

WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL

THE HOBBIT:
AN UNEXPECTED JOURNEY

JULY 2013

£5.50 / €8 / 70 kr / 60 dkr / 25 zł / 50 rmb / ¥1000

WARHAMMER 40,000
APOCALYPSE



9 770263 871080



072

WHITE DWARF

JULY 2013

Editor: Jes Bickham
jes@whitedwarf.co.uk

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

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

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

Photo Editor: Glenn More
glenn@whitedwarf.co.uk

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

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

Designer: Kristian Shield
kris@whitedwarf.co.uk

Photographer: Erik Niemz
erik@whitedwarf.co.uk

Publisher: Paul Lyons
paul@whitedwarf.co.uk

This Month's Contributors:
Dave Andrews, Nick Bayton,
Chris Bilewicz, Carl Dallorn,
Gert D'Hollander, Eddie Eccles,
Jon Flindall, John French,
Jamie Forster, Nick Ho,
Carl Jackson, Rens Jansen,
Jervis Johnson, Phil Kelly,
Michael Knight, Dominic Murray,
Brian Nelson, Michael Perry,
Blake Spence, Dale Stringer,
Dave Thomas, Michael Wieske,
Cohen Wyl, Jeremy Vetock and
Steve Whitehead.

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

Special thanks to: Dave
Andrews, Ead Brown, Dave Cross
and the hobby support team,
Ben Jefferson, Michael Knight,
Wojciech Mijakowski, Alan
Merrett, Greg Milne, Katarzyna
Rudnicka, Bob Surgey, Rob
White, Kylla Whitehead, and
Roger Yates.

UK Team: Rik Turner,
Louise Wolstenholme

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

Registered in England and Wales
- Company No. 01467092

Product code: 60249999407

MEET THE WHITE DWARF TEAM

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



Andrew Kenrick
Deputy Editor



Adam Troke
Senior Staff Writer



Dan Harden
Staff Writer



Glenn More
Photo Editor



Bethan Beynon-Hughes
Digital Editor



Matthew Hutson
Lead Designer



Kristian Shield
Designer



Erik Niemz
Photographer

Copyright © Games Workshop Limited 2013 excepting all materials pertaining to the New Line theatrical productions: The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King, and THE HOBBIT: AN UNEXPECTED JOURNEY, which are © 2013 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. © Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s13)

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

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

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

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

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

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

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

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

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

www.games-workshop.com

GAMES WORKSHOP



NEW LINE CINEMA
A Time Warner Company



5 011921 043408 >



WHITE
DWARF

OPENING SALVO



Jes Bickham
Editor

Sometimes a regular game of Warhammer 40,000 just isn't big enough. Even in battles filled with Dreadnoughts, Land Raiders, Eldar Wraithknights, Riptide Battlesuits, Daemon Princes and Tyranid Carnifexes there's always room for a bit more of the epic; and that's where the mighty Apocalypse comes in.

This brand-new expansion for Warhammer 40,000 allows collectors to bring absolutely everything they own to the tabletop in massively exciting extra-large games of far-future conflict. It's a handsome hardback book with plenty of new rules to enable this but, more importantly, it offers you several distinct ways in which you can 'Apocalypse-ise' your collection; by adding Super-heavy vehicles and Gargantuan Creatures, or formations that allow you to take, say, squadrons of Flyers or Monstrous Creatures (and much more besides), or by simply adding units that you've always wanted to your collection.

Basically, Apocalypse is about freedom and belief-beggar escalation; forget the Force Organisation charts and paint up those three Baneblades you've always wanted. The release of two humungous new Apocalypse kits – the Khorne Lord of Skulls and the Tesseract Vault – should certainly give Chaos and Necron players cause for celebration. (When I got my hands on the Tesseract Vault I actually yelped a little with excitement.)

We've had terrific fun with Apocalypse this issue, so turn to page 66 to see how the White Dwarf team got their collections Apocalypse-ready, and then see us go to war with them in the Battle Report on page 80. May your own games of Apocalypse be as epic and enjoyable – and why not drop us a line and tell us all about them? Enjoy the issue!

4

FULL RELEASE LISTING

50

ARMY OF THE MONTH

54

WAR DIARY

60

JERVIS JOHNSON

64

THE ROAD TO APOCALYPSE

66

BATTLE REPORT

80

PARADE GROUND

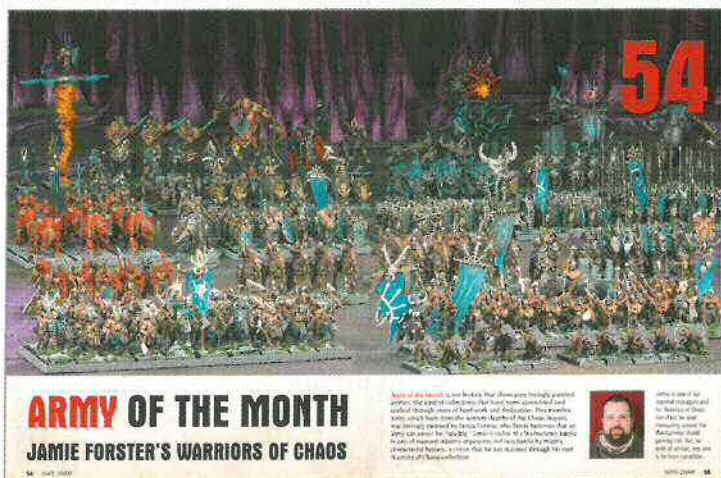
106

[illegible]

NEW RELEASES

The greatest battles of our time are upon us! Warhammer 40,000: Apocalypse is released this month, with much fanfare and some amazing new stuff. There is the Great Khorne Lord of Skulls, a Necron Tesseract Vind and a huge hardback book bursting with thrilling content. Big battles have never looked so exciting. Join us as we take a look at all the latest products from the Design Studio and beyond.

With the angle beam of a Sonotek tool burning large holes into the underside of the Tropic party blanket.



ARMY OF THE MONTH

JAMIE FORSTER'S WARRIORS OF CHAD

None of the results is so broken that shows very brightly painted, and the type of collection that have been associated with and crafted through years of hard work and dedication. The members today, which have been the primary focus of the Chinese Academy, are being passed on to future generations, who have believed that they can assist for help. Under the name of a traditional, but in only of modern library, organization, and two fields by major, developed libraries, a vision that has been achieved through the use of a variety of basic collection.



James is one of the regional managers and for Marketing in China. On 21st he got something about the Macquarie bank getting into the bank of China, and he was with a lot of other people, and he was very nervous.



THE ROAD TO APOCALYPSE

[illegible]

BATTLE REPORT

SIEGE OF THE ANGELS' REDOUBT

Locked in battle against the Legions of Chaos on the fortified world of Nymdus, the Angels of Death find themselves outnumbered and suspended when a more ancient foe awakes. The Space Marines must hold the Wall of Mortars in a desperate fight to the death.

Julian: But our idiosyncratic gutter marchers needed a few functions to hold the cottage looking like an armory, and the absorbing array of jewelry that Philip and his lovely assistant had made for us, we needed to take the classic elements of Design Methodology: Color, Shape, Material and give it a subtle twist.

80



CITADEL HALL OF FAME 112

Miniatures design veteran Michael Perry nominates Brian Nelson's spectacular Vampire Counts Necromancer to the Citadel Hall of Fame.

PAINT SPLATTER 114

Seen something in the magazine that you fancy painting? In Paint Splatter the White Dwarf team give you tips and suggestions for painting new models, from the Necron Tesseract Vault to the Khorne Lord of Skulls.

JEREMY VETOCK 122

Massive games are often the most memorable, and can leave a lasting impression on all who take part. Hobby guru Jeremy Vetock takes an irreverent look at (and offers his advice on) arranging and enjoying big battles.

WHERE TO BUY & WHAT'S ON 124

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

THIS MONTH IN... 141

White Dwarf: Between playing games in the White Dwarf hobby room, painting new models and preparing for this month's Battle Report there's been lots going on in the White Dwarf bunker. Come take a look at our hobby month.

The Design Studio: There has been plenty afoot in the Design Studio this month, with two new Super-heavy kits, as well as a selection of amazing scenery unleashed. We speak to the designers to get the low-down on all the new models.

Forge World: The unflinching efforts of the Forge World team mean that there's never a dull moment in their glorious realm of resin kits – we take a look at what's going on in their studio this month.

Black Library: John French, author of *Ahriman: Exile*, joins us in the bunker for a chat about fate, sorcery and the Thousand Sons' greatest villain: Ahzek Ahriman.

JULY HOBBY CALENDAR 157

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



NEW RELEASES



The greatest battles of our time are upon us! Warhammer 40,000: Apocalypse is released this month, with much fanfare and some amazing new stuff. There is the brutal Khorne Lord of Skulls, a Necron Tesseract Vault and a huge hardback book bursting with thrilling content. Big battles have never looked so exciting. Join us as we take a look at all the latest products from the Design Studio and beyond.

With the mighty form of a Tesseract Vault looming large behind them, the phalanxes of the Necron army advance.



WARHAMMER 40,000 APOCALYPSE

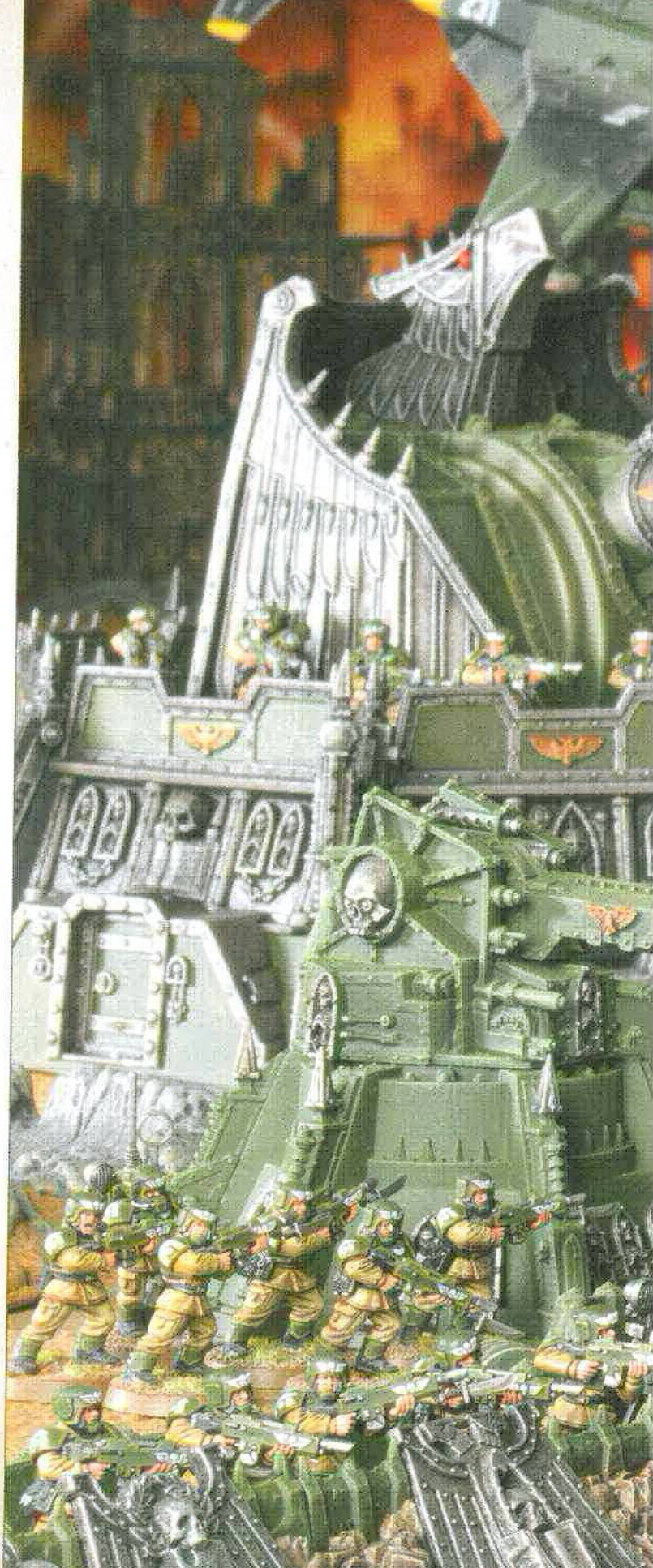
KHORNE LORD OF SKULLS

The largest of all the Daemon Engines made so far, the Khorne Lord of Skulls towers over the rest of the Chaos Space Marine army. Everything about the Lord of Skulls conveys a singularity of purpose: the slaughter of the foe. Heavy-duty tracks and a bulldozer blade crush all who fall before it, a massive chain-bladed axe fells any foe no matter how big, and huge cannons slay entire squads at once.

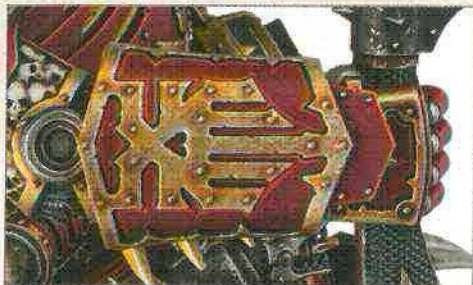
Every surface of the model is covered in fantastically ornate detail, not to mention a ridiculous number of skulls. The distinctive symbol of Khorne appears everywhere you look, worked into the extensive filigree and stamped onto every section of track. Even the head crest is shaped into a stylised icon, in the manner of the plastic Khorne Berzerkers. My favourite instance of this is the dozer blade that dominates the front of the hull; it's fashioned from nothing more than a giant Khorne sigil packed with skulls.

The Lord of Skulls has a great deal of design cues in common with the other Daemon Engines too (the Helderake and the Maulerfiend in particular) from the look of the exhaust stacks and the segmented design of the armour plates, to the tiniest of details such as the heat vents covering the hull.

It's a great kit to build too, and one that comes together satisfyingly quickly. I built mine over a couple of lunchtimes and found myself constantly staring at it throughout the day. There are quite a few options, including a couple of head designs and two separate crests. There are different gun options for the belly and arm too, the coolest of which has to be the skullhurler; lots of gnashing skulls packed into a bigger skull. Skulls for the skull god, indeed. **AK**







1



2



3



4



5



6

- 1 The icon of Khorne adorns a vambrace the size of a Space Marine.
- 2 There must be countless hundreds of skulls sculpted onto the model.
- 3 The star of Chaos on the left shoulder pad is also stuffed with skulls.
- 4 The right shoulder pad is patterned with the stylised skull of Khorne.
- 5 Gargoyles in the shape of Juggernaut heads adorn the blood tanks.
- 6 The model is armed with a gigantic chainaxe.

WARHAMMER 40,000 APOCALYPSE

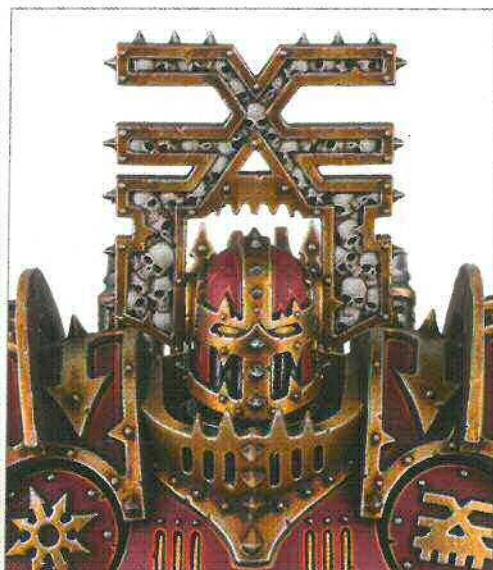
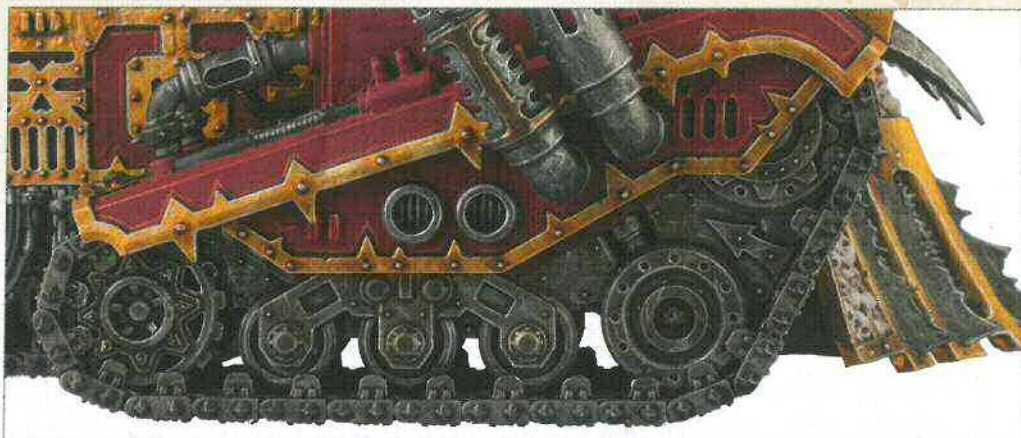
KHORNE LORD OF SKULLS

Wrought only by the most ambitious of Warpsmiths, the Khorne Lord of Skulls is a grotesque Daemon Engine powered by the boiling blood of murderers. As it wreaks carnage with its arsenal of weaponry, this iron beast grows in anger.





- 1 The Lord of Skulls rumbles into battle on four heavily armoured track sections.
- 2 The symbol of Khorne is sculpted all over the Lord of Skulls, including on the ornate filigree that decorates every surface.
- 3 Even the treads of the Lord of Skulls' tracks are decorated with tiny sigils.
- 4 The exhausts on the side of the track units can be affixed in a variety of different places.
- 5 Ornate chimney stacks and exhaust ports stud the back of the Lord of Skulls.
- 6 The kit comes with two different designs of helmet – this leering daemonic face and an enclosed helm.
- 7 Either helmet can be adorned with either design of crest, both of which form the iconic crest that has always been synonymous with warriors of Khorne.





8



9



10



11

- 8 A Khorne Lord of Skulls, armed with a gorestorm cannon and a skullhurler.
- 9 The ichor cannon spits a great gobbet of blood.
- 10 The daemongore cannon fires a gout of boiling filth at the foe.
- 11 The infernal power plant on the back of the Lord of Skulls. The segmented design of the spine shares many design cues with the Heldrake.

WARHAMMER 40,000 APOCALYPSE

NECRON TESSERACT VAULT

Entombed in the centre of the Tesseract Vault is a Transcendent C'tan, a mighty shard of divine power that was once one of the Necrons' deadliest foes. Now it is trammelled and used for war, the living metal walls that surround it both a prison and a focus for its blinding puissance.

Such is the elemental might of the C'tan that the walls of the Tesseract Vault are perpetually being destroyed by the insane energies the star god generates. It is only the unceasing ministrations of the Canoptek Leech constructs arrayed around the exterior of the Tesseract Vault that keep the C'tan in check; these, and the Sentinel that encloses the C'tan itself in a force shield generated by eight writhing mechanical tendrils.

This gigantic new kit is nothing less than the Necrons' ultimate machinery of destruction. Resembling a massive, disassembled Monolith with an energy-wreathed deity at its centre, the Tesseract Vault's intricate, exploded structure is emblematic of the Necrons' layered hyper-technology. It's a futuristic cage for a creature from nightmare and, along with the Khorne Lord of Skulls, a perfect centrepiece for your games of Apocalypse.

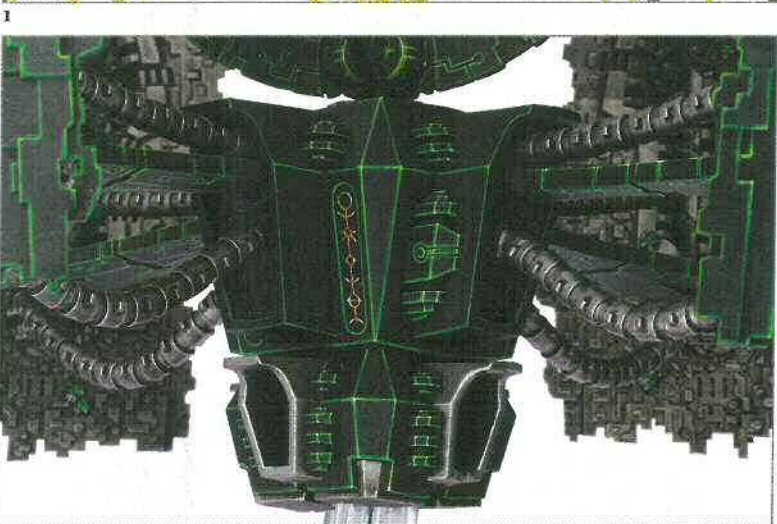
Surprisingly simple to assemble, the kit also comes with a plentiful 40 separate Canoptek Scarabs that you can attach wherever you like on the model, most obviously on areas where the raw power of the C'tan is ripping the Vault apart. There's a wonderful narrative inherent in swarms of tiny robot beasts scurrying to repair the damage the star god has wrought, and thus keep it imprisoned and controlled. **JB**

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





NECRON TESSERACT VAULT



1 A Transcendent C'tan is imprisoned at the heart of the Tesseract Vault.

2 Conduits and cabling channel the energies emanating from the C'tan to devastating effect.

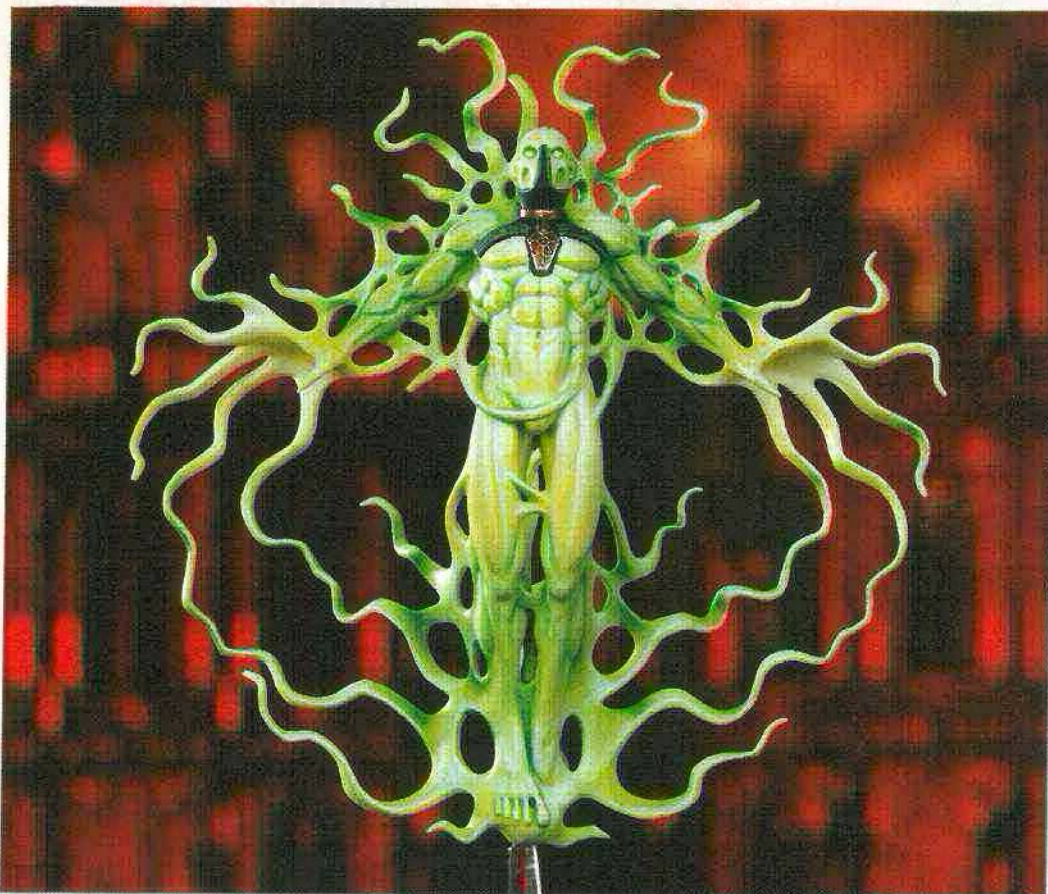
3 Ever-vigilant guardian constructs are docked with the hull.

4 The C'tan is imprisoned within a cage partially formed of its own energy and watched over by a Canoptek Sentinel.

5 The interior of the Vault is highly detailed, covered in armour panels and repair Scarabs.



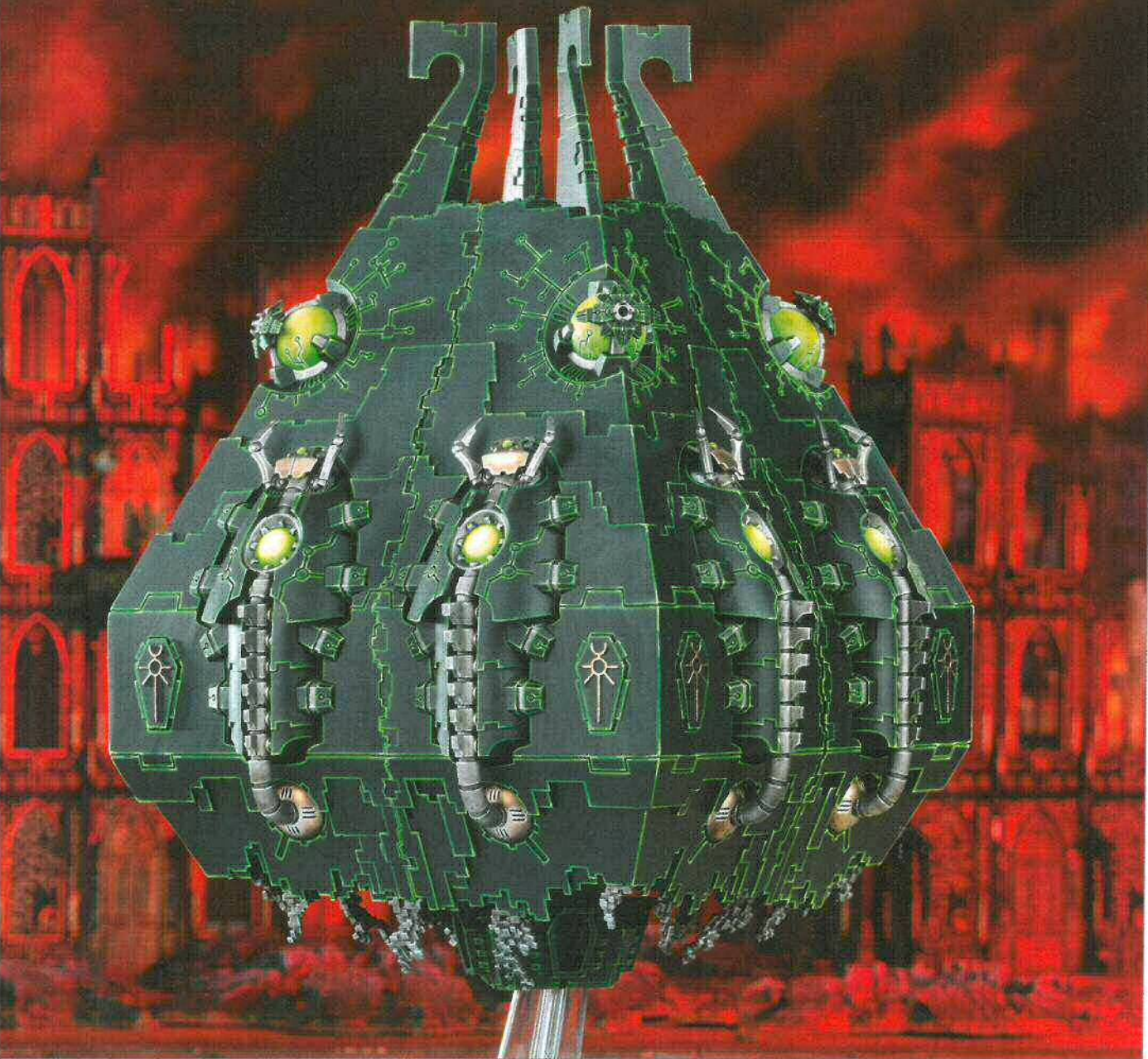
WARHAMMER 40,000 APOCALYPSE TRANSCENDENT C'TAN



- 6 If you assemble the model as an Obelisk, you can mount the Transcendent C'tan on a flying stand and use him as a unit in his own right.
- 7 A Transcendent C'tan is at once the Necrons' most powerful weapon and deadliest foe, but in times of great peril they are unleashed upon the enemy army.

6 While the Tesseract Vault represents an awe-inspiring culmination of the Necron war effort, it is by no means the last word on the lengths this ancient race will go to in order to achieve victory. In times of direst need, Nemesors driven to final deeds of desperation will unleash a Transcendent C'tan from the shackles of a Tesseract Vault, allowing it free destructive reign on the battlefield – an act as dangerous to the Necrons as it is to the enemy. The Transcendent C'tan from the Tesseract Vault kit can be removed from its hyper-dimensional prison and used as a unit in its own right in your games of Apocalypse; wreathed in ribbons of transluminal energy, it is a striking miniature that also perfectly complements the C'tan Shards of the Nightbringer and Deceiver. With a white undercoat and use of a few Shades, it's also possible to achieve a dramatic paint job with ease. **JB**





WARHAMMER 40,000 APOCALYPSE **NECRON OBELISK**

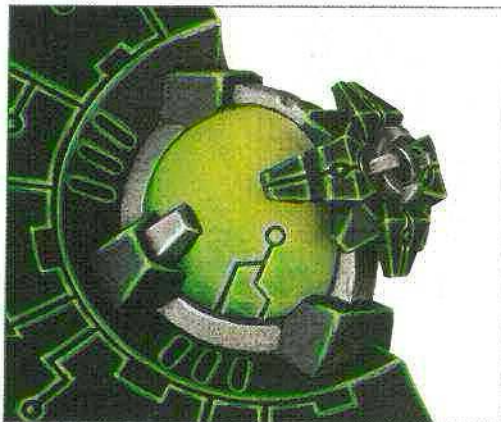
When the skies of the 41st Millennium grow dark with the shadows of dogfighting flyers, the Necrons deploy the mighty Obelisk – a hulking construct that blows enemy aircraft out of the sky and obliterates them with an earth-shaking gravity pulse.



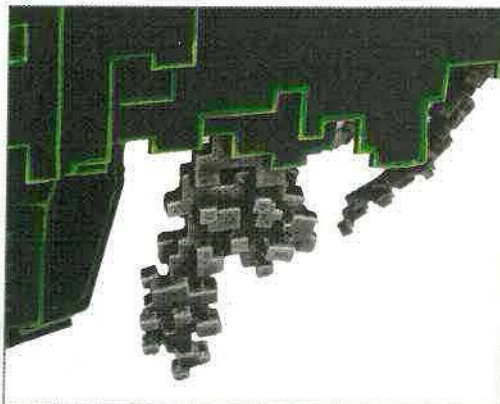
1

The cyclopean mobile fortresses known as Obelisks are able to remain dormant and undetected beneath the surface of a Tomb World for millions of years. When conflict calls, though, they course with the arcane power of the Necrons and awake, rising to dominance far above the war-torn surface of their planet, utilising gravity itself to eliminate enemy aircraft and annihilating ground-based targets with their eldritch tesla spheres.

This floating bulwark of destruction is an alternative assembly made from the Tesseract Vault kit (and should you choose to make an Obelisk, you'll get a Transcendent C'Tan to assemble too). Mounted on a flying base, the Obelisk hangs high above the battlefield; it's easy to imagine it blotting out the sun with its doom-laden vastness. Whereas the Tesseract Vault sports crumbling metal tiles pulled towards the C'tan at its centre, the Obelisk cunningly utilises the same components to intimate its skyward ascent, pitted metal plating falling to the earth below as it does so. **JB**



2



3

- 1 The Necron Obelisk drifts at the vanguard of the Necron advance, ready to ward off enemy flyers with its gravity pulse.
- 2 Tesla spheres are mounted on each corner of the Obelisk, potent medium-range weapons capable of driving off enemies foolish enough to stray too close.
- 3 When a dormant Necron Obelisk detects an enemy flyer it rises from the ground to activate its weapons – the metal tiles sloughing from its hull create the impression that the detritus of ages is slowly crumbling down beneath it.

MASTER OF THE MARCHES

As well as leading an entire Company of Space Marines in battle, the Master of the Marches has the duty of overseeing the deployment of the Chapter's fighting strength. It is to his knowledge of Chapter dispositions the Chapter Master turns when readying for war.

The Master of Marches is wholly devoted to his duty as he gazes at a massive length of parchment containing critical data. The model is made from Citadel Finecast resin, and contains a wealth of crisp details, such as the cyber-cherub holding a large scroll. The Master of The Marches has ribbons of parchment hanging from his detailed armour and a long cloak with crisp folds. The twin vox-casters on his backpack imply that he must often project orders across the noisy battlefield. **AT**



1



2



3



4



5



6

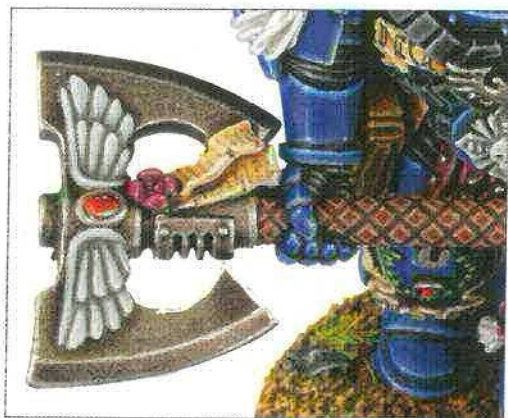
- 1 Held aloft by a shrouded cyber cherub is a long sheet of parchment – containing precious information about Chapter strengths and force arrangements.
- 2 The Master rests his hand on a staff of office.
- 3 With the cyber cherub and the Master's pose, the model has the feeling of a diorama.
- 4 The Master of The Marches wears a vox-mic to amplify his orders and instructions through the large vox-casters mounted on his back.
- 5 A fearsome skull is embossed on the Master's shoulder pad.
- 6 A large Imperial eagle bearing the numeral for the 5th Company proclaims the Master's position as commander of one of the Ultramarines companies held in strategic reserve.

LORD EXECUTIONER

The master of the Assault Company, the Lord Executioner is a brutal and direct soul – not so much given to glittering heroics and flamboyant challenges as short, bloody and efficient close combats.

The model clutches a large double-bladed battle axe in his hands and is walking purposely forwards, with the expression of a stone cold killer on his face as he heads towards his grim duty. His armour is impressively detailed with embossed skulls, scrollwork and plenty of purity seals. Of all the Space Marine Captains the Lord Executioner is the most menacing, with posture, pose and expression brilliantly combined; this Citadel Finecast miniature is rich with drama indeed. **AT**

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



7



8



9



10



11

- 7 The Lord Executioner carries a huge power axe.
- 8 Winged skulls and purity seals adorn the Lord Executioner's Jump Pack.
- 9 From above you can see the amount of detailed scrollwork on the Lord Executioner's jump pack.
- 10 As commander of the 8th Company, the Lord Executioner's shoulder bears assault markings.
- 11 The side of the Lord Executioner's head shows evidence of invasive bionics.

WARHAMMER 40,000 APOCALYPSE

MASTER OF RELICS

The **commander** of the Devastator Company, the Master of Relics is an unmatched expert in the tactics of long-ranged warfare. He is also the custodian of the Chapter's many technological masterpieces, the most dangerous of which are brought to the battlefield in times of exceptional strife.

The Master of Relics is a Citadel Finecast miniature clad in MK V Heresy armour, and armed with an impressive combi-plasma gun. His pose is one of stoic watchfulness as he directs a withering look upon some distant foe. On his backpack the aim of his targetting array matches the angle of his gaze, doubtless gathering telemetry information for his Devastators. The Master of Relics' armour is decked out with a host of little details, from purity seals and a curious servo skull to a grenade dangling from his breastplate. **AT**



1



2



5



3



4

- 1 A formidable backpack provides power for the Master's weapons and targeting systems.
- 2 As master of the 9th Company, he wears Devastator iconography.
- 3 A communications dish and massive targeting array loom behind the master's head.
- 4 The Master of Relics has a beautifully captured, undeniably severe, expression on his face.
- 5 The wire-laden, targeter equipped servo skull.

WARHAMMER 40,000 APOCALYPSE

MASTER OF RITES

The **Master of Rites** is charged with recording and preserving the martial traditions of the Chapter – a bombastic, courageous warrior with unswerving loyalty to his battle-brothers.

There's a real sense of martial pride and fervour to this model – the Master of Rites has one fist clutched to his breast while the other raises high a sceptre of office. His mouth is open in a triumphal shout while his face bears the scars of hard fighting. The sizeable servo-skull with vox-caster that amplifies his warcries is anchored near his feet by a weighty pair of censors. It's easy to imagine the Master of Rites roaring inspiring rhetoric and calling upon his battle-brothers to remember their duty and heritage, even as they clash with the foe. **AT**

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



6



7



8



9



10

6 A laurel wreath adorns the master's shoulder pad. There is space to apply your own design to the round detail area.

7 As commander of the 6th Company, the Master of Rites wears a tactical shoulder marking.

8 There are lots of cool armour details, such as skull-marked pteruges.

9 The backpack's power plant charges the master's vox array.

10 The baton is the Master of Rites' sign of office.



WARHAMMER 40,000 **APOCALYPSE**

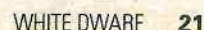
Apocalypse is the game of massed battles, where titanic armies clash over huge battlefields. Hundreds of tanks and colossal Titans duel across ruined cities, while entire regiments lay siege to immense fortresses. This is where warriors die in their thousands and heroes make their mark on the galaxy.



- 1 Impressive photographs depict armies arrayed for war in titanic clashes of men and machines.
- 2 Strategic Assets add a twist to your games.

- 3 The Apocalypse book contains a whopping 112 datasheets.
- 4 Clear rules explain how to unleash the mightiest of war machines.

5



WARHAMMER 40,000 APOCALYPSE



the battle scenes that have been laid out with beautifully painted miniatures. It's easy to lose yourself in these sweeping vistas, several of which are on fold-out pages so that you can appreciate the immense scale of the battles.

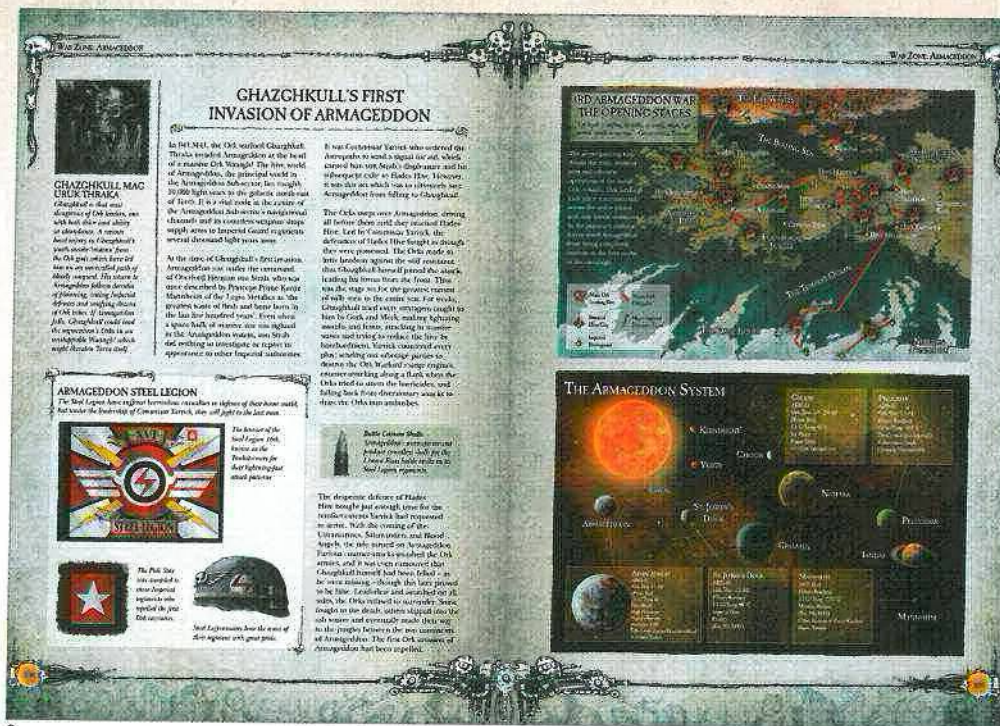
Apocalypse battles give you the chance to field dozens of units and formations that you wouldn't normally use in a smaller game. These units are represented by datasheets and there are 112 of them in the book, detailing everything from Stompas and Shadowswords to an Infinite Phalanx of Necron Warriors or a Carnifex Crusher Brood. The book even features a specific warzone: the Third War for Armageddon, that allows you to recreate the historic war between the forces of the Imperium and the unstoppable might of Ghazghkull Thraka's Ork Waaagh!

My favourite part of the book is the special rules that turn Apocalypse into much,

much more than simply massive games of Warhammer 40,000. There are six new scenarios to play and several dozen Strategic Assets, which allow you to outmanoeuvre your foes, place minefields in front of them or bombard them from orbit. Unnatural disasters erupt across the warzone: magma storms fall from the sky while seismic explosions rip apart the battlefield. Your Warlords can even perform heroic acts during the game, which could potentially turn the tide of battle. Just make sure they don't get killed while doing it – there's nothing quite so tragic as having your commander blown to bits in their finest hour.

Apocalypse is the perfect gateway to truly epic games of Warhammer 40,000 – the ones you've always wanted to play, but never quite got around to. So what are you waiting for? Endless war awaits you! **DH**

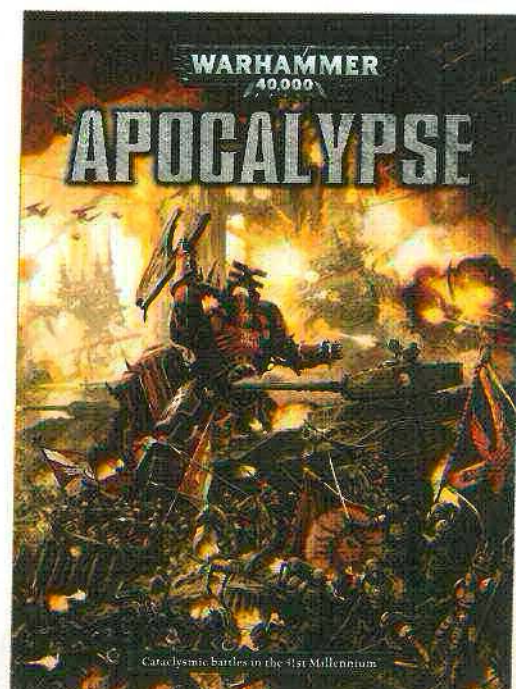
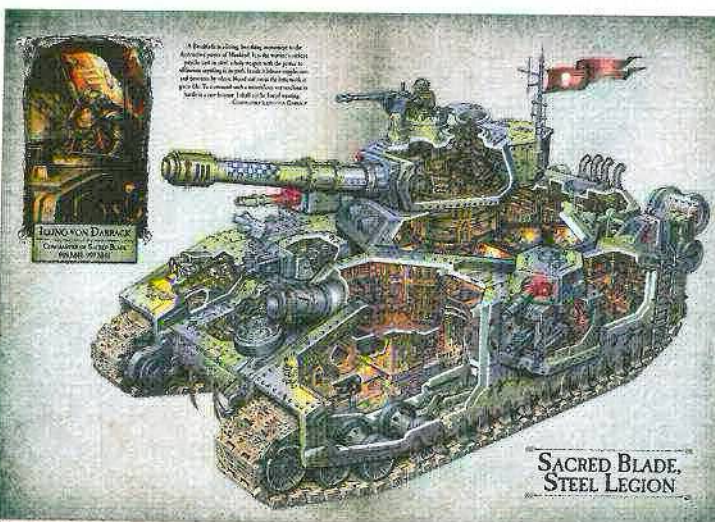
Full details for this month's releases are on page 50.

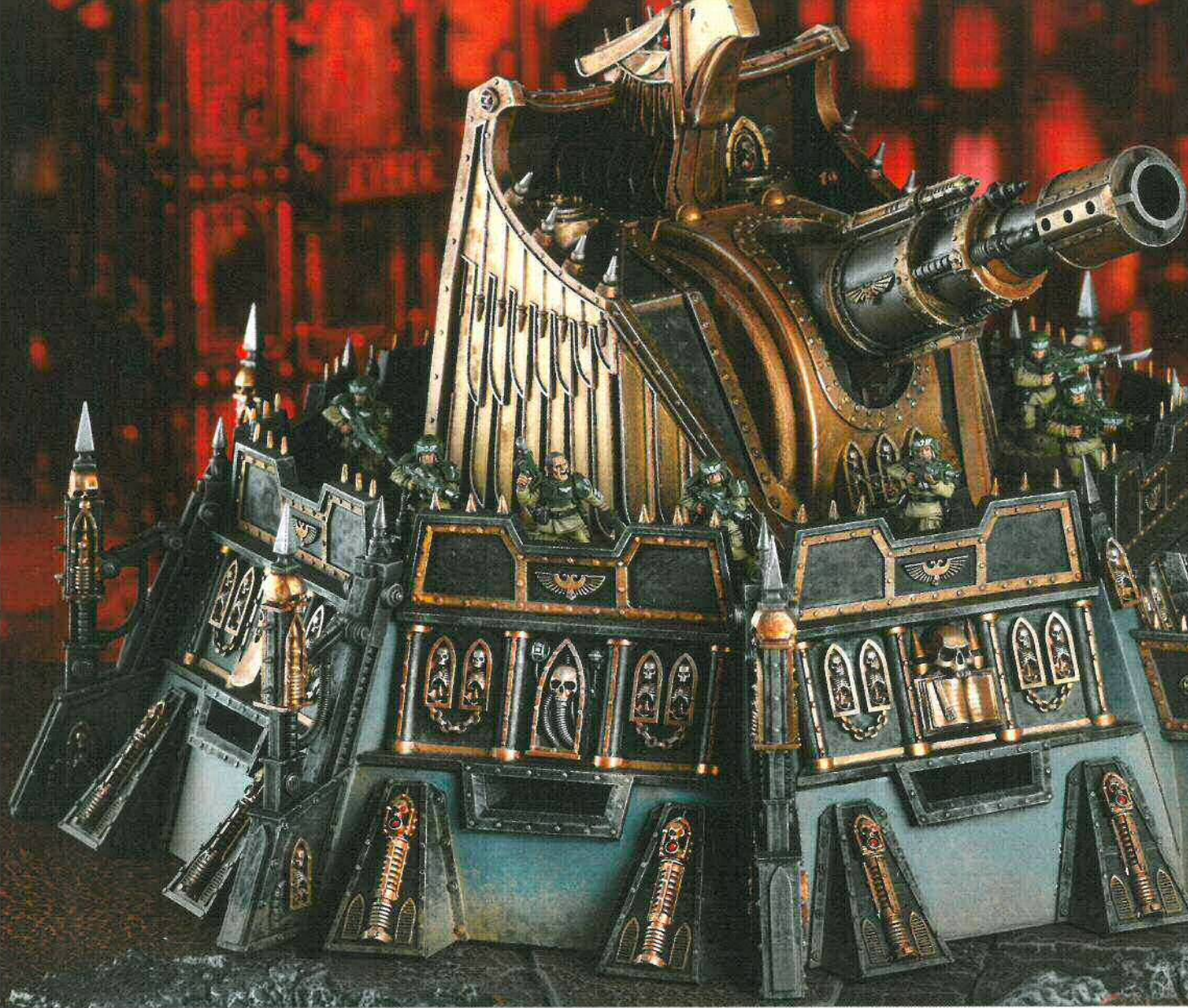


- 1 The miniatures and hobby showcase section includes many of the galaxy's greatest heroes.
- 2 The Armageddon Warzone section explains the campaign in unflinching detail.
- 3 Evocative background is paired with stunning artwork to immerse the reader in the universe of Warhammer 40,000.
- 4 The book has hidden gems within it, such as this cutaway diagram of a Baneblade.
- 5 The glorious cover art by Alex Boyd.



"The illustrations are vast in magnitude, as are the battle scenes that have been laid out with beautifully painted miniatures."





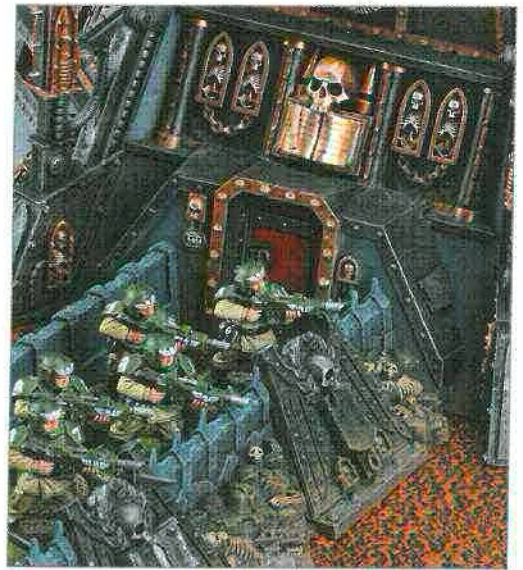
WARHAMMER 40,000 APOCALYPSE

AQUILA STRONGPOINT

The **Aquila Strongpoint** is a massive fortification capable of mounting some of the largest and most devastating weapons ever employed in planetside warfare. Armed with either a macro-cannon or vortex missile battery, the Aquila Strongpoint has the firepower to obliterate any target on the battlefield.



