

WHITE DWARF™

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

THE HOBBIT:
THE DESOLATION OF SMAUG™

DECEMBER 2013

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



ESCALATION!

LORDS OF WAR CLASH IN WARHAMMER 40,000



WHITE DWARF

DECEMBER 2013

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United Kingdom, NG7 2WS.

Registered in England and Wales
- Company No. 01467092.

Product code: 60249999396

MEET THE WHITE DWARF TEAM

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



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NEW RELEASES

Beneath the roaring boughs of Mirkwood a malignart power rises, and the Elves give themselves for naught. This month we have exciting new releases for *The Hobbit: The Desolation of Smaug**, with miniatures and a book for hobbyists to customise their adventures. There are also exemplars for Warhammer 40,000 and Warhammer Mittens Forge World and books from Black Library. We going to be a busy month.

Lost by Design:
Electrical and Control
the 100-hour Program
Tried off a not-expected
part of Human Error in
Car Design.



ARMY OF THE MONTH

ROB GOGIN & LEO BAKER'S CHAOS

Seeds of the North is yet another fish collection heavily colored by genre, the kind of collections that have been assembled and cataloged through years of hard work and dedication. The focus is on fish from a collection that emphasizes fish that comprising not only their early incubated and parental care but also a power whale – the combined taxa information provided by fish life cycle and behavior. Using the fish of the North American North Pacific region, fish and life cycle is a point of interest, a point of interest for both and which would like to see.



ARMS RACE

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SIGMAR'S BLOOD

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PARADE GROUND

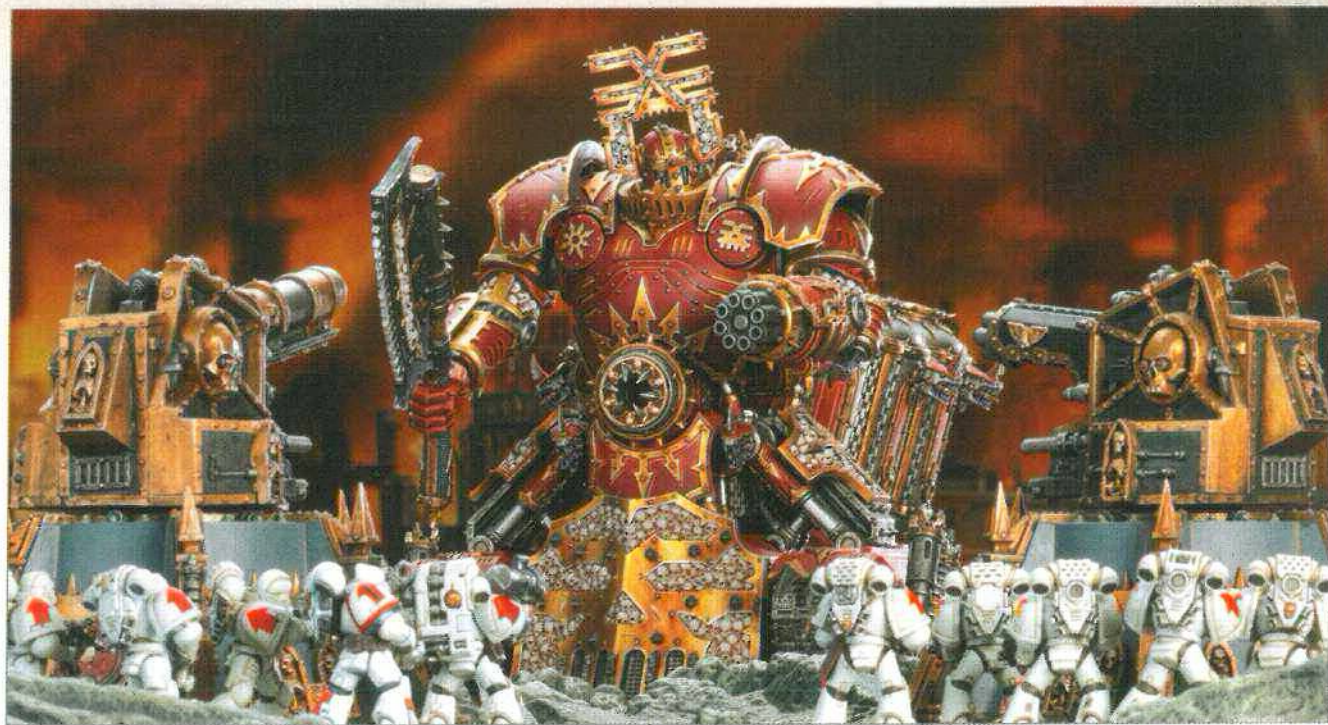
WRAITHKNIGHTS AND RIPTIDES

There has been a distinct xenos presence in the White Dwarf bunker this month as we have amassed a selection of beautifully painted Eldar Wraithkings and Tau Bionicles for the Parade Ground rollers.

SERPENT'S VENGEANCE
—Jason Lee

My coach, coach In this model case from *Pequeños talentos* (Small Talents), Fabrice Teste, 35, from the office in Saint Martin de la Mer "followed the actor in there, and gave it my own spin, with additional highlights and got shooting the Saint Mark bridge to suggest the feelings evoked by the story itself so we lived again chemistry and emotion on the film's action plans. The camera moves are therefore motivated by the actor and their final end with Fabrice Teste in order that he looks again at the dark background.





WHITE DWARF OPENING SALVO



Jes Bickham
Editor

December's an exciting month for fans of Warhammer and Warhammer 40,000, as three new supplements for the games have arrived to offer new ways to expand and use your collections of Citadel Miniatures. Stronghold Assault and Escalation allow you to, respectively, add more big guns and fortifications to your Warhammer 40,000 armies, and use Lord of War units such as the Necron Tesseract Vault in 'regular' games of Warhammer 40,000. All of these have sent the White Dwarf team and friends into a frenzy of brushwork as they add Wall of Martyrs Imperial Defence Lines, Baneblades and other Super-heavy units to their collections; check out page 52 for more. Hopefully you'll be inspired to do the same – we'd love to see pictures of your miniatures if so.

Sigmar's Blood, meanwhile, is a narrative campaign book for Warhammer that has had Dan and Matt captivated; you can

read about them playing their way through it (and the splendid additions they painted for their Empire and Vampire Counts armies) over on page 62.

There's also a raft of gorgeous new miniatures for *The Hobbit: The Desolation of Smaug*™ (and a fantastic new expansion book) out in December. *Legolas Greenleaf*™ and *Tauriel*™, in particular, are two of the most exquisite plastic characters we've seen; you can witness these and more marvellous *Middle-earth*™ new releases from page four onwards.

All of which leaves me to wish you all happy reading, and also to manfully stifle a tear and say goodbye to our deputy editor Andrew Kenrick, as he leaves White Dwarf for pastures new this month. Best of luck for the future, Mr Kenrick!

BLANCHITSU

To glimpse the inner workings of John Blanchitsu's mind is to glimpse the rolling machine of the *Beast of Chaos*, and it's from these depths that the riches of *Warhammer* and *Warhammer 40,000* will leak. In this issue a whole new set of ideas for your models, with a new *Adaptive Mechanica* Explorer unit.



NEW RELEASES

THE HOBBIT: THE DESOLATION OF SMAUG™

MIRKWOOD™ RANGERS

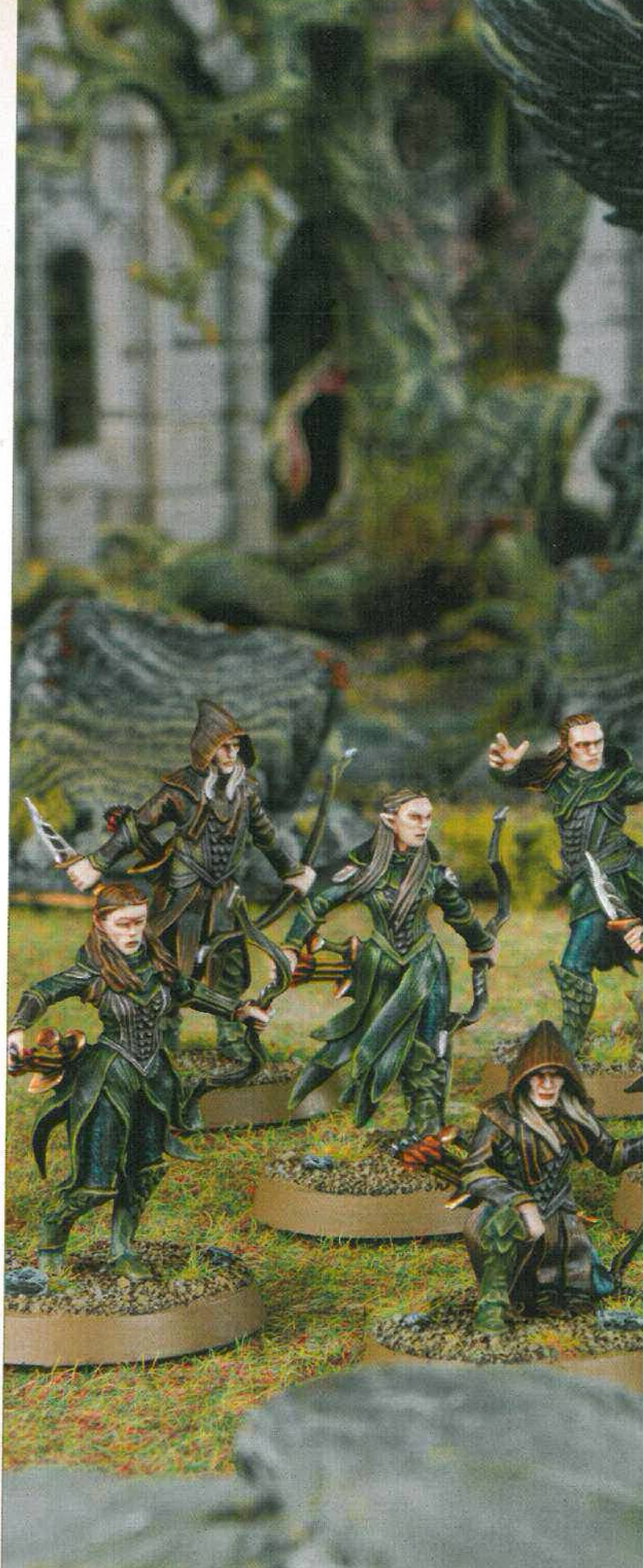
The *Mirkwood Rangers* box set contains 10 unique models; lithe and agile woodland hunters who stalk beneath the eaves of Mirkwood's sickening trees hunting Orcs, Wargs and spiders. Each of the models in this set is armed with a curved Elven bow and leaf-bladed knife, along with a quiver of arrows.

Mirkwood Rangers fight as a warband of loosely organised skirmishers, and these models capture the look and feel of such a free-flowing band, one crouching low to the ground as if tracking a foe, another spinning around ready to loose an arrow. This posing is enabled by the cunning fit and function of the models, which go together in a very intuitive way – I had the whole set built and looking great on my desk within a matter of minutes.

Furthermore, the designers have used the way the models are assembled to create realistic layers of fabric, creating a very natural impression of cloth hanging over bodies or pooling at the feet of kneeling models. **AT**



On this *Mirkwood Ranger's* back there is a quiver and sheath hanging from her belt – you can also see the lacing on her bodice.





THE HOBBIT: THE DESOLATION OF SMAUG™

MIRKWOOD™ RANGERS

As the first line of defence in the war against the Necromancer of Dol Guldur™, the Mirkwood Rangers patrol the eaves of their once-glorious home. Any who trespass in their domain face flights of lethal arrows and the blades of their knives.



Beneath the rotting boughs of Mirkwood a malignant power rises, and the Elves gird themselves for war. This month we have exciting new releases for *The Hobbit: The Desolation of Smaug™*, with miniatures and a book for hobbyists to continue their adventures. There are also expansions for Warhammer 40,000 and Warhammer, kits from Forge World and books from Black Library. It's going to be a busy month.

Led by Legolas Greenleaf and Tauriel, the Mirkwood Rangers head off a rampaging pack of Hunter Orcs on Fell Wargs.





THE HOBBIT: THE DESOLATION OF SMAUG™ **PALACE GUARDS**

The sworn protectors of Thranduil, King of Mirkwood, the Palace Guards are a bulwark against the schemes of The Necromancer of Dol Guldur, possessed of an unshakeable resolve even in the face of unbeatable odds.



THE HOBBIT: THE DESOLATION OF SMAUG™

PALACE GUARDS

The **Palace Guards** are the guardians of the royal court of *Mirkwood*, armed with the finest weapons and wargear available. Inside the kit there are 10 plastic miniatures, each wearing heavy Elven armour that covers them from head to toe in stylised scale mail and plate. They have a foreboding visage, with faces swathed by ceremonial veils. Only their eyes are visible, a poignant reminder of the vigil they keep as they watch over their king, *Thranduil*. While the *Mirkwood Rangers* have the appearance of a loose band of independent warriors, the Palace Guards appear far more regimented; it's easy to imagine them forming a bristling wall of spears, swords and shields.

Within the Palace Guards box set there are six Elves armed with spears and four with Elven blades and shields. The kit also has two further additional shields, which you can fix to the forearms of unshielded Elves, or just keep as spares to use elsewhere in your collection of models. **AT**



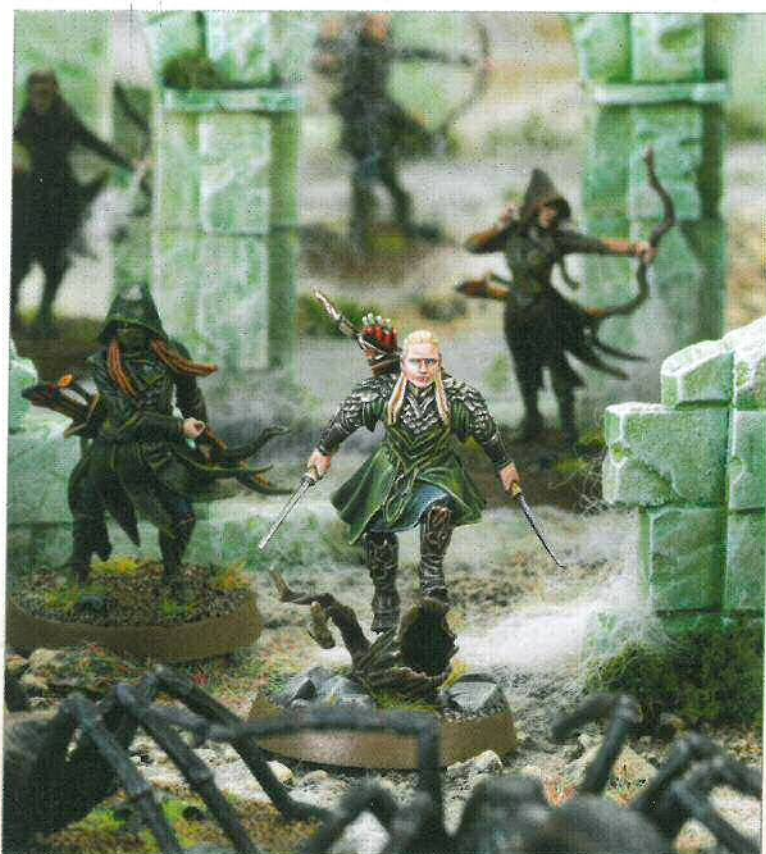
Each of the Palace Guards wears a long billowing cloak, which is modelled to appear that it is swirling as the Elf wearing it moves.



LEGOLAS GREENLEAF™

The son of Thranduil, king of Mirkwood, Legolas Greenleaf is a supernal warrior who must balance the pride of his people against the need to fight for the good of all. In battle he is a blur of energy and deadly force, his arrows and blades scything down one foe after another.

This plastic miniature captures Legolas Greenleaf armed for war. The armoured plates on his shoulders echo those on the Palace Guard models, while his tunic evokes the garb worn by the Mirkwood Rangers. In this way Legolas Greenleaf bestrides the gap between the guardians of the court and the ranger bands, a visible hint that he holds a prestigious place within the royal court, and yet journeys deep into the ailing Greenwood to fight the creeping evil there. **AT**



2



3



4

1 Legolas Greenleaf and the Mirkwood Rangers face the spawn of Ungoliant among the ancient ruins within the great forest.

2 Legolas Greenleaf is probably the greatest archer in Middle-earth. On his back he carries a bow and a quiver filled with arrows.

3 All Mirkwood Elves are agile, but Legolas Greenleaf is a cut above the rest – here he is balancing nimbly upon a hollowed out tree trunk. The trunk and the rocks around it are modelled onto the base that comes with the miniature.

4 Legolas Greenleaf wears elegant chainmail on his shoulders – viewed from the side you can see how detailed the model is, with layers of hair, chainmail and cloth.

THE HOBBIT: THE DESOLATION OF SMAUG™ TAURIEL™

A leader among the Mirkwood Rangers, *Tauriel* is a battle-hardened warrior and an invaluable asset to the warrior bands. In spite of her fearless nature, *Tauriel* has a caring nature, something quite uncommon in the court of King *Thranduil*.

Tauriel is depicted in *The Hobbit: The Desolation of Smaug™* as an incredibly agile and dextrous warrior, and this plastic model captures that image perfectly, depicting her balancing atop a broken tree stump and surveying the woodland around her. Her long hair and the cloth of her tunic, which match closely with those of the Mirkwood Rangers, billow out behind her. The *Tauriel* miniature has an uncanny likeness to Evangeline Lilly, who acts the part in the movie, from her nimble posture to serene features. **AT**

Full details for this month's releases are on page 36.



- 1 *Tauriel* and her band of Mirkwood Rangers stalk through the undergrowth in search of intruders.
- 2 *Tauriel* clutches a pair of arrows and her bow in her off hand, ready to use at a moment's notice.
- 3 Beneath her flowing hair, *Tauriel* has a sheath strapped to her back for her pair of knives.
- 4 The log that *Tauriel* stands on has vines curling around it and branches growing from its trunk.

THE HOBBIT: THE DESOLATION OF SMAUG™

THRANDUIL™ KING OF MIRKWOOD™

King of the forested realm of Mirkwood, *Thranduil* rules the Elves at a deeply troubled period of time. As his lands are increasingly encroached upon by the creeping darkness emanating from *Dol Guldur*, so too has his suspicion of intruders grown.

Thranduil is bedecked in all manner of finery, as befits a king of the Elves. From the ornate cloth of his robes, with detailing resembling the trunk and branches of a tree, to the louche way his cloak hangs off his shoulders, he is unmistakably the superior of everyone around him – especially the Dwarves of Thorin's Company. My favourite of these details is his ornate crown, a masterpiece sculpted to resemble finely crafted silver filigree interwoven with the tiniest of leaves. **AK**



1 Ever vigilant of threats against his woodland realm, *Thranduil* personally leads his Palace Guard to battle.

THE HOBBIT: THE DESOLATION OF SMAUG™

THRAIN™ THE BROKEN

Father to *Thorin Oakenshield*, *Thrain* raised a mighty army of Dwarves to avenge his own father's death at the hands of *Azog*™. What became of *Thrain* afterwards remained a mystery, until *Gandalf*™ found him years on, captured and tortured in the dungeons of *Dol Guldur*. No longer a proud and noble Dwarf, *Thrain* is now a broken husk.

Unlike his previous incarnation, which exuded regal might befitting a Dwarf of noble blood, *Thrain the Broken* is visibly unhinged, his hair wild, his clothes torn and his feet bare. But it's his face where the real madness can be seen – with *Thrain's* wide eyes and wild hair, the sculptor, Israel Laborda, has captured a sense of his unhinged nature. **AK**

Full details for this month's releases are on page 36.



- 1 Driven mad by torture, *Thrain the Broken* leaps upon *Gandalf the Grey*.

THE HOBBIT: THE DESOLATION OF SMAUG™

BEORN™

Beorn lives east of the Misty Mountains, where he attempts to live a peaceful existence as a humble woodsman dwelling among the trees and animals. Though solitary by nature, *Beorn* has made some powerful foes. *Beorn* will not bend to the will of the Necromancer of Dol Guldur and, living close to *Mirkwood*, this puts him at odds with the sinister powers within the ancient ruins, a conflict of interests that is to have dangerous consequences.

Beorn is a Citadel Finecast miniature that shows the rugged woodsman clutching a massive axe, striding forwards into battle. He's stripped down to his trousers, as one might expect from a lumberjack at work, but his furious expression and the scars on his torso hint that violence, rather than labour, is on his mind. *Beorn* is a true bear of a man, and this miniature positively towers over Thorin's Company. **AT**



I *Beorn* joins Thorin's Company on a perilous journey into the spider – and goblin – infested forest of *Mirkwood*.

THE HOBBIT: THE DESOLATION OF SMAUG™

MIRKWOOD™ SPIDERS



Since *The Necromancer of Dol Guldur* made the southern reaches of Mirkwood his lair, the once-great forest has become infested with all manner of foul creatures. Of these, the *Mirkwood Spiders* are the most insidious and malevolent. These spawn of Ungoliant weave great, sticky webs in the boughs of the forest's trees, ensnaring unwary travellers to feast on them at their leisure. Such was to be the fate of Thorin's Company, were it not for the quick thinking of an intrepid young *Hobbit*.

The *Mirkwood Spiders* are wonderfully, terrifyingly lifelike, uncannily resembling the creatures in the film, right down to the bulging orb-like eyes and grasping mandibles. There are two different designs of *Mirkwood Spider* included in the clasp, adding variety to your collection; one is raising its forelegs up into the air, as though ready to seize its prey, the other has all eight legs planted on the ground, poised as though ready to pounce. **AK**

Full details for this month's releases are on page 36.



2



3

- 1 The Palace Guard lock ranks to stay the creeping peril of *Mirkwood Spiders* – foul servants of The Necromancer of Dol Guldur.
- 2 Each of the *Mirkwood Spiders* is superbly detailed in Citadel Finecast – note the fur sculpted on to the back of the spider.
- 3 With its tiny eyes and chittering mandibles, the face of the *Mirkwood Spider* is the stuff of nightmares.



THE HOBBIT: THE DESOLATION OF SMAUG™

BARRELS OUT OF BOND

Captured by the capricious king of the Mirkwood Elves, all hope seems lost for the Dwarves – until *Bilbo Baggins*™ happens on a daring escape plan. All they need is to brave a raging river, carried in empty wine casks. What could possibly go wrong?



1



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In **one** of the most daring and exciting moments in the adventures of Thorin's Company, the Dwarves load themselves into giant barrels deep within Thranduil's woodland lair, and Bilbo Baggins sends them rolling, tumbling and bobbing to freedom. This is the hair-raising start to a deadly chase and a pivotal moment in *The Hobbit: The Desolation of Smaug™*.

In the Barrels out of Bond set there are 14 miniatures, one for each of the Dwarves in Thorin's Company and another for Bilbo Baggins – the heroic barrel rider. As a lifelong fan of the novel, these are the most iconic and exciting miniatures ever. The Dwarves are faithful reproductions

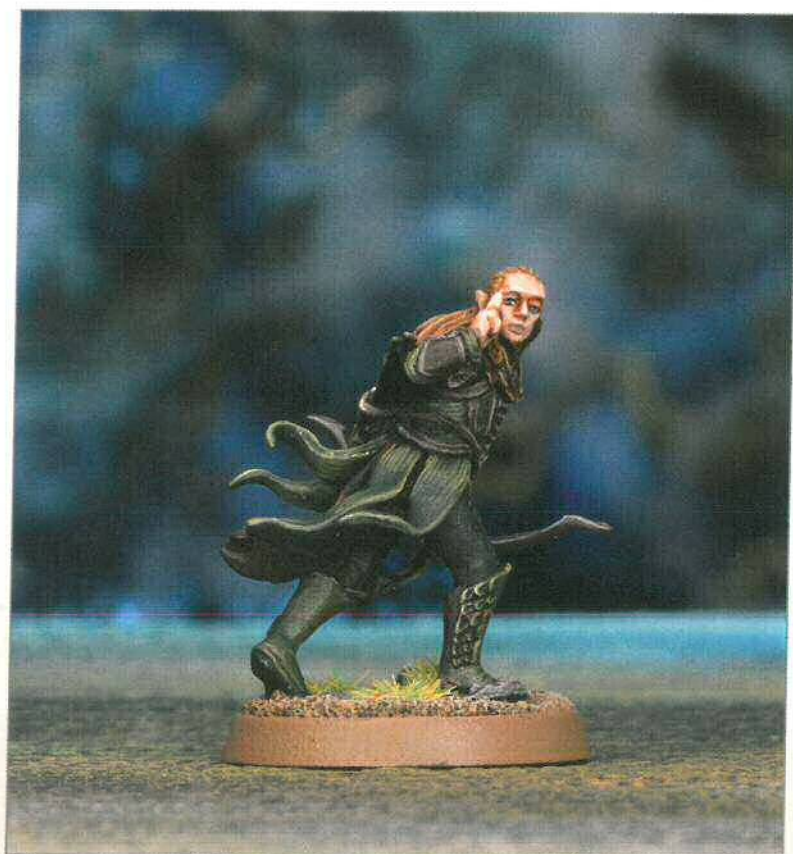
from the movie, with hair and beards sodden by the raging waters, and facial features that are unmistakably the likeness of the actors in Thorin's Company. Among the 13 Dwarves some are leaning out of their barrels attempting to paddle themselves along, and Thorin Oakenshield is even using a branch to steer his course. My favourites, however are Dwalin the Dwarf and Balin the Dwarf. While Dwalin the Dwarf glowers with an expression bordering on fury at the indignity of his journey, his brother leans back in his barrel with a nonchalant air. Of course, the pick of the bunch is Bilbo Baggins, who sits perched upon his barrel, watching over his Dwarven charges. **AT**

- 1 There are 13 Dwarves and a single *Hobbit* in this box set. From left to right this row shows Oin the Dwarf, Gloin the Dwarf, Ori the Dwarf, Nori the Dwarf and Dori the Dwarf.
- 2 This row contains (from left to right): Bifur the Dwarf, Bofur the Dwarf, Bombur the Dwarf and Bilbo Baggins.
- 3 The final row of Dwarves contains Fili the Dwarf, Kili the Dwarf, Balin the Dwarf, Dwalin the Dwarf and Thorin Oakenshield.

MIRKWOOD™ RANGER CAPTAINS

The responsibility for organising the missions deep into Mirkwood's dark and dangerous forests falls to the Ranger Captains. These are all skilled foresters and hunters, the deadliest warriors of their kind, but their primary role is to plan ambushes and see their warbands return safely with their mission accomplished.

It's typical for commanding officers to wear uniforms that make them stand out from the masses – not so the *Mirkwood* Ranger Captains, who instead must blend into their surroundings like their warriors. Instead, both of these Citadel Finecast miniatures are posed like leaders, the male Elf passing a silent warning to his followers with a finger raised to his eyes, while the female gestures to a fresh target with her outstretched Elven dagger. **AT**



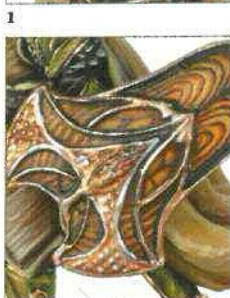
- 1 The quivers have space for both arrows and the fighting knives that the *Mirkwood* Rangers wield.
- 2 From the front you can see the layers of tiny scales that go into this Ranger Captain's uniform.
- 3 The level of accuracy on these models is very impressive – this Ranger Captain still has his knife sheathed, compared to picture number one.

THE HOBBIT: THE DESOLATION OF SMAUG™

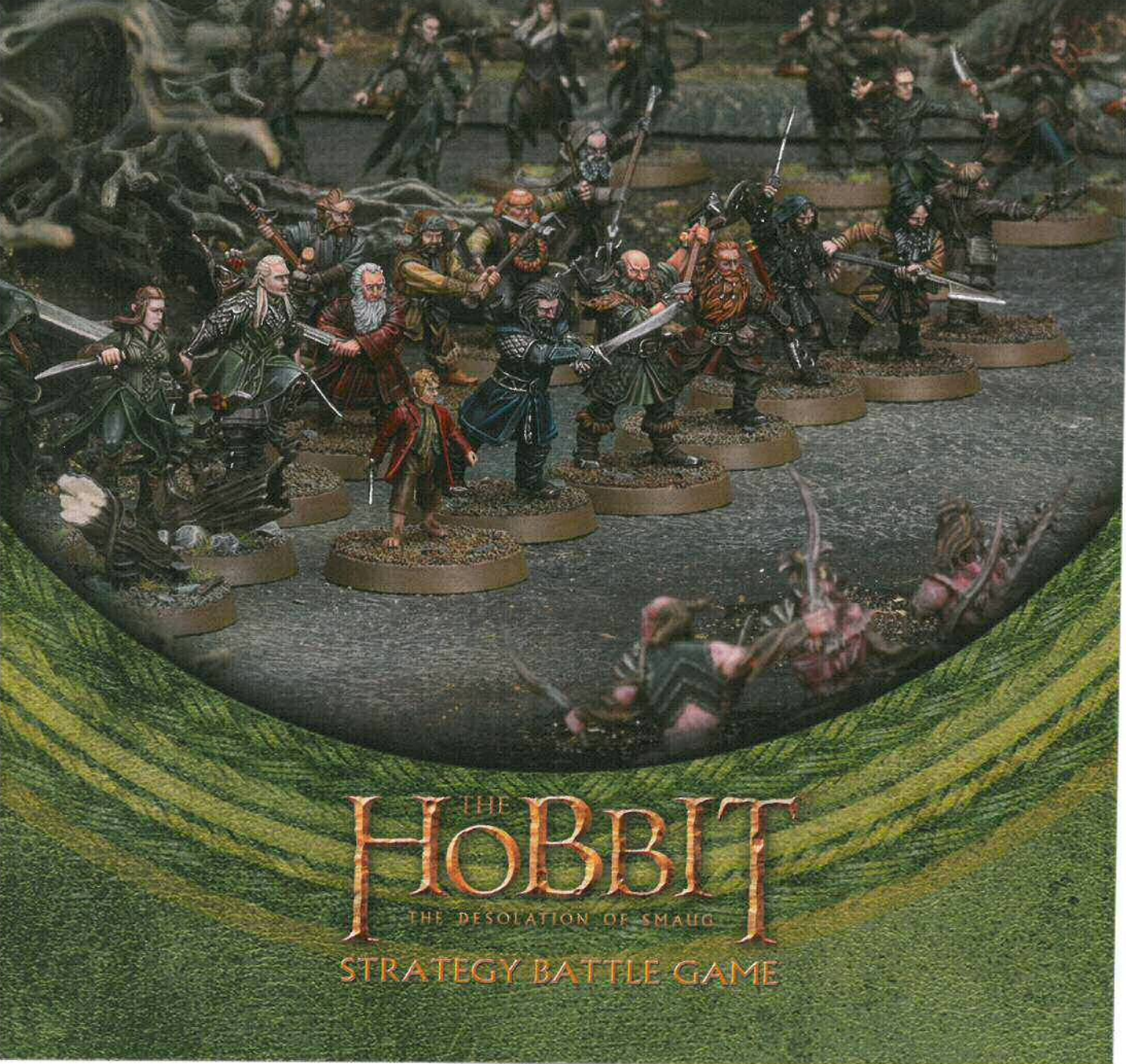
PALACE GUARD CAPTAINS

The **Palace Guard** make up the personal bodyguard of *Thranduil*, King of *Mirkwood*, and his royal court, a duty in which they are directed by the Palace Guard Captains. These warriors are the most experienced – and trusted – of the Palace Guard, leading them on the most perilous of expeditions or taking personal charge of them when danger threatens the king.

The Palace Guard Captains set contains two Citadel Finecast Elves to lead your Palace Guard into battle. The first of these is clad in the same garb as his fellow Palace Guard, with his sword held high gesturing them forth. The second has discarded his helmet completely (making him easy to spot on the battlefield amongst his helmeted comrades) and grasps his sword in a two-handed grip. **AM**



- 1 One of the Palace Guard Captains is bare headed, his face set in a stern expression.
- 2 The second Palace Guard Captain's shield is intricately decorated, matching those of the Palace Guard.
- 3 Both of the Palace Guard Captains wear more ornate versions of the armour worn by their warriors under their command.



THE HOBBIT

THE DESOLATION OF SMAUG

STRATEGY BATTLE GAME

THE HOBBIT: THE DESOLATION OF SMAUG™

STRATEGY BATTLE GAME

In the movie *The Hobbit: The Desolation of Smaug™*, the exciting journey of Bilbo Baggins continues, and this expansion to the Strategy Battle Game includes all the information to recreate those adventures using your own collection of miniatures.



WARHAMMER 40,000

STRONGHOLD ASSAULT

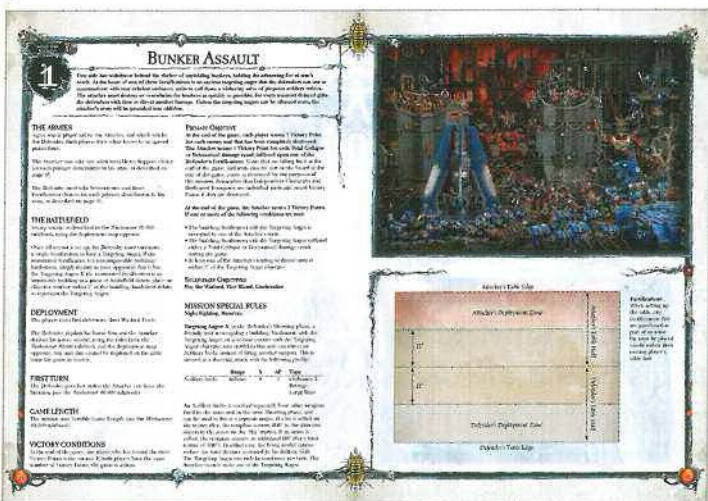
Across the war-torn galaxy mighty fortifications guard the domains of the righteous and heretic alike. Any commander wishing to hold his ground will hasten to install trenches and weapon arrays, giving his warriors an advantage in the battles to come.



