

INSIDE:

THE HIGH ELVES AND SKAVEN CLASH

GAMES
WORKSHOP

WHITE DWARF

WD369 September 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER

THE ISLAND OF BLOOD

WD369 SEPTEMBER 2010 WWW.GAMES-WORKSHOP.COM

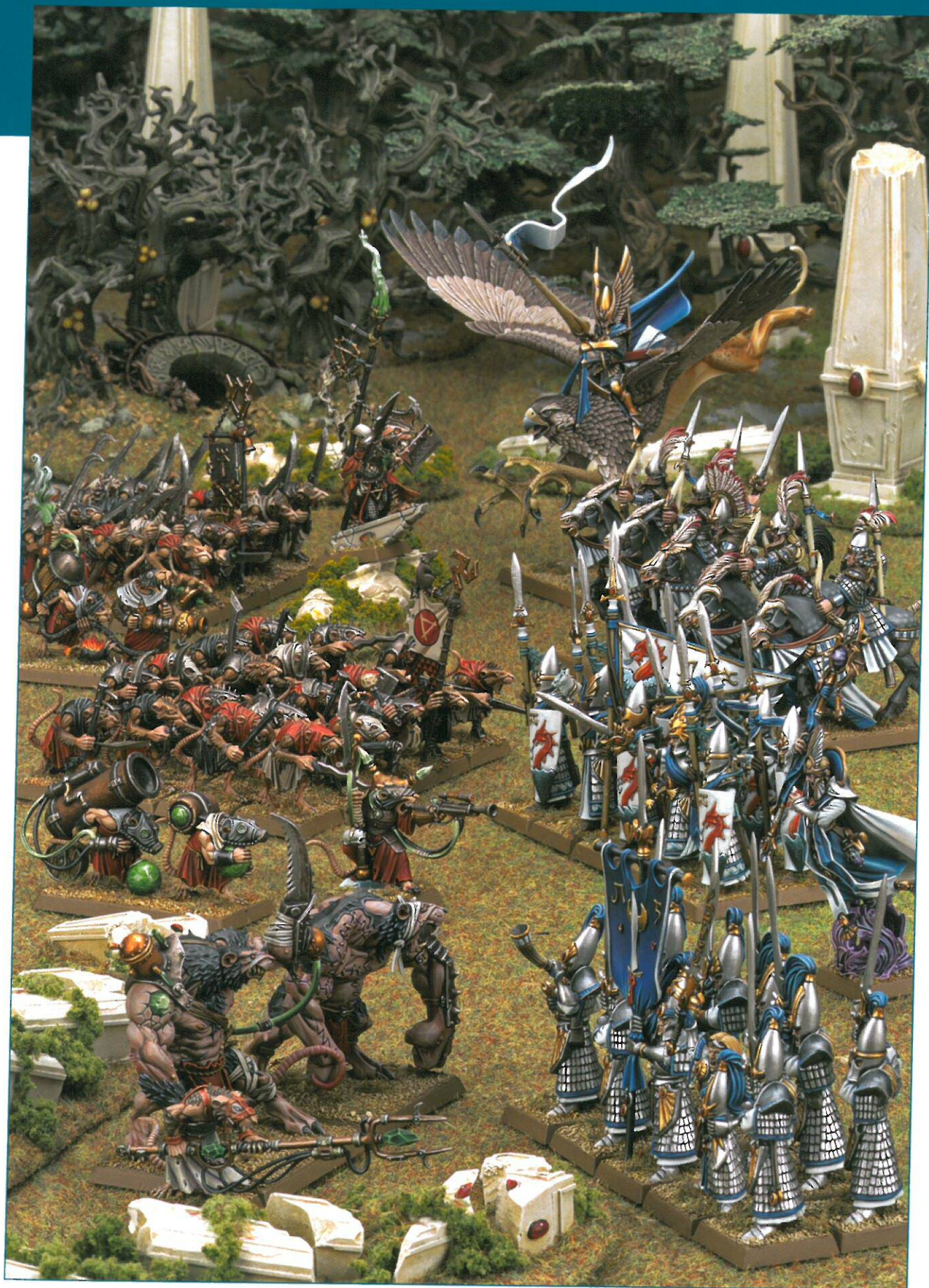
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GAMES
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Prince Althran and his High Elves clash with the chattering masses of Warlord Verminkin's Skaven.

EDITORIAL



It can't have escaped your notice that this month we've released the new Warhammer boxed game, *The Island of Blood*. It's packed full of gobsmackingly great new High Elf and Skaven miniatures, and we've devoted a significant part of this issue to showcasing them in all their glory. All this talk about the new Warhammer box has got me feeling all nostalgic, thinking back to the boxed games of my youth, each of which summons up vivid memories of the hobby.

I don't know about you, but when I think back to past editions of Warhammer, I don't remember them as 4th edition, 5th edition or whatever. Instead I remember them as 'the one with High Elves and Goblins in' or 'the one with Bretonnians and Lizardmen in.' For me, the boxed game is so iconic, as much a part of Warhammer as the rulebook or Ghal-Maraz. Part of this stems from the fact that the very first Warhammer boxed game, released back in October 1992, was how I first got into Warhammer. I clearly remember Rick Priestley presenting the designer's notes for the box all the way back in WD154, and I can still remember the excitement at getting it home and tearing into it, splitting the miniatures up with my brother (he got the Goblins, I kept the High Elves) and playing our first game on the dining table.

I have fond memories of opening each of the boxed games for the first time. I remember what I was doing in life at the time I got it, and what armies I was collecting. I even remember what projects I abandoned in favour of painting up my new army from the box; I'm sure I'm not the only one who used the new miniatures included in the box to start a new army.

I suspect it will be no different with *The Island of Blood*. In fact, I can already see the dirty looks that my Tomb Kings are giving me as I ogle those Sword Masters or decide how best to paint up a new unit of Skaven. The only difference is, this time, my brother can buy his own box – I'm keeping both armies.

Andrew Kenrick, Editor

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WARHAMMER® THE ISLAND OF BLOOD™

This month sees the release of the new Warhammer boxed game, The Island of Blood. Andy Hall takes a look at the new plastic miniatures and Jervis Johnson explores the background to this bloody conflict. Turn to page 14 to lift the lid.



FEATURES

14 THE ISLAND OF BLOOD

Andy Hall takes a peek inside the new Warhammer boxed game, interviewing Ted Williams and Dave Thomas about the great new miniatures.

40 BATTLE FOR THE ISLAND OF BLOOD

In this article Jervis Johnson explores the background of the Island of Blood, taking a look at the mysterious Phoenix Stone and the Skaven's plans for it.

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The Scions of the Chaos Gods make war on an apocalyptic scale. We present new Daemon datasheets.

62 WAR OF THE RING: GRUDGE MATCH

Jeremy Vetock has been busy playing War of the Ring recently, devising scenario ideas for some of the bitterest grudges of Middle-earth.

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20 THE VALLEY OF DAMNATION

The Skaven and the High Elves clash in brutal combat on the Island of Blood. Adam Troke and Jervis Johnson go head to head in this month's battle report, using the new boxed contents as the core of their armies.



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46 BATTLEFIELDS: THE ISLAND OF BLOOD

Dave Andrews has built a massive board for next month's climactic Island of Blood battle report.

70 PAINTING MASTERS: JOE TOMASZEWSKI

Joe Tomaszewski is the latest inductee into our Painting Masters. We take a look at his finest miniatures.

76 ASK 'EAVY METAL

The 'Eavy Metal postbag is overflowing, so the team have set out with paintbrush in hand to answer your questions.

86 ARMY MASTERS: CHRISTIAN BYRNE

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New miniatures hitting the stores near you soon.

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WARHAMMER®

THE ISLAND OF BLOOD

The Island of Blood is the new Warhammer boxed game. Containing two complete armies ready to assemble and put straight on the battlefield and a 200 page full-colour rulebook, the Island of Blood has everything you need to play Warhammer.



Within The Island of Blood you'll find two armies – High Elves and Skaven – 74 incredibly detailed plastic Citadel miniatures that are ready to play with just as soon as you can clip them from the frames and push them together (they don't even need gluing).

All of the models in the set are new sculpts, each exclusive to this box, you won't find them elsewhere.

Amongst the two armies you'll find all the troop types in Warhammer, with infantry, cavalry, monsters, heroes and wizards all represented. This promises to make a full,

exciting Warhammer gaming experience as you and your opponent can delve into all the rules and tactics Warhammer has to offer.

Exciting though they are, the breathtaking new Citadel miniatures aren't the only reason to get excited about The Island of Blood. The handy, small-format Warhammer rulebook is a 200-page tome that contains all the rules and characteristics you need to start playing games. This is accompanied by a getting started guide and templates, dice and range rulers to start playing games against a friend (or sworn foe).

THE ISLAND OF BLOOD
Product code: 60010299005
£60, €78, 600dkr, 750skr/nkr

ON SALE SEPTEMBER 4TH

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NEW RELEASES

The Island of Blood is bursting at the seams with finely detailed Citadel miniatures. It contains two complete armies made up of plastic High Elf and Skaven models that are exclusive to the new Warhammer boxed game.

SKAVEN



Skaven Warlord



Warlock Engineer



*Clanrat regiment
armed with spears.*



Poisoned Wind Mortar



*Skaven Rat Ogres
with Master Moulder*



Warfire Thrower

The Skaven army contains 47 miniatures. Two large units of 20 Clanrats each provide an impressive starting point for the force, made even more ferocious by two Weapon Teams including the never-before-seen Poisoned Wind Mortar. Two Rat Ogres led by a Master Moulder provide some serious muscle to the force, which is overseen by the heavily armed Skaven Warlord and his Warlock Engineer ally.

The Citadel miniatures design team have poured characterful details into these models, such as the unlucky rat on the Warfire Thrower's base, the mutated flesh of the Rat Ogres and the comical look-out perched upon the Clanrat's banner pole.



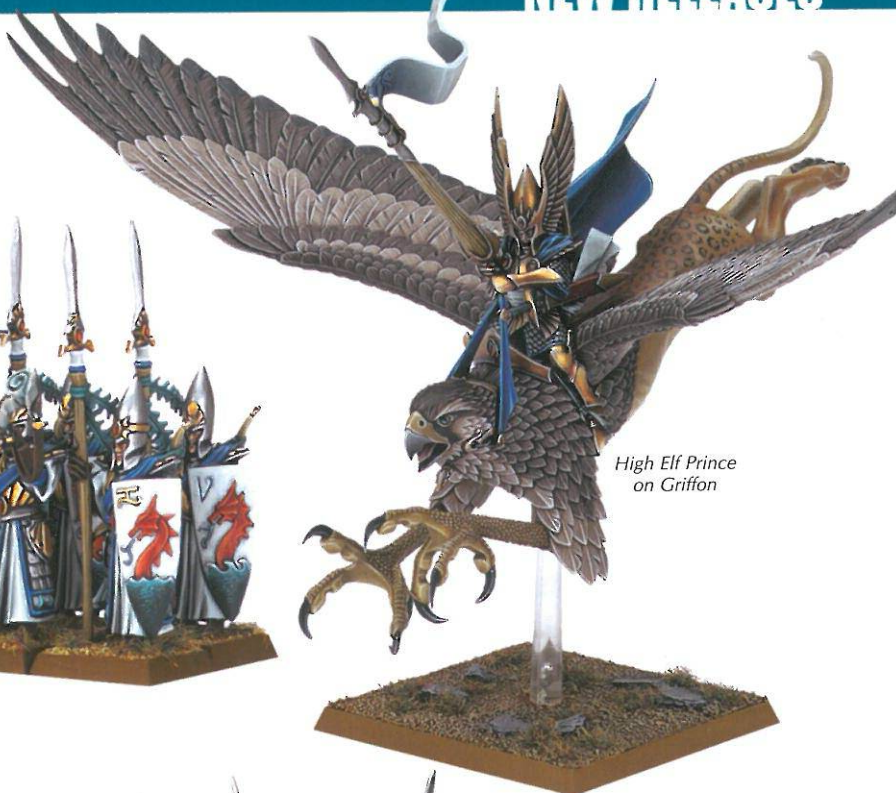
*Clanrat regiment
armed with hand weapons.*

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HIGH ELVES



Lothorn Sea Guard

High Elf Prince
on Griffon

High Elf Mage



Ellyrian Reavers



Sword Masters of Hoeth

The High Elf contingent includes 27 elite warriors, led by the mighty form of a Prince riding upon a Griffon – a masterpiece of miniatures design, the Griffon is dazzlingly detailed and yet has only seven components. The prince is accompanied by a High Elf Mage, a unit of ten Sword Masters, five Ellyrian Reavers and ten Lothorn Sea Guard. Each of the Sea Guard is intricately decorated, giving the unit a diverse, ornate appearance.

**TURN TO PAGE 14 TO SEE MORE OF
THESE GREAT MINIATURES**

SKAVEN

The Children of the Horned Rat get some lovely extras this month with a handy new Bitz Pack to turn those Skavenslaves into missile troops. Veteran Skaven collectors will also recognise the welcome return of three familiar metal Rat Ogres.

SKAVENSLAVES UPGRADE PACK



Sling arms (two of each supplied)



Wherever you see this symbol, that product is only available to order. See page 118 for details.



Pouches (five of each supplied)



Examples of Skavenslaves upgraded with slings.

Sculpted by the talented Mike Anderson, these Skavenslave sling arms are designed to transform Skaven from the Clanrats box set into sling-equipped Skavenslaves. The Bitz Pack includes ten right arms and ten pouches. The sling arms attach to the Skaven

weapon arm, while the pouch is fixed into place instead of a shield.

If you fancy having ranks of expendable Skavenslaves that can fire two shots each every turn, then the Skavenslaves Upgrade Pack is the right Bitz Pack for you!

SKAVEN SLAVES UPGRADE PACK

Product code: 99060206091

Sculpted by Mike Anderson

£5, €6.50, 50dkr, 65skr/nkr

ON SALE SEPTEMBER 18TH

RAT OGRES



For years now these three Rat Ogres have lurked in the darkest corners of the Citadel archives, waiting for the moment to strike! Now we happily unleash three of Clan Moulder's finest: Maulerblades, Stitch Spikegouger and Ironclaws once again into the Warhammer world!

These hulking metal models, sculpted by Mark Bedford, are an ideal addition to an existing pack of Rat Ogres, such as those included in The Island of Blood.

STITCH SPIKEGOUGER

Product code: 99060206088

Designed by Mark Bedford

£13.50, €17.50, 135dkr, 170skr/nkr

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IRONCLAWS

Product code: 99060206089

Designed by Mark Bedford

£13.50, €17.50, 135dkr, 170skr/nkr

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MAULERBLADES

Product code: 99060206090

Designed by Mark Bedford

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Stitch Spikegouger



Ironclaws



Maulerblades

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This month we are also releasing paint sets for Warhammer, Warhammer 40,000 and The Lord of the Rings. Each includes a painting guide, a brush, a selection of Citadel paints from our range and some miniatures for you to hone your skills upon. If you've never taken up a paintbrush, these sets are a great way to get started.



WARHAMMER PAINT SET

The Warhammer Paint Set contains 10 plastic Night Goblins, a painting guide, a Starter Brush, a pot of Devlan Mud wash and the following paints: Undercoat Black, Iyanden Darksun, Knarloc Green, Bleached Bone, Calthan Brown, Chainmail and Mechrite Red.

WARHAMMER PAINT SET

Product code: 99170299006

£18, €23.50, 180dkr, 230skr/nkr

ON SALE SEPTEMBER 4TH



WARHAMMER 40,000 PAINT SET

The Warhammer 40,000 Paint Set contains a painting guide, five plastic Space Marines, a Starter Brush, a pot of Badab Black wash and the following paints: Undercoat Black, Calthan Brown, Mordian Blue, Burnished Gold, Skull White, Chainmail and Blood Red.

WARHAMMER 40,000 PAINT SET

Product code: 99170199008

£18, €23.50, 180dkr, 230skr/nkr

ON SALE SEPTEMBER 4TH



THE LORD OF THE RINGS PAINT SET

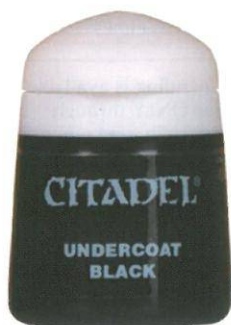
The Lord of the Rings Paint Set includes 12 Moria Goblins, a painting guide, a Starter Brush a pot of Devlan Mud wash and the following pots of paint: Undercoat Black, Khemri Brown, Gretchin Green, Codex Grey, Scorched Brown and Mechrite Red.

THE LORD OF THE RINGS PAINT SET

Product code: 99171499010

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ON SALE SEPTEMBER 4TH



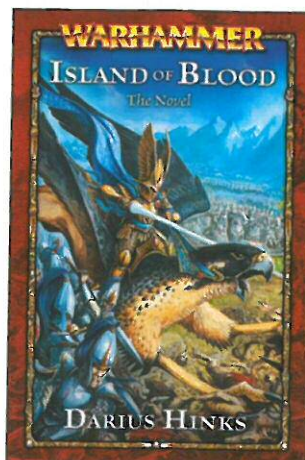
Each of the models in the Paint Sets has push-fit components that don't require gluing. This means you can quickly assemble them and get straight on to the painting.

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www.blacklibrary.com

THE ISLAND OF BLOOD



When the Skaven hordes of Clan Klaw invade the Island of Blood, it falls to the High Elf Prince Althran Stormrider to lead a relief force to defend the island's precious secrets. Before his mission is complete, however, he must face the full fury of the Skaven clan in a massive battle that threatens not only the safety of the Island of Blood, but the entire world.

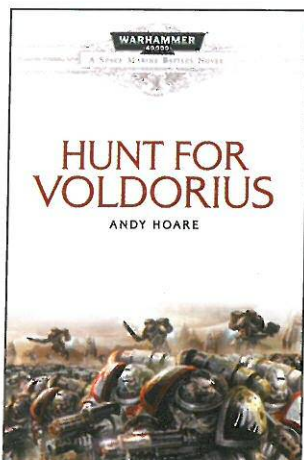
ISLAND OF BLOOD

By Darius Hinks

ISBN: 978-1-84416-852-1

£3, €4, 40dkr, 50skr/nkr

HUNT FOR VOLDORIUS



Captain Kor'sarro Khan of the White Scars is tasked with hunting down the Daemon Prince Voldorius, a warleader of the Alpha Legion. Pursuing the foe for over a decade, Kor'sarro finally brings Voldorius to battle on Quintus, a world in the grip of the Alpha Legion. Together with their Raven Guard allies, the White Scars must fight an entire planet if they are to slay the Daemon Prince.

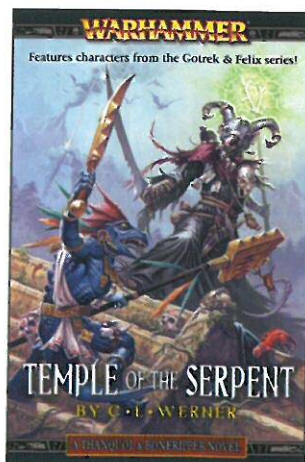
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By Andy Hoare

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After a series of failures, Grey Seer Thanquol is offered a chance to redeem himself by embarking on a perilous assignment to the jungle continent of Lustria to slay the Prophet of Sotek. Dogged by assassins and stranded in a foreign land of giant lizards, temple-cities and endless jungle, Thanquol must use all of his cunning and magic if he is to come out alive.

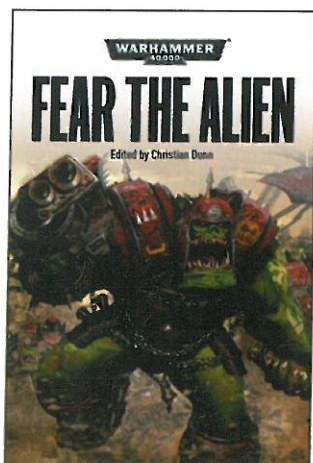
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By C.L. Werner

ISBN: 978-1-84416-872-9

£7.99, €10.50, 85dkr, 100skr/nkr

FEAR THE ALIEN



Across the galaxy, the Imperium and their defenders, the Space Marines, fight an endless war against the vile xenos threat that assails humanity. Featuring stories by Dan Abnett, Juliet McKenna, Aaron Dembski-Bowden, Nick Kyme, C.L. Werner and many more, Fear the Alien is an unmissable collection for fans of Warhammer 40,000.

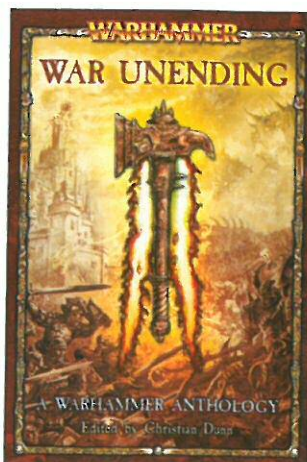
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Edited by Christian Dunn

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Edited by Christian Dunn

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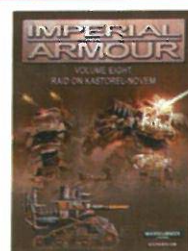
ORK STOMPA

Every Ork Warboss wants a Stompa or two in his Waaagh! and with the new Ork Stompa upgrades from Forge World, there's more choice than ever. Now you can equip your beloved effigy of Gork (or possibly Mork) with a lifta dropper, claw arm or alternate head with zappy eye.

Designed by Stuart Williamson.



You'll find the rules for these Stompa upgrades in Forge World's Imperial Armour: Volume Eight.



THE SPIRIT OF WARHAMMER

As part of the rampant enthusiasm for Warhammer that continues to sweep the Studio, the expert painters of the 'Eavy Metal team decided to hold a competition for the entire Studio to enter, regardless of skill level.

Unlike most competitions that the 'Eavy Metal team are involved with, however, the award in this competition would not go to the best painted model. Instead all the members of the world-renowned team of painters would vote on which miniature most encapsulated the spirit of the Warhammer hobby.

With 17 entries from around the Studio, the team had a tough job choosing a favourite, but in the end they agreed that Martin Footitt's stunningly converted and painted Ogre Tyrant deserved the prize for pure 'Warhammer-ness'.

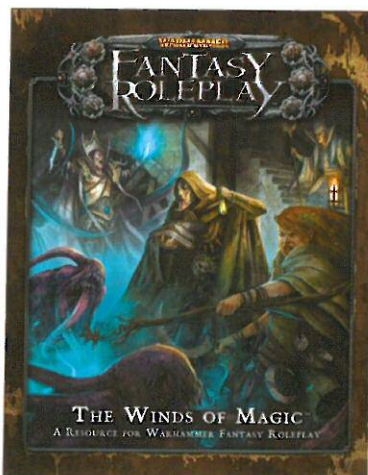


Above: Martin Footitt's model close up.
Right: Eavy Metal's Darren Latham presents the prize to the triumphant Martin Footitt.
Below: All the entries collected together.



Extreme White Dwarf

Pictures of hobbyists reading White Dwarf in unusual places continue to stream in. Here Master Aircrew Weston gets his Games Workshop hobby fix during a break in operations.



Colleges of Magic

The Winds of Magic is a valuable new resource for Warhammer Fantasy Roleplay with a distinctly sorcerous twist. The Winds of Magic introduces the eight Imperial Colleges of Magic into your perilous adventures with rules and background for each. It also contains new spells and tips for roleplaying as wizard characters, so players will have plenty to get to grips with. GMs are amply rewarded too with rules for the ruinous magic and diabolical servants of Tzeentch, and a complete adventure set in the heart of the Empire.

GAMESDAY & GOLDEN DEMON 2010

LAST CHANCE TO GET YOUR TICKETS

Games Day is almost upon us but there is still time enough for you to get your tickets to the greatest hobby show on Earth.

UK Games Day is the biggest hobby event of the year, and rightly so – it showcases the full splendour of our hobby and allows you to get closer than ever to the miniatures, the games and their creators.

This year, on Sunday 26th September, Games Day returns to the newly refurbished LG Arena at the Birmingham National Exhibition Centre (NEC). Turn to page 106 to see the floor plan of this enormous amphitheatre-like setting

together with the latest news about the many things you can see and do at this year's event.

Tickets cost £30 and, as in previous years, includes the exclusive Games Day Miniature. Check out the website to get hold of yours, or pop into your local Hobby Centre.

This year's exclusive Games Day Miniature is a fearsome Chaos Sorcerer.



WARHAMMER 40,000 SPACE MARINE

THQ and Relic Entertainment were recently at GamesCom in Cologne, Germany where they showed off some stunning new content from Space Marine, their forthcoming 3rd person-action shooter – you can see some great in-game shots on this page. Space Marine is due for release in 2011 on the Xbox360, PS3 and PC gaming platforms.

Set on a forge world that has come under Ork attack, Space Marine lets players don their power armour and take on the mantle of an Adeptus Astartes in the battle against the savage Ork hordes. Can you drive back the xenos filth and reclaim the planet?

Using a unique combination of visceral melee combat and deadly ranged firepower, you can unleash the full fury of the Emperor's wrath against the greenskin menace. Seamlessly switch between your bolter and chainsword as you battle against the enemies of Mankind, and experience what it means to do battle in the grim darkness of the far future.

With the release of Space Marine drawing closer, we'll keep a careful eye on our auspexes, and make sure we share any more breaking news as it happens.





It's the start of a new School Year and the beginning of the 2011 School League! This year sees some big changes for the School League, and with new rules and locations for the tournaments, it's going to be more exciting than ever.

The fantastic new edition of Warhammer presents a whole host of new challenges and will leave you re-examining your army lists, trying to get the absolute most for your points allowances. Also this year, battles across Middle-earth will be represented using the War of the Ring rules, which is a great opportunity to really build up your armies and do battle on a grand scale. All exciting challenges for you and your teams.

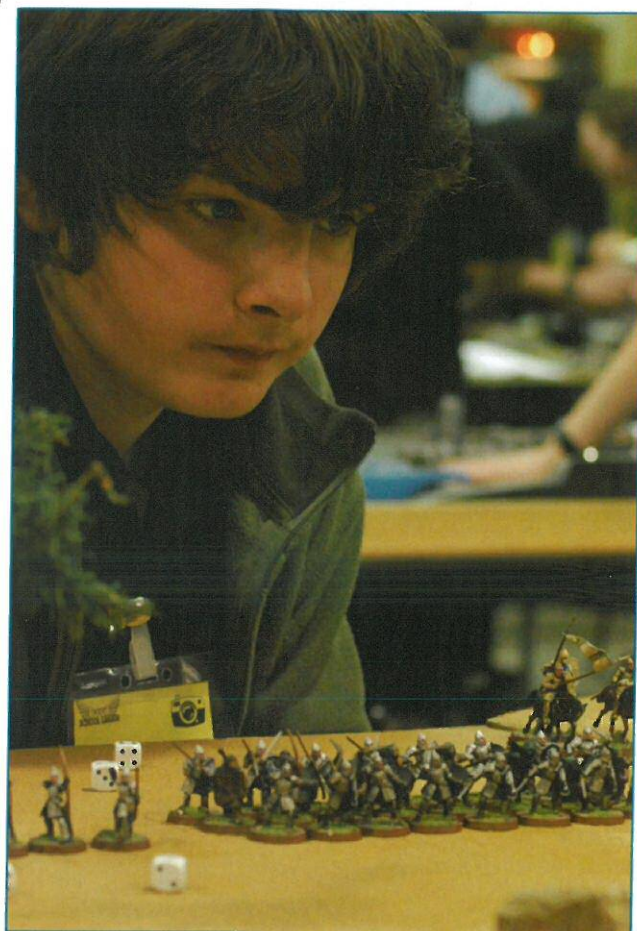
Activity for the League starts right now with visits to your local Hobby Centre for tutorials and practice battles. This is a great chance to get to grips with the new rules and start planning how you will secure your victories!

This year the School League is bigger than ever with Regional Heats being held in over 30 locations across the country. Winners of these heats will be invited to Warhammer World for Regional Finals and a chance to secure their place at the International Final. The heats will be held throughout January and February – for more details of how to book your place visit the website now.

If you are a teacher or librarian interested in starting a club, or you already have one and want to know more about the School League, then get in touch with Bek Hawky on 0115 900 4821, or by email at bek.hawky@games-workshop.co.uk

If you are a student and want to start a club in your school or college, talk to a teacher or other member of staff and get them to contact Bek.

In the meantime, get down to your local store and talk to the friendly and helpful staff about School League activities in the store and area.



Warhammer World gets out the mop and bucket

From September 13th to the 18th Warhammer World will be a hive of industry as we roll up our sleeves for the annual deep scrub, clean and polish. The Hobby Centre will offer the same great services, with Bugman's Bar, The Citadel Miniatures Hall, Warhammer Exhibition and History of Citadel Miniatures all still open as usual.

There are only two differences to our offer. We will be closing at 6.00pm on Friday, and 5.30pm Saturday, to allow the safe movement of equipment and furniture. Also the gaming arena will still be open but with no gaming tables available. For those of you desperate for a game and unable to visit us at another time, we will make a few gaming boards available in the staff restaurant.

ON THE WEB

Adam Troke: On the website this month we've uploaded a deluge of articles to cover every aspect of the new Warhammer boxed game. You will find a wealth of painting and collecting advice, as well as an online battle report, an 'Eavy Metal gallery and a 'director's cut' of the designer's notes that offer an even greater insight into the new boxed game. Go to the Games Workshop website to see all the latest additions.



The Island of Blood Hobby Advice

If you're like us, you're probably champing at the bit to get hold of your own copy of the new Warhammer boxed game, crack it open and play a game with all the stunning new miniatures. This month we've dedicated our web content to making this as easy as possible, with tips to help you get your models ready

for battle. We're adding a series of detailed stage-by-stage painting articles and there's also an article offering tips on creating and painting scenery for the Island of Blood. That's not all, however; there's collecting advice, scenarios and a mouth-watering gallery of the 'Eavy Metal miniatures.

REGISTER NOW

Registering your details on the Games Workshop website does a lot more than just enable you to purchase miniatures – registered members are the first to get all the latest news in the form of Incoming newsletters. If you want to be the first to hear news about your hobby, it's the best way. Of course, there are other perks too: registered members have access to the White Dwarf Archive, a repository of great articles that you can download and keep. Best of all: registration is completely free.



Also on the Web...

Throughout the month there will be even more Island of Blood-related articles uploaded to the Astronomican including:

- Battle for the Island of Blood – the battle started in the 'Read This First' booklet concludes online.
- Lifting the Lid – we open the The Island of Blood box and delve into the contents.
- Althran's Mission – a series of scenarios that track the battles across the Island of Blood.

www.games-workshop.com



THE ISLAND OF BLOOD



The red mist that shrouds the Island of Blood holds a deadly secret, one the High Elves must keep from the Skaven at all costs. Andy Hall sets sail to witness the looming conflict.

The Island of Blood is located in the tumultuous seas south of the Old World. Only the High Elves know how to navigate past the deadly red mists that hide the island's jagged coastline from intruders. For on the island is an artefact of great power, the Phoenix Stone, a precious relic that has been guarded by the High Elves for centuries. In an act of typical Skaven cunning, Warlord Skreet Verminkin has bypassed the Island of Blood's natural defences and magical wards by tunnelling under the seabed. Only the Skaven could have achieved such a feat by virtue of a near inexhaustible supply of slave labour and a frankly callous attitude to their underlings. There were many floods and collapses during the mining of the tunnels, but all that was lost were a few overseers and thousands of expendable slaves – in Skaven society, life is cheap!

