

WHITE DWARF™

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CITADEL

THE HOBBIT:
AN UNEXPECTED JOURNEY™

JUNE 2013

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THE ELDAR RISE

NEW MINIATURES FOR THE CHILDREN OF ASURVAN



WHITE DWARF

JUNE 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

What a year we've had so far for Warhammer 40,000; in January the Dark Angels marched forth from Caliban, in March the Daemons of Chaos tore down the walls of realspace, and in April the Tau Empire expanded again with the help of some brilliant new models, including the huge Riptide battlesuit. But if you thought the Riptide was big, well, the Wraithknight would like to say hello...

This month the enigmatic Eldar, one of the most ancient of the factions in Warhammer 40,000, return to battle once more, with their monstrous new war-construct leading the way. The Wraithknight is belief-beggaringly enormous, a gigantic machinery of destruction that nears Titan-levels of magnitude. It's a remarkable miniature, but it's joined by similarly terrific reinforcements, not least new plastic Wraithguard and Wraithblades and the elegant Crimson Hunter and Hemlock Wraithfighter flyers. The latter are

glorious examples of the clean-lined Eldar aesthetic, and provide a fascinating design counterpoint to the Razorwing Jetfighter of their terrible kin, the Dark Eldar. Our Photo Editor Glenn was so seized with admiration for the new kits that he immediately added them to his Ulthwé army, which you can see in our Battle Report on page 52.

Elsewhere Dan explains why he loves to play with his Tau in Armchair General on page 70, while Nick Bayton's Army of the Month on page 44 offers the most splendid tide of greenskins we've seen in a while. You'll find more gloriously painted Warhammer units in this month's Parade Ground, while Kit Bash goes tank-crazy. In short, June offers a whole host of hobby goodness; I hope you enjoy it!

CONTENTS

COVER STORY NEW RELEASES

4

Armed with weapons and technologies that baffle even the greatest minds in the Imperium, the Eldar are a force to be reckoned with. Find out about all the new releases here.

FULL RELEASE LISTING

40

All the prices and full release listings for this month's fantastic new Eldar models, as well as details on the latest Black Library novels.

ARMY OF THE MONTH

44

Nick Bayton shows us his massive Orcs and Goblins army. There's more beautifully painted Night Goblins here than you can shake a Squig at.

JERVIS JOHNSON

50

Ever talked to your Citadel miniatures? Jervis explains why this isn't as mad as it first sounds.

BATTLE REPORT

52

There are shades of the War in Heaven as Glenn's Eldar army takes on the might of Jes' Necron phalanxes in this month's battle report.

ARMCHAIR GENERAL

70

Dan Harden takes to the command throne, and explains just what he loves about using his Tau Empire army on the tabletop.

BLANCHITSU

76

Mikko Luoma's Inquisitorial warband takes centre stage in John Blanche's monthly showcase.

CITADEL HALL OF FAME

78

Miniatures designer Michael Anderson nominates the Screaming Bell to the Citadel Hall of Fame.

CULTURE OF THE ELДАР

80


Adam Troke investigates how the culture of the Eldar race has been brought vividly to life.



NEW RELEASES

Scattered across the galaxy upon star-faring craftworlds, the Eldar race wage a constant war for survival. Though they possess the brink of extinction, their warriors use preternatural skill, unshakable technology and eldritch power to destroy their foes. This month sees the Eldar introduced in grand style, with new models and a new Codex. Come join us as we take a look at all the new releases.

Download a full list of the new releases on the Eldar page.



ARMY OF THE MONTH

NICK BAYTON'S ORCS & GOBLINS ARMY

Army of the Month is our feature that celebrates the best painted armies. This month's winner is Nick Bayton's Orcs and Goblins army. Nick takes great pride in his army, which he has built up over the years, and only because of the war. The success of the army is due to the fact that he has been able to build a team that has been able to win a match.

Read a full feature on Nick's army on the Army of the Month page.



BATTLE REPORT

WAR OF THE ANCIENTS

52



ARMCHAIR GENERAL

70



CULTURE OF THE ELДАР

80

"Lost in the vastness of space, the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Distant from the warmth of sun or planet, their domes gave into the darkness of empty space. Inner lights glowed like phosphors through semi-transparent surfaces. Within them live the survivors of a civilisation abandoned ages ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched stars."

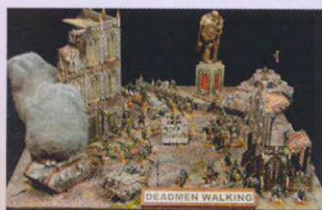
—Ordo Isha

WAR DIARY

ARMIES ON PARADE 2013

With the 2013 Games Day West just about upon us, we're tracking the progress of seven talented hobbyists as they prepare to enter this year's Armies on Parade competition. Here's what they're planning...

ARMIES ON PARADE is a celebration of collecting and painting armies of (mostly) miniatures. Each year at Games Day we get to see a number of brilliant hobbyists present their armies on Parade. The competition is open to all, and the winner is crowned the champion of the day. The armies are judged on their presentation, their painting, and the way they are displayed. The winner is crowned the champion of the day.



DEADMEN WALKING

A CARAVAN OF COLOUR

There's almost no one else in the hobby who's as into the idea of a caravan of colour as I am. I'm a member of the Black Library of the Black Library, and I'm a member of the Black Library of the Black Library. I'm a member of the Black Library of the Black Library.



88

DORE KINGDOMS IN THE SNOW

There's nothing more beautiful than a Dore Kingdom in the snow. I'm a member of the Black Library of the Black Library, and I'm a member of the Black Library of the Black Library. I'm a member of the Black Library of the Black Library.



92

THE PLAQUE OF FILTH

There's nothing more beautiful than a Plaque of Filth. I'm a member of the Black Library of the Black Library, and I'm a member of the Black Library of the Black Library. I'm a member of the Black Library of the Black Library.



102

PARADE GROUND

Parade Ground is our feature that showcases fantastically painted miniatures, much a gallery entry by a particular theme. This month we look at a collection of Warhammer Regiments.

CELESTIAL HORSE LORD

Don Edwards

Call them the Regiments of Celestial Horses, for the Regiments of Celestial Horses are a very special army. They are a very special army, and they are a very special army. They are a very special army, and they are a very special army.



108



118



120

KIT BASH

BRONZES VANGUARD



102



108

THE WHITE DWARF

THE WHITE DWARF



138



142

THE FORGE WORLD

THE FORGE WORLD



148



150

WAR DIARY

88

In our newest feature, we introduce seven keen hobbyists preparing to enter this year's Armies on Parade competition. See how they get started in this month's War Diary.

PARADE GROUND

92

This month's Parade Ground is devoted to some beautiful Warhammer regiments.

KIT BASH

102

A trio of tanks roll off the production line and right into this month's conversion feature.

PAINT SPLATTER

108

Fancy painting an Iyanden army of your own? Want to know just how Nick Bayton painted all those Night Goblins? The answers lie here.

JEREMY VETOCK

118

Jeremy ruminates on what inspires and motivates us to collect our favourite models.

WHERE TO BUY & WHAT'S ON

120

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

THIS MONTH IN...

137

White Dwarf: It's not all work here in the White Dwarf bunker, you know – there's always plenty of time for painting and gaming too. Here's what the team have been up to this month.

The Design Studio: We talk to the miniatures designers behind the new Eldar releases, and take a look at some of the hobby projects from around the Design Studio.

Forge World: There's a definite Horus Heresy vibe down in the resin mines of Forge World – and when we visited they had plenty to show us.

Black Library: Legendary Black Library author Bill King halts his tales of galactic conquest for long enough to have a chat with us.

JUNE HOBBY CALENDAR

153

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



NEW RELEASES



Scattered across the galaxy upon star-faring craftworlds, the Eldar race wage a constant war for survival. Though they teeter on the brink of extinction, their warriors use preternatural skill, unfathomable technology and eldritch power to destroy their foes. This month sees the Eldar unleashed in grand style, with new models and a new Codex. Come join us as we take a look at all the new releases.

Determined to reclaim their destiny as the children of the stars, the Eldar warhosts march fearlessly into battle once again.



ELDAR

WRAITHKNIGHT

Let's not mince words: the Eldar Wraithknight is a gigantic miniature. Taller than a Necron Monolith, it towers over infantry, tanks and other walkers, dominating the battlefield with its presence. But it's not a hulking beast or crude mechanical construct – the kind you'd expect from a lesser race – but an elegant, dynamic miniature that embodies the ancient power and grace of the Eldar while being simultaneously awe-inspiring.

Like all Eldar Wraith-constructs, the Wraithknight is crafted from Wraithbone – an organic material that lends itself well to the smooth curves and graceful lines of the Eldar aesthetic, while also making the Wraithknight an extremely resilient foe in battle. Its armour is studded with elliptical nodes that house the technological wizardry of the Eldar race and its elongated teardrop-shaped head mirrors that of its smaller cousins – the Wraithlords and Wraithguard. Across its body and weapons, spirit stones house the souls of long-dead warriors including, creepily, that of the pilot's dead twin.

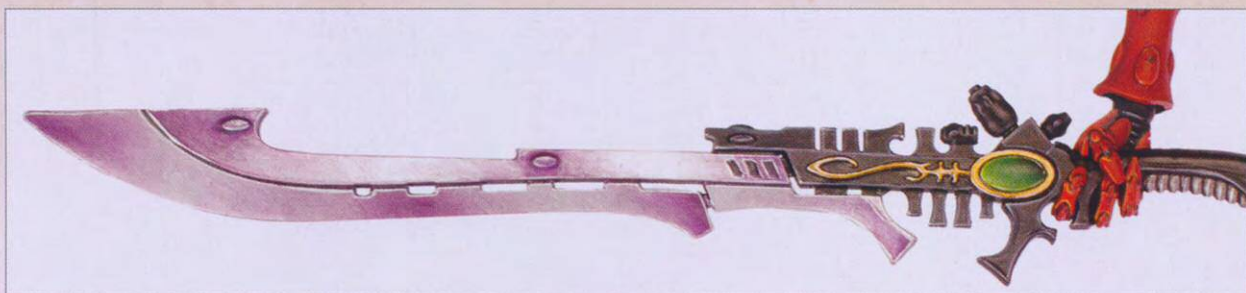
The Wraithknight is armed with two heavy wraithcannons, though there are other weapon combinations in this multi-part plastic kit, including the suncannon, the ghostglaive – itself longer than most tanks – and the scattershield, which is inscribed with intricate Eldar runes. There are also a number of shoulder-mounted support weapons, from starcannons to scatter lasers. These weapon options and variant arms serve to make the Wraithknight a very posable kit, allowing you to get a great range of movement from the arms, head and waist. The legs have locator pins to ensure ease of assembly, though they can be removed with minimal work, allowing die-hard hobbyists to create even more dynamic poses. **DH**











1



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- 1 The Wraithknight can be armed with a massive ghostblade – a lavish, gem-encrusted weapon as long as a tank.
- 2 Upon its back the Wraithknight is adorned with a series of warp vane that help to power its considerable bulk.
- 3 This intricate set of interlocking plates is a scattershield, a potent device that projects a powerful forcefield.

ELDAR

WRAITHKNIGHT

The Wraithknight is a towering construct, its psychically powered weapons able to tear apart battle tanks and infantry with ease. Yet deep within its chest, an Eldar pilot weeps for the death of his twin, interred alongside him in one the Wraithknight's spirit stones.

1 Set onto the Wraithknight's back is the massive spirit seal that protects the ancient warrior within.

2 The Wraithknight can be equipped with a choice of deadly secondary weapons, such as the lethal starcannon.

3 The fearsome scatter laser can unleash a torrent of high power laser fire at the enemy.

4 A shuriken cannon hurls a barrage of razor-sharp discs capable of shredding flesh and bone.

5 The suncannon harnesses the pinnacle of plasma technology to pound the foe with blasts of incandescent fury.

6 A Wraithknight can be armed two heavy wraithcannons; weapons so arcane they literally tear open reality to rend their targets asunder.



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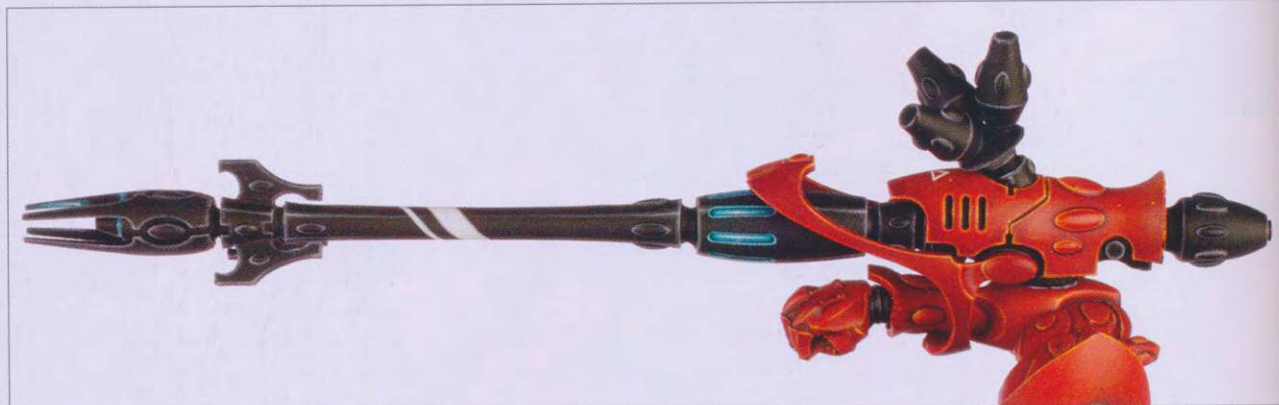
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ELDAR

HEMLOCK WRAITHFIGHTER

The Hemlock Wraithfighter is a weapon of unequalled terror among the Eldar, harnessing otherworldly power to extinguish the life-force of its victims. Where the craft's heavy distortion-scythes strike, foes collapse like puppets with their strings cut, leaving only corpses and pure horror behind.



1



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The Hemlock Wraithfighter is an Eldar jet plane with a sleek, stylised double delta wing design. The central fuselage houses the cockpit, and the Spiritseer pilot sits within. Underneath the body hangs the ominous terror weapon known as the mindshock pod, while the main guns are heavy D-scythes. These sleek and subtle weapons barely look like guns in the common sense, but you can imagine the ethereal energy of the scythe lashing out through the narrow aperture all the same.

An interesting feature of the Hemlock is the three fins that run along the upper airframe. The design of these connect powerfully with the imagery of the Eldar seers and the wraith constructs, with familiar notches cut into them that are reminiscent of helm crests in a Seer Council. Overall, this is a beautiful warplane, with graceful lines and an elegant design. **AT**

- 1 Above the burning ruins of an Imperial city, the Eldar of Saim-Hann do battle against their dark kin. Against a foe so concerned with survival, the Hemlock represents the ultimate horror.
- 2 Nestled beneath the cockpit is the mindshock pod, a terror weapon that projects the horror of its existence around itself in a baleful aura.
- 3 The Hemlock Wraithfighter is armed with a pair of heavy D-scythes, vile weapons that have the power to disconnect the victim's life-anima from their mortal frame.

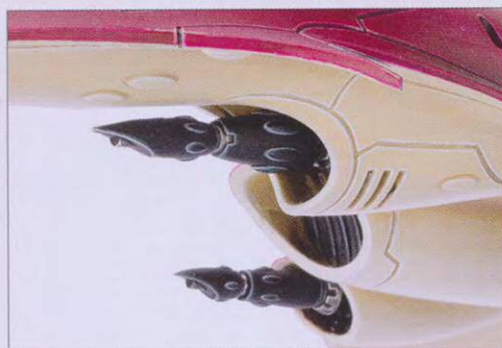
A Crimson Hunter Aspect Warrior's weapon of choice is the Nightshade Interceptor, a sleek fighter jet that shares the airframe of the Hemlock Wraithfighter. Adapted for the rigours of aerial combat, the Nightshade Interceptor has a secondary pair of wings extending from the upper fuselage, lending it the appearance of a bird of prey.

The main armament of the Nightshade is a pair of bright lances and a hull-mounted pulse laser, although a Crimson Hunter Exarch can swap the paired bright lances for starcannons. An interesting facet of the model that I really enjoyed was the inclusion of a Crimson Hunter pilot, represented by the unusual helmet. It's a nice touch, and indicative of the care and attention that has been lavished onto the model. **AT**

Full details for this month's releases are on page 40.



1



2

- 1 Nestled within the confines of the cockpit is the Crimson Hunter Aspect Warrior.
- 2 At the centre of the hull, the Nightshade boasts a pulse laser, a weapon capable of cutting enemy flyers to ribbons. The guns set into the wings are bright lances.
- 3 A Crimson Hunter Exarch can exchange his Nightshade's bright lances for starcannons; deadly, high power plasma weapons.



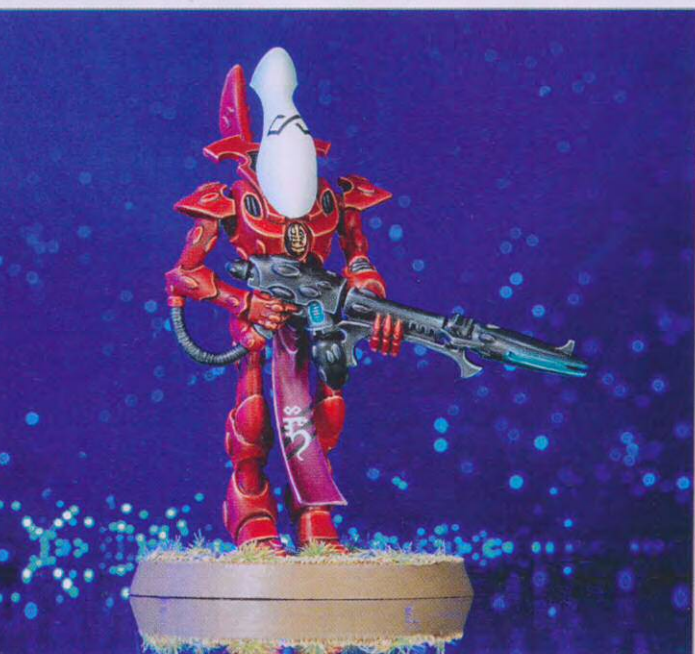
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ELDAR

CRIMSON HUNTER

Crimson Hunters are Eldar Aspect Warriors who fight their battles in the sky, duelling through the clouds in their nimble Nightshade Interceptors. They conduct aerial combat with all the grace and agility their race is famed for, outmanoeuvring their foes before blasting them from the skies.



ELDAR

WRAITHGUARD

With the Eldar race drifting closer to extinction they are forced to more drastic means of survival. One method is to awaken the spirits of their ancestors, and bind them into automaton war machines known as Wraithguard. These durable constructs wield weapons that no ordinary Eldar warrior could carry into battle.





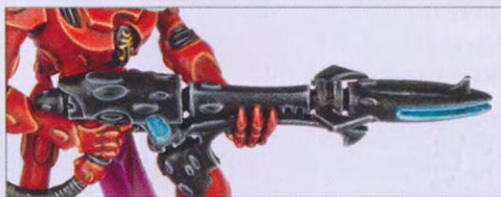
1 The Wraithguard form a bulwark against the ravening Tyrannids of Hive Fleet Kraken.

The Wraithguard box set contains five multi-part plastic Wraithguard, striking and statuesque models that tower above the Eldar Guardians and Aspect Warriors that surround them in battle, and that form the first link in the design chain that ends with the mighty Wraithknight. The Wraithguard each carry a D-scythe or a wraithcannon, and there are five of each included in the box. These are large guns, but the size of the Wraithguard means that they don't look at all unwieldy, but rather very dangerous indeed.

In terms of assembly, there are plenty of options when you build your models. All five pairs of included legs can be matched with any body, which can in turn be matched with any pair of gun arms and loin cloth. By utilising the range of movement on the waist, shoulder and neck, you can build an almost endless variety of poses. Each gun is attached to a hand and arm, which is good news when it comes to assembling them without any fuss – and good news for collectors who want several units of these lovely models. **AT**



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- 1 The Wraithguard form a bulwark against the ravening Tyrannids of Hive Fleet Kraken.
- 2 The main gun used by Wraithguard is a wraithcannon, a technological masterpiece capable of sweeping its targets into the Warp.
- 3 The kit contains a new weapon in the form of the D-scythe, a deadly gun that can cut a swathe through large groups of enemy troops.
- 4 Each of the five Wraithguard in the set has a distinctly detailed collar, which can be paired with any torso for even more variety between your models.
- 5 The Wraithguard draw their power from the finely wrought Warp vane mounted on their backs.



1

The Wraithblades are armed with a brutal means of close combat. There are five models in this multi-part plastic kit, and each carries either a pair of elegant ghostwords or a ghost axe and forceshield. These weapons are detailed with power cells, spirit stones and runes – making them ornate and rich with character. The forceshields that the Wraithblades carry look like a curious hand fan attached to the wrist. These aren't the lumpen shields of other races, however, relying on complex forcefield technology to halt the blades and bolts of the enemy, rather than layers of crude armour.

Oliver Norman, the sculptor of the kit, has done a great job adding subtle differences to the Wraithblades in comparison to the Wraithguard, weapons aside. Their loin cloths have armoured plates, they have small pieces of hip armour, blades on their elbows and crests on their helmets. Where the Wraithguard are sleek and slender, these are heavily armed elite models. **AT**

Full details for this month's releases are on page 40.



2



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4



5

- 1 Armed with eldritch swords and axes, the Wraithblades unleash their wrath on the foes of the Craftworld.
- 2-3 Each of the five ghost axes in the set has a different shaped blade. Some have a pick on the reverse side or Eldar runes carved into it.
- 4 Forceshields provide the already resilient Wraithblades with incredible levels of protection – each contains a tiny shield generator that can deflect enemy fire and blunt even the most vicious of blows.
- 5 Each of the five Wraithblades wears armour plates to guard his waist. The central plates each have an attached loincloth and no two in the kit are quite the same.



ELDAR WRAITHBLADES

Wraithblades are warrior constructs imbued with the spirit of slain Eldar. They possess such wrath that it permeates the very wraithbone from which they are wrought. When called to war, their spiritstone burns with the heat of their malice and only shedding the blood of the craftworld's foes can cool their hate.



ELDAR FARSEER

Eldar Farseers are masters of fate and divination, potent psykers who have walked too long upon the Path of the Witch and find themselves forever obsessing over manipulating the skeins of fate.

Jes Goodwin has designed this new plastic Farseer, a miniature sculpted with a real sense of action embodied in every detail. From his flowing cloak and outstretched hand to the way the intricate jewellery around his waist lifts away from the surface, the model embodies the elegance and dynamism of the Eldar. It's a hugely detailed kit, too; elements such as the individually sculpted fingers of the outstretched hand really have to be seen up close to be appreciated. From the curve of his sleek ghosthelm to the filigree and spirit stones adorning his robes, the Farseer is a suitably commanding model to head up an Eldar collection. **AK**



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- 1 From the side you can see the incredible layering effect that Jes has created on this model, with robes, scarf and cloak creating a realistic sense of depth.
- 2 Even the Farseer's back is detailed with a string of spirit stones.
- 3 The Farseer wields a psychically sensitive singing spear, an eldritch weapon that can be used in close combat or hurled at the foe to deadly effect, only to return to the hand of its bearer moments later.
- 4 The Farseer's scenic base is sculpted to look like a ruined remnant of the fallen Eldar civilisation.

ELDAR

SPIRITSEER

Spiritseers are Eldar whose journey upon the witch path leads them to commune with the dead. Upon the battlefield these ghost talkers use their unique connection with the underworld to direct the wraith warriors upon the battlefield.

The Spiritseer is an exquisitely wrought Citadel Finecast miniature, capturing a Spiritseer in the act of harnessing his eldritch power. In one hand, the Spiritseer clutches his witch staff, topped with a stylised seer rune, while the other holds aloft a symbolic spirit stone. Something Mike Fores – the sculptor of this fine miniature – has been sure to do is include visual cues to its purpose, from the eyeless helm that mirrors those of the Wraithguard to the multitude of spirit stones worn all about his person. **AT**

Full details for this month's releases are on page 40.



- 1 The Spiritseer's back is adorned with a particularly elaborate warp vane.
- 2 With the Spiritseer to guide their otherworldly vision, the ghost warriors of Iyanden attack the foe with unerring accuracy.



ELDAR

ILLIC NIGHTSPEAR

Illic Nightspear is an Eldar of Alaitoc Craftworld who has walked the path of the outcast for thousands of years. Such is his knowledge of the webway that he can arrive on the battlefield without warning to use his unique longrifle, Voidbringer, to execute his foes from afar.

This miniature, produced in Citadel Finecast, captures Alaitoc's pre-eminent Ranger crouching on an ancient and decrepit piece of Eldar architecture. Illic is festooned with intricate details, such as the rebreather that shrouds half of his face, the curious cylinders that hang from his belt and even the tread on his boots. Everything about Illic gives the impression of a stealthy traveller – and the only way he could look better is to put him with a unit of Eldar Rangers. **AT**



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- 1 When Illic goes to war, Pathfinders from Alaitoc craftworld flock to join him – these are the finest rangers in the galaxy. At his command they scythe down the enemy with unerring precision.
- 2 Illic Nightspear is armed with Voidbringer, a weapon which harnesses the power of a long-dead Eldar hero to tear open warp-holes in the enemy.
- 3 Pouches, ammo and more adorn Illic's belt.
- 4 Above his mask Illic's face is set in a visage of pure concentration.

1

ELDAR BATTLEFORCE

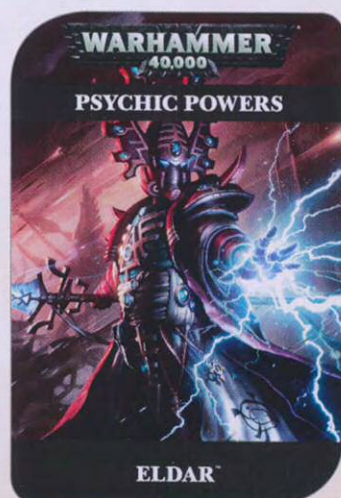
The **Eldar Battleforce** is a formidable box set jammed to the gunwales with plastic miniatures. It contains five Dire Avengers, 10 Eldar Guardians including a support weapon platform, a Wave Serpent troop transporter and Vyper Jetbike.

For hobbyists just starting out with an Eldar army, this presents a great way to pick up a swathe of useful models to kickstart your collection. Of course, for Autarchs already further down the path, reinforcements are always welcome. **AT**



WARHAMMER 40,000 PSYCHIC CARDS ELDAR

This set of cards contains a card for each of the psychic powers found in Codex Eldar. With two psychic disciplines to call upon – the Runes of Battle and the Runes of Fate – and perhaps more psykers in the force than any other army, these cards are sure to be of tremendous value during your games. Just choose the cards you are using and have them on the table beside you when you play. As always with these, act quickly: they sell out fast. **AT**





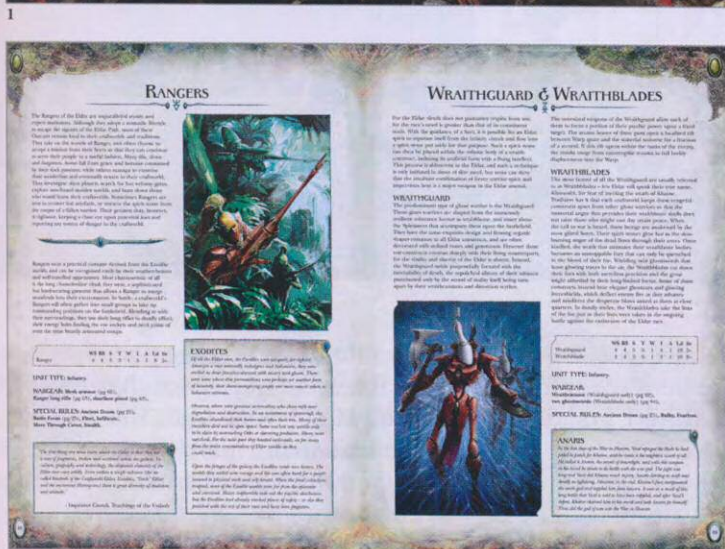
CODEX

ELDAR

Before the Imperium of Man, the Eldar ruled the galaxy supreme until hubris led to their downfall; now they are a dying race, determined to stave off their doom. Codex: Eldar is packed with fantastic art, miniatures photography and background to inspire your own collection.

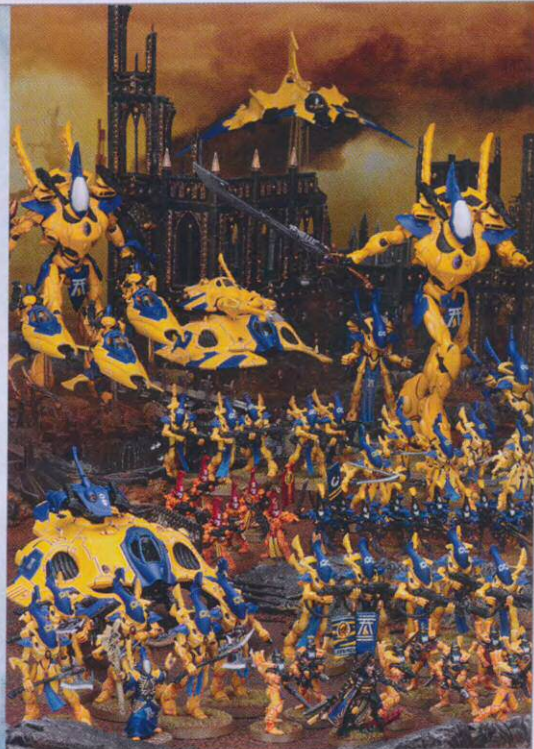


- 1 Codex: Eldar is packed with beautiful full-colour pieces of art; here, lyanden clash in combat with the Orks in a piece by Alex Boyd.
- 2 The bestiary is not only packed full of background for all the Eldar units, but also snippets of information about other aspects of Eldar culture.
- 3 The miniatures showcase section features a wide variety of Eldar colour schemes.
- 4 Raymond Swanland's cover depicts an Eldar Farseer unleashing his psychic might.



“Between the lavish photography and the descriptions of the craftworlds, this book really is a treasure trove for collectors.”



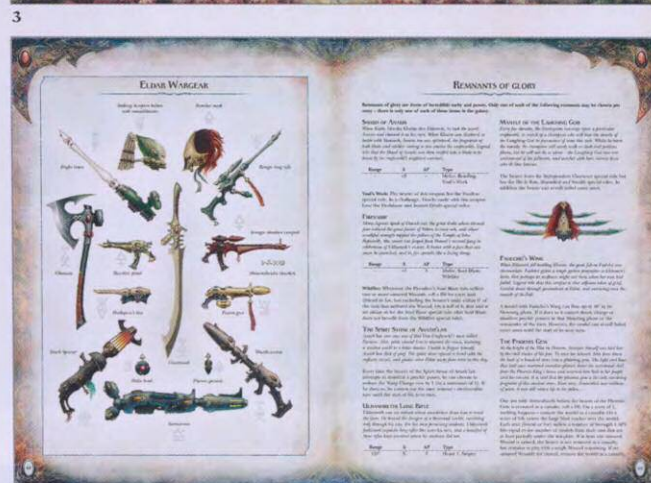
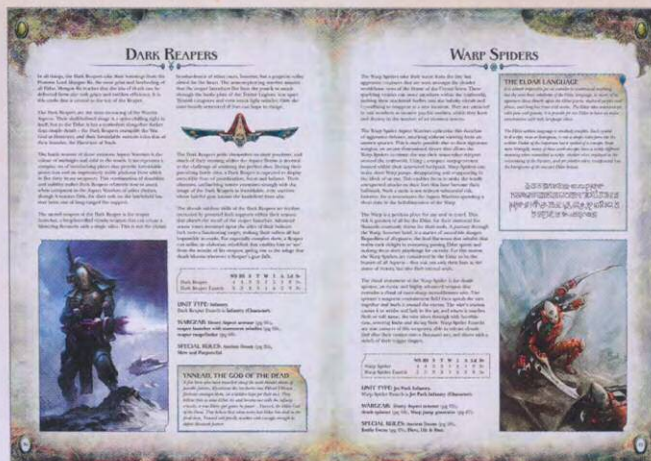
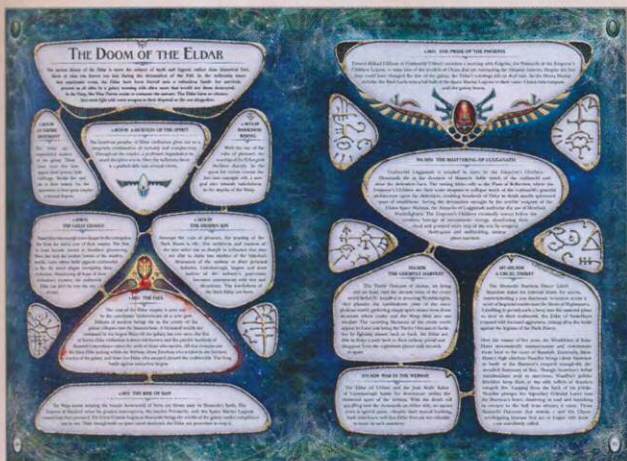


From the raw potency of Raymond Swanland's Farseer on the front cover to the faded, almost moss-covered, grandeur of the page borders, Codex: Eldar is a jaw-droppingly beautiful book. It's full colour throughout, and the artwork is stunning, whether the sweeping spectacles of double-page artwork depicting epic battles to the more intimate pieces accompanying each bestiary entry.

The book acts as a real inspiration to collectors interested in the ancient history of Warhammer 40,000 and the impact it continues to have in the current era. The Codex recounts the ancient myths of the Eldar and the rise of their empire, their descent into decadence and eventual fall, all the way up to the predicament they find themselves in in the modern day, providing an evocative historical context that the rest of the background section then draws upon. The Codex then delves into the culture of the Eldar in the 41st

Millennium, charting the path they've been forced to walk since they escaped the Fall 10,000 years ago. This section culminates in the frankly gorgeous timeline, which looks as though it has not been so much designed as grown from wraithbone. Throughout the book additional background material is liberally strewn in box outs, ranging in topic from the gods of the Eldar to the exodites, each of which provides a fascinating insight into a different aspect of their background. My favourite such box out describes the crone worlds, the original Eldar homeworlds consumed by Chaos.