Even before you factor in the massive gun (or bay of vortex missiles) on the Aquila Strongpoint, it's an impressive plastic kit – a two-level bunker with a host of firing slits and two large, armoured parapets. Every surface is covered in detail, with lancet-shaped alcoves housing skeletal sculptures and decorated buttresses and armoured bunker doors. The main feature of the Aquila Strongpoint must be its weapons. The macro-cannon is mounted on a huge turret, shrouded by the wings of the eagle from which the Strongpoint derives its name – but if you lift the macro-cannon off, you can reveal the vortex missiles. It's an ingeniously simple way of adding variety to this impressive bastion of far-future warfare. **AT**

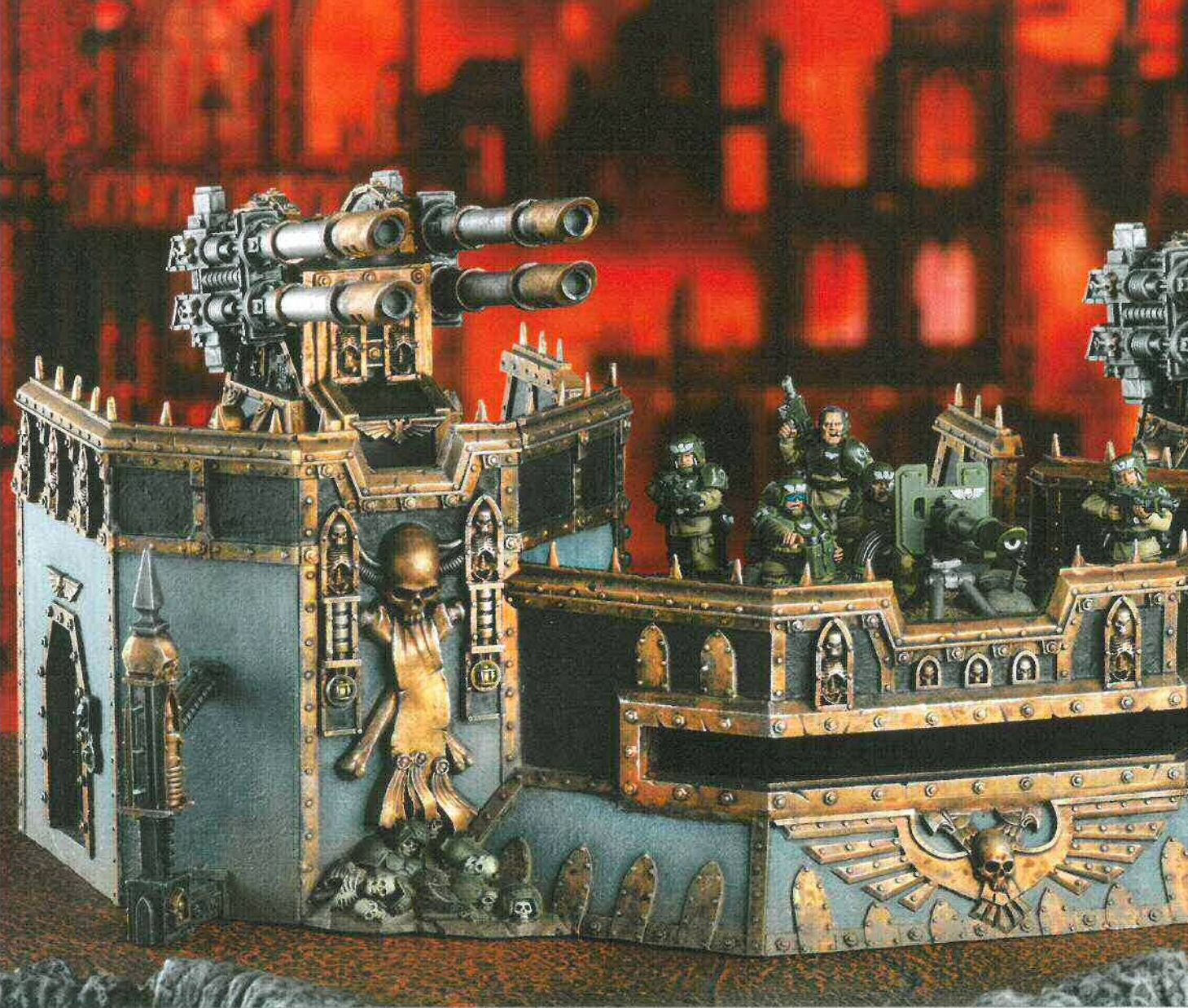


1



2

- 1 The Aquila Strongpoint can be connected to the Wall of Martyrs Imperial Defence Line at any of its armoured bunker doors.
- 2 If you remove the macro-cannon you reveal a battery of seven vortex missiles, enabling you to field the Vortex Missile Aquila Strongpoint. Each missile is an incredibly dangerous weapon, capable of causing cataclysmic damage to anything it hits.

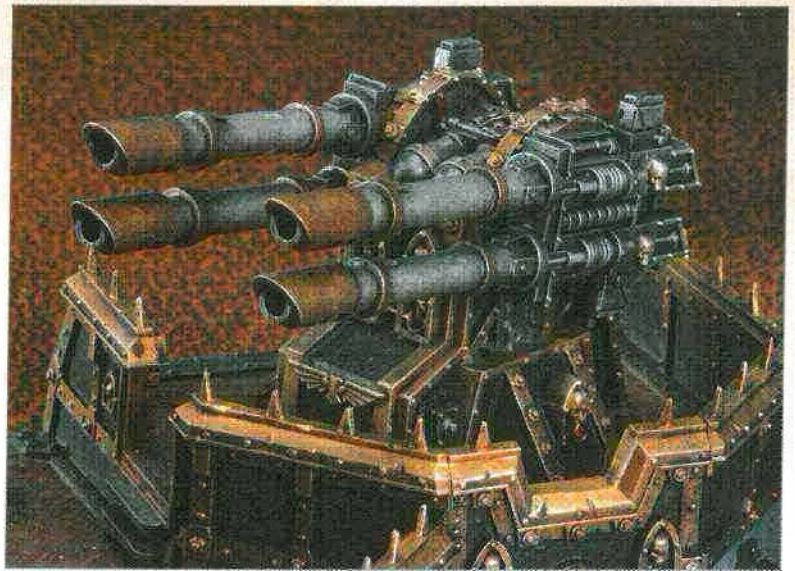


WARHAMMER 40,000 APOCALYPSE **FIRESTORM REBOULT**

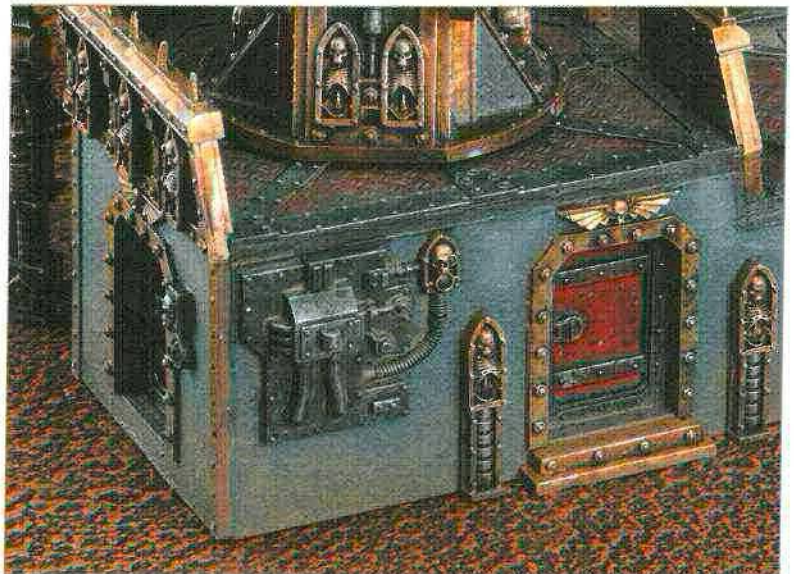
The defensive fortifications known as Firestorm Redoubts are the quintessential anti-aircraft weapon, beloved of Imperial commanders galaxy-wide. With strong armour, a bunker for defending troops and two quad-linked icarus pattern lascannons, the Firestorm can pummel enemy flyers with impunity.



The **Firestorm Redoubt** is a sizeable bunker with a trio of armoured parapets. A large Imperial Aquila on its front declares allegiance to the Imperium and a host of other details, such as buttresses, spiked crenellations and sculpted banners root it within the 41st Millennium. The most obvious feature of the Firestorm Redoubt is the pair of quad-linked icarus pattern lascannons mounted on its roof; these massive anti-aircraft guns look very imposing. The Firestorm Redoubt fits comfortably alongside the rest of the scenery in the Wall of Martyrs, and connects to the Imperial Defence Line without hiccup – making for an impressive, continuous fortification. **AT**



1

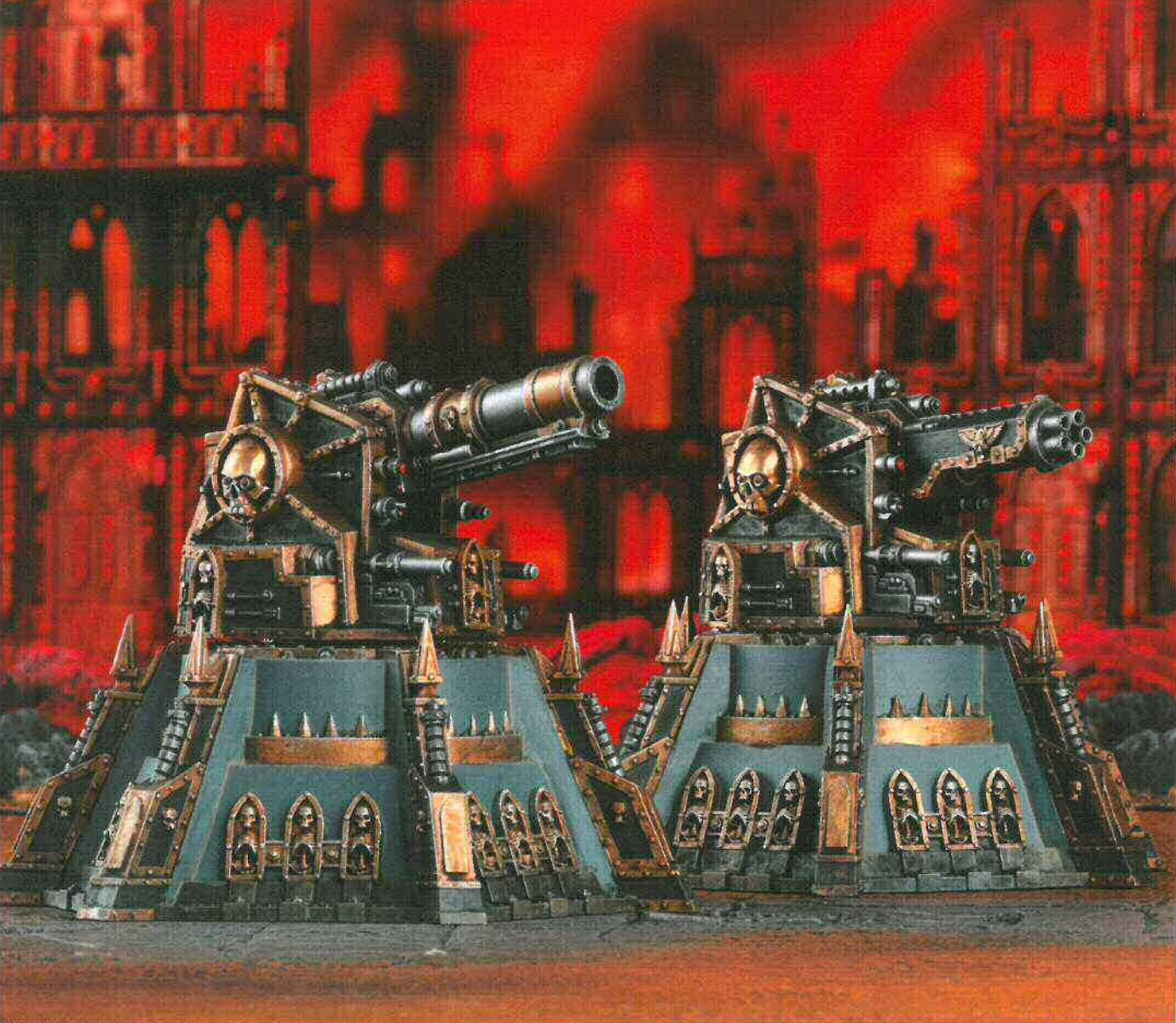


2



3

- 1 The Firestorm Redoubt boasts two quad-linked icarus lascannons mounted on ornately detailed battlements, complete with spikes, skulls and metal banding.
- 2 The Redoubt has four doors into it, each of which comes with small steps that can be attached or left off...
- 3 ... So that it can be attached to the Wall of Martyrs Imperial Defence Line, effortlessly integrating it into the wider defence network.



WARHAMMER 40,000 APOCALYPSE

VENGEANCE WEAPONS BATTERY

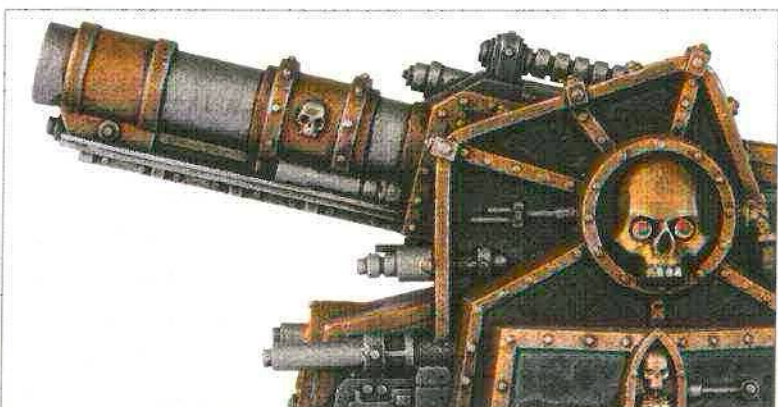
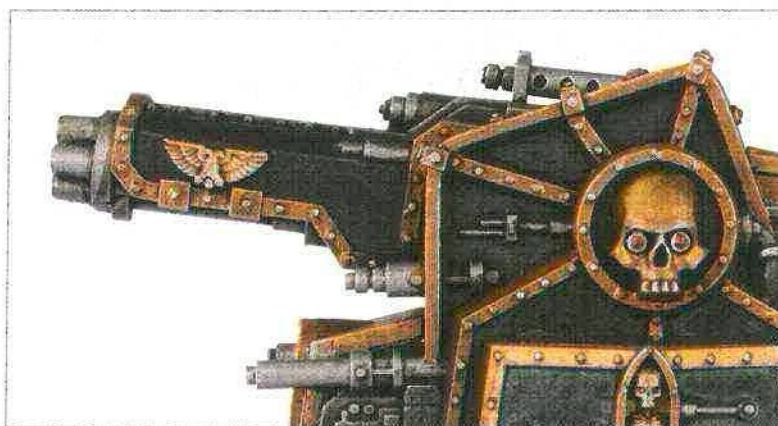
Vengeance Weapon Batteries are automated defence weapons that can be found on countless battlefields across the length and breadth of the Imperium. Perfect for guarding pivotal areas of the battlefield, they are clad with thick armour plates and boast a powerful main gun.



- 1 Cadian Shocktroopers form up around the massive firepower of the Vengeance Weapon Batteries, ready to repel another enemy attack.
- 2 The punisher gatling cannon; a rapid-firing weapon that unleashes a torrent of hard rounds at the foe.
- 3 The battle cannon fires high explosive shells that are capable of shredding enemy infantry and even knocking out tanks.

The Vengeance Weapon Battery set contains two plastic Vengeance Weapons, each with an option of two main guns (punisher gatling cannons and battle cannons). The kit is covered from top to bottom in the gothic imagery for which Warhammer 40,000 is renowned. Morbid decorations adorn its flanks and fearsome spikes point skyward from its buttresses; there's even a maintenance hatch on the back so tech-adepts can minister to the gun's machine spirit. The kit is fantastically simple to build – a matter of minutes has it assembled and ready to paint and, as sculptor Dave Andrews proves on page 118, it takes well to techniques such as drybrushing and washes.

From the gaming perspective these are just great fun to use on the tabletop. Judicious use of glue enables you to traverse your turrets through 360° and gives you a degree of elevation, so you can turn your guns to aim at targets when you're playing. It might sound silly, but seriously – just try doing it without making mechanical noises. **AT**





1

WARHAMMER 40,000 **APOCALYPSE COLLECTOR'S EDITION**

Sealed within a glorious travelling case, decorated with spectacular debossed detail and the sigils and signs of the Inquisition – along with the marks of planets visited by the ultimate sanction – lies the Warhammer 40,000: Apocalypse Collector's Edition.

The **Apocalypse Collector's Edition** is the ultimate collector's accessory. The set is presented as Inquisitor Torquemada Coteaz's campaign chest, filled with books and papers which, at first glance, appear to be Munitorum-issued volumes, tracts and booklets. The evocative appearance of the items in the case conceals their functionality – look past the thematic covers and you'll see everything you will find in the Apocalypse book, but arranged in such a witty and imaginative way as to make it very special. The set also includes the Warzone: Pandorax book, detailing a vicious war fought between the Dark Angels, Grey Knights and Chaos Space Marines. This Warzone book won't be otherwise available for several months. **AT**

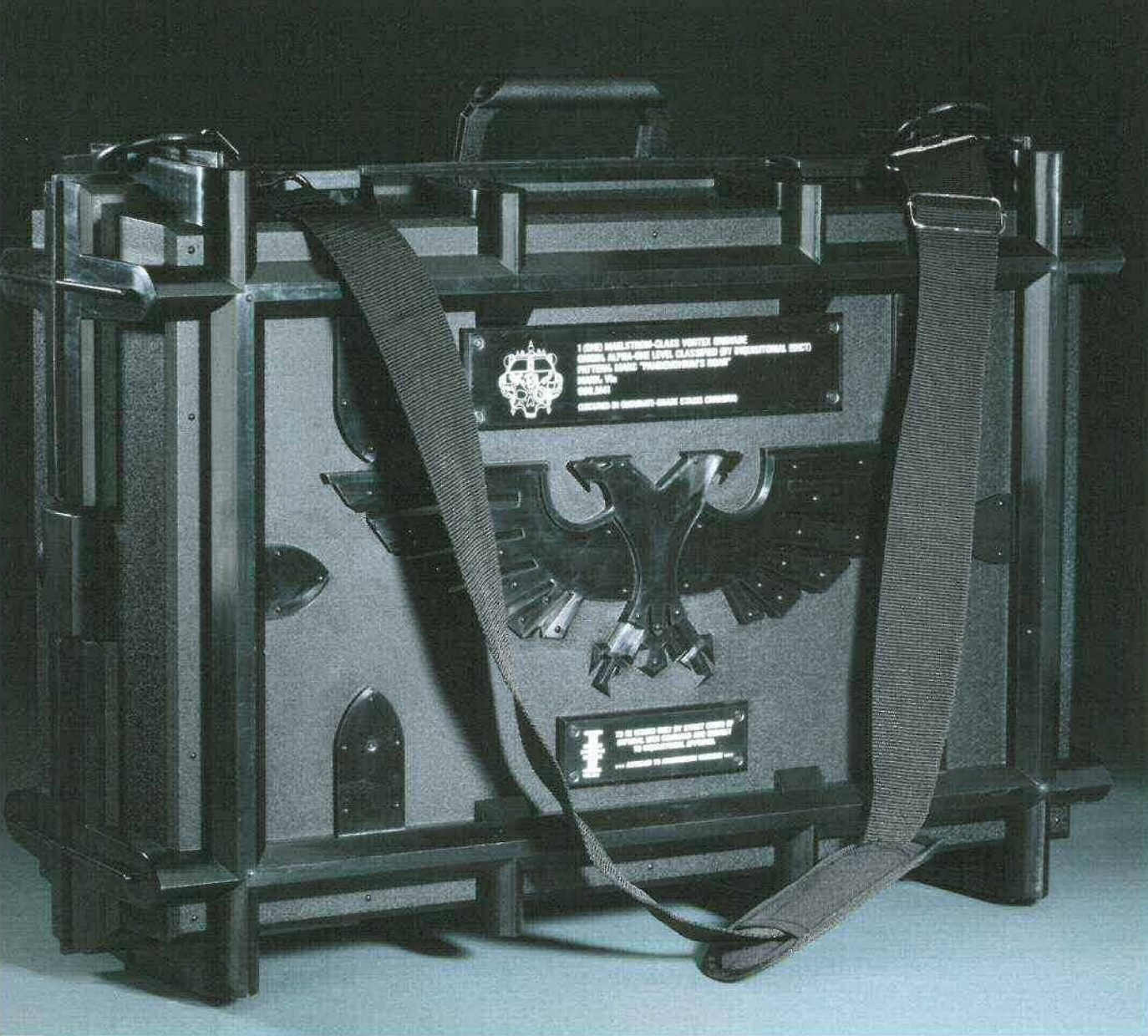


2



3

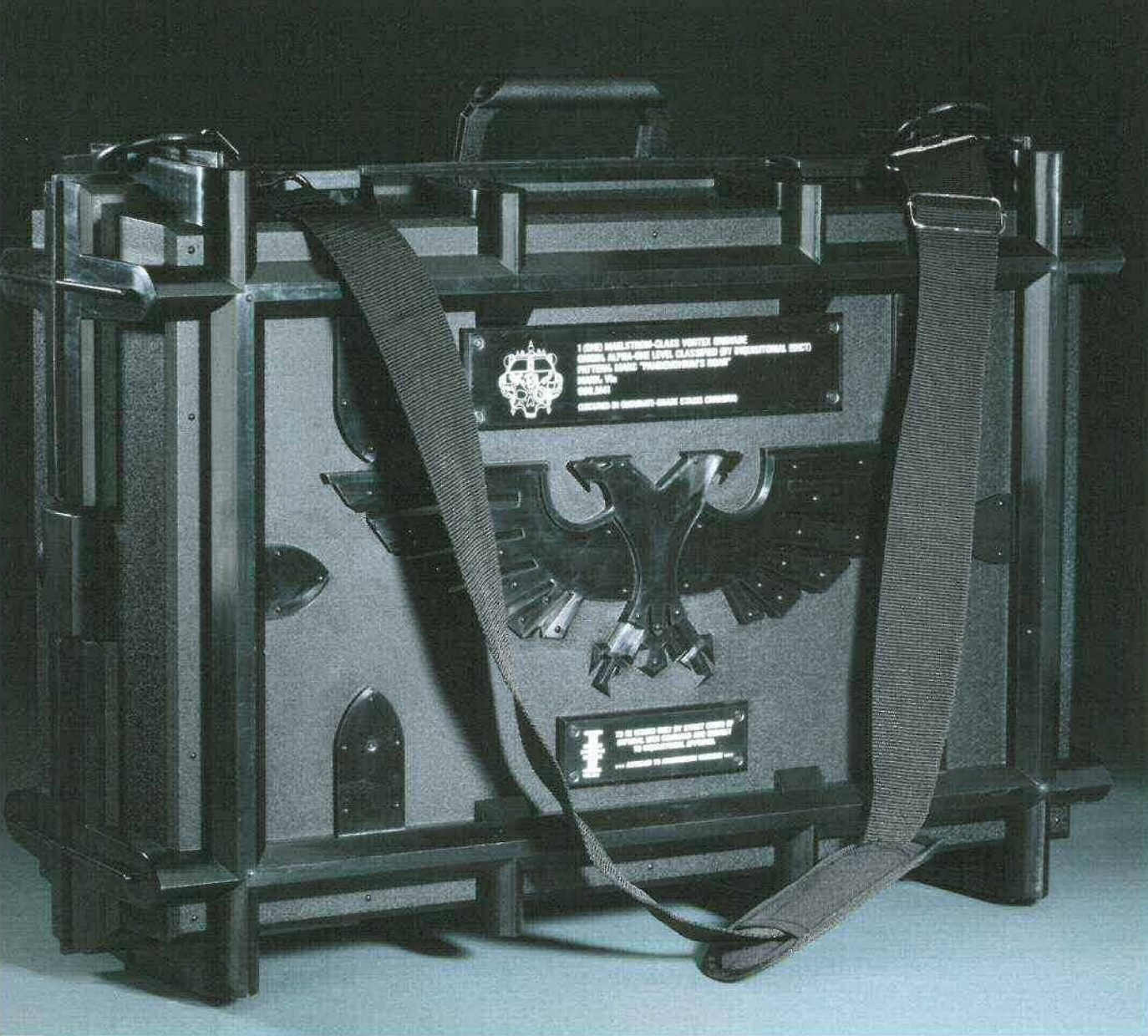
- 1 Inside the Inquisitor's campaign chest are the complete contents of the Collector's Edition, made to look like artefacts of the Dark Millennium: the Apocalypse rules, the miniatures showcase, the Armageddon and Warzone: Pandorax books, Strategic Asset cards, a sheaf of datasheets and a quick reference screen. Set inside the lid of the box is the exterminatus sanction signed by Torquemada Coteaz (or, to put it another way, your numbered certificate of authenticity).
- 2 The box that the Collector's Edition comes in is beautifully detailed, with lavish debossed art and all the touches to make it look like a genuine Inquisitor's campaign chest. The skull symbols pressed into the sides are sigils recording the worlds that Inquisitor Coteaz has sanctioned with Exterminatus.
- 3 The green book, adorned with the Ecclesiarchy sigil, contains the Apocalypse rules. Every formation in the standard edition Apocalypse book has its own datasheet, on quality card stock. The quick reference screen is the ideal companion for finding rules in the midst of your games.



WARHAMMER 40,000

APOCALYPSE GAMER'S EDITION

Vortex grenades are the most devastating man-portable weapons in the Imperium. Safe transportation of such a weapon can only be ensured within an obdurate-grade stasis chamber – a replica of which contains the Apocalypse Gamer's Edition.



WARHAMMER 40,000

APOCALYPSE GAMER'S EDITION

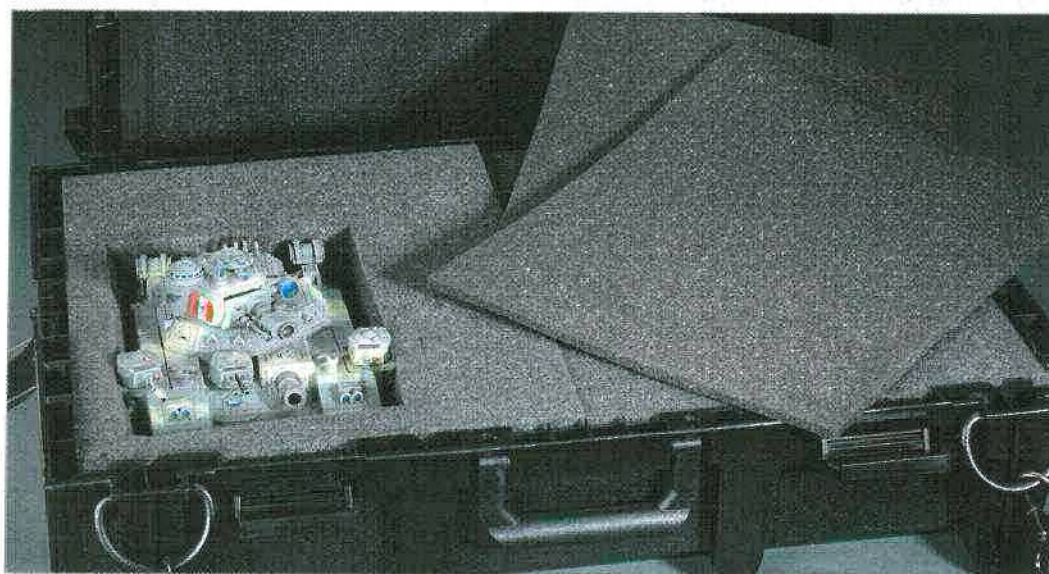
Vortex grenades are the most devastating man-portable weapons in the Imperium. Safe transportation of such a weapon can only be ensured within an obdurate-grade stasis chamber – a replica of which contains the Apocalypse Gamer's Edition.

The Gamer's Edition for Warhammer 40,000: Apocalypse is singularly impressive. It comprises a copy of the Apocalypse book and the most formidable figure case I've ever seen. The case is styled after a vortex grenade stasis chamber, with a massive Aquila adorning the front, along with suitable Imperial warnings and information on both front and back. Within the case are two layers of versatile foam, which can be picked away to make the exact shape you need for your models. The case opens into two separate halves, each the size of an army case, with the upper portion additionally secured by netting. Like all Games Workshop figure cases, the 'stasis chamber' is made from sturdy, hard wearing, heavy duty plastic. **AT**



1

- 1 The back of the case contains a warning against misuse – vortex grenades are a risky proposition (and so is opening your case upside down).
- 2 Within the double-sided case is a huge amount of storage space. You can easily store larger models, such as super-heavy vehicles (four Baneblades, if you remove the turrets) or a dozen Leman Russ battle tanks (or equivalent war machines).



2

WARHAMMER 40,000: APOCALYPSE STRATEGIC ASSET CARDS

This set contain all 63 Strategic Assets found within the Apocalypse supplement, packed within a hard, clear plastic storage case. Each card has the rules for a specific Strategic Asset on one side, and evocative artwork that depicts the force that can use it on the other. There's a certain tactile charm to distributing them among your friends when you're playing, and it's fun to clutch them close (while making a poker face) to menace your opponents in the midst of a hard-fought battle. **AT**

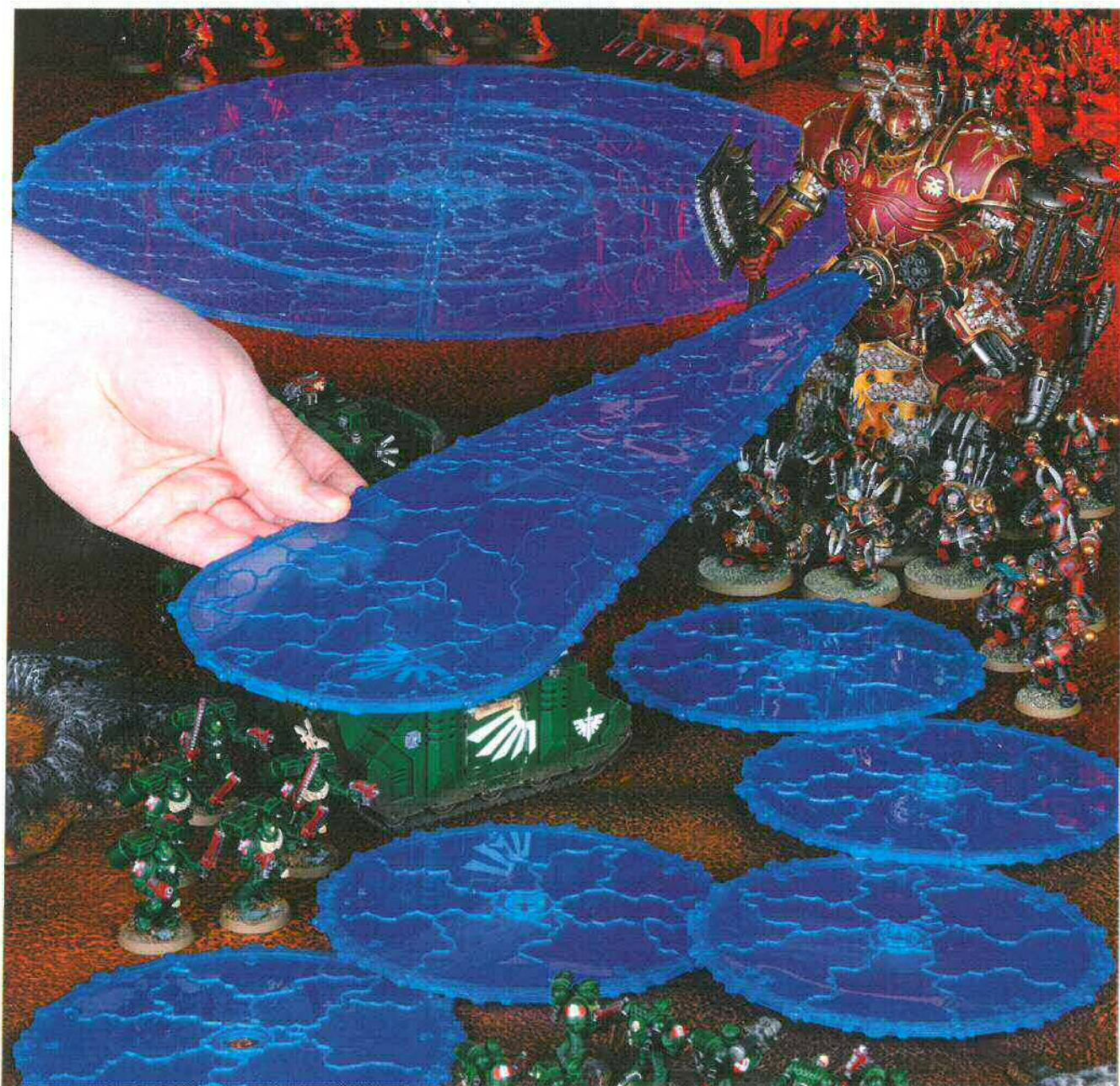


IMPERIAL TARGETING TEMPLATES

Many of the weapons unleashed in Warhammer 40,000: Apocalypse are so devastating they require bigger blast markers and templates than those in regular games of Warhammer 40,000. This calls for the Imperial Targeting Templates, a set that includes the Apocalyptic Mega-Blast, the Apocalyptic Barrage and Hellstorm templates. Each of these is produced in quality clear-blue plastic so

that you can see through them to count the number of models caught in the carnage. For ease of transport and storage, the templates all come as separate parts, and can be clipped together prior to your game for use – this is really handy, as after all army cases (and most rucksacks) don't have space for the Hellstorm, let alone the super-sized proportions of the Apocalyptic Mega-Blast. **AT**

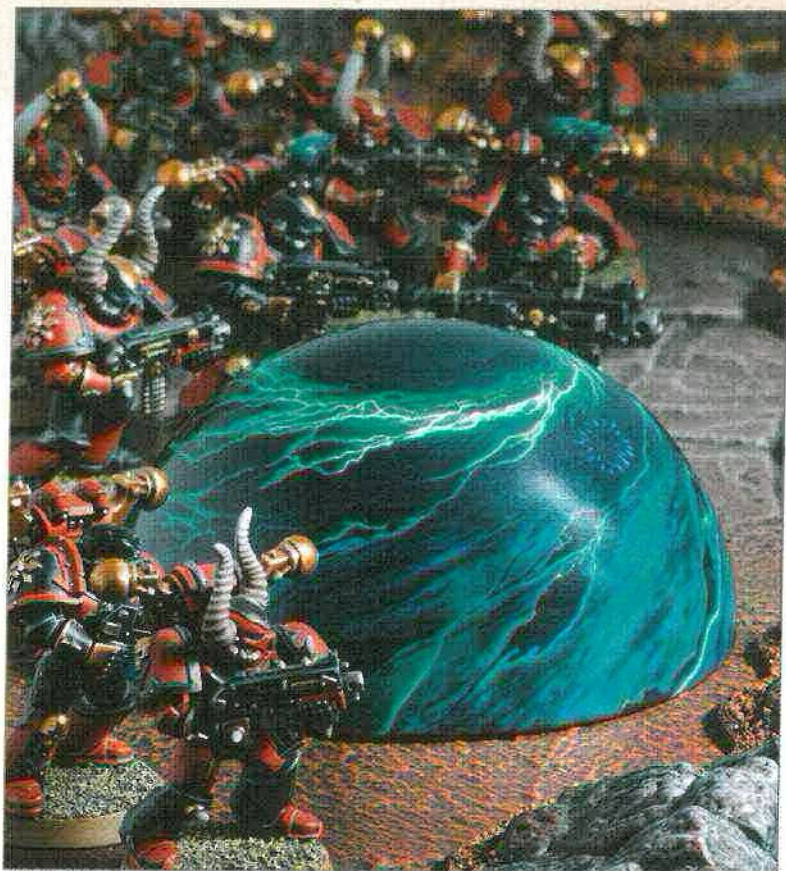
The Imperial Targeting Templates allow you to unleash carnage on a hitherto unmatched scale. The set includes (from top to bottom) the Apocalyptic Mega-Blast template, the Hellstorm template and the Apocalyptic Barrage.



WARHAMMER 40,000 APOCALYPSE VORTEX GRENADE TEMPLATE

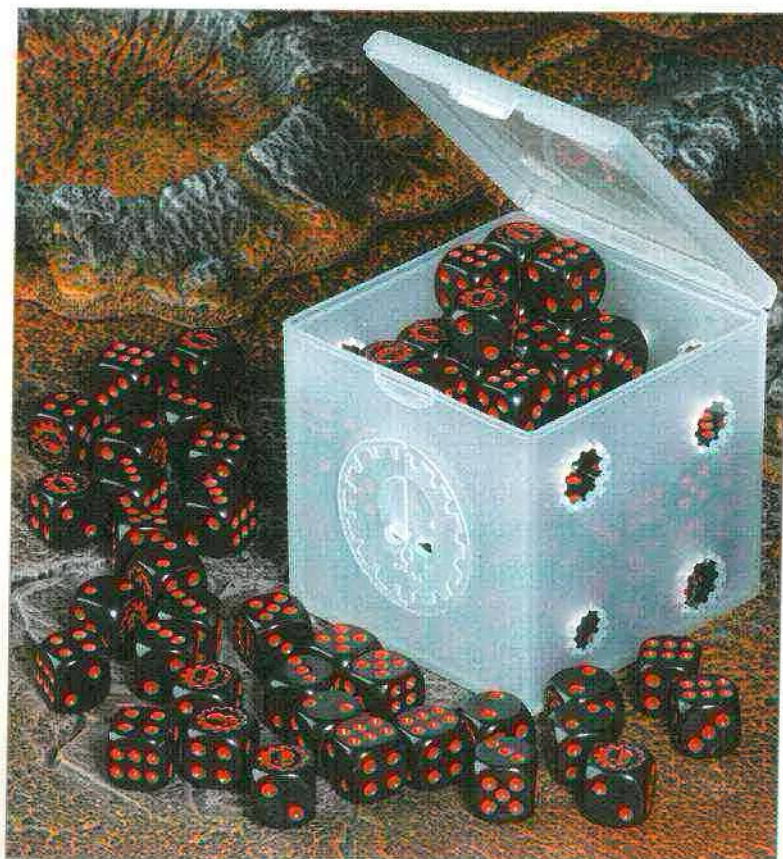
A relic from a lost age of technology and a weapon of the utmost lethality, vortex grenades tear open the fabric of reality to drag their victim (or parts of their victim) into the Warp. These weapons are only used in dire circumstances, for they are far from reliable, and present almost as much risk to the bearer as his intended target.

The Apocalypse Vortex Grenade template is a gorgeously decorated metal dome, designed to represent the effects of a vortex grenade in your games. Its surface swirls with odd eldritch patterns that give you the impression of looking into the Warp. If you look closely you can see tiny fangs, an eye and other strange images illustrated on the surface. Using a vortex grenade in a game is always one of those very memorable moments – it's powerful, it's exciting and it's fraught with risks. **AT**



WARHAMMER 40,000 APOCALYPSE BOMBARDMENT DICE CUBE

In a game of Warhammer 40,000: Apocalypse, warriors go to battle in vast numbers – so it stands to reason that you will also need vast numbers of dice to roll in your games. This hefty Bombardment Dice Cube contains a staggering 125 dice to unleash in the heat of battle. The dice all come neatly stored in a nifty, semi-transparent cube which is itself a dice – marked with the symbol of the Adeptus Mechanicus on the one facing, and cut-away cogs on the others. Each of the dice contained in the set is gloss black, with red pips on the numbers two to six, and the machine-cog design on the one. They are striking dice that look brilliant – any hobbyist who enjoys having cool Warhammer 40,000-themed gaming accessories (or just needs a massive pile of dice in a handy storage box) is going to find this one hard to resist. **AT**

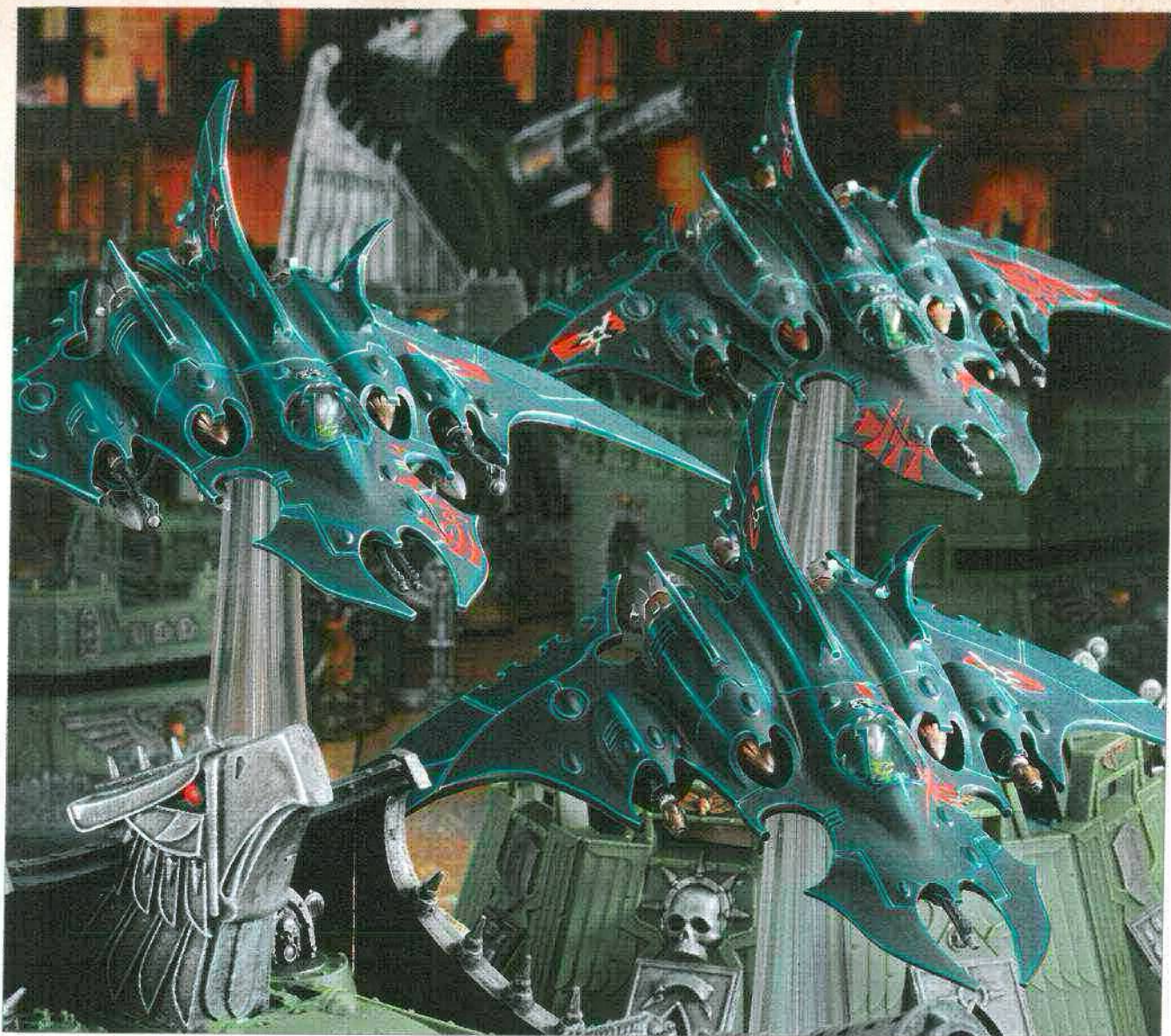




WARHAMMER 40,000 APOCALYPSE

FORMATIONS

Apocalypse Formations combine the individual might of a vehicle or squad and join it with others to make a truly devastating force on the battlefield. In such a way is the overwhelming force of a Space Marine Battle Company or an Emperor's Fist Tank Company brought to bear – a hammer to smash aside all in its path.



2

Warhammer 40,000: Apocalypse is all about fielding massive armies in evocative and exciting battles, recreating the greatest clashes from the Dark Millennium, and inventing new ones with your friends. The thrill of the game is in deploying army-crushing forces on the table and waging epic warfare with your friends.

To capture this larger, more brutal scale of warfare the *Apocalypse* book contains 112 datasheets that detail many of the most famous military formations available to the armies of the 41st Millennium. These range from a single mighty Super-heavy vehicle, such as a Baneblade or Stompa, to massive deployments of warriors, such as

the Orkish horde known as the Green Tide or the cannibalistic savagery of a Kroot Hunting Pack from the Tau Empire.

To make it easier than ever to collect these iconic assemblies of men, beasts and machines, the Games Workshop web team have put together more than 100 of these formations and made them available as one-click collections. These can all be found at www.games-workshop.com, and can either be purchased online or through the instore order point in your local Games Workshop hobby centre. If you want everything for 'that datasheet' that caught your eye in one go, get online and take your pick. **AT**

- 1 The Space Marine Battle Company is the most iconic and, many would argue, the most tactically flexible of all the datasheets contained within *Apocalypse*.
- 2 When a Dark Eldar Sickle Squadron sweeps across the field, it projects a monoscythe field that slices through bone and armour, leaving its unfortunate victims in gory pools of neatly bisected flesh.

THE HOBBIT: AN UNEXPECTED JOURNEY

AZOG™

Azog, known as the Defiler to the Dwarves, is a hateful and vicious foe, who will not rest until he has avenged himself upon Thorin Oakenshield and his companions.

Azog is a Citadel finecast model that comes on foot and also mounted on the White Warg. His body is covered in a multitude of deep ritualistic scars. Even his face, drawn up in an expression of pure hatred, is scarred and one ear has been badly mangled. From his belt hangs a foul apron of flayed Dwarf skin, the faces of his past victims faintly visible. He rides upon the White Warg, a massive hunting beast, larger even than the fearsome Fell Wargs of Dol Guldur. This beast is as scarred as its gigantic master, possibly caused by the lengthy iron claw that replaces Azog's severed hand. **AT**



2

1 Azog leads his pack of Fell Wargs out from the ruins of Dol Guldur.

2 The ritual scars on Azog's face and chest are clearly visible, appearing as deep, ugly furrows in his pale flesh.

THE HOBBIT: AN UNEXPECTED JOURNEY YOUNG THORIN OAKENSHIELD

At the **Battle** of Azanulbizar, the Dwarves fought for vengeance. Though the losses were great, the Dwarves had the victory, largely thanks to Thorin Oakenshield's heroic stand against Azog the Defiler.

Thorin Oakenshield is posed to rally the flagging Dwarves as the tide of battle runs against them. He clutches his trusty Dwarven sword (he hasn't yet gained Orcrist) and wears a mail shirt and armoured plates on his thighs. On his arm, he wears the eponymous Oakenshield.



3 Thorin Oakenshield's face is a remarkable likeness of the character from the movie, with his head thrown back to shout out a war cry to his fellows.

THE HOBBIT: AN UNEXPECTED JOURNEY YOUNG BALIN THE DWARF

Balin the Dwarf is an old and wise soul, who Thorin Oakenshield leans on for council during the quest to Erebor. Years earlier he fought at the side of the young prince at the battle outside Moria's gates.

Whilst it might be a touch misleading to call **Balin the Dwarf** 'young', this model certainly captures a more spritely Dwarf, advancing in a sturdy coat of toughened leather. In his hand he wields the sword mace that he still carries into battle many years later.



4 Beneath Balin the Dwarf's leather doublet he wears layers of armour, including plates and a coat of mail.

THE HOBBIT: AN UNEXPECTED JOURNEY YOUNG DWALIN THE DWARF

If **Balin the Dwarf** is Thorin Oakenshield's counsellor within the company of Dwarves, then **Dwalin the Dwarf** is his strong right arm. He too fought at the side of the Dwarf prince on the slopes of Moria.

Young **Dwalin the Dwarf** is striding forward in an aggressive pose, wielding his paired axes Grasper and Keeper as he does so. He is clad in plate armour, with only his head and arms bared. His face is set in a determined grimace, beneath a shock of hair in a mowhawk upon his head.



5 Dwalin the Dwarf is heavily armoured, with armoured plates protecting his chest and shoulders and a skirt of studded pteruges below his waist.

GAMES DAY & GOLDEN DEMON 2013

WORLD TOUR 2013

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



GAMES DAY MEMPHIS

27TH JULY

Cook Convention Centre, Memphis Tennessee, USA



GAMES DAY COLOGNE

11TH AUGUST

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



GAMES DAY BIRMINGHAM

29TH SEPTEMBER

National Indoor Arena, Birmingham, UK



GAMES DAY MODENA

20TH OCTOBER

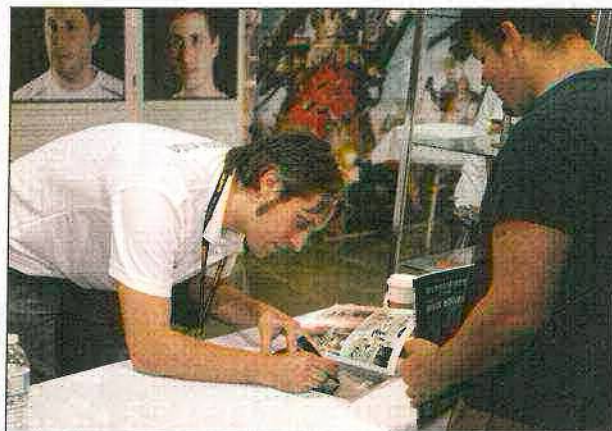
Fiera di Modena, Viale Virgilio, 41123 Modena, Italy

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

games-workshop.com

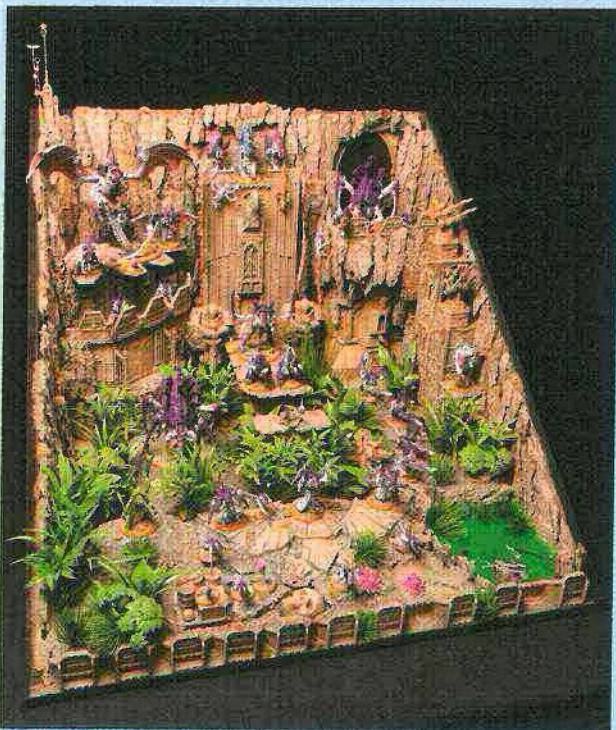
GAMES DAY EXCLUSIVES

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.