With the ratmen's arrival upon the island, conflict was inevitable. The High Elves had the foresight to call for aid and bolster the small guardian force of Sword Masters. Now the two sides readied their weapons and prepared for battle. Not for the first time, blood was to be spilt upon the island, justifying its grim name.

And so the scene is set, the miniatures and accompanying information in the Warhammer boxed game allow you to fight

this desperate conflict between the noble High Elves and malevolent Skaven. As you'll see over the following pages the miniatures contained within the wonderfully illustrated box form two exciting and dynamic forces. The Skaven outnumber the High Elves almost two to one, with two hearty blocks of Clanrats. That's 40 chattering Skaven ready to overpower the foe through weight of numbers and crafty thrusts from spear and daggers. The mass of Skaven is supported by two nefarious weapon teams designed by Clan Skryre and a pair of Rat Ogres supplied by Clan Moulder.

What the High Elves lack in numbers they more than make up for in quality. A High Elf warrior is more than the equal of even the fiercest Skaven; they have spent centuries honing their martial prowess and military discipline to work as unified, effective regiments. This, coupled with their natural speed, prowess and intelligence makes them sublime soldiers. The High Elf force defending the Island of Blood has noticeably smaller units than their Skaven enemies but does have access to proud cavalry and nothing less than a mighty hero atop a winged monster – a High Elf Prince riding a noble Griffon. Will this be enough to tip the balance of power on the island in their favour?

Little Book

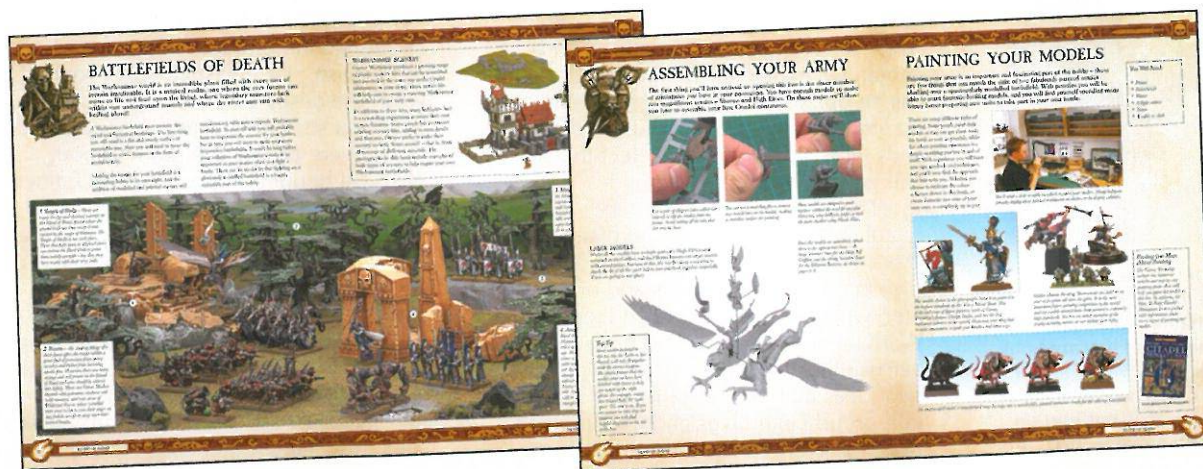
It's very easy to get distracted by all those lovely Citadel miniatures but let's not forget that The Island of Blood not only contains plastic models but some great books as well. Most notable is the pleasantly compact full-colour Warhammer rulebook.

Those familiar with the Warhammer 40,000 rulebook included in the Assault on Black Reach boxed game will know how useful it is to have a smaller book to hand at the games table. The Warhammer version contains an insightful introduction section, the complete rules for the game and the reference section full of troop profiles (including Skaven and High Elves!), the eight battle magic spell lores and rules summaries. Don't go to war without it!

Big Book

Upon opening the box, experienced hobbyists will surely make their way straight to the models with Plastic Cutters in hand taking advantage of the simple push-fit assembly to get them ready for tabletop action. However, for others the sheer amount of stuff in The Island of Blood can be a little overwhelming, but

that's what the larger booklet is for. With a no nonsense 'Read this First' emblazoned across the bottom of the cover, the full-colour guide is the obvious place to begin your expedition to the Island of Blood. Within you'll learn of the forces fighting on the mysterious island as well as tips for assembling, painting and building up your fledgling forces further.



High Elf Prince

Prince Althran comes from a proud family, one that can trace its ancestry back thousands of years to the time of the first Phoenix King. When roused to war Althran fights his enemies with a silver-steel tipped lance in one hand, while the other directs Sharpclaw, his fearsome Griffon to swoop upon his chosen foe and mercilessly kill with talon and beak.



Ellyrian Reavers

The Dawn Riders are led by Eltheus Farsight, Althran's trusted lieutenant for many decades. The Prince uses the Reavers to seek out the enemy and harass them from afar with unerringly accurate bowfire.



The full rules for using these powerful warriors in Warhammer can be found in the High Elf army book. In its pages you'll not only find details on how to use your models but info on expanding your force into a mighty war host.

'Choosing the armies that go in the boxed game is one of those hotly contested decisions that we have to make way in advance,' says sculptor Runtherd and miniatures expert Ted Williams. 'Everybody has an opinion of a dream match-up and we start narrowing it down from there,' he adds when I ask how we select the armies will go in a boxed game.

'The High Elves have a very established, seminal look,' explains Dave Thomas, one of the many designers involved in bringing the Island of Blood to life, 'while the Skaven are an iconic Warhammer race. You also have a horde versus elite army dynamic and you have two races that offer a stark contrast – the tall, proud High Elves and the hunched, noisome Clanrats. Because they are so diametrically opposed, it made them an ideal match-up.'

As well as making great opposing forces, the chance to do new plastic miniatures for the boxed game was a challenge the Citadel designers took to with relish. 'I'm unashamedly proud of what the designers have created – it's the best box set we've ever done,' says Ted. 'Like every project we do, it's about pushing boundaries, making the frames in the box work as hard as possible. And cramming in as many models as we can. As evidence, you only need to study how the models have been laid out on the frame. The logical thing to do would be to have a High Elf frame and a Skaven one, but that doesn't necessarily maximise the space. When you look at the frames you'll see that they are a delightful mix of Skaven and High Elf components – laying it out like this meant we could get more miniatures into the game.'

Lothern Sea Guard

Unlike most High Elf regiments, which fight with either spear or bow, the Lothern Sea Guard are armed with both, able to use either weapon with equal, deadly skill. This makes them a highly versatile force capable of defeating a foe at range or close quarters.

Sea Master Althin leads this regiment and it is his emblem that is displayed upon the shields of his loyal soldiers. When Prince Stormrider sails to the island it is with Althin's warriors at his side.



Lothern Sea Guard



Sea Master Althin



Lothern Sea Guard musician



Lothern Sea Guard standard bearer



Sword Master of Hoeth standard bearer



Bladelord Kalaer



Sword Master of Hoeth musician



Sword Master of Hoeth

Sword Masters of Hoeth

Bladelord Kalaer has stood guard on the Island of Blood for three centuries. He leads his retinue of skilled warrior-ascetics, trained for decades to master the martial skills needed to wield their deadly two-handed swords. These weapons are fashioned in the realm of Hoeth by skilled artisan smiths. That such weapons, and the warriors that use them, have left the isle of Ulthuan at all speaks greatly of the artefact they must protect.

'Having High Elves in the game was an opportunity to look at the broader High Elf range,' says Dave, when we ask him about the residents of Ulthuan. 'The primary aim was to give the High Elves a cool-looking force, but if we could give players new versions of models then so much the better.' Hence The Island of Blood contains Lothern Sea Guard, Sword Masters and Ellyrian Reavers. 'The Reavers are a bit of a first,' continues Dave, 'they're three-part cavalry miniatures. Like our previous boxed games all the models are push fit, so they go together really easily, even without glue, and allow you to get playing as quickly as possible. The three-part Ellyrian Reavers are a great example of how we've managed to make great models in as few parts as possible. The less parts to assemble, the more room on the frame for other figures.'

High Elf Mage

Like all the magic users of the High Elves, Caladris is a Mage of some power, able to fashion the Winds of Magic into fiery blasts with which to immolate the enemy or construct magical barriers that will protect the troops under his charge. Caladris has formed a bond of friendship with Althran after saving the Prince from a pack of ravenous Trolls. Ever since, Althran has come to value Caladris' sage advice as well as his exceptional talents. Together the two set sail for the Island of Blood in the hope of halting the Skaven menace.



Skaven Warlord

Skreet Verminkin is a Skaven Warlord who has risen to the command of his vile army through a mixture of devious cunning and ruthless savagery. Skreet craves power and anything that stands in his way has come to a nasty – often squishy – end. Having secured his rank, Skreet retains his status by making sure his underlings fear him more than the foe. Those upstarts who may one day challenge him are sent on the most dangerous, often suicidal, missions. When on the Island of Blood this is no different and he already has a task in mind for Ratchitt...



Warlock Engineer

Ratchitt is an ambitious Warlock Engineer. He uses his array of warpstone-powered machines to help channel the Winds of Magic.



Weapon Teams

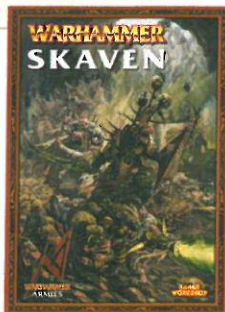
Warlock Engineer Ratchitt is accompanied to the Island of Blood by two Clan Skryre Weapon Teams. Each team carries one of the clan's many unpredictable wonder-weapons. One pair of Skaven carries the Poison Wind Mortar, a strange device that lobbs deadly orbs of poisonous gas into the heart of the enemy. The other team wields a Warfire Thrower, a weapon that spews green flame onto the unfortunate foes.



Poisoned Wind Mortar Weapon Team



Warfire Thrower Weapon Team



A Skaven army can be as unpredictable as it is powerful – you can find out more on how to marshal such a force in the Skaven army book. There are also rules for all manner of weird machines and mutated monsters.

Of course, there is one miniature that really pushes this feat more than even the Reavers – Prince Althran Stormrider on his Griffon. 'We wanted a monster in the game as a centrepiece for the High Elf host. Brian Nelson took that one on and, as expected, came up with the goods,' remarks Dave. 'With his typical attention to detail, Brian tailored a Griffon specifically for the High Elves. He merged a falcon and a jaguar together – two sleek and fast animals that mirror the characteristics of the Elves themselves – so was a very fitting mount.'

The other High Elf character was a Mage, designed by Dave. Like other High Elf Mages released in recent years, this model is in the midst of conjuring some deadly enchantment. 'You're always trying to sculpt a miniature in the most dynamic and exciting pose possible, and for magic users that has to be when they're casting a

spell,' says Dave. 'You're playing to the strengths of the medium you're working in. In the case of plastic you're going to get sharp and crisp edges, which is great for spell effects. The plastic moulding process meant I could have the Mage stood upon a ball of magical fire.'

So, while the High Elves look immaculate, the ratmen are altogether more scrofulous but no less desirable to all Skaven players or, indeed, anyone with an evil glint in their eye and a penchant for world domination. 'The Clanrats are based on Brian's recently released models, although they were worked on by a whole host of us so are subtly different; for instance, some have rats on their heads or running under their feet, and all have shields already attached.'

However, the Skaven do not rely purely on outnumbering the foe; they've brought a

Clanrats

The mainstay of any Skaven force are the clawpacks of Clanrats, and Skreet's expedition is no exception. The Warlord has brought with him his two most reliable Clanrat regiments – the clawpacks of Qretch Toothsnapper and Skreem Warptaker. Individually Clanrats are not especially brave, but when banded together they hurl themselves at any foe, overwhelming them by sheer weight of numbers. Skreet has promised every warrior riches beyond their wildest dreams if they spill Elven blood – a promise he fully intends to renege on.



Clanrat standard bearer



Clanrat standard bearer



Clanleader
Qretch Toothsnapper



Clanrat with hand weapon



Clanrat musician



Clanrat with spear

Rat Ogres

Clan Moulder are the masters of creating mutated fighting beasts, from giant hideous rats to the hulking Rat Ogres. Skreet has secured the use of two such creatures, including a Master Moulder to keep them in check. All it has cost the Skaven Warlord is half his plunder, although he's certain that part of the transaction can be renegotiated as and when he next encounters the Clan's paymasters.



Master Moulder Greel



Rat Ogre



Rat Ogre

few nasty tricks of their own. 'It's the first time we've done Weapon Teams in plastic,' says Ted. 'The Warfire Thrower is a fresh design, complete with a smoke-belching chimney and burning rat! And as the Poisoned Wind Mortar is a recent Clan Skryre innovation, it is its first appearance on the tabletop. Both Weapon Teams were designed by Mike Anderson, who – as he proves here – has a real knack for sculpting Skaven technology.'

The Rat Ogres reflect the mutated nature of their creation. These brutes have great hulking bodies deliberately out of proportion with their heads to give them a very unsettling appearance. Seb Perbet was responsible for these and, like Colin, he has a real flair for sculpting the ratmen.

To lead this motley pack, you need a suitably malevolent and downright devious Warlord – Skreet Verminkin. 'I obviously

wanted Skreet to stand out,' says Dave, who sculpted him. He'd want everyone to know he's the boss so I've placed him on a jutting rock and given him a large banner. The way the torso is separate from the body allowed me to create a real three-dimensional character, with his halberd and cleaver splayed out in front of him.' Looking at the imposing nature of the model, there's no doubt that Skreet Verminkin will soon be leading many Skaven armies to battle.

Reviewing the incredible contents of The Island of Blood you can see that the designers have really done their bit in bringing two great-looking armies to the fore, but the rest is up to you. So choose your side and prepare for battle: will the Phoenix Stone remain safe in the hands of the High Elves, or be whisked away to power some nefarious Skaven scheme?

Over the Page...

Battle is upon us! Skreet Verminkin's Skaven army clashes with the host of Althran Stormrider. Can the High Elves defend their island outpost against the verminous invaders? Adam Troke takes the role of Elven Prince while Jervis Johnson allies with the foul Skaven.

Further on we set the scene for an even larger conflict, one that will see the Island of Blood truly earn its name. The armies will swell and epic war is but a month away. See the next issue for details.

THE VALLEY OF DAMNATION



In this month's battle report the High Elves and Skaven go to war as Jervis Johnson and Adam Troke use the contents of The Island of Blood boxed game as the core of their armies. Adam sets the scene for a titanic confrontation.

The release of a new Games Workshop boxed game is a great excuse to start a new army. Ask any veteran hobbyist, I'm sure we've all done it. When Warhammer 40,000 second edition came out, I collected an Ork army, and when the third edition was released I built up a Space Marine force, both using the contents of the box as a foundation. In fact, several of my armies over the years were started with the contents of a Warhammer or Warhammer 40,000 boxed game – my long-running love affair with the Empire, for instance.

For this month's battle report we decided to show just how effective it is to build an army based around the contents of The Island of Blood boxed game.

Eager to get my greedy paws on the new models, I opted to build a High Elf force around Althran's Stormriders. Studio heavy weight and Games Workshop standard bearer Jervis Johnson was chosen to represent the Skaven in the game, and so he and I set off to plunder the Studio's collection of miniatures to build our armies. Between us we gathered up the contents of two sets of The Island of Blood and simply swapped the Skaven and High Elves between us. A lot of Warhammer collections have probably started in exactly the same way over the years (I know I've done it twice before). Suddenly I found myself with a plentiful supply of High Elves

and Jervis had enough Skaven to keep himself quite busy. To that impressive beginning we decided to add a Warhammer Battalion box and another box set – happily that gave us forces that could easily be rounded out into a pretty impressive 2000-point army.

Of course, everybody will use their own methods to build their collections, and there's no one right or wrong way. Having worked in a Games Workshop Hobby Centre back in the day, and after about 20 years of non-stop Games Workshop hobby obsession, I've seen a lot of armies collected, and I've found one method that works well for a lot of people is to collect their army in 'blocks'. This makes sets such as The Island of Blood and the Warhammer Battalion box sets really useful, accessible tools. Players who already have existing armies can add a sizeable chunk to their force at once, and new collectors can use them as a convenient jumping-off point.

With the backbone of our forces worked out, Jervis and I fled to opposite ends of the Studio to make cunning plans, fine-tune our armies and prepare for the game. We had agreed beforehand to play Blood and Glory for our scenario – where you must protect your standards and general while hunting down your foes. Pausing only to play a quick practice game, we readied ourselves for war.

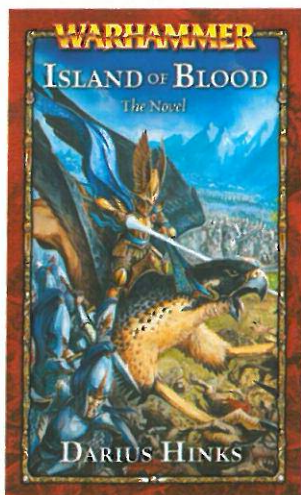
BATTLE REPORT

Game size:
2000 points

Participants:
Skaven (Jervis Johnson)
versus High Elves
(Adam Troke).

Scenario:
Blood and Glory (see
page 148 of Warhammer
for full details).

Able Scribes:
Adam Troke,
Andrew Kenrick and
Tom Hutchings



To accompany the release of *The Island of Blood*, those talented folks down in the Black Library have published a novella telling the tale of Prince Althran's mission to thwart the Skaven invasion. Penned by Darius Hinks, this is an essential read for any collector who wants to delve into *The Island of Blood*.

The Island of Blood

The Island of Blood boxed game contains a booklet that explains the Island of Blood itself and introduces the warriors fighting there. Darius Hinks has also written an action-packed novella all about the Island of Blood and the desperate battle between Prince Althran and the malicious, conniving Skaven of Clan Klaw (led by the cunning Warlord Verminkin). There's plenty of inspiration out there to enable gamers to recreate battles set on that cursed island.

An outpost of the High Elves, the Island of Blood has been altered by magical power; it's certainly not a place of rolling green fields and peaceful glades. The Island of Blood has been warped and twisted by the magic of Chaos, barely held in check by the counter-spells and sorceries of ancient High Elf Mages.

With all that in mind Jervis and I set out to create a battlefield worthy of this magically imbued battleground. Because

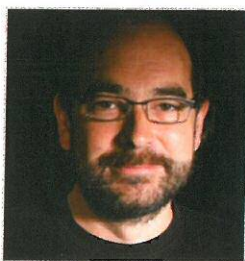
we know that the Island of Blood has been corrupted and changed, it's only right to include a Temple of Skulls on our board. In fact, we went one further, and decided to create our own 'Valley of Damnation', complete with Arcane Ruins, Temple of Skulls and a large area of forest (cheerily dubbed the Dire Woods as we placed them).

With a great-looking board set up, Jervis and I had fun working out why our armies were there and what they were fighting over.

With the Island of Blood novella, and the booklet within the boxed game as inspiration, it didn't take us long to cook up a 'what if' battle, centred around Prince Althran's mission to eradicate the ratmen before they can overrun the island and unlock its forbidden secrets.

The stage was set for the High Elves and Skaven to clash in a contest of skill and strategy upon the blood-soaked slopes of the Valley of Damnation.

VERMINKIN'S HORDE



Jervis Johnson is the Standard Bearer, a near legendary figure within the Studio with decades of gaming lore under his belt. Normally the commander of an undead horde, Jervis has been seen taking tactical advice from Studio super-beard Pete Foley.

So there I was, happily minding my own business, when I found myself flanked on one side by the White Dwarf team, and on the other by Pete 'The Ratmaster' Foley. 'Hi Jervis,' they said ingratiatingly, 'You like playing Warhammer, don't you?' I nodded slowly in reply, while trying to see if they had left any escape routes open. Sadly, they had me surrounded. 'It's just that Pete isn't going to be able to command the Skaven in this month's battle report, and we were wondering if you'd mind taking his place?'

Now, normally I come up with a feeble but plausible excuse to get me out of doing any more work than I strictly have to, but let's face it, playing a game of Warhammer is hardly work now, is it?

In any case, I hadn't yet had a chance to command the Skaven using the new Warhammer rules, and was quite eager to give them a go. So, pausing only to extract the promise of a bacon butty and a few cups of tea as a reward for helping out

from the White Dwarf team, I agreed to take the reins of the army from Pete and assume command of the Skaven army.

Fortunately for me Pete is a highly competent Skaven general and had already picked the army using all the tactical acumen that he is renowned for. He was also more than willing to give me a few tips on how to use it. Even so, it was just as well that Adam and I decided to have a practice game first. I learnt a lot in that game, not just about how to use a Skaven army, but also just how tough Adam's High Elves were if I tried to take them head on. Sufficeth to say, in our first battle, I surged towards the High Elves, relying on my numbers to overwhelm the High Elf line. Unfortunately the high Initiative and Weapon Skill of the High Elves, combined with the Speed of Asuryan rule (which means they all have the Always Strike First special rule) allowed Adam and his immaculately presented High Elves to make short work of my Skaven army.



LORDS

- Skreet Verminkin,**
Warlord with halberd,
tail weapon and
Talisman of Protection.
116 points

HEROES

- Ratchitt**
Level 2 Warlock
Engineer with warlock
pistol and Warlock-
augmented weapon.
153 points

- Festerlung**
Plague Priest with flail
and Plague Furnace.
254 points

CORE

- Toothsnapper's
Clawpack**
40 Clanrats with shields,
spears, musician,
standard bearer,
Clawleader and Poisoned
Wind Mortar.
285 points

- Sawtail's Spear Rats**
20 Clanrats with shields,
spears, musician,
standard bearer,
Clawleader and Poisoned
Wind Mortar.
185 points

- Warpaker's Horde**
40 Clanrats with shields,
musician, standard
bearer, Clawleader and
Warpfire Thrower.
270 points

- Boilnose's Sneakers**
20 Clanrats with shields,
musician, standard
bearer, Clawleader and
Warpfire Thrower.
180 points

- Lashwretch's Ratters**
6 Giant Rats, Packmaster
and Master Moulder with
shock-prod.
84 points

SPECIAL

- Greel's Ratbeasts**
6 Rat Ogres,
Packmaster and
Master Moulder with
shock-prod.
306 points

- Mangespore's Monks**
20 Plague Monks with
musician, standard
bearer and Bringer-of-
the-Word.
165 points

TOTAL 1998 points



So, I needed to go back to the drawing board. After some pondering I decided to put the bulk of my army on one flank, while using a smaller screening force to keep the High Elves at bay on the other. From our first game I knew that Adam was wary of deploying his troops within the forest that lay in front of my right flank. Apparently his fear of Wildwoods and Venom Thickets has given him an almost comical aversion to sending high value troops into Mysterious Forests. However, I've played enough games with the new rules to know that forests rarely slow infantry down very much or cause them too many problems, especially when they're cheap troops that you're sending in. Good thing I'm controlling the Skaven. I therefore set up my main attacking force in front of the collection of forests we had entitled the Dire Woods, aiming to move quickly through it, brushing aside any resistance, and then swing inwards to roll up the High Elf line from the side – a big

'right hook' as it were. In the meantime my Giant Rats and Rat Ogres would romp down the other flank, hopefully drawing off some of Adam's High Elves. This diversion is doubly cunning because the Rat Ogres and Giant Rats don't add to the fortitude of my army, so I can sacrifice them without fear of losing the battle – in our practice game Adam had been prone to fixating on the Rat Ogres in particular, so they make for an ideal diversion.

For a bit of fun, I also intended to make use of the Temple of Skulls to boost up Ratchitt. In the practice game he found himself with Strength and Weapon Skill 5 – who knows what might come up this time?

With all those plans laid out, however, this was still a high-risk strategy. If I could pull it off it would give me an easy win as my pink-tailed hordes romped along the High Elves neatly ordered battleline. The biggest risk was what kind of terrain I might encounter as I goaded my Clanrats into the leafy borders of the Dire Wood.



THE STORMRIDERS



Author of the High Elf army book and more tactics than any man alive, Adam Troke fancies himself as something of an expert at Warhammer. Given Jervis' reputation as an unlucky general, we've insisted that Adam plays with one hand tied behind his back.

If you're a fan of the High Elves then this is a very good month for you – The Island of Blood boxed game has some of the finest plastic miniatures in it that I've ever seen. When planning out the army to use in this battle report, there was no doubt in my mind that the contents of the Island of Blood box was always going to make a powerful core to the force.

By swapping the Skaven and High Elf elements of the box with a friend you can get yourself a great core to a force. In addition to Althran Stormrider and his mighty Griffon Sharpclaw, there's the Mage Caladris and a sizable contingent of troops. 18 Lothorn Sea Guard form a powerful defence unit, ably complemented by the 18 elite Sword Masters of Hoeth and two units of five Ellyrian Reavers. For this game I've opted to make the infantry units as large as possible, rather than field them as two smaller regiments. Ellyrian Reavers make great flankers for the army, so keeping them in small units is a good plan.

On top of this impressive beginning I've added the High Elf Battalion box. The High Elf Battalion adds a solid chunk of models into the force. 16 High Elf Spearmen, 16 Archers, a chariot (in my case a Tiranoc Chariot) and a Repeater Bolt Thrower all ready to hack up some Skaven. This bolsters the core of my army really nicely, giving me some serious long-range power in the form of the Archers and Repeater Bolt Thrower. The Tiranoc Chariot is a potent, low-cost, assault unit that will support my Spearmen. Speaking of whom, looking at the points that I had spent so far, I decided to add a further box of High Elf Spearmen into the force. This transforms my 16 Spearmen into a deadly block of 32 warriors. Arrayed in a formation that's eight Elves wide and four deep, all the Spearmen can fight in combat. Around the office we've been calling this the High Elf Horde – because it fights with as many attacks as the hordes of other races. It kills Skaven splendidly.



So, with my army worked out, it's time to decide how to use it. My rough plan is to use Erothir's Silver Spears as the centre of my battleline – with 32 Elves, that's going to be a hard obstacle to overcome and, backed up by Althin's Sea Guard and the Blades of Hoeth on either flank, I can't really foresee Jervis' ratmen breaking through that little formation. A formidable firebase of Death Talon, my Bolt Thrower and the Archers of the Unicorn Company will whittle down Jervis' regiments, and maybe even nobble those Weapon Teams.

Magical protection duties obviously fall to Caladris (who's going to use *Drain Magic* to make life harder for Jervis), while counter-attack responsibilities fall to Althran and the Tiranoc Chariot. These last two units will hold their place in the line, waiting for the chance to get a sneaky charge off against any unit that over extends itself.

Finally, I've got a special task in mind for the Ellyrian Reavers – since I first laid

eyes on these new miniatures I've been practising with them and I feel that I've become quite adept at using them to delay and misdirect the enemy. One unit will patrol each of my flanks, looking for the chance to shoot errant characters, draw off frenzied troops or perhaps shoot down a Weapon Team or two!

With all that established, it's time to highlight how I plan to win the scenario. Generally speaking I've got an order of target priority. The focus of my firepower will be weapon teams first, followed by the Plague Monks, then any other units as opportunities arise. My overall strategy is to take down units with standards first and foremost – it's the only way to win! Althran will be more than a match for any filthy rat-thing hero that Jervis can field, so he'll wait patiently for the chance to lead Sharpclaw into combat against the Skaven's loathsome leader. I need to get him to two flags or less to win the game, so there's no point dallying. To war!

LORDS

Althran Stormrider
Prince with lance, Griffon, Armour of Fortune and Potion of Foolhardiness.
396 points

HEROES

Caladris
Level 1 Wizard with the Silver Wand.
110 points

CORE

Althin's War Drales
18 Lothorn Sea Guard with shields, musician, standard bearer and Sea Master.
259 points

Erothir's Silver Spears
32 Spearmen with musician, standard bearer, Sentinel and Gleaming Pennant.
318 points

The Unicorn Company
16 Archers with musician, standard bearer and Hawkeye.
201 points

SPECIAL

The Blades of Hoeth
18 Swords Masters of Hoeth with musician, standard bearer and Bladelord with Potion of Speed.
305 points

The Dawn Riders
5 Ellyrian Reavers with bow and Harbinger.
112 points

Orvael's Coast Patrol
5 Ellyrian Reavers with bow and Harbinger.
112 points

Glory of Ulthuan
Tiranoc Chariot.
85 points

RARE

Death Talon
Repeater Bolt Thrower.
100 points

TOTAL 1998 points



Scenario Details

Blood and Glory

This scenario is a bloody affair with an unusual 'sudden death' element – if at any point your army's number of remaining standards drops too low, you will lose. To win you must be both aggressive enough to threaten the foe, whilst savvy enough to protect your standards.

Victory Conditions:

The first force to break the enemy army wins the battle.

Breaking Point:

Both armies have a break point of 2 – the first force whose fortune is reduced to this loses.

Fortitude:

An army's fortune is equal to the current number of standards in the army (including the battle standard), plus two for the General. Fleeing units and units that are only temporarily off-table still count.

DEPLOYMENT

Jervis and Adam rolled off to see who would pick the board edge. Adam won, and opted for the hill featuring the Arcane Ruins – not only would the ruins provide his High Elf Mage with plenty of chances to channel more power dice, but it would also ensure that Adam's High Elves could establish a strong firebase on the hill.

Adam placed his two units of Ellyrian Reavers on the extreme edges of his force: the Dawn Riders held the western flank of the High Elf force while Orvail's Coast Patrol were stationed amongst the woods on the western edge.

Jervis placed the majority of his army upon the eastern flank, planning on using the ominous mass of the Temple of Skulls, and the dark canopy of the Dire Woods as cover from the long-ranged attacks of the High Elves on the hill. Two hordes of Skaven Clanrats, led by the restless figure of Skreet Verminkin, prepared to enter the woods, confident that they could brave any horrors they faced. The Plague Monks and

their towering Plague Furnace deployed so as to benefit from a clear path between the woods and the Temple of Skulls, aiming right for the heart of Adam's force. Ratchitt deployed along with Boilnose's Sneaks, ready to scramble onto the Temple of Skulls and beg the power and favour of the Dark Gods.

