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THE HOBBIT:
THE DESOLATION OF SMAUG™

JANUARY 2014

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TYRANID INVASION!



LAST STAND AT T'RUEN

TAU VERSUS TYRANIDS IN DESPERATE BATTLE



WHITE DWARF

JANUARY 2014

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MEET THE WHITE DWARF TEAM

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



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**WHITE
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OPENING SALVO



Jes Bickham
Editor

From the frozen darkness deep beyond galactic space they come, and the Imperium of man must face a threat like no other... the Tyranids are invading! And they're reinforced like never before with some titanic new minatures such as the Hive Crone (a flying monstrosity that will dominate the skies of the 41st Millennium) and the Haruspex (a fearsome feeder-beast with a maw big enough to swallow men whole). You can see these horrific new servants of the Hive Mind, and much more besides, in our New Releases section starting on page four.

As a Tyranids collector, January is a particularly exciting month for me and you can see my passion put to service in our Battle Report. My own Hive Fleet Eumenides (bolstered by the new kits) seeks to eliminate the Tau after their defeat in the ruins of Agrellan back in the April 2013 issue of White Dwarf. A grand alliance of Riptides and Crisis Battlesuits

from D'Yanoi sept and the Farsight Enclaves must hold against a marauding horde of Monstrous Creatures led by the Swarmlord: can they survive? Turn to page 62 to find out...

It's not all ravaging alien servants of an unknowable extra-galactic intelligence, though. Army of the Month sports a gorgeous Angels of Death army from Christian Byrne, there's a wealth of brilliant Armies on Parade entries from last year's US Games Day in Parade Ground, Ogre Kingdoms Mournfang Cavalry undergo the Kit Bash treatment and there's much more besides – not least Jervis bringing back the joy of random tables to our games of Warhammer. Flip to page 60 to see what I mean (and have some dice to hand).

I hope you enjoy the issue!

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The ravaging hordes of the Great Devourer grow larger than ever this month with new plastic Tyrannid miniatures and a dazzling new Codex. Check out all the new releases from the Studio, as well as the latest from Black Library and Forge World.

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NEW RELEASES

From the endless wild beyond the known galaxy the Tyrannids come to consume all life: they are a threat on an unimaginable scale to man and alien alike. The vanilla of the Great Devourer are reinforced this month with some terrific new kits and a brand-new Codex, plus there's new releases from Black Library, Forge World and much more. Join us as we explore it all, and remember: keep watching the skies!



ARMY OF THE MONTH CHRISTIAN BYRNE'S ANGELS OF DEATH

Christian Byrne's Angels of Death is a mighty Dark Angels and Blood Angels host. In this collection, he has put together a force of the fighting elite of the Dark Angels and Blood Angels, including a variety of models and a variety of units.



BATTLE REPORT LAST STAND AT T'RUEN

On the Tau world of T'ruen, warriors of Orkney and K'ahlan find themselves under attack from Hive Fleet K'nifex. With the Tau forces reduced to a handful of battalions, the Hive Mind sends in its most destructive monsters in an all-out assault to finish them off.



ARMIES ON PARADE USA, PART 2

Last month we unveiled some of our favourite armies on Parade action from Games Day Memphis. This month we complete our showcase with more of the fantastic armies on display.

MALE VETOCK'S ADAPTIVE TROOPMASTER

Games Workshop: The House of Minotaur



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KIT BASH

OGRE MOURNFANG CAVALRY

Games Workshop: The House of Minotaur

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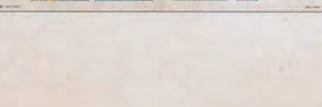
OGRE MOURNFANG CAVALRY

OGRE MOURNFANG CAVALRY

OGRE MOURNFANG CAVALRY



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

THIS MONTH IN...

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White Dwarf: There have been plenty of games and painting afoot as the White Dwarf team add models to their collection, and Jes and Erik prepare to attend a Battle Brothers weekend.

The Design Studio: Dan ventures deep into the bowels of the Design Studio to unravel the sacred lore of the Tyranids. Robin Cruddace waxes lyrical on the topic of the new Codex, while the Citadel miniatures designers talk about the monstrous aliens in the Hive Fleets of the Great Devourer.

Forge World: We take a peek at what's on the work benches of several designers in the Forge World Studio and discover a new Space Marine tank, a gigantic Lustrian monster and some work-in-progress Cult Mechanicum Myrmidons.

Black Library: For months now we have been treated to some incredible cover art, both for Black Library novels and Warhammer 40,000 Codexes from the talented hand of Ray Swanland. We tracked him down for a chat about his work – and what it's like to illustrate everything from Tyranid bio-monstrosities to Space Marine heroes and Eldar Farseers.

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



NEW RELEASES



From the endless void beyond the known galaxy the Tyranids come to consume all life; they are a threat on an unimaginable scale to man and alien alike. The vassals of the Great Devourer are reinforced this month with some terrific new kits and a brand-new Codex, plus there's new releases from Black Library, Forge World and much more. Join us as we explore it all, and remember: keep watching the skies!

The Tyranid invasion force scours an Imperial city of defenders, continuing the relentless work of the Great Devourer.



NEW RELEASES

TYRANIDS

HARPY

Harpies are winged monsters from blackest nightmare, spawned to sow terror among the foot troops of prey worlds. Their arrival is presaged with an unearthly shriek of such horror that it sends the bravest of men incontrovertibly mad.

TYRANIDS

HARPY

The Harpy's scream is a mind-scrambling herald of its true intent, to destroy enemy troops from above with the repulsive weapon symbiote known as the stranglethorn cannon. Should its prey survive the cannon's explosion of bone-crushing tendrils, the Harpy can then manufacture and launch spore bombs, biological munitions as gruesome as they are deadly.

This multi-part plastic kit creates one Harpy, an airborne Tyranid monstrosity with a wingspan that dwarfs other Warhammer 40,000 flyers such as the Tau Sun Shark Bomber. A joy to assemble, it also comes with the option of swapping out its stranglethorn cannons for heavy venom cannons, plus three different spore mines to rain down on the heads of your enemies.

A favourite feature of mine are the backwards-facing dorsal vanes, giving the Harpy a distinctive sleek silhouette when compared with the Hive Crone, the alternative monster you can make from the kit. **JB**



The Harpy comes with three spore mines, which it creates and drops from its rear-facing spore cysts. Each sports a subtly different design.







TYRANIDS

HIVE CRONE

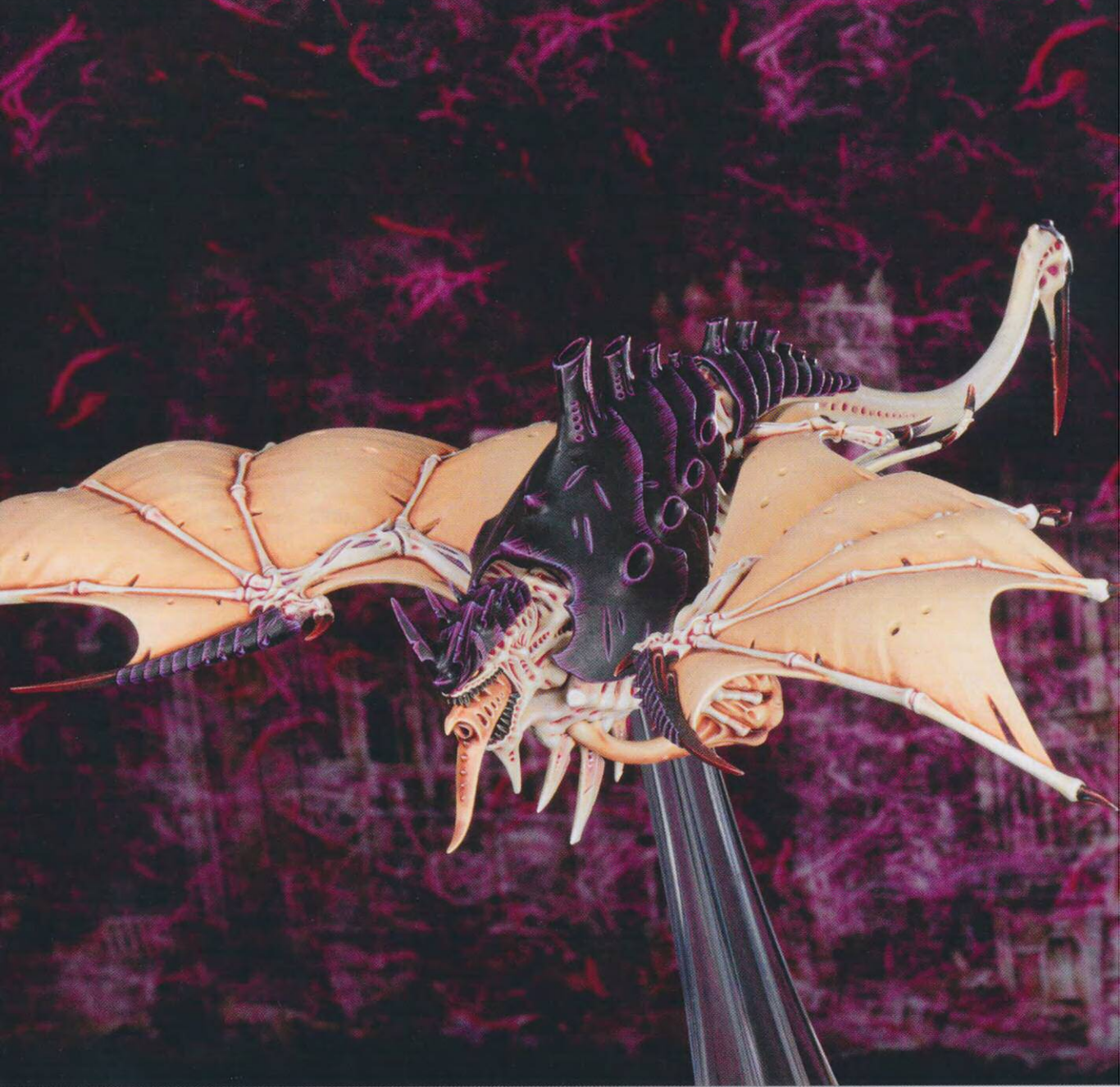
Fighting the Tyranids is to face undreamt of ways of waging war. Nowhere is this truer than with the emergence of the Hive Crone, whose fell purpose is to destroy enemy aircraft in a fatal embrace of jagged thorax spurs and raking, razor-sharp talons.

Using the same base components as the Harpy, the Hive Crone establishes a markedly different look by virtue of dorsal chimneys instead of spines, a different head, and underslung spikes and talons that reverse the swept-back feel of its airborne sister – something amplified by the downward-facing tail spike. Where the Harpy holds guns, the Hive Crone's 'arms' cradle revolving sacs of digestive juices that feed to the drool cannon jutting from its slaving maw; a horrific weapon used to shower enemy ground resistance with acidic bile when the skies are empty of threat.

Perhaps the most unusual aspects of the Hive Crone are the four tentaclids that nestle beneath its wings, living missiles spawned to seek and destroy enemy aircraft. **JB**



Four tentaclid missiles attach to the underside of the Hive Crone's wings, ready to detach and hunt airborne prey.



TYRANIDS

HIVE CRONE

Swooping on leathery pinions through spore-choked skies, the Hive Crones remorselessly hunt enemy aircraft with razor-sharp talons and the living missiles known to the Imperium as tentaclids. None are safe from their predations.



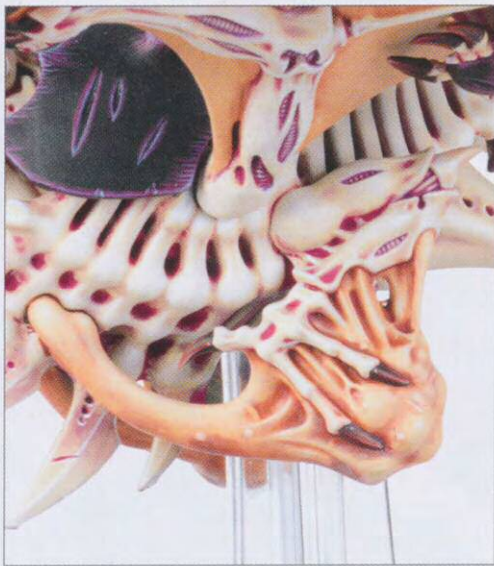
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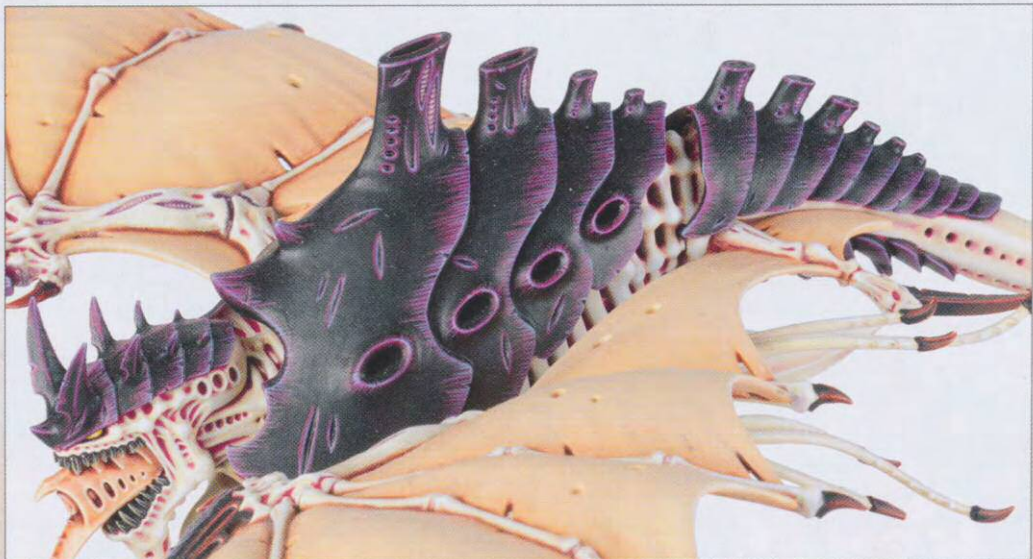
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3



4



5

- 1 The Harpy kit contains parts to let you assemble it with either stranglehorn cannons (shown here) or heavy venom cannons.
- 2 Dorsal vanes jut from the Harpy's armoured carapace, giving the beast a sleek silhouette.
- 3 Protruding from the Hive Crone's mouth is a drool cannon, a vile weapon which vomits digestive juices over its victims.
- 4 Bulging sacs of acidic bile are tucked beneath the Hive Crone's bulky body, ready to belch their loathsome contents onto the foe.
- 5 Chimneys and vents protrude from the Hive Crone's back. Akin to exhausts, these ports enable the raging heat that builds up within a Tyrannid's body to escape in clouds of toxic gas.





TYRANIDS

HARUSPEX

A true harbinger of imminent extinction, the Haruspex is deployed in the latter stages of a Tyranid invasion to consume biomass at a sickening rate. To witness one on the battlefield is to realise that no hope remains, and that the end is near.

Tyranids care nothing for technology, industry or civilisation; all that matters is life – life which exists only to be extinguished, consumed, rendered down and reconstituted into an endless stream of yet more horrific monsters. And none are quite so horrific as the Haruspex, created by the Hive Mind solely to destroy and eat, its cavernous maw the ultimate tool with which to tear apart and assimilate prey organisms.

Sculpted by Mark Harrison, the Haruspex miniature is a gloriously grotesque centrepiece for any Tyranid collection. Its key feature is undoubtedly its impossibly distended jaw, a riot of feeding organs, teeth and cruel claws dominated by a talon-tipped grasping tongue in the midst of shooting out to ensnare a hapless (and presumably short-lived) victim. Framing this ghastly assemblage of mouthparts is a pair of giant crushing claws, brutal close combat appendages that can rip apart Terminator armour and battle tanks alike. Woe betide any soldier foolish enough to stand in its way. **JB**



1



2

- 1 From within the mass of writhing tentacles that burst from the mouth of a Haruspex shoots a large grasping tongue, specifically designed to drag its victim inexorably into its maw.
- 2 Fluted chimneys line the thick armoured carapace of the Haruspex, moderating the intense heat that builds up as the monster devours ever more victims.
- 3 Following in the wake of a Termagant brood, this Haruspex from Hive Fleet Kraken rapaciously consumes all in its path.



3

1 Six baleful eyeballs are embedded into barrels of the Exocrine's massive bio-plasmic cannon. Imperial observers have reasoned that this weapon-symbiote is actually more intelligent than the hulking brute that carries it into battle.

2 Set beneath the massive bio-plasmic gun is the Exocrine's leering face. The relative size of its skull suggests the Imperial scholars could be correct on the matter of its intellect.

3 As rank upon rank of Tyranid beasts storm forward, the Exocrine unleashes deadly volleys of plasma fire into the distant enemy.



Of all the Tyranid gun-beasts to plague the galaxy, the Exocrine is one of the most feared. The monster itself is little more than a living artillery platform, the Exocrine controlled by the brain of the bio-plasmic cannon it carries – a massive weapon symbiote that juts nightmarishly from its carapace, an organic death-dealer the equal of any ordnance the Imperium has ever produced.

An alternative beast made from the Haruspex kit, the Exocrine is a massive, squat creature that sits midway between a Carnifex and a Tyrannofex in size, and looks daunting indeed as part of a Tyranid gunline. The bio-plasmic cannon it carries is notable not just for its sheer mass, but also for the six chambers that surround the main aperture – the monster can fire either multiple streams of vile plasma or a single giant explosive blast. Stabilised on a massive pair of middle limbs, the Exocrine is hunkered down and ready to fire; no enemy is safe from its hellish payload. **JB**

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





TYRANIDS **EXOCRINE**

The Hive Mind is constantly creating new organisms with which to conquer prey worlds; the latest abomination to crawl forth from the gene-vats is the Exocrine, a living artillery platform that rains down deadly bio-plasmic blasts on enemy armour.



TYRANIDS

HIVE GUARD

During a Tyranid invasion, organic chimneys and capillary towers begin the process of converting a world into biomass. The Hive Guard are created to protect these structures, their every action geared towards the obliteration of anything that threatens them.



1

Hive Guard are slaved gun-beasts, their minds totally subservient to the will of the Hive Mind. Like many Tyranid organisms, the Hive Guard have been adapted from the Tyranid Warrior genus, their thicker carapace reflecting their role as armoured guards. Even their eyes – a potential weak spot – have disappeared to be replaced by bony crests. Hunched low to the ground, the Hive Guard prowl the battlefield on four of their six limbs, their lower arms having mutated into stabilisers to help support the weight of their symbiotic bio-weapons.

The Hive Guard's typical armament is the impaler cannon – an organic gun-like symbiote that fires osseous darts capable of punching through the toughest armour. Some Hive Guard have adapted further to carry shockcannons – hideous weapons that fire a spine of bone into their targets before delivering a powerful bio-electric blast along the trailing tendrils. Options for both weapons come in this multi-part plastic kit and all three Hive Guard can be equipped with either weapon. **DH**



2



3

- 1 As the skies above them blaze with fire, the Hive Guard unleash their bizarre bio-weapons against a squad of Deathwing Terminators.
- 2 The Hive Guard are amply protected by a thick sheath of chitinous armour over their head and down their back.
- 3 The Hive Guard can exchange their impaler cannons for the shockcannons also included in the set.



1

- 1 A Tyrant Guard brood closes ranks, using their armoured bodies and deadly weapons to shield the Swarmlord from the Raven Guard assault.
- 2 Thick armoured segments protect the Tyrant Guard's limbs from incoming fire, keeping their weapons, such as these scything talons, safe until the enemy is close enough to feel their bite.
- 3 Though slower than scything talons or boneswords, crushing claws are able to rip through any armour, even that found on vehicles, with sickening ease.



2



3

Tyrant Guard are brutal, heavy-set creatures that lope into battle on powerful limbs, their chest and shoulders covered by chitinous plates smattered with bullet holes and weapon strikes – a clear indication that they've been fighting at the forefront of the Tyranid assault. Their segmented carapace is incredibly thick and surrounds their heads with a collar of living armour – a conscious genetic adaption that protects them from incoming fire. Beneath their bony crests, their eyeless faces leer out – a sinister reminder that these alien creatures are nothing but bio-engineered warriors slaved to the will of the Hive Mind.

A range of symbiotic bio-weapons are available to the three Tyrant Guard in this multi-part plastic kit, from scything talons and crushing claws to leech-like lashwhips and razor-edged boneswords, all of which can be posed in a variety of ways due to the ball-and-socket joints that are common to all Tyranid creatures. **DH**

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



TYRANIDS

TYRANT GUARD

Clad in heavy plates of chitinous armour, the Tyrant Guard are created for a single purpose – to ensure the survival of the Hive Tyrant. They are virtually impervious to pain, forming a living wall in front of their charge to protect it from incoming fire.



TYRANIDS

TYRANID WARRIORS

Of all the servants of the Hive Mind, it is the Tyranid Warriors that are the most adaptable – ferocious foot soldiers of the Great Devourer as adept at close quarters as they are at range, wielding bio-weaponry inimical to all forms of life in this galaxy.

At the forefront of the Tyranid invasions march the Warriors, towering six-limbed beasts that have proven time and again to be horrifically efficient in their pursuit of bloodshed. The hardest of the Great Devourer's foot troops, they also act as conduits to the synaptic web of the Hive Mind, the means by which the Tyranids act and fight as one. As such they are also the most trusted – if creatures as radically alien as the Tyranids can be said to possess trust – of the Destroyer of Worlds' myriad bioforms.

In a month where Tyranid collectors have many reasons for celebration, the release of this multi-part plastic kit is particularly pleasing. A wholesale reinvention of the hardy plastic set first released in 2001, these new frames (much like the new Space Marine Tactical squad) have been resculpted and festooned with options, allowing you to make three Tyranid Warriors. Full weapon options for each Warrior have been included for the first time, allowing Swarm leaders to arm each of their monstrous troops with ranged ▶



1



2

- 1 The Tyranid Warriors kit contains a stunning selection of weapons. This Tyranid warrior is equipped with scything talons and rending claws.
- 2 There are lots of different ranged weapons within the kit too, such as these short-ranged spinefists, used to pepper the foe with clouds of sharp spines that tear flesh and armour apart.
- 3 A trio of Tyranid Warriors stalk forwards in the vanguard of a Hive Fleet Behemoth attack force.



3

TYRANIDS

TYRANID WARRIORS

- 1 Lash whips and boneswords are a favourite weapon option among many Tyranid collectors – the kit has enough to equip all three of your Tyranid Warriors.
- 2 Collectors who prefer the classic image of a Tyranid Warrior with a pair of boneswords will find the components to make these too.
- 3 Tyranid Warriors from Hive Fleet Leviathan take the battle to the Ghost Warriors of Craftworld Iyanden, their connection to the Hive Mind guiding the lesser beasts that cluster around them.



► bio-weaponry such as spinefists, devourers and deathspitters, and one each of the rightly-feared barbed strangler and venom cannon are included too. Three sets apiece of scything talons, boneswords, lash whips and rending claws (resculpted to more accurately echo those found on Genestealers and Raveners) provide close combat options, while flesh hooks, adrenal glands and toxin sacs offer further customisability.

It's a brilliant kit that's a joy to build, further bolstered by three different leg poses and head crests; I'm planning on putting together at least one horde of nine Warriors with which to slaughter the forces of the Imperium. And there's one final surprise included in the box – turn the page to find out what it is... **JB**

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





4



5



6



7

- 4 This Tyranid Warrior is armed with a devourer, a mid-ranged weapon that spits out deadly living ammunition capable of burrowing through flesh and armour.
- 5 One Tyranid Warrior in the brood can be given a heavier weapon such as this barbed strangler, which fires a rapidly growing seed pod to choke all nearby with its hooked tendrils.
- 6 Deathspitters are sentient weapons that launch maggot-like organisms to explode against their target, showering it in caustic slime.
- 7 The largest weapon available to the Tyranid Warriors is the venom cannon, which can be given to one Warrior in the brood.



TYRANIDS

TYRANID PRIME

Tyranid Primes are the largest and most dangerous of their kind, terrifying leader-beasts second only in might to the dreaded Hive Tyrants; such is their power that any Warriors in their retinue are gifted a portion of their combat skills.

The new Tyranid Warrior box set contains enough options to build one Warrior as a Tyranid Prime. The components involved include a Prime-specific chestpiece and extended back carapace, flared shoulder guards and a grander headpiece – all of which go towards making a beast significantly more imposing than the already fearsome Tyranid Warriors. The final flourish is a pincer-tipped tail end reminiscent of the one found in the plastic Hive Tyrant kit – a fitting reminder that the Tyranid Prime is one of the Great Devourer's most senior, and dangerous, lieutenants. **JB**



2



3



4

- 1 Drawing on the alien intelligence of the Hive Mind, this Tyranid Prime guides the primitive brood beasts around it.
- 2 The Tyranid Warrior kit contains these special adrenal glands, which fit onto the model's larger shoulder plates.
- 3 This optional tail claw echoes the one found on the much larger Tyranid Hive Tyrant.
- 4 The Tyranid Prime boasts larger armour plates on his head crest and shoulders, marking him out from the throng of other Tyranid Warriors.

TYRANID SWARM



The **vanguard** of a Tyranid invasion consists of countless waves of Termagants, Hormagaunts and Gargoyles. Driven by the insidious will of the Hive Mind, their speed and size enable them to close quickly with the enemy and overrun their defences, sheer weight of numbers prevailing over skill and determination.

Whether you're adding to an existing Tyranid collection or starting a new Hive Fleet, the Tyranid Swarm is the perfect way to get your hands on a horde of alien creatures; a scuttling carpet of extra-galactic predators designed to overwhelm an enemy force with sheer weight of numbers. Included in this all-plastic box are 40 Hormagaunts, 40 Termagants (with weapon options for fleshborers, spinefists and devourers), 10 Gargoyles, four Ripper Swarms and a Carnifex, which can be built as the infamous Old One Eye. **DH**

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



1 The Tyranid Swarm contains a massive array of brood beasts for your army, including these Gargoyles, agile Tyranid creatures who swoop down on their foe to

slaughter them with volleys from their fleshborers. Their ability to spit gobbets of acidic venom to blind their foe has caused many a shocking demise.



CODEx

TYRANIDS

Bio-engineered monsters from beyond the depths of intergalactic space, the Tyranids present an overwhelming threat to the races of the 41st millennium. Codex: Tyranids is the ultimate guide to these terrifying aliens, with new background, rules and more.

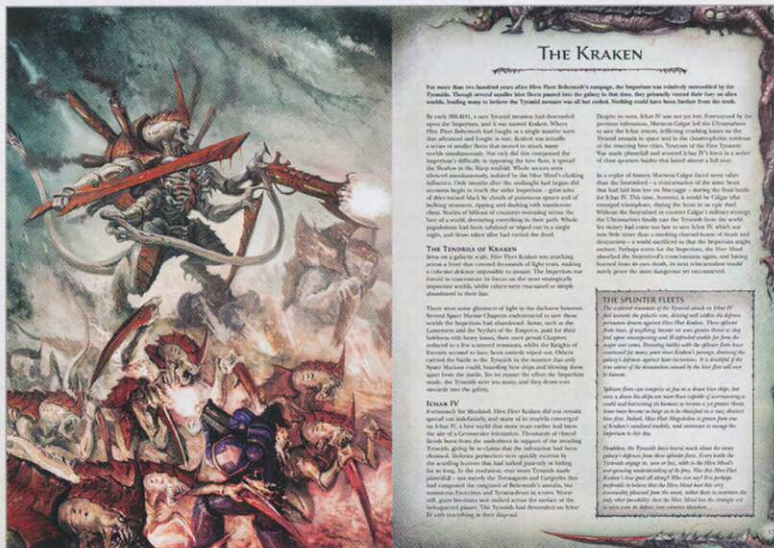


1

Humanity finds itself beset on all sides. The Orks rampage ceaselessly without thought or reason; the Tau press forward through the Eastern fringe; the Necrons awake to reclaim what was once theirs. But perhaps greater than all these threats are the Tyranids, an invading force of constantly-adapting hyper-predators destined to destroy all life in their path.

Codex: Tyranids details every aspect of this horror from beyond known space, from their truly alien nature as a bio-engineered race of beings controlled by a single malign intelligence, to detailed accounts of the various Tyranid Hive Fleets that have invaded the galaxy, along with a glorious showcase section devoted to 'Eavy Metal painted Citadel miniatures and full rules and background for all the many creatures that make up the Tyranid race. A full army list is also included so you can take your Tyranid collection to war on the tabletop against others.

- 1 This new piece of art by Paul Dainton shows the Orks overwhelmed by the Tyranids, accompanying a historical account of the Hive Fleets battling an Ork Waaagh!
- 2 Each of the major Hive Fleets (Behemoth, Kraken, Leviathan and Gorgon) gets its own historical account, and there are three distinct timelines shown too.



2



1

- The background section sets the stage for the Tyranids masterfully, and hits a grand high point in recounting the Fall of Shadowbrink, an epic clash between Hive Fleet Leviathan and a mighty Daemon host led by the splendidly-named Quadrifold Abominatum. (If you've ever wanted to know what happens when a Great Unclean One matches psychic wits with a brood of Zoanthropes, look no further.) Maps, illustrated timelines of each major Tyranid incursion and glorious full-colour art set further dramatic context, and an extensive bestiary provides superb narrative material in exploring the function and history of each Tyranid monster, including special characters such as the Swarmlord and Old One Eye.

The new rules, which build on prior Tyranid books and add plenty of exciting new mechanics, make the Tyranids terrific fun to use in games of Warhammer 40,000. Along with Warlord Traits, unique bio-

artefacts and new Instinctive Behaviour tables (with multiple results for Lurk, Hunt and Feed), there is also for the first time a full suite of Tyranid psychic powers (meaning your Hive Tyrant or Tervigon can, say, harness the destructive potential of the mighty Warp Blast). The army list itself caters for all existing Tyranid models and includes profiles and rules for all the new kits released this month, too, including the mighty Exocrine, Haruspex and Hive Crone, the latter an airborne hunter that will no doubt prove to be the terror of enemy flyers on battlefields everywhere.

In short, Codex: Tyranids is both a hugely evocative read and the ultimate resource for budding Hive Minds everywhere, bursting with inspiration and extra-terrestrial excitement. It is a book to pore over and is the perfect accompaniment to the fantastic new miniatures. **JB**

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

CODEx

TYRANIDS LIMITED EDITION

With a strict print run of only 2,000 copies, the Limited Edition of Codex: Tyranids is a rare treat for human agents of the Great Devourer. Sporting all the same great content as the regular Codex, it also features a redesigned take on Raymond Swanland's Codex: Tyranids cover art on a high quality dust jacket – on the reverse of this is a wraparound battle scene by artist Paul Dainton, showing the Tyranids in battle against the Orks. Fans of Ray's original cover art shouldn't fret though, as it appears in all its full-colour glory on the first page of the book proper.

The actual cover of the Codex sports a soft-touch matte laminate finish which displays a three-headed Tyranid icon, while numbered, creepily-designed endpapers tell you exactly which one of the 2,000 copies you've got. This Limited Edition is truly the ultimate proclamation of devotion to the unknowable entity that is the Hive Mind. If you want one, you'd best act quickly – these 2,000 copies will sell out faster than the time it takes a Ravener to rip apart a Fire Warrior. **JB**

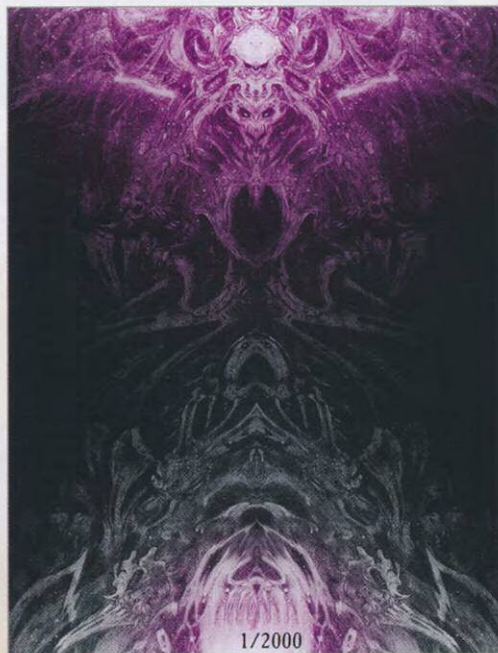


1

- 1 This art adorns the soft-touch laminate cover of the hardback book.
- 2 This recoloured take on Raymond Swanland's Codex cover is on the exterior of the dustjacket.
- 3 This endpaper tells you which one of the limited editions you've bought – which will you get?



2



3

ALSO AVAILABLE

These multi-part plastic kits are also available to servants of the Hive Mind.