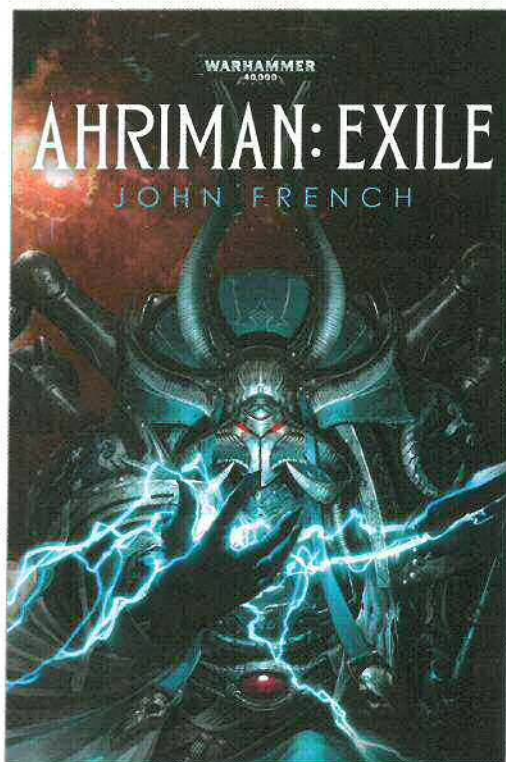


Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.

BLACK LIBRARY

AHRIMAN: EXILE

By John French, paperback, 416 pages



Once Chief Librarian of the Thousand Sons, now an outcast and renegade, Ahriman plots his return to power.

When last we saw the sorcerer Ahriman, at the end of Graham McNeill's seminal *Horus Heresy* novel, *A Thousand Sons*, he was driven and determined after his Legion's fall at Prospero to put a halt to the mutation and degradation that beset his battle-brothers.

Fast forward an unspecified amount of time after the Heresy and we find a very different character at the start of John French's new novel, *Ahriman: Exile*. This Ahriman is a changed man, broken and defeated following the failure of his great work, the Rubric, that has led to the

destruction of his Legion and his exile by Magnus the Red. We find him living under a false name, full of self-pity and loathing, eking out a wretched service as part of a hideous Chaos Space Marine warband. A far cry from the Chief Librarian so full of idealism and vision that we saw in *A Thousand Sons*, or the arrogant and all-powerful Chaos Sorcerer we know from *Codex: Chaos Space Marines*; at first this is jarring, unsettling even, but it's a great hook that draws you into the book right from the off. Just how has Ahriman ended up falling so low?

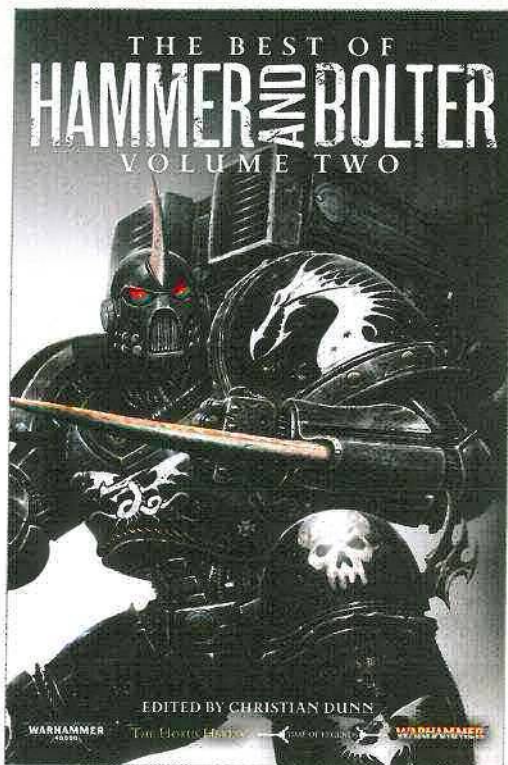
A fateful meeting with one of his former disciples, Torbek (who has come to seek his revenge for Ahriman's betrayal), reawakens the sorcerer's potent powers in dramatic style, leading to one of my favourite scenes in the entire book as the two psykers engage in a ferocious psychic duel. And it's from this point that Ahriman's story begins in earnest, as he rediscovers who he is and comes to terms with what he has done – and what he has become. Thus begins his rise to power and the embracing of his fate, which inform the story arc that unfolds across this novel – and no doubt the rest of the series.

As well as the aforementioned psychic duel, there are some really stand-out scenes in the book. I think my favourite one has to be the fight between Ahriman, his retinue and a squad of Warp Talons sent to capture the sorcerer. It's great purely for its sheer audacity and over-the-top action, taking place as it does both inside, on top of and beneath a shuttle as it crashes into a hangar bay. Fantastic stuff.

French does a great job at portraying Ahriman, making him not only a fascinating character, but also a sympathetic protagonist. I for one can't wait for the next book in the series, to find out what Ahriman's fate has in store next. **AK**

BEST OF HAMMER & BOLTER VOLUME 2

Edited by Christian Dunn, paperback, 896 pages



The Best of Hammer and Bolter Volume Two collects short stories from Warhammer, Warhammer 40,000 and the Horus Heresy.

Hammer and Bolter, Black Library's monthly fiction magazine, goes out with a bang with this mammoth compilation of short stories. Each issue of Hammer and Bolter contained a selection of tales set within the Games Workshop universes. *The Best of Hammer and Bolter Volume Two* compiles the finest stories from the last 11 issues of the magazine – and there is a dazzling selection contained within.

The book is massive, a door stop of a tome containing 896 pages loaded with 41 short stories (some of which are serialised). Now, any reader's mileage will vary with an

anthology, but for me the stand-out favourite in the book is the three-parter entitled 'The Lion' by Gav Thorpe. In this trio of short stories (the first two of which are very closely linked indeed), Lion El'Jonson of the Dark Angels finds his ship under attack by an unknown power, and later must intervene in a growing conflict between the Death Guard and Iron Hands – if you like the Horus Heresy stories, and you've not read these ones (also published in *The Primarchs*) then this is a great place to get it. The end to the tale was so good it had me in goosebumps.

Among the 41 stories within the book are a real variety of subjects spread across Warhammer, Warhammer 40,000 and the Horus Heresy – there's surely something for every taste. For instance, I was very pleased to find the opening story, 'Reparation' by Andy Smillie. In it, we meet Thorolf, a Space Wolf imprisoned by the Dark Eldar. As a stoic servant of the Emperor, Thorolf observes his duty, even within the hellish gladiatorial pits of Commorragh. I'm becoming quite the fan of Smillie's work (his audio drama *Deathwolf*, which in many ways sets up this little tale, is simply superb), and he paints a vivid, enjoyable portrait of the Dark Eldar and their vile ways. The other 37 stories cover a variety of topics; Sarah Cawkwell tackles a young Valkia the Bloody as she proves herself upon the battlefield, while Graham McNeill recounts Sigmar's epic encounter with a champion of Chaos known as Krell...

Finally, and certainly worthy of note, is story number 41, which happens to be the winner of the Black Library's 'pitch-factor' event at the Black Library Weekender in 2012. Written by Alex Helm, 'Death Stares Back' is a gripping super-short with a simple, clever premise. The crew of a Leman Russ Battle Tank are trapped, and the Tyranids are eating their way in... **AT**

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

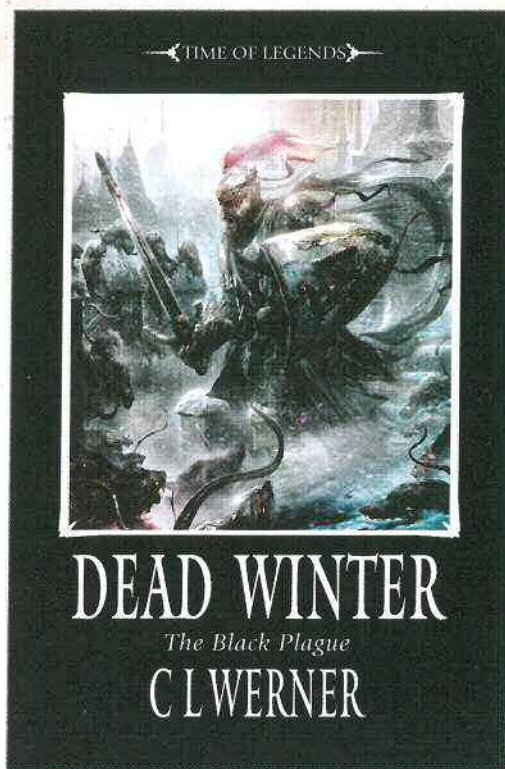
FURTHER READING

If the short, sharp action found in *The Best of Hammer and Bolter* has whetted your appetite, you will be pleased to learn that there is a new short story released every week on 'Digital Monday'. You can buy these stories for your digital reading device, and after a quick download you'll be soaking up the action within a minute or two. Take a look online at blacklibrary.com for the latest titles; make sure you check back on a weekly basis.

Also on the subject of ebooks, Black Library have an impressive collection of ebundles available – these contain entire sequences of novels. With a single click you can have an entire series on your preferred device, perfect for summer reading.

DEAD WINTER

By CL Werner, paperback, 416 pages



In which one of the most catastrophic events to befall the Empire is put in to motion by the nefarious schemes of the Skaven...

This Time of Legends novel – the first part of a trilogy – details a dark time for the Empire. In the year 1111, while under the reign of the incompetent Emperor Boris Goldgather, the lands of men were subjected to the terrible Black Plague, a horrific pandemic engineered by the Skaven. Here, CL Werner details in suitably grim fashion how the ratmen's dreadful scheme came to fruition.

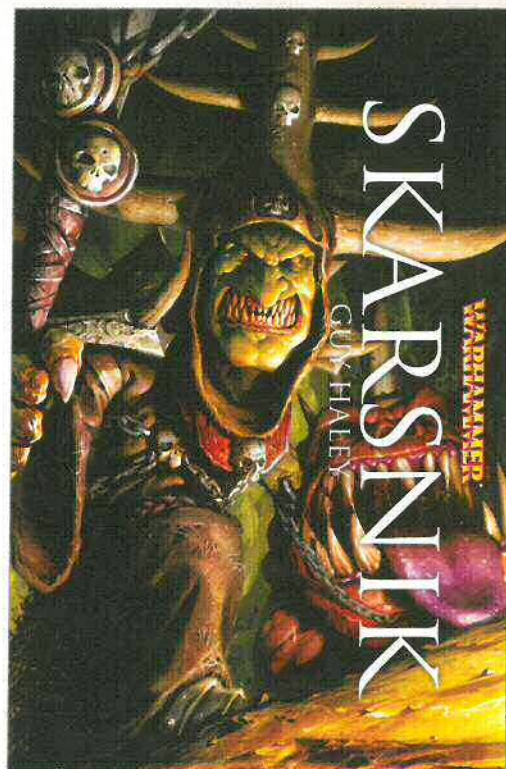
Werner doesn't skimp on the hardships and darkness at the heart of the Warhammer world, and fashions a compelling (and sprawling) cast on the sides of both men and Skaven. Consider, for instance, Puskab Foulfur of Clan Pestilens, architect of the plague, and Frederik Van Hal, a Priest of Morr driven to desperate measures. They are but two fascinating protagonists in a tale stuffed with them. Compelling stuff. **JB**

FURTHER READING

If you enjoyed *Dead Winter* and are hankering after more tales of the dreaded Skaven, you could do an awful lot worse than picking up David Guymer's *Headtaker*, which we reviewed in the last issue of *White Dwarf*. It's a hugely entertaining tale of a particularly unhinged and deadly Skaven character of legend.

SKARSNIK

By Guy Haley, paperback, 416 pages

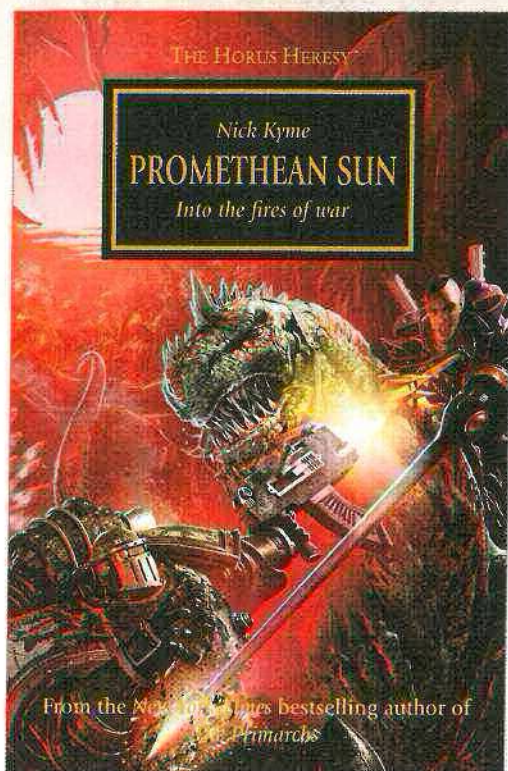


Skarsnik is the most powerful, successful and feared greenskin of all time. Or so he would have you believe...

Whenever we talk of Goblins we invariably conjure an image in our heads of little green creatures that are more entertaining than fearsome, are as likely to run away as they are to die, and are often accompanied by lunatics wielding massive balls on chains. But we see them from an abstract point of view as we stand at the side of a gaming table and not, as the main character in this book finds himself, face to face with them. A lot of them. Haley captures the terrifying, harrying experience perfectly through the eyes of Jeremiah von Bickenstadt – a moderately unsuccessful playwright turned deranged eccentric. Skarsnik is portrayed as both learned and very much aware of the world around him, attributes rarely associated with Orcs and Goblins, and while the book is full of violent encounters, it's Haley's vision of Goblin culture, such that it is, that makes this book well worth reading. **DH**

PROMETHEAN SUN

By Nick Kyme, hardback, 128 pages



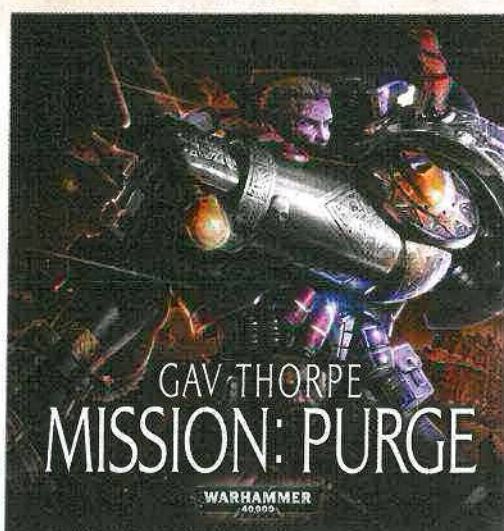
The Salamanders Legion, led by their mighty Primarch Vulkan, find themselves embroiled in a vicious fight against the ancient Eldar.

Planet One-Five-Four-Four has been identified as a valuable asset to the Great Crusade, so Vulkan and his brothers Ferrus Manus and Mortarion must reclaim it. This is a world where the citizens bend beneath the yoke of the Eldar, and thus the wrath of the Primarchs is unleashed.

The novella switches between immediate action, and the memories of a young Vulkan on the world of Nocturne. Battle scenes are well wrought, but the insight into Vulkan's memories is incredibly compelling. Nick Kyme brings a demi-god, raised to manhood by an honourable blacksmith, vividly to life. The scene where Vulkan recalls standing beside his adoptive father against the 'dusk-wraiths' is genuinely emotional. Vulkan's compassion, even when waging war, is the true subject of this story. The Primarch has gained new depth in my eyes. **AT**

MISSION: PURGE

By Gav Thorpe, CD, running time 72 minutes



Battle-brother Artemis of the Deathwatch leads his kill team aboard a Rogue Trader, where a deadly cargo is revealed.

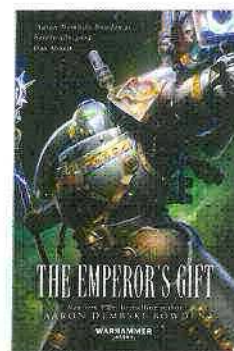
It is becoming quite the habit to listen to Black Library audio dramas while I paint at lunch times, so I settled down with *Mission: Purge* and got to 'work'.

Brother Artemis and his kill-team must investigate a Rogue Trader's ship that approaches an Imperial world, for there is a chance that it contains a cargo far deadlier than the rare fruits listed on the manifest. What follows is a bloody, exciting and well-executed story of heroism and loyalty as the five members of the Deathwatch kill-team put aside differences and animosity for the sake of victory. The story is tightly woven and well told, and it sheds light on one of the lesser-known aspects of the Adeptus Astartes and Inquisition. It has engaging characters, plenty of action and a reveal at the end that I found very enjoyable. The audio drama's presentation is excellent, with a very convincing and enjoyable cast of voice actors. Each of the Space Marines, and the Rogue Trader with whom they interact, are distinctive and their accents 'fit' nicely. The sound effects, from gun fire to dying aliens, round off just over an hour of action very nicely indeed. **AT**

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

ALSO AVAILABLE EMPEROR'S GIFT

By Aaron Dembski-Bowden, paperback, 416 pages



Also available in paperback for the first time this month is Aaron Dembski-Bowden's cracking novel, *The Emperor's Gift*. The story follows the Grey Knight Hyperion from his induction into the secretive order of Space Marines to the battlefields of Armageddon, where the Chapter must face its greatest threat: an invasion force led by the Daemon Primarch Angron.

LEGION ROTOR CANNON SET

Legion Tactical Support squads bring specialised weaponry to bear as part of the main Heresy-era Space Marine battle line. Those armed with rotor cannons are typically charged with mowing down lightly armoured enemies in a dense hail of solid shot rounds.

This set includes enough rotor cannons to equip five Space Marines with rapid firing rotor weapons. The set including guns, ammunition feeds and ammo hoppers that are attached to your Space Marine models. These are sleek, deadly guns that look sensational in large numbers. **AT**

- 3 A Word Bearers Legion Tactical Support squad sweep all before them with a blistering fusillade.
- 4 A Night Lords Destroyer squad swarm towards the enemy in a blaze of bolter fire.



3

LEGION DESTROYER SQUAD

The **Legion Destroyer** squads are a throwback to the horrors of the unification wars of ancient Terra. In addition to their bolt pistols, the Destroyers carry a clutch of grenades, including rad grenades, and they often carry small missile launchers loaded with rad missiles.

This set contains five complete Legion Destroyers; four armed with two bolt pistols, and one with an unusual missile launcher equipped with rad missiles. The destroyers all come with holsters, a clutch of grenades and pouches and stylised, reinforced MKIV power armour. **AT**

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



4

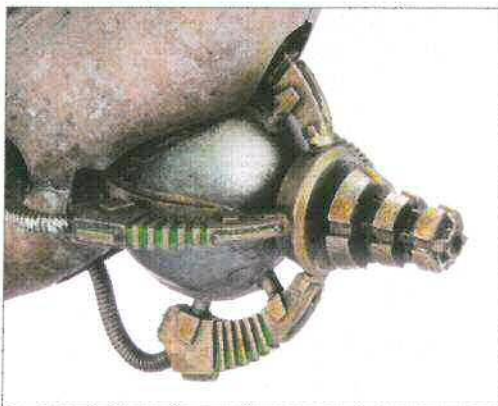
FORGE WORLD LATEST

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.

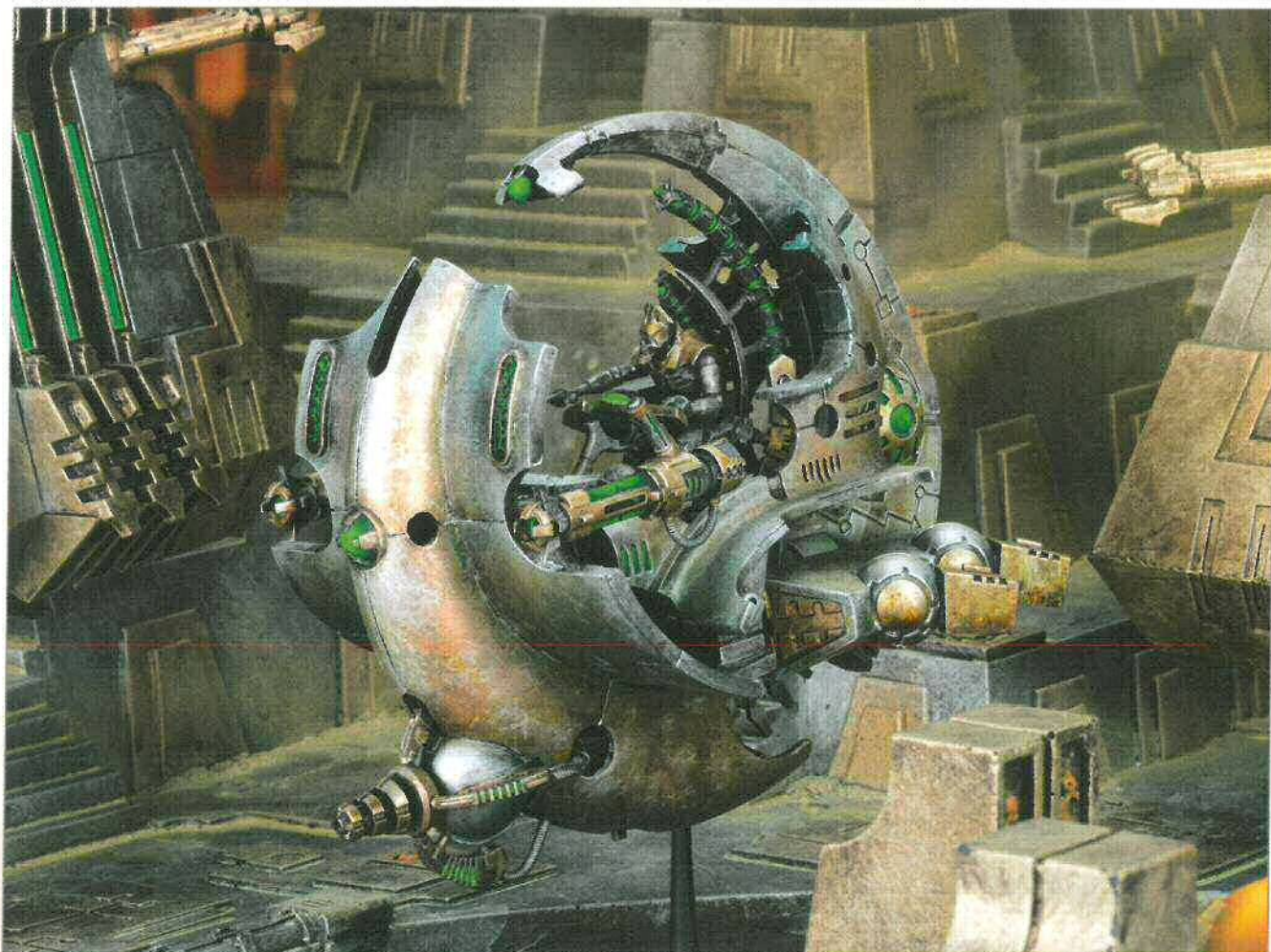
NECRON TESSERACT ARK

Tesseract Arks are rare, powerful Necron vehicles that harness a singularity torn from a dying star to power its devastatingly deadly main weapon.

The Necron Tesseract Ark is based on the rear cab of the Doomsday Ark, adding a large armour plate, a pair of tesla cannons and the vehicle's signature weapon (the singularity chamber) to the front of it. The driver sits behind a thick armoured shield, where he controls the skimmer and its weaponry. **AT**



- 1 The Tesseract Ark's main gun is known as the singularity chamber – an arcane weapon that channels power from the heart of a dying star to obliterate the foe in a variety of horrific ways.
- 2 A rare and valuable Tesseract Ark is brought out in defence of the Necron's tomb world.



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.

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.

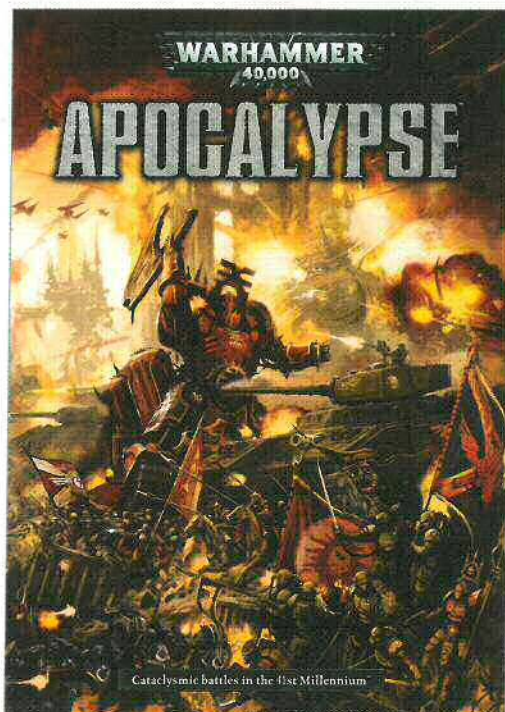
WHITE DWARF IPAD EDITION



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?

WARHAMMER 40,000 RULEBOOK

Warhammer 40,000 is now available for iPad, with quick reference for rules and wargear.



WARHAMMER 40,000: APOCALYPSE

This month Warhammer 40,000:

Apocalypse is released as three separate digital products for iPad. Pop-out boxes explain rules and wargear, eliminating the need to rifle through your Apocalypse book in the midst of battle.

Rules

The Apocalypse rules are the perfect companion for Warhammer 40,000 on your iPad and when new updates are available your copy will be automatically updated.

Datasheets

All the datasheets are available digitally for iPad too.

Warzone: Armageddon

Warzone: Armageddon gives you background, rules, data and scenarios for the fateful Third War for Armageddon.

FARSIGHT – A CODEx: TAU EMPIRE SUPPLEMENT

Commander O'Shovah is a maverick, a greatly admired military leader who has broken ranks with the Tau Empire and carved out a highly militarised region on the edge of Tau space, known as the Farsight Enclave.

This expansion for Codex: Tau Empire, available on iPad, explores the breakaway Farsight Enclave in greater detail than ever. It contains new background, a timeline of events, rules for using your Tau Empire collection and a glorious gallery of Citadel miniatures painted in the colours of the Farsight Enclave by the 'Eavy Metal team and the Design Studio army painters. This is the perfect companion for your Tau Empire Codex on the iPad.



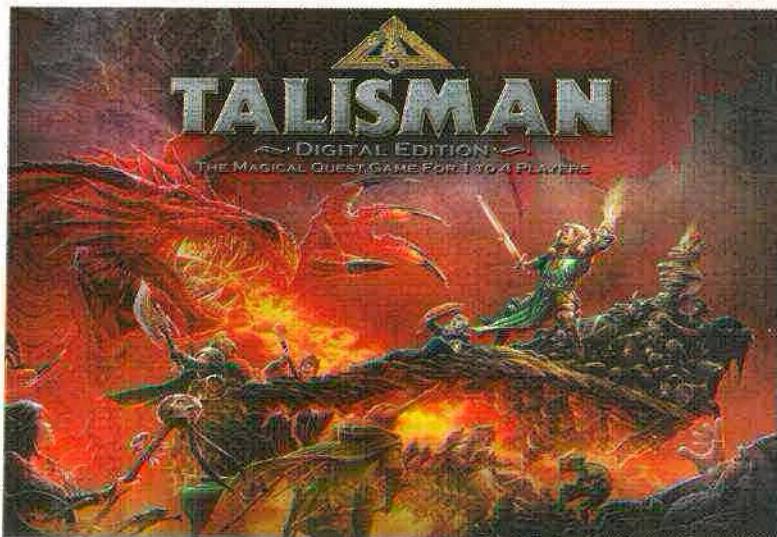
LICENSED GAMES

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.

TALISMAN: DIGITAL EDITION

This month sees the release of Talisman: Digital Edition. We asked designer Carl Jackson for a few words about it.

Carl: Talisman creates some fantastic gaming moments; we're hoping that this version of Talisman will help people create more memorable moments for years to come. You can play on the same device as friends, which keeps the social aspect, so you can see the look on your opponent's face as you turn them into a toad. You can play online too, which is great as your friends might not always be available, so you can play against Talisman fans from all over the world instead.

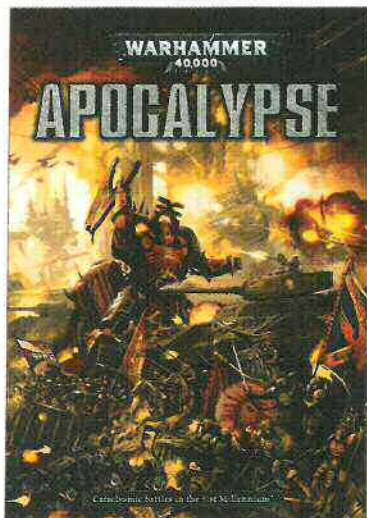


- 1 You can find out more about Talisman: Digital Edition at www.talisman-game.com.
- 2 The game can be played with up to four players, either sharing a single device or online.
- 3 Talisman: Digital Edition is available on tablets and phones as well as on PC.



FULL RELEASE LISTINGS

The products on these pages are available to pre-order now, and will be released on Saturday 13th July unless otherwise noted. For more details visit: www.games-workshop.com



WARHAMMER 40,000: APOCALYPSE RULEBOOK

By Jervis Johnson and Phil Kelly
296 page hardback
£45, €60, €60 FI, 450dkr, 560skr,
560nkr, 225zł, USA \$74.25,
Can \$90, 450rmb, ¥10,100

WARHAMMER 40,000: APOCALYPSE RULEBOOK COLLECTOR'S EDITION (Online only, available while stocks last)

By Jervis Johnson and Phil Kelly
296-page hardback book in presentation box
£150, €200, 1500dkr, 1800skr, 1650nkr, 750zł, USA \$250, Can \$300, 1500rmb,
¥24,000rmb

WARHAMMER 40,000: APOCALYPSE RULEBOOK GAMER'S EDITION (Online only, available while stocks last)

By Jervis Johnson and Phil Kelly
296-page hardback book and army case
£150, €200, 1500dkr, 1800skr, 1650nkr, 750zł, USA \$250, Can \$300, 1500rmb,
¥24,000



KHORNE LORD OF SKULLS

Sculpted by Dale Stringer
1 model
£95, €125, 950dkr, 1140skr, 1050nkr, 475zł,
USA \$160, Can \$190, 950rmb, ¥15,000



SPACE MARINE CAPTAIN: MASTER OF RELICS

Sculpted by Juan Diaz
1 model
£15, €21, 150dkr, 190skr, 190nkr, 75zł, USA \$22.25,
Can \$30, 150rmb, ¥3000



SPACE MARINE CAPTAIN: LORD EXECUTIONER

Sculpted by Juan Diaz
1 model
£15, €21, 150dkr, 190skr, 190nkr, 75zł, USA \$22.25,
Can \$30, 150rmb, ¥3000



SPACE MARINE CAPTAIN: MASTER OF MARCHES

Sculpted by Juan Diaz
1 model
£15, €21, 150dkr, 190skr, 190nkr, 75zł, USA \$22.25,
Can \$30, 150rmb, ¥3000



SPACE MARINE CAPTAIN: MASTER OF RITES

Sculpted by Juan Diaz
1 model
£15, €21, 150dkr, 190skr, 190nkr, 75zł, USA \$22.25,
Can \$30, 150rmb, ¥3000



NECRON TESSERACT VAULT

Sculpted by Alex Hedström, Nick Ho and Dave Thomas
1 model (makes one Tesseract Vault or Obelisk and Transcendent C'tan)
£95, €125, 950dkr, 1140skr, 1050nkr, 475zł, USA \$160, Can \$190, 950rmb,
¥15,000



IMPERIAL GUARD BANEBLADE/SHADOWSWORD

Sculpted by Dale Stringer
1 model
£85, €110, 850dkr, 1000skr, 950nkr, 425zł, USA \$140, Can \$170, 850rmb,
¥13,500



WALL OF MARTYRS: AQUILA STRONGPOINT

Sculpted by Dave Andrews

1 model

£70, €90, 700dkr, 840skr, 770nkr, 350zt, USA \$115, Can \$140, 700rmb, ¥13,500



WALL OF MARTYRS: FIRESTORM REDOUBT

Sculpted by Dave Andrews

1 model

£40, €50, 400dkr, 480skr, 440nkr, 200zt, USA \$65, Can \$80, 400rmb, ¥6,500



WALL OF MARTYRS: VENGEANCE WEAPONS BATTERY

Sculpted by Dave Andrews

2 models

£30, €40, 300dkr, 360skr, 330nkr, 150zt, USA \$50, Can \$60, 300rmb, ¥5,100



WARHAMMER 40,000 APOCALYPSE STRATEGIC ASSET CARDS

(Available while stocks last)

£8, €11, 80dkr, 100skr, 100nkr, 40zt, USA \$15, Can \$16, 100rmb, ¥1,500

THE HOBBIT: AN UNEXPECTED JOURNEY



AZOG™

Sculpted by Michael Perry

2 models

£25, €35, 250dkr, 300skr, 280nkr, 125zt, USA \$40, Can \$50, 250rmb, ¥5,500

YOUNG THORIN OAKENSHIELD™ (Online only)

Sculpted by Alan Perry

1 model

£12, €15, 120dkr, 140skr, 130nkr, 60zt, USA \$20, Can \$25, 120rmb, ¥2,500

YOUNG BALIN THE DWARF (Online only)

Sculpted by Alan Perry

1 model

£12, €15, 120dkr, 140skr, 130nkr, 60zt, USA \$20, Can \$25, 120rmb, ¥2,500

YOUNG DWALIN THE DWARF (Online only)

Sculpted by Alan Perry

1 model

£12, €15, 120dkr, 140skr, 130nkr, 60zt, USA \$20, Can \$25, 120rmb, ¥2,500

Also available this month:

IMPERIAL TARGETING TEMPLATES

3 Large Templates

£15, €20, 150dkr, 180skr, 170nkr, 75zt, USA \$25, Can \$30, 150rmb, ¥2,400

VORTEX GRENADE TEMPLATE

1 vortex grenade template

£8, €11, 80dkr, 100skr, 100nkr, 40zt, USA \$15, Can \$16, 100rmb, ¥1,500

BOMBARDMENT DICE CUBE

125 dice

£18, €25, 180dkr, 220skr, 200nkr, 100zt, USA \$30, Can \$36, 200rmb, ¥3,000

ANRIMAN: EXILE

By John French

Paperback novel

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zt, USA \$14, Can \$16, 85rmb, ¥1,150

Out now

BEST OF HAMMER AND BOLTER: VOLUME TWO

Edited by Christian Dunn

Paperback omnibus

£15, €17.50, 145dkr, 175skr, 175nkr, 74.95zt, USA \$17.50, Can \$20, 120rmb, ¥1,750

Out now

DEAD WINTER

By C L Werner

Paperback novel

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zt, USA \$14, Can \$16, 85rmb, ¥1,150

Out now

SKARSMIK

By Guy Haley

Paperback novel

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zt, USA \$14, Can \$16, 85rmb, ¥1,150

Out now

PROMETHEAN SUN (GW exclusive)

By Nick Kyme

Hardback novella

£15, €20, 145dkr, 175skr, 175nkr, 74.95zt, USA \$24, Can \$25, 120rmb, ¥1,750

Out now

THE EMPEROR'S GIFT

By Aaron Dembski-Bowen

Paperback novel

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zt, USA \$14, Can \$16, 85rmb, ¥1,150

Out now

MISSION: PURGE

By Gav Thorpe

Audio drama

£10, €15, 115dkr, 140skr, 140nkr, 50zt, USA \$15, Can \$17.50, ¥1,300

Out now





ONLINE

GET READY FOR THE APOCALYPSE

Whether you're adding new formations or a one-off model, starting a new army or creating an evocative Warhammer 40,000 battlefield, Games-workshop.com contains the complete range of Citadel miniatures and gives you limitless possibilities to add to your collection.

One of the most exciting parts of Apocalypse is the ability to add specialist formations to your miniatures collection, and games-workshop.com is the best place to get hold of them.



SOMETHING FOR EVERYONE

Choose from more than 100 Apocalypse formations



SIMPLE TO BUY

Buy any formation as a 1-Click Collection



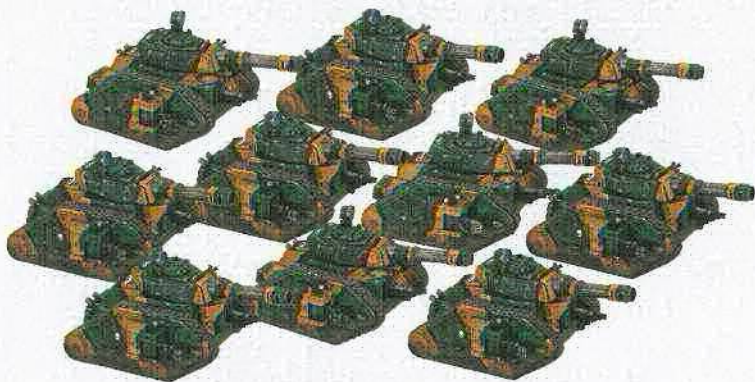
EASY TO FIND

Type the formation name into our product search to find the collection you're looking for

games-workshop.com

We've created a whole section of the webstore that contains everything you need for Apocalypse (and we mean everything). Here are just a few examples of some of the Apocalypse formations available to buy at games-workshop.com or through the in-store order point at your local Hobby Centre:

EMPEROR'S FIST TANK COMPANY



Imperial Guard Leman Russ Battle Tank x10

LORDS OF THE BLACK CRUSADE



Abaddon, Kharn the Betrayer, Lucius the Eternal, Ahriman and Typhus

CARNIVAL OF PAIN



Urien Rakarth, Haemonculus, Grotesques x3, Wracks, Talos x3

DREAD MOB



Deff Dread x2 and Killa Kanz x2

THE PHEONIX COURT OF KHAINE



Maugan Ra, Jain Zar, Karandras, The Avatar of Khaine, Fuegan, Baharroth and Asurman

CARNIFEX CRUSHER BROOD



Tyranid Carnifex x3



ARMY OF THE MONTH

JAMIE FORSTER'S WARRIORS OF CHAOS



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's army, which hails from the wintry depths of the Chaos Wastes, was lovingly painted by Jamie Forster, who firmly believes that an army can never be "too big." Jamie's vision of a Warhammer battle is one of massed infantry regiments led into battle by mighty, characterful heroes, a vision that he has realised through his vast Warriors of Chaos collection.

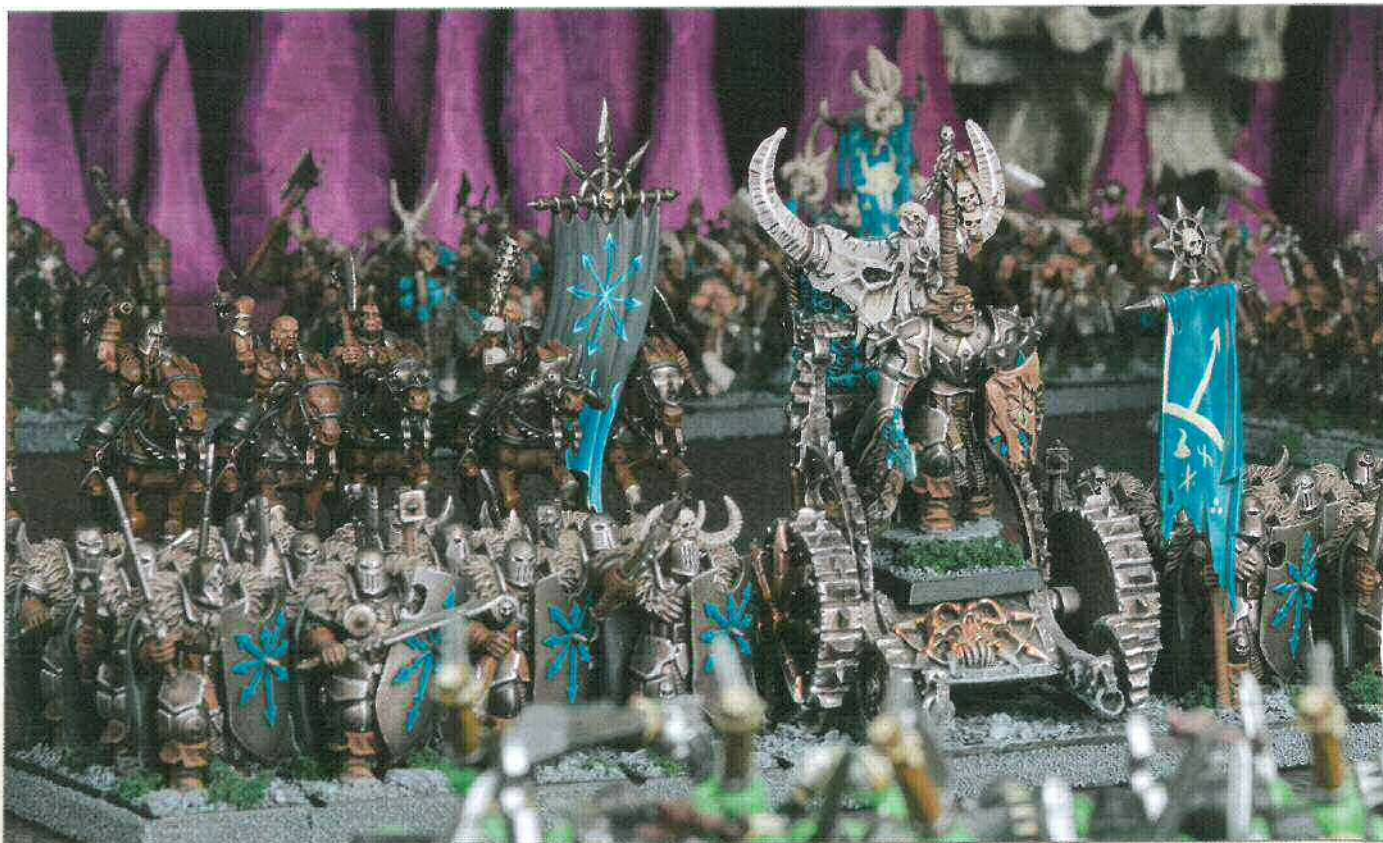


Jamie is one of our regional managers and his Warriors of Chaos can often be seen marauding around the Warhammer World gaming hall. But, as with all armies, this one is far from complete...

Jamie: My Warriors of Chaos army came about due to one set of miniatures: the Chaos Knights. When those models came out, I had to have them. For me, they are the epitome of Chaos; evil dread knights marauding from the north to wreak havoc on the worlds of men. They're huge, ornate, battle scarred and totally menacing – I needed to paint some. One box, however, didn't sate my thirst for Chaos.

One of my big hobby loves is converting miniatures, especially plastic kits. The Chaos Knights and the Marauder Horsemen are a wealth of converting opportunities, so it wasn't long before I was making unit champions out of spare Chaos Knight bits, changing weapons and swapping heads on Marauders. It quickly escalated from one box of models to many boxes of models and, eventually, into the army you see here.

And so, quite by accident, my Warriors of Chaos combined my two favourite aspects of Warhammer – large regiments of models and characterful conversions. I find that ▶

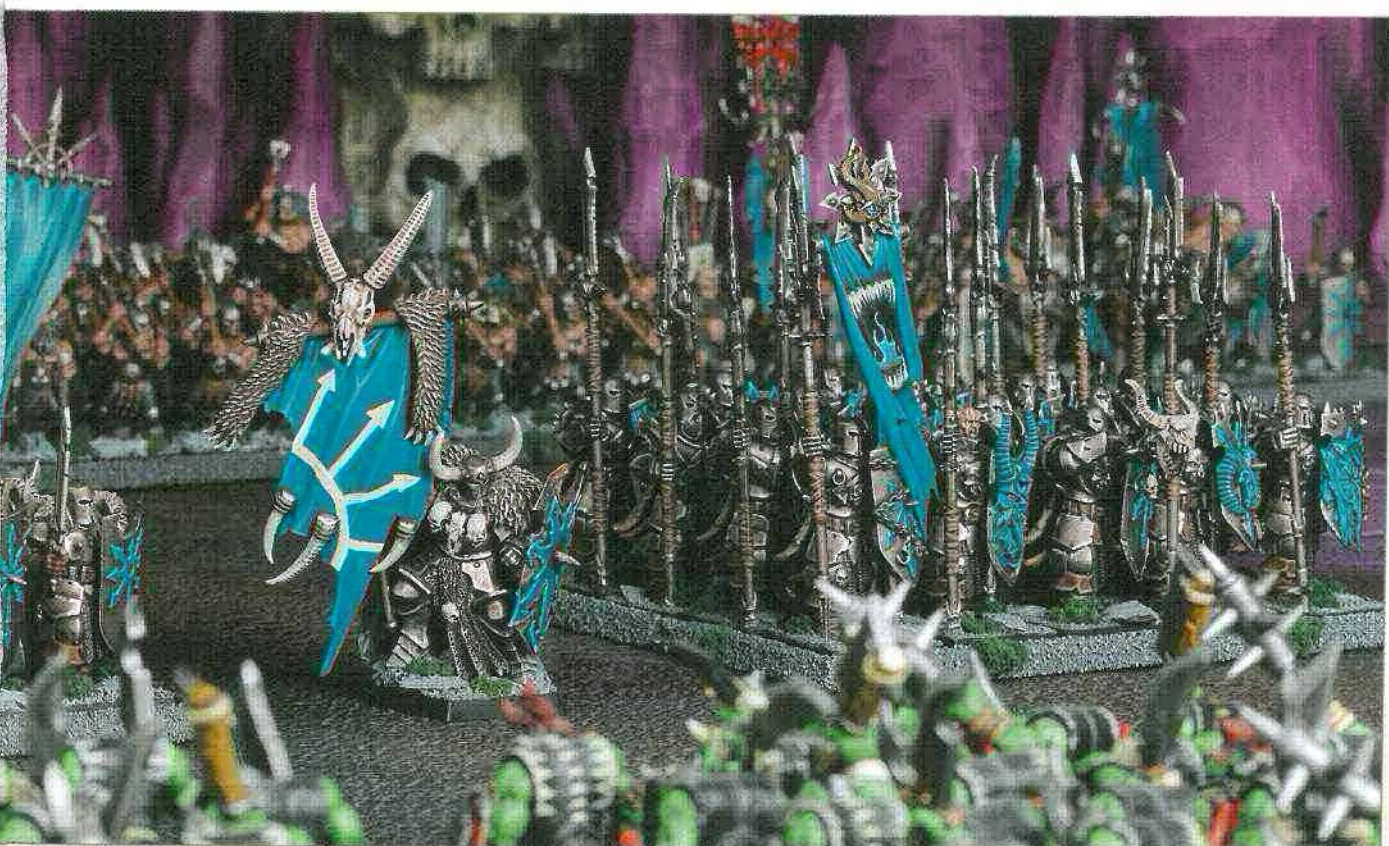




1 The Dark Apothecary is one of Jamie's Sorcerers. As you can see from his rotten appearance, he is dedicated to Nurgle and, as is customary for Jamie, converted from a Chaos Knight miniature.

2 "Scylla Hellwinter and his brother Fjirgard are my army general and battle standard bearer," says Jamie. "While Fjirgard may be larger, I like the idea that his older, but slightly smaller, brother is the warlord. Scylla's 'daemon steed' is a mechanical platform made from the Hellcannon kit."

3 "My Skullcrushers were converted using heads from the Empire Flagellants kit with Bloodletter hellblades. Despite their red and brass colour scheme, they still have blue as their spot colour to tie them visually to the rest of the army."



1 "The Forsaken are one of the latest additions to the army. I'm going through a Khorne phase at the moment so I painted them red in dedication to the Blood God. You'll notice that they also have snow bases – something I want to add to all my models in the future."