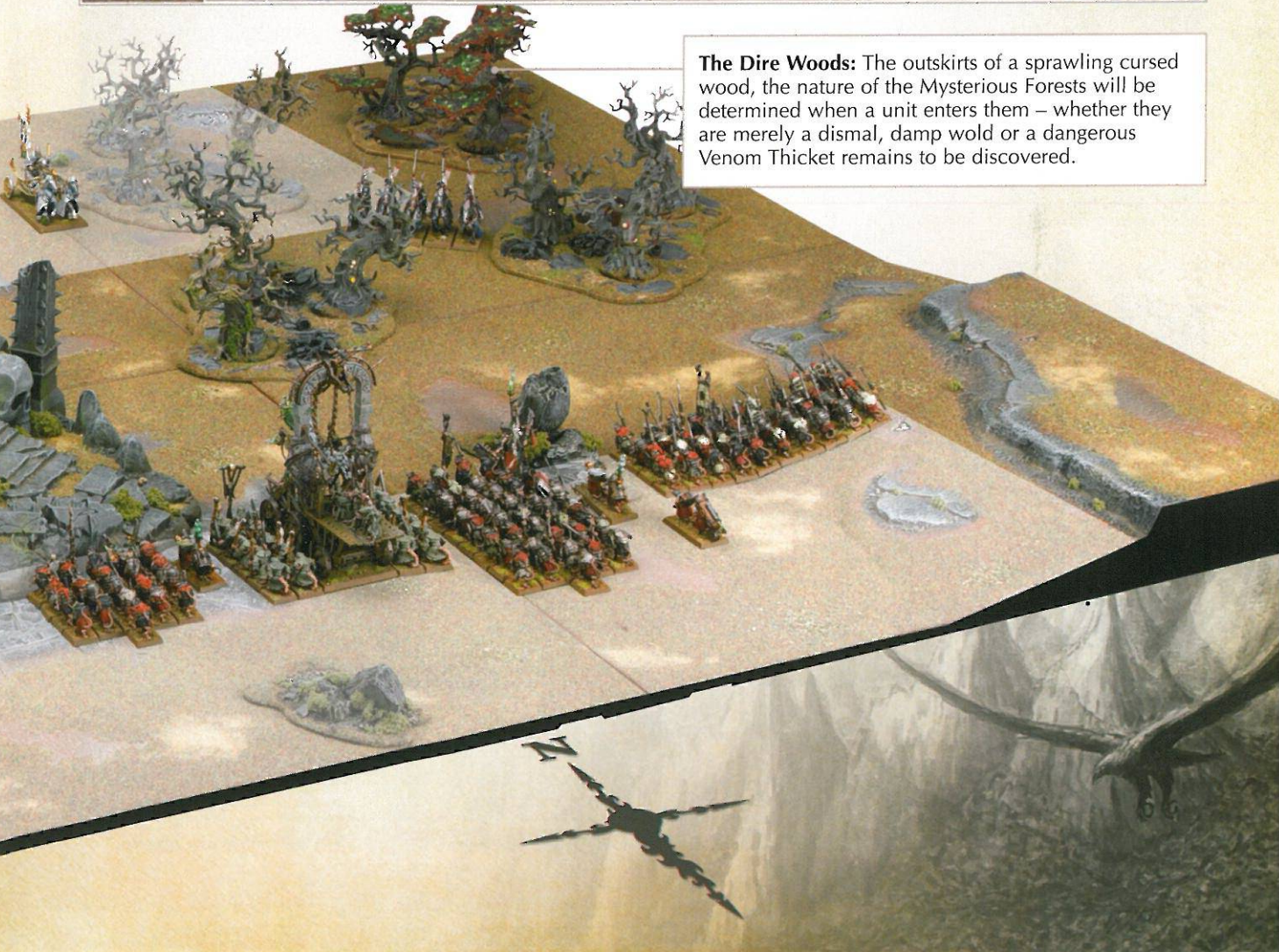
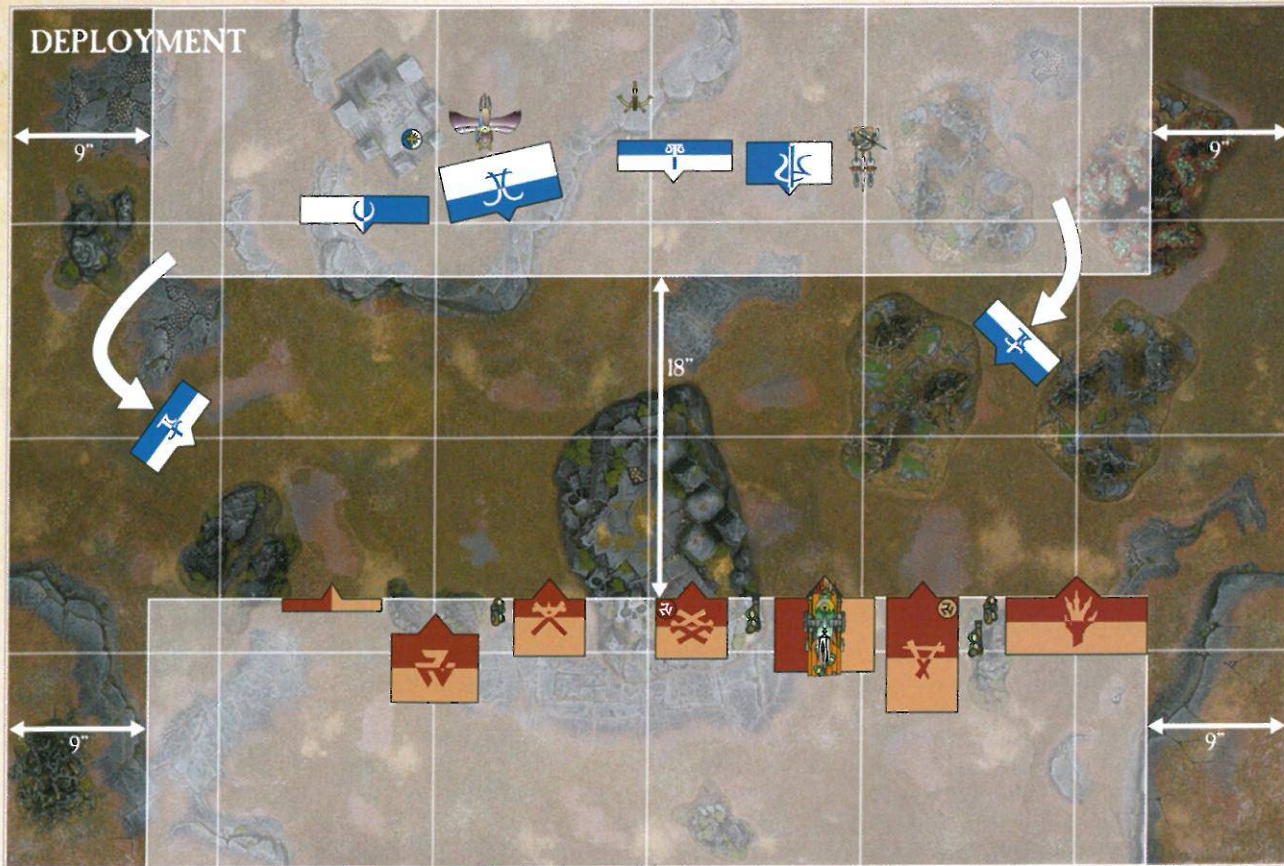
Before fighting the battle report proper, Jervis and Adam enjoyed a practice game to warm up, during which Caladris had used the *Curse of Arrow Attraction* to devastating effect – even though Caladris didn't have that spell this time around, Jervis was taking no risks with exposing his Skaven to the Elven arrows and bolts unnecessarily and sought the cover of the Temple of Skulls.

The last thing to do was to roll off to see who would get first turn. Despite outnumbering the High Elves more than two to one, the Skaven finished deploying first, and so received the +1 on the roll – easily beating Adam's paltry score of 2.

Arcane Ruins: Any Wizard within 6" of the Arcane Ruin can roll four dice when channelling, however should they roll three or more 6s then they have inadvertently triggered a miscast!

Temple of Skulls: Champions and characters upon the Temple of Skulls can beseech the favour of the Dark Gods – will they be blessed with awesome power or destroyed for their impudence?





The Dire Woods: The outskirts of a sprawling cursed wood, the nature of the Mysterious Forests will be determined when a unit enters them – whether they are merely a dismal, damp wold or a dangerous Venom Thicket remains to be discovered.

THE VERMINOUS TIDE

TURN 1

The battle began with Jervis moving his Skaven into action. Across their lines the foul ratmen advanced, scurrying towards the High Elf army. Ratchitt, cradling his powerful warlock pistol, scrambled atop the Temple of Skulls safe amongst the rats of Boilnose's regiment. On the eastern flank the rickety mass of the Plague Furnace rumbled forwards, pushed by the foul-smelling, hooded forms of the Plague Monks, Mangespore whipping them into a frothing frenzy. Verminkin, the Skaven General, seized command of Warptaker's Horde and marched them enthusiastically towards the outskirts of the Dire Woods. As the first Clanrats began to enter the forest, hisses of despair escaped from their maws as Jervis rolled on the Mysterious Forests table and revealed a deadly Venom Thicket – frustrated, Verminkin sounded the halt.

While the Clanrats in the woods tried to summon the courage to press on through the venomous foliage, Festerlung drew upon the Winds of Magic. Festerlung unleashed *Plague* upon the Lothorn Sea

Guard, scoring a 20 on his casting attempt. Convinced he could easily dispel that, Adam threw all of his dispel dice into the attempt and was horrified to see that he'd only scored 19, even with the +1 to the dispel attempt for being a High Elf Mage. Althin's War Drakes were ravaged by the virulent pox unleashed by Festerlung and nine died in pestilent agony.

With no dice left in his pool to resist the rest of Jervis' magical onslaught, all Adam's High Elves could do was stand and watch as Ratchitt caused the skies to cloud over with the power of his *Howling Warpgale*, buffeting the Elves and forcing Sharpclaw to furl his wings and hunch low against the magical hurricane.

The Skaven Shooting phase was hampered by unluckiness as both of Jervis' Poisoned Wind Mortars fired erratically, one missed entirely and the other landing by the Dawn Riders but causing no harm.

In the first High Elf turn both of the units of Ellyrian Reavers moved forwards, the Dawn Riders taking up a firing position opposite Lashwretch's Ratters. Orvael's

A Pox on You!

Adam: If anyone thought that only having a couple of lesser Wizards would hinder Jervis' Magic phase, unleashing *Plague* proved them wrong as Festerlung ravaged Althin's War Drakes, killing nine. This power would prove to be a real thorn in my side in later turns as Jervis put it to even greater use...



Festerlung and the towering Plague Furnace spearhead the Skaven advance.

Coast Patrol swept through the Dire Woods to harass the Skaven.

Caladris, determined to avenge his fallen brethren in the Sea Guard, drew upon the Winds of Magic and unleashed the *Flames of the Phoenix* upon the Plague Monks, but Festerlung easily dispelled it. Caladris did, however, manage to cast *Drain Magic*, which would make the Skaven sorcerers' attempts to cast spells in their next turn harder.

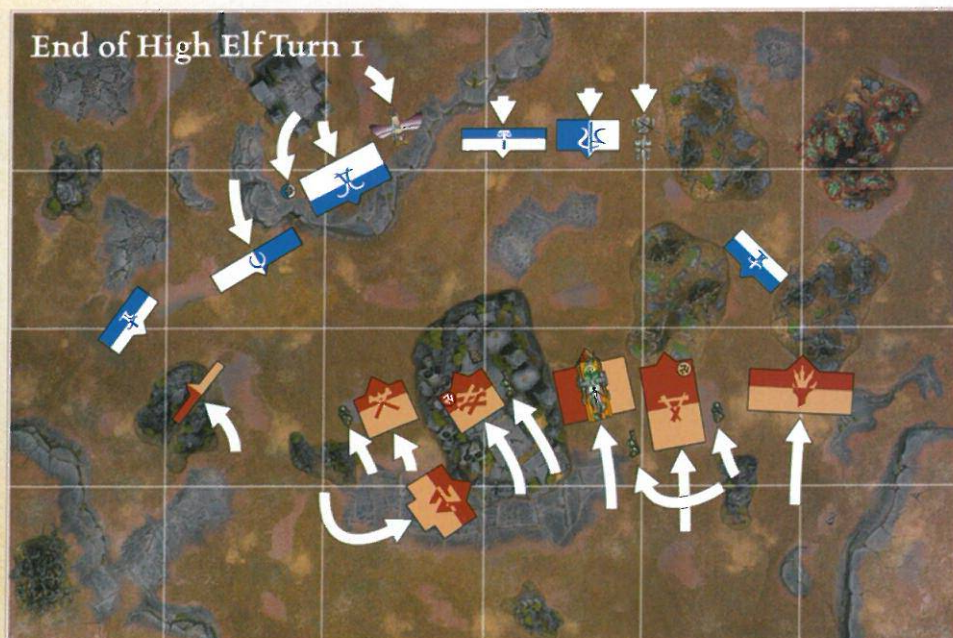
With the supernatural gale summoned by Ratchitt making aiming even more difficult, Adam's missile troops stubbornly tried to cause some damage upon the Skaven army. Determining that Mangespore's Monks eagerly pushing the Plague Furnace were the most immediate threat to their battleline, all the High Elves that could turned their fire upon them. The Sea Guard's arrows were snatched away by the strong winds and failed to leave a mark, as were the hastily loosed shots from the Tiranoc Chariot. The Unicorn Company had more luck as they shot 16 arrows into the scions of Clan Pestilens, killing two. Frustrated by the lack of damage caused, Adam fired *Death Talon* at them too. The finely made Repeater Bolt Thrower showed why it is so universally feared upon the battlefields of the Warhammer world as it scored six (admittedly very lucky) hits on the Plague Monks. The High Elves gave out a mighty cheer as all six slew their victims, leaving a sizeable hole in the Skaven unit. Undeterred by their losses, Mangespore's Monks pressed on.

Finally, the Reaver Knights loosed their own arrows, but their shots were plucked away by the winds or failed to wound.

As the first turn ended, the advantage seemed strongly with Jervis whose powerful Magic phase left the Elves reeling.



The Howling Warpgale ruins the accuracy of the normally deadly Unicorn Company.



CURRENT FORTITUDE END OF TURN 1





SINISTER MACHINATIONS

TURN 2

The Skaven's second turn opened with Boilnose atop the Temple of Skulls calling upon the power of the Dark Gods. What probably seemed like a good plan, and perhaps a swift path to power turned out to be a very bad idea as the irate gods dragged poor Boilnose screaming into the ether. Undeterred by the fate of the unfortunate Clawleader, Warlock Ratchitt also tried his luck, and was rewarded with a welcome influx of mystical power from Temple of Skulls (and +1 to his Strength characteristic).

Skreem Warptaker and his Clanrat unit passed their Stupidity test and attempted to charge against the Ellyrian Reavers amongst the woods. The Elves effortlessly fell back, leaving the Clanrats frustrated.

Lashwretch's Ratters charged into the waiting Dawn Riders, who felled one of the Giant Rats with a flurry of arrows.

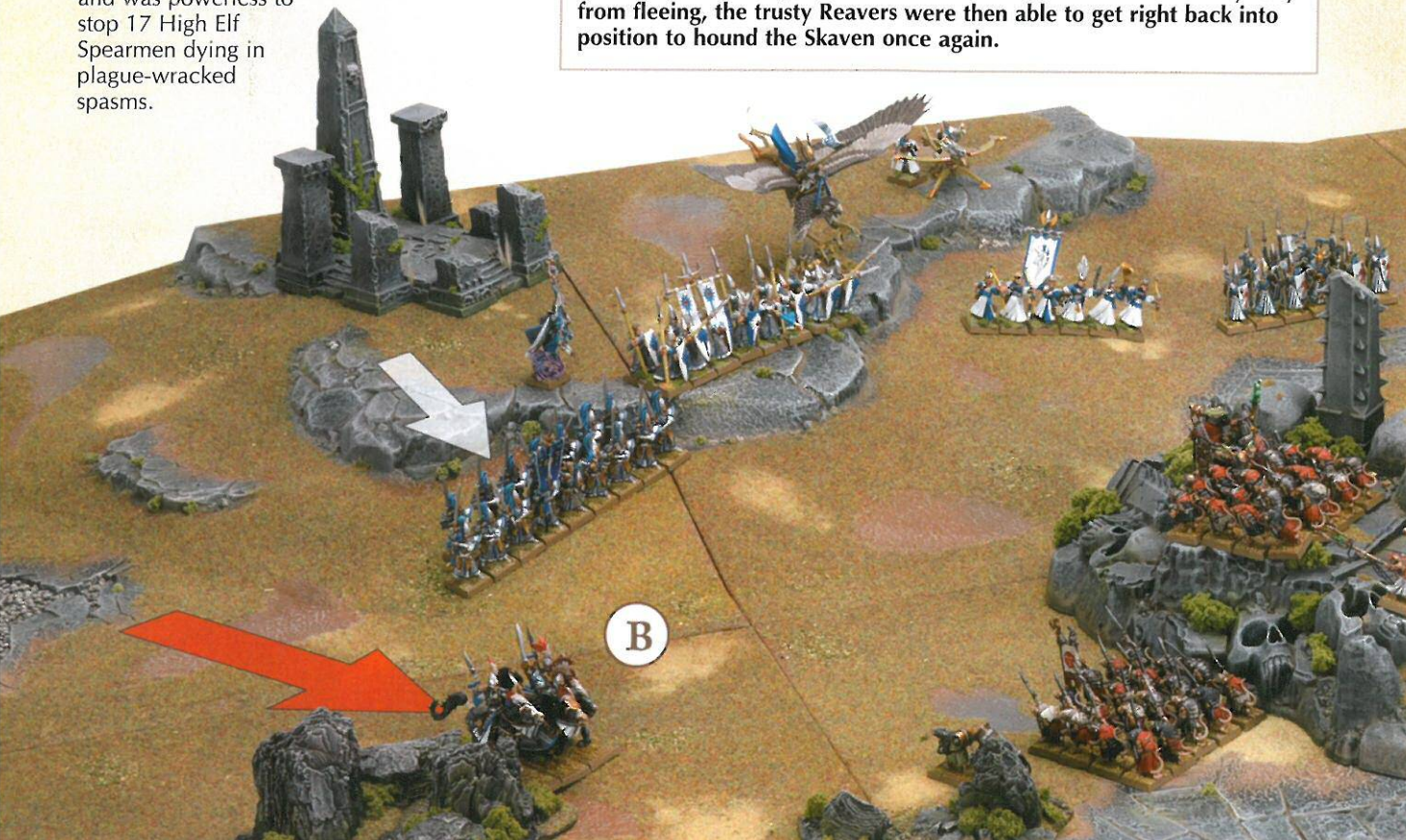
Wary of the Venom Thicket, Verminkin and his Clanrats made a swift reform and marched around the woods, rather than brave the poisonous briars. The unit ended up behind the Plague Furnace.

While Jervis had the rest of his army advance, Adam braced himself for the inevitable Magic phase. When it came, it was devastating. Festerlung, perched atop his infernal war machine again unleashed *Plague* upon the High Elf army, this time choosing the Silver Spears as his target. In a terrible repeat of the previous turn, Adam again failed to dispel the power by a one and was powerless to stop 17 High Elf Spearmen dying in plague-wracked spasms.



The Wonders of Fast Cavalry

Woods in Warhammer aren't a big impediment to units, providing you're willing to risk a little injury or incident along the way. That meant that Adam had to rely on something else to slow down the advance of Jervis's hordes of Skaven. That duty fell to Orvael's Coast Patrol, who valiantly placed themselves in harm's way, only to feign flight when Warptaker's Horde declared their charge. Because Fast Cavalry can move and shoot in a turn in which they rally from fleeing, the trusty Reavers were then able to get right back into position to hound the Skaven once again.



CURRENT FORTITUDE
END OF TURN 2



The *Plague* then spread and, much to Adam's delight, he was able to transfer it back onto the Plague Monks – revenge seemed sweet as seven of them died. Looking back, Adam probably wished that he had chosen to end the spell rather than pass it back because having slain a handful of Plague Monks it continued to run rampant, infecting the Unicorn Company and killing 10 before finally dying out. In a single turn it had accounted for 26 High Elves and seven Skaven!

Jervis then cemented his Magic phase by casting *Howling Warpgale* again, once more preventing Sharpclaw from taking flight and ruining Adam's chances of devastating archery.

Thankfully Jervis' own shooting was modest at best this turn as his Poisoned Wind Mortar slew three Sword Masters and a Warfire Thrower wounded Sharpclaw.

The fight between the Ellyrian Reavers and Giant Rats was brief and bloody. The Elves killed two Giant Rats and wounded Lashwretch, for only a single loss in return. As the Giant Rats fled, the Dawn Riders gave chase and ran them down.

In Adam's second turn, he started by rallying Orvael's Coast Patrol (who, as Fast Cavalry, could then move and fire) and then positioning both units of Ellyrian Reavers into premium firing positions. With the Skaven close, but not near enough to charge without over-extending the High Elf

lines, Adam ignored the jeering onlookers, and declined to declare any charges.

The Magic phase brought a glut of power as Adam rolled 11. Wasting no time he cast *Flames of the Phoenix* on Boilnose's Sneakers (or, since Boilnose was dead, they should be called Ratchitt's Sneakers). Despite scoring a staggering 21, Jervis still managed to dispel it, using all of his dice in the effort. This left him open to Adam's remaining spells, as Caladris used the extra spell provided by the Silver Wand to protect the Sword Masters with the *Shield of Saphery* and finally, using his training in High Magic, he drained magic once again – not a bad showing for a mere Level 1 High Elf Mage!

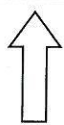
Adam's shooting was less effective than he had hoped as the *Howling Warpgale* made accuracy impossible. Although the Ellyrian Reavers loosed shots at enemy weapon teams and the remnants of the Unicorn Company fired into the pitiful handful of Plague Monks around the Plague Furnace, they had no effect.

Althin's War Drakes did better, slaying two Plague Monks and the crew of the *Glory of Ulthuan* killed another. The Repeater Bolt Thrower *Death Talon* did a fourth kill on the unit and, because the unit champion must always be the last model standing in a unit, it slew the standard bearer. Persistence had paid off – Adam had slain his first standard bearer.

End of High Elf Turn 2



- (A) Orvael's Coast Patrol fall back in the face of the Skaven horde, drawing the rat-things deeper into the ominous Dire Woods.
- (B) Lashwretch's Ratters are routed and overrun by The Dawn Riders, the fleet Elven Steeds easily out-pacing the terrified Giant Rats.
- (C) The Plague Furnace advances at the centre of the Skaven army, unleashing powerful magic and presenting a tempting target to the High Elf Archers and Repeater Bolt Thrower.



Move



Charge



Flee



THE TIDE TURNS

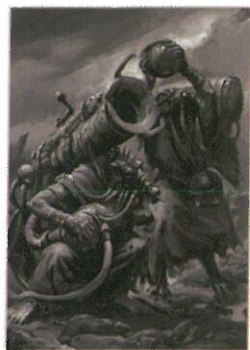
TURN 3



Ratchitt takes a break from bothering the Dark Gods to unleash Warp Lightning.

Weapon Team

Jervis' two Poisoned Wind Mortars kept up a persistent rate of fire throughout the battle, proving to be an effective way of supporting his main advance and accounting for a fair number of High Elves. Because they can move and fire, Jervis was able to make sure they were in position and shooting each turn of the game.



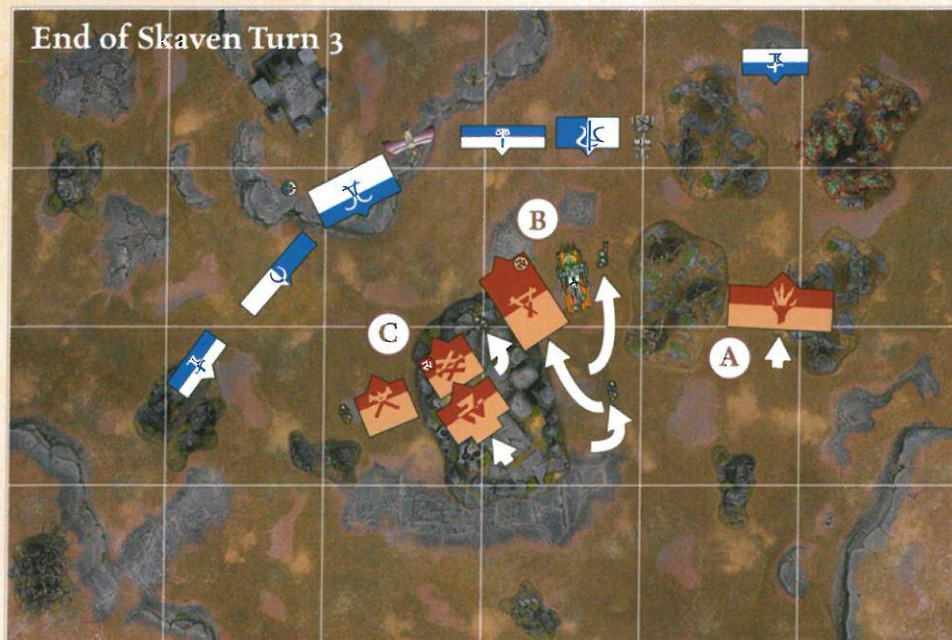
With Mangespore's Monks all but destroyed and the Plague Furnace blocking the path of the Skaven advance, there was a serious risk of the once-intimidating Skaven advance turning into something of a confused log jam.

Jervis had only one viable charge this turn, which was to send Toothsnapper's Clawpack against Adam's Tiranoc Chariot. Adam, confident that the Skaven would fall short, cheerily declared that his Chariot would stand and shoot, defiantly firing the crew's bows at the onrushing Skaven. Jervis proceeded to roll a double-1 – ensuring that the massive unit of ratmen didn't get anywhere near the Elven lines this turn.

The remainder of Jervis' army advanced in a slightly nervous, disordered fashion. The positioning of the Plague Furnace was proving to be a bit of an obstacle for Verminkin and Warptaker's Horde, who were forced to wheel to move around it. Meanwhile, atop the Temple of Skulls Ratchitt and the Clanrats he was with dithered for a while, justifiably nervous about moving within charge range of the waiting Silver Spears and Blades of Hoeth.

This, however, left them blocking the way of Greel's Ratbeasts who were trying to advance behind them. The Warpfire Thrower accompanying Ratchitt's unit found itself displaced by the larger formations and had to move too and, unwilling to put itself into too obvious a charge position, it moved further down the rocky surface of the temple.

In the Magic phase Jervis was hoping to unleash yet another *Plague* upon the awaiting High Elves and so he looked positively ebullient when he rolled 10 for the number of power dice and even more delighted when Ratchitt successfully channelled another dice. As expected, his first spell he attempted this turn was *Plague*, which he declared against the Sword Masters of Hoeth. Despite rolling six power dice to cast the spell, however, Jervis only managed a score of 17 and at last Adam was able to thwart him, dispelling the power that had been ravaging his army (but using all his dispel dice into the bargain). This didn't stop Jervis from unleashing the *Howling Warpgale* once again (Adam, who had resigned himself to never flying or having accurate shooting could only grind his

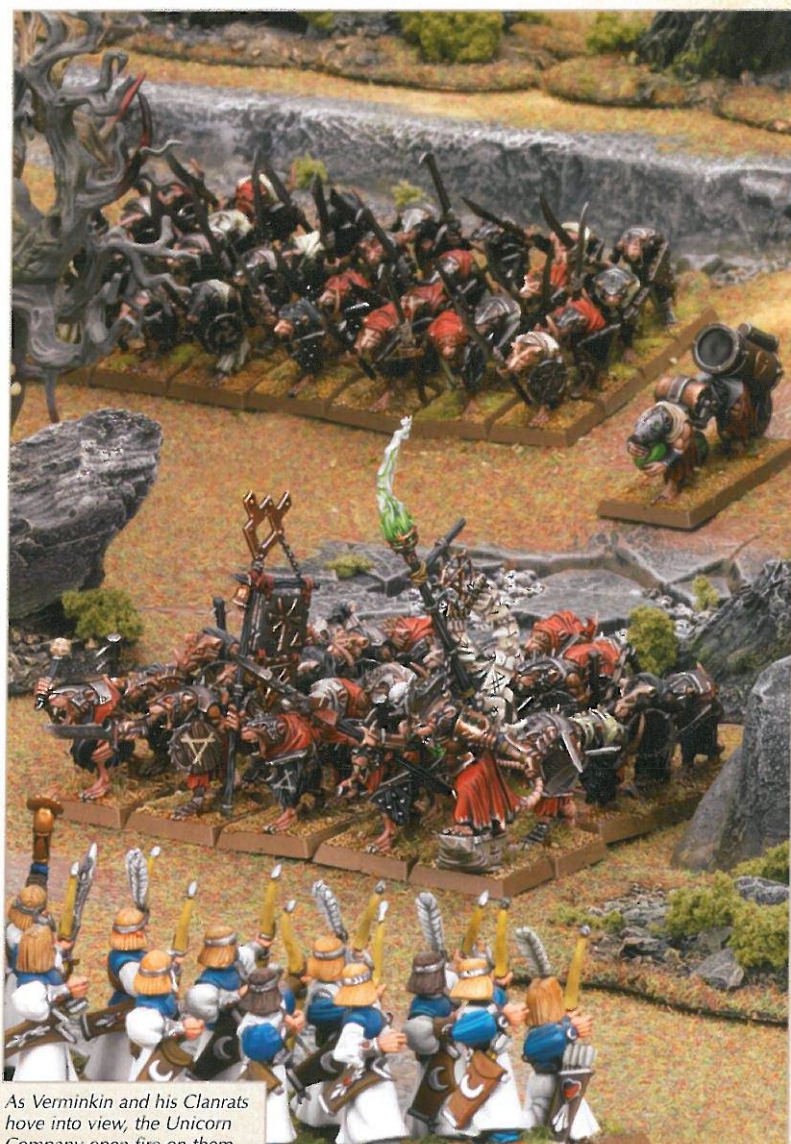


- (A) Toothsnapper's Clawpack fail, once again, to charge the Ellyrian Reavers, this time rolling a double-1.
- (B) With the Plague Monks severely depleted (and only their champion remaining) the advance of the Plague Furnace is halted and Verminkin and his unit must find another way around. What results is a big, Skaven traffic jam.
- (C) Wary of being counter-charged Jervis arranges his regiments around the Temple of Skulls, trusting that his nervous ratmen will be safely outside of the High Elves' charge range.

teeth in frustration) and even inflicting a wound on Sharpclaw as Ratchitt, perched atop the Temple of Skulls gathered the raging Winds of Magic to unleash a concentrated blast of *Warp Lightning*.

In the Shooting phase, with both of his Warfire Throwers having moved this turn, Jervis only had his Posioned Wind Mortars to shoot. The first missed its target, the poison-filled globe shattering on the ground and dissipating the deadly gases harmlessly a little way from the Sea Guard (except for the grass, which withered and died). His second shot, this time directed at the Sword Masters, was far more accurate. The glowing green orb struck Bladelord Kalaer in the head and killed him outright, despite the shimmering protection of the *Shield of Saphery* around him. Fortunately for the rest of the Blades of Hoeth, however, it must have failed to shatter because the other members of the regiment were completely unaffected.