TYRANIDS

RAVENER BROOD

Bursting from the ground in a shower of earth and rockcrete, Tyranid Raveners can appear virtually anywhere, their surprise assaults leaving enemy units reeling in shock and disarray.

Each Ravener in this three-figure multi-part plastic set comes with a choice of weapons, including rending claws, scything talons and three thorax-mounted guns: spinefists, devourers and deathspitters. The kit also includes an optional component that enables you to build a Ravener emerging from the ground with large chunks of rubble strewn around it. **DH**



TYRANIDS

GENESTEALER BROOD

Genestealers are the ultimate shock troops of the Tyranids and rightly feared by every race that has come into contact with them. Fast, cunning and vicious beyond reckoning, Genestealers infiltrate an enemy position and tear into the defenders, leaving the way clear for the advancing swarm.

Running low to the ground, Genestealers are hunched, wiry creatures, their long arms outstretched ready to rend their foes apart, their faces contorted with bestial aggression. This multi-part plastic boxed set includes options to equip all eight Genestealers with rending claws and scything talons, plus 16 variant heads and bony armour plates to give you a wealth of modelling opportunities. There are even two Tyranid spore clusters in the box, which can be used to decorate your bases or as battlefield objectives. **DH**

TYRANIDS

CARNIFEX BROOD

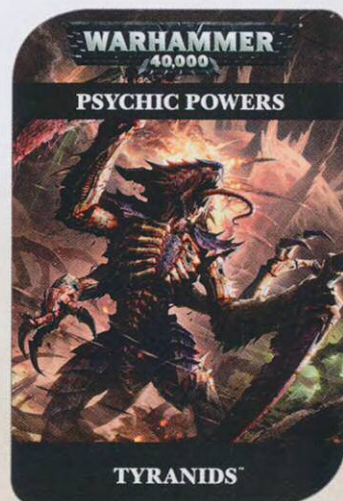
When it comes to brute force and wanton destruction, there are few things in the galaxy as deadly as a rampaging brood of Carnifexes. There is a staggering array of bio-weapons in this multi-part plastic set, which makes two Carnifexes, including all

close combat and ranged options and other Tyranid adaptations such as spine banks and adrenal glands. There is even a half-ruined face in the set that you can use to represent a regenerating Carnifex or the fearsome Old One Eye. **DH**



WARHAMMER 40,000 PSYCHIC CARDS TYRANIDS

The psychic will of the Hive Mind is truly waxing strong, for the Tyranids now have access to their own deck of psychic power cards. The rules and effects for each of the seven psychic powers are described in gruesome detail, from the invigorating Catalyst and the debilitating Paroxysm to the raw energy of a devastating Warp Blast. Make sure you pick them up quickly though, because they are only available while stocks last. **DH**



TYRANIDS

TERMAGANTS

Termagants are the innumerable infantry of the Tyranid swarm. Controlled by synaptic links to the Hive Mind, they use their weapon symbiotes to engage the

enemy at short range. This plastic boxed set includes 20 Termagants, which can be equipped with fleshborers, devourers or spinefists, and three Ripper Swarms. **DH**



TYRANIDS

HORMAGAUNTS

Hormagaunts are voracious, fast-moving Tyranids that are often found in the initial assault of a Tyranid invasion. The 20 Hormagaunts in this multi-part plastic set

are highly dynamic miniatures, all of them leaping forward, ready to tear apart an enemy warrior with their cruelly curved talons and snapping jaws. **DH**



GANDALF™ THE GREY

Known by different titles to each race that has met him, *Gandalf the Grey* is a wise old man, a wandering wizard of power beyond the understanding of most. It is he who arranges the unexpected journey, and who first acts on *Radagast the Brown's* warning of *The Necromancer of Dol Guldur*.

This new Citadel Finecast model catches *Gandalf the Grey* in a moment of thoughtful repose. Something that is especially appealing about this model is the posture that miniature designer Gaku Matsubayashi has captured – it looks like it is straight out the movie. With his hand on his hip, and his face tilted to look into the distance, *Gandalf the Grey* might be trying to recall some point of ancient lore, or perhaps he's set to remonstrate with one of the Dwarves of *Thorin's Company*. **AT**



1 *Gandalf the Grey* distracts *The Stone Trolls* long enough for dawn to come. As a pillar of light shines over his shoulder, the wise old Wizard stands triumphant.

THE HOBBIT: THE DESOLATION OF SMAUG™

BARD THE BOWMAN™

The first to meet the Dwarves washed up on the shores of the Long Lake, Bard the Bowman appears to be a humble citizen of Lake-town. In truth he is the descendant of kings, and a crack shot with a bow, a skill he has inherited from his forefathers.

Despite his noble ancestry, Bard the Bowman is not a wealthy man, clad in the rough attire of a bowman or tracker, rather than a king or lord. The tough and dangerous life he lives is plainly revealed by the quiver of arrows that hangs on a baldric around his body, and the longbow clutched in a gloved hand. His expression shows determination, reflecting the dour, practical nature of this heroic character in *The Hobbit: The Desolation of Smaug*. **AT**

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



1 Out patrolling the banks of the Long Lake, Bard the Bowman stumbles upon a most unexpected band of water-logged travellers, and spies their distant pursuers.

THE HOBBIT: THE DESOLATION OF SMAUG™

THE MASTER OF LAKE-TOWN

Full of pompous opinion and smarmy bluster, the Master of Lake-town is a larger-than-life and undeniably charismatic figure. He views an alliance with the Dwarves of *Thorin's Company* as a chance to bring prestige to himself and wealth and glory to Lake-town.

The Master of Lake-town is a tall, barrel-bellied man, clad in the finery of his office, with expensive rings on many of his fingers and a flamboyant hat topped with bright feathers. The crowning glory of this delightful figure must be the bulging cloth where his ill-fitting jerkin strains to conceal the Master's prodigious tummy. It is a sign of the Master of Lake-town's status that, when he is present, the Lake-town Guards and Captains will fight harder in the hope of garnering a reward. **AT**



THE HOBBIT: THE DESOLATION OF SMAUG™

ALFRID THE COUNCILLOR

The weasly and conniving Alfrid is the Master of Lake-town's right-hand man. While Alfrid is sycophantic to those who he feels can advance his cause, he is surprisingly cruel and unpleasant to all others, proving to be, in his own way, quite the nuisance to *Thorin's Company*.

Alfrid the Councillor is a Citadel Finecast miniature of the Master of Lake-town's servant and confidant. A gaunt figure, Alfrid contrasts starkly with his bellicose, larger-than-life master, with sunken and sallow facial features and dubious, leering expression (reflecting, doubtless, his untrustworthy nature). Alfrid is clearly not a gifted warrior, in fact he has no noticeable weapon, rather carrying a ledger into which he anxiously scribes the affairs of Lake-town with a quill. **AT**



LAKE-TOWN CAPTAIN

Though Lake-town is a peaceful settlement, it maintains a strong garrison of soldiers, for it lies close to the dark bounds of Mirkwood. These warriors are commanded by the Lake-town Captains, courageous leaders, skilled at arms and disciplined enough to stand firm against those that would harm their people.

The Lake-town Captain is a heroic figure, striding forwards, with his sword raised high to rally his followers. Made from Citadel Finecast to capture the textures of his costume, the Lake-town Captain is clad in a thick leather jacket that sits over his coat of chain mail, the borders trimmed with fur. His helmet is a shaped to be reminiscent of a fish's tail – a recurring motif on the arms and architecture of the strange town on the lake. **AT**



1 The Master of Lake-town, flanked by Alfrid the Councillor and a Captain of Lake-town, looks westward, watchful against the dark creatures of Mirkwood.

THE HOBBIT: THE DESOLATION OF SMAUG™

LAKE-TOWN GUARD

Sitting on the Long Lake, east of the Misty Mountains, Lake-town is a large settlement of Men where the descendants of the people of Dale, City of Men, have fashioned their home. The citizens of this floating town look to the soldiers of the Lake-town Guard for their protection – a well organised and ordered militia who have proven more than capable of protecting them until now. Any who threaten Lake-town must face a wall of swords and spears, and deadly flights of white-fletched arrows.

The Lake-town Guard are supplied as three separate packs with three warriors in each; the Lake-town Guard Swordsmen, Lake-town Guard Spearmen and Lake-town Guard Bowmen. Each of these warriors are clad in the traditional uniforms of Lake-town, with tall fish-tail tipped helmets and sturdy padded leather jerkins. Their costumes are at least partly ceremonial, with ornate gorgets and shoulder plates inlaid with rare metals, and clasps and fancy details on their breasts and the rim of their helmet. It's clear their outfits are designed to offer them protection from injury in battle, but the fur trim around their helmets and jerkins suggest they also protect against the cold blustery winds that buffet their town in wintertime.

The Lake-town Guard Swordsmen, as you might expect, carry short swords drawn and ready for battle. These are plain, functional weapons like all those found in Lake-town – simple but effective. The tall spears are decorated with a flash of fabric, but concede to practicality with a curved crosspiece to prevent the spear tip lodging too deeply into the foe. The Lake-town Guard Bowmen each carry a sturdy wooden bow and a quiver filled with arrows on their back. Both the Spearmen and Bowmen also have matching short swords sheathed at their waists, in case the fighting gets closer. **AT**

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



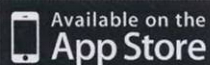


- 1 The Lake-town Guard Spearman also have swords on their belts.
- 2 The Lake-town Guard Swordsmen, a trio of close combat fighters.
- 3 Each Lake-town Guard is a unique individual, with distinct facial features.
- 4 A keen eye will notice the Lake-town Guard have a fishy design to their helmets, the point at the top appearing to end in several fish tails pressed together.
- 5-6 The Bowmen have a quiver hung on a baldric around their chest.
- 7 The Lake-town Guard Bowmen, each armed with a wooden bow and a short sword.
- 8 Amid crumbling ruins the Lake-town Guards clash with the Hunter Orcs, matching the savagery of their foes with courage and steel.

DIGITAL PRODUCTS

Games Workshop offers 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.



TYRANIDS

There are plenty of new digital products available this month, especially for Tyranid collectors, with the new Codex, as well as painting guides and first-class gaming content too.

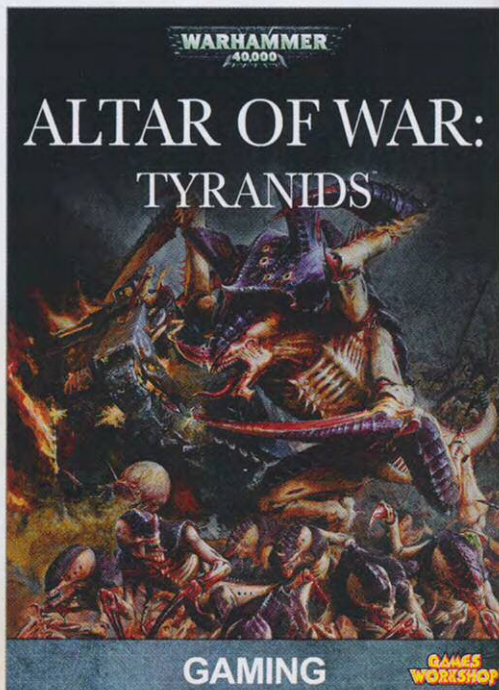
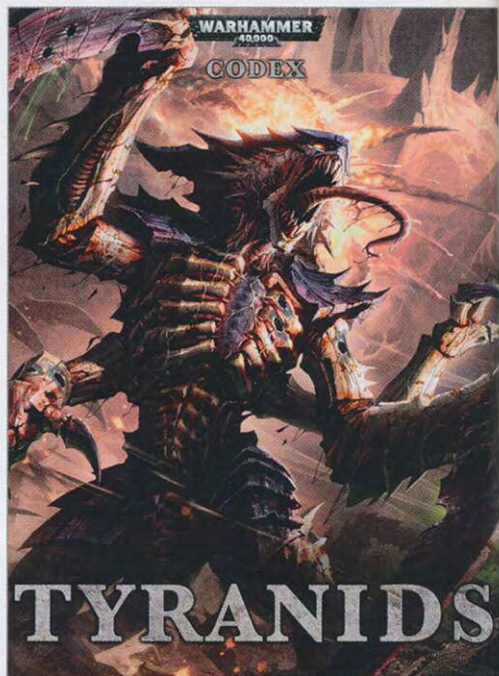
Codex: Tyranids

The Studio is releasing Codex: Tyranids in two digital formats – an eBook that can be read on a host of digital devices and an iPad edition. Both of these formats include all the same great content that you find within the regular paper Codex, along with the functionality that comes with storing them on your preferred device.

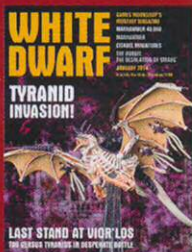
The enhanced iPad edition also features exclusive audio content, narrated by voice actors, quick links to special rules and unit entries, and a gallery of images with 360° rotations of many models. Finally, and perhaps most exciting of all for collectors with a large army at their disposal, is the Force Requisition that is included. This integrated collection manager enables you to marshal your army, selecting the units that you own ahead of your games and choosing their weapons and wargear. This feature makes organising your models into an army, and taking it to battle, easier and more enjoyable than ever.

Altar of War: Tyranids

There is also a new addition to the Altar of War series this month with Altar of War: Tyranids. This gaming supplement presents six scenarios designed especially with the armies of the Great Devourer in mind, enabling you to recreate the various stages of a Tyranid invasion, from the opening attacks as the Hive Fleets seek to gain a foothold on the planet to the final vile harvest of the foe.



WHITE DWARF IPAD EDITION



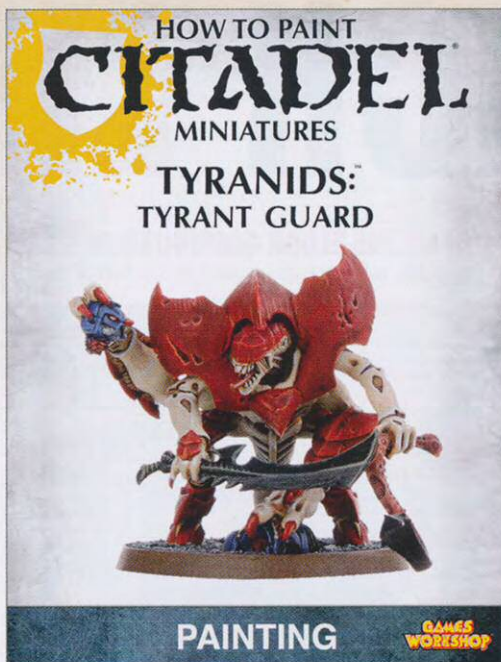
With high-resolution photographs, extra pictures, text and video content – plus audio extracts – the iPad edition of White Dwarf contains all the great content of its paper sibling and more besides. But you'll know that if you're reading this on your iPad, right?



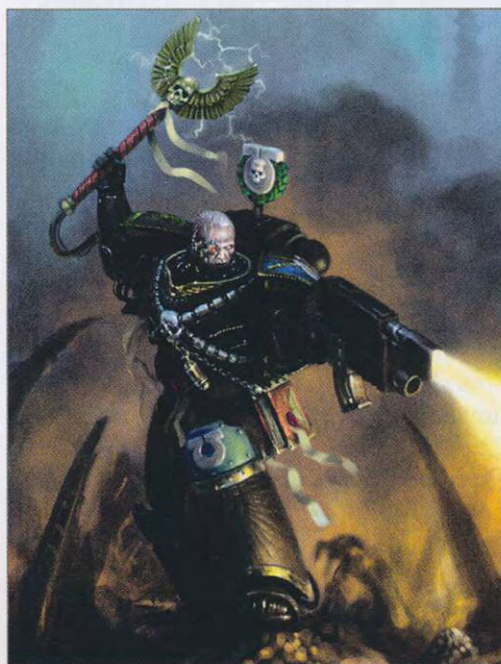
How to Paint Citadel Miniatures: Tyranids
This massive painting guide, available for iPad users, contains detailed instructions and advice for painting Tyranid armies in the colours of Hive Fleet Behemoth or Hive Fleet Kraken.



Codex Dataslate: Tyranid Vanguard
Detailing the Tyranid organisms utilised in first-strike situations, Tyranid Vanguard is a supplement for Warhammer 40,000 that enables to you unleash a spearhead of Lictors, Genestealers and more.



How to Paint Citadel Miniatures: Tyrant Guard
Released this month in both iPad and eBook formats are a series of guides that each tackle the subject of painting a specific Tyranid model in detail.



Codex Dataslate: Tyrannic War Veterans
In the aftermath of the Battle for Macragge, Chaplain Cassius organised an elite band of warriors as shield against the Tyranid threat. This Dataslate allows you to use this stalwart band of alien hunters.

Games Workshop's range of digital painting guides grows each month. This month there are new guides for painting the Tyrant Guard, Haruspex, Harpy, Tyranid Warriors and Hormagaunts, as well as a jumbo iPad guide for painting your whole Tyranid army.

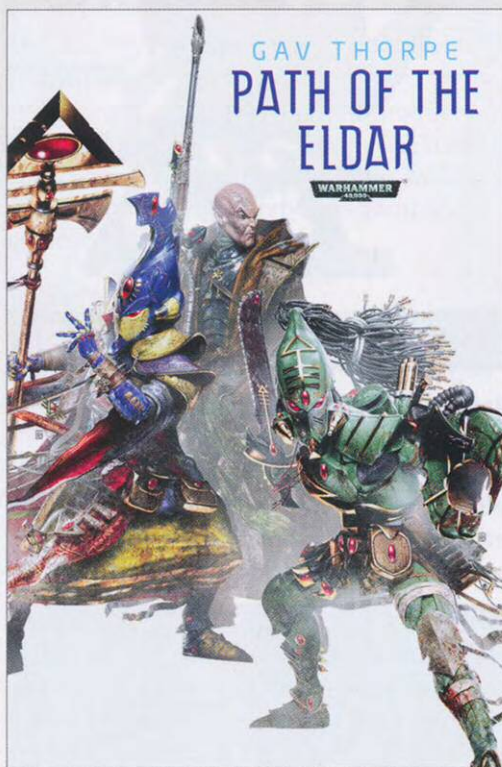
For more painting tips, check out the How to Paint Citadel Miniatures book, or see the range of Digital Editions online at blacklibrary.com and on the iBookstore.

Codex Dataslates revel in the evocative background and history of Warhammer 40,000, shedding light on lesser-known aspects of the universe and enabling you to use them in your games. Each Codex Dataslate contains a mixture of rules and background sure to sate the appetite of even the most avid hobbyists.

BLACK LIBRARY

PATH OF THE ELДАР OMNIBUS

By Gav Thorpe, paperback, 766 pages



Three Eldar companions of Craftworld Alaitoc part ways to follow very different paths.

This massive anthology collects three novels by Gav Thorpe: *Path of the Warrior*, *Path of the Seer* and *Path of the Outcast*. They follow the interlocking lives of three Eldar who end up leading very different lives. Also collected here are three related short stories by the same author: 'The Curse of Shaa-Dom', 'The Rewards of Tolerance' and 'Dark Son'. We talked to Mr Thorpe himself about them.

Jes Bickham: What inspired the interlocking nature of the novels?

Gav Thorpe: I wanted to examine characters and environment in some detail

and covering pretty much the same period of time from three perspectives allowed me to show how much perception is affected by the path. It meant I could focus on three very different characters without having to hop between them every chapter, but to tell a single story that bound them together. That was part of the inspiration – blurring the lines between cause and effect, fate and self-determination. All three characters are inextricably linked, as are all the other Eldar, so that everything eventually feeds into the cyclic nature they perceive in the universe. However, the story as we each see it is complete from our perspective and we rarely see all of the other permutations and interactions that create the 'reality' we inhabit.

It stemmed from the idea of ripples in a pool. The Eldar are always portrayed as fighting battles and interfering very deftly to alter the course of the future to their benefit, but this must have an equal impact on the Eldar themselves. The stone in the pool is a battle, far away from Alaitoc, which has profound effects on the lives of our characters. It explains why the Eldar don't just win because they can see the future – it's far more complicated than anyone can really imagine.

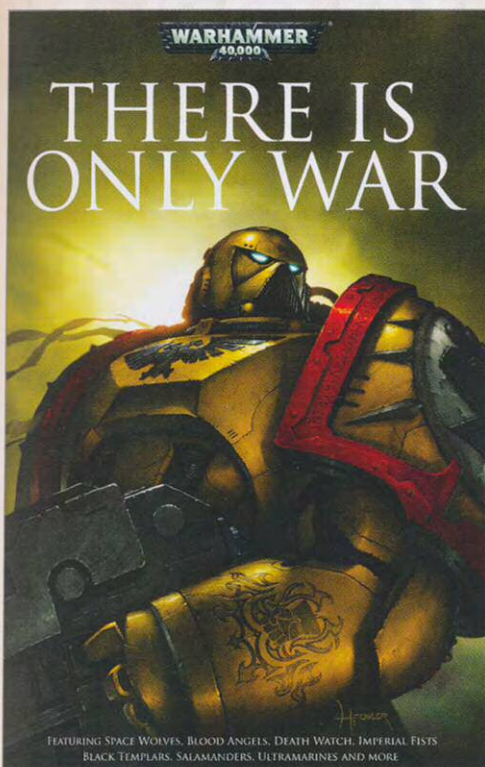
JB: Which is your favourite of the three novels?

GT: *Path of the Outcast*, I would say. Only because by the time I had spent two books on the path, all rigid and confined, it was great to get out amongst the stars and create some really crazy stuff not seen in the Eldar lore before. The first two were quite introspective, in terms of the background, delving into existing material to make sense of what the Eldar lifestyle really means in practice. The third is more of a romance, I suppose, heading out to see what mad stuff is out there. **JB**

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

THERE IS ONLY WAR

Edited by Christian Dunn, paperback, 992 pages

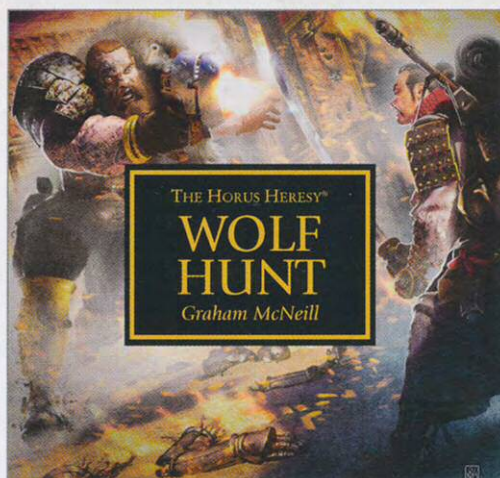


This anthology collects a host of short stories unleashing death and carnage in the Dark Millennium.

With a thematically appropriate 41 short stories (and a less evocative, although equally staggering, 992 pages), *There is Only War* is a chunky volume. It combines Warhammer 40,000 tales written over the last 13 years or so, which means it has something for every fan – for instance there's a cracking yarn about Khârn the Betrayer by William King that I remember chortling in delight to more than a decade ago (his personal kill counter is an ingenious touch). My favourite in the collection is Nick Kyme's tale of the Marines Malevolent and the dispensation of justice on Armageddon. The end leaves a warm glow of righteous vengeance. **AT**

WOLF HUNT

Graham McNeill, CD, 75 minutes.



Malcador the Sigillite's hunter, Yasu Nagasena, stalks Terra in his hunt for a Lone Wolf...

Available on general release for the first time, *Wolf Hunt* continues the story told in the Horus Heresy novel *The Outcast Dead*. It is a tense tale of cat and mouse, as hunter and prey find themselves embroiled within a galaxy-spanning conspiracy.

Graham's storytelling in this audio drama lets us experience our protagonists in fascinating detail. McNeill uses the disparate cultures and methods of Severian the Wolf, a Son of Horus and his pursuer Nagasena, an enigmatic huntsman sanctioned by Lord Dorn as a device to give their actions and thoughts a satisfying flavour. Savagery and blunt pragmatism are measured against calm wits and unbending honour. The bloody battles in the tale are particularly good: vivid descriptions pair with excellent voice acting and sound effects – the depiction of a volkite pistol detonating a man's skull is especially good. This tale is as entertaining as it is relevant to the ancient history of the Imperium. **AT**

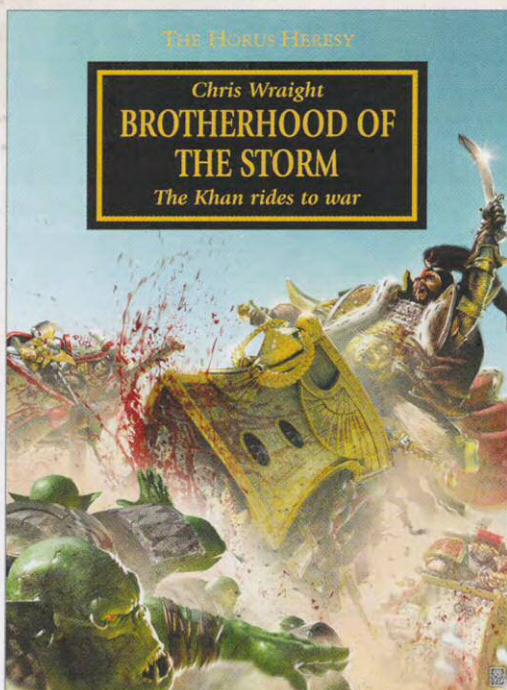
FURTHER READING

Wolf Hunt continues the story of the *Outcast Dead*, so the first port of call for those who enjoy the tale recounted within it would surely be to tackle that epic story. Those who wish to look further into the plots that swirl through these two adventures would do well to check out the audio dramas surrounding Nathaniel Garro – there's an entire section on the Black Library website devoted to them.

For those hooked by the *There is Only War* anthology, Black Library has dozens of short stories to download as eBooks, and several other anthologies too. Check them out at www.blacklibrary.com.

BROTHERHOOD OF THE STORM

By Chris Wraight, hardback, 128 pages



MORE FROM THE HORUS HERESY

Alongside *Brotherhood of the Storm* there are four other Horus Heresy titles out this month. *Mark of Calth* is now available as a classic paperback for those of you that like to keep all the books in your collection the same size, while *Horus Rising* has been freshly released as a premium paperback. *The Unremembered Empire* is also available as a premium paperback and as an unabridged audio book consisting of 10 CDs.

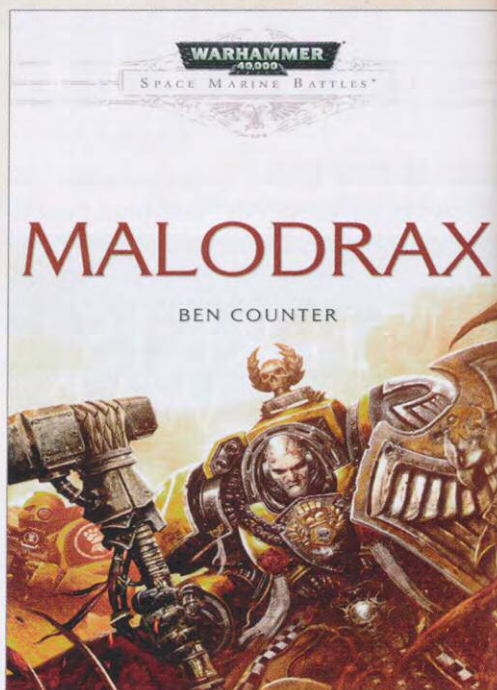
The Khan rides to war in the first Horus Heresy novella to feature the White Scars Legion.

Up until now the White Scars have made only minor appearances in the Horus Heresy series, making this the first novella to focus solely on the fifth Legion.

The story begins on the world of Chondax, a desert world teeming with Orks the White Scars have been sent to eradicate. While there are several exceptional battles involving jetbike-riding, barely cultured (by Terran standards) Space Marines fighting hordes of Orks, I found the segments of story inbetween the violence equally exciting. There's a lot of introspection on the part of the main characters which serves to introduce the White Scars Legion perfectly, describing their attitudes, actions, culture and, to some extent, their elusive Primarch. While the climactic battle is a masterpiece in action writing, my favourite moment is when Ilya Ravallion, a Departmento Munitorum general, meets Jaghatai Khan for the first time – it's the perfect description of how an average human would feel upon meeting a Primarch. **DH**

MALODRAX

By Ben Counter, paperback, 416 pages



Captain Lysander returns to mete out righteous vengeance upon the hated Iron Warriors of Malodrax.

Late in the 40th Millennium, Captain Lysander of the Imperial Fists disappeared without a trace, along with the Strike Cruiser *Shield of Valour*. Missing in the Warp and presumed dead, Lysander and his followers reappeared a thousand years later, only to fall victim to the guns of the Iron Warriors in the moment of their deliverance. The survivors were enslaved upon the hellish world of Malodrax.

Malodrax is the tale of how Lysander survived the living hell that is a world dominated by the sadistic Iron Warriors Legion, and how he returns to smite those who murdered his brothers and held him captive. It also tackles the question of how the 1st Company, bereft of his leadership for a millennia, deal with accepting him again. It's a graphic, bloody tale and Ben Counter pulls no punches in describing the horrors of the world, to the extent that it, and its environs, are almost a character in their own right – an enemy to be bested every bit as much as the merciless Iron Warriors who inhabit it. **AT**

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. This month the talented chaps at Rodeo Games share news of recent and forthcoming content for Warhammer Quest.

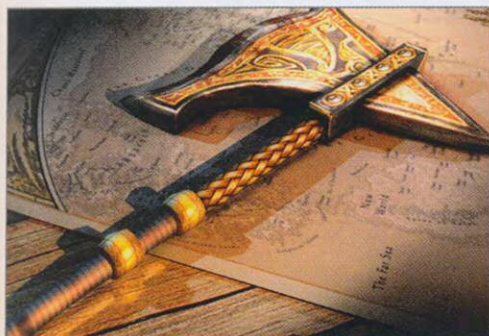
WARHAMMER QUEST EXPANSIONS

Since **Warhammer Quest** was released for iPad in early 2013, the guys at Rodeo have added new quests, heroes and magic items to fuel your adventures. The latest additions include The Brutal Tribe expansion, which enables you to explore the Fire Caverns of Averland and face Savage Orcs, Black Orcs and Stone Trolls in your quest for gold and glory.

Most recently there are new heroes available to buy, allowing you to fight as a High Elf Shadow Warrior, an Empire Bright Wizard or an Ogre Irongut – each with their distinct skills and abilities, and a selection of unique magic items for your heroes. Next on the horizon from Rodeo is an expansion featuring the Undead – and the fearless Witch Hunter to join the fight.



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4

- 1 Deep in the Fire Caverns the Ogre Irongut wades into a band of Night Goblins, ready to smash some skulls with his club.
- 2 Players who have a favourite Dwarf hero may want to reward them with Gotrek's Axe, one of the Warhammer World's most powerful weapons.
- 3 Even The Slayer of Kings, which contains the mighty Chaos Daemon U'zhul, can be purchased for your Chaos Marauder to wield in battle.
- 4 Just before going to print, the guys at Rodeo sent us this picture of the Witch Hunter from their forthcoming expansion – a new hero ready to join your adventures.

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 one of their most recent additions.

LEGION FIRE RAPTOR GUNSHIP

Designed around the Storm Eagle chassis, the Fire Raptor is an infantry support craft, designed to provide pinpoint firepower wherever the Space Marine Legions need it most. Armed with an Avenger-pattern bolter in its nose and a pair of ball turrets set into its hull, the Fire Raptor is capable of raining punishing salvos down upon the enemy, blasting apart their formations with its thunderous volleys.

