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THE HOBBIT:
AN UNEXPECTED JOURNEY

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HIGH ELVES



WHITE DWARF

MAY 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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**WHITE
DWARF**

OPENING SALVO



Jes Bickham
Editor

The Warhammer world is a fantastical place; a world riven by magic, Chaos and unending warfare, the Forces of Order forever struggling to halt the predations of the Forces of Destruction. And no race takes its fight against the Dark Gods quite as seriously as the High Elves of Ulthuan.

At once regal, noble, a little bit arrogant and very, very dangerous, the High Elves are amongst the deadliest warriors of the Warhammer world – and one of the most sorcerously powerful. They march to war once again this month, with a host of new miniatures that splendidly reflect both the martial and magical sides of their nature; nowhere is this more apparent than in the glorious sight of the mighty Caradryan atop Ashtari, his Frostheart Phoenix, ready to smite the dark things of the world. You can read all about the new models (and their beautiful new army book) starting on page four, while over on page 54 our very own Matt Hutson mobilises his army of Ulthuan

for this issue's Battle Report. (My Ogre Kingdoms army provides the opposition – can they make up for their dreadful performance in the November 2012 issue against Andrew's Warriors of Chaos? Read on to find out...)

Elsewhere, Adam explores the heritage of some of our most imposing and emblematic miniatures, the Dragons, while not one but two Parade Ground features showcase Dreadnoughts and Titans respectively. As ever, we'd love to see your miniatures in Parade Ground (and Army of the Month and Kit Bash); if you think you have something that deserves to be seen, please drop us a line, and who knows, your models may have a starring role in White Dwarf.

I hope you enjoy the issue!

A stylized, handwritten signature in black ink, likely belonging to Jes Bickham.

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NEW RELEASES

From the ancient island continent of Ulthuan, the High Elves watch over the Warhammer world, unconquered in their ancient battle against the forces of destruction. Their ranks are bolstered this month with some terrific new plastic kits and character models, such as the Flamegaze Phoenix and the new High Elf Phoenix, and a definitive new army book. You'll find them all detailed in May's New Releases section.

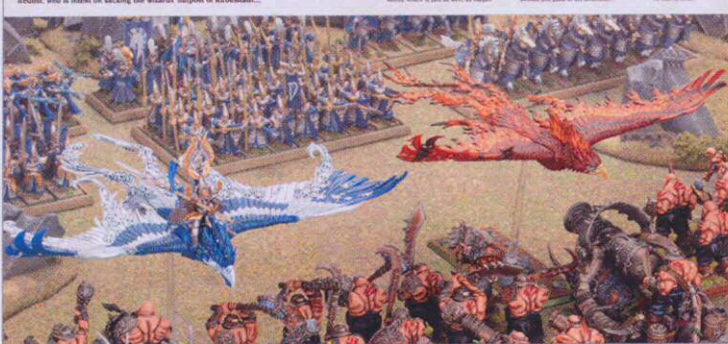
The Queen of the Desert, Carthor, leads the High Elves in their ancient battle against the forces of destruction.

BATTLE REPORT WRATH OF THE ASUR

The High Elf Lannister Karthor has been charged by the Phoenix Court to protect areas of ancient power in the Old World. His first mission is to stop the Ogre Tyrant Barjan Beldin, who is intent on seeking the ancient, corrupting of Karthor.

Who better to take the new High Elves to a fight on the battlefield than our very own Matt Hutson? He's been collecting High Elf miniatures for years now, and in a battle of epic proportions, he's taken up the challenge of the new High Elf Phoenix. In this issue's battle report, Matt's army of High Elves, the Lannister Karthor, has been given a regular mission by his superior in Ulthuan, in the form of the Phoenix Court. In the Old World, which is now in a state of chaos, the High Elves are the only ones who can protect the ancient power of the Phoenix Court.

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THE MISTRESS OF MONSTERS

Best of the best: the most of the best.

Dragon models.

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NEW RELEASES



From the ancient island continent of Ulthuan, the High Elves watch over the Warhammer world, unceasing in their aeons-old battle against the forces of destruction. Their ranks are bolstered this month with some terrific new plastic kits and character models, such as the Flamespyre Phoenix and Alarielle the Everqueen, and a definitive new army book. You'll find them all detailed in May's New Releases section.

The Chosen of Asuryan, Caradryan leads the High Elves as they form an unstoppable bulwark against the forces of destruction.



HIGH ELVES

FLAMESPYRE PHOENIX

The fiery wind of Aqshy blows strong around the Shrine of Asuryan, where the Phoenixes of Ulthuan dwell. In battle, these mighty creatures explode into devastating sorcerous flame; and if a Phoenix falls, it is reborn anew, should the Winds of Magic blow strong...

HIGH ELVES

FLAMESPYRE PHOENIX

The **Flamespyres** are great pillars of rock that surround the Shrine of Asuryan, and it is from these that the Phoenixes of the High Elves get their name. They are creatures born into magic, able to harness the Wind of Fire to wreath themselves in flame and incinerate their enemies.

This multi-part plastic kit makes one Flamespyre Phoenix, which you can assemble as an unriden monster or as a mount for an Anointed of Asuryan (also included in the box, and able to be assembled on foot to bolster your rank and file, should you wish).

Trailing fire from its head, back, wings and tail, the Flamespyre is emblematic of the powerful sorcery at the heart of a High Elf army; it's a fabulous fusion of magic and monster. For such an imposing miniature, it's extraordinarily simple to assemble too, the fiery parts of the miniature simply slotting into basic body and wings sub-sections also shared by the Frostheart Phoenix (see opposite). A fallen chunk of High Elf statuary forms the base of the model, reinforcing the fact that this is entirely a creature of Ulthuan. **JB**



A ruined fragment of a shrine adorns the base of the Flamespyre Phoenix, as well as serving a more functional purpose holding the flying stand.









HIGH ELVES

FROSTHEART PHOENIX

The magic that burns within a Flamespyre Phoenix inevitably consumes it in the midst of battle, even as it destroys its foes; should it survive into old age, it gradually cools until rimed with ice and hoarfrost, becoming a Frostheart Phoenix.

Where the Flamespyre trails ribbons of fire and curlicues of flame, the Frostheart's feathers are emblazoned with ice crystals and snowflakes, from its head to the tip of its tail. The result is a monstrous miniature that at once shares an obvious heritage with the Flamespyre, but that is also its elemental opposite, and no less imposing for it.

Like the Flamespyre, the Frostheart can be built as a mount for an Anointed of Asuryan, or as an unfettered beast, but presents a third option too: the kit can also be assembled as Ashtari, a particularly ancient and powerful Phoenix ridden by Caradryan, Captain of the Phoenix Guard and Chosen of Asuryan. Components for Caradryan and a specific head for Ashtari are included on the frame, making for a centrepiece miniature redolent with possibilities. **AT**



The Frostheart Phoenix comes with a choice of two heads – an unarmoured head, as well as the armoured head of Ashtari, Caradryan's mount.



HIGH ELVES **FROSTHEART PHOENIX**

If a Flamespyre Phoenix lives long enough, its blazing plumage slowly gutters and grows ice-cold with the weight of age. Such ancient beasts become the powerful Frostheart Phoenixes, and may offer their dying days in service of the hosts of Ulthuan.



1



2

- 1 The wings of the Frostheart Phoenix are covered with intricate snowflake designs...
- 2 ...Whereas the wings of the Flamespyre Phoenix are detailed with a fiery effect along the edges.
- 3 If you assemble the Phoenix without a rider, you can assemble an Anointed on foot – the kit even includes a separate set of legs for this.
- 4 Caradryan, Chosen of Asuryan and Captain of the Phoenix Guard, riding his own Frostheart Phoenix, Ashtari.
- 5-6 The kit includes a separate head design for both the Frostheart and Flamespyre Phoenixes – as well as a third head for Ashtari.



4



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6





HIGH ELVES

LOTHERN SKYCUTTER

When the fleets of Ulthuan sail to war, they are escorted across the dangerous seas by Lothern Skycutters – sky-borne chariots drawn into battle by Swiftfeather Rocs. On the battlefield the Skycutters support the High Elf armies with volleys of arrows and daring charges into the foe.

The **Lothern Skycutter** is an agile sky chariot that resembles a small winged boat, drawn by a Swiftfeather Roc. The crew are a trio of Lothern Sea Guard. One crewman operates the tiller while his fellows aim their bows from the Skycutter. As a miniature it is an ingenious concept, with the whole piece held aloft on a pair of flying transparent flying stands so that it looks as though the Skycutter is swooping low across the battlefield.

The Roc comes with two pairs of legs, either tucked in tight to the body or outstretched, as if reaching for a victim. It also has two heads to choose from, one of which is armoured. The fittings for the Roc's wings enable you to pose them upswept or pointing downwards too – all these options mean that if you include several Lothern Skycutters in your collection, each can be made to look subtly (or significantly) different.



1



2

- 1 The pennant is decorated with fins and tassels reminiscent of sealife.
- 2 The Swiftfeather Roc is mounted on a fragment of an arcane ruin.
- 3 The High Elf crew guide the Lothern Skycutter towards the enemy battlelines.



3

HIGH ELVES

LOTHERN SKYCUTTER

- The Lothern Skycutter also includes a multitude of options for the crew that ride it. In addition to the Lothern Sea Guard crew there is an option to replace one of two riders with a deadly Eagle Eye bolt thrower and its operator, turning the craft into a gun boat of sorts.

The kit also has a Lothern Sea Helm included in it. These are new characters in the High Elf army, who can either fight on foot or ride into battle aboard a Skycutter of his own. The Sea Helm has his foot placed heroically on the bow of the Skycutter and clutches an ornate trident or a fluttering battle standard in his hand. **AT**

Full details for this month's releases are on page 42.



1

- 1 One of the crewmen can be replaced with an Eagle Eye bolt thrower.
- 2 A pair of Skycutters swoop between ruined arcane towers.



2



3



4

- 3 A Swiftfeather Roc assembled with a helmeted head.
- 4 If you assemble the Skycutter with its full complement of crew, the Sea Helm can be mounted on foot. He has the option of being armed with either a trident or a battle standard.
- 5 A Skycutter chariot can serve as an aerial mount for a Seahelm.



5



HIGH ELVES

SHADOW WARRIORS

The **Shadow Warriors** are the remnants of the once great Elven kingdom of Nagarythe. Marred by the treachery of Malekith, and filled with a burning hatred for the Dark Elves, they now wage a tireless war that will not end until every Druchii has been slain.



This multi-part plastic kit enables you to make 10 Shadow Warrior models. The Shadow Warriors are experts in ambush and hit-and-run warfare, and these new models match both their preferred style of fighting and their sinister background.

Each Shadow Warrior carries an Elven longbow, along with a leaf-bladed sword, and stands in a dynamic fighting pose. Indeed, as befits the murderous nature of these clandestine warriors, the Shadow Warriors seem more intent on using their blades than their bows. While the Shadow Warriors are obviously High Elves, as defined by their stylised platemail armour, the cut of the cloaks and shape of their weapons, they are nonetheless grimmer of aspect than other children of Ulthuan. Their sleek helmets conceal the face, with eye holes angled to create the impression of anger. The kit also contains a head option to make a Shadow Walker, the champion for the unit, and even this dispenses with the traditional image of a handsome hero, exchanging it for a snarling face marred by a savage scar. **AT**



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7

- 1 Faced with a horde of foul Plaguebearers, the Shadow Warriors do not shrink from the foe – preparing to fight them with bow and blade.
- 2-3 The kit contains five different helmet designs.
- 4 Each Shadow Warrior carries a sword, detailed with a gem stone and an Elven rune.
- 5 This Shadow Warrior's foot rests upon the battered helm of a slain Dark Elf.
- 6 Each of the Shadow Warriors is equipped to fight up close or at range and wears a detailed quiver on their back.
- 7 The Shadow Walker's once beautiful Elven face has been ruined by a long scar, further fuelling his thirst for revenge.



1

Chosen for duty by the Everqueen herself, the Sisters of Avelorn are tasked with keeping the great forest and its surrounding lands sacrosanct and free from the taint of darkness. They are archers of unparalleled skill, their Bows of Avelorn charged with sorcerous power able to smite the deadliest of foes.

This kit allows you to make ten plastic Sisters of Avelorn (one of whom can be upgraded to a High Sister, who can be modelled with either a bow or pointing towards the enemy with her sword). The focal point of these elegant warriors is their magical bows, which are wreathed in numinous wychfire; there is no doubt that these elite Elf-maids are blessed with the enchanted nature of Ulthuan itself.

A fully assembled unit of Sisters of Avelorn is a stirring sight and proves to be a treat to paint, with robes, skin, armour and sorcerous flames combining to provide a rewarding hobby challenge. **JB**

Full details for this month's releases are on page 42.



2



3



4



5



6



7

- 1 The Sisters of Avelorn prepare to hold the High Elf lines.
- 2 Each sister sports an ornate crest on their circlet.
- 3 The Bows of Avelorn crackle palpably with enchanted power.
- 4 The Sisters' swords are sheathed and slung over their backs.
- 5 The High Sister's face is sculpted to appear to be shouting a command to fire to her unit.
- 6 Two sets of legs are bent at the knee and standing on the head of a Dark Elf.
- 7 The Sisters of Avelorn wear armoured belts adorned with symbolic decorations. The heart shaped gem, for example is a common motif in Avelorn, and is often given as a sign of favour from the Everqueen.



HIGH ELVES SISTERS OF AVELORN

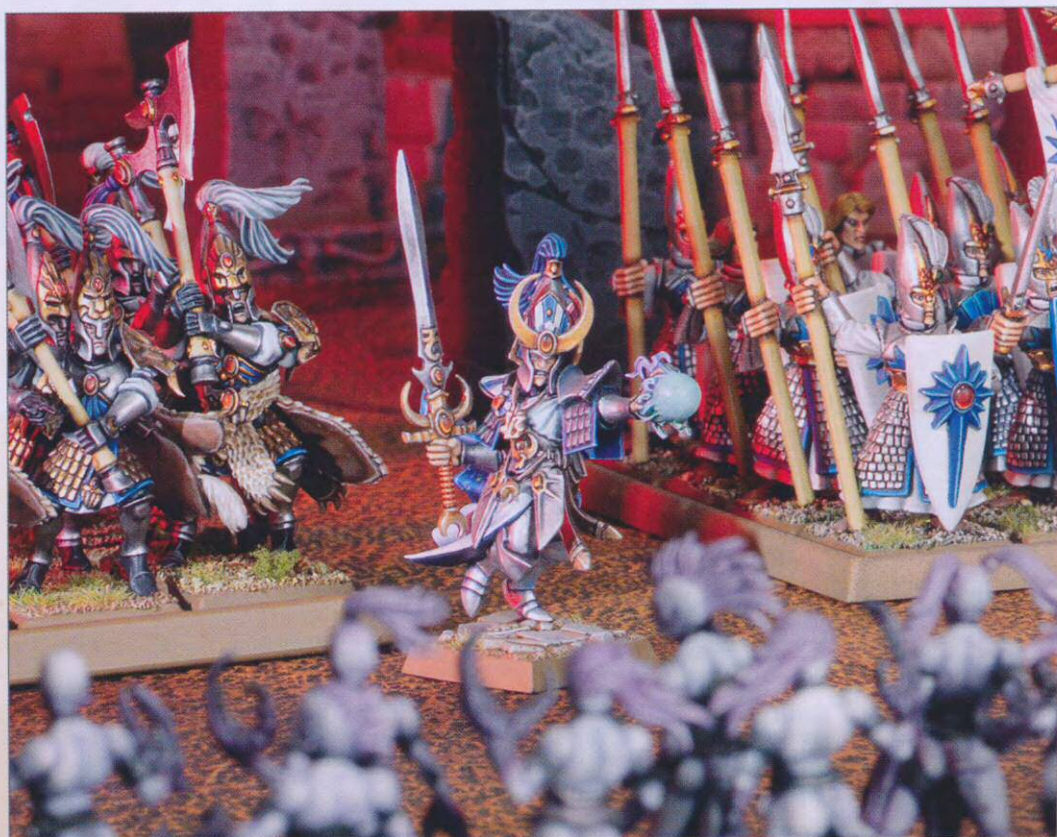
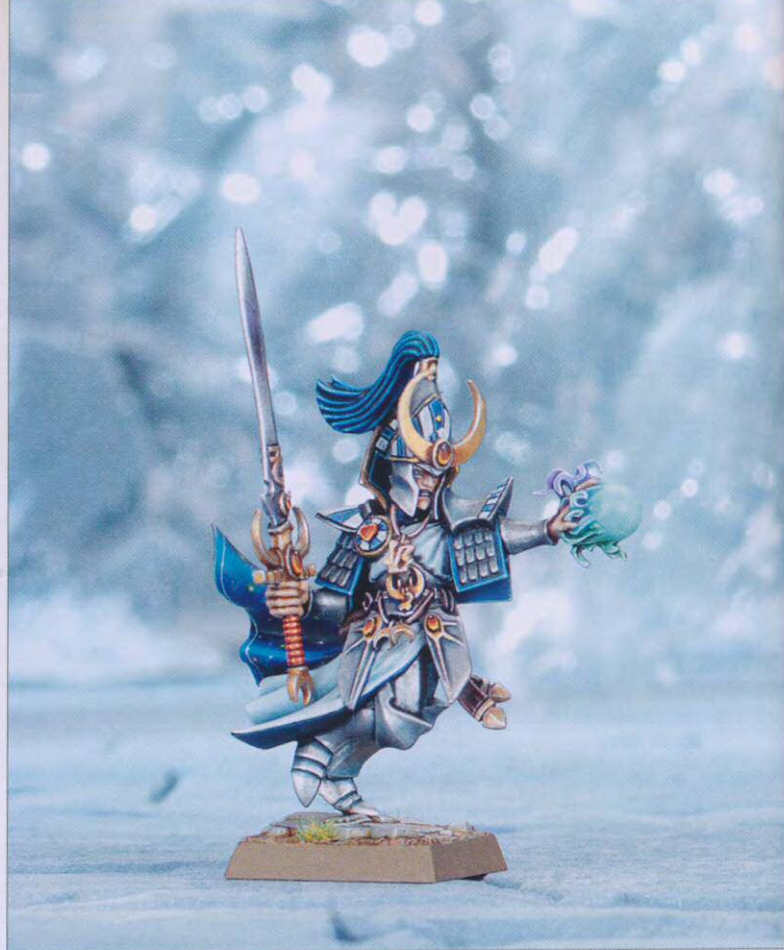
There are regions of the Everqueen's kingdom that are forbidden to all; all, that is, save the Sisters of Avelorn, who patrol these dark or sacred places with otherworldly bows aflame with puissant magic. Their eternal vigilance suffers no evil to live.

HIGH ELVES

LOREMASTER OF HOETH

The Loremasters of Hoeth are supernally gifted individuals, warrior scholars whose pursuit of esoteric learning has led them to a pinnacle of physical and magical mastery. On the battlefield they are both deadly fighters and formidable sorcerers.

The Loremaster is a plastic miniature, a warrior mage hurling himself towards the enemy with a greatsword in one hand and a magical fireball erupting from the other. His face is a grimace of concentration, and you can see his teeth clenched as he draws on the winds of magic. The model wears heavy armour in the style of the Sword Masters of Hoeth, and would look great alongside them, with plate mail on his arms and legs, flowing robes and a tall helmet (decorated with a plume and the moon sigil of Lileath). **AT**



2

- 1 Drawing upon the magic of the Tower of Hoeth, the Loremaster prepares to banish the foul Daemonettes of Slaanesh back to the Realm of Chaos.
- 2 The Loremaster of Hoeth is adorned with talismans and amulets, many of them no doubt magical in nature.

HIGH ELVES

HANDMAIDEN OF THE EVERQUEEN

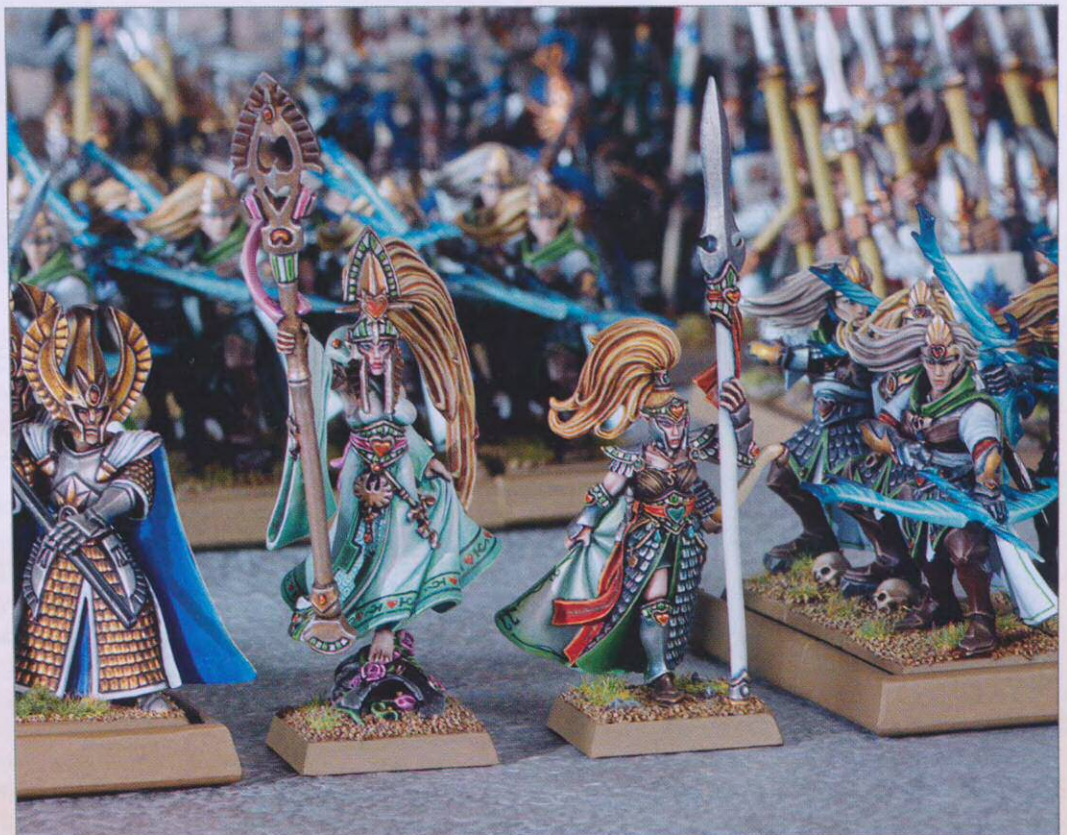
The Handmaidens of the Everqueen are her chosen courtiers and heralds, confidantes and body guards. Each Handmaiden is a crack shot with a bow, and an expert fighter with sword or spear, as befits their sacred position.

The Handmaiden miniature is as graceful and feminine as the Everqueen she is sworn to protect, a testament to the fine sculpting work by Darren Latham. The Handmaiden wears a long skirt of plate mail, a bodice of toughened leather and armoured greaves and vambraces. Her face, set in grim resolve, is protected by a circlet with cheek guards, and at her waist sits an ornate bow and quiver. **AT**

Full details for this month's releases are on page 42.



- 1 The Handmaiden carries an impressive spear into battle, as well as a bow of Avelorn and a quiver loaded with arrows slung across her back.
- 2 When a Handmaiden of the Everqueen joins an army it is considered a sure sign of the Everqueen's favour.



HIGH ELVES

ALARIELLE THE RADIANT

Considered the most beautiful woman in the Warhammer world, Alarielle the Everqueen of Ulthuan – the spiritual leader of the High Elves and a sorceress of incredible power. Where she treads life and vitality blossom, for she is the enemy of entropy, Chaos and decay.

Alarielle the Radiant is a Citadel Finecast model that captures the allure and grace of the legendary Everqueen of Ulthuan striding forwards, with roses blooming beneath her bare feet in reaction to her pure, magical presence. Edgar Ramos has done a fantastic job capturing a graceful Elven woman, with fine limbs, delicate features and a long flowing dress. Her face is a picture of beauty, framed by a formidable war crown, while in her hand she holds aloft the Stave of Avelorn. **AT**



2

- 1 The Sisters of Avelorn form an honour guard for their queen.
- 2 Tiny detailed gemstones adorn Alarielle's arms.

HIGH ELVES BATTALION

The High Elf Battalion is an essential building block for hobbyists starting out on (or expanding) their High Elf army. Containing a formidable volume of troops in the form of 20 High Elf Spearmen, 20 Archers, 8 Silver Helms and a High Elf

Chariot – which can be built as either a Tiranoc Chariot or a Lion Chariot of Chrace. Not only does the Battalion give you a sizeable body of troops in a single purchase, but you also get plenty of spare parts left over at the end. **AT**



WARHAMMER BATTLE MAGIC HIGH ELVES

The High Elves are renowned for their mastery of the sorcerous arts – and these cards will certainly help you keep track of the spells wielded by your Wizards. Warhammer Battle Magic High Elves contains eight cards, one for each of the spells in the Lore of High Magic. By keeping these on hand as you play, you'll find it a simple matter to refer to the spells that your character has, and quickly work out their effects on your game. **AT**





WARHAMMER

HIGH ELVES

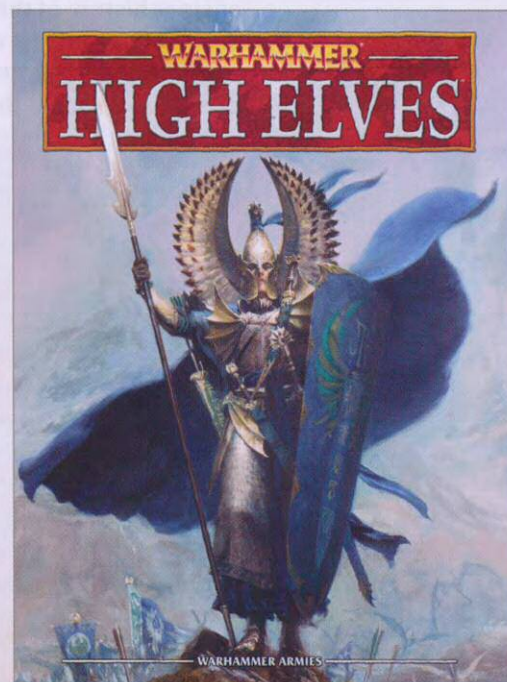
The High Elves are the stoic protectors of the world, champions in the war against Chaos. In *Warhammer: High Elves* the storied history of this ancient race, along with details of their armies and beautiful full colour art, is all laid bare. We take a look at the new hardback book.



- 1 Warhammer: High Elves contains fantastic full-colour pieces of art throughout, showing the glittering hosts at war.
- 2 The magical isles of Ulthuan are described in great detail.
- 3 The miniatures showcase section is packed full of pages upon pages of glorious miniatures photography.
- 4 Paul Dainton's spectacular cover illustration, depicting a noble prince of Ulthuan.



“The High Elves are amongst the oldest of Warhammer’s races, and their role in the ancient history of the world is pivotal.”



WARHAMMER HIGH ELVES



THE GLORY OF THE ELVES

The High Elf army is one of the most diverse in the Warhammer game. As its commander, you can count the for with knowledge, archers and stalwart spearmen, great knights and mighty Dragons. Your horses race amongst the game's most skilled fighters, and your magic surrender primary to none in their mastery of the mystic arts.

This section presents a showcase of Citadel miniatures available in the High Elf range. Within these pages, you'll find plenty of inspiration for mastering your own glorious host of Ulthuan.

The High Elves are among the oldest of Warhammer's races, and their role in the ancient history of the world is pivotal. Mat Ward recounts their defining moments with style, adding fresh nuances to the classic war against the Daemons, the tragedy of the Sundering and the War of the Beard – and even the most recent events, such as the Great War against Chaos. Wise old sages who already know the tales will find that the stories are told in a refreshing manner with new details and events sewn into the wider accounts, while newcomers to the High Elves should be equally delighted by a narrative that is consistent and compelling. Speaking of which, it's worth noting that all of the new additions to the High Elf army, such as the Lothorn Skycutter or Flamespyre Phoenixes, are also woven carefully into the historical accounts, giving them a provenance that is entirely believable. I will be frank – Mat Ward has done a great job on a subject I know intimately.

Complementing the brilliant stories and history throughout the book is a host of excellent artwork – and the artists in the Studio have excelled themselves. Every page is decorated with evocative headers and footers that really help to set the mood for the book – each Phoenix King, for instance, has his own sigil atop the page that details his reign, a delightful detail that shows a depth of care on the part of the artists. By the time you have read the history of the Phoenix Kings, their sigil will certainly make sense. There is a multitude of brilliant art throughout the book, but for me there are two show-stoppers – the first is a brooding, evocative piece that shows a massive battle beneath red-purple skies, filled with Dragons, Phoenixes and Sky Chariots. It's a spectacular piece that could surely entice any true-hearted hobbyist into daydreams of Ulthuan, and glittering hosts of noble warriors. The second is an image that beautifully encapsulates the reign of



Finubar the Seafarer – showing High Elves coming to the aid of the Empire against the Warriors of Chaos.

The gallery section of the book serves both as an excellent showcase of the High Elves range of Citadel miniatures, and as a reference for hobbyists looking for colour schemes and inspiration for their own collection. The pages contain a mixture of thematic shots that portray a High Elf miniatures collection as an army at war. As well as dynamic photos of battle scenes, there are also lots of crystal clear images of individual models, where you can see the details of the miniatures, and the beautiful 'Eavy Metal' paint jobs. These images depict the colours and heraldries of the kingdoms of Ulthuan and are the perfect resource for painters who want to theme their units to a particular realm of Ulthuan such as Caledor or Avelorn. **AT**

Full details for this month's releases are on page 42.

- 1 The book features glorious army shots.
- 2 Each of the bestiary entries is accompanied with a full-colour illustration.
- 3 The book contains detailed background for each of the unit entries.
- 4 The showcase depicts different banner and cloak designs.
- 5 There is background describing the reign and notable events of each of the Phoenix Kings.
- 6 The entire Studio High Elf collection on display.





HIGH ELVES

THE UNIFORMS & HERALDRY OF THE HIGH ELVES

The High Elves' home of Ulthuan is home to ten distinct realms, each of which sports its own distinct colours, crests, banners and blazonry. The *Uniforms & Heraldry of the High Elves* details all of these, offering collectors and scholars of the High Elves alike much to discover.

Each of the realms of the High Elves glories in its own visual identity, from the green and white splendour of the troops of Caledor to the blood-red crimson and bone of the warriors of Chrace. This handsome 72-page hardback art book details the colour schemes of each of the ten realms, and much more besides; inside the book's pages you'll also discover a comprehensive roster of High Elf runes, the livery of other notable areas of Ulthuan such as Eagle Gate and Griffon Gate, and colour guides to the Dragons and Phoenixes of the High Elves.

Each example of the soldiery, beasts and iconography of the High Elves is illustrated with full-colour art, and there's even a 'Pantheonic Mandala' that depicts the relationships of Ulthuan's gods. For collectors, there's a wealth of reference material to help create a unique army. **JB**

Full details for this month's releases are on page 42.

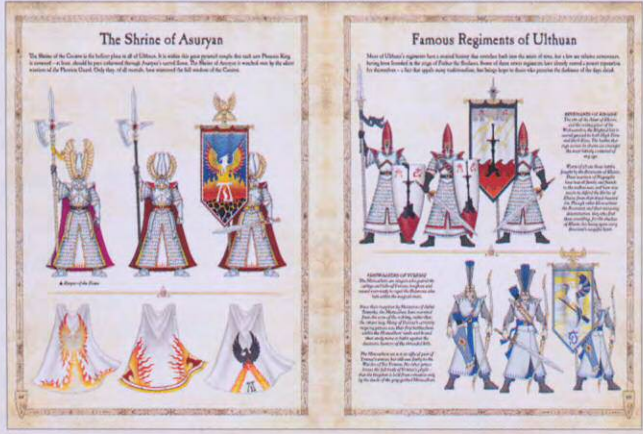
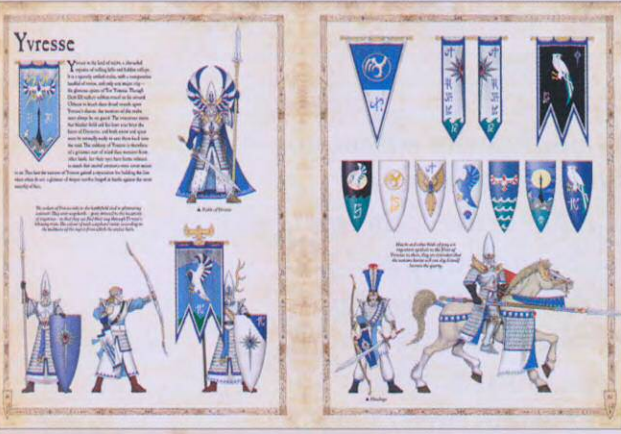
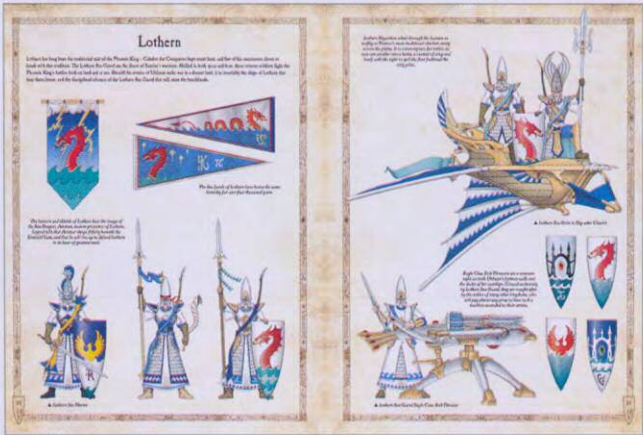
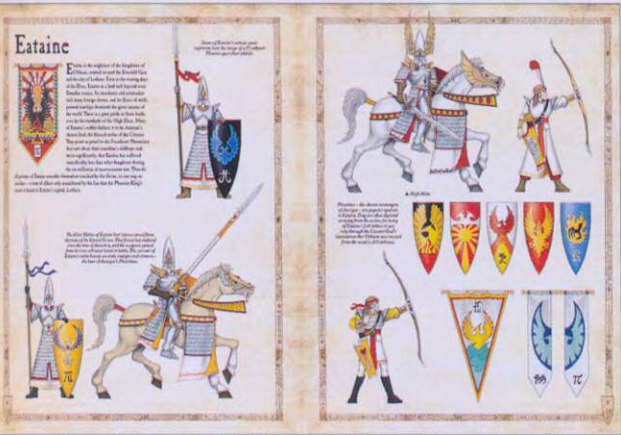
- 1
As well as uniform and heraldry, the book details a number of regiments of renown.