With no close combats to fight this turn, it was time for Adam's third turn. Despite reeling from his losses, Adam reckoned that the time for the counter-attack had come, and so Adam declared a trio of charges. First, the *Glory of Ulthuan* raced towards the Warfire Thrower team near the Plague Furnace, who with quivering fingers managed to turn their gun to fire at it. The burning fluid seared the Elven steeds and crew alike, inflicting three wounds before the chariot slammed into them. The Sword Masters, enraged by the death of their champion, hurled themselves at Ratchitt's Clanrats, charging up the rocky slopes of the Temple of Skulls with an agility that even the nimble Skaven were forced to envy. Finally, Althran and Sharpclaw attempted to charge Verminkin and his vast regiment of Clanrats, but failed

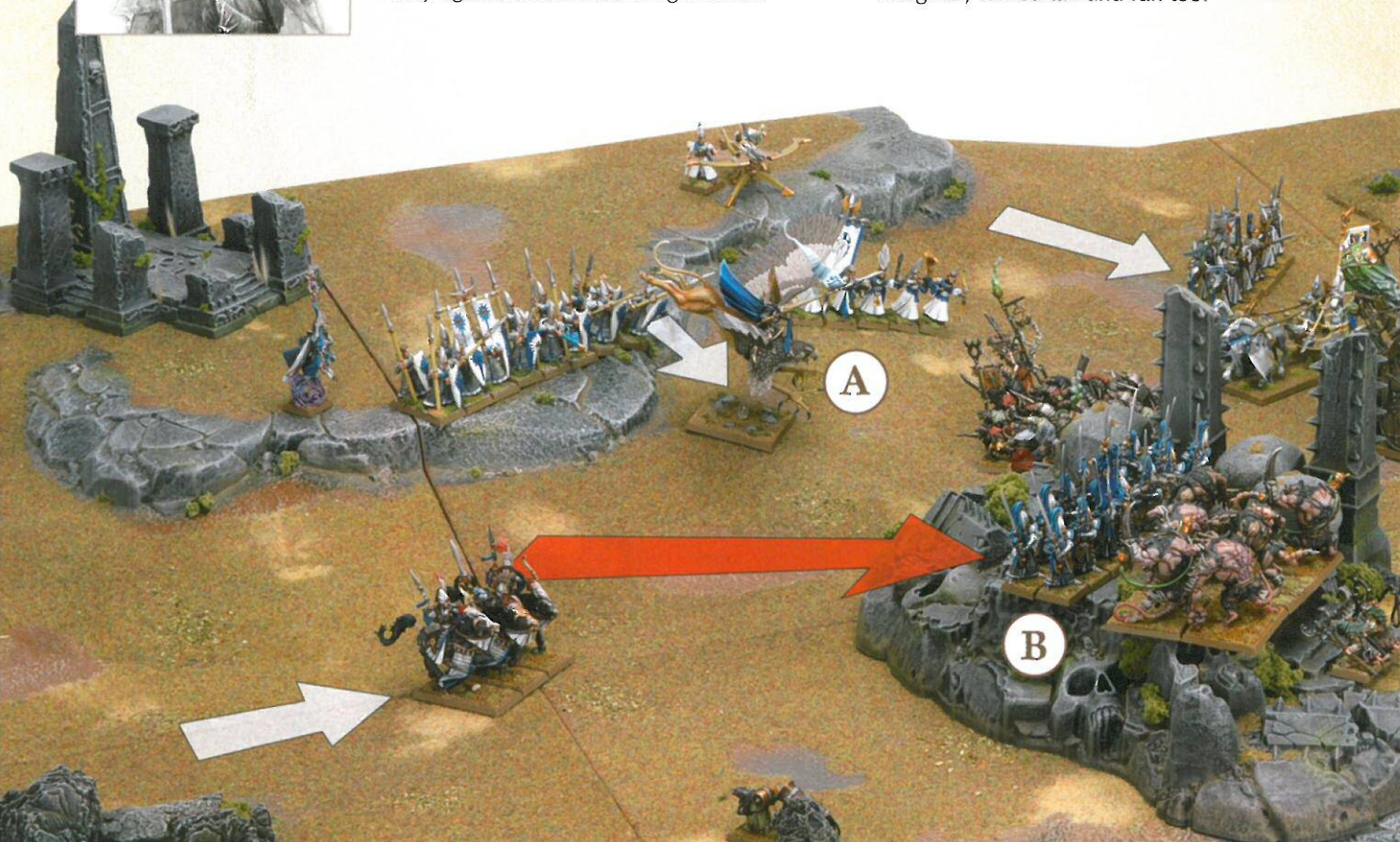


As Verminkin and his Clanrats hove into view, the Unicorn Company open fire on them.

High Magic

In the Shooting phase, the Unicorn Company and *Death Talon* unleashed their fury against the smouldering Clanrats

Unsurprisingly the ratmen fled, only to be caught and run down, the jubilant Blades of Hoeth crashing headlong into the Rat Ogres as they pursued. Finally, Sawtail's Spear Rats, panicked by the slaughter, turned tail and ran too.





The Blades of Hoeth launch a devastating charge against Ratchitt and his Clanrats.

End of High Elf Turn 3



C



Move



Charge



Flee

CURRENT FORTITUDE END OF TURN 3



BATTLE REPORT

(A) Althran and Sharpclaw attempt to charge at Verminkin and his regiment, but the *Howling Warpgale* slows the mighty Griffon down too much.

(B) The Sword Masters storm into Ratchitt and butcher his regiment with ease. Bouyed up by this victory they pursue onwards into the waiting Rat Ogres.

(C) The Tiranoc Chariot, *Glory of Ulthuan*, kills the Warpfire Thrower and uses the free combat reform to turn and face the flanks of Verminkin's Skaven.



THE FIELD OF BLOOD

TURN 4



Atop the Temple of Skulls the Sword Masters of Hoeth clash with the twisted Rat Ogres.

Reaver Knights

Throughout this battle the Ellyrian Reavers had proven their worth at running interference along the flanks – two small, 112-point, units of Ellyrian Reavers had tied up a 220-point Skaven horde, killed a pack of Giant Rats and both lived to tell the tale – not bad for the ‘expendable’ element of his force.



Jervis began the fourth turn determined to make a strong counter-attack. Toothsnapper once again tried to lead his Clawpack in a charge through the woods, this time against the Lothorn Sea Guard – but once again the dice cheated Jervis as the Skaven stumbled and fidgeted forwards all too slowly, suffering a casualty from the War Drakes’ stand and shoot reaction. Warlord Verminkin had more luck as he led Verminkin’s Horde into action against Althran and Sharpclaw, who held their position in anticipation of finally getting to grips with the Skaven.

Sawtail’s Spear Rats, managed to find the courage to rally, turning around to face the foe once again.

As the Winds of Magic roared through the valley, Festerlung cast *Plague* once again. With the Sword Masters about to fight the Rat Ogres, Jervis chose them as the target of the power and was rewarded with a dazzling score of 22 on his casting attempt. Once again Adam failed to dispel the power by a margin of one, and had to watch on as five Sword Masters succumbed to the pestilence that ravaged them. Jervis then used the rest of his power dice to dispel *Flames of the Phoenix* that was still burning Verminkin’s formation.

In the Shooting phase the Plague Furnace’s Fuming Death attack slew two of the War Drakes. The Poisoned Wind

Mortar on the eastern flank then misfired dramatically and ended up hitting Toothsnapper’s Clawpack – luckily for Jervis it only killed a single Skaven, despite hitting 12!

In the combat between the Sword Masters and the Rat Ogres, the greatest warriors of Ulthuan clove into the giant, mutated rats with venom. In all they inflicted 10 wounds on the Rat Ogres and a single wound on Greel, the Master Moulder leading them. In return Greel and his surviving Ratbeasts smashed and mauled at the Sword Masters, but such was their skill (and Adam’s jammy rolling for the *Shield of Saphery*) that only two fell in return. Beaten, the Rat Ogres broke and fled with the Sword Masters in hot pursuit.

As Verminkin led his Clanrats against Althran and Sharpclaw he blanched in fear as the High Elf Prince cried out a challenge against him. Even as he cravenly slunk away to the rear ranks of the regiment, Althran and his mighty Griffon tore into the regiment. Between them they slew four Clanrats (and would have managed another pair, were it not for a couple of parry saves). The Skaven attacked back with ferocity, slaying Sharpclaw. Even as he tumbled from the saddle, however, Althran passed his Break test and held his ground.

With Prince Althran embattled against

Verminkin and his remaining Clanrats, Adam sent in some reinforcements. The *Glory of Ulthuan* charged into the flank of the Skaven, exactly as Adam had planned to do last turn, and the remainder of the Silver Spears lowered their weapons and rushed to support their leader.

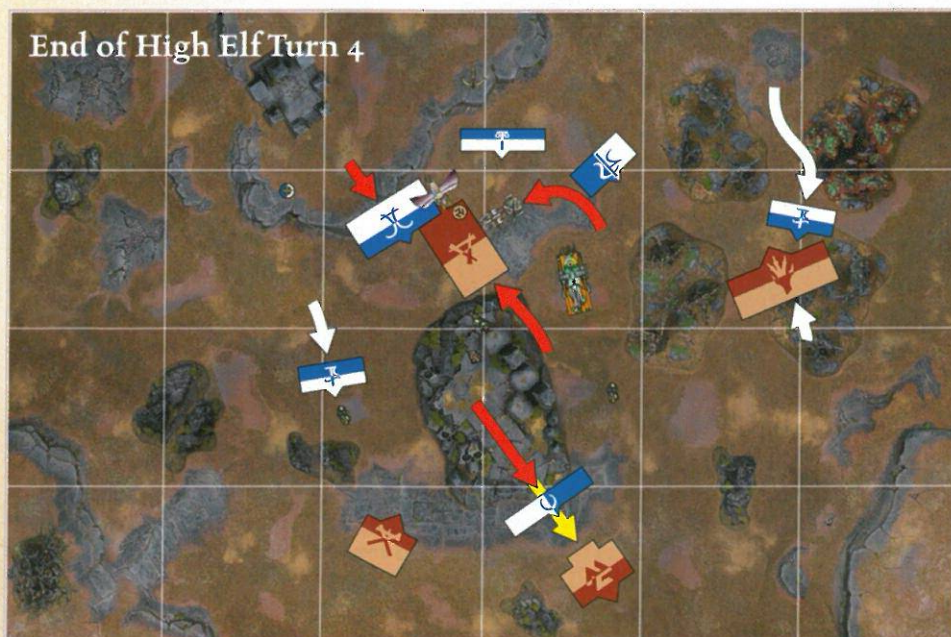
Elsewhere the Sword Masters chased after the Rat Ogres to finish them off, but couldn't quite catch them, and the Coast Patrol advanced right into the face of Toothsnapper's Clawpack, ensuring that they would not be able to threaten any of Adam's banners next turn.

In the Magic phase Jervis managed to successfully dispel *Flames of the Phoenix* and *Shield of Saphery*, only letting *Drain Magic* through his net. The Shooting phase, hampered as it was by the *Howling Warpgale*, saw a couple of Clanrats slain, and a spectacularly exciting shot as *Death Talon* fired a single bolt that struck Festerlung. Despite whoops of glee from Adam, however, the spear-sized bolt failed to cause any injury.

The only combat of the turn saw Verminkin and his comrades embattled from both the front and flank as the Tiranoc Chariot ploughed into their ranks, scything down five Clanrats. Althran and Verminkin at last fought their duel. Verminkin could not evade Althran, who plunged his blade deep into the Skaven's heart to slay him. With the death of their leader, the Clanrats' nerve broke and they fled even as the Tiranoc Chariot and Spearmen pressed forwards. The result was slaughter as the panicking Skaven were cut down and butchered as they ran. The loss of his General and another standard reduced the Skaven army's fortitude to two, which meant that his army was broken. The High Elves had won a crushing victory!



Verminkin and his Clanrats charge into Prince Althran – who duly issues a challenge!



CURRENT FORTITUDE END OF TURN 4



WHAT HAPPENED TO MY VICTORY?

Rat of the Match: Plague Priest

Festerlung has to claim the award for the Skaven of the match, not least because he was the only Skaven character to survive the game intact. By persistently casting *Plague* on the High Elves he wrought serious casualties, while the presence of the Plague Furnace dominated Adam's attention. Next time he simply needs more Plague Monks to push his platform!



Well, although the final tally looks rather one-sided, things weren't quite as bad for me as the score suggests. In fact, for the first two or three turns, it felt like I had things in the bag. My magic was devastating, and Adam had left the forest wide open for my sweeping advance along his flank. My plan to swing through it and roll his line up looked like it had a good chance of success.

Unfortunately, my advance on the left flank quickly devolved into a snarled up traffic jam of units, stuck one behind the other. My biggest mistake without doubt was not advancing my main unit of Skaven, led by Verminkin straight through the Venom Thicket – I'd have only lost a few models, and it would have meant that my big block of Clanrats could have got into the fight much more quickly.

As it was I dithered about and ended up losing more models to High Elf magic than I would have to the Venom Thicket if I'd just crashed through the forest. Changing my mind and deciding to redeploy my Rat Ogres to the Temple of Skulls was similarly badly handled. I had a change of heart, and it didn't really pay off at all in the end. You really would think that after all of these years of playing in battle reports that I'd learn to stick to my plan, come what may!

This aside, my other big mistake was ignoring Adam's Sword Masters. These sublimely skilled warriors are almost unstoppable if you allow them to get into combat in any strength, and my top priority should have been to use my missile fire and magic to whittle them down before they could do so.

Foolishly I got fixated on weakening the units in the centre of the High Elf army. This looked very impressive, as I killed 16 Spearmen with a single spell and tore big holes in his line, but the end result was that the Sword Masters were almost at full strength when they got into combat – and you've seen what effect that had on my army! This was foolish of me, as I had the tools to take the Sword Masters out of the game, and simply failed to use them. At least I'll know better next time!

All this said, I'm still pleased with my plan, if not its execution. With just a little bit more luck my right hook could have smashed into the flank of the High Elf army, and rolled them up as I had planned.

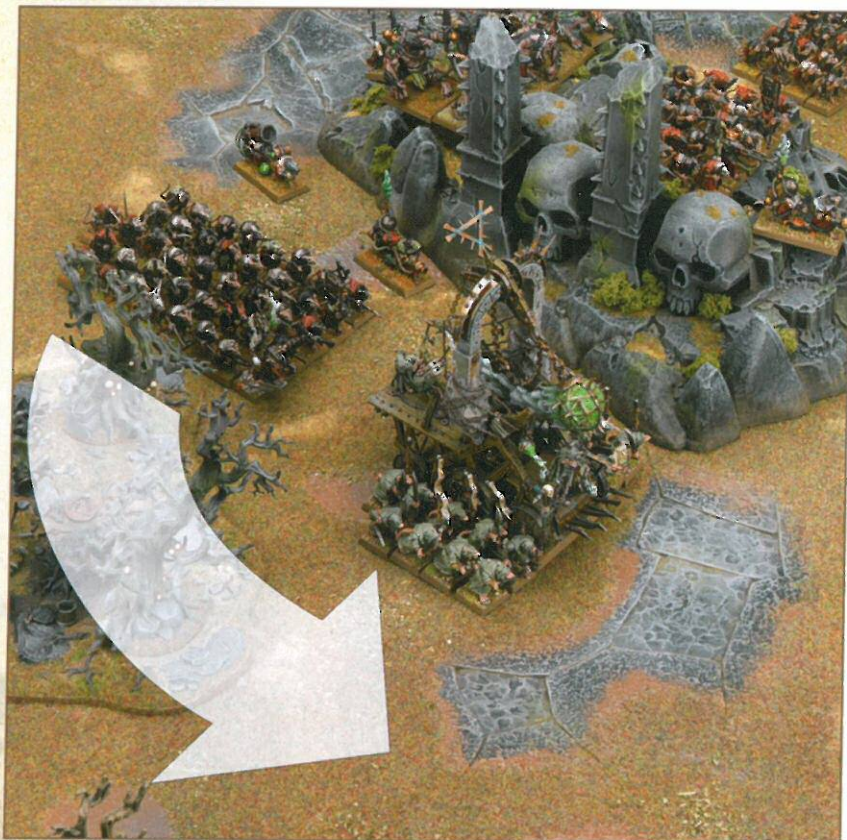
I'd certainly relish a return match against Adam and his blasted High Elves, as I know I could do *much* better with the Skaven army the third time round. For now I'll have to be content with the knowledge that next month the Skaven will be back to fight again, with a *lot* of reinforcements.

WHERE IT WENT WRONG!

Adam: Although these things are always the subjects of debate (and ifs and buts too, for that matter), Jervis and I both agreed that the Skaven defeat could be blamed upon the Great Rat Log Jam.

The woods, which normally aren't a hindrance to movement in Warhammer, gave Jervis a real fright when it turned out one of them was a Venom Thicket – Mr Johnson had a sudden bout of pity on his Skaven minions and refused to traipse through and risk all those casualties.

So, when my archery (and then the rebounding *Plague* spell) left the Plague Furnace immobile Jervis found that he had a full-scale log jam preventing him from advancing. Too many rats in too small a space, and the need to keep 1" between his units, made for some serious problems as he advanced, and frankly let me win the game. Retrospectively, Jervis probably should have been a little more callous and thrown those Clanrats through the Venom Thicket!



BACK TO THE SEA, YOU RATS!

Victory is mine. The High Elves have turfed the Skaven menace off of the island (or at least this particular battlefield) and conceded not a single victory point into the bargain.

Of course it's never quite that simple, is it? Jervis, by the game's end, had actually killed more than half of the models in my army, including the poor feathery form of Sharpclaw. I'd also had the advantage of playing through the practice game, which really helped me hone the weaknesses in my strategy the first time around (see the box below for more on that).

So, what went right then? Well, obviously quite a lot did. My plan of holding my ground and launching a ferocious counter-attack certainly paid off, but I nearly ran out of warriors as the effects of Jervis' spells and shooting attacks took their toll. Skaven have some of the most ferocious ranged weapons in the game and, to my mind at least, some of the best magic too. While High Elf infantry is in many ways anathema to horde regiments such as Skaven, Goblins and so on, they can only carry the day if there's enough left to do so and the barrages of Poisoned Wind Mortars, *Plague* spells and *Warp Lightning* that flew my way nearly put paid to that. Retrospectively I should never have placed all that trust in a mere

Level 1 Wizard. Don't get me wrong, Caladris did a sterling job all things considered, but I definitely should have upgraded him to Level 2 (and possibly bought a Dispel Scroll). Several times one extra pip on my dispel attempts would have saved me some serious losses.

What occurred was a nail-biting few turns as Jervis angled his army to his best advantage and I prepared to spring my devastating counter-attack. When it came it was every bit as good as I could have hoped – the Sword Masters hewed a hole through Jervis's army, dealing with Ratchitt and the Clanrats he was accompanying and then the Rat Ogres to boot (and panicking the second unit of Clanrats certainly helped matters too). Meanwhile Althran and Sharpclaw managed to slow down Verminkin and the remnants of his horde (that would have been far worse if *Flames of the Phoenix* hadn't whittled them down), until my Tiranoc Chariot and Spearmen could wade in to even things up.

A special mention should also go to the two units of Ellyrian Reavers – who managed to deal with their respective challenges admirably.

A final mention must, however, go to Jervis, who played with style and chivalry to the very end – despite that fact that the dice really betrayed him at times.

Elf of the Match: Sword Masters

One unit really stands out as the finest fighters in the game – the Sword Masters. The reason is clear: with nine models wide and two deep they are capable of unleashing 28 Strength 5 attacks that re-roll missed hits and go first! There's a lot of dead Clanrats and Rat Ogres that testify to their skill!



ALTERNATIVE HISTORY

Adam: Jervis and I played a practice game before the pressure of the battle report was brought to bear on the proceedings. During that game Jervis had all but wiped out the Sword Masters of Hoeth in the Shooting phase so it fell to the massed ranks of the Silver Spears and the skill of Prince Althran (upon faithful Sharpclaw) to turn the tide. They duly did so, smashing through Verminkin and one of his hordes in combat, but not without dramatic losses.

I was helped in that game by the fact that Jervis didn't have *Howling Warpgale*, so my shooting was more effective and Sharpclaw's movement was unimpeded.

Another thing worth noting from that practice game was a little piece of advice that Jervis offered to me: he pointed out that I shouldn't bother chasing after units that didn't have standards – advice that I took to heart in the 'official' match, focusing all my efforts onto the units that would reduce the Skaven's fortitude.



BATTLE FOR THE ISLAND OF BLOOD™



The Island of Blood is a mysterious place, its shores cloaked in red mist and its interior protected by powerful magic. It is also the site of a mighty clash between the forces of the Skaven and the High Elves. Jervis Johnson takes up the story.

The Island of Blood boxed game sets up the brutal story of this troubled isle, including miniatures for some of the participants. This article describes in detail the background of what happened when the Skaven invaded the Island of Blood in order to steal the Phoenix Stone. We hope it will provide you with inspiration for games and scenarios based on the events that took place during the campaign, as well as offering an insight into just one of the bloody chapters in the history of the Warhammer world. Next month we are refighting the final battle.

The Island of Blood is a cursed place that lies off the southern coast of the Old World. When the High Elves fought their first great war against the forces of Chaos many millennia ago, a powerful magical artefact was hidden on the island. The High Elves have carefully guarded the artefact ever since, and for thousands of years it has remained untouched and almost forgotten.

And so things would have carried on, had not a half-crazed Skaven Warlock Engineer named Ratchitt not tricked a pair of feuding Warlords into invading the island with a huge chattering army. In doing so he started a chain of events that almost destroyed the Warhammer world.

The Phoenix Stone

The roots of the Battle for the Island of Blood stretch back thousands of years to the time of Aenarion the Defender. Aenarion was the first of the great Phoenix Kings, and it was he that led the fledgling High Elf race to arguably their greatest

victory, by defeating the first great invasion made by the Chaos Gods. The story of this first Great War against Chaos is described in detail elsewhere, so suffice to say that the High Elves were only victorious at the cost of Aenarion's own life and the near destruction of the High Elves' island Kingdom of Ulthuan. Furthermore, since then it is only the mystical lodestones that the High Elves erected during that war that have kept the forces of Chaos at bay. Should they ever fail, the Warhammer world would be swamped by a new and even more terrible invasion.

However, while these are the most famous tales of those ancient times, they do not tell the whole story. When Aenarion first came to power he personally trained an elite body of knights. These mighty warriors were amongst his most trusted and able followers, and were both capable warriors and powerful mages. It is likely that they were Aenarion's bodyguard, and that they fought at his side in his early battles against the forces of Chaos.

At some point, however, they were entrusted with a special mission. While the bulk of the High Elf army fought against the Chaos invaders on Ulthuan, Aenarion's bodyguard were sent far away, to the island that is now known as the Island of Blood. That such powerful warriors were despatched to this far-off place could only mean that something of vital importance needed to be achieved there. Although there are no written records of what exactly transpired, the scant evidence available allows only one possible conclusion to be drawn. Caledor, most ancient and wise of the High Elf Mages of old, realised that there was a fatal flaw in the great spell he planned to cast that would drive back the Chaos hordes. This flaw was focused on the mysterious Island of Blood far to the south and east across the ocean. The knights were despatched to investigate further.

When the knights reached the Island they found that it was the location of an incredibly ancient temple, predating even the legendary Old Ones, at the heart of which was a rent in the very fabric of space and time itself. Through this rift the stuff of Chaos was leaking into the Warhammer world. Unless sealed it would eventually flood the Warhammer world with raw Chaos energy, and all of Caledor's plans would be for naught. According to the ancient legends, the brotherhood of knights were able to close the portal, but only by pouring their own life forces into a powerful magical talisman, the Phoenix Stone. As they used the talisman to close the rift, the knights swore to protect it for all eternity. This noble sacrifice proved to be just enough, and the rift was closed.

Following the final defeat of the forces of Chaos at Ulthuan, the High Elves returned to the Island of Blood. They erected twelve great statues around the Island of Blood, one for each of the brotherhood of knights that had so selflessly sacrificed themselves, and left a small force to garrison the ancient temple and protect the Phoenix Stone from anyone that might try and take it. It is said that the statues glow with an unearthly light and emit a blood-red mist from where the island takes its name. It is also said that at times of crisis they awake to protect the island from any attacker. Whatever the truth of this, the Phoenix Stone remained undisturbed and all but forgotten, until...

The Coming of the Skaven

Hundreds of years after the first great incursion of Chaos, the Skaven emerged from the warpstone-blighted ruins of Skavenblight. In the millennia since they have carved out a vast Under-Empire that stretches all across the Warhammer world, from Estalia to Cathay, and from the

Northern Wastes to the Southlands. Skaven society is controlled by a structure of clans, each of which is dominated by powerful rulers that have risen to the top through a combination of cunning, brute strength and guile. Clan Skryre is amongst the most powerful of all of these clans. The Warlock Engineers that rule the Great Clan are masters of an insane blend of magic and science that has produced, amongst other things, the dreaded Warpfire Throwers and warpstone-powered Doomwheel. These devices are much sought after by the Warlords of the clans, and have served to make Clan Skryre both rich and influential.

One of the rising stars of Clan Skryre is a Warlock Engineer known as Ratchitt, a crazed genius whose reputation for inventing new and powerful artefacts is just beginning to spread through the Under-Empire. Unfortunately for the young Warlock Engineer, Skaven society is riven by discord and feuds, and a new talent can often be seen as a potential threat or rival, rather than an asset. Petty jealousy of this kind forced Ratchitt into hiding, and he sought aid from outside his own clan in his bid to seize power.

The High Elves

The High Elves are an ancient and proud race from the island of Ulthuan. Many thousands of years ago they almost single-handedly stopped the first great incursion of Chaos. Since then their fleets have travelled to every corner of the world, imposing their will upon the younger races. All High Elves are expert warriors, making up for their lack of numbers by their sheer skill and martial prowess, natural speed and superbly crafted weapons and armour. Even after all these millennia, they remain one of the most powerful of all the races in the Warhammer world, noble servants of the Forces of Order.



The Skaven

The Skaven are a verminous horde of evil rat-men, who inhabit the underground of the Warhammer world. They gnaw at the roots of civilisation, eternally scheming and preparing for the day when their uncountable hordes will overrun the surface world. Although individually Skaven are cowardly creatures, when they gather en masse they draw courage from their fellows, and are transformed into a deadly seething mass of almost unstoppable destruction. The only thing that keeps them in check is the constant internal strife between the clans that make up their society. Should their rulers ever be able to unit the disparate factions of the Skaven Under-Empire, then it is unlikely that anybody, not even the mighty High Elves, would be able to stand in their way.

While still in self-imposed exile, Ratchitt came across information about the Island of Blood, and the fabled magical artefact known as the Phoenix Stone that was hidden there. He knew little about the Phoenix Stone other than its name, but became obsessed with the idea that it would give him the power he needed to rise to prominence in his clan. Once the idea took hold he pursued it with a maniacal cunning, first finding his way to the Island of Blood, and then conceiving an invention of rare genius that would disperse the island's magic defences and allow him access to the temple that held the Phoenix Stone. All he needed to fulfil his plan was an army that could destroy the High Elf garrison and leave him free to seize the Phoenix Stone for himself.

Fortunately for Ratchitt, Clan Klaw – a large and powerful Warlord clan in the Under-Empire – was in the throes of a vicious civil war. The conflict between Verminkin and Spinetail, the Warlord and Chieftain respectively, had been brought about by an intense rivalry common to the treacherous politics of the Skaven.

Verminkin had been the ruler of Clan Klaw for some time, until he found his position undermined by the machinations of his arch-rival Spinetail. The two powerful Warlords hated each other with an all-consuming passion, and soon their animosity broke into open warfare. The

streets of Skavenblight ran red with the spilt blood of Clanrats from the rival factions, in a conflict that was vicious even by the standards of that misbegotten realm. However, neither chieftain was able to gain an overwhelming advantage over the other.

As the conflict dragged on with no end in sight, Ratchitt saw his chance. He approached both Warlords in turn, promising Verminkin the chance to gain an artefact that would defeat his hated rival, while promising Spinetail the chance to ambush and kill Verminkin while he was fighting the High Elves on the Island of Blood. Both Warlords, their natural cunning clouded by the hatred they felt for each other, fell into Ratchitt's trap, and agreed to help him with his plans. Even the sinister Grey Seers were lulled into a false sense of security by Ratchitt's promises that his plan would result in the overly powerful Clan Klaw being all but destroyed in the coming conflict. None suspected that Ratchitt's real goal was to gain the Phoenix Stone and seize power for himself.

The Invasion

Initially Ratchitt's plan went like clockwork. The arcane device he had built to drain the magic energy from the strange statues that protected the Island of Blood functioned perfectly. For the first time in thousands of years the strange red glow that the statues emanated disappeared, and with it the magical wards that had stopped the Skaven from using their tunnels to reach the Island of Blood.

Ratchitt led Warlord Verminkin through the tunnels to the island, their advance being closely shadowed by Warlord Spinetail's Gutter Runners. It was at this point that an incident occurred that was to have a major impact on the campaign. As the Skaven emerged blinking into the sunlight, they encountered Kortharion, a High Elf Mage, and Kalaer, a Bladelord of the Sword Masters of Hoeth, who had ridden to investigate the disturbance caused by Ratchitt's device. Although terribly outnumbered, these two mighty heroes cut a bloody swathe through the Skaven ranks, and for a moment it seemed like the invasion would be stopped before it had begun. It was only when Ratchitt's warlock pistol cut Kortharion down that the tables turned. Unable to stop the Skaven on his own Kaelor fled.

However, as Kortharion lay mortally wounded, he unleashed a magical cry for help. The desperate plea was heard in far-off Ulthuan and, much closer to hand, by a young Mage named Caladris on board the High Elf warship *Flame of Asuryan*. In both cases the cry was heeded, and much needed reinforcements started to make their way towards the beleaguered island.

Ratchitt, Verminkin and Spinetail knew none of this, of course. The tunnels they





had used to get to the Island of Blood emerged on the northern side of the island, while their goal lay on the southern coast. Even under normal circumstances the march would have been treacherous and time-consuming. However, not even the Phoenix Stone could contain entirely the corruption caused by the rent in the fabric of reality, and over the millennia the Island of Blood had been warped and changed. The flora and fauna of the island, even the rocks themselves had mutated, creating a nightmare landscape that was both hideous and deadly. At every turn the Skaven were beset by new horrors and grave dangers, forcing the ratmen to pay a bloody toll in dead and wounded for each yard that they advanced towards their goal.

The Arrival of Althran Stormrider

As the Skaven marched slowly across the island, they would have been horrified to discover that the High Elves were aware of their attack, and that help had already arrived. The *Flame of Asuryan* had been within a few hours sail of the island, and upon hearing Kortharion's warning its crew wasted no time in rushing to the aid of the island's garrison. While Caladris hastened to join the main garrison, Prince Althran Stormrider, captain of the *Flame of Asuryan*, led a small force to intercept the invading forces of the Skaven.

Meanwhile, Verminkin pressed on. As he did so, he was unaware that he was being closely followed by troops loyal to Spinetail. Soon the two armies were all but intermingled. Verminkin, at the head of the column, had no idea that his most hated rival was just behind him, waiting for the most opportune moment to attack.

Althran intercepted the Skaven just as they came into sight of the ancient temple that housed the Phoenix Stone and was the High Elf stronghold. Althran led the attack himself, swooping from the skies atop the back of his Griffon to attack Verminkin, while the rest of his force attacked Verminkin's army. Althran very nearly killed the Skaven Warlord at the first strike, but Verminkin had not ruled his clan for so long without becoming a mighty warrior in his own right, and he quickly turned the tables on the High Elf noble. Meanwhile the inventions and devices that Ratchitt had brought with him drove back the rest of the High Elf relief force, and Prince Althran was forced to retreat. Realising that he lacked the strength to stop the Skaven on his own, Althran ordered his surviving troops to join the garrison, while he harried the Skaven column from the air on the back of his Griffon.

The Skaven Assault Begins

The Skaven were now within sight of their goal. The temple that held the Phoenix

Stone was cut off from the mainland by a stone bridge, that was in turn protected by a curtain wall studded with fang-lined turrets. As the huge Skaven army descended on the plains around the temple, the High Elf garrison rushed to man this outer defence, unleashing a deadly barrage on the Skaven from the batteries of Repeater Bolt Throwers that were hidden in the turrets.