- 1 The warriors of the Tau Fire Caste storm the Imperial defences – Stronghold Assault has lots of inspirational photography within it.
- 2 Almost every scenery kit for Warhammer 40,000 is detailed in a datasheet, with points values and rules to help you include it in your games.
- 3 The book also includes three Siege War missions, bringing the thrill of storming (or defending) a stronghold to your games.



Stronghold Assault is an expansion for Warhammer 40,000 that provides new rules for using fortifications in your games. The book contains 17 pages of datasheets for fortifications from the Wall of Martyrs Imperial Defence Line to the Macro Cannon Aquila Strongpoint – and you can select any of these and include them in your army in a regular game of Warhammer 40,000. Some of these datasheets provide 'groupings', such as the Imperial Defence Network, which enables you to take several fortifications as a single selection – provided you include the correct mixture of them.



In addition to the datasheets, Stronghold Assault contains updated building rules that clarify how all these fortifications work, a page of fortification upgrades and an updated summary of the rules for battlefield debris. There is also an evocative story that gives a gory account of Cadian Shock Troopers fighting against Nurgle Daemons, along with a two-page timeline listing many of the greatest siege battles of the 41st Millennium. There is rich fodder for game ideas on these pages, with enough ideas and grisly details to incite games from heroic last stands to forlorn hope assaults and valiant demolition missions. **AT**



WARHAMMER 40,000

ESCALATION

The deployment of a Super-heavy war machine to a battle zone is the sign that high command are desperate for victory – these Lords of War are the ultimate weapons in the armies of the 41st Millennium, and their coming heralds a tide of blood and death.



- 1 Every army in Escalation has access to one or more Lords of War units. Both the Eldar and Dark Eldar can use the Eldar Revenant Titan, while the Imperial Guard have their pick from several Super-heavy tanks.
- 2 Escalation contains the rules to add Lords of War to your games, covering subjects such as Super-heavy units, gargantuan creatures and destroyer weapons.
- 3 Each Lord of War is detailed as a datasheet, with accompanying rules, background and some very atmospheric photos.



Warhammer 40,000: Escalation is an expansion for Warhammer 40,000 that brings the unfettered fury of Super-heavy war machines and gargantuan creatures to the gaming table in a whole new context. Within the 96-page hardback book you'll find everything you need to use 16 Lords of War in your Warhammer 40,000 army, each of which is either a Super-heavy tank, flyer or walker, such as a Baneblade, Khorne Lord of Skulls or Thunderhawk, or a gargantuan creature, such as a Tyranid Harridan, with a datasheet containing the full rules and points values for each.

As well as a swathe of datasheets for your models, there are also 11 scenarios to use them in. Warhammer 40,000 Escalation includes eight Altar of War missions that you can roll for instead of the Eternal War missions in the main Warhammer 40,000 rulebook and three Gauntlet Challenge Missions, which showcase the destructive potential of these Lords of War with missions such as Dead City Rampage and When Titans Clash.

All this exciting gaming and hobby content is interspersed with atmospheric artwork and photography that show these Lords of War in battle, and gripping fiction that sets it all in a gloriously violent context. **AT**





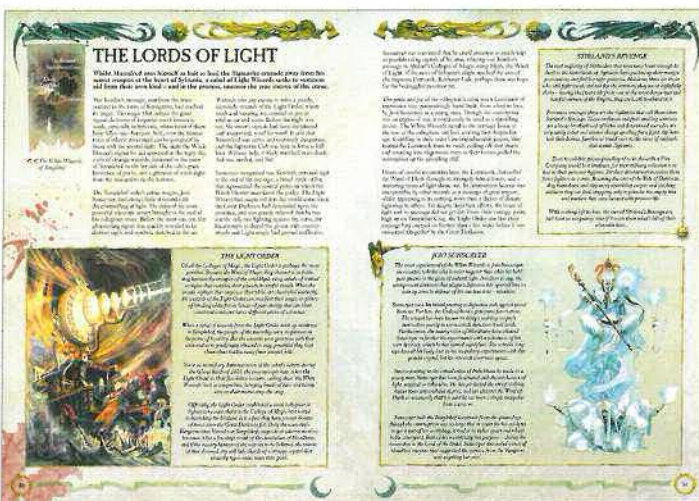
WARHAMMER

SIGMAR'S BLOOD

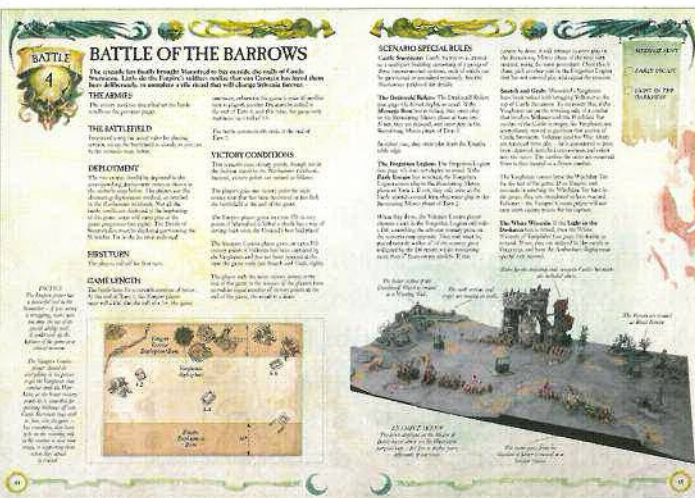
Vampire lord Manfred von Carstein has declared Sylvania's secession from the Empire, and plans to launch a conquest of the Old World. Volkmar the Grim, Grand Theogonist of the Empire, marches to thwart Manfred, and by Sigmar's Blood it shall be so.



- 1 Throughout the book the story of Volkmar's invasion of Sylvania is laid out – depicted in art, miniatures photography, stories and scenarios.
- 2 The story of Sigmar's Blood introduces many exciting characters, each of which is introduced throughout the course of the book.
- 3 Detailed scenario notes make it straightforward to recreate the battles described in the story – the Battle of the Barrows sees Volkmar and Mannfred clash before the forbidding walls of Castle Sternieste.



Sigmar's Blood is a new supplement for Warhammer; part detailed story and historical account and part hobby content, with rules, scenarios and examples of painted Citadel miniatures. The concept of the book is that you and a friend or two collect armies to recreate the events detailed in the story of the book, with each of the major battles described within accompanied by detailed scenarios and battle scrolls to recreate them.



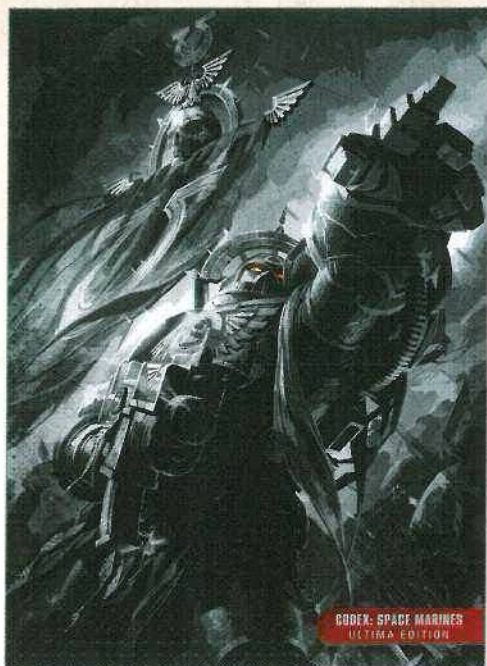
Sigmar's Blood introduces a variety of heroes and villains, and describes the battles they fight, each of which is captured with a corresponding scenario, ranging from a trio of Light Wizards attempting to banish a powerful Tomb Banshee, to Volkmar the Grim confronting Mannfred von Carstein within his lair. The book even contains rules so that the outcome of one battle can effect the next, with the characters gaining in experience as they progress. This is made even more appealing, because every regiment, character or war machine in these battles has snippets of history to accompany them, such as the Silver Bullets, a stalwart regiment of Empire Handgunners who fight alongside Volkmar. This is evocative stuff, which combines elegantly with the narrative sweep of the tale. **AT**



CODEX

SPACE MARINES: ULTIMA EDITION

The Space Marines are the ultimate champions of humanity, the super-human protectors of Mankind. Though fewer in number than the planets in the Imperium, their might is sufficient and while they fight the Emperor's realm endures against the foe.



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- 1 The Ultima Edition comes in a box adorned with this wrap-around cover – a silvered version of Ray Swanland's cover to the regular Codex.
- 2 The complete Space Marines Codex.
- 3 Illuminatus – the artwork.
- 4 Adeptus Astartes – a glorious miniatures showcase.
- 5 Galaxis – a folio containing a fold-out map of the galaxy.
- 6 Illuminatus contains all of the art from the Codex.
- 7 The miniatures showcase features every miniature in the Space Marines range.



6



7

Space Marines: Ultima Edition is the most impressive edition of Codex: Space Marines ever released. Contained in a display box, the Ultima Edition consists of four separate volumes; labelled Galaxis, Illuminatus, Adeptus Astartes and Codex, each is a gloss-white hardback with an image on the front and the title stamped upon it.

The first three books are unusual in their content: Galaxis is actually a folio that contains a fold-out map of the galaxy, featuring a wealth of Space Marine specific details, such as Chapter home worlds and the sites of major battles. Illuminatus is a beautifully presented gallery with 72 pages loaded with spectacular Space Marines artwork. Adeptus Astartes is an 80-page gallery that contains every miniature in the Space Marines range, painted to exacting standards by the 'Eavy Metal team and Studio army painters and featuring multiple angles and detail shots – this really is a feast for the eyes. Finally, the fourth volume, Codex, is just that: the full 176-page Codex: Space Marines.

Limited to just 500 copies worldwide, the Ultima Edition is designed for the most dedicated and discerning Space Marine collectors in the world. **AT**

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital products available on a variety of devices. Check out the Apple Newsstand and iBookstore for iPad products and blacklibrary.com/games-workshop-digital-editions for eBook editions.

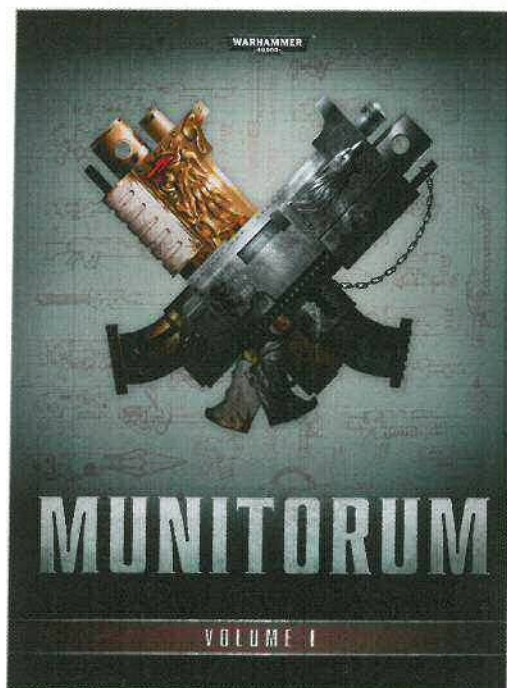
To find out more about Games Workshop eBook products and to download them, visit blacklibrary.com/games-workshop-digital-editions.

EBOOK EDITIONS

eBook editions are designed to work with most current-generation mobile devices, tablets and eReaders, including Android, Kindle and iBook devices. All you need to do is download them from Black Library website.

Advent Calendar

From the 1st December all the way up till Christmas day, there will be a new product available to download each and every day as part of the Digital Editions Advent Calendar. With products ranging from exciting new scenarios to special rules and background for special characters, you'll want to keep checking back on the Digital Editions website every day to see what's new – especially on Christmas Day, which will see the return of a much-loved character to Warhammer 40,000. Suffice it to say, we're really quite excited.



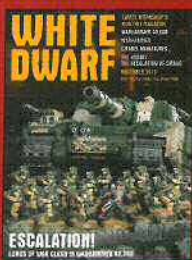
Munitorum: Volume 1

The first product on the Advent Calendar, available to download from the 1st December, is Munitorum: Volume 1. Featuring fantastic background about the wargear and weaponry of the 41st Millennium, this book compiles all the Munitorum articles released so far in one place, including boltguns, fleshborers and even Bomb Squigs. And, if you've got it on an iOS device, each of the articles is accompanied by a sound effect too. So, if you've always wondered what a Shokk Attack Gun sounds like, now you'll know!

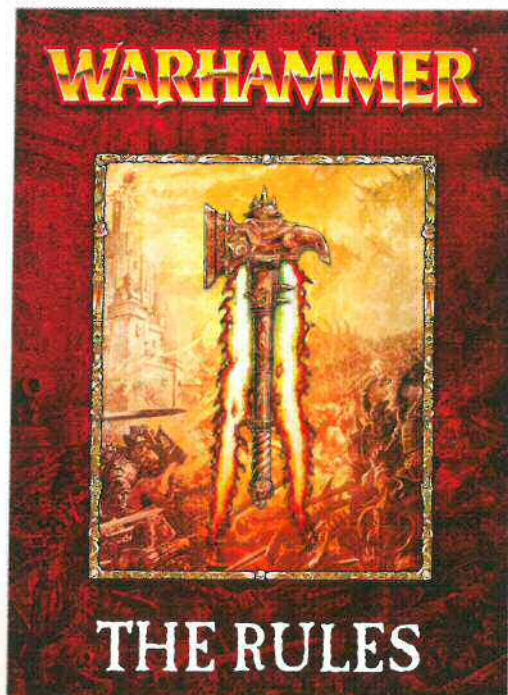
The Rules

Also out in December is Warhammer: The Rules, which does exactly what it says – it's all of the rules from the Warhammer rulebook in one handy, portable place on your phone, tablet or eReader.

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?



LICENSED GAMES

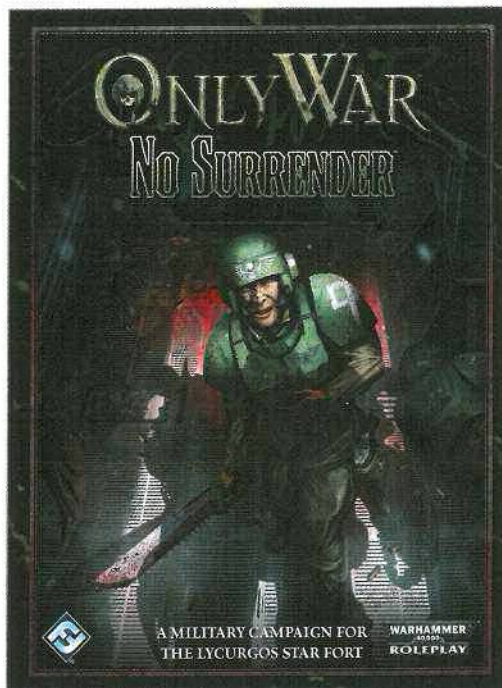
Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share. This month we find out about the latest releases from Fantasy Flight Games.

ONLY WAR: NO SURRENDER

"We have come to retake what belongs to the Emperor from those who dared to turn against him. Know that you serve a just and divine cause. Your faith in Him shall shield you from any attack."

— Preacher Wyatt Dreeble

This month sees good news for fans of Only War, the Warhammer 40,000 roleplaying game. Fantasy Flight Games has recently released the superb No Surrender, an extended three part adventure where, as Imperial Guardsmen, players must attempt to reclaim the colossal Lycurgas Star Fort, a fortress used by the traitorous Severan Dominate in their war of secession from the Imperium. The fate of the Spinward Front hinges on their success...

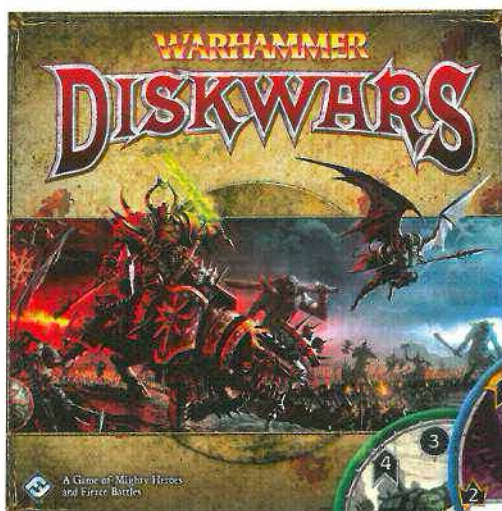


1

- 1 The cover to Only War: No Surrender. Can you reclaim the Lycurgas Star Fort?

WARHAMMER DISKWARS

Warhammer Diskwars is a game of intense battles set in the Warhammer world, in which players take on the mantle of generals commanding great armies of Orcs, Daemons, High Elves and brave men of the Empire. Games of Diskwars are played using a set of disks, each of which represents a regiment or hero from the Old World. During the game these disks are moved about, not with a ruler, but by flipping them over end over end. When disks overlap, they are pinned in place and clash in bloody battle. This Core Set contains everything you need to get playing, with a host of terrain cards, objectives, command cards and more than 60 discs for each of the four armies. Even more will be added over the coming months in a variety of expansion packs.



2

- 2 The Warhammer Diskwars Core Set contains everything you need to play.
- 3 Each disk represents a hero or a unit.

To find out more go to fantasyflightgames.com

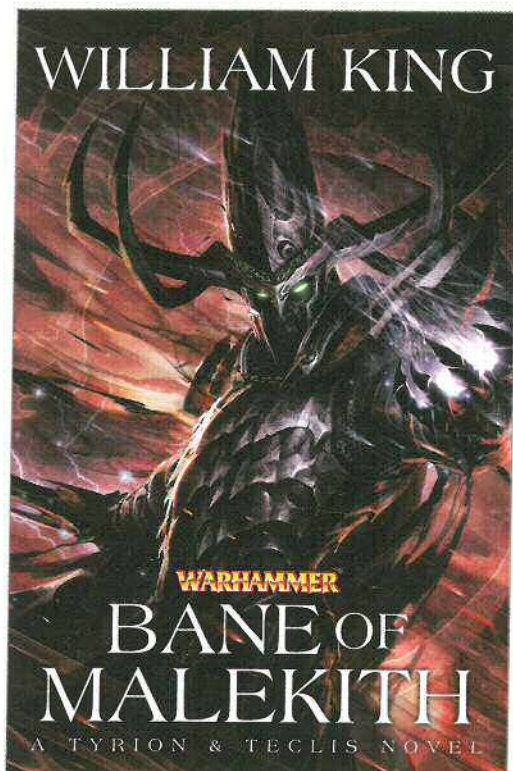


3

BLACK LIBRARY

BANE OF MALEKITH

By William King, hardback, 320 pages



Tyrion and Teclis must rise up to defend Ulthuan against a massive Dark Elf invasion.

Bane of Malekith is the third instalment in the Tyrion & Teclis series of novels, a book that neatly rounds out the story arc of how the young Elven princes rise from irrelevance (if not ignominy) to grandeur as the defenders of Ulthuan. If you haven't read the first two novels in this series, I'd recommend picking them up – not that you can't enjoy *Bane of Malekith* without reading *Blood of Aenarion* and *Sword of Caledor*, but the experience will be richer for the context and history they provide.

Bane of Malekith opens with a haunting prologue depicting Caledor Dragontamer locked in eternal struggle with Death.

Death, it seems, is winning their duel of wits, visualised as playing pieces on a board, and seeks to claim his prize – the Elves of Ulthuan. Caledor turns to his remaining pieces; Tyrion and Teclis.

From that chilling introduction, *Bane of Malekith* launches into a roaring adventure almost exactly where *Sword of Caledor* left off. The book spans a grim period of High Elf history; Malekith's invasion of Ulthuan, which starts with the sack of Avelorn by Dark Elf raiders and leads to the Battle of Finuval plains. Fans of the High Elves are doubtless familiar with the bare bones of this tale – Dark Elves and their Chaos Warrior allies run roughshod over Ulthuan, the Everqueen is missing and feared dead, and the Slaaneshi daemon N'kari stalks the scions of Aenarion, determined to avenge himself upon them.

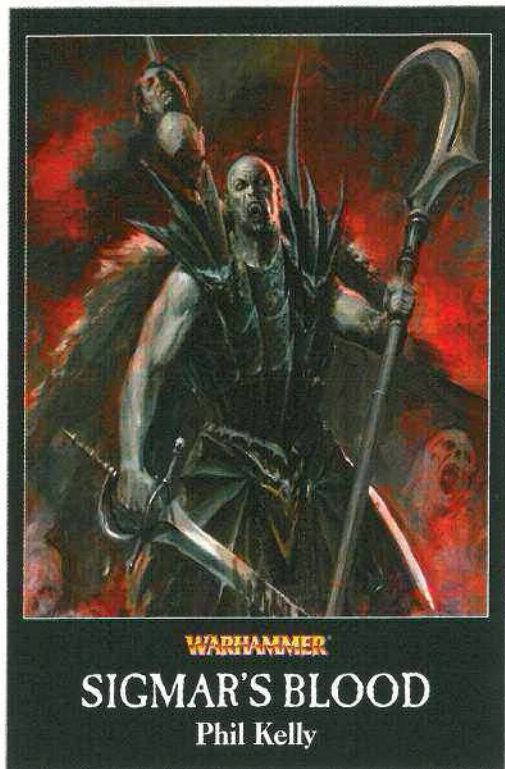
The brilliance of this tale is how King weaves more information into its telling than ever before. William King was integral to the creation of the original stories that graced the pages of the first Warhammer Armies: High Elves book, and now he retells it in unstinting detail. Tyrion's abortive attempts to masquerade as a Dark Elf, for instance, highlight the differences between the two races. I also particularly liked following Teclis' growth as a character, as he dons the mantle of hero and rushes to rescue his brother. I was also especially gratified to see how tiny events in the history section from older Warhammer High Elf books have become significant events – a line or two about Teclis facing the Coven of Ten becomes a bloody encounter where he slaughters a band of disc-riding sorcerers.

The novel culminates at Finuval Plain where the twins confront Malekith face to face. Here the entire series comes to a head. It's violent, exciting Warhammer at its best, and I strongly recommend it. **AT**

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

SIGMAR'S BLOOD

Phil Kelly, paperback, 128 pages

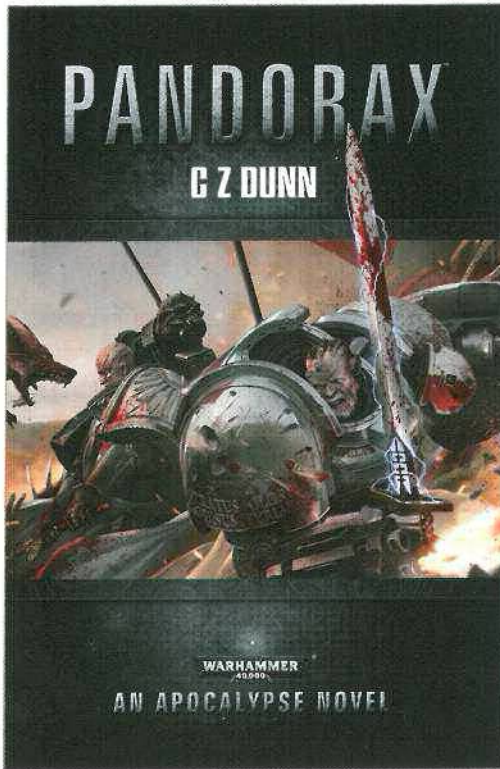


In the depths of Sylvania, Volkmar the Grim leads a crusade to hunt down Mannfred von Carstein.

Sigmar's Blood: the novella is the perfect companion to the Sigmar's Blood campaign book that is also out this month. Every page is worth its weight in gold, giving you an even greater insight into Volkmar's Crusade and Mannfred's nefarious plans. Characters such as the Witch Hunter Alberich von Korden are explored in greater depth, and his fights are amongst the best in the book, ranging from his initial scuffle with a quartet of Ghouls, to his final showdown with the Necromancer Ghorst. The ending is both gruesome and horrifying in equal measure – a brutal reminder of the darkness of the Warhammer world. **DH**

PANDORAX

CZ Dunn, paperback, 416 pages



A group of Catachans find themselves in the midst of a terrible Chaos incursion.

Written to accompany Warzone: Pandorax, the novel tells the story of the entire conflict from the point of view of the combatants caught up in Abaddon's invasion of the Pandorax System. The viewpoint constantly shifts, tracking several plots as they unfold throughout the war, from an Inquisitorial agent staging a daring heist in a Tau museum and Catachans fighting in the jungles of Pythos, to the depraved machinations of Lord Corpulax, the Chaos Lord of Nurgle tasked with unlocking the Damnation Cache. It's a riveting read, packed with fantastic battles that really capture the epic sweep of an Apocalypse warzone. **AK**

FURTHER READING

One of the best companion pieces for the *Pandorax* novel is actually *Warzone: Pandorax*, which is packed with expanded background for the conflict, including maps, unit markings and more besides – as well as all the rules you need to recreate the game on your own battlefields.

LIMITED EDITIONS

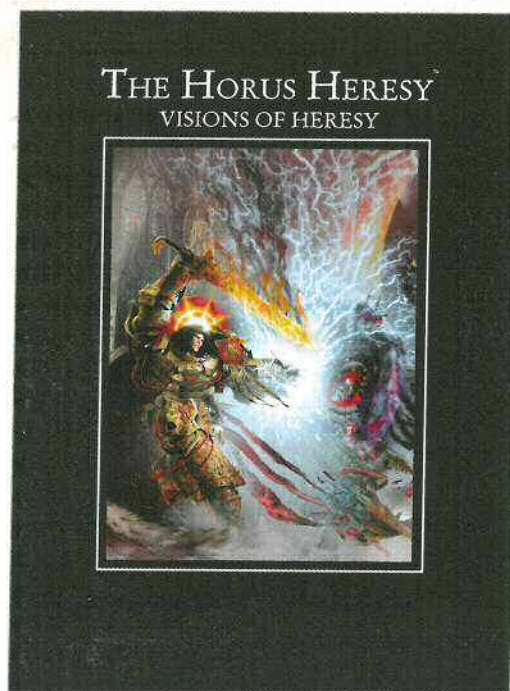
Both *The Horus Heresy: Visions of Heresy* and *The Horus Heresy: Macragge's Honour* were initially released as collectors editions at the Black Library Weekender on 2nd November.

There may be a few copies of the collectors edition of *The Horus Heresy: Visions of Heresy* remaining at blacklibrary.com. Check out their website for availability.

The edition of *Macragge's Honour* shown here was a Black Library Weekender exclusive, available only at the event. If you missed out, don't panic though: A second, web-exclusive edition of *The Horus Heresy: Macragge's Honour* will be available from the 25th of December for two weeks. Keep an eye on blacklibrary.com.

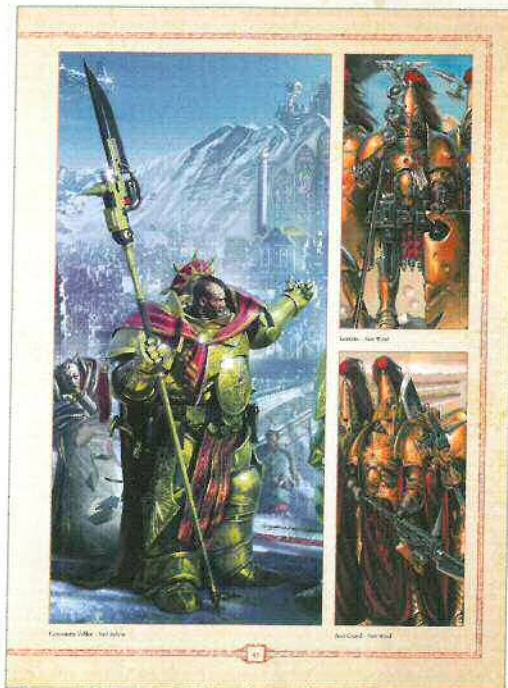
THE HORUS HERESY: VISIONS OF HERESY

By Alan Merrett, two hardback volumes, large format, 416 pages



The definitive companion to the Horus Heresy, this limited edition is an anthology of glorious art.

The Horus Heresy: Visions of Heresy contains more than 400 pages detailing the artwork and story of the Horus Heresy as they have never been portrayed before. *The Horus Heresy: Visions of Heresy* comes as two leather-bound volumes in a matching slipcover. This is the story of the Heresy recounted by the chief custodian of the tale, Alan Merrett. Those who recall the original printing will be familiar with Merrett's work. Here it has been revised and expanded. Even (perhaps *especially*) for those who have delved into the original books several times, this is exciting stuff indeed; the narrative is fresh and compelling, giving tantalising clues about events that as yet seem unfamiliar, sewing together the narrative as told in the Black Library's award-winning series. The narrative is a compelling part of these books, but preeminence is given to the art within. The collective effect is nothing short of sumptuous, a feast for the eyes and imagination, with page after page of dazzling art. This really is the ultimate companion piece to the Horus Heresy. **AT**



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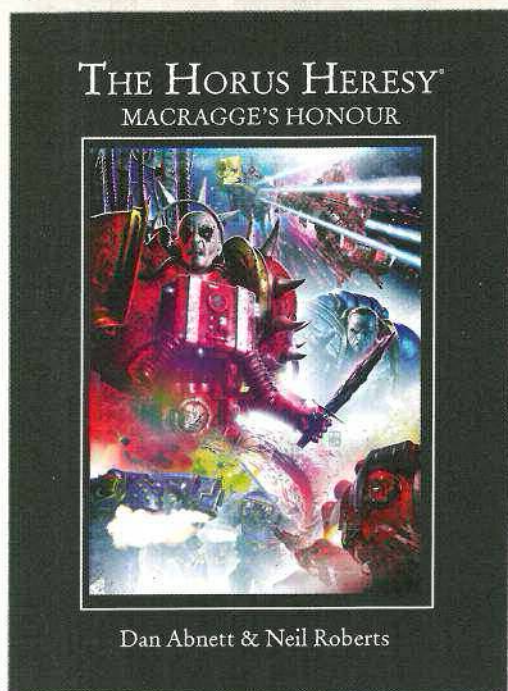
1 Constantin Valdor of the Adeptus Custodes surveys the growing fortifications of the Imperial palace.

2 The story of the Horus Heresy is illustrated with hundreds of images. This picture portrays the gathering of the Primarchs during the Triumph at Ullanor, the celebration of the Emperor's triumph over the Ork Overlord Urlakk Urg during the Great Crusade.

3 The two volumes cover the full length of the Horus Heresy – this volume explains the travails of the Blood Angels as they face the scions of Khorne at Signus Prime.

THE HORUS HERESY: MACRAGGE'S HONOUR

By Dan Abnett and Neil Roberts, hardback, 128 pages



Roboute Guilliman tasks the crew of Macragge's Honour with bringing Kor Phaeron to justice.

As the Ultramarines are attacked by the treacherous Word Bearers upon the soil of Calth, a deadly space battle breaks out between their two fleets.

Following a story arc commenced in *Know No Fear*, *Macragge's Honour* is a graphic novel that recounts the heroic efforts of the Ultramarines as they avenge themselves upon Kor Phaeron, even as he flees the carnage at Calth. What follows is a spectacular ship-to-ship battle that is recounted with amazing artwork by the master of Heresy-era images, Neil Roberts, and penned by none other than Dan Abnett. The artwork within is exceptional; from the atmospheric and moody scenes upon the bridge of Macragge's Honour, to the awe-inspiring battle as hundreds of Space Marines clash in massive boarding actions. The story storms along at a breakneck pace, leaving you breathless and exhilarated at the conclusion. This limited edition, leatherbound graphic novel is sure to cause quite a stir among Horus Heresy collectors. **AT**



FURTHER READING

If you are new to the Horus Heresy, the best place to start is with the opening novel in the sequence, *Horus Rising*. This novel begins the tale of Horus Lupercal's ascendance to power within the Imperium, and the influences that sow the seeds of betrayal in his heart. From there, you'll find more than 30 other volumes to sink your teeth into.

Don't overlook *Horus Heresy: Betrayal from Forge World* either – this massive large-format book contains never before revealed information on the Space Marine Legions, and rules for using your Horus Heresy miniatures in games.

1 The cover you see here is from the collectors edition *Horus Heresy: Macragge's Honour*, released at the Black Library Weekender. A second, exclusive blacklibrary.com edition will go on sale on Black Library website on the 25th December. This edition is identical, except for new cover art. Black Library will be teasing segments of the cover throughout December – for more information go to www.blacklibrary.com

2 Ultramarines Captain Mersaror commands a strike force of hundreds of Ultramarines in a boarding action against the Infidus Imperator. Hundreds of Space Marines die in the cramped confines of the traitor vessel.