From the faded grandeur of the page design to the pathos-laden background, the Codex leaves you in no doubt that the Eldar are a doomed and dying race. Yet the book underlines the fact that, although their fate might be sealed, the Eldar are determined to fight on to the last, to burn brightly right until the end.



There's plenty of new information as well, even for those amongst you already familiar with the Eldar. Each of the new units is described in a great amount of detail, from the Wraithknight to the Crimson Hunter and everything in between, as well as a new special character, Illic Nightspear. Even existing units receive more attention than ever before, as both the Aspect Warrior shrines and the Phoenix Lords, to name just two, are each covered in their own sections.

Between the lavish photography in the miniatures showcase and the detailed descriptions of the craftworlds and the meaning of their runes and symbols, this book really is a treasure trove for collectors. I can imagine fans of the Eldar poring over these pages, finding inspiration to paint new miniatures at every turn. A glittering jewel of a book. **AK**

Full details for this month's releases are on page 40.

- 1 The showcase section sports such inspirational pieces as this lyanden army shot.
- 2 The timeline is designed to look like wraithbone.
- 3 Each of the Aspect Warrior shrines is detailed in the bestiary.
- 4 Colour schemes abound in the showcase section.
- 5 The wargear of the Eldar is intricately illustrated in the Forge of Vaul section.
- 6 The entire Studio Eldar collection on display.



ELDAR

DIRE AVENGERS

The **Dire Avengers** are the most renowned of the Aspect Warriors, having more shrines than any other. They are flexible warriors, skilled at meting out death with their shuriken catapults, and dictating the ebb and flow of battle with hard-earned experience.

This kit enables you to build five Dire Avengers, who in many ways are the heart and soul of the Eldar army's warrior strength. They can be assembled with a wide degree of versatility, enabling a range of dynamic shooting poses. The kit also contains the parts required to build a Dire Avenger Exarch, a warrior whose obsession has totally overtaken him. This includes two alternative heads and several exciting wargear options, including a lethal power halberd, wrist-mounted shuriken catapults, a back banner and an intricately detailed shimmershield. **AT**



ELDAR

WINDRIDER JETBIKE SQUAD

Swift and deadly, Windrider Jetbikes tear through enemy armies in the blink of an eye, their shuriken catapults spitting death into their ranks. Before their foe can react the Windriders are gone, already specks on the horizon as they turn their nimble craft around for another pass.

Jetbikes have become a popular unit over the years and it's rare to see an Eldar collection without a squadron of these iconic models. Smooth and graceful, they epitomise everything that it means to be Eldar, with shuriken catapults hidden beneath sweeping cowlings and elegant, curved wings studded with spirit stones. Like the other kits seen in this issue, this box also comes with the new Eldar transfer sheet, giving you hundreds (318, in fact) of icons to detail your unit with. **DH**

ALSO AVAILABLE

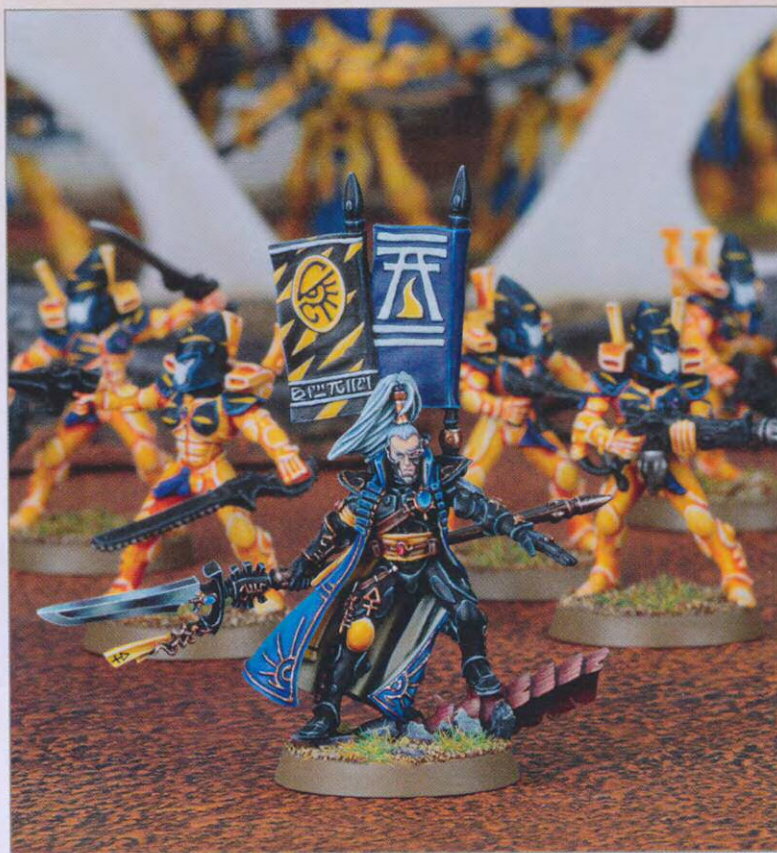
These iconic Eldar models (and many others) are also available to add reinforcements to your warhost.

ELDAR

PRINCE YRIEL

In **Iyanden's darkest** hour, as Hive Fleet Kraken ravaged the craftworld, the outcast Prince Yriel led his Eldritch Raiders to the rescue. Now he serves as the Autarch of Iyanden, leading its armies with courage and tactical flair.

The Prince Yriel model, produced in Citadel Finecast, is positively festooned with details. From the sculpted back banners, which displays his own heraldry and the world-rune of Iyanden, to the tiny bionic eye, known as the Eye of Wrath, Yriel is a fantastic miniature and a painter's delight. My favourite feature is his long vest – with its high collar and clasps it looks like a stylised pirate's frock coat. **AT**



ELDAR

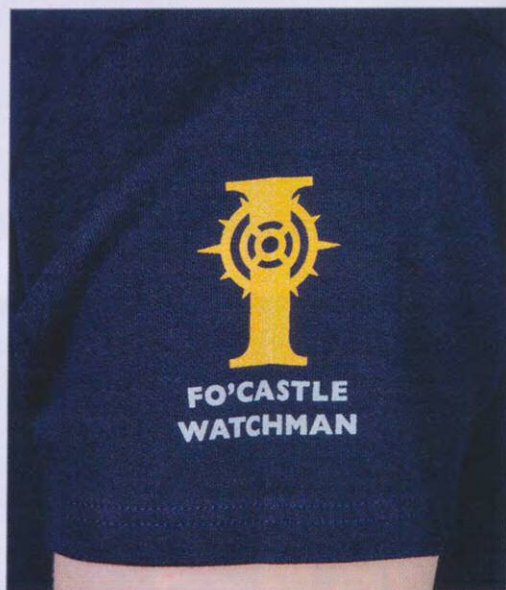
WRAITHLORD

The towering war constructs known as Wraithlords are noble spirits housed in nigh-impregnable bodies wrought of wraithbone. Armed with a variety of deadly weapons and possessed of incredible strength in combat, Wraithlords are bastions of defiance in the Eldar army.

The Wraithlord is a multi-part plastic kit overflowing with options. The model includes a choice of five shoulder-mounted heavy weapons as well as a pair of shuriken catapults or flamers for its wrists and several hand options including one clutching a massive ghostglaive. A great strength of the Wraithlord model is its poseability. Both veteran and inexperienced modellers can get terrific results using the four feet options to get either walking or static poses, and the ball and socket joints capture a great range of movement. **AT**



1



2

LIMITED EDITION T-SHIRT

THE DIVINE RIGHT

Of all the Imperial warships to serve in the mighty Battlefleet Gothic, the greatest and most renowned is The Divine Right, the scourge of the Segmentum Obscurus. The Divine Right is an Emperor Class Battleship, commanded by Lord Admiral Cornelius von Ravensburg.



3

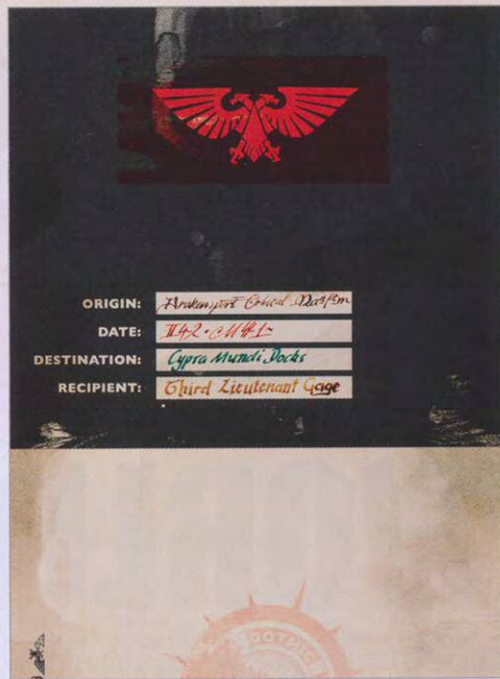
For a strictly limited time, White Dwarf is pleased to offer you this exclusive Fo'castle Watchman's T-shirt from The Divine Right. It's made from heavyweight 240g ultra-premium 100% combed cotton. Each T-Shirt will be custom-made and printed for your order and will never be reprinted. Emblazoned on the chest is the silhouette of the Divine Right and on the back is an Imperial Aquila and mandatory safety warnings. The right sleeve bears the sigil of the Imperial Navy, and duty markings of Fo'castle Watchman. The T-shirt is supplied in an official, Munitorum sanctioned communications 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.



4

AVAILABLE FOR A LIMITED TIME ONLY!

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 25 May

Orders will close at midnight UK Time on:

Tuesday 4 June

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 Imperium of Mankind.

Remember, at midnight UK time on **Tuesday 4 June**, our black market contacts to the Gothic Fleet's quartermaster stores will be purged forever, and this T-shirt will never be reprinted. So head over to www.blacklibrary.com/whitedwarf, choose your size of T-shirt, and make sure you don't miss out on this exclusive apparel from the majestic flagship of the famous Battlefleet Gothic. Who knows, perhaps your name will be remembered as a hero of the fleet.

For pricing information, see the full release listings on page 40, or go to the Black Library website at:

www.blacklibrary.com/whitedwarf

- 1 The reverse side of the garment bears the Imperial Aquila as well as a sombre warning for ship's ratings who might misunderstand the protective qualities of their standard issue T-shirt.
- 2 The right sleeve features the insignia of the Imperial Navy and the bearer's rank – Fo'castle Watchman, in this case.
- 3 The T-shirt comes packaged in this Munitorum approved communications canister.
- 4 The canister is sanctioned by the Departamento Munitorum for trans-Segmentum communications, and will ensure your Fo'castle Watchmen T-shirt arrives ready for active duty.

GAMESDAY & 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

Cook Convention Centre, Memphis Tennessee, USA

27TH JULY



GAMES DAY COLOGNE

Gürzenich Köln, Martinstraße 29-37, 50667 Cologne, Germany

11TH AUGUST



GAMES DAY BIRMINGHAM

National Indoor Arena, Birmingham, UK

29TH SEPTEMBER



GAMES DAY MODENA

Fiera di Modena, Viale Virgilio, 41123 Modena, Italy

20TH OCTOBER

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

games-workshop.com

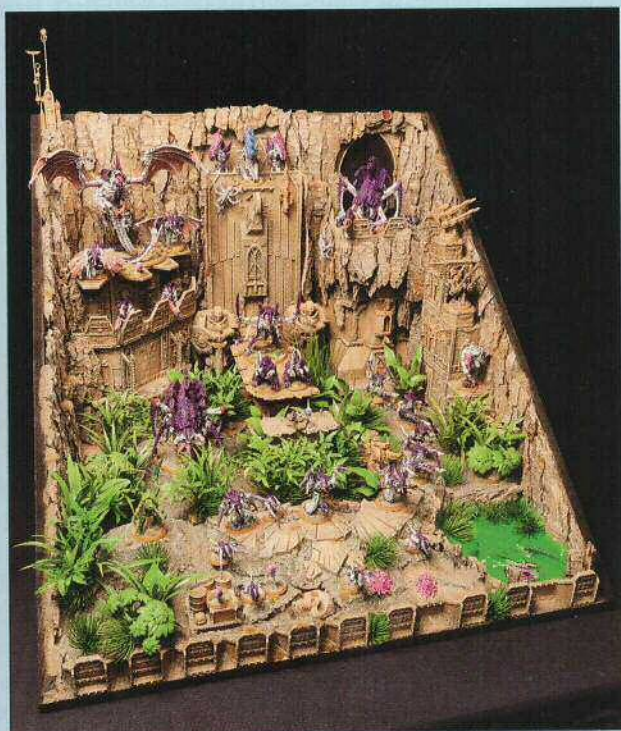
GAMES DAY EXCLUSIVES

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.

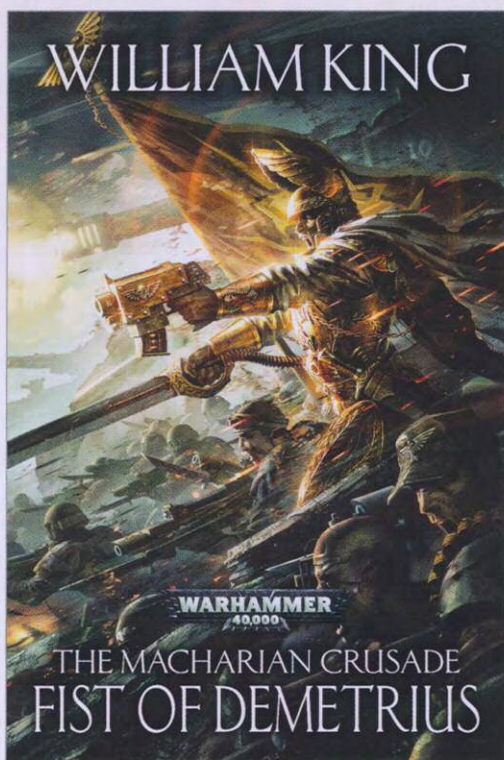


Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.

BLACK LIBRARY

FIST OF DEMETRIUS

By William King, hardback, 320 pages



Lord Solar Macharius seeks the **Fist of Demetrius**, an ancient relic believed used by a Primarch. He will not be denied, by anyone.

Lord Commander Solar Macharius is the greatest general to grace the Imperium. In the Macharian Crusade his endeavours dramatically expanded the Emperor's domains and brought a thousand worlds back into the Imperium. *Fist of Demetrius* is the second novel in a series – following on from *Angel of Fire*, available in paperback – that tells the tale of his crusade.

Fist of Demetrius is told from the perspective of our hero Leo Lemuel, who we met in the first book in the series, a one-time Baneblade crewman turned trusted bodyguard to the Lord Commander

himself. Lemuel is a gritty and exciting hero who is portrayed with a down-to-earth humility. He is at once endearing and easy to like, and yet also a stone-cold killer, which makes action scenes exciting to read. It's through Lemuel that we see the story of *Fist of Demetrius* unfold – Macharius has won (and then lost) a priceless artefact that he will go to any lengths to recover.

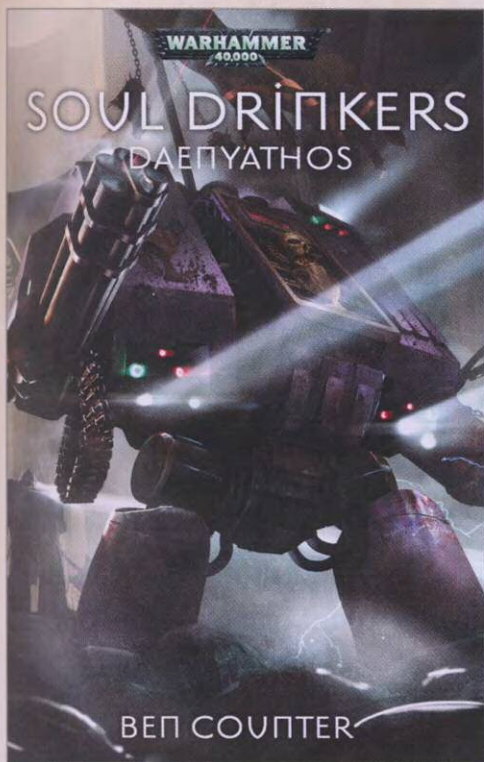
That's where our other key protagonist comes into play; Ashterioth, a Dark Eldar lord, whose uniquely sadistic and cruel viewpoint King uses to set up a fearsome opponent for our heroes. Segments of the novel are told from his perspective, and these are enthralling to read. King does a spectacular, joyful job of making the Dark Eldar utterly spiteful, hateful and incalculably dangerous. It is into the hands of this loathsome foe that the **Fist of Demetrius** falls, and against whom Macharius (along with Lemuel and some unexpected allies) must do battle. A task that seems, at times, like boxing shadows.

Fist of Demetrius is beautifully written, breathing life, humour and most of all believability into a character who bestrides 40K like a glorious son of legend. Fans of William King's other Warhammer 40,000 novels will see recurring factions, which both serve as a nod and a wink to fans, and also add a sense of continuity to the whole universe.

I must for a moment mention the presentation too: Raymond Swanland has outdone himself with the cover of the book too. It's a real beauty, and is entirely emblematic of the terrific story behind it. In fact, I would say that is the overall message of this review: in *Fist of Demetrius*, Macharius is done justice. He is heroic and cunning, calculating and obsessed with victory. It's a great account of a hero of legend, and a stirring read indeed. **AT**

SOUL DRINKERS DAENYATHOS

By Ben Counter, hardback GW exclusive, 128 pages



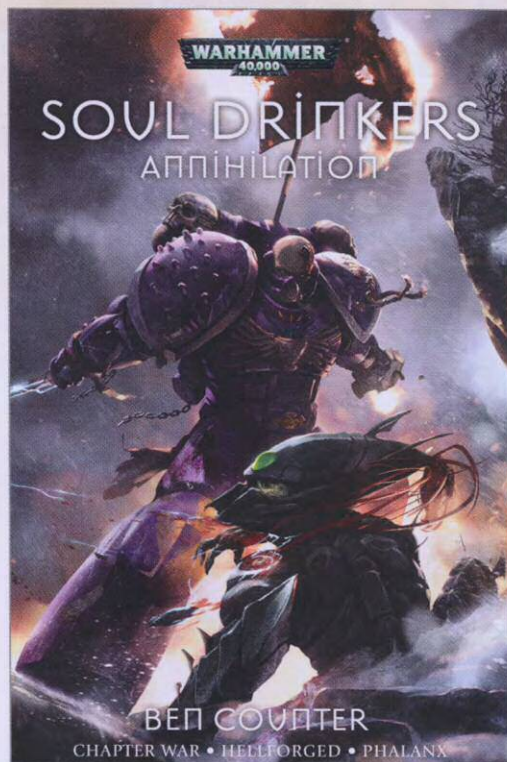
Daenyathos wrote the Catechisms Martial, the teachings of which the Soul Drinkers fight and die by. This is his tale.

Daenyathos is the prequel to the Soul Drinkers series and follows the story of the titular character. While it may precede the other six books chronologically, I would suggest reading it last as it makes the main series all the more intriguing by not knowing who Daenyathos is.

Without giving too much of the plot away (which is both sinister and eyebrow-raising in equal measure), the novella follows Daenyathos' life, from a squad Sergeant fighting in the War of Apostasy up to his induction into the Chaplaincy, which is where his true calling lies. The battle scenes are fast and vibrant and his arch-enemy, Croivas Ascenian, is easily one of the nastiest, most psychopathic characters to have ever come out of a Black Library novel. When Daenyathos finally meets him face-to-face, the outcome is certainly not what you'd expect. **DH**

SOUL DRINKERS ANNIHILATION

By Ben Counter, paperback, 768 pages



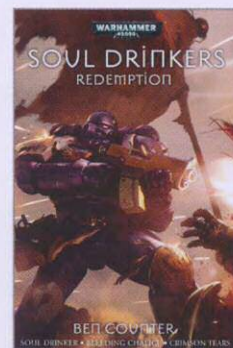
Seen as renegades and traitors by the Imperium, the Soul Drinkers must forge their own destiny in this, their second omnibus.

Following on from the tale in *Soul Drinkers: Redemption*, this omnibus covers the last three novels in the Soul Drinkers saga: *Chapter War*, *Hellforged* and *Phalanx*. As you would expect from Ben Counter, it's an action-packed romp from start to finish, featuring a range of different foes for the Soul Drinkers to tackle. The battle scenes with the Adeptus Mechanicus and the Necrons in particular are very intense and utterly fantastical, but easy to picture due to Counter's descriptive prose. But it's not all about the blood and gore, as this omnibus builds heavily upon the characters in the first trilogy, many of them developing in ways that you really don't expect, their motives concealed right until the climactic end. By the time you close the book, you're so completely immersed in the futility and desperation of the Warhammer 40,000 universe that you really don't want to leave. **DH**

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

ALSO AVAILABLE SOUL DRINKERS REDEMPTION

By Ben Counter, paperback, 768 pages

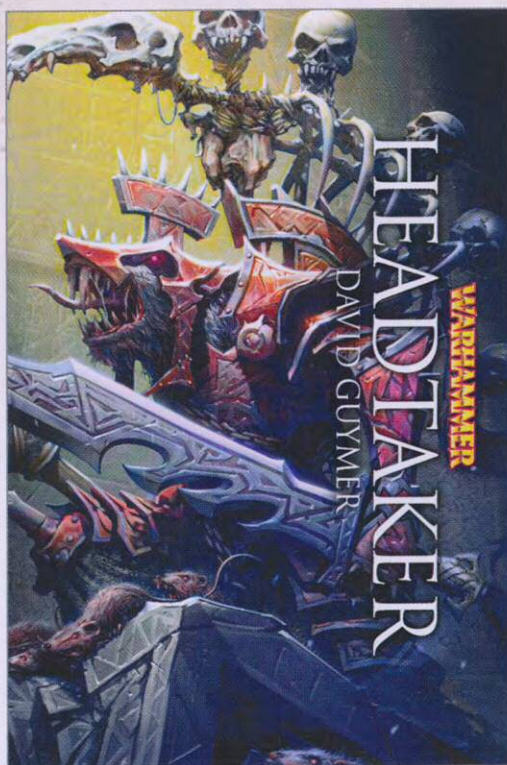


Before you read *Soul Drinkers: Annihilation*, make sure you pick up *Soul Drinkers: Redemption*, which includes the first three novels in the series. In this tumultuous trilogy you experience the rise of Sarpedon and the fall of the Soul Drinkers as they move ever closer to damnation. The battle scenes are gruesome as they fight against the forces of Chaos, Dark Eldar, the Inquisition, the Crimson Fists and even themselves. It's sad to read of a Space Marine Chapter's fall from grace, but it does make for truly excellent reading.

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

HEADTAKER

By David Guymer, paperback, 412 pages



Queek Headtaker is one of the most infamous Skaven alive, renowned for his bloodthirsty nature and manic tendencies.

Writing a novel about a prominent character is quite a responsibility, but with David Guymer at the helm of this new novel about Queek Headtaker you're definitely in safe paws.

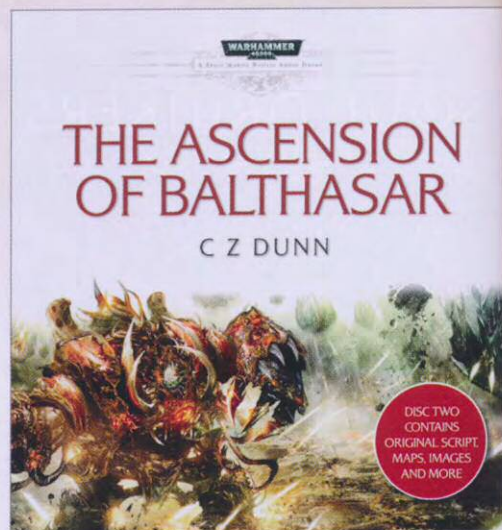
Right from the outset you're plunged into a world of intense action as Queek does battle with the Dwarfs of Karak Eight Peaks. Guymer portrays Queek as nothing less than a psychopathic monster who lives only for the thrill of battle. Even when challenged by Razzel, a Grey Seer sent by the Council of Thirteen, Queek is nonplussed, preferring to listen to the counsel of what he assumes are the skulls mounted on his trophy rack, but are more likely just the voices in his own head. It's an expertly crafted novel that isn't just kill-kills and squirting musk, but a fast-paced, entertaining and thoroughly gruesome read. Read-read now-quick. **DH**

FURTHER READING

If you enjoyed *Headtaker* then you need to pick up the Grey Seer Thanquol trilogy by C.L. Werner: *Grey Seer, Temple of the Serpent* and *Thanquol's Doom*. From the Empire city of Altdorf to the jungles of Lustria, Grey Seer Thanquol is thrown into the most awkward situations at the behest of the Council of Thirteen. Determined not to be a scapegoat (or worse, dead), Thanquol has to plot, scheme and magic his way out of trouble and into power in this highly engaging series.

THE ASCENSION OF BALTHASAR

By CZ Dunn, CD, running time 70 minutes



When the world of Stern's Landing comes under attack by the forces of Chaos, Company Master Zadakiel leads the retribution.

Originally released as a limited edition prequel to accompany the launch of the Dark Vengeance boxed game last year, the *Ascension of Balthasar* is now available on general release.

The audio drama starts in blisteringly exciting form, tracking the process of a portentous astropathic message across the galaxy from psyker to psyker, before reaching Company Master Zadakiel of the Dark Angels, the Chapter whose secrets it threatens to expose.

This sets the scene for an incredible adventure, packed full of thrilling scenes that chart the rise of Sergeant Balthasar of the Deathwing to the position he holds in Dark Vengeance. My favourite bit is where they land on the ecclesiarchy world of Stern's Landing only to discover its cities abandoned, haunted only by the sound of ringing bells and the sound of swarms of buzzing flies.

It will come as no surprise that the Dark Gods of Chaos are at work here, but CZ Dunn and the voice actors paint a marvellously dark and grim tale. **AK**

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Below is just a selection of what's available; check out the Digital Products page at www.games-workshop.com for more.

CODEX: ELДАР

As you'll have already seen in this issue of White Dwarf, the Eldar return to war amongst the stars this month with a host of incredible new miniatures and a stunning new Codex. The digital edition of Codex: Eldar, available for iPad from the iBookstore, will be available to buy at the same time as the printed version.

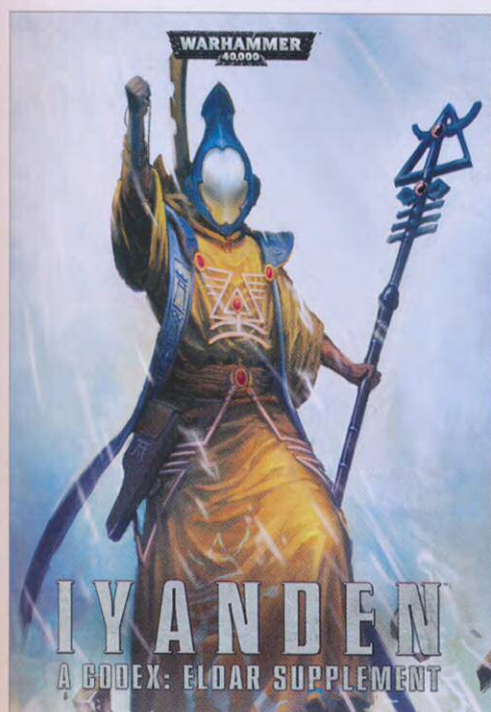
It sports all the same fantastic content as the hardback book version but also incorporates interactive elements, cross referenced rules and a showcase section of beautifully painted Citadel miniatures in splendid high definition. In short, the digital Codex: Eldar provides every budding Eldar Autarch with all they need to mobilise their collection on the battlefield, and is the ultimate resource for Eldar aficionados everywhere.



Available on the
App Store

Available on the
iBookstore

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

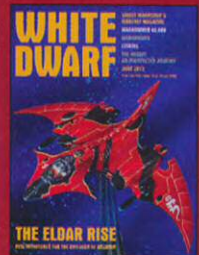


IYANDEN – A CODEX: ELДАР SUPPLEMENT

For thousands of years, the Eldar of Iyanden have sailed through the sea of stars, defending the galaxy's eastern rim from the threat of Chaos. They have won great victories, but have known terrible tragedy also; what was once the most populous of craftworlds is now but a shadow of its former glory. Yet Iyanden endures, the souls of the departed fighting alongside those who survive, their essence housed in the formidable battle-constructs known as Wraithguard.

This expansion for Codex: Eldar – on sale 8 June – contains extensive history, background and heraldry for Iyanden, along with new scenarios recreating the great battles of the craftworld, additional rules, a stunning showcase of painted Eldar Citadel miniatures and much more.

WHITE DWARF IPAD EDITION



With high-resolution photographs, extra pictures, text and video content – plus audio extracts – the iPad edition of White Dwarf contains all the great content of its paper sibling and more besides. But you'll know that if you're reading this on your iPad, right?

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.

RAPIER GRAVITON CANNON

Rapier gun carriages are automated tracked weapon carriers used by the Legiones Astartes to transport weapons too large to be manhandled into all manner of battlefield environments. Although they can be equipped with several different weapon options, the graviton cannon is the most unusual. It projects an area of incredibly high gravity, and any caught within it find their bones and organs crushed by the force.

The Rapier Graviton Cannon couples the now-familiar chassis of the Rapier with the seriously impressive graviton cannon. It's a cracking little piece that includes the mobile gun itself and two crew (one mounted on the carriage). The graviton cannon looks like a meaty piece of arcane tech. Set behind a gun screen it has a ridged barrel with lots of weird gubbins protruding from it to cement its unusual, yet potent appearance. **AT**



- 1 The model has curious gravity generators set behind the main gun.
- 2 Optical lenses beneath the barrel help provide targeting information for the gunner.
- 3 The Iron Hands choose a fresh target for their Rapier Graviton Cannon.



2



3

LEGION BREACHER SQUAD

In matters of urban pacification and other forlorn hopes, Legion Breacher squads are first into the action. Such a duty is both a dire risk and a great honour and the Space Marines readily accept it.

These models are clad in MKIII Iron Armour, which is notorious for its excellent frontal protection. Armed with their massive shields, they look set to weather a storm of firepower as they attack. **AT**

- 4 The Legion Breacher squad lets you build five complete Space Marines, including options for five bolters, a graviton gun and lascutter.



LEGION RECONNAISSANCE SQUAD

When the Space Marine Legions take to the field they are supplied with up-to-date battlefield intel by their Reconnaissance squads, experts in infiltration and attacking from unseen quarters.

These models are clad in cameleoline cloaks and MK IV recon armour. They are armed with either sniper rifles or shotguns, and wear nifty backpacks with pouches and combat knives attached to them. **AT**

- 5 A Reconnaissance squad armed with three sniper rifles and two shotguns, the options for both are included with the set.

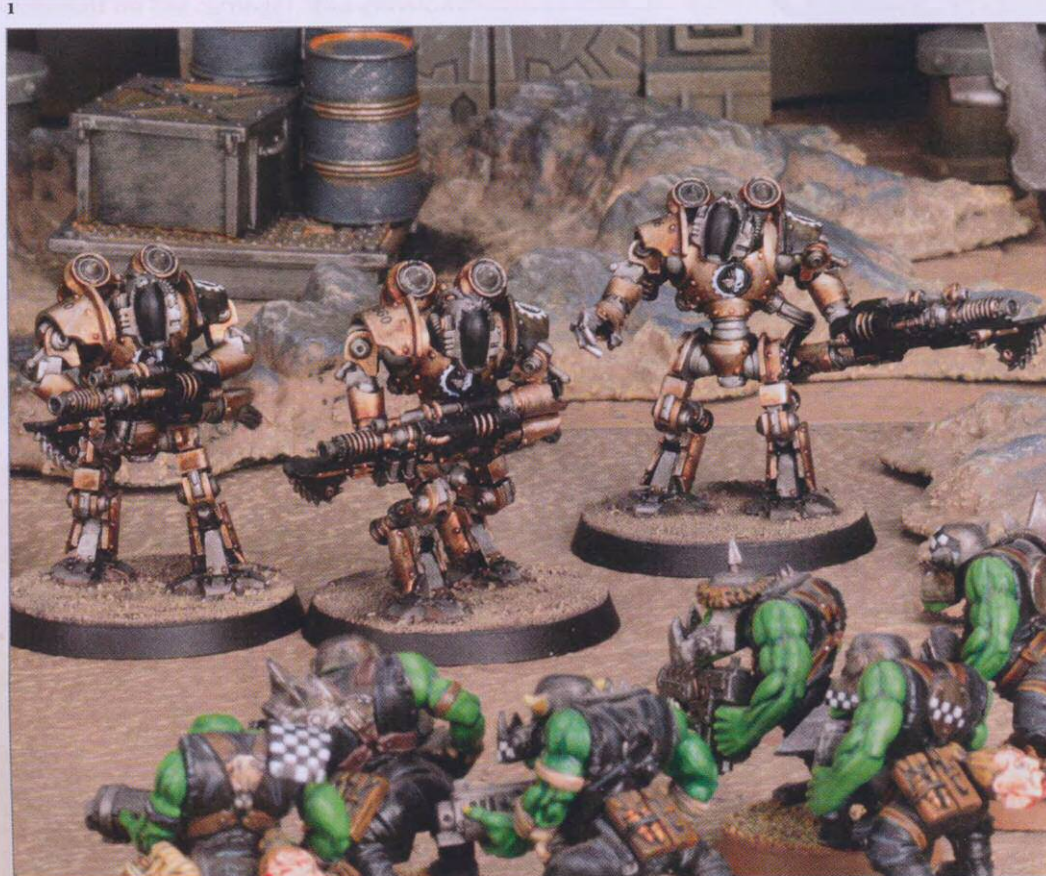


MECHANICUM THALLAXII SQUAD

Thallaxii are cyborg warriors, automaton fighting machines created by the sinister science of the Ordo Reductor. Their cybernetic frames enable them to effortlessly carry lightning guns, and their built-in jet packs let them advance on the foe in bounding leaps.