Designed by Stuart Williamson, the creator of the Storm Eagle, this attack gunship trades against the crew capacity of its predecessor for an increased weapon load. Available to Space Marine armies in both the Horus Heresy and the 41st Millennium, you can find more information on the Fire Raptor, including rules for using it in your games, in Imperial Armour Volume Two, Second Edition. **AT**

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



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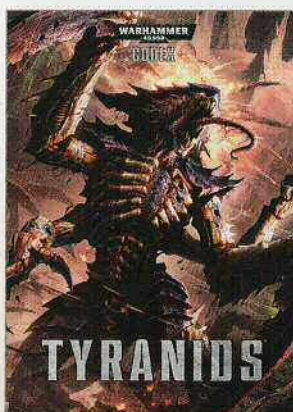
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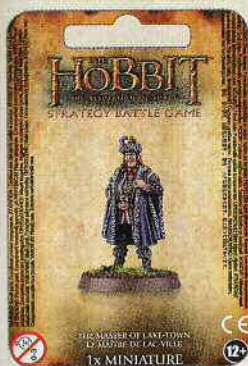
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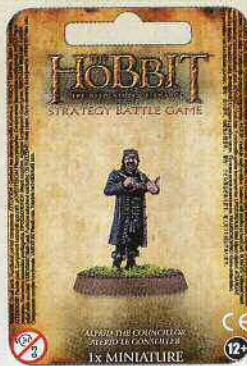
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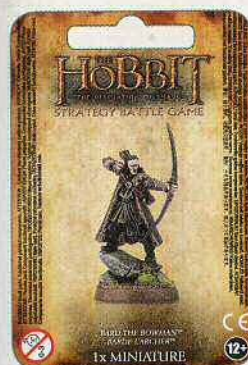
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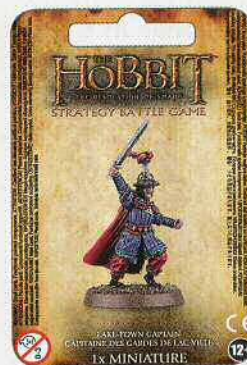
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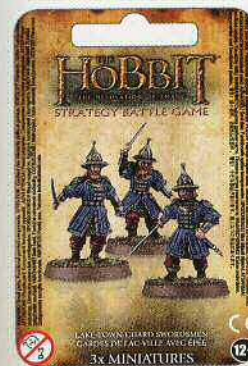
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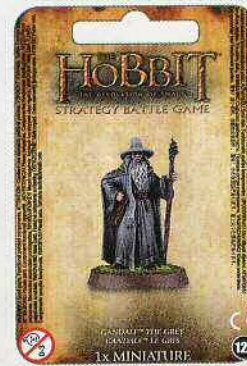
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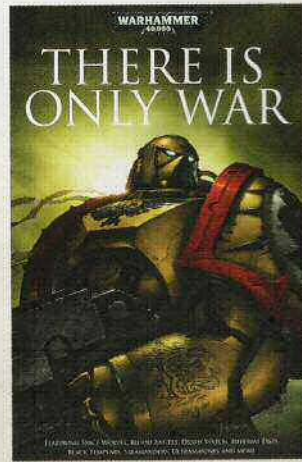
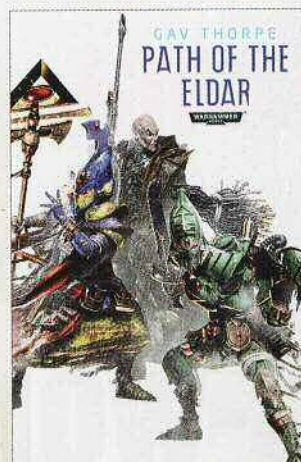
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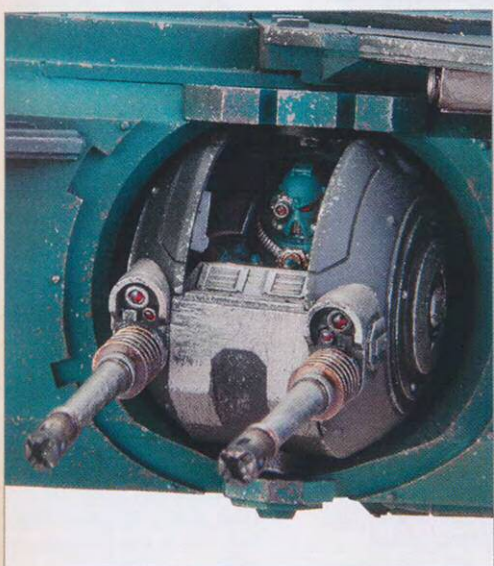
LICTOR



THE RED TERROR



VENOMTHROPE



- 1 A Sons of Horus Fire Raptor soars across the blazing skies of Istvaan V.
- 2 This Iron Warriors Fire Raptor has quad heavy bolters set into its fuselage turrets.
- 3 Fire Raptors can upgrade their heavy bolters to a reaper battery, which is also included in the kit. Note also the Space Marine gunner modelled inside the ball turret.
- 4 The nose-mounted Avenger bolt cannon is designed with strafing runs in mind.

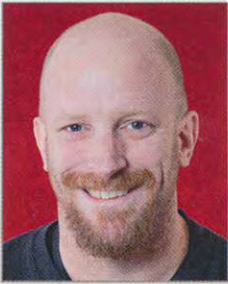


ARMY OF THE MONTH

CHRISTIAN BYRNE'S ANGELS OF DEATH



Army of the Month showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. This month's army embodies the skill and craft that goes into painting a force to the highest standards as we showcase the Blood Angels and Dark Angels army of Christian Byrne. Initially collected as a small Blood Angels strikeforce, Christian went on to add Dark Angels to his army too – eventually creating a force that he proudly refers to as the Angels of Death.



Christian Byrne is a veteran hobbyist with hundreds of painted models in his collection, from Men of Arnor and the fighting Uruk-hai of Isengard to Ogres, Empire soldiers and Chaos Space Marines.

Christian: Like many hobbyists out there, my army started out small and I really had no idea it would ever become this big. When the Blood Angels were released several years ago I was really excited by the new models that came out. They struck a chord with something from my childhood. You see, way back in the early 1990s, I brought a game called Space Crusade, published by Games Workshop and MB games. I painted all of the Space Marines that came in it as Blood Angels, and was very proud of them. Even when I started playing games of Warhammer 40,000 I stuck with the Angels of Baal. Then, when Codex: Angels of Death came out for Warhammer 40,000 in 1996 I took my collecting even further, adding some of the models that came out at that time – that's when I came to know the heroes of the Chapter such as Commander Dante, Librarian Mephiston and the doomed souls in the Death Company.

So, fast-forward a decade or so to 2010, when the most recent Blood Angels Codex and models were released – that's when I ►



1

1 Christian's Land Speeder Vengeance casts a threatening shadow at the rear of his army.

2-3 "I wanted the Land Raider Redeemer to look extra special," says Christian, "so I took the time to paint a freehand angel on the roof."



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4 Christian's Nephillim Jetfighter provides air cover for his army. "I wanted all of the vehicles in my army to show signs of wear," Christian says. "As well as scuffs and battle damage, each of the vehicles has dust and dirt in the recesses, done using Forge World Weathering Powders."

5 "The colour scheme I have used on my Dark Angels is intended to enable them to integrate seamlessly with my Blood Angels force," Christian says. "That way, no matter which units are near each other they look 'right' together. So, my Dark Angels have red trim and robes, so they can fight shoulder to shoulder with the Blood Angels."



1 "My Blood Angels Honour Guard fight on foot," Christian says. "Their poses give them a sense of momentum, which matches the aggressive nature of the Blood Angels. Their ornate armour, with its distinct iconography, makes them all look like heroes."

2 The Death Company are Christian's favourite part of the Blood Angels army, with the tale of their tragic curse.

3 "I love the stories and imagery of Commander Dante so much, I decided to convert my own," Christian says.



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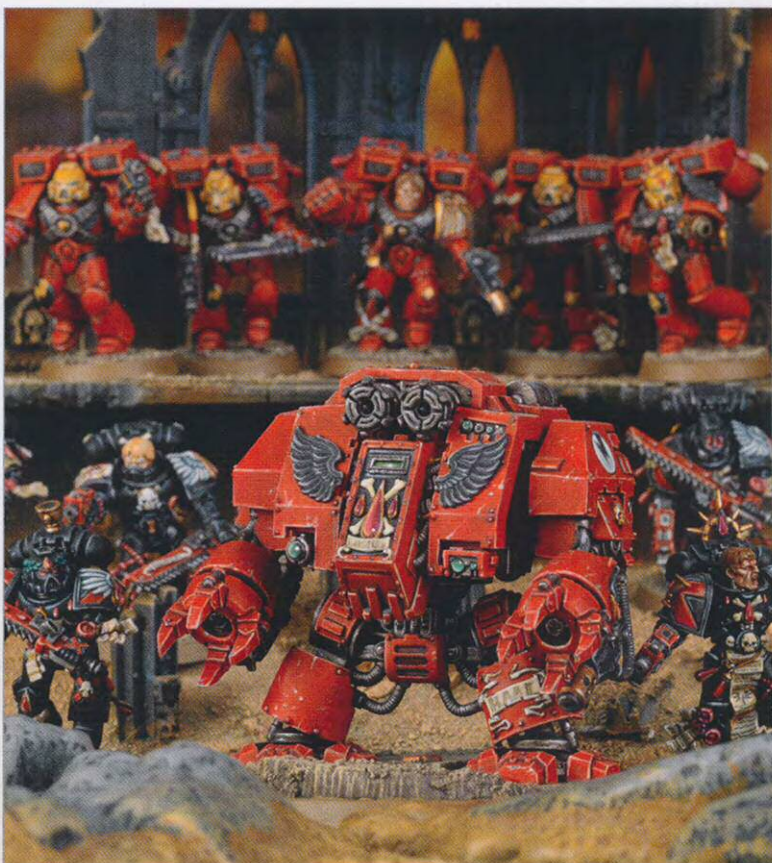


4 "First Captain Belial of the Deathwing leads the Dark Angels contingent in the force," says Christian. "He and his bodyguard of Deathwing Knights ride in the Land Raider Redeemer. I've used the red spot colour on their robes and wargear too, which matches the details on their tank, and also their allies from Baal."

5 "Dreadnoughts sit in a great place in the background. The story of a warrior whose body is too ruined to be repaired, so they fight on in death, is inspiring," Christian says. "The appeal of that narrative, combined with the flexibility of the Blood Angels Furious Dreadnought kit, meant that including two of them in my army was no hardship. I also have a strong temptation to add a Librarian Dreadnought as well."

started work on this Blood Angels army. I had been helping to design the How to Paint Citadel Miniatures book, and in doing so I got quite excited by the new Citadel Paint system and all the colours that it added, specifically the reds. I thought they would make painting a Blood Angels army easier than ever, so I decided it was time to start a new project.

I began by picking up a Blood Angels Battleforce, assembling and painting the models at my desk in lunch breaks and occasionally at home at weekends and evenings. As time has passed, I've added more to the force. Obviously the biggest expansion to the army has been the Dark Angels contingent, something that came about quite naturally: when the Dark Vengeance boxed game was released I went halves on it with my friend Phil. I got the Dark Angels, and so my Blood Angels army became an 'Angels of Death' force, loosely based on the Codex: Angels of Death I had when I was younger. It's a natural alliance, and I've really enjoyed building it.



1 "In keeping with my Honour Guard who fight on foot, my Assault Squad also ride into battle in a Rhino rather than on jump packs," says Christian. "I like the image of them piling out of a Rhino into combat, and it gives me the excuse to paint them a vehicle of their own."

2 "Painting the Deathwing turned out to be very enjoyable," Christian says, referring to the elite Dark Angels Terminators. "Once I had finished the five that came in the Dark Vengeance boxed game I decided to have a go at some more – they look impressive as a squad of ten models, a swathe of bone-white armour."



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3 "Baal Predators not only look good, but they're good in the game, too," Christian says. "Normally that's not a consideration for what models I'm building and painting, but every once in a while something stands out as so useful I can't resist it. This tank's main gun, the inferno cannon, spells fiery death for any infantry wearing less than a Terminator."

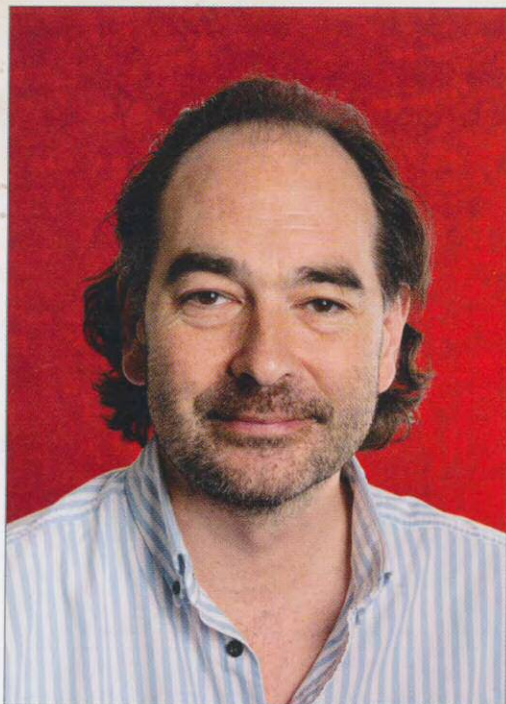
4 "There's no rhyme or reason to the character models I have painted, except for the fact that I've added the ones I like best," Christian explains. "As with the rest of the models in my collection I've tried to keep the colours sympathetic to both sides of the army. Turmiel and Balthasar, the Dark Angels heroes, have red robes, and even my Blood Angels Librarian continues the red theme with some 'non-Codex' red armour plates."



► I think it's fair to say that in the past I used to play a lot more than I do now, but my focus on the Games Workshop hobby nowadays is definitely painting and modelling, and I think that comes across in this army. I've looked for ways to unify the two sides of the force, such as the blue power weapon blades, the green blood drops on the Blood Angels matching the Dark Angels armour and so on.

My goal with this army has always been to paint it to the best of my ability, including all the iconography and imagery of both Chapters. I've used parts from the plastic kits to give all the vehicles appropriate Chapter markings, and even picked up some Forge World Rhino doors to add some additional variety. Throughout the process I've used all the techniques I've learned from years in the hobby. Testing my skills has been my favourite aspect of building and painting the army. There's nothing so satisfying as making a subtle conversion or finishing a paint job that you're really happy with – it's the best part of the hobby. **AT**

JERVIS JOHNSON



Jervis turns his sage-like wisdom to a new topic this month, as he ruminates on the subject of how random result tables can enhance your hobby experience. He's even provided an example to try out in your own games...

One thing that I have been rediscovering recently in my own games is the joy of great big random tables. Now, of course, we use random tables all of the time when we are designing our games, but what I am referring to is something rather different to the D6 tables like the Freakish Mutation table used for Forsaken units in the Warriors of Chaos army book, or the Eternal War mission table used to pick the scenario you are going to play in Warhammer 40,000. Don't get me wrong, these random tables are perfectly fine, but the big random tables I am thinking of are an altogether different beast, and something that we rarely use in our games these days.

This didn't always use to be the case. Probably the best example of the alternative approach I am referring to can be found in the classic Realm of Chaos

books that we published back in the late eighties. These weighty tomes were packed full of all kinds of random tables, many of which used funny-shaped polyhedral dice to generate dozens and dozens of different results. The Daemonic Attributes table in *The Lost and the Damned*, for example, had 33 different results, while the infamous Chaos Weapon Properties table from *Slaves To Darkness* had a whopping 78 different results! Now *that* was a random table!

Unfortunately, the random tables in those early games were used with very little restraint, and, more frustratingly, were often used to determine what models you could use in your army. As an example, the Realm of Chaos books required you to roll randomly to see which models were in your warband, and in certain cases were used to determine what the model looked like and was armed with. Most players took a rather dim view of this, preferring to decide which models they took in their army for themselves, let alone being required to convert models in order to be able to play a game! Because of this, those large random tables fell into disfavour, being replaced by the army lists and points values we see today. What random tables remain are much more limited compared to the likes of the likes of the Daemonic Attributes table, let alone the Chaos Weapon Properties table, and are primarily intended to provide a little bit of variety or to reflect the nature or background of a model or army in as succinct a way as possible.

I hadn't thought about those big, rambling random tables for quite a while, until recently when I decided to run a Warhammer campaign for my colleagues at work. For this campaign, I decided to let each player have a 'family heirloom', which was a randomly selected magic item that could give to a model in their army, and which didn't cost them any points. I decided that this should be as big as possible, and so ended up creating the Family Heirloom table that accompanies this article. As this was a friendly campaign I was running for my mates, I didn't worry about things like play balance, and simply

stuffed the table with as many items as I could. If a player was lucky, he might end up with a Luckstone, or on the other hand might just get a Sword of Titans; it was up to the dice to decide which!

“The trick, I have realised, is to use the tables to add spice to a game, but not dominate it; to make it an optional extra, rather than something that has to be used.”

This idea proved to be quite a hit with the players, and reminded me how much fun big random tables can be. The players loved rolling on the table, and I found that the results added a strong narrative element to the campaign. In play, while the free magic item could give a player a small advantage, it was in no way near game-breaking. These were all valuable lessons, and have led to me experimenting with similar tables in other games. The trick, I have realised, is to use the tables to add spice to a game, but not dominate it; to make it an optional extra, rather than something that has to be used; to ensure that the results never dictate what models you can use, but only how you use them.

Since then I have been experimenting with big random tables in a number of different ways. For example, I've used quite large 2D6 tables of random effects in several of the Altar of War mission packs that are part of our range of digital products. Although not quite up there with some of the Realm of Chaos tables, they are still quite lengthy compared to most of the random tables we make. More importantly, I have found that I needed to approach them with a rather different mindset to that I would normally use. As noted already, the tables need to add spice to the game, not

dominate it, but they also need to be quirky, characterful and fun.

A good example of the kind of thing that I mean can be found in the Daemon World table included in Altar of War: Chaos Daemons. This has effects for a Gale of Chaos (which gives psykers extra Warp Charge points), Time Flux (where a randomly selected unit goes backwards or forwards in time, losing or recovering models as a result), and, my personal favourite, Translocation (which causes D3 terrain pieces to be relocated on the game board). I've also been tinkering away at an updated version of the old Realms of Chaos campaign system, for a new campaign I am hoping to run in the Studio for some lunchtime gaming sessions. In its current form that uses a D6 table, a 2D6 table, and two D66 tables to generate the scenarios the players will take part in. This is still a work in progress, but I have high hopes for it.

The proof of the pudding, of course, is in the eating, and therefore, for your edification and delight, I have asked the lovely White Dwarf team to include my original Family Heirloom table with this article – see overleaf – so you can give it a try in your games of Warhammer. You can use it just as we did, with each player rolling once on the table giving the item 'for free' to a model that can use it in their army. As an alternative, allow players to 'buy' rolls on the table for 35 points each. Go on, give it a try in your next game. I think you will quickly discover the joy of random tables, just as I have rediscovered it for myself. And, who knows, perhaps you will end up experimenting with making some random tables for your own games, just as I am with mine...

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

Heirloom Table

First roll a D6 to see which table you will roll on, then make a 'D66' roll to see which magic item you get. (To make a D66, roll 1D6 counting as tens, and second D6 to count as units, so a roll of 3 followed by 4 would give a result of 34.)

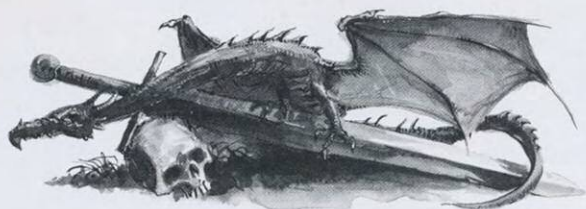
Roll	Talisman
1	Magic Weapons
2	Talismans
3	Magic Armour
4	Enchanted Items
5	Arcane Items
6	Magic Standards

Roll	Magic Weapons	Effect
66	Sword of Titans	+3 Attacks, +3 Strength, +3 Initiative
65	Daemon Slayer	+3 Strength, D3 Wounds (auto wound vs Daemons)
64	Dragon Slayer	+3 Strength, D3 Wounds (auto wound vs Dragons)
63	Hellfire Sword	Each Wound after saves = D3 Wounds on character, D3 on unit in base contact
62	Death Sword	Strength 10
61	Frost Blade	Ignores armour saves. 1 wound kills automatically
56	Sword of Destruction	Each hit destroys a magic item/saps a Wizard level (attacker's choice)
55	Giant Blade	+3 Strength
54	Blade of Darting Steel	Hits automatically
53	Blade of Leaping Gold	+3 Attacks
52	Hydra Sword	Each hit = D6 hits
51	Obsidian Blade	Ignores armour saves, a successful Wound destroys victim's armour
46	Venom Sword	Each wound = D6 Wounds
45	Sword of Heroes	+3 Strength vs Toughness 5 or more
44	Blade of Leaping Bronze	+2 Attacks
43	Dark Mace of Death	D3 Wounds on all models in base contact, once per game – no armour saves against these Wounds
42	Dragon Blade	Each hit = 2 hits
41	Heart Seeker	Re-roll misses
36	Sword of Justice	Re-roll failed Wounds
35	Ogre Blade	+2 Strength
34	Tormentor Sword	Enemy Characters subject to Stupidity if wounded
33	Bone Blade	Each wound = D3 Wounds
32	Shrieking Blade	Bearer causes fear
31	Warrior Bane	Enemy Character's Attacks -1 per Wound caused
26	Sword of Battle	+1 Attack
25	Spellthieving Sword	A Wizard wounded by this sword loses a randomly chosen spell
24	Rending Sword	Each Wound = 2 Wounds
23	Sword of Swift Slaying	Always Strikes First
22	Sword of Striking	+1 to hit
21	Gold Sigil Sword	Initiative 10
16	Parrying Blade	One enemy in base contact, chosen by bearer, has -1 Attack
15	Sword of Might	+1 Strength
14	Relic Sword	+1 Weapon Skill
13	Berserker Sword	Subject to Frenzy
12	Biting Blade	-1 Armour save
11	Languisher Sword	Enemy Character's Initiative -1 per wound caused

Roll	Talisman	Effect
65-66	Circlet of Endurance	5+ Ward save for bearer and his unit
63-64	The Ruby Chalice	Once unit/character is wounded, further attacks suffer -1 to hit against unit/character
61-62	Abyssal Charm	Re-roll all failed saves
55-56	Amulet of Spite	4+ Ward save. If saved against a close combat Wound, that Wound is rebounded
53-54	Obsidian Lodestone	Magic Resistance (3)
51-52	Seed of Rebirth	Regeneration
45-46	Talisman of Preservation	4+ Ward save
43-44	Obsidian Amulet	Magic Resistance (2)
41-42	Talisman of Endurance	5+ Ward save
35-36	Featherfoe Torc	Bearer has a 4+ Ward save against Wounds caused by flyers
33-34	Soulshield Shard	Bearer and his unit have a 5+ Ward save against Wounds caused by Death magic
31-32	Dawnstone	Re-roll failed armour saves
25-26	Jade amulet	2+ Ward save against 1st Wound. One use only
23-24	Dragonbane Gem	Bearer completely immune to Flaming Attacks
21-22	Entropic Pendant	Declare at start of enemy's turn. Bearer has 4+ Ward save for that turn. One use only
15-16	Obsidian Trinket	Magic Resistance (1)
13-14	Talisman of Protection	6+ Ward save
11-12	Luckstone	Re-roll a single saving throw – one use only

Roll	Magic Armour	Effect
65-66	Armour of Defiance	Heavy armour. +3 Toughness
63-64	Spellleather Shield	Shield. Magic Resistance (3). If spell is dispelled, it is destroyed on a 4+
61-62	Armour of Brilliance	Includes a shield and gives an Armour save of 3+. Foes must re-roll hits
55-56	Armour of Unyielding	Heavy armour. +2 Toughness
53-54	Armour Of Protection	Heavy armour. 4+ Ward save
51-52	Shadow Armour	Heavy armour. Hits against the character suffer -2 S penalty
45-46	Spellshield	Shield. Magic Resistance (3)
43-44	Obsidian Armour	Heavy armour. 3+ Ward save against magical attacks
41-42	Armour of Resilience	Heavy armour. +1 Toughness
35-36	Trickster's Helm	Light armour. Enemy must re-roll to wound
33-34	Armour of Fortune	Heavy armour. 5+ Ward save
31-32	Armour of Meteoric Iron	2+ Armour save, cannot be improved
25-26	Armour of Endurance	Heavy armour. 6+ Ward save
23-24	Charmed Shield	Shield. First hit inflicted upon the bearer is automatically discounted. One use only
21-22	Glittering Scales	Light armour. Enemy can never hit wearer on better than 5+
15-16	Dragonhelm	Light armour. 2+ Ward save vs flaming attacks
13-14	Shield of Ptoles	Shield. 1+ Armour save vs Shooting
11-12	Enchanted Shield	Shield. +1 Armour save

Roll	Enchanted Items	Effect
65-66	Crown of Sorcery	Character is a Level 3 Death Wizard, subject to Stupidity
63-64	Fozzik's Folding Fortress	Place a small (max 6x6") building in your deployment area at the start of the game
61-62	Crown of Command	Bearer Ld 10. The bearer takes Break tests on unmodified Ld
55-56	Chalice of Darkness	Use at the start of each Magic phase after power/dispel pools are generated. Roll a D6 and remove that many dice from each side
53-54	Healing Potion	May be drunk at any time except during the Close Combat phase. Restores user to full Wounds. One use only
51-52	Amber Amulet	At the start of his turn bearer recovers 1 Wound he has suffered. A dead character cannot use the power of the amulet to recover Wounds and restore him to life
45-46	Amulet of the Wild	Character has 2x Attacks, but 1/2 Ld
43-44	Naysayer's Bane	The bearer re-rolls all 1s to save, to hit, to Wound and to cast (if a Wizard)
41-42	The Terrifying Mask of Eee	The bearer causes terror – friendly units cannot use his Ld
35-36	Ravensdark Shard	Flying creatures (and their riders) must roll a 6 to hit the unit
33-34	Arabyan Carpet	Character can fly, but cannot join units
31-32	Ironcurse Shard	Artillery targeting the bearer/unit must re-roll the artillery dice if they don't get a misfire
25-26	Sky Arrow of Naleor	Hits Flyers automatically, causing D6 Strength 6 hits. Once use only
23-24	Trickster's Shard	Models in base contact with bearer must re-roll successful ward saves
21-22	Potion of Strength	Increases character's S by +3 for one turn
15-16	Potion of Toughness	Increases character's T by +3 for one turn
13-14	Potion of Speed	Give character Always Strikes First for one turn
11-12	Potion of Foolhardiness	Character is Immune to Psychology for one turn



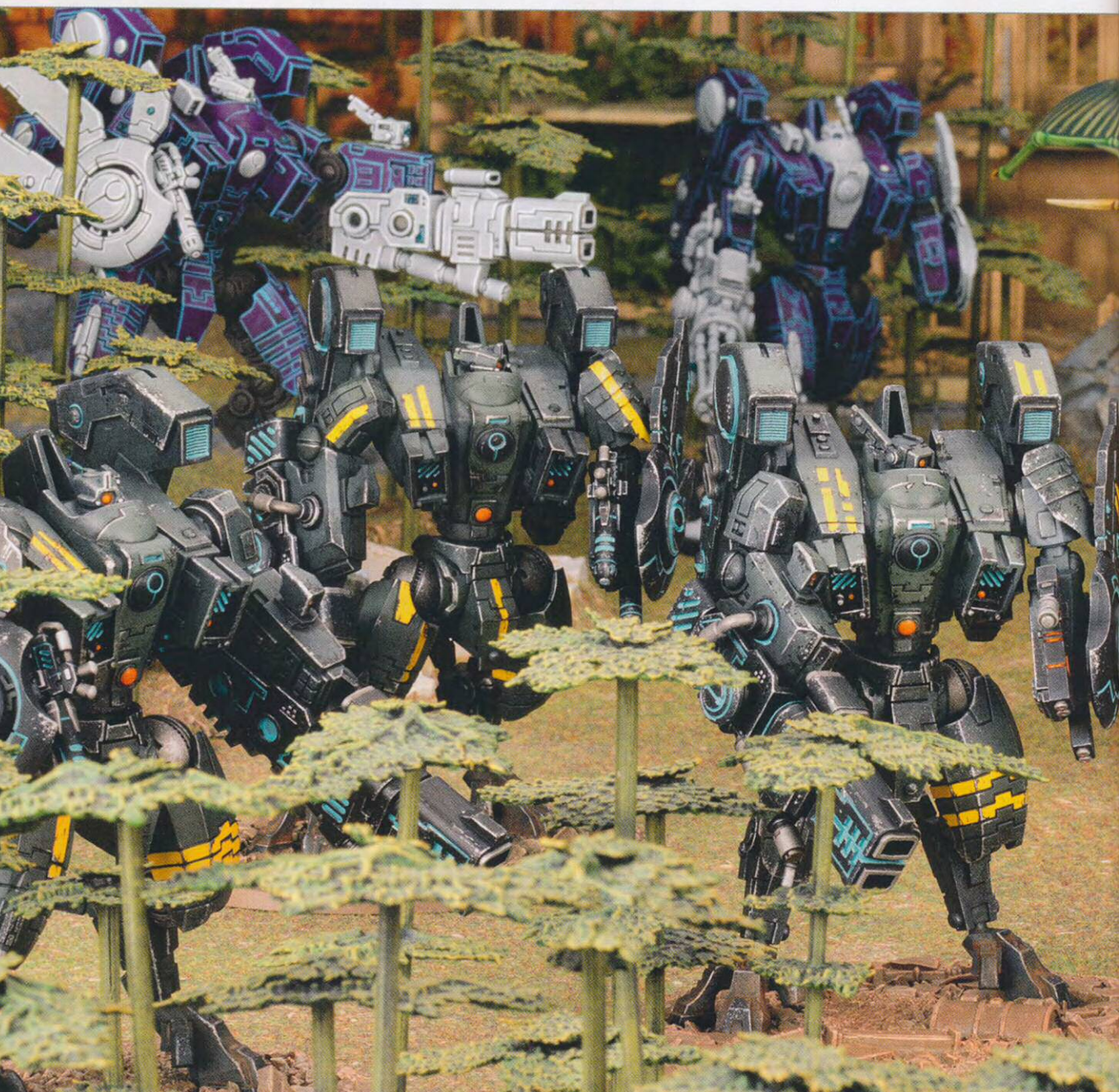
Roll	Arcane Items	Effect
65-66	Hex Scroll	Dispels one spell automatically – casting Wizard must roll on the miscast table – one use only
63-64	Forbidden Rod	Generates D6 power dice
61-62	Book of Ashur	Wizard knows an extra spell, and has +1 to cast/dispel
55-56	Scrying Stone	Wizard has +2 to casting dispels
53-54	Chalice of Darkness	Use at the start of each Magic phase after power/dispel pools are generated. Roll a D6 and remove that many dice from each side
51-52	Destroy Magic Scroll	Dispels one spell automatically – destroys the spell on a 4+ – one use only
45-46	Wand of Jet	Adds an extra D6 to every casting attempt by the wizard
43-44	Staff of Sorcery	Wizard has +1 to dispel attempts
41-42	Token of Malice	Whenever one of the bearer's spell is dispelled, the dispelling Wizard suffers a Wound on a 4+
35-36	Earthing Rod	Wizard can re-roll result on the miscast table – one use only
33-34	Dispel Scroll	Dispels one spell automatically – one use only
31-32	Power Stone	Adds two power dice that only the bearer can use – one use only
25-26	Chalice of Sorcery	Generates D3 power dice each turn. If the roll is a 1 or 2, the Wizard takes a Wound
23-24	Sigil of Power	Spells with a Strength value have that strength increased by 1 when cast by the bearer
21-22	Sigil of Disruption	Leadership or characteristic tests caused by the bearer's spells must be re-rolled
15-16	Channelling Staff	Wizard can re-roll the dice when channelling
13-14	Warding Gem	6+ Ward save, Magic Resistance (1)
11-12	Sceptre of Stability	If the Wizard casts a spell that miscasts, he does not roll on the miscast table

Roll	Magic Standards	Effect
65-66	Wailing Banner	Unit causes Terror
63-64	Banner of Arcane Warding	An enemy spell cast at the unit carrying the banner will be redirected to an enemy unit within 24" on a 2+
61-62	Doomrider Banner	Unit hits automatically in the turn it charges
55-56	Dread Banner	Unit causes Fear
53-54	Banner of Rage	Unit subject to Frenzy
51-52	Stalwart Standard	Unit is Stubborn
45-46	Hoarfrost Banner	Enemies attacking the unit can never hit on better than a 5+
43-44	Banner of Discipline	Unit can fight in one rank more than usual
41-42	Banner of Dooomoom	Unit re-rolls all to hit, to wound and successful armour saves
35-36	Banner of Protection	+1 Armour save
33-34	Banner of the Horde	Unit rank bonus is capped at +4, not +3
31-32	War Banner	+1 combat result
25-26	Banner of Eternal Flame	All models in the unit have Flaming Attacks
23-24	Banner of Might	All models in the unit have +1 Strength
21-22	Ranger's Standard	Unit retains steadfast bonus in forests, marshland and rivers
15-16	Banner of Leadership	Unit has +1 Leadership
13-14	Scarecrow Banner	Unit causes Fear in fliers
11-12	Gleaming Penant	Unit can re-roll its first failed Leadership test

BATTLE REPORT

LAST STAND AT T'RUEN

On the **Tau** world of T'ruen, warriors of D'yanoi and Ke'lsan find themselves under attack from Hive Fleet Eumenides. With the Tau forces reduced to a handful of battlesuits, the Hive Mind sends in its most destructive monsters in an all-out assault to finish them off.