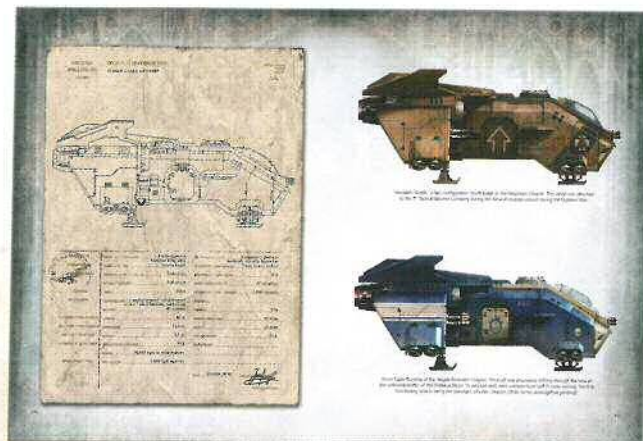
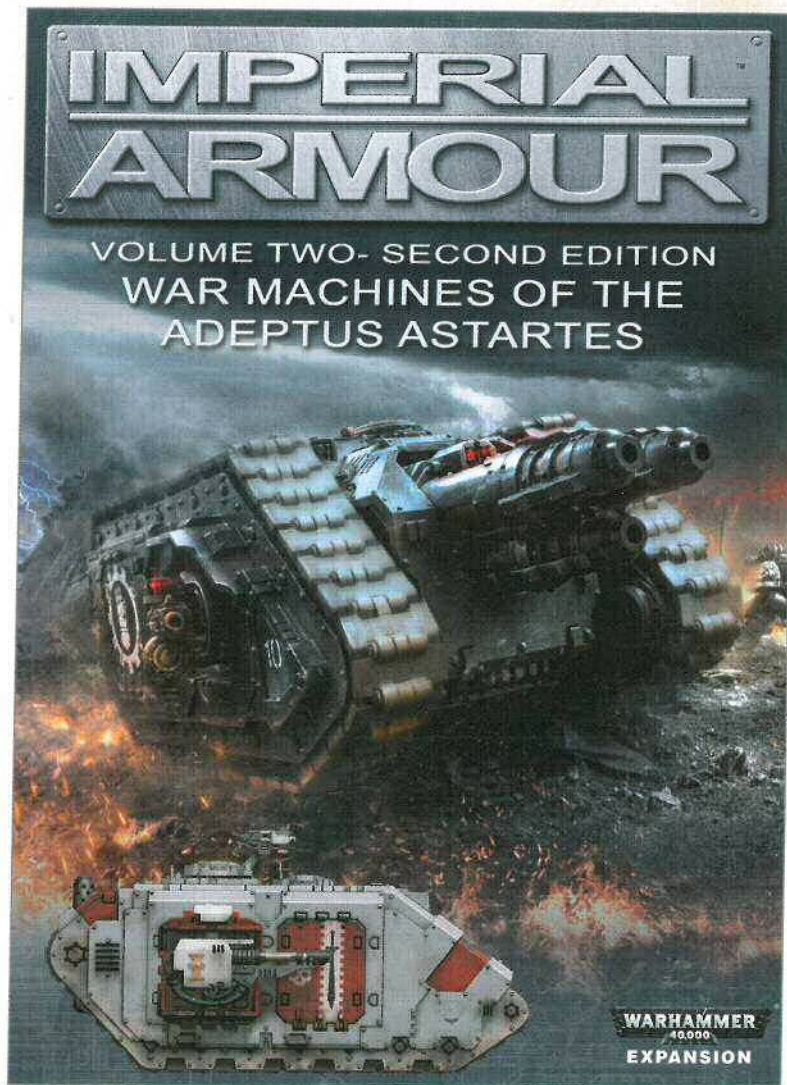
3 Neil Roberts has excelled himself with the artwork in *Macragge's Honour*. Each frame is filled with tiny details – just look at Mersaror's war mask, spattered with the blood of his foes and marred by the scars of use. The verdigris around the nose and eyes looks shockingly realistic, and if you look hard you can see the captain's eyes.

FORGE WORLD LATEST

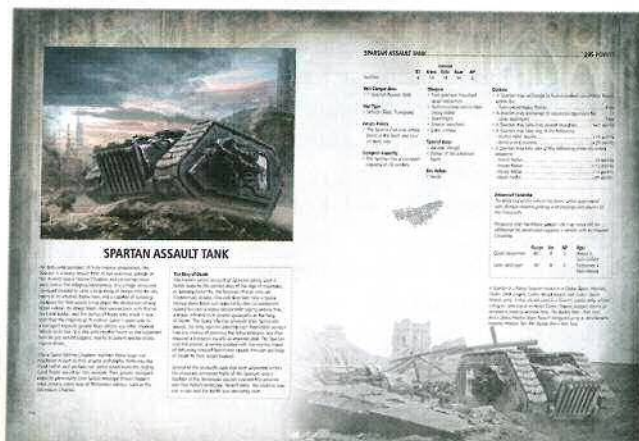
Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Each month they have lots of exciting new releases – here's a look at some of their most recent additions.

IMPERIAL ARMOUR VOLUME 2 SECOND EDITION

This updated edition of Imperial Armour Volume Two compiles and updates the Space Marine vehicles and war machines released over the past decade. With new pictures and graphics throughout, the book is full of glorious colour profiles and astounding photo art that depicts the war machines of the Space Marines in action. As well as expanded background for the many vehicles in the book, there are new rules to steep your collection in the background of your chosen Space Marine Chapter. Legacies of Glory designate your vehicle a veteran of a specific campaign, while Relic Vehicles are ancient artefacts of the Chapter. All these add to the excitement of selecting your vehicles, and provide fertile fodder for collectors who want to take their painting and modelling projects even further. **AT**



The many vehicles portrayed in Imperial Armour Volume Two are accompanied by colour profiles, for painting inspiration, and technical specs to satiate your curiosity.



Every entry in Imperial Armour Volume Two has been updated, integrating new imagery and background information gleaned over the last 10 years.



1

EREBUS AND KOR PHAERON

There are many who whisper that it was First Chaplain Erebus who originally swayed his master Lorgar to the worship of Dark Gods, and later turned Horus Lupercal against the Emperor. For his part, Kor Phaeron is not a Space Marine, but a mortal man transformed by gene-science at Lorgar's request. Together this sinister pair readily guide their Primarch, and their Legion upon the path of damnation.

This new addition to the Horus Heresy Character Series depicts Erebus and Kor Phaeron upon the tortured landscape of Isstvan V, where they strike their first, decisive blow against their loyalist foes. **AT**

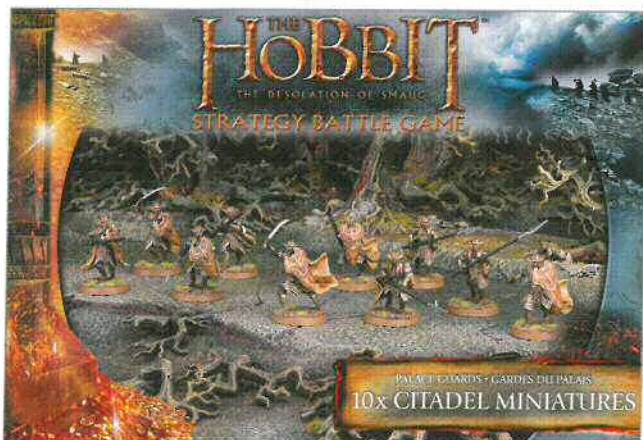


2

- 1 Erebus and Kor Phaeron were sculpted by Edgar Skomorowski. The models come as a pair, complete with a display base.
- 2 Kor Phaeron is not a Space Marine, like the other warriors of the Word Bearers Legion, but rather Lorgar's advisor from Colchis who has been gene-enhanced so that he can fight alongside his master in the Great Crusade. You can see his suit of Terminator armour has been adapted to enable him, a mere mortal, to wear it into battle.

FULL RELEASE LISTINGS

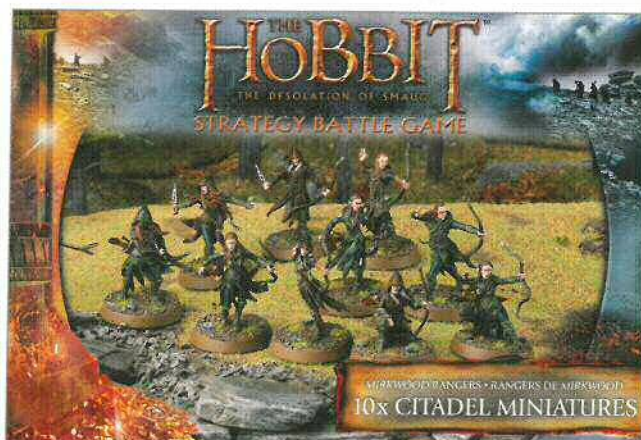
The products on these pages are available to pre-order now, and will be released on Saturday 7th December unless otherwise noted. For more details visit our website at: www.games-workshop.com



PALACE GUARDS

Sculpted by Alan Perry
10 models

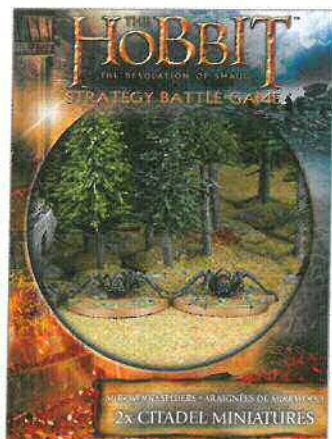
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MIRKWOOD™ RANGERS

Sculpted by Alan Perry & Michael Perry
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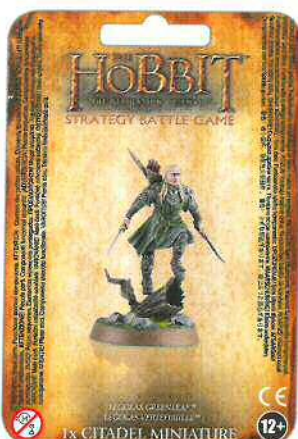
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MIRKWOOD™ SPIDERS

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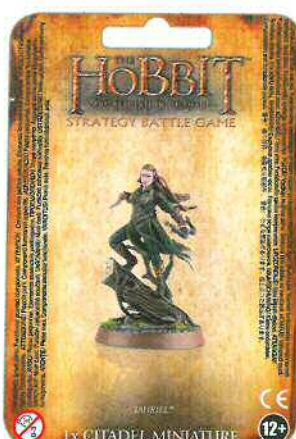
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LEGOLAS GREENLEAF™

Sculpted by Michael Perry
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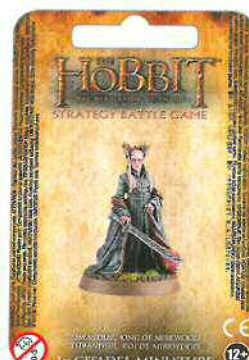
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TAURIEL™

Sculpted by Michael Perry
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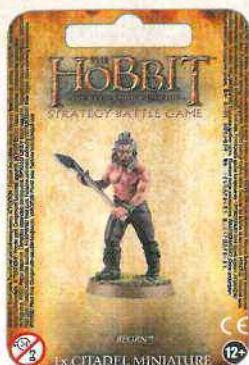
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THRANDUIL™, KING OF MIRKWOOD™

Sculpted by Edgar Ramos
1 model

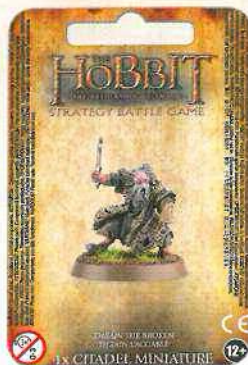
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BEORN™

Sculpted by Michael Perry
1 model

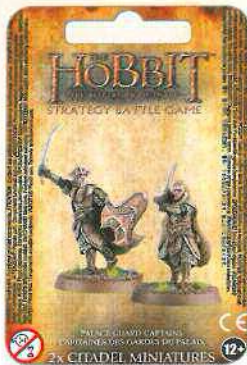
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¥3500



THRAIN™ THE BROKEN

Sculpted by Israel Laborda
1 model

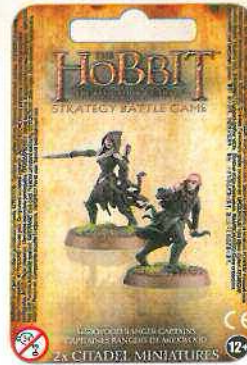
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¥2500



PALACE GUARD CAPTAINS

Sculpted by Alan Perry & Michael Perry
2 models

£15, €20, 150dkr, 200skr, 170nkr,
75zł, USA \$25, Can \$30, 150rmb,
¥3500



MIRKWOOD™ RANGER CAPTAINS

Sculpted by Alan Perry & Michael Perry
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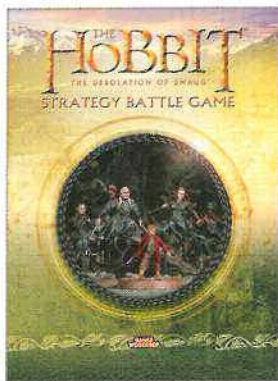
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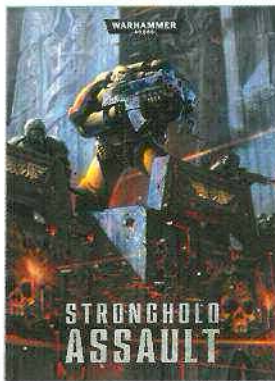
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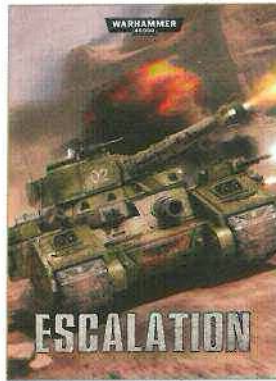
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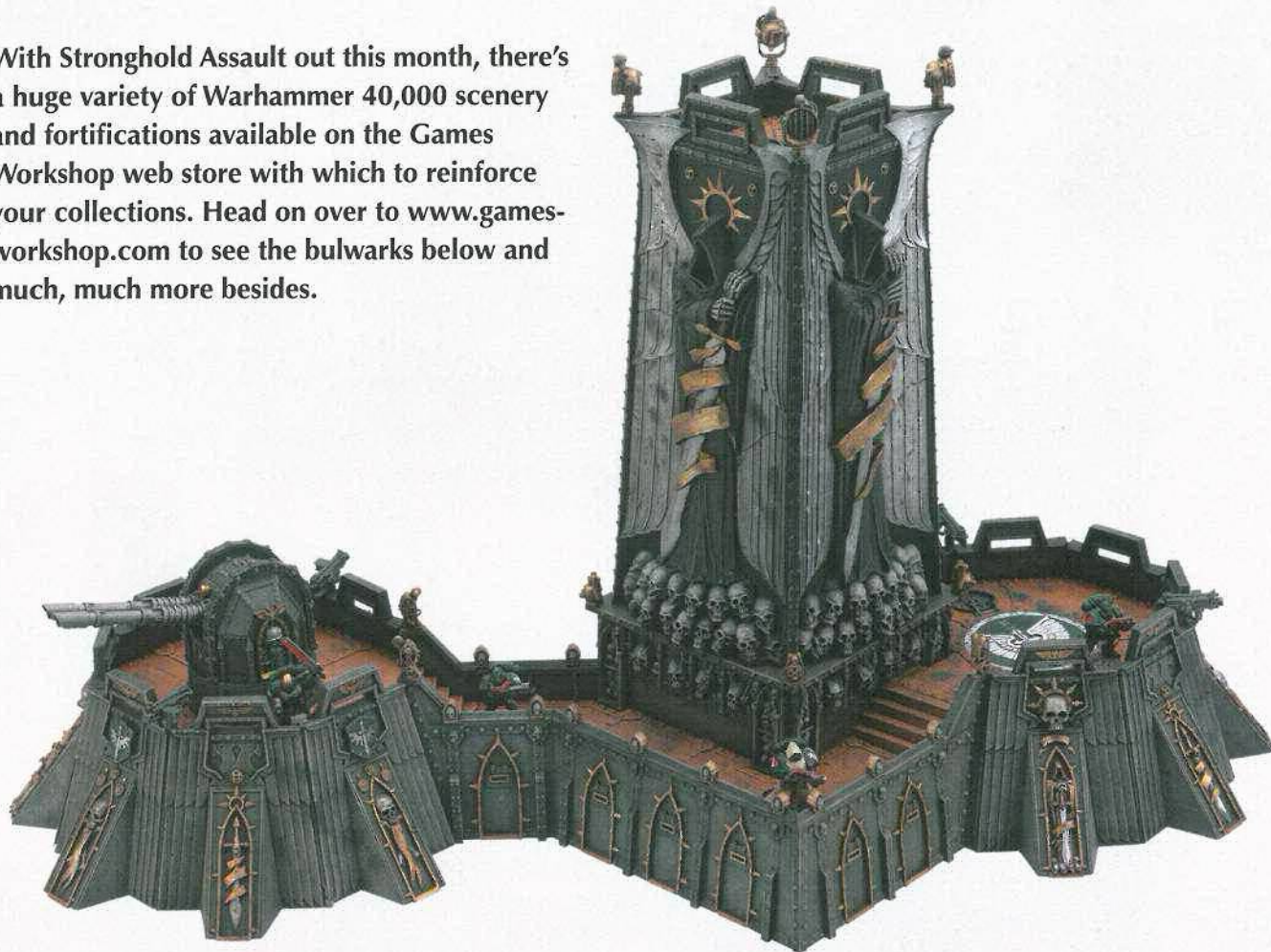


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With Stronghold Assault out this month, there's a huge variety of Warhammer 40,000 scenery and fortifications available on the Games Workshop web store with which to reinforce your collections. Head on over to www.games-workshop.com to see the bulwarks below and much, much more besides.



FORTRESS OF REDEMPTION



IMPERIAL STRONGPOINT



ARMY OF THE MONTH

ROB GOGIN & LEO BAKER'S 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 we showcase a collection that embodies just that, comprising not one but three armies assembled and painted to be part of a greater whole – the combined Chaos collection painted by both Rob Gogin and Leo Baker. Long-time fans of Warhammer World's Battle Brother events, Rob and Leo make a point of painting a new army, together, for each and every event that they attend.



Leo: We've been coming to Battle Brothers for five years now – I bought the first tickets for Rob's wedding present and we normally paint a new army for each event.

Rob: We build and paint the army, together, for each Battle Brothers event we go to. We view it as a treat for ourselves. We take it in turns to decide which army we want to take, with the aim of having one of every army. It adds variety to our gaming, keeps us interested and helps improve our painting skills along the way.

I need goals to motivate me to paint. It's why events are so good in that respect, as they provide a deadline to aim for, but one where you get to have fun with your painted models at the end of it.

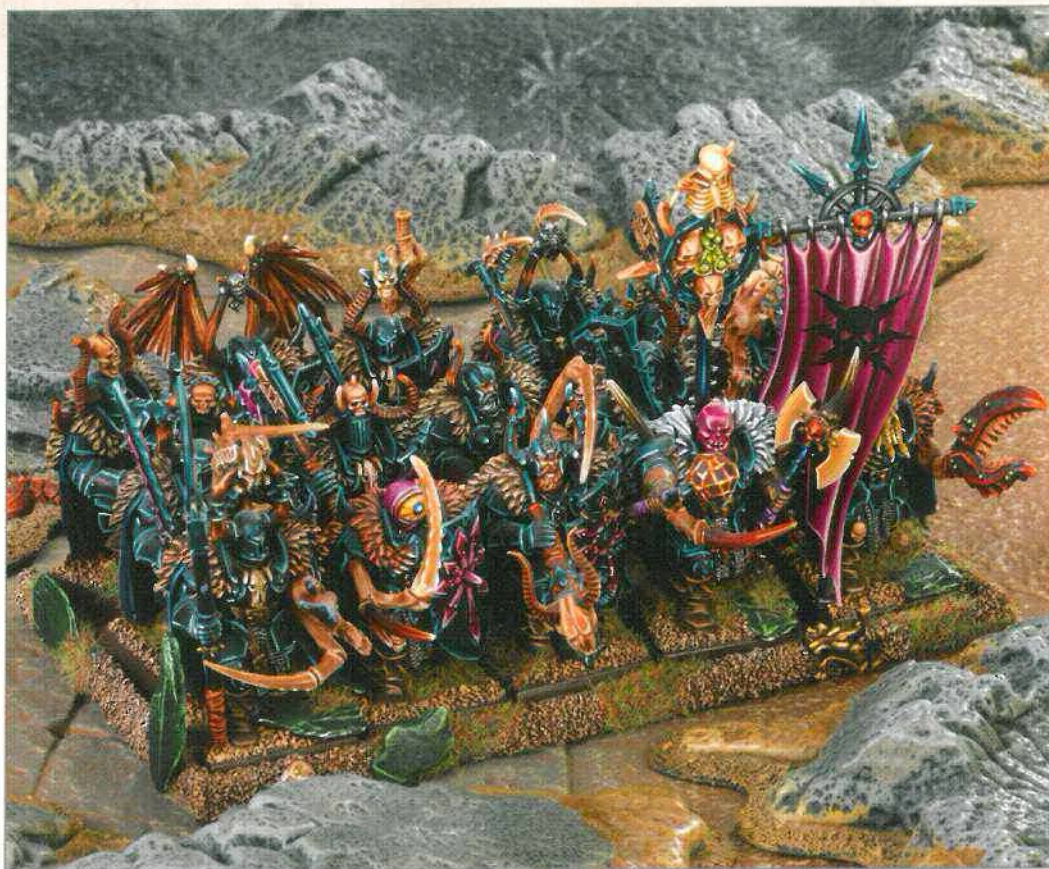
Leo: Each army has its own thing, both gaming and modelling wise. They each have their own special something to them. We try to theme our armies in some way, usually with the base and the unit dioramas; our Beastmen are themed as though they've been fighting Ogres. ►



1



3



- 1 Rob's Chaos Sorcerer mounted on a Disc of Tzeentch. The base is modelled out of spare pieces from the Screaming Bell used to make the Hellcannon (see overleaf).
- 2 The Chaos Warriors have been given all manner of mutations, converted using components from the Chaos Spawn kit.
- 3 Leo had an ulterior motive when painting his Chaos Knights – they were also entered into Golden Demon, for which he won a finalist pin.
- 4 Rob converted these Chaos Trolls. "Even though we already had a unit of Trolls, I saw the River Trolls and knew I had to do something with them. I even converted a Throgg to go with them."



- 1 Many of Leo's Chaos champions and heroes can be readily identified by their grimacing red skulls.
- 2 The first of Rob's converted Hellcannons, made by combining parts from the Hellcannon with the Screaming Bell. Note the Chaos Dwarf crew on the back.



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4

- 3 Many of the large regiments feature impressive dioramas, and these Daemonettes are no exception, featuring a Seeker of Slaanesh in the back ranks as well as a Daemonette gazing out from atop an Arcane Ruin.
- 4 The Daemon Prince is the latest edition to the Warriors of Chaos army, painted by Rob and converted ever so subtly. The wings are not from the Daemon Prince at all, but spares taken from the Vargheist kit.

1 "I imagine the Beastmen to be herders of sorts, taming any beasts they can get their hands on. Hence the variety of creatures we've got pulling our chariots, such as these Mournfangs," says Rob.

2 The Beastmen are noticeable for their large and impressive unit standards but the Battle Standard Bearer takes the prize for the most impressive, topped with the skull from a Stonehorn.

3 Just part of the Beastmen army that Leo and Rob took to the last Battle Brothers event.



1

3



► That idea came about after our first Battle Brothers event, during which we played an amazing nautical-themed Ogre Kingdoms army, all modelled to look as though they're on the deck of a ship. We decided that for the next event, we wanted to do something similar.

Rob: We painted the Warriors of Chaos first. I've always had a soft spot for them, and when the previous army book came out – along with those amazing plastic Chaos Knights – we knew they'd be our next Battle Brothers army. The Beastmen are our most recent addition to the collection, but we're always going back and adding more.

Once we've decided on an army we decide on a colour scheme, work out what we want in the army and who is going to paint what.

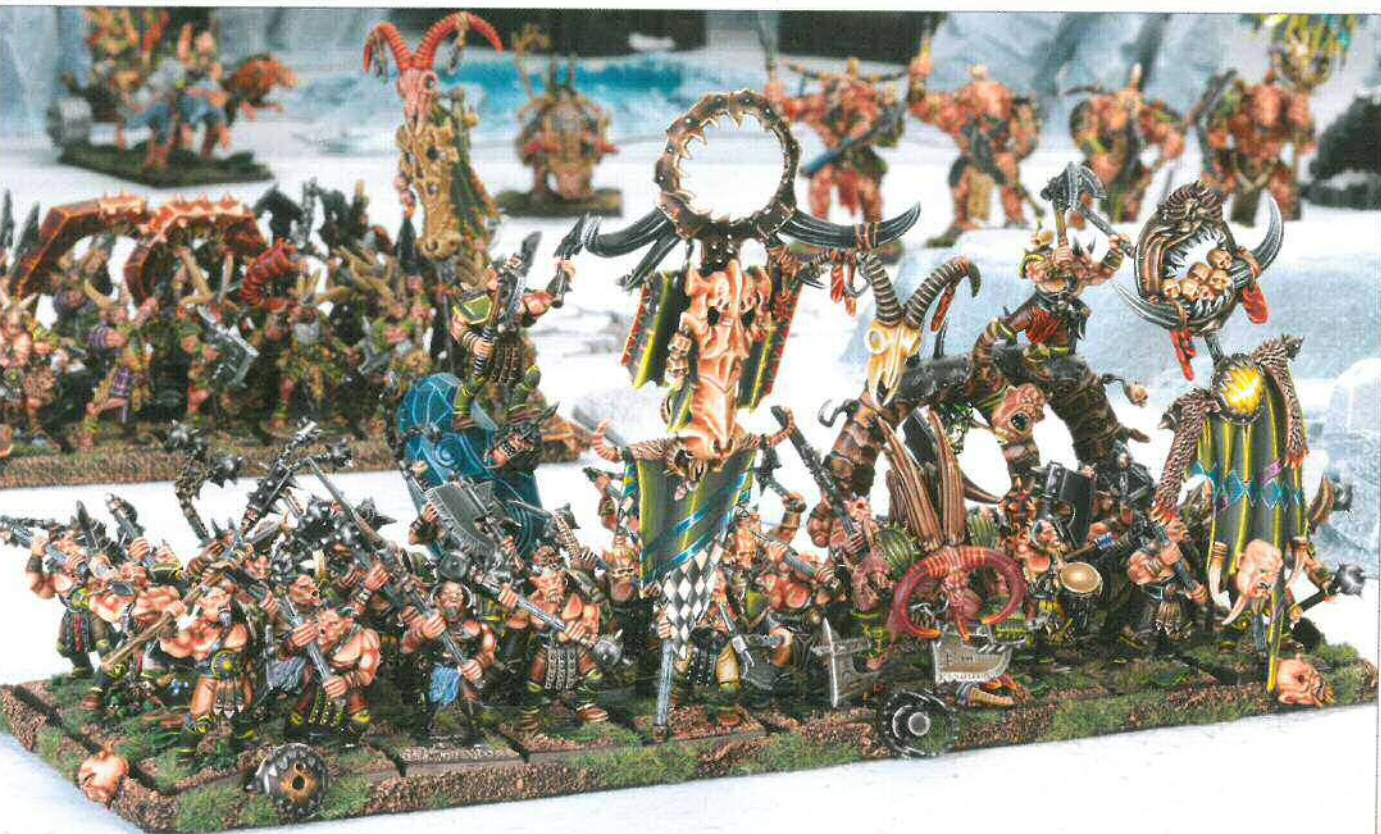
Leo: Our colour schemes tend to be informed by what we've not done before. The Chaos Warriors are blue and turquoise for the same reason – we'd never painted ►



2



- 1 The bases and trappings of the Beastmen are all united by a theme – trophies taken from the Ogre Kingdoms. “I bought a load of Ogres with the plan to start an army,” says Rob, “but the kits have ended up being pillaged for our Beastmen army before I got the chance to use them elsewhere.”
- 2 Each of the chariots is completely different, varying from the one pulled by (Fenrisian) Wolves with huge stone wheels, to the one in the background, pulled by mutated boars.
- 3 The large horde of Gor aren’t made from Beastmen models at all – the bodies and weapons are Chaos Marauders, with the heads made from Ungor.
- 4 The Minotaurs were a late addition to the army, painted by Leo just before the Battle Brothers event.





► turquoise before. It does tend to make our armies quite distinctive; we like bright colours. It's nice to see a bright army at an event – it helps it stand out more than some of the more darker armies you tend to see about. We haven't always painted in a way that complements each other though – that's something that has evolved over time. We've got a lot better in the past five or six years.

Rob: A lot of that is coming to Warhammer World and seeing what other people do, taking inspiration from that and practicing all the time.

Leo: For us, Battle Brothers events are the highlights of our hobby calendar. You get a weekend away, the chance to play some games with mates and catch up with friends. It's a social hobby, after all.

Rob: We find that if we game, it makes us talk about the hobby more, which makes us want to paint and collect more. We're always talking about our hobby, planning out our next project. **AK**





This month Jervis Johnson is off on his hols, so we asked Phil Kelly to share his thoughts on a topic of his choosing. After waiting for inspiration to strike, he's written us an article all about waiting for inspiration to strike...

Inspiration's a fickle thing, but it's pretty much invaluable to us hobbyists. You might get it from a piece of artwork, a passage of text or a particularly fine Citadel miniature, but I have no doubt you've felt it sometime; that rush of excitement mingled with determination, that desire to take an image you have in your head and make it a reality that you can proudly show off to like-minded souls. I think that feeling is priceless, and I'd like to talk about making the most of it.

I find that inspiration strikes at the strangest times, often when you're on your way from one place to another or when you're supposed to be doing something else. The other weekend I was about to weed the garden when I was mysteriously hit by what I can only describe as a flash of hobby lightning. The sudden urge to unearth a different kind of critter grabbed

me, and before I knew it I was searching the boxes in the garage for what I like to call my 'vintage Eldar'.

A quick bit of background here – my fascination with all things pointy eared originally stemmed from White Dwarf 127, in my opinion a seminal issue in this fine magazine's history. Those magnificently illustrated pages of craftworld-based goodness brought a new xenos army to life in such awesome detail that I was hooked.

Since cycling home with that issue of this very publication clamped between my teeth, my collection of Eldar has grown from a scattering of Aspect Warriors to a massive warhost. That flash of inspiration I mentioned back was the idea of my collection splitting into two, a bit like an excited amoeba. I now have a pair of Eldar armies: one a throng of metal Jes Goodwin miniatures from the original range, and the other a modern force made of plastic.

Models that had previously been gathering dust were suddenly invested with dazzling value. I went through my bits boxes and ziplock bags with the careful enthusiasm of a paleontologist digging out a hitherto undiscovered dinosaur skeleton. Every old model was suddenly new again. Within weeks I had two 'new' units of vintage Eldar proudly displayed in my cabinet. Though they have yet to see battle, I now have one unit of every type of Aspect Warrior painted up, and I am planning on collecting all six Phoenix Lords to go with them, which I find daunting and exciting in equal measure.

This period of rampant hobbying saw me trading some classic models with my friend and colleague Tammy Nicholls. During our good-natured bartering I made it my mission to have a painted version of every Eldar psyker sculpted in my Ulthwé warhost (at the time of writing I only need three more Farseers). One day I hope to use the lot in an Apocalypse game of preposterous psychic proportions.

My sudden spur of pointy-eared enthusiasm has also seen me revisit my 'modern' Eldar warhost. I recently finished

painting my first Wraithknight, a tall black-and-bone fellow I'm really rather proud of, and have my eye on a box of Wraithblades – the potential poses alone are a big draw for me.

"I find that inspiration strikes at the strangest times, often when you're supposed to be doing something else."

Lately my Eldar hobby spree has begun to die down, but the other day that old lightning struck again. While searching through the room I euphemistically call my study I came across a box of cherry-red Chaos Space Marines. I'd converted these fellas up in my quest to collect a force of exactly 100 power-armoured nutcases to fight alongside my menagerie of Daemon Engines. Well, even though I had shelved the project after painting the first 60, with this discovery my enthusiasm came back with a (dark) vengeance. Before I knew it I was fixing broken arms and backpacks, readying the lost warriors for round two. The time of tiny blood-covered psychopaths is drawing near once more.

This spur-of-the-moment approach works for gaming as well, of course. Struck by the compelling idea of a titan battle, I recently challenged fellow writer Andy Clark to a game of Warhammer 40,000 with a twist. Forsaking my beloved infantry, I mustered all of my largest, gribbliest Tyranids (Nancy the Bio-titan, Trygon Sid, Medium Dave the Mawloc, a Tervigon and my old pal the Bat Tyrant) into one hideous force. I then borrowed as many metallic monstrosities as I could until the sides were more or less even. By the time Andy had set up a cityscape of ruins for us to fight in, my Revenant and Wraithknight had been joined by a Riptide and two identical Nemesis Dreadknights – the last two walkers crewed by Space Marines that we pictured as relatively small but powerfully psychic twins.

45 minutes of extreme, monster-punching carnage later we called it a draw, having both accomplished our victory conditions at the same time. We'd had an absolutely unforgettable game of Warhammer 40,000, laughing and hollering so much that it was a wonder Security didn't get called.

Essentially, what I'm getting at with all these anecdotes is that wherever you find your inspiration you should make the most of it. It'll most likely ebb away sooner or later, so plunge in with both feet. I think it's a bit like a surfer catching a wave; if you get the timing right, you'll go far, maybe a lot further than you expected. However, if you leave it too long to seize the moment, you'll most likely dribble along for a bit and then run out of momentum. Some hobbyists keep going for years with the same force, and more power to their paintbrush. But for me that initial burst of excitement and determination is the most productive and enjoyable time of all.

We all experience troughs as well as peaks, of course. For those of you that keenly feel the sense of disappointment that can come from a lost opportunity, don't despair. Even if you miss the chance to make your crazy cool idea a reality and the whole thing fizzles out, there will be other chances. Just keep your projects to one side and come back to them when you feel like it. Many are the hobbyists who've given away an army and regretted it when that creative urge crackles around their brains once more. Another wave of enthusiasm will come sooner or later; you'll revisit that project with new purpose, and break out the clippers, paints, and dice ready for another round.

So, in conclusion: go with each burst of inspiration whenever it arrives. Who knows how far it will take you. The same goes for any of life's endeavours, really; making the most of it is the best way. May your hobby surfboard take you to new and exciting places, preferably a long way away from unwanted vegetation.