The Mechanicum Thallaxii are a very exciting addition – they look fantastic, and they capture a little-known part of the history of the Horus Heresy. They are large, hunched constructs that look really imposing, all armed with massive lightning guns with attached chainblades. **AT**

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



1 The Thallaxii are equipped with small jump packs, that feature additional exhausts mounted on their shoulders and legs.

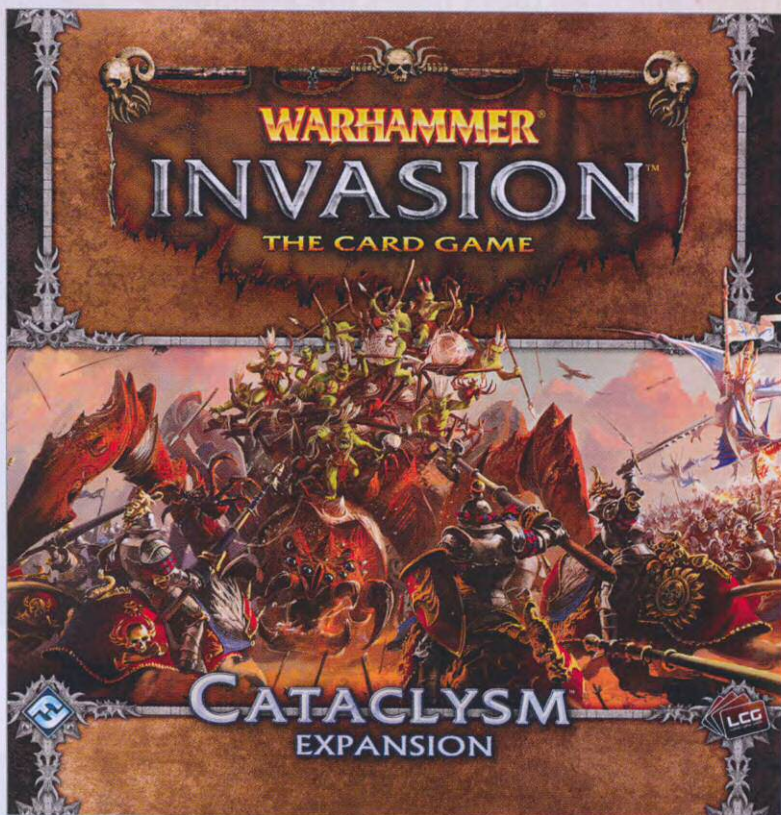
2 With the implacable will of cyborg killing machines, these Thallaxii in the service of the Iron Hands Legion, advance upon the foe.

LICENSED GAMES

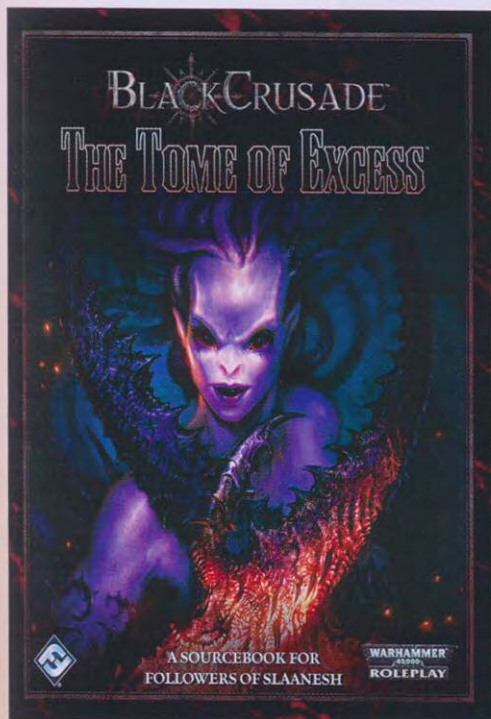
Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

FANTASY FLIGHT GAMES

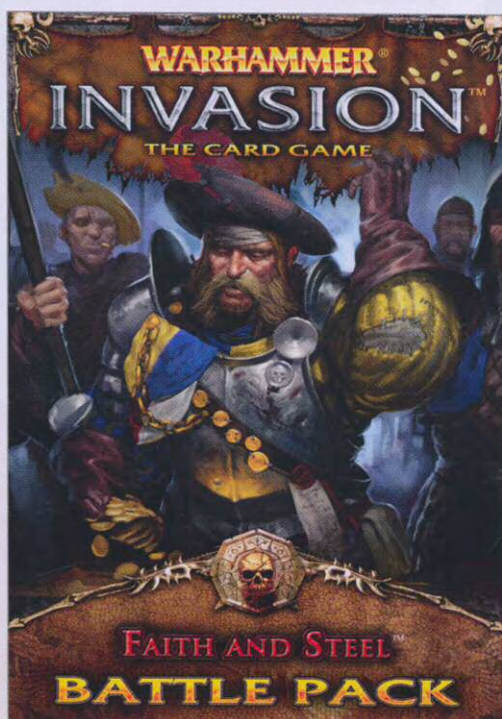
There's loads to share from Fantasy Flight Games this month, as they've released a bevy of exciting things to add to their already extensive catalogue. First up is a new deluxe expansion, Cataclysm, which introduces multi-player games to Warhammer: Invasion – the Card Game. That's not all, as the Faith and Steel Battle Pack adds more cards to the game too, including the legendary Balthasar Gelt for the Empire faction. Finally there's a new book for Black Crusade, the Tome of Excess, which is packed full of information for the followers of Slaanesh. **AK**



1



2



3

- 1 The Cataclysm expansion contains over 150 cards, for all of the factions in Warhammer: Invasion, as well as introducing four player games.
- 2 Tome of Excess is a supplement for the Black Crusade Warhammer 40,000 Roleplay Game devoted to the followers of Slaanesh, including expanded rules for social combat and cruel new weaponry.
- 3 The Faith and Steel adds 60 more cards to Warhammer: Invasion, introducing ambushes, raiders and even more tricks and traps.

FULL RELEASE LISTINGS

The products on these pages are available to pre-order now, and will be released on Saturday 1st June 2013 unless otherwise noted. For more details visit: www.games-workshop.com.



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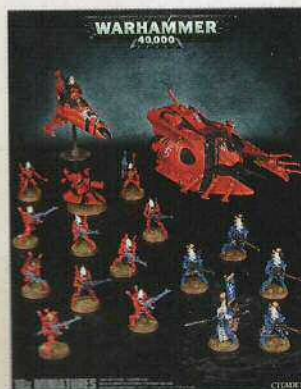


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The Burning Lance



ARMY OF THE MONTH

NICK BAYTON'S ORCS & GOBLINS 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 the table in our camera studio almost collapsed beneath the weight of Nick Bayton's vast horde of Orcs and Goblins. Nick takes great pride in his army, which has garnered something of a reputation over the years, not only because of its size, but because of the stories that have grown around its exploits on the battlefield and the heroes that have been born as a result.



Nick is Warhammer World's event manager and, according to legend, he has painted more miniatures in his life than he has eaten hot dinners. He feels genuinely lost without a paintbrush.

1 "I'm a sucker for painting challenges," says Nick, "so when the Arachnarok Spider came out I knew that I had to paint one. I chose to paint it using the purple and white colour scheme for the Tyranids of Hive Fleet Leviathan. It took a lot longer to paint than my Goblin regiments, but it's a stunning model and an excellent centrepiece for the army."

Nick: This army came into creation back in 2006 when the Battle for Skull Pass box set for Warhammer came out. I remember being blown away by the quality of the miniatures and decided then and there to start a Goblin army.

Right from the start I knew that I would need a colour scheme that was easy to replicate and quick to apply; after all there were now 200-odd Goblins crowding my painting desk. With this in mind I set about drybrushing every Night Goblin in the army at the same time in possibly the longest painting production line I have ever started. Two months (and repetitive strain injury) later and every rank-and-file Goblin was finished. I must admit, seeing

them all ranked up on a battlefield was a very pleasing sight and I felt immensely proud to have completed them all.

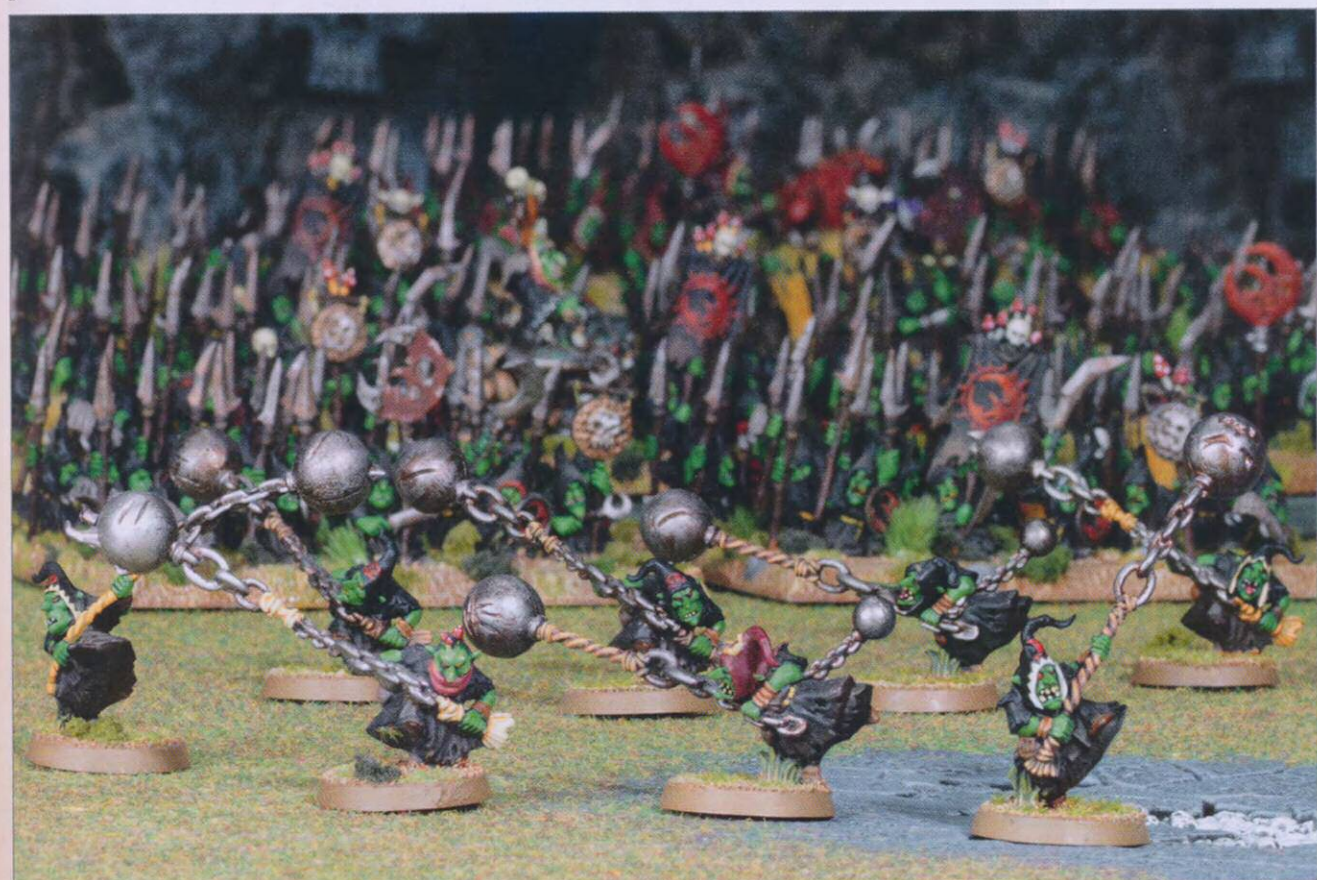
With the minions done, I set about painting the heroes, every single one of which is bursting with character. I love forging a narrative for the models in my collection and every unit and every hero has a name. This is normally acquired because of something heroic, or otherwise, that they have done in a battle. The Night Goblin archers with the yellow caps, for example, are Dead Eye's Hill Huggas. They have the dubious honour of surviving every battle they have ever fought in, either because they've stayed right at the back of the battlefield on a hill (hence





2 "Large models can often be a bit of a challenge to paint, but the Mangler Squigs were a real joy," comments Nick. "All the creases and folds in their skin make them very simple to paint – shades just fall into the recesses and it's really easy to see where the highlights need to go. It truly is a wonderful miniature."

3 "Fanatics are an iconic part of the Orcs and Goblins and there was no way I was going to collect an army without them in it. I love watching my opponent's face when I release them all and they go whirling off across the battlefield, ruining everything in their path – I think it's hilarious, even if they do come back and hit my own units half the time."



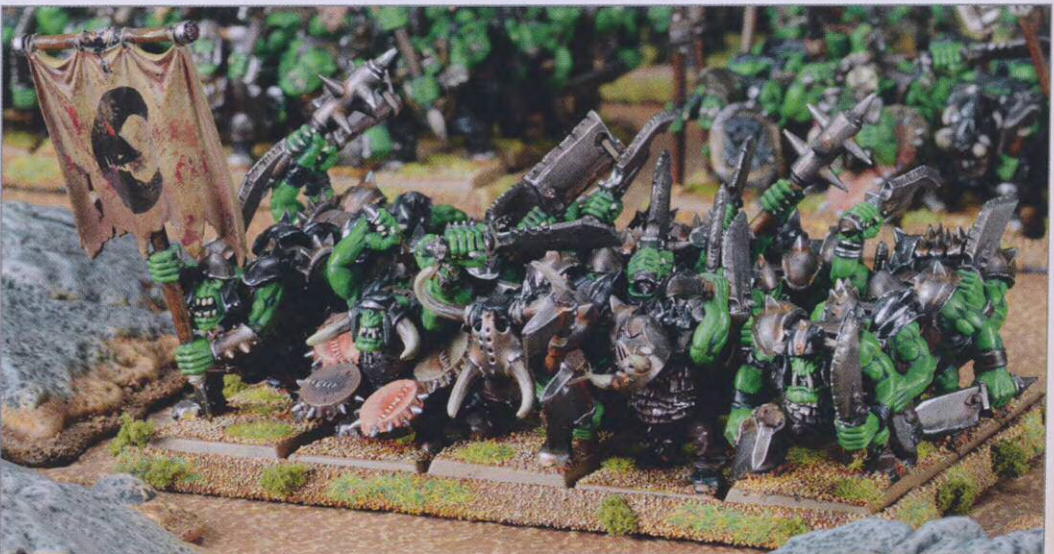
1 "Skarsnik is my army general and he marches into battle accompanied by his pet Squig, Gobbla; his Battle Standard Bearer, Flag Wava; and 50 elite Night Goblins known as Da Red Caps. Goblins are not renowned for their hitting power, their bravery or, well, anything really (apart from the Fanatics), but you would never want to charge this unit. With that many spears pointed at you and Gobbla's hungry mouth waiting in the front rank for unwary heroes, they tend to win more fights than they lose (just)."



2 "The River Trolls are fantastic, characterful models," says Nick, "and they look great waddling along next to the Goblin hordes. They aren't the smartest of creatures, but they hit incredibly hard, making them useful for taking on units that the Goblins really don't want to fight. Their puke attack is also particularly entertaining. I used a lot of Lahmian Medium when painting these models so as to get a really smooth blend between the greens, yellows and browns."



3 "In my mind an Orc and Goblin army is all about massive blocks of unruly warriors. When I decided to add the Orcs to my Goblin force, the first thing I did was paint three large blocks of them. You can never have enough greenies!"



► their name) or because they've fled before things got nasty. But, to their credit, they were instrumental in slaying a Dragon in a recent battle, earning them some serious kudos and yet another story to their name. Skarsnik has always been a personal favourite and, along with his unit – Da Red Caps – he has been at the centre of every battle the army has fought. Then there are my many Wizards, including Fizzbang and Randalf the Green; Hobkins the Dwarf Hunter, who is kind of like a witch hunter but for Dwarfs; El Grobi, my enthusiastic, but not always entirely successful, Goblin

Assassin and plenty others besides. The whole experience of painting such a characterful army and then using it in battle is what makes the hobby for me. Every game I play with them adds to their history and it's great fun to recall those old war stories, such as the time El Grobi killed a Terrorgeist in a single round of combat or the game in which Gobbla ate Wurrzag. A lot of people would say I had enough Orcs & Goblins by now, but I don't think I will ever stop adding to them. Their story of conquest and calamity has only just begun! **DH**

3 "My Giant was painted a few years ago for A Tale of Four Gamers article when I worked in the Studio. The unfortunate chap in the Giant's hand was painted in the same colours as Christian Byrne's Empire army and the Giant wears a pair of pants the same colour as Matt Hutson's High Elf banners. There is an interesting coloured streak down the back of them that sadly you can't see from this angle..."



A portrait of a middle-aged man with dark, wavy hair, a beard, and a mustache. He is wearing a light blue and white vertically striped button-down shirt. He is looking directly at the camera with a slight smile. The background is a solid, vibrant red.

One of the things I love about the hobby is the personality of the models. Now, Citadel miniatures have a personality in a number of different ways; our miniatures designers have an almost superhuman ability to imbue each miniature, many of which are only just over an inch or so tall, with a unique personality and character in the way that they are sculpted. Then there is the personality we give the models when we make and paint them. This is especially the case with the plastic models in our range, which are designed in such a way that the hobbyist can put models together in a number of different ways, so that no two models in his army ever need be exactly the same.

models in your army seem to have their own personality in the way they act on the tabletop during a game.

I was thinking about this following a recent game with my colleague and long-time Warhammer opponent, Mark Farr. We'd had another of our, sadly rather infrequent, battles, a close-fought affair that came right down to the wire. I managed to squeak a win – I hope Mark doesn't mind as I take one more chance to gloat, especially as my victories are such a rarity – and as I drove home I can distinctly remember thinking, "Well done guys, you did great!" I was thinking about my army, of course, those little inanimate pieces of metal, plastic and resin, but I was thinking of them as little personalities, who sometimes do well, sometimes poorly, just as we do in our own lives.

I know, as I type this, that almost all of you reading this will be nodding your heads sagely, remembering the models and units in your own armies and the strange, quirky little personality traits that they have on the battlefield. There will be that unit that failed its Leadership test in its first battle and ran off, and remains flighty and unreliable to this day, and on the other hand another unit that seems to hang on in there against all odds and which you rely on to keep on fighting no matter what. There will be the tank that can't seem to hit the side of a barn door, and another identical tank that is clearly manned by a crew of deadly marksmen and never seems to miss. There will be the Wizard whose miscasts cause more damage to his own army than the enemy, and the psyker whose force weapon is death incarnate for any foe he meets. And so on, I know you know what I mean!

Sadly, the amount of 'game personality' a unit has does not seem to be related to how much effort was put in to painting and modelling it, at least in my experience anyway. There are models in my army that have great personality in terms of their sculpt and painting, but that do averagely while models I spent rather less time and effort on will be much more quirky, either doing very well or very poorly.

Which leads me neatly to another thing I was pondering about, which is something I tend to call 'new model syndrome'. This is the syndrome where you field a brand new painted unit for the first time, and the more excited you are about using them, the worse they will perform. Mark was using his new Warriors of Chaos army, which included not one but two Slaughterbrutes, which Mark had bought the day before and managed to get painted in time for our game (he is a

"The bottom line is that I've never told the pieces in my chess set 'Well done guys', but I do this all the time with armies of Citadel miniatures."

painting machine!). The end result of all this industry was, sadly, that they achieved very little in the game, while one of the little units of Chaos Marauder Horsemen he'd added to his army stole the show, rampaging around behind my army, wiping out units and even managing to help kill my Wight King Battle Standard Bearer! Fortunately, new model syndrome only lasts for the first game, and it's only after you've used a new unit a few times that you learn its real personality, and I'm pretty sure that I will soon learn to dread the appearance of those Slaughterbrutes in our battles once Mark has learnt how to use them to their best effect. That said, those Marauder Horsemen have already established themselves as a crack unit, both in Mark's eyes and my own.

The other thing this game reminded me about, is how much fun it is to use an army where you know the personality of all of the models and units. As part of my job I get to do quite a lot of playtesting, using the Studio's very own playtest armies and models. Don't get me wrong, this is great fun – I really do have one of the best jobs in the world, you know – but using a

playtest army is a slightly soulless affair compared to using one of my own armies in a 'normal' game. For the game against Mark, I had decided to bring along some of my real old veteran units, some of which have been in my collection for more than a decade (almost two decades, actually). They were like old friends, and I attribute my narrow win in no small measure to the fact that I know their quirks and foibles inside and out, while Mark was dealing with an army whose warriors he was just getting to know.

Now, my head tells me that there are good, logical reasons why certain units in my army perform the way they do. We all have our own quirks and foibles, after all, which lead us to use certain units in a certain way, that either fits their abilities very well or rather poorly, and we all have a tendency to notice when a favourite unit does well but not when it does badly, and vice-versa for units we've decided can't be relied upon. But my heart tells me that the Citadel miniatures that make up my armies really do have a personality all of their own that affects how they perform in the battles that I fight, and what's more I think this is a vitally important aspect of the hobby. I love the fact that our armies seem real to us, and that we can imbue them with a life of their own, and it's not something I get anywhere else. The bottom line is that I've never told the pieces in my chess set, "Well done guys", but I do this all the time with armies of Citadel miniatures, and this gives me immeasurable pleasure.

And on that slightly barmy note I will leave you for another month. Please feel free to write to me care of White Dwarf if you have any comments on this month's column. I'd love to hear about the strange personality traits of some of the units in *your* army...

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

WAR OF THE ANCIENTS

The disappearance of an Imperial survey team on the planet of Primordus IV has not gone unnoticed. The Eldar of Ulthwé have foreseen the awakening of ancient doom, and mobilised to counter whatever is rising to the cracked surface of the benighted world...



jes: Whenever we play a game in the White Dwarf bunker, we always try to come up with a great story to hang our tabletop battles on, and we've found that nothing gives you a great story like a well set-up battlefield. We knew we'd be using Glenn's gorgeous Ulthwé Eldar for this issue's Battle Report, and reasoned that it would be fitting that they'd fight their most ancient enemies, the Necrons. As such, we borrowed a Necron Tomb Complex Realm of Battle tile from the lovely chaps at Forge World to show the Tomb World erupting through the surface of Primordus

IV, which immediately added bucketloads of atmosphere and a terrific (and gorgeously simple) narrative hook; the Necrons are waking up and the Eldar have arrived to stop them. We added some judiciously-placed Imperial scenery to reflect the encampment left behind when the Necrons slaughtered the survey team, and voila: an exciting and thematically appropriate narrative was created. With some scenario tinkering to fit the setting (see page 58), the stage was set for a titanic struggle between the galaxy's two most ancient foes...

The Ulthwé Strike Force descends to the surface of Primordus IV to halt the rise of their most ancient and hated enemy, the Necrons.



KHAINE'S FURY



Glenn is White Dwarf's Photo Editor and an Eldar collector of no small reputation. Rumour has it he grew his glossy locks in emulation of his hero, Prince Yriel of Iyanden.

Glenn's Fire Dragons will be embarked on a Wave Serpent. Their mission: to destroy the Necron Command Monolith (see page 58 for this.)

I've been collecting Eldar since I first laid my hands on a Warhammer 40,000 rulebook back in the nineties. The unique otherworldly look of the Eldar has always captured my imagination and I've always enjoyed breathing life into my Eldar miniatures both on the painting table and the gaming table.

When I saw the new Wraithknight I almost fell over with joy. I just knew I wanted to add one to my warhost and was ecstatic when I got the chance. He's a big kit and took me some time to build and paint, but it really was a labour of love. In the White Dwarf bunker my Eldar are surrounded by a sea of Space Marines and Necrons so when choosing which weapons to fit I went for the awesome firepower of the suncannon. Not only does it look really cool but it fires a healthy dose of three S6 AP2 blast templates! That's enough to burn a bloody path through Jes' Necron infantry. I also added two scatter lasers, as their new Laser Lock rule allows me to re-roll the suncannon's scatter dice if the scatter lasers hit... now the young upstart races will really quake in fear and give the Eldar the respect they're due!

When it came to the new flyers I couldn't decide between them so just added both. I love the sleek lines of both the Hemlock

and Crimson Hunter and they bring much-needed air power to my army. After scrying the skeins of fate it became clear that Jes would be fielding his own flyers so the Crimson Hunter will be tasked with hunting down Jes' aircraft... and with an Exarch pilot (basically a fighter ace upgrade), two bright lances and a pulse laser it should be more than a match. The Hemlock, on the other hand, will be gunning for Jes' Necron Warriors. In a perfect world, its heavy D-scythes and mindshock pod will work in concert to kill Necron Troops choices and make them run away in short order.

The rest of my army is led by the Avatar, who is an unstoppable god of war and quite possibly the favourite Eldar miniature in my collection. I'm hoping he'll attract all of Jes' firepower as he tries to stop him reaching his lines. I'm also taking a Farseer with the hope that I will roll up Fortune (which I did when we started the game!) to further protect the Avatar and increase his murderous potential.

One thing I always bear in mind with my Eldar is that every unit has a specific purpose, and it's important not to let them get distracted from the specific mission I've got in mind for them. So it is that the Fire Dragons in the Wave Serpent have the sole purpose of destroying the Command Monolith (see scenario on page 58) with their fusion guns, while the two Dire Avenger squads are there to capture and hold objectives. One (embarked upon a Wave Serpent) is accompanied by my longstanding Wraithlord, Maerin Fellblade, and the others (on foot) get a shiny new unit of Wraithblades to support them as they advance.

So my game plan is simple; each of my units has a role they excel at, which also lends synergy across my army. I just have to remember to keep my focus with each of my units, and not try to do something stupid like enter a fight in close combat with my Dire Avengers and shoot with the Wraithblades!





ULTRAMARINE STRIKE FORCE

HQ

The Avatar of Khaine

Olriel Goldsight

Farseer with Singing Spear and Guide, Doom and Fortune psychic powers.

Yrillian Fateweaver

Warlock with Quicken/Restrain psychic power.

TROOPS

Scions of the Sable Helm

10 Dire Avengers with Exarch with power weapon and shimmer shield.

The Shrine of the Dire Blade

Ten Dire Avengers with Exarch with power weapon and shimmer shield.

The Wind Riders

Six Windrider Jetbikes with two shuriken cannons.

Firemaw

Wave Serpent with twin-linked starcannons.

The Sun's Vengeance

Wave Serpent with twin-linked bright lance.

ELITES

The Shrine of the Searing Drake

Five Fire Dragons.

The Swords of Khaine

Five Wraithblades.

FAST ATTACK

Void Shadow

Hemlock Wraithfighter.

Dawn Star

Crimson Hunter with Exarch.

HEAVY SUPPORT

Maerin Fellblade

Wraithlord with bright lance and ghostblade.

Vaul's Wrath

Wraithknight with suncannon, shattershield and two scatter lasers.

AN ANCIENT DOOM ARISES



Jes is patiently awaiting the invention of biotransference so he can actually inhabit his legions of plastic Necron Warriors.

C'tan aside, the Necrons aren't exactly renowned for their close combat prowess; hopefully three Canoptek Wraiths can help Jes out when it comes to assault.

Typical. You go to sleep for millions of years and when you wake up – hoping that a nice, ordered universe free from meddling younger races is there to welcome you with metaphorical open arms – your eternal enemy is there waiting... with a Wraithknight, to boot!

So it is that an initial wave of the First Warhost of the Xonthar Dynasty has arisen from its slumber to find enemies from beyond time awaiting them. Having slaughtered the Imperial survey team that disturbed his rest, Nemesor Drakvir, my Overlord, has mobilised an attack force to reclaim what was once his home, and to best Ulthwé's attack force, which he has discovered is en route to prevent the reactivation of millions of Necrons. Not an easy task, even for one so old and wily as Varagon Drakvir.

Drakvir himself will go to war with his personal bodyguard of Immortals, ready to be teleported to the surface of Primordus IV by the Night Scythe Mercurius Extant. With a warscythe and plenty of fiendish Necron wargear – I'm hoping the Mindshackle Scarabs will prove to be a nasty surprise to anything that wants to assault my glorious leader – Drakvir is a force to be reckoned with, and his Immortals' tesla carbines have the

potential to pulverise pretty much anything in the Eldar army (they're even able to wound the Wraithknight). Further aerial support is present in the form of the Doom Scythe the Celerity Pursuant, which I hope will be able to cripple the advance of the Wraithknight with its death ray. Troops-wise, two 12-strong squads of Necron Warriors, led by members of Drakvir's Royal Court, will attempt to hold objectives. The Cryptek Illuminor Tranz will be particularly helpful in this regard, as his veil of darkness will enable him to teleport Warriors around the table.

As will a Monolith, which also has the handy benefit of being able to put out some massive damage with its particle whip. Ably aiding and abetting this monstrous mobile edifice is a Doomsday Ark; anything on the receiving end of its doomsday cannon won't enjoy it, it's safe to say. A little more ranged punch is present, too, in the form of a squad of Five Destroyers – insane nihilists named 'The Red Harvest' that Drakvir has recruited for his warhost. Their combination of high mobility, Toughness and armour-shredding gauss cannons has always made for a spicy combination. Joining them in the Fast Attack section are three Canoptek Wraiths for speedy close-combat support, and six Canoptek Scarab swarms, whose Entropic Strike can strip vehicles to dust in a matter of seconds.

The final piece of the puzzle (and the pride of my collection) is the embodiment of a star-devouring god; the C'tan Shard of the Nightbringer. Only brought forth in the direst of circumstances by Drakvir, I've included it because I'd simply love to see a clash between the C'tan and the Avatar of Khaine; the prospect of two earthbound deities slugging it out is a delicious one, and will look terrific on the tabletop.

Can the First Warhost of the Xonthar Dynasty triumph against the predations of the Eldar? I shall have lots of fun finding out. Turn the page to see how my undying legions fared...





FIRST WARHOST OF THE XONTHAR DYNASTY

HQ

**His Eternal Magnificence
Nemesor Varagon Drakvir,
Third Oblivios of Xonthar**
Necron Overlord with
warscythe, resurrection orb,
mindshackle scarabs, phase
shifter.

**Qu'rath Vituperin, the
Deathlord**
Necron Lord with warscythe.

**Larros Hrangh, the
Cryptman**
Necron Lord with warscythe.

ILLUMINOR TRANZ, the Dustwalker

Cryptek with veil of darkness
and abyssal staff.

ELITES

C'tan Shard of the Nightbringer

C'tan Shard with Lord of Fire
and pyreshards.

TROOPS

Phalanx Primus

12 Necron Warriors.

Phalanx Adjutant

12 Necron Warriors.

Phalanx Praetorex

10 Necron Immortals.

Mercurius Extant

Night Scythe.

FAST ATTACK

The Red Harvest

Five Necron Destroyers.

The Wardens

Three Canoptek Wraiths.

The Hive Cardinal

Six Canoptek Scarabs.

HEAVY SUPPORT

Cyclopean Anathemus
Monolith.

Eradicarius Puissant
Doomsday Ark.

The Celerity Pursuant
Doom Scythe.

SCENARIO AND SET-UP

Jes: We tweaked the Crusade mission from the Warhammer 40,000 rulebook a little to better represent our narrative hook for this Battle Report. We decided to have three objectives, worth one Victory Point each, in the form of data nodes [A, B and C] that hold information gleaned on the Necrons from the doomed Imperial survey team; the Eldar are trying to recover this information as well as stop the initial Necron forces that have awakened. But we also wanted to add a further sense of

urgency to the game, so we borrowed a Monolith from Forge World to place on the Tomb Complex tile [D] to act as a 'Command Monolith' that is slowly powering up. When fully activated, it would be able to fire a Necron doomsday cannon (as per the Doomsday Ark) and the two tesla destructors on the outermost corners of the tile would be able to shoot at enemy units too. We agreed that the Command Monolith would power up on a roll of a six at the end of Turn 4, a five or



six at the end of Turn 5, or a four or more at the end of Turn 6. If it successfully powered up, Jes would get three Victory Points; if Glenn destroyed it before this happened (using the Monolith's armour and hull points), he would get three.

Otherwise, we used the Vanguard Strike deployment. Glenn's Fire Dragons deployed in one Wave Serpent [E] while the Dire Avengers were in the other [F]. Most of Jes' forces started on the Tomb Citadel tile, with his Destroyers and Scarabs behind the central towers [G]. The stage and story were set... let's fight!



2

- 1 Not shown here are Glenn's Crimson Hunter and Hemlock Wraithfighter, and Jes' Doom Scythe and Night Scythe, all of which were held in reserve. Jes' Overlord and Immortals planned to beam in from the Night Scythe too, so also started in reserve.
- 2 Jes' Destroyers and Scarabs deployed behind the towers in the middle of the board, near the Monolith, hoping to pop out and gun down any Eldar that got too close.



TURN 1

In which the Eldar seize the initiative and put the Necrons on the back foot.

Glenn: As Jes set up first, he was confident that he would have the first turn, especially as I'd boasted that going second was an advantage in an objective-based game. Of course, this was all part of the tricky mind games that the Eldar excel at and I immediately seized the initiative and wrong-footed the Necrons.

I cast Quicken on the Wraithblades, allowing them to get into assault faster, and Fortune on the Avatar, to help when the inevitable showdown with the C'tan occurred. Finally I tried to cast Guide on the Dire Avengers, planning to use their Battle Focus special rule to run and shoot, but failed. They'd have to shoot the Wraiths without the re-roll to hit.

The Avatar moved as far forwards as possible to threaten Jes. The Dire Avengers moved to capture the landing pad, while I used the Wraithblades to protect them. In my Shooting phase the Eldar proved they are the equal of the Necrons when it comes to firepower, the Wraithknight heavily damaging a unit of Necron Warriors with its suncannon (see Pic 2), the Dire Avengers killing a Canoptek Wraith and the Wave Serpent killing a Destroyer. Not a bad start at all.