As the Skaven continued their advance, the fire from the Bolt Throwers was joined by flights of arrows unleashed by the archers that manned the serpentine walls between the towers. The ground over which the Skaven were forced to make their attack was barren and devoid of cover, and the High Elf missile fire quickly started to exact a bloody toll on the poorly armoured Clanrats.

However, as the Skaven warriors struggled to weather this storm of fire, Ratchitt's evil genius was once again to make a difference. Aware of the fortress walls that protected the temple, Ratchitt had built a pair of Warp Lightning Cannons of prodigious power – by far the most potent of such devices ever built. As the Skaven army sold their lives in an effort to distract the defenders on the fortress wall, Ratchitt supervised his Skavenslaves as they prepared to fire the weapons. The cannons started to shake and vibrate as barely contained energy built up in the weapons' huge condenser coils, until with a thunderous explosion they unleashed a massive warp lightning bolt at the wall. For seconds nothing happened, and then with a terrible heaving groan the ancient wall collapsed, hurling most of the High Elf defenders to their deaths, and leaving the way to the temple open.

The few dazed survivors fell back to the narrow bridge the separated the temple from the mainland, the victorious Skaven chasing hard at their heels. Wheeling down from the sky Prince Althran joined Kalaer and a thin line of Sword Masters as they prepared to defend the bridge against the Skaven horde. Outnumbered by hundreds to one, there seemed little chance that the High Elves would be able to stem the Skaven assault.

Fortunately for the High Elves – and indeed all of the inhabitants of the Warhammer world – help was just at hand. To the west the billowing sails of an entire High Elf fleet topped the horizon, and soon regiments of High Elf warriors were disembarking on the shore not far from the temple. However, between them and the outnumbered defenders on the bridge lay a vast Skaven army, made up now of almost the entirety of Clan Klaw. Huge regiments of Clanrats and Skavenslaves lay in the path of the High Elf reinforcements, their ranks bolstered by a Screaming Bell and a Plague Furnace, while everywhere units of

Clan Skryre

Clan Skryre specialises in the blending of warp magic and arcane Skaven technology. Its members, better known as Warlock Engineers, constantly experiment to create new and more powerful weapons of mass destruction. This almost always requires the inclusion of warpstone-based mechanisms that increase the weapons potential for destruction, but also tend to make them more unstable. Some races might consider such weapons far too dangerous for large-scale use, but the Skaven have a different attitude, accepting a few losses from their own weapons as acceptable collateral damage. After all, that's what slaves are for! Clan Skryre are no less susceptible to the internecine warfare and squabbling that plagues every Skaven clan, the Warlock Engineers constantly trying to outdo each other and steal their inventions to pass off as their own.

Spinetail

Spinetail is Skreet Verminkin's rival for leadership of Clan Klaw. He is huge and obese, and is infested with a score of vile diseases, any one of which would kill a creature other than a verminous Skaven. Nonetheless he is a deadly and shrewd foe, who relies on Machiavellian plots to defeat his opponents rather than direct confrontation.

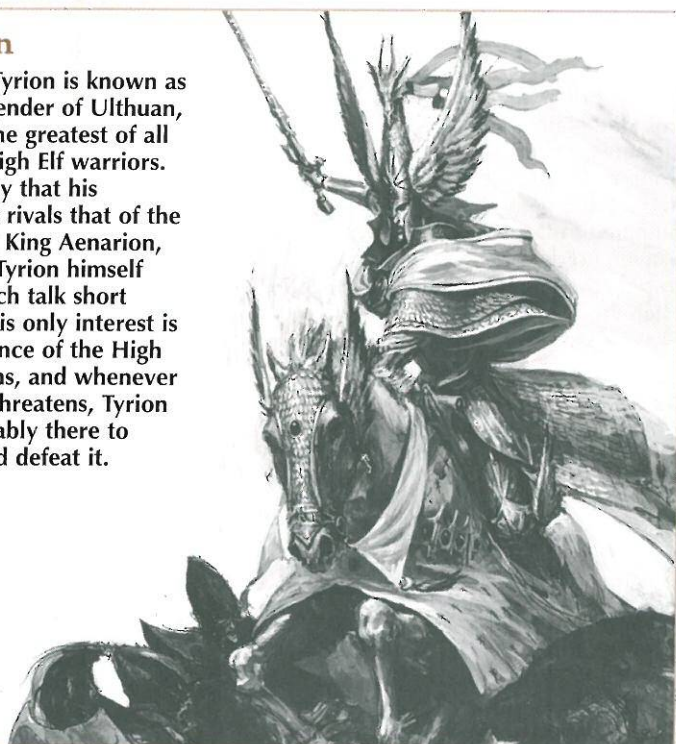


The High Elf Navy

The High Elves are a seafaring race, and their navy is the most powerful in the world. Even the Dark Elves are unable to match the expertise of the High Elf fleets. The individual ships that make up the fleets are superb examples of Elven craftsmanship. Each ship is made by artisan shipwrights that have studied their art not for decades, but for centuries. The resulting vessels are sleek, agile and fast, yet incredibly durable and strong, able to withstand the most terrible of storms and hideous amounts of battle damage. They are crewed by sailors who are no less skilled or dedicated than the craftsmen that built them and protected by contingents of Lothorn Sea Guard, as adept at fighting at sea as they are on land. The ships are organised into fleets that range across the whole of the world, imposing the will of the Elves from the shores of Ulthuan to far-flung Cathay.

Tyrion

Prince Tyrion is known as the Defender of Ulthuan, and is the greatest of all living High Elf warriors. Some say that his prowess rivals that of the Phoenix King Aenarion, though Tyrion himself gives such talk short shrift. His only interest is the defence of the High Elf realms, and whenever danger threatens, Tyrion is invariably there to meet and defeat it.



Poisoned Wind Globadiers, Warfire Throwers and Skaven Jezzails emerged to unleash their deadly missiles upon the High Elves before scurrying back behind the regiments that shielded them. Undaunted, the High Elves continued to disembark with steely discipline, and then marched forward in serried ranks to engage the Skaven horde. Within moments a furious combat had erupted along the shoreline, as the High Elves struggled to reach the temple, and the Skaven fought savagely to stop them.

Meanwhile, on the bridge the sheer numbers of the Skaven were starting to tell. Kaeler finally fell, his body torn in half by the brute strength of a Skaven Rat Ogre, and it was only the timely intervention of Prince Althran and a contingent of troops from the *Flame of Asuryan* that stopped the Skaven from reaching the temple itself. It was by now clear to Caladris that there was little chance of the reinforcements breaking through the Skaven army before the vile ratmen reached the Phoenix Stone. Although it might cost him his life, the only chance of stopping the Skaven in time lay in harnessing the power of the Phoenix Stone, and using it to unleash a spell with enough potency to drive back the Skaven horde. Turning on his heel, he dashed back into the temple to find the Phoenix Stone and tap into its unearthly power.

The Final Battle

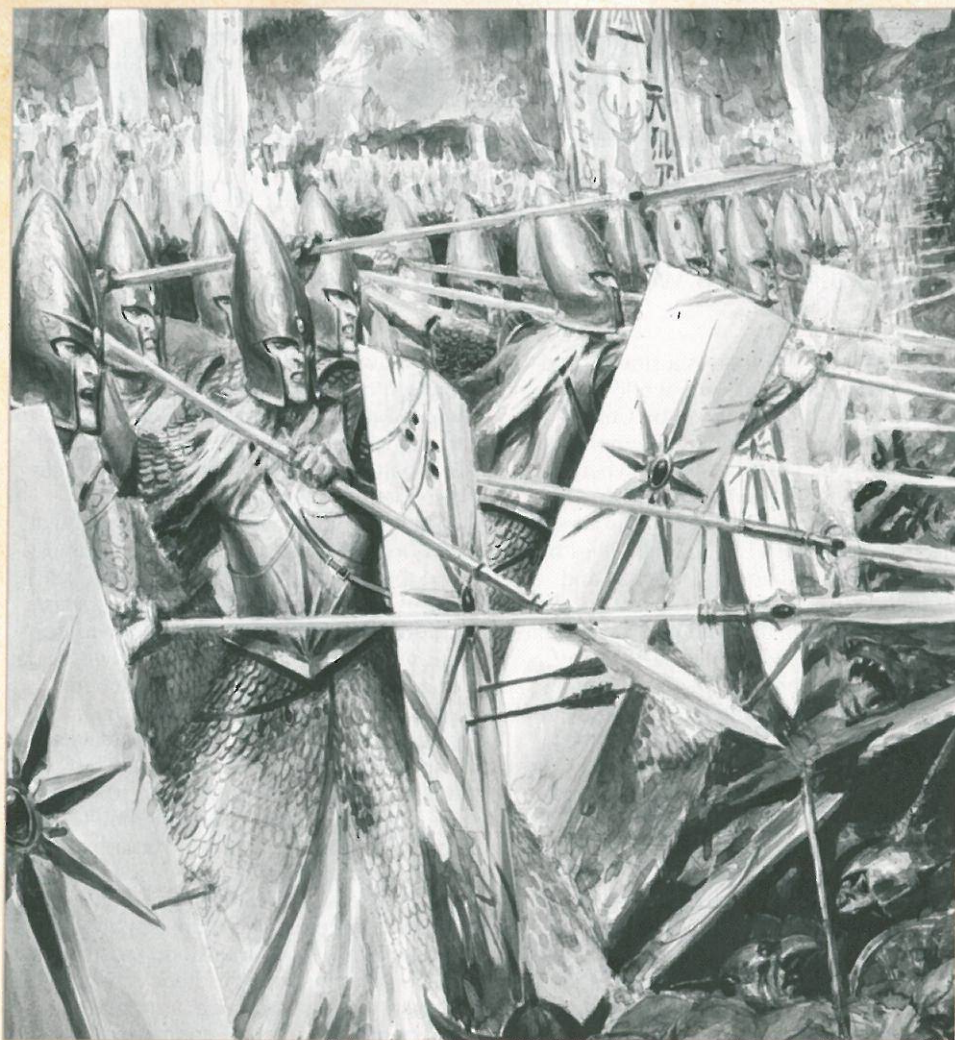
But, even as Caladris rushed to find the Phoenix Stone, the dreadful tolling of the Skaven Screaming Bell began to ring across the battlefield. As it built in intensity it

drove the Skaven into a frenzied rage. The High Elf reinforcements on the beach found themselves being driven back by the onslaught, while at the temple the Skaven surged across the bridge and almost reached the other side.

It was at this moment that two things occurred that tipped the balance of the battle. At the stone bridge Warlord Verminkin was finally confronted by his arch-rival Spinetail. Driven to berserk fury by the sight of his most hated enemy, he surged forward to attack him, only to be cut down by a shot from Ratchitt's warlock pistol. With a gurgling cry Verminkin fell from the bridge and into the sea below, leaving Spinetail in command of the entire Skaven army. Crucially, however, this fight between the rival leaders slowed the attack across the bridge, buying Caladris vital time to reach the Phoenix Stone.

As these events were unfolding, on the western shore another High Elf ship had arrived. It moved with supernatural swiftness, and was superbly constructed even for a High Elf ship. As it hove to the shore, a great cry went up from the High Elf army, for they recognised the craft as that belonging to Prince Tyrion. Just the sight of the craft caused the High Elves fighting on the beach to take heart and redouble their efforts. As they pushed the Skaven back, Tyrion burst from his flagship on the back of his steed Malhandir, galloping across the beach and plunging through the Skaven lines straight towards the Screaming Bell. Cutting down ratmen left and right, Tyrion reached the bell in an instant, and proceeded to hew it apart in a flurry of blows and magical attacks. With a last terrible clang the Screaming Bell fell to the ground, and then fell silent. The ensuing quiet was shattered by a mighty cheer, as the High Elves on the beach drove forward and started to cut their way through the stunned Skaven troops that opposed them on the battlefield.

However, although the bell had been destroyed, Prince Althran was now all that stood between Spinetail, Ratchitt and the temple that held the Phoenix Stone. They both knew that whoever reached the talisman first would be the victor, no matter what happened to the rest of the Skaven army. Spinetail urged Ratchitt to cut down the High Elf prince with his warlock pistol, but, overcome by greed, Ratchitt instead turned it upon the Skaven Warlord, determined to ensure that no-one else should get to the Phoenix Stone before he did. Unfortunately for the Warlock Engineer at this vital moment his pistol malfunctioned, exploding in his hand and leaving Spinetail unharmed. Ratchitt was forced to flee from the battlefield, hurling bitter curses at Spinetail and promises of vengeance at Prince Althran as he did so.



Ignoring the cowardly Warlock Engineer, Spinetail ordered his bodyguard of red-armoured Stormvermin to cut down Althran and clear the way to the temple. Prince Althran knew that not even Tyrion could reach him in time, and steeled himself to sell his life as dearly as possible. But then, miraculously, the Skaven stopped in their tracks. Behind Althran a group of unearthly figures had emerged from the gates of the temple. At their head was Caldris, his body suffused by magical energy, and beside him stood the spirits of the twelve knights, fulfilling their promise to protect the Phoenix Stone for all eternity. As Spinetail gawped, Caldris and the brotherhood of knights combined their powers to create a spell of unimaginable power. It poured forth from Caldris and into the the Skaven Warlord, and then surged on in a tide of cerulean fire to engulf the rest of the Skaven horde. Everything the magical fire touched was consumed, the few stunned survivors fleeing headlong from this terrifying display of magical might. In an instant the entire Skaven army had been destroyed, and the Phoenix Stone had been saved.

Aftermath

In the aftermath of the battle, the ethereal knights vanished once more, their spirits returning to the twelve statues that continued to stand guard over the Island of Blood. High Elf scouts later discovered the device Ratchitt had constructed to disable the Island's magical wards, but it had already been destroyed by an unknown hand. With its destruction the magical statues that protected the island began to function, and the Island of Blood was safe once more.

Warlord Verminkin somehow managed to survive both Ratchitt's attack and his fall from the bridge. He returned to Skavenblight, bitter but wiser, and now rules Clan Klaw once more. Not that there was much of the clan left to rule, of course, as most of it had been annihilated in the fighting on the Island of Blood. However, although it will take some years for Clan Klaw to rebuild its strength, Verminkin takes comfort in the fact that his greatest rival has been destroyed.

Only time will tell if Ratchitt survived, or whether he was the final victim of the Island of Blood...

Kaeler and the Sword Masters

The shrine containing the Phoenix Stone is guarded by a powerful Mage, Kortharion, whose constant spellcasting maintains the wards of protection over the isle. He is defended by a garrison of Sword Masters led by Kaeler, a Bladelord famed even amongst his own kind. Only such dedicated warrior-scholars could be entrusted with the defence of the Island of Blood, whose corrupting influence would have broken the spirit of any lesser men long ago.



The Temple

Located on the Island of Blood is an ancient temple so old that no one, not even the most ancient of the Slann Mage-Priests, know when or by whom it was built. The tower stands just off the coast of the island, connected to the mainland by a narrow stone bridge. Its outer walls are ebon black and encrusted with unsettling carvings, while the interior is filled with serpentine corridors, unnaturally shaped rooms, and intricate stone reliefs depicting the exploits of a long-dead but clearly once-powerful race. Even though the High Elves have occupied the Tower for many thousands of years, it remains an alien and unsettling place, that fills those that occupy it with a brooding dread that, one day, its original builders will return.



BATTLEFIELDS

Next month we're refighting the climactic final Battle for the Island of Blood. A big battle needs a big board, so we turned to Dave Andrews and his team of model makers to create a truly epic battlefield worthy of the war to come.

Battlefields Online

If you want to see more of Dave Andrews' awe-inspiring Warhammer battlefields, go to the Games Workshop website where our new Battlefields series will show them off.

The first in the series features the King of the Mountain battlefield, where the Dwarfs must defend their ancestral home from the ravages of a greenskin army. Go online to see more:

www.games-workshop.com

The Island of Blood is a strange and mysterious place in a world that has already been touched by Chaos. Upon the island is an ancient temple – predating even the Old Ones – where a rent in reality once existed through which Chaos poured across the island. In time this tear was sealed by the High Elves but not before raw Chaos had warped and twisted the island.

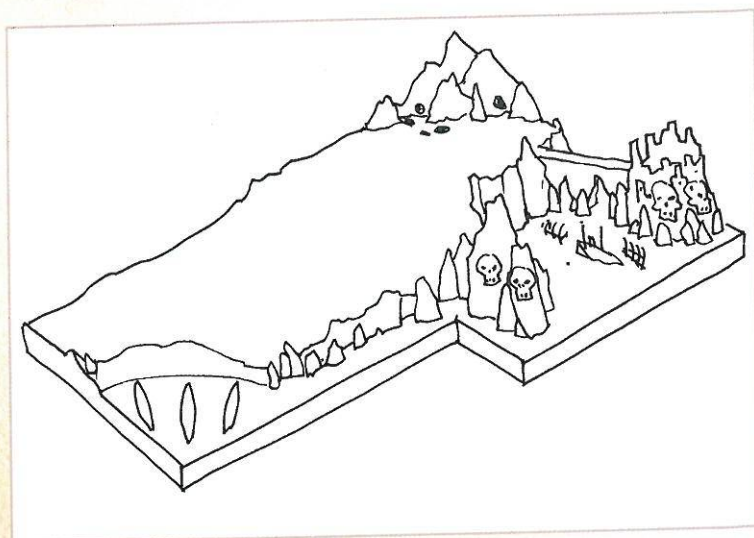
It is this place that will play host to the battle for the Island of Blood. As the Skaven scuttle through the sea-spanning tunnels and invade, the High Elves will be fighting many running battles with the malevolent ratmen. However, for the final climactic battle that will feature in next month's issue we decided that we needed something a bit special. Luckily, we have some of the world's best scenery and model makers that work but twenty feet away and so they were called in.

'A few months ago in issue 367 I talked about how a gaming table is more than just a vast expanse of green with a few trees and the odd hill,' says hobby sage Dave Andrews, 'but is in fact the stage in which you set your story of an unfolding battle.' The Island of Blood board is a fine example of this philosophy. Before the team of Dave, Chad Mierzwa and Duncan Rhodes rolled up their sleeves and brought out the power tools they read through the Island of Blood novella. This gave them an idea of where and how the climactic

conflict was set and allowed Dave to draw a rough concept sketch of the board. 'We wanted a strong coastal element to infer the action was taking place on an island. The battle, as described in the novel, was also clearly happening right near the coastline – you have the temple itself that can only be accessed by a rocky isthmus, and the arrival of Tyrion's fleet via a beach. For us building the board, the coast was a unique feature and an opportunity to flex our modelling skills. I built a shipwreck out of balsa wood to highlight the fact that approaching the island without circumnavigating the magical defences was impossible. I didn't want it to just look like a few stray planks of driftwood so I built the prow up in such a way so that it looked as though the ship had been smashed apart,' explains Dave.

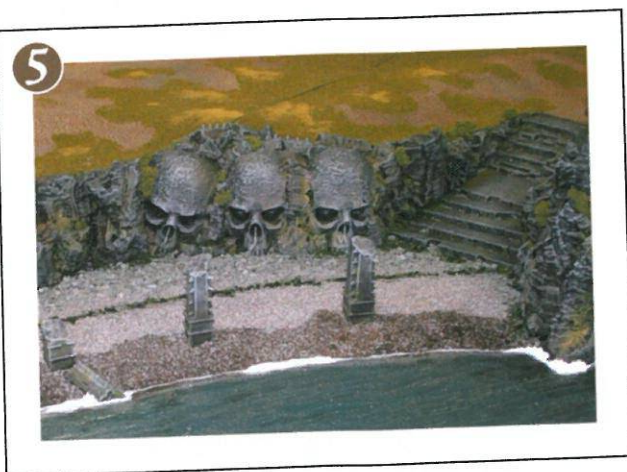
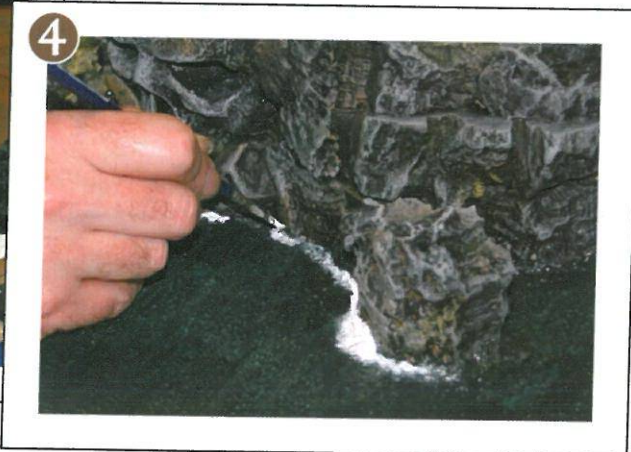
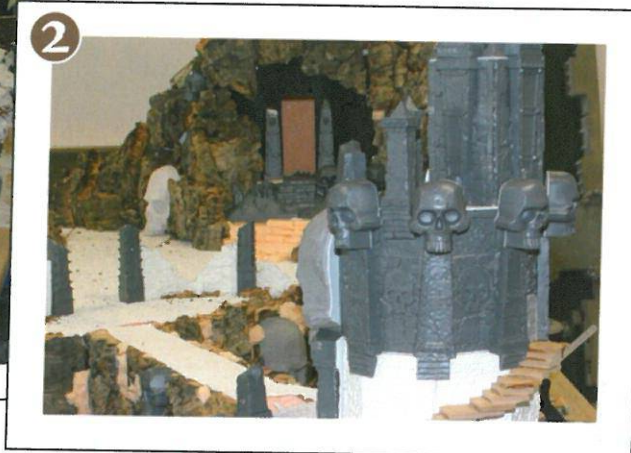
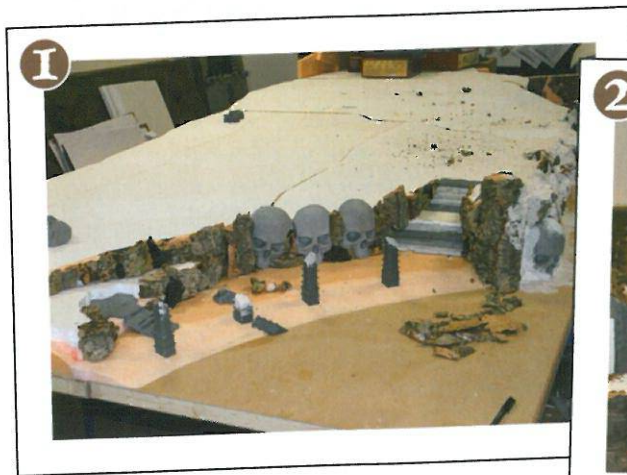
The coast was only part of what was a massive undertaking. 'It took us about three weeks in all. It's a "four door" board,' says Dave, referring to his esoteric rating system, basing how large a project is on the number of internal doors used. 'It's quite a recent thing,' he explains. 'We've found that cheap, internal doors bought from DIY stores make the great basis for our massive display boards. There is no need for extra support such as wooden batons, and they're cheaper in most cases than buying the raw materials you would need. Placing two doors together lengthways gives you a wide space but still allows you to reach the centre so it's practical to play over.' That last point was key. Over the next few pages you'll see a fantastic display of Skaven and High Elves arranged in bloody conflict, but as the primary role of the board is to host epic battles then it had to work as a proper gaming table as well. And that is typical of how Dave works; not only can he make brilliant-looking terrain but, as a gamer himself, he knows how to avoid having the aesthetics get in the way of gaming with miniatures. 'The actual playing area is nice and big, to give the armies a chance to manoeuvre. This area is not a flat artificial surface – it undulates, giving it a natural look, and, hopefully a great game.' You'll see it in action not only in next month's battle report but also at UK Games Day this year.

Below: Here is Dave's preliminary concept sketch that would form the basis for the finished Island of Blood board.



Building the Board

Building a gaming board the size of the Island of Blood was a challenging prospect but one that didn't faze Dave, Duncan and Chad. They used four wooden doors placed together in an L-shape to get the footprint and started to build up from there. Cork bark was used for the cliff faces, high-density foamboard and cheap rolls of textured wallpaper were also major components in the assembly of the island. And let's not forget skulls – lots of moulded skulls of different sizes were used alongside those from the Temple of Skulls kit, because, frankly, it's not Warhammer without them!



① The rolling plains were built up with foamboard and then covered with white textured wallpaper. Cork bark was used to create the cliffs.

② Chad built the temple using loads of components from multiple Arcane Ruins and Temple of Skulls kits to create an impressive ancient edifice.

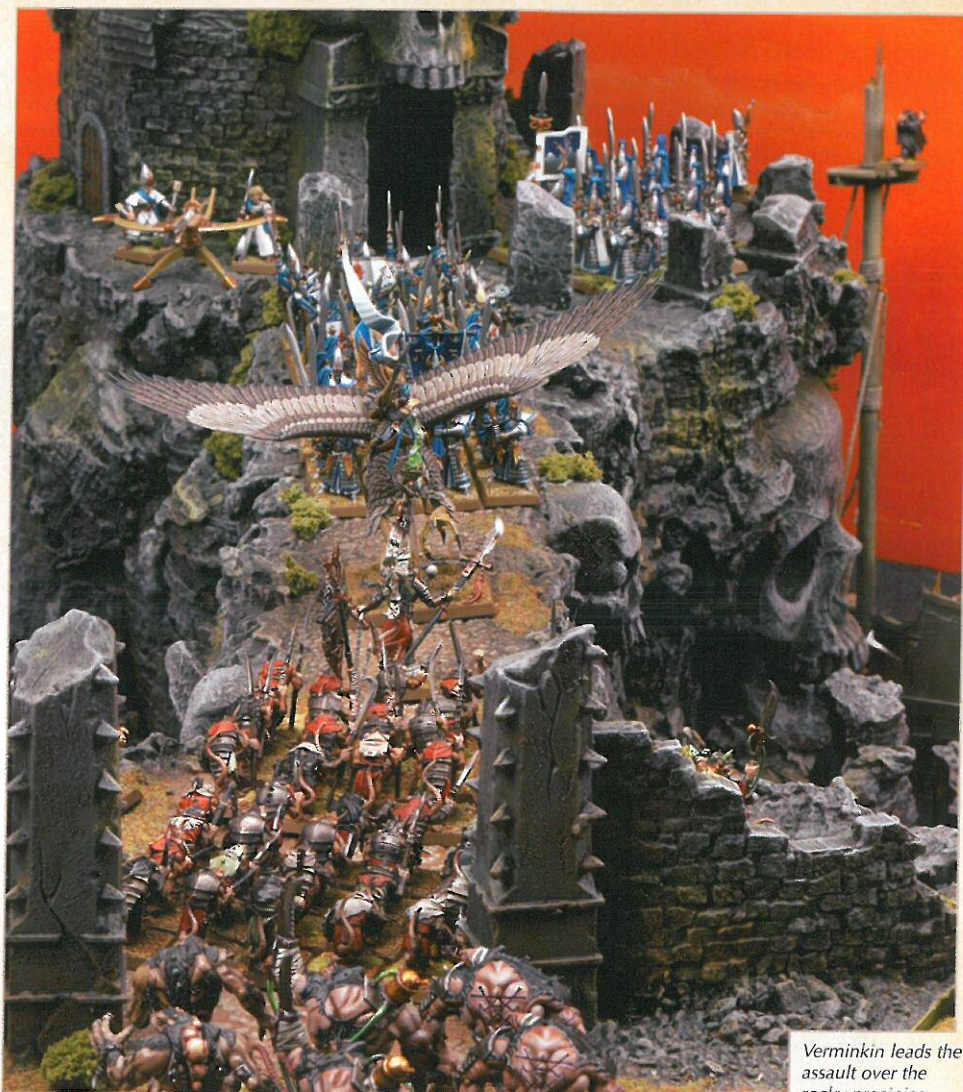
③ Large brushes were used to basecoat the plains with the brown paint from the Scenery Painting Pack, while the cliffs were painted grey.

④ The sea was covered with textured wallpaper, painted blue and then coated with gloss varnish. Mastic was used to create the spume.

⑤ The finished shingle beach. Note the attention to detail such as the line of seaweed, and the wet pebbles denoting the tidemark.

BATTLE FOR THE ISLAND OF BLOOD

- A** Sword Masters defend the temple with their lives, knowing that should the Skaven steal the Phoenix Stone then all will be lost.
- B** Ancient statues guard the coastline. Legend says they hold guardian spirits.
- C** Tyrion's fleet arrives to aid the beleaguered High Elf defenders and slay every single Skaven invader.
- D** The Skaven form a battleline to fight a rearguard action, freeing up Verminkin and Spinetail to assault the temple.
- E** The rocky outcrop is tall and blocks the view of the beach from the temple. This means the High Elf defenders are unaware that aid has arrived.
- F** Prince Tyrion himself joins the High Elf armada to the island and immediately starts cutting down ratmen with every swipe of his enchanted blade. Behind him is a High Elf army, the size of which has not been gathered for decades.



Verminkin leads the assault over the rocky precipice.



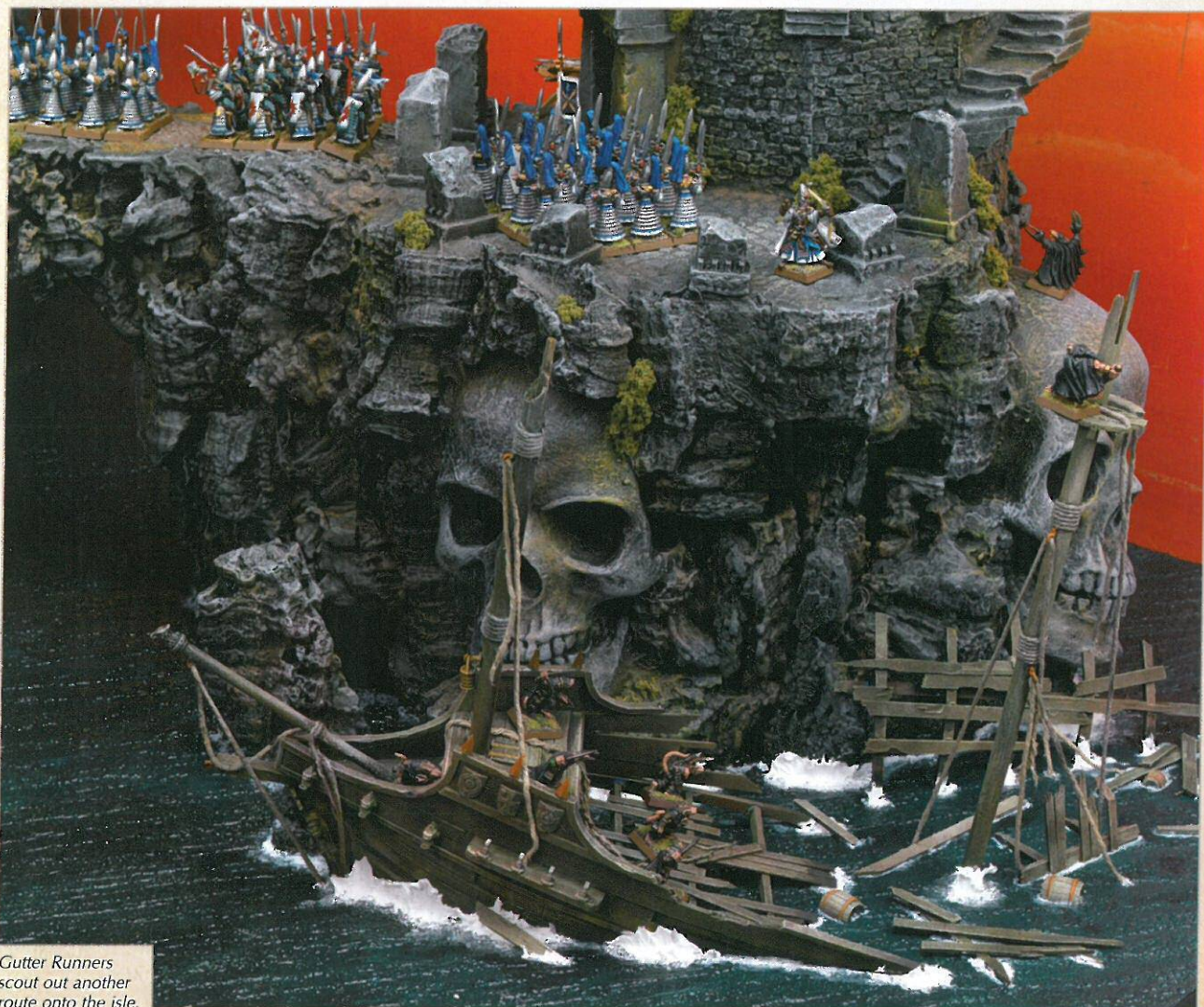


Bolt Thrower batteries cover the High Elf landing.