Phil Kelly is the author of more codexes and army books than you can shake a stick at, including Codex: Dark Eldar and Warhammer: Vampire Counts.

ARMS RACE

Warhammer 40,000 Escalation and **Stronghold Assault** are out this month, changing the face of gaming tables everywhere by bringing Fortification Networks and Lords of War to your games. We look at what this means for the collections of four hobbyists.



Adam: Playing games of Warhammer 40,000 is all about recreating the carnage of the Dark Millennium with beautifully painted miniatures. **Stronghold Assault** and **Escalation** are books that both add a new dynamic to the battles you can play, enabling hobbyists to use Fortification Networks and Super-heavy-sized units in 'regular' games of Warhammer 40,000. (There's a large distinction between such games and Apocalypse battles, of course – the latter remains the province of Strategic Assets, different types of Formations, *Finest Hours* and the like, and

of course massive weekend-spanning games that require much planning). Of course, as the old Imperial Guard saying goes, there is more than one way to skin a grox, and there's more than one way to approach the tactical and collecting options that these two expansions present. With hobbyists everywhere gearing up for warfare on a new level we examine what it means for our Warhammer 40,000 collections, and explore some of the ways we've used **Stronghold Assault** and **Escalation** to add exciting new things to our armies.



Escalation

Escalation brings titanic war machines and monsters to Warhammer 40,000 in a new way, enabling you to field certain Super-heavy units in your army in a new force organisation slot entitled 'Lords of War'. Each army has access to at least one Lord of War, and some have several. These are the biggest and most dangerous units ever unleashed in 'regular' games of Warhammer 40,000 – guaranteed to change the way you play.

Players will need to adjust their tactics, either to get the best out of these behemoths of the battlefield, or to neutralise them before they wreak too much damage.



Stronghold Assault

Containing rules for all of the scenery kits currently available for Warhammer 40,000 as well as datasheets for including them in your army list, Stronghold Assault has the potential to turn your army's deployment area into an impregnable bulwark of resistance. You can now include bunkers, defence lines and even mighty buildings such as the Aquila Strongpoint.

A formidable stronghold offers you a real advantage in scenarios where a strong defensive position is called for – a potential game winner in a number of situations, such as The Emperor's Will Eternal War Mission.



1

THE BULWARK OF CALIBAN

Adam Troke

Adam: Stronghold Assault has provided me with exactly the motivation I needed to add some Warhammer 40,000 scenery kits to my collection. I really enjoy looking at the battlefield detritus and fortifications in the artwork, so it makes sense to include some in my army. Thanks to the datasheets in Stronghold Assault, many of the scenery pieces provide not just a place to hide from incoming attacks (hardly the noblest of acts, but needs must), but also can possess some very helpful firepower of their own. To that end, I have added the Imperial Defence Network, a Fortification Network that combines (take a deep

breath) the Imperial Defence Line, Imperial Defence Emplacement, the Imperial Bunker and a pair of Vengeance Weapon Batteries. The options in Stronghold Assault also let me add a quad-autocannon from my Aegis Defence Line to the roof of the bunker – that's a lot of firepower right there, and also my anti-aircraft needs taken care of. Woe betide anyone who tries to attack a formation of Dark Angels hunkering down in that lot. My plan is to line the trenches with Tactical squads, and use the Banner of Devastation to turn the whole formation into an incredibly punishing firebase.



- 1 Arrayed behind the Wall of Martyrs, the warriors of the Dark Angels scythe down the Chaos Space Marines' advance.
- 2 "My favourite aspect of the Imperial Defence Network are my Vengeance Weapon Batteries," says Adam. "I've painted up two for my army – it's a highly effective way of adding some vicious firepower to my battleline, especially the battle cannon, which makes a mockery of power-armoured foes with its AP3 shells."



OLD HARAZAHN'S IMMORTALS

Chris Singleton

Chris: My Vostroyan army was born in the wake of the Medusa V summer campaign – I started the force with a small core of Vostroyan Firstborn and some Leman Russ tanks, and the half-formed idea that they would be equipped to take part in city-fighting missions. The great strength of the Imperial Guard is their armoured vehicles, with their robust armour and powerful weapons, and I've had quite a lot of success advancing my squads down cramped and crowded roads behind my tanks, the Guardsmen shielded from enemy fire by the armoured behemoths that accompany them into battle.

Escalation lets me add a much bigger tank into my force – and I have both a Baneblade and a Shadowsword to choose from. In most games the Baneblade is my weapon of choice, simply because it has so many guns at its disposal, which means I can engage a lot of targets at once, with weapons fit for the job. The Shadowsword is more of a specialist weapon, in that its volcano cannon (a Destroyer weapon, no less) is so well suited for killing high-value targets. Against some foes using the Shadowsword feels a bit like smashing walnuts with a sledgehammer... but that can be good fun in its own right.



2

1 "With the choice of two Super-heavy tanks to use in my force, I'm able to tailor my army to specific strategic situations," says Chris. "The Shadowword is amazing for killing off enemy Lords of War and Massive Fortifications. I'll typically hold it back from the main advance though, as since its main gun has a 120" range it hardly needs to be in the thick of the fighting."

2 "I'm still able to squeeze in a few other tanks in my Escalation force," Chris says. "The prospect of facing a Super-heavy vehicle and a squadron (or two) of Leman Russ is probably quite chilling, and it certainly makes people question where to aim first."

3 "The Baneblade is the ultimate infantry support tank," Chris adds. "It can rumble alongside my Vostroyans dishing out as much firepower as a small army."



3



1

THE LOST EMPIRE RISES

Chad Mierzwa

Chad: I don't require much of an excuse to paint something new for my armies – I love expanding my collection, and Escalation proved to be just the motivation I needed to paint a Necron Obelisk. It's a large and imposing model, first and foremost, and there's a visual aspect to it I really enjoy, with the glowing orbs set into the back of the Canoptek guardians and tesla spheres.

My Obelisk's role in games of Escalation is to dominate the skies across the battlefield. That might sound like overkill, but it does its job so well I don't mind. Most armies have flyers and skimmers in

them, and the Obelisk shuts them down hard with its gravity pulse rule – every flyer or skimmer within 24" of the Obelisk takes a whopping Strength 8 hit in each Shooting phase.

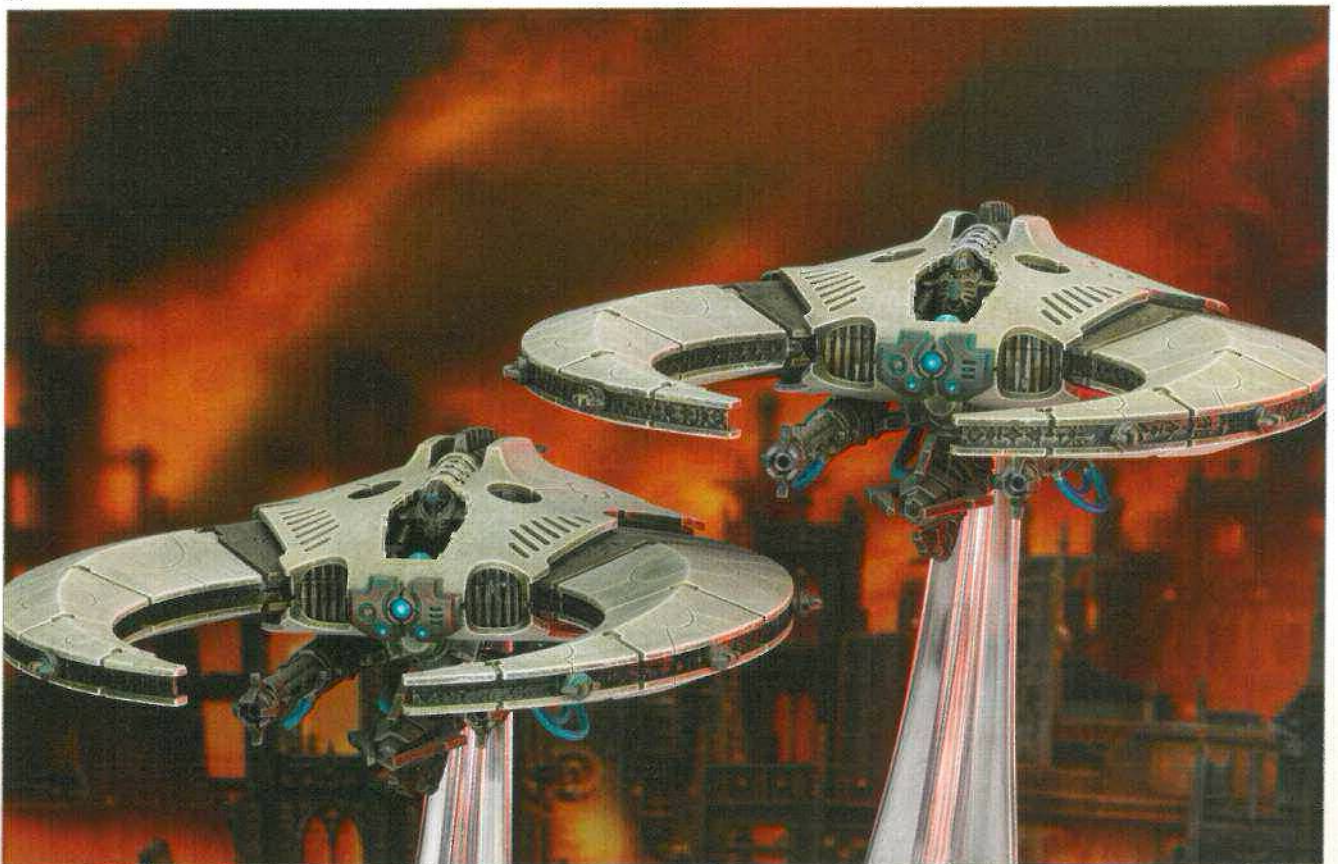
One thing I like about having the Obelisk in my army is that, when it arrives into play (whether starting on the board or entering by Deep Strike), it's such a foreboding unit that it simply becomes the focal point of the game. It draws huge amounts of fire and attracts demolition teams like moths to a candle (and it seldom ends well for moths in those situations).



1 Looming large over the Necron army, the Obelisk possesses the power to clear the skies of enemies with its gravity pulse, and hammer nearby targets with powerful tesla spheres.

2 "When I'm using the Obelisk it tends to draw in enemy units who plan on killing it," Chad says. "My Canoptek Wraiths and Canoptek Scarabs are assigned guardian duties, intercepting enemies who want to destroy it in combat."

3 "With the skies swept clear by my Obelisk, I tend to fill them with my own Doom Scythes," Chad says. "There's a bit of cheeky fun in controlling the airspace above the battlefield so totally, although I do still need to watch out for enemy anti-aircraft weapons such as Aegis Defence Lines and so on, so I try and hit those first."





1

THE TYRANT'S REDOUBT

Matt Hutson

Matt: Getting my hands on Warhammer 40,000: Stronghold Assault has given a new lease of life to some of the things in my collection – especially my Chaos Space Marines. When Planetstrike came out I painted up a series of Bastions for my Red Corsairs army. Stronghold Assault frees me to include them alongside my army in games of Warhammer 40,000 too, which has been great fun. I've got an 'Imperial Strongpoint' (which has been suitably defaced, don't worry), that so far consists of a trio of Imperial Bastions and an Aegis Defense Line. I'm planning to add the Skyshield Landing pad to my arsenal too;

Stronghold Assault has an upgrade that lets you start with a flyer ready for action on the landing pad. I like the idea of starting with my Helderdrake in play, rather than entering as a reserve.

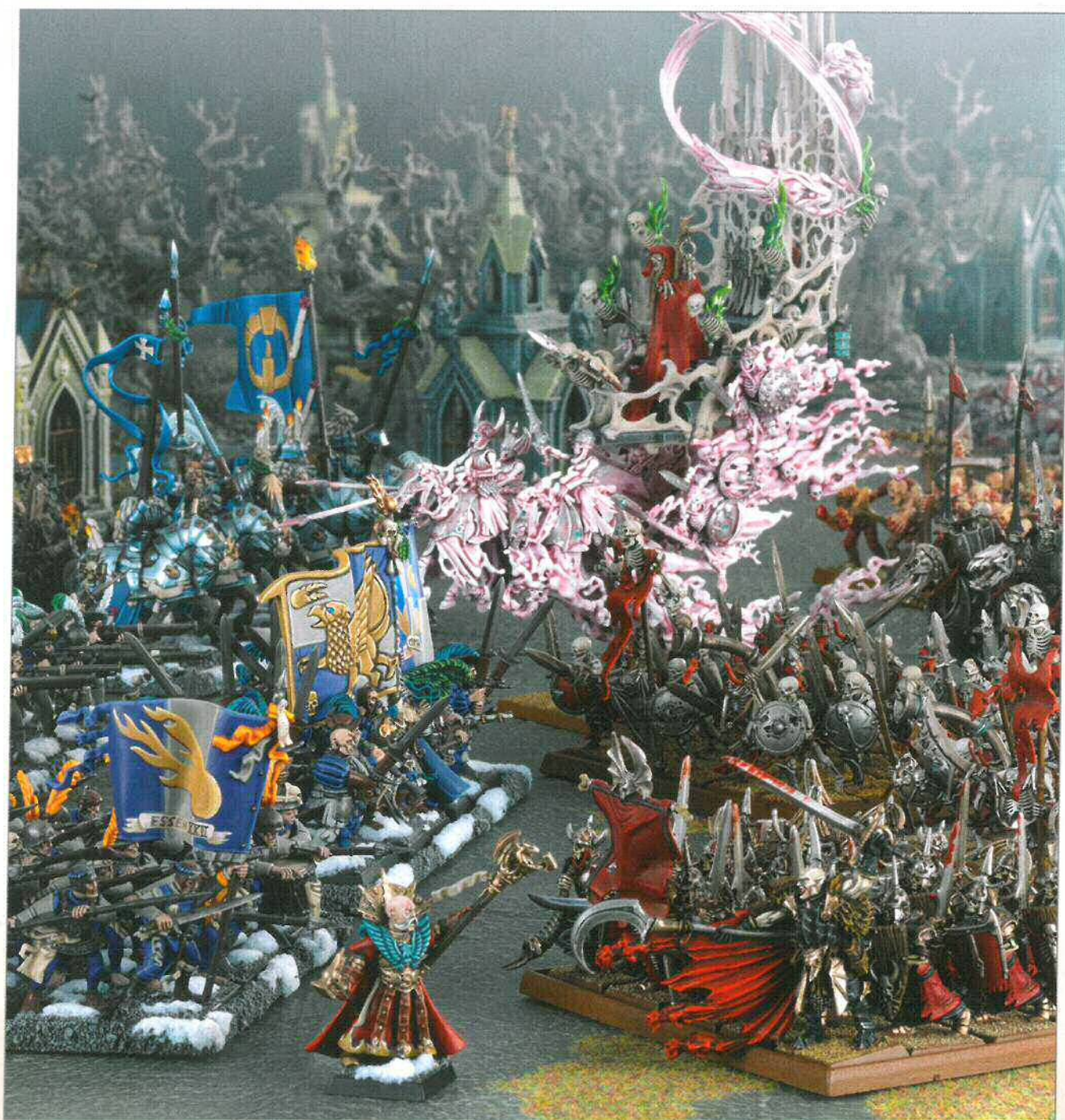
My Helderdrake is really good in Stronghold Assault – its baleflamer easily kills troops sheltering behind Defence Lines of any type. In fact, my army has a lot of template weapons with this in mind, with flammers throughout the force. Even Huron Blackheart himself carries a heavy flamer, and fortifications offer no protection against super-heated promethium.



- 1 Matt's Chaos Space Marines advance from behind the armoured walls of their stronghold. With squads hunkering down in Bastions, the Chaos Space Marines all but defy the enemy to attack them.
- 2 "My Chaos Bastions are a nasty combination of offensive power, and protection for my men," Matt says. "They make good firing positions, and they can be upgraded with powerful weapons. The more you include in your force, the more profound their effect seems to be."

SIGMAR'S BLOOD

A CAMPAIGN REPORT



Dan and Matt pit their collections against each other on the mist-wreathed battlefields of Sylvania as they play through the Sigmar's Blood campaign book.

Dan: When Sigmar's Blood arrived in the office both myself and Matt were keen to give it a go. Seeing as I'm painting Empire models at the moment and Matt already has a sizeable collection of Vampire Counts, we were really excited to pit our armies against each other.

Sigmar's Blood has a great background story – just what you need to get your hobby juices flowing. Mannfred von Carstein has returned to Sylvania and claimed it for his own, challenging the Emperor to take it back. Unable to spare his troops due to the continuing war in the north, Karl Franz sends the Grand Theogonist, Volkmar the Grim, to vanquish Mannfred once and for all. The story follows Volkmar's crusade into Sylvania and the battles his army fights in their quest to hunt down the last von Carstein.

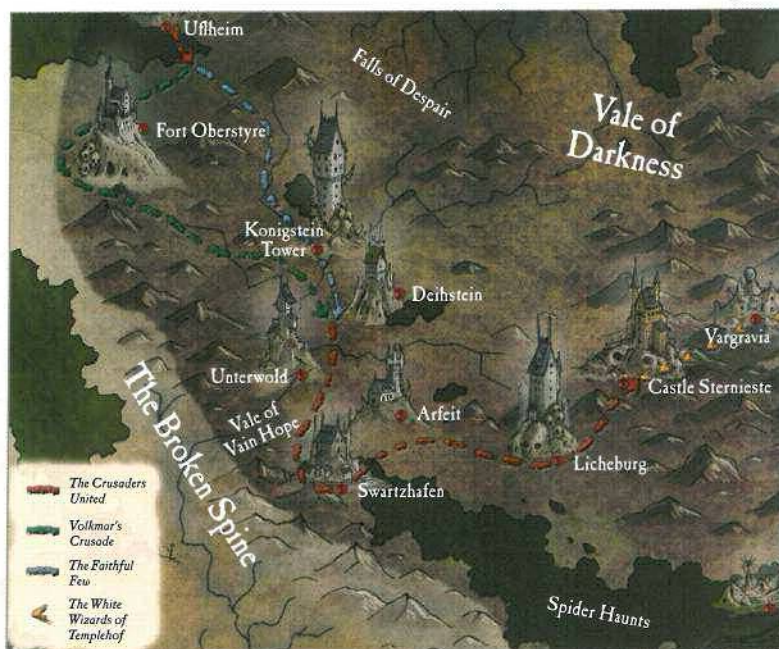
Each of the four scenarios in the book is unique and all of them feature bespoke rules for that particular battle. In some the sides are deliberately unbalanced, but that's part of the charm of playing a narrative campaign – both myself and Matt knew which fights would be tough and we were determined to out-battle each other despite the opposition. In the aftermath of each scenario you get to see if any of your heroes have gained experience from their encounter with the enemy and if their valiant efforts will benefit you in the next battle. You'll also find that Sylvania gets progressively darker as the campaign continues, leading to serious morale issues for the Empire troops.

The forces for each battle are pre-determined as part of the campaign's story. In the first battle you fight with relatively small forces, representing the first tentative steps of the crusade into Sylvania, while the last battle outside Castle Sternieste is a massive bloodbath involving all of the units to take part in the campaign so far, plus a few timely reinforcements. It's worth noting that while each battle revolves around a specific

selection of miniatures, it's not against the rules to swap them for ones that you already have in your collection. I don't, for example, have 20 Swordsmen to represent Sigmar's Sons. I do have 20 Spearmen that I painted for my Armies on Parade board though, which will fill the role admirably. You'll notice in the army lists on the next page that both myself and Matt substitute some of the units in the campaign to match the models in our collections. Arch Lector Kaslain becomes Arch Lector Davian, for example, while the Devils of Swartzhafen (a unit of Vargheists) become the solitary Devil of Swartzhafen – a fearsome Varghulf.

On that note, reading the campaign book encouraged both of us to add to our collections ahead of playing the scenarios. Amusingly, neither of us had painted the main protagonists – Volkmar and Mannfred – so we made them our priorities. Matt then set to work on the Mortis Engine while I tackled the Luminark of Hysh. It was a real buzz racing each other to get them painted in time. With our collections ready and a pile of spare Skeletons on standby, we adjourned to the White Dwarf hobby room to begin our campaign.

The campaign map in Sigmar's Blood shows the advance of Volkmar's Crusade into Sylvania. While the Grand Theogonist and von Korden the Witch Hunter advance from the west, the Wizards of Templehof march from the east, their paths converging on Castle Sternieste, the site of the fourth and final battle.



DAN HARDEN: VOLKMAR'S CRUSADE



THE EMPIRE (The following four forces are used in various configurations throughout the campaign.)

The Faithful Few

Alberich von Korden
Witch Hunter carrying the White Ring of Templehof.

The Knightly Order of the Everlasting Light
5 Empire Knights of the Inner Circle including Preceptor Mathius Turento, musician and standard bearer.

The Silver Bullets
10 Handgunners including Marksman Curser Bredt.

The Comets

20 Spearmen including Sergeant Edgar Haylegh, musician and standard bearer.

The Hammer of Witches
Great Cannon and three crew.

Volkmar's Crusade

Volkmar the Grim

Arch Lector Davian
Arch Lector carrying the Reikhammer and mounted on the Altar of Morr.

The Bone Sifters

20 Flagellants including the Prophet of Doom, Flamin' Heidrich.

The White Wizards

Jovi Sunscryer
Level 4 Wizard Lord with the Talisman of Preservation.

The Templehof Luminark
Luminark of Hysh including Acolytes Neftap and Khalep.

Micheletto's Masked Men
10 Free Company Militia.

The Death's Heads

10 Halberdiers including Sergeant Kurt Steinhaus, musician and standard bearer.

The Drakwald Riders

The Essen Pistolier Corp
6 Pistoliers including Outrider Jakob 'Glass Eye' Reisman and a musician.

The Sunmaker
Helstorm Rocket Battery and three crew.

The Peacocks

21 Empire Greatswords including the Count's Champion Erik von Luddenschaften, musician and standard bearer carrying the Standard of Discipline.

MATT HUTSON: MANNFRED'S LEGION



THE VAMPIRE COUNTS

(The following four forces are used in various configurations throughout the campaign.)

Ghorst's Nightstalkers

Helman Ghorst

Level 2 Necromancer with the Cursed Book, mounted on a Corpse Cart.

The Feasters in the Dusk

20 Crypt Ghouls including a Crypt Ghast.

The Direpack

10 Dire Wolves including a Doom Wolf.

The Konigstein Stalkers

20 Skeleton Warriors including Skeleton Champion, musician and standard bearer.

The Midnight Haul

Count Mannfred

The Tithe

20 Zombies including musician and standard bearer.

The Devil of Swartzhafen

Varghulf.

Guardians of the Necropolis

Whispering Nell

Tomb Banshee Hero with Ghostly Whisper.

Vhostus of the Black Scythe

Cairn Wraith Hero.

The Corpse Knights

5 Black Knights including Hell Knight, musician and standard bearer.

The Claw of Nagash

Mortis Engine with Blasphemous Tome.

The Forgotten Legion

Verek the Blade

Wight King armed with the Sword of Striking.

Verek's Reavers

20 Grave Guard including Seneschal, musician and standard bearer carrying the Banner of the Barrows.

The Sternsmen

20 Skeleton Warriors including Skeleton Champion, musician and standard bearer carrying the Screaming Banner.

BATTLE 1: THE MIDNIGHT HUNT

The Witch Hunter Alberich von Korden leads the Faithful Few into Konigstein in search of the Necromancer Ghorst and his degenerate Nightstalkers.

As von Korden's troops readied themselves for battle, a miasma of darkness swirled around the Necromancer, spurring the nearby undead into action. Desperate to put an end to Ghorst's spells, von Korden aimed his pistol at the vile creature, blasting an anointed bullet through the Necromancer's decayed flesh.

Eager to prove their mettle, the Knightly Order of the Everlasting Light spurred their mounts into a sprint, their charge shattering the Konigstein Stalkers. Within minutes the re-animated dead were ground into the dirt and the Knights lined up for a fresh charge.

Across the field, the Comets made a dash for Deathknell Watch to send a message to von Korden's allies. Their advance was met by degenerate Ghouls that leapt into the Spearmen, their filth-encrusted claws making short work of the lightly-armoured warriors. As the remaining Spearmen fled the field, von Korden advanced alone to face Ghorst in combat, his greatsword tearing the Necromancer open from crotch to sternum. His victory was short-lived, however, as the filthy Corpse Cart hammered into him, crushing the Witch Hunter beneath its wheels.



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- 1 The Knightly Order of the Everlasting Light thundered out of the mist and into the Konigstein Stalkers, shattering their bones and grinding them into the dirt.
- 2 Caught unawares, the crew of the Hammer of Witches loaded grapeshot, hoping to kill the Direpack before they were overwhelmed.
- 3 The Comets found themselves in a losing battle against a tide of filth-encrusted Ghouls. The battle is over swiftly, the remaining Spearmen fleeing the field as their former comrades are torn limb from limb.

BATTLE 2: THE PARLEY OF BLADES

As a wounded Ghorst flees to Schwartzhafen to meet up with Mannfred's Midnight Haul, Volkmar's Crusade unites with von Korden and his troops, intent on catching the Vampire before he can escape.



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4 Mannfred von Carstein led the defence of Schwartzhafen personally, seeing off the charge of the Knights, but failing to slay them; a mistake that would cost the Vampire dearly.

5 The Tithe stood at one of the three entrances to Schwartzhafen. Having already defeated the Direpack, The Comets also made short work of the walking corpses.

6 With Empire troops in the town, Mannfred found himself outnumbered. Before Volkmar could challenge him the Vampire disappeared in a cloud of bats.



6

Following his defeat at Konigstein, von Korden was desperate to lead the charge into Swartzhelm, an error that cost him dearly when Ghorst incapacitated him with a blast of Necromantic magic. Following in von Korden's wake, the Bone Sifters piled into the Feasters in the Dusk, the fight descending into a gore-soaked mêlée from which only two Ghouls emerged. As they bounded past the hulking form of the Devil of Swartzhafen, they were quickly despatched by the Silver Bullets. Reloading at double-time, the Handgunners set their sights on the Varghulf, filling it with silvered shot as it clambered over the Altar of Morr, Arch Lector Davian lying wounded in its wake.

On the other flank, Volkmar led the Comets into one brutal combat after another, cutting through both the Dire Wolves and the Zombies. Nearby the Knights found themselves in a ferocious fight against Count Mannfred who pulled two of them from the saddle before they could strike at him. Circling away from the Vampire, the Knights charged through a host of Skeletons as they burst from the ground and followed Volkmar's Spearmen into the town. Surrounded, Mannfred fled before Volkmar's fiery rhetoric.

BATTLE 3: THE HIDDEN NECROPOLIS

In nearby Vargravia the White Wizard, Jovi Sunscryer, and his rag-tag militia march towards the Vargravia Observatory, little knowing that the Guardians of the Necropolis are lying in wait for them.



- 1 As the White Wizards guided the Luminark up to the observatory, the Claw of Nagash loomed into view, its baleful energies tearing at the arcane war machine. Nearby, the Death's Heads Halberdiers fought bravely to stop the Corpse Knights riding down Jovi Sunscryer.
- 2 Unhindered by earthly barriers such as walls and buildings, Whispering Nell materialised in front of the Luminark, her ghostly keening leaving Khalep and Neftep, the two Acolytes, reeling in agony. The nearby Masked Men could only look on in horror.

A powerful telescope sits at the heart of the Vargravia Observatory – the perfect lens to augment the Luminark's arcane weapon. Advancing quickly towards the shadowy manse, the Empire forces were suddenly assailed by wraith-like creatures and heavily armoured undead knights. With the Wind of Hysh swirling around him, Jovi Sunscryer attempted to banish the long-dead warriors, but his spell crackled harmlessly off their ethereal forms as they hammered into the Death's Head Halberdiers.

Yet the Black Knights were nothing more than a distraction, as from behind them appeared Whispering Nell – a ghostly Banshee. As Khalep and Neftep felt their souls being consumed, a blast of dark magic emanated from the Claw of Nagash, shattering the Luminark's aether-lenses and leaving the Empire force in tatters.



BATTLE 4: BATTLE OF THE BARROWS

Volkmar's army stands united against the dreaded hordes of Mannfred's Undead host. As the battle unfolds, the Drakwald Riders and the Forgotten Legion join the fray, turning the mêlée into a blood-bath.



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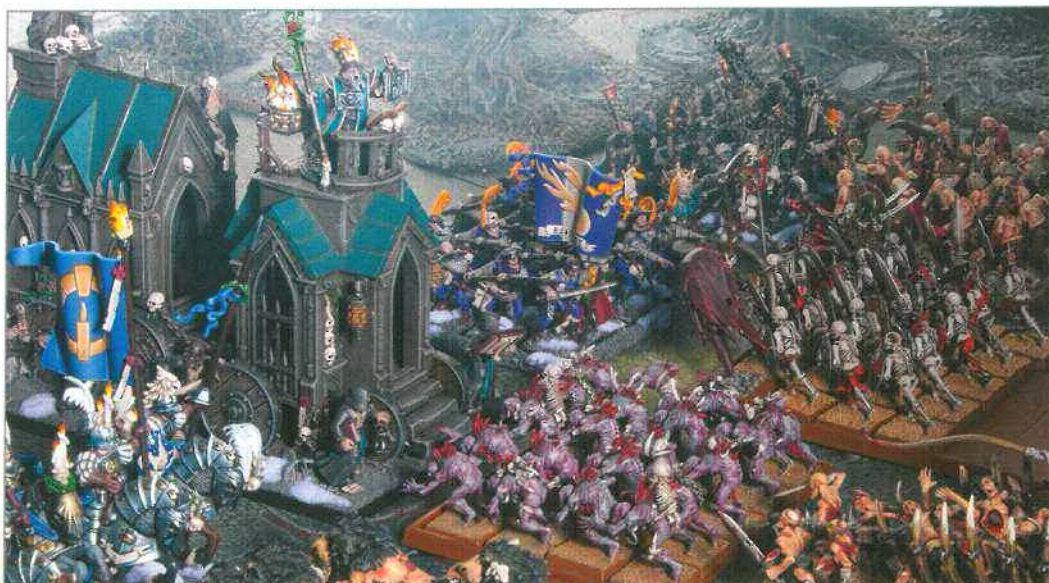


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3 The Empire troops advanced en-masse, intent on getting to grips with the Vampire Counts. Bolstered by Davian and Volkmar's battle prayers, the Empire soldiery were set for the final battle.

4 The Order of the Everlasting Light were the first to engage the enemy in combat. They charged into the Direpack, leaving them broken beyond repair.

5 The two armies clash with Mannfred and Volkmar at the heart of the battle.



5

By the time Volkmar's Crusade reached Castle Sternieste a pall of darkness had fallen over Sylvania, leaving the Empire soldiers spooked and demoralised. As they marched up to the castle they found their way blocked by a horde of undead, Count Mannfred standing arrogantly at the fore. As the two armies grew closer, Mannfred's magical prowess began to show and it took the efforts of both Warrior Priests to stop his magical onslaught.

On the right flank, a blare of trumpets announced the arrival of the Pistolier Corp, backed up by the survivors of the battle at the Vargravia Observatory. The combined firepower of the Pistoliers and the Silver Bullets tore apart the nearby Corpse Knights, leaving the flank of Mannfred's army wide open. Nearby, the crew minding the Hammer of Witches sighted their first target – the Necromancer Ghorst. Tasked by von Korden to bring down the heinous wizard, they lined up the cannon on the Corpse Cart. Cannonball loaded, master gunner Roan lit the touch-paper. The cannon exploded in a shower of burning metal and wooden splinters. In the shadow of Castle Sternieste, Helman Ghorst smirked at his good fortune and began casting his next invocation.

► Galvanised by the Necromantic energy emanating from the Corpse Cart, the Sternsmen tore into the Comets before they were smashed to dust in turn, the Spearmen's resolve bolstered by the presence of Volkmar and the Altar of Morr. Infuriated, Mannfred willed the Feasters in the Dusk to eliminate the Arch Lector; a task they duly relished. As the trundling Altar ground to a halt, Davian's remains were hurled from the pulpit, his gruesome demise sparking a rout that caused the newly arrived Greatswords to flee.

With the battle still in the balance, Mannfred called upon his reserves, which stumbled from nearby crypts to engage the embattled Flagellants. As Volkmar smashed Vhostus into ethereal dust, Mannfred cast the Invocation of Nehek with such force that Jovi Sunscryer was smashed to the ground by the magical onslaught. Skeletons, Ghouls and Zombies rose up around Volkmar and his remaining men, cutting off their retreat. Mannfred grinned, pushed aside his skeletal minions and strode towards the Grand Theogonist.



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1 Having defeated the Dire Wolves the Knights turned their attention on the nearby Varghulf. Their jubilation was short-lived however, as a deathly chill from the Mortis Engine swept over them, consuming their souls.

2 His warriors lying dead at his feet and his crusade in tatters, Volkmar the Grim challenged Mannfred von Carstein to single combat. His plan having come to fruition, Mannfred gladly accepted and beat the old man to the ground. The few remaining warriors of Volkmar's Crusade watched in horror as the Varghulf picked up the limp body of the Grand Theogonist and carried it back to Castle Sternieste.

A CRUSADE IN TATTERS

As the bloodied survivors stagger out of Sylvania, Dan reviews the Sigmar's Blood campaign.

Dan: Well, that was a brutal and bloody affair and no mistake! From start to finish the campaign was a blast, every second of it fast and furious, fun and terrifying in equal measure.

Both Matt and I really liked the way the scenarios were linked together through the background story and how new characters were introduced as the campaign progressed. The scenario special rules also helped to make every game feel fresh, exciting and different.