Jes: Curse that Eldar luck! Losing the initiative, a Destroyer and a clutch of Necron Warriors was not a good start. Reasoning I needed to hamper Eldar mobility, my Cryptek and his unit of Warriors used the Veil of Darkness to teleport behind the Dire Avengers' Wave Serpent... but failed to damage it, as did the Destroyers with their gauss cannons. The Doomsday Ark fired at the nearest Dire Avengers (only managing to kill two), and the C'tan's pyreshards failed to hurt the Wraithblades, while the Monolith's particle whip killed two. In the Assault phase the Canoptek Wraiths charged the Dire Avengers atop the landing pad, killing five... but the Eldar held, Fearless thanks to the proximity of the Avatar.



Fear the Suncannon

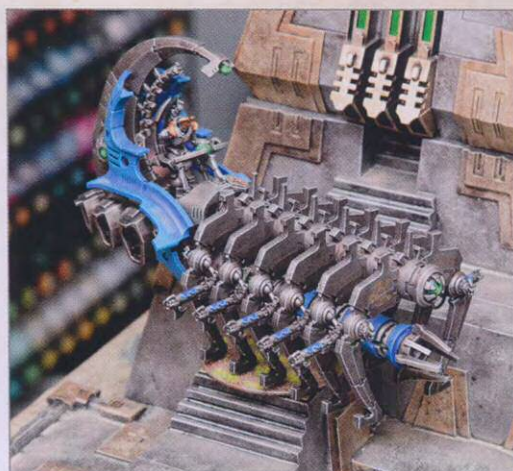
- 1 The Wraithknight moves forwards in its first turn to unleash its suncannon, which soon becomes an object of terror for Jes' Troops.
- 2 Its first target is the unit of Necron Warriors led by the Necron Lord deployed by the Canoptek Wraiths. Three S6 blast templates later and eight Warriors are downed; two get back up thanks to Reanimation Protocols.

3 Illuminor Tranz uses his veil of darkness to teleport his unit into the Eldar backfield, to try and destroy the Wave Serpent containing the Dire Avengers. Sadly for Jes, it survives...



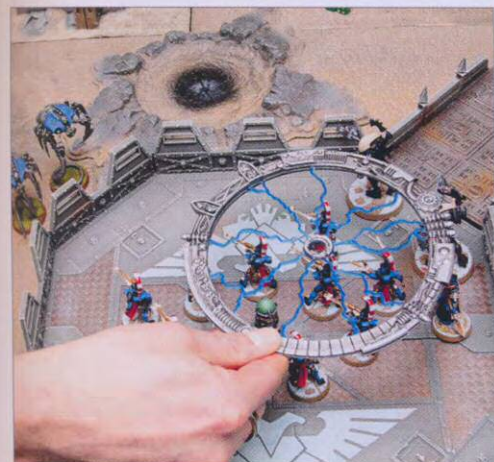
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4 The Doomsday Ark remains stationary, to fire its doomsday cannon at full effect.



4

5 It fires at the Dire Avengers on the landing pad near the Wraiths, but only kills two.



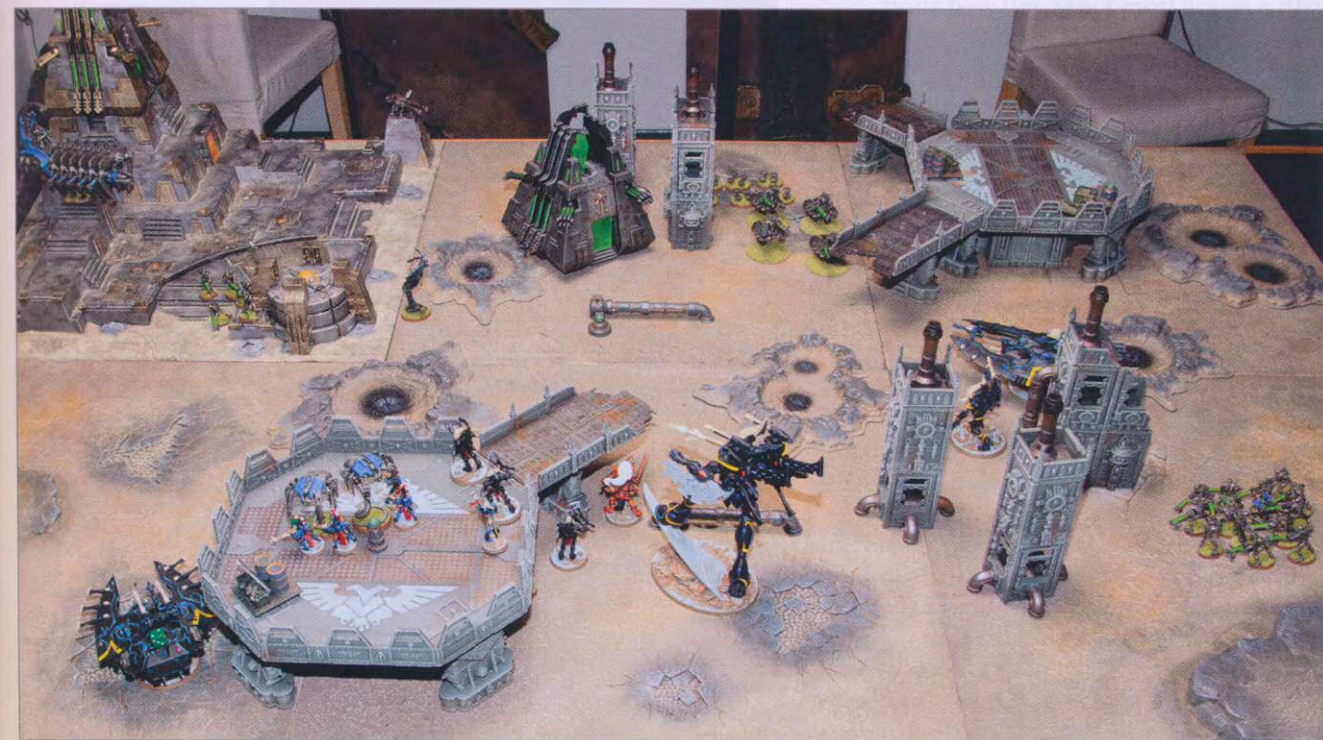
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6

6 The Canoptek Wraiths charge the Dire Avengers on the landing pad; they are unaffected by difficult terrain thanks to their Wraithflight rule.

7 At the end of Turn 1 things look fairly even, despite the reduced unit of Necron Warriors on the Tomb Citadel tile. Note the Destroyers moving up the centre of the board towards the Wraithlord and Illuminor Tranz's Warriors having teleported into the Eldar backfield.



7

TURN 2

In which the Eldar press their advantage and the skies are filled with dogfighting planes.

Glenn: If Jes thought his teleporting Necron Warriors would compromise my mobility, he'd obviously not played Eldar in a long time. The Wraithknight not only has a long range, but it's incredibly fast too, so bounded in pursuit of the Cryptek's unit, unleashing the power of its suncannon once more. Both my Crimson Hunter and Jetbikes turned up this turn, so I gunned them full speed towards the centre of Jes' lines, while the Wave Serpents and Avatar continued towards their targets; objectives and C'tan respectively. Of all Jes' stuff, the Doomsday Ark scared me the most so the Crimson Hunter targeted it first, reducing it to one Hull Point and immobilising it, but not quite destroying it.

In the Assault phase, the Wraithblades charged the Wraiths, hoping to save the Dire Avengers. The Dire Avenger Exarch killed one of the Wraiths, but the surviving tomb construct's invulnerable save protected it from the Wraithblades. The Avatar tried to charge the C'tan but, even with a re-roll from Fleet, fell well short.

Jes: A note to all my fellow Necron collectors out there – learn to fear the suncannon! On the plus side, my Doom Scythe arrived and proceeded to damage the Crimson Hunter with its tesla destructor, immobilising it. My Monolith teleported Illuminor Tranz and the remains of his squad away from the Wraithknight with its dimensional corridor, while the Doomsday Ark knocked a Wound off the Wraithlord (and a Hull Point off the nearby Wave Serpent with its gauss array). The remaining Destroyers futilely tried to shoot the Wraithlord, doing no damage, but the Scarabs assaulted the Wave Serpent on the landing pad and destroyed it, grabbing me First Blood. On the other side of the table, the Dire Avengers, Warlock and Farseer killed the remaining Canoptek Wraith, and my C'tan charged the Avatar! The Avatar won the combat but Fearless meant the Shard stayed put... ▶



1



2



3

1 The Crimson Hunter roars onto the battlefield in Turn 2, and targets all weapons on the Doomsday Ark, reducing it to one Hull Point. The Jetbikes follow on behind it, and kill a Necron Warrior with shuriken cannon fire.

2 The Wraithknight turns and fires the dreaded suncannon at Illuminor Tranz's unit of Necron Warriors; only Tranz, Qu'rath Vituperin the Deathlord and four Necron Warriors survive.

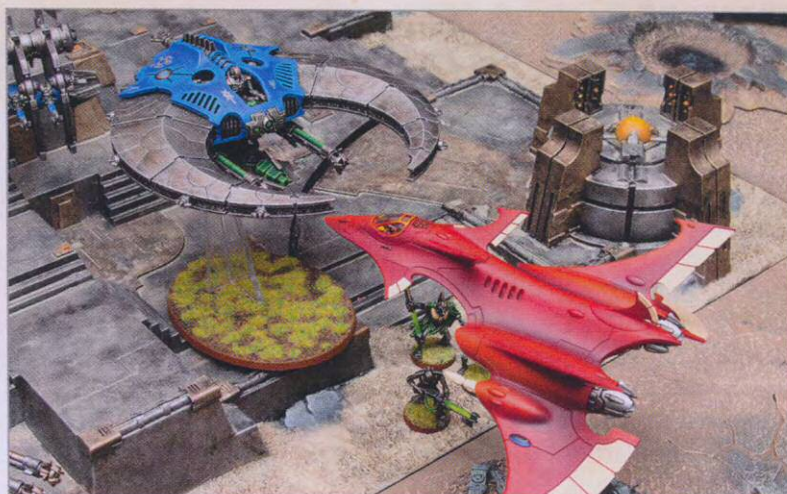
3 In his Turn 2 Jes uses the Monolith's dimensional corridor to pull Illuminor Tranz and his survivors away from the Wraithknight and certain death. By this time Jes is utterly petrified of the Wraithknight...



4 The demi-gods clash! The C'tan Shard of the Nightbringer charges the Avatar (who doesn't Overwatch for fear of the Shard's Lord of Fire rule) for an epic combat; the Avatar suffers one Wound, the C'tan two.

5 The Doom Scythe enters play and opens fire at the Crimson Hunter; it Evades but can't escape being Immobilised, becoming Velocity Locked.

6 The Scarabs rip the Wave Serpent apart in seconds thanks to Entropic Strike.



7 The state of play at the close of Turn 2. By this point Glenn had the upper hand, having torn huge holes in Jes' two Troops choices thanks to the Wraithknight's mighty suncannon, and had also managed to knock out the Doomsday Ark's Quantum Shielding and reduce it to one Hull Point. The Necron Destroyers had pulled back behind the scenery next to the Monolith due to heavy casualties, but each side still had another flyer waiting in the wings...



The scales tip as the midgame is decided in a flurry of mid-air combat.

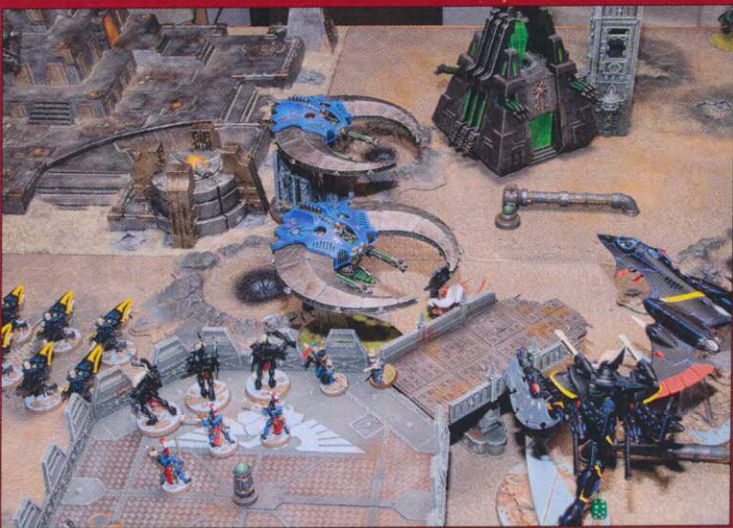
Glenn: With my Avatar battling the C'tan, I made a point of casting both Fortune and Doom on the combatants, giving my star god the edge. The Wave Serpent deployed the Fire Dragons on the ziggurat before firing its serpent shield at the nearby Necron Warriors, killing two. The Wraithknight concluded its dogged pursuit of the other Warriors, obliterating them with its guns.

Jes: My Troops were disappearing fast – I had to act quickly. But the dice just weren't on my side, and concentrated shooting on the Wraithlord from the remaining Destroyer, Monolith and Doomsday Ark failed to Wound it! On the plus side, the Night Scythe arrived and it blew the Crimson Hunter from the skies, while the Doom Scythe hurtled forwards and managed to Wound the Wraithknight twice. Elsewhere, The Scarabs fell to the Dire Avengers in close combat and the Avatar and C'tan continued to trade blows.

Glenn: With my number one anti-aircraft weapon – the Crimson Hunter – downed, things suddenly looked bad. But I needn't have worried as my Jetbikes managed the jammiest of shots, the shuriken cannon hitting, then penetrating, the Night Scythe, blowing it up and forcing its passengers into reserve. The Fire Dragons wrecked the Doomsday Ark and the Wraithlord penetrated the Monolith twice with a Smash, stunning it. Jes' firepower was dwindling, fast.

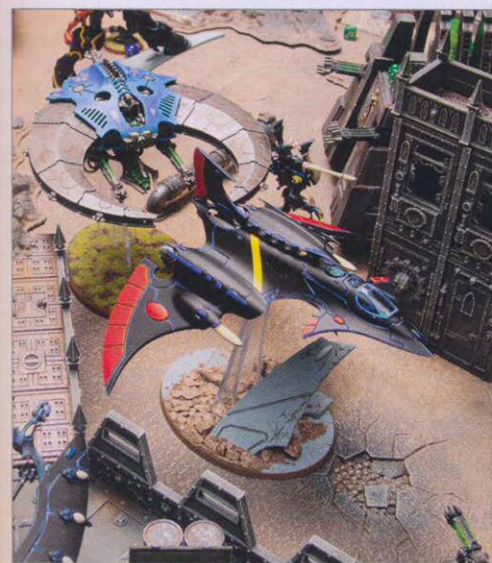
Jes: My Night Scythe! Bah. Nemesor Drakvir and his Immortals had to enter play on foot now, so they headed straight for the landing pad on the far side. The lone Destroyer finally wounded the Wraithlord, reducing it to one Wound, but the Monolith's portal of exile was ineffective. The Doom Scythe pursued the Wraithfighter but only managed to stun it, the Avatar/C'tan combat continued, and at the end of Turn 4, the Command Monolith failed to power up. It was going badly!

- 1 The Hemlock Wraithfighter enters play and fires its heavy D-scythes at Illuminar Tranz's unit of Necron Warriors in front of the Monolith, killing one.
- 2 The position of all the flyers in Turn 3. Jes's Doom Scythe shoots the Wraithknight, knocking a Wound off it...
- 3 ...While the Night Scythe eliminates the Crimson Hunter. At the end of Turn 3 Jes most definitely had air superiority, but would it last?





- 4 The Wraithknight leaps forward and opens up at the Night Scythe with its scatter lasers, managing to hit twice despite having to use Snap Shots, but it fails to damage it.
- 5 However, the Jetbikes, having moved onto the Tomb Citadel tile, unleash their shuriken weapons and destroy the Night Scythe! Pictured here is Glenn's jubilation and Jes' good-humoured disbelief at such a turn of events.
- 6 The Fire Dragons disembark from the Wave Serpent and destroy the ailing Doomsday Ark.



- 7 The Wraithlord charges the Monolith and passes its Strength test to avoid being sucked into the portal of exile.
- 8 The Doom Scythe attempts to hunt down the Hemlock Wraithflier but its quarry survives.
- 9 Forced to enter play on foot thanks to the ignominious destruction of the Night Scythe, Nemesor Drakvir and his Immortals move on to the table near the landing pad held by the Dire Avengers who killed the Canoptek Scarabs.

TURNS 5-7

And so the Necrons enter the end times as the Eldar sweep all before them.

Glenn: I was worried that my luck wouldn't hold and Jes was going to roll a six last turn to see if the Command Monolith activated, but he didn't, which meant I could complete my plan for victory. The Fire Dragons finally got into position, but before they could fire their fusion guns the Hemlock scored a lucky hit with its heavy D-scythes and blew up the Command Monolith! Jes was sad, understandably.

Both the Jetbikes and the Wraithknight glanced the Doom Scythe, but I couldn't quite repeat my trick from last turn and destroy it. In the Assault phase the Wraithblades made it into combat with the C'tan, successfully breaching its Necrodermis and slaying it. Elsewhere the Wraithlord destroyed the Monolith. Could victory be in my grasp?

Jes: Could this be my unluckiest game ever? Glenn's dice were coming up sixes all over the place... my last, desperate gasp was the Doom Scythe wiping out the Dire Avengers on the furthest landing pad with some help from the Immortals. The single surviving Destroyer, meanwhile, made a run for Glenn's deployment zone to grab a victory point for Linebreaker.

Glenn's Turn 6 was thankfully brief; the Avatar finally got to use its Wailing Doom to spear the last Destroyer, while the Wraithknight blew the Doom Scythe out of the air. The only thing I could do was move the Immortals on to the objective on the landing pad... but my pain wasn't over as the game continued to Turn 7! The Wraithknight duly leaped on to the landing pad and, in a triumphant final detonation of suncannon and scatter laser fire annihilated the Immortals and Nemesor Drakvir. At the end of the game, I was wiped out, with Glenn conclusively having thwarted the Necron awakening. He'd claimed three objectives, destroyed the Command Monolith and killed my Warlord. I had First Blood, meaning the score was 7-1 in the Eldar's favour!



1

Alas, poor Monolith

1 The Hemlock Wraithfighter chances its arm against the command Monolith, and opens fire with its heavy D-scythes, which automatically penetrate on an Armour Penetration roll of six...



2

2 ...Which Glenn proceeds to roll! Followed, astonishingly, by a roll of six on the Vehicle Damage chart. Jes removes his Command Monolith and quietly concedes three Victory points.



3

3 The combat between the Avatar of Khaine and the C'tan Shard of the Nightbringer had lasted the entire game; things came to a head in Turn 5 with the charge of the Wraithblades. The Avatar doesn't manage to remove the C'tan's final Wound – which itself fails to wound the Wraithblades – but the Wraithblades effortlessly chop the living god down. The resultant explosion as the C'tan's Necrodermis is breached destroys a nearby jetbike but the Wraithblades and Avatar emerge unscathed.



4 The Doom Scythe's last action before it is destroyed by the Wraithknight is to kill every last one of the Dire Avengers occupying the objective...

5 Nemesor Drakvir and his Immortals move up on to the landing pad to claim the objective...

6 ...But the Eldar Turn 6 sees the Wraithknight move on to the landing pad as well, and obliterate all remaining Necron resistance with its suncannon. The final score? Seven victory points to the Eldar... one to the Necrons!



NECRONS ANNIHILATED: ELDAR VICTORY!

HIGHLIGHTS OF THE GAME

Never before have the Necrons suffered so devastating a defeat! Our two generals discuss the game...



He may have had some damn good dice rolls, but Jes cheerfully admits Glenn played the better game.

Jes: I have never, ever had so many poor dice rolls in the face of so many good ones! From stealing the initiative to destroying the Command Monolith, everything went your way in the game, Glenn. And yet I can't blame chance for my poor performance; at every turn you kept sight of what each unit in your army should do and you concentrated your firepower with admirable precision, which was great fun to witness.

Glenn: I admit I was quite lucky, certainly in regards to killing the Monolith and the flyers – but at the same time I was quite unlucky with the Crimson Hunter, as it didn't manage to kill the Doomsday Ark, and then it was shot out of the sky in fairly short order. It was also unfortunate that the Avatar was bogged down in combat with the C'tan for most of the game.

Jes: That was quite an epic fight, which could conceivably have gone either way until the Wraithblades charged in. They're nasty! But the nastiest thing in your army was most certainly the Wraithknight...

Glenn: It was amazing! Every time it shot its suncannon it killed things. In fact, it sort of left the Hemlock Wraithfighter without

much to do as all the targets I had in mind for it – ie, your Necron Warriors – were blown to smithereens by the Wraithknight. It's just an incredible unit – and an awe-inspiring centrepiece to any Eldar army.

Jes: In retrospect I should have focused a lot of fire on it early on, but I figured it might be easier to get rid of the Wraithlord. But then I couldn't harm either of them with my humble gauss flyers. And my Destroyers performed terribly – I love them but their gauss cannons didn't do anything for me all game.

Glenn: I was surprised at how ineffective they were, to be honest – they usually give me a real pause for thought. I tell you what my favourite moment of the game was, though; my Fire Dragons' epic quest across the battlefield to destroy the Command Monolith was thwarted at the last moment by the Hemlock Wraithfighter, which blew it away with two lucky sixes!

Jes: Having already destroyed a Night Scythe with Windrider Jetbike shuriken fire, I must confess that by the time that happened I was resigned to losing – but it was a hoot. Sometimes, seeing the dice work against you in such spectacular fashion is weirdly enjoyable.

Glenn: The other thing I loved was how the battlefield set-up dictated our story and scenario. There was also a point mid-way through the game, when all the flyers were in play, where the battle looked just fantastic... my units were advancing along the ground and then in the air above were four flyers dogfighting. It's the kind of multi-levelled, dynamic fun that Warhammer 40,000 really excels at.

Jes: I agree, it was a great-looking battle, and seeing all the new Eldar units in your Ulthwe force was a treat.

Glenn: We should definitely have a rematch and see if your luck improves! ♣

THE POST-BATTLE REVIEW

We asked **three** experts to comment on the battle: White Dwarf Senior Staff Writer Adam Troke, Codex: Eldar author Phil Kelly and White Dwarf Lead Designer Matt Hutson. What did they think of the game?



Perhaps better known for his yo-Imperial rants than his connection to the Eldar, Adam actually helped to write the background for the new Eldar Codex.

I was **half** expecting that Glenn would take a trouncing against Jes in this game. Honestly, Jes is a really competent Warhammer 40,000 player and his win-loss ratio in the office is impressive. But, as the game played out it became clear that Glenn could do no wrong and Jes was being fiercely betrayed by the dice gods.

I was especially interested to see the outcome of two things – the performance of the Crimson Hunter and the Wraithknight. Neither disappointed. By any measure the Wraithknight won Glenn the game; it stood tall in the centre of the

battle line and pulped anything that hove into view. Jes never really got to grips with it, and instead we got to see what can happen when you give a Wraithknight the run of the battlefield.

The Crimson Hunter was impressive to begin with, but it eventually fell foul of Jes' Doom Scythe. It is my estimation that, unless you neutralise the Crimson Hunter quickly, it will cost you dearly – especially when the pilot is an Exarch. That thing has so much firepower, it's hard to argue against it. I think Jes did well to lock it down before it got out of hand.



As the author of both the last two incarnations of Codex: Eldar and Codex: Dark Eldar, Phil knows his aliens.

The Eldar have always thrived on synergy – the ability of their units to fit together in a network of nastiness that is much greater than the sum of its parts. Though their troops are comparatively fragile, when you get this aspect (ahem) right, they can be unstoppable. Having an extensive Eldar collection, Glenn's a past master at this – it's the synergy afforded by his Farseer's psychic powers that tipped the balance in favour of the Avatar in its duel against the C'tan. If you use the wrong Eldar unit for the wrong job, however, you will usually come unstuck – I say usually, because

outrageous luck can still save your bacon. This was ably demonstrated when Glenn fired what were essentially anti-infantry weapons at Jes' vehicles and somehow fluked a kill on both Jes' Monolith and his Night Scythe! I couldn't believe it – I suspect it had something to do with Glenn's war dance (see photo, page 65). Conversely, Jes' war machines failed to shine, but even with better fortune, I still think Glenn would have won. Fear the Eldar in the hands of an experienced player – they truly excel at killing, and look cool while doing it.



Although known for his large collection of Space Marines, Matt also has a thing for pointy ears – witness his Elf armies, and his own Eldar.

Having **just** played against this exact same army with my force of Black Templars, I have a great deal of sympathy with Jes as regards the trouble he encountered with the Wraithknight. So here comes the 'told you so': I told Jes that he needed to deal with the Wraithknight as quickly as possible as it would kill a unit a turn; and that's exactly what it did! In my game I struggled to deal with it to start with, as it killed a Crusader squad and an Assault squad, before I distracted it with a unit of Assault Terminators and tied it down in combat. Jes tried to distract the

Wraithknight with his teleporting Necron Warriors but he really needed to tie it up in combat, something the Necron army is hardly famed for. The Canoptek Wraiths could have done the job, as could the C'tan, but they were elsewhere.

Glenn did get lucky as he concentrated on killing Jes rather than the capturing/destroying the objectives; it just so happened that he was so effective at annihilating Jes that he was able to destroy the Command Monolith at his leisure at the end of the game.

ARMCHAIR GENERAL

Self-belief, optimism and really big guns: these are just three of the reasons why Dan Harden loves his Tau army. Having put down his brush and purple paint, Dan tells us what it's like to use this vibrant young race in battle.



"It is not his right, but his responsibility, to send thousands to their deaths if millions will prevail. That is the heaviest burden of command, and it should be shouldered, alone."

— Commander Puretide

"It's an XV88 Battlesuit," my friend Guy told me, as he deployed the huge robot-like warrior with the incredibly long guns opposite my Leman Russ Demolisher. I eyed it suspiciously and tried to sneak a look in his Codex to find out what it could do. It wasn't long before I found out as I removed my Demolisher from the table, much to his amusement. This was my first encounter with the Tau and, I realise now, the seed of intrigue that bloomed into a fascination with this curious race. It wasn't until many years later, however, that I started a Tau collection of my own, and by that time they had developed from 'the Tau' into 'the Tau Empire.' While I have always had a soft spot for the Broadside Battlesuit, it was Commander Shadowsun that set me on the path to the Greater Good. She's a stunning miniature with an exciting background – I just had to have her as the figurehead of my army.

There is something incredibly exciting about using a Tau army on the battlefield; a feeling that I have felt with other races, but which really and truly comes to light

when I place my collection of blue-skinned warriors on the battlefield. It's all to do with their battle ethos, which directly influences my style of play – engage at range, avoid combat, support your fellow warriors and don't sacrifice yourself needlessly. It's a very different mentality to any other race in Warhammer 40,000, most of which go to war armed with at least one close combat weapon backed up with a healthy dose of prejudice and the belief that death is inevitable. In contrast the Tau are almost non-confrontational, making them a very intriguing army to game with and a unique tactical challenge.

I tend to split my force into three parts: the firebase, the strike force and the bait. The firebase is the solid core of the army – Broadside Battlesuits, Hammerheads, Pathfinders and a couple of squads of Fire Warriors. I normally deploy them as far back as possible with a good line of sight across the battlefield, enabling them to keep up a solid stream of fire for the entire battle. The addition of velocity trackers to the Broadsides makes them a very deadly ►



Dan recently renounced his faith in the Emperor and joined the Tau Empire. Their complex tactics, high technology and extreme firepower appealed to his sense of order and love of long-range carnage.

Pathfinders and Broadsides work well together. While the Pathfinders mark the targets, the Broadsides hammer them into oblivion from afar.



► anti-aircraft unit. The key components of the firebase are the Pathfinder teams. It's their role to markerlight enemy units, enabling other squads to kill them more effectively. In every battle the Pathfinders have proven to be the stars of the show... much to the distress of Jes' Tyranids.

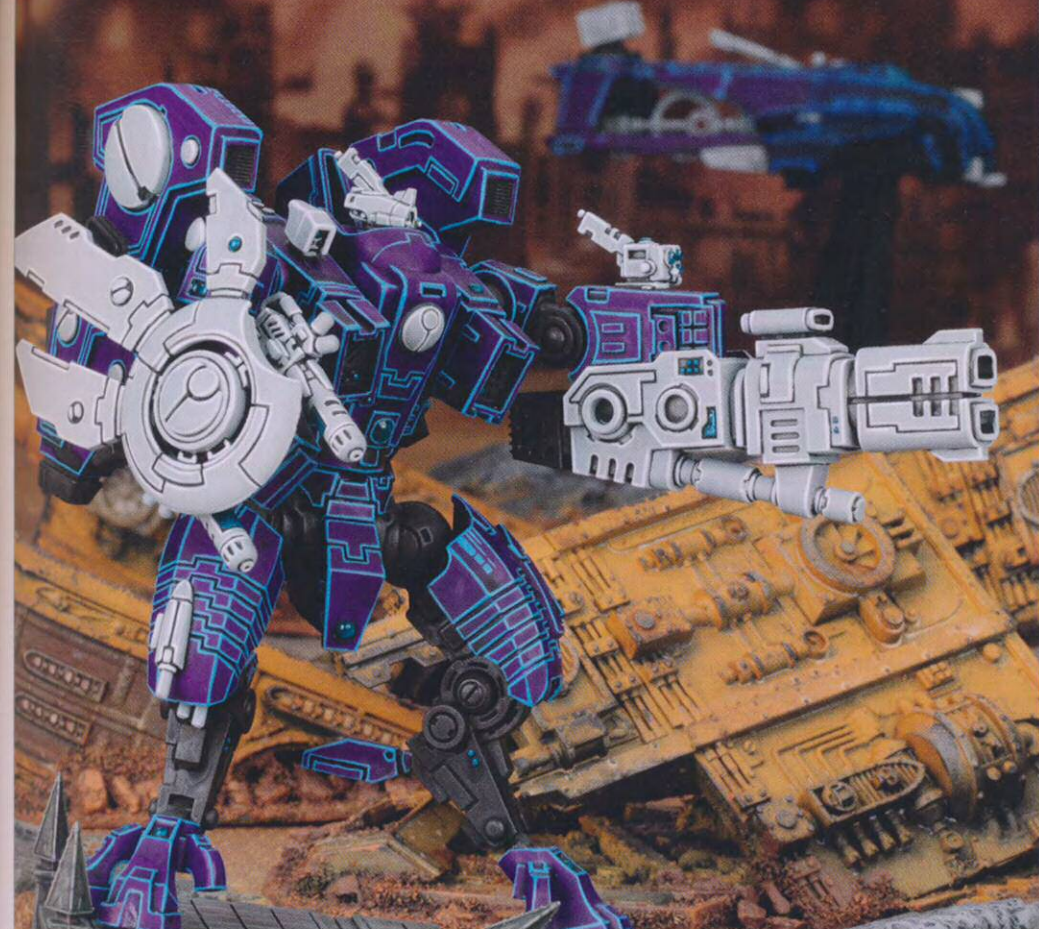
It sounds a little harsh to call my troops bait, but I need to tempt the enemy in somehow and lure my opponent into a false sense of security. And so the 'bait' section of the army is comprised mostly of Fire Warriors backed up by the Riptide. The combination of relatively non-intimidating units and one must-kill monstrous creature often encourages my opponents to hit that section of my army hard in the attempt to take out the Riptide before it can be a nuisance. Sadly for them it can put on a surprising turn of speed if it nova-charges its jet pack, enabling it to escape. The Fire Warriors then retreat in good order back towards my firebase, protecting each other with overlapping fields of fire just in case something gets close enough to charge them.

The strike force is made up of my battlesuits and my Commanders. Shadowsun and her Stealth Suits start on the board, normally somewhere innocuous where they can harry the flanks of the enemy army. I always let my opponent know that they are equipped with counterfire defence systems, which generally discourages them from charging. That, and Shadowsun's fusion blasters. I then use the homing beacon carried by the Shas'vre to call in my other Commander and his bodyguards plus my Crisis Battlesuit team. The arrival of so many battlesuits is normally enough to make my opponent significantly re-order their battle line to deal with them.

The three elements of my army all work in concert with each other, a harmonious combination of attack and defence backed up by high alien technology. Following the Tau ethos, I always err on the side of caution, preferring to retreat to safety and preserve lives rather than storm in and risk them. Battlesuits have jet packs for a reason and that reason is to get out of

1 Fire Warriors are the backbone of any Tau army and they should never be underestimated by either you or your opponent. In the games I've played with them, it's always been the Fire Warriors that turn the tide of battle as they scythe down enemy units. It's worth noting that Fire Warriors shoot considerably further than most other infantry units, a factor that many people forget, often to their cost...





2 The Riptide Battlesuit is worn only by the most experienced of battlesuit pilots, an honour afforded them by their many long years of service, their battlefield prowess and their dedication to the Empire. When I picture the warrior inside there's a very emotional connection. I see this battle-scarred veteran of many years donning his suit of armour much like a feudal knight would. He's old (by Tau standards), grizzled and experienced, yet he has not lost his optimism and dedication to the Greater Good. I see the Riptide as the mobile artillery of the army, leaping across the battlefield to support those units that need his assistance. The inherent danger with the Riptide, however, is his ability to nova-charge his weapons. It's risky and it rankles with me that it could lead to his death. However, it does up his lethality quite considerably.



► trouble as fast as possible, in my opinion. In a similar vein, I prefer to rely on highly accurate, concentrated destruction as opposed to massed, but often inaccurate, firepower – I'll leave that style of play to the Imperial Guard. With markerlights scattered throughout the army it's possible to overlap fields of fire, hitting the enemy with such precision that I'll be picking up almost as many dice To Wound as I did when I rolled To Hit. Never underestimate the humble markerlight.

All of this means that I put a huge amount of thought into my gameplay. Positioning units correctly, ensuring weapons are in range, making sure that markerlights can see and that enough of them will hit, checking that there are enough guns (and the right ones) for the job, that my battlesuits will be able to escape after they've fired point-blank into the enemy ranks, that there is a contingency plan if something goes wrong; the list just keeps on going. I like to imagine that is how the Tau think too, that the commanders are constantly making calculations, working

out optimal fire solutions and micro-managing the battlefield to ensure that everything goes to plan. After all, when something goes wrong and the enemy catch you, the dead pile starts to grow considerably and that's a sad sight indeed.