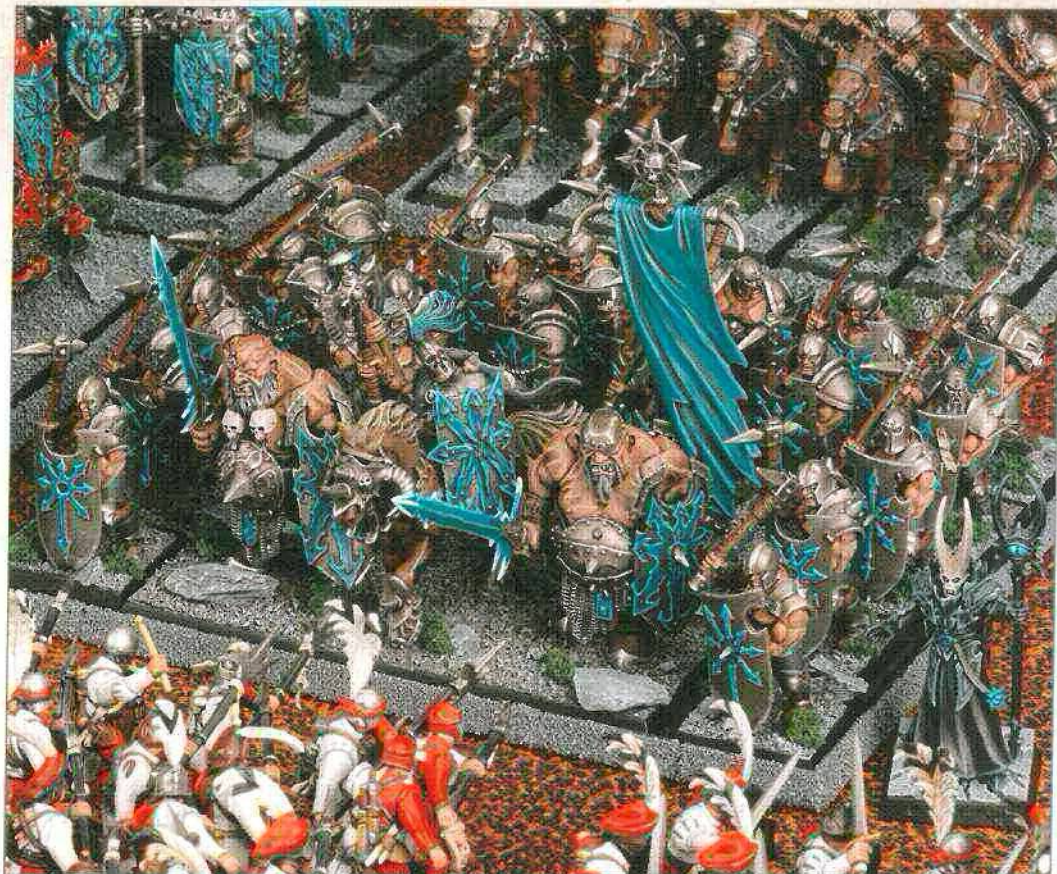


2 "The Mutilith Vortex Beast is, put simply, insane. I found the digital painting guide for the Warriors of Chaos very handy when painting this kit. Without it I would have been totally lost."



3 "Loic the Betrayer is my Shadow Wizard," continues Jamie. "A Sorcerer is a useful ally to any Chaos Lord, but Loic is certainly no friend of Scylla's. Over the years I've themed my army around two factions – Scylla's army and Loic's warband. These Marauders are Loic's Praetorians – his sworn bodyguards – and they're ready to back him up the day he decides to stab Scylla in the back and take control of the army. I know that you can't have Ogres in a unit of Marauders, but they look cool as a command group and I reasoned that Loic would want some muscle to protect him if things went awry."

4 Vashner Storm Rider is another of Jamie's Exalted Heroes. "The moment I saw the Balewind Vortex I knew I had to use it as a Disc of Tzeentch," comments Jamie. "It adds a lot of height to the army!"



3



4

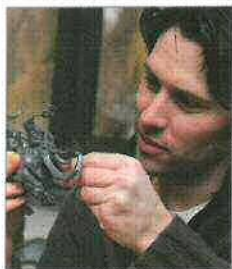
► the most effective place for Warhammer conversions is in the front rank of a regiment as that's where the champion, musician and standard bearer are. By making subtle conversions to these key models, each unit has their own distinct look, making them easy to recognise on the battlefield. I've found myself getting quite attached to my champions of Chaos over the years and many of them have developed into intriguing characters.

With the release of the new Warriors of Chaos models I've found my painting table covered in yet more miniatures. Of course, once I've painted the models I want to play games with them, which then gets me excited to build and paint yet more models. It's a never-ending cycle of building, painting and gaming – the holy trinity of hobby. My most recent additions are a Mutalith Vortex Beast and Throgg and I'm already planning to add a Warshrine to the force for the Warhammer Doubles Weekend in November. I wonder how well it will fit on the back of a Thundertusk... **DH**

WAR DIARY

ARMIES ON PARADE 2013

Last month we introduced seven hobbyists who were all keenly working on their Armies on Parade entry for Games Day Birmingham in September. With a month's efforts under their belts, we take a look at how they got on.



NOT DONE YHETEE...

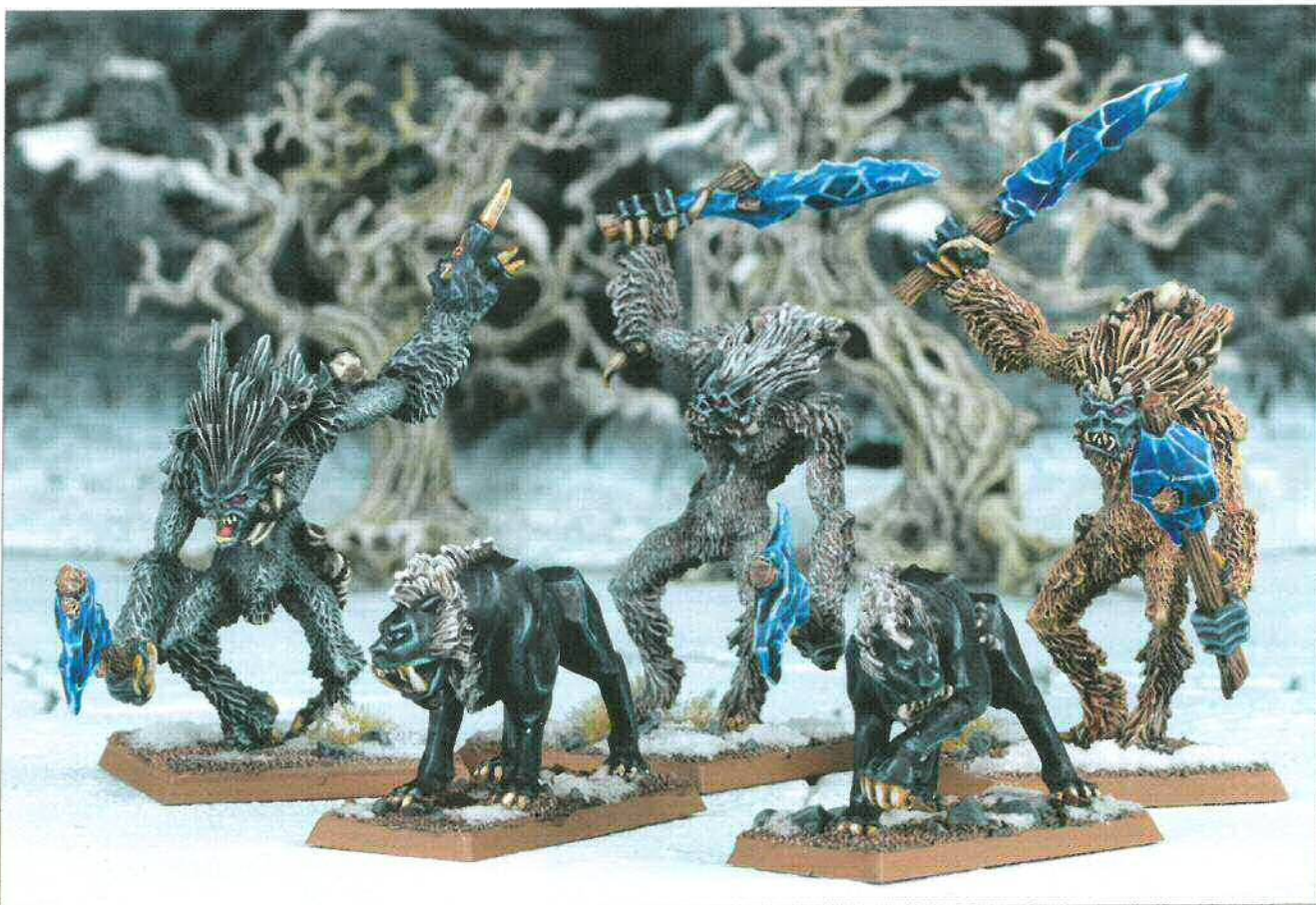
Carl's work on his Ogre Kingdoms army has started in grand style, beginning with some Yhetees.

Last month Carl worked out exactly what he was going to paint for his Armies on Parade entry each month to make sure his entry was ready in time. Since then he has thrown himself into some heavy-duty painting with excellent results. First on the painting table were a unit of Yhetees.

"I've never painted Yhetees before, so there was a little bit of trial and error when it came to these three models," Carl says.

"I wasn't sure what colour I wanted to paint them, and I ended up going through three different schemes as I went along. I'm happy with the overall result, but it's not at all what I expected to achieve.

"I've been painting in the evenings for an hour each night," Carl adds. "That has enabled me to complete all three of the Yhetees, as well as the Ogre Hunter and his two Sabretusks."



WRAITHLORD IN THE LIBRARY

Eddie's Armies on Parade display is based on the guardians of the Black Library, the Eldar Harlequins.

"I'm one of those hobbyists who always gets quite intense about the current project that I am working on," Eddie says about his Armies on Parade project. "So I've been spending as much time as I can converting and painting things for my Eldar Harlequins display board."

In the first month since we kicked off the challenge, Eddie has painted a mighty Wraithlord for his display, and made great strides on a squad of Eldar Harlequins.

"The Eldar Harlequins are some of the best models that I have ever painted," Eddie says, "I really had a lot of fun working on them. Converting up my Wraithlord was very satisfying too. I've used some spares from Dark Eldar kits to make it look a bit different, and I think the results are pretty successful so far."



Eddie Eccles has been surrounded by Harlequins, Wraithlords and all manner of curios as he explores the possibilities of the secretive Black Library.

A CHRONICLE OF FILTH

Jon is working on a Nurgle-themed daemoniac host. This month he's been working on the smaller guys...

An early morning (and I do mean early) trip through the Design Studio will invariably find Jon sat at his desk painting away – each day he arrives early enough to get in a good hour or so of painting before

the real work starts. So far he's painted an impressive 15 Plaguebearers and three bases of Nurglings. "With some of the little guys done," Jon says, "I want to paint a Forge World Plague Hulk soon".



Jon Flindall is a painter of considerable talent who spends his days editing books in the Design Studio. His Army on Parade is a Nurgle Daemon horde.



HEROES OF THE EMPIRE

Dan has brought out the big guns this month, with the Death's Head halberdiers and a Great Cannon.

Dan's labours for the War Diary have continued unabated this month and his Empire army continues to grow in the form of a unit of halberdiers and a Great Cannon. "I first saw the Death's Heads in

the Uniforms and Heraldry of the Empire book and I knew that I wanted to paint a unit for my display," says Dan. "Their red and black colour scheme really makes them stand out from the rest of my force."

White Dwarf's own Dan Harden is flying the hobby flag high with an Empire army. He has grand designs for a hilltop redoubt, paved roads and more.



THE LEGIONS OF UNDEATH

Chris is making an undead horde based around the Empire province of Sylvania for his display.

Having a conversation with Chris about his Armies on Parade entry is an illuminating thing – his enthusiasm for his project is contagious. It's clear that he loves what he's doing. It's also clear he'd like to win!

"I spent this month converting Zombies using Empire Militia and Liquid Greenstuff," Chris says. "That took a lot of time, so to reward myself I have painted Spirit Hosts and Isabella von Carstein."

Chris Bilewicz spends his days manning the Warhammer World store, and his evenings doing his favourite thing: painting Citadel miniatures.



FOR THE GREATER GOOD

Dominic has been painting Tau Fire Warriors and motivating his fellow hobbyists all month long.

In many ways Dom has become the champion helping to encourage and motivate our War Diary hobbyists. Not only has he forged on, choosing a colour scheme and painting a 'recon squad' of

seven Tau Fire Warriors but he has created a (closed) Facebook group to share progress updates with his comrades. Dom has been an absolute legend, taking the mickey and encouraging in equal measure.



Having modelled his display board last month, Dominic Murray has surged onwards with his Tau army, focusing his efforts on some infantry models.



LAGGING BEHIND...

Nick is supposed to be painting Blood Raven Space Marines... but it has been slow going.

So, Nick hasn't completed any of the models for his Armies on Parade display yet. If you were keeping score, you might think this was a little bit of a problem, but we've known Nick for years and if there's one thing you can count on, it's that he'll be painting models to a beautiful standard at the last minute... it seems to be the way he works.

No amount of teasing can overlook the fact that he has already assembled everything in his entire display (which really is quite a lot of Space Marines) and he's worked out an effective colour scheme for his force. "Whenever I paint a new army, I work out the colours it is going to be before I start work properly," Nick explains. "That means painting several testers, writing down all the steps and stages and then choosing the best one." You can see his testers here on the right.



When we caught up with Warhammer World events manager Nick Bayton to check his progress, he didn't have any completed models to show.



JERVIS JOHNSON



In this month's column, games designer Jervis Johnson talks about his latest favourite project: the mighty new Apocalypse rulebook, giving a penetrating insight into the philosophy that informed its creation.

People often ask me what is the favourite thing I've worked on. This is an impossible question to answer; it's my job to put everything I can into every project, and because of this, it's always whatever I am currently working on. Disclosure dates being what they are, that means I can't actually tell you about my favourite project because I'm working on it right now! That being said, there are some projects that have taught me more about the hobby than others. The third edition of Blood Bowl taught me a lot about games design, while the second edition Chaos Codex taught me how to design army lists and special rules, and writing battle reports for White Dwarf taught me a lot about writing discursive articles like this one.

I mention all this because this month sees the release of another one of those 'projects that have taught me something

important', namely Apocalypse. I've worked on both editions of Apocalypse, and both times it has proved to be a valuable and illuminating experience. The first edition of Apocalypse was a reaction to the prevailing view at the time: that there was a right way and wrong way to play our games, the right and proper way being two-player, line-up-and-fight games, with similar-sized armies. Now, before I go on, it's very important to underline there's nothing wrong with this style of play – after all, it's the way I usually play myself! The problem was that people had started to think that this is the way you are *meant* to play our games, and that other forms of play were somehow illegitimate. Regular readers will know that this kind of thing winds me up, and Apocalypse was based around answering such questions as 'Can I ignore the army lists and points values?' or 'Can I make up my own scenarios and special rules' or 'Can I play multi-player games', with a great big resounding: 'Yes you jolly well can – here, look, we've written a book to show you how!'

At the time I can remember being worried about just how popular such a message would be; here we were, planning to produce a huge book and the most ambitious plastic kits we'd ever made, based on little more than... well, than it sounded like a cool idea to us, and we thought the message was important! Fortunately you guys didn't let us down: it turned out that plenty of you really loved the idea of getting together with a group of friends to play big games, using all of the models in your collection, and of being given the freedom to explore the hobby in any way *you* liked. With hindsight, how could I have doubted this would be the case? All of these different things were valuable lessons, and now I always try to keep in mind that in our books, indeed in everything we do, we need to address the full breadth of the hobby, not just a narrow part, and that I should never doubt just how many of you feel as strongly about these things as I do.

Working on the new Apocalypse book has taught me a quite different set of lessons. This time round we knew that Apocalypse

would be well received, and it would have been easy to just do a bit of a face-lift of the original. But that would hardly have done Apocalypse proud, so we quickly determined to pull out all the stops, and pack the book with as many new things as possible. This ranged from including more than half-a-dozen missions to replace the one found in the old book, to adding new rules for things like Unnatural Disasters and a leader's Finest Hour, through to an Apocalypse Warzone, with its own datasheets, scenarios and rules for battles set during the Armageddon campaign.

"You can see this at work in Apocalypse's core principle, which, simply put, is 'You can use all of the models in your collection without restriction.'"

Such a huge project required not one, but two games developers, so I was joined by my friend and colleague Phil Kelly. He and I have rather different approaches to game design: I am something of a 'minimalist' designer, who likes concise rules that achieve their goals with minimal mechanics. You can see this at work in Apocalypse's core principle, which, simply put, is "You can use all of the models in your collection without restriction." There was a certain amount of resistance to this idea, and I received plenty of suggestions based around modifying the Force Organisation charts and such like, but I stuck to my guns on keeping this core rule simple and restriction free, and I think the game is better for it. Phil is what I would call an 'associative' designer, in that he is inspired by the models and the background, and loves writing rules that bring these to life on the tabletop. A great example of this is the Shokk Attack Gun table Phil invented for Codex: Orks, which is packed full of evocative results based on the background story for the weapon.

Anyway, when we started on the new edition of Apocalypse, I loved the idea of the Warzones, but was rather less keen on adding more special rules to the game in the form of things like the Finest Hours and Unnatural Disasters tables. Left to my own devices, I'm pretty sure such things would have ended up being sidelined, but Phil was keen they be an important part of the game. The very first playtests showed that Phil was right to stick to his guns on this matter – the players loved the Finest Hours, and especially enjoyed being the 'Master of Disaster' and unleashing all kinds of horrors on their fellow players. What's more, as I watched the games play out, I could see that these rules rather elegantly gave the players important decisions to make during play ('When do I use my Finest Hour?'), and gave the battles a real feeling of place and location (it's the Season of Fire on Armageddon and the sky has just caught flame!).

These lessons underlined something I've long felt about game design, which is that it works best when it's a team effort, but that you need to let the people in the team play to their strengths, and you need to keep an open mind about other people's ideas and suggestions. And, appropriately enough, I think this is also a valuable lesson for any Apocalypse game organiser; you can, of course, organise everything yourself, but you will almost certainly get a better result if you turn to the other players and get them to help you out. At least one player in your group is bound to know the background inside and out, and can come up with a great idea for a mission, while another will be just the person to come up with the special rules that may be needed, and a third will be the person to turn to in order to paint up some extra models needed for the battle, and so on. Or to put that another way: just trust your fellow hobbyists to do the right thing, and I think you'll be pleasantly surprised by the results – just as I have been both times I've worked on the Apocalypse rulebook...

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

THE ROAD TO

Warhammer 40,000 Apocalypse has arrived, driving the White Dwarf team into a frenzy of hobby activity. Here we look at the ways Apocalypse can inspire your collection, and how the White Dwarf team have gone about it.

When the White Dwarf team got wind of the impending Apocalypse, a curious thing occurred – within minutes we had all started planning what we would ‘do’ to get our various armies ready for some Apocalypse gaming. While Dan pored over datasheets for that perfect ‘thing’ to add to his burgeoning Tau Empire collection, Glenn saw the whole exercise as an excuse to kickstart work on a whole new Imperial Guard army. Everyone had their own take on what to do first.

Apocalypse really allows you to go crazy with massive centrepiece models such as Baneblades and Stompas.

Something that became immediately apparent was that preparing to play Apocalypse games is simultaneously a source of considerable excitement and a prospect that offers a host of different possibilities. So, this feature is devoted to taking a look at just how the White Dwarf team went about ‘Apocalypse-sizing’ their favourite Warhammer 40,000 armies.

Throughout the course of the month, we’ve realised that there are three main ways that the White Dwarf team has got to grips with the forthcoming Apocalypse, and each is just as valid as the others. In a nutshell these are: adding a new Super-heavy unit to your collection, completing a formation (typically by adding a couple more units to your collection to make a squadron) and the good old tactic of just gathering up those things you like the most and expanding your army.



APOCALYPSE

Expand Your Army

Apocalypse games are Warhammer 40,000 writ large, where the armies of the Dark Millennium deploy in full force. Armies without any restraint, these Apocalypse armies are the ideal opportunity to include units you love – from special characters to new extra tanks.



A New Formation

The Apocalypse book contains scores of Apocalypse Formations, collections of warriors, heroes and vehicles that fight together to deadly effect. If you already have some of the elements for these, it's often a simple matter to add the extra units to complete the formation – or start one from scratch.



Super Heavy Fun

On the Apocalypse battlefields Super-heavy vehicles and Gargantuan Creatures rule. Between the dazzling multi-part plastic kits such as the Baneblade, Ork Stompa, Khorne Lord of Skulls and Necron Tesseract Vault and the multitude of Forge World kits, there are plenty to choose from.





1

THE SONS OF SLAUGHTER

Andrew Kenrick

Andrew's Chaos Space Marines army is based around a warband of Death Guard that he's expanded quite dramatically in the build up to the release of Apocalypse.

"Until now my army has been made up entirely of Death Guard, who are by their very nature Veterans of the Long War," Andrew says. "So having read through the Apocalypse book, I seized upon the Legionnaire Warband formation, an assembly of rogues who have been fighting since the Horus Heresy. By adding just a few more units to my army, I could

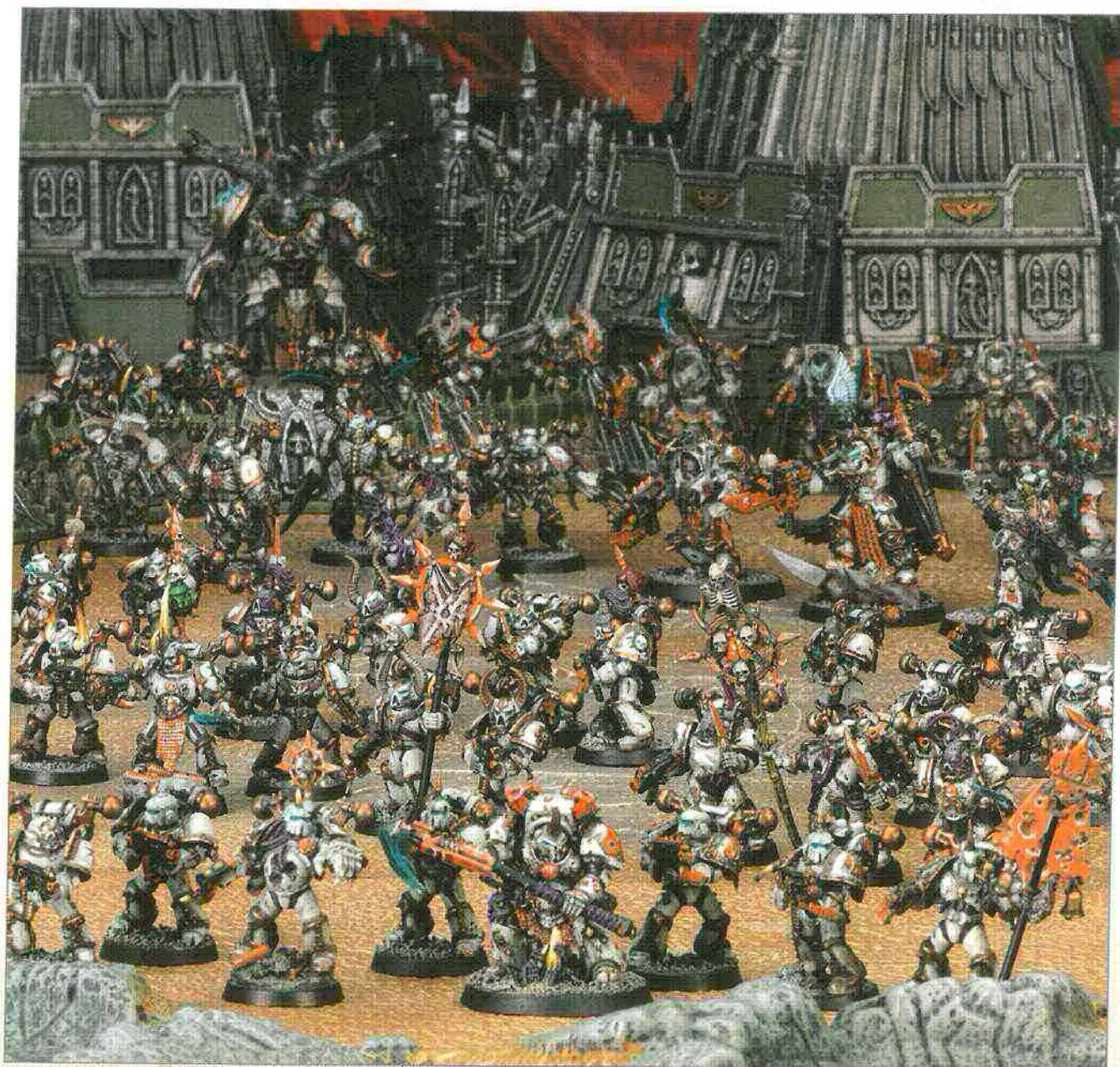
create the formation, which seems pretty exciting, really playing up their bitter hatred with the Space Marines who remain loyal to the Emperor. A second squad of Plague Marines, some Chaos Chosen and a squad of Chaos Possessed was quite a lot to paint, but the theme really inspired me to add some more to the army. And I'm not done with my Legionnaire Warband yet either – I've got a unit of kit-bashed Havocs, an Obliterator and a squad of Chaos Bikers on my paint station next, all of which can go into the formation when they're done too."

"I also added, as you can see, a Khorne Lord of Skulls. I was so excited I couldn't leave that amazing new kit out of my collection," Andrew adds. "So the story of my army has moved forward: Malek Vos (my Warlord) and Typhus have forged a pact with the World Eaters to seal the service of a mighty Daemon Engine.

"But I couldn't leave it at just that." Andrew continues. "After all, a big red Super-heavy would stand out amidst the hordes of white-armoured Chaos Space Marines. This, combined with the

awesome colour scheme I stole from Steve Bowerman in the hobby team (see page 114), inspired me to add a small contingent of World Eaters to go to battle alongside the Lord of Skulls. So far I've painted a retinue of Berzerkers and Khârn the Betrayer, and had such fun doing so that I'm going to add some more servants of Khorne to the force in the form of a unit of Bloodletters. Blood for the blood god, and all that. For me it's one of the best bits about Apocalypse; that excuse, if an excuse were needed, to revisit a favourite army and add even more stuff into it!"

- 1 Andrew has spent happy hours making and painting Son of Slaughter, his brand new Khorne Lord of Blood.
- 2 As well as the Khornate models, Andrew has been hard at work collecting enough models to complete his own Legionnaire Warband Apocalypse Formation.





1

THE IRONWING

Adam Troke

Adam has been whittling away at his Dark Angels army for months now, slowly adding new units every now and again. Apocalypse was the excuse he was looking for to add something quite new to his force, however:

"I've always seen myself as more of an infantry ground-and-pound kind of guy than a tread-head," Adam says, on the subject of his latest additions. "But Apocalypse is such a dangerous environment that I think my force really needed some armoured support – and the

cool Predator Assassin Squadron was altogether too appealing to pass up on. Of course, I wanted to give them a distinctive Dark Angels flavour, so I used plenty of spare parts from my Dark Angels bits box and some Forge World accessories to make them look like a lavishly detailed and veteran squadron of elite battle tanks.

"I've also added five more Librarians, including Ezekiel," Adam adds, "Because the idea of a psychic choir unleashing a vortex is too cool to resist."

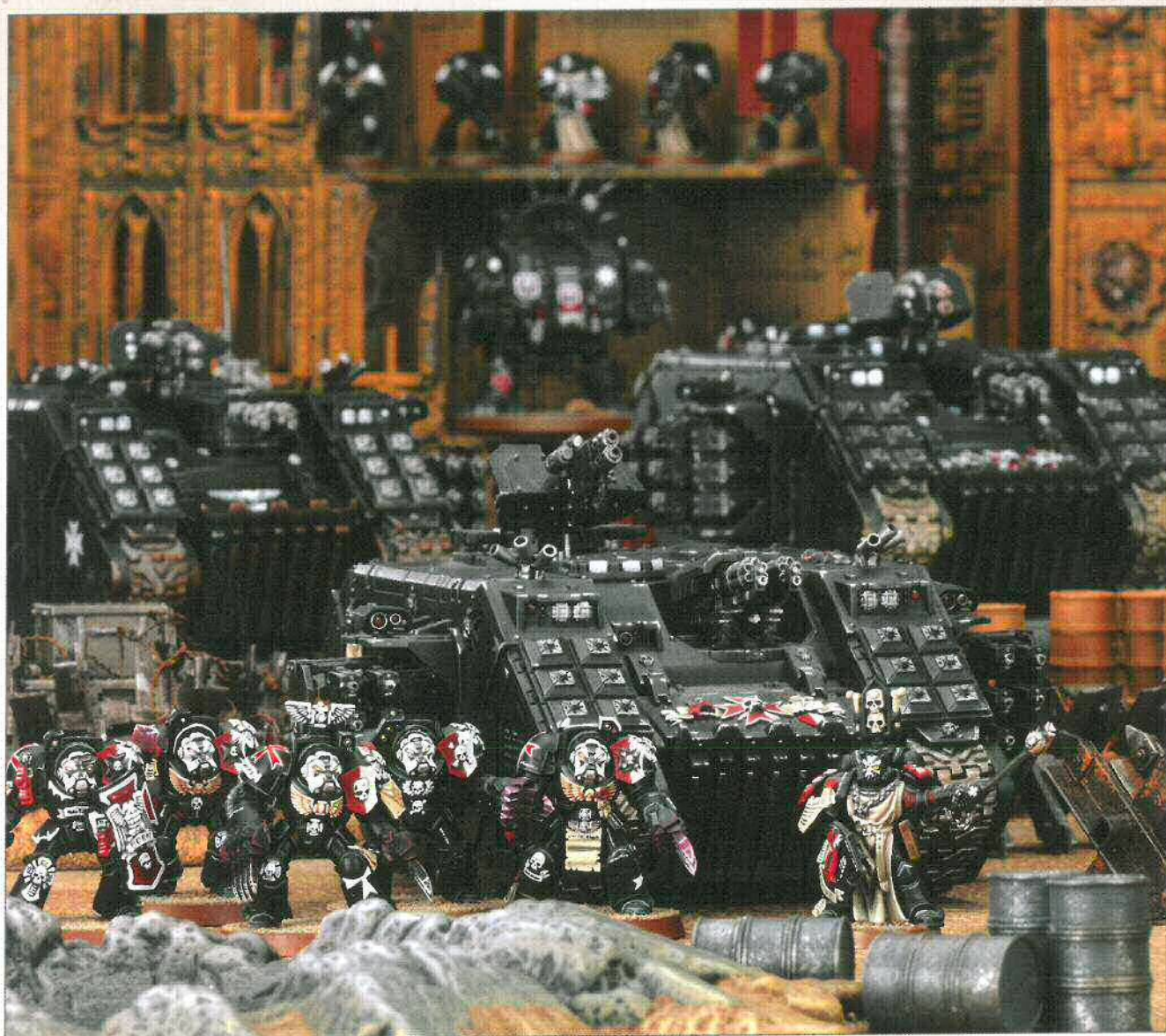


2



3

- 1 Adam calls his Predator squadron the Ironwing, a reference to an old piece of Dark Angels lore he found in a very old White Dwarf article. He's used all sorts of bits and pieces to convert them, including spares from the Dark Angels Accessory Frame, the Ravenwing Command Squad kit and the Forge World Space Marine Tank Crew.
- 2 Inspired by the imagery of Librarians going to war en-masse, Adam has painted five new Librarians and a Drop Pod to strike right into the heart of the enemy. Since he painted them, he's been chuntering on about how much fun it would be to paint a similar group made up of Techmarines or Chaplains.
- 3 "I imagine Apocalypse featuring loads of legendary heroes, so I painted Azrael and a unit of Deathwing Knights," says Adam.



1

THE ARMAGEDDON CRUSADE

Matt Hutson

1 Matt's Black Templars are perhaps the army he is most fond of – and the Third War for Armageddon is his favourite part of the background for Warhammer 40,000. With the Apocalypse coming, he decided to give them some armoured support.

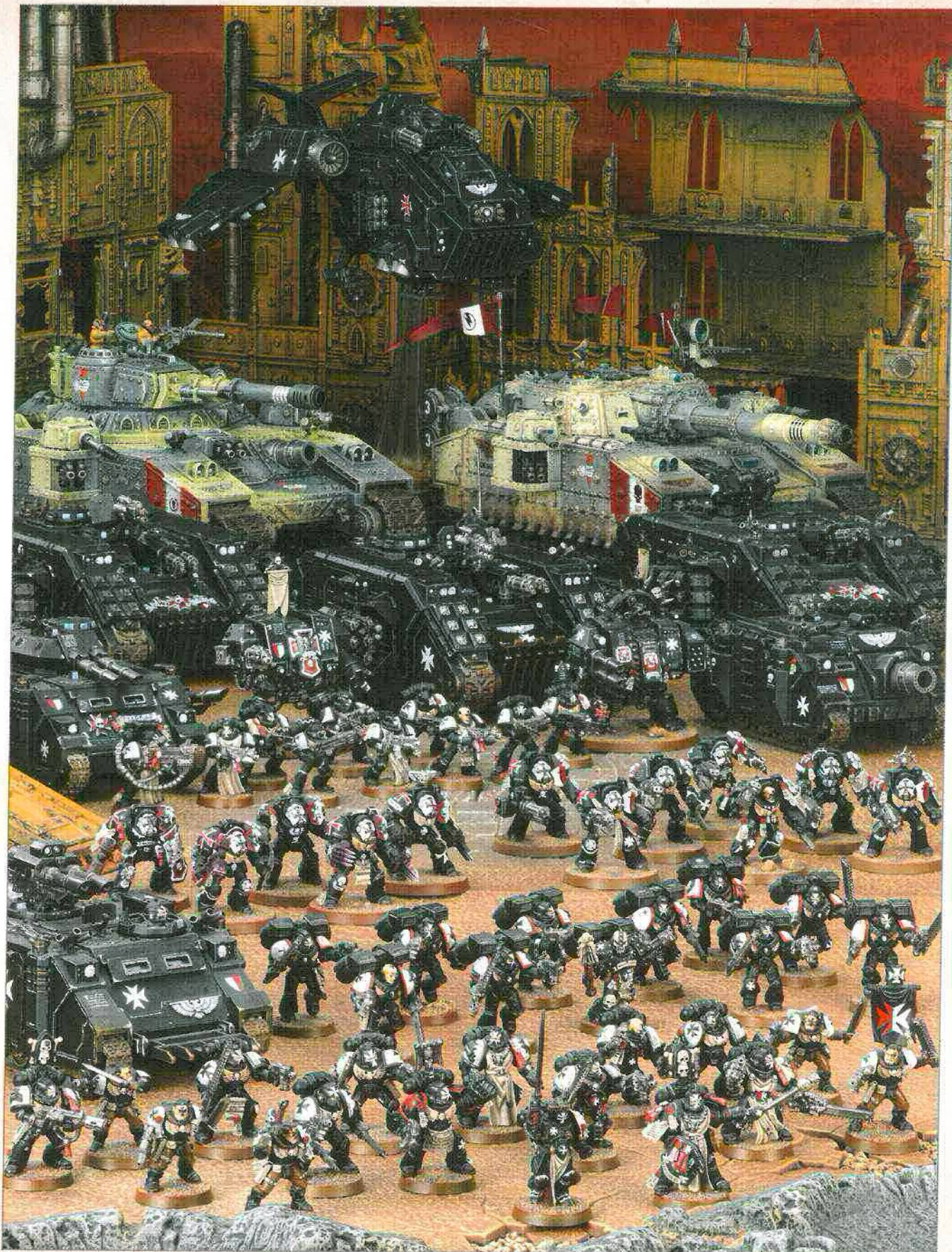
2 Matt's entire Black Templar army arrayed for war; note the Baneblade and Shadowword, which fit the Armageddon theme perfectly as they belong to the Steel Legion.

Matt started painting Black Templars Space Marines back in the third edition of Warhammer 40,000 and since then he has returned to them regularly. His favourite aspect of the background for Warhammer 40,000 has always been the battle for Armageddon between the Orks and the Imperium, and the Armageddon Warzone found in the Apocalypse book has fuelled his latest bout of Black Templars painting.

"Once I had sat down and had a good read through the Apocalypse book I was really excited to see the Armageddon Warzone

material, especially the new formations for Black Templars," Matt says. "I already had two Land Raider Crusaders in my army and adding another would give me a Crusader Hailstorm Squadron. Adding just one or two new things is an easy way to get your force ready for the Apocalypse.

"My next addition was also inspired by the Armageddon theme," Matt adds. "In the past I painted a Shadowword and some Imperial Guard squads for a small Steel Legion force. I decided it would be fun to add a Baneblade, so I did it."





RED DEFF

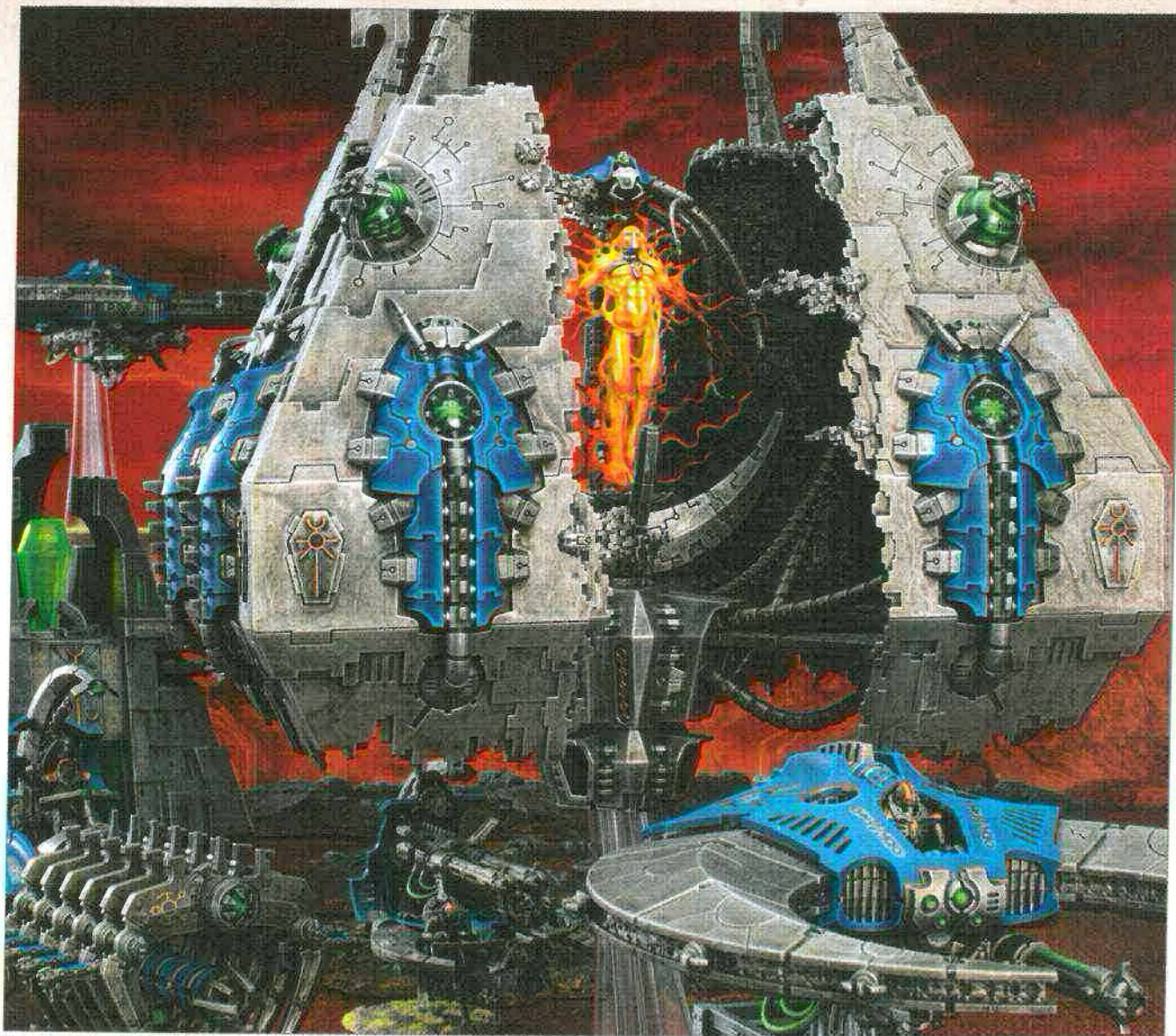
Erik Niemz

Erik's Orks haven't reached the apocalyptic proportions of some of the other armies around the White Dwarf bunker just yet, but that hasn't stopped him getting in on the fun and adding an Ork Stompa.

"The Stompa is a massive Orky fortress on legs," Erik says, in response to questions on his latest addition. "I can't think of a better reason to buy something and paint it up than the fact that it's really cool. My Ork army is still quite small at the moment, but I really enjoy playing games with my Boyz, so joining in on some

Apocalypse games sounds cool. Until my army is bigger, I'll just join forces with my friends to make massive army between us, and that's where Red Deff (my Stompa) will come in. When I play Apocalypse, I want to be krumping everything in my way, and having seen Matt painting a Baneblade and Andrew with his Khorne Lord of Skulls, I didn't want my Boyz to feel left out. One Stompa later and I'm ready for war. Now I've started though, I've got a taste for it – I'm eyeing up several Apocalypse Formations, especially the Karnage Skwadron."

1 Erik has been working on his fledgling Ork army for some time now – and the Stompa is the latest (and greatest) addition to his collection. If you ask him, it's all about painting up the stuff you think looks cool.



2

EMBERRESH THE SUNEATER

Jes Bickham

Jes' excitement at seeing the Necron Tesseract Vault was plain to see when it arrived in the White Dwarf bunker, so it's no surprise to learn that he's built and painted one to add to his Necron army in the striking colours of his own Xonthar Dynasty. As he explains, adding something big to an existing army can provide a wealth of inspiration.

"A model like this is a capstone to your collection," Jes explains. "It's a chance to add something to your army that really enriches it. From a thematic standpoint a

big Super-heavy model creates the situation where you look at the whole force in a different light. I like the idea that the Overlords of the Xonthar Dynasty have convened to agree on unleashing a weapon of such incredible power – an enemy so deadly, or hated, that they're willing to put all the chips down. So Emberresh the Suneater, a captive C'tan, was born. It didn't end there either, the new model has inspired me in other ways too – Canoptek Leeches embedded in the outside of the Vault have me itching to add some Wraiths to my collection."

- 2 Eager to harness the might of the C'tan, Jes added the new Necron Tesseract Vault to his collection. His favourite feature of the model are the Canoptek Leeches and Scarabs working constantly to repair the damage caused by the trapped C'Tan.



1

THE FISTS OF CALTH

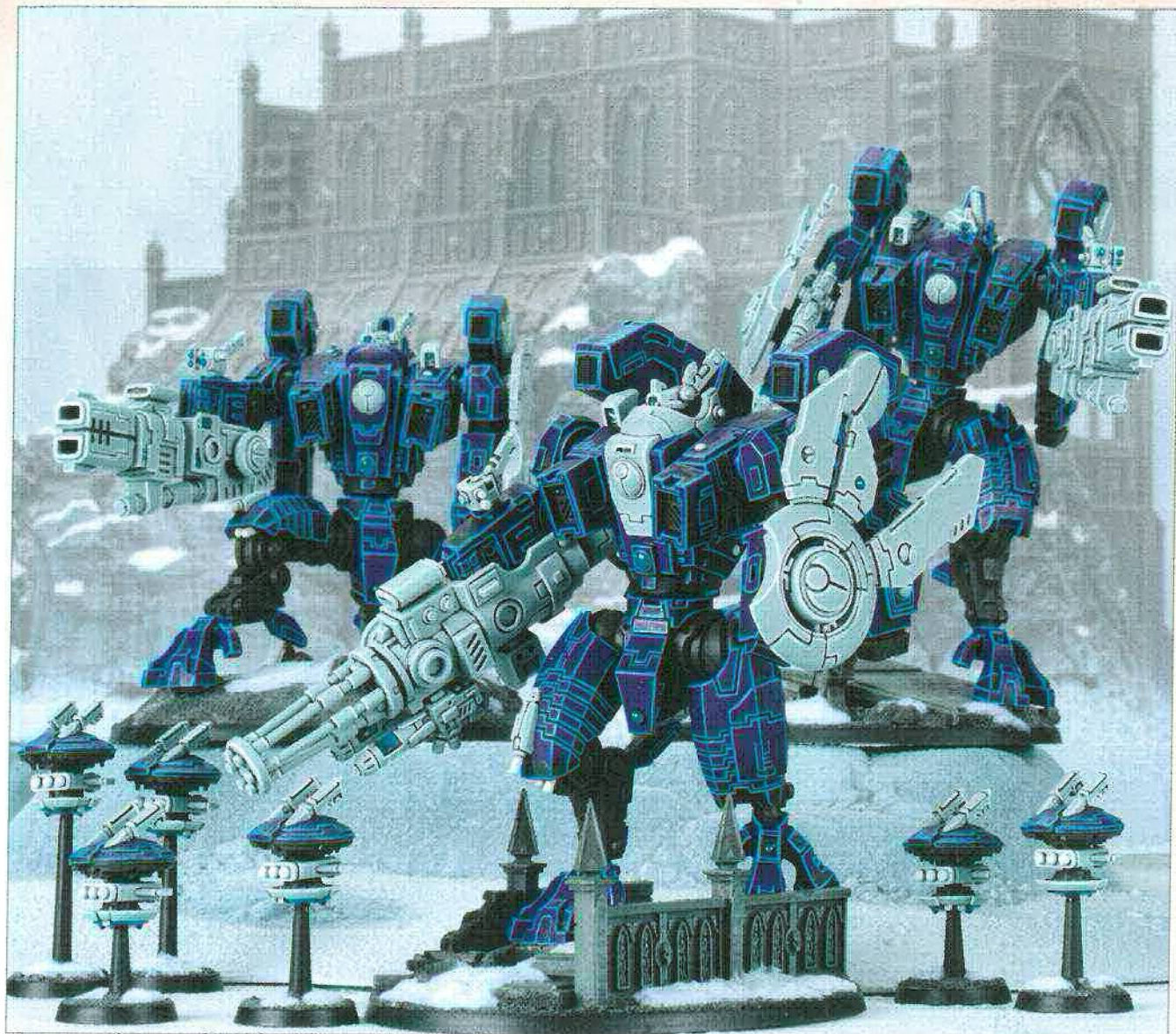
Glenn More

The inspiration for Glenn's Apocalypse project comes from a Black Library novel:

"My favourite Black Library novel is *Know No Fear*, from the Horus Heresy series," says Glenn, "and I want to collect an Imperial Guard army from the ruined world of Calth, one with rebreathers for the troops and lots of tanks. The freedom that Apocalypse gives you to use your models in a different way was the excuse I needed. So I've put a lot of time into building vehicles. So far I've painted a Baneblade, several Chimeras and some Leman Russ."

"Normally making models in that order wouldn't make a great deal of sense," Glenn explains, on the topic of his model choices. "With Apocalypse games, force organisation charts and strictures like that more or less go out of the window – so it's about including things that you think are exciting. In time, I'll be adding several Imperial Guard Infantry Platoons to my army as well, but right now what excites me is collecting, building and painting tanks. Until the infantry hordes are ready, I can always ally the tanks with my Ultramarines army."

1 Glenn has used the White Dwarf teams arms race as an excuse to kickstart work on a new army – a project he started some time ago, and now finds himself drawn back to with a vengeance.



2

SWIFTHAWK RIPTIDE WING

Dan Harden

Perhaps more than any other member of the White Dwarf team, playing games of Warhammer 40,000 Apocalypse is a regular fixture of Dan's hobby life.

"Every few months my closest gaming friends get together and we have a big Apocalypse game," Dan explains. "We've been doing it for years (since the first Apocalypse book came out) and it's great fun. The only rule for our games is that you have to add something new to your army each time, it can't just be the same units again. With my newly painted Tau army

being quite large now, and with all the new Apocalypse Formations to choose from, I opted straight away to paint up the Riptide Wing – by adding two new Riptides to my existing one. Looking at my collection though, I could have easily done one of several different formations. I've got nearly enough Crisis Battlesuits for a Rapid Insertion Force and nearly enough Stealth Suits for an Optimised Stealth Group. That's cool, because I've got them mentally lined up as the next things to paint for my army in time for our next big Apocalypse game in a couple of months."

2 Dan reckons his regular gaming group won't know what hits them when he turns up for the next Apocalypse game with his completed Riptide Wing.

THE ROAD GOES EVER ON...