Each of the four games threw up different challenges for the two of us, which lead to some amusing and wholly characterful anecdotes that we'll no doubt reminisce about for quite some time. Ghorst challenging von Korden to single combat in the first game saw Matt really getting into the spirit (pun very much intended) of playing as the Vampire Counts, despite the fact that the Necromancer's demise led to the majority of his remaining Undead minions crumbling into dust.

As Volkmar's Crusade advanced further into Sylvania, we both began to appreciate the spectacle of a narrative campaign. The leafless trees and mouldering mausoleums of Swartzhafen set the scene perfectly and the two armies looked great arrayed against each other. Both myself and Matt have different reasons for loving this scenario. The look on Matt's face as the Silver Bullets gunned down the Varghulf was priceless and really made the scenario for me. Silver Bullets for a vampiric nightmare – very fitting. In return, Matt got to use Mannfred von Carstein for the first time – an experience that he relished, leaving him wondering why he hadn't painted the Machiavellian monster sooner.

The battle at the Vargravia Observatory was unusual in that victory was achieved by reaching the manse in the centre of the board, whereby the Light Wizards could use the telescope's lens to augment the

power of the Luminark's aether-lenses. So intent was I on achieving my mission that I completely forgot about Whispering Nell. Minor characters such as Nell that appear throughout the campaign really enhanced the gaming experience.

Despite Volkmar's defeat outside Castle Sternieste, I found the end of the campaign immensely satisfying. A good game always inspires my hobby, so four in a row certainly generated some new ideas. Matt has already got a box of Vargheists open on his desk... ☠

3 Helman Ghorst proved to be the bane of Volkmar's Crusade. His necromantic spellcasting ensured that Mannfred's legions remained at full strength throughout most of the campaign.

4 Mannfred von Carstein – just what is he planning to do with Volkmar?



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.



NURGLE CHAOS LORD

SCULPTED BY BRIAN NELSON
NOMINATED BY MARKUS TRENNER



Markus is a Graphic Design Lead in the Studio, responsible for the visual presentation of our many books.

Markus: There are a few reasons why I chose to nominate this model to the Citadel Hall of Fame. The first is the way it brings the horror of Chaos to life, specifically the rancid, buboe-ridden nature of Nurgle, so perfectly. My favourite piece of Warhammer art is an image drawn by Adrian Smith of a Chaos champion called Korpus Festerheart, and I really admire how Brian harnessed the flavour of that piece on his plastic miniature. Part of the appeal of this model for me is how Brian has conveyed a real sense of menace in a model that is essentially standing still.

It's all about the attitude that this Chaos Lord is giving off though, rather than what he's doing – I imagine him standing at the front of an army, his presence alone posing the threat of violence to the enemy.

Really, this model is comparatively new. It's been in the Citadel range for a couple of years, but it's already one of the most popular miniatures with painters and modellers. Just think of the number of times it has appeared in Golden Demon or White Dwarf, or as part of a conversion or army – the sure sign of an instant classic.



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- 1 "This piece of art is by veteran illustrator Adrian Smith," Markus says. "It is my go-to piece for the imagery of a Nurgle champion, and I feel that Brian's miniature embodies everything that is 'right' about this picture, from the horn jutting from the helm to the corpulent flesh, weeping sores and signs of corrosion and decay."
- 2 "Across the model there are lots of Nurgle indicators," Brian says. "From the recurring triple pox-mark to the fly on the vambrace, which is taken from a Realm of Chaos book from the 1980s."

Brian: I find it very gratifying when a hobbyist parts with their hard-earned money to buy, and paint, something that I have made. Markus' comments touch on something I have been honoured to observe, as people have added their own paint jobs, conversions and style to a model that I have made. A question I am often asked is how I feel about conversions of 'my' models. The truth is, I really enjoy seeing them. They are embellishments of my own work, and I really like the fact that someone has taken something I designed and made it their own.

Regarding the Nurgle Chaos Lord, I made him at a time when I had pretty much free choice on what I designed. Our artists and writers have delved so far into the Realm of Chaos there are probably hundreds of ways you could interpret a Chaos Champion, but as Markus points out, I was led strongly by the imagery of Adrian Smith to create something iconic. Working in the plastic medium lets you get a certain texture on the models, which lent itself really well to the folds and rolls of flesh on the model, which explains the horrible expanse of rotting flesh. ☠



Brian is an elite Citadel Miniatures Designer renowned for his technical excellence and innovation.

WRAITHKNIGHTS AND RIPTIDES

There has been a distinct xenos presence in the White Dwarf bunker this month as we have amassed a selection of beautifully painted Eldar Wraithknights and Tau Riptides for this Parade Ground gallery.

SERPENT'S VENGEANCE

Jason Lee

"My paint scheme for this model came from Forge World's Model Masterclass Volume Two," Jason says about his Saim Hann Wraithknight. "I followed the advice in there, and gave it my own spin, with additional highlights and gem detailing. The Saim Hann heraldry is inspired by the vehicles painted by the 'Eavy Metal team, so I have added chevrons and even stars on the black armour plates. The craftworld runes are transfers I applied to the model, and then painted over with White Scar to make them brighter against the dark background."



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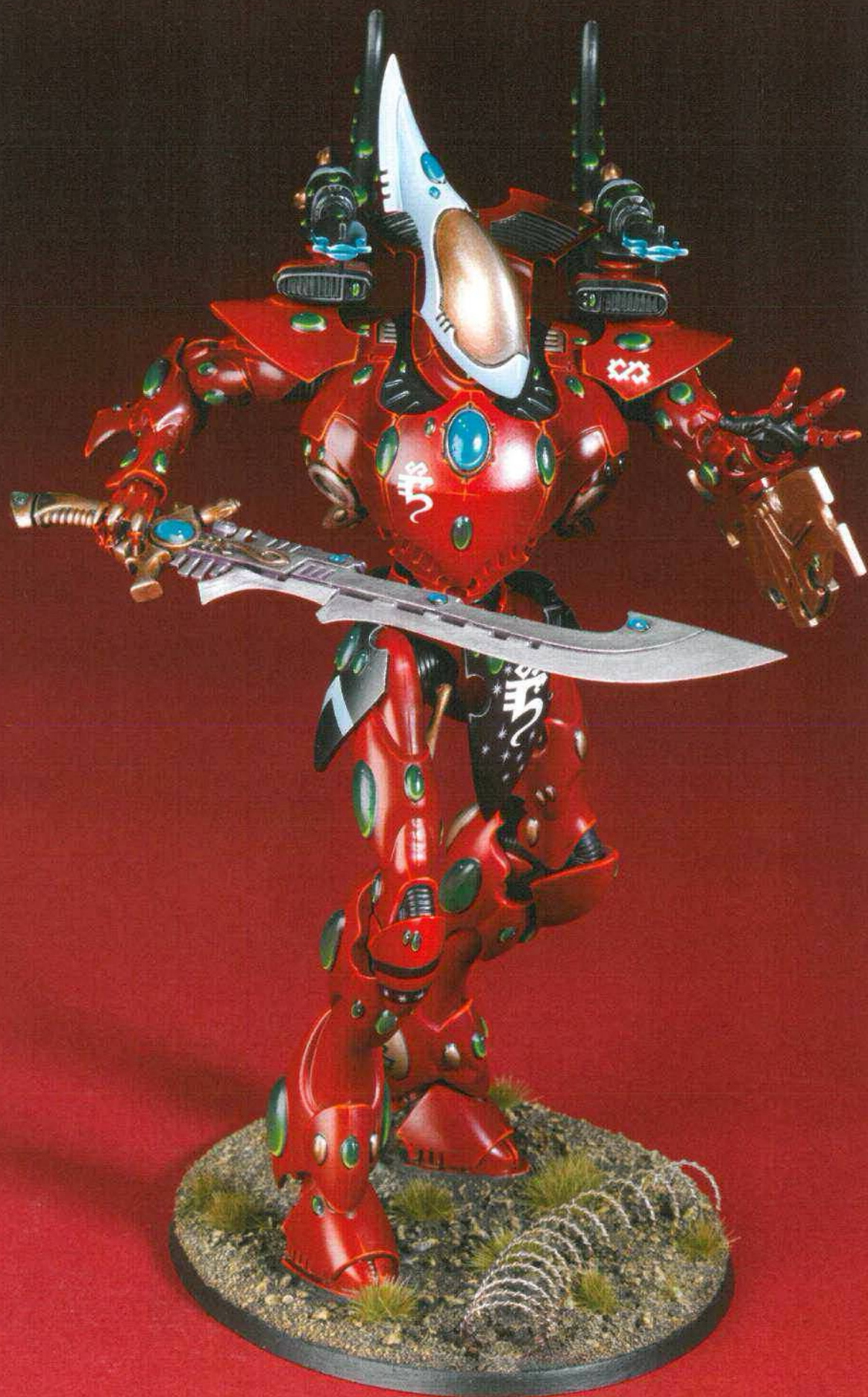


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- 1 Jason paid special attention to the symbolic spirit seal on the Wraithknight's back.
- 2 Jason kept the silver blade of the ghostblade bright, so it gleams against the red of the Wraithknight's armour.
- 3 "The longest aspect in painting this model was definitely all the gems," Jason says. "That's something I've found with all of my Eldar models."





SHAS'URE DARKSHADOW

Andy Keddie

This **Riptide** is the centrepiece of Andy's burgeoning Tau Empire army, a small strike force that hails from the N'dras sept world. Andy already has an Ork army, and he's been basing the models from both of these forces to match each other – his idea is that the two factions are fighting over an abandoned Imperial mining world on the edge of the Eastern Fringe, which explains the broken piping and tile work that he has modelled onto the base.

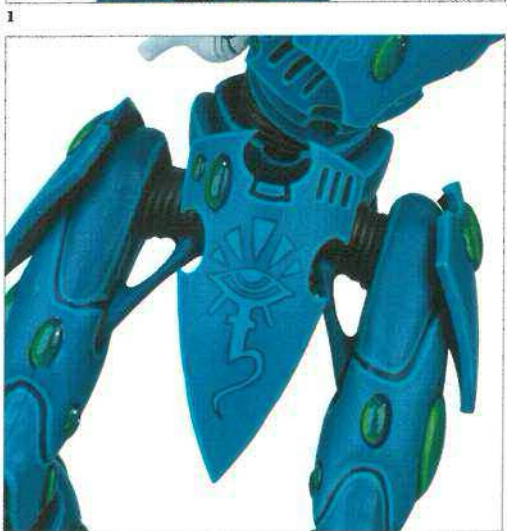
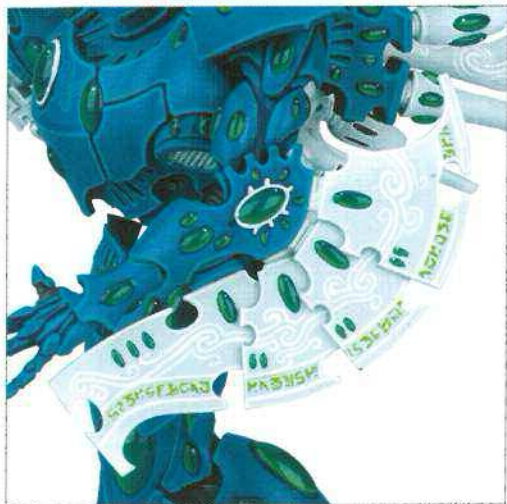


- 1 Andy's Riptide Battlesuit has been modelled to be kneeling low to the ground, bracing against enemy fire with his shield generator.
- 2 Andy has used a simple but effective weathering technique to make Darkshadow look like he is on an extended campaign. "I lightly drybrushed and stippled the suit's edges with Abaddon Black, followed by Necron Compound," he explained.

THE TEAR OF MYMEARA

Dan Harden

Dan has been working on his Eldar army on and off for years now. "It's based on the Mymeara Craftworld, which features in Forge World's Imperial Armour: The Doom of Mymeara," he explains. "The most time-intensive aspect of painting this model was certainly all the gems I have added. Some people are surprised to find that it took a lot longer than the swirling patterns on the armour, but mainly that's because there were 352 of them to do."



1 You can see the fine freehand swirls on the Wraithknight's scattershield, which Dan has painted on many of the armour plates – Dan explains how to achieve this effect in Paint Splatter on page 117.

2 Dan has faithfully reproduced the rune for Craftworld Mymeara on the model's groin plate.

3 The Wraithknight, Tear of Mymeara, has been subtly converted so that it is loping forwards.





1

SHAS'VRE VIOR'LA VEDIC

Jes Bickham

What was a 'just because' project for Jes has turned into a rapidly growing Tau Empire army, as he steadily increases it with new models. So far, this Riptide is the centrepiece of his collection. "My Tau army hails from the T'au sept world," he says, explaining their white sept markings, "but I really like the colour Dan painted his Eldar Crimson Hunter a few months back, so I replicated that colour scheme for my own models, rather than the traditional brown."



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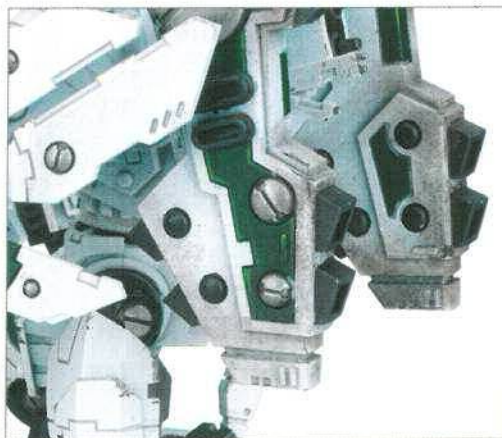
- 1 Jes' Tau Riptide stands triumphant over the severed head of a fallen Tyranid Tyrannofex.
- 2 "I have a large Tyranid army called Hive Fleet Eumenides, which means I have lots of spares," says Jes. "I used a Tyrannofex head for a gory trophy, and made innards with the connector tubing from the Tyrannofex's acid spray, painted red and slathered with a layer of 'Arcoat."



SHAS'VRE OSH'KOS

Jim Lister

"I've painted this Riptide as part of an army I'm working on for a Battle Brothers event at Warhammer World with Andy Keddie," Jim says, introducing his Riptide Battlesuit. "The colours are inspired by models in Matt Holland's Tau army. I didn't want to copy them outright, so I've used Caliban Green as my detail colour against stark white armour. The dark green and black should contrast nicely with Andy's light green and black army."



- 1 Shas've Osh'Kos has a base that has been detailed with rocks, static grass and even some frozen water, created using the ice sheet from the Northern Wastes basing kit.
- 2 Jim has used weathering techniques to make his Riptide look like it's seen hard use. Here you can see he has added dirt caused by exhaust smoke using Forge World Weathering Powders.

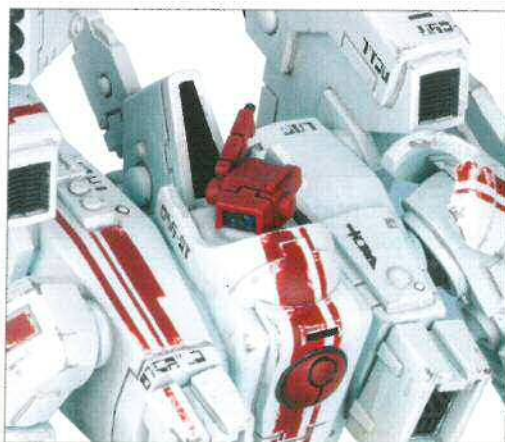


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SHAS'URE LIGHTPATH

Matt Holland

As the designer behind the Riptide Battlesuit, Matt has a special enthusiasm for the Tau that spreads to every aspect of his army. Each model in his force has the correct sept and squad markings. Matt even goes so far as to use all the relevant transfers to depict the rank and status of his models. "I like to make sure they look as realistic as possible," he explains, "so that they are facsimiles of their counterparts in the 41st Millennium."



2

- 1 Matt cut the locator plugs off the joints of his Riptide to allow him to repose it into this upright posture, reminiscent of Kevin Chin's artwork from Codex: Tau Empire.
- 2 Matt puts a great deal of care into the markings on his models. He has used transfers to add Tau script onto his armour, and the bonding knife symbol on the shoulder.



SHAS'URE VE'TAU

Glenn More

Another hobbyist who has drawn inspiration from Matt Holland's Tau, Glenn was so impressed by the pose of Matt's battlesuit that he bought one from the Warhammer World store last thing on a Friday evening and built and painted it over a single weekend. "It also gave me a chance to try out some weathering tips from Forge World's ace modeller Mark Bedford," Glenn says. "I'm really pleased with the overall result."



1 "One of the tips I used on my model was to varnish it after painting, but before I applied the wash," Glenn says. "This makes it slide into the recesses, without staining the surface."

2 Glenn used strips of masking tape cut to the correct size with a Hobby Knife, to make stencils for his battlesuit's markings. He then painted over these with Averland Sunset.

READERS' PARADE GROUND

As well as the monstrous creatures we found around Games Workshop HQ, this month we also have a glut of fantastic Wraithknights and Riptides sent in by readers from around Europe. Feast your eyes on these brilliant examples of the painter's art.



- 1 Max Faleij sent in this outstanding Ulthwé Wraithknight, which is striking a pose atop a ruined Rhino tank.
- 2 Max has added yellow and purple accent colours to the traditional black and bone of Ulthwé.
- 3 This Biel-Tan Wraithknight was painted by Jon Wigstrand, who built up the colour in layers using a Citadel Spray Gun.
- 4 Jon and Max work together in the Stockholm Hobby Centre – note how they have coordinated the visors of their Wraithknight's helms.



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5 This Riptide was painted by Tomáš Pekar, who has chosen a muted green scheme for his model, along with the white sept markings of T'au. Tomáš has painted all the markings on by hand, including the Tau script on the shoulder armour and weapons.

6 We were especially impressed by the glowing blue Tomáš painted onto the ion accelerator, which he has painted using an object source lighting effect. The same effect is repeated in the recesses of the gyros, hinting at the power inside the armoured suit.



7



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7 David Cañas Arribas painted this Riptide in a smooth, mint-green colour. He has altered the pose of the model, so that it looks as though it is running forward, ploughing through the snow as it advances on an unseen enemy.

8 David has painted his Riptide with the orange markings of Sa'cea sept. By adding bronze details, such as the T'au symbol on the shield generator and the gyros, he has kept to a limited colour palette and prevented any clashes.



B LANCHITSU

To glimpse the inner workings of John Blanche's mind is to glimpse the roiling madness of the Realm of Chaos, and it's from these depths that the visions of Warhammer and Warhammer 40,000 spill forth. It's been a while since we saw any of John's own miniatures, but he's been rather busy of late, with a new Adeptus Mechanicus Explorator unit.



John: I've been playing infrequently in a Warhammer 40,000 skirmish campaign with a few of my friends at Warhammer World – if you've been reading White Dwarf over the past year you'll probably have seen many of the forces, not to mention the boards we've been playing on (you can see the battlefield last issue – Ed). Up until now I've been using a couple of different forces – Inquisitor Aubrid and her retinue, as well as my gang of (mutant) sump workers led by the preacher Mendicantus, and I've continued to add to these with the odd converted miniature. I've even been gifted with a fabulous Inquisitor from a friend in Finland, Esa-Pekka, who I've also added to my Inquisitorial retinue.

But it's the Priests of Mars who have been holding my attention lately, especially with the miniatures Forge World have been releasing. I've recently converted an Adeptus Mechanicus Explorator Unit to work alongside my Inquisition force. I imagine them to be delving deep into the sump crust of Yggdrassillium in search of... something. That's why I've painted them all distressed and grimy, as though they've been down there a long time and have slowly rusted and decayed.

JOHN.



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- 1 This Inquisitor in Terminator armour was actually a gift to John from his friend Esa-Pekka Turunen, from Finland.
- 2 The Terminator body is a Forge World Legion Tartaros Terminator.
- 3 Revolting sump-water washes over the Inquisitor's base.
- 4 A henchman for John's own Inquisitor.
- 5 Components from a Skeleton, a Kabalite Warrior and a Talos, amongst others, were used in this conversion.
- 6 The skull on the model's base suggests his macabre line of work.
- 7 The head is actually a Death's Head from the Plaguebearer kit.
- 8 The claws are taken from the Dark Eldar Talos Pain Engine.
- 9 Pneumatic injectors inject drugs directly into the henchman's spine.
- 10 Another of the Inquisitor's henchmen.
- 11 This model uses bits from a Dark Eldar Wych, an Empire Flagellant and more besides, speaking volumes about the contents of John's extensive bits box.
- 12 John has painted a fantastically intricate chequerboard pattern on the model's leggings.
- 13 The head is taken from a Flagellant, and painted with fine tattoos.
- 14 A reliquary from the Grey Knights kit.
- 15 This henchman is equipped with all manner of pouches and vials; no doubt containing yet more sinister wargear.

- 1 This tracked fellow provides heavy fire support to the team.
- 2 The body is adorned with the symbol of the Adeptus Mechanicus.
- 3 The tracked unit is covered with dirt.
- 4 The head is from Forge World's Nurgle Herald.
- 5 A heavy lifting claw allows for the reclamation of valuable archeotech found in the depths of the sump.
- 6 Even the Tech-Priest's own bionics are worn and decayed.
- 7 This Servitor is used for heavy lifting, but has been in the sump so long he barely works.
- 8 The base is decorated with a skull
- 9 The head is taken from a Grey Knight Terminator.
- 10 The claw is taken from the Herald of Nurgle.
- 11 The tabard is intricately illuminated much like John's sketch book.
- 12 The body is that of a Forge World Thallaxii.
- 13 The Explorator unit.
- 14 Forge World's Magos Dominus, who John uses as his Tech-Priest.
- 15 The Cairn Wraith has been converted into some sort of Techno-wraith, cables trailing from beneath his robes.
- 16 The Magos has only been lightly converted, his rad cleanser swapped for a heavy flamer.
- 17 The Magos's bionics remain in surprisingly good condition.
- 18 The metal mask is part of the Cairn Wraith kit.
- 19 A crude brass manipulator.





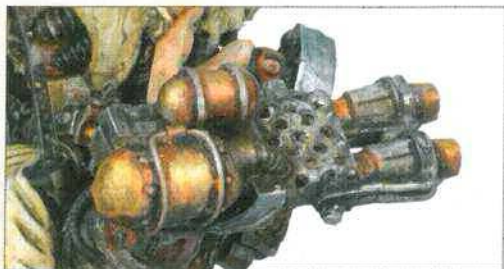
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KIT BASH

SPACE MARINE DREADNOUGHTS

Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month we take a look at six converted Space Marine Dreadnoughts.

DARK ANGELS DREADNOUGHT

Yan Zacks

This **Venerable Dreadnought** is the handiwork of Yan, a longtime hobbyist who has a number of armies in his collection. "I first started collecting my Dark Angels back in 1993," Yan says, "and I have added to the army regularly since then. Having a large bits box full of left over Dark Angels components is very handy, because it gives me lots of spares to use on my models. I did this Dreadnought to challenge my modelling ability, and even tried following a technique for sculpting feathers that I learned in a demonstration by the Citadel Design Team at a Warhammer World open day."



- 1 "The relic mounted on the Dreadnought's back is a spare from my Land Speeder Vengeance kit," Yan says. "If you build the model as a Vengeance, rather than a Darkshroud, you get spare bits that are great for adding to other models in your army."
- 2 "The Space Marine Drop Pod kit comes with markings for several Chapters in it," says Yan. "Since I have several Space Marine armies, I always keep the spares to use elsewhere – they're great for adding a bit of 'Chapter specific' detail to your models."
- 3 "Dark Angels have long been connected with using plasma weapons," Yan says, "so I chose the plasma cannon for my Dreadnought. You can also see the purity seal I made. I learned to do that at Warhammer World, and have enjoyed practicing the technique."





SALAMANDERS DREADNOUGHT

Eddie Eccles

"I've been collecting Salamanders Space Marine characters for a while now," Eddie says, by way of an introduction to his latest conversion. "Initially my Salamanders models were all based on the heroes of Nick Kyme's *Tome of Fire* series of novels, but now I am inventing characters of my own. This Dreadnought was once a Forgefather on the quest for Vulkan's missing relics. Grievously wounded in fulfilling his duty, he has now passed the mantle of duty to another, perhaps Vulkan He'stan, and instead serves his Chapter from within the armoured sarcophagus of an Ironclad Dreadnought."

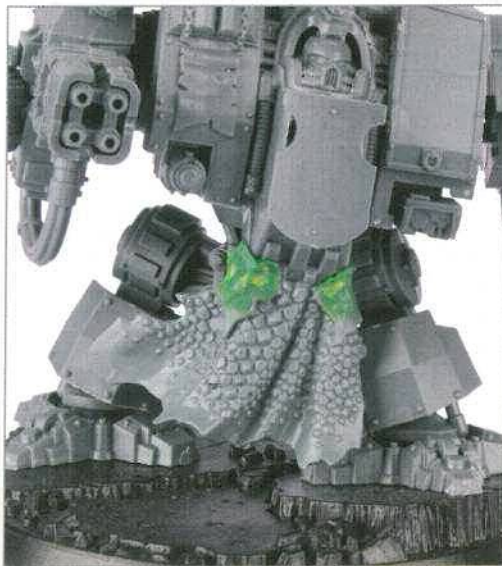


1

1 Eddie has added a spare Saurus shield to his model, which passes for a hide from a fire drake.



2



3

2 "I have armed my Dreadnought with the traditional weapons carried by the Forgefather," says Eddie. "So he has a power halberd and heavy flamer, a spare from the Dreadknight kit mounted onto the frag cannon from a Blood Angels Dreadnought."

3 "I've used a Corsair cloak to represent the fire drake cloak he would have worn before his unfortunate internment."

SOLAR HAWKS DREADNOUGHT

Jon Flindall

"My Solar Hawks are successors of the White Scars Legion, known for rapid attacks so this Ironclad Dreadnought is designed to be carried into battle beneath a Stormraven Gunship," says Jon. "With that in mind, I added an Ork tankbusta bomb to the top of the hull, which looks

like a fitting for the Stormraven's magna grapple. That also informed the placement of the pennants on the hull, which I took from the Ravenwing Command Squad box set – they needed to be far enough apart that the Dreadnought could fit beneath the hull of the Stormraven."



1 "I swapped some components with my colleague Leigh Tomlinson for this force weapon from the Blood Angels Librarian Dreadnought," says Jon. "I wanted to evoke the idea of a hunting spear, with a chainblade on the end, so I added the blade from a spare chainsword in my bits box. The horsehair tail on the end is actually a topknot from the Ork Boyz kit – I have a small Ork collection that I nabbed it from."

2 "There are two excess sails in the Ravenwing Command Squad box (assuming you build the Sergeant with a reliquary box), so I bartered with some friends for these too," says Jon. "I think they look suitable for the somewhat tribal Solar Hawks too."



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SPACE WOLVES DREADNOUGHT

Simon Grant

"Space Wolves are my all-time favourite army," says Simon, "and I am always adding things to mine. This Dreadnought is actually Heimdall Wyrdstorm, once a Space Wolf Rune Priest who now channels his psychic might from within the adamantine confines of a Dreadnought

sarcophagus. To emphasise the imagery of a Rune Priest, I have used lots of Space Wolves runic imagery and made Heimdall a rune staff from the gigantic Nemesis Daemon hammer in the Dreadknight kit – with the top replaced by a large wolf skull set onto an Imperial aquila."



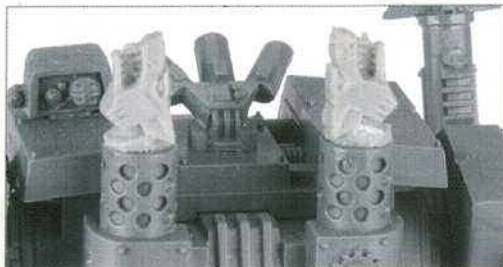
1 Using the Blood Angels Furioso Dreadnought as the base for his conversion, Simon has added plenty of etched brass plaques from Forge World to add runic script to the armour. The wolf pelt is taken from the Chaos Marauders kit.

2 "I was looking for ways to emphasise the Space Wolf nature of the model," says Simon, "so I used the wolf head exhaust outlets from a backpack in the Space Wolves Pack, and mounted them on the Dreadnought's power plant in place of the original exhaust ends."

3 "Every Rune Priest should have a glorious rune weapon, so I made this staff using the skull taken from the banner top in the Chaos Marauder kit," says Simon. "I also carved runes into the haft of the staff so that it looks just right."



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FLESH TEARERS DREADNOUGHT

Adam Snook

As a member of the Warhammer World events team, Adam has lots of opportunities to try out new projects – this Dreadnought is part of a force he has been building for the Vidar's Fate: Carnac campaign weekend in Warhammer World. He's challenged himself to model and

paint an entire Flesh Tearers army for the event. "I want three Dreadnoughts in my force," Adam explains. "Each is carried into battle beneath a Stormraven, and accompanied by a squad of warriors. This one is the force's Librarian; coincidentally, the first Librarian I've ever painted."



1 "I used a Blood Angels Furious Dreadnought to make my Flesh Tearers model. The jump pack mounted on the Dreadnought is a nod to the deadly way he's going to enter play, with the Stormraven dropping him right into the fray," Adam says. "Perhaps it will help arrest his fall."

2 "The Flesh Tearers are brutal and bloodthirsty in close combat, so I wanted to make sure that my Librarian Dreadnought was up to the task," Adam says. "So I have added blood talons to the Dreadnought's fist and joined together the hafts of two force weapons to make one really long pole arm (complete with talons along the back of the halberd blade). The wings help to tie him in with the squad that he'll be fighting alongside in my army, namely the Sanguinary Guard."



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LEGION OF THE DAMNED

Leigh Woosey

"This model is inspired by the cover art of Legion of the Damned by Jon Sullivan," says Leigh. "That picture shows several Legionnaires, fire burning upon their armour as they stalk into battle. They encapsulate the bleak darkness of the 41st Millennium, and that really appeals to me."

I channelled that enthusiasm into making a Dreadnought, a warrior who has suffered the ironic fate of dying for his Chapter once, and then rising again as a Damned Legionnaire. For this I used parts from the Flagellant, Coven Throne and Celestial Hurricanum kits."



1 "I used the sarcophagus from the Blood Angels Furioso Dreadnought for my model's front plate," says Leigh. "It's an impassive death mask that conveys a sense of foreboding, and reflects the complete silence in which the Legion of the Damned fight."

2 "I have gathered the eerie smoke tendrils from the Coven Throne to use as supernatural flame rising from the armour of the Dreadnought," says Leigh. "After gluing them into place with Plastic Glue, I've used Liquid Green Stuff to make the flames blend smoothly into the armour."



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ARMIES ON PARADE USA, PART 1

White Dwarf's intrepid photographers, Glenn and Erik, recently returned from Games Day Memphis, where they took in the wonders of the Armies on Parade competition. Here are some of their favourites.

ABE PETERKA'S CHAOS DWARFS

Games Workshop: World of Battle



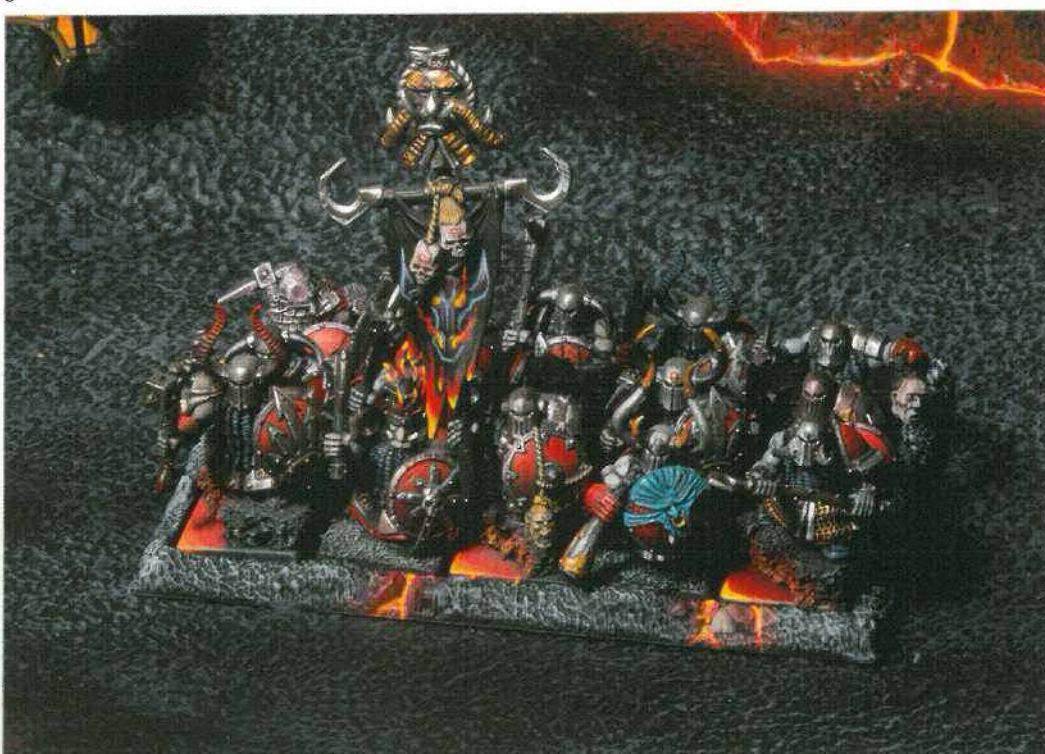
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- 1 This Chaos Dwarf Daemonsmith is one of the many extensive conversions in Abe's Armies on Parade display.
- 2 This pool of skulls is taken from the base of the Deathkneel Watch kit – Abe has painted it to look full of magma.
- 3 The centrepiece of Abe's display is this heavily converted Daemon Engine based on the Chaos Space Marine Defiler kit.
- 4 Even the Chaos Dwarf warriors are converted on this display, an inventive mixture of Dwarf Warriors, Chaos Warriors and Chaos Marauders.