On the subject of survival (or not, as the case may be), I read in Codex: Tau Empire about how a Fire Warrior can advance in rank every five years, from Shas'la to Shas'ui to Shas'vre and so on up to Commander. This sparked an idea in my head that has proven great fun for building upon the narrative of my collection. After every game I mark the underneath of the bases of all those Tau that survived the game. If the model makes it through five battles it will increase in rank, giving me the perfect excuse to build and paint a new battlesuit to represent the promoted warrior. Similarly, if a battlesuit pilot survives five games I'll paint a new Shas'vre, a Broadside or maybe even a Riptide to represent his new rank. Sadly only a quintet of Pathfinders have survived every game so far... **DH**

1 The Sun Shark Bomber is an ideal unit for thinning out the ranks of enemy hordes. Nothing hurts a Tau army more than waves of close combat infantry and the Sunshark is the perfect way to blast them to bits before they get too close. I decided to paint mine in two colour schemes, with the back half in purple and the front in black – I wanted it to look at though it was mid-way through engaging a stealth field.





2 Commander Shadowsun is the epitome of the Tau army – she's fast, manoeuvrable, extremely well armed and heavily protected with force fields and Drones. Her Warlord Trait, A Ghost Who Walks Among Us, makes her incredibly hard to catch and gives me the opportunity to move her across the battlefield ridiculously fast. I normally join her to my unit of Stealth Suits – they go together thematically (seeing as she wears a modified stealth suit), which is why they are all painted in the same black and blue colour scheme.



3 Commander Novastorm is my other leader and, like Shadowsun, he has been in my army since I first started collecting Tau back in 2006. With the start of my new army his battlesuit went off for a refit and came back armed with fusion blasters. His unit are my dedicated monster hunters – with a couple of markerlights to spot for them, they should be able to melt virtually anything with impunity. I also like the idea of painting commanders in the reverse colour scheme to the rest of the army – it makes them really stand out from the crowd.



4 Shas'la T'au Sha'ng, more commonly known as Longstrike, is one of my favourite characters in the Codex. Unlike other Tau, his battlesuit is his Hammerhead and he commands every aspect of it, from the guns to the engines. The image of him sitting in the command chair plugged in to the tank is just too cool. For me, he is the embodiment of Tau technology and progress.



B LANCHITSU

John Blanche is one of the lead visionaries for Games Workshop, responsible for inspiring hobbyists the world over to pick up their paint brushes and hobby knives. Many aspire to walk the same path as John, and these acolytes often send him votive offerings of fantastical miniatures. This month Mikko Luoma has sent him an Inquisitor and his retinue.



Mikko: Whenever I am asked about my source of inspiration I always have two words to say: John Blanche. His work with Warhammer 40,000 is just breathtaking and it works as a never-ending source of inspiration for me.

My partner in crime is Kari Hernesniemi (*Featured back in March's Blanchitsu – Ed*), and we wanted to create a narrative campaign that focuses on the story of two rival Inquisitors. Kari's Inquisitor, Inquisitor Cassar, is a corrupted individual whose actions have started to cause concern on Terra, while my warband, led by Inquisitor Pherion, is sent to investigate the dark shadows surrounding Cassar's latest nefarious affairs.

It's like having this really good book to read that you can't wait to see how it's going to end. Campaigns are not about the rules, nor winning or losing; they're about having fun and creating exciting story as the games go on.

I like to think of my miniatures as gaming pieces although I rarely get the time to game with them. But this does mean that I take that into account in the design process by making sure they fit their bases and are not overly fragile in their design, to survive the rigours of a game. ☠





- 1 Inquisitor Pherion of Mars uses a plastic Necromancer as his basis. "I wanted to create a powerful character, who was not necessarily physically strong," says Mikko. "I ended up with this ancient character who roams the galaxy hunting the enemies of Mankind."
- 2 The Red Priest, converted from a Cairn Wraith with a servo-arm made from a couple of spare Cadian flammers and the grabba claw from an Ork Runtherd.
- 3 Task Force Pherion, dispatched by the Inquisition to bring down a known heretic.



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.



SKAVEN SCREAMING BELL

SCULPTED BY SEB PERBET

NOMINATED BY MICHAEL ANDERSON



Not only is Michael a member of the Citadel Design team, he has also won nearly 20 Golden Demon awards.

Michael: I would like to nominate the Skaven Screaming Bell to the Citadel Hall of Fame; it's a fantastic model. The specific reason I've chosen to nominate this kit is because of the Skaven Grey Seer clinging to the enormous bell.

The Grey Seer is a really dynamic miniature, with exceptional composition. When I first saw it, I remember thinking that it was one of those miniatures that really changed the rules, in terms of construction. In the years since the Screaming Bell was sculpted, we've seen

lots of new plastic heroes released, and I think that Seb's ingenuity in sculpting the Grey Seer shares a lot in common with some of those – specifically the way that the model is separated into components. It's not the same as a rank and file miniature. Rather than making a body, head, legs and arms, with the Grey Seer, Seb has divided it into the components required to pull off the pose and style of model that he wanted. The starting and finishing point on the Grey Seer is the design, and he not was restricted by the practicalities of tooling or convention.



- 1 Michael: "Seb hasn't overburdened the model with intricate details, instead using form and simplicity of design to make the Grey Seer appealing. Areas such as the torn cowl and the swirling robes look natural despite their graphic style. These are inspired by nature, but pushed to an extreme that is still believable."
- 2 Seb: "The smoke really helps to give the Screaming Bell a sense of movement. The swing of the bell, the flow of the Grey Seer's robes and the smoke all share the same direction."

Seb: I'm very honoured for the Screaming Bell, and especially the Grey Seer atop it to be nominated; of course, I must share the credit with Colin Grayson, who worked alongside me making the model. Initially I did a series of concept sketches to nail down the design and made a 1-to-1 mockup that was the basis for the finished miniature. Then, while Colin went to work digitally building the framework of bell shape and scaffolding, I set about designing all of the crew, the Rat Ogre and smaller details, such as the smoking braziers on the front.

The thing I am most proud of with the Screaming Bell is that it's such a large and dominant piece. It towers over the rest of the Skaven army, even over the Hellpit Abomination, and provides a real focal point for the massed ranks of the Skaven.

Something not everyone knows about the Grey Seer is that at first he was going to be stood on the lower platform, with the burning brazier – but my fellow sculptors kept telling me it wouldn't do to be lower than the Rat Ogre; that's how he ended up swinging from the bell, Quasimodo style! 🦴



This isn't Seb's first model to find itself nominated to the Hall of Fame – Deathmaster Snikch is already in.

CULTURE OF THE ELDAR

"Lost in the vastness of space, the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Distant from the warmth of sun or planet, their domes gaze into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within them live the survivors of a civilisation abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns."

— Codex: Eldar





CULTURE OF THE ELДАР

Jes Goodwin and Phil Kelly explain the culture and symbolism of the Eldar to Adam Troke.



The Eldar are a race rich with cultural history and a detailed mythology of their own. For more than 20 years it has been crafted in art, fiction and miniature form into the evocative, fully realised army that we know today. Jes Goodwin has been at the forefront of this development since the earliest days, and much of the imagery and mythos surrounding the Children of the Stars comes from his own hand.



"The Eldar have really come a long way from their early beginnings," Jes says on the subject of his beloved Eldar. "Each time we have returned to the race to add new miniatures to their range, we have also invigorated their background. A good example of that would be the craftworld runes. The original Eldar world-runes came from my sketches and artwork, and even with the small, scattered ideas we had back then they informed a lot of what we

know now about the Eldar as a race. Taking these opportunities has let us shed a spotlight on many different aspects of their culture – building a fuller and more comprehensive image of this ancient, unusual race over time that has led it to become one of our proudest creations."

Jes' remarks paint an evocative picture of 'discovering' the Eldar background little by little. It's easy to imagine the design team (sculptors, artists and writers) in the role of Imperial xeno-archaeologists. "A good example of this process would be Iyanden, who are obviously in the limelight right now, because of the latest releases," Jes says. "Initially all we knew about Iyanden was their world-rune and that the colours most associated with their armies were yellow and blue. As time passed we fleshed out more of their history, and that helped inform their



Alaitoc

The meaning behind the rune of Alaitoc, named the Doom of Eldanesh, is a tragic and foreboding warning against offending the Eldar gods. On a craftworld where the call of war is so strong, there are many who view the symbolism of this rune as a warning not just to mind earning the ire of gods, but also the Eldar of Alaitoc.



Iyanden

The rune of Iyanden, known as the Shrine of Asuryan, contains potent symbolism. Just as Asuryan was once king of the Eldar gods, in ancient days Iyanden was the greatest of the craftworlds. Now Asuryan is silent and answers his children no more, and the flame of Iyanden's spirit burns low like a candle flickering its last.



- 1 Led into battle by an Autarch, the Guardians of Alaitoc scour the ruins of an Imperial city.
- 2 In a blaze of bright colour, Wraithfighters, Vypers and grav tanks soar forwards into battle.
- 3 With its population decimated by warfare, the Eldar of Iyanden must turn increasingly to their ancestors to assist them in the fight for survival. Drawn from the craftworld's infinity circuit, and denied the peace of eternal slumber, the soul stones of the dead are bound into wraith constructs. These ghost warriors are far harder than any Eldar, and the weapons they carry are deadlier. With these automaton warriors fighting beside the living, and the exceptional leadership of Prince Yriel to guide them, the Eldar of Iyanden may yet have a hope for the future.



- 1 Eldrad Ulthran of Ulthwé gathers his Seer Council around him – together these mighty psykers have the power to crush minds, bodies and tanks with equal ease.
- 2 Craftworld Saim-Hann is famed for its swift attacks with jetbikes and grav tanks. Against such a skilled use of speed, ferocity and unrelenting firepower, unprepared foes are easily overwhelmed and destroyed.
- 3 The armies of Biel-Tan are often called the ‘Swordwind’, an Eldar expression that implies a deadly onslaught designed to cut the foe to ribbons. Although Biel-Tan often give their foe a chance to surrender before battle, once war begins they seldom show any mercy.

► background. The story of Hive Fleet Kraken nearly destroying their craftworld, first told in full in the *Doom of the Eldar* board game, solidified them as a faction. It connected them to the ghost warriors, and explained their need to awaken the dead. When you start telling these stories, it lets you look at their military requirements and portray these as new Citadel miniatures. Iyanden, in the wake of the Tyranids’ ravaging, needed more wraith constructs – the first of these was the Wraithguard, followed in time by the Wraithlord. Now they are reinforced by the Wraithblades, Wraithknight and even the Wraithfighter. In time, this lets us paint a fuller picture, to explore the army of Iyanden and the other craftworlds as never before.”

Phil Kelly, author of the new *Eldar Codex* (and the *Dark Eldar* one too) also has a unique insight into this process of fleshing out the culture of the Eldar. “Each of the Eldar runes as a concept has a surprising level of detail behind it,” he says. “They are intended to work on more than one level. They serve faithfully as the entry

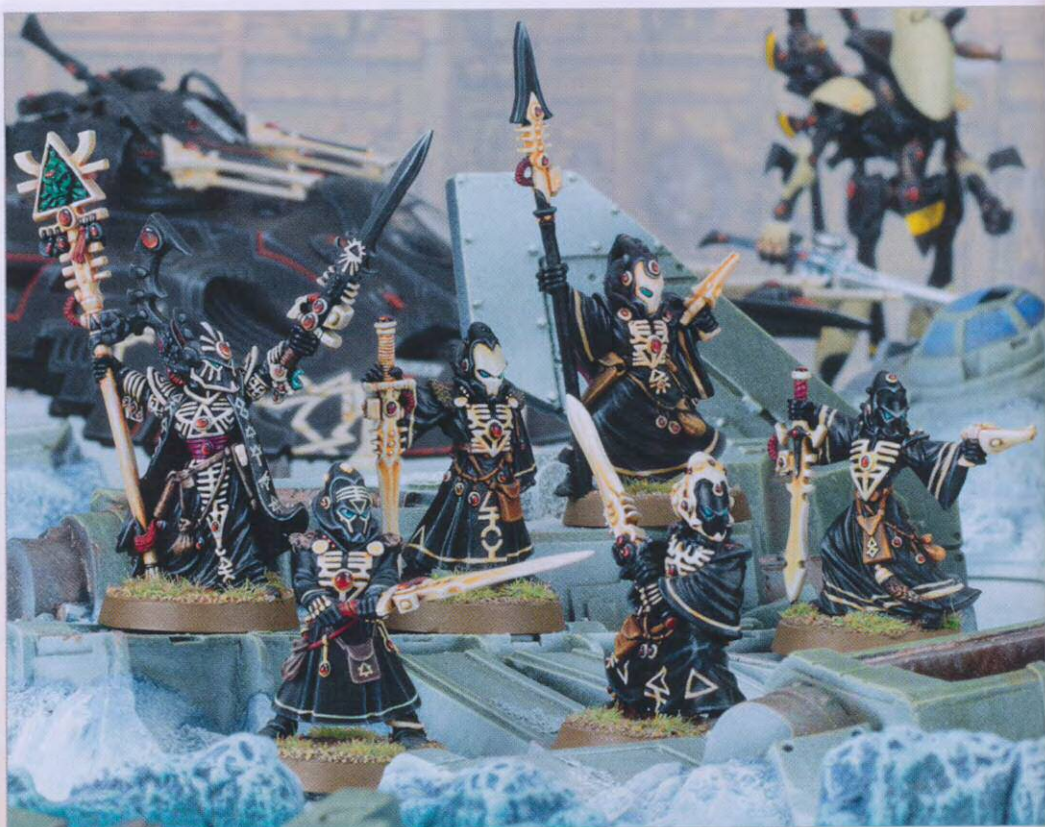
point to the detail and mythology behind the Eldar race. So the rune of Iyanden, called the Shrine of Asuryan, depicts the shrine itself, but it also connects to their history and mythology. Just as Asuryan was once called the Phoenix King, the greatest of the Eldar gods, so too was Iyanden considered the flower of the Eldar race and their greatest craftworld. Now, in the wake of the Fall and the murderous onslaught of the Tyranids, both are shattered and broken.”

“Ulthwé became the craftworld through which we explored the Path of the Seer,” Phil adds. “Their craftworld, with its close proximity to the Eye of Terror, was fertile ground for such things. Through the Eldar of Ulthwé we see their obsessive need to alter their fate. With disdain for the lesser races around them, the seers of Ulthwé draw upon the skeins of destiny to manipulate the future. Their history is rich with tales of how they act with ultimate force to protect their own, sacrificing any number of aliens or humans to protect even a single Eldar life.”



Ulthwé

The Eldar of Ulthwé are perhaps the most aware of their imminent mortality of all the craftworlds. Even as their many seers seek a way to prevent their demise, they sail closer to the abyss. As they weep for the past they lost, so too must they sorrow for what is to come. With foresight comes foreboding.





2



Saim-Hann

The Eldar of Saim-Hann were among the first to flee the growing madness that caused the Fall and as such they cling jealously to their ancient traditions. Their symbol, the cosmic serpent, represents the quest for enlightenment, and like any serpent it is foolish to tempt them to wrath.



3

Biel-Tan

It is perhaps fitting that the Eldar whose world-rune symbolises the principle of reincarnation would be the most vengeful and persistent in their wars. Their eternal rest in the afterlife has been denied them by the Great Enemy, but nothing will stop the warriors of Biel-Tan from taking back that which was once theirs.



Aspect Warriors

The most dangerous part of the Eldar Path is the Warrior Path. On this journey an Eldar will take upon them an aspect of the Bloody Handed God, Kaela Mensha Khaine – the Eldar god of war. Each of these warrior aspects focuses on a specific manner of war, mirroring a facet of Khaine. Each aspect is narrow, devoted to a single principle of war, but the incredible intellectual and physical capacity of the Eldar, when focused in this manner, means that these Aspect Warriors are measured among the most fearsome warriors in the galaxy.

► “The Aspect Warriors give us another insight into the culture of the Eldar,” Phil continues. “Perhaps better than any other Eldar unit type in the army, they spotlight the Eldar path.” The path Phil is referring to is the means by which the Eldar deny themselves their basest impulses, by sticking to a strictly regimented life, where they pursue one task above all others. In a mundane sense this could take an Eldar down the path of the bard, potter or horticulturalist. On the battlefield, it leads to a far more exciting place – the path of the warrior. Specifically, Aspect Warriors.

“The way that each Aspect Warrior has its own distinct identity and battlefield role really helps to tell this important part of their story,” Phil continues. “Howling Banshees do one thing really well – they strike faster than any other warrior could hope to. Dark Reapers possess deadly accuracy at long range, the Crimson Hunter is the premier fighter pilot. This rigid mono-tasking does more than merely give the Eldar army a fascinating dynamic on

the tabletop, it reflects their story and the character of their race. In ancient days they indulge their avarice and lust for sensation, and in doing so doomed themselves. There is something pure and restrained about the rigid inflexibility of Aspect Warriors. It's also really cool – the image of a warrior who is so fixated on aerial combat that he does little else for years or decades of his life is the stuff of great fantasy. It makes using that model on the tabletop a richer experience.”

“As part of the symbolism of the Eldar path,” Phil continues, “when the Eldar prepare for war, they put on the mask of war. This is far more than metaphor; they literally place on the helm of their aspect, marked with the rune of their aspect. When they do this their own identity is subsumed and they become the Dire Avenger, the Striking Scorpion or whatever. This makes the runes and icons they wear on their armour all the more important – they complete the transformation from Eldar to embodiment of Khaine's wrath.” AT

1 With the legendary Phoenix Lord Karandras at the centre of the throng, a cadre of Aspect Warriors take up positions. When a Phoenix Lord joins an Eldar warhost it is a portentous sign – and all gathered know that fateful events will occur and great deeds will surely take place.

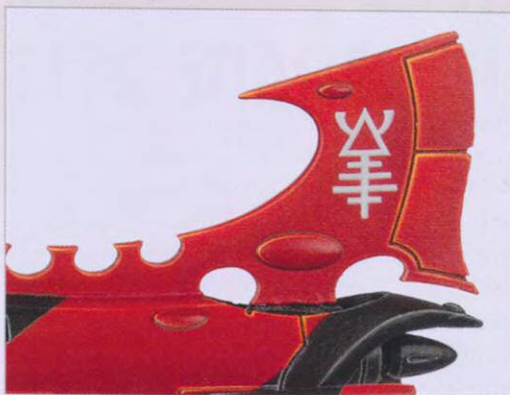


1

INSIGNIA OF THE ELDAR

The new Eldar transfer sheet is included in the new Eldar boxed sets. Jes Goodwin elaborates...

When Jes designs an Eldar miniature, he also does concocts the appropriate Eldar runes and symbols that help to ground it in the Warhammer 40,000 universe. "These symbols are crucial to the imagery of the Eldar," Jes explains. "The new transfer sheet helps hobbyists include the imagery of the Eldar on their models. Including these symbols on your miniatures bridges the gap between the physical Citadel miniature and the equivalent in the Warhammer 40,000 universe."



2

2 The tail-fin of this Hemlock Wraithfighter shows the Hemlock rune – a perfect example of how to use the new transfers to convey the imagery of the Eldar.

A Craftworld Runes: These depict the five major Eldar Craftworlds (Alaitoc, Biel-Tan, Saim-Hann, Iyanden and Ulthwé). Larger transfers will fit well on vehicles such as the Fire Prism or Falcon, while smaller ones serve Vypers, Jetbikes, War Walkers and so forth.

Infinitly Symbols: These are synonymous with the ghost warriors, specifically Wraithguard and Wraithblades (small), Wraithlords (mid-size) and the Wraithknight (large). Different patterning, such as barbs extending from the infinity symbol, help to denote one unit from another on the battlefield.

C Aspect Warrior and Guardian Runes, typically displayed on helmets. From top to bottom, left to right: Shining Spears, Guardians, Dire Avengers, Howling Banshees, Eldar Rangers, Fire Dragons, Striking Scorpions, Swooping Hawks, Dark Reapers and Warp Spiders.

D Warlock, Spiritseer and Farseer runes. Typically used to decorate robes.

E Jetbike markings and flashes. Left to right: Saim-Hann pennant flash, Ulthwé pennant flash and Alaitoc cowl detail.



F Warning markings for use on vehicles or artillery.

G Pilot badges.

H Grav tank badges.

I Backbanner/hero badges. These correlate to craftworld or Aspect Warrior runes.

J Crimson Hunter Aspect Warrior (top left) and Nightshade Interceptor (bottom right) markings.

K Pilot badges.

L Weapon markings.

M Warning signs.

N Warning strips.

O Craftworld Iybraesil.

P Craftworld symbols for helmets and small areas.

Q Wraithguard/Wraithblade Craftworld symbols for use on loincloth.

R Hemlock Wraithfighter runes. Misuse of these can have drastic effects on Eldar morale.

S 'Squad inside' markings. Used to denote which squad is contained in a transport vehicle.

T Craftworld Lugganath.

U Biel-Tan runes, for use on white surface areas.

WAR DIARY

ARMIES ON PARADE 2013

With the 2013 Games Day World Tour almost upon us, we're tracking the progress of seven talented hobbyists as they prepare to enter this year's Armies on Parade competition. Here's what they're planning...

Each Armies on Parade entry consists of a Warhammer 40,000, Warhammer or *The Hobbit: An Unexpected Journey/The Lord of the Rings* army, displayed on a 2'x2' board. This gives entrants a great chance to add some amazing scenery to their entries, from blasted Cities of Death battlescapes to ransacked Empire towns or the rickety walkways of Goblin Town.

Below: Death Korps of Krieg army by Eddie Duncan from Woden, Australia.

Armies on Parade is a celebration of collecting and painting armies of Citadel miniatures. Each year at Games Day we get to see a swathe of brilliant forces presented on beautiful display boards. Everyone attending Games Day gets to vote on their favourite Armies on Parade entry, and the winners receive the coveted Armies on Parade trophies.

This event has quickly become one of our favourite aspects of Games Day – looking at all the models and voting on a favourite is a very sociable activity, and the creativity and ingenuity that the various collectors put in their entries is inspiring to behold.

The War Diary is our chronicle of a band of hobbyists who are all planning to enter the Armies on Parade competition. We'll follow their progress, show the steps and efforts they have gone to and see how they do on the day itself.

To find our band of intrepid hobbyists, we hunted down a select band to take part – most of these fine folks have had their models featured on the pages of *White Dwarf* in the past (and some in this very issue). Every month between now and Games Day Birmingham on September 29th our aspirants will collect and paint something new for their entry, and we'll show you how they got along.



A CARNIVAL OF COLOUR

Eddie is turning his attentions to the mystical guardians of the Black Library, the Eldar Harlequins.

As a **custodian** of the Black Library (the book publishers), Eddie is naturally drawn to the Eldar Harlequins (the guardians of the Black Library in Warhammer 40,000). Having enjoyed reading the *Masque of Vyle* recently, Eddie decided to make an entire army of models based on the characters in the novel by Andy Chambers.

"I've been building up a box of props," Eddie says. "It's full of things like masks and books that help me get my mind straight for working on the army."



When he's not labouring away in the dusty halls of the Black Library, Eddie Eccles is a skilled painter, and has won several best painted army awards.

OGRE KINGDOMS IN THE SNOW

There's meat on the menu as Carl travels to the Ogre Kingdoms for his Armies on Parade entry.

Carl Dafforn is a member of the talented team of designers who make all our books look so great. Recently Carl has taken to attending Battle Brothers gaming events at Warhammer World with one of his friends, and their idea for a combined army at the end of the year is the inspiration for Carl's Army on Parade entry.

Carl's plan is to paint up a snow-bound Ogre Kingdoms army that he can use for both events, so he's going to make sure that it's not only a nice army to look at, but

fun to play with. Carl considers himself a slow and steady painter, so he's set himself a strict deadline of exactly what he's going to paint and when:

- Month 1: Ogre Hunter and Yhetees
- Month 2: A unit of Ogres
- Month 3: Ogre Maneaters
- Month 4: A Stonehorn

The only question now is when he thinks he'll have time to make and paint his display board...



Over the years Carl Dafforn has collected a lot of Warhammer models. Ever thirsty for more, this challenge is his chance to build yet another army.

THE PLAGUE OF FILTH

Jon Flindall is taking a trip into the Garden of Nurgle with this Daemon-based collection.

Jon Flindall has been experimenting with Citadel Shades and Glazes since he got involved in the War Diary. His goal is to paint up a horde of Daemons of Nurgle, and make a display board that looks like an overrun Empire village.

"I want to make it look really decrepit and rotten," Jon said. "I'm imagining a street spattered with mud and filth, houses with boarded up windows and a listless windmill looming in the background."



Jon Flindall is an editor by day and a keen painter and gamer by night. Jon has a reputation for neat paintwork done fast. He's one to watch.



Dan is probably the most ardent fan of the Armies on Parade competition there is – he hasn't stopped going on about it since last year's event.

THE COLOURS OF OSTERMARK

White Dwarf's very own Dan Harden will be tackling the armies of the Empire for this challenge.

Dan Harden is a man obsessed with Armies on Parade and this will be his third entry in a row. Previously he entered a Haradrim army for *The Lord of the Rings* and an Imperial Fists army set on a display modelled like the inside of a Space Hulk.

This year he is tackling Warhammer with a new Empire army. Dan has been poring over the Uniforms and Heraldry of the Empire book for inspiration and his plans are to have the army hail from Ostermark, with some famous regiments plundered from within the book.

"In Uniforms and Heraldry of the Empire there are lots of great ideas for colour schemes and stories," Dan says. "On the Ostermark pages there is a description of a purple and white colour scheme that caught my imagination, so that's going to be the main colour of my army. I'll also be adding some special regiments described in the book. The Death's Heads have a brilliant story around them, and will give me a chance to do some converting. The knights from the Order of the Everlasting Light have a cool, tragic history, so I want to convert some to join my forces too."



New to White Dwarf, Chris is our wild card entry to the War Diary. Chris is a swift painter, who works in our amazing Warhammer World Hobby Centre.

CURSED BY UNDEATH

Chris Bilewicz is a delving into the dark and monstrous province of Sylvania for his army.

Chris was certainly clutching the smallest pile of miniatures when we gathered our War Diary gang together to chat. It seems that he's going for a steady approach too.

"I'm going for a Vampire Counts army, from Sylvania," Chris says, "starting with a big unit of Zombies – about 40 models. I'll be mixing parts from the Empire Militia and the Zombie box sets for some quirky results. This month I'll also be painting the beautiful Isabella von Carstein model."



FOR THE GREATER GOOD

Dom is taking on a fresh challenge with a xenos army: he's collecting a Tau Empire force.

Dom has been inspired by all the recent Tau Empire releases and simply couldn't resist the chance to collect a force of his own. His idea for the Armies on Parade display is to collect a Tau recon force investigating an Imperial crash site.

There's no stopping Dom, and he's already got to work on his display board, using a Citadel Realm of Battle tile and a Crashed Imperial Aquila Lander as the basis of it.

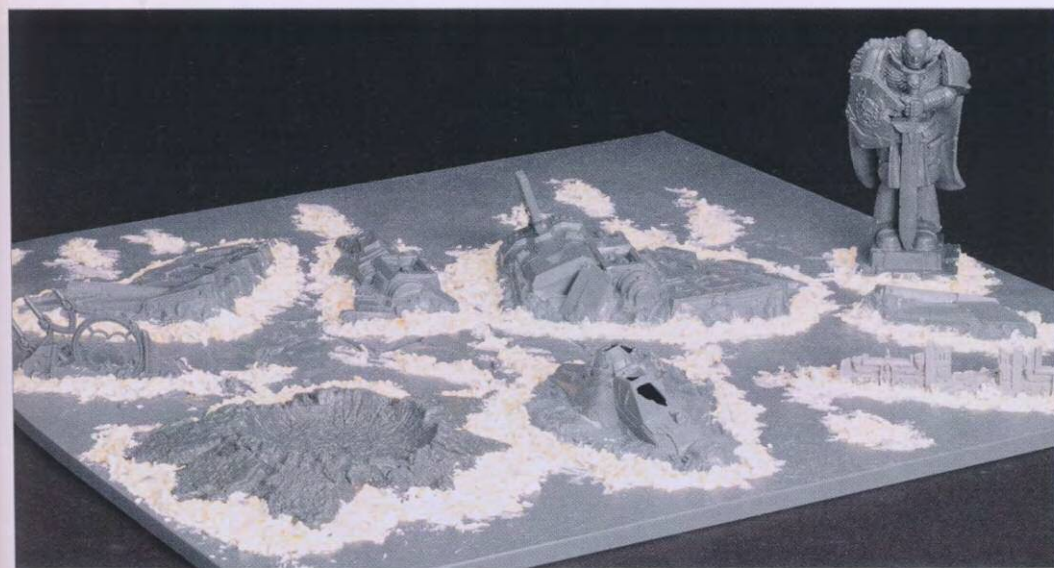
"There's going to be a narrative to my display," Dom explains. "I'll have teams of

Stealth Suits and Crisis Battle Suits securing the area – as if the Tau forces are keen to learn what they can from the wreckage of the downed Imperial ship."

When we asked him what his plans were for the rest of the display and his army, Dom said that he wanted to develop his own colour scheme, and is talking about choosing something bright and striking. His previous armies are Space Wolves, Raven Guard Space Marines and Cadian Imperial Guard – so the chance to paint yellow and red must be quite appealing.



Dominic Murray is a former member of the Studio's hobby team. Will his experience give him an edge when it comes to painting models to a deadline?

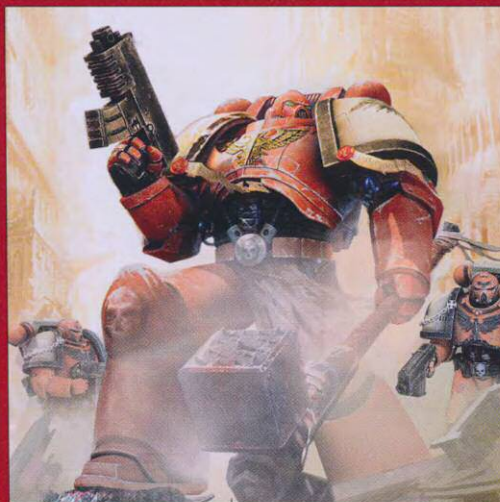


THE DAWN OF WAR

Nick Bayton has chosen to paint an army of Space Marines – specifically, the Blood Ravens Chapter.

Nick's plans originate from the stirring opening scene from the Dawn of War computer game – where the Blood Ravens battle against an Ork horde.

"I want to recreate the Space Marines from the scene at the beginning of the game as faithfully as I can," Nick says on his plans – he even has sketches and screen-grabs for reference. "It's something lots of people will recognise immediately, and it's going to be really fun to do."



Nick's a great painter and a regular contributor to White Dwarf. Have a look at his amazing horde in Army of the Month to see how good he is.

PARADE GROUND

Parade Ground is our feature that showcases fantastically painted miniatures, each a gallery united by a particular theme. This month we look at a collection of Warhammer Regiments.

CZORGOTH'S BONE LEGION

Carl Dafforn

Carl created this regiment of Skeleton Warriors to be the heart of his Vampire Counts army: a solid phalanx of undead soldiers freshly risen from the filth of the grave. Carl included a set of coffin lid shields, taken from a bits pack, to make the unit even more distinctive, and he's packed the regiment with additional characters, such as a Necromancer, Cairn Wraith and Tomb Banshee.

The regiment also features plenty of small additions, and these are clearly a favourite thing for Carl to include in his collection. Good examples include the Skeleton climbing over the fallen masonry or Necromancer interacting with the Skeletons. "I like adding things to my regiments that reward people for looking closer," Carl explains. "And it makes building them more fun."





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- 1 Carl's formidable regiment of Skeleton Warriors marches inexorably forward.
- 2 The unit has plenty of hidden gems within it. The Necromancer, for example, is placing the skull back on top of a Skeleton Warrior. If you look closely, you can see that the warriors closest to the Necromancer have eyes that are glowing with an eerie inner light.
- 3 Among the many bits and pieces tucked away inside the unit are a Tomb Banshee, a Cairn Wraith and all manner of fallen masonry taken from the Arcane Ruins kit and Fantasy Graveyard bits pack.

THE BLADES OF VON LANDAU

Chris Peach (and Dave Andrews)

This mighty regiment of Empire Spearmen is from the Empire province of Talabecland and wears the bright yellow, red and black associated with their homeland. Chris used Citadel Glazes to make sure that the yellow and red cloth remained strong and vibrant.

Originally this 50-man horde you can see here started life as a command squad converted by Dave Andrews. Since then, Chris has not only repainted those early models, but also added many more, creating the regiment at the heart of his growing Empire army.



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6

- 1 Chris' regiment contains a mixture of old and new miniatures and a host of cunning conversions. It also has two banners because, in Chris' own words: "I wanted it to look even more exciting, so I stuck them both in."
- 2 There are plenty of characterful models within this regiment, including this warrior with a pick-hammer and an enthusiastic drummer.
- 3 One drummer isn't enough for Chris, so this regiment has two – accompanied by a champion (sporting a fine moustache) and a grizzled standard bearer.
- 4 Even models that are very similar in pose have been treated to subtle differences, with shield designs, scroll work or even head swaps.
- 5-6 The banners in the regiment feature beautifully hand-painted details, such as the stylised cross and hourglass. Apparently though, Chris has no idea who or what Von Landau is, but he likes the idea of a regiment of men marching to war beneath a banner, the origins of which have been lost.



1

THORGRIM'S IRONWALL

Carl Dafforn

These snowbound Dwarfs are part of Carl Dafforn's Warhammer army. Inspired by several pieces of artwork that showed a band of Dwarf Warriors guarding a mountain pass, Carl knew that he wanted his Dwarf army to look like it was doing battle in the snow. He chose Macragge Blue and Gehenna's Gold as the contrast colour for the army to make it really stand out strongly. Carl has also added Thorgrim Grudgebearer, and always places him in the unit – in Carl's own words: "Thorgrim Grudgebearer adds some bulk and height to the regiment, he's an instant army centrepiece."