2
Each of the sections also includes a variety of
- different shield designs, such as these shown for the kingdom of Eataine.

3
The book contains pictures of war machines alongside infantry.

4
Hawks dominate the heraldry of the kingdom of Yvresse.

5
As well as kingdoms, various other regions are also detailed.





THE HOBBIT: AN UNEXPECTED JOURNEY

RADAGAST™ THE BROWN ON SLEIGH

While *Radagast the Brown* is credited as neither the wisest nor the most powerful Wizard in *Middle-earth*, his bravery and cunning are beyond dispute. With some help from his Rhosgobel rabbits, he saves Thorin's Company and thwarts Azog's hunters at the same time.

The scenes in *The Hobbit: An Unexpected Journey* where Radagast first rides his sleigh away from his home in Rhosgobel, and then later leads the Warg Riders off on a merry dance, are among the most memorable scenes from the whole movie.

The Radagast the Brown on Sleigh model captures the helter-skelter chase with Radagast and his rabbits perfectly. A long line of 12 energetic rabbits curves around a gnarled tree stump as the dishevelled Wizard clasps the crossbar, and quite literally hangs onto his hat. With the bounding bunnies, and Radagast's dynamic pose (akin to a panicked musher), there is a great sense of movement to the piece. The rocks and tree stumps, with which you can detail the base, set the tone for the wilderness chase nicely, and Michael Perry has cunningly modelled the piece so the rabbits are running around the curve of the base, giving the piece a strong diorama feel. It's a marvellous miniature that captures a riveting scene from the movie. **AT**

Full details for this month's releases are on page 42.



1

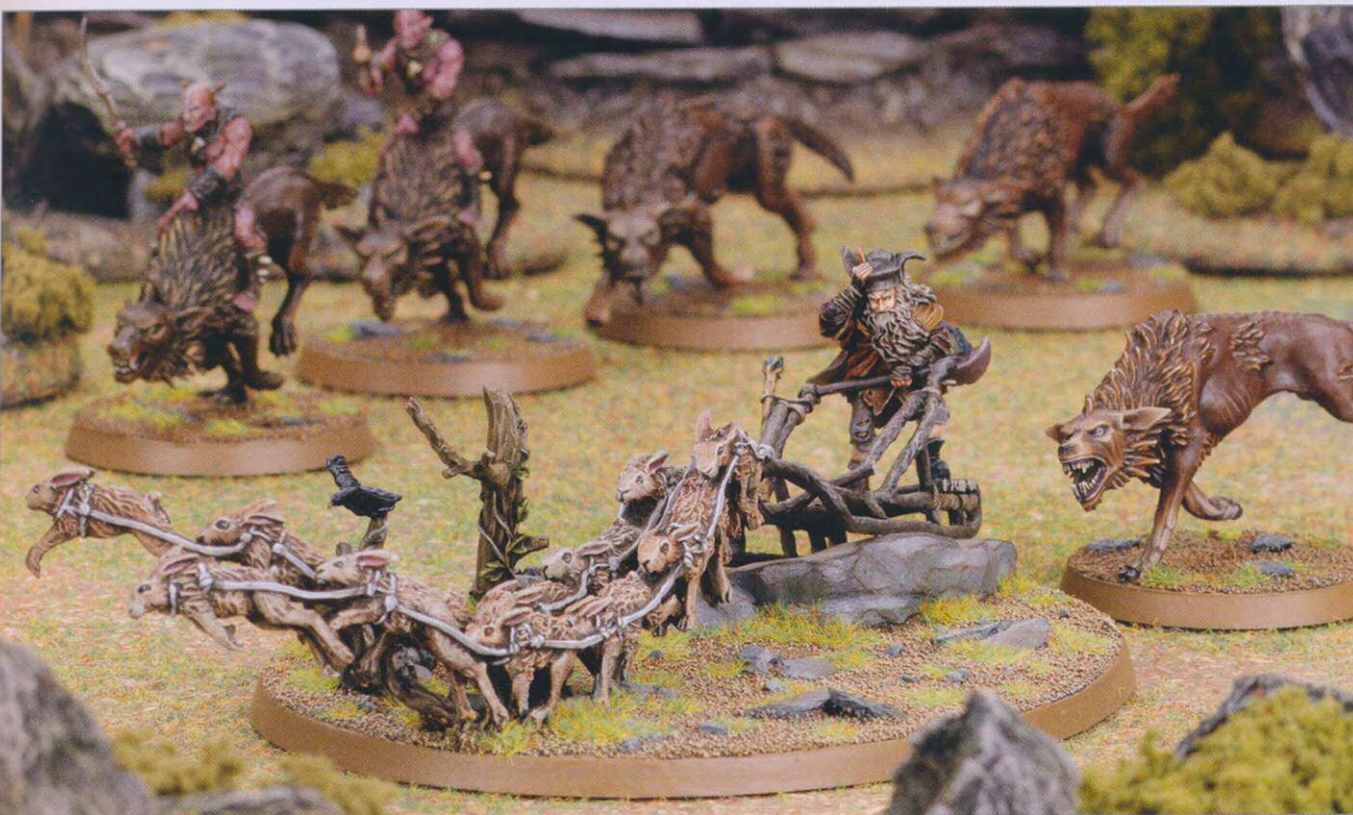


2



3

- 1 The Rhosgobel rabbits are tiny, which makes the carefully sculpted details all the more impressive.
- 2 Radagast's sleigh is fashioned purely from windfall wood and twine – a rickety, but reliable transportation.
- 3 Radagast hangs onto his sleigh with one hand and his hat with the other – his face a mixture of fear and concentration.
- 4 In the wilds west of Rivendell, Radagast outruns Azog's Warg Riders.



4



LIMITED EDITION T-SHIRT

CATACHAN DEVILS

"The men forming the Catachan regiments are tough, resourceful and uncompromising warriors. These courageous people have endured one of the most dangerous and perilous ordeals known to Mankind – growing up on the very planet of their birth."

– Codex: Imperial Guard



For a strictly limited time, White Dwarf is pleased to offer you this unique and exclusive Catachan Devils Limited Edition T-Shirt. It's made from heavyweight 240g ultra-premium 100% combed cotton. Each T-Shirt will be custom-made and printed for your order and will never be reprinted. The front carries the Catachan Devils emblem, proudly proclaiming your allegiance to the Catachan II Regiment – the deadliest jungle fighters in the Imperium of Man. On the back, there's a Departmento Munitorum Issue stamp. Each T-Shirt is also presented in a standard issue Munitorum canister.

SIZING AND HOW TO ORDER

You can buy this limited edition T-Shirt courtesy of our friends at Black Library at:

www.blacklibrary.com/whitedwarf

You'll be able to choose your size of T-Shirt at the website, which also has a sizing chart so you can order exactly the size you need, giving measurements for Small, Medium, Large, X Large, XX Large, XXX Large, XXXX Large and XXXXX Large sizes. As the T-Shirts are fitted and made to order, it's essential that you check your order size carefully; the best way to do this is to measure the width of your favourite T-Shirt laid flat.

AVAILABLE FOR A LIMITED TIME ONLY!

Please be aware that the T-Shirt will be available for a strictly limited time only. Please take note of the dates below. We will start taking orders on:

Saturday 27th April

Orders will close at midnight UK Time on:

Tuesday 7th May

As each T-Shirt will be made and printed to order, this is your one and only chance to obtain this very special artefact from the 41st Millennium.

Remember, at midnight UK time on **Tuesday 7th May**, our private portal to the quartermaster's station on Catachan will close for good, and this T-Shirt will never be reprinted. So head over to

www.blacklibrary.com/whitedwarf

and choose your size of T-Shirt, and make sure you don't miss out on this exclusive apparel from one of the fiercest fighting outfits of the grim future. Are you worthy of proclaiming your allegiance and joining the Catachan Devils?

Full details for this month's releases are on page 42.

- 1 The reverse of the T-Shirt displays a Departmento Munitorum issue stamp, so you can be sure it's come from an official source.
- 2 The badge on the shoulder identifies the squad, platoon and company of the wearer.
- 3 The T-Shirt comes inside a custom-designed standard issue Munitorum canister.

GAMES DAY & GOLDEN DEMON 2013

WORLD TOUR 2013

Games Day is a worldwide celebration of collecting Citadel miniatures, an opportunity for hobbyists to come together to experience the full splendour of the Games Workshop hobby. This year the Games Day World Tour is off to four completely new venues.



GAMES DAY MEMPHIS

27TH JULY

Cook Convention Centre, Memphis Tennessee, USA



GAMES DAY BIRMINGHAM

29TH SEPTEMBER

National Indoor Arena, Birmingham, UK



GAMES DAY MODENA

20TH OCTOBER

Fiera di Modena, Viale Virgilio, 41123 Modena, Italy



GAMES DAY BOCHUM

3RD NOVEMBER

Jahrhunderthalle Bochum, An der Jahrhunderthalle 1, 44793 Bochum, Germany

Visit your local Hobby Centre or our website to keep up to date with the latest information:

games-workshop.com

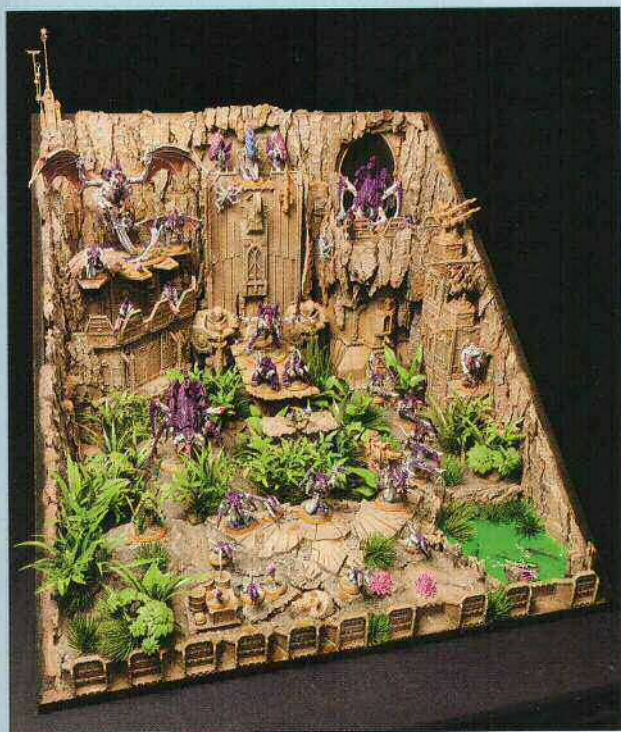
GAMES DAY EXCLUSIVES

As well as the chance to meet the sculptors and designers behind Citadel miniatures, model makers from Forge World and authors from Black Library and quiz them all about their latest work, you'll also be able to get your hands on exclusive products that are only available to buy on the day, including the yet-to-be-revealed Games Day miniature and access to the the complete range of Games Workshop products.



ARMIES ON PARADE

The final of Armies on Parade takes place at Games Day, providing beautifully painted miniatures and scenery displayed on glorious boards. Visitors are given the chance to vote on their favourite display, with Gold, Silver and Bronze medals up for grabs. But to be in with a chance of displaying your own Armies on Parade at Games Day, you'll need to win the Parade Day at your local Hobby Centre first!



Jimmy Graham's Armies on Parade winner from Games Day UK 2012.

GOLDEN DEMON

Golden Demon is the world's biggest painting competition, held at each of the Games Days around the world and featuring some of the world's best painted miniatures. Taking part in the contest is the highlight of many a painter's calendar, and the chance to view all the entrants arrayed in the display cabinets ensures that it's a highlight of many a hobbyist's Games Day too.

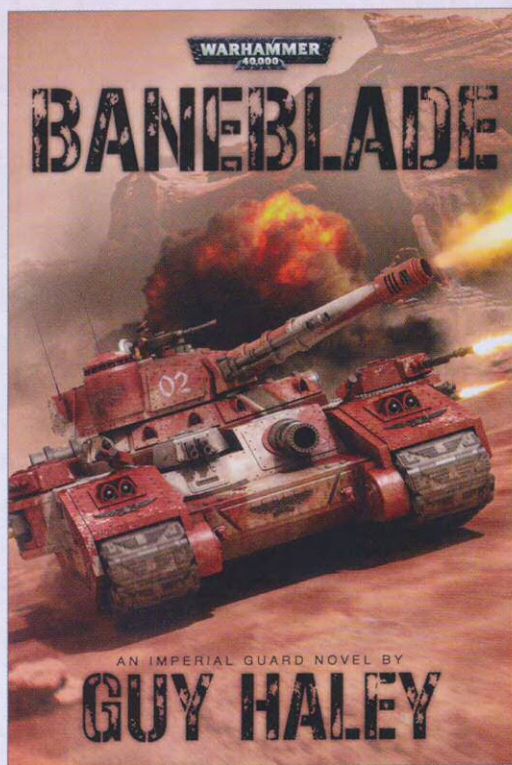


Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.

BLACK LIBRARY

BANEBLADE

By Guy Haley, paperback, 416 pages



The mighty Mars Triumphant is a 1000 year-old Baneblade of the 7th Paragonian Super Heavy Tank Company. This is her story...

If the name Guy Haley is familiar to you, it's probably because he edited *White Dwarf* between 2005 and 2007. Since passing on the mantle of Grombrindal he's become a full-time writer and this, his first novel for Black Library, is a resolutely thrilling tale of life aboard one of the Imperium's mightiest war machines – the titular Baneblade – in a war against the Orks on the planet of Kalidar IV.

These Orks are led by a particularly powerful psyker known as Greeneye, a Weirdboy who channels the power of the Warp through the weaponry of his own

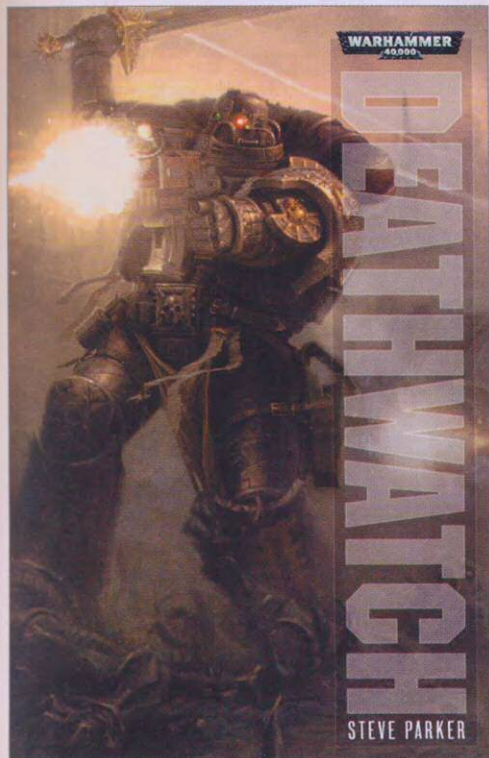
Gargant. The task of stopping him falls to the crew of Mars Triumphant, and in particular new Lieutenant Bannick, our protagonist – a man chosen by destiny for great things.

Haley proves to be adept at action scenes nailing battle scenes between giant war machines with economy and skill. Smaller-scale conflict is well-served too; in particular, an Ork Kommando raid in the aftermath of a gruesome psychic visitation from Greeneye is a standout, culminating in a tense one-on-one fight with an Ork in the cramped guts of Mars Triumphant. But Haley's real triumph lies in the structure of the novel, and in his exploration of the character of Bannick, who at once is a sympathetic individual with his own hopes, fears and motivations, and a prism through which we view and understand the largest fighting force of the Imperium of man. Rather than a straight rendering of the struggle against Greeneye and his Orks, *Baneblade* leaps around in time; as the main narrative moves forward, flashbacks to Bannick's life prior to joining the Imperial Guard move in reverse, culminating in a pivotal moment in the man's life that serves as the driver for his military career. It's a smart device that is far more than a gimmick, adding depth and emotional heft to the tale. Further texture is provided by 'interstitials' that serve as chapter breaks, which detail background text such as Imperial quotes, information on various facets of Kalidar, journal extracts and much more, sometimes in a humorous fashion.

In short, *Baneblade* is much more than a story about a tank, even if that story is a ripping yarn. It's a cracking first Black Library offering from Haley, and also demonstrates his deep love and understanding of the full horror and lunacy of the 41st Millennium; the prologue itself is worth the price of admission. **JB**

DEATHWATCH

By Steve Parker, paperback, 416 pages



The alien hunters of the Deathwatch are sent on the fiercest of missions, as Talon squad discover.

The Deathwatch are the foremost weapon available to the Inquisition of the Ordo Xenos, Space Marines seconded from different Chapters united in a single holy purpose: to hunt down and destroy alien threats throughout the galaxy. Long an intriguing part of Warhammer 40,000's lore but hitherto mostly unexplored in fiction, in his new novel Steve Parker delves within the ranks of one of the galaxy's most secretive military forces.

The perspective in Parker's novel shifts between three main protagonists, through which the modus operandi of the Ordo

Xenos and the Deathwatch are explored: Asset 16, a shape-shifting mutant sent to infiltrate mineworkers of Chiaro; Shianna Varlan, an Interrogator whose mission is to uncover what's really going on beneath the planet's surface; and Lyandro Karras, a Librarian of the Death Spectres Chapter whose induction into the Deathwatch we follow throughout the book.

As diverting as both Asset 16 and Varlan's chapters might be – especially as the mystery on Chiaro thickens and we get tantalising hints about the insidious threat (which older readers will get a certain thrill out of working out themselves) – it's in Karras' viewpoint chapters that the real meat of the book lies. We follow him from the very start of his journey as he departs the Death Spectre's homeworld of Occludas to begin his training at Watch Station Damaroth. There he struggles to reconcile his divided loyalties between Chapter and Watch, as well as learning to fight alongside Space Marines of very different origins in deadly black-ops missions. The induction into the Watch makes for a cracking read, really drawing you into what goes into making the elite of the elite when it comes to Space Marines.

There are a few affectations that I felt the book could do without, foremost amongst them Parker's reliance on military terminology, which in turn requires distracting footnotes to explain. And there were moments when I was far more captivated by the mysteries of the Death Spectres than of the Deathwatch, but perhaps that is merely testimony to the skill at which Parker describes them and their homeworld.

But those minor quibbles aside, Steve Parker successfully paints not only an evocative glimpse into the inner workings of the Deathwatch, but also a thrilling – and oftentimes horrific – tale in itself. **AK**

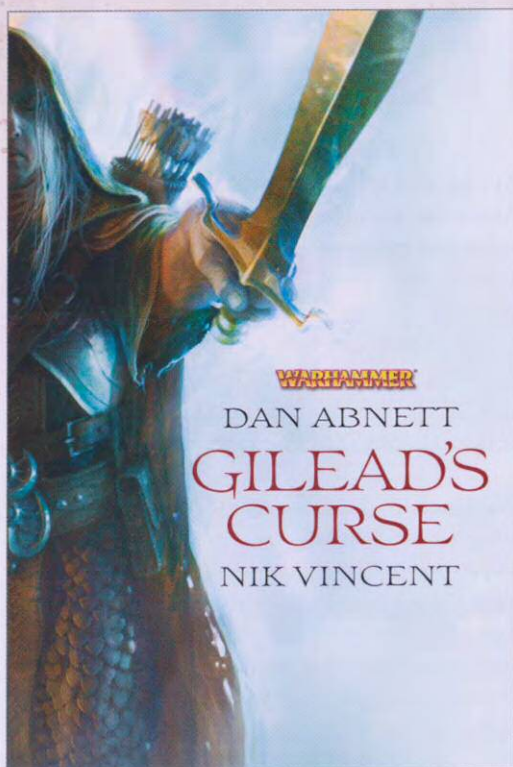
These books and audio dramas are available in English language only.

FURTHER READING

If you've enjoyed Steve Parker's tale of the Deathwatch and want to hunt down more stories of the black-armoured xenos hunters, then there are a number of other good books featuring their exploits. First of these is *Xenos Hunters*, a collection of short stories about the Deathwatch that also includes a short story by Parker, 'Exhumed.' Also worth tracking down is Gav Thorpe's audio drama, *Mission: Purge*, about Captain Artemis of the Deathwatch.

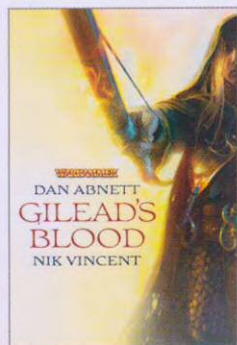
GILEAD'S CURSE

By Nik Vincent & Dan Abnett, paperback, 416 pages



ALSO AVAILABLE GILEAD'S BLOOD

By Nik Vincent & Dan Abnett, paperback, 264 pages



Returning to paperback this month is the excellent *Gilead's Blood* – a classic anthology of Gilead's adventures that combine to tell the tale of a dispossessed Elf hero and his faithful retainer. The final 100 or so pages of the book are a brilliant novella, entitled *Gilead's Swords* – a band of desperate warriors defending a doomed town against a marauding army. It's a traditional tale, but with a Warhammer twist that makes this one of the most blood-soaked and exciting stories you're likely to encounter. Do not overlook this book!

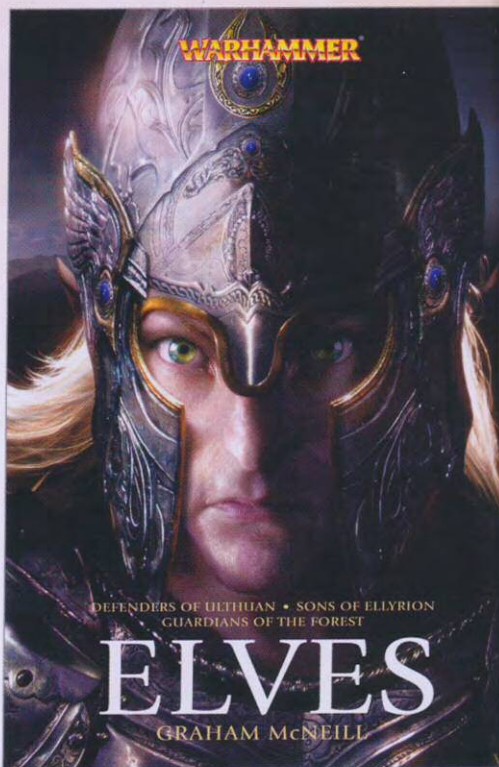
Gilead Lothain of Tor Anroc has returned, continuing his bitter quest to rid the world of evil creatures, no matter the cost.

Gilead's Curse is the sequel to *Gilead's Blood*, and as a keen fan of the original I was excited to see this drop into our inbox this month. I was not let down. The book begins with a dark tale of Gilead, a High Elf noble seeking out the cause of a curse affecting a series of Empire villages. This quest leads him into conflict with a dreaded Vampire, and into battle deep in the underworld of the Skaven. The latter portion of the book has him reunited with some old allies and doing battle with an ancient evil in the city of Nuln.

In this book I love the portrayal of Gilead. Through him we get a clear view of the Elven perspective on affairs of men. He's a compelling hero, although he is not by any means typical. Gilead is heroic, but not kind. He is noble, but not gentle – he's a well-rendered, thoroughly enjoyable High Elf hero. I can only hope for more. **AT**

ELVES

By Graham McNeill, paperback, 880 pages



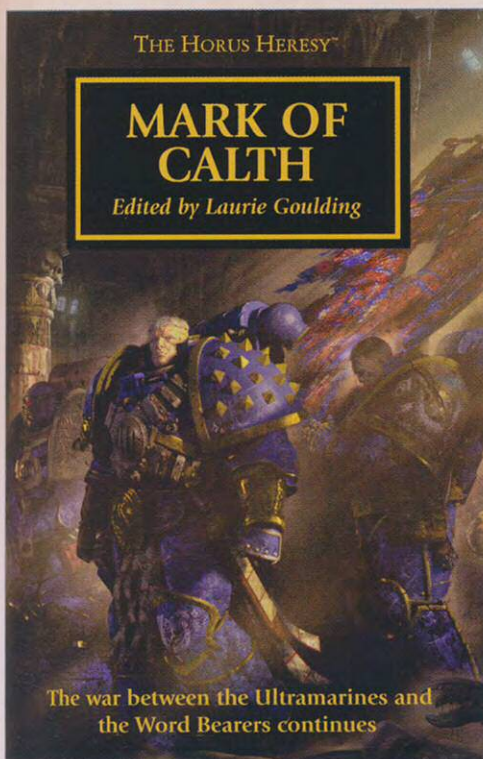
Elves combines three novels into one massive omnibus – *Defenders of Ulthuan*, *Sons of Ellyrion* and *Guardians of the Forest*.

In *Elves*, three excellent novels written by New York Times Bestseller Graham McNeill are united. The first two, *Defenders of Ulthuan* and *Sons of Ellyrion*, tell the story of Eldain and Caelir – brothers divided by the vilest of treachery. Crucially, the omnibus also contains several pertinent short stories – most notably 'Kinstrife', which sets up the whole story arc enacted in *Defenders of Ulthuan*. These stories tell of the wars of the High Elves on a grand scale, with massive battles, epic treachery and marvellously realised characters. McNeill does a grand job of bringing Ulthuan to life – Avelorn is amazing, Yvresse is bleak. Characters you know and love are brought to life. It's good stuff.

Guardians of the Forest is a corker too, though different in tone. Here the Wood Elves are viewed through the eyes of a man. It's revealing, violent and powerful stuff. **AT**

MARK OF CALTH

Edited by Laurie Goulding, hardback, 416 pages



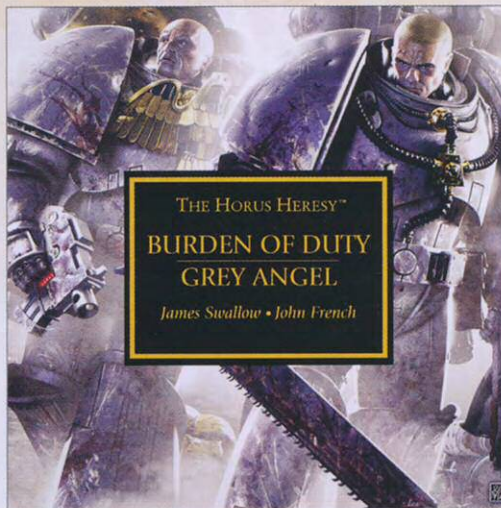
On Calth the Ultramarines were nearly destroyed by the Word Bearers. In this new anthology, the war between them continues.

Dan Abnett's last novel for the Horus Heresy, *Know No Fear*, told of one of the most significant events of the war so far: the Word Bearer's betrayal of the Ultramarines on Calth. In this new anthology, seven writers – as well as Abnett himself – take up the story, exploring the fallout of these events.

Abnett's short story, 'Unmarked', immediately follows the events of the novel, following what becomes of Oll Persson – a Guardsman who, as we discovered, is not all he seemed. Other highlights include Guy Haley's 'The Shards of Erebus', which adds some fascinating detail to the Dark Apostle's part in proceedings, and David Annandale's 'The Traveller', in which survivors buried in one of Calth's arcologies must contend with whispers of heresy... all in all, a thoroughly absorbing anthology. **AK**

BURDEN OF DUTY/GREY ANGEL

By James Swallow and John French, audio CD, 65 minutes



This new CD compiles two Horus Heresy audio dramas, both featuring the machinations of Malcador the Sigillite's agents.

In the aftermath of Horus' betrayal and the massacre at Istvan, Death Guard Nathaniel Garro remains loyal to the Emperor. Recruited by Malcador the Sigillite, Garro embarks on a covert mission across the galaxy, a mission told in a best-selling series of audio dramas. The latest instalment in this series is a double-header, and features two of the very best in the series.

In the first of these, *Burden of Duty*, James Swallow tells of Garro's return to the Phalanx, gigantic battle fortress of the Imperial Fists. There he has a fateful encounter with Rogal Dorn and uncovers the fate of the Imperial Fist Librarians.

But it's the second of the tales that is sure to have fans chattering – and that's one that doesn't feature Garro at all. In *Grey Angel*, John French relates the story of Iacton Qruze's mission to Caliban, where the mysterious ally known as Cerberus is being held captive by Luther. The two must work together – without giving away the truth of the situation – to ascertain the true loyalties of the Dark Angels. It's a tense, exciting thriller that had me riveted all the way through. **AK**

FURTHER LISTENING

There's a vast range of Horus Heresy audio dramas and audiobooks available, if *Burden of Duty/Grey Angel* has you wanting more. As well as unabridged versions of many of the novels, there are audio-exclusive dramas such as *The Sigillite* and the Garro series, which begins with *Oath of Moment* and continues with *Legion of One*. The scripts for these are also compiled in a book, the *Scripts: Volume 1*.

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.

ABADDON VERSUS LOKEN

At the climax of the battle for Isstvan III Ezekyle Abaddon, first lieutenant of the traitor Warmaster Horus, met the loyalist Captain Garviel Loken in a brutal duel to the death. Abaddon, clad in gloss-black Terminator armour, was renowned as the greatest warrior in the Legion, save the Warmaster only, while Loken fought with all the fury of a righteous man.

This stunning miniature set is the latest work of Simon Egan, and beautifully

captures the character and emotion of the fateful scene fought within the ruins of Choral city. Loken is incredibly true to the artwork and imagery from Black Library. Abaddon towers over his rival, imposing in his armour. He looks agile and very dangerous indeed, and it's fascinating to see him as he was before he became the ultimate bad guy of the 41st Millennium. Between the pair is a scenic display base, a pile of rubble, battlefield detritus and the corpses of the slain. **AT**

1 Abaddon and Loken are squaring off against one another in the ruins of Choral city; the traitor and loyalist will fight to the death.





2 Abaddon stands atop a pile of shattered rubble. The model is a faithful and dynamic homage to the original Abaddon miniature by Jes Goodwin, and shows this vile traitor in the early days of his heresy.

7 Abaddon also comes with a combi-bolter, an impressive piece of wargear that you can attach to the model instead of the power sword in his left hand.

8 The detail that Simon Egan has sculpted onto Abaddon's face is nothing short of amazing – the model looks incredibly lifelike. You can even see his teeth bared in anger.

9 Abaddon is equipped with a fearsome power claw that bears the eye of Horus set upon it. This weapon is an ominous foreshadowing of the weapon Abaddon will one day wield.



3



4



5

2 Both Loken and Abaddon can be removed from the diorama display, with their own scenic bases included. Loken is charging towards his foe with an expression of pure rage on his face.

3 Loken's shoulder pad bears an ornate and stylised eye of Horus.

4 Simon Egan carefully drew together all of the images and descriptions of Loken before he sculpted his face. The finished face is very impressive and bears an uncanny resemblance of the portrait by Karl Richardson in the *Horus Rising* hardback novel.

5 Throughout the novels Loken wields a chainsword – appropriately, he carries it into this deadly duel too.



6



7



8



9



EMPEROR'S CHILDREN CONTEMPTOR

The **Emperor's Children** are renowned for their martial prowess and the perfection with which they conduct warfare. When a great champion from within the Legion is mortally wounded in battle, there is a chance that he can be interred within the armoured sarcophagus of a Dreadnought, and thus continue the fight in the name of his Primarch, Fulgrim.