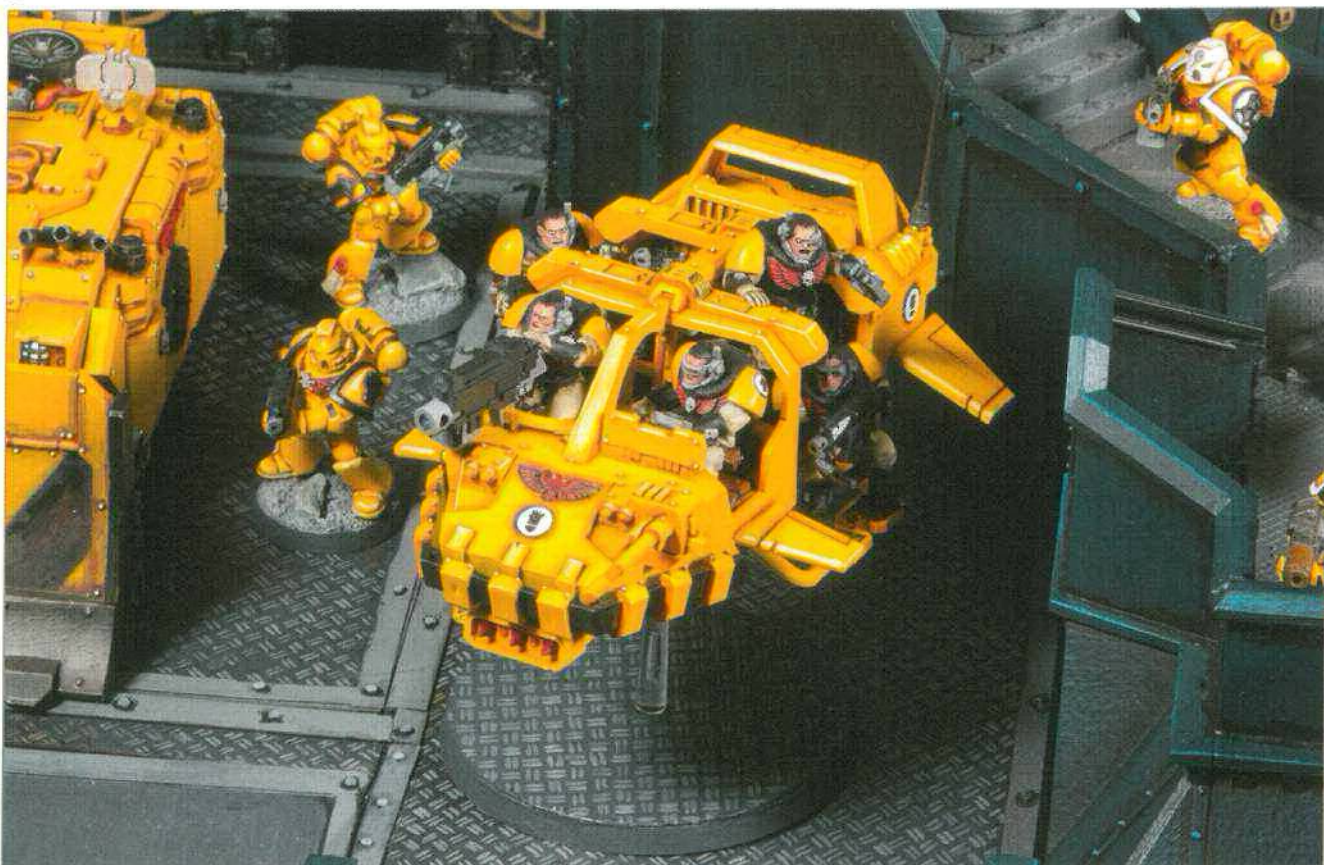
MIKE GUPTON'S IMPERIAL FISTS
Games Workshop: Royal Oaks





1 Mike has made a display that uses a bright, striking colour scheme on a dark, muted board. The weathering that Mike has added to his models, such as the grime across the Vindicator's siege shield, adds a pleasing sense of realism to the models, rather than making them look fresh off the production line.

2 Mike's Land Speeder Storm looks great, with its complement of Space Marine Scouts hanging out from the crew compartment. We really like the way he has based it to match the display board with plasticard, a cunning trick to make sure that his models with large bases don't stand out unduly. If you look carefully at the picture on the far left, he's done the same with the base of his Stormtalon too.





1

1 High up on the Skyshield Landing Pad a Stormraven deploys a combat squad into position. Note that Mike has painted the inside of the Stormraven too – the sure sign of an avid hobbyist.

2 Mike's display is set around a massive building made from Cities of Death kits and a Shrine of the Aquila. The use of the Space Marine statue from within the Honoured Imperium set was especially imaginative – a marbled sentry watching over the sons of Rogal Dorn.



2



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4

3 Mike has clearly got an eye towards tactical and thematic combinations too – with Captain Lysander leading a squad of Sternguard Veterans. Not only does it make sense from a background point of view, for the Captain of the 1st Company to lead his veteran warriors into battle, but it's also a sound tactic in games too, as any experienced Imperial Fist will attest. Note also how the Sternguard have Imperial Fists shoulder pads taken from a bits pack.

4 Hovering over the Imperial Fists army is a Stormtalon Gunship – decked out with twin-linked lascannons and assault cannons.

MIGUEL GARCIA FERNANDEZ'S VAMPIRE COUNTS

Games Workshop: Forest Park



- 1 Above the Undead throng rears a Vampire Lord upon a classic Zombie Dragon. The crisp, bright paint job by Miguel, set against the baleful moon (hand-painted no less) in the background, looks really striking.
- 2 In Miguel's army old and new models rub shoulders. It's a testament to how a collection can be built up over the years, and yet look fantastic when displayed all together.



1



2

ED GRANSTEDT'S SPACE WOLVES

Games Workshop: Sugarland Crossing



1



2

- 1 Ed's army includes a Venerable Dreadnought who is watching over the advance with his twin-linked lascannons. Ed has painted the front armour plates in a rich red, which serves as the spot colour for his Space Wolves army.
- 2 Canis Wolfborn is another of the army centrepieces in Ed's display, proudly riding his might Thunderwolf into battle. Ed has even gone to the trouble of adding freehand designs to Canis' armour and robes.

WILL GOINS III'S BLOOD ANGELS

Games Workshop: Hampton Village



- 1 Will Goins III has painted a Blood Angels army that stands out brightly against the light sands of his battlefield. One of our favourite aspects of Will's army is the appearance of all the Blood Angels iconography, painted in bright white on the red of their armour.



1

NICK HOGUE'S CHAOS SPACE MARINES



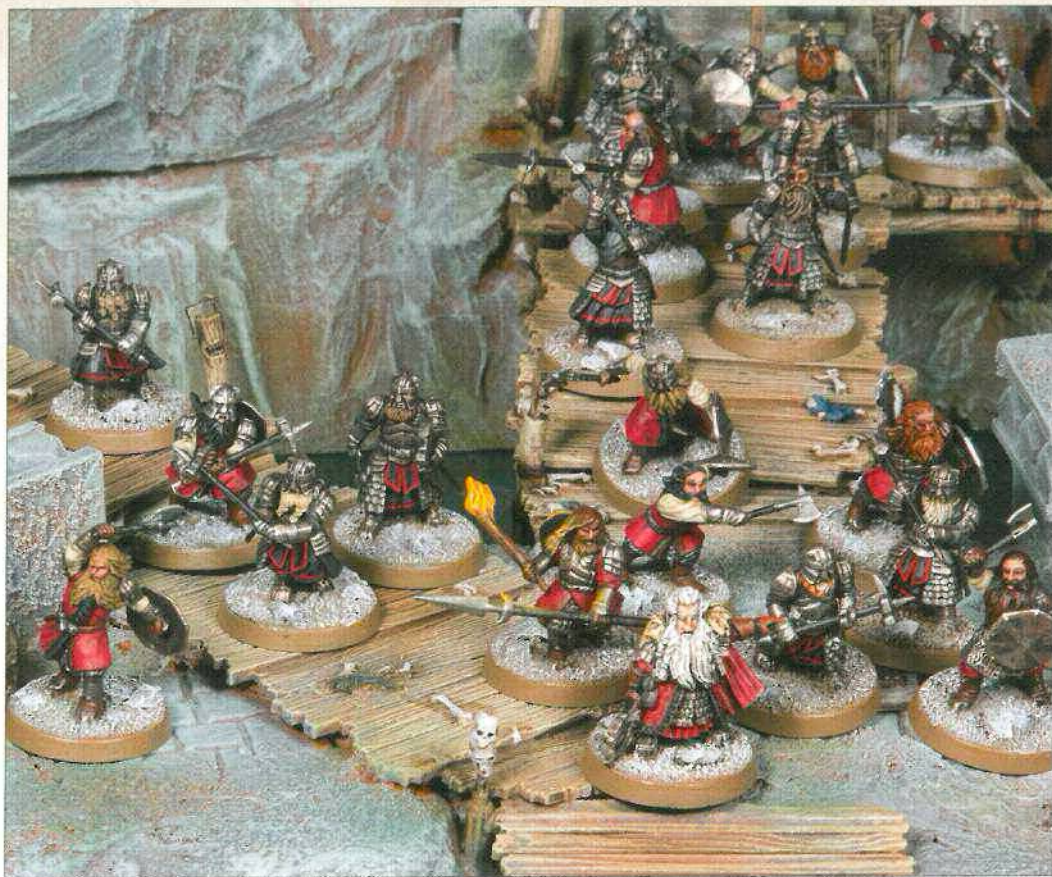
HOGUE CHAOS MARINES



- 1 Nick Hogue has clearly put a lot of time and effort into his Nurgle Chaos Space Marines, which he has named the Vermin Lords. As well as painting on a sickly green hue to their armour, Nick has added lots of extra details, such as the cadavers of recent victims and pus drooling out of the barrel of guns.

DON MCINTURFF'S DWARVES
Games Workshop: World of Battle





- 1 Don's display board is made to look like an underground Dwarven stronghold, perhaps somewhere deep under the *Misty Mountains* or even Erebor. Don has used the walkways from the Goblin Town kit to link the rocky platforms together, evoking the scenes where Thorin's Company escape from the Goblin King.
- 2 There are lots of conversions in Don's army. We have spied a heavily armoured *Balin the Dwarf* model, which uses the head of *Balin the Dwarf* from the *Escape from Goblin Town* boxed game on the armoured body of the classic *Balin the Dwarf* miniature, as well as a Grim Hammer with a flaming torch and a Grim Hammer Captain.
- 3 A procession of Grim Hammers and Warriors of Erebor march across the walkways, ready to reclaim their home.



**MICHAEL KIM'S
BLOOD ANGELS**
Games Workshop:
Woodfield

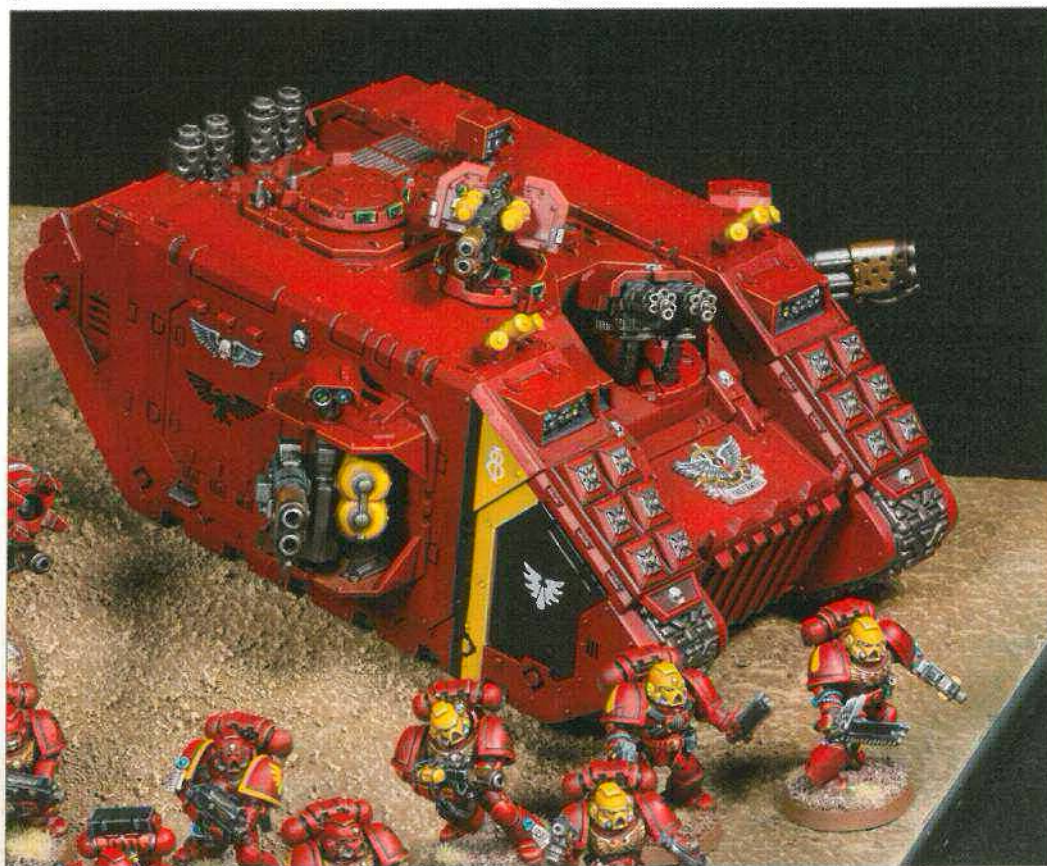




3



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- 1 This squad of Death Company advance at the heart of Michael's army among a sea of red armoured Battle Brothers.
- 2 Michael has included a squad of Blood Angels Terminators from the Space Hulk boxed game in his army, led by Librarian Calistarius.
- 3 The standard of painting across Michael's army is incredibly high – not just on characters and vehicles, but also on the rank and file troops.
- 4 This Librarian Dreadnought is exploding through the hull of an Ork Stompa, borne aloft upon the Wings of Sanguinius. It's a crazy, fun and really well done conversion.
- 5 A Land Raider Redeemer holds the flank, alongside an Assault Squad. Michael's attention to vehicle and unit markings across the force makes the whole display even more impressive.

JAIME GALAVAN'S CRIMSON FISTS

Games Workshop: Copperwood





2



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4

- 1 Jaime's display board contains several scenery pieces, including these Wall of Martyrs defence emplacements equipped with Forge World Air Defence Missile Launcher and Command Platform.
- 2 This Crimson Fists standard bearer model was a limited edition miniature for collectors, released to celebrate the 25th anniversary of Warhammer 40,000.
- 3 A Forge World Relic Contemptor Dreadnought strides forwards at the heart of Jaime's force, armed with a Kheres assault cannon and a power claw.
- 4 A massive Space Marine Storm Eagle soars over the army. This powerful attack craft is capable of carrying warriors into battle and laying waste to swathes of an enemy army at a time. Jaime has used Crimson Fists accessories to detail the model as seen on the doors and top hatch.

PAIN 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.

PALACE GUARDS

The **Palace Guards** of *Mirkwood* are covered in intricate detail, from the embossed details on their leather tunics to the filigree on their armour. To make painting the armour easier, Dan painted all the armoured areas gold (the colour of the edging) and then filled in the main colour of the panels. By doing it this way he was able to avoid the fiddly process of painting the filigree with a Fine Detail Brush – a process that would require a very steady hand and a lot of patience.

Lahmian Medium was used to great effect on the Palace Guard to dilute both Shade and Layer paints and make their effects more subtle. On the armour, Loren Forest was mixed with Lahmian Medium to create a pastel green translucent wash. When painted over Ironbreaker the strong metallic colour is clearly visible through it, resulting in a green-tinged silver armour when the wash dries.

Armour

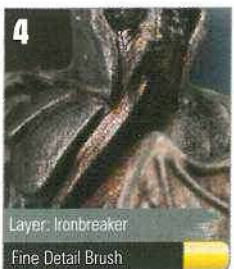
(as seen on pages 6-7)



The colour palette for the Palace Guard is limited to a range of browns, beiges, yellows and greens, many of which act as basecoats, layers and highlights for each other. Tallarn Sand, for example, appears as a basecoat for the cloaks, a layer for the wooden shields and as a highlight for the

leather tunics. This is a great way to create a consistent colour scheme and tie the various textures of the miniature together. The colour scheme for the leather tunics uses the same guide as the one for the Mirkwood Rangers, which can be found on the following page.

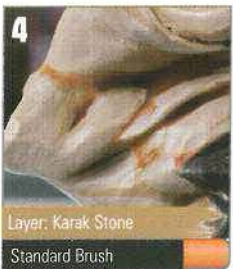
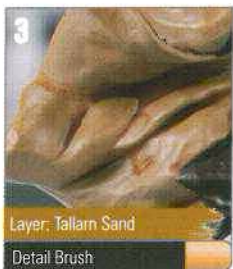
Veils



Wooden Shields



Cloaks



Chainmail



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.

MIRKWOOD™ RANGERS

(as seen on pages 6-7)

The *Mirkwood Rangers* wear darker, more sombre clothes than the Palace Guard, enabling them to move unseen through the gloomy depths of *Mirkwood*. They feature unusual, but distinctive highlights

on their tunics, giving their clothing the appearance of leaves and branches. These fine lines are painted on at the same time, and using the same colours, as the final edge highlight.

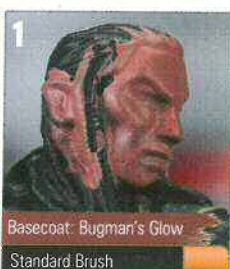
Dark Green Cloth



Light Green Cloth



Elven Skin



Trousers



Brown Tunics



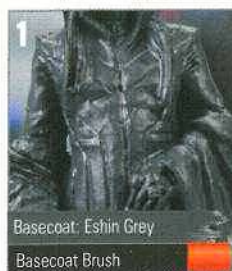
THRANDUIL™, KING OF MIRKWOOD™

(as seen on page 10)

Thranduil wears a shimmering grey coat that is almost iridescent. Joe Tomaszewski, who painted the 'Eavy Metal version, suggested painting the cloak in shades of grey rather than metallic paints, as they

would make it look too much like armour and less like woven cloth. Thranduil's coat and cloak use the same colours for the first three stages, so it's worth painting them both at the same time.

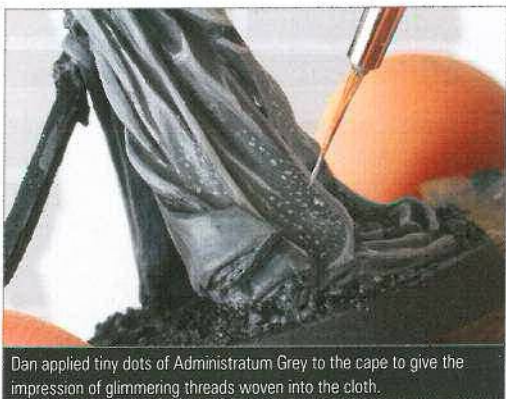
Coat



Cloak



Cloak Lining



ADAM'S DARK ANGELS DEFENCE NETWORK

(as seen on pages 54–55)

Adam: I've painted my Imperial Defence Network with the intention of using it alongside my main Warhammer 40,000 army, the Dark Angels. To ensure it matches nicely, I've used the same colour scheme as on the rest of my army, with a slightly modified painting technique.

I basecoated the entire trench line using Base paints, then washed it all liberally with Nuln Oil. This gave the whole set a dark look and a muted effect which means it won't overpower my army. From there, it's a simple matter of adding some highlights and details.



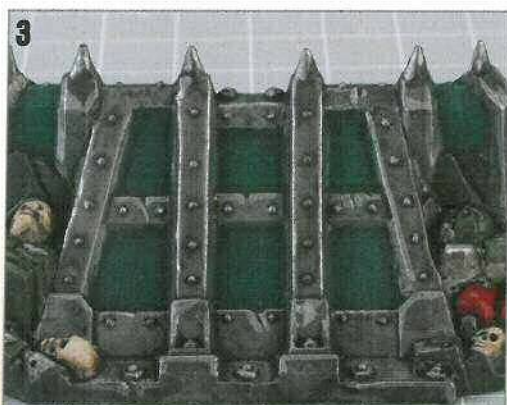
Basecoat everything using Base paints. It's OK to be a little scruffy at this stage, since you're going to wash it all over afterwards.



Finally, apply any extra details, such as rust (I used Typhus Corrosion and Ryza Rust) and transfers.



Once the previous stage is dry, use Nuln Oil to shade the whole model – you can water it down a little with Lahmian Medium if you like.



With the wash completely dry, apply your highlights. To stop it overwhelming my models, I avoided using really stark highlights.



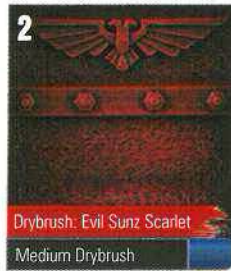
MATT'S RED CORSAIRS STRONGPOINT

(as seen on pages 60–61)

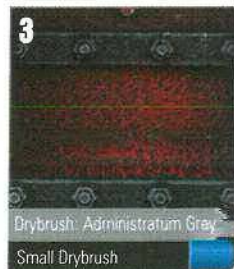
Matt has been painting Red Corsairs for several years now and scenery has played a big part in his collection. "It all started when Planetstrike was released," comments Matt. "I wanted to paint some Bastions, but I wanted them to be evil Chaos Bastions with spikes and skulls on them to match my Red Corsair collection. It was a simple process of converting them using the Chaos Vehicle Accessory Sprue and they were very quick to paint using my black and red colour scheme."

With the release of Warhammer 40,000: Stronghold Assault, Matt decided to revisit his terrain collection. "The Imperial Strongpoint (by which, of course, I mean Chaos Strongpoint) includes up to three Bastions and up to five Aegis Defence Lines," explains Matt. "Seeing as I already had the three Bastions built and painted, it was a simple matter of adding an Aegis Defence Line to them to complete my Chaos Strongpoint."

Red Ceramite



Black Edging



Gold Detail



MATT'S MORTIS ENGINE

(as seen on pages 62-71)

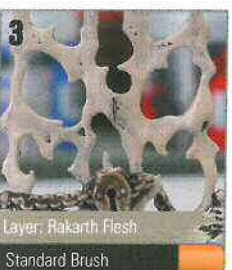
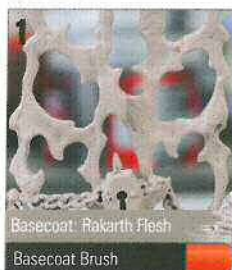
Matt chose to paint the spirits on his Mortis Engine a sinister red to match the spot colour of his Vampire Counts army. His main technique for painting the ghosts was to apply a wash over a Skull White

undercoat, tinting it a subtle red tone. As the bone cage was painted over a Chaos Black undercoat, Matt actually painted it in several sub-assemblies, allowing him to undercoat the parts different colours.

Ghostly Spirits



Bone Cage



DAN'S WRAITHKNIGHT

(as seen on page 77)

Dan's Eldar army follows the colour scheme for Craftworld Mymeara. He uses only three colours – blue, white and green – to give his army a cold, wintry feel. Dan's larger models and Wraith Constructs

are recognisable by the freehand design that he paints onto them. Known informally as 'swirly whirlies', Dan imagines them to be the fingerprints of the Bonesinger that created them.

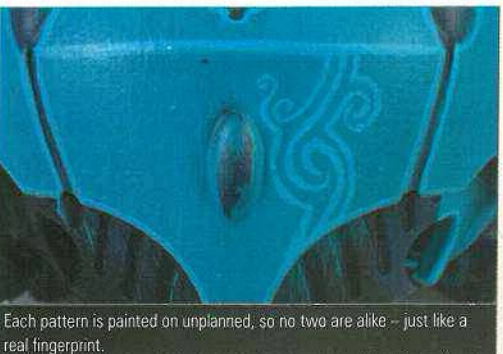
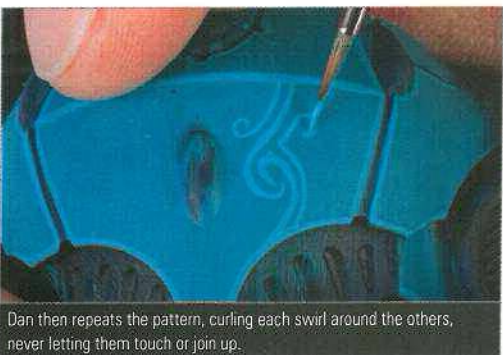
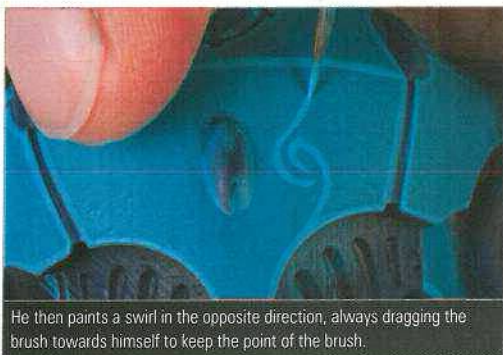
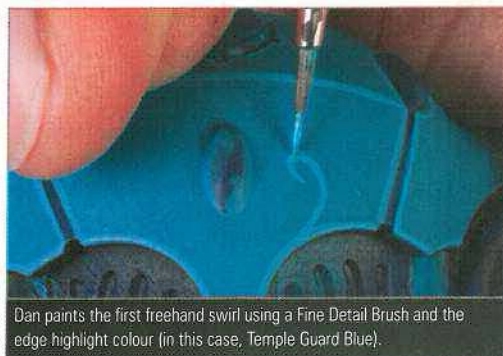
Blue



White



Green



JEREMY VETOCK



In this month's meanderings Jeremy Vetock gushes about the greatness of a single Goblin. He might have a point about making up your own legends – but it's more likely he's just bragging about his unkillable character.

Smoke rises in his wake, each plume marking a ruined army or despoiled town. He comes from the twilight steppes of the Wolf Lands, and his trail has crisscrossed the Old World. He is a plunderer who has slain Daemons, ridden figure-of-eight patterns across the Badlands and eaten every variety of Elf. He is... Groff Dogbreff!

If you've never heard of Groff, well, that's because he's my own made-up character, a wolf-riding Goblin hero. Groff Dogbreff was brought to life in the mid-90s. I had won the previous year's staff tournament with my Dwarfs and felt duty-bound to attend the next event with a brand-new army. Thus was a legend born.

To some it may seem ironic that the storied character I use in campaigns was first created for a competitive tournament, however I don't see anything unusual

about it. No matter the game, I want my heroes to stand out, to make them unique characters worthy of leading armies.

To my mind there are several ways to make a character your own. First and foremost is the selection of model. There is an amazing amount of fantastic miniatures to choose from but, as any fellow collector knows, some simply scream out to lead your army. Converting is a great way to personalise it as I like the idea of having a model unique to me, but I don't want to get bogged down with overly ambitious modeling operations. Luckily, I find it easy to find a few suitable conversion pieces; head or weapon swaps being my preferred level of complexity. Mounting the character on an impressive base, such as standing atop the piled heads of slain foes, is another simple but great way to add distinction.

Next up, the paint job for a character is vital. A hero should stand out from his units, so I tend to spend a little more time shading and highlighting such figures. As great heroes tend to carry weapons worthy of their prodigious skills, pay extra attention to these items. Alas, here is where Groff Dogbreff shows his age. Painting styles have changed over the decades and veterans who recall the 90s will likely recognise the style of Groff Dogbreff. First off, all my greenskins of that era were painted bright, as such was the fashion of that day. It was also in style to paint weapons with unusual colours – hence his crimson blade. Looking at him now is somewhat reminiscent of seeing old fashion trends, although still less frightening than bell-bottomed flairs.

Long ago the talented 'Eavy Metal team stopped painting Orcs & Goblins in a garish manner, and I too have followed suit with a grimmer palette. Some gamers get embarrassed by older models from their collections, as early paint jobs or different styles might not stack up with more modern efforts. I admit repainting some of my earliest units, but many more were left 'as is'. Call it nostalgia, but I love them for what they are and they allow me to recall former glories and old friends.

Once painted, some players might think a new character is ready for battle, but I disagree. To me, sending a warrior forth without a name is no different than forgetting to glue on his arms. To me, naming my characters is both enjoyable and important. Why? Whether spectacular triumph or soul-crushing defeat, every battle tells a story and names are part of that fabric. I enjoy creating a narrative with my opponent as the game progresses. Hence I do not own a Goblin Warboss on Giant Wolf, but instead Groff Dogbreff – an appellation that conjures the hard-riding, flea-bitten essence of a Goblin that dares to sit atop a pony-sized wolf and ride it into battle!

“Smoke rises in his wake. He is a plunderer who has slain Daemons and eaten every variety of Elf. He is... Groff Dogbreff!”

As a rule, I am unlucky with dice, however I noticed that Groff Dogbreff was always amazing. Groff proved a mercurial leader, regularly mowing down foes far beyond his meagre status. Improbable hits or armour saves became his norm. His unit – the Dogboyz – proved to be deadeye shots that drenched foes with volleys of black arrows. Even stalwart troops have fled as Groff and his ill-smelling riders lope by.

I should point out that Groff does not always win; rather, he consistently does something spectacular. Sometimes even in a bad way. When it comes to Animosity, Groff and his Dogboyz have launched improbable hell-bent charges across vast distances and they have also spent entire battles not moving once. I like to think of this as the mounts sniffing something noteworthy. To the delight of my foes, Groff has a flighty nature. He has failed Panic tests and fled the field of battle on some dozens of occasions. Like a parent who always finds some excuse for his ‘brilliant’ child’s poor performance, I

assure my mocking friends that he is not ‘running’. In my mind that intrepid hound-rider has merely spied some greater opportunity far off on some distant horizon. And then decided to get there with all speed. Probably while shrieking in a high-pitched and girly manner, but for all you know that could be his battle cry...

Regular opponents have grown to fear Groff Dogbreff as well as my tirades to ‘big up’ his many triumphal deeds. Wary of my victory howls, one noteworthy Empire player decided from the first turn that he would be the one to reap the glory of finally delivering Groff’s deathblow. Three cannons ignored my Arachnarok Spider to instead draw a bead on Groff. It was with relish that I watched two cannons explode (worth far more points than Groff, but I find his true value beyond calculation). The third cannonball hit Groff, but my foe foolishly summoned the lone pip by saying that fatal phrase: “Anything but a roll of a one!” Clearly Groff dodged, and although that was just turn one, the whole battle went the same way. And, truthfully, that is the story of his whole career.

To my knowledge, Groff has only been slain once – in a campaign. Subsequent dice rolls revealed that he was not dead, merely unconscious. From then on he received a vendetta bonus against the villain that struck him, thus turning his ‘death’ to his favour. Typical. I am well used to hearing my opponents ask “Where is that little &±@%!” before we even start.

To tell the full tale of Groff’s deeds of derring-do would fill volumes, and sadly, the White Dwarf folk refused to repurpose this entire issue. However, gentle reader, should we meet on the field of battle, or in the hallowed halls of drink in which warlords (victorious or not) are known to meet, then I promise to regale you in full. Until then, may the dice gods look after your own favoured character and may you ride howling to your own great victories.

Jeremy is a long-time hobbyist and author of many army books. You can see Groff Dogbreff in all his unkillable glory on page 138.

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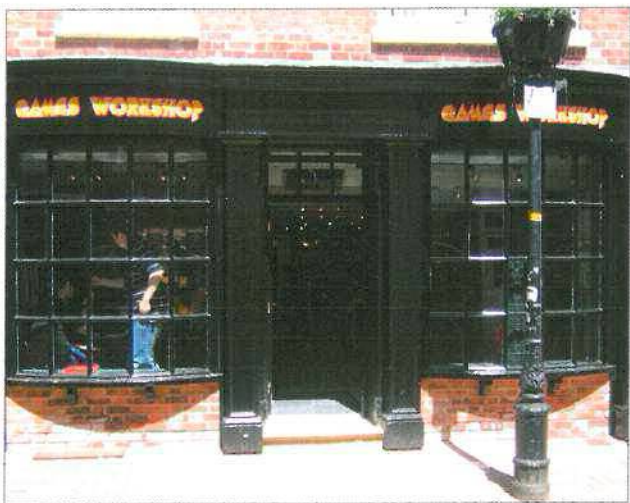


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Facebook: GWTeaTreePlaza

Games Workshop Tuggeranong

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

Facebook: GWTuggeranong

Games Workshop Warradale

241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298 1620.

Facebook: GWWarradale

Games Workshop Woden

Shop L668c Westfield Shoppingtown, Keltie Street, Woden, ACT, 2606.

Tel: (02) 6232 5231.

Facebook: GWWoden

Games Workshop Wollongong

Shop 2 (Globe Lane), 201 Crown Street, Wollongong, NSW, 2500.

Tel: (02) 4225 8064.