4



2



3

- 1 The heavily armoured ranks of Ironbreakers look resplendent in gleaming silver and gold.
- 2 Carl's Runesmith sports a lustrous, bushy beard and a staff decorated with potent runes and ancestor icons.
- 3 Carl absolutely loves the Dwarf character models and has many of them in his collection – this sullen-looking Thane is among his favourites.
- 4 At the centre of the unit sits the mighty Thorgrim Grudgebearer, high king of the Dwarfs.
- 5 Carl has used a limited colour palette to paint his Ironbreakers, keeping primarily to silver, gold and blue. Even the beards are predominantly grey.
- 6 The Ironbreakers champion, standard bearer and musician. Iron Breakers are hardened tunnel fighters with a reputation for stoicism and efficiency. Although Carl's models have plenty of gold trim on their armour, they manage to look unfussy and businesslike.



5



6

MALAGOR'S BLACK OMENS

Michael Wieske

Michael claims to be a very slow painter, but as this beautiful regiment of Gor shows, he clearly trades speed for quality. His plan is to steadily amass a large army of Beastmen, and these are the excellent beginnings of his latest collection.

Michael's favourite element within the herd is the inclusion of the Chaos Warhound being held back by the Gor on the outer edge of the herd. "I like to add small touches to a unit, to make it look more exciting and more eye-catching," Michael said. "I think it works best when it adds volume and bustle to the Herd, so that's what I went for here."



2



1



1 Michael's Beastman herd were a real labour of love – Michael reckons that he spent at least three hours per model, and even longer on the Bray Shaman and Beastlord.

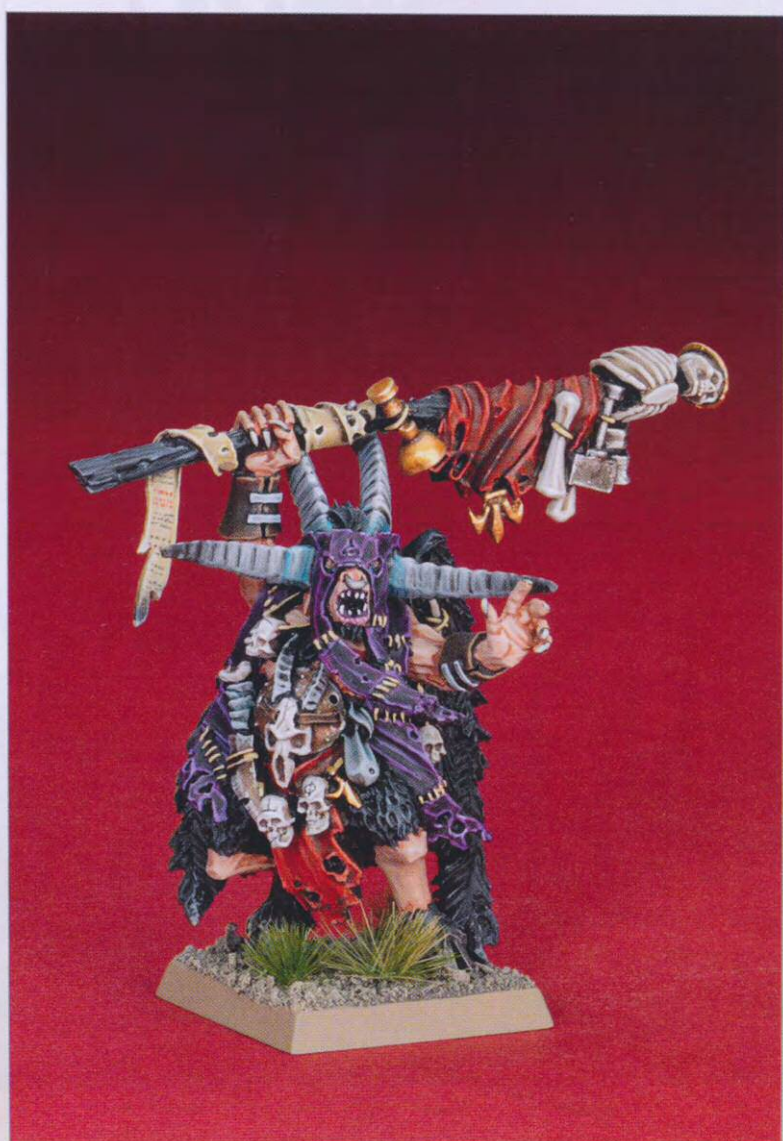
2 Michael's Beastlord, standing proudly at the centre of the unit, is a good example of a simple conversion. Michael has swapped the Beastlord's weapons for a spare axe and shield found in the plastic Beastmen Gor Herd box set.

3 Within the herd there are four Gor all mounted on one base, with one of their number holding back a raging Chaos Warhound by the scruff of its neck.

4 Michael's Gor Herd also includes a Beastman Great Bray-shaman.

5 Michael's collection also includes Malagor the Dark Omen, a dreaded Shaman who is believed to be the doom of mankind personified.

6-7 Malagor is an exceptionally detailed model with plenty of trophies on his person. These hint at conquests over the Empire, with the skulls of slain men and the skeleton of a dead Warrior Priest.



Readers' Parade Ground

We love to share the fantastic hobby endeavours of our readers. This month we have a horde of Night Goblins by Frank Wille, Empire Halberdiers by Johan Märs and a pair of Empire regiments by Daniel Fredriksson.



1

1 In the middle of the unit Borri Graniteskin from the old Warhammer: Battle for Skull Pass boxed game is slowly boiling in a cauldron (which was clearly plundered from Skrag the Slaughterer).

2 Frank's Night Goblin's are a real treat, with loads of little conversions and additions from a Goblin playing drums on a pair of human heads to mushrooms scattered throughout the unit.

3 Johan Märs painted this stunning unit of Halberdiers in the colours of Ostermark. As well as crisp, bright colours, Johan also added lots of small details to the unit.



2



3

4 These Empire Halberdiers wear the same bright colours of Hochland, and feature a converted Captain taking aim with his pistol.

5 Daniel has used the Empire Battle Standard Bearer with Griffon Banner as the standard for this regiment.

6 The painted banner in the unit of Greatswords really shows off Daniel's freehand skills.

7 These Greatswords are resplendent in the bright green and red of Hochland. Daniel has included classic Empire Greatswords alongside new plastic figures.



4



5



6



7

A Call to Arms!

In the future we would like to feature the following kinds of models on the Parade Ground. If you've got something you think is up to the standard, why not send a picture to team@whitedwarf.co.uk. If it's something we can use, we'll be sure to get in touch!

Future Parade Grounds: super heavy tanks, Ork Mobs, *The Hobbit: An Unexpected Journey* Warbands and Dark Eldar squads.

KIT BASH

ARMoured VENGEANCE

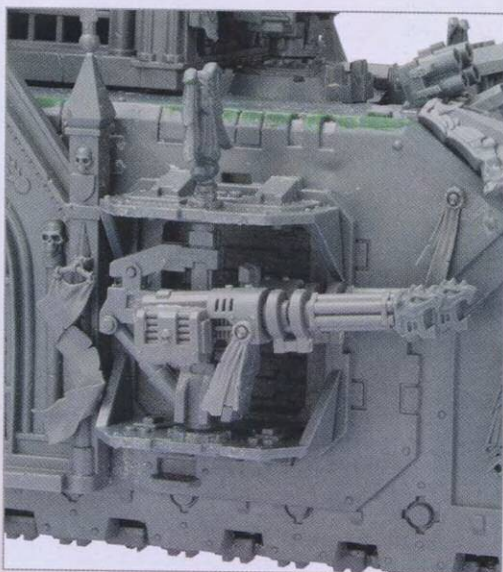
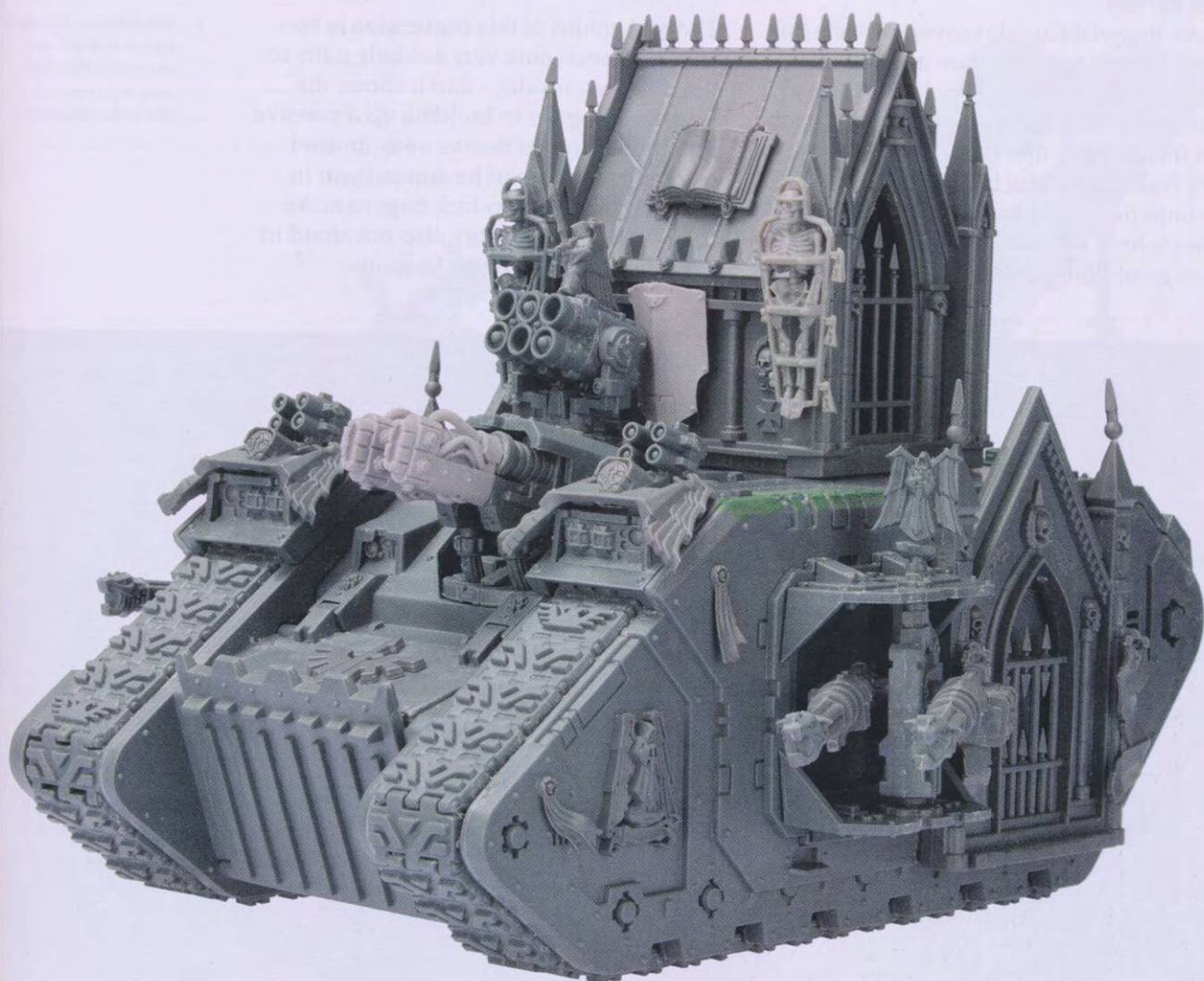
Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month we've rounded up some amazing tank conversions to share.

ARROGANCE'S REDOUBT

Eddie Eccles

Eddie is currently making a 'Fallen' Dark Angels army, and this massive Land Raider conversion, Arrogance's Redoubt, is the newest addition. Eddie has gone to town with gothic architecture on this model, adding parts from the Garden of Morr to the tank's hull to make a sinister reliquary (or possibly a prison) on top of it. Eddie has also fitted on a number of Dark Angels icons and badges from various Dark Angels kits.





- 1 Eddie has swapped all of the guns on the tank. The hull-mounted weapon is actually a Razorback turret with the main guns swapped for the barrels from spare volkite culverins from the Forge World Scimitar Jetbikes.
- 2 Skeletons in gibbet cages (from the Warhammer Giant kit) and decorations from the Dark Angels accessory frame decorate the shrine atop Arrogance's Redoubt.
- 3 Assault cannons from the Ravenwing Accessory Pack provide sponson guns, with muzzles taken from a Chaos Predator.

DELIVERANCE OF ATHONIA

Dan Harden

Dan's Imperial Guard recovery vehicle has been pieced together from a wealth of different kits, utilising the chassis from a Leman Russ tank and a host of spare parts. On the kit you'll find the chains from an Ork Trukk's wrecking ball, the leg joints of an Imperial Guard Sentinel, left over wheels from a Baneblade and even a head from an old Bretonnian Man-at-Arms.

The real genius of this conversion is how Dan has used some very unlikely parts to get excellent results – and it shows the lengths he's gone to building up a massive bits box. He never throws away unused components, instead he stores them in carefully labelled zip-lock bags to make them easier to find. He's also not afraid to trade for the exact piece he wants.

1 Deliverance of Athonia is a Imperial Guard tank recovery vehicle, built using a Leman Russ chassis as a foundation.



1



- 2 Here you can see the Deliverance unpainted. Dan has incorporated a great many parts, all spares from other kits (such as the gun cowlings from a Stormlord) or trades such as the tail pylons from an Imperial Guard Valkyrie.
- 3 From the back you can see the detail of the winch system. The hooks are tow hooks from the Imperial Guard tank accessory frame.

WIND REAVER

Eddie Eccles

Eddie's Wind Reaper is a conversion based largely on the Eldar Fire Prism. He has used spare sails taken from the Dark Eldar Raider and Ravager kits to give the craft wings that look like curious solar sails. Spare bright lances from the War Walker and Eldar Heavy Weapons kit provide the Wind Reaper's main guns, while the spiked prow is a leftover part from a Dark Eldar

Ravager that has been attached where the Fire Prism would normally have a pair of shuriken catapults.

The simplicity of this conversion is part of its charm – overall Eddie has changed very little on the model, except for the addition of a few parts from other kits. The results, however, speak for themselves.

1 Wind Reaper in all its glory. In particular note the details that Eddie has painted onto the sails. He has used their flat surface to paint on star fields, dramatically changing how they look from those on a Dark Eldar Raider.





2 This view of the turret shows where the bright lances have been fitted to the Fire Prism turret. The sail on top has been given a surreal serpentine figure head, which is the musical instrument from the Daemonettes of Slaanesh kit.

3 The Dark Eldar Ravager kit contains two prows, so Eddie has used one on the Wind Reaver. It adds a significantly different silhouette to the front of the model.

4 Here you can see how Eddie has fitted the sail to the turret. The way the Daemonette's horn fits into the sail is particularly pleasing, appearing to protrude from one of the spines on the sail – attention to small details such as this really help to make the whole conversion much more convincing.



PAINT SPLATTER

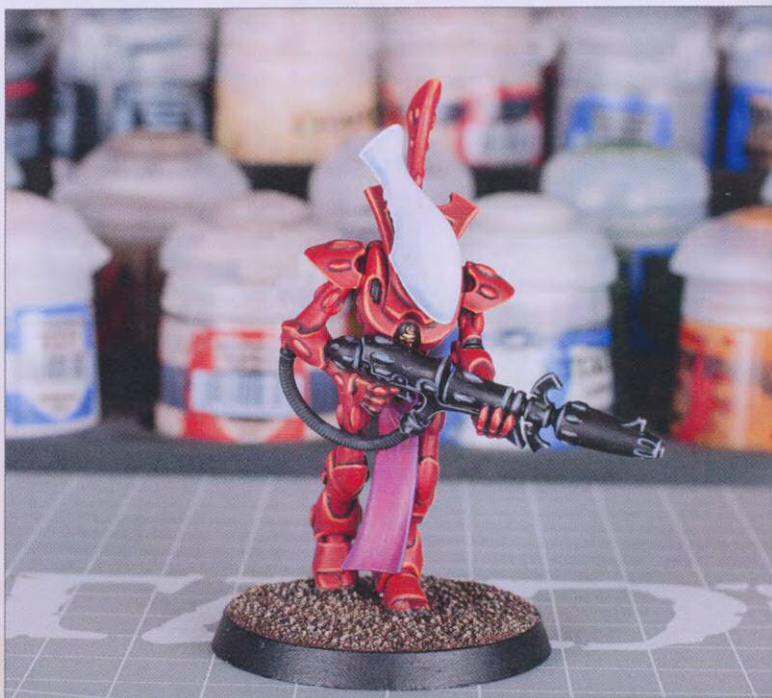
Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

SAIM-HANN CRAFTWORLD

(as seen on pages 14-17)

The bold red armour of Saim-Hann Craftworld is best achieved over a Skull White undercoat. Not only does it make applying the paint very easy, but it's also very quick. A useful tip when painting models with different coloured helmets (or shoulder pads, guns, etc.) is to not glue them to the model and to undercoat and paint them separately. In this case it helped to ensure that no red paint got on the white heads of the Wraithguard, which could be difficult to tidy up.

Red Armour



SAIM-HANN DETAILS

(as seen on pages 14-17)

Aside from their red armour, the Warriors of Saim-Hann wear white helmets and adorn their armour and tanks with black markings. Here you can see four stage-by-stage guides for painting the various

colours of Saim-Hann Craftworld, from smooth white helmets to glowing green gemstones. As mentioned on the previous page, all of these colours were painted over a Skull White undercoat.

White Helmets



Green Gemstones



Black Guns



Ghostwords



Edge Highlighting

Eldar look great with extreme edge highlights, but they require both a steady hand and a small brush. A handy tip is to use the edge of the brush to apply the fine edge highlight rather than the tip. Apply a small amount of paint to the brush as usual and then carefully drag the side of the brush towards you along the edge that you want to highlight.

IYANDEN CRAFTWORLD

(as seen on page 15)

Like many Eldar, the warriors of Iyanden wear bold, contrasting colours; in this case bright yellow and dark blue. As with the Saim-Hann Eldar on the previous pages, the heads of these Ghost Warriors were painted separately over a Chaos Black undercoat, while the rest of the models were undercoated using Skull White Spray. When painting the stages for the Wraithguard, Dan followed the paint scheme that Duncan Rhodes and Chad Mierzwa used to paint the Studio Iyanden army. It's so easy, in fact, that you can paint a whole unit in just a few lunch breaks.

Yellow Armour



Blue Helmets



IVANDEN ASPECT WARRIORS

Eldar Aspect Warriors each have their own distinctive colours to denote them on the battlefield – orange and red for Fire Dragons, bone for Howling Banshees and so on. To show which craftworld these

Aspect Warriors come from, Duncan and Chad painted small details in yellow to represent them being from Iyanden. In this case, the Fire Dragon's tabard and the crest on the Dire Avenger's helmet.

Fire Dragons



Dire Avengers

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.

Armour Wash: Casandora Yellow

Helmet Basecoat: Wazdakka Red

Armour Basecoat: Macragge Blue

Helmet: Abaddon Black

Armour Glaze: Bloodletter

Helmet Wash: Carroburg Crimson

Armour Wash: Drakenhof Nightshade

Helmet Crest: Yriel Yellow

Armour Layer: Yriel Yellow

Tabards: Flash Gitz Yellow

Armour Layer: Alaitoc Blue

Details: Balthasar Gold

IVANDEN VEHICLES

Applying washes over a Skull White undercoat is a technique that works really well for infantry-sized models, but it's not as effective on larger figures. The Iyanden Eldar army painted by the Studio Hobby Team features two styles of yellow – where the infantry are washed with Casandora Yellow, the larger models are basecoated with Yriel Yellow applied using the Citadel Spray Gun.



CRIMSON HUNTER

(as seen on pages 12-13)

Dan: Having seen the Crimson Hunter painted by the 'Eavy Metal team, I knew that I wanted to add one to my Eldar army. I knew that I couldn't paint it as well as they could so instead I used a colour

scheme suggested by the Hobby Team. To make applying the colours easier I undercoated the top of the model Chaos Black and the underside Skull White, which made painting it a lot quicker.



Crimson Topside



Cream Hull

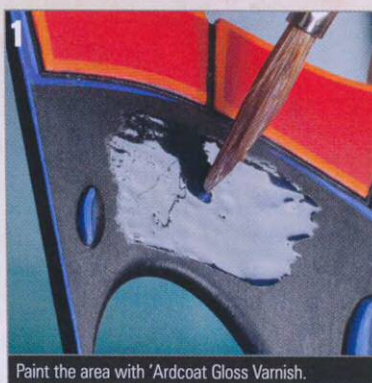


APPLYING TRANSFERS

(as seen on page 87)

The Eldar have a large number of intricate runes and Craftworld symbols, many of which would be very hard to paint by hand. Fortunately there's a new transfer sheet available to Eldar collectors which includes over 300 transfers on it, so you'll never have to worry about fiddly freehand symbols again! With this in mind, we thought it would be a good idea to look at how to apply transfers to models and, seeing as Glenn is working on his Eldar collection at the moment, it seemed only right (and fair) to let him play with the new transfers first.

The first stage of applying transfers is to ensure that the area where you want to put it is smooth, flat and clean. A layer of 'Ardcoat helps with this and makes it easier to manoeuvre the transfer into position. While the 'Ardcoat was drying, Glenn cut out the transfer he wanted from the sheet and dripped a large drop of clean water onto it, which is essential for removing the backing paper from the transfer. After a minute's soaking, the transfer could be brushed off the backing paper and conveyed to the model using a Large Brush. With the transfer on the model, Glenn moved it into place and carefully dabbed away the excess water with a paper towel. Once the transfer was dry, he painted a layer of Lahmian Medium over the transfer to seal it to the model. A spray of Purity Seal over the whole model finishes it off and helps to dull down the initial 'Ardcoat layer.



Paint the area with 'Ardcoat Gloss Varnish.



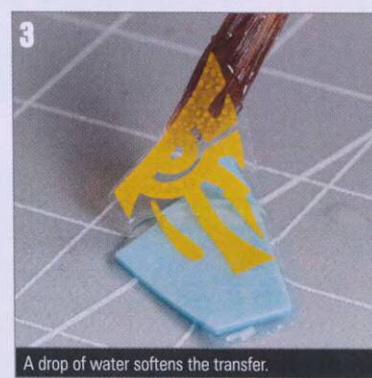
Use a Large Brush to apply the transfer.



Cut out the transfer using a Hobby Knife.



Carefully removed excess water with a cloth.



A drop of water softens the transfer.



A layer of Lahmian Medium helps seal the transfer.



GLENN'S WRAITHKNIGHT

(as seen on pages 52-69)

Glenn: I've collected Ulthwé Eldar for many years, so when I saw the new Wraithknight I was first in the queue to paint it for my collection.

Because it is such a large kit I painted it in four sections – the legs attached to the base, the torso and the two arms. Before undercoating the four parts I covered the ball and socket joints where the parts would join in adhesive putty so that they wouldn't get covered in paint too. Plastic Glue won't work on paint so it's important to keep those areas paint free.

Painting really light colours such as yellow and bone over black can be a bit tricky. I've found that the best solution is to build up the colour over several thin layers of paint as going in thick will just leave it messy and lumpy. In the case of the yellow markings, I applied three or four thin layers of paint at each stage, letting each of them dry thoroughly before applying the next. I used the same techniques on my Hemlock Wraithfighter, which you can see in the Battle Report, carefully masking off areas to get the straight yellow chevrons on the fuselage.

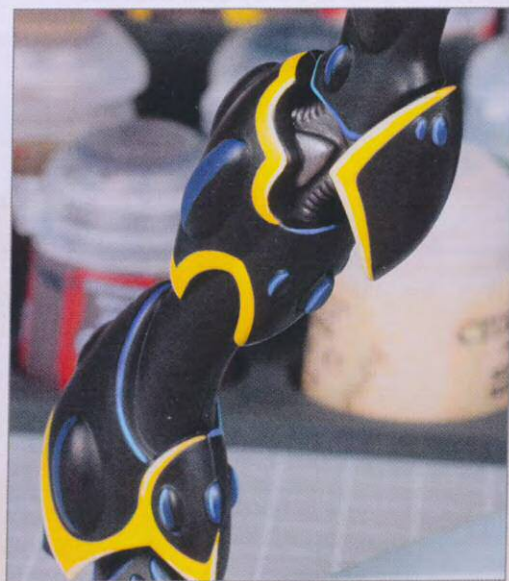
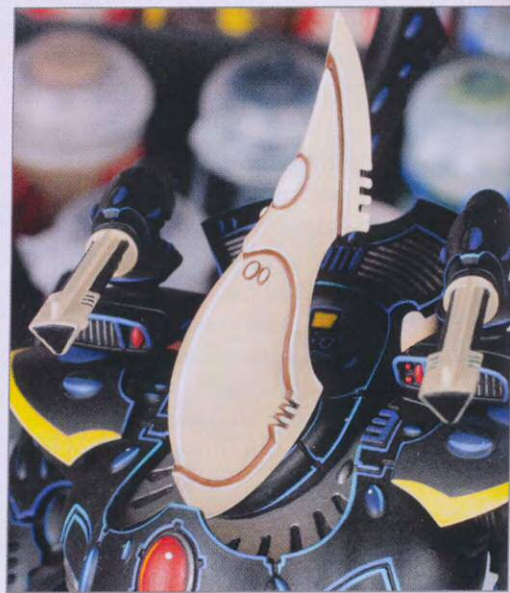
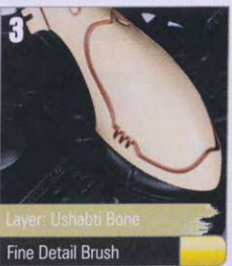
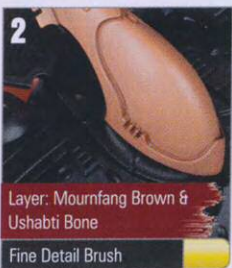
Black Armour

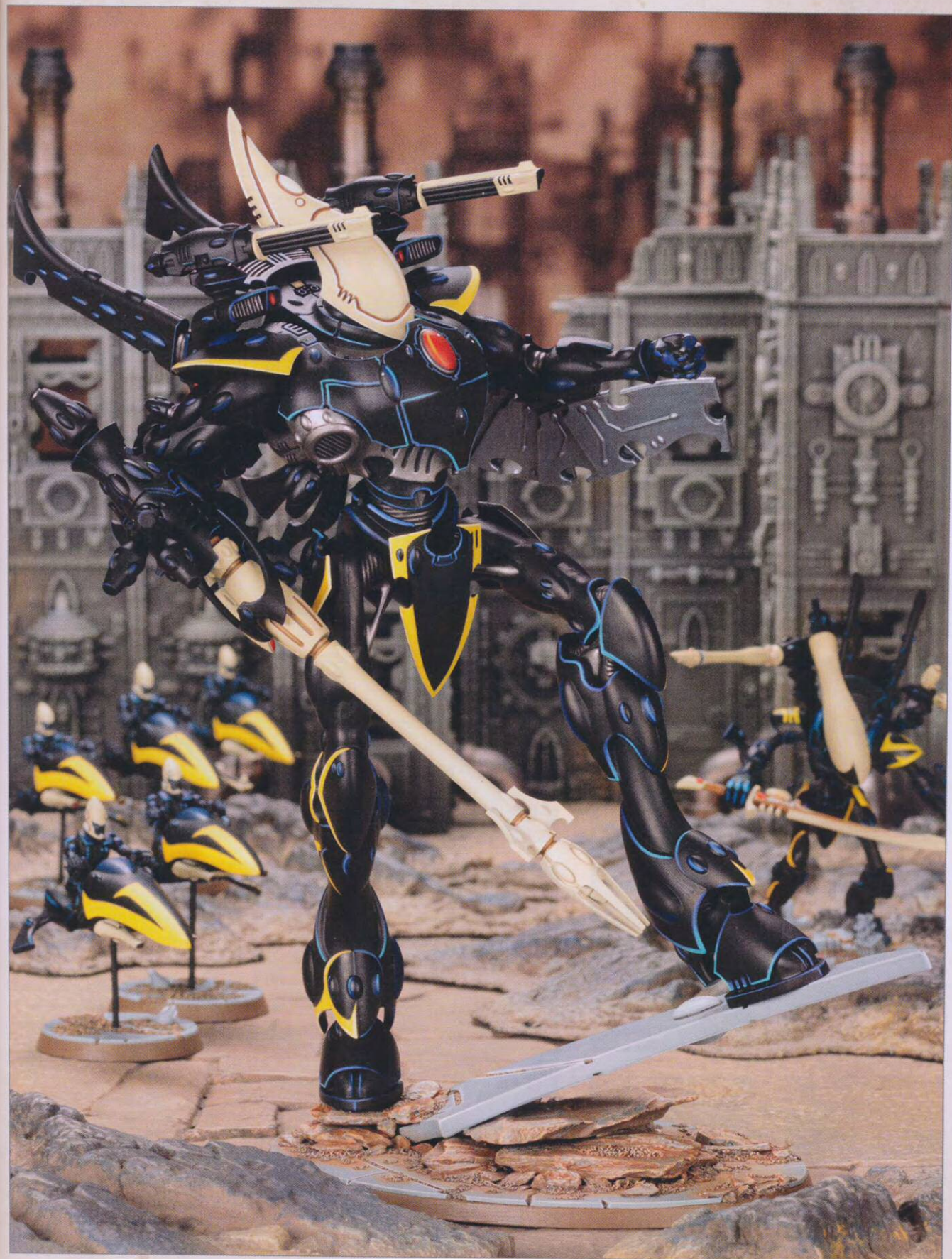


Yellow Details



Wraithbone





NICK BAYTON'S GOBLINS

(as seen on pages 44-49)

Nick: Painting greenskins is actually deceptively easy and not as time consuming as you might think. My secret? Drybrushing. Lots and lots of drybrushing. Every robe was drybrushed over several layers, allowing me to batch paint units very quickly. Drybrushing is a messy technique, but I feel that it is essential and very effective when painting such a large force. So an individual Goblin may not be painted to an exceptional standard, but when he's ranked up with his mates in a huge 50-strong unit they make for an impressive sight that's something to be proud of.

Black Robes



Goblin Skin



GOBLIN DETAILS (AND SQUIGS)

(as seen on pages 44-49)

Nick: The army isn't just a sea of black and green though. In fact, there are a lot of opportunities for colour in a greenskin army, from giants and trolls to banners and Squigs. In keeping with tradition, I decided to paint all of my Squigs a lovely bright red. They certainly get my opponent's attention! Orcs and Goblins are also the perfect opportunity to add little touches such as dags and different coloured caps, which can help to mark out different regiments and really bring the army to life.

I also like to paint a few extra stages on my heroes. Greenskin miniatures (and Goblins in particular) are so full of character that I just have to put a little extra time into them. They are also the perfect place to add unusual colours to the army, such as the dwarf beards that often hang from their belts, little gold trinkets that they've pilfered and spells being cast by Shamans. It's these little touches that really make your heroes stand out from the crowd (though it does make it easier for the enemy to spot them...).

Da Red Caps



Da Squigs



Goblin Hero Skin



Goblin Hero Robes



Painting Dags



JEREMY VETOCK



This month Jeremy ruminates on the sometimes mad art of collecting. He explores how you can get insight into the plans and aspirations of your fellow hobbyists, while glossing over how scary this can occasionally be...

When I'm around my fellow hobbyists I ask a lot of questions: what they're working on, why they chose that project, how long did it take to paint, how has it performed in games, and so on. Between work and my different groups of gaming friends, I'm surrounded by hobbyists. This admirable position means I'm asking questions all the time and also that I can observe a wide-range of hobby habits. Of course, when phrased in this manner it sounds like I'm stalking my friends, which may or may not be the case, but the point I am trying to make is that I witness many different examples of how people go about the hobby of collecting miniatures and the modelling, painting and gaming that goes on afterwards. Whether this is inquisitive, professional interest, or just plain nosy I leave for you, the reader to decide, but in the meanwhile, here is what I have thus far discovered.

The first thing I have observed about collecting is that what I do is sensible and what everyone else does is a mix of mania and lycanthropy. By this I mean it is easy to understand my own reasoning for choosing new models but that my friends' collections seem based on pure madness or perhaps moon cycles. Not that I'm leaping to conclusions or anything.

Most everyone feels their own collecting seems logical – at least by their own account. I certainly fit into that mould – I am primarily motivated by wargaming, meaning I collect models that I intend to use in a game. Being scenario-minded, I collect forces for both sides for these battles, which makes me a little different I suppose, but it makes sense to me. True, the specific scenario I have in mind might only get played a few times, but the units I collect and paint will get added to larger armies that I will use for all manner of battles and pick-up games. I just like to have a goal in mind when I add to my collection, but I imagine if you didn't ask me what I was doing, you might begin to wonder why I was madly stockpiling all those Savage Orcs? Clearly they are for the 'Raid on my Savage Orc Camp' scenario, which requires (nay, demands!) that I build an entire army's worth of the primitive greenskins (and model their own cannibal hot pot, but that's a different story).

I admit that I occasionally buy a miniature that doesn't fit into my wargaming or army building plans. These impulses strike suddenly and are more difficult to explain. Maybe I just liked the look of it or wanted to try my hand at painting it. In my experience I have found that all but the very strangest of miniatures I acquire eventually make it into one of my especially invented battles, as I'm likely to use my own made-up scenario rules – like allies, wandering monsters or mercenaries. These scenario rules guide my army composition as often as do the standard points lists. Having said this, my Chaos Lavatory model (it really does exist) has yet to make an appearance in any of my battles, but tread carefully as you can never know where it might pop up...

Despite earlier postulations, I have learned that most of my friends and co-workers approach collecting in a not so dissimilar pattern. Often I find that without their personal frame of reference their collecting habits might at first look odd, but after a few questions it begins to make sense. For instance, when an individual obsessed with Khorne Berzerkers painted in classic shiny red suddenly began a High Elf Blood Bowl team I felt compelled to find out why. Although sea changes in

"The first thing that I have observed about collecting is that what I do is sensible and what everyone else is a mix of mania and lycanthropy."

hobby direction do happen, more often there is an underlying logic. In this instance, a league was starting up and it's easy to get swept up in the excitement of a furious Blood Bowl season. Additionally, he'd always admired the look of a High Elf army and wanted to try painting some – this was an opportunity to see how he liked it. So what looked at first like a nonsensical change of direction, turned out to be a pretty easy to follow tangent.