Monat lo'cadon scanned the jungle from his position in the ruined Imperial building, his bio-scanner picking up a terrifying mass of alien life-signs. They were bigger this time, their heat signatures suggesting that they were much larger than the XV88 Battlesuit that he wore. Scanning beyond the hastily erected nova shield generators, he could see the devastation of the previous night – the scorch marks of plasma rifles, the distinct burn pattern of ion accelerators and the blood stains of the dead. Of the fallen there was no sign, for during the night a carpet of chittering

Y'he had carried them away for some incomprehensible reason. lo'cadon shuddered to think of their fate, his battlesuit surging to life as he engaged its systems. To his right Shas'vre Qi'lon ignited his nova reactor, the oversized power source on his Riptide whining with barely suppressed energy. His battlesuit had suffered terribly in the last encounter with the Y'he, its iridium armour scratched and dented from countless alien attacks. lo'cadon turned his attention back to the oncoming horde and hoped that the nova shield generators would hold.

As the monstrous creatures of Hive Fleet Eumenides advance, the Tau prepare to sell their lives dearly for the Greater Good.



FROM BEYOND THE STARS THEY COME!



The Hive Mind has adapted Jes to pass undetected among humankind. Only occasional chittering gives him away.

Tyranid Instinctive Behaviour is now more varied – and potentially debilitating – than ever, but three Hive Tyrants, a Tervigon and a Trygon Prime should help keep everything under control. The Trygon Prime, though, will be kept in reserve along with the winged Hive Tyrant, Harpy and Hive Crone.

Jes: Back in April my own Hive Fleet Eumenides clashed with Dan's Tau force in an epic battle over the ruins of Agrellan. With the Tyranid release this month we've had a perfect opportunity to revisit this conflict, with a little help from Glenn's Farsight Enclaves force, who have arrived in a time of direst need to stop the predations of the Great Devourer. Since the Tau's defeat at Agrellan, we've imagined that Eumenides has hounded the warriors from D'yanoi mercilessly, and it has all come down to a desperate last stand on the planet of T'ruen.

For such a climactic conflict we wanted to really up the spectacle of this battle report, so we decided the Tyranids should employ only Monstrous Creatures in their final effort to exterminate the Tau – and that they'd be led by the Swarmlord itself. Pulling together all my 'big stuff' (including a Scythed Hierodule, the rules for which can be found in Forge World's Imperial Armour Apocalypse) brought the army up to just over 3000 points. It also meant we'd ignore the Force Organisation chart in our

attempt to put all our favourite heavies on the table; I ended up with five HQ choices! Glenn and Dan similarly reasoned that the Tau would draw together their heaviest hitters for their last stand so put together a coalition consisting of Riptides and Crisis Battlesuits. (All the Fire Warriors had been eaten by the Tyranids, apparently.)

The new Tyranid Codex offers a host of exciting new developments for Tyranid collectors, not least a full suite of psychic powers to play with: the Swarmlord is a mighty level 3 psyker and one of the powers I rolled for him was Warp Blast, giving him a destructive S10 shooting attack. He also got Catalyst, an extremely handy Blessing which confers Feel No Pain on the Swarmlord and its unit, plus another within 12"; this, plus the proximity of a Venomthrope for a spore-choked cover save, and a pair of ferocious Tyrant Guard, should keep the Hive Mind's greatest leader-beast safe as he orchestrates the death of the Tau.

Naturally, I'm most excited about using the new miniatures that are out this month; a frenzy of brushwork (and not a few late nights) saw me able to get a Harpy, Hive Crone and Exocrine finished for battle. The two flyers will hopefully arrive from reserve along with my winged Hive Tyrant for a triumvirate of airborne death. The Hive Crone, in particular, will be useful for tackling Tau flyers and nova shield generators alike (see pages 68 and 69 for details of the Tyranid and Tau objectives we decided on) with its mighty S8 Vector Strike, while the Harpy will be used for bombing runs. Its strangleshorn cannons and spore cysts should catch plenty of Tau in their large blasts.

The Exocrine exists simply to melt battlesuits at range with its bio-plasmic cannon; able to deliver forth either a S7, AP2 Large Blast or six separate shots, it can scour through the heaviest Tau armour with impunity (and it looks terrific to boot). Let the best alien win!





HIVE FLEET EUMENIDES

HQ

The Swarmlord
Catalyst, Warp Blast and
Psychic Scream psychic
powers. 285 points

The Praetorex

Two Tyrant Guard with
scything talons and crushing
claws. 140 points

Brood Mother

Tervigon with crushing claws
and Onslaught psychic
power. 210 points

Wrath of the Y'he

Hive Tyrant with heavy venom
cannon, and The Horror and
Onslaught psychic powers.
185 points

The Vengeful Sky

Hive Tyrant with two
twin-linked devourers with
brainleech worms, wings,
and Paroxysm and Psychic
Scream psychic powers.
230 points

Old One Eye 220 points

ELITES

Dreadful Embrace
Venomthrope. 45 points

FAST ATTACK

Deathly Mistral
Hive Crone. 155 points

Spore Fiend

Harpy with twin-linked
stranglethorn cannons.
135 points

HEAVY SUPPORT

The Quaking Earth
Three Carnifexes, two with
double twin-linked devourers
with brainleech worms, one
with stranglethorn cannon.
435 points

The Green Terror

Trygon Prime. 230 points

Hellish Inferno

Exocrine. 170 points

The Polypheme

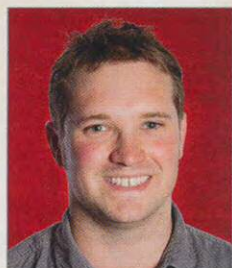
Tyrannofex with rupture
cannon. 205 points

Eventual Doom

Scythed Hierodule.
535 points

TOTAL 3180 points

THE VALIANT DEFENDERS



Dan: Having fought the massed green might of Hive Fleet Eumenides in April's Battle Report, I'm excited at once again pitting my Tau against Jes's tide of monstrous Tyranids. This time, however, I will have some help.



Glenn: I found myself inspired to start a Tau collection after seeing Matt Holland's Riptide, which we featured in last month's issue. Over the course of a single weekend I bought, built and painted a Riptide Battlesuit – in my opinion, one of the coolest models we've ever made. It wasn't long before I'd finished a second Riptide, then a third, then a Crisis Battlesuit team. This will be their first Battle Report outing.

Having finally seen the light and turned his back on the Imperium, Glenn has joined Dan in fighting for the Greater Good. Between them they can field a whopping 26 battlesuits, including six mighty Riptides.

Dan: Our mission in this battle is two-fold: to protect the nova shield generators (see overleaf) and prevent Tyranid reinforcements, while at the same time eliminating the three Hive Tyrants leading the Tyranid assault.

Glenn: One of our nova shield generators is uncomfortably close to the advancing horde and I'm determined not to let the Tyranids destroy it. Riptides are very durable and I reckon I can pile them in and hold up Jes's units while the rest of my force use their jet packs to advance, shoot and then move back out of harm's way.

Dan: I'm going to use my forces to defend the second generator. I have longer ranged guns than Glenn in the form of three Broadside Battlesuits, so I can hang back and still shoot at Jes's Tyranids. We decided to leave the third generator (the one furthest from the Tyranids) unprotected, reasoning that we can use our battlesuits' manoeuvrability to fly back to it should any Tyranids get too close.

We also plan to keep a few units in reserve for this battle. Glenn is desperate (almost uncomfortably so for a Tau collector) to fight the Swarmlord in close combat with Commander Farsight. For this reason he'll keep the infamous commander in reserve, reasoning that the heroic warrior will descend from the skies and slay the enemy general with impunity. I'm not entirely convinced of Glenn's plan...

For my part, I also kept my Commander and his Bodyguards in reserve along with a Riptide and a lone Crisis Battlesuit armed with a trio of flamers. My plan is to Deep Strike them near to the ground-based Hive Tyrant and fill it full of holes. The flamer-toting battlesuit is there for when Jes's Tervigon starts birthing Termagants all over the place. They're not that dangerous, but they can hold up a Riptide in combat for a very long time!

THE T'RUEEN COALITION

THE KE'LSHAN INITIATIVE

HQ

Commander Farsight

165 points

TROOPS

Crisis Team Shan'el'fior

Three Crisis Battlesuits with missile pods, a fusion blaster, two plasma rifles, a drone controller, four marker drones and bonding knife ritual.

215 points

Crisis Team Mo'noran

Three Crisis Battlesuits with missile pods, a fusion blaster, two plasma rifles, a drone controller, four marker drones and bonding knife ritual.

215 points

Crisis Team Tian'shu

Three Crisis Battlesuits with missile pods, two plasma rifles, a fusion blaster, a target lock and bonding knife ritual.

164 points

ELITES

Shas'vre Ve'tau

Riptide Battlesuit with ion accelerator, stimulant injector and early warning override.

225 points

Shas'vre Vas'lon

Riptide Battlesuit with ion accelerator, stimulant injector and early warning override.

225 points

Shas'vre Qi'lon

Riptide Battlesuit with ion accelerator, stimulant injector, early warning override and two shielded missile drones.

275 points

TOTAL

1484 points



THE D'VANOI DELEGATION

HQ

Commander Novastorm
Battlesuit Commander with twin-linked fusion blasters and a shield generator.

130 points

Va'res and Ko'rai

Two Crisis Bodyguards with twin-linked fusion blasters and shield generators.

154 points

ELITES

Team Rai'un'li

Three Crisis Battlesuits with two twin-linked burst cannons and a twin-linked plasma rifle.

116 points

Monat Kai'bo'torian

Crisis Battlesuit with flamer and twin-linked flamer.

37 points

Shas've Dyan'or'es'loi

Riptide Battlesuit with ion accelerator and two shielded missile drones.

235 points

Shas've Ma'lon'anoi

Riptide Battlesuit with ion accelerator and two shielded missile drones.

235 points

Shas've Vax'maru

Riptide Battlesuit with two shielded missile drones.

230 points

FAST ATTACK

Kor've Dast'ui

Sun Shark Bomber with twin-linked missile pod.

165 points

HEAVY SUPPORT

Team Han'lui'ng

Two Broadside Battlesuits with twin-linked plasma rifles.

140 points

Monat lo'cadon

Broadside Battlesuit with twin-linked plasma rifle.

70 points

TOTAL

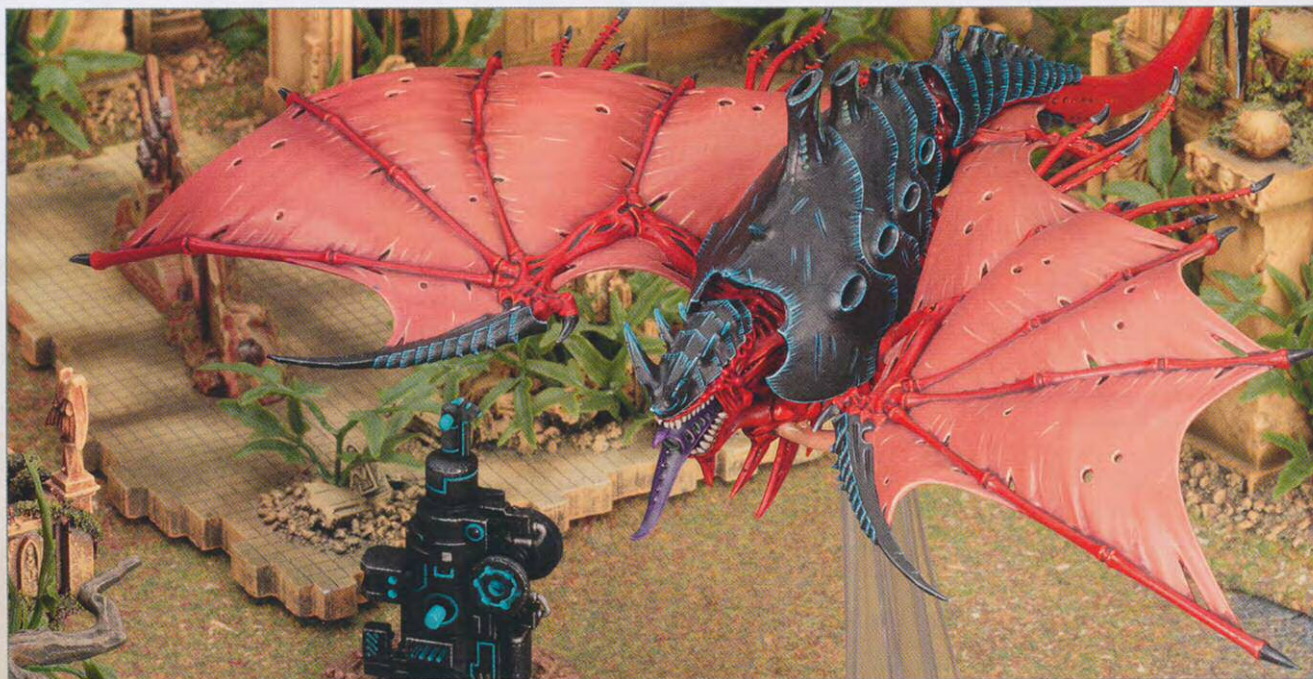
1512 points

OBJECTIVES

- 1 Glenn converted the nova shield generators using the heavy burst cannons left over from building his Riptides. He stuck all manner of extra components on to them, including support systems and spare weapons, to make them look like high-tech Tau shield generators.
- 2 We gave the nova shield generators two Wounds, a Toughness of 7 and a 4+ Save, reasoning that this would make them hard, but not impossible, for the Tyranids to destroy. If Jes rolls a Carnifex reinforcement, it means the ground-based shields are destroyed.
- 3 If a Hive Crone arrives it means the air defence nova shield is taken out of action.

Dan: For this battle we wanted both sides to have an objective – a reason for fighting the battle that was about to ensue. For the Tyranids we were really keen to have physical objectives, in this case three nova shield generators that Glenn converted using spare parts from his Riptide kits. We liked the idea that their destruction would lead to some kind of reward for Jes, finally settling on some monstrous reserves. Following the destruction of a shield generator, Jes would roll to see what turned up, be it a Hive Crone, a Trygon or a Carnifex from a nearby dormant tendrill of Hive Fleet Behemoth, reasoning that the destroyed shield had been protecting against aerial, subterranean or land-based assault respectively. The element of randomness meant that neither side would know what was turning up until Jes rolled for it.

The Tau objectives were a happy coincidence. We had three nova shield generators to protect and Jes had three Hive Tyrants leading his force. It seemed only natural that the Tau would try and cripple the Tyranids' synaptic web by assassinating the trio of leader-beasts. The scene was set.



3



- 4 A Trygon will appear if the subterranean shield generator falls. Dan, who has a very rational fear of fighting Trygons, really hoped Jes wouldn't get one as a reinforcement.
- 5 The Tyranid commanders of Hive Fleet Eumenides arrayed for battle – they form the three objectives for the Tau to destroy. The Swarmlord is protected by two heavily armoured Tyrant Guards to make the Tau's mission just that little bit harder.



DEPLOYMENT

- 1 We decided the Tyranids would go first irrespective of who deployed first. Desperate to get a few shots in early, Dan tries to Seize the Initiative but rolls a 1. Was this bad luck, or a sign of things to come?
- 2 Commander Farsight and his retinue are held in reserve, waiting for the opportune moment to strike at the Swarmlord.

Dan: The Battlefield was set up to represent an overgrown Imperial city, with ruined buildings and copses of trees. As the defenders, Glenn and I set up first, with Glenn placing the majority of his battlesuits around the first nova shield generator (A). He deployed one Riptide – Shas'vre Qi'lon – slightly further back, near the last generator (C), reasoning that if things went horribly wrong on the front line, he would still have one big gun to hold back the tide of oncoming Tyranids.

On the other flank, I deployed my battlesuits around the second nova shield generator (B), team Han'lui'ng – the Broadsides – taking up residence right next to it so that they wouldn't need to move during the battle. Two of my Riptides set up in the middle of the battlefield, ready to provide Supporting Fire to either flank should the Tyranids get too close. My remaining Riptide and both commanders were placed in reserve, along with the Sun Shark Bomber.



With the Tau forces arrayed for battle, Jes set about deploying his monstrous creatures. As we expected, he set up as far forward as possible into his deployment zone, creating a wall of Tyranid monstrosities stretching across the board. A brood of Carnifexes dominated his left flank, supported by the Swarmlord (D), while the Hierodule, accompanied by the Tervigon and the Tyrannofex, dominated his right flank, a second Hive Tyrant guiding them forward (E). Jes's flying Hive Tyrant, the Hive Crone, the Harpy and his Trygon (which we had completely forgotten about) were kept in reserve.



2



THE SWARMING

The Tau move to protect the nova shield generators in the face of the Tyranid advance.

Both armies advance quickly, the Tyranids pushing toward the closest nova shield generators while the Tau moved to intercept them. The Tyranid shooting was mostly limited to long-range pot-shots, their flesh-eating bugs and bio-plasma eruptions doing little damage to the Tau battlesuits arrayed against them. In return, the Tau concentrated their firepower on the Hierodule. Despite hits from Broadsides, Crisis teams and nova-charged Riptides, the gargantuan creature was barely wounded.

The Tyranid advance was quickly joined by airborne reinforcements, the Harpy and the Hive Crone swooping low over the Tyranid army closely followed by The Vengeful Sky – a fearsome flying Hive Tyrant. Already concerned by the number of Tyranids advancing towards them, the Tau completely missed the arrival of the Green Terror. Erupting from the ground next to the third nova shield generator, the Trygon Prime blasted it with a bio-electric pulse that left it barely intact.

With Tyranid reinforcements arriving from all directions, Commander Novastorm committed his reserves, landing behind the advancing horde in an effort to split their forces. Backed up by the Riptide Shas'vere Vax'maru, they fired every gun they had at the Wrath of the Y'he, melting its alien body into bio-sludge. While the battlesuits of Ke'lshan blasted apart the Exocrine, the D'yanoi sept targeted The Vengeful Sky, its reputation on Agrellan preceding it. Combined firepower from no less than five units saw the Hive Tyrant blasted from the sky, the killing blow going to the Interceptor Drones of the recently arrived Sun Shark Bomber. While this was seen as a major blow to the Tyranid forces, the Tau had left many Tyranid organisms unscathed in order to deal with their primary targets. In desperation, Shas'vere Qi'lon smashed into the Green Terror while Shas'vere Ma'lon'anoi moved to intercept the looming Hierodule.



1



2



- 1 The Tyranids advance en masse, the wall of monstrous organisms stretching right across the battlefield. To make matters worse for the Tau, every one of Jes's reinforcements arrives in the second turn, called in by the Swarmlord.
- 2 The Green Terror arrives and tries to take down the nova shield generator towards the back of the table. Shas'vre Qi'lon steps in to fight it in combat, a move that both Glenn and Dan thought would hold the Trygon up for at least a couple of turns. The fight lasts the rest of the battle, the Trygon unable to penetrate the Riptide's nova-charged shield and the Riptide proving totally incompetent in a fight (or maybe that was just Glenn's dice-rolling).
- 3 The Hive Tyrant, Wrath of the Y'he, is caught completely unaware by the Deep Striking Tau of D'yanoi sept.

ATTRITION

With the Tyranids assaulting from every conceivable direction, the Tau find themselves utterly surrounded.

Enraged by the death of the Hive Tyrants and the Exocrine, the Swarmlord extended its will across the battlefield and urged the Tyranids onward. Only Old One Eye ignored its command, the grizzled Carnifex turning around to charge the Riptide Vax'maru. Nearby, the Brood Mother emitted a sickening cough as it spawned a measly five Termagants, its birthing sacs ruined by their grisly arrival.

Across the battlefield, the Tyranids raised their weapon symbiotes and fired on the Tau. Battlesuits fell to the Polypheme and the Spore Fiend, while Deathly Mistral launched a pair of tentaclids at the hated Sun Shark, leaving it badly crippled. The Swarmlord, a blazing corona circling its head, obliterated a battlesuit from team Shan'el'fior with an earth-shattering Warp Blast. As the fusillade came to an end, it wasn't the death of their comrades that left the Tau dismayed. In their retreat from the advancing horde, the Riptides of Ke'lshan had left a nova shield generator unprotected – an easy target for the guns of the Quaking Earth. Combat was mercifully brief and resulted in the destruction of a single unit – Crisis team Rai'un'li – who found themselves in fatal proximity to the Polypheme.

Having borne the brunt of the Tyranid assault, every Riptide powered up its nova reactor, many of them diverting power to their shields in a desperate attempt to stop the Tyranids tearing them apart. With three Carnifexes and the Swarmlord bearing down on them, the Ke'lshan Initiative fired into the oncoming tide. Between the cloying fog of the Dreadful Embrace and the catalytic aura emanating from the Swarmlord, the Tyranids emerged virtually unscathed. A final shot from Commander Novastorm vaporised the irritating Venomthrope. On the other side of the battlefield, the D'yanoi sept fired upon the Tyrannofex, almost killing it. Shas'v're Dyan'or'es'loi charged the hulking monstrosity but failed to hurt the beast.



1



3



- 1 With 12 shots each, the devourer-armed Carnifexes make short work of the first nova shield generator.
- 2 Old One Eye charges Shas've Vax'maru and is almost killed by the resulting overwatch fire. Once in combat, the gnarly beast starts to regenerate at a ferocious pace, regaining wounds faster than the Riptide can cause them.
- 3 In a bid to slow down the Eventual Doom and prevent it using its bio-acid spray attack, Shas've Ma'lon'anoi charges into combat with the Hierodule. Nearby, the Polypheme tears through the jungle to get to grips with the already battle-scarred warriors of team Rai'un'li.



DEVASTATION

The Tau suffer horrendous losses, but inflict equally painful retribution on the Tyranids.

The destruction of a nova shield generator brought a new threat – a second Hive Crone. Emboldened by the arrival of this new flying threat, the Deathly Mistral swooped low over the battlefield and tore the third generator apart in a shower of sparks and torn metal. Sensing victory in the air, the Swarmlord galvanised the Tyranids into action, the majority of them charging the Tau where they could. The grieving Brood Mother, bereft of Termagants and fearful of the death of the Tyrannofex, leapt forward and obliterated the Broadside Shas've Han'lu'ng with a salvo of stinger spines.

With two Riptides in feeding range, the Swarmlord bellowed a challenge, attracting the attention of every Tau battlesuit nearby. Despite a cavalcade of fire aimed in his direction, not a single shot got past the shields of his Tyrant Guard.

Unbeknownst to the Tau, though, the Swarmlord's challenge was a feint. Turning his battlesuit around, Shas've Vas'lon was smashed to the ground by a trio of Carnifexes, their teeth and claws making short work of his iridium armour. The rest of the Tau fared little better as Vax'maru was torn apart by Old One Eye and Dyan'or'es'loi was pulverised by the Eventual Doom as it rushed to the aid of the Polypheme.

With defeat looming, Commander Farsight descended upon the battlefield followed closely by Monat Kai'bo'torian. Their combined fire, plus that of the Riptide Ve'tau, tore the Swarmlord's bodyguards apart in a shower of gore. Commander Novastorm and his bodyguards aimed their fusion blasters at the freshly regenerated Old One Eye, leaving the beast, for a second time, close to death. With the second generator in danger of being overrun, both remaining Broadside fired at the Hierodule, their heavy rail rifles punching clean through its brain, finally slaying the beast. The Tervigon and the Tyrannofex, however, were still alive...



1



3



- 1 A second Hive Crone arrives following the destruction of the first nova shield generator.
- 2 Commander Farsight arrives to challenge the Swarmlord at the start of the Tau's fourth turn, just as Glenn intended him to.
- 3 The battle devolves into several swirling melees by the end of the Tyranids' fourth turn. All three of Dan's Riptides are in combat (A, B and C) and one of Glenn's is about to be run down by a brood of Carnifexes (D). A second generator (E) has also been destroyed.



THE END GAME

With the last nova shield generator almost in their grasp, the Tyranids make one final push for victory.

As the nova shield generator destroyed by the Hive Crone collapsed, a new threat burst from the ground – a second Trygon. Appearing next to the remaining nova shield generator it unleashed its bio-electric pulse but failed to damage the nearby generator. Concentrating all available firepower on the battlesuits nearby, the Polypheme, the Brood Mother and the Spore Fiend failed to cause a single casualty, leaving the Tau still holding on to the final generator.

The Swarmlord turned his attention to the newly arrived Farsight. Before he could charge, the Hive Crone of Hive Fleet Behemoth swooped down and tore through the warriors of Crisis team Tian'shu, leaving not a single one alive. His bodyguards dead, Farsight was barely able to stand up before the Swarmlord charged into him and sliced the Tau commander to ribbons. Nearby, Riptide Ve'tau was torn apart by the Carnifexes, but not before killing the brood leader with its fusion blaster at extreme short range. The only solace for the Tau came as the Polypheme charged the remaining Broadside of team Han'lui'ng. The Shas'ui blasted the beast apart in a shower of green ichor.

The Tau turned their guns on the newly arrived Trygon and the Swarmlord. Between the two Broadside and Crisis team Mo'noran they left the Trygon barely alive. A final salvo from the remaining Interceptor Drone felled the beast. Meanwhile, Commander Novastorm evaded Old One Eye to bring his guns to bear on the Swarmlord, his fusion blasters wounding the notorious Hive Tyrant.

As the battle reached its conclusion, the Tyranids were unable to reach the final generator. Retreating behind a wall of Carnifexes, the Swarmlord weathered the firepower of the remaining Tau battlesuits and slipped silently into the night. With the great beast alive and a generator remaining, the result was a bloody draw...



3



- 1 Following the destruction of the second generator, Jes is rewarded with a Trygon. He places it next to the last remaining shield generator but, in a repeat of what happened earlier in the game, fails to destroy it.
- 2 A swooping Hive Crone delivers a Vector Strike, wiping out every member of team Tian'shu and almost decapitating Commander Farsight.
- 3 The Swarmlord, however, makes short work of him.
- 4 Unable to destroy the last nova shield generator, and in danger of being killed in return, the Swarmlord takes cover behind two Carnifexes.

**RESULT
DRAW**

THE AFTERMATH...

With the dust settled and the bodies counted, Jes, Dan and Glenn discuss their epic battle.



1 Dan rubs his hands with glee as Jes prepares to roll Old One Eye's Feel No Pain save. Sadly for Dan, the infamous Carnifex survived. Again.

Dan: Wow, what a bloodbath – we almost completely decimated each other. By the end of turn six there were less than ten models on each side still alive, and most of them were looking worse for wear.

Jes: I honestly couldn't believe the carnage. In the first turn I was genuinely worried that it would be a white wash – that your combined Tau alliance would just blast my Tyranids to bit. I guess I underestimated the durability of my monstrous horde.

Glenn: Our poor shooting didn't help. The Tau may have great technology, but they don't have great Ballistic Skill – they really need markerlights to make the most of their shooting. Sadly the only ones we had were on my Drones, most of which got shot in the first turn by the Exocrine.

Jes: That was a happy accident – the Exocrine would have annihilated your Battlesuits if it hadn't scattered so badly (in the two turns it was alive it never scattered less than eight inches).

Glenn: Yeah, when I realised how powerful it was, I made it my priority target. I was really lucky to take it out so early on,

especially with the Venomthrope nearby. That smog-belching creature became annoying very quickly.

Dan: In my opinion, that was one of the funniest moments of the game. You spent so long shooting at the Carnifexes, blasting them with all manner of high-powered guns, only for Jes to pass every cover save because of the Venomthrope.

Jes: Which you then shot in the back!

Glenn: We should have coordinated our firepower a bit more. I was so genuinely terrified of the huge Tyranids rushing towards my Riptides that I tried to take them out first, rather than concentrate on the Venomthrope.

Dan: And when you didn't kill them, you ran away. I'm pretty certain that before the game you said: "Let's charge them with Riptides – it'll be fun."

Jes: You did say that.

Dan: See, I was sceptical of your plan (see my earlier comment on page 66), but I have to admit that it was great fun charging Tyranid monsters with Riptide Battlesuits – it made for so many epic battle scenes.

Glenn: I didn't want them to die – I got very over-protective.

Jes: I completely understand. Having so few models on the table you feel every loss keenly, especially when they're so big and impressive. I felt genuinely gutted when Dan's Riptide and Commander arrived behind my army and killed the Hive Tyrant. On the other hand, it was a seriously cool intervention and lead to the epic fight between the Riptide and Old One Eye.

Dan: That was a ridiculous fight. I was very lucky to take Old One Eye down to a single wound with overwatch fire, but he just

kept regenerating. By the time he'd finished tearing up the Riptide he was almost back to full health.

Glenn: Your expression was priceless when you thought you'd killed him, only for Jes to thwart you with his last Feel No Pain save. I know I was on your side, but I was really rooting for the nasty old Carnifex, it kind of deserved to live after everything you did to it.

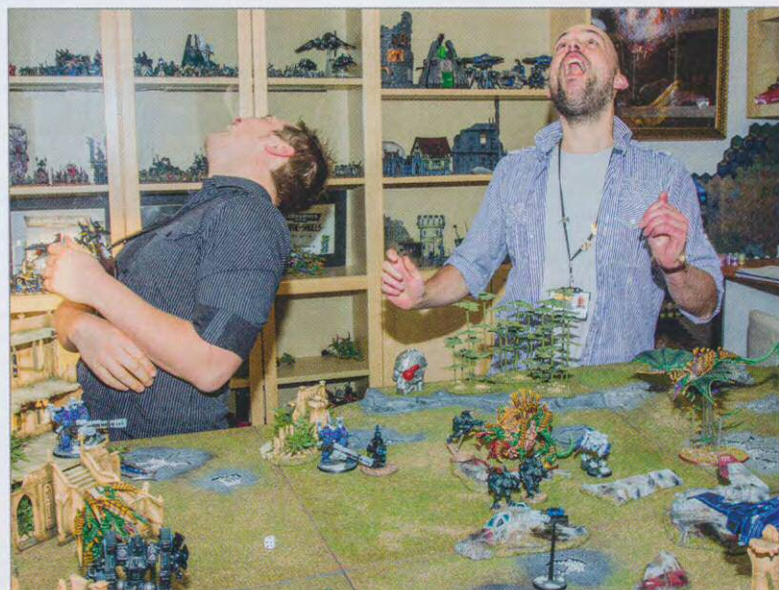
Jes: That was part of the fun of the game – we went into the battle with the aim of having a great time and not to take things too seriously. The perfect example of this was the Tervigon. As I picked up the dice to roll for her first birthing, Dan casually leaned across the table and said: "Don't roll a triple one." Of course, that's exactly what happened. I couldn't believe it.

Glenn: You have to laugh when things like that happen – I know I certainly did. Seeing the sad look on Jes's face (and because Dan had jinxed the dice roll) we allowed him to re-roll the dice. He didn't do much better, scoring a pitiful five.

Dan: The funny consequence of this was that when my flamer-festooned battlesuit arrived (the one that I brought along specifically to deal with spawned Termagants), there weren't any for him to kill. Instead he had to tackle heavily armoured monstrous creatures, which ended badly when he got (albeit briefly) in the way of the Swarmlord.

Jes: The anecdotes from this battle will undoubtedly live on in the office for quite some time. The never-ending combat between the Trygon and the Riptide, for example, was hilarious. I can't believe how many ones I rolled.

Dan: I loved the fight between the critically wounded Tyrannofex, the Hierodule and my Riptide – Dyan'or'es'loi. By that point both of the Tylanid monsters had been reduced to a single Wound, while my Riptide was still going strong on four. I was really tempted to throw a Smash Attack at each of them and attempt a double kill. Sadly, sense prevailed and I



aimed both attacks at the Hierodule. It didn't matter, I missed anyway and got stomped in return.

Glenn: The highlight of the battle for me, despite the emotional anguish it caused, was the Hive Crone tearing up Farsight and his bodyguards. When I picked up the dice to make my armour saves I had no idea that its attacks were AP3, so it fell to Jes to tell me, rather sheepishly, that my unit was dead. It was with great trepidation that I rolled Farsight's Invulnerable Save. That could have been a very ignoble end.

Jes: Don't worry, the Swarmlord enjoyed eating him.

2 Allowing Jes to use the Hierodule in this battle proved to be immensely entertaining for all concerned. Dan's Riptide excluded, of course.

3 The final moment of the game captured for all eternity. With the Swarmlord reduced to a single wound and with only his Commander left to fire, Dan was looking pretty nervous. He scored a hit, but failed to wound, leaving the Swarmlord alive and the game a draw. The offending dice (the white dot in the picture) was relegated to the naughty pile.

CITADEL

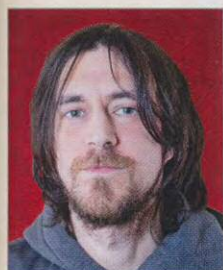
HALL OF FAME

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.



TECHMARINE

SCULPTED BY JUAN DIAZ
NOMINATED BY STEVE WHITEHEAD



Steve works in the Forge World studio, sculpting models from Space Marines to Chaos Dwarfs.