There are yet other ways that you can bring Apocalypse to your collection – as you see in this month's Battle Report, the fantastic range of Citadel terrain in conjunction with the Wall of Martyrs has terrific potential to bolster your army on the tabletop (there are even formations

that give you an advantage for having particular groups of fortifications). Forge World's amazing range of resin models has some iconic Super-heavy war machines and Gargantuan Creatures within it, from Titans to Tyranid bio-constructs. Check out www.forgeworld.co.uk for more. ☠

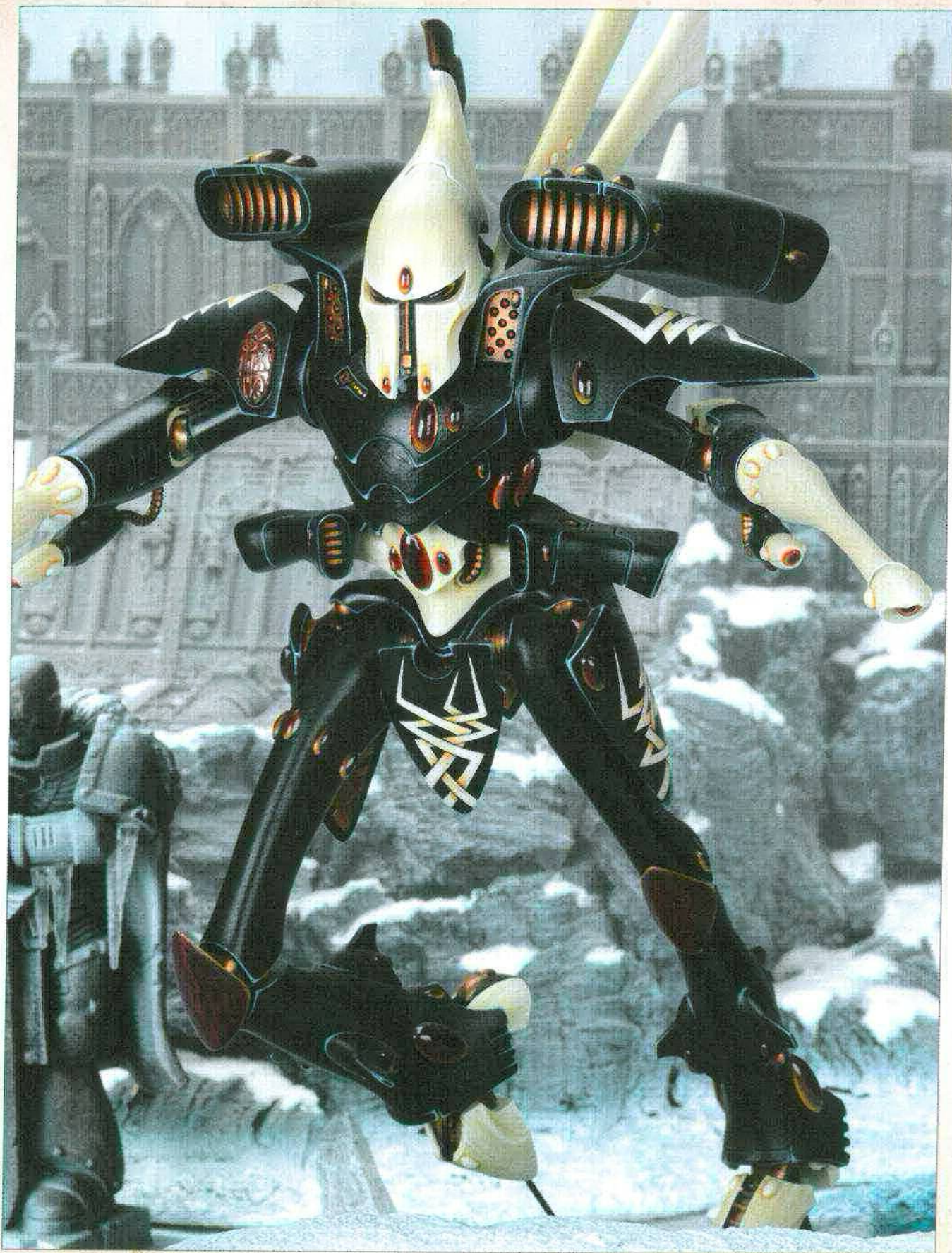


1



2

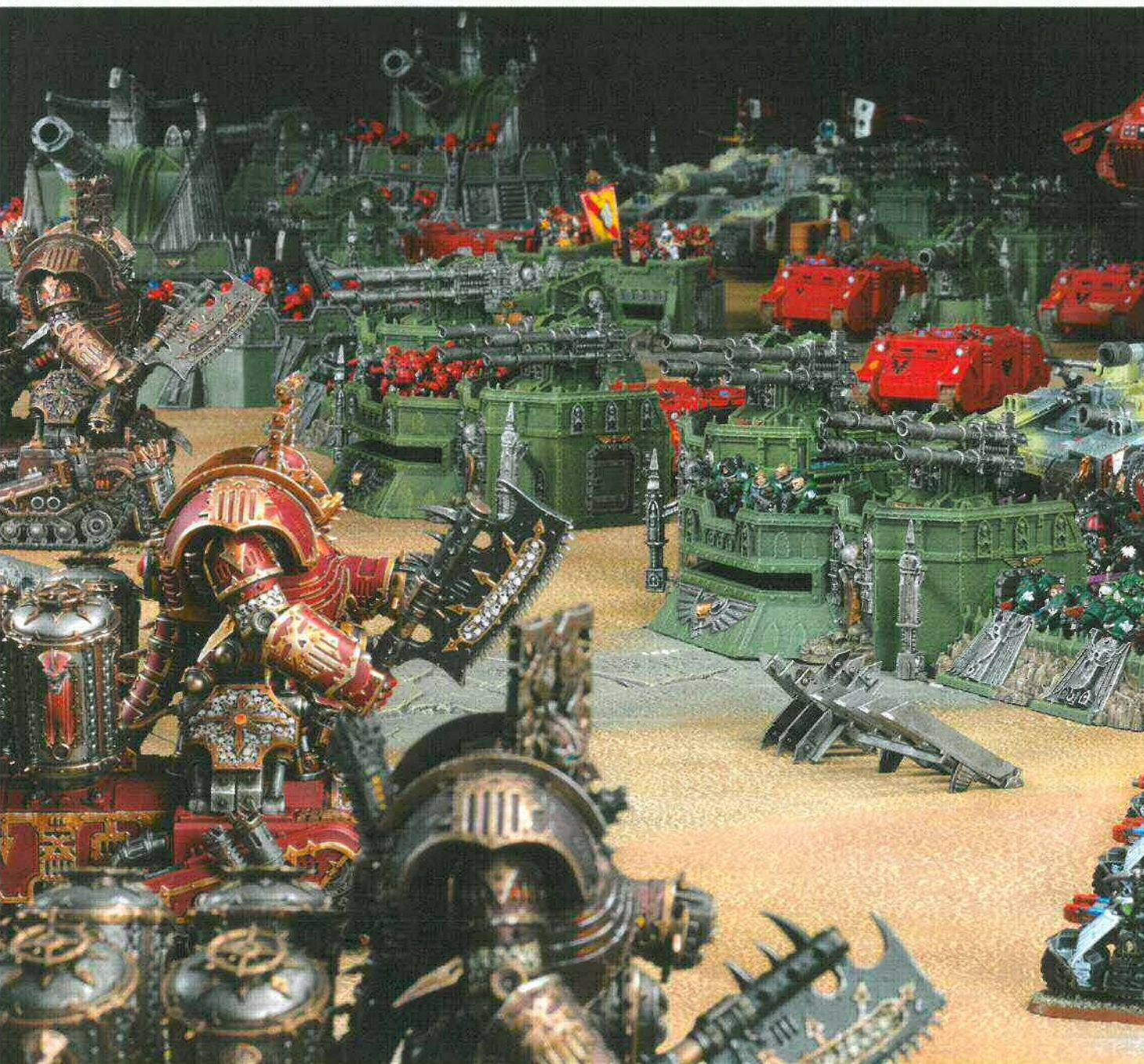
- 1 Jes' Tyranid army, Hive Fleet Eumenides, sports a Forge World Scythed Heirodula – a Gargantuan Creature perfect for use in games of Apocalypse.
- 2 Scenery such as the Wall of Martyrs defence line and the Vengeance Weapons Batteries are perfect additions for your Apocalypse games. See New Releases and the following Battle Report for more on these.
- 3 Forge World also sell massive Titans for use in Apocalypse, such as this Eldar Revenant Titan.



BATTLE REPORT

SIEGE OF THE ANGELS' REDOUBT

Locked in battle against the Legions of Chaos on the fortified world of Nymidae, the Angels of Death find themselves outnumbered and surrounded when a more ancient foe awakes. The Space Marines must hold the Wall of Martyrs in a desperate fight to the death.



Adam: For our Apocalypse battle report, we needed a fun back story to fuel the carnage. Looking at our armies, and the amazing array of terrain that Dave and his hobby acolytes had made for us, we decided to take the classic match-up of Space Marines versus Chaos Space Marines and give it a subtle twist...

The Dark Angels recruitment world of Nymidae is under attack. Beneath the surface, Necrons are awakening – eager to reclaim it as part of their ancient empire. Even as their legions gather, agents of the

Necron Xonthar dynasty have brokered an alliance with a Chaos Space Marine invasion force – a dastardly ploy to divide and conquer. Once the Dark Angels are eradicated, the Chaos Space Marines may claim the Fortress of Redemption and the secrets within it, and the tomb world will belong once again to the Necrons.

The evil alliance, however, has reckoned without the sons of Baal, who have rushed to the aid of the Dark Angels. Within the mighty walls of the Angels' Redoubt, they will make their stand against the foe.

The Dark Angels and Blood Angels stand shoulder to shoulder in an epic battle to the death against the Necrons and their Chaos Space Marine allies.



DESCENT OF ANGELS



Matt's perseverance painting Space Marines over the years means that he has four Space Marine armies big enough to join in the Apocalypse game. For this bout, he's chosen to unleash the noble Blood Angels.

I'm in a good position for a game of Warhammer 40,000 Apocalypse because I already have a Blood Angels Battle Company which I have collected over the years. The data sheet in the new Apocalypse book now lists three Dreadnoughts in the formation so I've painted them too. This assembly of 100 Space Marines, led by Captain Erasmus Tycho, will be the main element of my army. It's capable of doing a little bit of everything, with Devastator squads to take on heavy targets and Assault Marines for the counter-attack. Having a whole Battle Company gives you some major advantages, such as a bonus Orbital Strike Strategic Asset and the Comrades-in-Arms rule, which enables all squads in the Battle Company to fire overwatch for nearby allies when they are assaulted.

Over the years I've added other things to the force too, so I also have a Stormraven Gunship and Mephiston to call upon. Mephiston is my favourite Blood Angels character so I am keen to use him in a game of this size.

I'm also planning on using my Steel Legion Super-heavy tanks. My Warhammer 40,000 collection has a strong Armageddon theme to it, with Black Templars, Blood Angels and Steel Legion (all of whom participated

in the Third Armageddon War) within it. I've painted a new Baneblade, and alongside my Shadowsword it will give my Space Marines a real advantage against the Chaos Space Marines and Necrons. The Baneblade will make a real mess of infantry, while the Shadowsword will be able to support our macro-cannons in taking down enemy Super-heavy vehicles.

Speaking of the macro-cannons, that's another part of our 'army' I should mention. Dave Andrews, the designer of the Wall of Martyrs scenery, offered to paint some of the new terrain pieces up especially for our battle report. We couldn't refuse an offer like that – but in our wildest dreams we had no idea how much he and his gang of helpers could do in just a couple of days. He's bolstered our forces with no less than four Aquila Strongpoints (we'll be using three macro-cannons and a vortex missile battery), four Firestorm Redoubts and eight Vengeance Weapon Batteries, along with yards of Imperial Defence Lines, bunkers and even a Fortress of Redemption. It's inside this maze of armoured walls that we'll be deploying our army. Since my Battle Company has to be deployed within 36" of a specified point, I can't split the bulk of my army up too much. This means Adam and I are best off taking one half of the defences each – my Blood Angels will take the right side of the fortress and his sons of the Lion will take the left. My Stormraven (and Mephiston) will hold back in reserve and my Baneblade and Shadowsword will deploy inside the walls, where they can add some serious supporting fire.

In addition to my free Orbital Strike for taking a Battle Company, I am also taking the Trophy Kill Strategic Asset, which rewards us with three extra victory points if we can kill the enemy Warmaster. We're pretty sure that Typhus will be not only Andrew's Warlord but also the Warmaster of the opposite team, so we'll go hell for leather to do just that, with either Mephiston, my Orbital Strike or anything else for that matter.

Matt painted up this Baneblade, named Dominator, especially for this Apocalypse battle report. It's painted in a similar colour scheme to his Shadowsword, Iron Saint. Will it be able to silence the combined Necron and Chaos threat?





THE ANGELS OF VENGEANCE



While Adam might have been distracted by another hobby project or two over the past few months, he hasn't given up work on his beloved Dark Angels, and now they are bigger than ever.

Adam plans to use his Predator Assassin Squadron's killshot ability to hunt down and destroy the enemy's most powerful vehicles.

I will confess that my favourite part of collecting miniatures is probably what I call the 'arms race'. It's when you know there is a big game or event coming up, and you try and paint as much new stuff for your army as possible. So, with the Battle Report looming on the horizon, I went into painting overdrive and decided to see just how many new models I could add to my force; as it happened, a squadron of Predator tanks, a squad of Deathwing Knights, five Librarians (with a Drop Pod) and Azrael, Grand Master of the Dark Angels was about the limit. That might all sound a bit like 'work', but let me assure you it was a hoot. Why? Well, because now I've got that smug feeling that only comes from being able to plonk an army onto the battlefield that is bigger and better than ever. I'm really excited to play this game.

Matt's Blood Angels will be providing some serious numbers for our force (he's got a whole Battle Company), and also one of the galaxy's mightiest heroes in the form of Mephiston. I'm bringing bikers, Terminators and some Apocalypse formations of my own though.

Knowing what is arrayed against us in the form of Warhound Titans, Khorne Lords of Skulls and Necron Tesseract Vaults I think my Dark Angels will try and deploy in as

pragmatic a fashion as I can manage. I'll be keeping my Tactical squads hunkered down in cover, preferably inside the bunkers and strong points until the Necrons and Chaos Space Marines are close enough to engage. This might not seem brave, but with all the Super-heavy firepower that will be raining in on them in the first turn, any other course of action would probably see them shot to bits.

The first nasty surprise that my army has is a Psychic Choir; my Librarian. Led by the mighty Ezekiel and consisting of five additional psykers, these brave souls will arrive in the heart of the enemy army via Drop Pod – whereupon they will unleash a Force Vortex. Woe betide anyone who is caught in that! The Space Marine Librarians are a gorgeous selection of models, and I'm really excited to see how their ability pays off in the game.

The other really nasty trick I have up my sleeve is my shiny new Predator Assassin Squadron. Three new Predator Annihilators should be a match for most armoured targets (their killshot rule makes their firepower even more dangerous than usual, making them fire as a D-weapon if all their lascannons hit). At the start of the game I have to nominate a chosen target and they do a lot better against that (all weapons are twin-linked), but as long as I choose the right formation for the right targets, they will be deadly. I'm fairly sure that Andrew and Jes will make them a priority target (they're deadly, but not as heavily armoured as our bunkers) so their life expectancy isn't great – But I intend to cause trouble while they last.

I've been humming and hawing on whether my Ravenwing should deploy on the battlefield or enter from reserve for days now. I don't need them to bring in the Deathwing as I usually do, since they should be able to lock onto the Drop Pod's homing beacon. So I think I'll be entering from reserve and hoping to cause a lot of collateral damage with all those twin-linked guns.





XONTHAR RESURGENT



Jes but one thing on his mind: revenge, after his poor showing in the Battle Report last month. Hopefully his Necrons can reverse their failing fortunes...

After *Nemesor Drakvir's* humiliating defeat at the hands of the children of Asuryan in the last issue of *White Dwarf*, my Necrons of the Xonthar Dynasty have got a lot of face to save – and *Apocalypse* may be their chance at redemption! (Let's face it, they can't do much worse than they have so far...)

So it is that Drakvir has hitched his undying legions to the filth-ridden wagon of Typhus, which is hurtling inexorably towards a bloody showdown with the Dark Angels. Beneath the grim redoubt of the Sons of the Lion lurk ranks of metal warriors as yet unawakened, and Drakvir aims to add their silent, relentless murderlust to his own forces. He just needs to help Typhus annihilate the Dark Angels and their Blood Angels allies to get to them.

Thankfully, it's been simplicity itself to get my Necron collection *Apocalypse*-ready. While there's a great selection of entertaining Necron-specific formations in the *Apocalypse* book, what I really wanted to do was paint up the massive new Tesseract Vault kit, which in one fell swoop adds a terrific centrepiece to my army and also allows me to compete on the epic battlefields of *Apocalypse*. After a little badgering, bartering and making the odd

The C'tan at the centre of the Tesseract Vault is possessed of insanely destructive abilities – two of them should hopefully give the Blood Angels and Dark Angels pause for thought.



small promise concerning my immortal soul, I was able to procure one of these otherworldly prisons for the Necron star gods and set to work building and painting it for the battle report. (You can see how I did it in *Paint Splatter* over on page 116).

Even though my Tesseract Vault was relatively quick to finish, time is always at a premium in the *White Dwarf* bunker and I needed a bit more than my own hobby skills could provide, so I borrowed the Studio's Tesseract Vault and the Obelisk for good measure. I'm giving both of the Vaults the Seismic Assault Ascendant Power (you've got to give them two out of a list of six, and all of them are truly nasty), which unleashes a massive 6D6 S8 AP3 shots per turn. I'm hoping nothing will be able to stand in the way of that little lot. The Obelisk, meanwhile, will be used to soak up some enemy fire and will be instrumental in tackling any flyers Matt and Adam bring along; its Gravity Pulse ability automatically hits enemy flyers in both shooting phases. Ouch! Finally, I chose the Entropic Plague Strategic Asset, which, on the turn I use it, strips every model within 3D6" of my Warlord of its armour save. Very nice indeed.

The rest of my army is simply composed of the entirety of my collection (most of which you'll have seen last issue). In a perfect world I'd also have another three Canoptek Wraiths painted but time, alas, was too short. We'll see how I do with the three I've got. Regardless of this, it should be a terrific battle!

Postscript: Alas! The Star Gods must be displeased. I write this addendum the week after the Battle Report was fought. It seems that allying with a scion of Nurgle was a foolish idea, as the day before we were due to fight the Battle Report I fell victim to the 'flu and spent the next week deep in delirious fever; curses! So it was that, come the actual event, Dan had to step into my shoes and command the Necrons as well as taking on the role of game organiser. So, alas, I don't actually take physical part in the game from here on... but rest assured I'll add my thoughts at the end.



THE HERALDS OF THE PLAGUE



Whenever there's a cold going round the office, Andrew is often saddled with the blame. And all because he likes all things Nurgles, boils and all.

I've been so caught up painting Beastmen of late, that my Death Guard have been languishing on the shelf in the hobby room for the past few months. But with all the excitement in the office about who was going to add what to their army, I couldn't help but join in, as you'll no doubt have read earlier in the issue.

Although I've played many a game with my servants of Nurgle, I've never used them all at once. This is partly because I've got quite a lot of them nowadays (more than I'd realised, when I totted the totals up), but also because I've got half a dozen Elites and four HQ choices – more than you can normally squeeze into a single game. One of the joys of an Apocalypse game is being able to use your collection in its entirety, force organisation chart be damned, so that's exactly what I set out to do: to field it all in one glorious army.

With a quick glance through the datasheets in Apocalypse, one immediately stood out: the Legionnaire Warband. The core of my army are all Death Guard Space Marines with the Mark of Nurgle anyway, so with the addition of a second squad of Plague Marines and a squad of Chaos Chosen (both finished late the night before the game, in time-honoured big battle tradition), I could

Not only is Typhus Andrew's Warlord, but also the Warmaster of the bad guys' force. He plans on marching to battle amidst a large unit of Plague Zombies, offering protection against small-arms fire... if not larger weapons.



field most of my force as part of this formation. This will make most of my units have Hatred and be Fearless, so long as they're within 12" of a Space Marine. They're led by Typhus, who plans on calling his *Finest Hour* as soon as possible to allow all my Death Guard to gain *Feel No Pain* and *Fearless*, helping the whole army get in amongst the Space Marine lines relatively unharmed.

The other formation that grabbed my attention was the Heldrake Fear Squadron, particularly devastating for its pre-game move (and, hence, pre-game *Vector Strike*) as well as its 'always-on' *Daemonforge*. Now, I only have a single Heldrake, but within the White Dwarf bunker we have two more: one belonging to Jes and one to Kris, both of whom were eager to see them fielded together. Their job is pretty simple: scour the trenchlines of any Space Marine resistance ahead of my advance.

I also included a pair of Helbrutes, who'll accompany the main advance, as well as a unit of Cultists and a horde of Plague Zombies to generally get in the way. I've also borrowed some of Jes' Black Legion army too, mostly in the form of *Daemon Engines* and more Helbrutes to add some anti-tank firepower to the force.

I've also got a couple more Lords of Skulls to add to my own, and these are going to spearhead the attack on the fortress – their D-weapons should make a mockery of any armour in melee – kill lots of Space Marines and generally scare the pants off of Matt and Adam.

Finally, with only a small amount of bartering, I secured the services of a pair of Chaos Warhound Titans from the Studio. I don't know about you, but the sight of a Titan striding about the place, unleashing volleys of horrific firepower from oversized weaponry always stirs my heart. In past Apocalypse games I've had these gigantic war machines deployed against me, so it'll be a novelty to be able to play with not one but two myself! Commence the attack!





1



DEPLOYMENT

In which the Legions of Despair lay siege to the Angels' Redoubt.

Adam: Dan was our game organiser, and he set up a battlefield around the Angels' Redoubt, built using the terrain Dave Andrews and friends had painted especially for our game (see page 151). The mission Dan constructed was simple: the team with the most victory points would win. A single victory point would be given for control of each of the Aquila Strongpoints and the Fortress of Redemption. Destroying those buildings, or any Super-heavy vehicle, would yield another victory point each. Finally, to represent them rushing to relieve the defenders in the fortress, Imperial reinforcements entering from reserve

could enter from either short board edge. The Space Marines would deploy first, then the Chaos Space Marines and Necrons, who would take the first turn. Matt and I deployed in the Imperial Defence Network or on the battlements of our fortifications. Matt took one flank with his Battle Company, and my Dark Angels held the other. Dan and Andrew deployed their forces across their deployment zone, with the Chaos Space Marines facing the Blood Angels and the Necrons facing off against the flank held by my Dark Angels. Titans and Tesseract Vaults held the flanks while the Khorne Lords of Skulls dominated the centre.





THE ANGELS OF DEATH

Against the vilest traitors and aliens in the galaxy the Dark Angels and Blood Angels have both stood resolute and unflinching in defence of Mankind. On a world wracked by the awakening Necrons, and facing the millennia-long enmity of the Traitor Legions, brother shall stand beside brother in a battle to the death.



THE LEGIONS OF DESPAIR

A terrible pact is made and an unholy alliance marches to war.

The very earth trembles at its approach and the skies turn the near-black of spilt blood as the prospect of overwhelming slaughter grows near; the scions of Chaos and the undying hordes advance as one, their fell purpose to rid the galaxy of the Angels of Death once and for all.





1 The bad guys held back several Necron and Chaos units. This would give the main army the chance to silence the Firestorm Redoubts and macro-cannons, to give the reserves a chance to get into the fight.

2 The Librarian and Chaplain will deploy in a Drop Pod on Turn 1, along with the Blood Angels' Stormraven, while the Deathwing will Deep Strike on Turn 2; at the same time the Predator Assassin Squadron enters play.

3 Adam kept all of his Ravenwing in reserve.

3





2



TURN 1

In which mass destruction is unleashed on both sides as the Apocalypse begins.

Andrew: Before the game could begin, Nurgle blessed us with his bountiful plague, striking Jes down with the flu! An inauspicious sign, I'll wager, but for who? Luckily Dan was on hand to take his place and attempt to cast down the fortress. Taking the eruption of plague in the office as a portent, my Warlord, Typhus, called on his Finest Hour right on Turn 1. This gave all my Death Guard Feel No Pain and Fearless – two helping hands that I suspected I'd be needing when Matt and Adam got round to firing back at me.

One of the great things about Apocalypse is just how mindlessly destructive it can be, and Turn 1 proved that point more than adequately. My Helderake Fear Squadron got to make a free move before the game started, swooping low over the Death Company and destroying Matt's freshly painted Dreadnought. As the game began, they then wheeled, torching Matt's Assault Marines too and then flying off the board.

We were wary, no, terrified of the Imperial fortifications and there was precious little we had in our army that could touch them, Lords of Skulls aside. So we sent all three of them straight at the fortress and, sure enough, their massive great cleavers of Khorne chewed up an Aquila Strongpoint and two Firestorm Redoubts. As they rumbled forwards, their mighty armaments caused cries of disbelief from Adam and Matt as the skullhurler killed Tactical Marines by the handful.

While I concentrated my firepower at Matt, Dan turned his attention to deal with Adam. The Necrons unleashed a withering amount of shots at the Dark Angels. The Tesseract Vaults both fired their Sky of Falling Stars, literally dropping meteors on the Dark Angels in the trenchlines (and the nearby Assault Marines when some of them scattered). After all that violence, I could see Adam and Matt spoiling to enact their revenge. ►



1



2



3

1 The Helderake Fear Squadron swoops over the Blood Angels lines, killing Death Company, Assault Marines and a Death Company Dreadnought before zooming off the edge of the battlefield.

2 Two of the Lords of Skulls head straight for the Firestorm Redoubts guarding the gates of the fortress.

3 The Tesseract Vaults spearhead the Necron attack against Adam's Dark Angels.



4



5



6

- 4 The Tesseract Vault triggers a Sky of Falling Stars on the Imperial forces within the base, killing Dark Angels, Blood Angels and even damaging the Baneblade.
- 5 Although the Aquila Strongpoint's armour is proof against most weapons, the great cleaver of Khorne wielded by the Khorne Lord of Skulls effortlessly carves it apart.
- 6 In a similar display, the pair of Lord of Skulls at the centre of the battlefield smash into the Firestorm Redoubts and carve them apart, costing the Imperial players two of their precious anti-aircraft defences.

► **Adam:** Well, Andrew and Dan had certainly had their fun, pounding our troops and blowing apart precious defences (for those keeping score, I tallied something like 1500 points of losses for our side). But, they hadn't done enough to stop the backlash – Matt and I had a plan.

As my Drop Pod came crashing onto the battlefield and our flyers roared into play, Matt and I took careful aim with our hosts of super-powered guns – the three Khorne Lords of Skulls were the primary threat at this stage, so we made those our main target. My Librarians blasted them with a Force Vortex attack and we hammered them with the combined firepower of two macro-cannons and a vortex missile. In short, we threw everything that we could at them, and when the smoke cleared one of their number was still standing.

All that firepower was incredibly fun to use, and as Matt and I placed large blast marker after apocalyptic blast the scale of destruction we were unleashing became clear – what we were firing at three models easily could have wiped out most armies that you would face on a weekly basis... and we still weren't done. The Firestorm Redoubts and Vengeance Batteries kicked into gear, lobbing shells, laser beams and torrents of firepower into the enemy ranks. I singled out the C'tan Shard of the Nightbringer for death, but despite a volley of punisher shots and a Tactical squad surging out of their trenchline to attack him, he stood tall.

Dan's Necrons had foolishly used their veil of darkness to appear beside the Fortress of Redemption, and lived to rue the day, as my Venerable Dreadnought slaughtered them with a little help from the nearby Baneblade and Azrael's retinue. Elsewhere Matt took to the attack with Assault Marines and the Death Company leaping forwards, the latter crashing into the Necron Destroyers just beside the ominously swirling template of my Force Vortex.

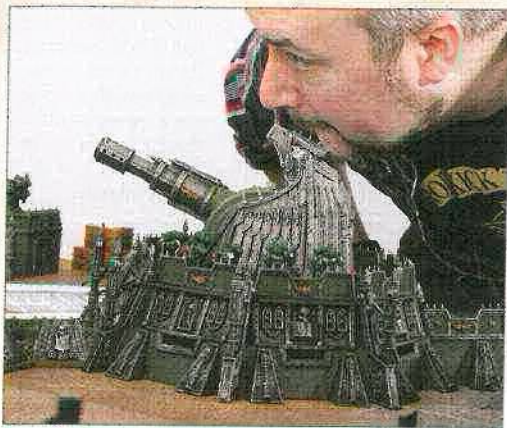
It was a gruelling turn for the 'bad guys' as we loosed everything we had at them, and it made us feel quite optimistic for victory.



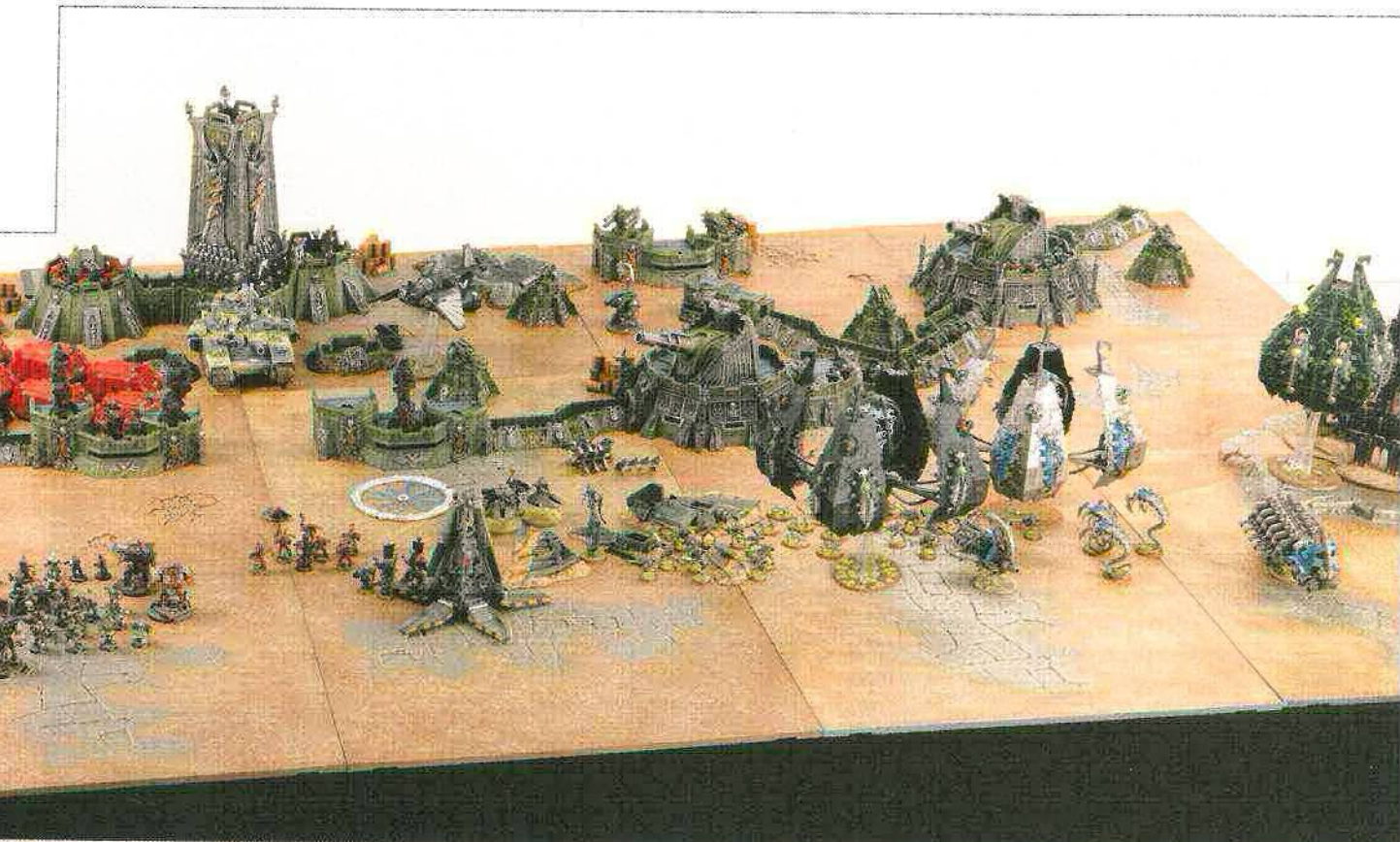
Psychic Assault

- 1 In a bold, some might say reckless, move Adam brings his psychic choir down behind Andrew's Khorne Lord of Skulls...
- 2 ...Who then unleash a Force Vortex on the unwitting servant of the Blood God. The powerful psychic energies of the vortex tear at the Lord of Skulls, sundering precious systems and, unfortunately for Adam's Librarians, rousing the ire of the nearby Berzerkers.





- 3 The battlefield at the end of Turn 1.
- 4 In an effort to finish the work his Librarians had started, Adam targets the Lord of Skulls with a macro-cannon.
- 5 The macro-cannon shell punches clean through the hull of the Lord of Skulls, triggering an Apocalyptic Explosion!
- 6 As the Devastators level their lascannons on the nearby Lord of Skulls, Khorne smiles on his war machine, and their lasbeams ricochet away from its Daemonic hull. The vortex missile proved too much for even the Blood God's ministrations, however, as Matt fired that at the blood-mad machine too.
- 7 Even the Stormraven attempted to help slay the Khorne Lord of Skulls, its las-beams dissipating against the infernal resilience of the unholy Daemon Engine.



TURN 2

In which two iconic characters do battle and the Super-heavies continue to fall.

Andrew: Ow! For all Matt and Adam howled at the losses they'd sustained in our first turn, it was nothing compared to how much they destroyed when it was their go. Luckily one of my Lords of Skulls had survived... until the vortex Matt had landed on it last turn moved a couple of inches, taking off its last hull point and swallowing it whole.

All of our flyers arrived from strategic reserve this turn as well (including my returning Helderake Fear Squadron), only to be met by a withering volley of las-fire from the Firestorm Redoubts. The Helderakes, thanks to their invulnerable save, weathered the storm, but the Night Scythe was blown out of the sky. This meant that the Overlord and his Immortals would have to walk onto the board next turn instead. They were by no means out of the fight, of course, Necron teleport technology being what it is.

The Obliterators teleported in next to the Aquila Strongpoint in the corner, but their melta guns failed to damage it, even at point blank range. The Doom Scythe met with similar success, its death ray carving up Space Marines but glancing harmlessly from the macro-cannon's thick armour.

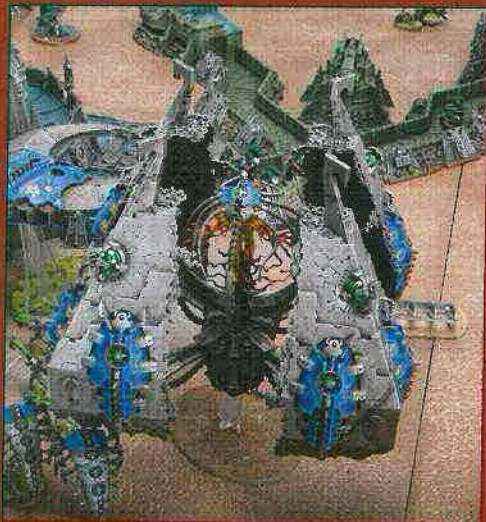
Both Titans began to fire at the Blood Angels, raking the Devastators with their plasma blastguns and Tycho's Command squad with their mega-bolters, but never quite managing to kill either. This began my obsession with killing Tycho, under the mistaken belief he was their Warmaster.

Finally, smelling a witch, Khârn led his Berzerkers into combat with the Librarian. Khârn bellowed a challenge to the hated psykers and – surprisingly, but heroically – Ezekiel accepted. Unfortunately the fight was decidedly one sided and Ezekiel was cut down with contemptuous ease. The rest of the Berzerkers had less luck, cutting down the Chaplain but losing three of their own to the Librarians' force swords.



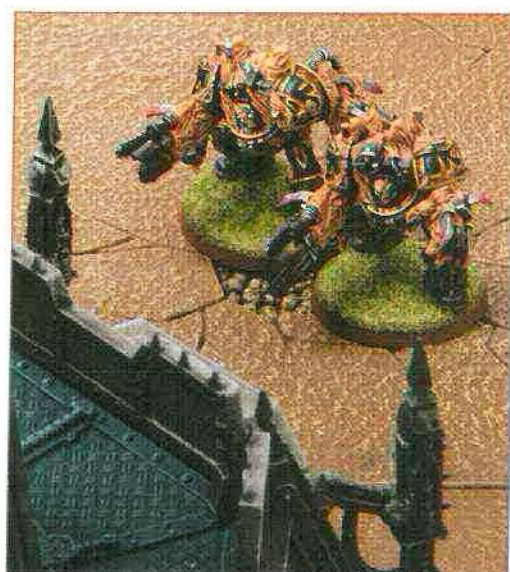
- 1 The only surviving Khome Lord of Skulls has a bad start to the turn as the vortex beneath it moves only a few inches and thus finishes the task of destroying the Lord of Skulls completely.
- 2 The Helderake Fear Squadron re-enters the battle and weathers a salvo from the Firestorm Redoubt, then heads for the Blood Angels in the trenches.
- 3 A Doom Scythe and Night Scythe race towards the Dark Angels. The Night Scythe is easily destroyed by the Firestorm Redoubt.





Falling Skies

- 4 Jes' Tesseract Vault blasts the Dark Angels Dreadnought with its Seismic Blast...
- 5 ... Before dropping a fusillade of six meteors on the Dark Angels defending the trenchlines.



- 6 The Black Legion's heavy armour rumbles forward on the left flank.
- 7 The Obliterators Deep Strike right next to the Aquila Strongpoint, but even at point-blank range their melta guns only glance the armour of the macro-cannons.
- 8 The Helldogs – two Warhound Titans from Legio Excruciatu – open fire on the Blood Angels.
- 9 Enraged by the Librarian's part in the destruction of the Lord of Skulls, Khârn the Betrayer leads his Berzerkers against Ezekiel's psychic choir.

Adam: The combat with Khâm and Ezekiel was one of the highlights of the whole game for me – in the midst of a colossal battle, with massive Super-heavy vehicles exploding around them, two iconic warriors and heroes of the 41st Millennium matched blades... kind of. Actually, Khâm slaughtered the my beloved psyker with barely a flick of his gore-splashed chain axe, before turning his gaze on the rest of the (now very anxious) Librarians.

There's nothing quite like unleashing massed firepower in a big game, and our turn felt awesome. On to the board rumbled a swathe of reinforcements. My Predator Squadron and Ravenwing arrived on the flank where the Necrons were running riot with seamless precision. With our new recruits adding significantly to our overall force, Matt and I opened fire. The results were glorious, to be honest. Our combined firepower chewed great holes in Andrew and Dan's forces. The macro-cannons and Predators felled a Tesseract Vault and the Ravenwing Black Knights joined their fire to the other macro-cannon to blow the Obelisk apart (Matt and I were really starting to love the Aquila Strongpoints). On the other flank, Matt hammered Chaos Space Marines. The lead Warhound Titan took two direct hits that left it looking a little shaky, one from the vortex missile battery and the other from the Shadowword, while the Baneblade pulped a gaggle of Death Guard and Cultists. Matt even called in his Orbital Strike (we had discussed when to use it before the game began, and knew even before we started, that Turn 2, straight on Typhus' head was the best course of action). It was gloriously effective, and a served as a suitable warning to Andrew to leave Tycho alone.

At the centre, I threw good after bad by bringing my two squads of Deathwing Terminators down within range of the Drop Pod locator beacon. My hope was that the Deathwing Knights would get a chance to tackle the Tesseract Vault drifting around nearby while the Deathwing squad could perhaps help out the doomed librarians. I was starting to feel a little responsible for their forthcoming demise, truth be told.

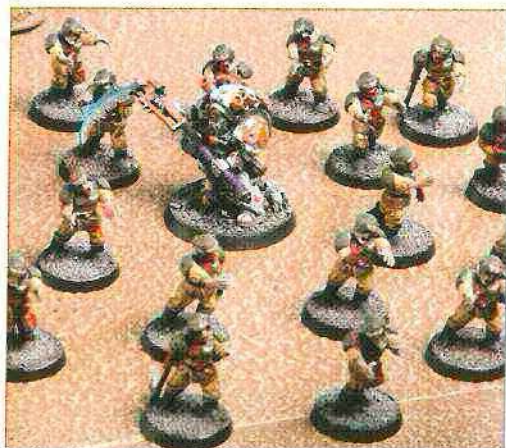




4



5

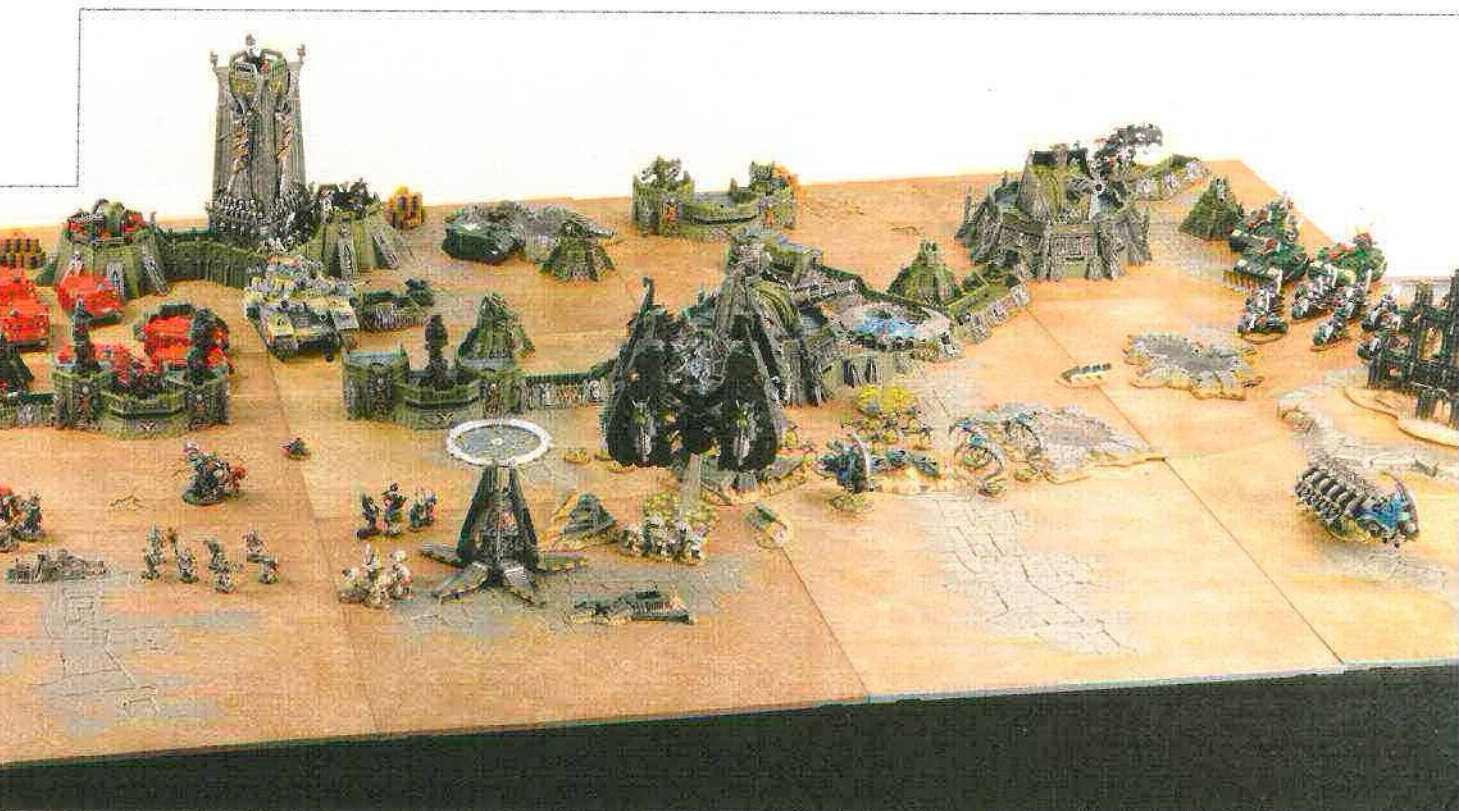


6



7

- 1 Adam's reserves arrive from patrol and pummel the Necrons in their flank. While the Predators use their Target Acquired rule to vaporise the Tesseract Vault, the Ravenwing combine their fire with the macro-cannon against the Obelisk.
- 2 The Stormraven trades fire with a Chaos Titan.
- 3 The battlefield at the end of Turn 2. Notice the three large blast markers, representing vortex missile templates.
- 4 The Baneblade turns its attention to Andrew's Death Guard.
- 5 The Baneblade cannon kills swathes of plague-ridden Chaos Space Marines.
- 6 Typhus and his Plague Zombies are targeted by an orbital bombardment, obliterating all but a single lone Zombie.
- 7 The Furioso Dreadnought charges Andrew's Chaos Lord, Malek Vos.



TURN 3

In which an arch-villain becomes even more villainous, and more Super-heavies join the fray.

Andrew: We'd managed to scrape together a couple of victory points by the end of the second turn (for capturing and destroying an Aquila Strongpoint), and wasted no time in spending (squandering?) them to bring both a Lord of Skulls and a Tesseract Vault back into the game on our right flank.

The new Tesseract Vault immediately made its presence felt by obliterating Adam's Predator Assassin Squadron (freshly painted only the day before, as he took great pains to point out), while the other one began to pound the Baneblade and surrounding area. The Heldrakes continued their fly by over the trench complex, scouring the Assault Marines sheltering behind a bunker.

Perhaps most excitingly, for me at least, Khârn the Betrayer ascended to daemonhood after slaying another Librarian in a challenge, so we replaced him with Forge World's Khorne Daemon Prince model.

Adam: Our left flank was really suffering now – and there were no more reinforcements to be had. Ominously, the Force Vortex my Librarians had created buried its way underground; next turn there would be a Seismic Cataclysm.

Matt led off well by making the best of the firepower available – he hammered Chaos Marines and the pair of Titans. I was thoroughly angry at the Tesseract Vault for killing my shiny new Predators, so I targeted the new one with both macro-cannons and, in a single beautiful salvo, killed it. The Tesseract Vault at the centre felt the wrath of my Deathwing Knights, who charged it and engaged smite mode, destroying it with catastrophic results: both the Knights, and Khârn, engaged in melee nearby, were obliterated. All across the board our heroes fought to survive. We were wondering if our remaining warriors could hold out.



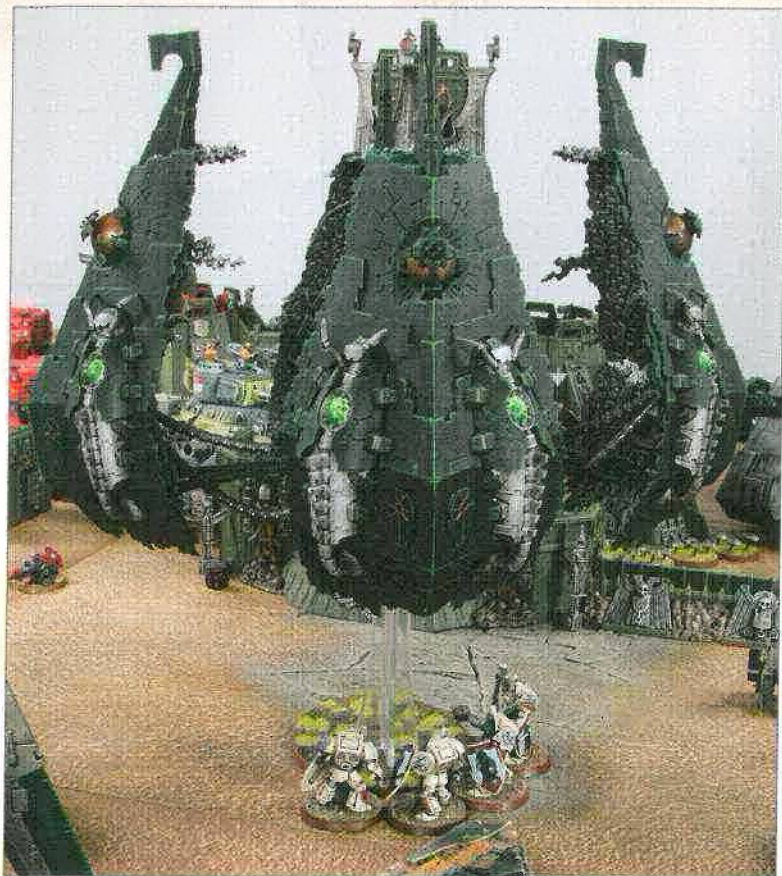
1



2



3



4



5

- 1 As the C'tan Shard attempts to destroy the Aquila Strongpoint, the rest of the Necrons close with the remaining Dark Angels in the trenches.
- 2 Adam's Assassin Squadron is destroyed by the Tesseract Vault's seismic assault.
- 3 By Turn 3, the waves of attackers had slowed.
- 4 The Deathwing Knights engage the Tesseract Vault in a last-ditch attack that proves fatal for everyone involved.
- 5 Khârn momentarily enjoys his new status as a Daemon Prince before the exploding Tesseract Vault annihilates him, and everybody else nearby.



TURN 4

In which the world begins to come to an end and Dan enacts his cunning plan.

Andrew: Adam had been worried before the game that his Librarian would inadvertently bring about the end of the world – and they did, with hilarious consequences. He rolled a Total Collapse result on the Seismic Explosion Unnatural Disaster table, which meant a random board tile was simply removed from play. Oh how we cheered as he randomised the corner tile covered with Ravenwing and a damned macro-cannon.

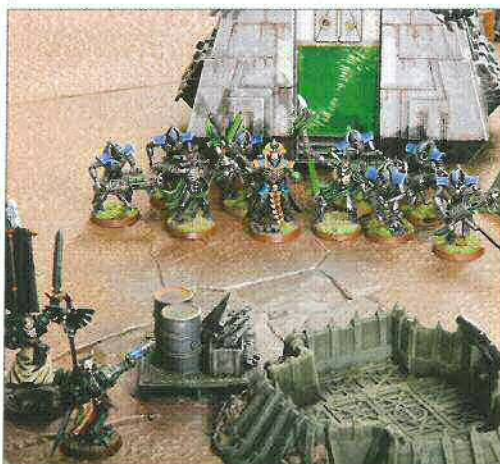
Having deep struck a Monolith in the heart of the enemy base last turn, Dan finally got to enact his own cunning plan. His Overlord, freed from the combat with the Deathwing by a canny use of the Magma Storm ravaging the battlefield, teleported through the Monolith's Dimensional Corridor before using his Entropic Plague Strategic Asset, stripping the armour save of any nearby models – in this case, Azrael and his Command squad. The resultant shooting wiped out Azrael's retinue, reducing the Imperial Warmaster to a single Wound. Sadly, no additional firepower could be brought to bear.

The Baneblade was finally destroyed by concentrated firepower from my Titans, while two units of Chosen began to work their way into the trenchlines proper. The Black Legion Chosen managed to affix two melta bombs to the vortex missile, but I rolled too low on the damage chart to do damage. Victory was denied to us...

Adam: Victory had come at a price for Matt and I. We killed the last of the Plague Zombies, the Doom Scythe and the Annihilation Barge. Matt continued to harry the surviving Warhound Titan and Mephiston resolutely hacked his way through the few remaining Death Guard. Best of all, I avenged my poor Command squad, pulping the Monolith and Immortals with the macro-cannon and remaining Ravenwing, and then finishing the survivor with Azrael's own plasma gun, Lion's Wrath. A fitting end, I think.