For most of us, talking about a collection, army or latest project with other hobbyists is part of the fun. There is always a story or two, and I have learned you can never be quite sure what that will be. It might include ambitious plans for future units, details about possible scenarios to set up or discussions about modelling or painting techniques. By listening, you can often figure out what the speaker is most enthused about. A detailed breakdown of mathematical odds is the most easy to diagnose (hardcore gamer!) but for me the least captivating to discuss at length. I'm an avid fan of statistics and always start off with rapt attention, but after a few minutes I drift. While playing I favour gut instincts

over percentages and agree with a famous space rogue who once quipped 'never tell me the odds'. I admit it is handy to have stat-heads around after you've completed a miracle move, so they can offer analysis for the tabletop awesomeness you've just dropped upon them. However, far more often (they might say 99.993 % more often) I find number-types asking me 'what was I thinking?' after my far-reaching plan crashes badly.

Some hobby conversations I have recently enjoyed include: a member of a gaming group I play with has recently asked fellow members for advice – he needs help working out how he can do a Wood Elf army with no Wood Elves in it (he much prefers painting Dryads and Treemen). Another friend was seeking recommendations to help his experiments in finding different materials to model on craters and pox-effects to further 'Nurglefy' his models. He has been achieving great, albeit unconventional, paint effects by rubbing salt on top of his washes. While those unusual effects have turned out well, they reminded me of a shudder-worthy story of how an enthusiastic painter in a nearby store stopped me to show off his Chaos Space Marine collection. It seemed normal enough and his models were well-painted, but then I noticed that his banners and vehicles were decorated with real flies super-glued in place (yeah... too far my friend, too far).

So what does it all mean? It is a varied and creative hobby filled with varied and creative people. Some more than others. Some maybe a little too much. But try asking your hobbyist friends about their ideas and inspiration – try to get the story behind what drives their collections. I guarantee you'll get a great Giant-sized grab-bag of answers, some of which may surprise and inspire your own hobby. And if any are a bit frightening, just nod and back away slowly. But don't show fear – they can probably scent fear.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Chester
57 Watergate Street, CH1 2LB.
Tel: 01244 311 967. Facebook: GWChester

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

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

Games Workshop Colchester
2 Short Wyre Street, Colchester, CO1 1LN.
Tel: 01206 767279. Facebook: GWC Colchester

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

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

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

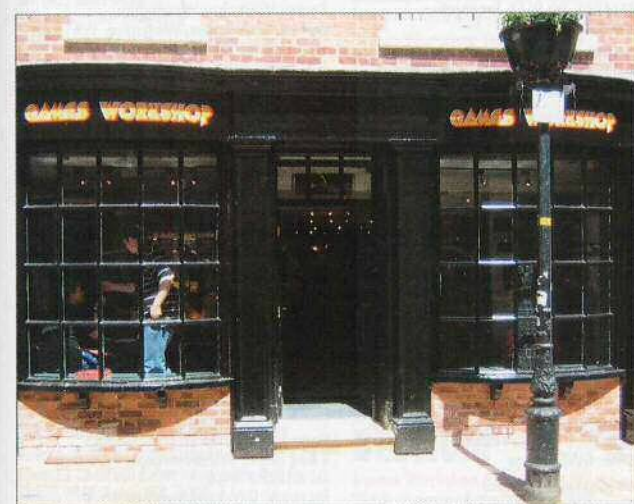
Games Workshop Crewe
8 Market Street, Crewe, CW1 2EG.
Tel: 01270 216903. Facebook: GWC Crewe

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

Games Workshop Croydon
Unit 2, Norfolk House, Wellesley Road, CR0 1LH.
Tel: 0208 680 4600. Facebook: GWCroydon

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

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



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

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

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

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

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

Games Workshop Eastbourne
33 Cornfield Road, Eastbourne, BN21 4QG.
Tel: 01323 641423. Facebook: GWEastbourne

Games Workshop Edinburgh
136 High Street, Edinburgh, EH1 1QS.
Tel: 01312 206540. Facebook: GWEdinburgh

Games Workshop Enfield
65 Windmill Hill, Enfield, EN2 7AF.
Tel: 01327 751881. Facebook: GWEpsom

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

Games Workshop Exeter
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Tel: 01392 490305. Facebook: GWExeter

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

Games Workshop Glasgow
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Tel: 01412 211673. Facebook: GVGlasgow

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

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

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

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

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

Games Workshop Hemel Hempstead
117 Marlowes, Hemel Hempstead, HP1 1BB.
Tel: 01442 249752. Facebook:
GWHemelHempstead

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

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

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

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

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

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

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

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

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

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

Games Workshop Leeds
155 Briggate, Leeds, LS1 6LY.
Tel: 0113 2420834. Facebook: GWLeeds

Games Workshop Leicester
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Tel: 0116 2530510. Facebook: GWLeicester

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

Games Workshop Liverpool
13b Central Shopping Centre, Ranelagh Street,
Liverpool, L1 1OE. Tel: 0151 7030963.
Facebook: GWLiverpool

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

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

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

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

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Centre, Manchester, M4 3AT. Tel: 0161
8346871.
Facebook: GWManchester

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

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

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Unit 33, 39 Dundas Street, Middlesbrough,
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Facebook: GWMiddlesbrough

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MK9 2AD. Tel: 01908 690477. Facebook:
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114 Bartholomew Street, Newbury, RG14 5DT.
Tel: 01635 540348. Facebook: GWNewbury

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

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

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

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

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

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Tel: 02476 325754. Facebook: GWNuneaton

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OX1 2DH. Tel: 01865 242182.
Facebook: GWOxford

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

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

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

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

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34 Arundel Street, Portsmouth, P01 1NL.
Tel: 02392 876266. Facebook: GWPlymouth

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

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195 Upper Richmond Road, Putney, SW15
6SG. Tel: 020 8780 3202.
Facebook: GWPutney

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

Games Workshop Romford
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Tel: 01708 742140. Facebook: GVRomford

Games Workshop Rotherham
17 Old Town Hall, Rotherham, S60 1QX.
Tel: 01709 374520

Games Workshop Salisbury
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Tel: 01722 330955. Facebook: GWSalisbury

Games Workshop Sheffield
16 Fitzwilliam Gate, Sheffield, S1 4JH.
Tel: 01142275. Tel: 0114. Facebook:
GWSheffield

Games Workshop Shrewsbury
6 Market Street, Shrewsbury, SY1 1LE.
Tel: 01743 362007. Facebook: GWSHrewsbury

Games Workshop Solihull
690 Warwick Road, Solihull, B91 3DX.
Tel: 0121 7057997. Facebook: GWSolihull

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23 East Street, Southampton, SO14 3HG.
Tel: 02380 331962. Facebook:
GWSouthampton

Games Workshop Southend
12 Southchurch Road, Southend, SS1 2NE.
Tel: 01702 461251. Facebook: GWSouthend

Games Workshop Southport
Unit 2, The Edge, 7 Houghton Street, Southport,
PR9 0TE. Tel: 01704 501255.
Facebook: GWSouthport

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

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

Games Workshop Stevenage
5 Queensway, Stevenage, SG1 1DA.
Tel: 01438 355044. Facebook: GWSStevenage

Games Workshop Stirling
45 Barnton Street, Stirling, FK8 1HF.
Tel: 01786 459009 Facebook: GWSStirling

Games Workshop Stockport
32 Mersey Square, Stockport, SK1 1RA.
Tel: 0161 4741443. Facebook: GWSStockport

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

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

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

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

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

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

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

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

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

Games Workshop Tunbridge Wells
31 Grosvenor Road, Tunbridge Wells, Kent,
TN11 2AP. Tel: 01892 525783.
Facebook: GWTunbridgeWells

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

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

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

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

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

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

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

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

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

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

Games Workshop Wolverhampton
9 King Street, Wolverhampton, WV1 1ST.
Tel: 01902 310466.
Facebook: GWWolverhampton

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

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

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

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

AUSTRALIA



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

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

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

Games Workshop Campbelltown
138 Queen Street, Campbelltown, NSW, 2560.
Tel: (02) 4625 6774
Facebook: GWCampbelltown

Games Workshop Castle Hill
Shop 226 Castle Mall, 4-16 Terminus Street,
Castle Hill, NSW, 2154.
Tel: (02) 9894 8284
Facebook: GWCastleHill

Games Workshop Chatswood
Shop 2, 282 Victoria Avenue, Chatswood,
NSW, 2067. Tel: (02) 9415 1968.
Facebook: GWChatswood

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

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

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

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

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

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

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

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

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

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Shop B78 Chadstone Shopping Centre, 1341
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Facebook: GWMelbourne

Games Workshop Preston
519 High Street, Preston, VIC, 3072.
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Games Workshop Ringwood
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3134.
Tel: (03) 9870 2239.
Facebook: GWRingwood

Games Workshop Southland
Shop 1133 Westfield Shoppingtown, 1239
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9583 9822. Facebook: GWSouthland

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

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Morley, WA, 6062.
Tel: (08) 9375 6294.
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Games Workshop Perth
Shop M18a Carillon City, 207 Murray St, Perth,
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Shop 9&10 Ground Floor, Queen Adelaide
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Facebook: GWBrisbane

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Facebook: GWAdeelaide

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Facebook: GWTeaTreePlaza

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241 Diagonal Road, Warradale, SA, 5046. Tel:
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GWWien2

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Tel: 034 858627. Facebook: GWAntwerpen

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

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

Games Workshop Liege
236 Rue de la RÇgence, B4000, Liege. Tel: 00
324 223 32 93. Facebook: GWLiege

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Games Workshop Chinook Centre
6455 Macleod Trail SW, Unit 0191, Calgary,
AB, T2H 0K9. Tel: (403) 319-0064.
Facebook: GWChinook

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L1Z 1E9. Tel: (289) 372-3042.
Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre
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B3L 4W1. Tel: (902) 442-0297.
Facebook: GWHalifax

Games Workshop Highgate Village
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2V1. Tel: (604) 629-1064. Facebook:
GWHighgateVillage

Games Workshop Kingsway Garden Mall
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Edmonton, AB, T5G 3A6. Tel:(780) 474-7166.
Facebook: GWKingsway

Games Workshop Langstaff Square
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GWLangstaffSquare

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Facebook: GWMontrealEC

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281-8695. Facebook: GWSquareOne

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

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T5T 4J2. Tel: (780) 486-3332.
Facebook: GWWestEdmonton

Games Workshop White Oaks Mall
1105 Wellington Road, Unit 411, London, ON,
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Facebook: GWWinnipeg

Games Workshop Yonge and Lawrence
3251 Yonge Street, Toronto, ON, M4N 2L5. Tel:
(647) 428-7122. Facebook:
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District, 200021. Tel: 33766176

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Tel: 09 7515 4525. Facebook: GWHelsinki

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

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

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

Games Workshop Lille
78 rue nationale, 59800, Lille. Tel: 03 20 31 69
89. Facebook: GWLille

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

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

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

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

Games Workshop Metz
52 En Fournirue, 57000, Metz. Tel: 03 87 74 66
20. Facebook: GWMetz

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

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

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

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

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

Games Workshop Nice
13 Rue LÇpante, 6000, Nice. Tel: 04 93 92 52
22. Facebook: GWNice

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

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

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

Games Workshop Paris 08
7 Rue IntÇrieure, 75008, PARIS 08.
Tel: 01 44 70 00 60. Facebook: GWParis08

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

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

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

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

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

Games Workshop Reims
10 avenue Jean Jaures, 51100, Reims.
Tel: 03 26 35 57 67. Facebook: GWReims

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

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

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

Games Workshop Toulouse
13 Rue TemponiÇres, 31000, Toulouse.
Tel: 05 61 22 52 57. Facebook: GWToulouse

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

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

GERMANY



Games Workshop Aachen

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

Games Workshop Augsburg

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

Games Workshop Berlin 1

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

Games Workshop Berlin 2

Frankfurter Allee 96, Berlin, 10247.
Tel: (030) 29049390. Facebook: GWBerlin2

Games Workshop Berlin (Spandau)

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

Games Workshop Bielefeld

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

Games Workshop Bochum

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

Games Workshop Bonn

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

Games Workshop Braunschweig

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

Games Workshop Bremen

Am Wall 113, Bremen, 28195. Tel: (0421) 1690000. Facebook: GWBremen

Games Workshop Darmstadt

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

Games Workshop Dortmund

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

Games Workshop Düsseldorf (Drakenburg)

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

Games Workshop Dresden

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

Games Workshop Duisburg

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

Games Workshop Erfurt

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

Games Workshop Essen

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

Games Workshop Frankfurt

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

Games Workshop Freiburg

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

Games Workshop Halle

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

Games Workshop Hamburg 1

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

Games Workshop Hamburg 2

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

Games Workshop Hannover

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

Games Workshop Karlsruhe

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

Games Workshop Kassel

Wilhelmstr. 31, Kassel, 34117. Tel: (0561) 12021570. Facebook: GWKassel

Games Workshop Kiel

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

Games Workshop Köln 1

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

Games Workshop Köln 2

Köln-Arcaden, Einheit 1-26; Hauptstr. 55, Köln, 51103. Tel: (0221) 3592532. Facebook: GWKöln2

Games Workshop Krefeld

Ostwall 113, Krefeld, 47798. Tel: (02151) 7679046. Facebook: GWKrefeld

Games Workshop Leipzig

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

Games Workshop Lübeck

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

Games Workshop Mannheim

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

Games Workshop Mönchengladbach

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

Games Workshop Mülheim

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

Games Workshop München

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

Games Workshop Nürnberg

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

Games Workshop Oberhausen

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

Games Workshop Oldenburg

Markt 2-3, Oldenburg, 26122.
Tel: (0441) 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

Königstraße 49, Stuttgart, 70173.
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

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

Games Workshop Wuppertal

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

IRELAND



Games Workshop Dublin

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

ITALY



Games Workshop Milano

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

Games Workshop Torino

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

Games Workshop Bologna

Piazza Roosevelt, 4, 40121, Bologna, Emilia Romagna. Tel: 051 6569825. Facebook: gwboologna

Games Workshop Roma

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

Games Workshop Frascati

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

Games Workshop Modena

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

Games Workshop Brescia

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

Games Workshop Monza

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

Games Workshop Padova

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

Games Workshop Roma

Via Nomentana, 41/A, 00199, Roma, Lazio.
Tel: 06 8549821. Facebook: gwroma3

Games Workshop Genova

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

Games Workshop Firenze

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

Games Workshop Verona

Largo San Nazaro 2, 37126, Verona, Veneto.
Tel: 045 8013661. Facebook: gwverona

Games Workshop Ferrara

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

JAPAN



Games Workshop Jinbocho

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

Games Workshop Nakano

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

NORWAY



Games Workshop Oslo

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

NETHERLANDS



Games Workshop Alkmaar

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

Games Workshop Amersfoort

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

Games Workshop Amsterdam

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

Games Workshop Breda

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

Games Workshop Den Haag

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

Games Workshop Dordrecht

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

Games Workshop Eindhoven

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

Games Workshop Groningen

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

Games Workshop Rotterdam

452 Van Oldenbarneveltplaats 3012 AP. Tel: 010 2800268. Facebook: GWRotterdam

NEW ZEALAND



Games Workshop Auckland

Level 1, 108-110 Queen St, Auckland Central, North Island. Tel: 649 307 2262. Facebook: Games-Workshop-Auckland

Games Workshop Lower Hutt

Shop 10, Queens Arcade, 65-71 Queens Drive, Lower Hutt, North Island, 5045. Tel: 644 576 0588. Facebook: GWLowerHutt

Games Workshop St. Lukes

Shop S208 Westfield Shoppingtown, St Luke's Square, St Luke's Rd, St Luke's, North Island, 1025. Tel: 649 815 3547. Facebook: GWSTLukes

Games Workshop Wellington

Shop T5b Courtenay Central, 80 Courtenay Place, Wellington, North Island, 6011. Tel: 644 382 9532. Facebook: GamesWorkshopWellington

POLAND



Games Workshop Warsaw

Unit 215, Złote Tarasy, ul. Złota 59 00-120, Warsaw. Tel: 022 222 0133. Facebook: GWWarsaw

SPAIN



Games Workshop Argüelles

C/ Andrés Mellado 10, Madrid, 28015. Tel: 91 544 22 92. Facebook: GWArguelles

Games Workshop Badalona

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

Games Workshop Bilbao

Pérez Galdós 6, Bilbao, Bizkaia, 48010. Tel: 94 444 31 08. Facebook: GWBilbao

Games Workshop Cuzco

Av. Castellana 154 (esquina Panamá 2) Madrid, 28036. Tel: 91 457 83 81.

Games Workshop Déu i Mata

C/ Déu i Mata, 96 (esquina Prat d'en Rull), Barcelona, 08029. Tel: 93 410 15 21. Facebook: GWDéuIMata

Games Workshop Don Ramón

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

Games Workshop Gaudí

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

Games Workshop Girona

C/ Sant Joan Bautista de La Salle, 39, Girona, 17004. Tel: 97 222 73 18. Facebook: GWGirona

Games Workshop Málaga

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

Games Workshop Palma

C/ Sant Joan de la Salle, 2, Palma de Mallorca, 07003. Tel: 971 75 84 79. Facebook: GWPalma

Games Workshop Pamplona

Avenida Pio XII 6, Pamplona-Iruña, Navarra, 31008. Tel: 948 25 92 74. Facebook: GWPamplona

Games Workshop Roger de Llúria

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

Games Workshop Sevilla

C/ José Laguillo 12, Sevilla, 41003. Tel: 95 490 06 24. Facebook: GWSevilla

Games Workshop Tres Aguas

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

Games Workshop València

C/ Roger de Lauria 11, València, 46002. Tel: 96 351 57 2

SWEDEN



Games Workshop Göteborg

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

Games Workshop Stockholm

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

USA



Games Workshop 8th St: Greenwich Village

54 East 8th Street, New York, NY, 10003.
Tel: (212) 982-6314.

Facebook: GW8thStreetGreenwichVillage

Games Workshop Appleby Village

491 Appleby Line, Unit #9, Burlington, ON, L7L 2Y4. Facebook: GWApplebyVillage

Games Workshop Bayshore Shopping Centre

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

Facebook: GWBayshore

Games Workshop Blue Ridge Crossing

4279 Sterling Ave, Kansas City, MO, 64133
Tel: (816) 313-6492.

Facebook: GWBlueRidgeCrossing

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: GWBuenaVista

Games Workshop Capella Centre

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

Games Workshop Central Avenue

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

Facebook: GWCentralAvenue

Games Workshop Chesterfield Crossing

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

Games Workshop Chicago Bunker

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

Facebook: GWChicagoBunker

Games Workshop City Walk

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

Facebook: 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

58671-D Lone Tree Way, Antioch, CA, 94531.
Tel: (925) 706-7310.

Facebook: GVEmpireShoppingCenter

Games Workshop Entrada De Oro

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

www.facebook.com/GWEntradaDeOro

Games Workshop Fair Oaks Mall

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

Games Workshop Farmington Center

1994 Exeter, Germantown, TN, 38138. Tel: 901-754-6194.

Facebook: GWFarmingtonCenter

Games Workshop Forest Park

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

Games Workshop Forest Plaza

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

Games Workshop Freeway V

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

Facebook: GWFreewayV

Games Workshop Fountain Place

12557 Castlemoor Drive, Eden Prairie, MN, 55344. Facebook: GWFountainPlace

Games Workshop Geneva Commons

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

Games Workshop Gig Harbor

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

Facebook: GWGigHarbor

Games Workshop Governor's Square

901-A Governor Lea Rd, Bear, DE, 19701.
Tel: (302) 832-1229.

Facebook: GamesWorkshopGovernorsSquare

Games Workshop Grapevine Mills

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

Facebook: GWGrapevineMills

Games Workshop Hampton Village

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

Games Workshop Hill Country Plaza

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

Facebook: GWHillCountryPlaza

Games Workshop Hilltop East Shopping Center

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

Facebook: GWHilltopEast

Games Workshop Hyde Park Plaza

3820 Paxton Avenue, Suite B, Cincinnati, OH, 45209. Tel: (513) 321-1104.

Facebook: GWHydeParkPlaza

Games Workshop Kent Station

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

Games Workshop Lake Crest Village

1042 Florin Road, Sacramento, CA, 95831.
Tel: 916-392-1495. Facebook: GWLakeCrestVillage

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 Northern Heights Plaza

8272 Old Troy Pike, Huber Heights, OH, 45424.

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: GWOOrlandSquare

Games Workshop Park Plaza

1385 West Park Western Drive, San Pedro, CA, 90732. Tel: (310) 547-3400.

Facebook: GWParkPlaza

Games Workshop Pincrest Pointe

9101 Leesville Rd, Suite #119, Raleigh, NC, 27613 Tel: (919) 848-2958. Facebook: GWPincrestPointe

Games Workshop Plaza Rancho Penasquitos

9995 Carmel Mountain Road, Suite B-5, San Diego, CA, 92129.

Games Workshop Portola Plaza

27676 Santa Margarita Parkway, Mission Viejo, CA, 92691. Tel: (949) 457-1664.

Facebook: GWPortolaPlaza

Games Workshop Prairie Ridge

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

Facebook: GWPrairieRidge

Games Workshop Preston Ridge

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

Games Workshop Riverchase Promenade

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

Games Workshop Quail Spring Village

13801 N. Penn, Suite F, Oklahoma City, OK, 73134.

Tel: (405) 286-0033

www.facebook.com/GWQuailSpring

Games Workshop Red Top Plaza

1314 S Milwaukee Ave, Libertyville, IL, 60048.
Tel: (847) 573-1547. Facebook: GWRedTopPlaza

Games Workshop Renaissance Center

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Facebook: GWRenaissanceCenter

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Over the last two years Armies on Parade has grown dramatically, showcasing some of the finest examples of painted armies of Citadel miniatures anywhere in the world. Now into its third year, we're delighted to reveal that from 2013, there are even more ways to win!



Each year, Armies on Parade entries have gone from strength to strength, becoming ever-more ambitious and detailed. In recognition of the time, work and effort that you put into your hobby, we have decided to award First, Second and Third places in every Hobby Centre across the country at this year's Parade Day.

Winners in each store will receive either a Gold, Silver or Bronze medal and go down in history as an Armies on Parade winner. Not only that, but the first place winners from every Hobby Centre will be invited to display their winning entries at this year's Games Day where, again, we'll be awarding a First, Second and Third place trophy! Each of these trophies is a highly coveted artefact, every bit the equal of a Golden Demon statue, and as the winners

are voted for by you the customers, *you* get to decide who will be crowned the Armies on Parade champion of 2013!

So, all that remains is to reveal that this year's Parade Day will be held in Hobby Centres on Saturday 7th September, just three weeks before Games Day. That gives you more than three months to plan, build and paint your entries – though we suspect the more eager among you will already have begun planning and painting your entries...

The full rules and guidelines for Armies on Parade 2013 can be found at www.games-workshop.com, together with terms and conditions. Good luck and hopefully we'll see your entry at Games Day!

- 1 Jimmy Graham entered his amazing Tyranid-themed Armies on Parade at the Cardiff Hobby Centre, where he not only won First Place in store, but also went on to win at Games Day, becoming the Armies on Parade 2012 Champion.

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5th June 2013

**Legendary Battlefield:
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Event Date:
Sat 31/08/13

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Event Date:
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**Warhammer 40,000
Battle Brothers:
September 2013**

Event Date:
Sat 07/09/13 –
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**Warhammer 40,000
Throne of Skulls:
September 2013**

Event Date:
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**Warhammer
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September 2013**

Event Date:
Sat 21/09/13 –
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7TH–8TH & 21ST–22ND SEPT

At a Battle Brothers event, you and a partner join together to form a team and battle for glory and honour! It's one of our most social events; we get teams of friends, family, husbands and wives, dads and sons – every combination you can think of, all eager to have a great time. You will also see some gorgeous armies, take part in a fun pub quiz and, not only that, but you could potentially win some great awards too.

Teams have the option of building an army together, or using the allies rules from the Warhammer 40,000 rulebook to make use of two different armies; we leave it up to you to decide what to bring.

If you want a great weekend of hobby indulgence, then Battle Brothers is for you.

WARHAMMER® 40,000 ENTER THE CITADEL



SATURDAY 13TH JULY

You still have time to get hold of a ticket for this great event, so don't miss out. Focusing on the grim, dark future, this is your chance to meet the people responsible for developing Warhammer 40,000; the background, miniatures, artwork, rules and more. We've made sure to put on a full programme of exciting activities for the day, including seminars, hobby demonstrations, Q&A sessions, and a signing booth where you'll get to talk to your favourite Games Workshop personalities face-to-face. You'll get to meet with the sculptors, artists, 'Eavy Metal team, designers, White Dwarf members, Black Library, and more.

For a full list of who will be there, check the Warhammer World section of the Games Workshop website, under Enter the Citadel.

We hope to see you there for a truly memorable day.



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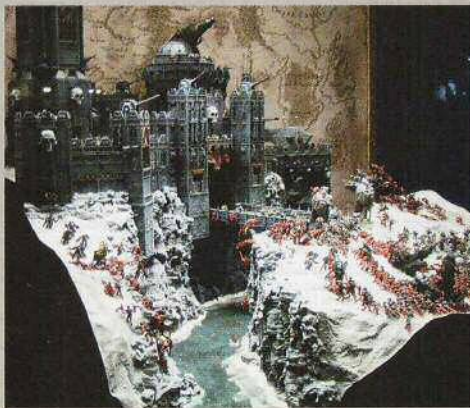
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Legendary Battlefields are your opportunity to play in an awe-inspiring game; an all day battle where you fight on a famous battlefield in Games Workshop's history.

With special objectives, secret missions and friendly banter, all fought over a gigantic table covered in gorgeous terrain, this is not to be missed. It's time to take part in the sort of epic battle you've only read about!



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AVAILABLE TO SEE NOW

If you like to be inspired by great miniatures, you're bound to be pressed up against this display! The Citadel Miniatures Hall is all about showing you inspiring displays of our miniatures, and this battle scene created by the Design Studio for Games Day 2009 is dripping with detail, as the Space Wolves defend against a Tyranid incursion. Now showcased in the centre of the Citadel Miniatures Hall, you'll spend a long time wanting to take in all the action.

**TICKETS
COMING SOON**
3rd July 2013

Apocalypse Doubles

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Sat 05/10/13 –
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**Warhammer
Throne of Skulls:
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Council of War**

Event Date:
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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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8 White Lion Brow, BL1 4AD.
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Skewness, The Model Shop
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London, Dark Sphere
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London, Model Zone Holborn
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Burnham On Sea, G.W. Hurley
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Midsomer Norton, Signals
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Taunton, Hatcher & Sons Ltd.
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Stafford, Stafford Games
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Stafford, Too Fat Goblines
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Stoke on Trent, Big Boyz Toys
Station Road, Barlaston, ST12 9DH.
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Newmarket, Moons Toyland
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6 Bank Place, Manor Road, LL49 9AA.
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Caernarfon, Austins
17 Fford 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 5DD.
Tel: 02920 227117

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

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

Haverfordwest, Emrys Art Supplies
22 Market Street, Sir Benfro, SA41 1NH.
Tel: 01437 779646

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

Llandudno, Acme Games
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Tel: 01492 872 707

Llanishen, Lendons
192 Ffindlas Road, CF14 5LZ.
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Llantwit Major, Plaza Toymaster
Unit 12, Pound Plaza, CF61 1DL.
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Unit E5 New Port Indoor Market, Upper Dock
Street, NP20 1DD.
Tel: 01633 222282

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

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

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

Rhddlan, Rhuddlan Models
Brynauel High Street, LL18 2TU.
Tel: 01745 590048

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

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

Swansea, The Games Emporium
5 Bellevue Way, SA1 5BZ.
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Donegal, World of Stuff
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Main Street.
Tel: 00353 87665096

Dublin, Gamers World
1 Jervis Street, Dublin 1.
Tel: 00 353 018 044 540

Dublin, Nimble Fingers
1 Dublin Road, Stillorgan.
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Dun Laoghaire, The War Chest
Unit 113, Dunn Laoghaire Shopping Centre.
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Kerry, Cahill Toymaster
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Maynooth, Gamers Hub
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Paul Street Shopping Centre.
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Limerick, The Gathering
43 Lower Gerald Griffin Street.
Tel: 00 353 613 151 33

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Aarschot, TopToys Ingelbarts
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Watermaal-Boisfort, Côté de Gopetto
Rue Middleborough 58, 1170
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Westkerke, What Ever
Gistelse Steenvogel 128, 8460.
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Avenue Georges Henri 286, 1200
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Campinas, Legenda do Brasil
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Beijing, Beijing Warhammer Club
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Beijing, Juvenile & Children Reading Experience
Wonderland Warhammer Club
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Room 1301, Building 22, Section 1,
FengHeYuan apartment, GongYi Xi Qiao,
Feng Tai District.
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Beijing, 14th Arsenal
Room 2502, FuCheng Road, No.16,
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Kunming, Kunming Elite Warhammer Club
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Alley DouFu Chang, Beijing Road,
Pan Long District.

Kunming, Yunnan Layu Model
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Shantou, Miniature Kingdom
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Wuhan, Zhi-Li Model
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10000.
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Zagreb, Carta Magica
Frankopanska 24, 10000.
Tel: 00 385 14 846 099

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

Nicosia, Isengard Fantasy Shop
42 Diogoras Avenue, 1097.
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Koprivnice, Magic
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Liberec, Battle Games-Obchodni Pavilion
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Tel: 00 420 777 562 154

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

Aarhus C, Dragons Lair
Amaliegade 21, 8000.
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Erslev, Asgaard Models
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Kongsengade 33, 6700.
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Algade 23, 4281.
Tel: 86 85 51 11

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

Herning, Førges Kaldet
Smallegade 12, 7400.
Tel: 35 10 18 97

Hjørring, Arnold Busck
Metropol, Østergade 30, 9800.
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Tidemannsvej 16, 4300.
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Vestergade 2, 4300.
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København D, Fanatic København
Classensgade 25, 2100.
Tel: 35 43 65 35

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

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

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

Lyngby, Faraos Cigarer
Jernbaneplassen 63, 2860.
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Næstved, Guns n Games
Ramsherred 21, 4700.
Tel: 31 20 20 04

Nyborg, Baggensens
Korsgade 17, 5800.
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Odense C, Dragons Lair
Gråbrødrepassagen 9, 5000.
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Ringsted, Andros
Tingegade 12, 4100.
Tel: 35 10 31 75

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Redovre Centrum 116, 2610.
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Rosengårdcentret, 5220.
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Randers, Løsehesten
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Taastrup Hovedgade 95, 2630.
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FINLAND

Ahtari, Huonaniemen Kirjakoupa
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Aland, Dillen Ah, Torgatan 7, 22100.
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Ekenas, Kungsbohndalen Ab.
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Espoo, Tapiolan Pelikauppa
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Hameenlinna, Pelihuone Enter
Palokunnankatu 14, 13100.
Tel: 044 508 1002

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

Helsinki, Fantasiapeliit Helsinki.
Tel: 09 650 803

Helsinki, Simonkatu 9
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Helsinki, Fantasiapeliit Helsinki
Vihtokatu 4B /Vuorikatu 16, (Kaisaniemi)
Metroasema, 00100.
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Helsinki, Stadin Pelikauppa
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Joensuu, Fantasiapeliit Joensuu
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Joensuu, Fantasiapeliit Joensuu
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Jyväskylä, Fantasiapeliit Jyväskylä
Baggesens Alle 125, 40100.
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Kotka, Fantasiapeliit Kotka
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Kouvola, Muovipox Ky
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Kouvola, Kouvola Puolenkunnan Pelit
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Tulliportinkatu 27, 70100.
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Tampere, Tuoni Tatuoinnit
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Tampere, Fantasiapeliit Tampere
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Tel: 03 222 52 00

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Koskikeskus, Hatanpäänvalatie 1, 33100.
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Tampere, Puolenkunnan Pelit Tampere
Hämeenkatu 17, 33200.
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Humalistenkatu 8, 20100.
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Hs-Center, Alatori, 65100.
Tel: 06 312 5111

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Tritis Septemvriou 118, 104 34.
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Chania, Kaissa
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Elefina, Hobbyplanet
Emrou 75 & Tsoka, 19200.
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Kashiwa, Hobby Space Mr.Field
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Nagoya, Toy's Marchen
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Osaka, Iconoclasm
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Tel: 06-4981-3003

Sapporo Shi, Mokujo
1 Jo 5 Chome 2-8 Maeda Taine Ku,
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Tokyo, Giant Hobby
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Tokyo, Yellow Submarine Akihabara RPG Shop
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Yokkaichi, Mao No Mori
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Riga, Games Shop
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Macau, Game Fun Table Games Shop
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Georgetown, Gameforce
98-3-2A, Prima Tanjung Business Center,
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Kota Damansara, Petaling Jaya, Hobby Forge
NW-02-29 Cova Square, Jalan Teknologi,
Selangor, 47810.
Tel: 017 6126670

Kota Kinabalu, Just Wargame
No.26-1, Block F, 1st Floor, Ruang Pokok
Kaya Manis 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.