Steve: The Techmarine, by Juan Diaz, is the perfect miniature. It takes the imagery of both the Space Marines and the Adeptus Mechanicus and combines them seamlessly. His pose gives him a strength of purpose; he's striding forwards, bolter outstretched like an unstoppable warrior that cannot be deterred from his mission, to repair a crippled Space Marine vehicle.

The pose and design of the model combine powerfully. The armour, for instance, has lots of details which should make him look less like a Space Marine;

you might expect the unconventional shape of his breastplate, his greaves or helmet would draw him away from that classic Space Marine imagery, but instead the execution of the pose and the sympathetic way in which the armour types meld the disparate influences make him look just right. By that I mean that the Techmarine looks like he has always been a part of the Warhammer 40,000 universe, even before we first ever saw him. I think that's the true art of making a miniature, when you see it for the first time, and it's like you've always known it was there.



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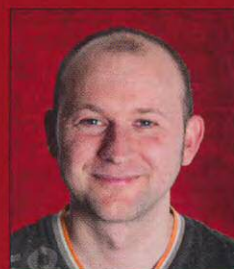


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- 1 "The servo-harness frames the model, without distracting from it," Steve says. "I view this like the surrounding details to a face in a classical portrait. It provides context and interest, but doesn't overpower the actual subject of the piece."
- 2 "While the Techmarine's artificer armour is kept in pristine condition, his servo-harness is battered and scarred as you might expect from a functional tool," says Neil. "Playing about with textures like this is enjoyable as a painter, and also gives you a chance to explore the stories that lurk behind the models."

Neil: For the miniatures painter, the Techmarine presents a couple of complex challenges. Firstly the model is encircled in the mechanical arms of his servo-harness. This certainly looks good, but it really restricts your brushwork if you want to put it together before painting it. As a result, we've found pinning the components onto a length of wire and painting them separately gives you the best chance to paint them effectively without missing any of the tiny details. The next challenge, which is more enjoyable and less practical, is choosing the colour

scheme. For Space Marines that is normally not a question since the Codex Astartes lays out the colours you must use, but Techmarines sit outside of the ordinary structures, and paint elements of their armour red to honour the covenant with Mars. We've tackled that here by painting his servo-harness and helmet in a rich, Adeptus Mechanicus red, while his armour plates remain in the blue of the Ultramarines chapter. This has the nice effect of framing the Space Marine in red, without overpowering him – even a cursory glance shows he's an Ultramarine.



Neil Green is a member of the elite 'Eavy Metal team – for him each miniature is a chance to showcase his talents.



B LANCHITSU

The creative mind behind much of Games Workshop's artwork and imagery, John Blanche explores the worlds of Warhammer and Warhammer 40,000 through his artwork and miniatures collections. This month he introduces the Witch Hunter warband of co-conspirator Johan Egerkrans, a like-minded collector with a passion for painting and converting.



1 This Tech-wraith, known as Mechanicus Adept Prokofiev, casts a sinister shape among the mismatched members of Johan's Witch-hunter warband. The core of the model is a Cairn Wraith from Warhammer, onto which Johan has added dozens of additional bits to create a unique model.

2 Viewed from behind you can see more detail of the curious electro-studs protruding from the Tech-wraith's cowl, surely the sign of some sinister and advanced augmetic enhancement.

3 Mechanicus Adept Prokofiev's head is actually hacked from a Chaos Cultist (from Dark Vengeance) and inserted into the empty hood of the Cairn Wraith.

4 An aquila-topped staff settles questions on Prokofiev's allegiance.

5 Prokofiev's robes are filthy, ancient chequer patterns barely visible through a film of muck.

6 Stunning freehand, even on tiny places such as these votive scraps, show eye-watering skill.



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John: Something I have been thinking about recently is the way in which I build and paint my own models. That comes in two phases: the thought process that goes into my creations, and then the functional act of assembling and painting them, plus the styles and techniques I use. When I build my own miniatures, they are an exploration of what exists in the dark recesses of the Imperium – I am exploring the grimy underbelly of the Dark Millennium through my hobby. Then, there's the physical technique, which invariably ends up with me painting my models in what I would describe as a 'northern European' style – dirty, gritty and muted, rather than bright and colourful.

With that said, I would like to introduce my friend Johan Egerkrans, a talented hobbyist from Stockholm. It was very easy to strike up a rapport with someone who is excited by the same aspects of the hobby as I am, and his models speak of a shared obsession. He's venturing into those same hidden places to bring the Imperium to life on the tabletop. **AT**



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- 7 Witch-hunter Orff and his retinue stalk the murky underhive, rooting out heresy and sedition.
- 8 This candle-holding mutant was built with the body of a Goblin as its base – amazingly, a bit of conversion work and a different paint job makes it all but unrecognisable.
- 9 Though clearly tainted by the marks of mutation, these votive parchments show that the mutant has some semblance of loyalty towards the Emperor.
- 10 The mutant's head is taken from a Vampire Counts Crypt Ghou.

- 1 Another diminutive mutant in the warband of Witch Hunter Orff, this one carries an ancient relic from forgotten terra as a banner. This model also has a Goblin's body as its base.
- 2 Viewed from behind you can see the mutant carries a large travelling pack, a bedroll from the Imperial Guard tank kit and a custom-built knife.
- 3 Johan has given this mutant a crude bionic eye – a sure sign that Witch Hunter Orff values his mutant followers.
- 4 The banner has a hand-painted rendition of John Blanche's self portrait – an ancient relic of a pre-Imperial illuminator perhaps?
- 5 Johan readily admits to being greatly inspired by John Blanche – some ancient Terran scrawl bears testament to this.
- 6 A close inspection shows gore and sticky red matter on the punch dagger's blade.
- 7 Witch Hunter Orff, a down and dirty hunter of heresy – made from dozens of components from many different kits.
- 8 From behind you can see Orff has a small promethium canister that fuels his custom hand flamer.
- 9 Orff's face with piercing eyes, this part was once a head from the Empire Wizards kit.
- 10 A servo skull from the Space Marines Devastators box accompanies the wily Witch Hunter.
- 11 Orff is hung with purity seals and votive parchments, both as wards against evil and statements of authority.
- 12 The hem of Orff's coat is discoloured by filth.



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- 13 Cleetus the Chrono-gladiator, a battle servitor armed with a power fist and buzz saw.
- 14 Cleetus has a large power plant on his back, enabling his many bionics to function.
- 15 The buzz saw arm is taken from an Ork Nob. Note the realistic rust effect in the recesses.
- 16 Another Dark Vengeance Chaos Cultist sacrificed his head so that Cleetus could be born.
- 17 The power fist is taken from a Space Marine Terminator, with studs and rivets added to disguise it.
- 18 Still more purity seals – Orff's retinue are clearly a pious band.
- 19 Johan made this Assassinatrix to accompany Witch Hunter Orff. She is named the 'Red Lady', and is based on a Dark Eldar Wych model. She is a heavily armed killer equipped with a bionic buzz saw and a power glaive under her arm.
- 20 Much like the Chrono-gladiator, the Red Lady has a large power plant on her back, cobbled together from an assortment of parts including a lantern and a control console.
- 21 Beneath a winged sword, the Red Lady wears faded and torn papers bearing the sigil of the Inquisition.
- 22 The Red Lady carries a power glaive as a punch dagger, an exotic weapon for an initiate of the Imperial death cults.
- 23 A rebreather mask from the Forge World Cadian Veteran kit hides the fact her head was taken from a Daemomette of Slannesh.
- 24 A pair of skulls and grenades hang from the Red Lady's belt.

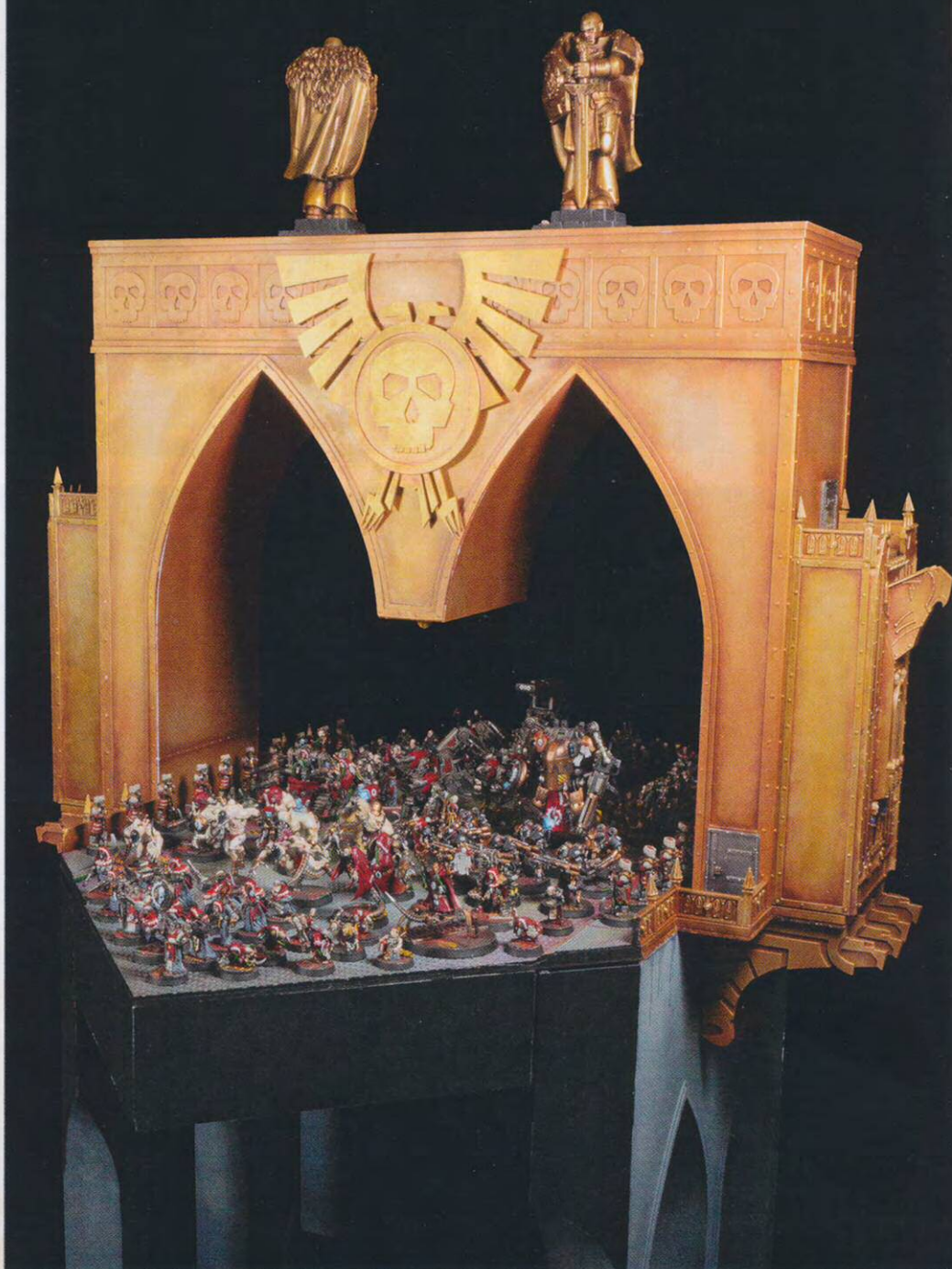
PARADE GROUND

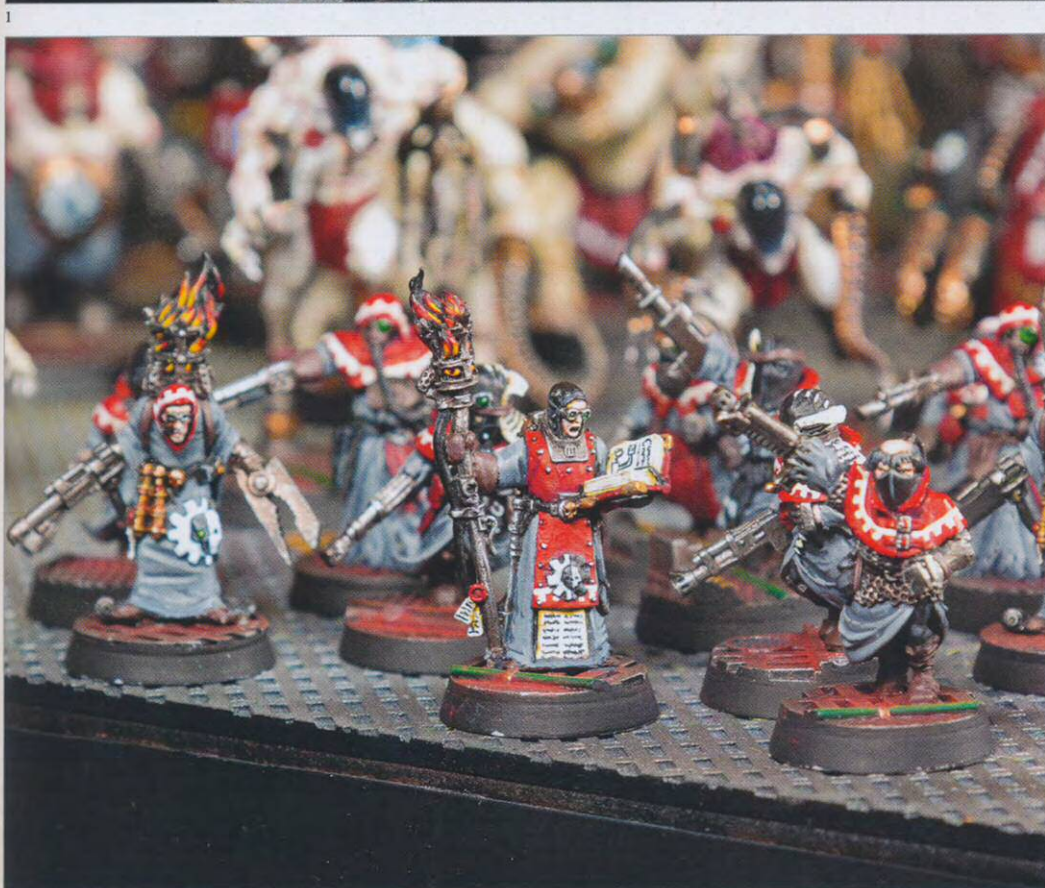
ARMIES ON PARADE USA, PART 2

Last month we unveiled some of our favourite Armies on Parade entries from Games Day: Memphis. This month we complete our showcase with more of the fantastic armies on display.

DAVE TAYLOR'S ADEPTUS MECHANICUS

Games Workshop: The Avenue at Whitemarsh





- 1 Dave Taylor is a perennial entrant into Golden Demon and Armies on Parade competitions, and can always be relied upon for exceptionally painted models. This impressive Armies on Parade display shows a procession of priests, servitor-thralls and machines of the Adeptus Mechanicus. Almost every model is converted in some way, creating myriad strange creatures and war machines. One of the really good things about this display is that it really does look like a parade – you can imagine the fanfare as the triumphant priests of Mars march along.
- 2 As well as many marvellous conversions, Dave has also achieved a tremendous standard of painting on the individual models, with award-worthy brushwork across the whole display.

COLIN WILSON'S CHAOS SPACE MARINES

Games Workshop: Tacoma Place





- 1 Colin has made a display that looks like a gigantic horde of Plague Zombies overrunning an Imperial city. Across the display there are many small diorama scenes that give a sense of narrative to Colin's army, such as this Heldrake searing the roof of the towering Imperial Cathedral, high above the rest of the battlefield.
- 2 Another scene shows a small detachment of Cadian Shock Troopers desperately holding a pair of doors closed against the clawing hands of the Plague Zombie horde.

GEOFF GARRETT'S SPACE MARINES

Games Workshop: Hill Country Plaza



- 1 Geoff's Space Marine army is known as the Iron Wolves, and is displayed alongside a Warhound Titan. Here you can see his tactical squads crowded behind an Aegis Defence Line.

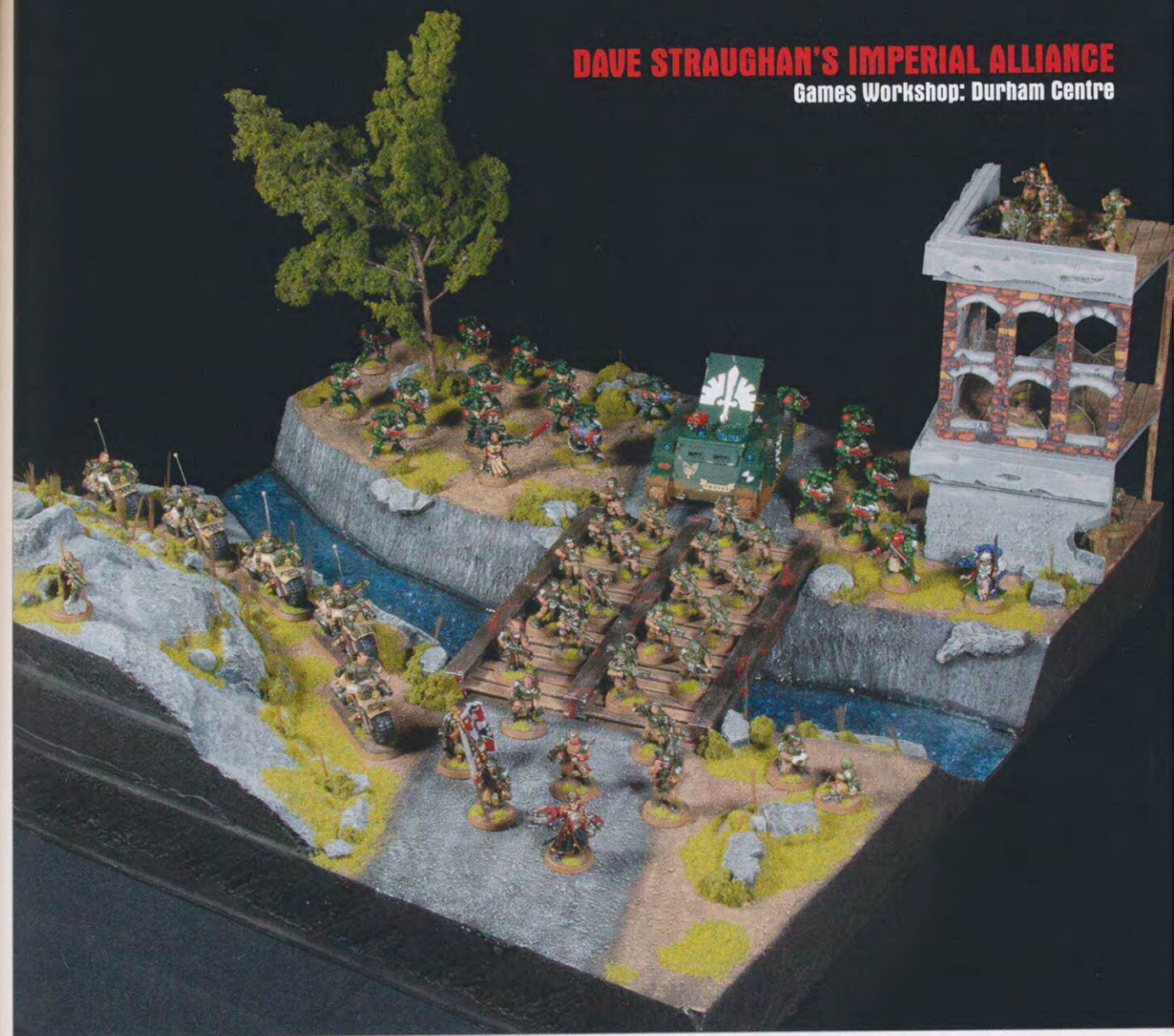
One of the things we really liked about this display was the way Geoff has modelled his Realm of Battle tile to look like a broken cityscape, complete with shattered roadway for the vehicles to drive on.



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DAVE STRAUGHAN'S IMPERIAL ALLIANCE

Games Workshop: Durham Centre



1 Dave's army is a combined force of Cadian Shock Troops and Dark Angels Space Marines. Not only has he gone to the trouble of modelling a river crossing, with a bridge for his Imperial Guardsmen to cross, but he's also included some scratch built scenery and some subtle conversions within his force.

These bikers were made with a mix of parts from the Cadian Shock Troops and Cadian Command squad kits, combined with the Space Marine Scout Bike squad to make mechanised Rough Rider models.

YANCY WALDEN'S CHAOS SPACE MARINES

Games Workshop: Oakbrook Plaza



1 There's no doubt that Yancy's Armies on Parade entry, named The Chosen of Khorne, features some impressive conversions on a lavishly modelled display board (that features a fortress set into a cliff face no less).

The centre of attention for this army display, however, must be the vehicles which accompany the Chosen of Khorne into battle: a trio of Land Raiders with skulls (from an Arcane Fulcrum) set into their hulls and these converted, and stripped down Heldrakes.



1

MICHAEL BRENT'S HIGH ELVES

Games Workshop: Forest Park



1 Michael Brent's High Elves certainly set a high standard with the quality of his painting. The army boasts expertly applied blues and purples and a subtle non-metallic metal effect on the gold armour.

The Flamespyre Phoenix, ridden by a Chosen of Asuryan, soars over the rest of the High Elf host. A close examination of the meticulous highlights on the Phoenix's feathers gives you an idea of just how exacting Michael has been when painting this army.

RICKY FISCHER'S NIGHT GOBLINS

Games Workshop: Seattle Bunker





1 Ricky's display is of a mighty Night Goblin army deep beneath the bowels of the earth. These Night Goblin Squig Hoppers have been modelled with stalagmites on their bases, from which the Squigs appear to be leaping and bouncing.

2 This Giant Cave Squig made by Forge World is the single largest model in Ricky's army. He has painted it to match the other, lesser Cave Squigs in his force, using yellow details to tie it in with the moon-banners of the Night Goblins.

3 A selection of the Goblin heroes from within Ricky's army. He has cherry picked his favourite Goblin characters for this display, including Nazbad Wartfinger (the Night Goblin Shaman from the old Battle for Skull Pass boxed game), and a Forge World Night Goblin Battle Standard Bearer.





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1 The heart of Ricky's Night Goblin throng is the large units of Night Goblin warriors – again, all meandering their way through stalagmites of various sizes. Arrayed in front of these two formidable regiments of Night Goblins are six Night Goblin Fanatics, whirling devils who are easily capable of reducing the unwary to a mangled and bloody pulp.

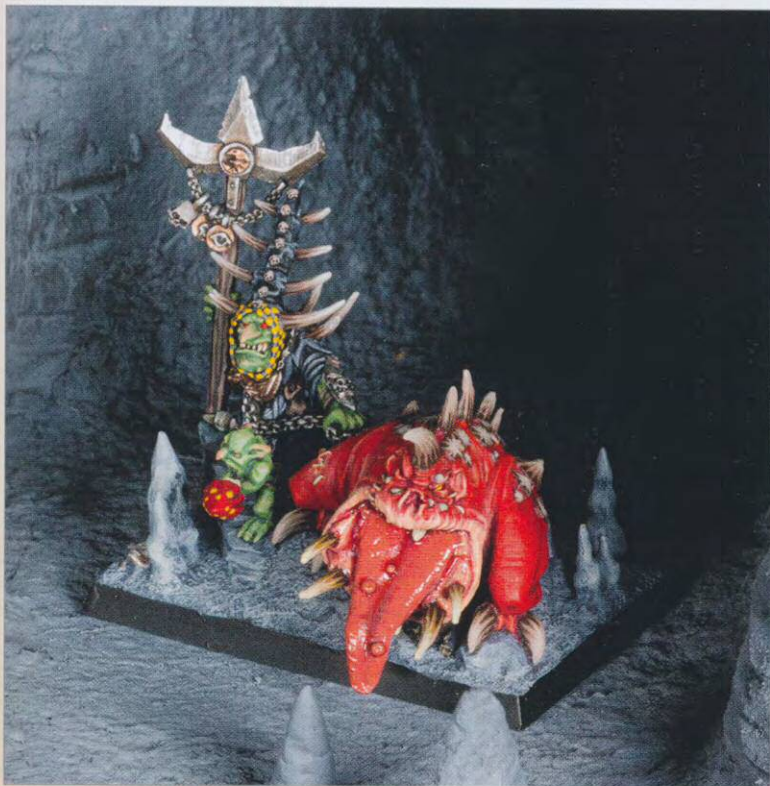
2 Another fine addition to the army is this Squig Gobba from Forge World. The concept of the Squig Gobba is simply hilarious, with one Goblin spying out targets while the other jams more unfortunate ammo into the giant Squig's maw. Ricky has done a splendid job of painting it with smooth skin tones on the underbelly and sticky mucus around the phlegmy projectiles.



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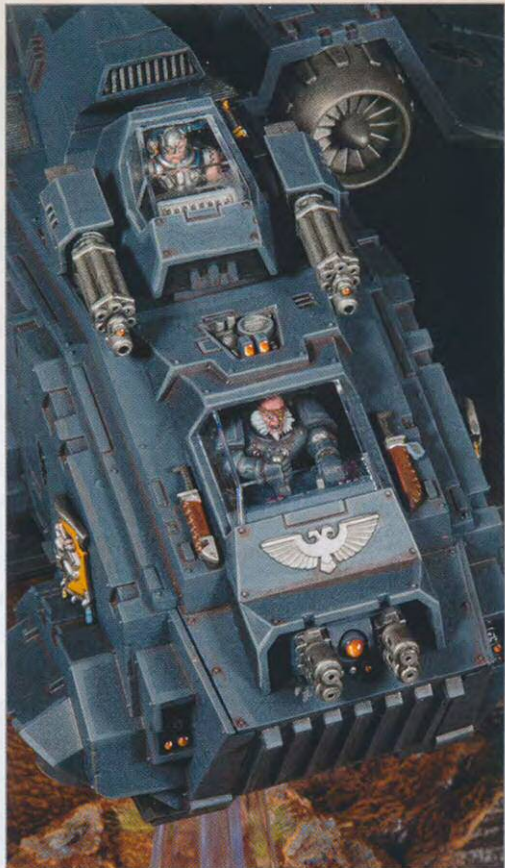
- 3 Squigs are a definite feature of this army, with three sizeable regiments of Cave Squigs making up the bulk of the models in the force (along with the merry regiments of Night Goblins, obviously). The fleshy red colours really bring the army to life on the muted grey of Ricky's display board.
- 4 No mighty Night Goblin army would be complete without the greatest Night Goblin general ever: Skarsnik, Warlord of the Eight Peaks and ruler of the Crooked Moon Tribe.
- 5 We were especially impressed by the magical smoke effect that Ricky painted onto this Night Goblin Shaman – the billowing cloud of green turning into yellow smog looks brilliant, especially the way the smoke turns yellow as it forms the shape of the bad moon.



ASH BARKER'S SPACE WOLVES

Games Workshop: World of Battle





- 1 Ash's Armies on Parade display is based on the Space Wolf strike force led by Logan Grimnar in the first Armageddon war. This model is Ash's rendition of the Old Wolf, when he was much younger. The scenic base is made from sand and pieces of slate, plundered from a Citadel Basing Kit.
- 2 A Lone Wolf stalks across the ruined hull of a Rhino.
- 3 This Venerable Dreadnought is converted with Space Wolves iconography, and the head from a Grey Knight for a distinctive look.
- 4 Air support comes in the form of this Stormraven gunship, named the Beast of Fenris. The pilot is a white-bearded Space Wolves veteran.
- 5 The Blood Claws pack is led by a Wolf Guard veteran. Each unit in the force (except the Scouts) also has a transport vehicle.

KIT BASH

OGRE MOURNFANG CAVALRY

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 a rampaging horde of Ogre Mournfang Cavalry.

GRAFF'S MOUNTAIN-BREAKERS

Carl Dafforn

Having built and painted an Ogre Kingdoms force for this Armies on Parade competition, Carl Dafforn was keen to add to his collection. "I wanted my Mournfang Cavalry to be part of the same tribe that I painted for my Armies on Parade entry," says Carl. "The Mournfangs are painted in the same off-white colour scheme as my Yhetees while the unfortunate Empire

State trooper hanging from one of the saddles wears the red and yellow of Talabecland – the same as the body floating in the river on my display board. When I was converting these two models I used a lot of spare parts from the Thundertusk that I built for Armies on Parade, plus bits from the Giant and the Look-out Gnoblar from the Ogres box."





- 1 The crows nest for the Look-out Gnoblar fits nicely between the tusks on the rider's saddle.
- 2 "I wanted to give the riders reins to control their mounts," explains Carl. "I drilled out the mouths of the Mournfangs and gave

them wooden bits to chomp down on. I then cut away the rider's weapons to represent a leather-wrapped handle. I added the chains between them after painting the models."



- 3 "I wanted the Crusher to look like he's been in the thick of the action, so I drilled a couple of holes into the Mournfang and the rider and carefully glued in arrows where he's been the target of enemy fire."

- 4 "I used the whole saddle and rider from the Thundertusk kit on this model – they fit on the Mournfang surprisingly well! The huge jawbone hanging off the back makes for an impressive sight and clearly identifies who the unit leader is."

THE BROTHERS GRUMM

James Bragg

"The Brothers Grumm are the leaders of my Mournfang Cavalry unit," comments James about his latest creations. "Dagruk is the older of the two – a bearded veteran and a wannabe Hunter, hence the Sabretusk cloak around his shoulders and the impressive array of tusks on his back-banner. Zetokk is the younger brother, who recently stumbled upon (and

drank the contents of) a Dwarf brewery. The next morning, nursing a sore head and a churning gut, Zetokk cobbled together a platform from the ruins of the brewery and lashed it to his Mournfang. If the Dwarfen ale gets a bit too much for him, he can always lie down and have a sleep. His trusty Gnoblar can always steer the Mournfang for him."





- 1 "When I built the Thundertusk kit I made sure to keep all the spare parts," adds James. "The Hunter body and spear were the perfect components for customising a unique and characterful Crusher to lead the unit."
- 2 "You get so many optional extras in the Thundertusk and Mournfang kits that you're spoilt for choice on which ones to use," jokes James. "I gave Dagruk a collection of filleting knives and a dubious hunk of meat from an unfortunate animal."



- 3 "I used support struts and doors from the Fortified Manor to make Zetokk's plinth. I chose the musician's head for him because it looked the most miserable and ill. The bellow's hand from the Ogres box was perfect for holding his sick tummy."
- 4 The ale barrels came from James' much-plundered Thundertusk spares box. To reposition the model's legs to be sitting down, James cut the Ogre's legs at the waist and filled in the gaps with Green Stuff.

SKULLGUT'S IRONFANGS

Michael Knight

"My **Ogre collection** are a motley band of piratical Ogres," says Mike. "They love anything to do with guns and cannons – the bigger the better – and pretty much every Ogre in the army has a pistol about his person. By combining parts from the Leadbelcher kit and the Mournfang Cavalry kit, I was able to create a cannon-toting mounted warrior. But his gun just

didn't feel big enough to me. I had a spare cannon from the Ironblaster kit, which I held inbetween a couple of Mournfangs to see how it looked – it was certainly about the right size. With careful use of brass wire and some Green Stuff, I was able to suspend it between them. I then stuffed the barrel with loads of spears, swords and an unfortunate Gnoblar."

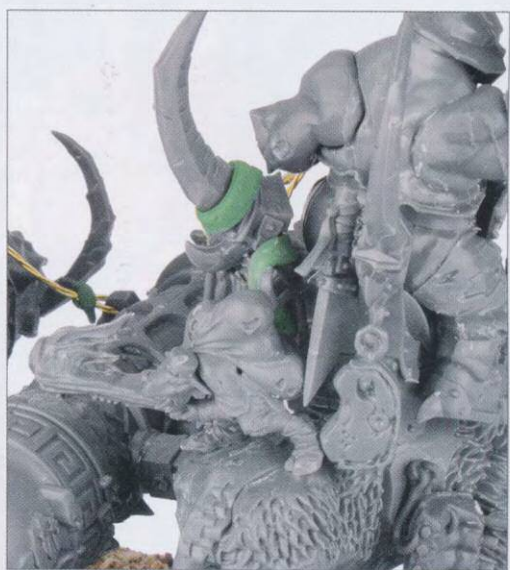




2

1 Mike has combined parts from across the Ogre range to make his Mournfang Cavalry. "The head of this Ogre is from the Ironblaster kit," explains Mike. "While his cannon and the Gnoblar on his shoulder are from the Leadbelchers kit."

2 Mike wanted the straps holding up the Ironblaster cannon to be attached to the saddles of the riders. A strip of Green Stuff tied around the horns and blended into the straps was the perfect solution.



4

3 "Edgar Skomorowski – one of the Forge World designers – showed me how to make the rope that holds up the front of the cannon. It's actually three strands of brass wire wound together and coiled around the horn of the saddle."