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1



2

1 Upon the Contemptor's shoulder plate there is another aquila, this one featuring the lightning bolts synonymous with the Emperor's pacification of Terra.

2 Sculpted on the Dreadnought's armoured legs is the Legion icon of a winged claw, along with the numeral that denotes they are the third Legion set within a victory wreath.

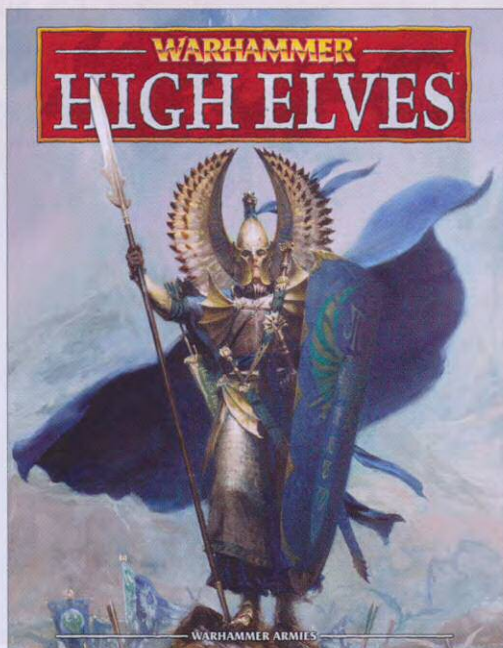
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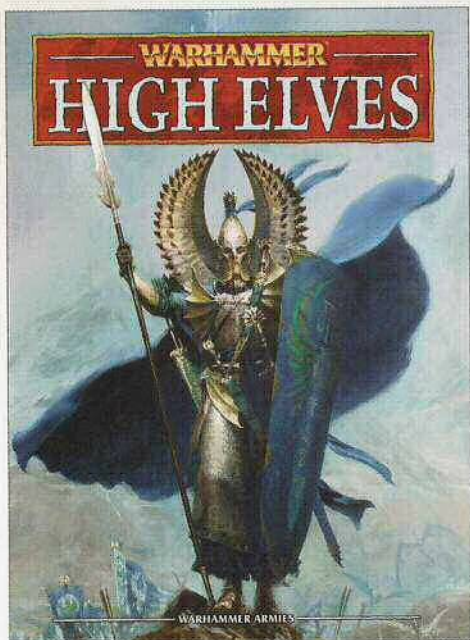
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- 2 Battle reports feature a post-battle debrief video.
- 3 Articles such as Army of the Month sport extra pictures.

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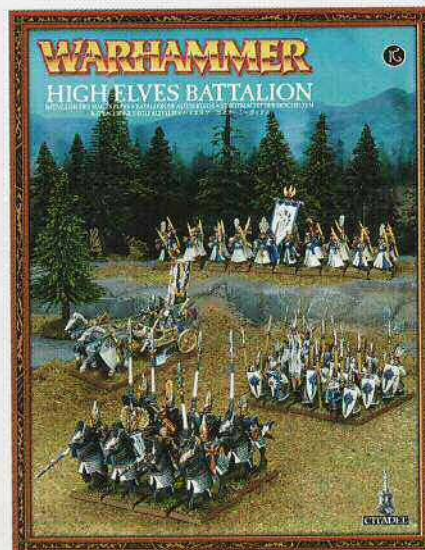


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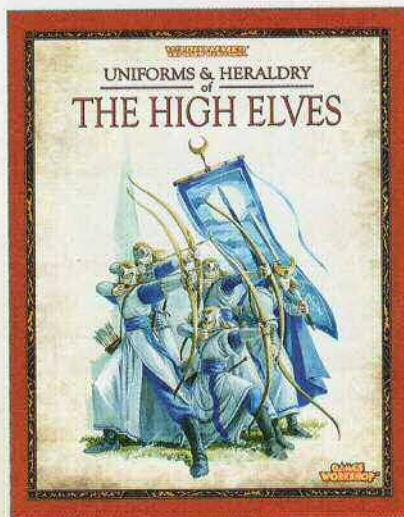
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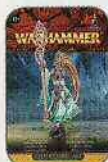


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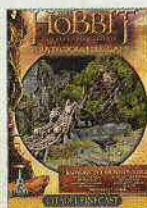
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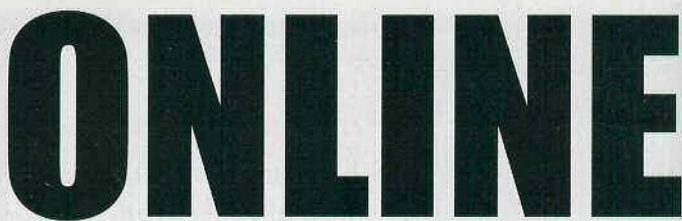
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ARMY OF THE MONTH

MARK BEDFORD'S BLOOD ANGELS ARMY



Army of the Month is our feature that showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. This month we've laid our hands on the glorious Blood Angels force of none other than Mark Bedford, a senior model maker within the Forge World team. Over the years Mark has been a regular contributor to White Dwarf magazine, earning a reputation for beautifully converted and painted models. It was only ever a matter of time before we featured one of his armies in Army of the Month. ▶



Mark is a senior designer with Forge World and an avid hobbyist who has won several Golden Demon awards. His collection of painted miniatures is vast – this army is only the tip of the iceberg.

► **Mark:** This army originates from a hobby challenge that the Forge World team embarked on, to paint a Battleforce within a month. From there it has grown into something I am very proud of.

After painting the first models for that painting challenge, I found myself joining forces to go to a Doubles Weekend at Warhammer world with my friend Rob, and that had me painting even more for the army. I am a strong believer in the value of painting with a specific deadline in mind. Painting to targets has become the central tenet to my painting habits now – when I was younger I could spend hours painting individual models but now, with important commitments such as family and work, I need to find ways to make my painting more efficient. If I get three hours to paint, I don't want to just do part of a model, I want to come away having completed a whole squad. Attending gaming events adds valuable motivation – there's nothing that focuses a painter's efforts quite like an impending deadline.



1



3



1 "I use a technique called zenith highlighting when I paint my models – it involves spraying them from above with my airbrush using increasingly lighter colours to create the impression of a natural highlighting on the upper areas," says Mark.

2 Mark's growing tank pool. He painted the Spartan Land Raider the evening before we photographed his army.

3 Two more of Mark's Contemtor Dreadnoughts. Note the blue helmet on the Contemtor-Mortis, denoting the interred Space Marine as a former Devastator Marine.







- 1 "Blood Angels capture the iconic image of Angels of Death perfectly with lots of jump pack troops and fliers. I love the imagery of them descending on trails of fire," says Mark.
- 2 "The Death Company have a tragic story: they exude the dark, gothic aspects of the Blood Angels. I couldn't resist including them in the army – they are mighty heroes, cursed by terrible visions of their Primarch's death," says Mark.
- 3 The Tartarus-pattern Terminators are part of Mark's plan to add more Horus Heresy-era models to his collection.
- 4 This Captain was kit-bashed using parts from kits including the Sanguinary Guard, Grey Knight Terminators and Warp Talons.

3 Something you will see in this army is that I have been painting the miniatures that most inspire me – that's why there are so many Dreadnoughts. I must have something like 30 Dreadnoughts in my collection all told, and I think I'll be doing more in the near future. I've always believed that collecting and painting what you love keeps you happiest. I tend to paint while listening to something good, and a lot of this army was done while I was listening to the *Fear to Tread* audio book by James Swallow. That really put me in the mood for some epic painting sessions, and I would find myself getting carried away in the story about Blood Angels, while I was painting the army. That story, set in the Horus Heresy, has the Blood Angels fighting alongside some Space Wolves allies, and I think there might be some sons of Fenris on the horizon for this force soon. Next up, however, are some Horus Heresy-era models. You can see the first part of this expansion with the Scimitar Jetbike, the Terminators and the Spartan Assault Tank. My plan is to add more and more Heresy Blood Angels to the army. **AT**





JERVIS JOHNSON

In this second instalment concerning the joys of gamesmastered games, Jervis delves into some advanced GMing techniques to help keep your tabletop battles fresh and inspire your hobby.

Last month I talked about how a gamesmaster can create a scenario for a game. The suggestions from now on take things up a level from that starting point – advanced GMing, if you will!

Pick the Armies: Now, I know that many players relish the challenge of picking an army for a battle, but let's face it, this is something that few battlefield generals actually get to do; instead they must fight with the forces that are at hand, and having the GM pick the armies for both sides allows that to happen in your games too. More importantly, it allows the GM to pick armies that will either offer the players interesting tactical challenges, or which are based upon the forces that took part in a battle described in the background for the game. Doing this can take players out of their comfort zone, so that they use troops they would not normally field and have to leave some of their 'must-have' units on the shelf. It also means it's much more likely that the armies will look as if they have been torn from the blood-stained battlefields of the Warhammer world to your gaming tabletop, making for a much more immersive gaming experience.

Add Twists and Surprises: Many of the games that I play outside work are hosted by one or other of the Perry twins, who as well as being world famous miniature designers are hugely experienced GMs. Playing a Perry game is always an exciting experience, as they will invariably come up with a few special twists and surprises to make each game unique. We've had large enemy forces appear on a table edge behind one of the armies halfway through a battle, bridges collapse under the weight of marching troops, or have started a battle with most of our troops asleep and had to make dice rolls to wake them up. Coming up with twists can add a huge amount of enjoyment to a game, even when you are on the receiving end. The trick is for the GM to plan them in advance. For example, when the large enemy force appeared behind our army, we realised that the game we had thought was about our large army trying to overcome a small defending force, had

really *all along* been about a small defending force holding out long enough for help to arrive, and the game's victory conditions reflected that fact. The worst thing a GM can do is to come up with a twist mid-way through a game, 'to help balance things up a bit'. Whatever you do, resist this temptation! If you don't, the players will be rightly upset that you are using your authority to ruin their fun.

Well-Run 'NPCs': NPC is short for 'non-player character', a term used in role-playing games to describe characters controlled by the GM rather than the players. The idea works well in tabletop wargames too, but in this case, rather than single characters, the GM controls units of

"A good GM can act as a focus and inspiration for modelling, painting and collecting."

troops that are not under the control of the players. A good example of this was the battle report in last month's White Dwarf, which included an Inquisitor and a unit of Space Marines controlled by Andrew, the GM. The important thing is to make sure that the NPCs don't dominate the game, and that, as the GM, you're well aware of their motivations and plans. That said, don't allow NPCs to be walkovers; they should act in character, and if this means that they throw a spanner in the works for one side or the other, then so be it!

Determine the Winner: Victory conditions in most games are pretty artificial, and can lead to players doing strange things in order to win. We've all seen games where units are hurled forward to seize an objective because the player knows that the last turn of the game is coming up, or where the winning army is left in such tatters that any 'victory' is Pyrrhic at best. In a GM'd game such outcomes can be avoided; the GM simply tells the players what their goals are, and then evaluates who has done the best once the game has finished. As ever, it is vital that you are fair and even-handed in your evaluation of the

game – if in doubt, call it a draw.

Create a Narrative: Last month I touched on how a GM can create a 'back story' for the games they organise. To take this even further, you can link a scenario to what happened in the last game that was played, creating an on-going narrative that links all of the games that you play together. Doing this can really transform the games from simple one-off fights, to epic sagas featuring heroes and villains the players have come to love and hate. As a step up from creating a narrative, a GM can create an overarching campaign for their games. A dedicated GM can create their own campaign background, drawing maps, inventing a timeline and creating their own list of important and famous characters.

Help Inspire Projects: Last but far from least, a good GM can act as a focus and inspiration for modelling, painting and collecting projects. Most gaming groups I know of have one or two members that are not all that interested in playing games, but love painting or converting models, or making terrain features. A GM can harness this resource for his games, by seeing if he can convince such people to come up with things he can use in the scenarios he is planning to run. An exciting new scenario or campaign background can also serve as inspiration for a whole gaming group, giving ideas for new units or even whole new armies to collect.

I will leave with one last piece of advice, and that is, if you decide you want to be a GM (and I hope that you do!), then the most important thing is to listen to the players you are serving. When all is said and done, a GM's primary job is to make sure that the players have a great time, and you can't do that unless you know what they want. Trust me, the rewards of GMing are so great that you will have a fantastic time just doing that.

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

WRATH OF THE ASUR

The High Elf Loremaster Korhedron has been charged by the Phoenix Court to protect areas of sorcerous power in the Old World. His first mission: to stop the Ogre Tyrant Barjann Redfist, who is intent on sacking the wizards' outpost of Kubelstadt...



Jes: Who better to take the new High Elves out for a spin on the battlefield than our very own Matt Hutson? He's been collecting High Elf miniatures for years now, and in a frenzy of excitement has painted up several of the new High Elf kits, and it is his own army (with the help of an 'Eavy Metal Flamespyre Phoenix) that fights in this issue's battle report. Matt's army commander, the Loremaster Korhedron, has been given a singular mission by his superiors on Ulthuan; to patrol regions of magical power in the Old World, which is just as well, as Barjarr

Redfist, my Ogre Tyrant, is on the rampage after his bitter defeat at the hands of Andrew's Warriors of Chaos in the November 2012 issue. Barjarr's set his sights on the settlement of Kubelstadt – a research outpost of the Colleges of Magic on the outskirts of Altdorf. Kubelstadt is a nexus of magical power; Sigmar himself only knows the devastation Barjarr could wreak if he seizes it and perverts its power for his own ends. But the freshly arrived warhost of Korhedron, bolstered by Skycutter chariots and mighty Phoenixes, should put paid to his ambition...

Two mighty Phoenixes of the High Elves swoop forward to wrongfoot the Ogre advance, backed by units of Spearmen, Swordmasters, Archers and the Sisters of Avelorn.



SCENARIO & SET-UP

Jes: To represent the magical nature of Kubelstadt, we decided to use the Dark Monoliths of Zhulgozar scenario from the Narrative Battles section of the Warhammer rulebook. We used an Eternity Stair scenery piece (A) to represent the monolith (which we rationalised as a platform above which hangs a magical rip in reality). According to the scenario, the monolith/stair grants Wizards within 12" a 3+ ward save, an extra power dice and access to the Dark Whirlwind of Death

spell. The winner would need to have an unopposed non-fleeing unit within 6" to win the game; whoever seizes the magical heart of Kubelstadt wins the game, essentially. We decided to let Matt, as the narrative defender in this game, choose the table side he'd deploy on. He then won the roll to deploy first, establishing a backfield rich in archers, Eagle Claw bolt throwers and some brand-new Sisters of Avelorn, protected by Swordmasters of Hoeth and a large unit of Spearmen (B).

1



Two Skycutter chariots and a freshly painted Frostheart Phoenix held the right flank (C) while a Dragon Mage on Sun Dragon and Flamespyre Phoenix offered similar flying support on the left (D). (The Ellyrian Reavers between these two monsters made a Vanguard move, moving 12" ahead of their position below before the first turn.) Jes, meanwhile, anchored his force at either end with a Giant and Leadbelchers on one side, and a Stonehorn and Mournfang Cavalry on the other, with Ironguts, Gnoblar and Ogres in the centre, supported by an Ironblaster and Scraplancher. Let battle commence!



2

- 1 Jes also had a Gorger in reserve, which you can see just sitting to the left of the battlefield, waiting for its chance to come on and wreak havoc in the High Elf backfield.
- 2 Matt's general, the Loremaster of Hoeth known as Korhedron, joined the unit of Swordmasters (B) to offer both magical support and combat prowess. As well as the Dragon Mage (D), Matt also had a Mage in his unit of Archers inbetween the bolt throwers.



LILEATH'S BLESSING



Inbetween painting Imperial Fists, Matt somehow found time to buttress his gorgeously-painted High Elf host of Korhedron with some of the new kits.

Matt: High Elves, Dark Elves and Wood Elves have always been my favourite armies to collect ever since I bought my first Warhammer set, which contained what could only be described as a garrison of High Elf Spearmen and Archers. Since then I've grown a vast Elven collection consisting of all three races. The clean appearance really suits my edge highlighting-heavy painting style. For this game I will be using my High Elves, which just so happen to have a host of new Citadel miniatures out this month! From a painter's point of view the High Elves have it all. From the cloth-covered Archers to the heavy armour of the Swordmasters, to vast Dragons and the brand new Phoenixes, there's all manner of textures and surfaces to tackle.

I couldn't resist adding all of the new units to my collection. The High Elves aren't exactly starving for centrepieces to the army and now we also have the Flamespyre Phoenix and Frostheart Phoenix to choose from. They are a great opportunity to paint something a bit different with their striking blue or red colour schemes. I'm using the Frostheart Phoenix as a mount for my Anointed of Asuryan to make a fast shock unit which can be used to either take on some of Jes' rather nasty war machines or to tip the

balance in a close-fought combat. I'm using the Flamespyre Phoenix on its own. Although fearsome in close combat this new monster's big trick is that it can swoop though units causing flaming death. It also has a nasty habit of rising up again after your opponent has killed it.

The Lothern Skycutter can be assembled in so many different combinations that I wasn't sure how I was going to build it. Seeing as Jes always takes loads of monsters in his Ogre army (including his freshly painted Stonehorn), I decided to go for two, both armed with Eagle Eye bolt throwers. I'm going to use these as a mobile firebase that can bring firepower to where I most need it. I must not forget that they are still chariots, though, so I can always charge them into any combats that may need a bit of help.

The rest of my army comprises all the flying creatures from my collection, giving me a strong aerial force to harass Jes' Ogres with. Infantrywise I'm using my large block of Spearmen supported by my Swordmasters of Hoeth, which I know can be devastating against Ogres from a previous game against Jes. To soften up the Ogres a bit before they reach my lines I've got my block of Archers, two Eagle Claw bolt throwers as well as my newly painted unit of Sisters of Avelorn. As if I needed any more mobility I've also got my Silver Helms and Reaver Knights.

Leading my army is the new Loremaster of Hoeth. As a magic user he is very flexible as he knows all the the signature spells from the eight lores of magic, giving him a spell for all occasions. He also happens to be a powerful close combat warrior.

My plan for the game is simple: hold the centre with my infantry and war machines and try to get the charge in first as I know from bitter experience that Elves do not like Impact Hits. I plan to race around the flanks with all the flying creatures and cavalry at my disposal to get at the soft underbelly of Jes' rotund army.

The blue areas on Matt's Skycutter – and the Swiftfeather Roc that pulls it – tie the chariot in with the rest of his army.





THE GLITTERING WARHOST OF THE ITHILMAR TOWER

LORDS

Lordmaster Korhedron
Lordmaster of Hoeth with
Talisman of Preservation.

Limion, Hand of Asuryan
Anointed of Asuryan riding a
Frostheart Phoenix.

HEROES

Lathain Stormweaver
Level 2 Mage with Khaine's
Ring of Fury.

Kenui Fireborn
Level 2 Dragon Mage of
Caledor with dragon armour
and Gem of Sunfire.

CORE

Guardians of Saphery
32 Spearmen with Sentinel,
musician and standard bearer.

Watchers of Saphery
16 Archers with Hawkeye,
musician and standard
bearer.

Silverhelms of Saphery
8 Silverhelms with shields,
High Helm, musician and
standard bearer.

Heralds of Cindermane
5 Ellyrian Reavers with bows
and Harbinger.

SPECIAL

Swordmasters of Hoeth
20 Swordmasters with
Bladelord, musician and
standard bearer with the
Banner of the World Dragon.

Amanar's Wrath
Lothorn Skycutter with Eagle
Eye bolt thrower.

Wisdom of Mathlann
Lothorn Skycutter with Eagle
Eye bolt thrower.

RARE

Drakira's Vengeance
Eagle Claw bolt thrower.

The Heavens Awoken
Eagle Claw bolt thrower.

The Vermilion Ember
Flamespyre Phoenix.

Sisters of Avelorn
10 Sisters with High Sister.

GUTS OUT, LADS!



Jes has something to prove, his beloved Ogres having been annihilated by the end of Turn 4 in the November 2012 issue. Can he escape the White Dwarf editor Battle Report curse?

Jes' converted Scraplauncher has its own story. "It's a Plagueclaw catapult Barjarr captured from the Skaven. The Ogre pushing it has been driven insane by the still-active warpstone counterweight, and so fights with the fury of a Rhinox."



Can my boys possibly redeem themselves after their disastrous inaugural Battle Report outing last year? To be honest, I'm not really bothered, as long as I have as much fun as I did getting comprehensively crumped by Andrew. Which may sound odd, but winning or losing has never really been a big issue for me; sometimes the perversity of the dice gods and seeing tactics go spectacularly wrong can provide as much enjoyment as a perfect battle plan. And boy, did it go wrong last time...

Although we weren't much bothered by exact points values, the new kits Matt managed to get painted, along with his existing collection, came to around 3200 points... which, bar a smattering of Gnoblar and a brace of Sabretusks, was pretty much what my own collection rounded out as.

Once again, a solid core of Ironguts will provide a sledgehammer central unit that houses my general, the ever-hungry and belligerent Barjarr Redfist, and his new battle standard bearer, the Bruiser Hrolf Humbles, so-called because he likes to make delicious pies from the steaming guts of bested enemies (the fate of previous battle standard incumbent Big Derrick is best not dwelt upon). Two smaller units of Ogres play host to my

wizards, the Butcher Scoffler Jobb and returning Firebelly Frenn Magmaw, who only escaped Barjarr's wrath after the last defeat because the Tyrant likes having someone around to roast his victory meat in a matter of seconds. I've given Scoffler the Hellheart magic item because if I know Matt and High Elves, he's going to go heavy on the magic, and a few miscasts will come in handy.

My Gnoblars, as ever, are there to be a nuisance; they are utterly disposable but could be of some use in holding up advancing High Elves. My main cause for concern is the sheer amount of flying things Matt has; a Dragon, two Phoenixes and two Skycutter chariots! I'm hoping eight Leadbelchers can knock one of these out a turn from shooting, while the one-two punch of a Stonehorn and Mournfang Cavalry will mow anything down in close combat, if they get the charge. The Beast Rider atop the Stonehorn also has a harpoon launcher so he can hopefully knock a few Wounds off Matt's giant magical birds as well.

Ol' Gusty, my trusty Ironblaster, is also central to extreme anti-bird measures, the hoofing great cannon it sports able to potentially murderise avian nastiness in one round of shooting. My Scraplauncher, the Tinflinger, also has something to prove every army has one bad luck magnet, and the Tinflinger is mine. Somehow, the Gnoblars aboard always manage to be wildly off-target or misfire in the process of hurling rusty weaponry across the battlefield. I put it down to the hunk of warpstone on the end, which does funny things to Gnoblar brains, or the fact that it's one of my favourite miniatures. (Favourite miniatures always underperform – it's one of those eternal, ineffable laws that underpin the universe.)

As ever, however, I just want a fun game, and to see what the new High Elves are like on the tabletop. Let's see if Barjarr can't take home some pointy ears as well as sacking Kubelstadt...



BARJARR REDFIST'S RAVENOUS RAIDERS

LORDS

Barjarr Redfist

Tyrant with great weapon, Armour of Destiny and Ironcurse Icon.

HEROES

Scoffler Jobb

Butcher with two magic levels and Hellheart.

Frenn Magmaw

Firebelly with great weapon.

Hrolf Humbles

Bruiser with heavy armour, battle standard bearer and Rune Maw.

CORE

The Paunchlords

Ten Ironguts with standard bearer and Banner of Discipline.

The Piemasters

Five Ogres with musician, standard bearer and ironfists.

The Bonemeal Boys

Five Ogres with musician, standard bearer and ironfists.

The Toothpicks

36 Gnoblar with Gnoblar Trappers.

SPECIAL

The Mincemeaters

Four Mournfang Cavalry with musician, standard bearer, heavy armour and ironfists.

The Blackfingers

Eight Leadbelchers.

Dirtshanks

Gorger.

RARE

The Tinflinger

Scraplauncher.

Ol' Gusty

Ironblaster.

Giffer Greatguts

Giant.

Rockface

Stonehorn with harpoon launcher.

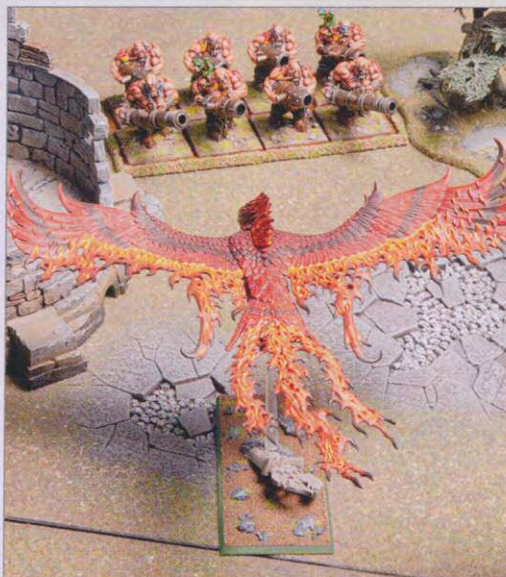
OPENING MOVES

In which the High Elves press their mobile advantage against the rampaging Ogres.

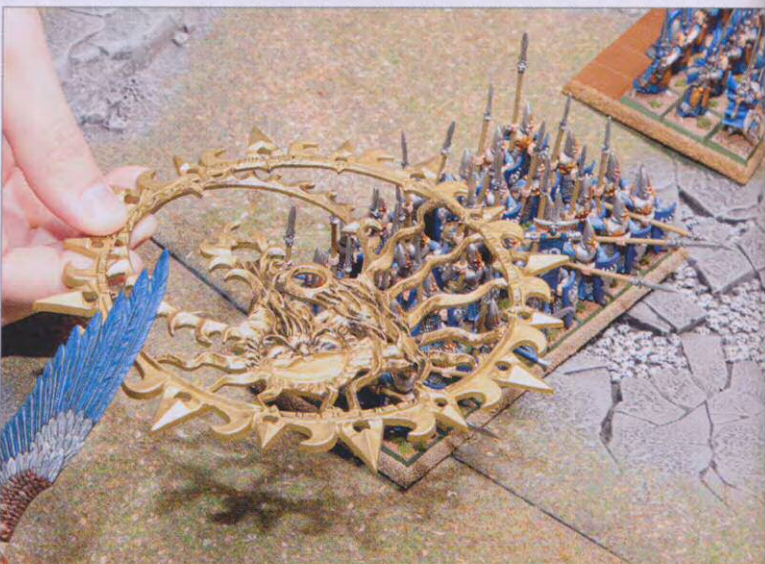
Jes: Matt won the roll to go first so the majority of the High Elves advanced, with the Frostheart Phoenix zooming down one flank and the Flamespyre and Dragon down the other. Matt's first Magic phase was notable for gifting his Phoenixes with a 4+ ward save (their Attuned to Magic special rules gives them bonuses dependent on the Winds of Magic), and the Loremaster causing four Wounds on the Ironguts with Searing Doom... which the Rune Maw failed to deflect! The Eagle Claw Bolt Throwers and Reaver Knights caused three further Wounds on the Ironguts. My first turn was notable for some mixed shooting; the Stonehorn rider's harpoon launcher missed a Skycutter, the Scraplauncher killed seven Spearmen, and the Leadbelchers knocked three Wounds off the Flamespyre Phoenix...which had survived a bang on target cannonball from the Ironblaster, thanks to that accursed 4+ ward save!

Things escalated quickly in Turn 2. The Flamespyre flew directly over the Leadbelchers and killed two with magical fire (see pic 4). The Skycutters pulled back a little, fearing a charge from the Mournfangs, but they needn't have worried; in the magic phase Matt cast the Dark Whirlwind of Death on them, killing one. Failing their Panic tests, the beasts fell back 9". Curses! The Sun Dragon swooped over the Giant and further roasted the Leadbelchers with its breath weapon. With help from a bolt thrower, the Leadbelchers panicked and fled. Ulp! In Matt's backfield, the Sisters of Avelorn shot and killed an Ogre from the central unit containing the Butcher.

In my Turn 2 the Gorger arrived on Matt's table edge, the Firebelly's unit advanced into the wood and killed a Skycutter with a Fireball, the Scraplauncher splatted five Spearmen and the Ironblaster failed again to kill the Flamespyre, this time rolling a 1 To Wound! The Giant charged the Silver Helms and they fled from Terror.



1



2



3

- 1 Vermillion Ember swooped directly toward the Blackfingers; they fire 18 shots at it and cause three Wounds.
- 2 The Scraplauncher catches 12 Spearmen with a hail of battlefield detritus, killing seven.
- 3 Limion and his Frostheart Phoenix swoop up the flank towards Rockface the Stonehorn.

Flight of the Phoenix



4 The Flamespyre Phoenix flies directly over the Leadbelchers in Turn 2, its Wake of Fire rule causing six Wounds.

5 The Sun Dragon, having flown directly down the flank, attacks the side of the Leadbelchers with its breath weapon, causing five Wounds. Another Wound from a bolt thrower causes them to flee through the Phoenix.



5



6



7

6 Matt uses the power of the Eternity Stair to cast the Dark Whirlwind of Death spell on the Mournfang Cavalry, killing one; they flee 9" back whence they came.

7 The Gorger arrives in Turn 2 and moves as close as possible to the outermost Eagle Claw Bolt Thrower.

8 Most of the action after Turn 2; note the Flamespyre Phoenix, Sun Dragon and fleeing Leadbelchers.



8

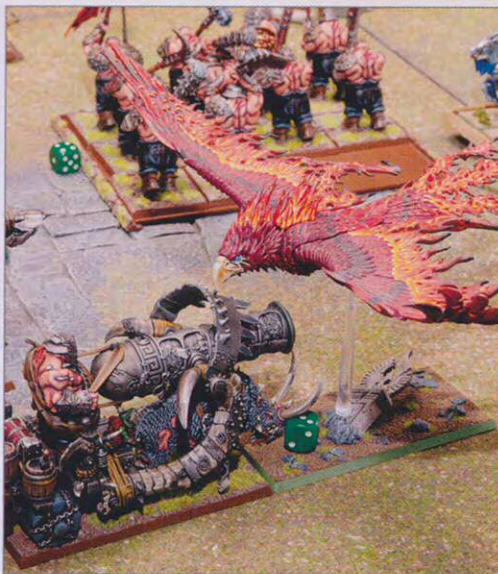
MIDGAME

Turn 3 starts with the Ogres on the backfoot, but Turn 4 sees the tables begin to turn...

Jes: Fed up with being shot at, Matt charged the Ironblaster with the Flamespyre Phoenix, the Swordmasters charged the Ogres with the Butcher (who fled, leaving the Swordmasters and Korhedron near the objective), and the Spearmen charged the Firebelly's Ogres. The Silver Helms tried to rally, failed, and kept on running to the table edge.

Matt's most notable moment in the Magic phase was casting Wyssan's Wildform on the Spearmen with Irresistible Force; the miscast meant Korhedron lost a magic level (and the spell itself). Shooting-wise, the Skycutter moved behind the Archers to blast the Gorger, but failed to hit, although the two Eagle Claw bolt throwers caused two Wounds between them. The Ellyrian Reavers, who had moved back to keep the Swordmasters free of possible Gnoblar interference, knocked a further Wound off the Gorger, leaving it with one remaining. The Archers and Sisters of Avelorn killed six Gnoblars. In combat, the Ironblaster lost but held against the Flamespyre, while the enhanced Spearmen beat the Firebelly and his Ogres and ran 'em down.

My Turn 3 saw an enraged Barjarr quite unable to charge anything. He and his Ironguts turned to face the Sun Dragon. However, the Gnoblars charged the Reavers (Gnoblars won, Reavers held), the Gorger charged and wiped out the closest Eagle Claw crew (overrunning into the Archers) and the Ironblaster drew in combat against the Flamespyre Phoenix. Elsewhere, the Ogres with Scoffler Jobb the Butcher rallied and reformed to face the Frostheart Phoenix behind my lines, the Leadbelchers continued to run and fled off the board, the Scraplauncher killed a single Spearman and my Stonehorn turned and took another harpoon launcher shot at the Frostheart Phoenix, to no avail. Meanwhile, the Mournfang Cavalry rallied and reformed for what would prove to be a decidedly dramatic Turn 4...



1

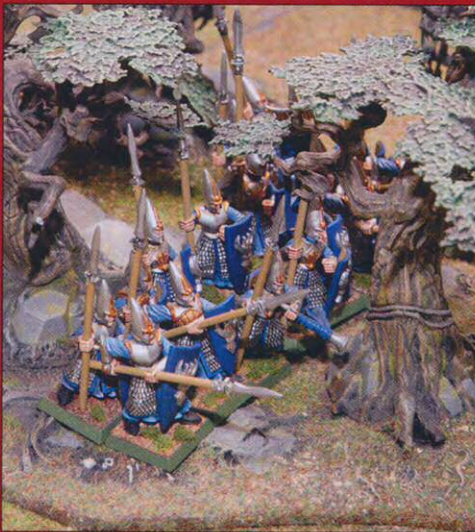
- 1 Tiring of being peppered with shots from the Ironblaster – so far having survived two on-target cannonballs thanks to a 4+ ward save and a poor To Wound roll – the Flamespyre charges it. It wins the combat by one but the Ironblaster holds ready to fight again in Turn 4.



