see strange, gloriously baroque histories behind even the most apparently minor figures. But having said that, I do so love the huge, mythic conflict between Yarrick and Thraka, so those two inseparable enemies have a special place in my heart.

AT: Are you a hobbyist? How long have you been a fan?

DA: I came to the 40K universe by way of the books. I've been reading the novels for some years, and I even had the core rulebook long before I played my first game. I was captivated by this imaginative universe that managed to combine all the genres I love. But inevitably, the idea of having physical versions of the characters I'd been reading about was irresistible. I guess you could say I'm serving my apprenticeship on the hobby front.

AT: What models are you collecting?

DA: I'm building a Black Dragon army. It is very much a work in progress, though. There are also figures I collect that I will likely never use in a game, but that I must have all the same. Writing about them gives me a good excuse to buy them (hello Yarrick and Thraka). And there are some that I simply covet because they look so wonderful, which is why I have promised myself a Soul Grinder. **AT**

1 The cover art from *Mephiston: Lord of Death*, by Hardy Fowler.

2 The enduring conflict between Commissar Yarrick and Ghazghkull Thraka is at the heart of *Chains of Golgotha*.





PARTING SHOT

**"Superior technology does not guarantee
victory unless wielded by a superior being"**

HOBBY CALENDAR

SATURDAY

JANUARY 26

Warriors of Chaos advance order
The Hobbit: An Unexpected Journey
 miniatures Advance Order

SUNDAY

27

MONDAY

28

TUESDAY

29

WEDNESDAY

30

THURSDAY

31

FRIDAY

FEBRUARY 1

SATURDAY

2

Warriors of Chaos release
The Hobbit: An Unexpected Journey miniatures Release

WARHAMMER FORCE
 MASTERCLASS
 WARHAMMER WORLD

SUNDAY

3

HEAVY METAL
 MASTERCLASS
 WARHAMMER WORLD

MONDAY

4

TUESDAY

5

WEDNESDAY

6

WARHAMMER EVENTS
 WORLD

Tickets on Sale:

- Legendary Battlefield: Cadia
- Battle Missions
- Warhammer Battle Brothers: May '13
- Warhammer 40,000
 Throne of Skulls: May '13

THURSDAY

7

FRIDAY

8

SATURDAY

9

THE HOBBIT
 AN UNEXPECTED JOURNEY
 STRATEGY BATTLE GAME
 THRONE-SKULLS
 WARHAMMER WORLD

SUNDAY

10

THE HOBBIT
 AN UNEXPECTED JOURNEY
 STRATEGY BATTLE GAME
 THRONE-SKULLS
 WARHAMMER WORLD

MONDAY

11

TUESDAY

12

WEDNESDAY

13

THURSDAY

14

FRIDAY

15

SATURDAY

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SUNDAY

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