A flight of Dragons swoop down over the High Elf lines.



Gutter Runners scout out another route onto the isle.

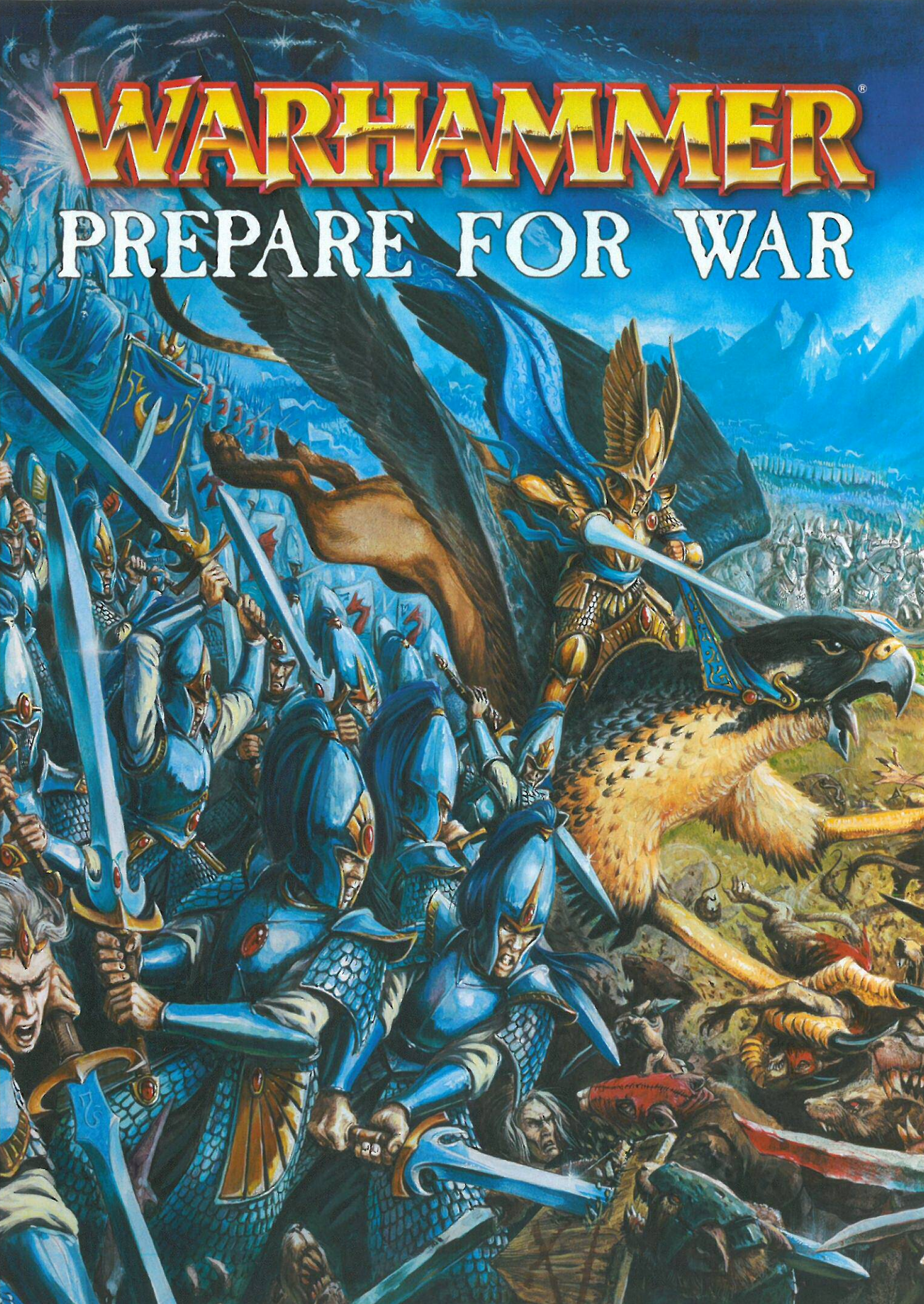


Next Month...

We refight the Battle for the Island of Blood. Will Ratchitt finally get his hands on the Phoenix Stone? Can Tyrion reach the temple in time or will Warlord Skreet Verminkin defeat Prince Althran Stormrider? We can't wait to find out – join us next issue!

WARHAMMER[®]

PREPARE FOR WAR





IN-STORE THIS MONTH

THE ISLAND OF BLOOD

To mark the release of the amazing new Warhammer boxed game, this month your local Hobby Centre is running all manner of events and activities relating to the mysterious Island of Blood...

Armies of Blood

Having disgorged the contents of your new Island of Blood boxed game across the gaming table of your local store, talk to the staff and find out how to assemble and paint your new Skaven and High Elves miniatures.

Expanding Your Armies

With your new Skaven and High Elves miniatures assembled, have a chat with the staff of your local Hobby Centre to find out which fantastic regiments and heroes you can add to build them up into fearsome armies.

Raising the Island

From the Arcane Ruins to the Temple of Skulls, use the vast array of Citadel Scenery to create your own Island of Blood at your local store and for use in your own games of Warhammer.

A World at War

All the races of the Old World seek to plunder the Island of Blood and take its secrets for their own. Bring your armies along to your local Hobby Centre and do battle on the shores of this magical island.

CONTACT YOUR LOCAL STORE FOR DETAILS!

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CHAOS DAEMONS

The Fall of Absolom Reach

Liber Apocalyptica provides ideas and inspiration for your games of Apocalypse. This month Jervis Johnson and Adam Troke unleash the Chaos Daemons upon the galaxy.

The dying days of Absolom Reach is a dark stain on the records of the Imperium. Over the course of five long days the Daemons of the Warp ravaged a whole planet, leaving nought but death and despair in their wake...

A hive world, Absolom Reach was ruled by a militaristic elite who dwelled in the highest spires of the planet's hive cities. Some blame the excesses of this ruling caste for the planet's downfall. Certainly the horrors that beset the planet originated within the gladiatorial arena patronised by planetary governor Vade Pince.

It was at the culmination of the governor's Supreme Tourney, a regal and self-aggrandising event that was supposed to determine the Supreme Champion of the Galaxy, that the carnage began.

As Torias Flint, Governor Vade's own gladiatorial champion raised his bloodied fascina to the vaulted ceilings and roared his supremacy, the fabric of reality tore open. To the screams of the gathered thousands, the social and political elite of the planet, a glossy black cube banded and locked with evilly glowing brass metal, coalesced within the vast, blood-spattered arena. Perched atop was the hunched form of a being torn from the worst nightmares, a huge misshapen beast with crimson flesh and eyes as dark as the void itself. With a voice that seemed both hiss and roar it mocked the assembled dignitaries.

'Champion?' it asked, casting its baleful gaze upon the quaking figure of Torias Flint. 'My master sends one of his.'

With a wrench the Daemon tore the lock from the vortal container, and unleashed a monster of destruction. Khâm the Betrayer erupted from the container with a guttural shout of eternal hatred, the wailing teeth of Gorechild shredding through Flint's trident and carving up through his left armpit and out through his forehead in an explosion of bone and gore.

Behind the Betrayer emerged a coterie of World Eaters, the vilest, most blood-mad warriors of Angron's get. With chainblades howling their battle song they butchered the assembled dignitaries and their terrified warriors. Lithe-limbed killers stalked in their midst, Bloodletters whose swords took souls and reaved skulls with every thrust. Flesh Hounds harried those that fled, while amidst the carnage the Daemon Prince

who had begun it all unleashed the thunderous might of the Bloodcrushers.

Panic spread through the hive city like wildfire and within hours the great gates to the city rumbled open as panicking soldiery and citizens fled into the salt desert. The fleeing Imperials found themselves hemmed in by a massive assembly of Daemons – the Outriders of the Brazen Host, a unified throng of the servants of Slaanesh and Khorne. Swift Seekers of Slaanesh herded the panicking masses with unnatural precision into the path of unstoppable Bloodcrushers who stampeded through their midst.

The planetary defence force raced to react, buoyed by regiments of Cadian Shock Troops and a force of Dark Angels assigned to patrol duties in system. On the fourth day a huge Imperial army assembled to face the malefic menace. As twenty thousand Imperial soldiers and ninety Space Marines advanced on the burning ruin of the hive, the Changeling played his hand. Squads by the score, thought by all to be loyal Guardmen, shed their mortal skin and were revealed as gibbering, insane Pink Horrors. Soldiers died by their thousands, and yet the Dark Angels held their nerve, fighting to reach one of the planet's remaining star ports. By the dawn of the fifth day the skies were bleeding and the fabric of reality was bruised and torn.

Some say that the Deathwing were the last Imperial soldiers to fall as a phalanx of Daemon Princes stormed their position. Under the tutelage and guidance of Kairos Fateweaver, the Council of Despair ushered in the transmogrification of the planet, witnessing its rebirth as a Daemon world, the death of the Dark Angels a birth-gift to the Dark Gods.

All units in the following datasheets must be chosen from Codex: Chaos Daemons. The only exceptions are Khâm the Betrayer and the Khorne Berzerkers in the Brotherhood of Blood datasheet, which are chosen from Codex: Chaos Space Marines.

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Need reinforcements? You can download more Apocalypse datasheets from our website.

WARHAMMER
40,000

APOCALYPSE

“The Council of Despair ushered in the transmogrification of the planet, witnessing its rebirth as a Daemon world.”

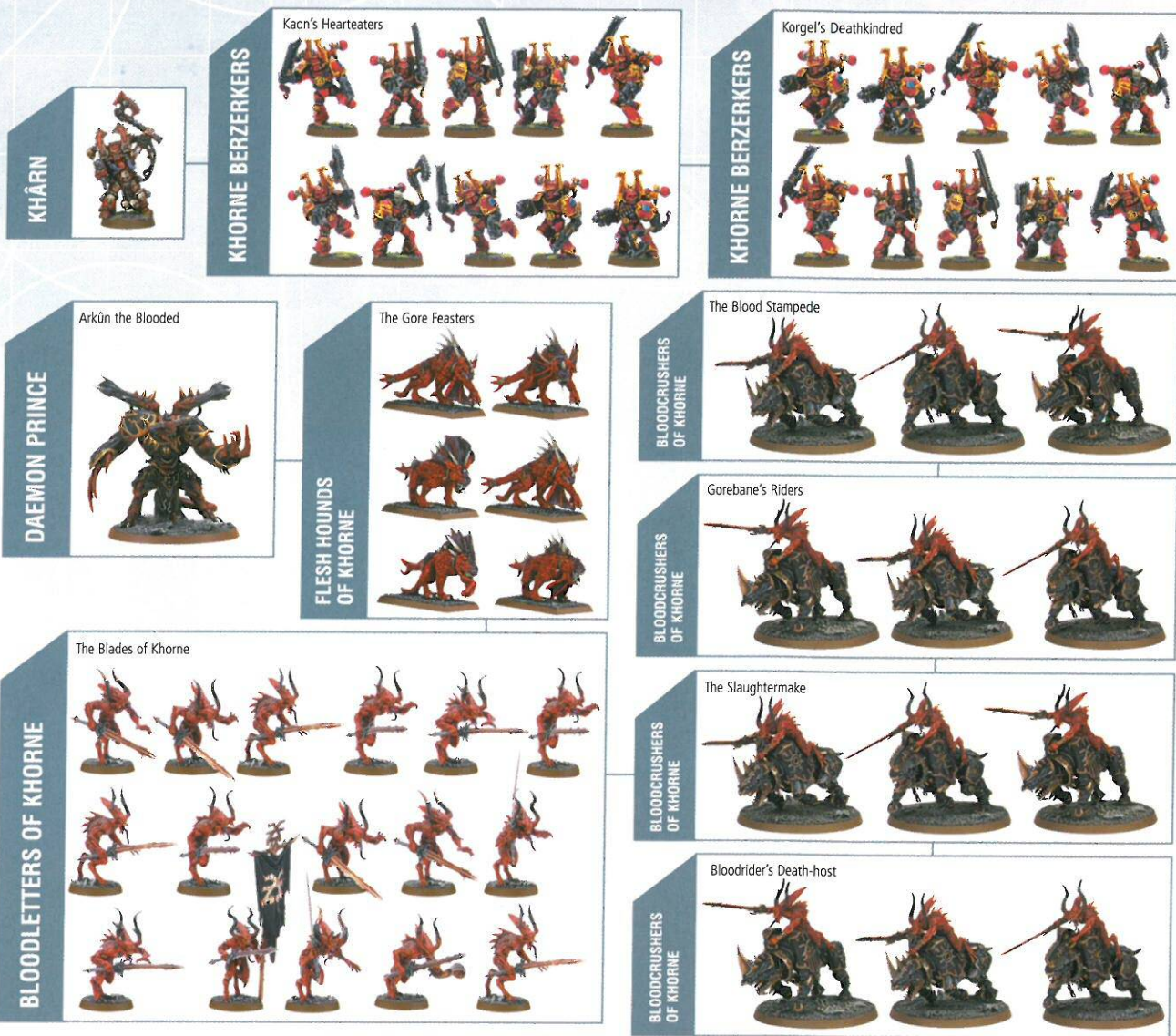


THE BROTHERHOOD OF BLOOD

100 POINTS + MODELS

Khorne cares not whence the blood flows. This adage is seldom truer than when he unleashes the Brotherhood of Blood. The name is perhaps misleading, for the only kinship shared by the participants is the love of butchery and war, but Khorne needs neither approval nor consent to form such an unholy alliance.

At Absolom Reach Khorne put to use his most volatile champion, binding Khârn and a few-score of his most frenzied brethren and unleashing them upon the stunned nobility. As the World Eaters wrought the carnage for which they are renowned, the Daemons of Khorne joined the slaughter, ever careful to avoid the axe of the Betrayer.



FORMATION:

- Khârn The Betrayer
- 1 Daemon Prince (must have Mark of Khorne)
- 0-1 Herald of Khorne

- 8 units selected from the following types:
 - Khorne Berzerkers
 - Bloodcrushers of Khorne
 - Bloodletters of Khorne
 - Flesh Hounds of Khorne

SPECIAL RULES:

Unholy Alliance: Khârn and any Khorne Berzerkers in the Brotherhood of Blood have joined forces with their daemonic allies, and are subject to the Daemonic Assault special rule.

Raiding Force: All of the units in this formation count as a single unit when dividing your Daemon force into two groups

during deployment for the purposes of Daemonic Assault. When the formation arrives, Khârn and the Daemon Prince must be deployed first, within 3" of each other, using the rules for Deep Strike. All models in the Brotherhood of Blood are then placed within 12" of the Daemon Prince or Khârn as per Deep Strike, but will not scatter!

THE CHANGELING'S GRAND DISSIMULATION 100 POINTS + MODELS

The gambits and tricks perpetrated by the Changeling are legendary. Echoes of his grandest deeds and most malign japes reverberate constantly throughout the ever-changing corridors of the Impossible Fortress.

Rewarded for his ingenious pranks, and blessed by the power of the Changer of Ways, the Changeling has one trick that is greater than any other – a sinister play that has cost the lives of millions and changed the course of countless battles. The most famous appearance of the Changeling's Grand Dissimulation was at the Fall of Absolom Reach where it led to the destruction of two full regiments of Cadian Shock Troops. As they advanced across the salt plains towards the daemonic horde, the Cadian Guardsmen retained good order and strong discipline and doubtless would have proven a formidable obstacle for the Daemons, were it not for the deceptive power of the Changeling and his followers.

With the Cadian firing line carefully arranged and orders of battle passed out, the Guardsmen were horrified to see that those they had mistaken as allies were in fact Daemons of Chaos. False flesh sloughed away and weapons disappeared like dust on the breeze to reveal Pink Horrors intent on murder and destruction. Within moments the Cadian command structure was eradicated and the regiments were forced to turn their weapons inwards, ignoring the numberless hordes bearing down upon them.

The Grand Dissimulation is only ever enacted as part of the mightiest battles, but it has taken place many times against both Mankind and the many alien races of the galaxy. For example, the progress of Waaagh! Buzzgob was famously stalled as Pink Horrors emerged amongst the greenskins, causing much amusement for the Changeling as Buzzgob's famous Burna Boyz checked to see if the lads around them were 'propa Orks' by setting them on fire.

The Changeling's Japesmiths



PINK HORRORS OF TZEENTCH

The Cackling Band



PINK HORRORS OF TZEENTCH

FORMATION:

- The Changeling*
- 1 unit of 20 Pink Horrors of Tzeentch
- 0-4 additional units of Pink Horrors of Tzeentch

SPECIAL RULES:

Grand Dissimulation: Weaving the power of the Grand Dissimulation, the Changeling has disguised himself and the units of Pink Horrors under his command as troops in the enemy army. The units in the Grand Dissimulation are not deployed using the normal rules. Instead they are deployed after all other deployment is complete, including any Infiltrator or Scout moves. All of the units in the formation must be deployed in the enemy's deployment area, at least 1" away from all enemy models. Units within this formation may not be placed in reserve.

*The Changeling must be taken as part of the unit of twenty Pink Horrors

Shedding the Disguise: The Changeling and the Pink Horrors that make up the Grand Dissimulation shed their disguise and reveal their true form in the first turn of the battle, be it the enemy's turn or their own. To represent the surprise and confusion caused by the transformation, as well as the debilitating effects on the Pink Horrors as they change shape, units from the Grand Dissimulation may not shoot or be shot at until the second game turn of the battle. In addition, units from the Grand Dissimulation may not assault or be assaulted until the second turn.

OUTRIDERS OF THE BRAZEN HOST

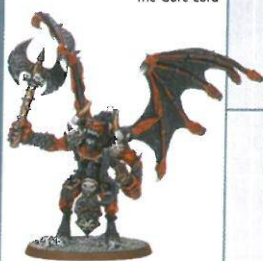
50 POINTS + MODELS

One of the most notorious daemonic warbands to taint the records of the Holy Inquisition, the Brazen Host has a hateful reputation that stretches back millennia. The Brazen Host is a massive warband boasting thousands of Daemons sworn (or bullied) into the service of a mighty Bloodthirster, the Gore Lord. First prophesied by the scholar Cassalan Fayre, the Brazen Host is well documented, both in their appearance and their method of waging war.

Cassalan is not the only insane (and painfully executed) scribe to write about them. Danth Rok, who notoriously wrote only in blood drawn from his own veins, tells of how the Outriders of the host will ride for days to hunt their foe, patiently waiting for the precise moment from which to strike. While the seductive Seekers guide their quarry like perverse shepherds, the Sons of Wrath wait atop their heaving Juggernauts to deliver the death blow.

BLOODTHIRSTER

The Gore Lord



BLOODCRUSHERS OF KHORNE

The Sons of Wrath



DAEMON PRINCE

Nashimel the Lustwacker



BLOODCRUSHERS OF KHORNE

The Sons of Wrath



SEEKERS OF SLAANESH

Silphin's Seekers



KEEPER OF SECRETS

Ses'tesh of the Vile Caress



SEEKERS OF SLAANESH

Lishael's Steedtamers



FORMATION:

- 1 Bloodthirster
- 0-5 Daemon Princes (must have Daemonic Flight, and either the Mark of Khorne or Mark of Slaanesh)
- 0-1 Keeper of Secrets
- 0-1 Herald of Khorne (must have Juggernaut or Chariot of Khorne)
- 0-1 Herald of Slaanesh (must have Steed or Chariot of Slaanesh)
- 1-8 units of Bloodcrushers of Khorne
- 1-6 units of Seekers of Slaanesh

SPECIAL RULES:

Raiding Force: The rules for Daemonic Assault do not apply to the Outriders of the Brazen Host – they have materialised before the battle begins, and so deploy like any other unit. All models in the Outriders of the Brazen Host must be deployed within 18" of the Bloodthirster, or, if coming on from reserve, they must enter the table within 18" of the point entered by the Bloodthirster.

Outriders: If the Outriders of the Brazen Host are kept in strategic reserve they may enter play from their own table edge on Turn 1, from their own table edge or any neutral table edge on Turn 2, or any table edge (including the opponent's table edge) from Turn 3.

THE FATEWEAVER'S COUNCIL OF DESPAIR 200 POINTS + MODELS

Alternatively known as the Midwives of Mayhem or the Infernal Creationiacs, the Fateweaver's Council of Despair has oftimes been the means by which a planet has fallen irredeemably into the foul grip of Chaos.

Able to draw on the skeins of time that tell of both the past and the future, Kairos Fateweaver instinctively knows when a world is ripe for change, ready to undergo a vile transmutation from a world of living creatures, mortals of flesh and blood into a Daemon world, a place of Chaos unbound and horrors beyond comprehension.

To form a Council of Despair, Kairos must draw together four Daemon Princes of the Dark Gods through whom the transmutation can be enacted. His part is to perceive the right time, enabling the Daemon Princes to channel the unholy power of their patrons.

Once the power of the Chaos Gods has been unleashed, the world is wracked and sundered. The skies die and the soil revolts. What is reborn in the carnage is a Daemon world, a place where reality has no sway and the laws of the Realm of Chaos have governing power.

Kairos Fateweaver



THE FATEWEAVER

Kurz'ak the Enchanter



Ruigor Soulrender



Lashweaver the Salacious



Festerbile the Fecund



DAEMON PRINCES OF CHAOS



FORMATION:

- Fateweaver, Oracle of Tzeentch
- 3-5 Daemon Princes of Chaos

SPECIAL RULES:

Confluence of Chaos: Only Fateweaver has the prescience and guile to draw together so many powerful Daemon Princes to a single location. In so doing he creates a rent in the fabric of reality that renders the normal natural laws redundant, and in effect transforms the battlefield into part of the Realm of Chaos. Because of this, the Daemonic Assault rules from Codex: Chaos Daemons, and the rules for Summoning Daemons in Codex: Chaos Space Marines are not used during the battle. These models deploy normally.

Council of Despair: The presence of the Council of Despair is enough to make even the bravest opponent quail and give up any hope of victory. Because of this, enemy units must subtract 1 from their Leadership (down to a minimum of 1) for each member of the Council that is within 24".

CHAOS DAEMONS™

Daemons are horrific creatures of the Warp. They exist in the Realm of Chaos, ready to flood into the material world to cause havoc, destruction and slaughter at the whim of their dark masters.

Models from the Chaos Daemons range come supplied with both square bases for Warhammer, and round bases for Warhammer 40,000.

MULTI
PART
PLASTIC
KIT



BLOODLETTERS OF KHORNE

99129915001 £15, €19.50, 150dkr, 190skr/nkr

This kit contains 10 finely detailed plastic Bloodletters of Khorne with options to create a command group.

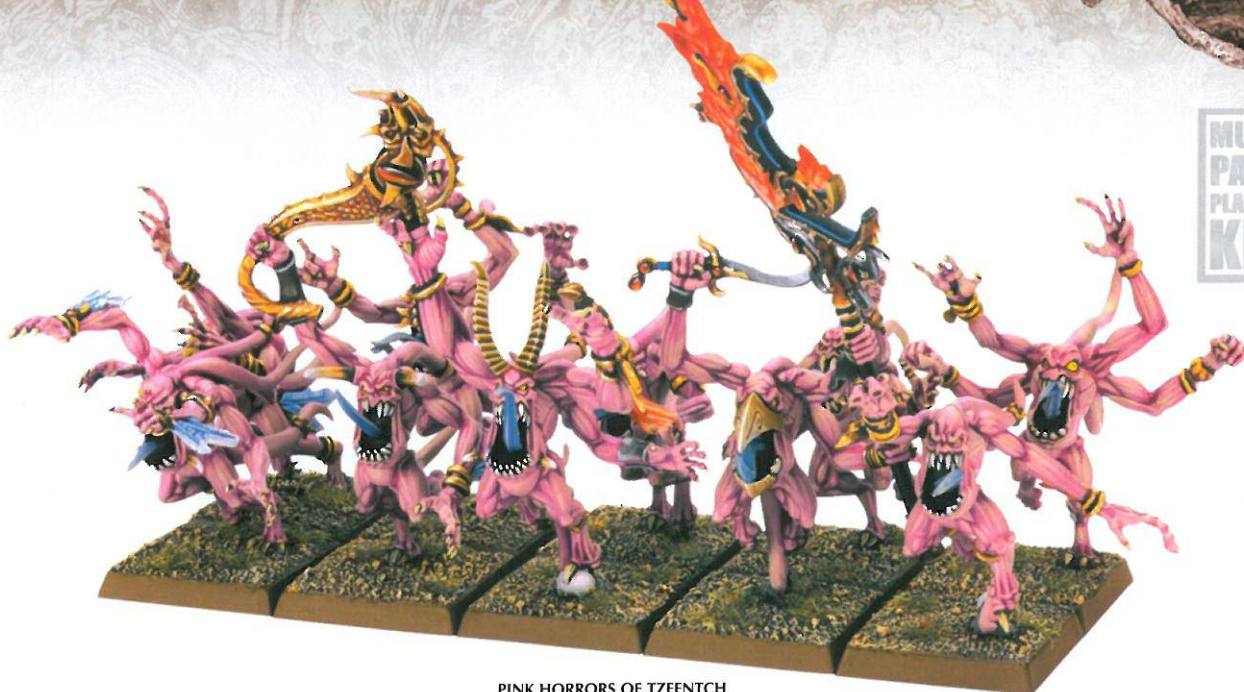
MULTI
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KIT



SEEKERS OF SLAANESH

99129915005 £15, €19.50, 150dkr, 190skr/nkr

This kit contains 5 finely detailed plastic Seekers of Slaanesh with options to create a command group.



**MULTI
PART
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PINK HORRORS OF TZEENTCH

99129915006 £15, €19.50, 150dkr, 190skr/nkr

This kit contains 10 finely detailed plastic Pink Horrors of Tzeentch with options to create a command group.

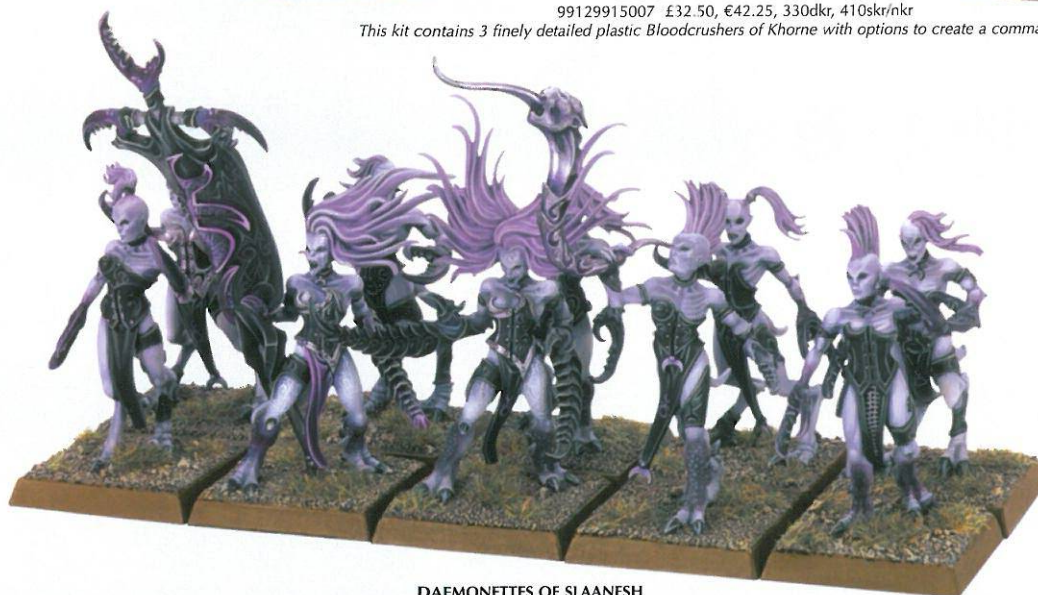


**MULTI
PART
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KIT**

BLOODCRUSHERS OF KHORNE

99129915007 £32.50, €42.25, 330dkr, 410skr/nkr

This kit contains 3 finely detailed plastic Bloodcrushers of Khorne with options to create a command group.



**MULTI
PART
PLASTIC
KIT**

DAEMONETTES OF SLAANESH

99129915002 £15, €19.50, 150dkr, 190skr/nkr

This kit contains 10 finely detailed plastic Daemonettes of Slaanesh with options to create a command group.