Facebook: GWWollongong

AUSTRIA



Games Workshop Wien 1

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

Games Workshop Wien 2

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Games Workshop Antwerpen

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Tel: 034 858627. Facebook: GWAntwerpen

Games Workshop Bruxelles

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

Games Workshop Gent

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

Games Workshop Liege

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

Games Workshop Namur

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

CANADA



Games Workshop Appleby Village

491 Appleby Line, Unit #9, Burlington, ON, L7L 2Y4. Tel: 905-634-4584.

Facebook: GWApplebyVillage

Games Workshop Chinook Centre

6455 Macleod Trail SW, Unit 0191, Calgary, AB, T2H 0K9. Tel: (403) 319-0064.

Facebook: GWChinook

Games Workshop Coliseum

3090 Carling Ave, Unit #1, Ottawa, ON, K2B 7K2. Tel: 613-656-9794.

Facebook: GWColiseum

Games Workshop Durham Centre 1

135 Harwood Avenue N, Unit B204, Ajax, ON, L1Z 1E9. Tel: (289) 372-3042.

Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre

6950 Mumford Road, Unit 304, Halifax, NS, B3L 4W1. Tel: (902) 442-0297.

Facebook: GWHalifax

Games Workshop Highgate Village

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

Games Workshop Kingsway Garden Mall

109 Princess Elizabeth Avenue, Unit 738, Edmonton, AB, T5G 3A6. Tel: (780) 474-7166.

Facebook: GWKingsway

Games Workshop Langstaff Square

8401 Weston Rd, Suite I, Vaughan, ON, L4L 1A6. Tel: (905) 850-0935. Facebook: GWLangstaffSquare

Games Workshop Montreal-EC

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Facebook: GWMontrealEC

Games Workshop Square One

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Facebook: GWSquareOne

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Games Workshop West Edmonton

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Games Workshop White Oaks Mall

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Facebook: GWWinnipeg

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Games Workshop Amiens

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Games Workshop Avignon

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Facebook: GWBoulogneBillancourt

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Tel: 0 231 503 097. Facebook: GWCaen

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Games Workshop Le Havre

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Games Workshop Lille

78 rue Nationale, 59800 Lille. Tel: 0 320 316 989. Facebook: GWLille

Games Workshop Limoges

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Facebook: GamesWorkshopLyon

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Games Workshop Nancy

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Games Workshop Nantes

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

Games Workshop Nice

19 rue de l'hôtel des postes, 06000 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: GWOrleans

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Games Workshop Paris 08

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Games Workshop Paris 14

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Games Workshop Leipzig
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Tel: (02161) 302577. Facebook: GWMGladbach

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Games Workshop Oldenburg
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Tel: (0441) 20099318. Facebook: GWOldenburg

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Games Workshop Pforzheim
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Tel: (07231) 9385753. Facebook: GWPforzheim

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

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

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

Games Workshop Trier
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Games Workshop Ulm
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Games Workshop Wuppertal
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Games Workshop Firenze
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Piazza della Meridiana angolo Salita S. Maria degli Angeli, 16124, Genova, Liguria.
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Games Workshop Modena
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Games Workshop Monza
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Games Workshop Padova
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Tel: 049 87 51 651. Facebook: gwpadova

Games Workshop Roma
Via Etruria 3/5/7, 00183, Roma, Lazio.
Tel: 06 70 17 609. Facebook: gwroma

Games Workshop Roma 3
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Tel: 06 85 49 821. Facebook: gwroma3

Games Workshop Torino
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Tel: 011 56 28 472. Facebook: gwtorino

Games Workshop Verona
Via G. Da Monte 1/E, 37126, Verona, Veneto.
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JAPAN



Games Workshop Jinbocho
Jinbocho 1-1 1F, Chiyoda-Ku Kanda, Tokyo.
Tel: 03 3296 2733. Facebook: GWJinbocho
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Games Workshop Nakano
Broadway Bldg. 223-2, Nakano-Ku Nakano 5-52-15, Tokyo. Tel: 03 5380 4636. Facebook: GWNakano
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Games Workshop Oslo
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Games Workshop Amsterdam
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Games Workshop Amsterdam West
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Games Workshop Den Haag
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Games Workshop Dordrecht
Voorstraat 386G, 3311CX. Tel: 078 6119040.
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Games Workshop Eindhoven
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Games Workshop Groningen
1 Grote Kromme Elleboog, 9712 BJ.
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Games Workshop Rotterdam
452 Van Oldenbarneveltplaats 3012 AP. Tel: 010 2800268. Facebook: GWRotterdam

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

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

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Facebook: GWBlueRidgeCrossing

Games Workshop Blue Diamond Crossing

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Games Workshop Bowie Bunker

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Games Workshop Coles Crossing

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Games Workshop Forest Plaza

6219 E. State Street, #B-08, Rockford, IL,
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January Beginners

Christmas is nearly upon us and very soon you should receive a great stack of new Citadel miniatures to either begin a brand new army or expand your ever-growing collection. Whichever it might be, there's only one place to be this January as you set out on the latest chapter of your hobby adventure!

Final Postage Dates

To make sure you get what you want for Christmas, it's worth making note of this year's final postage dates.

- Special Delivery
16th Dec
- First Class
18th Dec
- Second Class
16th Dec

Please note, our Customer Services support team will be closed on Christmas Day, Boxing Day and New Year's Day.

If you're just starting out in the hobby and this Christmas you're hoping to wake up to a mountain of Citadel miniatures, January is the perfect time to get down to your local Hobby Centre, pick up a paintbrush and begin your first army. Alternatively, if the winter festive break is your opportunity to expand an existing army with new miniatures or even begin a whole new army, the staff at your local Hobby Centre are ready to help you develop your ideas, lend advice and, most importantly make sure you have fun with your new army.

Hobby Centres can be found at the very heart of the local hobby community in your area and are the perfect place to get expert modelling, painting and gaming advice, not to mention get useful tips, tricks and techniques to take with you along the way.

Your local Games Workshop regularly holds in-store activities that are completely free for you and your friends to get involved with all year round. However, throughout January your local Hobby Centre will be hosting loads of great events and activities aimed at helping you assemble, paint and play with the new Citadel miniatures you're sure to receive this Christmas. They'll be focusing on nourishing the skills of beginners and introducing long-term collectors to new ideas and techniques. You could also get the chance to play some games in store with others and try out all your newest models in battle!

For more information, follow your store's Facebook page, visit the Games Workshop website or simply speak to the staff at your local Hobby Centre.





- 1 On a distant alien world, the Ultramarines stand ready to defend Mankind from the many terrors of the galaxy.
- 2 The staff in your local Hobby Centre are always ready to help you get started in the hobby and lend their expert advice.
- 3 Boxed set games such as The Island of Blood make a fantastic gift for anyone starting out in the hobby as it contains all the rules, dice, templates and Citadel miniatures needed to play the game.

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- 4 The Games Workshop Christmas Gift Guide is packed full with a fantastic array of Citadel miniatures and hobby supplies that would make a fantastic gift for your friends and family...

- 5 ...and if you're really not sure what to give your loved ones for Christmas, Games Workshop Gift Vouchers make the perfect gift as they can be used to buy anything from the entire Games Workshop range, both in store and from the website.



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WARHAMMER WORLD

www.games-workshop.com
whworldvents@gwplc.com

+++TRANSCRIPTED MESSAGE. AUTHORITY: MAGENTA.
RECIPIENT: IMPERIAL GOVERNOR SCHWACHGEIST,
PLANETARY SOVEREIGN OF OPHELION. 992.M41+++

I AM THE CHAPTER MASTER OF THE REMNANTS
CHAPTER OF THE EMPEROR'S ADEPTUS ASTARTES.

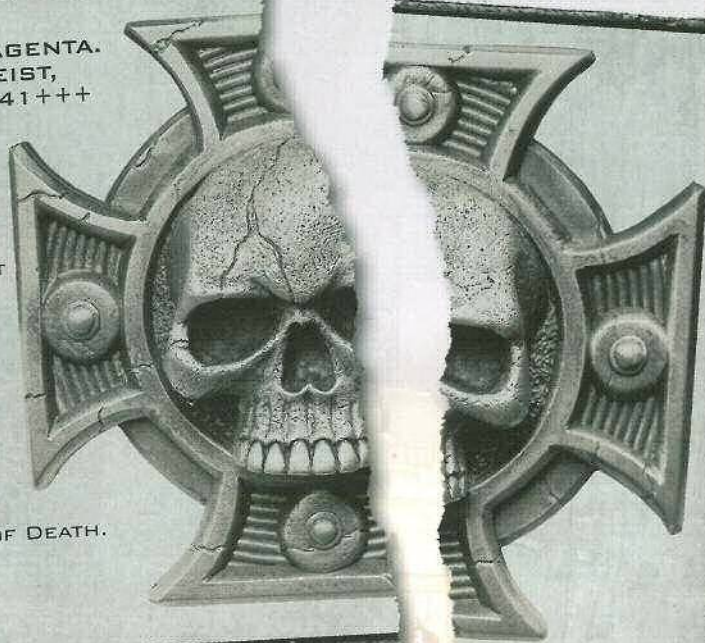
MY NAME IS JUDGEMENT, MY VOICE IS DEATH.

YOU WERE GIVEN STEWARDSHIP OF OPHELION BY EDICT
OF THE GOD-EMPEROR OF MANKIND. YOU WERE
CHARGED WITH ITS PROTECTION, ITS TITHES
AND THE SOULS OF ITS CITIZENS. YOU HAVE FAILED.

RESIST US AT YOUR PERIL, ACCEPT THE JUDGEMENT
THAT YOU ARE DESERVING OF AND MAYHAP
THE EMPEROR SHALL FIND SOMETHING OF WORTH
WHEN HE JUDGES THE RAGGED REMAINS
OF YOUR SOUL.

WE ARE FIRE. WE ARE VENGEANCE. WE ARE ANGELS OF DEATH.
WE ARE COMING.

+++MESSAGE ENDS+++



A CHAPTER DIVIDED

WARHAMMER
40,000
**CAMPAIGN
WEEKEND**

8TH – 9TH MARCH 2014

Over two days you'll play five exciting and narrative-driven games of Warhammer 40,000 to determine the fate of over one thousand of the Emperor's Finest. On the side of the staunch traditionalists or the more progressive commanders, your faction leader will gather you for secret team briefings, to report on the sway of battle and encourage your faction to victory!

Alongside the main event, enjoy everything Warhammer World has to offer; eat from the new gourmet menu, join in the Legends painting competition, and get a team together for the Bugmans Pub Quiz over a refreshing cold drink.

Choose your side, warrior – in the war for survival there can be no bystanders!

Tickets Available Dec 4th



1 Campaign Weekends offer plenty of cheerful camaraderie, as your faction enjoys victories, close run battles and dramatic last stands.

VISIT THE HOME OF THE HOBBY

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



WARHAMMER 40,000 THRONE OF SKULLS

At a Throne of Skulls weekend you get to enjoy great painted armies and miniatures, and play five fun games against like-minded opponents. There's also plenty of other fun to be had like the Warhammer 40,000 themed Pub Quiz.

With such a diverse weekend you can be assured that there's something for every Warhammer 40,000 hobbyist.



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- 2 Throne of Skulls weekends gather gamers from all over, to share in their love of the hobby.
- 3 Specially made scenery is used at our events, like these Necron themed shield dome generators, adding variety and danger to your gaming table.
- 4 The latest creations from our scenery team are these creepy Tyranid spore infestations, which you'll also see at our events.

Upcoming Events

January 2014

The Siege of Grey Slab
Warhammer
Campaign Weekend
Sat 11th - Sun 12th

Throne of Skulls
Warhammer 40,000
Sat 18th - Sun 19th

Battle Brothers
Warhammer 40,000
Sat 25th - Sun 26th

February 2014
Throne of Skulls
Warhammer
Sat 8th - Sun 9th

March 2014
On Sale 4th Dec 2013
A Chapter Divided
Warhammer 40,000
Campaign Weekend
Sat 8th - Sun 9th

Throne of Skulls
Warhammer 40,000
Sat 22nd - Sun 23rd

April 2014
On Sale 8th Jan 2013
Battle Brothers
Warhammer 40,000
Sat 26th - Sun 27th

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

Petersfield, Academy Arts and Crafts Centre
2 Winton Road, GU32 3HA.
Tel: 01730 261 642

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

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

Ryde, The Sports & Model Shop
9 Union Street, PO33 2DT.
Tel: 01983 553636

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

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

Waterlooville, Debbins News
144 Park Avenue, Furbrook, PO7 5HF.
Tel: 02392 251 780

HEREFORDSHIRE

Hereford, Hereford Model Shop
4 Commercial Road, HR1 2BB.
Tel: 01432 352 809

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

HERTFORDSHIRE

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

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

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

Harpenden, Lorna's
4a Piggothill Lane, AL5 1LH.
Tel: 01582 769204

Hatfield, Cuthberts Toys
55 The Galleria, Cornet Way, AL10 0XR.
Tel: 01707 273 228

Hitchin, Pots Of Art Ltd
55 Bancroft, SG5 1LL.
Tel: 01462 420 265

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

Deal, John Roper
34 High Street, CT14 6TE.
Tel: 01304 361404

Dover, Guildhall Games
56 London Road, CT17 0SP.
Tel: 07899 915 173

Dover, Xpress Games
37 Biggin Street, CT16 1BU.
Tel: 01304 449358

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

Folkestone, Penkraft (Kent)
304 Cheriton Road, CT19 4DP.
Tel: 01303 279292

Gravesend, Stamps and Hobbies
45 High Street, DA11 0AY.
Tel: 01474 534166

Hythe, Apple-Jax
156b High Street, CT21 5JU.
Tel: 01303 262602

Maidstone, No Man's Land
Unit 3 Corn Exchange, ME14 1HP.
Tel: 01753 449358

Margate, Phoenix Fantasy
206 Northdown Road, CT9 2QU.
Tel: 01753 449358

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

Burnley, Battlezone One
Unit 1 Halls Street, BB11 1QJ.
Tel: 01282 416 161

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

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

Clitheroe, Cowgills 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, Startkton Limited
3-5 Silk Street, WN7 1AW.
Tel: 01942 671116

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

Preston, Worthing Wargaming Limited
58 Lancaster Road, PR1 1DD.
Tel: 01706 626479

LEICESTERSHIRE

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

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

Hinckley, Game World
18 The Borough, LE10 1NL.
Tel: 01455 617 600

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

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

Gainsborough, D L Gifts
10 North Street, DN21 2HP.
Tel: 01427 238 263

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

Grimsby, W Boyes & Co. Grimsby
221 - 229 Freeman Street, DN23 9DW.
Tel: 01472 358 568

Horncastle, Toy Castle
11 North Street, LN9 5ER.
Tel: 01507 523 872

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

LONDON

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

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

Pinxton, Eds Party Pieces Ltd
17 Love Lane, HA5 3EE.
Tel: 0208 8660328

Ruislip, John Sanders Store No 385
77-79 Park Street, HA4 8JB.
Tel: 01895 634848

Staines Upon Thames, The Missing Geek
12 Church Street, TW18 4EP.
Tel: 01724 557 007

Surbiton, Heroes and Legends Gamers Ltd
289 Ewell Road, KT6 7AB.
Tel: 0203 2580054

MANCHESTER

Manchester, Travelling Man
4 Dale Street, M1 1JW.
Tel: 01612 371 877

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

MERSEYSIDE

Brimstange, Wargame Store
The Forge, Brimstange Road, CH63 6JD.
Tel: 0151 3421233

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

St Helens, War and Hobby
22 Cooper Street, WA10 2BQ.
Tel: 01952 814354

St Helens, Scot Rock Hobbies
Unit 7 Junction Lane, Sutton, WA9 3JN.
Tel: 07512 098742

NORFOLK

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

Grleston, Boundless Realms
7 Baker Street, Great Yarmouth,
NR31 6DT.
Tel: 07788 727 490

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

Great Yarmouth, Kerrisons
21 King Street, NR30 2NZ.
Tel: 01493 853 891

Holt, Starlings Toy Master
12 High Street, NR25 6BN.
Tel: 01263 713101

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

Norwich, Langleys
12-14 The Royale Arcade, NR2 1NQ.
Tel: 01603 621959

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

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

Watton, Edwards Newsagents
50 High Street, IP25 6AE.
Tel: 01953 881 234

NORTHAMPTONSHIRE

Northampton, Wargames Workshop
3a Abington Square, NN1 4AE.
Tel: 07931 775263

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: 01159 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: 0162 361 1112

Newthorpe, Calver Books
100 Baker Road, NG16 2DP.
Tel: 0115 938 2111

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 748 955

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 842396

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

Cowley, Toy Galaxy
39-41 Pound Way, Templars Way
Shopping Centre, OX4 3XX.
Tel: 01865 773 188

Oxford, Hoyle's Games Ltd
72 High Street, OX1 4BA.
Tel: 01865 203 244

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

SHROPSHIRE

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

Newport, Choicebuster
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, Questing Knight Games
6 Old Bakery Row, The Parade, TF1 1PS.
Tel: 01952 417747

SOMERSET

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

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

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

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

Ninehead, Daisy Chain
10 Park Street, TA24 5NQ.
Tel: 01843 706 578

Portishead, Careys Home and Garden
17 High Street, BS20 6AE.
Tel: 01275 398930

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

Street, Insane Games
Unit 9 Crispin Centre, BA16 0HP.
Tel: 01458 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

STAFFORDSHIRE

Brighton, Onslaught Games
1 Hove Park Villas, OX10 0EW.
Tel: 07927 963841

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

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

Bognor Regis, Wicor Models
9 The Precinct, PO21 5SB.
Tel: 01243 837941

Chichester, Kids Stuff
53 South Street, PO19 1DS.
Tel: 01243 788055

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 8BL.
Tel: 01243 672353

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

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

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

Horsham, Battlegame Games
28 Carfax, RH12 1EE.
Tel: 01403 242003

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

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

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

Felixstowe, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 277233

Leiston, Acecom Solutions
14 Sizewell Road, IP16 4AB.
Tel: 01728 830 630

Lowestoft, Annater
152 London Road North, NR32 1HB.
Tel: 01502 513477

Newmarket, Moons Toyland
85 High Street, CB8 8UG.
Tel: 01638 663147

Stowmarket, D.J. Collectables
37 Ipswich Street, IP14 1AH.
Tel: 01449 771015

Sudbury, Tinetti's Toys
23 Gail Lane, CO10 1JL.
Tel: 01787 372 238

Woodbridge, Toytown
8 Church Street, IP12 1DH.
Tel: 01394 383170

SURREY

Camberley, HobbyToyShop
32 Obelisk Way, GU15 3SG.
Tel: 01276 682473

Cobham, Fantasia
3 Oakdene Parade, KT11 2LR.
Tel: 02032 867374

Cranleigh, Enchanted Wood.
Unit 8, Building 19 Dunsfold Park,
GU6 8TB.
Tel: 01252 722222

Croydon, Gordons Toy and Stationary
255a Lower Addiscombe Road, CR0 6RD.
Tel: 0208 6543389

Croydon, Heroes and Legends Gamers Ltd
25 - 27 St Georges Walk, CR0 1YH.
Tel: 0208 686 6086

Farnham, Games Pot Computer Games
10 Downing Street, GU9 7PB.
Tel: 01252 727563

Godalming, The Classical Game Shop
10 Church Street, GU7 1EH.
Tel: 01483 416786

Guildford, 1st Class Computers Ltd
61 Fairlands Avenue, GU3 3NB.
Tel: 01483 511 551

Oxted, J.H. Lorimer Ltd. (Oxted)
129-131 Station Road East, RH8 0QA.
Tel: 01883 715305

Sutton, The Games Shop
51 Stonecot Hill, SM3 9HJ.
Tel: 02086 446660

SUSSEX

Brighton, Onslaught Games
1 Hove Park Villas, OX10 0EW.
Tel: 07927 963841

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

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

Bognor Regis, Wicor Models
9 The Precinct, PO21 5SB.
Tel: 01243 837941

Chichester, Kids Stuff
53 South Street, PO19 1DS.
Tel: 01243 788055

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 8BL.
Tel: 01243 672353

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

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

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

Horsham, Battlegame Games
28 Carfax, RH12 1EE.
Tel: 01403 242003

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

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01825 768398

TYNE AND WEAR

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

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

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

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

Sunderland, Colosseumex
21A Derwent Street, SR1 3NU.
Tel: 01912 614993

WARWICKSHIRE

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

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

Leamington Spa, Avon Toys
77-79 Warwick Street, CV32 4RR.
Tel: 01926 339 920

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

Rugby, Joto Railways and Models
7 Lawrence Sheriff Street, CV22 5EJ.
Tel: 01788 562372

Rugby, Shadow Games Ltd
66 Church Street, CV21 3PT.
Tel: 07788 794 3151

Warwick, Shakespeares News
26 Shakespeare Avenue, CV34 6JR.
Tel: 01926 491 259

WEST MIDLANDS

Coventry, Antics Model Shop
1A City Arcade, CV1 3HX.
Tel: 0247 6551155

Coventry, Escape Games Ltd
8 City Arcade, CV1 3HW.
Tel: 02476 559 979

WILTSHIRE

Chippenham, Thorntons at Signature
Borough Parade Shopping Centre, 22
Borough Parade, SN15 3WL.
Tel: 01249 463100

Devizes, Devizes Toys
29-30 Maryport Street, SN10 1AG.
Tel: 01380 723841

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

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

Swindon, Spot On Models & Games
49 Fleet Street, SN1 1RE.
Tel: 01793 617 302

Trowbridge, The

Bradford, Laserzone
114 Thornton Road, BD1 2DX
Tel: 07976 902 980

Bridlington, T2 Internet Cafe
5 Prospect, YO15 3AL
Tel: 01262 604 654

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

Clockhatch, The Craft Shop
12 Northgate, BD19 5AA.
Tel: 01274 874 899

Denby Dale, Springfield Hobbies
367 Wakefield Road, Huddersfield,
HD8 8RP.
Tel: 01484 860 086

Doncaster, Zone Out
24 netherhall Road, DN1 2PW
Tel: 01302 810 285

Driffield, Sokells
52-53 Middle Street South, YO25 6PS.
Tel: 01377 252101

Goole, Hall's Music
21 Pasturewood, DN14 6BP
Tel: 01405 764191

Halifax, Halifax Modellers World
55 The Arcade, HX1 1RE.
Tel: 01422 349157

Huddersfield, Laserzone
29 St. James Road, HD1 5DX
Tel: 07976 902 980

Huddersfield, IQ Games
23 Byram Street, HD1 1DR
Tel: 01484 511 019

Huddersfield, Something Wicked
1 Wood Street, HD1 1BT.
Tel: 01484 559226

Hull, Archers Games
35 George Street, HU1 3BA.
Tel: 01482 221011

Hull, Hobby Fortress
Unit12, 14-18 Grimston Street, HU1 3HG
Tel: 07798 806 397

Keighley, Sabre Wargames
The Trading Post, 25 Kirk Gate,
BD20 0AJ.
Tel: 07794 010 760

Ilkely, W Boyes & Co Ltd Ilkely
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

Leeds, Travelling Man
32 Central Road, LS1 6DE
Tel: 01132 436 461

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

Richmond, Finklegate Tea Room
5a Finkle Street, DL10 4QA.
Tel: 01745 826801

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

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

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

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

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

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

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

York, Travelling Man
54 Goodram Gate, YO1 7LF
Tel: 01334 236 461

York, W Boyes & Co Ltd York
35 Goodramgate, YO1 7LS.
Tel: 01904 010606

ISLE OF MAN

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

THE CHANNEL ISLANDS

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

Saint Sampson, Aladdin's Cave
Le Carous Road, Capelles,
GY2 4UJ. Tel: 01481 728 469

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

NORTHERN IRELAND

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

Banbridge, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 012806 22225

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

Belfast, Modelshop Belfast
Unit 20 Boucher Retail Park, Boucher
Crescent, BT12 6HU.
Tel: 02890 260 853

Belfast, Heritopia Coffee Limited
88 Stranmillis Road, BT9 5AD.
Tel: 07955 016570

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 8PE.

Enniskillen, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd
Unit 31 Ledcom Industrial Estate,
BT40 3AW.
Tel: 07586 264 062

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 4 YH. Tel: 07934 396 885

Portadown, Rogers Toymaster
8 Mandeville Street, Co. Armagh,
BT62 3NZ.
Tel: 02838 350 889

SCOTLAND

Aboyne, George Strachens Ltd
Main Road, BT43 5HT.
Tel: 01339 886 080

Angus, Mac's Model Railroading
4-8 Reform Street, DD8 4BS.
Tel: 01575 572397

Balloch, Loch Lomond News Ltd
Unit 3A1 Loch Lomond Shores,
Alexandria, G83 8QL. Tel: 01389 756 966

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

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

Dunbar, Lethian Computers
98 High Street, EH42 1JJ.
Tel: 01368 864 500

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

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

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

Edinburgh, Gs To Hit
101 Lauriston Place, EH3 9JB
Tel: 01312 37 2310

Falkirk, The Wishing Well Falkirk Ltd
10 Lint Riggs, FK1 1DG.
Tel: 01324 534 587

Galaheads, Border Computing
94 Overhaugh Street, TD1 1DR.
Tel: 01896 750 536

Glasgow, A1 Toys
Unit 154, Braehead Shopping Centre,
Kings Inch Road, G51 4BN.
Tel: 01418 852 200

Glasgow, A1 Toys
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Kuala Lumpur, Times Shopping
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Tel: 03 20953509

Kuala Lumpur, Times Pavilion
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THIS MONTH IN

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



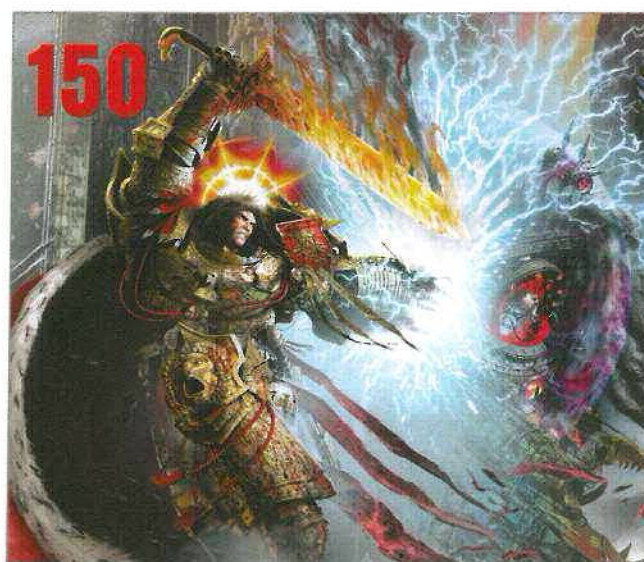
White Dwarf: It's all gone a bit green in the bunker this month, with Orks and Orcs and Goblins galore. There have also been games aplenty in the hobby room.



The Design Studio: We speak to the Perry Twins about *The Hobbit: The Desolation of Smaug*™ models, as well as the authors of the three new books.



Forge World: We take a sneak peak at three freshly completed projects, a Space Marine gunship, a new Tau battlesuit and a Space Marine Stronghold.



Black Library: Artist of the hour Neil Roberts came into the bunker to talk about illustrations, the Horus Heresy, and bringing characters to life.

THIS MONTH IN

WHITE DWARF

This month in the bunker we've had a glorious mixture of hobby fun, with plenty of games taking place and lots of painting and modelling too. Here you can read all about what we've got up to when we haven't been slaving away making the magazine...



2

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Jes Bickham

Jes has been very busy indeed this month, although he has nothing to show. "To be fair I've been to-ing and fro-ing between my Tau and Tyranids; I can't decide what to do first so I start one project then move on to another before I've finished it. Such indecision has led to a Broadside that's half-red and half undercoat, and a Mawloc without a head. I'll get them done for next issue, though."



Dan Harden

Dan got quite carried away with Sigmar's Blood. Having challenged Matt to a day recreating all the battles in the book, he painted up a new Volkmar the Grim model. "How did I ever miss Volkmar from my 'Best Moustaches of the Old World' list?" Dan declared upon completion. "He's in at number three in my list, pushing Louen Leoncower out of the top five. Tough luck, your majesty."



Matt Hutson

Caught up in the excitement of playing through Sigmar's Blood with Dan, Matt has been a whirlwind of painting activity – he's spent his lunch breaks (and most of his evenings) painting a massive regiment of 30 Skeleton Warriors, Mannfred von Carstein and a Mortis Engine. As if that wasn't enough, he's also painted a Forgefiend, a Dark Talon and a lone Imperial Fist Centurion.



Andrew Kenrick

When Andrew announced his intentions to ride off into the sunset, we told him he couldn't go unless he played a game against each team member, and won more than he lost. So far, it looks like he's doomed to spend the rest of his life locked in the hobby room, as Erik's Stompa laid waste to his Khorne Lord of Skulls in a game of Escalation; and we thought Erik was the easiest win.



Glenn More

It's the time of year where Glenn starts getting ready for his gaming weekend with friends. This promises to be a cut-throat series of games where all manner of dirty tricks and tactics will doubtless be used. "I'd like to say I was training hard, so you could make a montage of me rolling dice and placing blast markers," Glenn says. "But instead I'm just painting more Riptides."

GOING GREEN

There's clearly some big green bug going around the bunker right now, with several team members busily painting Orcs (or Orks) or even Goblins for their collections. With Erik flitting between his Warhammer and Warhammer 40,000 armies, Mel

painting the craziest Shaman of them all and Dan kicking off a new Warhammer 40,000 army, green is definitely the colour of choice right now. Even our regular contributor Jeremy brought his favourite Goblin in for us to see.



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- 1 Dan has been frantically painting Orks all month long. He's chosen to paint them as Goffs, because weirdly his school as a child was called Goffs School – small world, eh?
- 2 The big green juggernaut rolls on with Erik's new Night Goblin regiment. Out of the growing Waaaghs! in the office, his is easily the biggest so far.
- 3 Jeremy got so excited about his column this month that he bustled into the office clutching this curious Goblin hero. "This is Groff Dogbreff," he said proudly. Apparently Groff has been around since the '90s, and is arguably Jeremy's favourite model of all time.
- 4 Mel continues to dazzle the team with her amazing painting. Her latest model is Wurrzag. She has painted him so well, Adam is nervous to do his own, for fear of being shown up.



Erik Niemz

Since 'Sweet' Red Deff chopped Andrew's Khorne Lord of Skulls to bits in a game of Warhammer 40,000: Escalation, Erik has been incorrigible, declaring himself the 'Chosen of Gork (or Mork)' and threatening to paint everything green. In fairness he's off to a good start, with a new regiment of some 20 Savage Orcs, as well as the Night Goblins you can see above.



Mel Roberts

In addition to joining in with all the Orc painting in the office this month (see Wurrzag above), Mel has been painting a Bloodwrack Medusa simply for the joy of it. "I'm the kind of collector who just enjoys painting my favourite models, rather than sticking to an army list or strict organisation," she says. "Doing it that way means I get to focus purely on the models that catch my eye."



Kris Shield

This month Kris temporarily paused work on his Angels of Absolution for long enough to paint a bunker to include with his Chaos Space Marines army. "It came from a conversation with Adam," he explains. "I decided a defiled Dark Angels bunker was a good way to get my Chaos Space Marines in on the Stronghold Assault action. Now though, it's back to my own Unforgiven army."



Adam Troke

With his imagination fired by Stronghold Assault, Adam has spent almost all of his free time this month painting Wall of Martyrs scenery for his Dark Angels army. The only problem is Escalation has him hankering for a Baneblade to join his Steel Legion army, and he still has a half-finished regiment of Savage Orc Boar Boyz. "Too much cool stuff to do," he said: "I want to do it all."

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@
whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

ADDING TO THE HORDES

It hasn't been all Orcs and Goblins in the bunker this month – the team have been merrily adding other models to their collections too, with Kris getting into the spirit of Stronghold Assault by desecrating some Imperial fortifications, Matt painting some new Daemon Engines for the Chaos Space Marines and Andrew adding a Ghorgon and a diminutive Ungor Shaman to his Beastmen herd. Adam also insisted we show his Minotaurs Chapter Space Marines – he painted them about a month ago for our Battleforce Recon adventures, and he talks about them like a proud dad.



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1 Andrew's Ungor Shaman, based on the plastic Goblin Shaman, is a small and subtle conversion.

2 "The Ghorgon has 72 skulls on it," Andrew says proudly. "I've added more to the base using the included scenic elements and some from the Death World Basing Kit – raising the total to 77."

3 When Kris saw Adam painting his Dark Angels scenery, he got in on the act, defacing a bunker with blasphemous sigils of Chaos. The rest of the team think it's brilliant, except for Adam who is demanding revenge.



4



5

- 4 Adam painted his Minotaurs along with the Battleforce Recon challenge we embarked on a couple of months ago – since then he's added another squad of Scouts to the force. All that remains is to christen them in battle with a game. "The only problem is that my Dark Angels have too many vendettas to settle," he explains sadly.
- 5 Matt's recent holiday to the coast might have been relaxing, but it didn't mean he took a break from the hobby. "I sat with a view of the sea and painted a Forgefiend to go with my Thousand Sons," he said. "That's a great vacation."

THIS MONTH IN

THE DESIGN STUDIO

With new releases out this month for *The Hobbit: The Desolation of Smaug*™, Warhammer and Warhammer 40,000 there has been plenty going on behind the scenes. Adam and Dan tracked down the Citadel designers and writers to find out more.



Alan Perry (above) and Michael Perry (below) are synonymous with Games Workshop's *The Lord of the Rings*™ and *The Hobbit: An Unexpected Journey*™ range. It seems they're not done making great models yet.

"Our work on the Barrels out of Bond set was inspired by a mixture of our experience on set, and the pictures taken of the Dwarves in the river proper," Alan says. "It's an absolutely iconic scene, as anyone who has read the book will know, so Michael and I were keen to get the details just right."

UNEXPECTED DESOLATION

Alan Perry and Michael Perry spill the beans on designing Mirkwood Elves, Dwarves and more.

Alan and Michael are an irrepressible source of cheerfulness as they bustle their way into the White Dwarf bunker to talk to us about the latest releases for *The Hobbit: The Desolation of Smaug*™. They've not long returned from the latest of their trips down-under to gather information from the Weta Studios in Wellington, New Zealand. Their antipodean adventures aren't just a source of entertaining anecdotes though, but also a goldmine of material to fuel the miniatures they design.