1

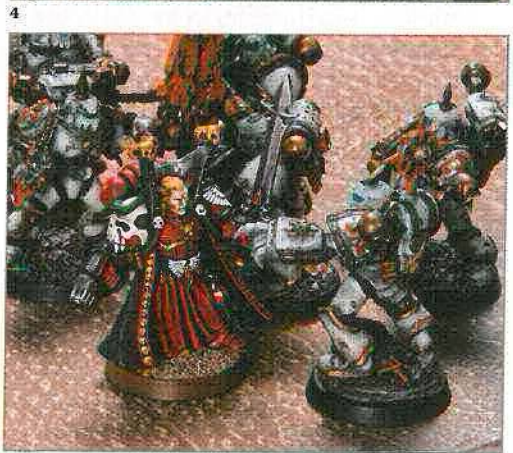
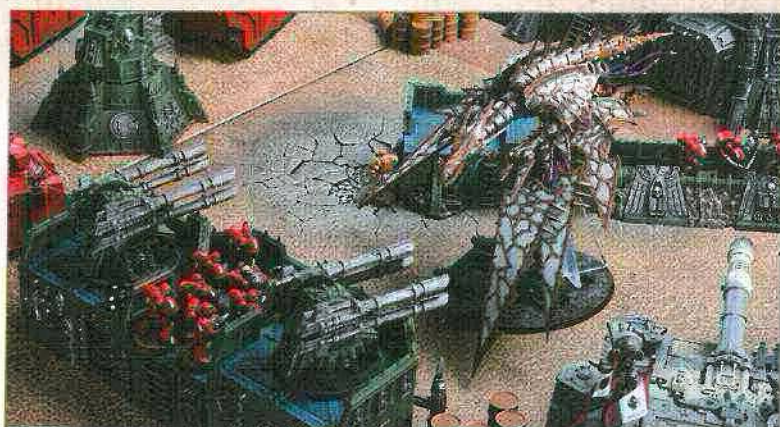


2



3

- 1 A Total Collapse result leads Adam to remove a random board tile – just his luck it's the one containing an operational macro-cannon.
- 2 The Necron Overlord and his Immortals teleport through the Dimensional Corridor to strike at Azrael himself.
- 3 The battlefield at the end of the final turn. Notice the destroyed tile in the corner, replaced with bubbling magma.



4 Andrew's Chosen sweep through the trenchlines, and slaughter Matt's Tactical Marines.

5 The final Heldrake survives the anti-aircraft fire to flame the Space Marines in the bunker.

6 Mephiston strikes down the Plague Champion.

7 The Firestorm Redoubt destroys the Doom Scythe at point blank range.



**FORCES OF THE
IMPERIUM:
VICTORY!**

HIGHLIGHTS OF THE GAME

As the smoke clears on the battlefield, our generals gather to discuss the highlights of the game.



Considering their drubbing at the hands of the Imperial players, Dan and Andrew still had a fun game.

Adam: What a battle! I used every Dark Angel in my collection, and at the end of the battle only Azrael and a handful of Ravenwing remained alive. Aquila Strongpoints and Super-heavy tanks burned on the battlefield and in the corner a pool of magma bubbled where previously a valuable part of the fortress had been. The death toll was catastrophic, and I really rather enjoyed seeing the battlefield change as entire swathes of troops, and massive fortifications were wiped out. When else can you play a game as destructive as that?

Andrew: That certainly was brutal. As the attacker, I felt intimidated just looking at the board before deployment but that was as nothing compared to how I felt after the first turn. The devastation you meted out was nasty. My poor Lord of Skulls!

Matt: Not to mention your Death Guard after I turned my attention to them later in the game. That was my favourite bit, actually; dropping an Orbital Bombardment right on Typhus' head.

Andrew: The amount of firepower you guys fielded was impressive. It felt like a real battle just to get to the fortress walls. You

might laugh, but I'm counting the fact I had my Chosen in the trenchlines at the end of the game as a real achievement.

Adam: Among all the carnage and explosions there were lots of really enjoyable 'moments', stand out events that made the game very memorable. For me the most memorable scene was when the Ravenwing swarmed onto the battlefield alongside my Predator Assassin Squadron, the Knights of Caliban. It looked great, and when they started blowing stuff up it was really fun. Things like that is what great games are made of.

Andrew: Amidst all the Apocalypse-scale action, the stand-out moment for me was the fight between Khârn the Betrayer and his Berzerkers, and Ezekiel and his Librarius. I loved the imagery of the two clashing, and even more so when Khârn rolled a Dark Apotheosis on the Chaos Boon table. Replacing him with Forge World's Khorne Daemon Prince model was a highlight for me; and it was brilliantly concluded when that part of the battlefield was scoured by the detonating Tesseract Vault a turn later.

Adam: I think you've hit on something there Andrew, the golden recipe of Apocalypse, as I see it. The game is about mighty armies clashing, vast war machines meting out monstrous punishment, and the highlights of the battle come in various shapes and sizes – sure, the macro-cannons blasting the guts out of a Tesseract Vault was very cool, but so was that challenge between Chief Librarian Ezekiel and Khârn, or Mephiston wading through Death Guard. Whatever you look for in a game, I think you can find it in one of this size.

Andrew: And regardless of who won, when you look at it the game was great fun to play. You play a game of Apocalypse for the experience of fielding all your models, not for the final tally of victory points. ♣

THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: White Dwarf Staff Writer Dan Harden, plague-ridden Editor Jes Bickham and Apocalypse author Phil Kelly. What did they think of the game?



Dan loves organising things and making spreadsheets, so he was the perfect team member to take on the role of games master for the battle.

As battles go, that really couldn't have gone much better. The new scenery looked awesome, lots of things exploded, Unnatural Disasters tore up the battlefield (quite literally in the last turn), heroes lived and died in their Finest Hours and the capricious gods of the future clearly took notice of the battle as it unfolded. It was incredibly exciting and very intense in places, but everyone had fun, which for me is the mark of a good battle.

Having fought through the battle and come out the other side relatively unscathed, there are two lessons that I have learnt.

Firstly, Apocalypse battlefields are normally very big and units can sometimes get left out of the action if they're not mobile enough. Don't be afraid to set up close to the enemy and make sure you have plenty of transport vehicles to keep your force manoeuvrable. Secondly, the Aquila Strongpoint is very scary. FOUR of them are terrifying! Interestingly, we could have destroyed them quite easily if we'd had the right tools for the job. Destroyer weapons would have made light work of them and the battle could have gone very differently if we'd taken more of them out. I blame Jes' choice of powers for his Vault...



Editor Jes exhausted himself finishing his Tesseract Vault in time for the Battle Report, only to fall victim to plague.

I can't tell you how upset I was not to be able to take part in the Apocalypse Battle Report; the preceding pages were the result of a lot of hard work and planning on behalf of the White Dwarf team (and our chums in the Hobby Products department, who'd painted up all the new scenery kits for us) and I was so excited at the prospect of being part of 'Team Evil' it was untrue. Nevertheless, being knocked out of action for a week by illness had its own peculiar upside, as reading this finished Battle Report has allowed me to live the fight in the same fashion as you, our readers – and

what a battle it was, full of epic events and cataclysmic destruction on both sides.

It's lovely to see my own collection involved too, even if Dan didn't make the most of them... in fact, in the spirit of good-natured banter, Dan may complain that I'd picked the wrong powers for the Tesseract Vault, but I distinctly remember penning him an email while sweating in my sick bed, telling him to feel free to pick his own powers as I was incapacitated. But then it could all have been nothing but a fever dream, I suppose...



Phil wrote the Apocalypse rules along with Jervis Johnson, and loves nothing better than an Apocalyptic Barrage in the morning.

Wow, what a spectacle! Hats off to the guys for staging such a tremendous feast of violence. The aim of Apocalypse is to allow you a chance to use every model you can lay your hands on in one massive battle, and tell a memorable story in the process. Mission accomplished – this game had everything from epic duels to wholesale demolition and even a planet-ending disaster to justify the name Apocalypse. Not only did the good guys have a pair of impressive collections, but also the best line of fortifications I have ever seen. The onus was on the bad guys to advance

across no-man's-land, all the while being pounded by the biggest guns the 41st Millennium can provide, short of Exterminatus (and the Librarius had a good go at that one too). Not many of Team Evil's units made it to the Imperial line, but those that did took their revenge in gratifying style. Judging by their shouts of dismay and triumph, the White Dwarf team will remember this game for a long time to come. Apocalypse has loads of friendly advice, but we clearly forgot one thing – make sure to warn the neighbours about the noise first!

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 40,000 squads.

BLOOD ANGELS AND ELDAR RANGERS Michael Wieske

Michael Wieske is the kind of hobbyist who takes a long time to finish a project. His Blood Angel models are the part of his collection that he cherishes the most, and though they grow relatively slowly, he prides himself on pouring as much care and attention into them as he can muster – the result is a very striking selection of models. In this Assault squad many of the models have been subtly converted with parts from other Blood Angels kits.

The Eldar Rangers are one of Michael's many side projects – he's currently working on a small Eldar army, and these Rangers are among the first units to be completed. We think you'll agree they look splendid.



1



2



3



4



5



6



- 1 Purity seals and oath parchments have been detailed with tiny freehand scrawl.
- 2 The Veteran Sergeant wears a laurel wreath upon his helm with a blood drop gem set upon his forehead.
- 3 The blood drop gems have been painted with fastidious care.
- 4 Michael has painted all the squad and veteran markings by hand.
- 5 Michael's Blood Angels Assault squad features components taken from the Space Marine Assault Squad and the Death Company box sets.
- 6 Michael's Alaitoc Rangers have been painted with a wonderful muted camo pattern on their chameleoline cloaks that contrasts strongly with the blue and yellow of their Eldar armour.



1



2

THE SONS OF THE EMPEROR Glenn More

Glenn's Grey Knights and Ultramarines are both a part of armies he's assembled over time. Although they are from separate forces Glenn has based them in matching styles, with Steel Legion Drab rims and battlefield detritus from the Warhammer 40,000 basing kit and the Skulls Bitz Pack on the bases. "I decided on a unified scheme for all the Imperial models in my collection," Glenn explains. "This way I can use them as a larger Imperial army, and they look good alongside one another."



3

- 1 Glenn's Ultramarines Tactical squad wears the livery of the 3rd Battle Company. Note how the red trim and cloth matches the Grey Knights below.
- 2 This Grey Knight Strike squad is part of Glenn's army that won a best-painted nomination at a Throne of Skulls gaming weekend.
- 3 A close-up on this Grey Knight shows just how crisp and smooth Glenn's painting is.

Readers' Parade Ground

There is a distinctly European feel to our Reader's Parade Ground this month, with models from Spain and also from the De Lage Langen Schilder (Lowlands Countries) painting competition held in the Amsterdam Hobby Centre in the Netherlands.



- 1 This Combat squad of Mantis Warriors Space Marines was painted by Rens Jansen, who won Silver in the Lowlands painting competition. Rens has done a sensational job of weathering these models to make them look like they have been in a combat zone for a protracted period.
- 2 Cohen Wyl painted these excellent Death Korps of Krieg Death Riders for the same competition. The muted tones make them look gritty and realistic.



3 Raúl Rodríguez Martín owns an impressive collection of Blood Angels, featuring lots of beautifully painted models and many fine conversions. These models combine parts from the Blood Angels and Grey Knights kits. Raúl has used crisp, bright yellows and reds to make the models really stand out boldly.



4 This squad of Raúl's is led by the Games Day 2012 miniature, the Blood Angels Captain. It's inspiring to see the Captain painted in the traditional colours from the John Blanche artwork that inspired it and stood among equally well painted Tactical Marines.



5 Another entry to the Lowlands painting contest from 2012, this Ravenwing Squadron has been painted with lavish freehand details by Gert D'Hollander. Gert justifiably won the gold award for this squad with its subtle conversions and exceptionally clean paint work. If you look closely, Gert has even painted a wood grain on the gun casings.



CITADEL

HALL OF FAME

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



NECROMANCER

SCULPTED BY BRIAN NELSON
NOMINATED BY MICHAEL PERRY



Michael has been part of the Citadel design team for more than 30 years – a sculpting legend in his own right.

Michael: In recent years, Brian pioneered the way that we make plastic hero models, making individual masterpieces that have few components, and yet when assembled possess real depth. The Necromancer is one of these; it's magnificently detailed but still understated. The Necromancer has a strong overall silhouette that Brian has carefully preserved by not going overboard on the small details. Having designed the plastic Empire Captain myself, I can say with confidence that the Necromancer is an exemplary showcase of working with the medium – an example of

taking a new way of designing miniatures, and doing it brilliantly, and that's why I nominate it to the Hall of Fame.

What I especially like about the model is the great sense of menace the model possesses. I think that you can gauge how warmly a model has been received by the regularity with which it pops up in the Golden Demon competition. Just looking at the model, you know it will paint up beautifully, and I wasn't surprised to see that the winner of the Slayer Sword in 2011 did so with the Necromancer.



1



2

- 1 "The model's base was a chance to add a little extra character to the miniature," says Brian, "so I opted to make it look like a freshly robbed grave, complete with loamy soil and a freshly unearthed skeleton."
- 2 "The Necromancer's head is drooping, like a vulture sitting in a tree and watching his prey," says Brian. "The high collar that frames his head looks like the ruff of a vulture's neck."

Brian: Michael has touched on something that really resonates with me as a miniatures designer, which is seeing how people take my models and use them. There's no higher praise for a miniature you have sculpted than for someone to spend their money on it, and then invest time assembling and painting it. Seeing the Necromancer entered into painting competitions and in people's armies is gratifying. We've found ways to get the very best from plastic, and the popularity of it among our collectors shows that it's a wonderful material to work with.

As for the model itself, it was an absolute joy to work on. Something I really like about him is how my initial idea seemed to work really well. I imagine that the Necromancer is a bit like a vulture; you know, living on the dead. I've echoed that in his appearance – the long sleeves suggest the vulture's drooping wings and the Necromancer's staff, while it does have a little bit of scythe to it, is intended to be reminiscent of the withered trees that vultures might sit upon. Both connect strongly with someone who dabbles with undeath. ☠



Brian Nelson has sculpted a multitude of models, from Griffons to Wizards and from Orcs to Orks.

PAIN T SPLATTER

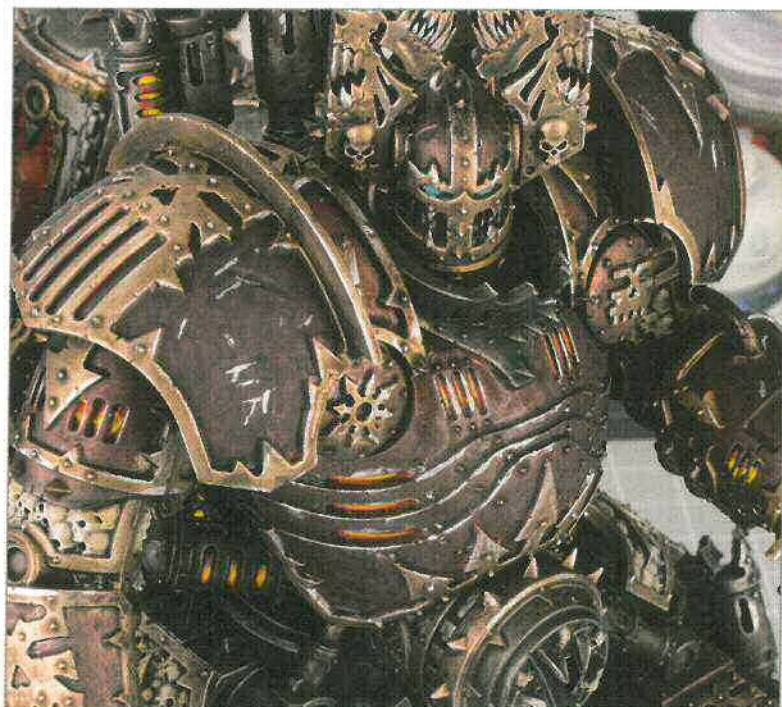
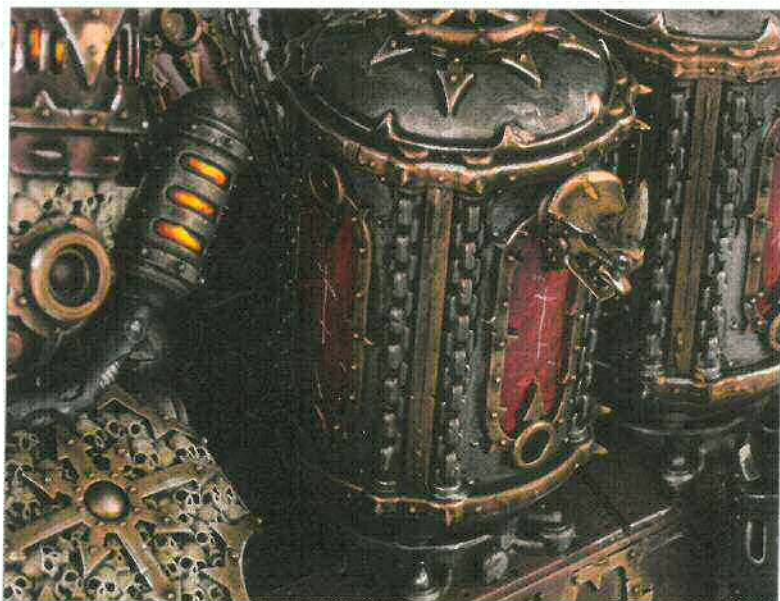
Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

KHORNE LORD OF SKULLS

(as seen on pages 70-71)

Andrew: When I saw the hobby team's Lord of Skulls, I knew at once that was how I would paint my own. As well as showing me how to paint it, hobby mastermind Steve Bowerman advised me to build it as two sub-assemblies: the tracks and the body. This breaks the task of painting a large model into smaller jobs, and allowed me to get at the hard-to-reach components before it was all glued together. The whole model was then basecoated Warplack Bronze and the brass trim painted first.

Brass



KHORNE LORD OF SKULLS DETAILS

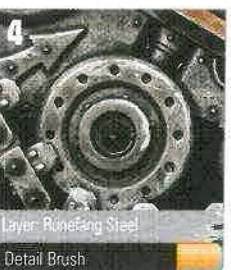
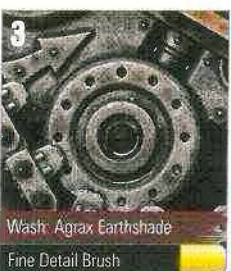
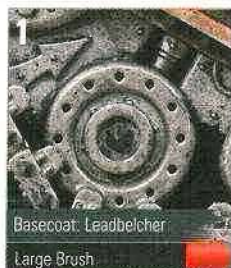
Once the brass trim had been painted on the whole model – messily, with a drybrush – all of the separate details could then be painted. First up though, each of these areas needed to be re-basecoated

to cover the mess from the drybrushing, including the red panelling. The technique for obtaining that lovely deep red is really quite simple and ingenious – a glaze followed by a wash over the basecoat.

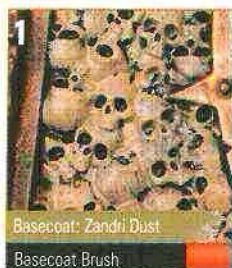
Red Panels



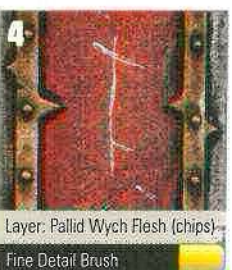
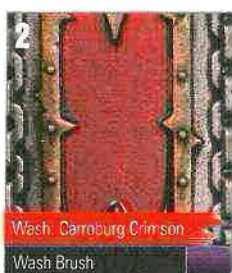
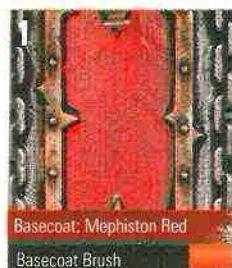
Steel



Skulls



Blood Tanks



Daemonic Glow



NECRON TESSERACT VAULT

(as seen on page 14)

The **Tesseract Vault** may seem like an epic undertaking, but it's surprisingly quick to get painted with a couple of simple colour schemes and techniques; the ones Jes used tied his Vault in with the Necron vehicles in the rest of his collection. Jes painted the majority of his Vault a tarnished silver, while the various power sources were a sickly green. The Canoptek Leeches that continually reconstruct the Vault as it's demolished by the C'tan inside sport blue carapaces. The most time-consuming elements here are the final edge highlights of the Leech

carapaces. The C'tan held captive in the centre of the Vault was similarly straightforward, consisting of three consecutive washes over a Skull White undercoat, and then a final layer of Skull White to highlight the muscle definition on the C'tan torso, legs and face. The first wash of Casandora Yellow was applied to the entirety of the C'tan, then Fuegan Orange was applied to the arms, hands and tendrils, and then finally Carroburg Crimson was washed over the hands and trailing edges of the tendrils. The end result is fiery and dramatic.

C'tan



Canoptek Leech



Power Sources

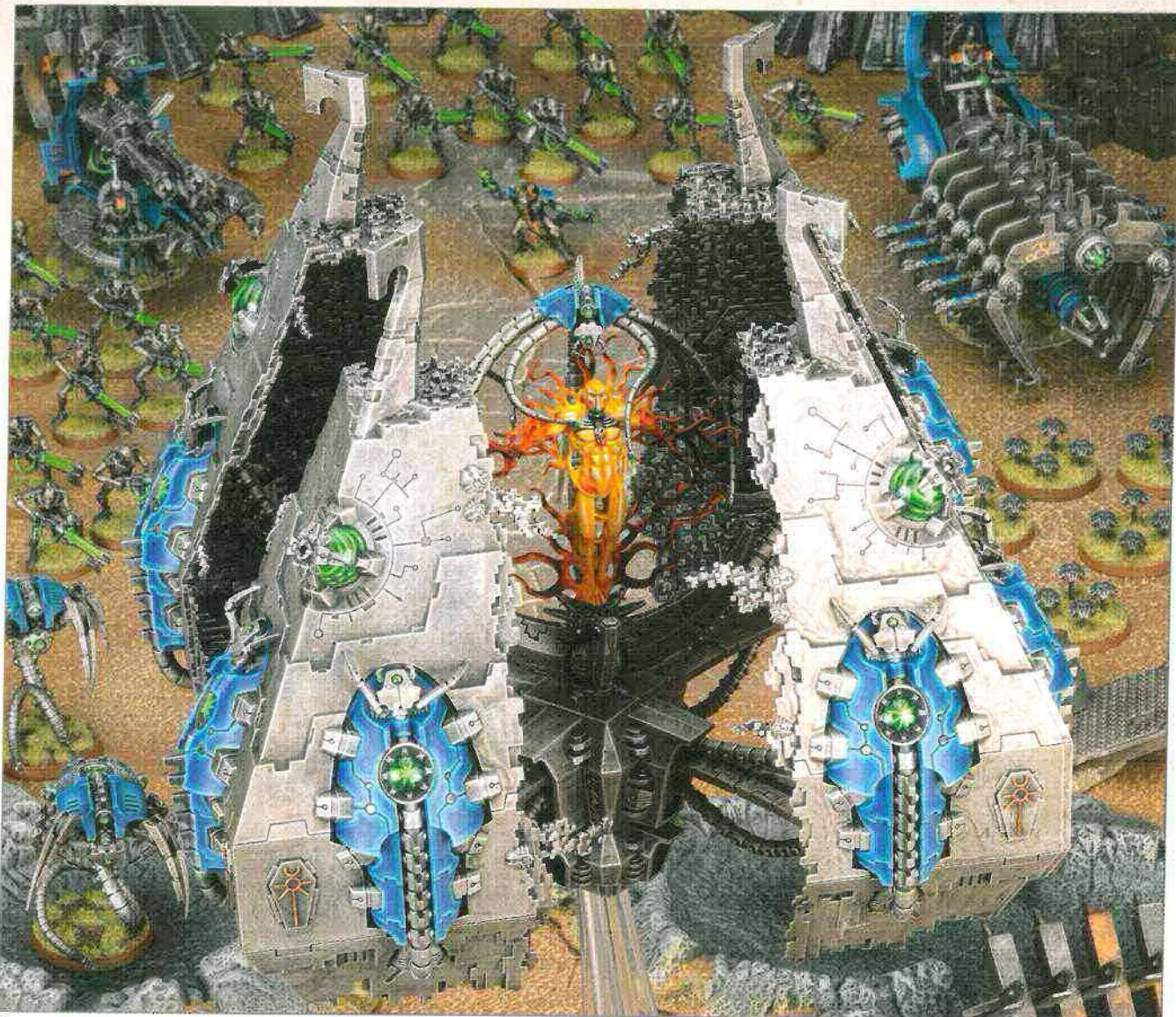


Armour Plates



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.



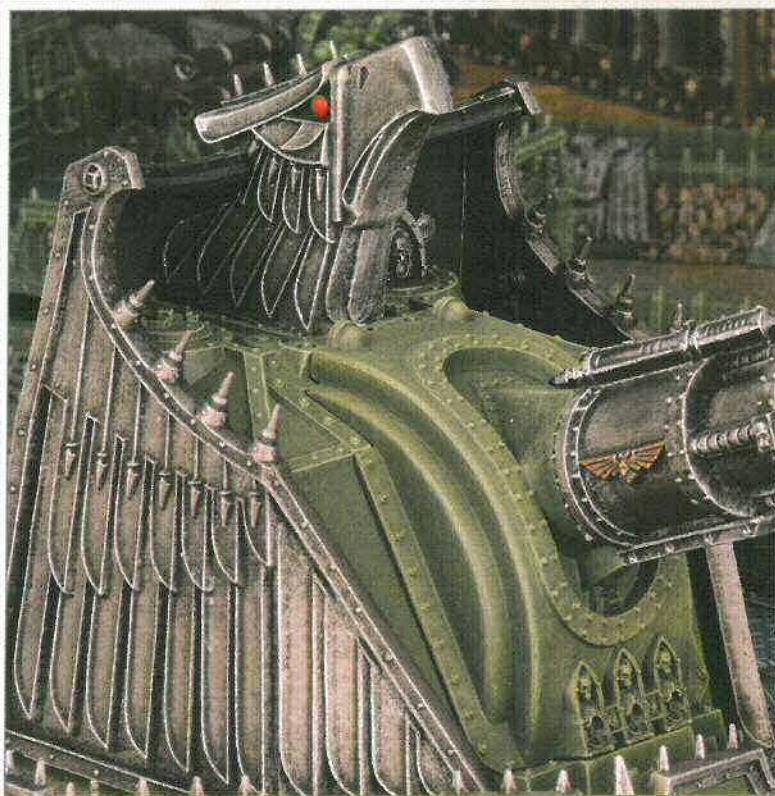
- 1 Jes' Tesseract Vault uses the same silver and blue colour scheme as the other vehicles and units in his Necron army.
- 2 The C'tan in the centre of the Vault was painted using three washes over a white undercoat, with the face, torso and upper arms and legs highlighted with Skull White.
- 3 Jes finished off all the green power source nodes on the Vault with a layer of 'Ardcoat for a gloss finish.

AQUILA STRONGPOINT

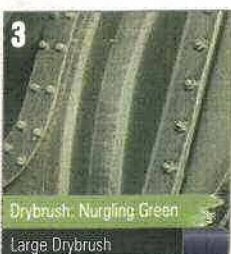
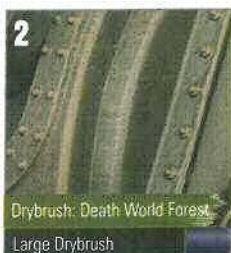
(as seen on pages 78-103)

In this month's Battle Report, the White Dwarf team fought over a huge battlefield, the centrepiece of which was a massive Imperial fortress. Always keen to get his paintbrush dirty, scenery maestro Dave Andrews gathered the hobby products team together and, between the six of them, they built and painted the entire building complex in just two days.

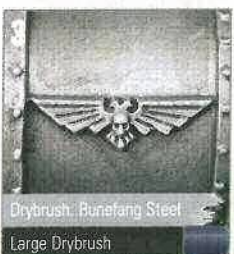
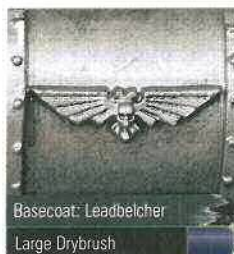
"When painting such a massive amount of terrain," comments Dave, "it's much easier to paint it in components and stick it together later. In this case, two of the lads sprayed the main body of the buildings green while the rest of us set to work drybrushing the metalwork silver. Once all the components were painted we stuck them together with superglue. My top tip for painting scenery, though, is to drybrush as much as possible. We used decorating brushes about an inch wide to paint these buildings in super-fast time. A Large Drybrush will do the job just as well, however, it will just take a little longer!"



Green Armour



Gunmetal



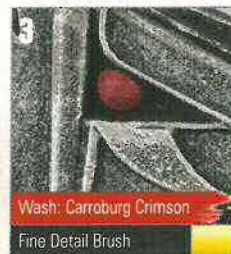
Gold Aquilas

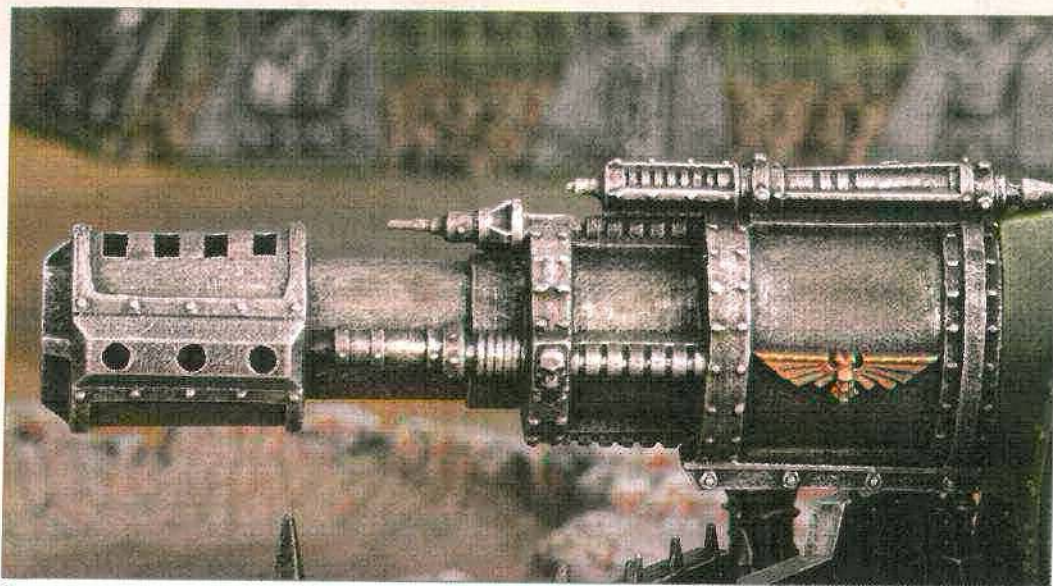


Deck Plating



The Eagle's Eye



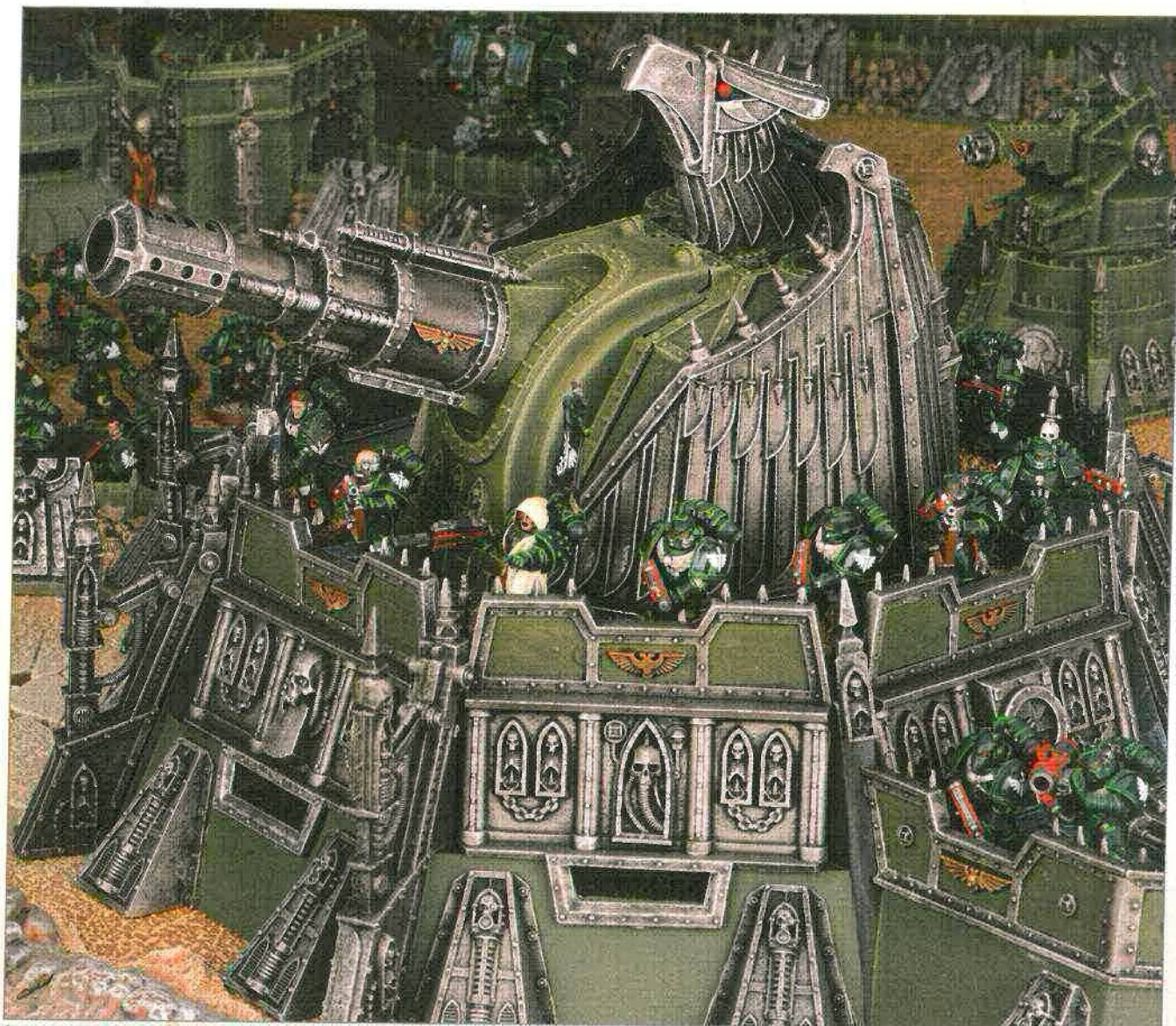


1 "A simple colour scheme drybrushed onto the scenery looks great and is really quick and simple to achieve," says Dave.

2 All of the metalwork on the Aquila Strongpoint was washed with Agrax Earthshade to give it a worn, oily appearance.

3 The scenery was basecoated green to tie it in with the Dark Angels in the Battle Report. Dave and his team chose a more muted green (Castellan Green rather than Caliban Green) so that it wouldn't overwhelm the Space Marines fighting over it.

2



3

PAINTING BASES

Modelling and painting great-looking bases is an excellent way to finish off the miniatures in your collection. In Apocalypse battles where you will often use several different armies (such as Matt's

Black Templar and Steel Legion force), a unified basing technique is a great way to give your collection a coherent feel. Here are just a few of the ways that the White Dwarf team base their models.

Matt's Ash Wastes



1 Matt adds a piece from the Citadel Badlands Basing Kit.



2 Texture: Armageddon Dust Base: XV-88 (terrain)

Basecoat Brush



3 Wash: Reikland Fleshshade

Basecoat Brush



4 Drybrush: Bolor Brown

Small Drybrush



5 Drybrush: Tyrant Skull

Small Drybrush

Dan's Snow Base



1 Dan details his bases with sand and bits from the Warhammer 40,000 Basing Kit.



2 Basecoat: Skavenblight Dingy

Basecoat Brush



3 Layer: Gehenna's Gold (details)

Detail Brush



4 Drybrush: Administratum Gray

Small Drybrush



5 Glue on Modelling Snow and Icicles with Super Glue.

Adam's Plague Base



1 Adam glued Citadel Sand and small slate chips to his base.



2 Wash: Agrax Earthshade

Wash Brush



3 Drybrush: Tyrant Skull

Medium Drybrush



4 Adam mixed PVA glue with Athorian Camoshade, Averland Sunset and some slate chips.



5 Basecoat: Mournfang Brown

Basecoat Brush

Andy's Urban Waste



1 Andrew used sand and a spare piece from the Basilica kit.



2 Basecoat: Doombull Brown

Basecoat Brush



3 Drybrush: Dawnstone

Medium Drybrush



4 Drybrush: Nurgling Green

Medium Drybrush



5 Drybrush: Administratum Gray

Medium Drybrush

Jes' Tyranids



1 Texture: Blackfire Earth

Standard Brush



2 Wash: Agrax Earthshade

Wash Brush



3 Drybrush: Screaming Skull

Fine Detail Brush



4 Citadel grass is applied with blobs of PVA glue.

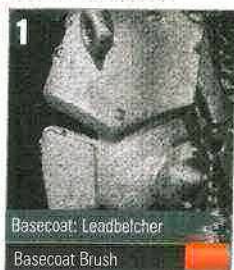
JAMIE FORSTER'S WARRIORS OF CHAOS

(as seen on pages 56-61)

Jamie: I wanted a cold, menacing feel for my Warriors of Chaos, hence the stark silver and blue colour scheme. Originally the blue started out as a spot colour on ensorcelled weapons, but over time it has

become more prominent, appearing on banners, tabards and even facepaint. You'll notice that a bit of red has started to sneak in on a couple of units, though only on those warriors dedicated to Khorne.

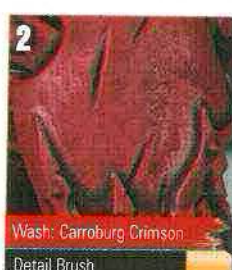
Silver Armour



Marauder Skin



Khornate Armour



Blue Banners



Using Spot Colours

Spot colours are a great way to add colour to your miniatures. Jamie used to paint the details and banners in his army grey, which left his models looking very dark and monochrome. The addition of blue as the army spot colour helps to draw your eye to key parts of the miniatures, such as banners, weapons and faces. By keeping the spot colour consistent throughout the army, Jamie has ensured that all the models in his collection looks unified.

JEREMY VETOCK



This month, the subject of big games rears its over-sized head. Jeremy Vetock, whose own over-sized head features above, has much experience with such epic events. Here he enthuses about monster-sized endeavours.

Over the years I've run more big games and mass painting events than any sane man should. Knowing of the imminent Apocalypse, I wondered whether I might sensibly steer my monthly madness towards the topic of gargantuan battles. After all, many of my most memorable games have been humongous affairs. Some were official events – like big battles staged at Games Days or gaming tournaments – but plenty have been enormous actions set up with friends. While these marquee events offer unparalleled opportunities to revel in hobby activity, let me offer fair warning: running such events is not without a cost.

For instance, on dozens of occasions I have shouted myself hoarse while calling out turn phases so that far-distant players would know when to stop or start different game phases. More disconcertingly, I

developed a strange twitch after co-running a Warhammer siege event that lasted so long that to this day I still can't say 'It Came From Troll Country' without suffering palpitations. Most likely this is residual shellshock, but it could be the early stages of mutation. Once, while spray priming Mordor Orcs for a group painting session, I temporarily lost all feeling in my index finger. The more serious-minded out there will scoff at my minor injury, given the vast casualties sustained at the battle of Pelennor Fields, but I mention it because these are the kinds of challenges that will beset anyone daring enough to organise a massive gaming event for their comrades. As they say, that which doesn't kill you makes you stranger.

The best advice I can give to anyone who wants to run a big game is to read the Organising the Apocalypse chapter of Apocalypse. This, to my mind, is great stuff – written in a chatty style and full of information. I only wish I had read such truisms three decades ago before I launched my own forays into the multi-player maelstrom of gaming on a vast scale. My love of alliteration aside, my favourite bit is the way Jervis breaks down the essentials into his theory of 'People, Place, Playing Area and Plan'.

As Jervis has cornered the market for sensible advice, my next inclination was to instead focus on how it can all go wrong. I have found that mistakes in running large games can be correspondingly epic in scale. For instance, while organising the first Grand Tournament in the USA, I failed to look at the details of the lunch being served. Feeding bean soup to over 150 gamers and subsequently confining myself into a cramped gaming hall with them for an extended period of time was, admittedly, a mistake. But occasional mishaps aside, my friends and I still tell stories of those mega-battles. At every new event I attend I inevitably run into a friend I met years before at a big battle and I find we all constantly reminisce about the landmark battles of yesteryear. Where were you during the battles of Ichar IV? Did you survive the Battle of 100 Cannons at Games Day? Were you at the

epic-scale Space Marine battle (50,000 points a side!) that was fought outside and ended, depending upon whom you ask, when the keg tapped out or when the thunderstorm erupted? Legends all.

But is bigger always better? For me, the truth is – and I think any of the Titanic's passengers would agree here – not always. You can't rely on sheer size alone to make an event great – all the same things that make a 'mortal'-sized wargame great must

“Is bigger always better? For me, the truth is not always. You can't rely on sheer size alone to make an event great.”

still be in place. But having said that, quantity has a quality all of its own, and when it comes to wargames this is especially true. Nothing can match the epic grandeur of a truly massive battle, and what tabletop commander can resist the urge to try his hand at issuing orders to a grand army? By dint of their enormity, gargantuan games open up many attractive options. First, they offer the opportunity to amass a really large collection. Although several of my armies are already huge, I find an upcoming large game is a great impetus to add even more. Secondly, big games require big battlefields – the perfect chance to sort out loads of terrain. Nothing drives the urge for a great new battlefield and inspirational centrepieces like a big game. Thirdly, and perhaps most exciting, is the chance to field unfeasibly powerful units. All those fantastic Forge World kits call to me and I aspire to one day crush my foes with my own Titan. But it isn't just big stuff; large battles are your chance to field a whole company of Leman Russ or to deploy huge Ravenwing and Deathwing elements together. I admit I don't often field my Stompa or my hundred-strong unit of Black Orcs as a single formation – but it's always impressive when I do.

Setting up and running a game, especially a large multi-player battle, can be a tremendous amount of work. Some lucky gaming groups may have several members ready to step up and run a stellar event, but in my experience most such games are driven by a single person – an individual without whom marquee events, be they large battles, group painting sessions or league get-togethers, simply won't happen. For years on end, I was *that* guy and I admit, I've taken a back seat approach of late: playing in events more than organising them. But after a period of enjoying the efforts of others I feel the old zeal to run an event returning, and never more so than after reading the Apocalypse book. The way I figure, if everyone in my gaming group modeled two ruins we could stage an enormous 40K battle to capture a hive. Or I could declare a Night of Eagle Painting for all my wargaming friends, as if we all painted a few Giant Eagles each, we could prepare for the Battle of Five Armies. And the list goes on....

And as an endnote, I did stumble upon a solitary bit of advice that Jervis seemingly overlooked! In my day we often called the biggest of games 'floor wars', for such large-scale battles were typically fought over the floor as the sheer size of the space required surpassed our budget for table rentals. Such parlance might be lost upon wargamers of a more modern era (i.e. today's youth) as I believe the term 'floor wars' has recently been usurped and commandeered by breakdancing competitions. The horror, the horror! So, good readers, beware, before packing up your army in preparation for a 'floor war'; you may wish to confirm exactly what kind of hostilities are expected.

As they say in the Chaos Wastes, forewarned is four-armed...

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

WHITE DWARF 122

WHAT'S ON AND

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

OUR HOBBY CENTRES PROVIDE:

Range of Products

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

In-store Order Point

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

Free Painting and Modelling Advice

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

Free Gaming and Tactics Advice

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

Free Beginners Programme

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



OPENING TIMES

Our stores are global and appear in locations such as on high streets and in shopping centres. Many of them operate on different opening hours; check our website for more info.



Facebook

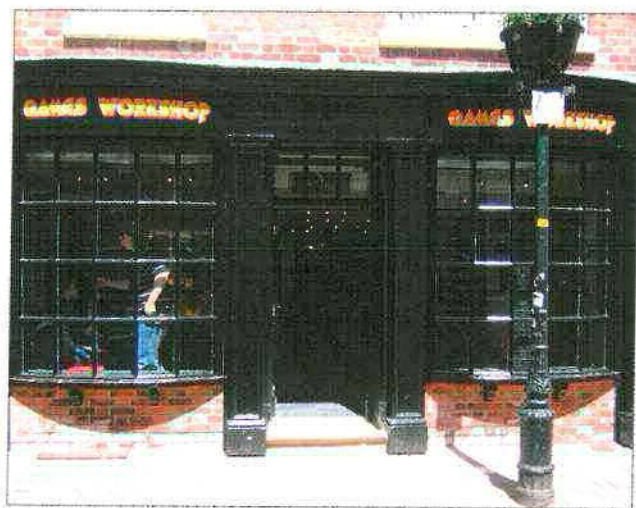
Every Games Workshop Hobby Centre, plus the web team, has a Facebook page; check your local store's page to find out info about events and activities.



Twitter

Every Games Workshop Hobby Centre (including the web team) have a Twitter account, which they use to post messages and useful store information, such as events.

WHERE TO BUY



FINDING YOUR LOCAL GAMES WORKSHOP

UNITED KINGDOM

Games Workshop Aberdeen

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

Games Workshop Altrincham

Unit 1, 19 Grafton Street, Altrincham, WA14 1DU. Tel: 0161 9299896.
Facebook: GWAtrincham

Games Workshop Aylesbury

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

Games Workshop Ayr

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

Games Workshop Barnstaple

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

Games Workshop Basingstoke

3 Potters Walk, Basingstoke, RG21 7GQ.
Tel: 01256 466050.
Facebook: GWBasingstoke

Games Workshop Bath

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

Games Workshop Bedford

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

Games Workshop Belfast

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

Games Workshop Birmingham

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

Games Workshop Blackpool

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

Games Workshop Bluewater

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

Games Workshop Bolton

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

Games Workshop Boston

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

Games Workshop Bournemouth

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

Games Workshop Bradford

4 Piccadilly, 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: GWCantebury

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: GWCheimsford

Games Workshop Cheltenham

16 Pittville Street, Cheltenham, GL52 2LJ.
Tel: 01242 228419. Facebook: GWCheimsford

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: GWChester

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: GWCrawley

Games Workshop Crewe

8 Market Street, Crewe, CW1 2EG.
Tel: 01270 216903. Facebook: GWCrew

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 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: GWEEdinburgh

Games Workshop Enfield
65 Windmill Hill, Enfield, EN2 7AF.
Tel: 01832 641423. Facebook: GWEEnfield

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

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

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

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

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

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

Games Workshop Guildford
Unit 1, 9/12 Tunsate, 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: 01462 249752. Facebook: GWHemelHempstead

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Portsmouth
34 Arundel Street, Portsmouth, PO1 1NL.
Tel: 02392 876266. Facebook: GWPortsmouth

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

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

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

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

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

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

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

Games Workshop 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

Games Workshop Southampton
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

Games Workshop South Shields
17 Denmark Centre, South Shields,
NE33 2LR.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Tunbridge Wells
31 Grosvenor Road, Tunbridge Wells, Kent,
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: GWWuxbridge

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

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

Games Workshop Windsor
Unit 3, 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 Worcester
23 Lychgate Mall, Cathedral Plaza, Worcester,
WR1 2QS. Tel: 01905 616707. Facebook: GWWorcester

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

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



AUSTRALIA

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

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

Games Workshop Bondi

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

Games Workshop Camberwell

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

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 3968. Facebook: GWChatswood

Games Workshop Hurstville

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

Games Workshop Liverpool

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

Games Workshop Miranda

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

Games Workshop Newcastle

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

Games Workshop Parramatta

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

Games Workshop Sydney City

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

Games Workshop Wollongong

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

Games Workshop Ascot Vale

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

Games Workshop Camberwell

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

Games Workshop Chadstone

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

Games Workshop Melbourne

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

Games Workshop Northland

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

Games Workshop Ringwood

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

Games Workshop Southland

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

Games Workshop Joondalup

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

Games Workshop Morley

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

Games Workshop Perth

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

Games Workshop Fremantle

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

Games Workshop Brisbane

Shop 9910 Ground Floor, Queen Adelaide Building, 90-112 Queen Street Mall, Brisbane, QLD, 4000. Tel: (07) 3831 3566. Facebook: GWBrisbane

Games Workshop Broadbeach

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

Games Workshop Cairns

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

Games Workshop Chermide

Shop 230 Westfield Shoppingtown, Cnr Gypsie & Hamilton Roads, Chermide, QLD, 4032. Tel: (07) 3350 5896. Facebook: GWChermide

Games Workshop Mt. Gravatt

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

Games Workshop Sunshine Plaza

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

Games Workshop Adelaide

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

Games Workshop Tea Tree Plaza

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

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298. Facebook: GWWarradale

Games Workshop Montreal-EC

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

Games Workshop Square One

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

Games Workshop Victoria

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

Games Workshop West Edmonton

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

Games Workshop White Oaks Mall

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

Games Workshop Winnipeg

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

Games Workshop Yonge and Lawrence

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

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Shanghai

8138 XinTianDi Style, 245 MaDang Road, LuWan District, 200021. Tel: 33766176

Games Workshop Lyon 1

10 rue Joseph Serlin, 69001 Lyon. Tel: 0 478 299 712. Facebook: GamesWorkshopLyon

Games Workshop Lyon 2

56 boulevard des Brotteaux, 69006 Lyon. Tel: 0 478 262 877. Facebook: GWLyon2

Games Workshop Marseille

148 rue de Rome, 13006 Marseille. Tel: 0 491 570 145. Facebook: GWMarseille

Games Workshop Metz

52 En Fournirue, 57000 Metz. Tel: 0 387 746 620. Facebook: GWMetz

Games Workshop Montpellier

2 rue Draperie Saint-Firmin, 34000 Montpellier. Tel: 0 467 586 890. Facebook: GWMontpellier

Games Workshop Mulhouse

5, rue des Tanneurs, 68100 Mulhouse. Tel: 0 389 662 621. Facebook: GWMulhouse

Games Workshop Nancy

10 rue Saint-Dizier, 54000 Nancy. Tel: 0 383 306 256. Facebook: GWNancy

Games Workshop Nantes

9 rue du Moulin, 44000 Nantes. Tel: 0 240 891 045. Facebook: GWNantes

Games Workshop Nice

13 rue Léopante, 6000 Nice. Tel: 0 493 925 222. Facebook: GWNice

Games Workshop Nîmes

5 rue des Fourbisseries, 30000 Nîmes. Tel: 0 466 213 709. Facebook: GWNîmes

Games Workshop Orléans

12 rue des Carmes, 45000 Orléans. Tel: 0 238 628 012. Facebook: GWOrléans

Games Workshop Paris 06

10 rue Hautefeuille, 75006 Paris. Tel: 0 146 332 001. Facebook: GWPParis06

Games Workshop Paris 08

7 rue Intérieure, 75008 Paris. Tel: 0 144 700 060. Facebook: GWPParis08

Games Workshop Paris 12

38 avenue Daumesnil, 75012 Paris. Tel: 0 153 447 182. Facebook: GWPParis12

Games Workshop Paris 14

13 rue Poirier de Narçay, 75014 Paris. Tel: 0 145 457 203. Facebook: GWPParis14

Games Workshop Paris 15

161 rue Lecourbe, 75015 Paris. Tel: 0 148 562 398. Facebook: GWPParis15

Games Workshop Pau

6 rue Bordenave d'Abère, 64000 Pau. Tel: 0 559 052 285. Facebook: GWPau

Games Workshop Perpignan

8 quai Sadi Carnot, 66000 Perpignan. Tel: 0 468 342 343. Facebook: GWPPerpignan

Games Workshop Reims

10 avenue Jean Jaures, 51100 Reims. Tel: 0 236 35 57 67. Facebook: GWRReims

Games Workshop Rennes

3 rue du Vau Saint-Germain, 35000 Rennes. Tel: 0 299 791 180. Facebook: GWRennes

Games Workshop Rouen

23/25 rue Alsace Lorraine, 76000 Rouen. Tel: 0 235 701 208. Facebook: GWRouen

Games Workshop Strasbourg

5 rue des Frères, 67000 Strasbourg. Tel: 0 388 320 806. Facebook: GWStrasbourg

Games Workshop Toulouse

13 rue Temponières, 31000 Toulouse. Tel: 0 561 225 257. Facebook: GWToulouse

Games Workshop Tours

19 rue Néricault-Destouches, 37000 Tours. Tel: 0 247 613 765. Facebook: GamesWorkshopTours

Games Workshop Versailles

10 avenue du Gal de Gaulle, 78000 Versailles. Tel: 0 139 209 281. Facebook: GWWersailles

GERMANY

Games Workshop Aachen

Kapuzinerberg 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
Wilhelminenpassage; 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
Konviktsr. 10a/b (Oberlinnenpassage),
Freiburg, 79098. Tel: (0761) 3844527.
Facebook: GWFreiburg

Games Workshop Halle
Große Ulrichstraße 35, Halle, 06108.
Tel: (0345) 2998953. Facebook: GWHalle

Games Workshop Hamburg 1
Gänsemarktpassage, Colonnaden 15,
Hamburg, 20354. Tel: (040) 35713164.
Facebook: GWHamburg1

Games Workshop Hamburg 2
Heegbar 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
Karlsruhe 13, Karlsruhe, 76133.
Tel: (0721) 1203949. Facebook: GWKarlsruhe

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

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

Games Workshop Köln 1
Cäcilienstraße 42-44, Köln, 50667.
Tel: (0221) 2577707. Facebook: GWKöln1

Games Workshop Köln 2
Köln-Arcaden, Einheit 1-26; 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
Königsstr. 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: (05251) 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
Königsstraße 49, Stuttgart, 70173.
Tel: (0711) 2294860. Facebook: GWSuttgart

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:
gwbologna

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

Games Workshop Frascati
Via Cavour, 34, 00044, Frascati (RM), Lazio.
Tel: 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 Nemorense, 41/A, 00199, Roma, Lazio.
Tel: 06 8549821. Facebook: gwroma3

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

Facebook: gwgenova

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

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

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

JAPAN

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

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

NORWAY

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

NETHERLANDS

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

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

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

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

Games Workshop Den Haag
Schoolstraat 12B, 2511 AX. Tel: 070 3927836.
Facebook: GWDenHaag

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

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

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

Games Workshop Rotterdam
452 Van 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: GWWlowerHutt

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

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

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

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

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

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

Games Workshop Arguelles
Andrés Mellado, 3 (esquina Alberto Aguilera),
Madrid, 28015. Tel: 91 544 22 92. Facebook:
GWAArguelles

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

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

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

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

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

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

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

Games Workshop Valladolid
Piazza Portugaletta 4, Valladolid, 47002.
Tel: 983 30 12 81. Facebook: GVValladolid

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

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

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: GWSweden

SWEDEN

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Entrada De Oro
7925 North Oracle Road, Suite 101, Oro
Valley, AZ, 85704. Tel: (520) 742-7320
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
901A Governors Place, 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
3870 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: GVOrlandSquare

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

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

Games Workshop Plaza Rancho Penasquitos
9995 Carmel Mountain Road, Suite B-5,
San Diego, CA, 92129.
Facebook: GWPenasquitos

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

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

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

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

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

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

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

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

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

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

Games Workshop Stony Brook East
9150A Taylorsville Road, Louisville, KY, 40299.