4 "Gnoblars are comical creatures," laughs Mike, "and they look great interacting with the much bigger Ogres around them. This Gnoblar, taken from the Leadbelchers kit, has the important job of lighting the touch paper on the cannon."

DROGG'S BLACKPOWDER MERCENARIES

Anthony Saliba

"I've been working on a Marienburg mercenary army for a Doubles Weekend at Warhammer World," begins Anthony, "and I wanted to add a couple of big guns to the force. While the army is mostly human, I've got a few Ogre allies in my collection too, who all have a piratical streak running through them. The idea of them commandeering the big guns from their

fellow mercenaries and strapping them to the back of a Mournfang really amused me and seemed like a very Ogre thing to do. Both of the Ogres have been subtly converted to look more like pirates, including hooks, beards, eye patches and bandanas. I then painted them in the traditional reds, yellows and blues of the Marienburg city state."





1 "I wanted the Helblaster Volley Gun to look as though it could actually work strapped to the front of a Mournfang," explains Anthony. "This Ogre has a hook on his left hand, but he can still pull the lever on the side of the cannon, which will set the gears turning and cause the hammers to ignite the gunpowder. The trailer behind him carries all the extra ammunition and gunpowder for his cannon, plus a couple of bottles of rum in case he gets thirsty."



2 "I used the chassis from the Ironblaster kit to create the trailer for this walking artillery piece as the wooden frame looks a lot like the deck of a ship – the perfect look for my pirate-themed Ogres. The rocket battery is held in place by the spare seat back from the Stonehorn kit (the bit that looks like a giant jaw bone) and is crewed by three human mercenaries from the Helblaster kit with a couple of Flagellant bits thrown in to make them look more ragged."

PAINT SPLATTER

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

HARUSPEX – HIVE FLEET LEVIATHAN

(as seen on pages 10–11)

Tyranid organisms come in a diverse range of colours, from dark chitin plates to sickly pale flesh. Dan chose to paint the new Tyranid Haruspex in the colours of Hive Fleet Leviathan, a combination of dark carapace and pink-tinged skin.

When painting light-coloured miniatures, a Skull White undercoat makes it a lot easier to apply a basecoat – in this case, Ushabti Bone. When undercoating it's important to get it into the recesses of the model, otherwise you'll end up with patches of bare grey plastic, which can be hard to paint over. The easiest way to achieve an even coat is to apply several thin sprays, allowing each to dry before applying the next, rather than one thick undercoat. With a complex model such as the Haruspex, it's worth leaving some of the limbs off so that you can spray the tricky alien insides without them getting in the way of the spray paint. Dan therefore sprayed the model in six sub-assemblies: the body and rear legs, the two mid-limbs and the two forelimbs. He also left the model off the base to make painting the underside of it easier.

- 1 The striations on the Haruspex's carapace were painted using the technique on page 112.
- 2 The revolting maw of the Haruspex in all its disgusting glory.

Skin



1

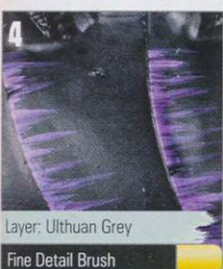
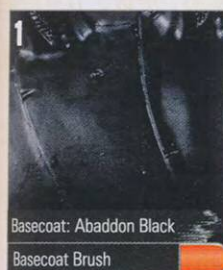


2

The focal point of the Haruspex is its maw – a strange biomorph even by Tyranid standards. The 'Eavy Metal team painted it a raw, vivid pink, which makes it stand out and ties it in with the colour palette (in this case, reds, purples and pinks) that's used on the rest of the model. Following

their advice, Dan chose a similar colour scheme for his Haruspex, using Carroburg Crimson on both the external stomach and the skin to tie the two parts of the model together. He used a vibrant green as the spot colour for the bio-plasma vents on the Haruspex's chimneys.

Carapace



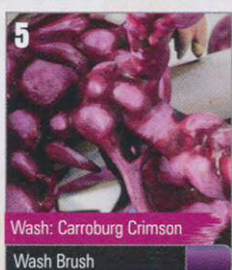
Bio-plasma



Claws



External Stomach



Hibernation Painting

When undercoating miniatures it's important to spray them in the correct conditions. Warm, dry weather is optimal for undercoating miniatures as the spray paint will dry quickly and evenly. If it's too cold the spray will take longer to dry and can leave a chalky residue behind. A popular tactic is to undercoat batches of miniatures during the warmer months and stockpile them for the winter, enabling you to paint indoors while the snow piles up outside.

HIVE CRONE – HIVE FLEET BEHEMOTH

The **Tyranids** of Hive Fleet Behemoth have a dark, brooding colour scheme – a combination of glossy black carapace and deep red skin.

Working over a Chaos Black undercoat, Dan painted the skin of the Hive Crone followed by the carapace – a method that he used on all the Tyranid models in this month's Paint Splatter. It's a technique informally known as 'painting from the inside out', whereby the lowest, recessed areas of a model are painted first, working from the inside to the outside of the model – the last areas to be painted being weapons and claws. This means that the skin can be painted quickly and easily with any resulting mess being covered up by the next colour (in this case the Abaddon Black on the carapace).

Dan also painted striations onto the carapace – a popular form of freehand that looks great on chitinous armour and can be applied to any Tyranid colour scheme.

Painting Striations



1 The carapace is tidied up using the basecoat colour, in this case Abaddon Black.



2 The darkest striations are applied with a Detail Brush, working from the edge of the armour plate.



3 Striations don't have to be even – a mix of long and short lines helps them look more natural.



4 A second layer of striations is painted inside the first, again working from the edge of the carapace.



5 A final striation is applied. The previous layers can still be seen underneath.



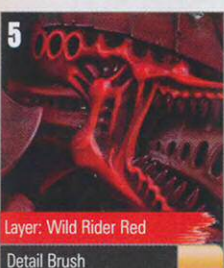
6 Using the side of a Fine Detail Brush, the final striation colour is applied as an edge highlight.



When choosing your colour scheme for Tyranids there are two useful points to keep in mind. Firstly, remember that they are alien creatures and in no way natural – don't limit yourself to real world combinations of colours because Tyranids are anything but normal.

It's also important to choose a colour scheme that you're going to enjoy painting because every model in your collection is going to have it. It's a good idea to paint a test model (or even a few test models) first to help you decide what colours you're going to use for your Hive Fleet.

Skin



Carapace



Claws



Wings



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.

HIVE GUARD – HIVE FLEET KRAKEN

(as seen on pages 14–15)

The **Tyranids** of Hive Fleet Kraken are characterised by cream-coloured skin and a bright red carapace. Like most Tyranids, their weapon symbiotes are a different colour to the rest of their bodies to make them stand out and act as a focal point for the miniature.

The Hive Guard were undercoated with Skull White spray. Rather than painting on a basecoat, Dan instead applied a wash to the model, which helped to stain the skin areas and define the recesses. To achieve the light tone seen on the right, Dan mixed the wash (in this case, Seraphim Sepia) with Lahmian Medium to dilute it and applied it only to the recesses of the model. A heavier, undiluted wash would produce a darker skin tone, which is a great way to subtly vary the colours of the Tyranids in your collection. Larger models such as Tyrannofexes could have darker skin, while smaller creatures such as Termagants and Hormagaunts could be painted lighter.

Skin



- 1 A recess wash is carefully applied using a detail brush, with a heavier concentration around the edges of the carapace and the cartilage.
- 2 Two Hive Guard of Hive Fleet Kraken ready themselves for war, one armed with an impaler cannon and the other with a shockcannon.



2

Tyrannid weapon symbiotes are alien creatures in their own right and are traditionally painted a different colour to the rest of the Tyrannid creature to make them stand out. The weapons for Hive Fleet Kraken are a meaty, fleshy colour while the tendrils on the shockcannon

were painted an electric blue to make them stand out as an unusual and unique biomorph. The shock spine and the Hive Guard's 'hooves' (as seen in the picture at the bottom of the previous page) were painted using the stage-by-stage guide for black claws on page 113.

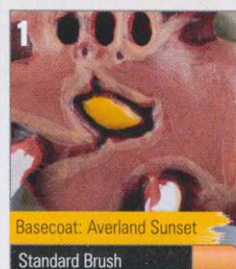
Carapace



Weapon Symbiotes



Tyrannid Eyes



Shock Tendrils



A little finger painting

A good habit to get into when painting your miniatures is to check your hands and fingers for paint before you pick up the model. There's nothing worse than a red fingerprint smeared across the area you've just painted (especially if it's white or cream-coloured like the Hive Guard to the left). Some hobbyists use adhesive putty to stick the model to a cork, tub or even the lid of a paint pot so that they can avoid holding the model directly, thereby avoiding those rogue paint marks.

GLENN'S BATCH PAINTING TIPS

Mass assembly

Glenn: Painting a unit of 20 models can be seen as a challenge, but batch painting is a great way to get them done quickly and effectively – there's a real sense of achievement when you complete your first squad in just a couple of evenings. It shows you that painting an army is achievable and it fuels my enthusiasm for painting the rest of my force.

For my Tyranids I built and based (with PVA glue and sand) a unit of 20 Termagants all at the same time. By doing all the assembly in one go it means you only have to clean up your mess once. Hobbying, in my opinion, is more fun than Hoovering.

Spray sticks and double-sided tape

When all my models are built (and the sand on their bases dry), I normally undercoat all of them in one go as it's both more efficient in terms of cost and time.

To spray all my models I attach them to a length of wood using double-sided tape. This means that I can hold the spray stick at arm's length – the ideal distance for undercoating miniatures – and spray all the models from all angles (above, below and from all sides). It also ensures that I won't get fingerprints on them. Once sprayed, I leave them to dry before carefully removing them from the stick.

Applying a basecoat

Having undercoated all my models I paint a test miniature to help me decide my colour scheme. This will help me establish the main basecoat colour, which I can then apply using the Citadel Spray Gun (in this case it was Screaming Skull), though a Large Drybrush works just as well.

At this point it's also worth deciding how many models you want to paint in a batch. I've found that I can paint five models in an evening, so that's how many I paint per batch. I know Dan is painting 30 Orks in one go though (madness? Yes, probably). In the end it's however many models you feel comfortable painting in one go.



Secondary basecoats

Once the **basecoat** is dry I set to work on the other base layers of the model; in this case the red carapace. When painting a large number of miniatures in one go I try to limit my colour scheme to two or three main colours as the more elaborate your colour scheme (ie: the more colours you use), the longer the batch painting process will take. It's important to be as neat as possible at this stage because it will pay dividends later on.

I paint the bases at this point too because it's much easier to tidy the models up at this stage if I accidentally get some of the base colour on their feet.

The all-over wash

Washes are a simple and effective way to add depth to your miniatures. I chose three basecoat colours (Screaming Skull, Evil Sunz Scarlet and Steel Legion Drab) that could all be shaded with the same wash, in this case Agrax Earthshade.

I made a 1:1 mix of Agrax Earthshade and Lahmian Medium, which helps to dilute the wash and ensure that it doesn't pool too heavily in the recesses. I applied a light wash to my test model first and let it dry to see the finished effect. It's always good to apply a light wash first rather than a heavy one as you can always put on a second coat if you need to.



1 With the all-over wash dry, Glenn finished his Termagants by painting details such as the eyes and teeth. He also added an edge highlight of Ratskin Flesh to the carapace and drybrushed the base with Karak Stone. All in all, these ten Termagants took Glenn just three evenings to build and paint.

JEREMY VETOCK



In this month's column, Jeremy examines how people get started in the Games Workshop hobby, and how he explains his passion for collecting Citadel miniatures to strangers in a manner that doesn't raise eyebrows.

I was reading an article in a newspaper recently. This was probably a mistake, as the news is generally depressing, however, I spotted something quite the opposite. The article in question was about the elderly and their satisfaction with life – in other words, their level of happiness. In addition to learning about a slew of maladies that are sure to trouble me in the future, I learned something surprising: Amongst senior citizens the satisfaction of life – their happiness – didn't correlate with their state of health nearly so much as it was based on whether or not they had friends and hobbies. It went on to say that this statement proved true for all ages and that, in general, happier individuals lived longer, fuller lives.

I don't think this is saying that good health shouldn't be appreciated, or that if you were trapped on a desert island that

Warhammer could replace necessities like say, food, water or a really nice ale. Nor am I stating that playing Warhammer 40,000 will prolong your life! However, it does speak to the power of hobbies – that our strangely wired human minds crave activity and passion. Of course, this is not news to dedicated hobbyists, for we appreciate the doing and achieving of pleasant tasks, such as the endless hours spent appreciating your collection – arranging and rearranging them, musing over what to get next. There's also the satisfaction of painting and watching your skills improve as you steadily build and painted figure; and, not to be outdone, the camaraderie of pitting your tactical prowess against your friends in a tabletop battle for ultimate mastery of the world and or galaxy. Finally, naturally, there's the common bonds of brotherhood as you moan to your mates afterwards about how you 'would have won barring *that* dice roll'.

So hobbies and friends have the power to make people happy. It may appear that I am only stating the obvious, but how many times have you heard people say that if they suddenly won boatloads of money they would instantly happy? Or if they had a free weekend they were going to chill out and 'do nothing'? I think many people underestimate the drive and ambition that fuels a good hobby. A good hobby is more than a pastime, for it requires work. And work can be troublesome.

It is easy to equate work with all the stuff you're forced to do – mow the lawn, wash the dishes, and so on. For many, the 'doing' part of their lives is associated with work or school – not in 'doing' stuff they like. Relaxing can mean doing nothing, but for me I find nothing so enjoyable and relaxing as a good uninterrupted painting binge. I think planning and gathering materials for an elaborate upcoming battle with a group of friends can require lots of work, but it's a labour of love.

Not surprisingly, here at Games Workshop we do a lot of talking about hobbies. Things like: how people get started with their hobby and how much time they spend thinking or doing hobby stuff each

week? I find these sort of questions intriguing, although they often interrupt even more important debates – like who is the better Assassin, the Skaven's Deathmaster Snikch or Naggaroth's own Shadowblade, the infamous Dark Elf killer extraordinaire? (For argument's sake I say: Snikch, although if you disagree please direct angry letters care of Jervis Johnson).

“Neighbours, friends, relatives and even a plumber have seen my Citadel miniatures collection out of their corner of their eye...”

How you got started in the hobby is a very interesting question. There are probably as many variations on the answer to that query as there are hobbyists. There are, however, loads of common threads. For instance, lots of us are hooked the first time we see photographs or displays of miniatures. Others might be lucky enough to have a friend who is into the hobby introduce them. For me personally, the moment I saw Citadel miniatures I wanted to own them, collect them, paint them, play games with. Frankly I wanted to build a huge mound of them in my living room and nest upon them, although thus far I've managed to suppress this urge.

Around the office there is a phrase used for the kind of individual who need only look upon any aspect of the hobby to become hopelessly infected. It is said that they 'have the hobby gene'. From my understanding this is code for: we don't understand it really, but we think some people were born/predisposed to like toy soldiers. Those who have been lucky enough to see a newcomer first become enamoured of the hobby will know right away. For instance, from time to time curious newcomers to my household will discover my game room. I can tell which ones are like me – natural born hobbyists smitten with Games Workshop figures and wargames – by their immediate reaction.

Neighbours, friends, relatives and even a plumber have seen my miniature collection or set up terrain boards out of the corner of their eye and wandered into my game room. Within seconds they will be one of the following:

A) Flabbergasted (in a good way). They ask excited questions: what is it? You paint these? Where can I get some? It's a game too? These books are all about the models? It's a whole world? And so on...

B) Disturbed. They openly worry for my sanity (and that of my family).

C) Quietly Disturbed. They too worry for my sanity (and that of my family) but are too polite to say so. But you know that disapproving face!

D) Intellectually intrigued. The hobby is not for them, but they are interested in it. They ask similar questions to those who are Flabbergasted, but they are waaaaay less excited.

I have, like many of you, given the same speech many times. 'Oh that... yeah, that's my hobby.' I have several versions of this speech – all varied by length, for I have learned to notice the listener's eyes – for they will let you know when to elaborate in full detail and when to rein in your enthusiasm. Down the years, most people I have spoken to find it a unique and fascinating hobby and, to my delight, more and more people now recognise names like Warhammer and Games Workshop. Best of all, however, are those who – like me – see not just models and paint, but whole new horizons.

The news article that said hobbies and friends were more key to happiness than any other factor could have been talking about any hobby – but I prefer to imagine them all collecting armies, painting and fighting it out.

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

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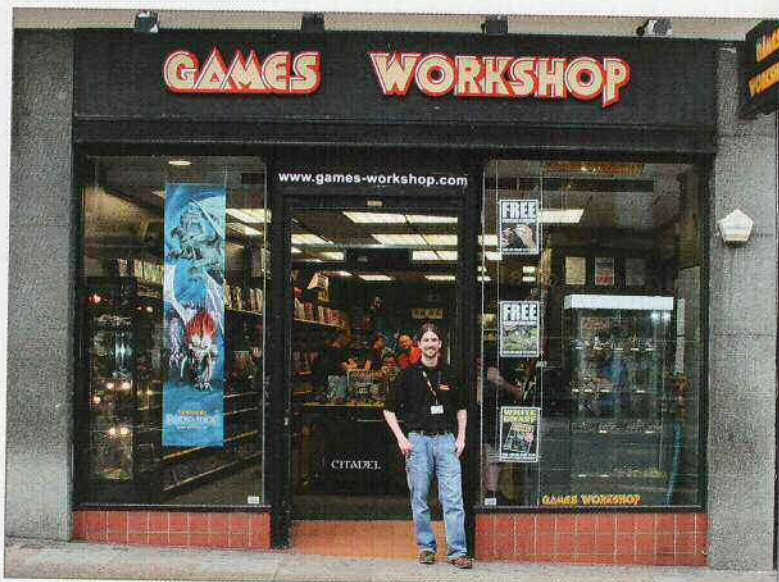
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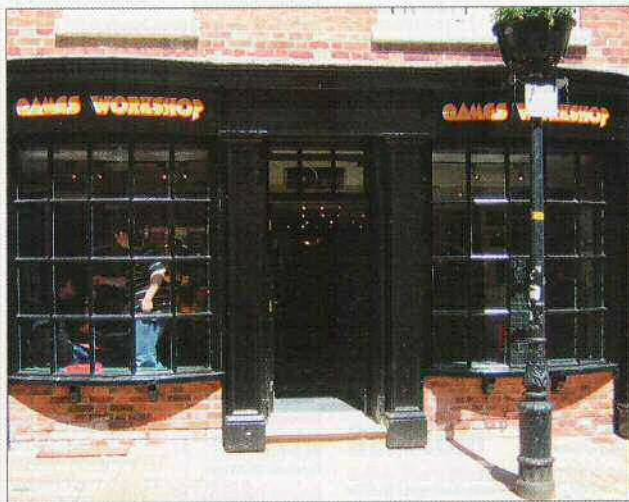


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31a Sidwell Street, Exeter, EX4 6NN.
Tel: 01392 490305.
Facebook: GWExeter

Games Workshop Falkirk

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

Games Workshop Glasgow

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

Games Workshop Gloucester

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

Games Workshop Grimsby

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

Games Workshop Guildford

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

Games Workshop Stoke

27 Stafford Street, Hanley, ST1 1JU.
Tel: 01782 205287.
Facebook: GWStokeGames

Workshop Harrogate

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

Games Workshop Hemel Hempstead

117 Marlowes, Hemel Hempstead, HP1 1BB.
Tel: 01462 249752.
Facebook: GWHemelHempstead

Games Workshop Hereford

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

Games Workshop High Wycombe

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

Games Workshop Hull

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

Games Workshop Inverness

1c Struthers Lane, Inverness, IV1 1LR.
Facebook: GWINverness
Tel: 01463 716676.
Facebook: GWINverness

Games Workshop Ipswich

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

Games Workshop Kendal

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

Games Workshop Kensington

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

Games Workshop Kettering

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

Games Workshop Kings Lynn

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

Games Workshop Kingston

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

Games Workshop Leamington Spa

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

Games Workshop Leeds

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

Games Workshop Leicester

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

Games Workshop Lincoln

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

Games Workshop Liverpool

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

Games Workshop Loughborough

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

Games Workshop Macclesfield

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

Games Workshop Maidenhead

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

Games Workshop Maidstone

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

Games Workshop Manchester

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Tel: 0161 8346871.
Facebook: GWMManchester

Games Workshop Metro Centre

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

Games Workshop Middlesbrough

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

Games Workshop Milton Keynes

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

Games Workshop Muswell Hill

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

Games Workshop Newbury

114 Bartholomew Street, Newbury, RG14 5DT.
Tel: 01635 540348.
Facebook: GWNNewbury

Games Workshop Newcastle

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

Games Workshop Newport

11 Griffin Street, Newport, NP20 1GL.
Tel: 01633 256295.
Facebook: GWNNewport

Games Workshop Northampton

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

Games Workshop Norwich

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

Games Workshop Nottingham

34A Friar Lane, Nottingham, NG1 6DD.
Tel: 0115 9480651.
Facebook: GWNNottingham

Games Workshop Nuneaton

3 Bridge Street, Nuneaton, CV11 4DZ.
Tel: 01846 325754.
Facebook: GWNuneaton

Games Workshop Oxford

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

Games Workshop Peterborough

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

Games Workshop Plaza

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

Games Workshop Plymouth

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

Games Workshop Poole

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

Games Workshop Portsmouth

34 Arundel Street, Portsmouth, PO1 1NL.
Tel: 02392 876266.
Facebook: GWP Portsmouth

Games Workshop Preston

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

Games Workshop Putney

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

Games Workshop Reading

29 Oxford Road, Reading, RG1 7OA.
Tel: 0118 9598693.
Facebook: GWReading

Games Workshop Romford

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Tel: 01708 742140.
Facebook: GWRomford

Games Workshop Rotherham

17 Old Town Hall, Rotherham, S60 1QX.
Tel: 01709 374520.
Facebook: GWRotherham

Games Workshop Salisbury

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

Games Workshop Sheffield

16 Fitzwilliam Gate, Sheffield, S1 4JH.
Tel: 0114275. Tel: 0114 2750114.
Facebook: GWSheffield

Games Workshop Shrewsbury

6 Market Street, Shrewsbury, SY1 1LE.
Tel: 01743 362007.
Facebook: GWSShrewsbury

Games Workshop Solihull

890 Warwick Road, Solihull, B91 3DX.
Tel: 0121 7057997.
Facebook: GWSolihull

Games Workshop Southampton

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

Games Workshop Southend

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

Games Workshop Southport

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

Games Workshop South Shields

17 Denmark Street, South Shields, NE33 2LR.
Tel: 01914 276798.
Facebook: GWSouthShields

Games Workshop St Albans

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

Games Workshop Staines

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

Games Workshop Stevenage

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

Games Workshop Stirling

45 Barmton Street, Stirling, FK8 1HF.
Tel: 01786 459009.
Facebook: GWSStirling

Games Workshop Stockport

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

Games Workshop Stratford

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Tel: 01789 297262.
Facebook: GWSStratford

Games Workshop Sunderland

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

Games Workshop Sutton

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

Games Workshop Sutton Coldfield

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

Games Workshop Swansea

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

Games Workshop Swindon

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

Games Workshop Thurrock

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Tel: 01708 867133.
Facebook: GWThurrock

Games Workshop Torquay

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

Games Workshop Truro

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

Games Workshop Tunbridge Wells

31 Grosvenor Road, Tunbridge Wells, Kent, TN1 2AP.
Tel: 01892 525783.
Facebook: GWTunbridgeWells

Games Workshop Uxbridge

231 High Street, Uxbridge, UB8 1LD.
Tel: 01895 252 800.
Facebook: GWUxbridge

Games Workshop Wakefield

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

Games Workshop Walsall

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

Games Workshop Warhammer World

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

Games Workshop Warrington

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

Games Workshop Watford

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

Games Workshop Wigan

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

Games Workshop Winchester

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

Games Workshop Windsor

Unit 3, 6 George V Place, Thames Avenue, Windsor, SL4 1QP.
Tel: 01753 861087.
Facebook: GWWindsor

Games Workshop Woking

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

Games Workshop Wolverhampton

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

Games Workshop Worcester

10A College Street, Worcester, WR1 2LU.
Tel: 01905 616707.
Facebook: GWWorcester

Games Workshop Worthing

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

Games Workshop York

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

AUSTRALIA



Games Workshop Adelaide

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

Games Workshop Ascot Vale

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

Games Workshop Bondi

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

Games Workshop Brisbane

Shop 96/10 Ground Floor, Queen Adelaide Building, 90-112 Queen Street Mall, Brisbane, QLD, 4000.
Tel: (07) 3831 3566.
Facebook: GWBrisbaneGames

Workshop Broadbeach

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

Games Workshop Cairns

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

Games Workshop Camberwell

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

Games Workshop Campbelltown

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

Games Workshop Castle Hill

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

Games Workshop Chatswood

Shop 2, 282 Victoria Avenue, Chatswood, NSW, 2067.
Tel: (02) 9415 3968.
Facebook: GWChatswood

Games Workshop Chermide

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

Games Workshop Fremantle

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

Games Workshop Hurstville

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

Games Workshop Joondalup

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

Games Workshop Liverpool

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

Games Workshop Maroochydore

Shop 7, 2 Ocean Street, Maroochydore, 4558.
Tel: (07) 5443 2882
Facebook: GWMaroochydore

Games Workshop Melbourne

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

Games Workshop Miranda

Shop 1, 589-591 The Kingsway, Miranda, NSW, 2228.
Tel: (02) 9526 1968.
Facebook: GWMiranda

Games Workshop Morley

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

Games Workshop Mt. Gravatt

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

Games Workshop Newcastle

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

Games Workshop Oakleigh

8 Atherton Road, Oakleigh, VIC, 3166.
Tel: (03)9569 5592.
Facebook: GWOakleigh

Games Workshop Parramatta

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

Games Workshop Perth

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

Games Workshop Preston

519 High Street, Preston, VIC, 3072.
Tel: (03) 9478 0540
Facebook: GWPreston

Games Workshop Ringwood

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

Games Workshop Southland

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

Games Workshop Sydney City

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

Games Workshop Tea Tree Plaza

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

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 Lg68c 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 Klagenfurt

8-Mai-Str. 15, Klagenfurt, 9020.
Tel: (0463) 503041.
Facebook: GWKlagenfurt

Games Workshop Wien 1

LaStafa-Europacenter Mariahilfstraße 120, Wien, 1060.
Tel: (01) 5223178.
Facebook: GWWien1

Games Workshop Wien 2

Gasometer-City, Turn A; A30, Guglgasse 8, Wien, 1110.
Tel: (01) 7431038.
Facebook: GWWien2

BELGIUM



Games Workshop Anvers

Vierminckstraat 10, Antwerpen 2000
Tel: 03 485 86 27.
Facebook: GWAntwerpen

Games Workshop Bruxelles

10 rue du Lombard, B1000 Bruxelles.
Tel: 02 223 06 61.
Facebook: GWBruelles

Games Workshop Gent

St. Nikolaasstraat 17a/19, Gent, 9000.
Tel: 09 223 91 20.
Facebook: GWGent

Games Workshop Liège

27 rue de la Régence, B4000, Liège.
Tel: 04 250 06 99.
Facebook: GWLiège

Games Workshop Namur

34 rue de For, B5000 Namur.
Tel: 08 165 98 65.
Facebook: GWNamur

CANADA



Games Workshop Appleby Village

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

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: 613-656-8794.
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 1, Vaughan, ON, L4L 1A6.
Tel: 905-850-0935.
Facebook: GWLangstaffSquare

Games Workshop Montreal-EC

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

Games Workshop Square One

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

Games Workshop Victoria

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

Games Workshop West Edmonton

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

Games Workshop White Oaks Mall

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

Games Workshop Winnipeg

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

Games Workshop Yonge and Lawrence

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

CHINA



Games Workshop Huangpu

Number 153-155 Xujiahui Road, Huangpu Area, Shanghai, 200021.

Games Workshop Pudong

Unit KJ025, MS City, Shanghai Science and Technology Museum Subway Station, Pudong.