"We have been very lucky to see a number of parts of movies being filmed," Michael

says openly. "There's nothing quite like seeing the actors playing the Dwarves loaded into barrels and fired down a water chute to help give you some context of how we should go about making the Barrels out of Bond set, for instance. The actors were all soaked and battered around by the barrels, but that's useful visual reference when it comes to sculpting models. Then, of course, it's important to seat them fully within the world of *Middle-earth* – the Dwarves are finally escaping imprisonment by the Elves, but their escape route is so dangerous they might not survive it."





THE FINERY OF MIRKWOOD

"The Mirkwood Elves have amazingly intricate costumes," Alan says, gesturing to the Mirkwood Rangers. "Although we are recreating these characters at a tiny scale, it's important to have a sense of the materials used, the cut of the cloth and how it looks when someone wearing it moves around. Thankfully, costume designer Anne Maskrey was gracious enough to invite us into the exhaustive costume department at the studio."

"Within the costume department, we were greeted by rows of amazing costumes on rails, swatches of material and photographs and sketches of characters," he continues. "We pored over those for a long time, as Anne patiently answered a multitude of questions. This attention to detail helped us capture the Elves as accurately as possible – and seeing our models alongside the characters from the movie, we are pretty satisfied."

WARGEAR OF THE ELVES

"When it comes to the weapons shown in The movies, the creative team at Weta put a great deal of thought into their design," says Michael. "As well as getting plenty of hands-on experience with the various swords, knives and bows, we also got to see the quivers, with their space for arrows and sleek leaf-bladed daggers too – and then got some tips on the way the Elves fight with them. We also got some fascinating insight into the weapons within their *Middle-earth* setting. For instance, we learned from the on-set armourers that the Mirkwood Elves have different bows; the female Elves all have recurved ones, while the males have more standard composite bows. We found these insights very motivating to our work – it brings out the best in you when you're working in such a well-considered world."

"That's half the battle with sculpting models like the Mirkwood Rangers and Palace Guard," Alan chimes in. "We want to make models that draw you into the world that Peter Jackson has recreated."



1-2 The shape of the bow carried by the Mirkwood Rangers depends on their gender. It's a subtle difference that you see repeated across these warriors of the woodland realm.

3 As expert knife-fighters, each of the Mirkwood Rangers carries an ornate dagger, which is half-leaf shaped in design...

4 ...So that it slots into the quiver as seen here, the two halves creating the shape of a leaf together. The quivers are designed to hang low at the waist of the Rangers, so that the Elves can reach around and grab fresh arrows in a single fluid motion.

THIS MONTH IN THE DESIGN STUDIO

RECREATING MIDDLE-EARTH

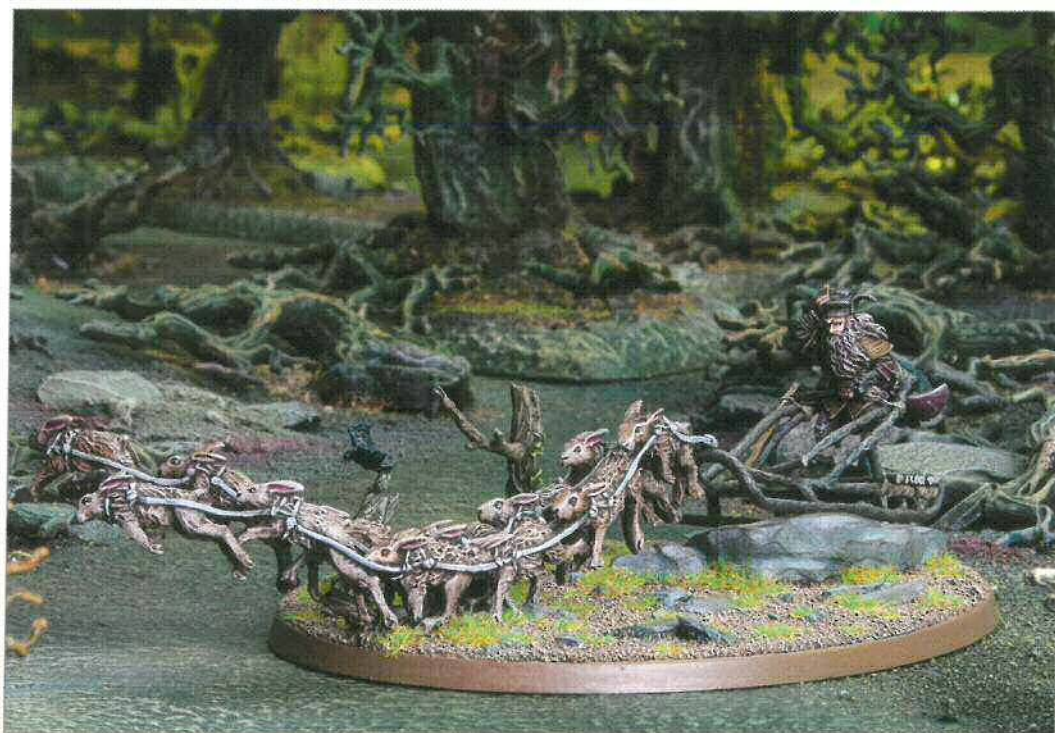
Fashioning the battlefields that you can see throughout *The Hobbit: The Desolation of Smaug*™ fell to the talented team of painters in the Studio's army painting collective. "Mirkwood is a vile, corrupted

place, overgrown with sickly plants and a dark, oppressive evil," says Chris Peach, who worked on the Mirkwood board. "I cut up Citadel Woods to create tangles of roots erupting from the ground."



1 "The colours we used for our Mirkwood terrain set capture the strange and intense colours from movie," says Chris. "When you view the board from the eye level of a model, the foreboding silhouettes give you a sense of the suffocating darkness beneath the eaves of the once great forest."

2 "Mirkwood was once Greenwood the Great, a glorious Elven kingdom," says Chris. "We used tightly packed corpses of Citadel Woods, interspersed with Osgiliath Ruins, to add the sense of tumble-down glory, now abandoned to the ever-growing evil of the Necromancer of Dol Guldur."



2

A HOLY CRUSADE

Phil gives us an insight into Volkmar the Grim's crusade to destroy Mannfred von Carstein.

"Sigmar's Blood is a narrative campaign set in Sylvania," explains Phil when I caught up with him about the latest Warhammer expansion book. "Following Mannfred von Carstein's defeat at Hel Fenn, it was assumed that he had been vanquished. Sadly, a sword through the heart is no guarantee when it comes to 'killing' Vampires and Mannfred has returned, once again, to plague the Empire.

"Having claimed Sylvania for his own, Mannfred has thrown down a gauntlet to the Empire, challenging them to reclaim it. With the war against Chaos at the forefront of Karl Franz's mind, he allows Volkmar the Grim to march on Sylvania instead, the Grand Theogonist determined to put an end to the von Carstein line once and for all. But is that all part of Mannfred's plan? Is he baiting the old Warrior Priest to march on Sylvania? The answer is, undoubtedly, yes, but why? What is

Mannfred planning? The clues are all there in the book, though whether you choose to believe them is up to you...

"The campaign follows Volkmar's crusade into the Vale of Darkness," continues Phil, "and comprises four battles, each one telling a different part of the story. As the forces clash, the heroes that lead them gain new abilities and skills, which could prove decisive in the final battle. There's an eccentric Light Wizard called Jovi Sunscryer whose powers are devastating against the Undead, while the Mortis Engine contains the severed Claw of Nagash – not something you'd want to meet on a dark night. There are also mini-missions to complete within each game, which may help you or hinder your foe. It's a fun campaign that you'll want to play through over and over again, using new tactics and different units to try and get the better of Count Mannfred." **DH**



Armed only with a holy tome, a feathery quill and a freshly waxed moustache, Phil Kelly travelled to Sylvania to record the tale of Sigmar's Blood.



"In many ways Sigmar's Blood is a race against time and a war of attrition rolled into one," Phil laughs, explaining the sinister campaign tracker shown here. "The Empire forces must move fast and destroy the Undead before they get killed themselves. The more victory points you give away (normally one per unit destroyed), the longer it will take Volkmar's units to recuperate, and the further Sylvania will descend into darkness. Woe betide any Empire player who ends up fighting the last mission in the dark..."

THIS MONTH IN THE DESIGN STUDIO



Andy Clark is part of the talented Design Studio writing team, and spends his days steeped in the worlds of Warhammer and Warhammer 40,000.

THE LORDS OF WAR

We invited Andy Clark to tell us all about Warhammer 40,000: Escalation.

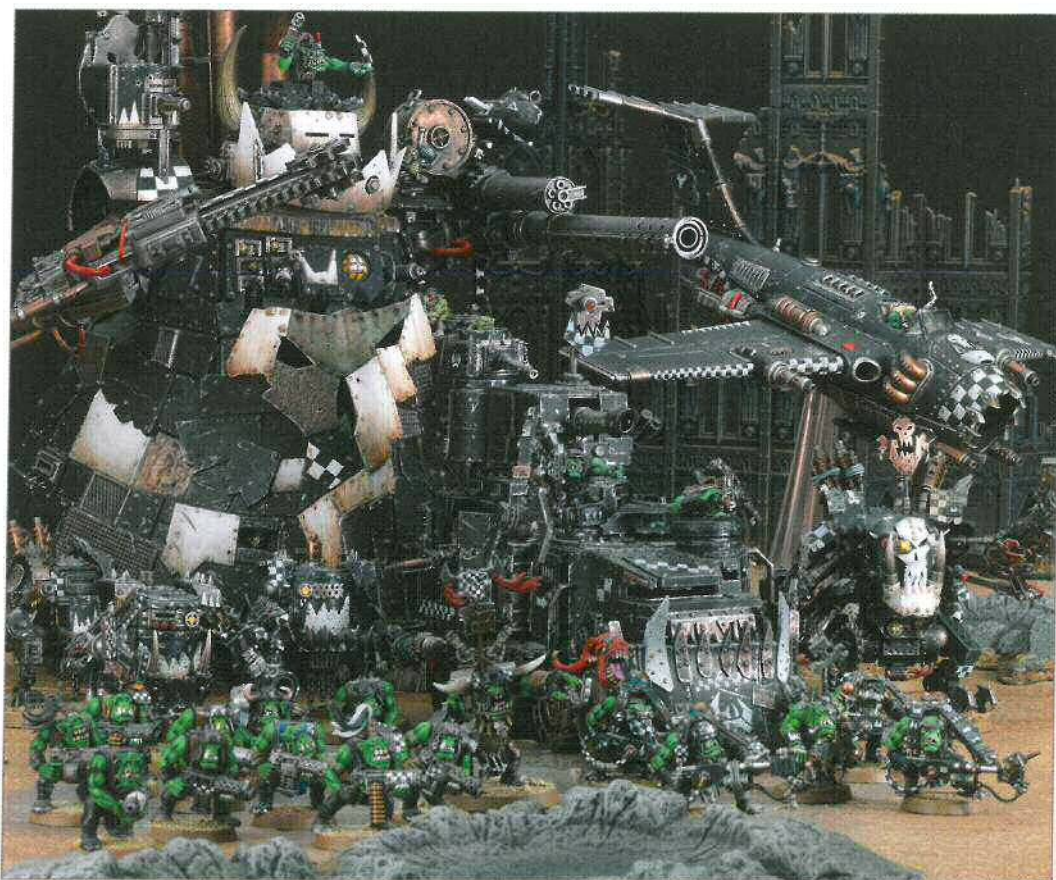
"Escalation enables hobbyists to unleash some of the most dangerous vehicles and monsters into games of Warhammer 40,000," Andy explains. "It contains rules for 16 Lords of War, which can be added into your army in the new Lords of War slot in your army Force Organisation chart. Lords of War is a good name for these units; they are among the most titanic and destructive things to grace the Warhammer 40,000 battlefield, comprising units such as the Baneblade, Necron Obelisk and the Ork Stompa.

"The main difference between Escalation and Apocalypse is its accessibility," Andy adds. "Warhammer 40,000: Apocalypse is a hobby event on a whole different scale. Before you play Apocalypse, you organise the game, prepare the scenario, plan strategic assets... there's a lot to do. That's

not to diminish the fun of an Apocalypse game – it's probably at the zenith of Warhammer 40,000 gaming experiences;— but it involves more preparation than you can put into your average weekly game night or pick-up-and-play session. That's where Escalation really comes into its own – it adds the Lords of War into your battles in a way that has a profound impact. When you put a Baneblade or Khorne Lord of Skulls into a 1500 or 2000-point game it immediately becomes a focal point, and is sure to draw a lot of firepower.

"Here in the Studio we've had great fun trying out all the Lords of War in our games" Andy adds in closing. "It's amazing the tactical decisions a game of Escalation presents – do you try and take down the Super-heavy first? Can you ignore it? What is the best way to kill an Ork Stompa?" **AT**

"Escalation enables you to add a Lord of War to your regular Warhammer 40,000 army," Andy says. "Bolstering your Ork army with a Stompa, for instance, turns a modest Ork force into a deadly throng with a massive steel behemoth at its centre. Any game with a Lord of War in it will have a different dynamic – these are the deadliest units on the Warhammer 40,000 battlefield."



RAISING THE RAMPARTS

Robin delves into the wanton destruction that is only found in Warhammer 40,000 siege warfare.

"Stronghold Assault is inspired by the many sieges and classic battles of the 41st Millennium that involve the sacking or heroic defence of fortifications. Across the length and breadth of the galaxy, some of the most exciting and intense battles are fought over a fortress or stronghold – whether it's running the renegade Chapter Master Huron Blackheart down to his mighty lair, holding out against the unnumbered hordes of Orks in Hades Hive or one of a thousand other possibilities, within a galaxy gripped by war.

"Warhammer 40,000 Stronghold Assault brings all of this together with new stories and background detailing brutal siege warfare. Artwork and miniatures photography show the glorious carnage of these battles," Robin says. "Famous sieges, renowned from the history of the Dark Millennium and new, as yet undiscovered events rub shoulders in the

timeline, while the latter portion of the book is filled with new content for your games. You have to choose to add these rules to your ordinary games, at clubs, in Hobby Centres and so on, or to fight out a special Siege Warfare mission.

"Within the Stronghold Assault book we've included datasheets for every scenery piece in the range, as well as new Fortification Networks that enable you to include several thematically linked pieces as a single choice within your Force Organisation chart – taking a Fortification Network really changes the appearance of the battlefield. For those who want to bring the biggest guns of all, the book also contains rules for massive fortifications, specifically the Aquila Stronghold. These enable players to add formidable defensive positions directly into their army, posing a genuine tactical challenge to their games of Warhammer 40,000." **AT**



Robin is the master of disaster when it comes to Stronghold Assault, charged with bringing fortifications and bulwarks to battlefields across the galaxy.

This illustration by Dave Gallagher captures the ferocity and intensity of siege warfare.



THIS MONTH IN

FORGE WORLD

The Forge World studio is always a hive of activity as fantastic new resin kits swell the ranks of collections everywhere. This month the Space Marine Legions and the warriors of the Tau Empire are the beneficiaries, with some amazing works-in-progress.

LEGION FIRE RAPTOR

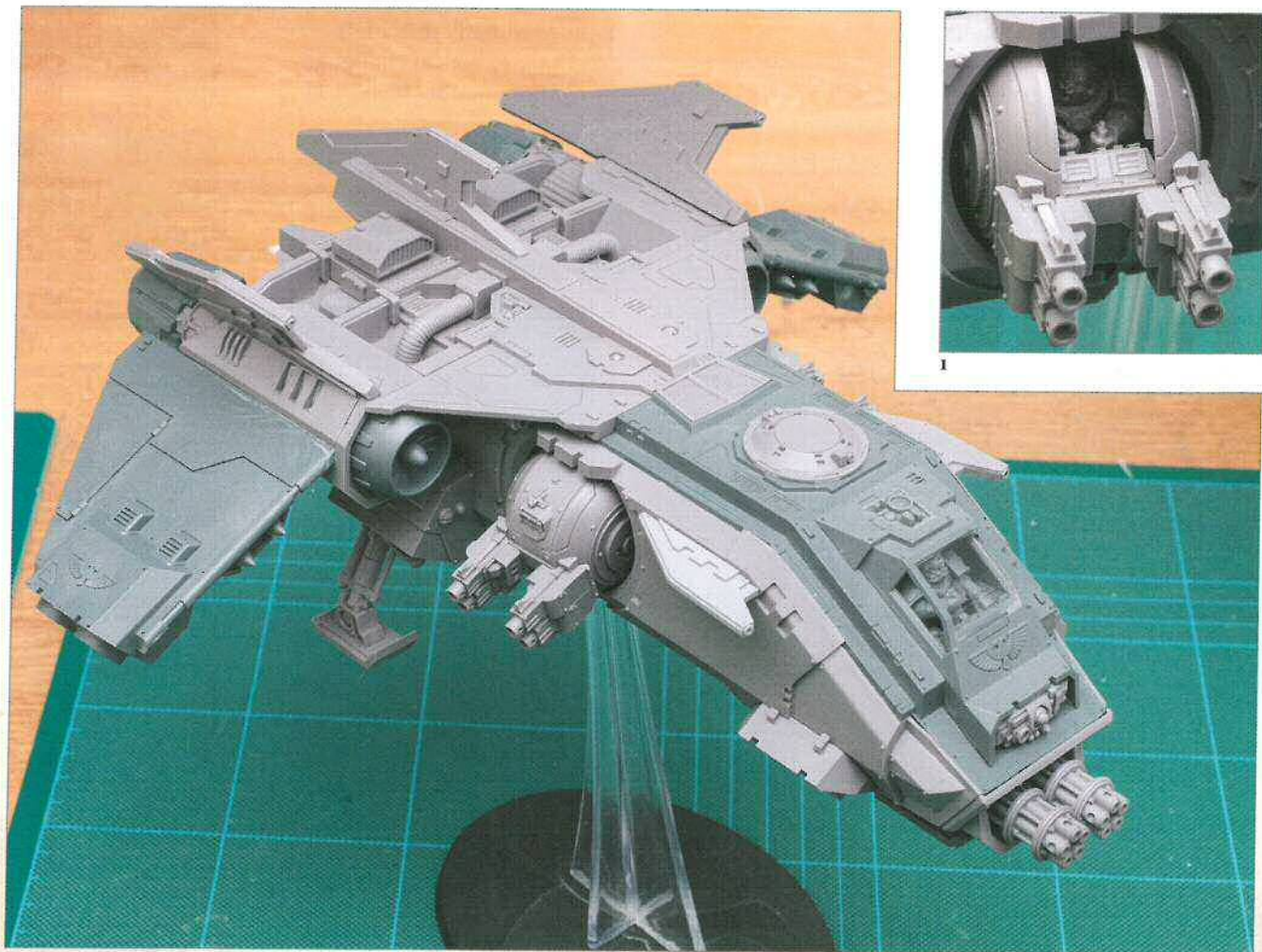
Stuart Williamson has been working on this latest Space Marine flyer for a while now – it's been quite exciting seeing it develop when we've popped down to Forge World on our jaunts.

"The Legion Fire Raptor is a heavily armed gunship," Stuart explains. "It has twin-

linked avenger bolt cannons mounted in its nose, and stormstrike missiles nested in its wings.

"Most people comment on the ball turrets in the hull though," he adds. "These have quad-linked heavy bolters in them, and a wide angle of traverse."

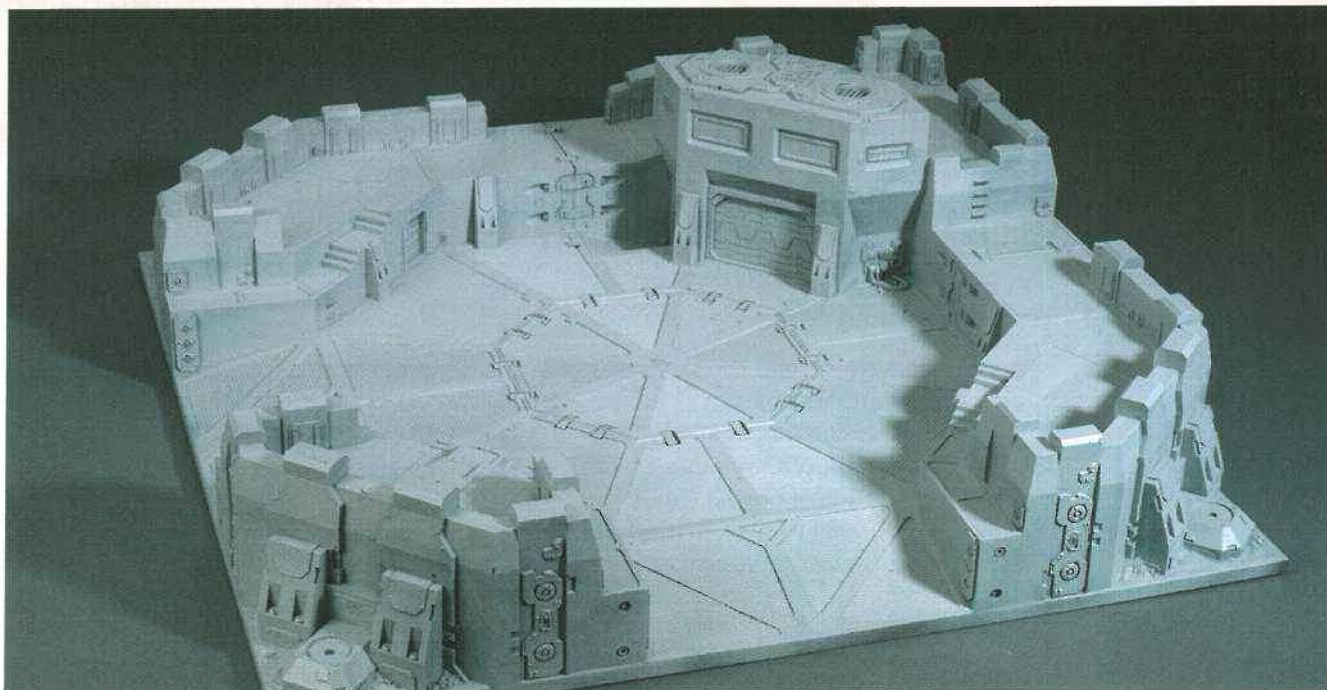
1 Within each of the ball turrets on the Fire Raptor there is a Space Marine crewman, rather than a machine spirit or servitor crew. This enables them to fire with greater independence, picking ground targets at their own discretion.



REALM OF BATTLE SPACE MARINE CASTELLUM STRONGHOLD

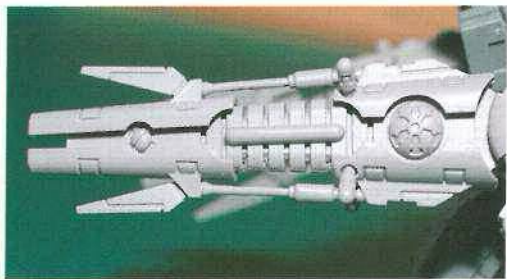
Forge World's scenery master, Blake Spence has fashioned another masterpiece with this Realm of Battle Castellum Stronghold. Featuring battlements and a landing pad that can

even fit a Thunderhawk Gunship, it's a real monster. "It's designed to be deployed swiftly from orbit, giving the Space Marine Legions a base of operations within minutes of making landfall," Blake says.



XV107 R'VARNA BATTLESUIT

Daren Parrwood has just put the finishing touches to his latest Warhammer 40,000 model – the R'varna Battlesuit. "It utilises many of the same systems and weapon technologies as Commander O'Ralai's XV-9 armour," he said. "Its function is to offer devastating fire support for the Hunter Cadres, but from behind the main battle line – exchanging mobility for raw firepower."



- 2
- 2 Daren has armed the XV107 R'varna with a new weapon system. Keen-eyed hobbyists will notice that it is similar in style to Commander O'Ralai's experimental weapons, and are titled pulse submunition cannons.



THIS MONTH IN

BLACK LIBRARY

Not only has Neil Roberts illustrated the new graphic novel *Macragge's Honour*, but he is also responsible for the new cover art for the *Visions of Heresy* artbook, and a great many covers for Black Library novels. We invited him into the bunker for a chat.



Neil is the talented man behind the covers of the Horus Heresy novels. He's also a keen hobbyist who has been collecting and playing games since Rogue Trader.

ILLUMINATING ANCIENT HISTORY

Adam talks to Neil Roberts about illustrating Space Marines, Primarchs and the Emperor of Mankind.

Bringing Neil Roberts into the White Dwarf bunker is a rare treat. Not only is he the artist responsible for almost all of the covers in Black Library's ultra-successful Horus Heresy series of novels, he is obviously a hobbyist too; his first act in the bunker was to look at the shelves of painted miniatures lining our walls.

"I'm working on a new army at the moment," Neil says, when I ask him if he collects. "I've got an old-school Eldar force, made up of classic Harlequins and Aspect Warriors, but now I am working on an Ultramarines force based on the stories I've read, and the pictures I have illustrated. All the covers I have done, and then the *Macragge's Honour* graphic novel, have filled my head with blue and gold – I want to get that onto some miniatures.

"I've been a Games Workshop hobbyist for years now," Neil adds, "the art in the *Rogue Trader* rulebook dragged me in, and over the years I have collected the books, boxed games and models. It was inevitable that my artwork would collide with the hobby at some point. Illustrating the Horus Heresy covers has been a dream come true. Although I've illustrated Eldar and Dark Eldar in the past, the Space Marines of the Legiones Astartes are a very special subject. These are Space Marines from 10,000 years ago, without all the strictures of the Codex Astartes dictating their uniforms and markings, so I have a lot more latitude in their design.

"A good example of that is the cover for *Fallen Angels*," Neil explains. "With that picture I explored the individuality of the Dark Angels – there are subtle variations in their power armour and heraldry. They are obviously Space Marines, and Dark Angels at that, but the result is warriors who look subtly different to how they appear in the 41st Millennium."

As we talk, we've got the covers of several of the Horus Heresy novels out. Some of the most recent books feature Primarchs. "As and when they come along the Primarchs present different challenges," Neil says. "Sanguinius is always such a joy to illustrate. He's so elaborate; radiant and shining. On the cover of *The Unremembered Empire*, there's more than one Primarch present. Here I had to do two Primarchs justice and also help them tell part of the story, hinting towards Dan Abnett's wider narrative. Not everybody in that image looks happy with what's going on. The Ultramarines and Blood Angels look jubilant, but the Dark Angels and Space Wolves are a little dour – concerned, you might say. As for Sanguinius himself, is it guilt we can see?"

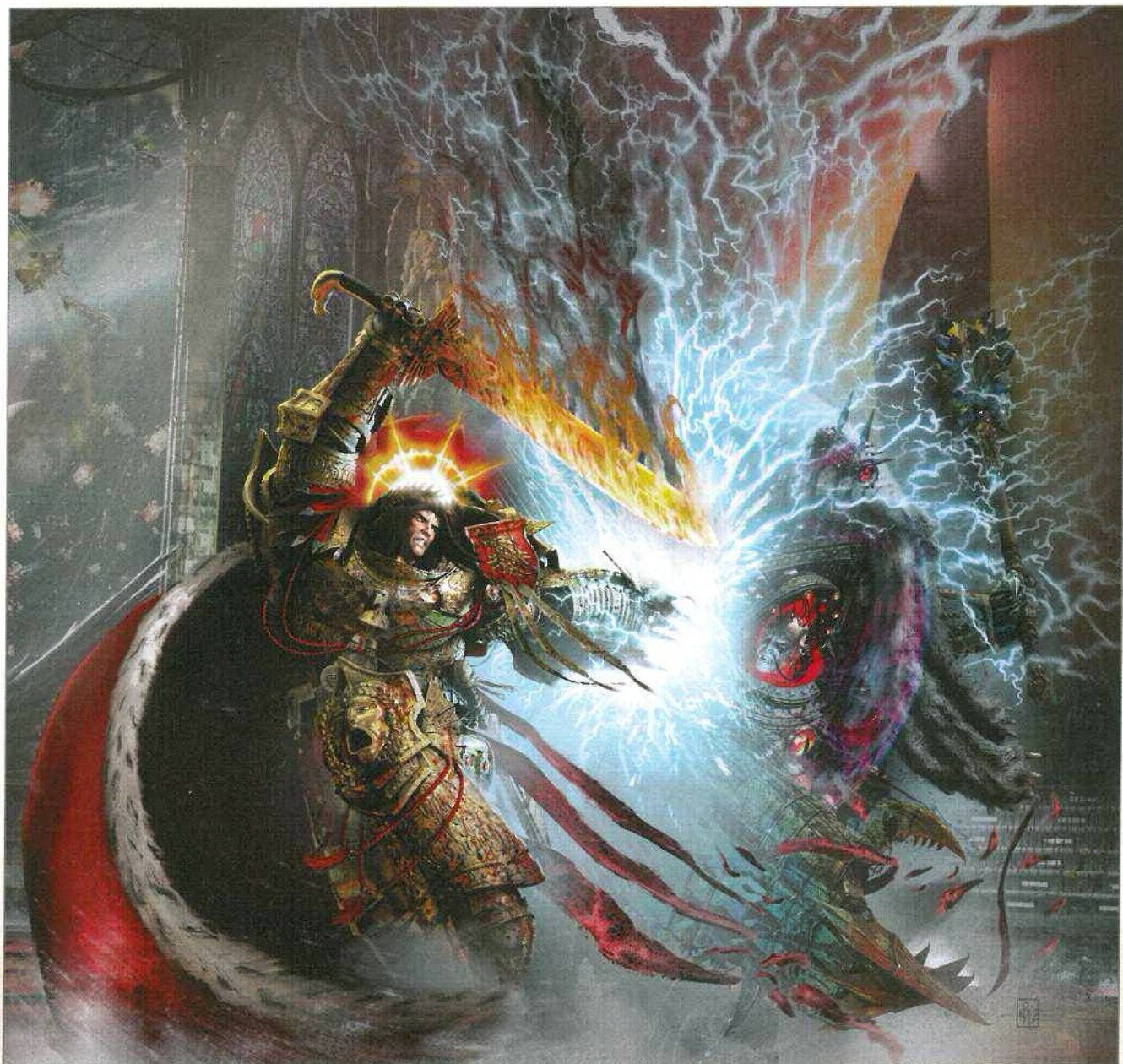
"When I am working on a cover, I interact with the authors to learn about the story they are writing. I study the synopsis they have written and use that to inform my illustrations, as I try to capture a pivotal scene from the story," Neil explains. "In the past, we've found my pictures can

inspire the stories too – that's part of the process I find very gratifying. With *Know no Fear*, I got to page 343 and I suddenly realised that the scene Dan had written is exactly what I had drawn. He had put my illustration into context and turned it into one of the most exciting scenes in the novel – it made the hairs on the back of my neck stand up.

"If illustrating the Primarchs is a serious task, depicting the Emperor is doubly so," Neil continues. "The Emperor is the big cheese, the most important character not just in the Horus Heresy but in all of

Warhammer 40,000. So, when I came to do the cover for *Horus Heresy: Visions of Heresy* I was acutely aware that I had to get the Emperor *right*. With the Warhammer 40,000 universe being the way it is, it's easy to imagine illustrations such as these being created by artists and illuminators whose images are based purely on the word of others, or on a glimpse of a stained glass window in a chapel or cathedral. Over the centuries and millennia, the same scenes and characters are portrayed in innumerable ways. That's what I've aimed for here – an illustration that sits within the context of the 41st Millennium." **AT**

"Adrian Smith created the original image of Horus facing off against the Emperor," says Neil. "It's a seminal piece that is instantly recognisable. My goal wasn't to reinvent it, but to show it through the lens of an artist in the Dark Millennium. So I have taken the same subject and advanced it by a second or two, that instant when the most epic staredown of all time becomes a fight between the most powerful beings in the galaxy."



PARTING SHOT

"Through his own scars and blood, he has proved that his courage is beyond reproach."

— Warhammer: The Empire



HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<p>Warhammer 40,000 Escalation, Stronghold Assault and The Hobbit: The Desolation of Smaug Pre-order</p> <p>November 30</p> <p>WARHAMMER HEAVY METAL MASTERCLASS WARHAMMER WORLD</p>	<p>December 1</p> <p>WARHAMMER HEAVY METAL MASTERCLASS WARHAMMER WORLD</p>	<p>2</p>	<p>3</p>	<p> Tickets on Sale: • Warhammer 40,000 Throne of Skulls • A Chapter Divided Warhammer 40,000 Campaign Weekend</p> <p>4</p>	<p>5</p>	<p>6</p>
<p>Warhammer 40,000 Escalation, Stronghold Assault and The Hobbit: The Desolation of Smaug on sale</p> <p>7</p> <p>WARHAMMER BATTLE BROTHERS WARHAMMER WORLD</p>	<p>8</p> <p>WARHAMMER BATTLE BROTHERS WARHAMMER WORLD</p>	<p>9</p>	<p>10</p>	<p>11</p>	<p>12</p>	<p>13</p>
<p>14</p> <p>WARHAMMER KILLTEAM WARHAMMER WORLD</p>	<p>15</p>	<p>16</p>	<p>17</p>	<p>18</p>	<p>19</p>	<p>20</p>
<p>21</p>	<p>22</p>	<p>23</p>	<p>24</p>	<p>25</p>	<p>26</p>	<p>27</p>
<p>28</p>	<p>29</p>	<p>30</p>	<p>31</p>	<p>January 1</p>	<p>2</p>	<p>3</p>
<p>WHITE DWARF January Issue On Sale</p> <p>4</p>	<p>5</p>	<p>6</p>	<p>7</p>	<p>8</p>	<p>9</p>	<p>10</p>