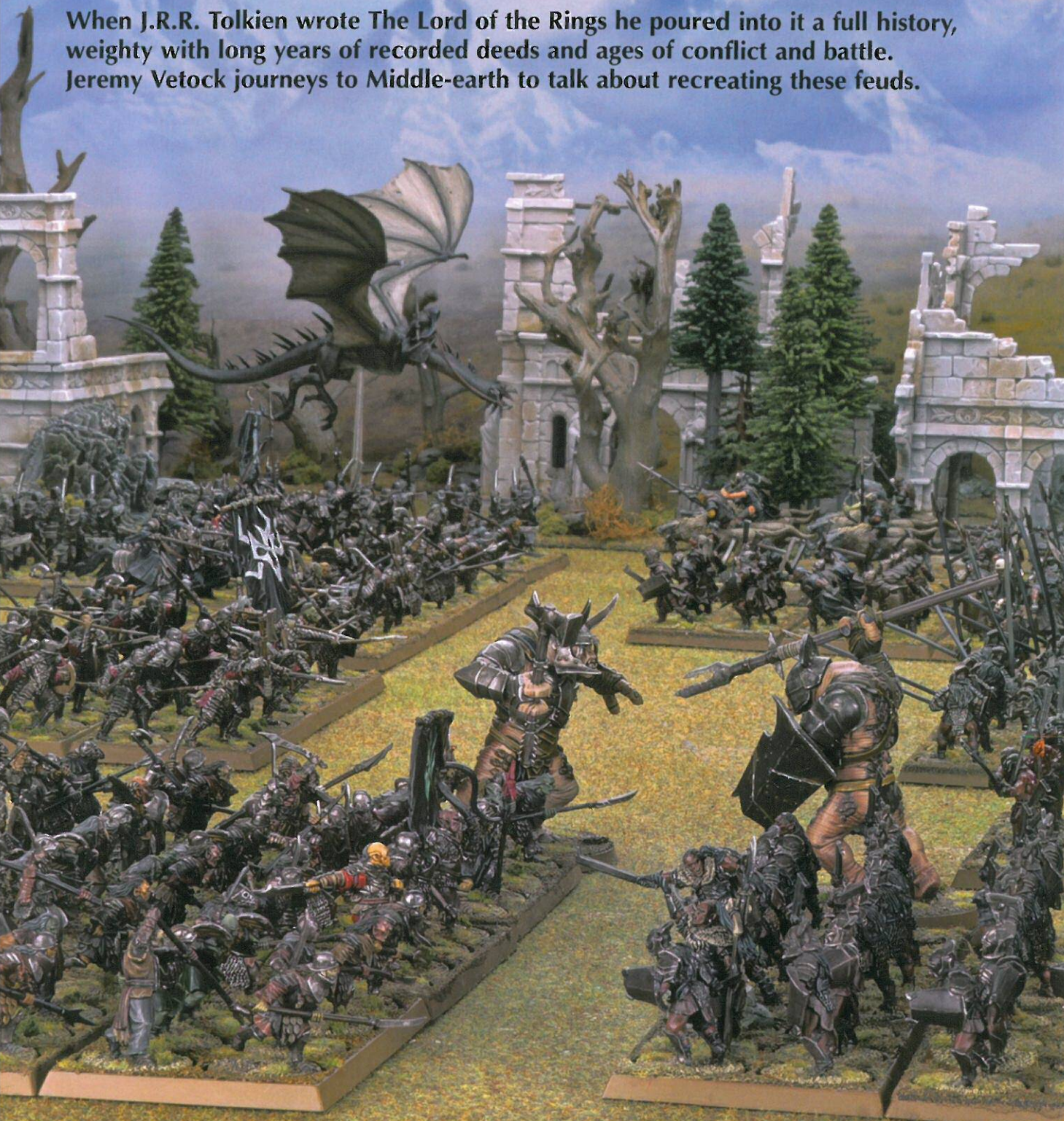
To view the entire
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WAR OF THE RING™

GRUDGE MATCH

When J.R.R. Tolkien wrote *The Lord of the Rings* he poured into it a full history, weighty with long years of recorded deeds and ages of conflict and battle. Jeremy Vetock journeys to Middle-earth to talk about recreating these feuds.



I recently spent an evening showing an old friend how the War of the Ring game worked. He is a long-time player of the Strategy Battle Game so persuading him to play was easy. The only issue was that I had to provide the models for both sides for our game. I used my Uruk-hai army for one side and the other side was composed of the next largest force that I own, a somewhat cobbled together and less than optimised Mordor force. If I had more notice I could've borrowed an army or, with a lot more notice, I would've used this game as an excuse to finish up my Rohan force.

Still, necessity is the mother of invention, and before my friend arrived I had already come up with a plausible

scenario (at least I think so, I've included it later so you can judge yourself).

It was a thoroughly enjoyable evening and, as we're both big fans of The Lord of the Rings, our gaming banter was intermixed with conversations about the books, films and the many famous battles fought in Middle-earth. As my friend learned the game he asked about the different armies and their advantages and disadvantages. As a wargamer, there is something appealing about discussing the angles about your theoretical 'next

collection' – we talked about different army builds, famous battles we'd like to recreate, and who was each army's most hated enemy. Our battle and discussion of the many great gaming possibilities not only got my friend hooked on the game (hooray, another opponent!) but also got me reinvigorated about War of the Ring all over again.

One of the things that sparked my imagination was each army's classic foes and most bitter grudge matches. In the War of the Ring game any army can fight any other army on the tabletop, but the

battles that I find most appealing are the ones steeped in the history of Middle-earth. While some of these

scenarios are one-off games recreating a single instance (the Ents storming Isengard, for example), most of my favourite matchups involve long-standing feuds between ages-old enemies. So who are the top enemies of the foremost powers of Middle-earth? Which armies are fated to clash time and again? Well, here are my top picks – you might agree or disagree with me, or think of others that I've left out – but for War of the Ring gamers it makes for an interesting debate to have around a post-game drink.

“One of the things that sparked my imagination was each army's classic foes and most bitter grudge matches”



Gondor is fortunate for amongst its defenders it numbers many great heroes, from Faramir and Boromir to Aragorn and Imrahil. Focusing your games on some of these Heroes' exploits can make the basis for a great battle. Perhaps pitching Faramir and a small group of Rangers against a column of Easterlings in Ithilien, or seeing how long Boromir and his men can hold out defending the shores of the Anduin against Gothmog and his Orcs. You could even use a battlehost as the basis for such a game.

✧ GONDOR AND ARNOR

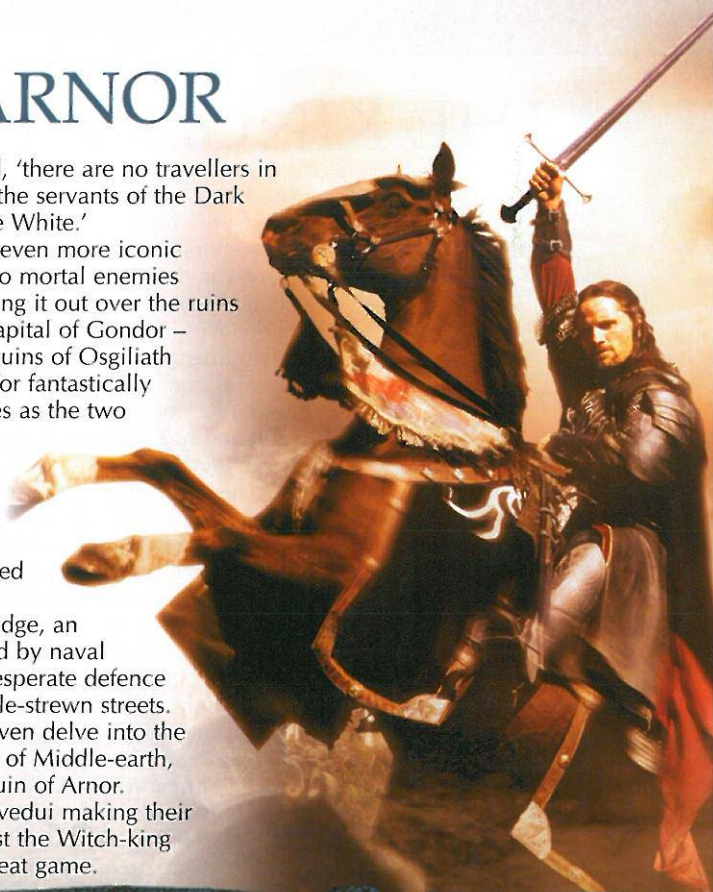
The most powerful of the realms of Men has, perhaps, more natural grudge enemies than any one of the other nations of Middle-earth. Southern Gondor must stand alert against the attacks of the Corsairs of Umbar and the cruel Haradrim are ancient foes poised to strike at all times. The Easterlings, too, harbour a bitter hatred for Gondor and the rival nations of Men have fought many bitter wars over the long ages. But for all those great grudge-matches, it is clearly Mordor that takes the spot as the nemesis for Gondor. Sauron has long held a special hatred for the Númenóreans and their descendants, for those peoples have thwarted his plans in ages past. Indeed, it was none other than Sauron who stirred up ancient rivalries and enlisted the Fallen Kingdoms to fight alongside his hordes in the War of the Ring.

If you want to fight out some classic battles between Gondor and Mordor you are spoilt for choice in terms of game types and background settings. There are countless ambushes and battles between the Ranger-led troops of Gondor and the forces of Mordor in the forests of Ithilien.

As Faramir said, 'there are no travellers in this land: only the servants of the Dark Tower, or of the White.'

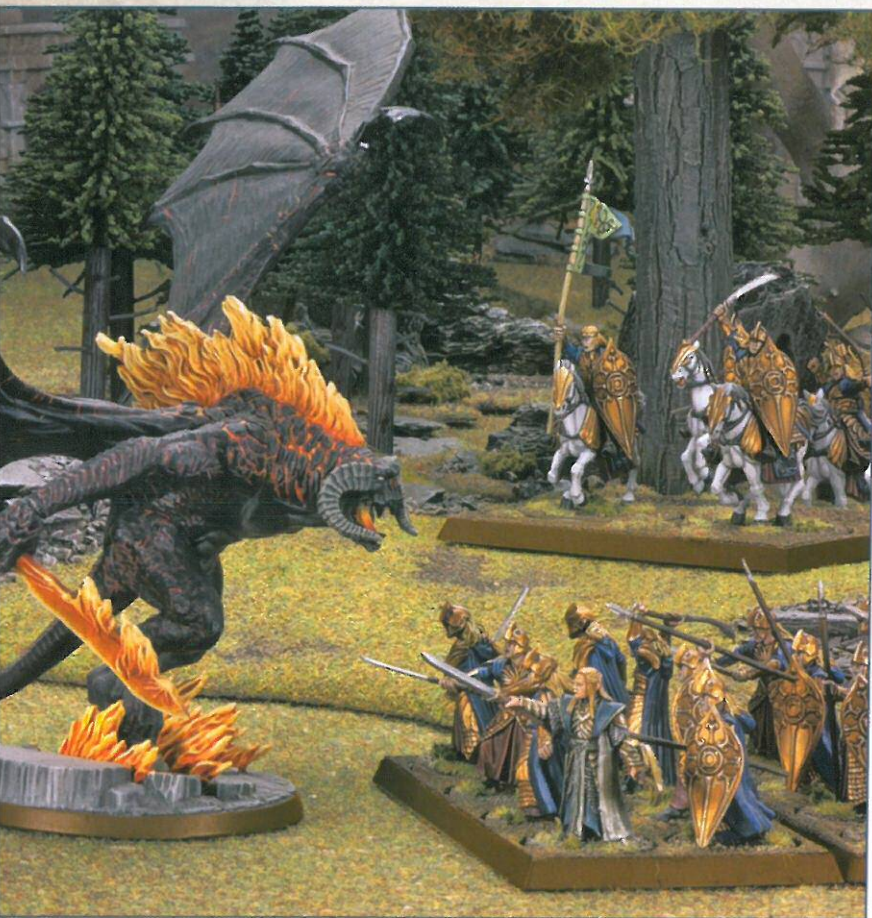
Perhaps an even more iconic image is the two mortal enemies endlessly duelling it out over the ruins of the former capital of Gondor – Osgiliath. The ruins of Osgiliath provide scope for fantastically evocative battles as the two heavyweight powers of Middle-earth trade blows over possession of the now-ruined city. Imagine a battle over a bridge, an assault launched by naval landings or a desperate defence amidst the rubble-strewn streets.

You could even delve into the troubled history of Middle-earth, refighting the Ruin of Arnor. Malbeth and Arvedui making their last stand against the Witch-king sounds like a great game.





THE ELVEN KINGDOMS



Although dwindled from the time when their race ruled supreme, the Elves are still a power in Middle-earth. The Elves of Mirkwood must hold their clearings against the dangers of that land – raiding Goblins from Moria, Warg riders and horrific giant spiders. An ongoing campaign to control the forest would make for an interesting series of games. I can easily envision a battle royale beneath the eaves of the forest, with archers facing great masses of spiders. However, when it comes to the best and most embittered match-up, it has to be the green might of Lothlórien versus the black menace of Dol Guldur, Sauron's fortress in Mirkwood. This pits the brave Galadhrim against the spectral-aided Orc hordes. Throw in the White Council and the Necromancer and away you go.

Alternative Outcomes

A great What If? battle could take place if the Balrog had survived its fight against Gandalf. Imagine the Balrog joining the horde of raiding Moria Goblins in their pursuit of the fleeing Fellowship of the Ring. Aragorn would lead them all straight into the forest of Lothlórien. There, Galadriel and Celeborn must pit their might against the flame of Udun and a horde of Goblins.



THE KINGDOM OF ROHAN



The Horse-lords of Rohan have long fought against the hill men of Dunland and there is much hatred between the two nations. However, despite Dunland's advantage of being the older and more established foe, in my eyes it is tough to top the Uruk-hai of Saruman when it comes to listing out the foremost enemy of Rohan. Saruman has bred an army to overthrow the world of Men and he's going to start with his neighbour, Rohan.

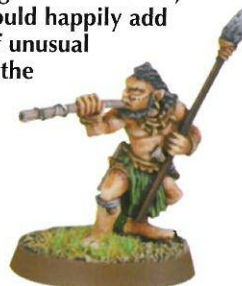
This might just be the setting that I find most appealing for my own battles and I'm working on being able to field large armies for both sides. While every fan of The Lord of the Rings knows the great culmination of the war between Isengard and Edoras at the Battle of Helm's Deep, there are many smaller battles that build up to this great conclusion. River crossings, ambushes, patrols and raids to burn the small farmsteads and outlying villages of Rohan are all common conflicts.

I was inspired by Adam Troke's Rohan/Isengard campaign featured in White Dwarf 362 and I have an as-yet-

unfulfilled ambition to march my hordes of fighting Uruk-hai from the crossings of the Fords of Isen to their ultimate battle at Helm's Deep.

Interesting Allies

When I think about what I'd add to my (slowly) growing Rohan army I mainly think about picking allies from the Forgotten Kingdoms list here. Towering Ents or a few Woses Warbands seems like a natural fit to the army of King Théoden to me, although you could happily add in all manner of unusual allies. Consider the relationship between Rohan and Isengard before things turned sour...



THE DWARF HOLDS

The Dwarves, especially those of Durin's line, are long-standing enemies of Sauron and his forces out of Mordor, but these are not their only enemies. Towards the end of the War of the Ring Dáin Ironfoot leads the Dwarves of the Lonely Mountain against Easterlings and Khandish Mercenaries – races of Men that have long succumbed to evil. While these are great games and provide some outstanding battles, they weren't my top pick for most hated enemy. For the top grudge match for the Dwarves I had a real hard time deciding. A match-up of Moria Goblins and a Balrog from the Misty Mountains army list is undeniably a foe that would make the bearded ones red hot with anger. However, I had to pick another entry from the same army list for the most begrudged of enemies – the Dragons. Drawn by their lust for Dwarven gold, the ancient and enormous reptiles have attacked many of the great Dwarven halls, making them a foe unlike any other.



Alternative Outcomes

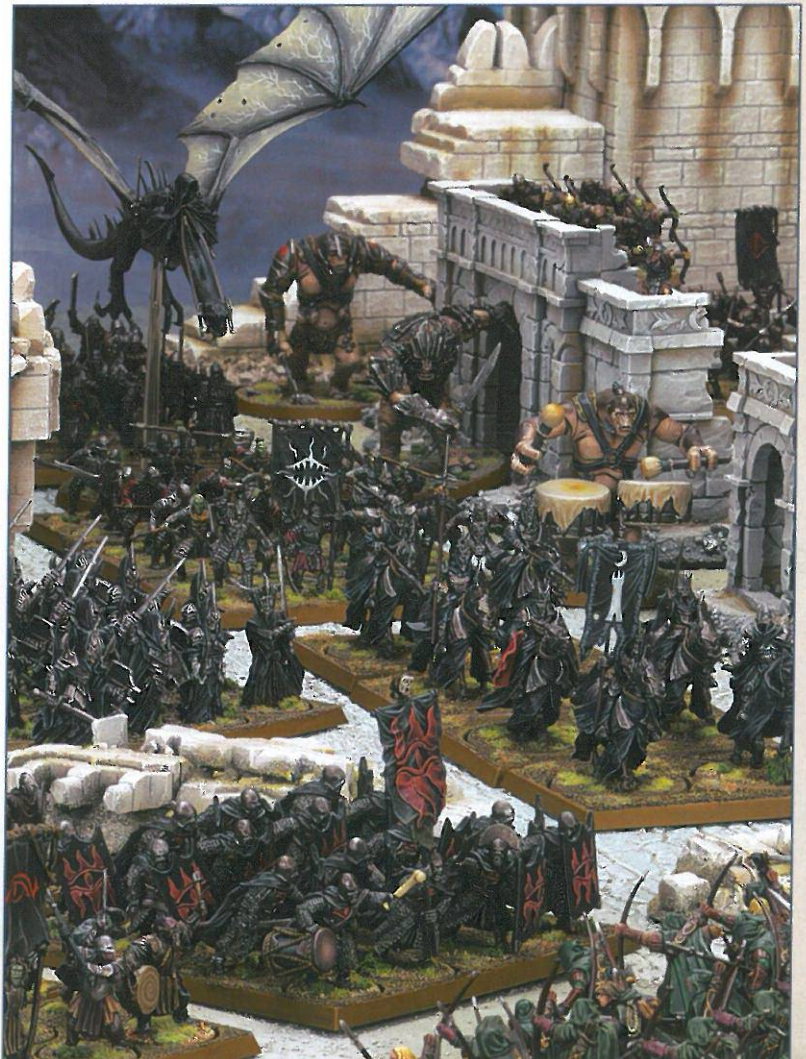
While the Dragon of Ancient Times is a Rare formation from the Misty Mountains army list, it is possible to set up a battle pitting just Dragons versus Dwarves. The easiest way to do this is to ignore army restrictions on the Evil side and just choose equal points of Dragons. Three or four of the great wyrms can take on a substantial Dwarven host. Different scenarios could re-enact Dragons ambushing an unwary Dwarf stronghold, an army of Dwarves mustering to take back their treasure hoard or other battles along similar lines.

MORDOR

Let's face it, the biggest of the bad guys has declared major war on just about everyone already listed in this article! There are still a host of great What If? battles to set up and play. A scenario depicting a Mordor siege against Elrond and the Elves of Rivendell would make for a fantastic game. Then there are the raids into Rohan to take all the black horses back to Mordor.

A largely unexplored arena of battles are Evil against Evil fights. Don't forget that Mordor has no real allies – others might be beguiled or dominated into joining their side, but Sauron shares power with no one. All alliances are temporary, of mere convenience for Sauron, that master manipulator. It is logical to assume that when the needs of such a truce no longer suit him, the Dark Lord of Mordor will make war on whomever gets in his way. Imagine Orcs versus the Haradrim (Trolls attacking Mûmaks!) or an Easterling king defying the will of the Dark Lord?

Of course, if you only own an army of Isengard Uruk-hai and a lot of Mordor Orcs, and you have a friend who is a long-standing fan of The Lord of the Rings showing up for a battle in a few hours, then you'd best think of some solid reason why the two forces might fight. As both armies are fractious, evil and ultimately out only to serve themselves, it will only be a matter of time before they turn upon each other. Turn over the page to see the slight variant on a well-known chain of events that I turned into my scenario.



THE RED EYE AND THE WHITE HAND

Saruman wants the One Ring for himself and so the power of Isengard has been turned against the Free Peoples of Middle-earth. While the Uruk-hai out of Orthanc might cooperate in some instances with the Orc hordes from Mordor, each of the respective sides is only too ready to fall out and fight! Naturally each type of Orc considers the other to be inferior and is waiting for a chance to prove it.

In this What If? scenario, the forces of Mordor learn of Saruman's capture of the Hobbits Merry and Pippin at Amon Hen and his plan to take them to Isengard. Led by a Ringwraith, an army out of Mordor crosses the Anduin in order to intercept the Uruk-hai before they can reach the Tower of Orthanc. They wish to capture the Hobbits for themselves in order to return them to their dark master in the heart of Mordor.

There, on the rolling hills of northern Rohan, there is a clash of evil.

Mordor Forces

- A single Winged Nazgûl (any except for the Witch-king).
- Grishnákh's Trackers
- Up to 750 points of Common formations from the Mordor army list.
- Up to 300 points of Rare formations from the Mordor army list.

Isengard Forces

- Uglúk's Scouts Battlehost (minus Grishnákh's Trackers – they go to the Mordor side!).
- 500 points of Uruk-hai Scout Warbands.
- 500 points of Common formations chosen from the Fortress of Isengard army list.
- Up to 300 points of Rare formations from the Fortress of Isengard army list.

The Battlefield

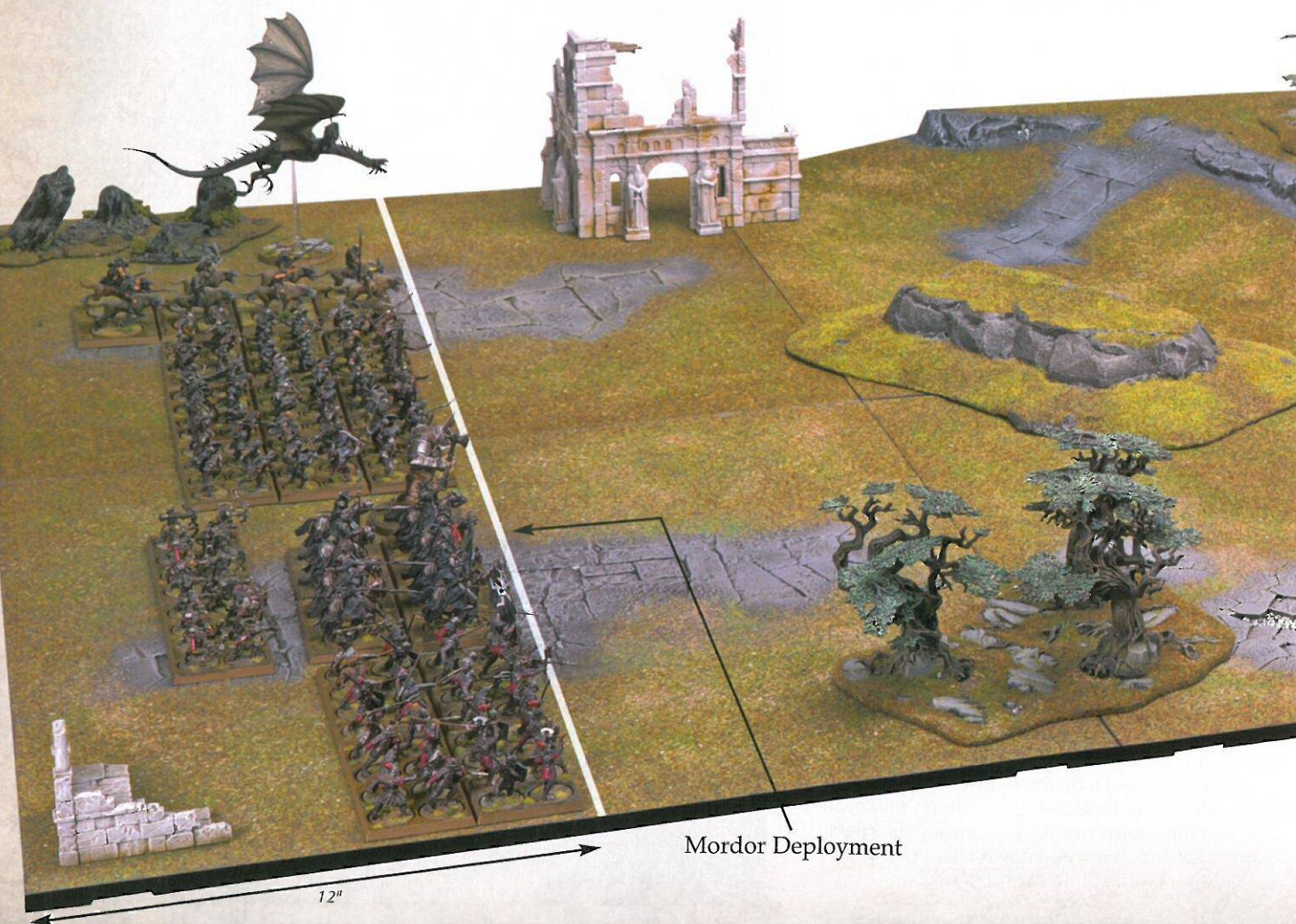
The scenario is played on a 6' x 4' board. It should contain a few rolling hills, rocky outcroppings and between two and four scattered forest sections (each counting as defensible terrain with a capacity of 3).

Deployment

The game is played down the length of the board. The Isengard player deploys first, picking a short table edge and deploying within 18" of it. The Mordor player then deploys his forces, setting them up anywhere within 12" of the opposite short table edge.

Victory Conditions

The side that can claim the two Hobbits at the battle's end will win the victory. If each side claims an objective then the battle is a draw. The game lasts six turns or until one



side is wiped out, or manages to move both Hobbits off an appropriate board edge.

Special Rules

Alive and Unspoilt: During deployment, place a token in any two Uruk-hai formations from the Uglúk's Scouts battlehost (Uruk-hai models carrying Hobbits are ideal). Anyone attempting to shoot these Uruk-hai must place his shot with unerring accuracy lest they hit a Hobbit! To represent the marksmanship needed, both formations with these tokens count as having a Defence of 10 against enemy shooting attacks.

Moving Hobbit Tokens: Hobbit tokens can be moved by any formation with no penalties. At the end of the Move phase a Hobbit token can be moved to a friendly formation within 3". Should the formation be beaten in close combat (the other side inflicts more casualties) the victor can automatically claim the Hobbits. This does not effect the loser's Panic test in any way. A formation with one or more Hobbit tokens can move off the short board edge opposite to the short board edge next to which they set up. They cannot re-enter play but are assumed to be heading towards their master's domicile (Mordor or Isengard).

Isengard Deployment



So who Won?

As I said in the beginning, my friend and I had a fantastic evening and he left with a short list of two armies he wanted to start. He also left as a victor – some lucky rolling on the Hard to Kill! chart allowed his Uruk-hai Warband with crossbows to bring down my Winged Nazgûl. Of course that was all down to beginner's luck (who hasn't seen 'first game lucky dice?'). Besides, we all know it is best to 'take it easy' on newcomers. Just wait until the re-match buddy, I feel a new grudge war coming on...

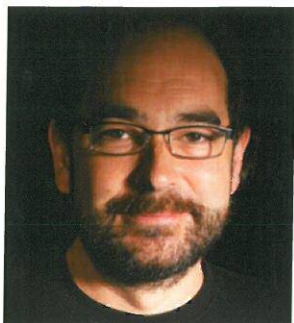


More Online

You can find all manner of articles online, including the White Horse & White Hand series of articles that Jeremy mentioned.

www.games-workshop.com

STANDARD BEARER



Although Jervis habitually loses his games, he still takes great delight in organising tournaments. But there's more to a tournament than winning, as he explains this month.

I have something of a reputation as the kind of player who's more interested in the story that unfolds during a battle, rather than in trying to prove how great a general I am. This is probably just as well, as those of you who've seen my poor showing in battle reports will know (see this month's report for a classic example!) Considering this, you may be surprised to learn that I helped set up the first Grand Tournaments run by Games Workshop, and more recently I've been helping with the latest version of the tournament rules too.

So why would someone like me, who is so poorly cut out to ever actually win a tournament, be so interested in helping to organise one? The answer is a straightforward one really, and known to all of those players that regularly attend tournaments; simply put, tournaments are less about 'picking champions', and more about 'getting together and having a good time'. This was true when I helped set up the rather grandly named '1st International Warhammer Tournament', and it is just as true today. My aim with that first event was to run a weekend long tournament around which I could 'attach' other activities, all of which would give me the chance to hang out with my fellow gamers and 'talk hobby'. Fortunately for me, it turned out that there are plenty of people who could think of nothing they wanted to do more than play Warhammer all day and talk about Warhammer all night. Those early tournaments, and the 'Grand Tournaments' that later followed them, proved a success and have continued to this day.

However, although I was primarily interested in running a tournament as a social event, that didn't stop me thinking long and hard about the rules system I would use to run the tournament itself. At the time tournaments had a reputation for being rather competitive affairs, dominated by players who would do anything in order to win, and where players would field largely unpainted armies of miniatures. To get round this I came up with a system where you not only got points for winning games, but also for how well painted your army was, how 'sporting' a competitor you were, and so on. Now that such things have become commonplace, it's hard to remember just how radical these proposals were at the time. Nonetheless, they changed people's attitudes to tournaments, and opened things up for the thriving tournament scene we have today.

The success of the early tournaments meant that I soon had to hand them over to others to run, as I just couldn't keep up with the demand – well, not without it becoming a full-time job anyway, and I like designing games too much to do that. Even so, I have a soft spot for tournaments, and have tried to keep up to date with what's been going on since. Over time, though, I found I was increasingly frustrated at not getting the chance to run tournaments myself anymore. This reached a head last year, when I got such an itch to run a tournament that I went and held a 'Warhammer Invitational' for staff and various ne'er-do-wells I know from the hobby community.

Below: The new tournament system encourages players to take characterful and fun armies.



I had a great time, not least of all because it gave me the chance to get back to my old tournament system, and give it a bit of an update. I was aware that things had changed since I had ran the first tournaments back in the early nineties. In particular, the growth of the Internet has created an environment where army lists optimised for tournament play are common, and what's more there is plenty of good advice on how to use them. This isn't a problem per se, but it can lead to players using a lot of very similar army lists and tactics, and for some armies to be used only rarely in favour of whichever army is currently considered to be 'the best'.

This isn't a new problem, of course. In the first tournaments we tried to ameliorate it by giving out points for 'army composition'. Basically, a group of judges went round and rated each of the armies for their 'composition'. Armies that were characterful and fun and fitted the background were marked up, while those judged to have been selected purely on the basis of min-maxing an army list were marked down. Unfortunately these things proved quite difficult to judge, and have since either been ignored or replaced with a system of pre-written composition rules that limit what players can and can't use in their army, with a resulting curtailment of freedom and creativity.

I didn't want to use any of these solutions for my invitational tournament – I just wanted to encourage players to bring along a wide variety of characterful armies! After a couple of false starts, I decided to combine an old idea with a new one. The old idea was to give out points for bringing along armies that were 'characterful and fun'. However, rather than using judges to decide this, I instead opted to allow the players themselves to decide. I did this by saying that during the final round each player needed to pick the favourite army they'd fought against. Rather than impose any restrictions, I made it clear that this was *meant* to be a subjective choice, and that you could pick an army for any reason – it could be how well painted the army was, or how much fun it was to play against, or even how nice the player running the army had been in the game. Basically, the vote was there so players could reward one of your opponents for giving them the best game of the weekend. I then counted up the votes, and gave anyone that managed to get two or more votes some extra points – well, quite a lot of extra points, actually! After all, I wanted players to take these things seriously. The second thing I did was to say that I'd first give out prizes to the players that scored the most points with each army, rather than just for getting the most points overall. So



Above: A tournament in full flow in Warhammer World.

the best High Elf player won a prize, as did the best Ogre Kingdoms player, and so on.

So far so straightforward. However, I also wanted there to be an overall winner too. After a bit of experimentation, I finally decided that the overall winner of the tournament would be the player that managed to beat the average score for his (or her) army by the biggest margin. I know, I know, it's a bit complicated, but it's actually quite easy to work out. For example, if the average score for all of the Empire armies was 3 points, and the best player with an Empire army scored 7 points, then they'd have a margin of victory of 4. And if that was the highest margin of victory in the tournament then they'd be the overall champion – huzzah!

Happily the system worked out very well indeed, and succeeded admirably in getting people to bring along a wide variety of different armies, that were characterful and fun to play against. In fact the system proved such success that we've decided to use it as the system in our Throne of Skulls Grand Tournaments from now on. And that, in my usual roundabout and long-winded way, brings me to the real point of this article, which is to encourage you to give our new-format Throne of Skulls Grand Tournaments a try. Although I've gone on a lot about the rules we're using for the tournaments, our aim is that they remain about getting together with a group of like-minded individuals who love the hobby, so you can have a blast playing your favourite game, and then talk about the hobby late into the night. You never know, you may bump into an ageing game designer who is intending the same thing...