DENMARK



Games Workshop København

Fredriksholmsgade 5 kld, 1360
Tel: 33 12 22 17.
Facebook: GWKobenhavn

FINLAND



Games Workshop Helsinki

Simonkatu 9, 00100, Helsinki.
Tel: 09 7515 4525.
Facebook: GWHelsinki

FRANCE



Games Workshop Aix en Provence

33 rue de la Couronne, 13100 Aix en Provence.
Tel: 0 442 268 366.
Facebook: GWAix

Games Workshop Amiens

2 rue des Lombards, 80000 Amiens.
Tel: 0 322 910 195.
Facebook: GWAmiens

Games Workshop Avignon

6 rue Portail Mathéron, 84000 Avignon.
Tel: 0 490 840 007.
Facebook: GWAvignon

Games Workshop Bordeaux

63 rue des Ayres, 33000 Bordeaux.
Tel: 0 556 445 056.
Facebook: GWBordeaux

Games Workshop Boulogne-Billancourt

40 avenue du Général Leclerc, 92100 Boulogne Billancourt.
Tel: 0 141 039 055.
Facebook: GWBoulogneBillancourt

Games Workshop Caen

22bis Rue Froide, 14000 Caen.
Tel: 0 231 053 097.
Facebook: GWCaen

Games Workshop Clermont-Ferrand

38 avenue des États-Unis, 63001 Clermont-Ferrand.
Tel: 0 473 192 078.
Facebook: GWClermontferrand

Games Workshop Dijon

48 rue Barbisey, 21000 Dijon.
Tel: 0 380 488 768.
Facebook: GWDijon

Games Workshop Grenoble

54 cours Berriat, 38000 Grenoble.
Tel: 0 476 864 030.
Facebook: GWGrenoble

Games Workshop Le Havre

44 rue du Maréchal Gallieni, 76600 Le Havre.
Tel: 0 235 415 150.
Facebook: GWLehavre

Games Workshop Lille

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

Games Workshop Limoges

3 rue Othon Peconnet, 87000 Limoges.
Tel: 0 555 103 841.
Facebook: GWLimoges

Games Workshop Lyon 1

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

Games Workshop Lyon 2

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

Games Workshop Marseille

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

Games Workshop Metz

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

Games Workshop Montpellier

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

Games Workshop Mulhouse

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

Games Workshop Nancy

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

Games Workshop Nantes

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

Games Workshop Nice

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: GWOrléans

Games Workshop Paris 06

10 rue Hautefeuille, 75006 Paris.
Tel: 0 148 332 001.
Facebook: GWParis06

Games Workshop Paris 08

7 rue Intérieure, 75008 Paris.
Tel: 0 144 700 060.
Facebook: GWParis08

Games Workshop Paris 12

38 avenue Daumesnil, 75012 Paris.
Tel: 0 153 447 182.
Facebook: GWParis12

Games Workshop Paris 14

13 rue Poincaré, 75014 Paris.
Tel: 0 145 457 203.
Facebook: GWParis14

Games Workshop Paris 15

151 rue Lecourbe, 75015 Paris.
Tel: 0 148 562 399.
Facebook: GWParis15

Games Workshop Pau

6 rue Bordenave d'Abens, 64000 Pau.
Tel: 0 558 052 285.
Facebook: GWPau

Games Workshop Perpignan

8 quai Sadi Carnot, 66000 Perpignan.
Tel: 0 468 342 343.
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Games Workshop Reims

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

Games Workshop Rennes

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

Games Workshop Rouen

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

Games Workshop Strasbourg

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

Games Workshop Toulouse

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

Games Workshop Tours

19 rue Néricault-Destouches, 37000 Tours.
Tel: 0 247 613 765.
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Games Workshop Versailles

10 avenue du Gal de Gaulle, 78000 Versailles.
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Facebook: GWVersailles

GERMANY



Games Workshop Aachen

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Facebook: GWAachen

Games Workshop Augsburg

Schaezlerstraße 2, Augsburg, 86150.
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Facebook: GWAugsburg

Games Workshop Berlin 1

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Tel: (030) 88683691.
Facebook: GWBerlin | Games Workshop Berlin 2
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Tel: (030) 29049390.
Facebook: GWBerlin 2

Games Workshop Berlin (Spandau)

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

Games Workshop Bielefeld

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

Games Workshop Bochum

City Passage, Laden 5; Hans Böckler Str. 12-16, Bochum, 44787.
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Facebook: GWBochum

Games Workshop Bonn

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Facebook: GWBonn

Games Workshop Braunschweig

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Games Workshop Bremen

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Games Workshop Darmstadt

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Games Workshop Dortmund

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Facebook: GWDrakenburg

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Facebook: GWDresden

Games Workshop Duisburg

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Games Workshop Erfurt

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Tel: (0361) 6012895.
Facebook: GWErfurt

Games Workshop Essen

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Tel: (0201) 2698920.
Facebook: GWEssen

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Tel: (040) 18989247.
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Facebook: GWOberhausen

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Games Workshop Pforzheim

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Games Workshop Potsdam

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Games Workshop Trier

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NETHERLANDS



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Facebook: GWEindhoven

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452 Van Oldenbarnevelplaats 3012 AP.
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Facebook: GWRotterdam



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Tel: 644 576 0588.
Facebook: GWLowerHutt

Games Workshop St. Lukes

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Tel: 649 815 3547.
Facebook: GWSLukes

Games Workshop Wellington

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Games Workshop Déu i Mata

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Girona, 17004.
Tel: 97 222 73 18.
Facebook: GWGirona

Games Workshop Málaga

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

Games Workshop Palma

C/ Sant Joan de la Salle, 2,
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Facebook: GWPalma

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Facebook: GWPamplona

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Facebook: GWRogerdeLlúria

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Facebook: GWSevilla

Games Workshop Tres Aguas

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256B, Alcorcón, Madrid, 28925.
Tel: 91 610 16 50.
Facebook: GWTresAguas

Games Workshop València

C/ Roger de Lauria 11,
Valencia, 46002.
Tel: 96 351 57 27.
Facebook: GWValencia

Games Workshop Valladolid

Plaza Portugal 4, Valladolid, 47002.
Tel: 983 30 12 81.
Facebook: GWWalladolid

Games Workshop Zaragoza

C/ Francisco de Vitoria 14 (esquina León XIII),
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Facebook: GWZaragoza

SWEDEN



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Facebook: GWGoteborgGames

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Tel: 08-21 38 40.
Facebook: GWStockholm

USA



Games Workshop Blue Ridge Crossing

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Tel: (816) 313-6492.
Facebook: GWBBlueRidgeCrossing

Games Workshop Blue Diamond Crossing

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

Games Workshop Bowie Bunker

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

Games Workshop Capella Centre II

8653 Suncus Blvd, Columbus, OH, 43240.
Tel: 614-846-2270.
Facebook: GWCapellaCentre

Games Workshop Central Avenue

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

Games Workshop Chesterfield Crossing

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Tel: 636-536-6937.
Facebook: GWChesterfieldCrossing

Games Workshop City Walk

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

Games Workshop Coles Crossing

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

Games Workshop Columbia Palace

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

Games Workshop Cool Springs Village

1945 Mallory Lane, Suite #155, Franklin, TN, 37067.
Tel: 615-778-3280.
Facebook: GWCoolSprings

Games Workshop Copperwood Village

6807 Highway 6 North, Houston, TX, 77084.
Tel: 281-858-0085.
Facebook: GWCopperwood

Games Workshop Cottman Avenue

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

Games Workshop Deer Grove

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

Games Workshop Deerwood Village

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

Games Workshop Denton Town Crossing

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

Games Workshop Eastport Plaza

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

Games Workshop Empire Shopping Center

5867-D Lone Tree Way, Antioch, CA, 94531.
Tel: 925-706-7310.
Facebook: GWEmpireShoppingCenter

Games Workshop Entrada De Oro

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

Games Workshop Fair Oaks Mall

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

Games Workshop Farmington Center

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

Games Workshop Forest Park

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Facebook: GWForestPark

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Tel: 425-775-0107.
Facebook: GWFreewayV

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Facebook: GWGenevaCommons

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Facebook: GWHamptonVillage

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Facebook: GWHillCountryPlaza

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Facebook: GWHilltopEast

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Tel: 513-321-1104.
Facebook: GWHydeParkPlaza

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Facebook: GVLakeCrestVillage

Games Workshop Lake Shore

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Tel: 410-255-0596.
Facebook: GWLakeShore

Games Workshop Larwin Square

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Facebook: GWLaytonPlaza

Games Workshop Man O War Place

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

Games Workshop Morningside Plaza

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Games Workshop Northern Heights Plaza

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Tel: (805) 492-8800.
Facebook: GWOakbrookPlaza

Games Workshop Oakridge Mall

925 Blossom Hill Road, Space 1025, San Jose, CA,
95123.
Tel: 408-227-0025.
Facebook: GWOakridge

Games Workshop Park Plaza

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

Games Workshop Pinecrest Pointe

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Tel: 919-848-2958.
Facebook: GWPinecrestPointe

Games Workshop Plaza Rancho

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Tel: 858-484-3074.
Facebook: GWPiazzaPenasquitos

Games Workshop Portola Plaza

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Tel: 949-457-1664.
Facebook: GWPortolaPlaza

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53158.
Tel: 262-697-0471.
Facebook: GWPrairieRidge

Games Workshop Preston Ridge

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Tel: 214-618-9788.
Facebook: GWPrestonRidge

Games Workshop Quail Spring Village

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Facebook: GWQuailSpring

Games Workshop Red Top Plaza

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Facebook: GWRRedTopPlaza

Games Workshop Renaissance Center

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Facebook: GWRenaissanceCentre

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35244.
Tel: 205-403-2750.
Facebook: GWRiverchase

Games Workshop River Pointe

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Tel: 847-658-2943.
Facebook: GWRiverPointe

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Facebook: GWSquareOneDenver

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Facebook: GWSStonyBrookEast

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Facebook: GWSunriseVillage

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Games Workshop The Gateway at Sawgrass

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Facebook: GWTGatewayAtSawgrass

Games Workshop Tomball Crossing

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Facebook: GWTomballCrossing

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Tel: 703-644-4532.
Facebook: GWTowerCenter

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Facebook: GWUnionLanding

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Tel: 805-339-9580.
Facebook: GWWenturaVillage

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Tel: 402-330-4958.
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Games Workshop Willow Lake East

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Tel: 317-228-9578.
Facebook: GWWWillowLake

Games Workshop World of Battle

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

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January Beginners

January is a fantastic time of the year to embark upon a new hobby project, and hopefully you received all the Citadel Miniatures and more that you wanted for Christmas. Of course, now you have to get them assembled and painted, and that's where your local Hobby Centre can lend a hand.

For more information about January Beginners, follow your store's Facebook page, visit the Games Workshop website, or simply speak to a member of the staff in your local Hobby Centre.

Staffed by skilled, knowledgeable and friendly people, your local Games Workshop Hobby Centre is a great place to go to get all the helpful tips, tricks and techniques you will need to assemble and paint your brand new miniatures, and get them ready for the battlefield. And if you're looking to add a few more miniatures to your army, they can help advise you about what other miniatures in the range could effectively compliment the models in your collection.

If you're just starting out in the hobby, January is an especially great time to pick up a paintbrush and begin your very first army

of Citadel miniatures, as your local Hobby Centre will be holding loads of great events and activities all month, all aimed at helping you assemble, paint and play with all the fantastic Citadel miniatures you received this Christmas. If you're just beginning in the hobby, these activities will focus on helping you develop your skills and confidence. Alternatively, if you're a long-term collector these events offer a great opportunity to learn some new ideas and techniques that you could use in your collections. You could also get the chance to play some games in store with your brand new miniatures and try out your latest additions in battle!



Games Workshop Amsterdam South

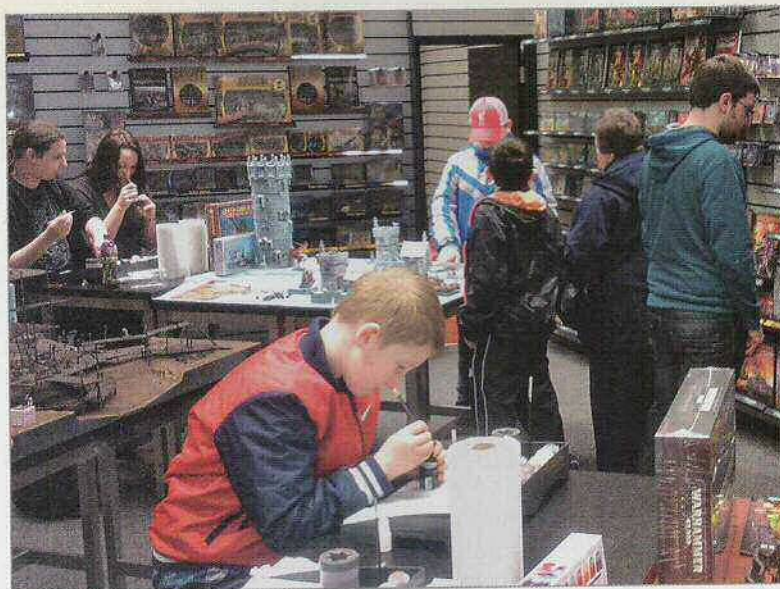


Facebook.com/
GWAmsterdamSouth

Just before Christmas we opened our latest Hobby Centre in The Netherlands. Games Workshop Amsterdam South is located in the picturesque De Pijp part of the city and is fully equipped with gaming tables, painting stations and the complete range of Citadel hobby tools, supplies and, of course, miniatures.

So, if you're in the area, be sure to pop in and say "hi" to Dennis Ernst, the manager, and while you're there, find out what they have planned for their January Beginners!

Keep up with all the latest news and goings on at the Amsterdam South Hobby Centre by following their Facebook page.



School League Heats 2014



Bek Hawkby

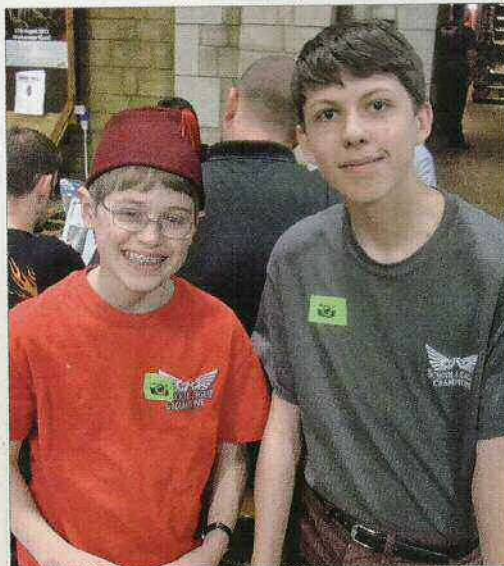


Facebook.com/BekHawkby
Community Coordinator

As the School League continues to grow, November not only saw the opening of our newest Hobby Centre but also, for the very first time, the first round of School League Heats, and now the second round is just around the corner.

For those of you who have already secured your place at a Heat, make sure you visit your local Games Workshop store, talk to the staff there and get those armies fine-tuned and ready to go!

If you have not yet booked your place in this year's School League, don't panic – just give our Community Coordinator Bek Hawkby a call on 0115 900 4821.



Heats are being held in Games Workshop Hobby Centres across the country, and everywhere keen hobbyists are making their final preparations for victory.

GUEST DISPLAY: PHILIP HENDERSON

Phil has a reputation for cleverly converted and well painted armies which stop you in your tracks and demand that you take a closer look. Until the end of January you can see Phil's miniatures for yourself, as we have some of his extensive collection on display for your enjoyment.



1. The painting technique called object source lighting is used to great effect throughout Phil's Chaos Daemons.

2. Phil's Thousand Sons are converted to show their extensive psychic powers manifesting around them.

3. Phil's heavily-converted Helbrute is captured in the act of devouring a Space Marine.



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](https://twitter.com/GW_WHWorld)



J'MIGAN BRIDGE



4. Our scenery team have done themselves proud on their newest feature table, the defence heavy and cratered J'migan Bridge. Unique and evocative feature tables like this are a real highlight in our Events Hall, perfect for large battles or group games.
5. Representing the ill-fated drop landings of the 22nd Elysian Regiment on Skopios, the scenery team carefully modelled skeletal Imperial Guard remains all over the table, showing the battles of ages past.

Visit us in 2014

Why not make it your New Year's resolution to visit Warhammer World, the Home of the Games Workshop Hobby? With superb gaming tables, 'Eavy Metal Miniatures on display and the Old World-Famous Bugmans Bar, wipe away those winter blues with a totally unique hobby experience.

Plan your visit

To book your gaming table, get more information on our events, or for details on anything happening at Warhammer World, contact us on:

Phone: **0115 900 4994**

Email: whworldevents@gwplc.com

For all information on upcoming events at Warhammer World, make sure you visit our page on the Games Workshop website. You'll find details on when we're holding the next Throne of Skulls, Battle Brothers, Kill Team and more.



Upcoming Events

February 2014

Throne of Skulls
 Warhammer
 Sat 8th - Sun 9th

March 2014

A Chapter Divided
 Warhammer 40,000
 Campaign Weekend
 Sat 8th - Sun 9th

Throne of Skulls

Warhammer 40,000
 Sat 12th - Sun 13th

April 2014

On Sale 20th Jan 2014
 Battle Brothers
 Warhammer 40,000
 Sat 15th - Sun 16th

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Slough, Warford Workshop
915 Yeovill Road, SL1 4JG.
Tel: 01753 694711

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

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

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Birmingham, Mikes Models
3-5 Brockwell Road, B44 9PF.
Tel: 01213 604 521

Birmingham, Waylands Forge
2 Fletchers Walk, B3 3HJ
Tel: 01216 830 075

BRISTOL

Bishopston, Area 51
230 Gloucester Road, BS7 8BA.
Tel: 0117 9244655

Hatwell, Vangard Gaming Ltd
188 Hatwell Road, BS8 4RP.
Tel: 0117 316 9826

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Amersham, The Record Shop Ltd
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Tel: 01494 433 311

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

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

Milton Keynes, Wargames Workshop (MK)
Unit 18 - 19 Kingston Quarter, Kingston,
MK10 0BA.
Tel: 07931 775 263

CAMBRIDGESHIRE

Cambridge, Cambridge Toy Shop
15 Sussex Street, CB1 1PA.
Tel: 01223 309010
Ely, City Cycle Centre

7 Market Street, CB7 4PB.
Tel: 01353 663131

Huntingdon, Niche Comics
147 High Street, PE29 3TF.
Tel: 01480 352307

Peterborough, The Rift
22 Rivergate Centre, PE1 1EL.
Tel: 01733 341007

Wisbech, Prams and Toys
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Marple, Goslings Toymaster
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Tel: 01270 624 380

Northwich, The Model Shop
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Tel: 01606 47740

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Tel: 01925 488 595

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South Tees Business Centre, TS6 6TL.
Tel: 01642 292732

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

Redcar, PC Tech Ltd
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Wadebridge, Brickells Toy & Nursery
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Tel: 01392 680 2397

Ilfracombe, Kados BMX Ltd
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Great Yarmouth, Korrison
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NOTTINGHAMSHIRE

Arnold, W. Boyes & Co Ltd
61-63 Front Street, NG5 7EB.
Tel: 01159 260106

Kirkby, W. Boyes & Co.
15 Low Moor Road, NG17 7DE.
Tel: 01623 750 448

Mansfield, The Games Emporium
Handley Arcade, NG18 1NQ.
Tel: 01623 840022

Mansfield, Dreamlike Gaming Ltd
Unit 45 Block 7, Old Mill Lane Industrial Estate, NG19 9BB.
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 748 985

West Bridgford, Inspirations
18 Central Avenue, NG2 5GR.
Tel: 0115 9821200

OXFORDSHIRE

Banbury, Trinder Bros Ltd
2-4 Broad Street, OX16 5BN.
Tel: 01295 262546

Bicester, Bicester Toys and Nursery
66 - 68 Sheep Street, OX26 5JW.
Tel: 01865 323946

Carterton, Giles Sports, Toys & Cycles
1 Alvescot Road, OX18 3JL.
Tel: 01993 842396

Chipping Norton, Harpers
(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, Sando 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

Wallington, Gathering Knight Games
8 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. Hurley
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 402844

Minhead, Daisy Chain
10 Park Street, TA24 5NQ.
Tel: 01643 706 578

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

Somerton, Somerton Hobbies
Unit 4, Hall 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 6RX.
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

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

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

Hanley, Forbidden Planet (stoke-on-Trent)
48-52 Stafford Street, ST1 1JB.
Tel: 01782 279 294

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

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

Lichfield, Titan Games Ltd
5 Bore Street, WS13 6LJ.
Tel: 01825 255577

Newcastle Under Lyme, The Games Pad
3 York Place, ST5 2AH.
Tel: 01782 690 343

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

Stafford, Salter Street Toys And Models
4-5 Salter Street, ST16 2JU.
Tel: 01785 245 959

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

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

Wombourne, Maypole Toys Ltd
4 Maypole Street, WV5 9JB.
Tel: 01902 895 770

SUFFOLK

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

Becles, Kulture Shock
38-40 Blyburgate, NR34 9TF.
Tel: 01502 797 797

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

Felixstowe, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 272233

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

Lowestoft, Annatar
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, Tinty's Toys
23 Gaol Lane, CO10 1JL.
Tel: 01787 372 238

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

SURREY

Addlestone, Addlestone Model
130 Station Road, KT15 2BE.
Tel: 01932 845 440

Camberley, HobbyToyShop
32 Obelisk Way, GU15 3SG.
Tel: 01276 662473

Cobham, Fantasia
3 Oakdene Parade, KT11 2LR.
Tel: 01932 867374

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

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

Croydon, Heroes and Legends Games Ltd
25 - 27 St Georges Walk, CR0 1YH.
Tel: 0208 596 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
48-52 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, Battlequest 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 768388

Worthing, That Something Special
Unit 16 Guildbourne Centre, BL11 1LZ.
Tel: 07540 634 607

TYNE AND WEAR

Gateshead, Graham's Wuerkschoppe
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, Colosseumrex
21A Derwent Street, SR1 3NU.
Tel: 0191 565 5196

Sunderland, The Toy & Computer Shop
38 Blandford Street, SR1 3JH.
Tel: 0191 565 5196

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

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

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

WORCESTERSHIRE

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

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

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

Worcester, Worcester Wargames Ltd
2 Hogmarket, WR1 1DL.
Tel: 01905 613 599

YORKSHIRE

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

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

Beverley, W. Boyes & Co.
20 Wednesday Street, HU17 0DJ.
Tel: 01482 886 334

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

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

Donby 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, Ore-Ward Battles
68 New Street, Slaithwaite, HD7 5AB.
Tel: 01484 766 794

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

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

Hull, Hobby Fortress
Unit C2, 14-18 Grimsby Street, HU1 3HG.
Tel: 07799 806 397

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

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

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

Leeds, Patriot Games Leeds
Unit 4 Clippace, 11 Regent Street, LS2
7JN.
Tel: 01132 433 352

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

Northallerton, Clive Northallerton
Oakland Street, LS17 1NA.
Tel: 01438 779162

Richmond, Fiddlegate Toy Room
35 Fiddlegate Street, LS10 4BA.
Tel: 01754 628001

Southcliffe, W. Boyes & Co Ltd Southcliffe
Glenfield, YO11 1AE.
Tel: 01535 623116

Southcliffe, North and South
35 Fiddlegate Street, LS10 4BA.
Tel: 01754 628001

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

Sheffield, Outpost Wargames Ltd
30 Furnival 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 610660

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 Canus Road, Capelles.
GY2 4UJ. Tel: 01481 728 469

St Helier, Bambola Toymaster
6 The Parade, JE2 3DP.
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: 018206 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, Nerdtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
Tel: 07955 016570

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

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 398 885

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

SCOTLAND

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

Angus, Mac's Model Railroading
4-8 Reform Street, DD8 4BS.
Tel: 01756 572397

Ballech, Loch Lomond News Ltd
Unit 3A1 Loch Lomond Shores, Alexandria,
GB3 8QL. Tel: 01389 756 966

Banchory, Nana 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 721116

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, Es To Hit
101 Lauriston Place, EH3 9JB.
Tel: 0131 327 2310

Falkirk, The Wishing Well Falkirk Ltd
10 Lint Riggs, FK1 TDG.
Tel: 01324 634 587

Galashiels, Border Computing
94 Overhaugh Street, FK10 1DP.
Tel: 01896 750 536

Lanark, Knightly Gaming
5 St. Vincent Street, ML11 7LA.
Tel: 07941 485 100

Prestwick, A + N Philips
170 Main Street, KA9 1PG.
Tel: 01292 477 693

Glasgow, Spellbound Games
82 Bowman Street, G42 8LF.
Tel: 01414 332 872

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

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

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

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

Kirkcaldy, minMAX Games
95 Allison Street, FK16 1TT.
Tel: 07952 443 753

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

Largs, Bus Stop Toy Shop Ltd
23 Irvine Road, KA30 8HR.
Tel: 01475 688992

Murray Campion, Junners Toymaster
57-61 South Street, Elgin, IV30 1JZ.
Tel: 01343 542492

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

Orkney, Cycle Orkney
Tankerness Lane, KW15 1AQ.
Tel: 01856 575777

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

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

Shetland, Harrys Dept Store
Explanade, ZE1 0LL.
Tel: 01595 939309

Stonehaven, Tounay Toys
19 Allardice Street, AB39 2BS.
Tel: 01569 766333

Thurso, Durrans
2 Sir John's Square, KW14 7AN.
Tel: 01847 893169

WALES

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

Barmouth, Hobby, Model & Game Shop
2 The Arches, King Edwards Street,
Gwynedd, LL42 1AJ.
Tel: 07899 861 012

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

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

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

Llandudno, Acme Games
25 Madoc Street, LL30 2TL.
Tel: 01492 672 707

Llanelli, JD Games
2 Vaughn Street, SA15 3TY.
Tel: 01554 776 567

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

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

Neath, Fish N Things
138 Denvor Road, Skewen, SA10 6TE.
Tel: 01792 812199

Newport, D-S Models
Unit E6 Newport Indoor Market, Upper
Dock Street, NP20 1DD.
Tel: 01633 222822

Newport, Western Valley Models
1 Crescent Road, Risca, NP11 6GB.
Tel: 01633 615445

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

Pembroke Dock, Crystals
18 Diamond Street, SA72 6AH.
Tel: 0146 686 037

Pencoed, Ricko Craft
3 Rynybont Road, Mid Glamorgan, CF35
5PY.
Tel: 02920 022 725

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

Porthcawl, R + R Hobbies
70 New Road, Mid Glamorgan, CF36 5DG.
Tel: 01656 858 083

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

Rhuddlan, Rhuddlan Models
Brynawel High Street, LL18 2TU.
Tel: 01745 590048

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

Tenby, Clarice Toys
4 Upper Frog Street, SA79 7JD.
Tel: 01834 843 493

Wrexham, 4th Planet Games
7 Trinity Street, LL11 1NH.
Tel: 01978 357 713

IRELAND



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

Cavan, Clarkes Toymaster
Unit 3 Lakeland Retail Park.
Tel: 00 353 494 372 222

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

Dublin, Nene
Unit 69 Donaghue Shopping Centre
Tel: 002531 847 5309

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

Dublin, Gamers World
1 Jervis Street, Dublin 1.
Tel: 00 353 018 044 540

Dublin, Nimble Fingers
1 Dublin Road, Sillorgar.
Tel: 00 353 128 807 88

Blanchardstown, Tom Stanleys
Blanchardstown Shopping Centre, Dublin
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Dundalk, Carrolls Books
77 Park Street, Co. Louth.
Tel: 0035 3429 334359

Dun Laoghaire, The War chest
Unit 2, Royal Marine Hotel.
Tel: 00353 8778 25886

Galway City, Dungeons and Donuts
The Bridge Mill, Lower Dominick Street.
Tel: 00 353 915 679 30

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

Maynooth, Gamers Hub
Unit 1 - Geraldine Court, Doctors Lane.
Tel: 00 353 860 466 029

Sligo, Conways Sligo Bookshop
45 O'Connell Street.
Tel: 00 353 719 140 660

Tralee, Cahill Toymaster
Bridge Street, Tralee.
Tel: 00353 66 712 1847

Wicklow, The Hobby Hut
Unit 1 Fitz William Court, Wicklow Town.
Tel: +353 4014 621 22

BELGIUM



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

Aarschot, Top Toys Ingelberts
Bogaardenstraat 19, 3200
Tel: +32 (0)16 56 62 23

Antwerpen, Batlien Modelbouwcenter
Thurnhoutsebaan 340, 2140
Tel: +32 (0)32 35 97 08

Antwerpen, Herman Verschoten Modelbouw
Eiermarkt 31a, 2000
Tel: +32 (0)32 32 66 22

Brugge, Papyrus
Sint Pieterskerkbaan 50, 8000
Tel: +32 (0)50 31 17 15

Brugge, Verhughe Modelbouw
Baron Ruzettebaan 79, 8310
Tel: +32 (0)50 32 39 72

Deinze, What Ever
Kortrijkse Steenweg 376, 9800
Tel: +32 (0)49 74 37 646

Frankrijk, Het Spelplezier
Klinkaert 7, 1500
Tel: +32 (0)23 55 03 416

Gent, Worlds End Comics
Overpoortstraat 110, 9000
Tel: +32 (0)92 25 05 76

Halle, Het Spelplezier
Klinkaert 7, 1500
Tel: +32 (0)23 55 03 416

Halle, Mishra's Playground
Nieuwe Steenweg 104, 1500
Tel: +32 (0)23 61 58 53

Halle, Top Toys Halle
Basiliekstraat 66, 1500
Tel: +32 (0)23 56 04 03

Hasselt, Oberon
Kemische Steenweg 27, 3500
Tel: +32 (0)11 35 13 58

Kortrijk, Albion
Doomkasteel 52, 8500
Tel: +32 (0)96 32 43 07

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

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

Merksem - Antwerpen, The Gamemore
Ridder van Parijs Straat 7, 2170
Tel: +32 (0)3 25 55 35

Oostende, King Arthur
Alfons Pieterslaan 98, 8400
Tel: +32 (0)59 51 57 56

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

Vilvoorde, Boeckcenter
Louvensestraat 147, 1800
Tel: +32 (0)22 51 15 05

Zelate, Top Toys Zelate
Kerkstraat 55/101, 9060
Tel: +32 (0)93 45 93 41

BOLIVIA



Cochabamba, Last Trick
Gral. Ach
Tel: 0059 1 707 10235

La Paz, Kenosha
Av. 16 de Julio 1655 Edif. Alameda,
Mazzanine 2 2
Tel: 0059 1 775 03283

La Paz, Las Dos Torres
Obrajes Av. Hernando Siles #5870
Tel: 0059 1 720 07931

Oruro, Taurus
Bolívar entre Arica e Iquique
Tel: 0059 1 724 53814

Santa Cruz, Uroloki
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Beijing, Warhammer Elite Club
Tel: 0086 10 82615654

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Beijing, Xinsihobby Xinhua Bookstore
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Beijing, Xinsihobby Zhongguancun Shop
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Chengdu, Kid's Castle
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Chongqing, Xinshangyou Game
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Fuzhou City, PlayShow Warhammer Club
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Kuoming, Kunming Elite Warhammer Club
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Province Willow Lane No. 3.
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Kunming, Magic Factory
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Battle Of Wits Club.
Tel: 0086 13963950012

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Shanghai, Beocup Jin Qiao
C4, Green Sports & Leisure Center, No.600,
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Shanghai, Beocup Kerry Parkside
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Shanghai, Good Knight Board Game Store
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Shanghai, You Lai You Qu
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Shantou, Miniature Kingdom
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Tian Jin, Tianjin Waaghi Gaming Club
Tel: 0086 13682199861

Wuhan, Stormcastle Warhammer Club
Tel: 0086 13476097121

Wuhan, Zhi-Li Model
Tel: 0086 27 82818761

Xian, Xian Waaghi Warhammer Club
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Zhengzhou, Zhengzhou Warhammer Front Hq.
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Esbjerg, Bunkers
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Helsingør, Arnold Busck
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Herning, Færøes Kælder
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Kolding, Good Games
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Næstved, Guns n Games
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Kaissa, Konstantinoupoleos 27, 551 33
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Kuala Lumpur, Borders Mid Valley
3rd Floor, The Gardens Mall, Mid Valley
City, WP, 59200.
Tel: 03 22874530

Kuala Lumpur, Borders Mont Kiara
Level 2, 1 Mont Kiara, Mont Kiara, WP,
50480.Kuala Lumpur, Comics Mart
3rd Floor, Mid Valley Megamall, Mid Valley
City, WP, 59200.
Tel: 03 22870626

Kuala Lumpur, Times Bangsar
2nd Floor, Bangsar Shopping Center
Jalan Maarof, Bangsar, WP, 59000.
Tel: 03 20953509

Kuala Lumpur, Times Pavilion
Level 6, Pavilion KL, Jalan Bukit Bintang,
WP, 55100.
Tel: 03 21488813

Kuala Lumpur, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
58200.
Tel: 012 2016600

Petaling Jaya, The Games Circle
Selangor, 47400.
Tel: 016 4510940

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300.
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Edo. de Mex. Entretenido Toys
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Edo. de Mexico, Dark Dragon's Lair
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Merida, Yucatan Animegames
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Mexico D.F. IMP Comics
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Mexico D.F. Kallisti
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Mexico D.F. Colecciones Colibri
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Monterrey, Imperial Fleet

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Puebla, Warlords
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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.



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White Dwarf: The White Dwarf bunker has once again resounded to the sounds of battle, and the cheery bustle of hobbyists hard at work.



142
The Design Studio: White Dwarf's Dan Harden braved the Hive Mind, speaking to the Citadel Designers and writers responsible for the new Tyranid releases.



148
Forge World: Journeying deep into the resin mines of the Forge World studio, we chance a sneak peek at the latest works in progress.



150
Black Library: Ray Swanland has illustrated a host of covers for Black Library and the Studio. Adam talks to him about the art of the Dark Millennium.

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...



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2

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Jes Bickham

As one might expect, Jes has been on cloud nine all month, surrounded by the latest Tyranid models. As well as building and painting as much new stuff as he can, he's also been getting quite excited about the prospects of the Great Devourer consuming the galaxy. "The Tyranids are going to eat everything," he purrs, stroking his Exocrine. "Your puny biomass will be harvested for the Hive Mind."



Rebecca Ferguson

Rebecca is the latest addition to our team, and has the unenviable task of keeping everyone heading in the same direction. She's also hard at work on her latest Warhammer army, an Empire force for a Battle Brothers event. "My Empire army is my third Warhammer force," she says. "I'm planning on making it my best-looking army so far with better paint jobs than ever before."



Dan Harden

There has been one word on Dan's lips this month, as he arrives bleary eyed each morning. "Fortress," he whispers, as if to explain his exhausted appearance. For a couple of weeks now, Dan has been spending his evenings busily converting and painting a Fortress of Redemption for his Ork army – the Fortress. "Now it's done," he adds, "I'm back to painting more Ork Nobz."



Matt Hutson

As Rogal Dorn's most loyal follower, Matt has been flitting between his Black Templars and Imperial Fists. "I've already added lots of new models to my Black Templars," Matt says, "so now it's time to do my Imperial Fists. My master plan is to paint at least one of every unit in Codex: Space Marines for the army. My Centurion Devastators are nearly done right now."



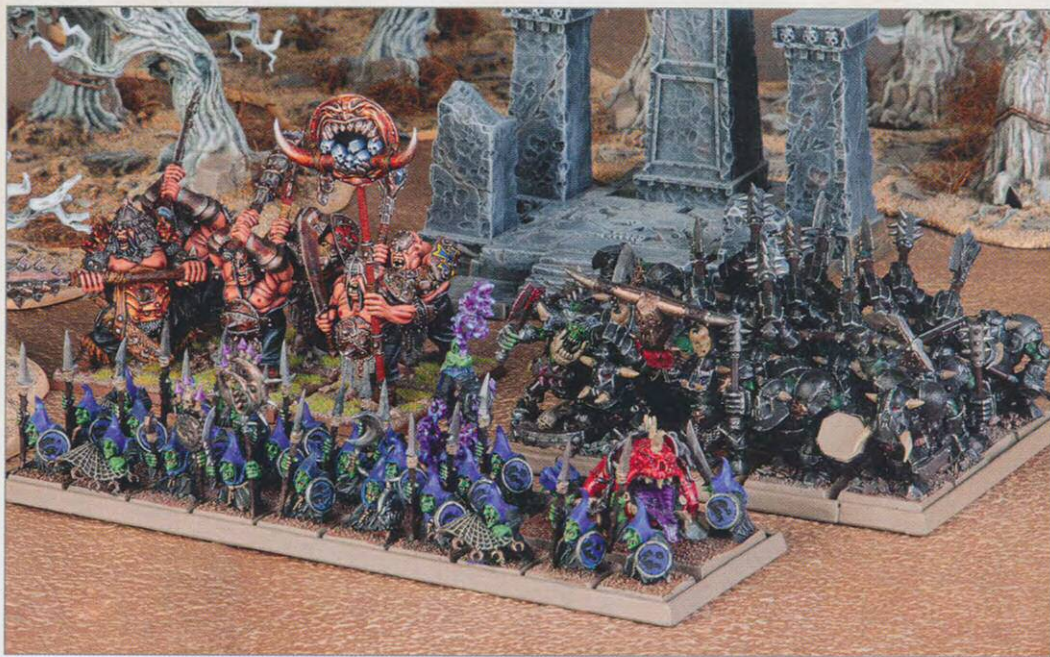
Glenn More

Over the last few weeks Glenn has wowed the White Dwarf team with a display of speed painting such as to make even the most hardened hobbyist blush – as he has painted an entire Tau strike force in a matter of days. "It started with the Riptide I painted for Parade Ground last month," he says. "I realised I could just press on and paint a whole army in the same style."