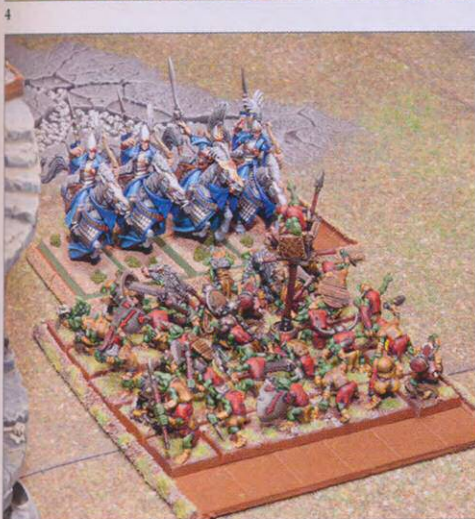
2

Bye-bye Firebelly

- 2 The Spearmen take the bull by the horns and charge the Firebelly's unit of Ogres. The Firebelly is challenged and Jes, perhaps foolishly, opts to save his breath weapon...
- 3 ...This is most unwise as the High Elves win the combat and the Firebelly and his Ogres flee. The Spearmen catch them and find themselves ensconced in the middle of the wood next to the Eternity Stair.



3



4 Panicked by the arrival of the Gorgor in his backfield, Matt moves his remaining Skycutter to intercept it. It fails to Wound the beast with its Eagle Eye bolt thrower. The Eagle Claws then turn to shoot the Gorgor, with more effect, causing two Wounds. Another Wound is caused by the Ellyrian Reavers, who are close enough to shoot as well.

5 The Reavers pay for their insolence as the Gnoblar charge them in Turn 3, and win the combat by five! They miraculously hold, however.

6 The Gorgor, with one Wound remaining, charges the nearest Eagle Claw bolt thrower. He slaughters the crew and overruns into the flanks of the Archer unit.

7 How the action nearest the objective looked at the end of Turn 3. The Frostheart was leading the Stonehorn a merry dance, causing Jes to be cagey with it rather than rampaging towards the enemy lines, fearing a rear charge.



► Turn 4 kicked off with a number of charges from Matt. The Skycutter hit the Gorger and slaughtered it in seconds with Impact Hits; the Frostheart charged the Ironblaster for an uncomfortable Phoenix sandwich and reduced it to splinters of wood; and the Sun Dragon charged the Gnoblar, but the greenskins killed the Dragon Mage atop it and held to fight another turn! The Silver Helms managed to rally at the table's edge and spied the Giant ahead, hoping for a Turn 5 charge.

Matt's magic phase was interrupted by Scoffler Jobb activating the Hellheart, causing miscasts on both Korhedron and Kenui Fireborn. The latter lost a Wound, but Korhedron remained untouched thanks to the ward save granted by the Eternity Stair. In the Shooting phase, the Sisters of Avelorn and bolt thrower tried to hurt the reformed Mournfangs; they only suffered one Wound, however.

My Turn 4 was a dramatic one. I cast the Dark Whirlwind of Death on the Sisters of Avelorn; six died and the nearby bolt thrower suffered a Wound too. The Giant tried to charge the Reavers but failed, while the Ironguts charged the Flamespyre and pulverised it, overrunning into the Frostheart. (A token was placed at the spot of the Flamespyre's death, as one of its special rules meant it might be able to resurrect, if Matt could roll a six.) The Scraplauncher charged the Swordmasters, who held... thus precipitating much bloodshed, as the Mournfangs and Stonehorn attempted to charge the Spearmen in the wood. The Spearmen fled, rather than be mulched, allowing me to redirect the Mournfangs into combat with the Swordmasters (the Stonehorn didn't roll high enough to do so). Many Impact Hits and more Wounds later, the Swordmasters broke and fled... the Scraplauncher pursued and ran them and Korhedron down, also barrelling into the already-fleeing Spearmen and destroying them too. Blimey! But the Gnoblar finally succumbed to the Sun Dragon and Reavers, and were destroyed. And then, at Turn's end, Matt rolled to resurrect his Flamespyre, needing a six to do so... and a six is what he rolled!



1

1 The Frostheart charges Ol' Gusty. The Ironblaster is destroyed; the Frostheart overruns and the Flamespyre reforms to face the Ironguts.



2

2 The Sun Dragon ignores Barjarr and the Ironguts and charges the Gnoblar in the rear in Matt's Turn 4. Astonishingly, they hold their ground and kill the Dragon Mage to boot! They flee and are run down in Jes' Turn 4, though.

3 The Skycutter charges the Gorger, and its impact hits are enough to remove the monster's final remaining Wound.

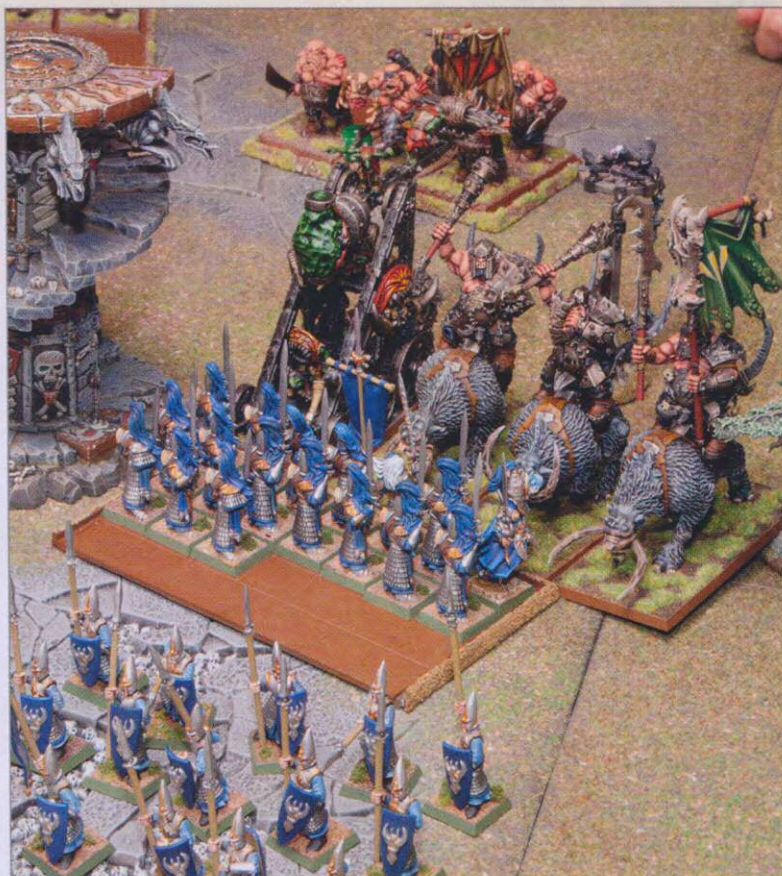


3

Fall and rise of the Phoenix



5
4-5 Barjarr and the Ironguts charge the Flamespyre and slaughter it. A fiery marker is placed where it died as the Phoenix Reborn special rule means it may return...



6

6 This crucial lucky combat improved Jes' fortunes considerably. First, the Scraplauncher charged the Swordmasters of Hoeth in the centre of the board. They held and took the charge. Then, the Mournfang Cavalry charged the Spearmen in the nearby wood, who didn't reckon on their chances and decided to flee, as you can see above. Jes then redirected the Mournfangs into the Swordmasters – rolling enough on his charge range to do so and not suffering from the Dangerous Terrain tests. The combined Ogre attack is devastating and the Swordmasters break: the Scraplauncher runs both the Swordmasters and the already-fleeing Spearmen down in a hearty display of overkill.

7 At the end of the brutal fourth turn, there are significantly fewer models on the board...



ENDGAME

And so the remnants of both armies fight tooth and nail to gain control of Kubelstadt.

Jes: At the top of Turn 5 Matt flew the resurrected Flamespyre Phoenix over Scoffler Jobb and his Ogres, but failed to burn any. Meanwhile, the Silver Helms charged the Giant (see pic 3), and the Mage in the Archer unit used Khaine's Ring of Fury to knock a Wound off the Scraplauncher... which allowed concentrated shooting from the Reavers and Skycutter to blow it to pieces. The Archers and Sisters of Avelorn also piled bowfire into the Mournfangs, killing one... but the remaining beast passed its Panic test! In combat, Barjarr and his Ironguts caused the Anointed of Asuryan and the Frostheart to flee off the board. They reformed and turned around.

My Turn 5 was impressive for two reasons; firstly, the last remaining Mournfang charged and killed the remaining bolt thrower, causing the Archers to Panic and flee, while in the Magic phase poor old Scoffler Jobb cast Braingobbler with Irresistible Force on the Skycutter. The Skycutter didn't flee from the spell and an Ogre died from the miscalculation. I then cast the Dark Whirlwind of Death on the Skycutter; it hit both the chariot and the Ellyrian Reavers, wiping the latter out... this then caused a Panic test on the Skycutter and nearby Sun Dragon (which had moved towards Matt's backfield after killing the Gnobblars), both of whom fled, shockingly for Matt! The Silver Helms then continued their combat with the Giant, with both sides staying put. The final turn was a nailbiter; the Skycutter and Archers fled off the board, the Sun Dragon rallied behind the Ironguts, the Silver Helms killed Giffer Greatguts the Giant, and the Flamespyre Phoenix flew over the Stonehorn but failed to harm it with its Wake of Fire. With the precision of a man who knows defeat may be imminent, Matt ended the Phoenix's movement just out of the charge arc of the Stonehorn but within 6" of the objective... there was little I could do in my sixth turn about this, so the battle ended in an honourable draw!



1



2

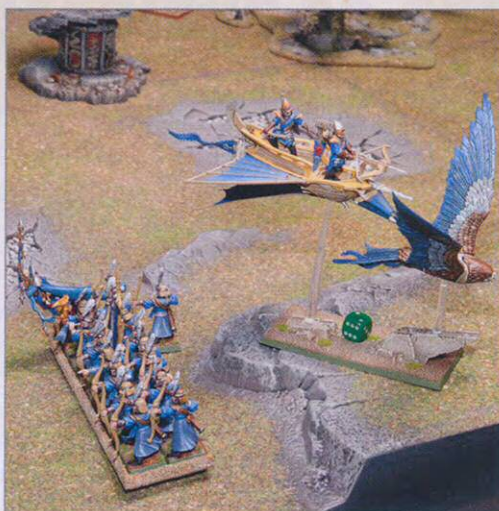


3

- 1 The Flamespyre Phoenix resurrects at the end of Turn 4 with a full complement of Wounds and is placed back on the table within 6" of where it died.
- 2 The Anointed of Asuryan challenges Barjarr but the Tyrant wins the combat. Limion and his monstrous mount flee from the battlefield while the Ironguts reform.
- 3 The Silver Helms, having rallied in Turn 4, charge the Giant. The combat is won by the Silver Helms, but the Giant passes his break test, thanks to being Stubborn.



4



5

- 4 The Mournfang weathers an immense amount of fire from the Sisters of Avelorn, the Archers and the remaining bolt thrower, leaving one alive to pass his Panic test and charge in Jes' Turn 5.
- 5 The Mournfang charges the last Eagle Claw and kills the crew, causing the archers and Skycutter to panic and flee.
- 6 The end of Turn 6 saw Matt contest the objective with the reborn Flamespyre Phoenix. It's a draw!



6

ETERNITY STAIR CONTESTED – DRAW!

HIGHLIGHTS OF THE GAME

The outpost of Kubelstadt remains contested! What did our two combatants think of their mighty battle?



Jes and Matt shake hands after a gentlemanly match that offered fraught moments for both sides.

Jes: That was most enjoyable, and the new High Elves were great fun to play against; their speed, magic and combat prowess all combine to make a daunting army to face. And for once, my Scraplauncher was ace!

Matt: It's daunting to face Ogres as well; your high number of Wounds per model and Impact Hits certainly gave my fragile Elves pause for thought. But my high amount of flying monsters certainly gave me an edge; I was incredibly mobile and managed to avoid you in unfavourable combat for much of the game.

Jes: Yes, all those flying beasties had me terrified. By Turn 2 both Phoenixes and the Dragon were in the rear of my lines, and the Frostheart Phoenix in particular led my Stonehorn a merry dance. I was so worried about what it might do – especially with an Anointed of Asuryan on its back – that I failed to actually do anything with the mightiest monster in my army.

Matt: It was your Stonehorn and your Mournfang Cavalry that I was most scared of, so distracting the Stonehorn for the entire battle was a minor victory in itself. I have learnt from bitter experience that your Leadbelchers can annihilate pretty

much anything, so sending the Flamespyre and the Dragon down the opposite flank allowed me to neutralise them early on. Up until the mid-point of the game I was literally flying rings around you.

Jes: Things turned around for me when I got that lucky charge with the Mournfang Cavalry – you had annihilated my Firebelly and the unit of Ogres he was in, which was a great victory for your Spearmen, but the sequence of events that followed saw your Swordmasters – who I was petrified of – pulverised, and the Spearmen run down.

Matt: I love Skycutters but I think by arming them with bolt throwers I forced them into a supporting role. If one had been outfitted with a Sea Helm I would have been more inclined to charge the Mournfangs early on to deal with them, rather than sitting back and shooting.

Jes: They're wonderful models and a chariot that can move 10" and shoot a bolt thrower is not to be sniffed at. And actually, you showed what they could do in combat when you finished off the Gorger with Impact Hits alone. In fact, High Elf shooting is horrible to face; the Sisters of Avelorn proved that.

Matt: As for magic, things were fairly balanced. Wyssan's Wildform really helped me in killing off the Firebelly's unit. Having access to all the signature spells with the Loremaster of Hoeth is simply brilliant fun, and gives High Elf players huge magical flexibility. In fact, I'd say the Loremaster is my favourite new character.

Jes: There was a real sense that the game could go either way; I think the Dark Whirlwind of Death scenario spell really contributed to that.

Matt: My last couple of games against you have swung all over the place too, and this game was no different; it's surely the trademark of an enjoyable battle. ♣

THE POST-BATTLE REVIEW

We asked **three** experts to comment on the battle: White Dwarf Senior Staff Writer Adam Troke, Deputy Editor Andrew Kenrick and Photographer Erik Niemz. What did they think of the game?



Adam knows a thing or two about High Elves: he authored the previous High Elf army book. He also had front row tickets to the game, and saw the bloodbath first hand.

I was sat notebook in hand and watched the whole game as it played out, and it made for fun viewing. Matt played the role of air-assault force very well, and Jes spent the first couple of turns looking quite nervous about how things would pan out. As Matt steadily nibbled away at Jes' flanks with his Dragon and Phoenixes, I got the strong impression that victory would be assured – but Jes showed all the tenacity of a half-starved Ogre and waited for the opportunity to strike back. An overrun move that didn't quite go far enough was all it took for the Ogre Kingdoms to get right back into the fight.

The other aspect I was very interested in was how all the new models did in the game, and I was not disappointed. The Flamespyre Phoenix was a show-stopper with its Wake of Fire rule, and I can imagine it being even better against those armies that favour massed ranks – the mental image of a blazing Flamespyre Phoenix setting ranks of Skaven or Goblins alight is brilliant. The other star of the show, for me at least, was the Loremaster. Not only does he look amazing, stood proudly in the unit of Swordmasters, but the magical onslaught he unleashed was amazing. Colour me impressed.



As the previous owner of the White Dwarf editor's curse, Andrew was keen to see how Jes got on.

I think Matt hit the nail on the head when he said that the sign of an enjoyable game is one where you're not sure who's going to win until the very end – and by that measure, this looked to be a very fun game indeed. I'll admit to rooting for Jes throughout the game, if only because I've been on the receiving end of Matt's High Elves a few too many times so know what a nasty army they can be to face whether in combat, at range or in the Magic phase. But even so, I couldn't help wincing at some of Matt's dice rolls – the fickle hand of fate sure packs a mean punch.

The new additions to Matt's army look like great fun to use – and face – on the battlefield too, with Phoenixes resurrecting, chariots flying and flaming bows, well, flaming all over the shop. The High Elves are certainly not a conventional army to face, that's for sure, but Jes really did the Ogre Kingdoms proud in standing up to them quite as well as he did. If there's one thing sure to spoil a model with Always Strikes First's day, it's a unit that dishes out Impact Hits, and Jes used his Ogres to devastating effect. If only he'd charged with his Stonehorn too...



A budding Warhammer general himself, Erik was taking notes as he watched the game for when he next faces Matt and Jes.


This game not only showed what a great, flexible army the High Elves are, but also how adept Matt is at using them to their full advantage. Matt really benefited from having such a mobile backline, able to use his Skycutter Chariots to react to cunning moves on Jes' part – notably his ambush with the Gorger, which would normally have disrupted such a defensive emplacement as this. In return, he was able to baffle Jes by using the two Phoenixes outflanking his lines, to the extent that he didn't end up using his Stonehorn. If I were Jes, I'd have used my

Stonehorn for what they do best and charged into combat, ignoring the birds in the sky. It was unfortunate that when Jes did manage to get to grips with a Phoenix, Matt rolled a six and it came back to life!

Matt really demonstrated the High Elves' prowess with magic, especially with the Loremaster. It's almost shocking just how many spells he's got at his disposal, which gave him a tool to use for every occasion. That's one of the High Elves' greatest strengths, I guess – to be able to swiftly and efficiently deal with any threat.

ARMCHAIR GENERAL

When it comes to Warhammer 40,000, one army captivates Adam Troke's imagination more than any other. In Armchair General, Adam explains why he loves the Dark Angels, and what makes them such a joy to play on the tabletop.



"From this day on you are simply a Dark Angel – nothing else is of consequence. The Chapter is all that matters."

– Azrael, Supreme Grand Master of the Dark Angels

My obsession with the Dark Angels Chapter first began after reading the novel *Angels of Darkness* by Gav Thorpe. Of course, I'd known about the Sons of the Lion for years; I even owned a copy of the classic Codex: Angels of Death, but strangely never saw the Dark Angels' side of things. In fact, I'd go as far as to say that, from an ideological standpoint, I actively disliked them. *Angels of Darkness* turned my perception from scorn into intrigue and eventually into the enthusiasm that spawns a collection. *Angels of Darkness* showed the Dark Angels as complex, conflicted individuals – and it burst open myths concerning their ancient secrets.

It's years later now, and I have a burgeoning Dark Angels collection of my own. I've soaked up every imaginable piece of Dark Angels background, fixated over the stories in Codexes, added all the Black Library novels that feature them to my favourite book shelf and, most importantly, I've enjoyed recreating their escapades on the tabletop. It is really satisfying to turn my Dark Angels army

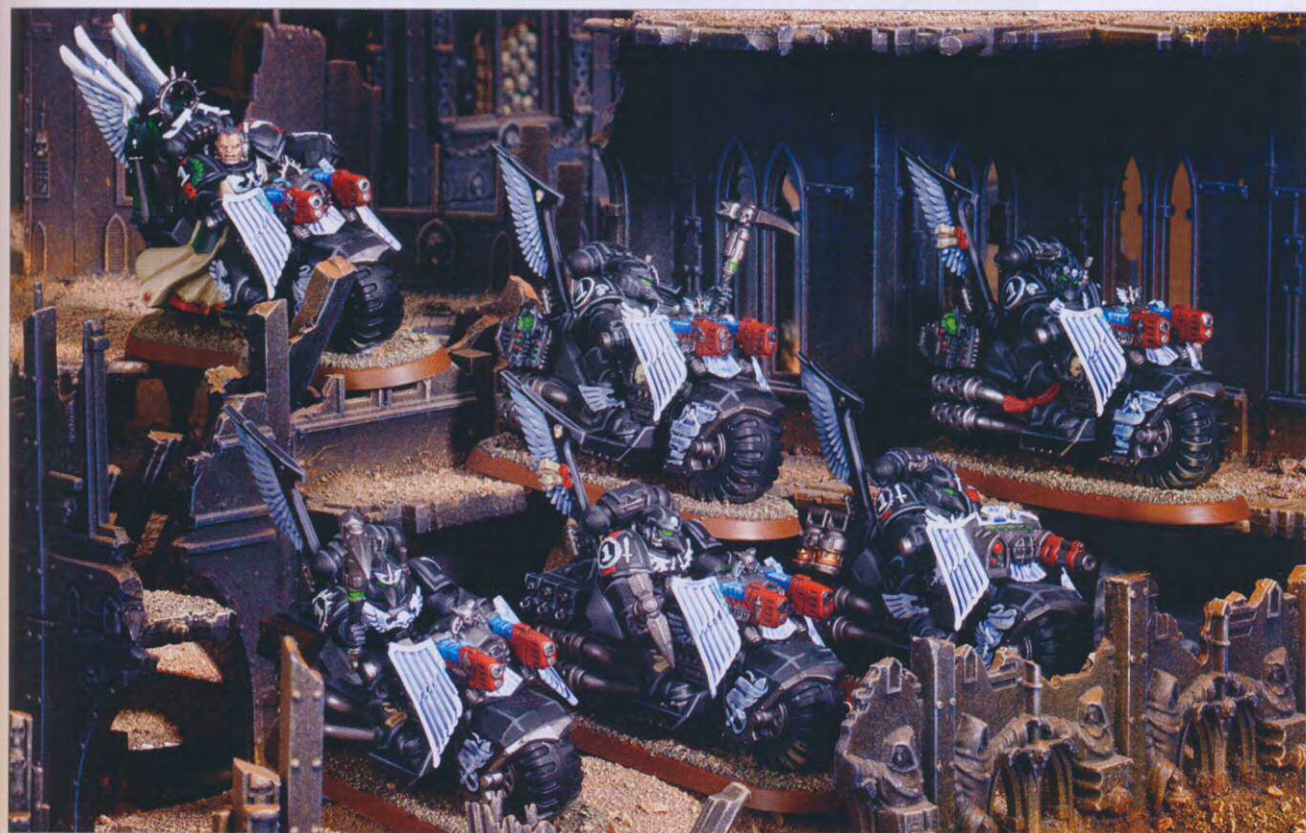
loose upon the battlefield. The reason for this is simple: when I play with my army, it feels like I am recreating the stories from the books, and the rules allow me to do that. I'll explain...

The rules found in Codex: Dark Angels enable me not only to play with my models on the tabletop, but to do so in a way that resonates with the way that the Dark Angels fight in the stories. It's fun to imagine my ranks of Space Marines, clad in gloss-green ceramite and stood beneath fluttering banners, while their bolters chatter out a staccato hymn of death to the enemy. It's thrilling to see my Ravenwing squadron racing forwards, risking all to tear out the heart of the foe. I think moments like this, of Ravenwing Black Knights jinking through dense woods at full speed and Nephilim Jetfighters savaging the engines of enemy planes, are where the best fun is to be had. The rules for the Dark Angels allow all of that to come to life on the tabletop, and enable me, as the player, to be a part of it all. That's when the Dark Millennium comes to life.



Adam has dabbled with Space Marines for more than 20 years. Though he has models painted from more than a dozen Chapters and Traitor Legions, only the Dark Angels constantly hold his loyalty.

Ravenwing Black Knights can go where few other bikers dare. I don't have to give difficult terrain a moment's thought when I move them.



The aspect of the Dark Angels I enjoy the most is the 'Hunt for the Fallen', a 10,000 year quest to run down the traitors who turned against their Chapter. In my army, that quest is well represented – I have a full Ravenwing Attack Squadron, a six-man unit of Ravenwing Black Knights and a Nephilim Jetfighter. I almost never go into battle without at least some of them – simply because, in my mind at least, there's no way the Dark Angels wouldn't have some of their black huntsmen on hand to apprehend anyone who might know even a single fragment of knowledge concerning the Fallen. I try and play with them in character too – these are not coy, prevaricating types. They are fearless, tenacious hunters and when I play I send them on the most dangerous missions and daring breakthroughs, securing objectives and conducting high-profile assassinations on key enemy units.

In the battle report back in January my Ravenwing really exemplified this as they charged right into the maw of Jes' entire Black Legion army. The casualties were

horrific, and at the end of the game every Ravenwing biker in my force was dead – but their sacrifice had enabled the Deathwing to crush the heart of Jes' army. Their rules perfectly reflect their role.

While the Ravenwing dash about like heroes, the main body of my army is formed around a Command squad and a trio of Tactical squads – these stalwart warriors stand shoulder to shoulder as a bulwark of discipline. I don't split them up a throwback to some of the glorious artwork we've shown over the years that shows the Dark Angels arrayed around their commanders. The Dark Angels cherish their ancient banners, and rallying around a company standard has an immediate emotional effect. Not only does it fortify the resolve of my warriors as they take heart from the relics of the Chapter, but it also sits really comfortably on a thematic level. In dire circumstances, I bring out the most precious Chapter Banner – that's when my opponent knows the gloves are off, and my army would sooner die than flee the field. **AT**

1 My Ravenwing Attack Squadron is the heart of my Dark Angels army – and I always use it to carry out the most dangerous missions. It races ahead of the main force, weaving through holes in the enemy line and clearing away threats so that the boys in green can follow behind and claim objectives or overwhelm them with fusillades of bolter fire.





2 I typically use my Space Marine Scouts to outflank the enemy or infiltrate ahead of the main advance. I love the idea that they're gathering crucial intel – I can just imagine the Ravenwing listening intently to every scrap of target information they pass out over the comm net. Scouts are the future of the Chapter, and it's careless to throw them away in fights they can't win, so I'll only commit them to really dangerous situations if doing so will save lives elsewhere or secure victory for the army.



3 I tend to keep my Dreadnought, Brother Thomar, at the centre of my line. This works for two reasons: first, it's thematic, that he would stand shoulder to shoulder with the brethren of the Battle Company to bolster their morale. Secondly, should anything that the Tactical squads cannot cope with make it through the wall of bolter shells, Thomar can step into the breach and give the good news with his heavy flamer and power fist.



4 A constant source of comedic frustration for me is the Dark Angels' Grim Resolve special rule. They simply won't fall back except in the worst possible circumstances. While it can be galling to see your Tactical squad torn apart by a raging Bloodthirster or other implacable foe, it's hard not to see the funny side. And, for every occasion that you wish they would just fall back and escape a beating, there's another where you praise their tenacity for standing firm against the odds. It's important to take the rough with the smooth.



B LANCHITSU

Within **John Blanche's** mind swirl crazed visions of the Warhammer and Warhammer 40,000 universes, awaiting the chance to manifest within his artwork, whether on paper or miniature. John has many acolytes, kindred spirits who enjoy creating miniatures after his own style. One such zealot is Julian Bayliss, a multiple-Golden Demon winner.



Julian: The gang started out with the idea for a single miniature. When I start a conversion, I gather as many useful components as I can and put them in a plastic compartment tray; lots of heads in one compartment, arms in another until I end up with plenty of inspiration and choices. This inevitably means that when I complete one model I still have loads of bits and ideas knocking around, so the single figure always ends up as part of a gang, squad or regiment. I like each model to be different, so it has its own story to tell; this also makes the conversion more fun and challenging. These models were made mostly from plastic Daemonettes and Dark Eldar Wyches.

The inspiration for most of my projects comes from John's artwork. It's the energy in his painting that I love along with the characters he creates. You could look at any of his paintings and sketches and make up a story for it. His work draws you in so that you get involved with it. This is what I try to achieve with my models.

I don't actually play games with my miniatures; for me, building these characters is the part of the hobby I enjoy most. In fact, my ideal job would be one where I got to sit in a room and assemble models all day! 🦴





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- 1 The top hat on this model was taken from an old Ork Goff Rocker. "It's the third time I've used that hat – I keep taking it off one model and reusing it on another," says Julian.
- 2 This is Julian's favourite miniature. "I modelled her so that she was relaxing with her cigarette, implying that she'd used it to light her flamer with."
- 3 Julian used plenty of red on this model to make her stand out from his usual palette. "I always think in Warhammer and Warhammer 40,000 that everything would be dark and tainted with death, so I tend to use greys and muted tones a lot."
- 4 A trio of Julian's femmes fatales. "These models were inspired by an ancient model from the 80s, a Chaos Amazon with high heels."

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.



CHAOS HELBRUTE

SCULPTED BY OLIVER NORMAN
NOMINATED BY EDGAR SKOMOROWSKI



Edgar is a Forge World designer responsible for models including the Basilisk and Chaos Dwarf Bull Centaurs.

Edgar: The first time I saw the Helbrute, I had to stop and take notice. It was a very arresting model, and it struck me that Oliver had done a fantastic, very technical job on the subject. The miniature is very elaborate, there is lots of detail, some of which is incredibly fine and that shows how the sculptors in the Design Studio are constantly pushing at the boundaries of what can be done – it's made of only a few pieces and yet it possesses an enviable sense of depth, especially around the face at the centre of the Helbrute's armoured chest. If you look there are several rows of

teeth around the Chaos Space Marine's head, which make him look recessed within the Helbrute. The brilliance of it is how this has been done using so few pieces, and is still a delight to assemble.

The Helbrute also has strange asymmetry, which makes it look even more convincing. The pose and the details of the model (such as the gun held low, the power fist raised up high, the tentacles erupting from the sides) simply aren't even. Somehow this makes it seem more natural, and at the same time more disturbing.



- 1 Oliver: "With the Helbrute mortal flesh and armour are melding in a disgusting fusion. Pipes have a sickening skin-like coating, exhausts take on a disturbing organic shape and there are even gills on the back of the Helbrute's torso."
- 2 Oliver: "The multi-melta is shortened and fist-like to imply close ranged brutality. You can just imagine the Helbrute jamming it right into the chest of a Space Marine Dreadnought and blowing it to pieces."

Oliver: I am grateful to Edgar for nominating the Helbrute to the Hall of Fame – it makes me proud that he would nominate one of my models, as I hold him and his own ability in high regard.

A lot of thought and care went into the design of the Hellbrute miniature. As it was to be part of the Dark Vengeance boxed game, I worked closely with Jes Goodwin to ensure it would complement the Chaos Chosen also in the box, as well as the Forgefiend and Heldrake due to be released for the Chaos Space Marines.

I wanted the Helbrute to look bestial and savage, to convey a sense of primal fear in the enemy. Space Marines know no fear, as the expression goes, but I still wanted to make something so ferocious that it could give even the mighty Adeptus Astartes a moment of pause. The whole pose of the model is one of aggression and rage, as suits the background of a Chaos Space Marine trapped within the Helbrute. The chains hanging from its arm show that it is kept locked tight between battles – imagine the carnage it would wreak on a space ship if it got loose.



Oliver Norman has sculpted models such as the Dark Eldar Cronos and Ravenwing Command squad.

THE TIME OF DRAGONS

"The history of the world begins long before the race of Men forged their Empire. Epochs ago, the world was populated by gigantic beasts – lightning-clad Shaggoths, chasm-dwelling Marnocks, segmented Leviathans, and even stranger creatures. The race of Dragons were ascendant at this time. Intelligent and articulate, many of these elder creatures had their own domains and ambitions and frequently warred with each other for ascendancy. The ground shook to the clash of titanic monsters and, for a time, they ruled the lands of the world."

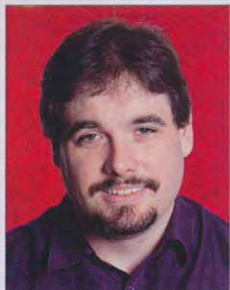
– Warhammer





DRAGONS IN WARHAMMER

Adam Troke interviews Mat Ward on the subject of Dragons, and their place in the Warhammer world.



Mat Ward is the author of *Warhammer: High Elves*. Few living mortals know as much about the history of Warhammer as he.

This classic cover from *Warhammer Armies: High Elves* shows a mighty dragon.

"Dragons are integral to the mythology and history of Warhammer," says Mat Ward, when I asked him about their place in the Warhammer world. "In ancient times, long before the history of the younger races even begins, the Dragons inhabited the world, along with all manner of primordial monsters. In that age they were the undisputed masters, and even after the Old Ones settled, and spawned the races that would rise to dominance in later ages, the Dragons remained paramount in might. The Elves, whose histories and legends outdate all other races, recall how Draugnir, the father of Dragons, was welcomed as an equal in the court of Asuryan, the creator god of the Elves, and how the sire of the Dragons, and his tragic demise, was instrumental in the creation of the High Elves' island home."

"As far as the Elves are concerned (and none have the records to refute them), all Dragons descend from that great lineage," Mat adds, hinting at some of the lore contained within the latest edition of *Warhammer: High Elves*. "Not all were as noble, and infighting and warfare among their own kind was rife, but they were unchallenged by mortal creatures, until the time of Chaos came."