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

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

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

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

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

Games Workshop The Gateway at Sawgrass
117 NW 136th Ave., Sunrise, FL, 33325.
Tel: (954) 846-9415.
Facebook: GWGatewayAtSawgrass

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

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

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

Games Workshop Ventura Village
5722 Telephone Road, Suite 14-B, Ventura,
CA, 93003. Tel: (805) 339-9580.
Facebook: GWO VenturaVillage

Games Workshop Village Center
23730 Westheimer Pkwy, Suite P, Katy, TX,
77494. Tel: 281-347-0400. Facebook:
GWWillageCenter

Games Workshop Westminster Center
6735 Westminster Blvd, Westminster, CA,
92683. Tel: 714-892-2973.
Facebook: GWWestminsterCtr

Games Workshop Westwood Plaza
2808 S 123rd Ct., Omaha, NE, 68144,
Tel: 402-330-4958.
Facebook: GWWestminsterCtr

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

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

Games Workshop World of Battle
6211 East Holmes Road, Suite 101, Memphis,
TN, 38141. Tel: (901) 541-7700.
Facebook: GWWWorldOfBattle

We are always opening new stores
around the world. Check online for
most up-to-date store listings.
www.games-workshop.com

GAMESDAY & GOLDEN DEMON 2013

TICKETS RELEASED 29TH JUNE 2013

**GAMESDAY
& GOLDEN DEMON 2013**

29 SEPTEMBER
the nia
birmingham

10am-4pm

To be retained at Games Day entrance.
Product Code: 60139999102

**GAMES
WORKSHOP**

**GAMESDAY
& GOLDEN DEMON 2013**

29 SEPTEMBER
the nia
birmingham

£35 in advance. Admit One
To be retained by customer

games-workshop.com

**ARMIES
ON
PARADE**

Cast your vote for
Armies on Parade!

Voting will close at
2.30pm.

I vote for army
number:

Games Day is the biggest and most exciting event in the Games Workshop calendar. Every year, thousands of hobbyists gather to meet the writers, designers and painters behind their favourite Citadel miniatures. For many, this is a once in a lifetime opportunity to find out how the 'Eavy Metal team paint a particular miniature, or how the sculptors achieve such iconic poses, and how the writers come up with such richness and depth in the rules and background that goes into the Codexes and army books.

On Sunday 29th September we'll be holding Games Day at the Birmingham National Indoor Arena (NIA) – a fantastic venue where you'll be able to see some of the finest examples of painted Citadel miniatures anywhere in the world in the Golden Demon cabinets, and pore over the sheer scale of talent at the Armies on Parade display. But you'd better hurry. Tickets are strictly limited to just 4,000, available from your local Hobby Centre and from **games-workshop.com**.

- 1 The Golden Demon cabinets at Games Day are packed full with the finest examples of painted Citadel miniatures anywhere in the world, and they're all on display for you to see.
- 2 Each year, thousands of excited hobbyists attend Games Day to see the magnificent display of Armies on Parade, and vote for the eventual champion.



1



2



COUNTDOWN TO THE APOCALYPSE™

This month, the galaxy trembles as thousands of war machines and billions of soldiers go to war, and it all begins at your local Hobby Centre!

From the towering Khorne Lord of Skulls to the ominous Necron Tesseract Vault, this month's New Releases are truly incredible and, as always, the staff in your local Hobby Centre are ready to help you; offering tips and techniques for collecting, assembling and painting these behemoths.

ONE-CLICK COLLECTIONS

There are also more than 100 amazing Apocalypse Formations available as one-click collections through your local Hobby Centre's in-store order point for you to discover. These are certain to make the difference between victory and defeat, and the staff in your store can help you decide which ones are right for you.

APOCALYPSE COLLECTORS CARDS

To help you plan for the coming Apocalypse, pick up and fill in your exclusive Apocalypse Collectors Card. These

are perfect to help you plan your forces and decide what formations to include, enabling you to build up your collection bit by bit.

WORLDWIDE MEGA-BATTLE

Finally, to celebrate the launch of this cataclysmic new expansion for Warhammer 40,000 we're holding a grand event in your local Hobby Centre on **Saturday 13th July** that promises to be the biggest worldwide battle ever! Simply bring your collection of Citadel miniatures along to your local Hobby Centre to take part in the Countdown to the Apocalypse battle, with hundreds of flyers and tanks, and thousands of infantrymen, all battling for the glory of your local store.

This month, a billion worlds go to war, and it all begins at your local Hobby Centre!

WARHAMMER WORLD

THIS SUMMER...



1 Take advantage of the long summer days we are currently enjoying, and visit Warhammer World this summer. We have an event hall packed with beautifully constructed feature boards, all available to reserve. Upstairs in the Citadel Miniatures Hall we have thousands of inspiring miniatures for you to see! Founded by master brewer, Josef Bugman himself, Bugman's bar is the place to seek refuge from the fires of war or swap tales of heroism, with a cup of coffee or mug of foaming ale and a hearty meal. At our Hobby Centre, you can get full access to the Citadel, Forge World and Warhammer Forge ranges of miniatures, books and hobby supplies.

As you can see, there is plenty to satisfy your passion for the hobby. We look forward to seeing you here at Warhammer World this summer.



- 2 Reserve one of our beautifully constructed feature boards, and take on your friends in an epic battle.
- 3 The Citadel Miniatures hall displays thousands of inspiring miniatures painted by the 'Eavy Metal team.
- 4 Swap tales of heroism with a refreshing drink and hearty meal in Bugman's Bar, founded by master brewer, Josef Bugman himself.



VISIT THE HOME OF THE HOBBY

www.games-workshop.com

e-mail: whworldevents@gwplc.com

APOCALYPSE DOUBLES



5TH–6TH OCTOBER

The distant rumble of war becomes a deafening cacophony of devastation as the warmasters of countless armies come together to do battle over the war-torn planets of the 41st Millennium. Apocalypse is here, and what better way than to celebrate with a weekend of huge games of Warhammer 40,000 alongside a partner, as you march side-by-side into the crucible of war? Play huge games of Apocalypse over two days and enjoy a weekend of pure hobby indulgence.

WARHAMMER 40,000 COUNCIL OF WAR



26TH–27TH OCTOBER

Council of War is Warhammer World's new team-based event, where four players form an allegiance and fight as one. Event creator Nick Bayton explains what it's all about:

Nick: Your team rises or falls as one – it's all about the efforts of all four players. You play one day of one-on-one games, combining your scores. Then on day two, you play an all-day, gigantic game of Apocalypse, with a 10,000 point combined army! It's a great chance to play with family, friends or your club-mates and have a great weekend!

**TICKETS
OUT NOW**

3rd July 2013

Apocalypse Doubles

Event Date:
Sat 05/10/13 –
Sun 06/10/13

**Warhammer
Throne of Skulls:
October 2013**

Event Date:
Sat 19/10/13 –
Sun 20/10/13

**Warhammer 40,000
Council of War**

Event Date:
Sat 26/10/13 –
Sun 27/10/13

**TICKETS
COMING SOON**

7th August 2013

**Warhammer 40,000
Throne of Skulls:
November 2013**

Event Date:
Sat 02/11/13 –
Sun 03/11/13

**Warhammer
Battle Brothers:
November 2013**

Event Date:
Sat 09/11/13 –
Sun 09/11/13

**Warhammer 40,000
Legendary Battlefield:
Vidar's Fate**

Event Date:
Sat 23/11/13 –
Sun 24/11/13

PLAN YOUR VISIT

To find out more about Warhammer World, log into the Games Workshop website and click the Warhammer World button under the Warhammer 40,000 tab. You can contact us to find out more about an event, reserve a gaming table, or any other information. Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

Facebook.com/GWWarhammerWorld

Twitter@GW_WHWorld



GAMES WORKSHOP INDEPENDENT STOCKISTS

UK



BERKSHIRE

Reading, D2E Gaming Limited
36 Anstey Road, Basement Front, RG1 7JR.
Tel: 0118 950 9053

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

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

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

BIRMINGHAM

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

BRISTOL

Hotwells, Vanguard Gaming Ltd
188 Hotwell Road, BS8 4RP.
Tel: 07515 856901

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

BUCKINGHAMSHIRE

Amersham, The Record Shop Ltd
37 Hill Avenue, HP6 5BX.
Tel: 01494 433 311

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

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

High Wycombe, W. A. Child And Son
36 Park Parade, Hazlemere, HP15 7AA.
Tel: 01494 711 425

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

CAMBRIDGESHIRE

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

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

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

Peterborough, The Rift
22 Rivergate Centre, PE1 1EL.
Tel: 01733 341007

Wisbech, Prams and Toys
20-26 Hill Street, PE13 1BA.
Tel: 01945 584142

CHANNEL ISLANDS

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

CHESHIRE

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

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

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

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

Nantwich, Bliss It Ltd
16A Pepper Street, CW5 5AB.
Tel: 01270 624 380

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

Penketh, Penketh Model Center
97-99 Maple Crescent, WA5 2LQ.
Tel: 01925 488 585

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

CLEVELAND

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

Middlesbrough, Meta Games Ltd
10 Princess Road, TS1 4BA.
Tel: 0164 2913 039

Middlesbrough, Waugh Games
South Teens Business Centre, TS6 6TL.
Tel: 01642 292732

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

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

Stockton-On-Tees, Hobbies R U2
147 High Street, TS18 1PL.
Tel: 01642 535187

CORNWALL

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

Bude, Upbeat Supervision
1 Grenville Gardens, Belle Vue, EX23 8JL.
Tel: 01288 252 261

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

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

Hayle, Blewett's of Hayle
19 Penpol Terrace, TR27 4BQ.
Tel: 01736 753012

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

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

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

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

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

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

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

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

Wadebridge, Bricksells Toy & Nursery
11 Molesworth, PL27 7DD.
Tel: 01208 812615

COUNTY DURHAM

Bishop Auckland, Gods Bishop Auckland
137 Newgate Street, DL14 7EN.
Tel: 01388 606046

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

Darlington, W Boyes Darlington
Blackwellgate, DL1 5PW.
Tel: 01325 460 951

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

CUMBRIA

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

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

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

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

Conistown, The Green Housekeeper Cafe
16 Yew Dale Road, LA21 8DU.
Tel: 01539 441 925

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

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

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

DERBYSHIRE

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

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

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

Ilkeston, Maics Models
1 Northgate Street, DE7 8FR.
Tel: 01595 224608

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

DEVON

Exmouth, Collett's Models Of Exmouth
6B Albion Street, EX8 1JL.
Tel: 01395 224608

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

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

Dartmouth, W.G. Pillar and Co.
1 Lower Street, TQ8 9AN.
Tel: 01803 832139

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

Exeter, Khos Games Ltd
172 Sidwell Street, EX4 6RH.
Tel: 01392 680 2397

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

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

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

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

Ottery St. Mary, Moving Pictures
3A Silver Street, EX11 1DB.
Tel: 01404 812 774

Paignton, Paignton Model Shop
60 Hyde Road, TQ4 5BY.
Tel: 01803 555882

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

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

Plymouth, Minifit Models
28 Ridgeway, PL7 2AL.
Tel: 01752 615199

Tavistock, Games and Computers
23 Market Street, PL19 0HR.
Tel: 0182 2864 6288

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

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

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

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

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

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

Dorchester, Dorchester Toys
25 South Street, DT1 1BY.
Tel: 01305 261152

Gillingham, Net Play
School Lane, SP8 4QW.
Tel: 01747 228 287

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

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

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

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

ESSEX

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

Clacton On Sea, Clacton Art & Craft Centre
43 Jackson Road, CO15 1JA.
Tel: 01255 436346

Clacton On Sea, Chaos
105 Station Road, CO15 1TW.
Tel: 01255 436346

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

Colchester, Mankim Models
213 Shur End Road, CO3 4RN.
Tel: 01206 574 929

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

Honiton, The Honiton Toy Shop
65-67 High Street, EX14 1PG.
Tel: 0140 443 741

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

Ilford, Miniature Empire
347 Eastern Avenue, IG2 6NE.
Tel: 0207 996 3008

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

Lyttelton, Things 2 Do Toys And Puzzles
Unit 1-2 The House, The Courtyard Craft Centre, BH16 6BA.
Tel: 0120 2620943

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

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

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

GLOUCESTERSHIRE

Cheltenham, Dodwells Ltd
168 Bath Road, GL53 7NF.
Tel: 01242 210 633

Chipping Sodbury, Purple Parrot
51 Broad Street, BS37 6AD.
Tel: 01454 323332

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

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

Stroud, Antics Model Shop
49 High Street, GL5 1AN.
Tel: 01453 765 920

Stroud, Pink Planet Games Exchange
22 Merrywalks Shopping Centre, GL5 1RR.
Tel: 01453 755 555

HAMPSHIRE

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

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

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

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

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

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

Havant, The Bunker Games
37 Market Parade, PO9 1PY.
Tel: 01425 617805

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

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

Petersfield, Academy Arts and Crafts Centre
15-17 Institute Road, GU23 3HA.
Tel: 01730 261 642

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

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

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

Ryde, The Sports & Model Shop
9 Union Street, PO33 2DT.
Tel: 01983 563836

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

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

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

HEREFORDSHIRE

Hereford, Hereford Model Shop
4 Commercial Road, HR1 2BB.
Tel: 01432 352 809

Hereford, Weasley Bankshop
Broad Street, HR4 8SA.
Tel: 01544 312922

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

HERTFORDSHIRE

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

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

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

Harpden, Lorna's
4a Piggothill Lane, AL5 1LH.
Tel: 01582 769204

Letchworth Garden City, A + M Motorcycles Ltd
1 Diamond Industrial Centre, Works Road, SG6 1LW.
Tel: 01462 483 211

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

KENT

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

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

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

Sevenoaks, J.H. Lorimer (Sevenoaks)

78a High Street, TN11 1JR.
Tel: 01732 452840

Sittingbourne, Nickel Books

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

LANCASHIRE

Ashton-Under-Lyne, Revind Collectables and Games

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

Lancaster, Warrington Miniatures

The Assembly Rooms, King Street, LA1 1JN.
Tel: 07585 667666

Blackburn, Batcave

48 Northgate, BB2 1JL.
Tel: 01254 667488

Blackburn, Mercers Toys

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

Blackpool, I Collectables

68-70 Bond Street, FY4 1BW.
Tel: 01253 403839

Bolton, M.J. Racing

21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 386790

Bolton, The Portcullis Wargames Emporium

8 White Lion Brow, BL1 4AD.
Tel: 01204 775222

Burnley, Compendium

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

Burnley, Games Arena Ltd

9 St James Street, BB11 1QL.
Tel: 01282 416 161

Clitheroe, Covagills of Clitheroe Ltd

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

Colne, West End Model Centre

113 Albert Road, BB8 0BT.
Tel: 01282 867711

Fleetwood, The Model Exchange

1 Wood Street, FY7 7PX.
Tel: 01253 874247

Leigh, Startknot Limited

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

Ormskirk, Taylors of Ormskirk

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

Preston, Worby Wargaming Limited

58 Lancaster Road, PR1 1DD.
Tel: 01773 826479

Ramshot, Clark Crafts

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

LEICESTERSHIRE

Ashby-De-La-Zouch, Shellbrook Toys

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

Ashby-De-La-Zouch, Steve's Models

Bullens Court Yard, Mill Lane Mews, LE65 1HR.
Tel: 01530 416 827

Coalville, Mad 4 Collectables

113 Belvoir Road, LE67 5BS.
Tel: 01153 0588 033

Kinckley, Game World

18 The Borough, LE10 1NL.
Tel: 01455 617 800

Leicester, Table Top Tyrant

66b Bedford Street South, LE1 3JR.
Tel: 0116 2533954

Lutterworth, Ace Connections Ltd

23 Market Street, LE17 4EJ.
Tel: 01455 558335

Market Harborough, Quinns

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

LINCOLNSHIRE

Bourne, Paint A Pot Place

31 West Street, PE10 9NB.
Tel: 01778 420409

Grantham, A1 Hobbies Ltd

NG31 8SE.
Tel: 01476 579393

Grantham, W. Boyes & Co. Ltd

12 High Street, NG31 6PN.
Tel: 01723 582 181

Grimsby, Ramsdens Ltd

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

Grimsby, W. Boyes & Co. Grimsby

221 - 229 Freeman Street, DN23 9DW.
Tel: 01472 358 568

Holbeach, The Social Gaming Centre

46 High Street, PE12 7ED.
Tel: 0140 8426 089

Scunthorpe, R.A. Models

182 Ashby High Street, Ashby, DN16 2JR.

Skegness, Warlords of the Coast

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

Skegness, The Model Shop

15a High Street, PE25 3NY.
Tel: 01754 763429

Spalding, Masons Models

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

Spalding, Gamekirk

46 Holdbranch Road, PE11 2HQ.
Tel: 01775 72252

LONDON

Surbiton, Heroes and Legends Gamers Ltd

289 Ewell Road, KT6 7AB.
Tel: 0203 2580054

Barnett, Toys Toys Toys

134 High Street, EN5 5XQ.
Tel: 0208 4490966

East Sheen, Pandemonium

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

Finchley, Leisure Games

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

Harrow, Toy Galaxy

176-180 Station Road, HA1 2RH.
Tel: 0208 4240300

London, Dark Spheres

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

Pinner, Edo Party Picnic Ltd

17 Love Lane, HA5 3EE.
Tel: 0208 8660328

Ruislip, John Sanders Store No 385

77-79 High Street, HA4 8JB.
Tel: 01895 634843

MANCHESTER

Manchester, Fantasy Three Ltd

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

MERSEYSIDE

Brimstage, Wargame Store

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

Liverpool, Derbysaires

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

Liverpool, The Scythe and Tea Cup Gamer Cafe

61a Kempton Street, G09 7PB.
Tel: 01512 981665

St Helens, War and Hobby

22 Cooper Street, WA10 2BQ.
Tel: 01792 098742

St Helens, Scott Rock Hobbies

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

NORFOLK

Dereham, Starlings Toymaster

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

Great Yarmouth, Platform 1 Model Shop

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

Holt, Starlings Toymaster

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

Hunstanton, The Pavilion Toymaster

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

Norwich, Langleys

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

Norwich, Kerrisons

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

Sheringham, Starlings Toymaster

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

NORTHAMPTONSHIRE

Northampton, Wargames Workshop

3a Abington Square, NN1 4AE.
Tel: 07931 775283

Rushden, Osborne Sports & Toys

118 High Street, NN10 0PE.
Tel: 01933 312415

Wellingborough, Software Seller

12 Silver Street, NN8 1BQ.
Tel: 01933 440861

NOTTINGHAMSHIRE

Arnold, W. Boyes & Co. Ltd

61-63 Front Street, NG5 7EB.
Tel: 01959 260106

Mansfield, The Games Emporium

Handley Arcade, NG18 1NQ.
Tel: 01623 640022

Mansfield, Dreamlike Gaming Ltd

Unit 45 Block 7, Old Mill Lane Industrial Estate, NG19 9BG.
Tel: 01623 361 1112

Newark, Access Models

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

Retford, Bookworm

1 Spa Lane, DN22 6EA.
Tel: 01777 869224

Shirebrook, Prints Charm-ing

2 Patchwork Row, NG20 8AL.
Tel: 01623 748 985

West Bridgford, Inspirations

18 Central Avenue, NG2 5GR.
Tel: 0115 9821200

OXFORDSHIRE

Banbury, Trinder Bros Ltd

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

Bicester, Bicester Toys and Nursery

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

Carterton, Giles Sports, Toys & Cycles

1 Alvecot Road, OX18 3JL.
Tel: 01993 842386

Chipping Norton, Hargers

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

Oxford, Boswells Toymaster

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

Witney, Dentons

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

SHROPSHIRE

Donnington, Sanda Games

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

Newport, Chalcobest

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

Oswestry, Marcher Toys and Hobbies

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

Shrewsbury, Totally Games Ltd

26 Clairmont Street, SY1 1QG.
Tel: 01691 688994

Wellington, Queening Knight Games

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

SOMERSET

Bridgwater, Insane Games

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

Bristol, Cut & Thrust Gaming

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

Bristol, Area 51

230 Gloucester Road, BS7 8BA.
Tel: 0117 9244655

Burnham On Sea, E.W. Harley

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

Clevedon, Insane Games

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

Frome, Frome Model Centre

2 Catherine Street, BA11 1DA.
Tel: 01373 455295

Midsomer Norton, Signals

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

Minehead, Daisy Chain

10 Park Street, TA24 5NQ.
Tel: 01643 706 578

Portsmouth, Carrys Home and Garden

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

Somerton, Somerton Hobbies

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

Street, Insane Games

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

Taunton, Hatcher & Sons Ltd.

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

Taunton, Crackers

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

Wells, Insane Games

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

Weston-Super-Mare, M.T. Games Limited

21-23 Meadow Street, BS23 1QQ.
Tel: 01934 429959

Yeovil, Atomic Comics & Games

Unit 1, Glovers Walk, BA20 1LH.
Tel: 01935 432 639

Yeovil, Witch Engine

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

STAFFORDSHIRE

Burton On Trent, Mico Toys (Toy Planet)

169 High Street, DE14 1JE.
Tel: 01332 347734

Cannock, Cooke Newsagent

54 Market Street, WS12 1AG.
Tel: 0154 3422 647

Fenton, Guys That Game

Unit 303 City Road, ST4 2DA.
Tel: 02081338048

Leek, Old Skool

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

Lichfield, Digital Dragons

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

Lichfield, Titan Games Ltd

5 Bore Street, WS13 6LJ.
Tel: 01827 321 790

Longton, A N Miniature Models

21 Commerce Street, Longton, ST3 1NW.
Tel: 01782 321 790

Newcastle Under Lyme, The Games Pad

3 York Place, ST5 2AH.
Tel: 01782 660 343

Newcastle Under Lyme, Jollies Arts

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

Rugby, A.E. Wargaming

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

Stafford, Stafford Games

Unit L, Tolgate Drive, ST16 2HS.
Tel: 01785 255577

Stafford, Too Fat Goblins

Unit 3, The Colonnade, East Gate Street, ST16 2NQ.
Tel: 01785 244489

Stoke on Trent, Big Boyz Toys

Station Road, Barlaston, ST12 9DH.
Tel: 01782 372 014

Wombourne, Maypole Toys Ltd

4 Maypole Street, WV5 9JB.
Tel: 01902 895 770

SUFFOLK

Beccles, Toy Box

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

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

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

WORCESTERSHIRE

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

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

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

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

YORKSHIRE

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

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

Bridlington, Darkstar Gaming
35A Quay Road, YO15 2AR.
Tel: 07846 656 504

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

Clockheaton, The Craft Shop
12 Northgate, BD19 5AA.
Tel: 01274 874 899

Driffield, Sokells
52-53 Middle Street South, YO25 6PS.
Tel: 01377 252101

Filey, Beachcomber
35 Belle Vue Street, Filey, YO14 9HU.
Tel: 01723 514434

Goole, Hall's Music
21 Pasture Road, DN14 6BP.
Tel: 01405 764191

Halifax, Halifax Modellers World
55 The Arcade, HX1 1RE.
Tel: 01422 349157

Huddersfield, Something Wicked
1 Wood Street, HD1 1BT.
Tel: 01484 559226

Hull, Archeron Games
35 George Street, HU1 3BA.
Tel: 01482 221011

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

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

Leeds, Patriot Games Leeds
Unit 4 Citispace, 11 Regent Street, LS2 7QN.
Tel: 01132 433 352

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

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

Richmond, Finsgate Tea Room
5a Finkle Street, DL10 4QA.
Tel: 01745 826801

Ripon, The Knowledge Magnet
8 Kirkgate, HG4 1PA.
Tel: 01765 680118

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

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

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

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

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

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

Sheffield, Model Zone Sheffield
24 The Oasis, Meadowhall Centre, S9 1EP.
Tel: 01142 569 633

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

Whitby, W Boyes & Co Ltd Whitby
Station Square, YO21 1DU.
Tel: 01947 604043

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

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

ISLE OF MAN

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

St Helier, Bamhola Toymaster
6 The Parade, JE2 3QP.
Tel: 01534 722 489

THE CHANNEL ISLANDS

St Helier, Bamhola Toymaster
6 The Parade, JE2 3QP.
Tel: 01534 722 489

NORTHERN IRELAND

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

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

Belfast, Nordtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
Tel: 07855 016570

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

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

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

Coleraine, Tabletop Craft
22A New Row, Co. Londonderry, BT52 1AF.
Tel: 0784 041 3823

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

Fermanagh, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 323267

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

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

Newcastle, Smyths Newsagents
12 Railway Street, Co. Down, BT33 0AL.
Tel: 02843 722 762

Newtownards, North Down Wargaming Centre
Ground Floor, Unit 2, Jubilee Road, Co. Down, BT23 4YH. Tel: 07934 396 885

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 01314 710106

Edinburgh, Es To Hit
101 Lauriston Place, EH3 9JB.
Tel: 01312 37 2310

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

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

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

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

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

Inverness, Heroes for Sale
51 Church Street, IV1 1DR.
Tel: 01463 711717

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

Johnstone, Quay Hobby Store
Unit 14 Vulcan Works, Floor Street, PA5 8PE.
Tel: 07847 092772

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

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

Largs, Bus Stop Toy Shop Ltd
23 Irvine Road, KA30 6HR.
Tel: 01475 689892

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

Murray Gramplan, Junners Toymaster
57-61 South Street, Irvine, G10 1JZ.
Tel: 01343 542492

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

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

Perth, The Gamers Pad
1 York Place, PH2 6EP.
Tel: 01738 442836

Rothsay, Bute Bargains
65-67 Montague Street, PA20 9BU.
Tel: 01700 505 656

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

Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
Tel: 01595 683097

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

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

WALES

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

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

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

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

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

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

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

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

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

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

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

Neverfordwest, Emrys Art Supplies
22 Market Street, Sir Benfro, SA61 1NH.
Tel: 01437 778646

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

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

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

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

Neath, Fish N Things
138 Denvor Road, Skewen, SA10 6TE.
Tel: 01792 812199

Newport, D-R Models
Unit 7, Chartist Tower Block, Upper Dock Street, NP20 1DX.
Tel: 01633 222282

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

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

Rhuddlan, Rhuddlan Models
Brynawel High Street, LL18 2TU.
Tel: 01745 590048

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

Tenby, Clarice Toys
4 Upper Frog Street, SA79 7JD.
Tel: 01834 843 493

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

Welshpool, Frontline Games
19a High Street, SY21 7JP.
Tel: 01938 590256

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

Athlone, Art and Hobby Athlone
Unit 9 Athlone Town Centre.
Tel: 00 353 145 653 08

Greystones, Art and Hobby Greystones
Unit 5 Blacklion Centre.
Tel: 00 353 145 653 08

Kerry, Caball Toymaster
Bridge Street, Tralee.
Tel: 00 353 667 121 847

Maynooth, Gamers Hub
Unit 1 - Geraldine Court, Doctors Lane.
Tel: 00 353 860 466 029

Navan, Art and Hobby Navan
Unit 33, Navan Town Centre.
Tel: 00 3531 456 5308

Clonmel, R.B. Models
28b Queen Street. Tel: 00 353 526 124 808

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

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

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

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

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

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

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

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

Morksem – Antwerpen, The Gamemore
Ridder van Parijs Straat 7, 2170.
Tel: +32 (0)33 25 55 35

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

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

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

Watermaal-Boisfort, L'Atelier de Gopeito
Rue Middelbouw 58, 1170.
Tel: 02 661 30 11

Westkerke, What Ever
Gistelse Steenweg 128, 8460.
Tel: +32 (0)473 77 15 41

Woluwe Saint Lambert, L'Atelier de Gopeito
Avenue Georges Henri 286, 1200.
Tel: 02 661 30 13

BOLIVIA

Cochabamba, Last Trick
Tel: 0059 1 707 10235

La Paz, Konosha
Tel: 0059 1 775 03283

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

Oruro, Taurus
Tel: 0059 1 724 53814

Santa Cruz, Uroloki
Tel: 0059 1 720 610 510



CHILE

Antofagasta, Osamu Margo & Toys
Tel: 0056 99 08 56 762

Iquique, Zona Hobby
Vivar 718, Local 406.
Tel: 0056 65 95 86 87

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

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

Santiago, Caluche Hobbies & Bottle Games
Tel: 0056 73 33 61 03



CHINA

Beijing, Beijing Book Building
Tel: 0086 10 66066504

Beijing, Beijing Warhammer Club
Tel: 0086 10 64037588

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

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

Beijing, 14th Arsenal
Room 2502, FuCheng Road, No.16,
HaiDian District.
Tel: 15601219717

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

Beijing, Tong Yun Card Game
Tel: 0086 13801324686

Beijing, Wangfajing Xinhua Bookstore
Tel: 0086 10 65277787

Beijing, Warhammer Elite Club
Tel: 0086 13 601274736

Beijing, Warhammer Elite Club
Tel: 0086 10 82615854

Beijing, Xinhui Hobby Xinhuike Shop
Tel: 0086 10 82615654

Beijing, Xinhui Hobby Zhongguancun Shop
Tel: 0086 10 58853768

Chengdu, Kid's Castle
Tel: 0086 18 98081113

Chongqing, Xinshangyou Game
Tel: 0086 13 63832310

Fuzhou City, PlayShow Warhammer Club
Tel: 0086 59 18339562

Kunming, Kunming Elite Warhammer Club
Tel: 0086 13 558813689

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

Kunming, Yunnan Lanyu Model
Tel: 0086 87 14112937

Qingdao, Qingdao Battle Of Wits Club
Tel: 0086 13 963950012

Shanghai, Boocup Grand Gateway
Tel: 0086 21 64480977

Shanghai, Boocup Jin Qiao
Tel: 0086 21 50306879

Shanghai, Boocup Kerry Parkside
Tel: 0086 21 50200551

Shanghai, Good Knight Board Game Store
Tel: 0086 21 55080880

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

Shanghai, Zark
Tel: 0086 21 53017710

Shantou, Miniature Kingdom
Tel: 0754 88 810916

Shenyang, Shenyang Warhammer Club
Tel: 0086 13 88917092

Shenzhen, Land Battlefield Hobby Center
No.152, First Trading Street, SheKou, Hai
Yun Jia Yuan, NanShan District.
Tel: 13632502582

Tian Jin, Tiaojin Waaaghl Gaming Club
Tel: 0086 13 682199861

Wuhan, Stormcastle Warhammer Club
Tel: 0086 13 476097121

Wuhan, Zhi-Li Model
Tel: 0086 27 82818761

Xian, Xian Waaaghl Warhammer Club
Tel: 0086 13 488470106

Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592517573

COLOMBIA

Cali, Magic Colombia
Tel: 0057 072 371 4626

Medellin, Juugo & Real
Tel: 0057 4 332 8686



CROATIA

Zagreb, DBS
Trpovečki centar Boronjak, Krešićeva 32,
10000.
Tel: 00 385 123 338 28

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



CYPRUS

Kato Paphos, Cyprus Crusade
Tel: 00 35 7976 49072

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

Licosia, Iseogard Fantasy Shop
42 Diagoras Avenue, 1097.
Tel: 00 35 7228 80700



CZECH

REPUBLIC

Brno, Cerny Rytir
Tel: 420541214860

České Budějovice, Chaotit
Tel: 420602489158

Haradec Kralove, Knihkupectví Valhalla
Tel: 420495522009

Koprivnice, Magic
Tel: 420495522009

Kostelec, Certov Pokojny Kotlik
Tel: 420605594448

Liberec, Battle Games-Obchodní Pevnost
Tel: 420777526154

Ostrava, Matrix (Knihkupectví)
Tel: 420774404024

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

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

Prague 5, Maphit
Arbesov náměstí 14, 150 00.
Tel: 00 420 606 021 771

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

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

Vestní, Atlantis
Přikra 42, 755 02.
Tel: 00 420 772 771 988



DENMARK

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

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



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

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

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

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

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

Helsingør, Arnold Busck
Stengade 23, 3000.
Tel: 41 01 21 28

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

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

Holbæk, Battleground
Tidemandvej 15, 4300.
Tel: 24 24 49 50

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

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

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

København S, Pigi Legotøj
Årsgårdsvej 201, 2300.
Tel: 32 55 74 47

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

Lynghøj, Farges Cigarer
Jernbaneplassen 63, 2860.
Tel: 32 10 23 23

Næstved, Guns n Games
Ramsherred 21, 4700.
Tel: 31 20 20 04

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

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

Ringsted, Andros
Tingegade 12, 4100.
Tel: 35 10 31 75

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

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

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

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 38 35 48

Silkeborg, Læsehesten
Bios Gård 11, 8600.
Tel: 86 82 88 33

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

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

FINLAND

Ahtari, Honkanen Kirjakouppa
Tel: 06 553 0027

Aland, Dillen Ab, Torgatan 7, 22100.
Tel: 018 15578

Ekenas, Kaupstokhandeln Ab.
Tel: 019 246 1028

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

Hameenlinna, Pelikoupa Enter
Palokunnankatu 14, 13100.
Tel: 044 508 1002

Heinola, Heinolan Talous-Muovi ja Lelu
Kauppakatu 19, 18100.
Tel: 03 715 3805

Helsinki, Fantasiapeliit Helsinki.
Tel: 09 650 803

Helsinki, Simunkatu 9
Tel: 09 75 15 45 25

Helsinki, Fantasiapeliit Helsinki
Viuhkankatu 46/Vuorikatu 16, (Kaisaniemi)
Metroasema, 00100.
Tel: 09 650 803



Helsinki, Stadin Pelikauppa
Kaisaniemenkatu 1, Sisäpiha, 00100.
Tel: 09 6980300

Hyvinkää, Värinoppi
Uudenmaankatu 14-16, 05800.
Tel: 03 58 19 414 700

Imatra, Kirja-Lehja Alex Ky
Tel: 05 431 9555

Joensuu, Fantasiapeliit Joensuu
Tel: 013 284 314

Joensuu, Fantasiapeliit Joensuu
Suventokatu 8, 80100.
Tel: 013 284 314

Jyväskylä, Fantasiapeliit Jyväskylä
Kauppakatu 29, 40100.
Tel: 014 216 629

Karis, Blå Lådan Kd
Tel: 019 234 94

Kotka, Eagle Card Oy
Tel: 0038 5 214238

Kotka, Fantasiapeliit Kotka
Tel: 044 500 0880

Kuopio, Maaviespa Ky
Tel: 05 311 7955

Kuopio, Kuopion Puolenkunnan Pelit
Kouvolaankatu 14, 45100.
Tel: 03 222 52 00

Kuopio, Fantasiapeliit Kuopio
Tullipörkinkatu 27, 70100.
Tel: 050 517 3915

Lahti, Puolenkunnan Pelit
Rautatiekatu 16, 15110.
Tel: 03 751 5151

Lappeenranta, Fantasiapeliit Lappeenranta
Brahnenkatu 3, 53100.
Tel: 05 541 1375

Mikkeli, Mikkelin Pelikauppa
Vuorikatu 9 L1, 50100.
Tel: 09 428 90753

Mikkeli, Lastentarvike Muppi
Maaherrankatu 14, 50100.
Tel: 015 361 611

Orivesi, Silver Seed
Ensintie 3, 35100.
Tel: 041 777 5166

Oulu, Fantasiapeliit Oulu
Rautatiekatu 10, 90100.
Tel: 08 374 906

Pieksämäki, Sirkkis
Tel: 015 348 370

Porvoo, Askartelu-Pori
Yrjökatu 7, 28100.
Tel: 02 632 6671

Pori, Porin Pelikauppa
Satakunnankatu 23 B, 28130.
Tel: 02 529 8726

Porvoo, Porvoon Pelikauppa
Mannerheiminkatu 10, 06100.
Tel: 019 534 8377

Raase, Raaseen Askartelu
Sovionkatu 11, 92100.
Tel: 08 223 6825

Seinäjoki, Pelikoidas
Tel: 06 417 7880

Seinäjoki, Fantasiapeliit
Mikko Ojanperä, Peltosenkatu 3, 60320.
Tel: 040 561 6388

Slagelse, Uldtøtten
Nygade 2, 4200.
Tel: 58 53 50 35

Tampere, Tuoni Tatuoinnit
Tel: 03 715 3905

Tampere, Fantasiapeliit Tampere
Kuninkaankatu 5, 33210.
Tel: 03 222 52 00

Tampere, Kirja Karkkainen
Koskikeskus, Hatupaavaliatie 1, 33100.
Tel: 03 225 1850

Tampere, Puolenkunnan Pelit Tampere
Hämeenkatu 17, 33200.
Tel: 03 45180550

Turku, Fantasiapeliit Turku
Humalistenkatu 8, 20100.
Tel: 02 232 8413

Vaasa, Pelimies Oy
Hs-Center, Alatori, 65100.
Tel: 06 312 5111



GREECE

Athens, Fantasy Shop Central - Victoria
3rd Septemvriou 65, Pt. Victoria, 104 33.
Tel: 00 30 210 8231072

Athens, Fantasy Shop Exarcheia
Themistokleous 43-45, Exarcheia, 106 83.
Tel: 00 30 210 3828877

Athens, Fantasy Shop Amarousion
Nikolaou Plastira 16, Marousi, 151 24.
Tel: 00 30 210 6234561

Athens, Fantasy Shop Kallithea
Irakleous 110A, Kallithea, 176 72.
Tel: 00 30 210 9592922

Athens, Fantasy Shop Glyfada
Aggelou Metaxa 21, Glyfada, 166 75.
Tel: 00 30 210 8983880

Athens, Hobbyplanet
Leontariou 78, Pallini, 153 51.
Tel: 00 30 210 6042816

Athens, Kaissa Ilioupolis

INDONESIA

Bandung, Hobbyline
Tel: (022) 4218555

Jakarta Barat, Comico H Games
Tel: (021) 56963855

Jakarta Selatan, Fantasy N Games
Tel: (031) 6005 0343

Surabaya, Fantasy N Games
Tel: (031) 6005 0343

Surabaya, Fantasy N Games
Tel: (031) 7402 475

ISRAEL

Haifa, PC Games
3 Ha'ashleg St. Tel: 00972 48402777

Herzlia, Freak
29 Sokolov St. Tel: 00972 95589077

Kfar Saba, Lance
3 Netiv Haavot. Tel: 00972 97486070

Modiin, PC Games
2 Arar St. Tel: 00972 86991012

Rishon LeZion, Nexus
26 Rothschild St. Tel: 00972 39500339

Tel Aviv, Freak
14 Weizmann St. Tel: 00972 36961826

JAPAN

Beppu, Ringtail
Ekimae cho 3-5, Oita, 874-0935.

大分県 八幡町 3-5
別府市 駅前 3-5
Tel: 0977-75-8488

Chiba, Hobby Shop Arrows
Waei Bldg 3F, Inage Konakadai 2-8-20,
263-0043.

千葉県 ホビishop アローズ
千葉市 稲毛区小仲台 2-8-20
和美ビル3階
Tel: 043-239-5523

Kashiwa, Hobby Space McField
Hiroshima Kensetsu Ekimae Bldg. 3F,
Kashiwa 1-1-10, Chiba, 277-0005.

千葉県 ホビishop ミスターフィールド
柏市 柏1-1-10 広島建設駅前ビル3階
Tel: 04-7138-6213

Nagoya, Toy's Marchen
Midoriku Horagai 2-1, Aichi, 458-0013.

愛知県 おもちゃのメルヘン
名古屋市 緑区はな見2-1
Tel: 052-877-0909

Osaka, Brain Gameshop Higuchi
Higashiumiyoshi Kitatanabe 6-3-2,
546-0044.

大阪府 プレイングームショップ ひがっち
大阪市 東住吉区北田辺6-3-2
Tel: 06-6622-7022

Osaka, Iconoclast
Spaco Namba 401, Naniwaku Nanbanaka
2-4-2, 556-0011.

大阪府 アイコンクラズム
大阪市 浪速区難波中2-4-2 スペース難波4
01
Tel: 06-4981-3003

Sapporo Shi, Mokoya
1 Jo 6 Chome 2-8 Maeda Teine Ku,
Hokkaido, 060-0811.

北海道 模型屋
札幌市 手稲区北田辺1条6丁目2-8
Tel: 011-213-9456

Tokyo, Giant Hobby
Kumano Bldg 2F, Suginami Ku Koenji
Minami 4-7-13, 166-0003.

東京都 ジャイアントホビー
杉並区高円寺南4-7-13 久万カビル2階
Tel: 03-5913-8911

Tokyo, Yellow Submarine Akihara RPG Shop
Kogure Bldg 7F, Chiyodaku Sotokanda
1-11-8, 101-0021.

東京都 イエローサブマリン 秋葉原
千代田区外神田 1-11-6 小暮ビル7階
Tel: 03-5297-5402

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.

三重県 魔王の森
四日市市 諏訪栄町22-3
Tel: 090-8338-5891

Yoshino Gun, Mokei Shop R
Yasuragi Bldg 1F, Oaza Shimobuchi 68-4,
Nara, 638-0821.

奈良県 模型ショップR
吉野郡 大淀町下瀬68-4 安らぎビル1階
Tel: 0747-52-9592

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.

三重県 魔王の森
四日市市 諏訪栄町22-3
Tel: 090-8338-5891

Yoshino Gun, Mokei Shop R
Yasuragi Bldg 1F, Oaza Shimobuchi 68-4,
Nara, 638-0821.

奈良県 模型ショップR
吉野郡 大淀町下瀬68-4 安らぎビル1階
Tel: 0747-52-9592

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.

三重県 魔王の森
四日市市 諏訪栄町22-3
Tel: 090-8338-5891

Yoshino Gun, Mokei Shop R
Yasuragi Bldg 1F, Oaza Shimobuchi 68-4,
Nara, 638-0821.

奈良県 模型ショップR
吉野郡 大淀町下瀬68-4 安らぎビル1階
Tel: 0747-52-9592

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.

三重県 魔王の森
四日市市 諏訪栄町22-3
Tel: 090-8338-5891

Yoshino Gun, Mokei Shop R
Yasuragi Bldg 1F, Oaza Shimobuchi 68-4,
Nara, 638-0821.