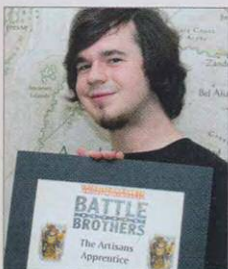
DOUBLE TROUBLE

Lured by the drums of war once again, Jes and Erik joined forces this month to attend a Warhammer Battle Brothers weekend in Warhammer World. With an alliance of Ogre Kingdoms (Jes) and Orcs and Goblins (Erik) they embarked on a series of

practice games against the rest of the White Dwarf team to hone their tactics. Their game against Matt and Dan proved to be one of the most raucous events ever to grace our hobby room... and some bitter new grudges were formed.



- 1 During one of the practice games, Matt's Dwarfs and Dan's Empire army gave Erik and Jes a hard time. Matt's Ironbreakers were the stunts of the match, killing everything they came up against.
- 2 In their second practice game, our intrepid duo took on Adam with his Daemons of Chaos, and friend of White Dwarf Duncan Rhodes, who has a beautifully painted Warriors of Chaos army.
- 3 Jes and Erik managed to score a Nominee Artisans award for their combined army at the Battle Brothers weekend – a source of great pride for both. "We might not have been smashed in all of our games," Erik says with a smile, "but we got nominated four times as people's favourite game, and a certificate for our army. That's a good result right there."



Erik Niemz

Erik's painting adventures have been a source of delight this month, as he has been growing his Orcs and Goblins army ready for the Battle Brothers event with Jes. Just the other morning he arrived in the office with a Warhammer Giant he had built and painted over the course of a weekend. "I thought I'd give it a go," he says proudly. "He looks great towering over the boyz."



Mel Roberts

Mel has recently been considering collecting an Ork army, based around the Bad Moon clan. "They're the ones with all the best kit," she says, "and looking at some of the models in the Orks range has me really tempted." At lunch time she's also been a whirl of clippers and glue as she works on a new, secret project. "I couldn't possibly tell anyone yet," she grins. "All will be revealed soon."



Kris Shield

His brief lapse into heresy with his Alpha Legion Bunker complete, Kris has returned to the Emperor's fold again this month, resuming work on his Angels of Absolution. He's painted a new Interrogator Chaplain for his army, and has a Tactical squad and Rhino APC well under way. "I've got plans to do some Ravenwing for my army too," he says. "I'm currently working out a colour scheme for them."



Adam Troke

Adam found himself adding another member to his Inquisitorial warband this month, spending hours carefully painting a chequer-board pattern on his Magos Dominus from Forge World. "It's a really evocative model, one of the most striking and exciting painting challenges I've had," he says. "Quite frankly, I think that I'd like to be a Magos when I grow up."

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

HOBBY IN THE BUNKER

It has been a very productive month for the White Dwarfers with the painting stations in our hobby room seeing heavy use every lunch break. Even with all the games we've managed to squeeze in (and the production of the magazine, for that matter) everybody in the team has something new to show for their efforts, from Adam's new Forge World Magos Dominus to Dan's mighty Forktress and Erik's towering new Warhammer Giant. All of this, of course, doesn't include the new models Jes and Glenn painted to use in this month's Battle Report.



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- 1 Last month Mel declared the Bloodwrack Medusa was among her favourite Citadel Miniatures. Here's her completed model.
- 2 Erik is justifiably proud of his Warhammer Giant. "I found working on him quite relaxing," he explains. "It was a really fun way to spend a lazy Sunday afternoon."
- 3 It's hard to imagine Matt finds any time to sleep, considering how many models he has painted. "I paint on the sofa, while I am watching TV," he explains. "It's risky with the cat about though."



4



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4 Adam hasn't stopped making weird mechanical noises since he painted his Magos Dominus. His rad-cleanser impression will probably end in tears.

5 This is the first finished model in Rebecca's new Empire army. "I've got to get my skates on," she points out. "It's only two months until the Battle Brothers weekend."

6 Dan's Forktress of Redemption is, as he puts it, a masterpiece of Orky engineering. "I'm considering trying my hand with an Aquila Strongpoint next."



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THIS MONTH IN

THE DESIGN STUDIO

The Hive Mind has been busy creating new Tyranid organisms to devour the galaxy. Desperate to understand his foe before he gets turned into biomass, Dan ventured deep into the Hive Spire (also known as the Design Studio) to find out more.



ADAPT, FEED, ABSORB

Mark and Matt explain how the new Tyranid monsters have adapted to fulfil their battlefield role.

Mark Harrison: When our artists illustrate the Tyranids at war, the sky above the battlefield is always full of huge winged beasts surrounded by flocks of Gargoyles. It's an image that I find hugely inspiring, the Tyranids conducting their assault both on land and in the sky, swarming the enemy with organisms of every conceivable shape and size.

Matt Holland: There's always something big and dangerous-looking silhouetted in the background of those pictures, looming over the smaller creatures in front of it. I remember when I was younger looking at those pieces of artwork and trying to figure out what those huge monsters were. They were definitely a source of inspiration for the new Tyranids.



Mark Harrison and Matt Holland are no strangers to large models. While Mark has worked on everything from Chaos Slaughterbrutes to the High Elf Phoenixes, Matt was the mastermind behind the Tau XV104 Riptide.



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Mark: All Tyranids can be categorised into family groups: gun beasts, feeder beasts, synapse creatures, subterranean monsters, and so on. They also come in different sizes within those families: Raveners and Trygons, Rippers and Pyrovores, Tyranid Warriors and Hive Tyrants; there's a clear hierarchy within each sub-category. Gargoyles, however, have no larger cousin, no big flying monster to swarm around in battle. It was that mental image of a massed aerial assault, combined with the evocative imagery of the Tyranid artwork, that provided the inspiration for the Harpy and the Hive Crone.

Because it comes from the same family group as the Gargoyles, the Harpy shares several design elements with them. Long, thin limbs and segmented digits support its wings, which are angled aggressively forwards. The wings also attach further down its body, replacing the third set of limbs that are normally represented by legs on a land-based Tyranid. Its middle limbs hold the guns, just like its gargoyle cousins. I also included several rows of

small chimneys along its spine. The larger a Tyranid organism, the more heat it generates, so the chimneys are there to vent it and stop the beast from overheating. The Hive Crone is another adaptation of the flying Tyranid monster. I wanted a creature that shares similar visual cues to the Harpy, but clearly has a different battlefield role. You'll notice that its silhouette is different, with blades along the underside for skewering enemy warriors and vehicles as it dives at them.

Matt: I like the tentaclics that hang underneath its wings like some kind of gruesome parasite, feeding off the host creature until they're fired off by a nerve impulse from the Hive Crone. I see them darting through the air, latching on to enemy aircraft and chewing their way through it, eating cables, fuel lines, cockpit canopies and all manner of important stuff, overwhelming the systems and electrocuting the pilot with jolts of bio-static energy. It's such a horrific fate for the pilot, but totally in keeping with the Tyranid mentality.

- 1 The Haruspex forms part of the feeder beast family. While Rippers chew up vegetation and Pyrovores melt living creatures with their flamespurt, the Haruspex sets to work on chewing through rocks, buildings and other hard-wearing materials. They're also exceptionally good at dissolving power armour.
- 2 "I love the idea of the Harpy flying into battle surrounded by Gargoyles," comments Mark. "It's like the Tyranid equivalent of a heavy bomber surrounded by its fighter escort."

THIS MONTH IN THE DESIGN STUDIO

Mark: I really wanted to develop the family groups of the ground-based Tyranids too. The gun beasts range from Termagants to Tyrannofexes, but I wanted a more dedicated artillery piece, something bigger than the Biovore. The result was the Exocrine. It retains the six limbs that every Tyranid has, but the front ones are deliberately underdeveloped – they serve no purpose to this creature. In contrast, its mid-limbs and back legs are huge, designed to absorb the recoil of the bio-plasmic cannon.

Matt: Its body has been adapted too – its chest is much wider than other creatures to accommodate the ammunition for its symbiotic gun and its spine has been split in two to help reinforce its legs against the gun's recoil.

Mark: This is one of those Tyranid creatures where the symbiote – in this case the bio-plasmic cannon – is way smarter than the creature holding it, hence

the nerve lines running from the gun to the Exocrine's head and vacuous, grinning expression on its face. The gun is clearly the master in this relationship. When I developed the look of the gun I wanted something similar to the Tyrannofex and the Pyrovore, but with loads more barrels. I like the idea that the gun chooses its target (using its many eyes) and selects a method of discharge that will cause the most destruction, using the main barrel to eject a huge gout of bio-plasma, or the six smaller barrels to fire devastating salvos.

The Haruspex is at the other end of the monster spectrum. We know that creatures such as Rippers and Pyrovores harvest the biomass of a planet and giant capillary towers Hoover it up to be used by the ships of the Hive Fleet. I wanted to develop this family with a larger monster whose role would be to crunch through the very biggest and toughest stuff on a planet and render it down into manageable chunks and usable compounds.

“...scuttling creatures, winged horrors and towering monstrosities consume everything in their path.”

– Codex: Tyranids



Matt: The haruspex is a grinder, a giant bio-blender. Just like the other Tyranids in the feeder family, it doesn't eat its prey, it just breaks it down and spews it out. That's why it has no stomach, it simply grabs things with its tongue, draws it into its maw and starts chomping away, dissolving armour, rocks and ceramite before heaving it all back out. It's a disgusting process.

Mark: I like to think of it as part of the clean-up crew – one of the Tyranid organisms sent planetward to harvest the biomass at the end of an invasion. If you see a Haruspex on the battlefield then you may as well give up, because its arrival heralds the end of a world.

Matt: While Mark worked on the big monsters, I was sculpting the Tyrant Guard. As dedicated bodyguards, they need to be big and beefy to absorb incoming fire aimed at the Hive Tyrant. As such, their carapaces are much taller than other Tyranid organisms, covering their heads and protecting them from blasts and falling debris. Some of the really old

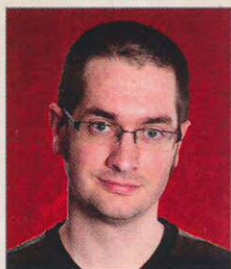
Tyrant Guard models had shields and I was keen to bring that idea back, but as part of their body, not as an extension of their limbs. If you put two Tyrant Guard in front of a Hive Tyrant, they should cover its entire lower body with their shield carapace. I added bullet damage and scars to their shields to represent the intense firepower that the Hive Tyrant and his bodyguards normally attract.

The Hive Guard are similar to the Tyrant Guard, but with guns instead of close combat weapons. I liked how Mark had developed the Exocrine's mid-limbs to be stabilisers for the main gun and continued that theme on the Hive Guard. One of its forelimbs has mutated too and split in half, another nod to the constant adaptation of Tyranid organisms. The shockcannon is a new development, a symbiotic weapon bred specifically to electrocute things. I love the idea of the Tyranids experiencing the technology of other races, learning how it works and mimicking it for their own purposes. It's a very sinister level of intelligence. **DH**

1 Tyranid organisms come in many shapes and sizes, all of them designed for a specific battlefield role. From left to right you can see: Ripper Swarm, Termagant, Tyranid Warrior, Hive Guard, Carnifex, Exocrine and Tyrannofex.



THIS MONTH IN THE DESIGN STUDIO



As the Hive Mind's most formidable synapse creature, Robin Cruddace was the ideal choice when it came to finding out about Codex: Tyranids.

EXTRA-GALACTIC TERROR

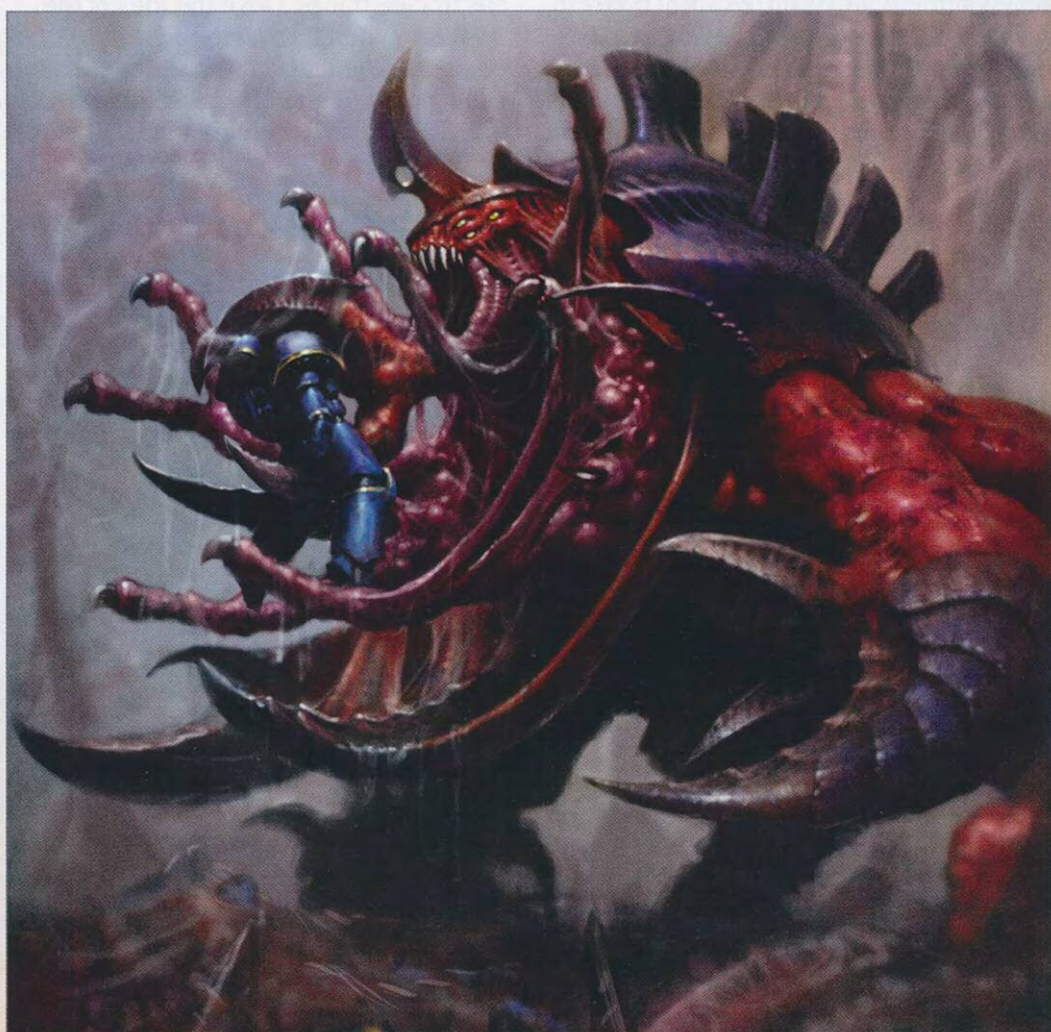
The Tyranids may be new to the galaxy, but they're already proving to be fearsome foes.

Robin: The Tyranids are perceived as a relatively young race by the Imperium, but that couldn't be further from the truth. Before humans were walking on two legs the Tyranids were already traversing the cold depths of space towards our galaxy. What they achieved is virtually inconceivable. More to the point, what compelled them to do it in the first place?

No one knows how big the Tyranid Hive Fleets are or when a new one will appear. Some, like Behemoth and Kraken, were huge, but petered out over time. Hive Fleet Leviathan, however, shows no sign of diminishing, tearing into the galaxy from

below the galactic plane. Will it eventually run out of biomass and burn out, or is this just the tip of the iceberg? The answer is that no one knows, and that's the real fear factor that the Tyranids bring to the galaxy.

There are a lot of tangible fears in the Warhammer 40,000 universe: the brutality of the Orks, the ever-present threat of Chaos, the ancient terror of the Necrons. But they are all things that humans can understand and react to. The Tyranids play on the fear of the unknown, which in many ways is far worse. How many of them are there? Why are they here, why this galaxy? Is there a greater intelligence directing



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1 This illustration of a Tyranid Haruspex by Mark Holmes shows the full horror of the Haruspex's purpose within the armies of the Hive Mind. "My goal was to convey the horrible truth behind this particular Tyranid creature," he explains. "Their purpose is to devour organic matter upon the battlefield at an astounding rate, mulching flesh and bones ready for digestion and consumption by the hive ships. So I illustrated the Haruspex drawing a Space Marine into its maw on a bed of writhing tentacles. Behind the Haruspex the world seems to be mutating, the atmosphere seething with unnatural smog."



2

their attacks? Are the Hive Fleets the main invasion, or are they the vanguard for something far more terrifying?

It's that fear of the unknown that makes the Tyranids such a terrifying foe. The Imperium can, to some extent, understand the biological makeup and motivations of alien races such as the Tau and the Eldar. Even Orks, despite their savagery, are comprehensible at a basic level. The Tyranids are totally alien in every respect. I imagine that when a Magos Biologis cuts open a specimen they find themselves instantly out of their depth. No DNA, strange blood (if it is blood), symbiotic creatures instead of internal organs, a bio-engineered brain and Emperor knows what else. What's worse is that there is no dialogue to be had with them. No dialogue means no understanding, and no understanding means no negotiation. It's fight or die when it comes to Tyranids.

But that's easier said than done because no two encounters with them are ever the same. Some people think they evolve to

fight their enemies, but that's not the case – they adapt. Evolution suggests natural progression and survival of the fittest. In contrast, the Hive Mind designs new organisms to deal specifically with new situations. It's a very purposeful process, a considered one, and one that makes the Tyranids so much more deadly. When they encounter the Tau and their superior technology, they adapt to overcome it. When they fight hordes of Orks they learn how to outsmart them. When they fight tactically-advanced Space Marines they swarm them with waves of expendable organisms to make their tactics irrelevant.

In many ways the Tyranids are the ultimate enemy of every race in the galaxy. That's not because they're inherently evil, but because they threaten every races' plans for the galaxy. If the forces of Chaos or the Orks stopped fighting amongst themselves they would ruin the galaxy, but that's unlikely to happen. The Tyranids, on the other hand, are totally united as a race with the need and the drive to consume everything in their path. **DH**

2 "Anyone who knows my love of the Imperial Fists Chapter would think that was my sole motivation for this piece," says Kevin Chin with a wry smile. "The truth is, with the Imperial Fists operating far out on the eastern fringe of the galaxy, particularly against the Tau Empire, they are inadvertently on the front line against three Hive Fleets: Gorgon, Kraken and Behemoth. I wanted to show the overwhelming power of the Tyranid armies, even against the greatest heroes of the Imperium. The Space Marines are surrounded and outnumbered thousands to one. It looks hopeless, the skies are clogged with Gargoyles and Harpies and a horde of Hormagaunts carpets the ground. Both the Tyranids and their enemies look at their best in desperate scenes such as this."

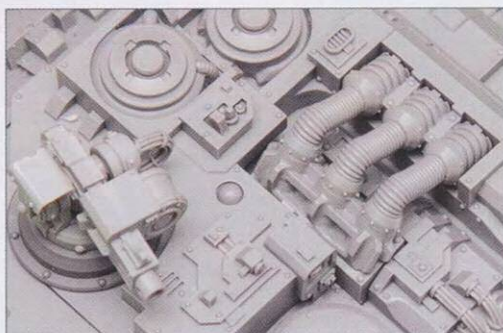
THIS MONTH IN

FORGE WORLD

The Forge World studio is home to a talented band of model makers who work tirelessly to create new miniatures. This month there is an eclectic mix of models under way, from a new tank destroyer to Mechanicum battle priests and a mighty Lustrian monster.

LEGION SICARAN VENATOR

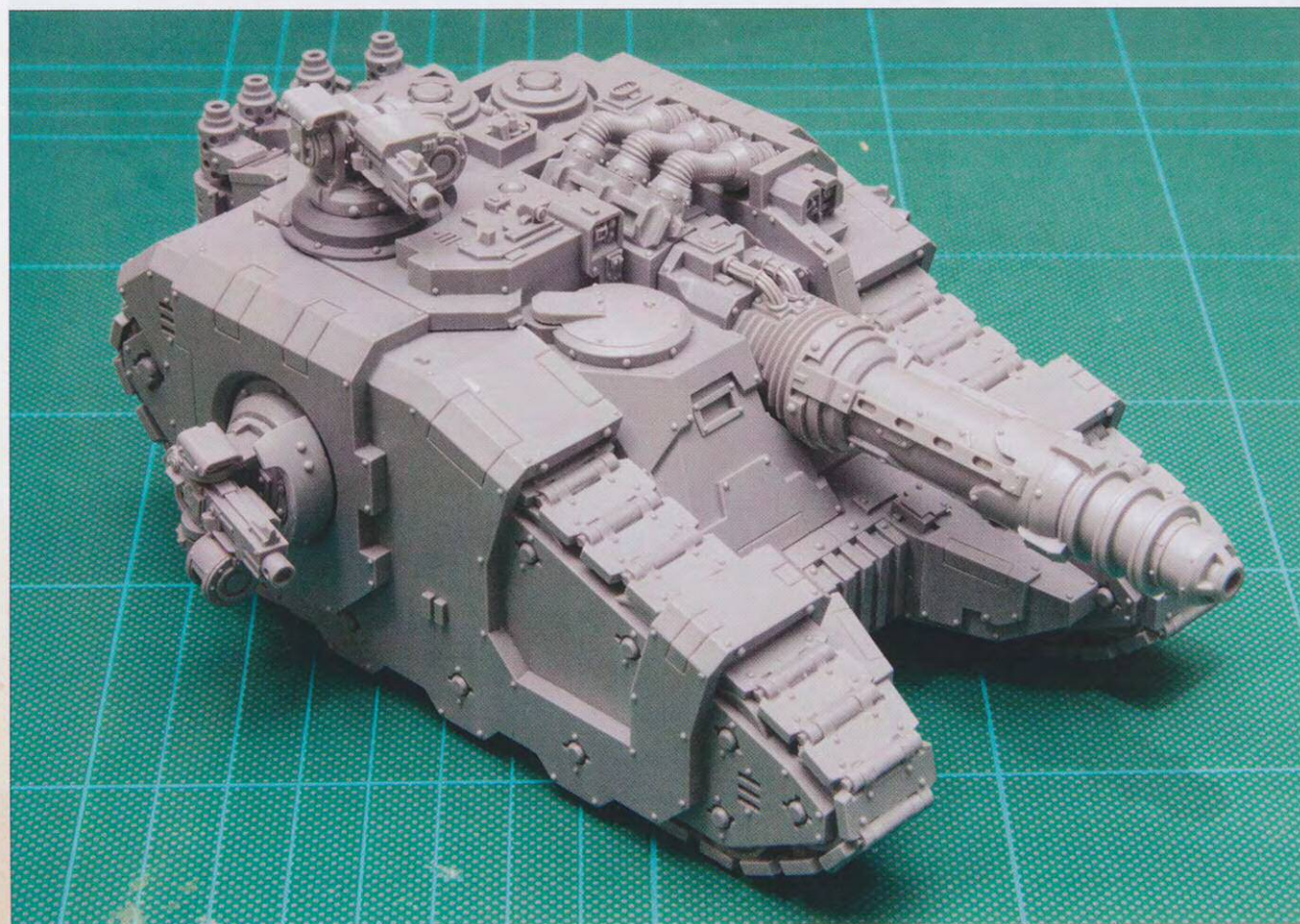
Master of tanks Phil Stutcinskas has returned to the Sicaran Battle Tank once again with a new variant designed for hunting down and destroying armoured targets. "It's a designated tank destroyer," he says. "The Venator sacrifices the flexibility of the turret to house a powerful neutron laser, although it still has pintle and sponson weapons for close support."



1 From above you can see the power relays that supply the vast amounts of energy required for the neutron laser to operate. Using this weapon comes with risks, but its power makes them worthwhile.

2 The Sicaran Venator can also be equipped with either heavy bolters or lascannon sponsons.

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MECHANICUM MYRMIDONS

Mark Bedford has been exploring the sinister secrets of the Cult Mechanicum for some time now and these Myrmidons are the latest models on his work bench.

"They're not quite done yet," he says.

"There are a few things to add and change before completion, but you will be able to collect two distinct types when I am done: Myrmidon Secutors and Destroyers."



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3 As Cult Mechanicum priests, Myrmidons stride to war in power armour, armed with powerful weapons such as this sinister irradiation engine.

4 Mark has been working on two Myrmidon units: Secutors who fight at close quarters, and Destroyers who bear heavy weapons.



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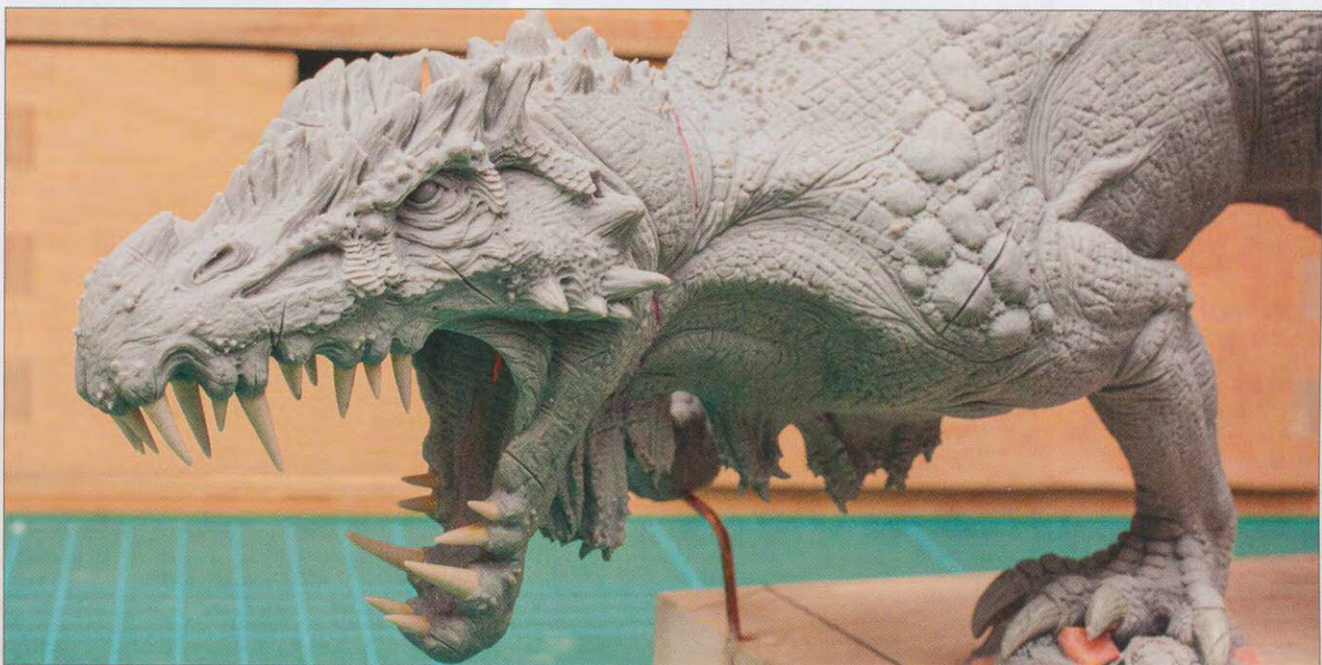
DREAD SAURIAN

Forge World's resident mistress of monsters is hard at work creating her latest masterpiece in the new Dread Saurian.

"He's one of the beasts in the Monstrous

Arcanum book that I really wanted to make," she says enthusiastically. "He's going to be very, very big – easily the largest Lustrian monster ever seen."

5 A close up of the Dread Saurian so far. You can easily fit an Empire soldier between its gaping jaws.

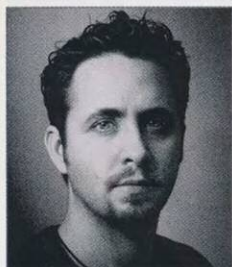


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THIS MONTH IN

BLACK LIBRARY

This month we tracked down artist Raymond Swanland, illustrator of a host of spectacular Black Library novel covers, as well as artwork for Warhammer 40,000 Codexes. Adam asked him about inspiration, and exploring the Dark Millennium.



Raymond Swanland is the creator of many wonderful book covers, and has brought characters to life from Tyrion and Teclis to Lord Solar Macharius.

COVERING ALL ANGLES

Adam asks illustrator Raymond Swanland about inspiration, imagery and his own hobby.

Adam: In a short space of time you have illustrated a huge swathe of novel covers and Codexes. How did that come about?

Ray: I was first approached in 2008 by Darius Hinks, an art director over at the Black Library, about doing a cover for *The Emperor's Mercy*. I think they were probably feeling me out to see if my style would be a match for the Warhammer 40,000 universe. I had been such a fan of 40K in my younger years that I couldn't let the opportunity pass me by. I made the most of the opportunity and the rest is history.

Adam: So, are you a Games Workshop hobbyist then?

Ray: My interest in 40K goes all the way back to the early 1990s when I built and played armies against each other on my family pool table. Probably based on my admiration of the cover art for Codex: Ultramarines, back in those days, I was an 'Ultramarine guy' all the way. With my artistic tendencies now, I prefer armies that are a little less... regimented, but they still have a place in my heart. I also created armies of Imperial Guard and

1 Raymond's first cover for Black Library was of Inquisitor Roth, the hero of *The Emperor's Mercy* novel. It served as the catalyst for many more Black Library novel covers – including William King's Tyrion and Teclis and Macharian Crusade novels, the Bastion Wars trilogy and plenty more besides.

2 The White Dwarf Team don't mind admitting that Raymond's Space Wolf picture, featured on Chris Wraight's novel *Blood of Asaheim*, is among our favourites, capturing the feral nature and the undeniable nobility of these heroic warriors.



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Eldar over the years, but I've always been a Space Marine player first and foremost.

Adam: So are Space Marines your favourite faction to illustrate?

Ray: Although the Codex covers have opened up a lot of new factions for me to have a shot at illustrating, I have to admit that the most rewarding, so far, have certainly been the Space Marines. From the Dark Angels to the Ultramarines to the Space Wolves on Chris Wraight's novels, my work on the Space Marines has felt very natural. I'm sure it has a lot to do with my familiarity with the Space Marine culture, but there's a reason why they're the core of the 40K universe.

Adam: Do you have a favourite piece of Games Workshop artwork?

Ray: I would have to fall back on nostalgia for an answer to that. Honestly, the original cover of *Rogue Trader*, with the Crimson Fists, sticks with me to this day. Although illustration has come a long way in the last 25 years, I can't overlook the sense of awe I felt at age 12 when I first laid my eyes on this brutal sci-fi world. It was badass, and the perfect counterpoint to all the mushy



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cartoon nonsense I'd been force-fed for years. It sounds a little weird to say that being introduced to wars that literally last for millennia was a relief to me but, hey, you probably get it.

Adam: When you work on a new cover (for Codexes or novels) how do you decide which characters or scenes to put on it?

Ray: What excites me so much about being a freelance illustrator is that I get to participate in the storytelling process across many different mediums. In this case, it revolves around novels and games but it's really more of an expanded universe. The universe of Warhammer 40,000 is so expansive and the history of art related to it is so dense that I always have a wealth of reference to utilise when starting a new piece. I always start by taking my favourite aspects of design that have come before and combining them into what I personally find to be ideal. From there, I step in to bring whatever new design elements I have freedom to explore, and make it unique. Yet, without question, any artist that steps in to add to the Warhammer 40,000 universe is standing on the shoulders of giants that came before. **AT**

3 Raymond's work on Black Library covers soon crossed over into covers for Warhammer 40,000 Codexes – the first being Codex: Chaos Space Marines.

4 "I've always had an affinity for the whole aesthetic of the Eldar," says Raymond. "Although I had the opportunity to illustrate the Eldar Codex, I would love to do more with them in the future. I'm really drawn to their imagery: ancient fantasy meets futuristic technology, with all of their organic forms and mystical symbols."

"I have a particular nostalgia for all of the Aspect Warriors," he adds. "I used to draw them in my binders while sitting in my classes in high school. Fingers crossed I'll get to do more with the Eldar someday."

PARTING SHOT

"The time has come, foolish mortals. The time for change."

— Kairos Fateweaver



HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
January 4 Tyrannids and The Hobbit: The Desolation of Smaug™ Pre-order	5	6	7	8	9	10
11 Tyrannids and The Hobbit: The Desolation of Smaug™ released 	12 	13	14	15	16	17
18 	19 	20	21	22	23	24
25 	26 	27	28	29	30	31
February 1	2	3	4	5	6	7