The time of Chaos that Mat refers to is the massive invasion by the Chaos Daemons that takes place in the wake of the Old Ones leaving the Warhammer world. It was a time of terrible battles and near destruction as the limitless hatred and malice of the Daemons from the Realm of Chaos was levelled against Elves and Dwarfs. In those battles, which are recounted so evocatively in both *Black Library* novels and Warhammer army books, it was the Dragons that surely provided the Elves with the edge they required. "For the first time the Dragons needed the Elves as badly as the Elves needed the Dragons," Mat says. "Here were the mightiest creatures in the Warhammer world, suddenly faced with a limitless foe who was arguably more powerful than even them."

Millennia have passed since those fateful days, and the gargantuan struggle between the original Dragon Princes and the daemoniac legions, but the Dragons have forever left their mark on the Warhammer world. Upon Ulthuan they are still revered as faithful allies, while in Naggaroth they are enslaved beasts, bred to destroy the Dark Elves' ancestral foes. Some have been corrupted by the power of Chaos they fought so hard to resist, others by foul magic or necromancy. Fewer in number though they may be, their impact is perhaps greater than ever – Dragons are now rarely sighted, titanic beasts who can drive whole armies before them. To boast the allegiance of even a single Dragon is to possess a threat almost without equal.





PLAIN OF BONES

For the race of Dragons, nowhere evokes more emotion nor tragedy than the Plain of Bones. This desert of kaleidoscopic sands was once the resting place of the ancient Dragons, and those nearing death would travel there and lay down to begin their eternal slumber. Even now, gigantic skeletons jut from the swirling sands – rib cages and skulls break the horizon, their bleached bones reaching into the sky. When the First War Against Chaos began, however, the Plain of Bones changed.

The twisting power of Chaos seeped into the sand, tainted the wells and, worst of all, entered the corpses of the dead dragons. Once at rest, the cursed Dragons rose in undeath – their eyes lit by the fires of damnation and their appetites unable to be sated. These Zombie Dragons now wander the Plain of Bones and none with sanity travel there. Since the corruption of their graveyard, the Dragons have been forced to search out secret places to end their days.

The Zombie Dragons that haunt the Plain of Bones are considered a rare prize for the lords of undeath. A Vampire who wishes to claim one as his mount will brave the deadly plains to claim one – a feat that promises a very final death should the Vampire fail.

THE MISTRESS OF MONSTERS

Trish Carden waxes lyrical on the subject of creating Warhammer Dragons.



Trish is a mainstay of the Citadel design team and now a model maker for Forge World, responsible for making many monsters.

Trish: "The High Elf Dragon is soaring forward – I loved the idea of a Dragon plunging forwards aggressively."

As a veteran of more than 30 years in the Citadel design team, with a reputation for making amazing monsters of every shape and size, nobody knows more about making Warhammer Dragons than Trish Carden. In her time in the Design Studio Trish has sculpted everything from Manticores to Mangler Squigs. Talking to Trish it becomes clear that the subject that she has derived the most enjoyment from sculpting over the years is Dragons.

"Dragons make for a very interesting, emotionally compelling subject," says Trish, when asked about sculpting them. "Unlike most monsters, which are portrayed as brutish, savage or frenzied, Dragons are usually none of those things. Warhammer Dragons are intelligent and wise (and sometimes very evil). That's a factor to keep at the front of your mind when you are sculpting one: behind the

deadly beast that you're bringing to life in Green Stuff is an ancient creature of considerable intellect, and you need to do justice to that.

"One of the things I have always enjoyed about our Dragons is that, in a parody of real-world culture, Warhammer Dragons possess slightly different identities that reflect the culture they coexist with," Trish continues. "Take the real-world perception of Dragons – they are quite different in, say, China and England. My task for Warhammer is to hone in on what makes each special and unique, and turn that into a visual feature. So, the High Elf Dragon is sinuous and lithe, much like the warriors that it fights alongside, its fangs are straighter than most monsters and its claws are not sickle-shaped. By contrast, Ceithin-Har, the Wood Elf Dragon, has leaf-shaped scales and mossy-growths."





Deep in the sacred glades of Athel Loren slumber the mighty Forest Dragons — these ancient creatures are as much a part of the ancient forest as the Wood Elves are — altered and changed by the magic of the great forest to become more like it. When Athel Loren is threatened, the forest awakens these Dragons from their torpor, rousing them to do battle against the interlopers with claws sharper than any thorn and clouds of poison breathed from its fanged maw.

Ceithin-Har is the Forest Dragon who serves the Sisters of Twilight, Naestra and Arahan; a mighty forest guardian sworn to defend Athel Loren.

Probably the most famous Dragon of all time was Indraguir, the mighty Dragon who bore Aenarion the Defender into battle. He was the greatest Dragon of the age and countless Daemons of Chaos were sent howling into the Realm of Chaos by his fiery breath and the terrible force of his teeth and claws. Many were his victories, and as a companion to the great Aenarion none were truer.

At the final battle upon the Isle of the Dead, as Dragons and Daemons duelled in the skies, Aenarion and Indraguir faced the greatest champions of the Chaos Gods, and though it cost them their lives, bested them in combat. In so doing, Dragon and Elf united to save the world from total annihilation.



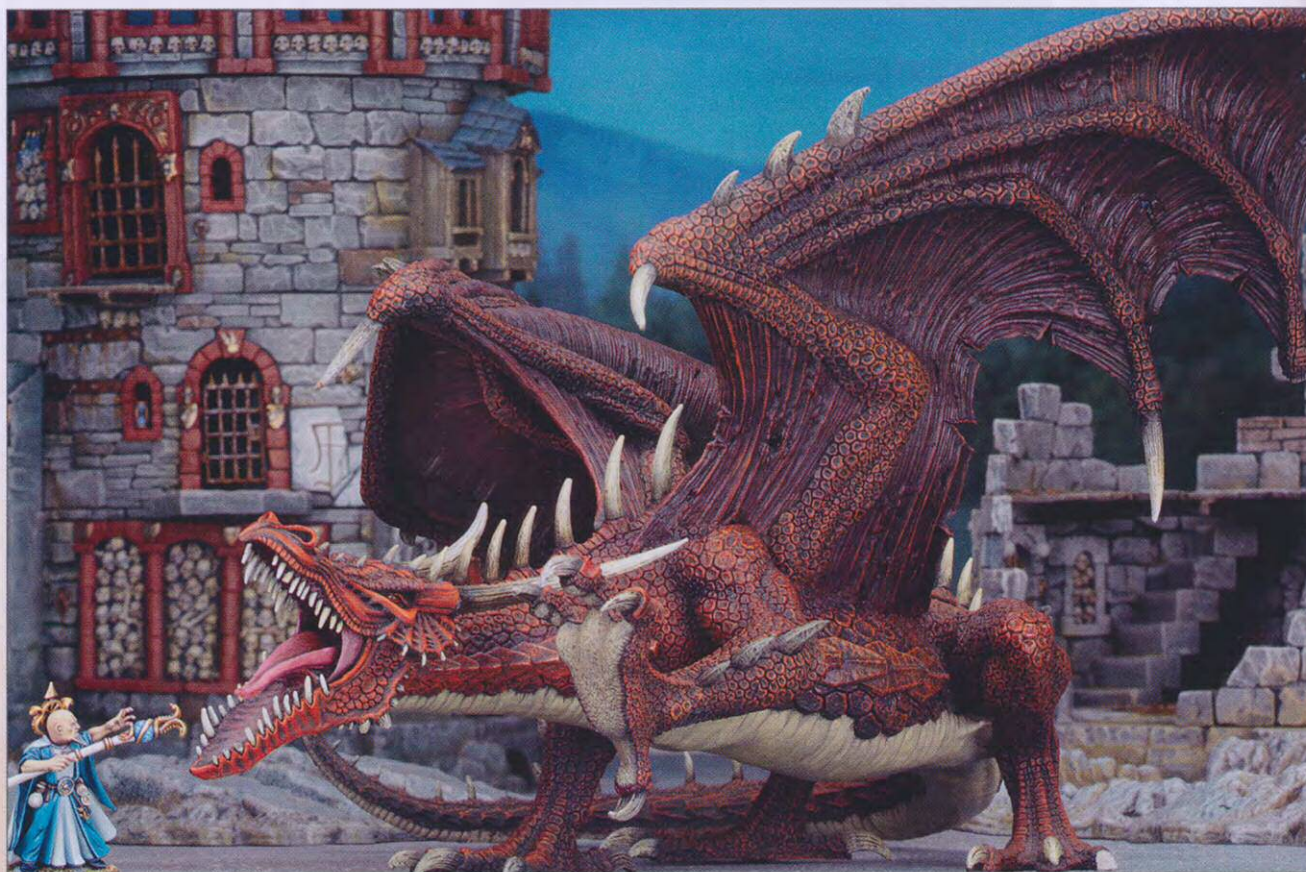
1 Trish: "Forge World's range of Dragons features some real beauties that reach deep into the background and stories of Warhammer. The Great Fire Dragon is one of the most iconic Dragons that we've ever released – it's a massive model, covered in detail, and it fits the image of a marauding, fire-breathing beast to a tee."

2 Trish: "The Dark Elves Black Dragon has quite a lot in common with the Hydra model, details such as the striations on the neck and the shape of the head, all of which implies a common heritage."

► "Over the course of 30 or so years, the Design Studio has been constantly driving forwards the methods that it uses to make new models," Trish says. "Back in 1982 Games Workshop released the Imperial Dragon sculpted by Michael Perry. It was a huge metal miniature that required minor feats of engineering, along with industrial quantities of high-power adhesive, just to stick it together. Those were grand old days, but we've come a long way since then. Our first plastic Dragons all shared a core body shape and wings, with alternative parts such as jaws, claws and a rider to tailor it to suit different armies. Good examples of these are models such as Prince Imrik on Minaithnir or Malekith on Seraphon. These classic Dragons all shared a distinctive s-shaped body, enforced mainly because of the restrictions of mould making. We're free of those same limitations nowadays, and can do things with our models that we never even imagined before. The Dark Elves Black Dragon is a good example of that. It's taking flight, balanced only by the tail

coiled around a log and rocky outcrop. Now, more than ever, our miniatures are reflecting the beautiful artwork drawn by the Studio artists, and the stories that are found in our books. That's a very good thing, it's the real goal when you're sculpting; to create a perfect fusion of stories, art and miniatures."

"The Forge World team play a significant part in expanding the realm of Dragons too," Trish adds. "The model makers in Forge World are free to venture into places in the Warhammer world that the Design Studio is unlikely to explore. These models are always impressive and often quite massive, such as the beautiful Emperor Chaos Dragon (which is riven with crazy, eye-popping mutations) and the jaw-dropping Fire Dragon. Here's where imagination can run completely unfettered – between the wealth of monsters described in Storm of Magic and Forge World's own Monstrous Arcanum, we've laid the groundwork for a lot of different Dragons in the future." **AT**





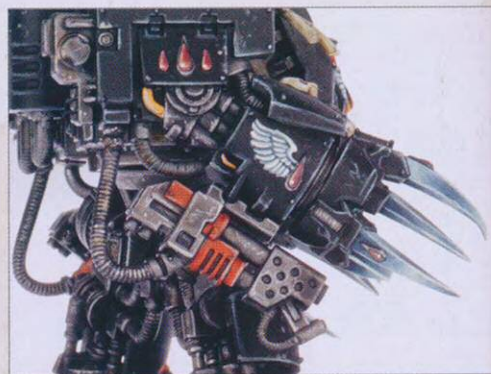
PARADE GROUND

Parade Ground is our feature that showcases fantastically painted miniatures, each a gallery united by a particular theme. In this, the first of two Parade Grounds this issue, we look at Dreadnoughts.



DEATH COMPANY DREADNOUGHT Christian Byrne

Christian has been painting models for his Blood Angels army for some time now – this Death Company Dreadnought is one of his favourites. Christian used the colour guides as laid out in the back of the *How to Paint Citadel Miniatures* book for most of the model, using the colours recommended for the black armour, metal, red details and bone. The gems and purity seals were painted Screamer Pink, then glazed with Bloodletter before a final highlight to give them a reddish tone. When the painting was almost complete, Christian added scuffs and scratches with Runefang Steel.



1 Christian's Death Company Dreadnought is faithful to the colours in Codex: Blood Angels.

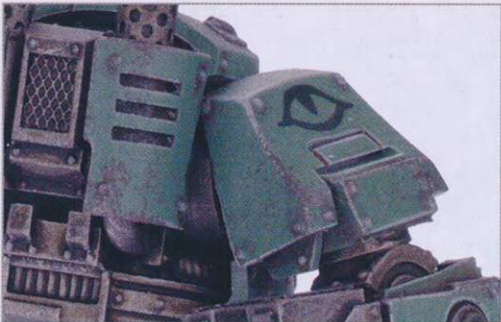
2 The white highlights of the blood talons contrast strongly with the matte black armour of the Death Company Dreadnought.

SONS OF HORUS CONTEMPTOR

Duncan Rhodes

Duncan has plans to paint an entire Battle Company of Sons of Horus Space Marines, and this Contemtor Dreadnought is one of the latest additions. The striking eye on the Dreadnought's chest plate is a small self adhesive half-bead from a craft shop, painted to resemble the eye of Horus. The

model was painted using Duncan's simple (but very effective) scheme of Mechanicus Standard Grey, Dawnstone and then a wash of Biel Tan Green mixed with Lahmian Medium. Duncan says the paint scheme is pretty quick to apply, and that he then weathers it with scratches.



- 1 Duncan's Contemtor wears the sea green and black of the Sons of Horus Legion.
- 2 Duncan has added a 6th Company marking to his Contemtor Dreadnought with a transfer.
- 3 The eye of Horus painted on the other shoulder was painted on by hand.

CRIMSON HERALDS IRONCLAD DREADNOUGHT

Paul Gaynor

We featured Paul's Crimson Heralds army in Army of the Month, and all of the models in the force were painted to this very high standard. As well as a striking heraldic colour scheme, the army features a great deal of scrollwork, picked out in white paint. This has the effect of making

the models in his collection look like they have been the subject of lavish attention. This Ironclad Dreadnought has had its enclosed, armoured sarcophagus swapped out for the front plate from a Venerable Dreadnought; this alteration dramatically changes the appearance of the model.



- 1 Paul's Crimson Herald Ironclad in all its muddy, battle scarred glory.
- 2 A close up of the Dreadnought close combat weapon shows the scrollwork clearly.
- 3 Paul's Dreadnought is festooned with intricate script and devotional writings.

LAMENTERS LIBRARIAN DREADNOUGHT

Dave Roberts

As a Successor Chapter to the Blood Angels, the Lamenters share their progenitors' weaponry, wargear and also their high proportion of psychically sensitive Space Marines. Dave included a Librarian Dreadnought in the army he was painting.

Dave uses an airbrush whenever he can, so he sprayed much of this model in yellow and blue before assembling it – a handy tip if you're painting a model with large areas of contrasting colours, as it helps to avoid messy overlap that can be time consuming to correct.



- 1 A Lamenters Chapter Librarian Dreadnought.
- 2 Dave has used red as the principle spot colour across the model, using it on gems and lights to add colour contrast.
- 3 Many scrolls and purity seals adorn the Dreadnought's armoured hull and weapons.

IMPERIAL FISTS CONTEMPTOR-MORTIS DREADNOUGHT

Mark Bedford

As a man singularly obsessed with painting Dreadnoughts, Mark painted this Contemtor-Mortis Dreadnought purely as an opportunity to paint a Dreadnought in bright yellow. The yellow armour is built up over several layers and then detailed with weathering and washes – in many

ways, however, the highlight of the model is actually the Imperial Fists symbols and markings. These are all taken from the Forge World Imperial Fists transfer sheet. Adding transfers and details such as these to your models can really enhance an already good paint job.



- 1 The Contemtor-Mortis Dreadnought is a lethal anti-air defence weapon.
- 2 Mark combined a cross and a skull transfer from the Forge World Space Marine Transfer Sheet to make this icon.
- 3 According to the Codex Astartes, a red helmet denotes Sergeant rank.

ASTRAL CLAWS CONTEMPTOR DREADNOUGHT

Mark Bedford

During a campaign he played with some of his colleagues, Mark added this Astral Claws Contemtor to his burgeoning secessionist army. The model features a strong, simple colour scheme of silver and blue, which Mark has weathered using Forge World Weathering Powders and

Citadel Shades – of particular note are the grimy stains around the joints and bolts on the Dreadnought's armour. He used plenty of transfers from the Astral Claws Transfer Sheet. "Transfers help you add complex iconography that would be a nightmare to paint by hand," Mark explained.



- 1 Mark's Astral Claws Contemtor Dreadnought singles out a foe.
- 2 It's perfectly possible to paint over transfers – as Mark's stippling here clearly shows.
- 3 The shoulder armour bears the name Klietor, a famous name within the Astral Claws Chapter.

CARCHARODONS CONTEMPTOR DREADNOUGHT

Will Hayes

This blood-spattered monstrosity is one of the gory models in Will Hayes' Carcharodons Space Marine army. Will was really impressed by the violent nature of the Carcharodons in *Imperial Armour: Volume VIII* and *IX*, so he treated himself to a force to join in the Forge World campaign. Many of Will's Space Marine models have

additional armour studs, and he has customised this Dreadnought by adding lots of them to its armour – essentially these are simply small half beads that he has made himself. Will has also added some small conversions to the Dreadnought's torso, including a pair of armour plates and a grille.



- 1 Will's Carcharodon Dreadnought in all its bloody glory.
- 2 The blood effect was made by mixing red paints and washes and flicking it onto the model.
- 3 Will has applied two Carcharodon Chapter transfers to the armour plates on the front of the Contemtor's torso.

Readers' Parade Ground

We love to feature miniatures sent in by you, our readers. This month Rasmus Rask got in contact with us and sent in these pictures of his heavily converted Death Guard Helbrute – a towering fusion of machine, Daemon and ten thousand year-old bio-matter.



- 1 The head of the Helbrute combines the skull faceplate from the Defiler with a spare lower jaw from the Hive Tyrant kit.
- 2 The ramshackle power plant has additional exhaust pipes from the Ork Killa Kans set.
- 3 The Helbrute has been made taller by using the back-jointed legs from the Imperial Guard Sentinel. The additional armour plates on the thighs and the chainmail loincloth come from the Chaos Daemon Prince.



KIT BASH

CHAOS, ELVES AND CULTISTS

Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month there's a Warshrine, High Elf Warriors and some mutated Chaos Cultists.

ALTAR OF CHAOS

Mark Farr

Mark has a massive Chaos Warrior collection. This model spawned from his mind when he saw the Maulerfiend and Warshrine side by side. "I was really pleased to find that the shrine top fitted really nicely on the back of the Maulerfiend," he says. "It needed hardly any alteration. The rest of the model shows the value of keeping all the spares from your plastic kits. You never know when they will be useful."





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- 1 The Chaos Marauder with long spear is a spare model from Mark's army – the spear haft is a length of rod textured with Green Stuff.
- 2 Mark used lots of spare parts like old skulls, spare heads, hooks and more to detail areas of the model that needed some extra attention after he'd attached the shrine.
- 3 Mark used a length of chain to make the reins for the model and the bit is an old Skeleton Warrior's shield boss. On the base Mark has placed the corpse of a headless Empire soldier.



3

HIGH ELF SPEARMEN OF CHRACE

Chris Peach

Chris and the Design Studio hobby team built and painted a Chrace army for inclusion in Warhammer: High Elves. As he and his colleagues assembled the force, it was clear there were plenty of spares on the White Lions and High Elf Chariot kits that could be used to add extra detail to the other models in the army. "The first thing we did was build a massive unit of 40

White Lions, and that gave us loads of spare heads," Chris said. "You can see that I've scattered these spare heads, and some other parts too, throughout the Spearmen unit. This gives the regiment a really different feel to other High Elves, like they're from the province of Chrace. It's amazing what a few spare bits and a few shield upgrade packs can do."



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- 1 Chris' regiment of Chracian Spearmen, which uses the Chracian Shield Upgrade Pack.
- 2 Having built 40 White Lions, there were several spare horns, so Chris gave one to the musician for his Spearman unit.
- 3 "This White Lion is the champion of the unit. The Spearmen would be glad of the help from such a seasoned warrior, and he helps reinforce the theme of the unit," says Chris. "He's a White Lion model, with a spare cloak from the Lion Chariot kit."



- 4 Chris matched the unit to the regional colours favoured by the Elves of Chrace, as described in *Uniforms & Heraldry of the High Elves* and *Warhammer: High Elves*.
- 5 Chris wanted to inject more colour and heraldry into his unit, so he converted some pennant bearers to stand at the edges of the regiment. The pennant and banner pole come from the Spearman kit, while the banner top and plumed helm are looted from the Lion Chariot and White Lions respectively.
- 6 Having assembled 40 White Lions in a single unit, there were three spare banners – so Chris pressed one into service in this unit too. The arms required little or no adjustment, although each of the helmets needed a small blob of Green Stuff applied into the 'neck socket' to fit nicely in place.

CHAOS CULTISTS

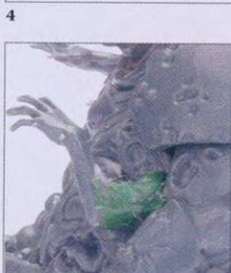
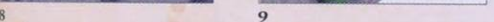
Mark Bedford

These Chaos Cultists have been converted to look even more disturbing than normal – as well as the ritual scarification and general malaise, Mark has given them a host of hideous Chaos mutations. Mark has simply trawled through his bits box to find all manner of useful components and, combined with a bit of Green Stuff, tinkered with each model, adding

tentacles, twisted appendages and even more horrific faces to the models. The cleverest thing about all of these conversions is that none of them are particularly complicated; anyone who fancies trying out a first time conversion of their own could have a go at replicating something like this. A little change can go a long way.

1-2 Mark's Cultists have been tied together by a paint job that incorporates pale flesh and brown clothing. Judicious use of red and green on certain characters adds a little variety and detail.





10

3 This massive mutant was a Nurgle Chaos Lord. His flail has an industrial look, like a crudely improvised weapon, and features parts from several kits.

4 The Cultist Champion has the head from one of the Zombies pulling the Corpse Cart.

5 These stubby arms are spare parts Mark had left over from when he made his Coven Throne.

6 Mark has used Green Stuff to add a disgusting tentacle tongue.

7-8 This Cultist has Green Stuff tentacles emerging from his armpit (and helping hold his gun).

9 Simple sausages of rolled Green Stuff make for a tentacle tongue and a horrible larger tentacle that wraps around the Cultist's arm.

10 Another Zombie head from the corpse cart makes this Cultist's head. The big tentacle is actually a tail from a Screamer of Tzeentch.

PARADE GROUND

In the **second** of our Parade Ground articles, we have a dual focus. First is a selection of beautifully painted Titans. Secondly, we have a gallery of entries from the 2012 Golden Demon competition held in Japan.



LEGIO IGNATUM WARHOUND TITAN

Rik Turner

Rik's Titan, *Ira Di Dominatus*, is the centrepiece of his collection. For a colour scheme, Rik faithfully copied the colour scheme for the Legio Ignatum, including the iconic yellow and black stripes on the carapace. Rik also added a series of pennants to the Titan, hanging them with small lengths of jewellery chain – the pennants beneath the guns signify important kills made by each weapon (Rik keeps a record in his games and updates them after the battle), while the central banner has the symbol of the Adeptus Mechanicus and the Collegia Titanica.



2

1 Rik has taken the chance to add purity seals, oath scrolls and other details to his model, using spares from his bits box.

2 Rik has also painted the interior of the Princeps' control room – removing the Warhound's head lets you see them.



3 Ira Di Dominatus looks resplendent in its bright red armour, with three pennants hanging beneath it.

4 Suspended beneath the Warhound's plasma blastgun is a banner displaying the Titan's kill markings. Rik says these are issued for "significant kills in battle."

5 Rik has textured and detailed the base of the model using a Moonscape crater and some building pieces from the Sanctum Imperialis building kit.



CHAOS WARHOUND TITAN

Chad Mierzwa

This Chaos Titan is one of three painted by Chad for the Warhammer 40,000 rulebook. The armour plates were painted using a Spray Gun: Chad used Khorne Red, Mephiston Red and Wild Rider Red to build up the colour at the centre. The banner hung between the Titan's leg was designed by his colleague Neil Hodgson.



- 1 Chad's Warhound bears the livery of the traitor Legio Excruciatus.
- 2 The huge Chaos star atop the Warhound's carapace is a focal point on the model. Chad kept it simple, using the same brassy colours as he did on the rest of the model, with the addition of a little weathering and battle damage.



1

IMPERIAL WARHOUND TITAN

Dave Roberts

Dave's Warhound bears the battered and scarred black and white heraldry of the Legio Crucius. Dave has cleverly weathered the armour plates so that beneath the scarred paintwork rusty red metal is visible – creating the impression of a Titan operating for a protracted period in a vicious battle zone.



2

- 1 Legio Crucius, or the Warmongers, are famed for their actions in the Third Armageddon War, and their part in the Badab War, the latter of which is detailed in Forge World's Imperial Armour Volume 9.
- 2 Dave has detailed the model with the icons of the Adeptus Mechanicus.



1

IMPERIAL REAVER TITAN

Matt Murphy-Kane

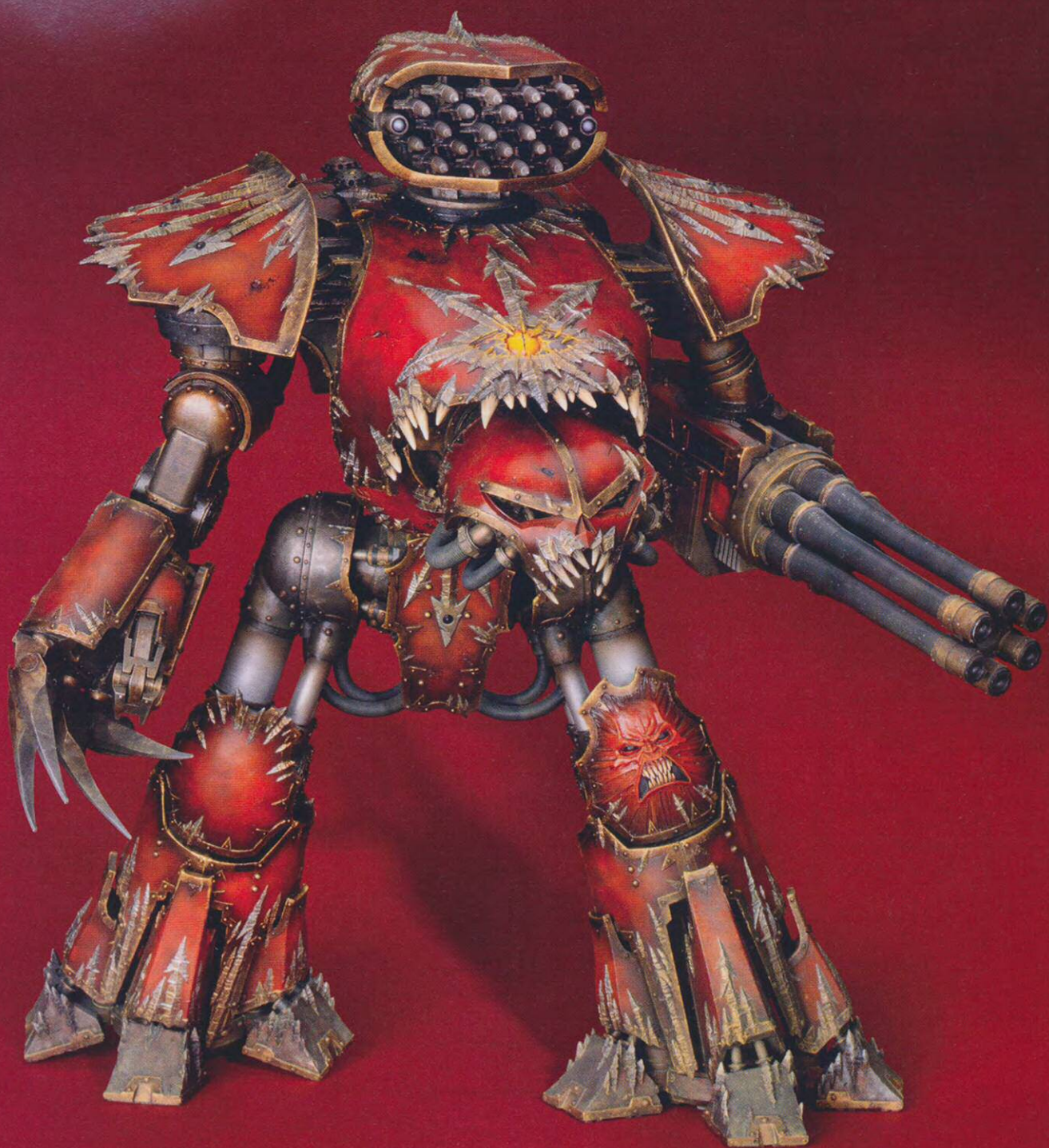
This Titan is from the Legio Ultima, a Titan Legion Matt created, and it features heraldry proclaiming a joint allegiance to the Ultramarines Chapter and the Adeptus Mechanicus. The colour scheme for the Titan is based strongly on the colours worn by the Ultramarines, with some stylistic additions, such as the flames on the legs.



2

1 Matt's Reaver Titan is painted in the colours of his own Titan Legion, the Legio Ultima.

2 Behind a screen of armoured glass the Reaver has a bank of lenses to relay vital targeting data to the Princes and his crew.



CHAOS REAVER TITAN

Phil Stutcinkas

Phil, a designer within the Forge World studio, painted this Chaos Reaver in a stunning feat of hobby prowess, taking less than a day to complete the model. He chose glossy red armour plates so that it would look striking on the battlefield, and also match the Daemon Engines already in the Forge World collection.



- 1 Adorned in the blood red of the Legio Vulcanum I, this Reaver looks very menacing indeed.
- 2 The Chaos Reaver Titan has been mutated by the power of the Warp, including this sinister eye that glares out from the unnatural tear on the top of the Titan's carapace.

2

Golden Demon 2012

In our last Golden Demon 2012 Parade Ground we take a look at a few of the entries into Japan's first Golden Demon competition. And, with only a couple of months until our next Games Day, we're already looking forward to seeing your entries for 2013.

● JAPAN GOLDEN DEMON



1

1 Christoph Blumenthal,
Warhammer 40,000
Monster, Gold and Slayer
Sword winner.

2 Hiding on the back of the
base is a cheeky Grot,
taking a potshot at the
Tau with his slugga.

3 Takayuki Muroi,
Warhammer Single
Miniature, Gold.

4 Takayuki Muroi,
Warhammer 40,000
Single Miniature, Gold.



2



3



4



5 Yasunori Ishizaki,
Diorama, Gold.

6 Tomohito Shibatani,
Diorama, Silver.



PAIN T 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.

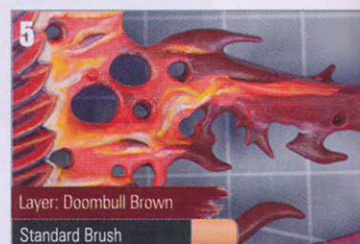
FLAMESPYRE PHOENIX

(as seen on pages 6-9)

The **High Elves** have a number of new kits out this month; among them the soaring might of the Flamespyre Phoenix. At first glance this miniature could appear tricky to paint, but with a little practice (and some help from the 'Eavy Metal team), Dan came up with this guide to help you paint your own Flamespyre Phoenix.

Having built and undercoated the Phoenix, Dan basecoated the whole model Khorne Red using the Citadel Spray Gun. As many of the feathers would be red and the flames predominantly orange, a red basecoat was the ideal starting point.

Dan used several washes made using a mix of paint and Lahmian Medium (see sidebar) to shade the recesses between the feathers and highlight the hotter areas of the flames. To ensure that the washes didn't run and pool, he carefully painted the wash onto the underside of the model and allowed it to dry, then flipped the Phoenix over and painted the top side.



The eye was painted using the technique for gems on page 112.



A sharp white line along the edge of the feathers shows where the flames are burning the hottest.

FLAMESPYRE PHOENIX DETAILS

(as seen on pages 6-9)

There are a lot of feathers on the Flamespyre Phoenix and it's easy to end up with a very red miniature if they're all painted the same. Dave Heathfield, who painted the 'Eavy Metal version,

suggested painting the rows of feathers in different shades to break up the colour. Here are three feather guides (based on Dan's Khorne Red basecoat) and a guide for painting the Phoenix's beak.

Dark Feathers



Medium-tone Feathers



Light Feathers



Beak



Lahmian Medium

When painting the Flamespyre Phoenix, Dan used Lahmian Medium to thin down several colours so that he could apply them as washes on specific areas of the miniature. They have been marked with (LM) on the paint swatches to help you identify them. As a rough estimate, Dan mixed the Lahmian Medium with the paint in a 3:1 ratio, achieving a milk-like consistency.

SISTERS OF AVELORN

(as seen on pages 16-17)

The Sisters of Avelorn are one of the new units available to the High Elves and the perfect subjects for a painting guide on how to paint High Elf miniatures. While the stage-by-stage guides on this page use a

Sister of Avelorn, they're just as applicable to other models in the High Elf army. The guide for white robes, for example, can be used on almost every model in the High Elf range.