奈良県 模型ショップR
吉野郡 大淀町下瀬68-4 安らぎビル1階
Tel: 0747-52-9592

LITHUANIA

Kaunas, Hobby D6 Games
Tel: 00 370 8 5288997

Vilnius, Hobby D6 Games
J. Turno-Vaizgantog, 7
Tel: 00 370 5 2133259

MACAU

Macau, Game Fun Table Games Shop
Tel: +853 6698427

MALAYSIA

Georgetown, Camelot
98-3-2A, Prima Tanjung Business Center,
Penang, 11200. Tel: 04 8900831

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
Kayu 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. Tel: 03 22870626

Kuala Lumpur, Comics Mart
3rd Floor, Mid Valley Megamall, Mid Valley
City, WP, 59200. Tel: 03 22870626

Kuala Lumpur, 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, 51100. Tel: 03 21488813

Kuala Lumpur, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
58200. Tel: 012 2016600

Petaling Jaya, The Games Circle
Selangor, 47400. Tel: 016 4510940

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300. Tel: 03 78779805

NETHERLANDS

Almere, Ruus Creatief
Brouwerstraat 16-22, 1315 BP.
Tel: +31 (0)365 33 17 77

Amsterdam, Beekhandel Mek & Holt
Tussen Meer 46, 1059 GC.
Tel: +31 (0)206 19 31 68

Arnhem, Spelkwartier
Steenstraat 4, 6828 CJ.
Tel: +31 (0)263 51 76 69

Barendrecht, Postrein
Dorpsstraat 123, 2992 BD.
Tel: +31 (0)180 61 95 39

Bergeijk, Top 1 Toys Wouters
Pankonstraat 31, 5571 CP.
Tel: +31 (0)497 55 02 48

Bergen Op Zoom, BOZ Spellen
Kremerstraat 23, 4611 TP.
Tel: +31 (0)164 24 91 20

Beverwijk, BMM Games
Beginnenstraat 5b, 1941 BR.
Tel: +31 (0)251 21 65 68

Bossum, 2 Brothers RC
Laarderweg 39-41, 1402 BC.
Tel: +31 (0)356 92 26 84

Delft, Bazaar Of Magic
Spoorsingel 72, 2613 BB.
Tel: +31 (0)6 47 58 91 98

Delft, Speldorado
Hippolytusbuurt 21-25, 2611 HM.
Tel: +31 (0)152 13 45 16

Den Bosch, De Dobbelssteen Den Bosch
Hinthammerstraat 90, 5211 MS.
Tel: +31 (0)736 14 55 30

Den Haag, Gameshop Den Haag Loosduinen
Loosduinse Hoofdstraat 256, 2552 AM.
Tel: +31 (0)70 39 78 030

Den Haag, Gameshop Den Haag Schoolstraat
Schoolstraat 31, 2511 AW.
Tel: +31 (0)70 36 56 523

Dordrecht, Hobby Modelbouw Dordrecht
Voorstraat 360, 3311 CX.
Tel: +31 (0)78 63 12 11

Ede, Timmen Soldaat
Soemballaan 12, 6712 AL.
Tel: +31 (0)318 65 32 96

Eindhoven, Gameforce
Visserstraat 18a, 5612 BT.
Tel: +31 (0)736 13 58 26

Emmen, Gameshop Play-it Emmen
Marktplein 110, 7811 BA.
Tel: +31 (0)591 52 75 52

Groningen, Pimperen Draak
Nieuwe Ebbingestraat 83, 9712 NG.
Tel: +31 (0)502 30 09 59

Heemstede, Janities Speelgoed
Jan van Goyenstraat 18, 2102 CB.
Tel: +31 (0)23 54 70 133

Hengelo, De Doodersteen
Wemenstraat 18, 7551 EX.
Tel: +31 (0)742 59 50 30

Hoorn, Spellenhoorn
Wisselstraat 2, 1621 CT.
Tel: +31 (0)229 29 55 65

Leeuwarden, Spelkijken
Peperstraat 12, 8911 JA.
Tel: +31 (0)582 13 11 12

Leiden, Wiegershops
Turfmarkt 2, 2312 CD.
Tel: +31 (0)715 13 27 83

Leiden, Teletrider
Oude Herengracht 11 a, 2312 LN.
Tel: +31 (0)71 52 22 724

Maastricht, Shamrock Modelbouw
Rijksweg 68, 6228 XZ.
Tel: +31 (0)433 61 33 34

Maastricht, Vlieg-er-uit
Brusselsestraat 70, 6211 PG.
Tel: +31 (0)433 25 16 53

Middelburg, De Burcht
Plein 1940, Nr 5, 4331 LG.
Tel: +31 (0)118 65 00 48

Nijmegen, Moenen and Mariken
Van Welderenstraat 70, 6511 MP.
Tel: +31 (0)243 23 61 19

Oudega, Hils Ester Modelbouw
Fabryksweg 25, 9216 WVR.
Tel: +31 (0)512 37 09 15

Rijswijk, Ted's RC Shop
Kerklaan 58b, 2282 CE.
Tel: +31 (0)704 15 90 14

Rosmond, Bloemboetiek Hermien
Nassaustraat 66, 6043 ED.
Tel: +31 (0)475 31 68 24

Rotterdam, Gamers of the West
Jonker Fransstraat 122 a, 3031 AX.
Tel: +31 (0)10 27 09 233

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schooneoord, Schilias Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)6 28 23 70 14

Sliedrecht, De Gruiter Sliedrecht
Burgemeester Winklerplein 10, 3362 AA.
Tel: +31 (0)184 41 27 44

Stadskanaal, Gameshop Play-it Stadskanaal
Ghandplein 14, 9501 DE.
Tel: +31 (0)599 65 56 00

Tegelen, Extra Modelbouw
Spoonstraat 28, 5931 PT.
Tel: +31 (0)773 73 80 09

Tilburg, De Dobbelssteen Tilburg
Schouwburging 155, 5038 TV.
Tel: +31 (0)135 44 37 00

Tilburg, De Dobbelssteen Tilburg
Schouwburging 155, 5038 TV.
Tel: +31 (0)135 44 37 00

Lódz, Model Fan
Ul. Gen. J. Dąbrowskiego 28D, 93-137.
Tel: 0048 42 6424028

Lódz, Przystań
Ul. Narutowicza 42, 90-135.
Tel: 0048 502 015 858

Lódz, Stargard Studio
Ul. Piotrowska 1, 91-104.
Tel: 0048 60 5650752

Lódz, Strategia Centrum Gier
Centrum Handlowe Retkinia, Ul. Maratonowa 24/32, Lokal 42, 94-102.
Tel: 0048 79 6599539

Lódz, Twoja Książka
Ul. Aleksandrowska 191, 91-155.
Tel: 0048 42 6821326

Łódź, Fantazja - Zabawki Firmowe
Al. Spółdzielczości Pracy 32, Galeria Olimp

I pietr, IV czech, 20-147.
Tel: 0048 507123160

Nowy Sącz, Graal Hobbit
Tel: 0048 60 4133612

Byta, Raptor Hobby
Tel: 0048 69 8096524

Olsztyn, Crazy Dwarf
Centrum Handlowe Manhattan, Plac Pułaskiego 7, lokal 70, 10-515.
Tel: 0048 608062819

Opole, HMS Computers II
Ul. Krakowska 26/1A, 45-075.
Tel: 0048 77 4547413

Ostrow Wielkopolski, Centrum Gier Arena
Tel: 0048 69 4877877

Oświęcim, Sklep Modelarski Model-Hit
Tel: 0048 60 2745519

Poznań, Cube-D Workshop
Katowicka 81D/109, 61-131.
Tel: 0048 509494593

Poznań, Bard Poznań
Ul. Św. Marcina 41, 61-806.
Tel: 0048 61 8538277

Poznań, Cube
Ul. Katowicka 81C/107, 61-131.
Tel: 0048 61 6712415

Poznań, Cube-D Workshop
Ul. Katowicka 81D/109, 61-131.
Tel: 0048 509494593

Poznań, Cube-D Workshop King Cross
Ul. Bukowska 156, CH King Cross
Marcelin, 60-196. Tel: 0048 50 6079264

Poznań, Cube-D Workshop M1
Ul. Szwajcarska 14, Centrum Handlowe
M1, 61-285. Tel: 0048 61 6712415

Poznań, Cube-D Workshop Pestka
Al. Solidarności 47, Centrum Handlowe
Pestka, 61-696.
Tel: 0048 797763373

Poznań, Boblin
Ul. Płoszowska 407, 44-370.
Tel: 0048 793344419

Pszczyna, Red Scorpion
Tel: 0048 60 2656281

Radom, Wargamer
Tel: 0048 50 3582781

Radom, White Tree
Ul. 25 Czerwca 36A, 26-010.
Tel: 0048 880289911

Raszyn, Morion
19-Go Kwietnia 27, 05-090.
Tel: 00 48 22 423 9120

Rzeszów, W&W Sklep Modelarski Hobby
Ul. Bernardynska 5, 35-069.
Tel: 0048 17 8528101

Rzeszów, Gamekeeper
Tel: 0048 69 2629258

Rzeszów, W&W Sklep Modelarski Hobby
Ul. Bernardynska 5, 35-069.
Tel: 0048 17 8528101

Siemianowice, Jaga Plus
Tel: 0048 32 2290139

Siemianowice Śląskie, Jaga
Ul. Powstańców 15, 41-103.
Tel: 0048 32 2290139

Szczecin, Fenix
Ul. Wojska Polskiego 7, 70-470.
Tel: 0048 69 5934995

Torun, Sklep Papierniczy
Tel: 0048 56 6522593

Torun, Stefa Gier
Tel: 0048 609752796

Torun, Grafier
Ul. Mostowa 19, 87-100.
Tel: 0048 609752796

Warszawa, Alra Games World
Tel: 0048 501946549

Warszawa, Faber i Faber
Ul. Puławska 11, 02-515.
Tel: 0048 22 8491265

Warszawa, F&H Tygrys Model
ul. Marywilska 44, hala A lokal A173,
03-001. Tel: 0048 505141364

Warszawa, Graal CI Skorosze
Tel: 0048 22 8827595

Warszawa, Graal Sarmacka
Tel: 0048 22 8427040

Warszawa, Graal Rondo Wiatraczna
Tel: 0048 224080031

Warszawa, Graal Dworzec Centralny
Tel: 0048 696501053

Warszawa, Graal Blue City
Al. Jerozolimskie 179 Paw. 57, 02-222.
Tel: 0048 22 3117627

Warszawa, Graal Ken Centre
Ul. Ciszewskiego 15, 02-777.
Tel: 0048 22 2089990

Warszawa, Morion
Al. Władysława Reymonta 12, Lokal 9,
01-842. Tel: 0048 602276219

Warszawa, Paradox
Tel: 0048 22 6280781

Warszawa, Wargamer Centrala
Tel: 0048 22 6759086

Warszawa, Wargamer Ch Targówek
Tel: 0048 72 457513

Warszawa, Wargamer Wilcza
Tel: 0048 22 6224296

Warszawa, Wargamer Ch Wola Park
Tel: 0048 22 6759086

Warszawa, Riwendell
Al. Jana Pawła II, 43a, lokal 24b, 01-008.
Tel: 0048 22 6354805

Warszawa, Twierdza
Al. Komisji Edukacji Narodowej 98,
02-777.
Tel: 0048 788206767

Warszawa, Tygrys Model
Ul. Marywilska 44, Hala A, lokal 173,
03-001.
Tel: 0048 505141364

Warszawa, Złoty Toras
Ul. Złota 59, 00-120.
Tel: 0048 22 222 01 33

Wrocław, Bard Wrocław
Ul. Szewska 31, 50-139.
Tel: 0048 71 3417472

Wrocław, Wrocław Model Centre
Tel: 0048 71 3419991

Wrocław, Beltar
Ul. Sokolnicka 7/17, Pawilon 32, 53-676.
Tel: 0048 502279969

Wrocław, Feniks
Ul. Szewska 95/97, SDH Feniks, 4 pietr,
50-121. Tel: 0048 694606618

Wrocław, Planzowicka
DH Astra, stoisko nr 144, Ul.
Horbaczewskiego 4-6, 54-130.
Tel: 0048 792301796

Wrocław, Wszystkie Dla Ucznia
ul. Promienna 1b, 87-800.
Tel: 0048 54 237 93 45

Wrocław, Wszystkie Dla Ucznia
ul. Promienna 1b, 87-800.
Tel: 0048 54 237 93 45

Zielona Góra, Zielone Wzgórza
ul. Bohaterów Westerplatte 16, 65-034.
Tel: 0048 68 3247706

PORTUGAL



Sintra, Hobbykit
Fashion Spot Shopping
Loja B-09, Quinta da Beloura, 2710-000.
Tel: +351 214 850 901

Caldas da Rainha, Magic Club caldas
R.DA Praça De Touros , 32, 2500-167.
Tel: +351 968 057 421

Coimbra, Divercentro
R.D Pedro Cristo NO 53 Sala C, 3030-394.
Tel: +351 239 049 610

Coimbra, Loja Diver
Rua Vale das Flores, 19, 1º D, 3030-486.
Tel: +351 961 935 228

Viseu, Kool Games
Rua Eng. Beirão do Carmo lote 110,
3500-445.
Tel: +351 232 286 046

Lisboa, Kult Games
Rua Pinheiro Chagas, Nº78 C, 1050-180.
Tel: +351 213 555 499

Berreiro, Player's Spot
Centro Comercial Piramides, Loja 12,
2830-365.
Tel: +351 211 823 432

Almada, Player's Spot
Centro Comercial M. Bica, piso 0 loja 6,
2800-000.
Tel: +351 211 823 433

Matosinhos, F&M Mar Shopping
AV. DR. Oscar Lopes, Loja 1.43, 4450.
Tel: +351 229 991 709

Lisboa, F&M Colombo
C.C. Colombo, Piso 1, Loja A-103,
1500-392.
Tel: +351 217 114 200

Lisboa, F&M
Rua do Carmo 2 Armazéns do Chiado,
1200-094.
Tel: +351 213 22 883

Lisboa, Lojas Area
Rua Visconde Seabra 6A, 1700-370.
Tel: +351 213 155 580

Lisboa, Myrdian's Magic, Lda
Tel: +351 213 032 258

Lisboa, Homem Azul
Rua Gil Vicente 40B, 1300-285.
Tel: +351 213 629 382

Lisboa, Tabak
C.C. Carrefour Telheiras, Loja 23,
1600-000.
Tel: +351 217 165 574

PUERTO RICO



San Juan, Maximum DC
Tel: +787 766 9634

ROMANIA

Bucharest, Le & Le Games
Str Arta NR 3 Str, 540056.
Tel: 00 40 265 311 600

RUSSIA



Ekaterinburg, World of Models
8 Merta st., 14.
Tel: 8 (343) 381 0076

Krasnoyarsk, Rodnik
Baumana st., 26.
Tel: 8 (913) 573 3843

Moscow, Alegria
Myasnitskaya st., 20, m. Lubyanka.
Tel: 8 (495) 628 3337

Moscow, Alegria
Dmitriya Ulyanova, 4/1, m.
Akademicheskaya.
Tel: 8 (499) 137 5868

Moscow, Alegria
Fridrikha Engelsa, 3/5, m. Baumanskaya.
Tel: 8 (499) 261 5075

Moscow, Alegria
Volokolamskoye shosse, 3, m. Sokol.
Tel: 8 (499) 158-1753

Porm, Petropavlovskiy
Kuybysheva st., 36, Petropavlovskiy
shopping mall, 614000.
Tel: 8 (912) 789 8412.

St Petersburg, Art Miniatures
Goncharyaya St., 18, 191036.
Tel: 8 (812) 633 3395

Tver, Armada
Gorkogo st., 124.
Tel: 8 (910) 531 7659

SAUDI ARABIA

Dhahran, Gamers' Den
Tel: 966 59 007 0148

SINGAPORE



Funan Center, Battle Bunker
Unit 05-42, Funan Digital Life Mall, 109
North Bridge Road. Tel: +65 6338 5778

Fusionopolis, Paradigm Infinitum
Unit 02-05/06, 1 Fusionopolis Way,
Connexis Tower. Tel: +65 6466 6771

ION Orchard, Prologue Bookstore
Unit 04-16, ION Orchard, 2 Orchard Turn.
Tel: +65 9465 1477

Midpoint Orchard, Paradigm Infinitum Pte Ltd
Unit 03-01, Midpoint Orchard, 220 Orchard
Road. Tel: +65 6734 3858

Plaza Singapura, Comics Connection Pte Ltd
Unit 06-04, Plaza Singapura, 68 Orchard
Road. Tel: +65 6337 8300

Seren Centre, Toy Station
Unit 02-09/10/11, Serene Centre,
10 Jalan Serene. Tel: +65 64683054

SLOVAKIA



Bratislava, Madmaxon
Tel: 421 2 524 927 87

SLOVENIA



Ljubljana, Cna Loka
Poljanska 19, 1000.
Tel: 00386 59031220

Ljubljana, Drendaj Citypark
Smartinska c.152 G. 1000.
Tel: 00386 45768030

SOUTH KOREA



Seoul, Orctown
Tel: 02 6402 5946

SWEDEN



Borås, Hobbis i Kallierian
Bergsgatan 47, 506 30.
Tel: 070-61 701 66

Kalmar, Lok & Hobby
Södra Långgatan 32, 392 32.
Tel: 0480-24717

Karlskrona, Leksaksburet
Lallerstedsgr 5, 371 54.
Tel: 0482-24082

Karlstad, Spel & Fantasi
Kungsgatan 6, 852 24.
Tel: 054-15 10 70

Katrineholm, Warrens Spel & Tillbehör
Kykogatan 20-22, 641 46.
Tel: 0150-12032

Kungsbacka, Lok & Hobby
Södra Torngatan 6, 434 30.
Tel: 0300-14136

Lidköping, Game Maniacs
Fiskargatan 4G, 531 91.
Tel: 0705-190274

Lindköping, Segolend
Svedengatan 18, 582 73.
Tel: 0131-22290

Luleå, Jocus
Storgatan 7A, 972 38. Tel: 0920-69954

Lund, Playoteket Center
Clemenstorgat 5, 222 21.
Tel: 0461-27810

Lund, Unispeil Östra Märtensgatan 148, 223 61.
Tel: 046-285 9112

Lysekil, Zehran
Kungstorgat 2, 453 33.
Tel: 0523-125 90

Malmö, Playoteket Center
Djäckergatan 2, 211 35.
Tel: 040-185530

Norrköping, Hobbyhörnan
Drottninggatan 18, 602 24.
Tel: 0111-62120

Örebro, Batalj
Storgatan 11, 703 61.
Tel: 019-18 46 00

Östersund, Hobbyboden
Köpmangatan 31, 831 30.
Tel: 0635-13310

Sala, Elons Leksaker
Rådhusgatan 10, 733 30.
Tel: 022-41 03 14

Skellefteå, Legend
Köpmangatan 7A, 931 31.
Tel: 091-01 35 02

Stockholm, Science Fiction Bokhandel
Västerlånggatan 48, 111 27.
Tel: 08-21 60 52

Stockholm, Arcane
Hagagatan 6, 11348.
Tel: 08-22 55 22

Sundsvall, Orions Spel & Böcker
Köpmangatan 23, 852 32.
Tel: 060-155 947

Tenlittan, Beginners
Överby Köpcentrum Etage, 461 70.
Tel: 0520-97040

Umeå, Fantasia
Sagagallerian, Gotgatan 1, 903 27.
Tel: 090-77 03 60

Uppsala, Fantasia
Östra Ägatan 9, 753 22.
Tel: 018-100150

Varberg, Fyndmagasinet
Birger Svenssons Väg 23, 432 40.
Tel: 0340-678990

Västerås, Zetterlands Leksaker
Storgatan 33, 722 12.
Tel: 021-10 44 91

Växjö, Helges Hå
Klostergatan 4, 35230.
Tel: 0470-218 02

Visby, Skuggspel
Österväg 5, 621 43.
Tel: 0498-21 10 82

Fritsla, Fritsla Hobby
Backabövägen 5, 611 71.
Tel: 0320-70166

Gävle, Hobby Shopen
Norra Rådmansgatan 2, 803 11.
Tel: 026-18 62 99

Hägersten, Hobbysterna
Kristallvägen 84A, 126 78.
Tel: 08-403 90500

Kalmar, Leksaker
Stormgatan 6, 302 60.
Tel: 035-15 91 75

Umeå, Incrode
Glimmervägen 7F, 90740.
Tel: 090-196 580

Uppsala, Pristyndet
Kungsgatan 39, 753 21.
Tel: 0466 18106607

TURKEY



Ankara, Diversal Hobby Store
Bukluk sokak 47-1, Kavaklıdere.
Tel: 0312 4668649

Pegasus Toys, İslamdere cad.
Misirlibahçe Sok. no: 3/A, 34335.

TAIWAN



Changhua, Lin Xian
Tel: +886 4 88704020

Hsinchu, Mini Shoppa
Tel: +886 3 5231802

WHITE DWARF



SUBSCRIPTIONS

TWO WAYS TO SUBSCRIBE!

1. PICK UP YOUR ISSUES IN-STORE: £44

SUBSCRIBE FOR 12 MONTHS, PAY FOR 8

Pop into any Games Workshop store for details of our in-store subscription offer.

2. GET YOUR ISSUES DELIVERED: £55

SUBSCRIBE FOR 12 MONTHS, PAY FOR 10*

Subscribe via the form to the right or call the number below to get White Dwarf delivered to your door.

01778 392 083
Call now to subscribe

*May not apply to certain territories due to the cost of postage.

I would like to pay by Direct Debit – choose one option

- ☐ (I understand that a quarterly payment of £13.75 will be debited from my account)
☐ (I understand that a single yearly payment of £55 will be debited from my account)

Originator's
Identification Number
388464

Instruction to your Bank
or Building Society to
pay by Direct Debit.



To the Manager (Bank Name)
 Address
 Postcode

Name(s) of account holder(s)

Branch sort code

Bank/Building Society

Ref No (Office use only)

Signature(s)

Date

Banks and Building Societies may not accept Direct Debit Instructions for some types of account

Please pay Games Workshop Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Games Workshop and, if so, details will be passed on electronically to my Bank/Building Society.

I would like to subscribe to White Dwarf from the next available issue.

Title Forename
 Surname
 Address
 Postcode Country
 Telephone (inc STD code)

The subscription is a gift for the person detailed below.

Title Forename
 Surname
 Address
 Postcode Country
 Telephone (inc STD code)

RETURN THIS FORM TO

White Dwarf, Warners Subscriptions Dept, FREEPOST PE211, Bourne, Lincs, PE10 9BR

TERMS AND CONDITIONS: The guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security is monitored and protected by your own Bank or Building Society. If the amount to be paid or the payment date details change, Games Workshop will notify you 10 working days in advance of your account being debited or as otherwise agreed. If an error is made by Games Workshop or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid. You can cancel your Direct Debit at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us.
 Reply by 31/07/2013 to take advantage of this offer. Warner ref. WD-DD-July-2013

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: Preparing for the Apocalypse has taken up a lot of the hobby time in the White Dwarf bunker, but there have been other goings on too...



The Design Studio: We talk to the Citadel miniatures designers about the new kits released this month, and the book's author, Phil Kelly, about massive battles.



Forge World: Forge World's teeming resin mines proved ripe for plunder one again, as we journeyed down to find out what was going on this month.

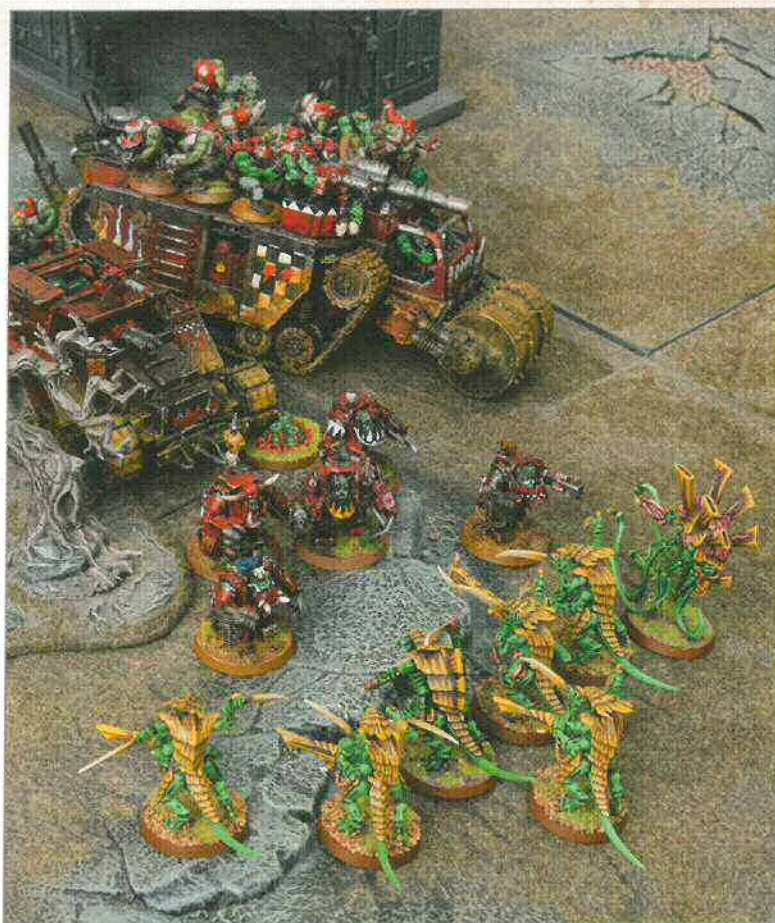


Black Library: Andrew interviews John French, the author of *Ahriman: Exile*, to learn all about the latest Black Library title.

THIS MONTH IN

WHITE DWARF

Any thoughts that our preparations for the Apocalypse might have curtailed the hobby goings-on in the White Dwarf bunker can be laid to rest, as this month has seen a flurry of gaming and painting. Here's a couple of the battles that have rocked our world this month.



1

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

Beth's desk is an avalanche waiting to happen right now. At lunchtimes she assembles more models for her Dark Eldar army. Having already built and painted a Talos Pain Engine, Beth is now flitting between a squad of Wracks and some Scourges. It seems that she's intent on building up a large enough army to contend for leadership of the Dark City once and for all.



Jes Bickham

Poor ol' Jes spent the first half of the month assembling and painting his Tesseract Vault ready for the battle report, only to be struck by the corrupting powers of Nurgle on the very day of the game. Suspicious minds would argue that Jes' recently malady was in some way connected to his foray into collecting a Nurgle Daemon army... but there's surely no connection, right?



Dan Harden

Dan has swapped the battlesuits of the Tau Empire for the handguns and cannons of The Empire as he sets to work on his entry for Armies on Parade. Currently his upstairs landing is covered in units and bits of Fortified Manor as he plans out where everything will go on his Realm of Battle tile. This has resulted in several foot-on-lance incidents that he'd rather not talk about.



Matt Hutson

Matt has spent much of his time this month painting new models for his various Space Marine armies that you can see in this very magazine. As well as a Black Templars Land Raider he has painted three Dreadnoughts for his Blood Angels Battle Company. Now, he's planning to paint all the models currently sat on his desk – at a glance that's more than 20 Space Marine models.



Andrew Kenrick

Taking a break from infecting his boss with the flu and painting Death Guard, Andrew has turned his attention to the servants of Khorne. The inspiration behind this change of faith was the Lord of Skulls he painted, which he enjoyed doing so much he decided to use the same colour scheme on a squad of Berzerkers and Khârn the Betrayer. Next up is a Rhino for them to ride in.



2

1 Guy Haley's Mega Nobs about to make short work of some Tyranid Warriors. They really don't like 2+ armour saves and power claws...

2 Glenn and Dan's Eldar and Tau clash; Glenn won a decisive victory.

3 Glenn's Wraithknight has become the most dreaded unit to play against in the hobby room, but Dan did at least manage to take it down.



3

WHITE DWARF GOES TO WAR

With the advent of Apocalypse, the White Dwarf team has gone Warhammer 40,000 crazy this issue and squeezed in as many games as they can. The gaming table in the hobby room has in particular seen some hard fought action – most recently a battle between Adam's Dark Angels and Andrew's Death Guard, a one-on-one fight in the aftermath of the Battle Report. Dan also wanted to see if his Tau could taken on Glenn's Eldar; Dan – sad to say – didn't have much left at the end of the game, but his Riptide did manage to eliminate the dreaded Wraithknight. Finally, ex-White Dwarf editor Guy Haley came for a visit and brought his gorgeous Orks for a long-overdue rematch against old foe Jes' Tyranids. After a fraught first couple of turns in which Guy killed fistfuls of Hormagaunts and Warriors, Jes' sheer number of Monstrous Creatures managed to carry the day and render Guy's Orks down to a nice fungus soup. Mmm.



Glenn More

Glenn has had a quite a few sleepless nights this month, painting furiously into the small hours as he tackles a selection of Imperial Guard tanks for his new army. That's not all though – Glenn has also been gearing up for a big weekend of gaming down south with a group of friends he has made at various Warhammer 40,000 Throne of Skulls events over the years.



Erik Niemz

"It's all been mostly green," Erik said, when asked what he'd been up to this month. "I've got so many Ork things on the go at once I've lost track." He's not joking either, with a Stompa, Battle Wagon and Burna Boyz all on the paint station. Some might think that all sounds like work, but not Mr Niemz. "I'm also starting a Heresy-era Emperor's Children army using Forge World models."



Kris Shield

For Kris this month, his hobby antics have revolved not around gaming (for a change) but instead revisiting his Alpha Legion army and filling in some gaps – as well as adding in new squad members to several of the units in his army he has also started work on a new Chaos Space Marines Predator. He assures us that next month he'll be looking for some games with his new models.



Adam Troke

Having driven himself more or less insane painting six Librarians, five Deathwing Knights, a Drop Pod, three Predator tanks and Chapter Master Azrael in only a couple of weeks, Adam is taking a bit of a rest. He's decided to put the finishing touches to his Inquisitorial retinue he started many moons ago. He's also threatening to paint even more Deathwing...

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

THE DESIGN STUDIO

Everything is Apocalypse-sized in the Design Studio this month, from the huge new miniatures and megalithic scenery to the massive Apocalypse book. Armed only with lasguns, Dan and Adam went to find out more about them (and hopefully return intact).



UNLEASHING A STAR GOD

Dave Thomas and Nick Ho explain just how much a C'tan Shard wants to escape from a Tesseract Vault.

Dave Thomas: Having worked on the current Necron range, I was keen to make a Super-heavy unit for them and I really wanted to design something based on a C'tan Shard. I love the idea of the Tesseract Labyrinth, but I wanted to create something bigger. The result was the Tesseract Vault – a prison for the most powerful and dangerous C'tan Shards. Despite the incredible technology of the Necrons, keeping a star vampire prisoner

is extremely dangerous, even if it is only a small part of what it once was. I imagine that, even bound, a C'tan Shard would constantly fight against its bonds, which is why there are so many Scarabs and Canoptek Leeches holding the Vault together. As the C'tan Shard bends reality, tearing bits off the Vault, the Scarabs and Leeches rebuild it using the debris. It's a cyclical process of destruction and reconstruction.



Dave Thomas has sculpted many Necrons over the last few years, so he was the logical choice when it came to creating an Apocalypse unit for them. Nick Ho and Alex Hedström joined him on the project and between them they've created one of our largest plastic kits to date.

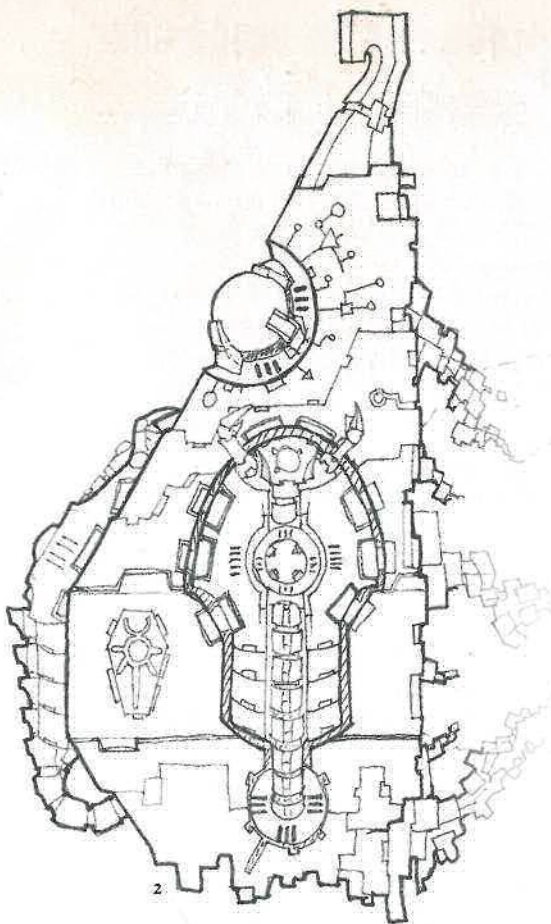


1

Nick Ho: I spent a lot of time detailing the inside of the kit – including several hundred Scarabs that work constantly to keep the Vault intact. The design on the inside of the panels was actually inspired by Necron star charts, geometric shapes and circuit boards – I envisage it teeming with minute nanoscarabs, almost like a miniature city.

Dave: The C'tan Shard itself was sculpted by Alex Hedström. We wanted to make it look like a prisoner, hence the face mask and the chest restraint.

Nick: The C'tan's in-game abilities generally involve fire, meteors or other extreme environmental activities, so we wanted to make it appear very elemental, as though it's tearing a hole through multiple dimensions. His spreadeagled shape was inspired, in part, by the arcs of energy you see in a plasma globe. And, of course, if you build the C'tan as a Transcendent C'tan (one that's escaped from a Tesseract Vault to wreak ruin on the battlefield) then you can build the rest of the kit as a Necron Obelisk – two units for the price of one! **DH**



- 1 The Necron range already includes two C'tan Shards. Here you can see the C'tan Shards of the Deceiver (left) and Nightbringer (right) flanking a Transcendent C'tan, normally contained within the Tesseract Vault. If you build your model as an Obelisk, however, your Transcendent C'tan is spare, allowing you to loose the unfettered wrath of a star god on your foes.
- 2 This sketch, taken from Dave Thomas' sketch book, shows the Tesseract Vault at an early point in its design – the finished piece matches Dave's vision very closely.
- 3 The Tesseract Vault can also be assembled as an Obelisk, a deadly anti-air unit capable of pulling enemy flyers and skimmers to their doom with its Gravity Pulse.





Dale Stringer is the man behind many of the larger kits to come out of the Design Studio recently, including the Tau Riptide and the Khorne Lord of Skulls.

BLOOD FOR THE BLOOD GOD

Dale talks about his inspiration for the Khorne Lord of Skulls and tries to count how many skulls are on it.

Dale Stringer: When I was given the opportunity to design a new Apocalypse kit I knew that I wanted to create something really different. When I was younger I remember seeing the Epic Khorne Lord of Battle and thinking how cool the model was. I wondered how I could redesign it to fit in with the modern-day style of our Chaos miniatures. The 'dog head' look of Khorne's minions has become more subtle over the years and I didn't feel that it would sit right alongside the more mechanical Daemon Engines of the Chaos Space Marines. In the end I opted for a fusion between a Daemon knight and a multi-tracked vehicle that still retains the imagery (and even basic silhouette) of the original Lord of Battle.

Chaos (in all its forms) has a very strong visual look and I took a lot of design cues from other models in the Chaos ranges. The stylised Khorne symbols are very similar to the ones that Dave Thomas used on the Blood Throne of Khorne while the banded armour and rods of internal fire echo those on the Forgefiend and the Heldrake. The torso and the helmet were inspired by the Chaos Knights kit. I was also reading the Word Bearers omnibus at the time I started sculpting it and took a lot of inspiration from the description of the Daemon Engines that are mentioned in it. I liked the idea of them being tied down before battle, which is why there are broken chains hanging along the chassis from when it was finally released upon the

"A hurricane of anger and madness imprisoned in a body of flesh-cursed steel."

– Codex: Chaos Space Marines

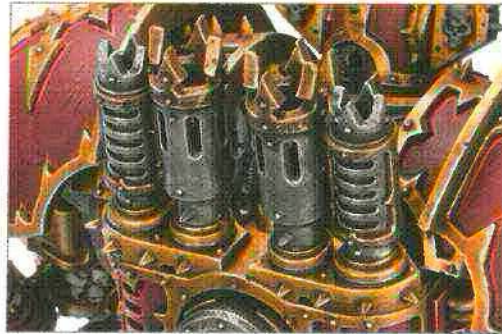


enemy. I wouldn't want to be the one sent to catch it when the battle was over.

When I design a model I like to think of the narrative behind it – how it would act and how its component parts would interact with each other. The Lord of Skulls is powered by the blood of its enemies so it needed a way to harvest it. Seeing as it will probably spend a lot of time in combat, it seemed logical to have some kind of grille on the front where blood and gore could be hoovered up and fed into the machinery and the tanks on the back. The skulls, as always, are kept intact for Khorne and many of them can be seen leaking out of joints or embossed on armour plates where they've slowly melded with the metal over the centuries. I actually have no idea how many skulls are on it – I lost count somewhere past the two hundred mark. **DH**

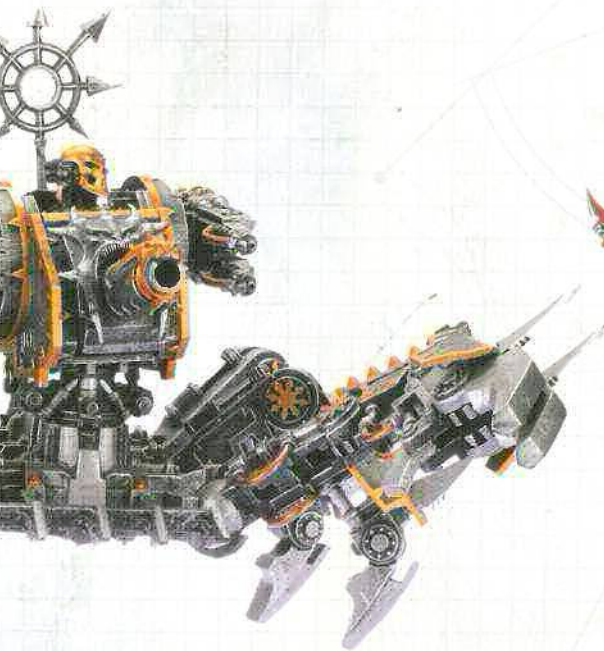


2



3

- 1 A rogues gallery of to-scale Daemon Engines. From left to right: a Helbrute, Forgefiend, Defiler and Khorne Lord of Skulls.
- 2 The spike-topped smoke stacks on the back of the Forgefiend established a design hook for the Chaos Space Marine Daemon Engines...
- 3 ...That is continued in the design of the Lord of Skulls' back-mounted power plant and track units.



THIS MONTH IN THE DESIGN STUDIO



Dave Andrews is the Design Studio's father of fortifications, a scenery design guru whose defensive creations rival those of the great Perturabo.

APOCALYPTIC ARCHITECTURE

Dave Andrews speaks to Adam about the new additions to the Wall of Martyrs scenery range.

Dave: When I'm making scenery, I always set out with certain objectives in mind. These goals are to make sure that the scenery looks great, that it evokes the setting of the Warhammer 40,000 universe and to make sure it's satisfying to use in games (you want to be able to interact with it with your models).

The Wall of Martyrs came from our desire for a collection of evocative Warhammer 40,000 terrain that we could add to over time. That meant it would have to be versatile, so the different kits could be combined. The Defence Lines were our opening gambit – bringing the ugly concept of trench warfare to Warhammer 40,000 battlefields. When you make a model, it has to look fit-for-purpose first,

and then gain secondary details afterwards – otherwise it simply won't be convincing. For example, a 17th Century battleship such as the HMS Victory looks very ornate, but if you strip away the detail and decoration it is still a very efficient and dangerous series of floating gun decks.

With all of the new kits, that was something I tackled by building each model with a particular battlefield role in mind, and then lavishing Warhammer 40,000 stylings upon it. A good example of this would be the Vengeance Weapon Batteries. These are relatively small autonomous defence weapons, the kind of weapons that can be sewn across a battle zone to offer maximum resistance to enemies that come along. Instead of modern hi-tech remote



controls like you might see on a battleship, in the Dark Millennium these would have a servitor built into the turret, sealed away for years at a time and accessed by a tiny maintenance hatch. The Firestorm Redoubt combines valuable air defences with a sizeable bunker. I used quad-linked icarus lascannons, because they look incredibly dangerous. If you're making an armed bunker to protect from the skies, you need to be confident it can get the job done.

The macro-cannon is a nod to an old weapon we wrote about in *Rogue Trader*, but never got around to making. Such a dominating weapon would surely be a great symbol of Imperial might and this is conveyed, not just by the lesser details that are sculpted on to the walls and battlements, but with the massive eagle wings that surround the gun turret. It's redolent with overtones of Imperial pomp and grandeur and an open challenge to the enemies of the Emperor. **AT**



1



1 Dave's prototype model for the Aquila Strongpoint.

2 "As I was building the kits, my biggest hope was that people will feel inspired to play different kinds of games with this terrain," says Dave. "I imagine *The Guns of Navarone* style scenarios where players set up pre-game missions to see if they can silence the guns or, before the battle starts, knock out the air defences before a bomber waves flies over, or launch death-or-glory missions where massive hordes of models must attack a heavily fortified installation. If the terrain triggers new ideas and fun experiences, I'll be happy."

THIS MONTH IN THE DESIGN STUDIO



Having worked on the previous *Apocalypse* book, Phil was keen to sink his teeth into the latest incarnation and make it even more explosive than before.

The back cover of the *Apocalypse* book is just as epic as the front and shows the true scale of war in the 41st Millennium.

LET THE APOCALYPSE BEGIN!

From epic heroics to massive explosions, Phil tells us more about the apocalyptic spectacle of war.

Phil: This is *Apocalypse* – the end of everything, the grand finale, a no holds barred storm of warfare! *Apocalypse* battles are the kind of games that we always dream of playing but rarely get to – normally because we've got jobs, school, families and other responsibilities to attend to (whether we like it or not). But, every now and again, we find the time to play a truly gargantuan battle and that's what *Apocalypse* is all about.

Apocalypse battles are a major conflict within a military campaign – a huge battle that evokes the true scale and horror of warfare in the 41st Millennium, where entire regiments of Imperial Guard and

whole Space Marine Battle Companies take on tides of Daemons and massive Ork Waaaghs! An *Apocalypse* battle is, to use a suitable analogy, the last 15 minutes of an epic action film, where everything is exploding, warriors are dying in their droves, the world starts to fall apart around the protagonists and the hero of the hour does something so utterly heroic that he will be remembered for all time. It's all very cinematic.

For this edition of *Apocalypse* we've ramped it up with plenty of new rules to make the game even more spectacular. Those hobbyists familiar with *Apocalypse* will know of Strategic Assets. To continue my action film analogy, they are the plot twists of the *Apocalypse* world – the dirty tricks, the unexpected events and the big explosions. Divine Intervention represents the gods of the 41st Millennium taking an interest in the battle. With hundreds of warriors fighting and dying, it's only a matter of time before Khorne, Khaine or Gork (or possibly Mork) take an interest, and when they do the effects are palpable. Then you have Unnatural Disasters – the battlefield special effects. These battles are fought on war-torn worlds on the brink of destruction so it's inevitable that things are going to end messily. You can roll to see which unnatural disaster you're fighting through or the Games Master (GM) can decide which one to use and write it into the scenario.

On the subject of GMs, they are the directors of the battle. While it isn't essential to have a GM, we've found that they do make the game easier to play, ensuring that any issues are resolved quickly and making sure that everyone has enough time to eat lunch and plenty of coffee breaks (or tea breaks – we're British). remember, *Apocalypse* is all about having fun, but having someone to make sure everything runs smoothly is very handy indeed. **DH**



AROUND THE STUDIO

The Design Studio has been awash with preparations for Warhammer 40,000 Apocalypse.

The Studio's preparations for Apocalypse have gone further than many people might think. In addition to sculpting new models and writing the background and rules, there have been games (who knew work could be so much fun?), massive painting and modelling projects and endless photographs of apocalyptic armies. As we've gone about our White Dwarf duties, we caught some interesting scenes, some snippets of which we thought we would share with you here – it should give you a good idea of the fun and excitement around the HQ building this month. **AT**



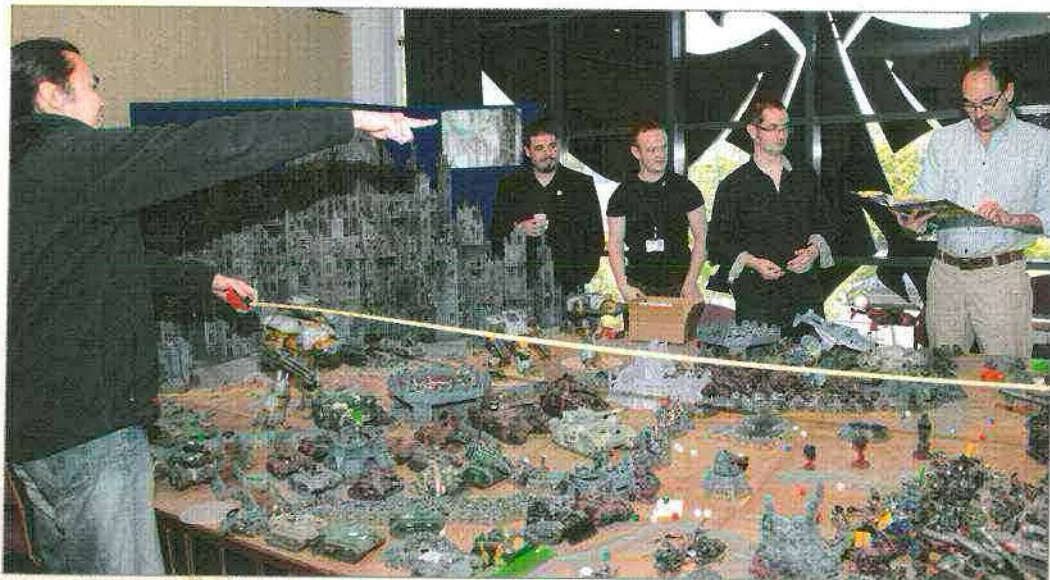
1



2



3



4

1-2 The Games Workshop UK Hobby Centres joined forces to paint the entire Ultramarines Chapter – 1000 Space Marines and all their vehicles is a truly impressive sight.

3 Dave Andrews and his band of chosen men created a massive fortress using the Wall of Martyrs range for us in only two days.

4 Jervis Johnson (holding the book) officiates over the rules for a playtest game as Kevin Chin points out his next target. Playtest games of this size always draw plenty of onlookers.

THIS MONTH IN

FORGE WORLD

There are wondrous things afoot in Forge World this month, so Erik and Adam had to be especially stealthy as they crept into the industrious hive of sculpting and imagination that is the Forge World Studio. Here's a glimpse of the wonders they found.

MINOTAURS CHAPTER: HECATON AIAKOS

Hecaton Aiakos is a hero of the Minotaurs Space Marine Chapter, who continues to fight alongside his battle-brothers within the life-sustaining confines of a suit of Contemptor Dreadnought armour. This ornately detailed miniature has been

sculpted by Forge World's newest recruit, Israel Gonzalez. The Dreadnought's armour is patterned with fine filigree and the iconography of the Chapter. Hecaton Aiakos will be featured in a forthcoming Imperial Armour book.

- 1 The armour of the Dreadnought is lavishly wrought, featuring many of the recurring designs that appear on other Minotaurs characters, such as the pteruges you see on Asterion Moloc. This high degree of ornamentation draws from the Chapter's history of possessing access to the finest arms and armour.
- 2 The detail is so fine that this parchment has text inscribed into it.
- 3 Upon Hecaton's shoulder is this fantastic shield bearing a maze and Minotaur symbol.



2



3

1

STEVE & BLAKE'S SPACE MARINES

For a few months now we have noticed model maker Steve Whitehead gathering a collection of beautifully painted Flesh Eaters Space Marines on the shelf behind

his desk. He let us borrow some of them to show you – and we also pinched resident scenery maker Blake Spence's lovely Emperor's Children.



4

4 Blake Spence has been painting his Emperor's Children on and off since he helped populate the Forge World display board for Games Day 2012 – his army continues to grow nearly a year later.

5 "I remember seeing some pictures of Flesh Eaters models way back in *Rogue Trader*," Steve explained to us, on the subject of his Space Marine army. "They are a Blood Angels successor Chapter, so I have used the Blood Angels kits extensively."



5

THIS MONTH IN

BLACK LIBRARY



John French has written a number of short stories, audio dramas and novellas for Black Library, including *Grey Angel* and *Fateweaver*.

THE ARCHITECT OF FATE

We asked John French to explain what made the character of Ahriman so appealing to write about.

John: I'd finished reading Graham McNeill's *Thousand Sons* and one of the things that struck me was that Ahriman came out of that as a very sympathetic character. But there was a very obvious tension between that portrayal and the way he is presented in the Codex, so I wondered how he got there.

At his heart, Ahriman just wants to fix his Legion. It's one of the interesting things about Ahriman, in fact it's one of the interesting things about the *Thousand Sons*; they have mind-blowing levels of hubris, and they all make the same mistakes as their fathers. So Magnus makes the same mistakes as the Emperor, believing that he can encompass all things and solve all the problems. And then, having watched Magnus do that, Ahriman believes he can do the same thing. There's an amazing level of arrogance and hubris at work. He doesn't believe that he is mighty, but that he is right.

Ahriman is, like a lot of *Thousand Sons*, supremely intelligent, and supremely blind. And that's really interesting to write about. There's not much point in having a character who is deluded but weak. But it's the fact that the delusion is linked to his incredible levels of power that makes him so dangerous, and so interesting.

He believes he's doing things for the noblest of reasons. He has nothing but noble motivations, but he's willing to do

This month we sat down with author John French in Bugman's Bar for a coffee and a natter about his latest book, *Ahriman: Exile*. We also had a poke about in the Black Library office to see what hobby they'd been getting up to recently.

horrific things because he is absolutely driven to pursue those motivations. But, having tried to save his Legion from mutation, he's presented with the fact that he's effectively destroyed his Legion. He's been banished by his father, Magnus, and can never return to the Planet of the Sorcerers; he's effectively exiled from his Legion, and he has earned exile for all of those who believed him.

So I thought it would be interesting if, for a moment, that incredible confidence breaks. He's completely broken, he's in pieces. Ahriman, as he sees himself at the start of the novel, is a broken individual. He's suppressed his own power. He's been living as a mercenary, hiding in other Chaos Warbands under an assumed name, denying his own identity. He lets himself sink very, very low; he's very self pitying.

But Ahriman is favoured by Tzeentch. He has a destiny. He is a pawn of Tzeentch. He has a bigger part to play whether he wants it or not, and that leads me to the central theme of the book: fate. One of the things I wanted to explore is how much you can change your fate, if you know it. Can you change the past? Can you change the future? And if by trying to change it do you make it happen? So things start to happen, fate catches up with him and that catalyses the process of him picking himself up out of the dirt. This is the first book in the trilogy, and we'll see that arc of mastering his fate emerge over series. **AK**

A GATHERING OF ANGELS

Adam's not the only one who's been painting Dark Angels this month, as we found out in Black Library.

You might remember back in April we showed off a couple of miniatures from Black Library's Eddie Eccles and Michael Knight, as they took their first nascent steps towards their own Dark Angels collections. Well, they've certainly not let up in the meantime (despite Eddie's other project, namely Eldar Harlequins for War Diary – see page 60) and are really gearing up for their big game against one another. These are just a few of the freshly painted miniatures we found on their paint stations with plenty more assembled and ready to be undercoated. **AK**



1



2



3



4

- 1 Mike painted Sammael to lead his army in the hunt for Eddie's Fallen.
- 2 Eddie's unit champion has had a simple head and banner swap.
- 3 Mike is planning on adding contingents of Ravenwing and Deathwing to his force, and has made an excellent start with this Bike squad.
- 4 Eddie kit bashed this unit of Fallen using a mixture of Dark Angels Company Veterans, Tactical Marines and Forge World's MKIII Iron Armour helmets.

PARTING SHOT

"We iz gonna stomp da 'ooniverse
flat an' kill anyfing that fights back."

— Ghazghkull Mag Uruk Thraka



JULY 2013

HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
June 22  WARHAMMER WORLD	23  WARHAMMER WORLD	24	25	26	27	28
29 Apocalypse Advance Order  WARHAMMER WORLD	30  WARHAMMER WORLD	June 1	2	3  Tickets on Sale: • Apocalypse Doubles • Warhammer Throne of Skulls • Warhammer 40,000: Council of War	4	5
6	7	8	9	10	11	12
13 Apocalypse released  WARHAMMER WORLD	14  WARHAMMER WORLD	15	16	17	18	19
20  WARHAMMER WORLD	21  WARHAMMER WORLD	22	23	24	25	WHITE DWARF July issue on sale July 27th