Kuala Lumpur, Comics Mart
3rd Floor, Mid Valley Megamall, Mid Valley City,
WP, 59200.
Tel: 03 22870265

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, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
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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

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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 Ags, Tienda Omega
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Tel: 0052 461-206-0851

Edo. de Mexico, Dark Dragon's Lair
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Merido, Yucatan, Animegames
Calle 59 No. 56 Local 15, Col. Centro.
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Mexico D.F., IMP Comics
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Satelite Edo. de Mex, Entreteno Toys
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Toluca, Mex., War Games
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Delft, Speldorado
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Leiden, Viagershop
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Leiden, Tafelrider
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Maastricht, Shamrock Modelbouw
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Maastricht, Viag-er-uit
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Middelburg, De Burcht
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Tel: +31 (0)243 23 61 19

Oudege, Nils Ester Modelbouw
Fabrykswei 25, 9216 WR.
Tel: +31 (0)512 37 09 15

Rijswijk, Ted's RC Shop
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Roermond, Bloemboetiek Hermien
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Schoonoord, Scillas Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Slidrecht, De Gruitjer Siedrecht
Burgemeester Winklerplein 10, 3362 AA.
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Stadskanaal, Gameshop Play-It Stadskanaal
Ghandjeplein 14, 9501 DE.
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Tegelen, Extra Modelbouw
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Tilburg, De Dobbeltsteen Tilburg
Schouwburging 155, 5038 TW.
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Tel: +31 (0)413 27 06 62

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Tel: +31 (0)302 81 71 57

Utrecht, Subcultures
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Utrecht, Whoops
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Wageningen, Movie Max Wageningen
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Winterswijk, Top 1 Toys Winterswijk
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Kirkog, 23, 0153.
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Trondheim, Trondfrim
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Centrum Handlowe Janki, ul. Mszczonowska
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Goncharnaya St., 18, 191036.
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Fusionopolis, Paradigm Infinitum
Unit 02-05/06, 1 Fusionopolis Way,
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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.



White Dwarf: This month there have been plenty of games played, models painted and fun had in the White Dwarf bunker. Come see what we go up to.



The Design Studio: Jes Goodwin and Oliver Norman talk about the new Eldar kits and Phil Kelly waxes lyrical on the subject of the accompanying Codex.



Forge World: There's a wyrm-shaped beast growing and a Legion Praetor nearing completion down in Forge World this month...



Black Library: We caught up with legendary author Bill King for a chat all about the star of his latest novel, *Fist of Demetrius: Lord Solar Macharius*.

THIS MONTH IN

WHITE DWARF

The White Dwarf team hasn't just been hard at work making your favourite hobby magazine, we've also found time to collect and paint more Citadel miniatures, attend gaming events at Warhammer World and get a few games in too. So, join us and take a sneaky look at the latest goings on in the White Dwarf bunker.



1

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

Work continues apace on Beth's Lizardmen army, with her Stegadon nearing completion and a Slann Mage Priest next on the painting table. Beth also took her Dark Eldar models to war against Adam's Dark Angels. A bloody battle over the course of a couple of lunch breaks saw her Kabal give a good showing. Since the game, Beth has started work on a new Talos Pain Engine.



Jes Bickham

A couple of months ago Jes spent an incredibly long time painting the rupture cannon on his Tyrannofex, and now he's attempting to best his efforts by lavishing more attention on his beloved Tyranids. Currently on his painting station is the Swarmlord, which he is painting in the colours of his own Hive Fleet Eumenides – hopefully it will help reverse his current losing streak.



Dan Harden

Dan's desk is once again covered in models as he sets to work on his entry for this year's Armies on Parade. However, the tell-tale signs of blue paint on his fingers suggest that he is still adding models to his Tau collection. Between Tau battlesuits and Empire Handgunners, we genuinely have no idea how he found the time to paint a Crimson Hunter this month. Curiously, neither does Dan...



Matt Hutson

This month Matt has returned to perhaps his favourite army of all, the Black Templars. Having perused the Death from the Skies expansion, he's added a Stormraven to his existing army and, spurred on by using it in a game against Glenn, has started work on another Land Raider Crusader for his army – which will make three of them in his force. Surely that's enough?



Andrew Kenrick

Andrew, living up to his reputation as the scion of Nurgle, is up to his armpits in Death Guard again. Having acquired some nicely converted Plague Zombies from hobby guru Mark Jones in a very smooth bitz trade (which are now all done), he's caught the 'bug' once more and started working on a new squad of Death Guard and a squad of Possessed Chaos Space Marines.

WAR ON ALL FRONTS

Lots of games have been played in the hobby room this month, and here are some of the highlights: Jes challenged Dan to a rematch after April's Battle Report – and this time he did much better, stealing victory from the jaws of defeat in the final turn of the game, and sending the Tau Empire scurrying in terror from the transgalactic horror of the Hive Mind.

Matt and Glenn locked horns in a battle that drew in quite the crowd as the rest of the White Dwarf team watched Matt's Black Templars take on Glenn's new Eldar. Kris and Erik have played several games, either Chaos Space Marines vs Orks or Ogres vs Skaven (that have invariably gone the way of Erik). Also, Beth's Dark Eldar took to the battlefield for the first time against Adam's Dark Angels, and though both players had their moments to snatch victory, the game ended in an honourable draw. A rematch is in the offing.



3

1 In a closely fought game, Jes' Tyranids finally sink their claws into Dan's Tau Crisis battlesuits.

2 Adam thought he had the game all sewn up until Beth's Wych Squad, 'the Blade Dancers', caught up with Chaplain Umariel in a rather one-sided fight.

3 Erik's Warboss, Magog, led the latest campaign of destruction against Kris' Chaos Space Marines.



Glenn More

Glenn has spent almost every waking hour in the last month painting new models for his Eldar army, and embarked on a lavish, and impressive, regime of rebasing some of his models to make them look even better. The haunted, sleepless look in his eyes hasn't dimmed his enthusiasm at all though – he even found time to get some games of Warhammer 40,000 in with his army.



Erik Niemz

It's still all green in the mind of Erik as he flits between Orks and Orks on an almost daily basis. One day he's painting his Battlewagon and the next he's working on an Orc Warboss. He's also playing lots of games, which only fuels his enthusiasm. "The best is yet to come," he said recently, when he gleefully returned from the Warhammer World shop with a large bag in hand.



Kris Shield

Kris has been on a gaming streak in the White Dwarf hobby room over the past month or so with his Ogre Kingdoms and Chaos Space Marines armies. He's racked up more games than anyone else and along the way he's developed quite the rivalry with Erik. Cries of dismay from the hobby room as Erik's Dakkajet blasts Kris's Helderake out of the sky have become all too common...



Adam Troke

Adam spent the first half of the month getting ready for *The Hobbit: An Unexpected Journey* Throne of Skulls event. For that he painted hordes of models, but he's not resting on his laurels. Already, with the smoke barely starting to clear, Adam has turned back to his beloved Dark Angels, adding another Ravenwing Attack Squadron and a new squad of Deathwing Terminators.

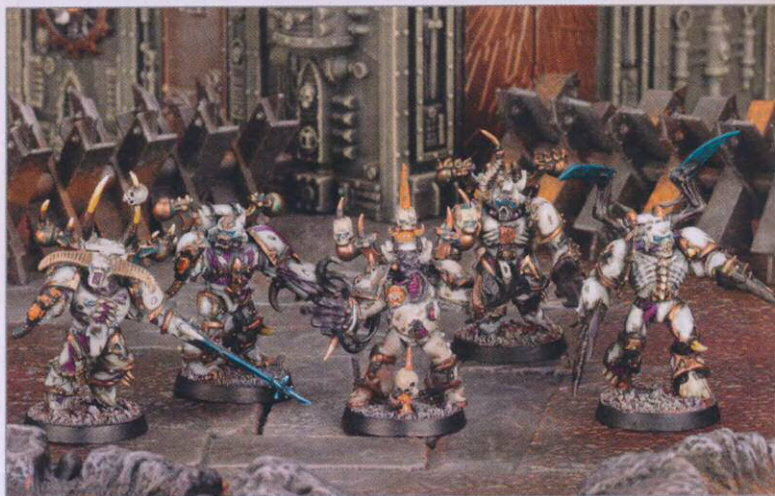
Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@
whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

DEATHWING, A STORM RAVEN AND SOME CHAOTIC COHORTS

The paint has been flying once against this month at the White Dwarf hobby bar, as the team have been expanding their collections. Adam has been feverishly adding models to his Dark Angels army, including finally painting his first ever units of Deathwing Terminators and Matt has added a mighty Stormraven Gunship to his impressive Black Templars army. Kris has been hard at work finishing some Chaos Cultists and Andrew has grown the ranks of his Death Guard.



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- 1 Already the proud owner of a Death Guard army, Andy has expanded them with another squad.
- 2 A pair of Kris' Cultists, who further swell the ranks of his sinister Alpha Legion army.
- 3 Matt has proudly added a new Stormraven to his army. As always he has painted the interior so that you can see the inner detail.
- 4 Adam is inordinately proud of his new Deathwing Terminators, and plans to paint more.

AN UNEXPECTED VICTORY

We never really expected Adam to bring back the champion's trophy from the *The Hobbit: An Unexpected Journey* Throne of Skulls gaming event, so we were pleasantly surprised to see him clutching a pair of certificates – one for a best painted army nomination and another for winning the quiz on the Saturday night. According to Adam, "Playing five fun games and making new friends made for a great weekend. The boisterous mirth on Saturday night was full of hobby joy and general hilarity. I recommend it."



- 1 Adam clutching his certificates. Apparently the pub quiz victory all came down to a little bit of luck, and some helpful input from Damien 'Gnome' O'Bryan.
- 2 Adam's force for *The Hobbit: An Unexpected Journey* Throne of Skulls event. "Originally I was going to use just my Goblins, but I couldn't resist including my Trolls and, by the time I had painted the amazing Bolg model I realised I had to include him too. Overall I won three games and lost two, but better than that I had a heck of a lot of fun playing. I can't wait for the Battle Brothers event later in the year."

ABHOR THE WITCH

Matt and Glenn played a game of Warhammer 40,000 between Glenn's Eldar and Matt's Black Templars that turned out to be a spectacularly bloody battle. The highlights of the game were Matt's Terminator Squad smashing all comers in close combat and Glenn's Wraithknight using its suncannon to obliterate Matt's Crusader Squads, before punching his hovering Stormraven Gunship out of the air. In the end the game finished in a draw, and both Glenn and Matt have agreed to convene for a rematch with even more models in the next couple of weeks.



THIS MONTH IN

THE DESIGN STUDIO

With dazzling new Eldar kits and a Codex filled with beautiful artwork and background unleashed this month, we wanted to learn everything we could from the creators. Adam and Dan ventured into the hallowed halls of the Design Studio to find out more.



WROUGHT FROM WRAITHBONE

Jes Goodwin and Oliver Norman shed light on the new Wraithguard and Wraithknight.

Oliver Norman: The Eldar are so advanced, with such wondrous weapons and yet, in spite of their ancient glory, they are forced to resort to bringing back their dead to assist them in their war for survival. It's a tragic, inspiring story that provided rich fodder for the new Eldar kits.

When it comes to the Wraithguard I've always enjoyed their place in the Eldar background, and I've wanted to sculpt them for years now – recreating them from the original metal miniatures into a multi-part plastic kit gives you more options, and more opportunity than ever to do new things with them.

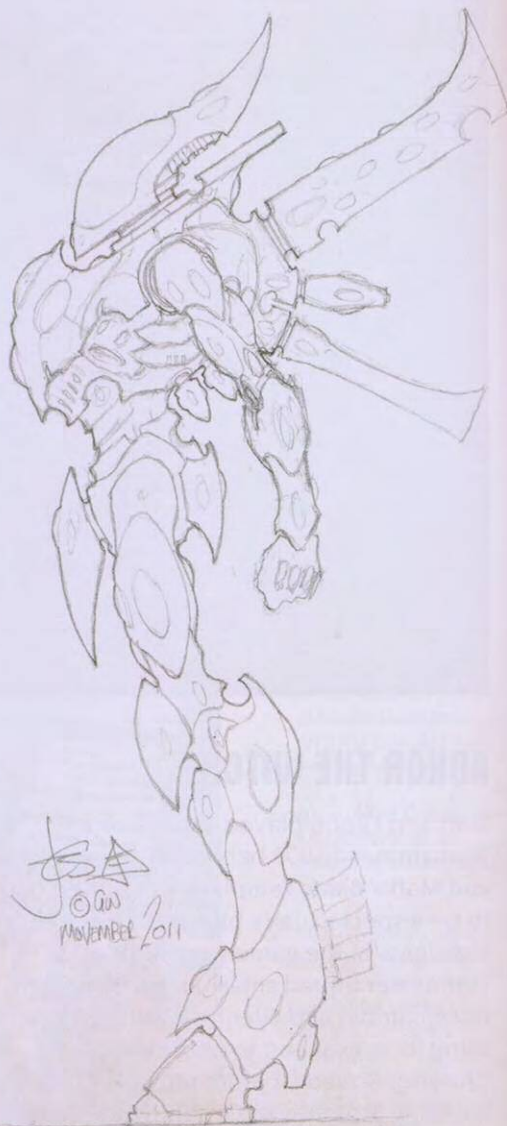
Jes Goodwin: The Eldar Wraithknight comes from much the same place – that desire to push the boundaries of what we knew about the Eldar, and in particular their reliance on these ghost warriors as their race gutters like a low-burning candle. We had an opportunity to make a large plastic miniature for the army and there were lots of options, but the one we liked best was the Wraithknight. Partially this was an homage to the old Eldar Knights of yesteryear; a war machine that is piloted both by the living and the dead.

Oliver: This focus on the dead let us address different design elements. In the case of the Wraithguard and Wraithblades they are relatively plain automatons, so the emphasis was on sculpting them with strong poses that implied an implacable



Jes Goodwin is the creator of the Eldar race as we know it, the designer of countless miniatures and the creative force behind the new Eldar kits. Nobody knows the Eldar like Jes does.

Oliver Norman is a five-year veteran of the Citadel miniatures design team whose credits include working on the Ravenwing Command Squad, the Helbrute and many other fine models.



"The Wraithknight only ever had one concept sketch," says Jes, "this profile picture that gave a good idea what the finished model would look like and also make sense of where the pilot would sit – curled up in a foetal position within the chest area."

nature – the Wraithguard are not agile or vital, in the way of ordinary Eldar, and their postures and poses convey this. They also needed to look formidable, like they are capable of winning the War in Heaven. Thoughts of their place within the ancient history of the Eldar were never far from my mind when I was working on them, especially when it came to the design of the weapons – there's great symbolism in the Wraithblades for those who know what they're looking for.

Jes: If the Wraithguard needed to look bigger and more imposing, the Wraithknight had to be positively massive, so it has tiny elements of detail to keep it in scale. These are details such as the small blips, like those found on ordinary Eldar warriors or runic script and tiny technical or control panels. The pacing of these elements, from massive armour plates to tiny blips, gives context to the size of the model.



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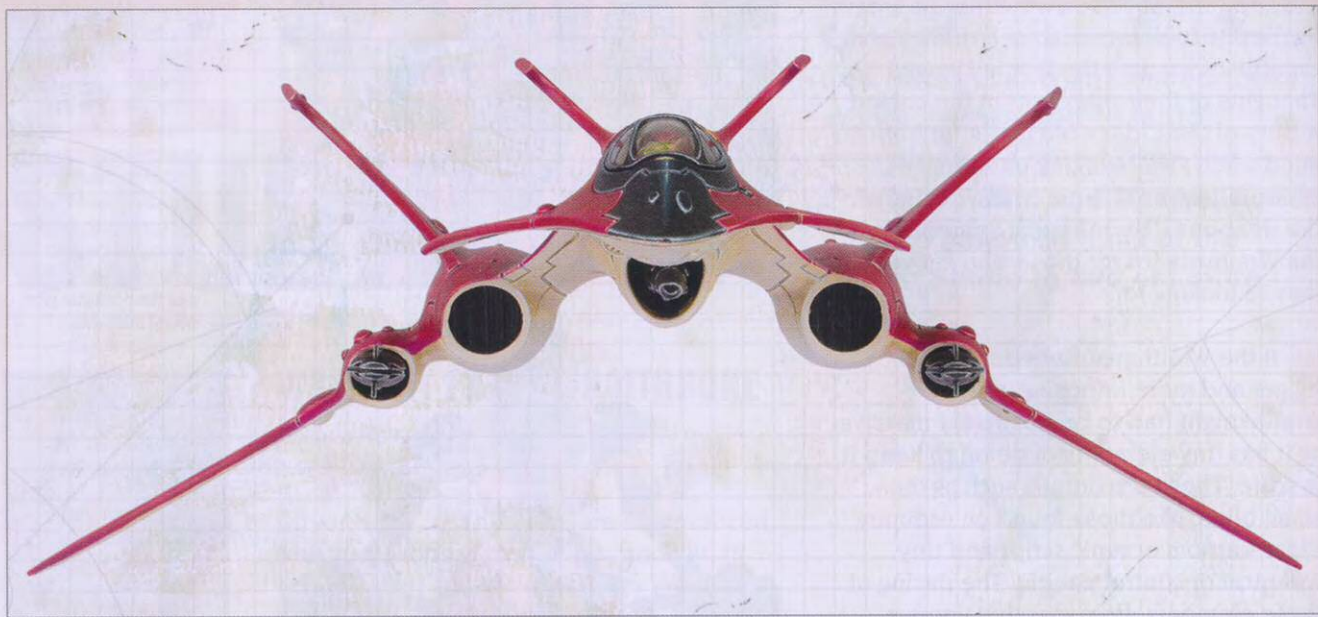


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- 1 "Each spirit seal is detailed with elaborate hieroglyphs that are unique both to their creator and to the spirit stone that is interred beneath it," says Oliver. "They are more than mere decoration, but a means of protecting the soul of the warrior animating the construct – a connection between the soul of the dead Eldar within the armour and the Spiritseer who bound them into it."
- 2 At the onset of the project, Jes sketched a variety of possible hieroglyphs for the Citadel Design Team to use. Oliver replicated five of these upon the Wraithguard while Tom Walton did another on the Wraithknight's seal.
- 3 From left to right, a Wraithguard, Wraithlord and Wraithknight.



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DEATH FROM ABOVE

Jes explains the origins and theory behind the new Nightshade Interceptor and Hemlock Wraithfighter.

Jes: The Eldar of the craftworlds have had a flyer of their own for some time, in the Nightwing, made by Forge World. That craft is piloted by Guardians though, so we decided to focus our efforts on making a new craft designed foremost for the Aspect Warriors. We applied the lessons that we had learned working on the Dark Eldar project a few years back, in terms of style and design. The original design came from my sketches. I wanted it to be distinctive, and to look exceptionally agile. I added the swan neck rising up from the main fuselage while the canards that form the front delta give it a subtle visual connection to the Eldar Nightwing and Dark Eldar Razorwing.

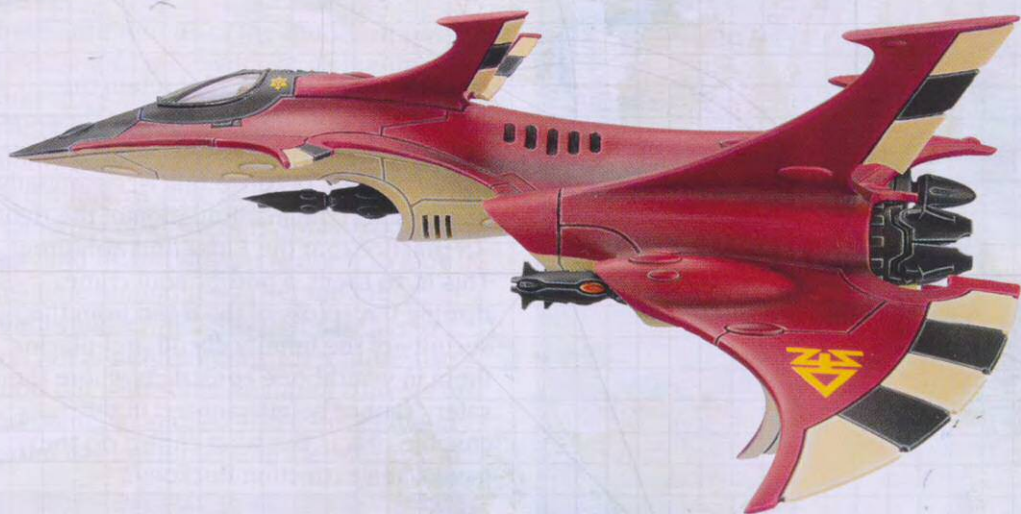
The wings and even the canards feature a series of control vanes, like you might see on a modern fighter jet. I imagine these are far more versatile, enabling the plane to jink and dodge at the pilot's merest thought. In fact, while I was designing the Nightshade Interceptor I couldn't escape the mental image of a Crimson Hunter entering the eerie silence of the flight

deck on his craftworld – and as he nears his Interceptor the systems within it come to life. As he runs his gloved fingers across the gleaming wings of his craft the control vanes would flutter and shift, hinting at the connection between them.

I spent a fair while making the mock-up for the Nightshade, which I then collaborated on with Ed Cottrell. I then worked up a version on the computer so that we could begin to do some fine manipulation on it. When the basic shape was in, I drew on all the panel lines, and we added them on to the model, effectively turning my clay and plasticard prototype into a fully fledged miniature ready for production.

When it came to the Hemlock, I wanted the same basic design, but to add distinctive elements. The central fin that runs along the back of the plane not only makes it different from the Nightshade but also shares a design feature with the Dark Eldar flyers. Their fighters also have a prominent dorsal fin with notches cut out from them, so it's a good touchstone.

1 "Even though the Nightshade Interceptor is all sweeping curves," says Jes, "there are still strong lines. These can be clearly seen if you look at the model straight on."



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2 "The control vanes on the end of each wing and canard are designed to make the Nightshade ultra-maneuvrable, able to respond to enemy forces and incoming fire faster than an eye-blink," says Jes. "With the barest thought the Aspect Warrior can throw the Nightshade into dizzying loops, spins and rolls."

3 The rune of the Crimson Hunter Aspect Warriors. This is displayed both on the Nightshade Interceptor's wing and beside the cockpit.

4 The rune of the Nightshade Interceptor.

THIS MONTH IN THE DESIGN STUDIO

THE CHILDREN OF THE STARS

Phil talks about the practice of necromancy, one of the Eldar races' least favourite pastimes.



Having donned his pointy ears and Aspect armour once again, Phil listened to the plight of the Eldar and rewarded them with a beautiful new Codex.

Ghost warriors play an increasingly important role in the fate of the Eldar race. But will the dead soon outnumber the living?

Phil: The Eldar have been known for many years as 'the dying race', the last survivors of a civilisation that now teeters on the brink of extinction. It's sad to think that a race that once held the galaxy in the palm of their hands fell into oblivion because of their own pride and decadence, and that only those with enough foresight and fortitude were able to escape what would become known as the Fall.

In the new Codex I wanted to focus on the tragic heroism of the Eldar and how they still fight on despite what appear to be impossible odds. They are trying to defend what's left of their race, turning millennia of knowledge to making war

machines that will stand through the rigours of battle, and harnessing the power of the dead. Such decisions are not made lightly though, because this is, essentially, necromancy, the manipulation of the dead – a practice that the Eldar find abhorrent. This is, to them, a horrific soul crime; ripping the spirits of the dead from the security of the infinity circuit and placing them in wraithbone constructs where their safety cannot be guaranteed in the crucible of war. But what choice do they have when extinction beckons?

This Codex delves deeply into the background of the ghost warriors and gives them a much larger presence in the Eldar army. A new HQ choice, the Spiritseer, enables you to take a whole force of Wraithguard backed up by Wraithlords and Wraithknights and supported by the aerial menace that is the Hemlock Wraithfighter. The Eldar are famed for being fast and fragile, so this style of army, which is relatively slow by comparison and phenomenally resilient, has a very different style of play.

There is also a new special rule for the Eldar – Battle Focus. When an Eldar dedicates themselves to something, they put every ounce of their being into it, perfecting it until they become as good as they possibly can be. This is why Fire Dragons are the ultimate tank hunters in Warhammer 40,000 and why Howling Banshees are probably the fastest, most-feared combat troops around. While Battle Focus is an excellent new aspect to their gameplay, and a great way to outwit and outmanoeuvre your opponent, never forget that your warriors are fragile and that one wrong move could lead to their deaths. The Eldar fight carefully and cautiously, working in harmony with each other to create a symphony of destruction that is nigh-unstoppable. Play the wrong tune, however, and your battle will become very difficult indeed. **DH**



AROUND THE STUDIO

From Terminators to Stormtalons, the Studio has been a hot-bed of hobby activity.

As ever our rounds of the Studio, speaking to designers and looking at all the new works in progress has revealed that plenty of hobby projects are also underway. Tammy Nicholls never fails to impress with her distinctive style of painting, and around her desk there is always something new (and beautifully presented) to look at. This time around it was her unique Deathwing Terminators that caught our eye. Jon Flindall's Inquisitor retinue also stood out with some beautiful conversions and painting, and we also found Stefano Carlini has been painting Stormtalons. **AT**



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- 1 For many years now, Jon Flindall has been obsessed with the Inquisition – these models are for a series of games he's planning to play in the near future.
- 2 Stefano was part of the Studio's Call to Arms series where he collected a Flesh Tearers army. Now, he's taking a break from the sons of Cretacia by painting Salamanders.
- 3 Tammy's Deathwing Terminators painted in her distinctive style – it might seem crazy, but she uses architect's fine liner pens to add details to her models.

THIS MONTH IN

FORGE WORLD

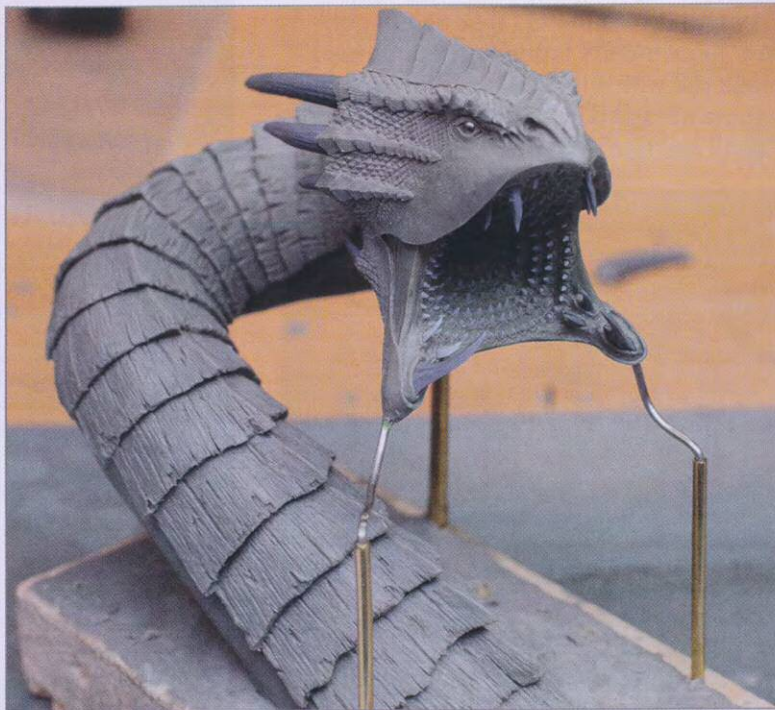
In what has become the highlight of their monthly duties, Adam and Erik journeyed into the glorious halls of the Forge World studio to see what they were up to this month. They beheld such sanity blasting joy, that they took some pictures and made their escape.

DREAD MAW

For the last month or so Keith Robertson has been labouring away on another great new monster, featured in Forge World's *Monstrous Arcanum* book – the Dread Maw. Keith has clearly been enjoying this project, and he's lavished details onto the model that are mind-blowing in their complexity – just look at the rows of tiny teeth in the Dread Maw's mouth or the scales on the side of its head. The scales on its head alone took Keith four days of solid sculpting – madness!



- 1 "Each scale on the side of the head was sculpted by hand. It's a long process, but actually quite relaxing to do," says Keith.
- 2 The Dread Maw rises up from beneath the ground to devour its prey with its many, many teeth.



LEGION PRAETOR

Edgar Skomorowski, perhaps best known for his beautiful Warhammer Forge sculpts, has turned his hand to a Space Marine hero this month. This Legion Praetor is very nearly finished and, as we're sure you'll agree, it looks marvellous.



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- 3 The face on the Legion Praetor is simply astounding – he looks like a battle-hardened warrior with years of experience.
- 4 Clutched in his armoured hand is an archeotech pistol, a rare and ancient weapon made with technology that has long since been lost.
- 5 The Legion Praetor in all his glory – Edgar says he has a few finishing touches to do to the model, but the results already look spectacular.

WARRIOR PRIEST

Forge World are renowned for their fantastic event-exclusive figures – models you can only buy when you're at an event, such as Games Day or a Forge World Open Day. This Warrior Priest of Sigmar is the latest Warhammer model for 2013.

The Warrior Priest has been sculpted by Edgar Skomorowski, and it's a masterpiece of fine details and striking character. The Warrior Priest's face is set in a mask of fearsome disdain and his armour is hung with all manner of trophies, fetishes and even scriptures.



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6 The Warrior Priest clutches two iconic warhammers in his fists.

7 Set onto the Warrior Priest's shoulder armour is a skull and a collection of melted candles.

KEITH'S HOBBY

While we were crowded around Keith's desk looking at the new Dread Maw, we couldn't help but notice all of his various personal projects on his shelf. As regular

readers will know, Keith is a seriously elite painter, and all of his models look beautiful. Here are a couple of units from his recent hobby escapades.



8

8 With Forge World enjoying making models for the Horus Heresy, Keith has caught the bug and begun painting a Death Guard army. This Assault Squad is one of his first units.

9 Keith also has an Eldar army, which is really quite topical for this month. "My army is a Craftworld Iyanden force, and seeing all the new Eldar models has got me quite excited," Keith said. "I think there is a Wraithknight and some new Wraithguard in my near future."



9

BLACK LIBRARY



In his time as an author for Black Library, Bill King has written about some of the most iconic characters in Warhammer and Warhammer 40,000.

BIG GUNS NEVER TIRE

Bill King tells us all about Lord Solar Macharius, the hero at the centre of his latest novel.

Andrew: Solar Macharius is a pivotal character in the Warhammer 40,000 universe – what drew you to him?

Bill: Originally I wanted to write about something on a more human scale than Space Marines, which up till then is mostly what I had been writing about in the 40K Universe. I think the 41st Millennium is a truly terrifying time, but it's significantly less so when you look out at it through the eyes of a genetically enhanced super-soldier. The Imperial Guard see the setting in the raw.

Historically the Macharian Crusade was one of the formative events of the era so I thought it would be interesting to look at. The main challenge in dealing with Macharius is that he is a lot smarter than me so I decided to use the device of looking at him through the eyes of some of his bodyguards.

AK: How do you find writing 'historical' events in Warhammer 40,000, as opposed to 'contemporary' stories?

BK: There's not a lot of difference on the micro-level of individual events and adventures. You can still treat these as you would any normal story because the whole of the Macharian Crusade has so far only been presented with the broadest of brushstrokes. I was pretty much free to deal with these as I would approach any other story.

This month we got to have a proper chinwag with legendary author Bill King about his latest book, *Fist of Demetrius*, the second instalment in the Macharian Crusade Trilogy. He tells us about writing about heroes, villains and the history of Warhammer 40,000.

Of course, on the macro-level, you know where the story is going and what the eventual fate of the main participants is bound to be. It's another reason for showing the narrative from below. Many of the characters who loom large in the story are not even footnotes in the history so there is dramatic uncertainty about their eventual fate.

AK: What can you tell us about *Fist of Demetrius*? Does it continue immediately on from *Angel of Fire*?

BK: *Fist of Demetrius* takes place about 10 years after the events of *Angel of Fire*. I wanted this trilogy to show snapshots of what was happening at different points of the Crusade. To do it chronologically would take about 50 books. The actual storyline deals with Macharius' attempts to recover the Fist of the title, an ancient artefact that may once have belonged to Leman Russ and which has fallen into the hands of the Dark Eldar. Macharius sets out to recover it. The book also features a cameo by the Space Wolves and a guest appearance by a very young Logan Grimnar.

AK: What's happened to Macharius between *Angel of Fire* and *Fist of Demetrius*? How has he changed?

BK: The events of the *Angel of Fire* changed him in some ways – he's a lot more driven and darker. An encounter with the servants



1

of Chaos will do that for you. He's also even more successful – he's had 10 years of almost uninterrupted victories which have made him enemies where he would least have expected to find them – in the Imperium itself. The sheer scale of what he has accomplished makes him seem like a threat to powerful people and he's starting to have to deal with the consequences of that.

With Macharius, the darkness comes more from seeing some of the things that underlie the nature of his universe – the fact that Chaos exists and will always be there, that there are powerful people in the Imperium who will always see him as the enemy no matter what he does, that the task he has set himself is too big for a mortal man to accomplish.

AK: Who's your favourite character in the new book?

BK: I am very fond of Ashterioth, the Dark Eldar villain of the piece, who covets the titular *Fist of Demetrius* for himself. He has a

very disturbing narrative voice but as with wicked characters there is a certain appeal there. There's a scene where he's in the middle of a battle, killing scores of people and making sure the bodies fall in an aesthetically pleasing manner that I am very proud of.

AK: You mentioned forces within the Imperium as enemies of Macharius – do you prefer writing these sort of conspiratorial foes to more outright villainous enemies?

BK: I would not necessarily go that far. It allows a different sort of drama with some variations in tone. I try not to do outright villains anywhere. No, let me rephrase that: I've done plenty of villains but in their eyes those characters have always seen themselves as the heroes of the story, or at least wronged, ill-done to or with reasons for getting up to any badness they were doing. Remember, as far as Grey Seer Thanquol was concerned, Gotrek Gurnisson was always the villain of the piece. **AK**

1 The cover art from *Fist of Demetrius* by Raymond Swanland.

PARTING SHOT

"Few have set eyes on
an Archon and kept
them in their sockets."

— Codex: Dark Eldar



JUNE 2013

HOBBY CALENDAR

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Eldar Advance Order May 25	26	27	28	29	30	31
Elder released June 1 WARHAMMER REGIMENT OF RENOWN WARHAMMER WORLD	2 LEGENDARY BATTLEFIELD WARHAMMER WORLD	3	4	5 Tickets on Sale: • Warhammer 40,000: Legendary Battlefields - Vidar's Fate • Warhammer: Legendary Battlefields - Vidar's Fate • Warhammer 40,000: Battle Brothers • Warhammer 40,000: Throne of Skulls • Warhammer: Battle Brothers	6	7
8 Hobbit BATTLE BROTHERS. WARHAMMER WORLD	9 Hobbit BATTLE BROTHERS. WARHAMMER WORLD	10	11	12	13	14
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