White Cloth



Magical Bows



Gemstones



Blonde Hair



Silver Armour



COLOURS OF THE HIGH ELF KINGDOMS

(as seen on pages 90-91)

This month sees the release of *Uniforms & Heraldry of the High Elves* – a useful guide to the colours and uniforms worn by the Elves of the 10 Kingdoms. If you're working on a High Elf army (or thinking of

starting one), then the colour schemes within this book are very easy to transfer to the miniatures in your collection, as you can see from the Spearmen below, which were painted by the Studio Hobby Team.

Chrace

Red is the traditional colour of Chrace, signifying the blood they have spilt in the defence of Ulthuan. The Chracian Militia tend to wear white cloth with red details and their shields often bear the symbol of the White Lion. These Spearmen were further enhanced with the new High Elf Shield pack, which includes 16 finely detailed lion shields.



Shield Basecoat: Khorne Red

Shield Layer: Evil Sunz Scarlet

Shield Highlight: Wild Rider Red

Armour Basecoat: Ironbreaker

Armour Drybrush: Necron Compound

Armour Wash: Nuln Oil

Gold Basecoat: Warlock Bronze

Gold Layer: Gehenna's Gold

Gold Highlight: Auric Armour Gold

Eataine

The colours of Eataine's noble houses are red, orange and yellow, the colours of Asuryan's Phoenixes. The heraldic symbol for the province is a phoenix, often flying above the Mark of Asuryan. These Spearmen were given a Skull White Undercoat, which makes it easier to paint the lighter colours that have been used on the miniatures.



Shield Glaze: Lamenters Yellow

Phoenix Design: Mephiston Red

Battle Damage: Baneblade Brown

Spear Basecoat: Skrag Brown

Spear Layer: Balor Brown

Spear Highlight: Karak Stone

Cloth Basecoat: Celestra Grey

Cloth Drybrush: Praxeti White

Bases: Balor Brown

MATT HUTSON'S HIGH ELVES

(as seen on pages 54-69)

Matt: When I started my High Elves several years ago, I used a selection of blue paints to give them a different appearance to the Studio army. Over the last few weeks I've painted several of the new units to add to

my force and I was pleased to find that the new Citadel Paint Range matched up nicely with the older paints that I used on my existing collection of High Elves. Here is a breakdown of the colours I used.

Lothern Skycutter

Skycutter hull: Zandri Dust

Skycutter gunwale: Balor Brown

Skycutter wash: Seraphim Sepia

Skycutter Highlights: Screaming Skull

Brown Feathers: Mournfang Brown

Grey Feathers: Fenrisian Grey

Blue Feathers: Caledor Sky



Loremaster of Hoeth

A Guide to our Techniques

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



Cloak Base: Caledor Sky

Cloak Layer: Teclis Blue

Cloak Layer: Lothern Blue

Armour Base: Ironbreaker

Armour Wash: Reikland Fleshshade

Armour Layer: Runefang Steel

High Elf Archer



Robes Base: The Fang

Robes Layer: Russ Grey

Robes Layer: Fenrisian Grey

Jerkin Base: Dawnstone

Jerkin Wash: Nuln Oil

Jerkin Layer: Ulthuan Grey

MATT HUTSON'S FROSTHEART PHOENIX

(as seen on pages 54-69)

Matt: The colour scheme for my Frostheart Phoenix was inspired by one of the illustrations in the *Uniforms & Heraldry* of the High Elves book, which fit perfectly with my army colours. I gave the whole model a Skull White Undercoat as the miniature would be predominantly white. The first stage was to paint the blue feathers (using the same blues as the robes on my High Elf troops), being careful not to get any paint on the snowflakes sitting on top of them. Once the blue areas were done, the white took next to no time to paint – it took longer waiting for the washes to dry than it did to apply them!



The row of blue feathers in the middle of the wing mirrors the white snowflakes gliding over the blue feathers.



The blue and white of the Frostheart Phoenix fits in nicely with the colour scheme of Matt's army.

White Feathers



Blue Feathers

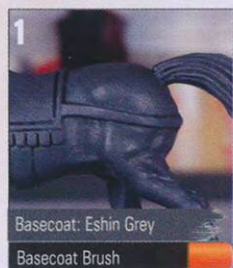


Painting Horses

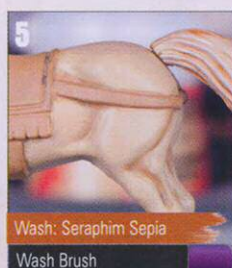
Horses make an appearance in all of our games, whether they're being ridden into battle by noble High Elf Silver Helms, Rough Riders of the Imperial Guard, or an Éored of Rohirrim. On these two pages

we've painted eight different breeds of horse, ranging from dark bays to dapple greys. While it may not be a comprehensive list of every horse breed, it's certainly enough to get you started.

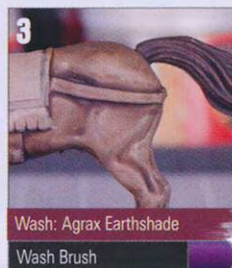
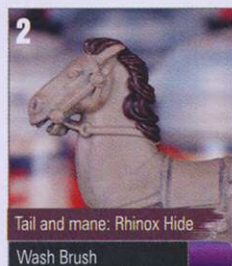
Black



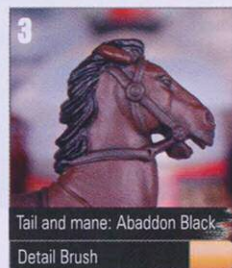
Palomino



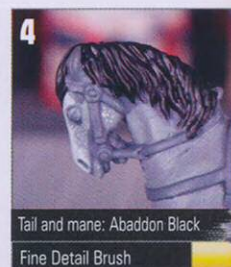
Dun



Dark Bay

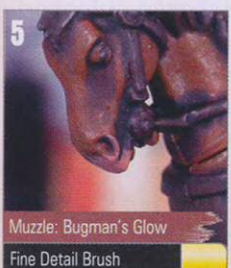
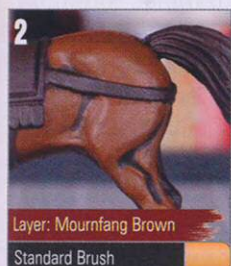


Dapple Grey

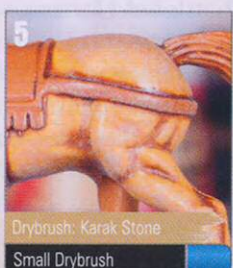


It's worth doing a little research on markings before you paint your horses. Markings traditionally show up as either face markings or leg markings. The black horse on the far left, for example, has a blaze down the middle of its face, while the Palomino below and to the right has a cream-coloured sock on its back foot.

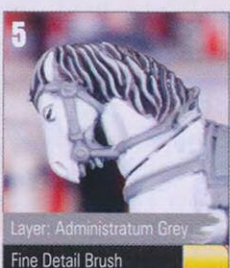
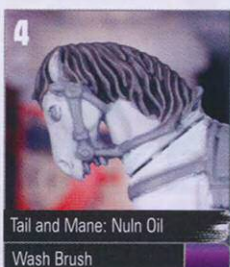
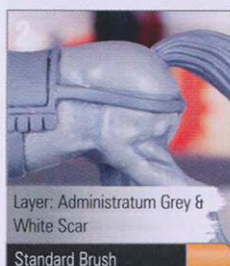
Appaloosa



Light Bay



White





JEREMY VETOCK

Jeremy ruminates about collecting and painting Citadel miniatures and celebrates the inspiration of the hobby muses. However, he offers no analysis whatsoever on his own propensity to mistakenly swish paintbrushes clean in his coffee cup.

By the time you read this, the hemisphere in which I reside will be turning to spring, but at the moment it is a cold and grey winter, with Christmas only recently past. In addition to enjoying time off to visit family and friends, I also received the kingly gift of *The Hobbit: An Unexpected Journey* Strategy Battle Game. The fact that this landed in my lap at a period coinciding with some free time created a perfect storm of hobby activity. Soon my brushwork was blazing, churning out pleasing finished models at a rate that left my fingers smouldering and caused anyone within ten feet of my hobby area to have their hair stand on end.

But with the exception of my latest outburst, I find that I take things 'slow and steady' – collecting and painting my forces over time. My progression can be likened to filling a bucket with water via drips; as the constant trickle gradually fills the container, so too are units built up by a regular stream of completed models. These days finished figures arrive into my display case in modest ones, twos and threes, yet it was not always this way...

In my younger days I could more easily dedicate the space and time to launch impressive hobby crusades – getting new armies battle ready or creating whole terrain sets in days and weeks rather than multiple months or longer. When inspired by new stuff to paint, I would attack the project with zeal, not pausing until I was ready to shift into gaming mode, where I would play as many battles in a row as possible. I still get just as enthused over new models, terrain and gaming options, but now I find that I have more responsibilities to contend with. I recall staying up all night to finish an army for a tournament, surviving on delivery pizza while rushing to build an entirely new battlefield for a specific scenario planned for that Saturday, or playing such large involved games that they swallowed up entire weekends. These things might still happen, but they do so more infrequently and over shorter timeframes.

I enjoy the ongoing process of accumulating an army. I don't know how

long I've been working on my Orcs & Goblins, but I know it is massive in size and I also know it clearly isn't even halfway done. I like looking forward to a sizable stack of projects that project further into the future than I can estimate and I take pride in my armies and terrain amassed over many years. Playing wise, I shoot for regular gaming nights, but these invariably get moved around. They also don't last as long – while I deny turning into a pumpkin at the stroke of midnight, my gourd transformation doesn't take place too much later. But I find I appreciate and look forward to my game night or painting time more than ever, and I'm less likely to take for granted any gathering of old friends simply because I realise they no longer take place as often. Which is why, on top of all that, I have revelled in the frenetic explosion of assembling, painting and gaming that the Strategy Battle Game models caused. To match unbridled hobby furore with free time has been awesome, and brought back fond memories.

“These days finished figures arrive into my display case in modest ones, twos and threes, yet it was not always this way...”

I still subscribe to the adage that ‘slow and steady wins the race’, however, I admit that there is nothing like riding the surge of mad inspiration. I recall long ago dreaming up a new and (overly) involved Warhammer campaign with a good friend of mine. We agreed to meet early the following morning to spend the day painting, a sort of kickoff in order to prepare the new forces we would need. Naturally, while we painted we could iron out the gaming details. That was the plan, anyway. When I arrived at the painting table I was surprised to see him working on not his Warhammer army, but instead beginning to paint the many squads of Space Marines that were assembled and primed before him. With an apologetic

shrug he told me that, while working out a colour scheme idea, he realised it would better fit his neglected Space Marines force. So he got started with that and, one thing led to another and, well, once the ball starts rolling... “Sometimes,” he explained, “you just get in a mood and you have to go with it.”

Now, probably 20 years later, the incident is still in my book of grudges – but I understand what happened more than ever. We never got that particular campaign underway, and I'm sure I unleashed a barrage of abuse that still registers on psychically tuned instruments, but my friend completed a fantastic Space Marine army that served him well for many years. And, despite continued needling that has now lasted over two decades, we're still friends. Such overwhelming inspiration is an intangible that is hard to describe, not unlike a mediocre sports team riding an impressive win streak or a poker player maintaining an improbably long ‘hot hand’. Such things inevitably run their course and return to their normal (mere mortal) proportions, but it's best not to jinx such a glorified period of unparalleled production and to simply enjoy them while they last.

As it happens, I had been toying with the idea of keeping track of the number of new models painted, new terrain sets created, as well as how many games I've played this year. Although this is new to me, it is not a new idea. Whether by journal, blog or hash marks scrawled onto their painting stations, many hobbyists have long kept records of their achievements and these have always inspired me. Now I join their ranks and I'm already off to a flying start. Even better, my mind is still aflame with fevered hobby dreams – new models to buy and paint, landscapes to model and new battles to play. Full steam ahead!

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

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

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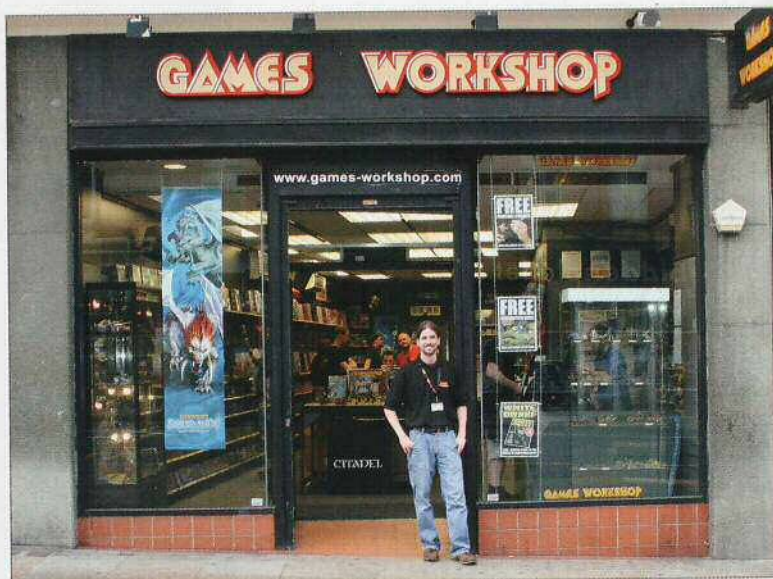
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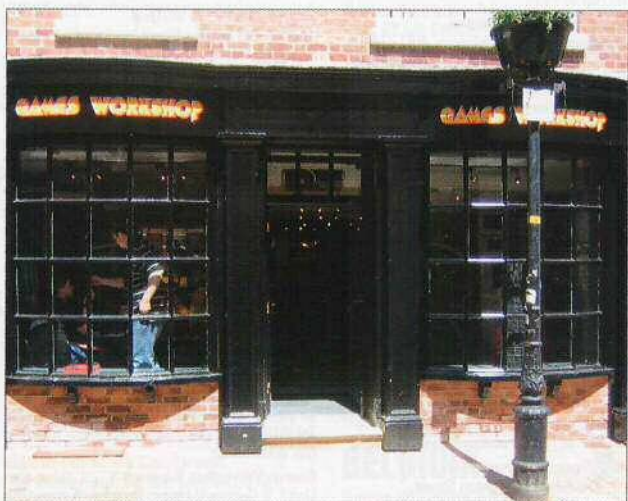


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Unit 6 Newgate Shopping Centre, Newcastle,
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Games Workshop Northampton
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Shop 25 Citi Centre Arcade, 145 Rundle Mall, Adelaide, SA, 5000. Tel: (08) 8232 7611. Facebook: GWAdeelaide

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Games Workshop Halifax Shopping Centre
6950 Mumford Road, Unit 304, Halifax, NS, B3L 4W1. Tel: (902) 442-0237. Facebook: GWHalifax

Games Workshop Highgate Village
7155 Kingsway, Suite 201, Burnaby, BC, V5E 2V1. Tel: (604) 629-1064. Facebook: GWHighgateVillage

Games Workshop Kingsway Garden Mall
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Games Workshop Langstaff Square
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Games Workshop Victoria
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Games Workshop White Oaks Mall
1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

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

Games Workshop Yonge and Lawrence
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Tel: (0451) 9892206. Facebook: GWLuebeck

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

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

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

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

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

Games Workshop Oldenburg
Markt 2-3, Oldenburg, 26122.
Tel: (0441) 20099318. Facebook: GWOldenburg

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

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

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

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

Games Workshop Stuttgart
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Tel: (0711) 2294860. Facebook: GWStuttgart

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

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

Games Workshop Wiesbaden
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Tel: (0611) 4459852. Facebook: GWWiesbaden

Games Workshop Wuppertal
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Games Workshop Roma
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Games Workshop Frascati
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Tel: 06 9422296. Facebook: gwfrascati

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

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
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Tel: 06 4549821. Facebook: gwroma3

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Piazza della Meridiana angolo Salita S. Maria degli Angeli, 16124, Genova, Liguria. Tel: 010 2530472.
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Games Workshop Verona
Largo San Nazaro 2, 37126, Verona, Veneto.
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Games Workshop Ferrara
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Games Workshop Wellington
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Games Workshop Blue Ridge Crossing

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Games Workshop Blue Diamond Crossing

4270 Blue Diamond Rd, Suite #104, Las Vegas, NV, 89139. Tel: 702-432-3008. Facebook: GWBlueDiamond

Games Workshop Bowie Bunker

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

Games Workshop Buena Vista

1187 Huntington Drive, Duarte, CA, 91010. Tel: (626) 303-1199. Facebook: GVBuenaVista

Games Workshop Capella Centre II

8653 Sencus Blvd, Columbus, OH, 43240. Tel: (614) 846-2270. Facebook: GWCapellaCentre

Games Workshop Central Avenue

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

Games Workshop Chesterfield Crossing

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

Games Workshop Chicago Bunker

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

Games Workshop City Walk

227 Sandy Springs Place, Suite #108, Sandy Springs, GA, 30328. Tel: (404) 256-6439. Facebook: GWCityWalk

Games Workshop Coles Crossing

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

Games Workshop Columbia Palace

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

Games Workshop Cool Springs Village

1945 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

Games Workshop Deer Grove

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

Games Workshop Deerwood Village

9978-3A Old Baymeadows Road, Jacksonville, FL, 32256. Tel: 904-656-9241. Facebook: GWDeerwoodVillage

Games Workshop Denton Town Crossing

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

Games Workshop Eastport Plaza

4104 SE 82nd Ave, Suite 350, Portland, OR, 97266. Tel: 503-788-7643. Facebook: GWEastportPlaza

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. Facebook: GWEntradaDeOro

Games Workshop Fair Oaks Mall

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

Games Workshop Farmington Center

1994 Exeter, Germantown, TN, 38138. Facebook: GWFarmingtonCenter

Games Workshop Forest Park

4711 Forest Dr, Suite #20, Suite #20, Columbia, SC, 29206. Facebook: GWForestPark

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

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Games Workshop Gig Harbor

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Games Workshop Governor's Square

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Games Workshop Grapevine Mills

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Games Workshop Hampton Village

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

Games Workshop Hill Country Plaza

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

Games Workshop Hilltop East Shopping Center

1564 Laskin Rd. Unit 172, Virginia Beach, VA, 23451. Tel: 757-962-5259. Facebook: GWHilltopEast

Games Workshop Hyde Park Plaza

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Games Workshop Kent Station

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Games Workshop Lake Crest Village

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Games Workshop Lake Shore

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

Games Workshop Larwin Square

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

Games Workshop Layton Plaza

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

Games Workshop Man O War Place

115 North Locust Hill Drive, Suite 106, Lexington, KY, 40509. Tel: 859-266-0245. Facebook: GWManoWar

Games Workshop Market at Town Center

2583 N Town Center Blvd, Sugar Land, TX, 77479. 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

1724 E. Avenida de los Arboles, Unit D, Thousand Oaks, CA, 91360. Tel: (805) 492-8800. 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

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

2321 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

303 East Altamonte Springs Drive, #1060, Altamonte Springs, FL, 32701. Tel: (407) 830-0101. Facebook: GWRenaissanceCentre

Games Workshop River Pointe

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

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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: GWScottsdaleTowneCenter

Games Workshop Seattle Bunker

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

Games Workshop Silas Creek Crossing

3290 Silas Creek Parkway, Unit 54, Winston Salem, NC, 27103. Tel: (336) 765-5476. www.facebook.com/GWSilasCreek

Games Workshop Square One Denver

1112 South Colorado Blvd, Glendale, CO, 80246. Tel: (303) 759-5400. Facebook: GWSquareOneDenver

Games Workshop St. Thomas

9902 Reisterstown Road, Owings Mills, MD, 21117. Tel: (410) 998-9223. Facebook: GWSStThomas

Games Workshop Stoneridge Mall

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

Games Workshop Sugarland Crossing

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

Games Workshop Sunrise Village

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

Games Workshop Supermall

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

Games Workshop Tacoma Place

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

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: GVVillageCenter

Games Workshop Westminster Center

6735 Westminster Blvd, Westminster, CA, 92683. Facebook: GWWestminsterCenter

Games Workshop Willow Lake East

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

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

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

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WE ARE ALWAYS RECRUITING

We believe that the attitudes you bring are more important than the skills you have.

Games Workshop is constantly on the lookout for great people. We have no time for politics, private agendas, or petty behaviour. Leave your ego at home. We expect all staff to spend their time at work helping to improve Games Workshop both commercially and socially. We also expect you continually to work on improving yourself.

Interested?

Want to know more?

Pick up a recruitment flyer from a Hobby Centre or visit our careers website at:

careers.games-workshop.com



LOCAL VACANCIES AVAILABLE NOW!

HOBBY CENTRES IN YORKSHIRE



- 1 Games Workshop Rotherham is our newest Hobby Centre, having just opened in February.
- 2 The Sheffield Hobby Centre has recently been refurbished and is now a truly magnificent sight.
- 3 The Bradford store has similarly undergone a transformational refit. All three Hobby Centres are fantastic focal points for the hobby in their local communities.



Games Workshop Hobby Centres can be found in cities and towns around the world and like the Fulcrums of the Old World, they are focal points around which the Games Workshop hobby flows.

Our newest Hobby Centre, situated in the town of Rotherham, opened its doors this February to a parade of enthusiastic hobbyists. Hot on its heels, our Hobby Centres in Sheffield and Bradford have undergone extensive refits and now all three stores are shining beacons.

Scan the Facebook QR codes above with your smart phone or tablet to follow each

of the three Hobby Centres and see what they have in store for you!

In Hobby Centres This Month

There's always loads going on at your local store, and this month, with the return of the High Elves, now is the perfect time to pay them a visit. Ask the staff how you can begin your own army of the Ulthuan or, wherever your hobby interests lie, take part in a great range of modelling, painting and gaming activities.

To find your local Hobby Centre, and to see what they've got in store for you, visit www.games-workshop.com



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**TICKETS
OUT NOW**

1st May 2013

**'Eavy Metal
Masterclass**

Event Date:
Sun 03/08/13

**'Eavy Metal
Masterclass**

Event Date:
Sun 04/08/13

College of Artisans

Event Date:
Mon 05/08/13 –
Fri 09/08/13

**Warhammer 40,000
Young Bloods
Throne of Skulls 2013**

Event Date:
Sat 10/08/13

**Realm of Battle
Masterclass**

Event Date:
Sun 11/08/13

College of Artisans

Event Date:
Mon 12/08/13 –
Fri 16/08/13

**Warhammer
Young Bloods
Throne of Skulls 2013**

Event Date:
Sat 17/08/13

**The Horus Heresy:
Betrayal**

Event Date:
Sat 24/08/13 –
Sun 25/08/13

**The Horus Heresy:
Masterclass**

Event Date:
Mon 26/08/13

THE HORUS HERESY®

BETRAYAL CAMPAIGN WEEKEND



24TH–25TH AUGUST

Across Istvan III fires rage and toxic clouds envelope the once mighty cities. Now it is but a warzone, a prelude to the schism of the Imperium itself. The mighty Warmaster Horus and his traitor Primarchs lead the assault to clear the surface of those Adeptus Astartes still loyal to the Emperor.

Coming on the weekend of the 24th-25th August is a great opportunity to see a fantastic collection of Space Marine Legion models and recreate battles from The Horus Heresy: Betrayal expansion. Over the weekend you will take part in four games representing the very beginning of the single most defining conflict that tore the galactic spanning Imperium asunder. You must ask yourself – do you hold true to the Emperor, or rally under Horus' banner?

WARHAMMER® 40,000

FEATURE BOARD: ZETA PRIME, HAB-BLOCK ALPHA



AVAILABLE TO PLAY NOW

We've just put an exciting new feature board into the Warhammer World event hall; our resident Scenery Master, Ray Dranfield, tells us about how it was made:

Ray: When the new Forge World City Sector boards were released, we knew we had to make a new board for the hall using them. We wanted to create a truly unique terrain set that you've never seen before, so every single building has been extensively converted using the Cities of Death plastic components and loads of Forge World bits. It took us five weeks to make this board and it's something we really hope you enjoy playing on!"

The Hab-Block Alpha board is now installed at Warhammer World and is available to play on; simply ring us to book it out for your games of Warhammer 40,000.

VISIT THE HOME OF THE HOBBY

www.games-workshop.com

e-mail: whworldevents@gwplc.com

MASTERCLASS™

HOBBY EVENTS WITH GAMES WORKSHOP EXPERTS



EVENTS IN 2013

Masterclass events allow you to spend a day in our fully equipped tutorial workshop with hobby experts from around Games Workshop. Boasting lessons from the likes of the 'Eavy Metal team, Forge World's painting team, The Citadel Sculptors and the Warhammer World Scenery team, Masterclasses are the best way to learn new techniques for your collection and take your hobby further.



5TH-9TH & 12TH-16TH AUGUST

College of Artisans returns following its unrivalled success from last year. This premier event is a festival of hobby, taking place over five days. You'll get to attend Masterclasses, play in gaming events, get expert help on your miniatures, meet some of the minds behind our miniatures and games, and meet new friends. Everything you need for the week will be provided, including some miniatures, paints, brushes, glue and a full host of hobby kits, as well as lunch every day. This is going to be a very popular event, so don't miss out!

**TICKETS
COMING SOON**
5th June 2013

**Legendary Battlefield:
Vidar's Fate**
Event Date:
Sat 31/08/13

**Legendary Battlefield:
Middenheim**
Event Date:
Sun 01/09/13

**Warhammer 40,000
Battle Brothers:
September 2013**
Event Date:
Sat 07/09/13 –
Sun 08/09/13

**Warhammer 40,000
Throne of Skulls:
September 2013**
Event Date:
Sat 14/09/13 –
Sun 15/09/13

**Warhammer
Battle Brothers:
September 2013**
Event Date:
Sat 21/09/13 –
Sun 22/09/13

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.

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21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 366790

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

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

Burnley, Games Area Ltd
9 St James Street, BB11 1QL.
Tel: 01282 416 161

Citheroe, Cowgills of Citheroe Ltd
4 - 6 Market Place, B87 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, Startown Limited
3-5 Silk Street, W017 1AW.
Tel: 01942 571116

Ormskirk, Taylors of Ormskirk
21-25 Moor Street, L39 2AA.
Tel: 01695573516

Preston, Worthy Wargaming Limited
58 Lancaster Road, PR1 1DD.

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

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

LEICESTERSHIRE

Ashby-De-La-Zouch, Shellbrook Toys
1a Market Street, LE65 1AF.
Tel: 01530 412185

Ashby-De-La-Zouch, Steve's Models
Bullens Court Yard, Mill Lane Mews,
LE65 1HP. Tel: 01530 416 827

Coalville, Mad 4 Collectables
113 Belvoir Road, LE67 5BS.
Tel: 01153 0588 033

Kirby Muxton, Cherry Tree Gift Shop
5 Cherry Tree Court, Maytree Drive, LE9 2LQ.
Tel: 01162 387461

Leicester, Table Top Tyrant
66b Bedford Street South, LE1 3JR.
Tel: 0116 2533954

Lutterworth, Ace Connections Ltd
23 Market Street, LE17 4EJ.
Tel: 01455 558335

Market Harborough, Quins
3 Crowns Yard, High Street, LE16 7AF.
Tel: 01858 432313

LINCOLNSHIRE

Bourne, Paint A Pot Place
31 West Street, PE10 9NB.
Tel: 01778 420409

Grantham, AT Hobbies Ltd
NG31 9SE. Tel: 01476 579393

Grantham, W. Boyes & Co. Ltd Grantham
12 High Street, NG31 6PN.
Tel: 01723 582 181

Grimby, Ramsdens Ltd
451 Cleethorpe Road, DN31 3BZ.
Tel: 01472 315215

Holbeach, The Social Gaming Centre
46 High Street, PE12 7ED.
Tel: 0140 6426 089

Scunthorpe, R.A. Models
182 Ashby High Street, Ashby, DN16 2JR.

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, Massons Models
20 New Road, PE11 1DQ.
Tel: 01775 722456

Spalding, GameLink
46 Holdbranch Road, PE11 2HD.
Tel: 01775 72252

LONDON

Piccadilly Circus, Tokyo Toys
London Trocadero Shopping Centre,
7-13 Coventry Street, W1D 7DH.
Tel: 0203 3708916

Surliton, 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 8408822

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

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

Enfield, Pearsons (Enfield) Ltd
Sarnesfield Road, EN2 6LJ.
Tel: 0208 3743200

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

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

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

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

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

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

London, Model Zone Holborn
202 High Holborn, Central London,
WC1V 7BD. Tel: 020 7405 6285

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

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

Pinney, Eds Party Pieces Ltd
17 Love Lane, HA5 3EE.
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 5QF.
Tel: 07894 315911

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

MERSEYSIDE

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

Liverpool, Derbyshires
22 - 24 Chapel Lane, Formby, L37 4DU.
Tel: 01504 878 934

Liverpool, The Scythe and Top Cap Gamer Cafe
61a Kempton Street, GU9 7PB.
Tel: 01512 981665

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

St Helens, Scott Rock Hobbies
Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 988742

NORFOLK

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

Great Yarmouth, Platform 1 Model Shop
73 Victoria Arcade, NR30 2NU.
Tel: 01493 843258

Holt, Starlings-Toymaster
12 High Street, NR125 6BN.
Tel: 02063 713101

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

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

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

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

NORTHAMPTONSHIRE

Barton Latimer, Cockpitsonic UK Ltd
90e High Street, Barton Latimer, NN15 5LA.
Tel: 01536 725905

Northampton, Wargames Workshop
3a Abington Square, NN1 4AE.
Tel: 07931 775253

Rushden, Osborne Sports & Toys
118 High Street, NN10 0PE.
Tel: 01933 312415

Wellingborough, Software Seller
12 Silver Street, NN8 1BQ.
Tel: 01933 404861

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 840022

Mansfield, Eye of the Storm
Matlock Mill, Hamilton Way, NG18 5BU.

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

Newtharpe, 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 9621200

OXFORDSHIRE

Banbury, Triander 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 Alvecot Road, OX18 3JL.
Tel: 01993 842398

Chipping Norton, Hargers
(Home and Garden) Ltd
29 - 30 High Street, OX7 5AD.
Tel: 01608 842 832

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

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

SHROPSHIRE

Donnington, Sands Games
4 Albert Place, TF2 8AF.
Tel: 01952 678722

Newport, Choicebuster
71 High Street, TF10 7AU.
Tel: 01952 814354

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

Wellington, Queening 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 9244655

Burnham on Sea, G.W. Harley
27-29 High Street, TA8 1PA.
Tel: 01278 789281

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

Frame, 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

Portishead, 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 411443

Taunton, Hatcher & Sons Ltd.
Unit 5a, The Monarch Centre, Off Venture
Way, Priorswood, TA2 8RX.
Tel: 01934 622141

Taunton, Crackers
5 Bath Place, TA1 4ER.
Tel: 01823 330507

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

Weston-Super-Mare, M.T. Games Limited
21-23 Meadow Street, BS23 1QD.
Tel: 01934 429959

Yeovil, Atomic Comics & Games
Unit 1, Glovers Walk, BA20 1LH.
Tel: 01935 432 639

Yeovil, Witch Engine
7 South Western Terrace, BA20 1NB.
Tel: 01935 427077

STAFFORDSHIRE

Burton on Trent, Midos Toys (Toy Planet)
169 High Street, DE14 1JE.
Tel: 01332 347734

Fenton, Guys That Game
301-303 City Road, ST4 2QA.
Tel: 02081338048

Leak, Old Skool
Unit 10, Smithfield Centre, ST13 5JW.
Tel: 01538 383 161 (07536106627)

Lichfield, Digital Dragons
15 Lombard Street, WS13 6DT.
Tel: 07941 637793

Lichfield, Titan Games Ltd
5 Bore Street, WS13 6LJ.

Longton, A.N. Miniature Models
21 Commerce Street, Longton, ST3 1NW.
Tel: 01782 321 790

Newcastle Under Lyme, Chips Newcastle Under Lyme
3 York Place, ST5 2AH.
Tel: 01782 660 343

Newcastle Under Lyme, Jollies Arts
6-8 Liverpool Road, Newcastle Under Lyme,
ST5 2AT.
Tel: 01782 616 700

Rugley, A.E. Wargaming
Unit 16 A/B, 14-16 Brewery Street,
WS15 2DY.

Stafford, Midlands Co-Op Society Ltd.
Gool Gate Street, ST16 2BP.
Tel: 01785 223 431

Stafford, Stafford Games
Unit 1, Tolgate Drive, ST16 2HS.
Tel: 01785 255577

Stafford, Top Fat Goblins
Unit 3, The Colanade, East Gate Street,
ST16 2NQ.
Tel: 01785 244499

Stoke on Trent, Big Boys Toys
Station Road, ST12 9DH.
Tel: 01782 372 014

Stoke on Trent, Staffs Gaming
2 Barford Street, The Stroud, ST3 2NN.
Tel: 07805308213

Wombourne, Maypole Toys Ltd
4 Maypole Street, WVS 9JB.
Tel: 01902 895 770

SUFFOLK

Becles, Toy Box
32 New Market, NR34 9HE.
Tel: 01502 712785

Bury St Edmunds, Starlings Toymaster
62 Cornhill, IP33 1BE.
Tel: 01284 761646

Felixstowe, Wiazards Workshop
14 Underhill Road West, IP11 2AW.
Tel: 01394 277233

Haverhill, Two Cats Craft

Brighton, Brighton Toy and Model Museum
52-55 Trafalgar Street, BN1 1AD
Tel: 01273/49494

Burgess Hill, Kid's Stuff
16 Market Place, RH15 9NP.
Tel: 01444 257724

Burgess Hill, Woody's Models & Collectables
Unit 20 Market Place, RH15 9NP.
Tel: 07796 842 422

Chichester, Kids Stuff
53 South Street, PO19 1OS.
Tel: 01243 789055

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 9BL.
Tel: 01243 672353

East Grinstead, Martells of Sutton
Queens Road, RH19 1BE.
Tel: 01342 312303

Hastings, Hastings Hobbies
19 Robertson Street, TN34 1HL.
Tel: 01424 200021

Haywards Heath, Clarke's
106-108 South Road, RH16 4LL.
Tel: 01444 457551

Horsham, Battleguest Games
33 Queen Street, RH13 5AA.
Tel: 01403 242003

Hove, Kids Dreams
79 Boundary Road, BN3 5TD.
Tel: 01273 420666

Lewes, Tashiro Arts & Crafts
29 Station Road, BN72DB.
Tel: 01273 487670

St Leonards-on-Sea, Silverhill Models & Toys
383 London Road, TN37 6PA.
Tel: 01424 431133

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01285 768398

TYNE AND WEAR

Gateshead, Graham's Wuerkshope
Unit a16 Stonehills Business, Complex,
Pelaw, NE10 0HW.
Tel: 01914 690745

Houghton Le Spring, The Gamers Outpost
Enterprise House, Philadelphia Lane,
DH4 4JW.
Tel: 0191 3852030

Newcastle Upon Tyne, Travelling Man
43 Grainger Street, NE1 5JE.
Tel: 01912 614993

North Shields, S.R. Gladston and Son Ltd
99 Bedford Street, NE29 6QJ.
Tel: 01912 570335

South Shields, Hawthorn Arts
Hawthorn House, 85 Westoe Road,
NE33 4LU.
Tel: 01914 560822

WARWICKSHIRE

Alcester, Our Place
9 Swan Street, B49 5DP.
Tel: 01789 766755

Atherstone, Atherstone Bargains Ltd
60 Long Street, CV9 1AU.
Tel: 07964 846520

Bedworth, Fun Fancy Dress Ltd
7 - 9 All Saints Square, CV12 8LP.
Tel: 02476 313111

Leamington Spa, Avon Toys
77-79 Warwick Street, CV32 4RR.
Tel: 01926 339922

Nuneaton, Heart of England Coop Society
22 Abbey Street, Nuneaton, CV11 5BU.
Tel: 02476 382331

Rugby, Jeto 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, Gamagaling
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 Baschurch Road, SN2 7RD.
Tel: 01793 722266

Trowbridge, The Toy Shop Trowbridge
Castle Street, BA14 8AS.
Tel: 01225 768415

Warminster, Pink Planet
31 High Street, BA12 9AG.
Tel: 01985 212555

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

WORCESTERSHIRE

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

Droitwich, Toyworld
21-23 High Street, WR9 8EJ.
Tel: 01905 712403

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

Porshore, Plannz Ltd
39 High Street, WR10 1EU.
Tel: 01386 555002

YORKSHIRE

Barnsley, Janco Toys
51 Park Road, Worsbrough Bridge, S70 5AA.
Tel: 01226 208654

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 1LE.
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: 01934 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 Tea Room
5a Finkle Street, DL10 4QA.
Tel: 01745 826801

Ripon, The Knowledge Magnet
8 Kirkgate, HG4 1PA.
Tel: 01765 690118

Scarborough, W Boyes & Co Ltd Scarborough
Queen Street, YO11 1HS.
Tel: 01723 375331

Scarborough, Space Myth and Magic
38 Eastborough, YO11 1HQ.
Tel: 01723 501821

Scissort, 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 Furnival Gate, S1 4QP.
Tel: 01142 752172

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

Sheffield, Model Zone Sheffield
24 The Oasis, Meadowhall Centre, S9 1EP.
Tel: 01142 569 533

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
3 Goodramgate, YO1 7LS.
Tel: 01904 610660

ISLE OF MAN

Port Erin, The Rowan
3 Balmoral Buildings, The Promenade,
IM9 6AG.
Tel: 01624 834 686

THE CHANNEL ISLANDS

St Helier, Bambola Toymaster
6 The Parade, JE2 3BP.
Tel: 01534 722 489

NORTHERN IRELAND

Ballymena, Camerons
23 Broughshane Street, BT43 6EB.
Tel: 02825648821

Bangor, Replay Games
97 High Street, Bangor, Down, BT20 5BD.
Tel: 02891 452210

Belfast, Nordtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
Tel: 07955 016570

Blessington, The Blessington Bookstore
Main Street.
Tel: 00353 458 57730

Newcastle, Smyths Newsagents
12 Railway Street, BT33 0AL.
Tel: 02843 722 5036

Co Down, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 018206 22225

Coleraine, Netramedia
Studio 2, Old Distillery Court, B T52 1LN.
Tel: 07913 905966

Derry, Comics and Collectables
Level 2 Richmond Centre, Shipquay Street,
BT48 6PE.

Fermanagh, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 223267

Larne, The Black Knight Gaming Centre Ltd
Unit 31 Ledcom Industrial Estate, BT40 3AV.

Lisburn, Luce Balloons
Unit 12, Rosevale Industrial Estate,
171 Moira Road, BT28 1RW.
Tel: 02892 673718

Portadown, Creative Destruction
Millennium Courts Arts Centre, William
Street, BT22 3NX.
Tel: 02837 552411

Templemore, Walsh & Son
Main Street, Ireland.
Tel: 00353 504 31178

SCOTLAND

Aboyne, George Strachans Ltd
Main Road, AB34 5HT.
Tel: 01339 886 080

Oban, Alba
6 Albany Street, PA34 4AR.
Tel: 01631 563645

Alness, Alness Newsagents
56 High Street, IV17 0SG.
Tel: 01349 884 105

Angus, Mac's Model Railroading
18 Reform Street, DD8 4BS.
Tel: 01575 572397

Ayr, The Last Word
6 New Bridge Street, KA7 1JX.
Tel: 01292 290488

Banchory, Nano Toy Shop
Shop 2, 77 High Street, AB31 5TJ.
Tel: 01330 824545

Callander, James Bayne Fishing Tackle Shop
76 Main Street, FK17 8BD.
Tel: 01877 330218

Dumfries, Toytown
7 Church Place, DG1 1BW.
Tel: 01387 264884

Dunfermline, Abbey Models
2 May Gate, Dunfermline, KY12 7NH.
Tel: 01383 731116

Dunfermline, Wargames Opticians
Moray Way North, Dalgety Bay, KY11 9NH.
Tel: 01383 821688

Edinburgh, Toys Galore
13 Connelly Bank Road, EH4 1DR.
Tel: 0131 328199

Edinburgh, Marionville Models
42 Turn House Road, EH12 8LX.
Tel: 0131 3177010

Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 0131 471006

Edinburgh, Go To It
101 Lauriston Place, EH3 9JB.
Tel: 0131 372 2310

Fife, The Hope Chest
22 Hunter Street, Kirkcaldy, KY1 1ED.
Tel: 01592 260116

Glasgow, Static Games
31-35 Parnie Street, G1 5RJ.
Tel: 0141 5529785

Greenock, Art Craft and Hobbies Ltd
83 Cathcart Street, Greenock, PA15 1DE.
Tel: 01475 785204

Hamilton, Ink Spot
23-31 Castle Street, ML3 6BU.
Tel: 01698 201311

Helenburgh, Acorn Art
43 West Clyde Street, G84 8AW.
Tel: 01436 672132

Inverness, Heroes for Sale
51 Church Street, IV1 1DR.
Tel: 01463 717177

Inverness, Inverness Model Shop
16 Victorian Market, Queensgate Arcade,
IV1 1PJ. Tel: 01463712448

Inverurie, Models Unlimited
2 North Street, AB51 3XQ.
Tel: 01467 672277

Isle Of Lewis, L.N. Gaming
34a Bayhead, HS1 2DX.
Tel: 01790 346401

Johnstone, Quay Hobby Store
Unit 14 Vulcan Works, Floor Street, PA5 8PE.
Tel: 07847 027272

Kirkcudbright, Solway Books
14 St Cuthbert Street, DG6 4HZ.
Tel: 01557 330635

Kirknewton, Potter Around
Overton Farm, Midlothian, EH27 8DD.
Tel: 01506 238961

Largs, Bus Stop Toy Shop Ltd
23 Irvine Road, KA30 8HR.
Tel: 01475 689892

Livingstone, Worlds at War
Unit 17a The Mall, Craigshill, EH54 5ED.
Tel: 01506 494013

Murray Crampin, Junners Toymaster
57-51 South Street, Egin, NJO 1JZ.
Tel: 01343 542492

Orkney, Cycle Orkney
Tankerness Lane, KW15 1AQ.
Tel: 01856 875777

Paisley, Paisley Model Centre
80-82 Arlestone Road, Paisley, PA1 3TS.
Tel: 01418 894221

Perth, The Gamers Pad
1 York Place, PH2 8EP.
Tel: 01738 442836

Rothesay, Orange Banana
47 Victoria Street, Isle Of Bute, PA20 0AP.
Tel: 07951 158275

Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
Tel: 01595 693097

Stonehaven, Toymaster Toyland
19 Allardice Street, AB39 2BS.
Tel: 01569 766333

Thurso, Durran's
2 Sir Johns Square, KW14 7AN.
Tel: 01847 893169

WALES

Abarkhaddog, Valley Craft Ltd
Unit 21 Bowen Industrial Estate, Mid
Glamorgan, CF81 9EP.
Tel: 01443 758002

Aberystwyth, The Albatross
29 Pier Street, SY23 2LN.
Tel: 01970 617836

Barmouth, The Bargain Box
2 The Arches, King Edwards Street,
Gwynedd, LL42 1AD.
Tel: 07899 861012

Blaenau Ffestiniog, Porthmadog Models
6 Bank Place, Manor Road, LL49 9AA.
Tel: 01766 830269

Caernarfon, Austins
17 Ford Ysgubor Goch, Caernarfon,
LL55 1RR.
Tel: 01286 669030

Cardiff, Mr Mac's Magical Emporium Ltd
Unit 7 Codos House, 52-60 Merthyr Road,
Whitchurch, CF14 1DJ.
Tel: 02920 020251

Cardiff, Firestorm Games
8 Trade Street, Penarth Road, CF10 5DQ.
Tel: 02920 227117

Ceredigion, Awen Teifi
23 High Street, Cardigan, SA43 1JG.
Tel: 01239 621373

Chepstow, Artists Corner Ltd
4 Thomas Street Arcade, Chepstow,
NP16 5DH. Tel: 07981 262249

Fishguard, The Card Cabin
42 West Street, SA65 9AD.
Tel: 01348 875227

Navarrofordwest, Emrys Art Supplies
22 Market Street, Sir Benfro, SA61 1NH.
Tel: 01437 779646

Lampeter, Lomax's
9 Bridge Street, SA48 7HG.
Tel: 01570 422539

Llandudno, Acme Games
25 Medoc Street, LL30 2TL.
Tel: 01492 872 707

Llanishan, Lendons
192 Findlas Road, CF14 5LZ.
Tel: 029 20752 563

Llanrwst Major, Plaza Toymaster
Unit 12, Pound Place, CF61 1DL.
Tel: 01446 794118

Mid Glamorgan, Jet Models and Hobbies
27 Bartlett Street, Caerphilly, CF83 1JS.
Tel: 02920 880600

North, Fish N Things
38 Denver Road, Skekven, SA10 6TE.
Tel: 01792 812199

Newport, D-9 Models
Unit 7, Chartwell Tower Block, Upper Dock
Street, NP20 1DX.
Tel: 01633 222822

Pembroke, Dragon Alley
63 Main Street, SA71 4DA.
Tel: 01646 621456

Pontypool, Cogworks
Unit 41 Castle Mews, George Street,
NP4 6BU.
Tel: 07814 623 052

Pontypridd, Pontypridd Reptile Centre
Unit 26 Albion Industrial Centre, Cityvndd,
CF37 4NX.
Tel: 01443 244 330

Pontypridd, Sugar and Spice
The Arcade, Church Street, CF37 2TH.
Tel: 07879 221379

Rhuddlan, Rhuddlan Models
Brynswall High Street, LL18 2TU.
Tel: 01653 590048

Rhyl, The Games Exchange Ltd
131 High Street, LL18 1TR.
Tel: 01745 336644

Shrewsbury, Totally Games Ltd
26 Claimont Street, SY1 1OG.
Tel: 01691 688994

Waterloo, Studio 1
Bridge Street, LL40 1AU.
Tel: 01341 423 018

Welshpool, Frontline Games
18a High Street, SY21 7JP.
Tel: 01938 590256

Newport, Western Valley Models
1 Crescent Road, Risca, NP1

Clonmel, R.B Models
286 Queen Street. Tel: 00 353 526 124 808

Thurles, Bookworm
1 Parnell Street. Tel: 00 353 504 222 57

Newross, Campbell's
9 South Street.
Tel: 00 353 514 214 73

Wexford Town, Gamers Paradise
10 Selskar Street.
Tel: 00 353 539 121 190

Wicklow, The Hobby Hut
Unit 1 Fitz William Court, Wicklow Town.
Tel: 00 353 861 072 706

Wicklow, Hopkin's ToyMaster
Main Street. Tel: 00 353 467 2225

Ashbourne, Toys @ Fun Galaxy
Unit 21 Ashbourne Retail Park, Ballybin Road.
Tel: 00 353 196 902 53

Cork, Other Realms
Paul Street Shopping Centre.
Tel: 00 353 214 222 224

Swords, Art and Hobby
Unit G42 The Pavilion Shopping Centre.
Tel: 00 353 180 848 45

Galway, Art and Hobby Galway
Unit 11, Level 2, Corbett Court Shopping Centre, IR
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Galway City, Dungeons and Donuts
The Bridge Mill, Lower Dominick Street.
Tel: 00 353 915 679 30

Limerick, The Gathering
43 Lower Gerald Griffin Street.
Tel: 00 353 613 151 33

BELGIUM



Aalst, Hermelijn
Molenstraat 36, 9300.
Tel: +32 (0)53 41 48 66

Aarschot, TopToys Ingelberts
Bogaardenstraat 15, 3220.
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Antwerpen, Herman Verschoten Modelbouw
Eiermarkt 31a, 2000.
Tel: +32 32 32 36 22

Antwerpen, Ballien Modelbouwcenter
Turnhoutsebaan 340, 2140.
Tel: +32 32 35 97 08

Brugge, Verbrugghe Modelbouw
Koning Albert i-Laan 58, 8200.
Tel: +32 (0)50 32 39 72

Gent, Worlds End Comics
Overpoortstraat 110, 9000.
Tel: +32 (0)92 22 05 76

Halle, Het Spielplatzier
Klinkaert 7, 1500.
Tel: +32 (0)23 58 03 07

Halle, Mishra's Playground
Ninoofse Steenvweg 14, 1500.
Tel: +32 (0)23 61 58 53

Halle, TopToys Halle
Basillekstraat 65, 1500.
Tel: +32 (0)23 61 54 03

Hasselt, Oberonn
Kempische Steenvweg 27, 3500.
Tel: +32 (0)479 67 96 90

Kortrijk, Albion
Doomiksestraat 52, 8500.
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Kraainem, L'Atelier de Goppeto
Rue d'Argile 72, 1950
Tel: 02 661 30 17

La Hulpe, L'Atelier de Goppeto
Centre La Mazerie, 1310
Tel: 02 661 30 15

Leuven, Spellanaat Leuven
Sint-Hubertstraat 3, 3000.
Tel: +32 (0)486 73 83 24

Loenhout, BK Modelbouw
Oud Dorpsstraat 61, 2990.
Tel: +32 33 36 10 50

Mechelen, Spellanaat Mechelen
Keizerstraat 14, 2800.
Tel: +32 (0)15 20 17 45

Merkssem - Antwerpen, The Gamemstore
Ridder van Parijs Straat 7, 2170.
Tel: +32 (0)33 25 55 35

Oostende, King Arthur
Alfons Pleterslaan 96, 8400.
Tel: +32 (0)59 51 57 56

Roeselare, Black Border
Noostraat 206, 8800.
Tel: +32 (0)51 20 82 50

Vilvoorde, Beekcenter
Leuvensestraat 147, 1800.
Tel: +32 (0)22 51 20 05

Watermaal-Boisfort, L'Atelier de Goppeto
Rue Middelbourg 58, 1170
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Westkerke, What Ever
Gistelse Steenvweg 128, 8460.
Tel: +32 (0)473 77 15 41

Woluwe Saint Lambert, L'Atelier de Goppeto
Avenue Georges Henri 286, 1200
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Cochabamba, Last Trick
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La Paz, Kenesha
Tel: 0059 1 775 03283

La Paz, Las Dos Torres
Tel: 0059 1 720 07931

Oruro, Taurus
Tel: 0059 1 724 53814

Santa Cruz, Uroloki
Tel: 0059 1 726 20 510

BRAZIL



Campinas, Legends do Brasil
Tel: 00 55 19 3234 3343

CHILE



Antofagasta, Osamu Manga & Toys
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Iquique, Zona Hobby
Vivar 718, Local 406.
Tel: 0056 65 95 86 67

Las Comas, Santiago, Mirax
Tel: 0056 22 46 34 60

Providencia, Santiago, Guild Dreams
Tel: 0056 22 31 71 37

Santiago, Calceche Hobbies & Battle Games
Tel: 0056 73 33 61 03

CHINA



Beijing, Beijing Book Building
Tel: 0086 10 66065604

Beijing, Beijing Warhammer Club
Tel: 0086 10 64037568

Beijing, Juvenile & Children Reading Experience
Wonderland Warhammer Club
Tel: 0086 10 57526737

Beijing, No. 14th Arsenal
Room 1301, Building 22, Section 1,
XingHeHuan apartment, GongYi Xi Qiao,
FengTai District.
Tel: 0086 15 601219717

Beijing, 14th Arsenal
Room 2502, F-Cheng Road, No.16,
Haidian District.
Tel: 15601219717

Beijing, Gi-Wan Miniatures Wargame Club
Tel: 0086 13 681244512

Beijing, Tong Yun Card Game
Tel: 0086 13801324686

Beijing, Wangjiong Xinhua Bookstore
Tel: 0086 10 65277787

Beijing, Warhammer Elite Club
Tel: 0086 13 601274736

Beijing, Warhammer Elite Club
Tel: 0086 10 82615654

Beijing, Xinsi Hobby Xijiekou Shop
Tel: 0086 10 82615654

Beijing, Xinsi Hobby Zhongguancun Shop
Tel: 0086 10 59863768

Chengdu, Kid's Castle
Tel: 0086 18 980681113

Chongqing, Xinhongyuan Game
Tel: 0086 13 636392310

Fuzhou City, PlayShow Warhammer Club
Tel: 0086 59 18339562

Kunming, Kunming Elite Warhammer Club
Tel: 0086 13 658813689

KunMing City, Magic Factory
Shop 1-1, Mo Ma Mall 1st Building,
Alley DouFu Chang, Beijing Road,
Pan Long District.

Kunming, Yunnan Laoyu Model
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Qingdao, Qingdao Battle Of Wits Club
Tel: 0086 13 963950012

Shanghai, Boocpy Grand Gateway
Tel: 0086 21 64480977

Shanghai, Boocpy Jin Qiao
Tel: 0086 21 50306879

Shanghai, Boocpy Kerry Parkside
Tel: 0086 21 50206551

Shanghai, Good Knight Board Game Store
Tel: 0086 21 35080880

Shanghai, You Lai, You Ou
Tel: 0086 13 916719676

Shanghai, Zark
Tel: 0086 21 53017710

Shantou, Miniature Kingdom
Tel: 0754 88 810916

Shenyang, Shenyang Warhammer Club
Tel: 0086 13 869197092

Tian Jin, Tianjin Waaght Gaming Club
Tel: 0086 13 682199861

Wuhan, Stormcastle Warhammer Club
Tel: 0086 13 476097121

Wuhan, Zhi-Li Model
Tel: 0086 27 82818761

Xian, Xian Waaght Warhammer Club
Tel: 0086 13 488470106

Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592515753

COLOMBIA



Cali, Magic Colombia
Tel: 0057 072 371 4626

Medellin, Juego & Real
Tel: 0057 4 332 8686

CROATIA



Zagreb, DBS
Trgovacki centar Borongaj, Krišićeva 32,
10000.
Tel: 00 385 123 338 28

Zagreb, Carta Magica
Frankopanska 24, 10000.
Tel: 00 385 14 846 099

CYPRUS



Kato Paphos, Cyprus Crusade
Tel: 00 35 7976 49072

Larnaca, Tapped Out
Shop 6, 33 Grigori Afxentiou Avenue, 6021.
Tel: 00 35 7246 22978

Nicosia, Isengard Fantasy Shop
42 Diaporas Avenue, 1097.
Tel: 00 35 7226 80700

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Brno, Cerny Rytir
Tel: 420541214860

Ceske Budejovice, Chaotit
Tel: 420602489158

Haradec Kralove, Knihovectvi Valhalla
Tel: 420495522009

Koprivnice, Magic
Tel: 420495522009

Kostelec, Cerny Pukelny Kotik
Tel: 420605584448

Liberec, Battle Games-Obchodni Pavilion
Tel: 420777526154

Olstrava, Matrix (Knihovectvi)
Tel: 420774404024

Prague 1, Ogri Doupe
Zitna 45, 110 00.
Tel: 00 420 222 210 090

Prague 8, Cerny Rytir
Za porickou branou 21, 186 00.
Tel: 00 420 733 517 617

Prague 5, Meghit
Arbesov nemesiti 14, 150 00.
Tel: 00 420 606 021 771

Haradec Kralove, Valhalla
Manesova 20, 500 02.
Tel: 00 420 495 522 009

Liberec, Svet Jutunehy
Fugnerova 667, 460 01.
Tel: 00 420 777 562 154

Vestini, Atlantis
Prika 42, 755 02.
Tel: 00 420 772 771 988

DENMARK



Aalborg, Dragons Lair
Algade 63, 9000.
Tel: 98 12 16 18

Aalborg, 9K Painting
Vesterbro 30 st tv, 9000.
Tel: 20 21 88 19

Aarhus, Gunzone
Kystvejen 27 st, th, 8000.
Tel: 87 61 11 12

Aarhus C, Dragons Lair
Amalgade 21, 8000.
Tel: 86 19 00 63

Erlev, Asgaard Games
Vendbjergvej 5, Galtrup, 7950.
Tel: 42 16 91 16

Esbjerg, Arnold Busck
Kongensgade 33, 6700.
Tel: 75 12 11 77

Esbjerg, Bunkern
Baggesens Alle 125, 6700.
Tel: 23 31 75 23

Gorlev, Garlev Legetøj
Algade 23, 4281.
Tel: 58 85 51 11

Helsingør, Arnold Busck
Helsingør Bycenter 101, 3000.
Tel: 49 21 56 00

Herning, Farges Kælder
Smallegade 12, 7400.
Tel: 35 10 18 97

Hjørring, Arnold Busck
Metropol, Østergade 30, 9800.
Tel: 98 92 80 40

Holbæk, Battleground
Tidemannsvej 16, 4300.
Tel: 24 24 49 50

Holbæk, Hack N' Slash
Vestergade 2, 4300.
Tel: 51 90 02 34

København Ø, Fanatic København
Classensgade 25, 2100.
Tel: 35 43 65 35

København K, Faraos Cigarer
Skindergade 27, 1157.
Tel: 33 22 21 11

København S, Piji Legetøj
Amagerbrogade 201, 2300.
Tel: 32 55 74 47

Kolding, Good Games
Låsbygade 13, 6000.
Tel: 75 50 03 04

Lyngby, Faraos Cigarer
Jernbanegade 63, 2860.
Tel: 32 10 23 23

Næstved, Guns & Games
Ramshørdet 21, 4700.
Tel: 31 20 20 04

Nyborg, Baggedes
Korsgade 17, 5800.
Tel: 65 31 02 09

Odense C, Dragons Lair
Gråbrøderpassagen 9, 5000.
Tel: 65 91 97 01

Ringsted, Andros
Tingegade 12, 4100.
Tel: 53 10 31 75

Rødovre, Arnold Busck
Rødovre Centrum 116, 2610.
Tel: 36 41 04 85

Odense, Arnold Busck
Rosengårdscentret, 5220.
Tel: 66 15 99 28

Randers, Læsehesten
Adelgade 7, 8900.
Tel: 86 40 41 50

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 36 35 48

Svendborg, Farve og Hobbyhjørnet
Klosterplads 4, 5700.
Tel: 62 21 31 31

Taastrup, Genbrugsbøger
Taastrup Hovedgade 95, 2630.
Tel: 27 29 35 26

FINLAND



Ahtari, Honkaniemen Kirjakauppa
Tel: 06 553 0027

Aland, Dillen Ah, Torngatan 7, 22100.
Tel: 018 15578

Ekenas, Kungsbokhandeln Ab.
Tel: 019 246 1028

Espoo, Tapiolan Pelikauppa
Kauppamiehentie 1, 02100.
Tel: 09 412 9941

Helsinki, Pelikauppa
Palojuntankatu 14, 13100.
Tel: 044 508 1002

Heinola, Heinolan Talous-Muovi ja Lelu
Kauppakatu 19, 18100.
Tel: 03 715 3905

Helsinki, Fantasiapelite Helsinki.
Tel: 09 650 803

Helsinki, Simoonkatu 9
Tel: 09 75 15 45 25

Helsinki, Fantasiapelite Helsinki
Viikonkatu 48/Vuorikatu 16, (Kaisaniemi
Metroasema), 00100.
Tel: 09 650 803

Helsinki, Stadin Pelikauppa
Kaisaniemenkatu 1, Sisäpiha, 00100.
Tel: 09 6980300

Hyvinkää, Värinappi
Tel: 019 414 700

Imatra, Kirja-Lahja Alex Ky
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Joensuu, Fantasiapelite Joensuu
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Suuntokatu 8, 80100.
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Jyväskylä, Fantasiapelite Jyväskylä
Kauppakatu 29, 40100.
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Karis, Blå Lådan Kd
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Kotka, Eagle Card Oy
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Kotka, Fantasiapelite Kotka
Tel: 044 500 0880

Kouvola, Muovipex Ky
Tel: 05 311 7955

Kouvola, Kouvola Puolenkunnan Pelit
Kouvolaankatu 14, 45100.
Tel: 03 222 52 00

Kuopio, Fantasiapelite Kuopio
Tuulipöytäkatu 27, 70100.
Tel: 050 517 3915

Lahti, Puolenkunnan Pelit
Rautatiekatu 16, 15110.
Tel: 03 751 5151

Lappeenranta, Fantasiapelite Lappeenranta
Brahankatu 3, 53100.
Tel: 05 541 1375

Mikkeli, Lastentarvike Moppela
Tel: 015 361 811

Mikkeli, Mikkelin Pelikauppa
Vuorikatu 9 L1, 50100.
Tel: 09 428 90753

Mikkeli, Lastentarvike Moppela
Maaherrankatu 14, 50100.
Tel: 015 361 811

Orivesi, Silver Seed
Esnintie 3, 35100.
Tel: 041 777 5166

Oulu, Fantasiapelite Oulu
Rautatiekatu 10, 90100.
Tel: 08 374 906

Larisa, Kaissa
Koumoundourou 22, 412 22.
Tel: 00 30 2410 538555

Marousi, Athens, Kaissa
Kondili 7, 151 22
Tel: 00 30 210 6141675

Nea Erythra, Athens, Kaissa
Harilaou Tikoupi 141, 146 71.
Tel: 00 30 210 6205222

Peristeri, Athens, Kaissa
Ethnikis Antistaseos 85A, 121 34.
Tel: 00 30 210 5722291

Piraeus, Warzone
Alkiviadou 138
Tel: 00 30 212 1014144

Thessaloniki, Hobby Games
Theohari 4, Thessaloniki Centre

Thessaloniki, Underworld Games
Konstantinou Paleologou 18, 6 Egnatia 109,
54635. Tel: 00 30 2310 240193

Volos, Fantasy Shop Volos
Glevari 98-100, Volos, 382 21.
Tel: 00 30 24210 28782

HONG KONG



Hong Kong Island, Jumbo Arts Co.
Tel: +852 88911 495

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HUNGARY



Budapest, Modell Hungaria
Fay Utca 4, H1139.
Tel: 0036 1 7691171

Budapest, Sas Military
Sas Utca 1
Tel: 0036 1 2664393

Budapest, Szikla-Foxix
34 Aurora Street, 1084.
Tel: 0036 20 5373303

Budapest, Wargames
Királyhagyó U. 60, 1213.
Tel: 0036 30 6467670

Budapest, Veg-He
167-168 Szentmihályi Road, 1152.
Tel: 0036 70 8661993

Budapest, Thamaspoint
Letenyey Maros Utca 15, 8868.
Tel: 0036 20 4281727

Dunakeszi, Yellow Dreams
Auchan Mall
Tel: 0036 70 6201860

Győr, Airport Models
Tel: 0036 70 9442670

Stekeshevar, Foxix Csarnek
Sarlo Str. 7, 8000.
Tel: 0036 20 9179197

ICELAND



Reykjavik, Nexus
Hverfisgata 103, Pó Box 5085, 125.
Tel: 00354 952 9011

INDONESIA



Bandung, Hobbyline
Tel: (022) 4218555

Jakarta Barat, Comics N Games
Tel: (021) 56963855

Jakarta Selatan, Fantasy N Games
Tel: (031) 6005 0343

Surabaya, Fantasy N Games
Tel: (031) 6005 0343

Surabaya, Fantasy N Games
Tel: (031) 7402 475

ISRAEL



Haifa, PC Games
3 Ha'ashlag St. Tel: 00972 48402777

Herzlia, Freak
29 Sokolov St. Tel: 00972 99589077

Kfar Saba, Lance
3 Netiv Haavot, Tel: 00972 97486070

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Rishon LeZion, Nexus
26 Rothschild St. Tel: 00972 39500339

Tel Aviv, Freak
14 Weizmann St. Tel: 00972 36961826

JAPAN



Beppo, Ringtail
Ekimae cho 3-5, Oita, 874-0935.
Tel: 0977-75-8489

Chiba, Hobby Shop Arrows
Waei Bldg.3F, Inage Konakadai 2-8-20,
263-0043.
Tel: 043-239-5523

Kashiwa, Hobby Space MField
Hiroshima Kensetu Ekimae Bldg. 3F, Kashiwa
1-1-10, Chiba, 277-0005.
Tel: 04-7138-6213

Nagoya, Toray's Marchen
Midoriku Horagai 2-1, Aichi, 458-0013.
Tel: 052-877-0509

Osaka, Brain Gameshop Higachi
Higashiumiyoshi Kitatanabe 6-3-2,
546-0044.
Tel: 06-6622-7022

Osaka, Iconoclasm
Space Namba 401, Naniwaku Nanbanaka
2-4-2, 556-0001.
Tel: 06-4991-3003

Sapporo Shi, Mokeiya
1 Jo 6 Chome 2-8 Maeda Teine Ku,
Hokkaido, 006-0811.
Tel: 011-213-9456

Tokyo, Giant Hobby
Kumano Bldg 2F, Suginami Ku Koenji Minami
4-7-13, 166-0001.
Tel: 03-5913-8911

Tokyo, Yellow Submarine Akihabara RPG Shop
Kogure Bldg.7F, Chiyodaku Sotokanda
1-11-6, 101-0021.
Tel: 03-5297-5402

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.
Tel: 090-8338-5891

Yoshino Gun, MokeiShop R
Yasuragi Bldg 1F, Ohaza Shimobuchi 68-4,
Nara, 638-0821.
Tel: 0747-52-9592

LATVIA



Riga, Games Shop
Puces str., 47-38.
Tel: 0371 27700390

LITHUANIA



Kaunas, Hobby D6 Games
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Vilnius, Hobby D6 Games
J. Tumo-Vaigantog, 7
Tel: 00 370 5 2133269

MACAU



Macau, Game Fun Table Games Shop
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MALAYSIA



Georgetown, Gameforce
98-3-2A, Prima Tanjung Business Center,
Penang, 11200.
Tel: 04 8900831

Kota Damansara, Petaling Jaya, Hobby Forge
NW-029 Cove Square, Jalan Teknologi,
Selangor, 47810.
Tel: 017 6126670

Kuta Kinabalu, Just Wargame
No.26-1, Block F, 1st Floor, Ruang Pokok
Kayu Mainis 1, Damai Plaza Phase 4, Sabah,
88000.
Tel: 010 9510187

Kuala Lumpur, Borders Mid Valley
3rd Floor, The Gardens Mall, Mid Valley City,
WP, 59200.
Tel: 03 22874530

Kuala Lumpur, Borders Mont Kiara
Level 2, 1 Mont Kiara, Mont Kiara, WP,
50480.
Tel: 03 22874530

Kuala Lumpur, Comics Mart
3rd Floor, Mid Valley Megamall, Mid Valley
City, WP, 59200.
Tel: 03 22870626

Kuala Lumpur, Times Bangsar
2nd Floor, Bangsar Shopping Center
Jalan Maarof, Bangsar, WP, 59000.
Tel: 03 20953509

Kuala Lumpur, Times Pavilion
Level 6, Pavilion KL, Jalan Bukit Bintang, WP,
55100.
Tel: 03 21488813

Kuala Lumpur, War Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
58200.
Tel: 012 2016600

Petaling Jaya, The Games Circle
Selangor, 47400.
Tel: 016 4510940

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300.
Tel: 03 78779805

Malta, Forbidden Power
83, Misrah il-Barrieri, Msida, MSD 1108.
Tel: 00 35 6212 27999

Malta, K Hobbies Ltd
Hompesch Road, Fgura, PLA 13.
Tel: 00 35 6218 95423

MEXICO



Aguascalientes, Tenda Omega
Tel: 0052 449 915 39 26

Cancun U.Roo, Gamer's Den
Tel: 0052 998 898 08 03

Celaya GTD, Zona Otaki
Tel: 0052 461-206-0851

Edo, de Mexico, Dark Dragon's Lair
Av. Lomas Verdes #640 Local 31, Shopping
Plaza Lomas Verdes.
Tel: 0052 55 53 43 54 59

Merida, Vucatan, Animagames
Calle 59 No. 56 Local 15, Col. Centro.
Tel: 0052 999 55 53 43 54 59

Mexico D.F. IMP Comics
Tel: 0052 55 5659 2312

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Mexico D.F. Colecciones Colibri
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Mixcoac, Quest Hobbies & Games
Tel: 55 55 98 92 78

Monterrey, RL Imperial Fleet
Tel: 0052 81 11 70 81 87

Puebla, Warlords
Circuito del Sol Sur No. 2912-D, Col.
Amanecer.
Tel: 0052 22 23 23 21 71

Satelite Edo, De Mex, Entretenio Toys
Tel: 0052 55 46 33 04 32

Toluca, Mex., War Games
Tel: 0052 722 37 52 77 11

NETHERLANDS



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Bergen Op Zoom, BOZ Spellen
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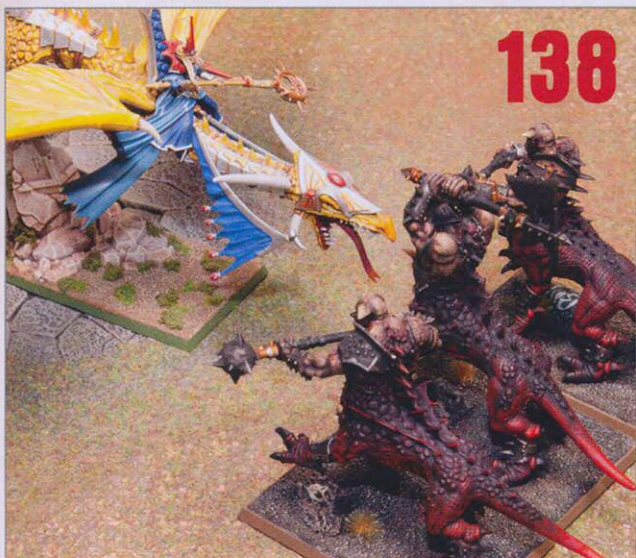
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THIS MONTH IN

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



138

White Dwarf: The White Dwarf team are hobby machines, always building, converting and painting miniatures. Here are their latest endeavours.



142

The Design Studio: Dan sat down and talked to the sculptors behind the new High Elves, while Adam interrogated army book author Mat Ward.



148

Forge World: Behold a couple of work-in-progress projects from Forge World, plus some personal hobby in the shape of some Heresy-era Space Marines.



150

Black Library: Baneblade author Guy Haley stopped confessing his heresy just long enough to tell us all about his new book.

THIS MONTH IN

WHITE DWARF

There's no rest for the wicked; after completing the bumper-sized 400th issue, the White Dwarf team plunged right into the current edition. Inbetween writing about High Elves, here's what we all got up to this month...



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OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



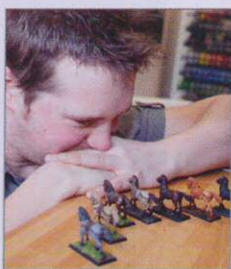
Beth Beynon-Hughes

Having finally finished painting her Dark Eldar Battleforce, Beth has returned to her beloved Lizardmen and is currently painting up a Stegadon. She loves the Skinks that festoon it, although it's taking time to get them all done. As a treat for completing them, she's promised herself a Slann Mage Priest to lavish some attention on. "I just love giant frogs," she said, worryingly.



Jes Bickham

Back in the March issue, when he wrote about the new Daemons of Chaos army book, Jes said he was inspired to paint a Nurgle force; he's made a start and you can see the first fruits of his labours over the page. It's also made a convert of him when it comes to Citadel Shades: "A white undercoat and a few washes is not only super-quick, it looks brilliant," he said, then added: "Mmm."



Dan Harden

Dan is famed in the office for three things: his incredibly pointy shoes, his smart shirts and his ability to paint quickly to an incredibly high standard. (Also, he smells faintly of cinnamon, but we're all too embarrassed to ask why that is.) And so it is this month – even after his monumental Tau painting exercise of last issue – he's made a start on a brand-new Empire army.



Matt Hutson

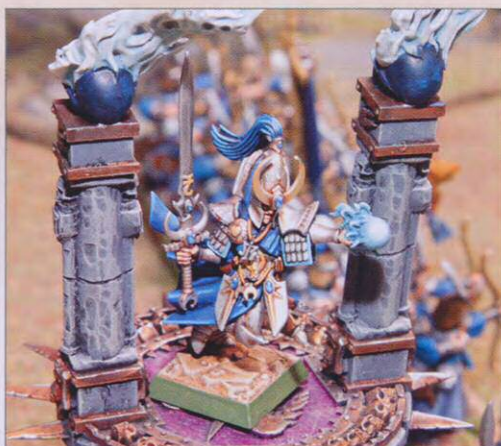
The majority of Matt's hobby this month has been about adding new High Elf kits to his collection, but once he's painted a new unit of White Lions he's looking at his beloved Space Marines once more. The first order of business is to finish off a Nephilim Jetfighter for his fledgling Dark Angel army, but then? "I'll have a little sleep and some Shreddies, then paint some more."



Andrew Kenrick

Andrew went on the holiday of a lifetime this month, spending three weeks travelling around New Zealand, spotting Middle-earth landmarks and visiting Weta Workshop. As a result he's 'gone Hobbit', refusing to wear shoes in the office, drinking ale at inappropriate hours and muttering darkly about the 'big folk'. He's also going to paint up the new Radagast on Sleigh.

- 1 A clash of titans: Matt's newly-painted Frostheart Phoenix smashes into combat with Andrew's Slaughterbeast.
- 2 Korhedron, Matt's Loremaster of Hoeth and army general, stands proudly atop an Arcane Fulcrum.
- 3 Andrew looks on pensively as Matt weighs up charge ranges and anticipates a fiendish Magic phase.



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MIGHT VERSUS MAGIC

Inspired by the extra sorcery allowed by our choice of scenario in this issue's Battle Report, Matt and Andrew decided to have a game of Storm of Magic this month, with Matt's freshly painted High Elves going straight from their bout with Jes' Ogres to a spell-heavy clash with Andrew's monstrous Warriors of Chaos.

One highlight was Matt successfully casting his favourite spell, Ribauld's Retroactive Illusion, which allowed him to move scenery about to his heart's content; naturally, he chose to relocate one of Andrew's Arcane Fulcrums. Otherwise, Matt proved his monsters' worth with the Frostheart Phoenix beating Andrew's Slaughterbrute in close combat and the Sun Dragon obliterating a unit of three Dragon Ogres. All in all, it was a terrific game and has the rest of the White Dwarf team champing at the bit to get some Storm of Magic games in. Hopefully we'll have more next issue!



Glenn More

Astonishingly, Glenn doesn't yet have a Warhammer army painted up, having been distracted by Imperial Guard. He's still thinking about a Night Goblin army, though, and is trying out 'method hobby' to get in character; he's taken to wearing a dark hooded smock, painting his face green and carrying a small trident around with him. We don't notice much difference, to be honest.



Erik Niemz

Erik's Orc obsession has now turned into an Orc obsession for Warhammer. As a result, Dan graciously lent him his Orcish bits box, from which Erik lifted some boars, some Boyz, a few Goblins and Gobbla, Skarsnik's pet Cave Squig. Before he goes 'full Orc', though, he needs to convert a squidgon to accompany his Dakkajet, inspired by the Deff Skwadron graphic novel.



Kris Shield

Having painted enough Ogres for the time being, Kris has returned to his beloved Chaos, and is painting up a converted Daemon Prince for his Chaos Space Marines in an alarming shade of green. Just for the hell of it, he's also completed a High Elf Frostheart Phoenix, simply because he likes the model so much. "It reminds me of Spring mornings," he said, mysteriously.



Adam Troke

A Dark Angels standard bearer has been the subject of Adam's lavish hobby attention this month, which he decided he needed after a game against Erik's Orks this month. They played The Relic mission and Adam scored a tight victory after sacrificing his Ravenwing Black Knights to give his troops a fighting chance. Next up for the big man: some long-overdue Deathwing Knights.

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

PAINTSTRAVAGANZA!

As ever, the White Dwarf team have been putting paint to plastic on their own collections inbetween carefully crafting the magazine (and inevitably panicking in deadline week). This month Erik put the finishing touches to his Dakkajet, which has been having great success on the tabletop (thanks to Erik's fondness for calling a Waaagh! at opportune moments). Jes, meanwhile, painted up a Herald of Nurgle as a test model for his new Daemon collection, and Beth triumphantly finished off her Dark Eldar battleforce. Next stop: some games with them!



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- 1 Jes' skin colour scheme for his Herald is simply two washes of Athonian Camoshade over a Skull White undercoat, highlighted with Pallid Wych Flesh. He cheerfully admits to cribbing his technique from Adam.
- 2 Erik sprayed his Dakkajet Khorne Red and highlighted it with Mephiston Red; he loosely followed the digital How To Paint Evil Sunz Orks guide.
- 3 Every one of Beth's Dark Eldar weeps blood from its armour joints; Beth imagines razor blades inside their suits. Ouch...

DREADNOUGHT OVERLOAD

Little did we suspect the avalanche of Dreadnoughts we received after asking around Games Workshop HQ for some for our latest Parade Ground. We had so many that we just didn't have space to feature them all; here, then, are the White Dwarf team's favourite entombed warriors of legend, comprising Dreadnoughts from Glenn's Grey Knights, Adam's Dark Angels and Matt's Black Templars (also soon to receive reinforcements in the shape of a brand spanking new Stormraven).

Each of our featured Dreadnoughts is converted in some way. Glenn's is the most extensive (see caption 1), but even the modest kitbashing on Matt's walker has a profound effect; he's used the spiked curve from the Chaos Tank Accessories sprue as a suitably gothic Iron Halo. Adam's, meanwhile, steals some pageantry from the Old World.



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- Glenn's Grey Knights Dreadnought uses the Blood Angels Librarian Dreadnought body and guns from the Aegis Defence Line kit.
- The banner on Adam's Dreadnought is from the Empire General plastic kit, while the head is from the Dark Angels Chapter Upgrade Frame.
- Matt says the key to making Black Templars stand out is the details; check out the freehand cross on his Dreadnought's leg.

THIS MONTH IN

THE DESIGN STUDIO

A glittering host of High Elves descends upon the Warhammer world this month. Determined to find out more about this fantastical race, Adam and Dan took a Skycutter to the highest tower of the Design Studio to interview the designers.



MYTHICAL, MAGICAL, MYSTICAL

Neil, Martin and Mark tell us all about fiery birds, flying boats, flaming arrows and pretty snowflakes.

Neil Langdown: Over the decades we've designed a strong range of miniatures for the High Elves and you always know what to expect from them – walls of Spearmen, Archers, Mages, Swordmasters and Dragons. They are seen as the most fantastical race in the Warhammer world, yet, ironically, we've never really pushed the super-fantasy boundary with them. Iconic mythical creatures such as the Phoenix allowed us to break away from the traditional 'glittering host' of silver spears and add something truly mythical and unusual to one of our most popular races.

Martin Footitt: An idea that I wanted to expand on was the 'flying chariot' that

Dave came up with when he designed the White Lion Chariot. After a little tinkering we came up with the boat design, which fitted perfectly with the strong imagery of Lothorn. As you'd expect from the High Elves, the Skycutter itself isn't made from any old wood. I imagined Elven artisans climbing the highest mountains of Ulthuan to cut down very specific trees that they would fashion into elegant flying ships. The wood, being from the top of the mountains (and, of course, magical), naturally wanted to float back up there, hence the Skycutter's ability to fly. It's designed to look very light and aerodynamic with the sails positioned all around it for stability and manoeuvrability.



Martin Footitt, Neil Langdown and Mark Harrison have designed many of the High Elf kits in recent years. From Dragon Princes and White Lions to Phoenix Guard and The Island of Blood boxed game, they have immersed themselves in the imagery of the High Elves.



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Mark Harrison: The Flamespyre Phoenix was my project. Between myself and the games designers we came up with several ideas that would work for both the background and the miniature. The idea of the Phoenix cooling as it grew older was the perfect design cue as it gave me the opportunity to sculpt two very different creatures using the same template.

I knew that the Phoenix had to be more than just a bird on fire. I designed it to mimic the look of the High Elf Phoenix emblem, with fiery trails streaming from its wings and the flaming crest on its head. You'll also notice that the rider appears to be sitting in the middle of the flames. It's important to remember that the Phoenix is a magical creature and that the flames are not natural in the sense that we would know them – the Anointed rider is protected, either by his own incantations or because the Phoenix chooses not to toast him to death.

The shape of the Frostheart Phoenix came from a picture of an aeroplane mid-flight



2

- 1 "The Phoenix is one of the longest-serving heraldic images of the High Elf race," says Martin. "It seemed only natural to create a miniature of one to fight alongside the High Elves in battle."
- 2 The Skycutter kit comes with a grand total of five different crew-members, one of which is the Lothern Sea Helm. Martin designed the kit so that the Sea Helm could fight on foot if he doesn't choose a Skycutter as his mount.
- 3 "The High Elves have a very sleek design aesthetic," comments Martin. "It's a combination of smooth curves and sharp lines, both of which you can see in the design of the Skycutter's hull."



3

THIS MONTH IN THE DESIGN STUDIO

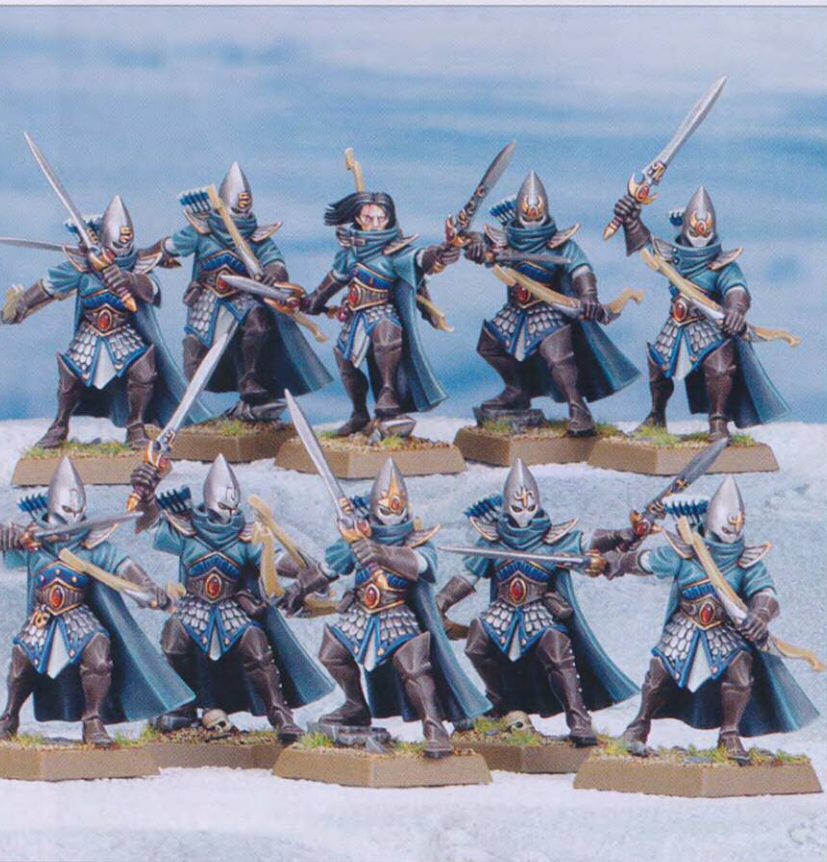
combined with a flowery gothic font (bear with me on this). The photograph of the plane showed the slipstream of the air as it passed over the wings, while the curved, spiralling shape of the gothic font inspired the swirling patterns that you can see on the finished model. I have to confess that there are only six or seven designs of snowflake on the wings though – I wanted every one to be individual, but sadly there's only so much time in a day. I had pictures of snowflakes and birds all over my desk while working on this kit.

Neil: That's nothing new really, Mark does love snowflakes.

Martin: Actually, it's worth mentioning the rider of the Phoenix again. Mark deliberately sculpted him without a harness or reins, just as I did with the Skycutter. The beasts that live on Ulthuan are far more intelligent than regular mounts and the High Elves treat them as equals, not subservient creatures. In the



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case of the Skycutter, the crew tell the Swiftfeather Roc where to go and it does. The tiller is just there for fine-tuning its movements and positioning.

Neil: With the Shadow Warriors I wanted them to feel very different to other High Elf models. They're a little mistrusted, very clandestine and quite ruthless in what they do. That's why I went for the enclosed helmets – it gives them an air of anonymity that makes them very mysterious. I made an exception with the leader, who has a scar across his face – he's the only Elf model that has one. Some of their bases are littered with skulls and Dark Elf helmets too, which shows what they get up to on a daily basis.

We also wanted to revisit a classic unit – the Maiden Guard of Avelorn. We liked the background for them, but we wanted to make something more than just female Elves with spears. One day myself, Olly (Norman) and Seb (Perbet) were discussing bows when we came up with the idea of a bow where the arrows

materialise from magical flames. That's why the Sisters of Avelorn have no quivers – they just wouldn't need them.

The hardest part was figuring out how to make a kit where the models could be built as either males or females. Apart from the obvious differences, female Elves are more slender than males, so I made the waists of the Sisters thinner, while the Shadow Warriors have wider, more masculine shoulders emphasised by shoulder guards. The fact that Elves are quite androgynous really helped.

Mark: Of all the new kits, I think my favourite has to be the Skycutter.

Neil: Agreed, it's really dynamic – I loved watching the guys playing with it in the Studio as they tried out all the different poses and combinations.

Martin: I like the little seagull. I sneaked it on to the frame when no one was looking. It's my cheeky gift to all the hobbyists out there. **DH**



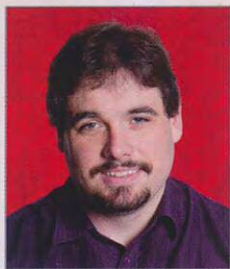
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- 1 The Sisters of Avelorn have a very distinct look to them that makes them stand out from the rest of the High Elf army. They are clearly not run-of-the-mill troops, but something far more dangerous and magical.
- 2 "The Shadow Warriors are the closest to the Dark Elves, both geographically and mentally," says Neil. "They're the darkest shade of white in the High Elf army."
- 3 Caradryan can ride into battle on a Frostheart Phoenix. Mark closely followed the design of the existing Caradryan miniature (which was sculpted by Martin) to create this rendition of the silent warrior.
- 4 Size is everything to Mark: "It had to be bigger than a Griffon but smaller than a Dragon. Getting the right size wings took quite some time."



4

THIS MONTH IN THE DESIGN STUDIO



Mat Ward has penned a host of books over the years, from the Warhammer and Warhammer 40,000 rulebooks to army books and Codexes.

Tyrion and Teclis are Ulthuan's greatest living heroes at the time of the current Phoenix King, Finubar the Seafarer.

THE HEROES OF ULTHUAN

Mat Ward talks to Adam about the High Elves and the heroic tales contained within the new book.

This month there are two new High Elf books from the Design Studio, both penned by the talented Mat Ward. I invited him into the White Dwarf bunker to chat about his work on them, and what we could expect to find.

"Ulthuan is a magical land defined by the fey and otherworldly," Mat says, when I ask him about the new High Elf book. "The depiction of that magic in the book emphasises the nature of the High Elves. Magic exists in every aspect of their home world; from the plains of Ellyrion, where a traveller can ride for hours, yet find themselves mystically further from their destination than when they started, to the

peaks of the Annulii mountains, that jut into the Realm of Chaos. These are larger than life locations, where the mythology of the High Elves brushes up against the reality of their daily lives."

On the subject of their mythology, Mat had another note to add. "The book contains more details on the interaction between the Elves and their gods," he says. "It's a deeply significant aspect of who the High Elves are – in certain situations they turn to different gods, Khaine in times of war, Isha for mercy, and so on. These relationships are told in many ways, through the extensive timeline, the background for the magic items, significant points in the history of the race and small boxes of text throughout the books.

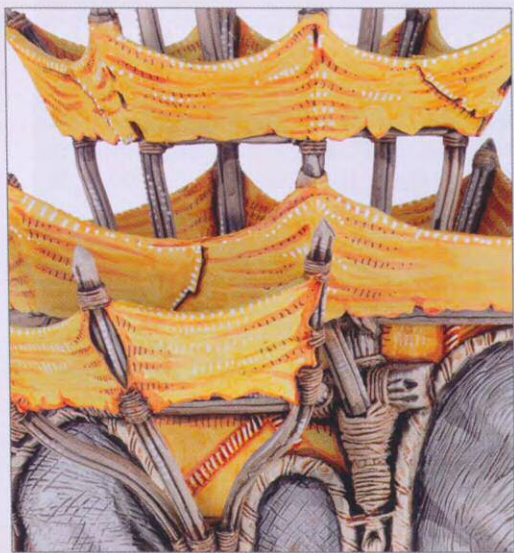
"At the heart of all of this are the stories of the High Elves. Their history and culture is formed of countless thousands of stories, and we can only touch upon a handful of them," Mat explains. "We've recounted some of these, with the hope of inspiring you in your own adventures. That leads nicely onto something I have tried to convey in the book, which is more of the interactions of the High Elves with other races, and with their many enemies. Most of these events are depicted through the actions of one hero or another – from famous battles with renowned heroes such as Prince Tyrion on Finuval Plains to entirely new and unheard of conflicts such as the invasion of Marienburg by Sea Lord Aislinn. Each of these is a narrative hook, and a potential inspiration for a game. To aid in this we have explored the realms of Ulthuan in more detail than ever – proposing colour schemes and heraldry for each. There are new units, new heroes and new battles. Our hope is that hobbyists will find some that they really enjoy, and explore them further. If you're inspired by the actions of a character, maybe you'll want to collect a force to recreate the battles that excite you." **AT**



AROUND THE STUDIO

Many of the Studio team have gone Middle-earth mad this month.

When they're not busy sculpting, painting, writing or illustrating, the Studio team are engaged in hobby activities just like the rest of us. This month there's a distinctly Tolkien-esque feel to the goings-on in the Design Studio as people paint up new models to add to their collection of miniatures for *The Hobbit: An Unexpected Journey* Strategy Battle Game. While Simon Grant focussed on adding the new Knights of Rivendell to his collection, Tammy Nicholls tackled one of the largest miniatures that we've ever made – the towering Mûmak of Harad. **DH**



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- 1 Using only washes and glazes over a Skull White Undercoat, plus illustrative shading, Tammy has achieved a vibrant colour scheme on this huge miniature.
- 2 Several thin washes of Nuln Oil were used on the Mûmak's hide, while the underbelly was washed with several layers of watered-down Carroburg Crimson.
- 3 Simon has always been a fan of Elves; these were painted in the same colours as his existing Elf army, which is themed around the Elves of the Second Age.

THIS MONTH IN

FORGE WORLD

Adam and Erik once again braved the cramped resin mines of the Forge World studio to unearth their latest projects. Behind a shroud of secrecy and the whispers of forthcoming projects, they were able to snap a couple of pictures of some work in progress.

FELLGLAIVE APPROACHING

Stuart Williamson is no stranger to sculpting impressive vehicles, responsible for a number of gorgeous models such as the Praetor Armoured Assault Launcher, the Storm Eagle and the Fellblade. His latest project is a new variant tank for the Space Marine Legions at the time of the Horus Heresy – a Fellglaive. Work on it is only in its early stages at the moment, but already you can see an almighty main gun taking shape.

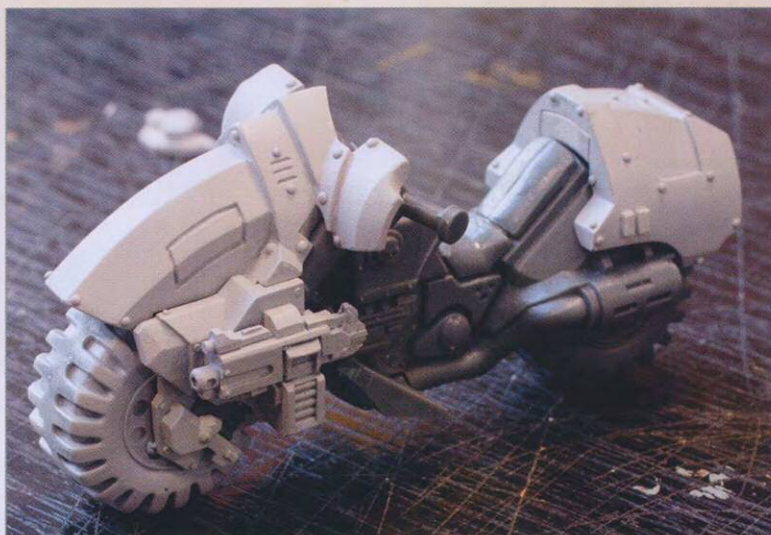
"It's armed with a volkite carronade," Stuart explained as we gathered around his desk for a look at the model. "It's possibly the most powerful volkite weapon: a massive double-barrelled death ray. Real-world carronades are smooth bore cannons found on the decks of old battleships, loaded with grape shot to indiscriminately purge an area. When a volkite weapon hits, nearby targets are also flash-burned by its intense heat."



LEGION OUTRIDERS SIGHTED

For a while now Phil Stutcinkas has been working on some awesome new bikes for the Space Marine Legion Outrider squads.

"The design of these is intended to make sure that they look right alongside the Scimitar pattern jetbikes," Phil says. "We wanted to ensure a consistency of design between the fast attack elements. When it's finished, and you place it with the much larger Scimitars, you'll see a pleasing uniformity. The finished model will have a variety of gun options enabling you to swap out the twin-linked bolter for flammers, melta-guns or plasma guns."



SPACE MARINE REINFORCEMENTS

A brief walk around the Forge World studio shows just how excited they all are by the Horus Heresy at the moment, with Space Marines in various stages of completion on almost every desk. We snatched a couple of squads to show here, and we'll be sure to include more in the future.



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- 1 These Imperial Fists were painted by graphic artist Kenton Mills whose efforts help make the Forge World books and transfer sheets. His models look glorious in their muddy and chipped golden armour. Kenton used Forge World weathering powders to create the realistic dirt.
- 2 Model maker Will Hayes painted and converted these stunning Night Lords models as the start of a new army. He says that the progress has been slow, however, because he's sculpted on lots of extra details and terror markings.

THIS MONTH IN

BLACK LIBRARY

This issue we sat down and applied the neural probe to Guy Haley, whose first novel for Black Library – *Baneblade* – is out this month. It didn't take much for him to confess, but we got a great interview before he reported to Servitor reconditioning.



Guy Haley is Black Library's latest rising star, and once upon a time he used to edit *White Dwarf*, too.

BIG GUNS NEVER TIRE

Guy shares his the contents of his brain on Baneblade and Warhammer 40,000.

Jes Bickham: You've got an Imperial Guard collection of your own; did your own hobby inspire *Baneblade* at all?

Guy Haley: Not in a direct 'I have an Imperial Guard army and think they're awesome' kind of way (although I do), but in a broader sense most definitely. I've been playing Warhammer since 1984 – the very first edition folks, I still have my copy – and Warhammer 40,000 since *Rogue Trader*. It's such a part of my psyche that I don't think I could untangle its influences from my neural networks if I tried. Not that

I have, it'd probably require some kind of invasive surgery. There is so much detail stuffed into my noggin it scares me sometimes, and I was able to use that while writing *Baneblade*. My love of the hobby is deep indeed. As a side note, I haven't played with my Imperial Guard for a while, mostly because your Tyranids always eat them, Jes.

JB: The book opens with a prelude that perfectly captures the lunacy and horror of the 41st Millennium. It feels like you had a lot of fun writing it...





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GH: Oh yeah! I really like the darkness of the 41st Millennium. To me it's important to touch on that horror. The Imperium is a terrible place, and they're the 'goodies', but that's a relative term in a very bad time. You absolutely would not want to live there. I love all the macabre, gothic touches it has, the biomechanical madness, the religious zealotry, the mad illogicality of it all... I tend toward the John Blanche end of the spectrum in my appreciation of Warhammer and Warhammer 40,000.

JB: Greeneye is a terrific character, and a great antagonist – an Ork Weirdboy with grand ambitions. Will we see him again?

GH: I honestly don't know! I suppose the success or not of *Baneblade* will dictate if we see any of the characters again, so if you like it, please tell everyone! Greenskins are my favourite faction in all of the games (there's a unit of Ruglud's Armoured Orcs sat at my elbow as I type this, screaming out to be painted). In fact, I'm off to my gaming club tonight with my Orks. I love them so much, obviously this is why I chose them for the book. With the Orks, I wanted to cast them in a realistic light. If you're not careful, you can make them too comedic or accentuate the wackier aspects

of their behaviour so that the idea of them being a starfaring species becomes unbelievable. Greeneye was born, in part, from that.

JB: The structure of the book is unusual, with 'interstitials' that provide rich background and colour text, and flashbacks. Did the story you wanted to tell inform the structure, or vice versa?

GH: A bit of both. The structure suited the story I wanted to tell, and that is: what motivates people to join the Imperial Guard (assuming they're lucky enough to get a choice)? The 'interstitials' were my way of tying Bannick's story into the larger reality of the war on Kalidar, and then tying that war into the wider galaxy.

JB: *Baneblade* is your first novel for Black Library; what's next?

GH: In July *Skarsnik* will be released, a Warhammer novel about my most favourite of all subjects, Goblins. In September there's *The Death of Integrity*, another Warhammer 40,000 novel. In that, the Blood Drinkers and the Novamarines team up to purge a Genestealer infestation from a space hulk harbouring a big secret. **JB**

1 Detail from the cover art of *Baneblade*. Giant tanks! In the future!

2 The actual *Baneblade* miniature in all its glory, powering through the rubble of a war-torn world in defence of the Imperium.

PARTING SHOT

"Let's have the truth,
or I will prepare
something particularly
uncomfortable for you."

— The Goblin King



MAY 2013

HOBBY GALENDAR

SATURDAY

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

High Elves Advance Order
The Hobbit: An Unexpected Journey
miniatures Advance Order

APRIL 27

28

29

30

May 1

2

3

Warhammer World May 1
Tickets on Sale:

- College of Artisans
- Warhammer Youngbloods
- Throne of Skulls
- Warhammer World 200
- Blood for the Blood God
- Blood for the Blood God
- Realm of Battle Masterclass
- Horns Heresy Betrayal
- Horns Heresy Masterclass
- Easy Metal Masterclasses

High Elves released
The Hobbit: An Unexpected Journey
miniatures released

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WARHAMMER
LEGENDARY
BATTLEFIELD
WARHAMMER WORLD

WARHAMMER
BATTLE
MISSIONS
WARHAMMER WORLD

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WARHAMMER
BATTLE
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WARHAMMER WORLD

WARHAMMER
BATTLE
BROTHERS
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WARHAMMER
THIRTEEN SKULLS
WARHAMMER WORLD

WARHAMMER
THIRTEEN SKULLS
WARHAMMER WORLD

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WHITE
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