Below: The Throne of Skulls trophy, awarded to the overall winner of the tournament.



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PAINTING MASTERS

JOE TOMASZEWSKI

This month the Painting Masters series returns with a look at the outstanding work of Eavy Metal's own Joe Tomaszewski.



I was about eleven when I discovered the hobby,' answers Joe when we ask him the now-customary first question of how he came to paint miniatures. 'I was painting and gaming

just like loads of others in my local store. But it wasn't until The Lord of the Rings films came out that my primary focus changed and I really started to concentrate on my painting. I think purchasing The Fellowship of the Ring boxed game was a real pivotal moment for me. Those miniatures turned me into a full-on painter.'

Over the next few years Joe practiced and accrued new skills. This culminated in his first entry in Golden Demon when he was 17. The model, an Army of the Dead figure, won silver in the UK 2004 Single The Lord of the Rings miniatures category. At the time, Joe had come from relative obscurity to clinch a prestigious silver award, marking him as one to watch. The following year, he entered three large models into the competition but, while they all made it through the first cuts, a gold, silver or bronze proved elusive. 'I learnt a lot from that,' admits Joe. 'I missed the point somewhat in that the Golden Demon is about quality, not quantity.'

After finishing his art A levels, Joe found himself working as a sales assistant in a newsagent – not the most glamorous of career paths and one of the drivers that prompted him into full-time painting. 'Even when I was working at the newsagent I was constantly getting commissions to paint, so I just thought "why not do this full time?"' And that's what he did.

It was a brave move but it paid off in more ways than one. Joe's reputation as an outstanding painter grew and so work flowed in. This in turn drew the attention of 'Eavy Metal, who are always on the look out for new talent. 'Darren Latham noticed my stuff online and really liked the style as it was very similar to 'Eavy Metal's own. So, when a vacancy in the team came up I was asked to apply, and, despite some really tough competition, was lucky enough to get the job.'

It's interesting to note that Joe's approach was very similar to 'Eavy Metal's own house style even before he joined the team. That's obviously in no small part to 'Eavy Metal being a major influence in his formative years. But for the many laymen

amongst us, what exactly is this style? 'You're showing off the miniature in the best possible way,' explains Joe, 'so you're using bold colours, stark contrasts and edge highlights. It's almost the opposite to a zenithal lighting style.' A zenithal lighting style? Well, that's this interviewer truly baffled! Luckily, Joe is on hand to shed some light (pun most definitely intended) on the subject. 'With zenithal lighting, you're aiming for a more photo-realistic effect. The light source is assumed to be coming from directly above and colours tend to be more muted. It can look very effective, but doesn't always suit the way we display our models.'

Joe has been a member of 'Eavy Metal for a good few years now and in that time he has painted some spectacular models, some of which are featured on the following pages. One of the things Joe has really become known for is his grasp of the non-metallic metal painting technique. 'I like the control it gives you; with non-metallic metal you decide where the reflections and shadows fall. This means that it's a great technique for models on

“With non-metallic metal you decide where the reflections and shadows fall”

display, when you only want them viewed from a certain angle. However, when the models are not in context – on a gaming table, for example, the effect will not always work. So it'll never replace

traditional metallic paints, nor should it. I don't advocate one over the other, as it depends on what you're after. I've just become adept at non-metallic metal, so I'll use that style more often than not.'

The 'Eavy Metal team are at the forefront of developing new techniques – some by design but often by accident. That's not to say they have a massive offshoot R&D department, it's more the case that they all spend their working hours with paintbrush in hand so will inevitably discover new methods. The question is what's next? What techniques will professional miniature painters be using in five year's time? 'I don't think anyone sets out to deliberately discover the "next big thing," it happens by chance. It's all about experimenting – you'll see something on TV, and wonder if it can be replicated onto a model. As an example, I was talking with Keith Robertson about how to paint on a model the high gloss reflective plastic effect you see on the Storm Troopers in *Star Wars*. So I'll probably try to find out. The first attempt may not work, but from there you can only improve. And, who knows, in the next few years all armour panels may have a reflective plastic look!'

Colonel 'Iron Hand' Straken

Joe painted this 'Iron Hand' Straken miniature to enter into the 2009 UK Golden Demon Open Category. The model is a masterclass in colour placement, using cold and warm hues as contrasts. The green on the fatigues is a cool tone that contrasts directly with the warm flesh shades above. The metal on the arm is also a cool tone and works well against Straken's torso. Red is the easiest colour for the eye to pick out, so it has been used as a spot colour on the bandana; the same shade has also been painted onto the strip of cloth on the leg. This helps balance out the colours on the model – if the red had only been painted on the bandana, the colour balance would have been top-heavy.



Marneus Calgar

Joe won Gold in the Open Category at the 2008 UK Golden Demon with his version of Marneus Calgar. Note the brilliant freehand design on the back of the cloak, which helped him grab the award.



Skink Skirmisher

The Skink was an experiment inspired by looking at animals in real life, in this case, the crests on lizards, which are often bright colours to show aggression. Joe liked the idea of painting an orange crest and contrasting this with a very light, almost white, blue skin. The orange gives the model a threatening appearance that would work really well as part of a cohort.



Prince Sigvald the Magnificent

This model was one of Joe's personal projects. Using non-metallic metals, he wanted to experiment with teal and cyan colours as they are placed opposite each other on the colour wheel and so work well as contrasting tones. The non-metallic effect on the armour is emphasised by multiple light spots on the raised breastplate and along the abdominal plates, which really keep the eyes busy as you look over it. Joe is pleased with the face and shield; the purple tints on the flesh and metal balance out the cold blue turquoise of the body armour.



Prince Sigvald the Magnificent

As a comparison to the teal-attired Sigvald above, this was the version Joe painted for the 'Eavy Metal collection. Joe has used non-metallic metal to exaggerate the model's armoured form. Both figures are exquisitely painted but when we ask Joe which he likes best, he thinks the model above is more successful, simply because it was painted two years later and Joe has had another 24 months of experience to call upon.



Imperial Guardsmen

These miniatures were painted for the Imperial Guard Codex. Joe's aim with these was to show what you can do with the Imperial Guardsmen kits in terms of subtle positioning to set a scene. The Catachan is a great example, with a pointing hand being upturned to give the model a 'shushing' motion. The Cadian has been painted in a cream and green scheme with warm tones added, helping place the model in tropical surroundings.



Slann Mage-Priest

Joe painted this Slann Mage-Priest for the Warhammer rulebook, choosing the miniature as it's such an iconic character. He researched reptilian and amphibious patterns found in nature to provide inspiration for his own colour schemes; Joe used a mottled effect on the back of the Slann that he copied from a picture of a real toad. Another noticeable element is the lack of a flying base. The plinth is subtly held in place via the branch at the back of the base, which has a metal pin running through it for extra strength and rigidity. Note also the Skink, painted in the same colour as on the previous page.



Eldar Farseer

This Eldar Farseer was painted for the first Ask 'Eavy Metal surgery, to highlight how to create a crystalline blade effect. If you want to see how Joe achieved this stunning look then refer back to White Dwarf 362 or head online to the White Dwarf Archive. The sword is just one aspect of an expertly painted miniature. Joe used very cool colours, such as light blues of different tones, to complement the crystal blades. A pale yellow was painted onto the exposed armour and the bottom of the cloak to add balance to the whole look of the miniature. Note how Joe has used yellow on the base of the weapon, creating the effect that the sword is translucent and the shoulder pad is partially visible through the blade.

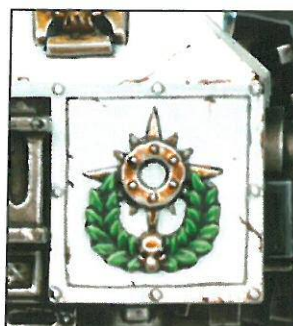


Brother-Captain Tycho

Joe's Captain Tycho is a prime example of how accomplished he is at using the non-metallic metal technique. For Joe, this model was all about refining the technique, making a real statement in how the effect looks and is perceived. Where the Tycho model is really successful is how the light spots reflect off the armour, really showcasing Joe's understanding of how light behaves on curved surfaces to give such a realistic effect.



Raven Guard Venerable Dreadnought



This Dreadnought highlights how you can cram lots of different paint effects onto a model with large plain areas such as metal panels. The top half of the walker is painted white – this is to do with colour balancing. The Chapter symbol on the Dreadnought's left panel was black, so the surrounding area was painted white. This means that the right panel had to be white too to keep the colours balanced. Closer inspection of the Dreadnought reveals all manner of details – a particular favourite is the grid on the auspex lens under the right torso panel.



Ork Nob

The digital-camo on the Ork Nob came about after a conversation the 'Eavy Metal team had about whether it was possible to replicate such an intricate pattern on a miniature. Joe took this as a challenge and the results speak for themselves. Each tiny square was painstakingly applied to the area, using reference photographs found online as a guide.



Skaven Clanrats

These Skaven colour variants play up the lighter and darker tones of painting. The Clanrat on the left is wearing dark clothing so has much lighter fur to contrast with his garb. The Clanrat on the right is wearing very light coloured rags and is covered in pustules that have also been painted in light colours, so the bits of mangy fur that are visible have been painted in dark colours to provide contrast.



Saurus Warrior

Joe was trying out a different way of painting blue on this Saurus Warrior. The area where the creature's soft skin on the front joins with the scales on the back has been deliberately softened by the mottling effect, which breaks down the obvious boundaries between the two areas. The blade carried by the Lizardman has been painted as stone, making the weapon look extremely hefty and therefore even more dangerous.



ASK 'EAVY METAL™

This month we re-open the ultimate painting surgery in the pages of White Dwarf. The painting doctors are in and are ready to answer your queries!

The last Ask 'Eavy Metal clinic we held in White Dwarf back in issue 362 was very popular. So it was a bit of a no-brainer that we would once again hand over some of our pages to the 'Eavy Metal team and let them cure the nation's painting ills. This time we're covering free-hand banner designs, power weapon special effects, and painting dead and leathery skin. These and all manner of other challenges that have confounded our readers are addressed by our team of accomplished painting experts.

As with the last session, this is more than just a straight question and answer affair. We wanted to get the most out of the 'Eavy Metal team's talents so we've used the questions featured as a springboard to address some common or challenging painting issues.

If you have a query of your own then write in to the usual address. We can't promise to address every question but we'll endeavour to cover as many as possible in this and future clinics. So, without further ado, let's make a start.

PAINTING POWER WEAPONS

The first question comes from John Brady of Southport, Merseyside. He wants to know how to achieve an impressive power weapon effect. Joe Tomaszewski answers:

Joe: *There is no definitive way to achieve an energy field such as on a power weapon. It's very subjective, the colours and style of which will depend on the look of the model and your own predilections.*

The example I've done on the power axe below works well as it suggests a focal point for the energy with the effect radiating outwards. This power field effect works by first painting on strips in a very dark colour and then filling them in with progressively lighter and finer lines. A glaze of the colour used for each layer may also be brushed over the whole blade to give it a glowing hue.



Step 1. Joe basecoated the power axe Chaos Black and then added thick lines of Regal Blue all over the blade, concentrating a lot of the paint around the raised nub that was to be the focal point.

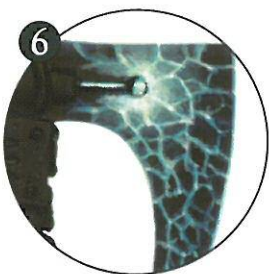
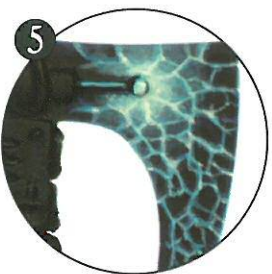
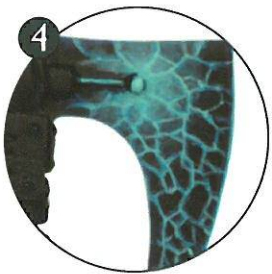
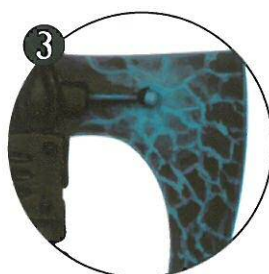
Step 2. Next, he painted a 1:1 mix of Hawk Turquoise and Regal Blue within the lines painted in the previous step. This mix was also applied to the raised circuit detail.

Step 3. Continuing to build up the energy lines across the face of the blade, Joe then applied pure Hawk Turquoise. Like the last step, this layer was painted within the lines, and was thinner than the previous coat so the outline of the earlier steps could still be seen.

Step 4. Next, a 1:1 mix of Hawk Turquoise and Bleached Bone was used in the same manner as previously described. And, like all the preceding stages, it was applied in a mottled way – concentrating around the focal point.

Step 5. Pure Bleached Bone was applied, working up the intensity of the energy lines and as a highlight on the circuit and the focal hue.

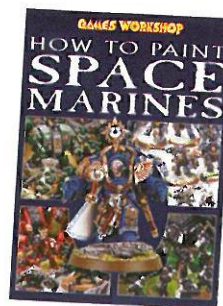
Step 6. Finally, Joe used pure Skull White as a fine highlight in the centre of the power lines, on the raised circuitry and on the focal point. The further away from the focal point, the less white he used.



SPACE MARINE CHAPTERS

How to paint different Space Marine insignia and colour schemes are questions we often receive so we're going to address some of the more common requests. Gabriel Gonzalez from Renton, USA and Aaron Ewins of Hereford, England want to know how to paint Blood Ravens. Ottar Eide of Norway wants to see a Disciples of Caliban Space Marine while Shane Payne and Fergus Bailey, both hailing from New South Wales, Australia are interested in painting Crimson Fists. Darren Latham looks into the Codex Astartes:

Darren: *Painting Space Marines is a real joy and great for beginner and veteran alike. I've always found Space Marine models to be the perfect subjects for an exercise in neatness. The clear portioning of the armour plates makes them a very useful way of practising brush control. Another great thing about Space Marines is that after the basecoat you only need two to three line highlights and a shade, and you'll have an exceptional-looking model ready for the gaming tabletop or to be proudly displayed.*



You can find much more information about heraldry and insignia in *How to Paint Space Marines*. There's also a detailed section on how to design your own Chapter.

BLOOD RAVENS



Step 1. The cream areas (chest eagle and shoulder pads) were basecoated with Khemri Brown. The red armour started with a 2:1 mix of Blood Red and Dark Flesh.



Step 2. The armour was then shaded with a 1:1 mix of Dark Flesh and Chaos Black. The cream areas were shaded with Scorched Brown.



Step 3. The eagle and shoulder pads were then layered with Bleached Bone. The armour was given a line highlight of Blood Red.



Step 4. Further highlights of Blazing Orange followed by Vomit Brown were applied to the armour. The cream areas were highlighted with pure Skull White.



DISCIPLES OF CALIBAN



Step 1. The green areas were basecoated Dark Angels Green. The bolter casing was painted with Scab Red. The black areas were left with the Chaos Black showing.



Step 2. The casing was then shaded with a 1:1 mix of Scab Red and Chaos Black. The armour was shaded by giving it a wash of thinned-down Chaos Black.



Step 3. The bolter casing was given a line highlight of Blood Red. The green was line highlighted with Snot Green. The black areas were picked out with a thin highlight of Codex Grey.



Step 4. The green armour was then line highlighted with Goblin Green, followed by Rotting Flesh. The casing was highlighted with Blazing Orange and then Vomit Brown. The black areas were highlighted with Fortress Grey.



CRIMSON FISTS



Step 1. The fist was painted Scab Red and the armour was basecoated with a solid coat of Regal Blue.



Step 2. A 1:1 mix of Scab Red and Chaos Black was used to shade the hand while thinned Chaos Black was washed over the armour.



Step 3. A highlight of Red Gore was applied to the fist. The armour was line highlighted with a 1:1 mix of Ice Blue and Regal Blue.



Step 4. The armour was then highlighted with Ice Blue followed by Space Wolves Grey. The fist was highlighted with Blazing Orange and then Vomit Brown.



GRETCHIN SKIN

William Sutton of Tasmania, Australia wants to know how to paint Gretchin skin in the Studio style. For this answer we asked 'Eavy Metal new boy, Mark Holmes:

Mark: When you're painting skin, no matter what the creature is, you're painting something that's alive (unless, of course, it's a Vampire or some Undead creature).

Skin needs to look vibrant to look alive and the best way to achieve this is by using lots of coats of thinned paint, applying it in layers, so you get a smooth, natural blend. The Gretchin we paint in 'Eavy Metal unsurprisingly use lots of Gretchin Green and so they have a yellowy-green tone rather than the darker greens found on Orks, and indeed, Orcs.



Step 1. Over an undercoat of Chaos Black, Mark basecoated the skin Knarloc Green.

Step 2. Gretchin Green was then applied, taking care to leave Knarloc Green in the recesses.

Step 3. Mark then gave the skin a wash of Thraka Green. Once dry, he applied another wash of Thraka Green, concentrating it in the recesses of the model.

Step 4. Next, Gretchin Green was layered onto the raised areas.

Step 5. A 1:1 mix of Bleached Bone and Gretchin Green was watered down and then layered over the raised parts of the Gretchin's flesh.

Step 6. Finally, Mark highlighted the most prominent skin areas with Bleached Bone.



GALADHRIM BANNER

Maximilian Ost from Ebersbach, Germany wants to know how we painted our Galadhrim Banner. Back over to Joe Tomaszewski for the answer:

Joe: We painted the banner to match the palette found in the movies, which meant using unconventional tones. This made for quite a complex process. As good as it

looks, these aren't the colours you would necessarily choose if no external reference existed, so feel free to paint the banner with whatever palette you wish. The key to success here is painting the different areas in the right order. It's no good painting the filigree first as this would make tackling the banner area underneath extremely hard to do – work from the bottom upward.

Step 1. A 1:1:4 mix of Goblin Green, Camo Green and Rotting Flesh was applied to the banner, the pennant was basecoated with a 1:1 mix of Fortress Grey and Shadow Grey.

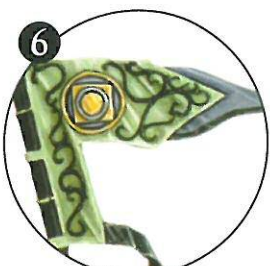
Step 2. A 1:1 wash mix of Thraka Green and Devlan Mud was applied directly into the recesses of the banner. A 1:1 wash mix of Asurmen Blue and Badab Black was painted onto the recesses of the pennant. The main colours were blended back up using the previous mixes, which were then used to highlight by adding Rotting Flesh to the green mix and Skull White to the blue.

Step 3. A 1:1 mix of Snot Green and Chaos Black was used to paint the filigree and the strip along the bottom of the blue pennant.

Step 4. The blue mix from Step 1 was used to fill in the central circle. The inner circle was picked out with Fortress Grey.

Step 5. A 1:1 mix of Iyanden Darksun and Sunburst Yellow was then used to fill in the rest of the central feature.

Step 6. The yellow areas were then highlighted using the yellow mix with Skull White added.



ELDAR CRAFTWORLDS

The Eldar are popular subjects for our postbag. For instance, Taylor Hobson of London wants to know how to paint Saim-Hann Eldar, while Steven Neate from Victoria, Australia is after a method for painting his Eldar yellow in the style of Iyanden Craftworld. Mark Holmes investigates:

Mark: When the Eldar go to war they are anything but shy. They battle in intense, bright armour. To keep the vibrancy

use a white undercoat – both the examples below were sprayed Skull White before painting. You also need to be careful when applying the wash. Overusing it can dull down the brightness, so use a Fine Detail Brush and apply it directly to the areas needed, usually between the armour plates. Eldar are usually painted with two main colours: one on the helmet and one for the body armour. This is how all the main Craftworlds are painted.

IYANDEN GUARDIAN



Step 1. Mark painted the armour with a liberal basecoat of Golden Yellow. The helmet was painted with Regal Blue.



Step 2. He then carefully applied a line of Vermin Brown and Ogryn Flesh wash (a mix of 1:3 respectively) into the recesses. The helmet was then washed with thinned Badab Black.



Step 3. A highlight using a 1:1 mix of Sunburst Yellow and Skull White was painted on the edges of the armour. The helmet had a similar treatment with a 1:1 mix of Regal Blue and Ice Blue.



Step 4. Finally, Mark picked out the extreme edges of the armour with Skull White and the edges of the helmet with Ice Blue.



SAIM-HANN GUARDIAN



Step 1. After the white undercoat had dried, the armour was basecoated Blood Red with the face mask painted Chaos Black.



Step 2. A 1:3 wash mix of Red Gore and Badab Black was carefully painted into the recesses. The helmet was washed with watered-down Space Wolves Grey. A 1:1 mix of Chaos Black and Codex Grey was painted on the edges of the face mask.



Step 3. Pure Blazing Orange was applied to the edges of the armour. Codex Grey was applied to the face mask followed by a wash of Shadow Grey into the recesses of the helmet.



Step 4. Mark picked out the extreme edges of the armour with Vomit Brown. The face mask was similarly treated with Fortress Grey. Finally, he re-applied Skull White onto the helmet to tidy it up.



ELDAR GUARDIAN SHOWCASE



Alaitoc Guardian



Ullthwé Guardian



Biel-Tan Guardian



Altansar Guardian



Il-Kaithe Guardian

TARNISHING NECRONS

Jonathan Dalecke, who has left it a bit of mystery to where he comes from, asks about an equally mysterious race. He wants to know how to tarnish his Necron Warriors to make them look ancient. We asked Mark Holmes how to do it:

Mark: The Citadel washes are great for weathering and creating a tarnished look

on your models. While in the early stages – as I've done here – you can be quite liberal with their application, you shouldn't continue in this vein and heap wash after wash all over the model, as all you'll end up with is a very dull, brown figure. You need to target specific areas with the darker washes to keep other parts brighter and create a more realistic effect.



Step 1. After undercoating the Necron Warrior Chaos Black, Mark basecoated the entire figure with Boltgun Metal.

Step 2. The model was then washed with Gryphon Sepia.

Step 3. Mark then applied Ogryn Flesh over the model with the recesses receiving extra treatment.

Step 4. Devlan Mud was then applied into the recesses of the Necron Warrior.

Step 5. Mark then applied patches of Thraka Green over the Necron Warrior with extra attention given to the recesses.

Step 6. Finally, Mark picked out the edges of the Necron's armour with Chainmail.

PAINTING A CLOAK OF BATS

Alrick Babilon from France would like to know how to paint Konrad von Carstein's dense cloak of flying mammals. Mark Holmes was once again ready to provide the answer:

Mark: The cloak, being made of bats, is going to look quite dark. So, to begin with, make sure the colour of the armour

contrasts with the cloak or else the whole model will look too dark. The method I've used to paint the cloak starts with a mid-tone and then works up to the highlight, before using the washes to knock the tone back down. This is simpler than starting from a very dark foundation and working up to the highlight, as you're letting the washes do much of the work for you.



Step 1. Mark first painted the bats with Adeptus Battlegrey.

Step 2. The bats' fur was painted Scorched Brown. To highlight the wings, Mark then applied a 1:3 mix of Adeptus Battlegrey and Kommando Khaki.

Step 3. Watered-down Bleached Bone was applied onto the wings and Bestial Brown was overbrushed on the bats' fur.

Step 4. Several thin coats of Badab Black were then washed over the wings and Devlan Mud was applied directly onto the fur.

Step 5. Mark used thinned-down Red Gore to wash into the recesses of the wings. Bestial Brown was then reapplied to the fur.

Step 6. The wings were once again picked out with watered-down Bleached Bone and Vomit Brown was used to pick out the fur.

PAINTING DEAD FLESH

R. J. Greenaway, who lives in Chesterfield, England, wants to know how to paint dead or leathery skin, specifically, the flesh coat worn by Fabius Bile. Joe Tomaszewski took up his brush:

Joe: Rotting Flesh, as its name implies, is always a good colour to turn to when you're painting dead skin. Its often used as a basecolour or even as a highlight, as is

the case with Fabius Bile. Bile's coat itself is a patchwork or different bits of skin stitched together, so I wanted to emphasise this by using a slightly different basecoat for each panel. The remaining steps are then quite similar, no matter which basecoat you started with. I found painting one panel to completion, before starting another, to be the most productive way of achieving this look.

Step 1. The different panels were first painted either Tallarn Flesh and Rotting Flesh (1:1); Tallarn Flesh and Fortress Grey (1:1); Tallarn Flesh and Camo Green (1:1); and pure Tallarn Flesh.

Step 2. No matter which basecoat was used, a thinned wash of Baal Red was applied, followed by a wash of Leviathan Purple.

Step 3. The panels were then worked back up to their original basecoat colours, leaving the recesses exposed.

Step 4. The different panels were then highlighted using their initial basecoat mix with Rotting Flesh added (or increased) to create a lighter colour.

Step 5. To further highlight the panels pure Rotting Flesh was then used, applied to the most prominent areas.

Step 6. Finally, pure Skull White was used as a fine highlight on all the panels of the flesh coat.



NECROTIC FLESH SHOWCASE



Plague Marine



Fabius Bile



Zombie

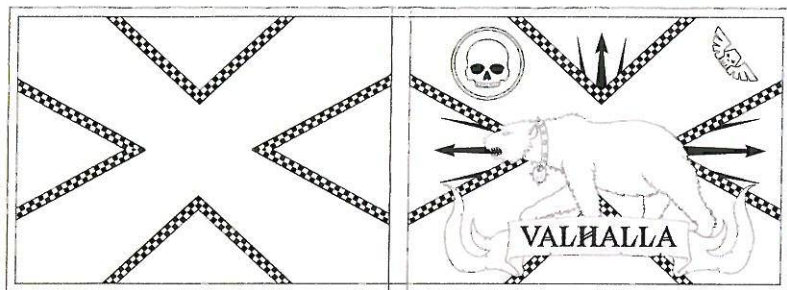


Liche Priest



Crypt Ghoul

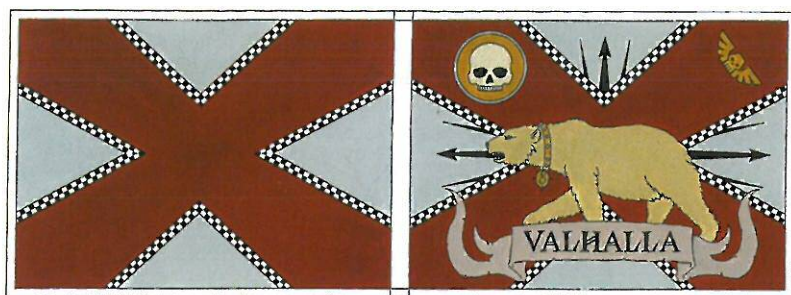
PAINTING A FREEHAND BANNER



Neil Hodgson has designed this Valhallan banner especially for Jay's request. Permission is granted to photocopy this image for personal use only. You can, of course, cheat and use Joe's finished banner below but the dice gods will know!

Finally for this issue, Jay Magowan from Waringstown, Northern Ireland would love it if we provided a banner design for his Valhallan regiment and then show him how to paint it. Your wish is our command! Joe Tomaszewski set out to paint it:

Joe: *Painting a pre-designed freehand banner is like any type of two-dimensional painting. Good brush control will give you a neater banner. And the neater it is, the better it will look. The choice of colours is totally up to you. If you follow the method of first applying a basecoat, then shading, blending back to a mid-tone and a final highlight, it'll look good.*



Step 1. Joe basecoated the areas with the following colours:

Scroll – Dheneb Stone.

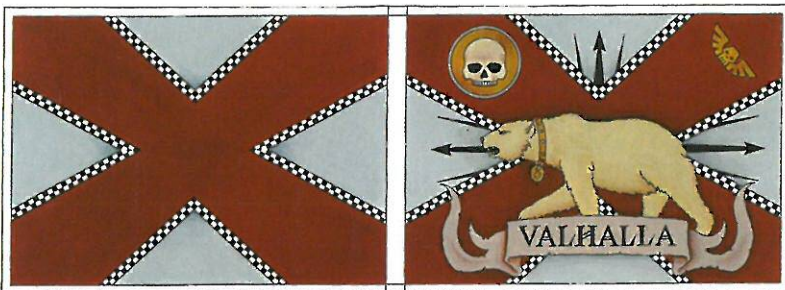
Bear – A 1:1 mix of Bleached Bone and Desert Yellow.

Background – A 1:1 mix of Astronomican Grey and Skull White.

Cross – A 1:1 mix of Scab Red and Blood Red.

Gold – Tausept Ochre.

Skull – Bleached Bone.



Step 2. He then shaded the different areas using these paints and mixes:

Scroll – Scorched Brown.

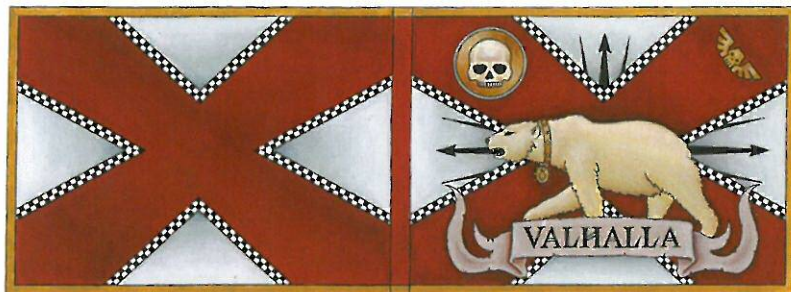
Bear – Scorched Brown.

Background – Shadow Grey.

Cross – Shade with a 1:1 mix of Scorched Brown and Chaos Black over very thin glazes.

Gold – Scorched Brown.

Skull – Scorched Brown.



Step 3. Next, Joe blended the areas back up to the mid-tone and then into a highlight using the following:

Scroll – A 1:1 mix of Dheneb Stone and Skull White.

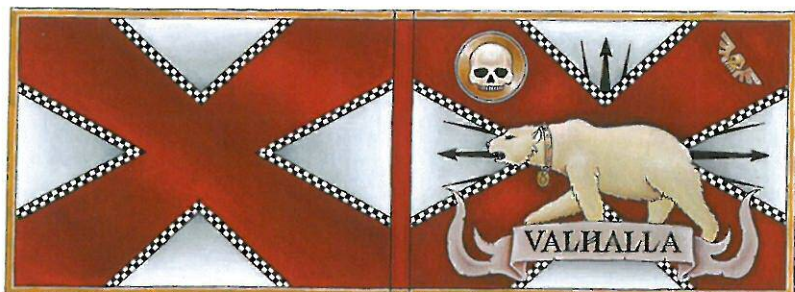
Bear – A 1:1:1 mix of Desert Yellow, Bleached Bone and Skull White.

Background – A 3:1 mix of Skull White and Astronomican Grey.

Cross – A 3:1 mix of Blood Red and Scab Red.

Gold – A 1:1 mix of Tausept Ochre and Skull White.

Skull – A 1:1 mix of Bleached Bone and Skull White.



Step 4. Finally, Joe added some fine highlights to really lift the design off the banner:

Scroll – Skull White.

Bear – Skull White.

Background – Blend to pure Skull White.

Cross – Blend to pure Blood Red.

Gold – Skull White.

Skull – Skull White.

FREEHAND BANNER SHOWCASE



Mordor Orc Banner



Stormvermin standard bearer



Orc Battle Standard Bearer



Wight King Battle Standard Bearer



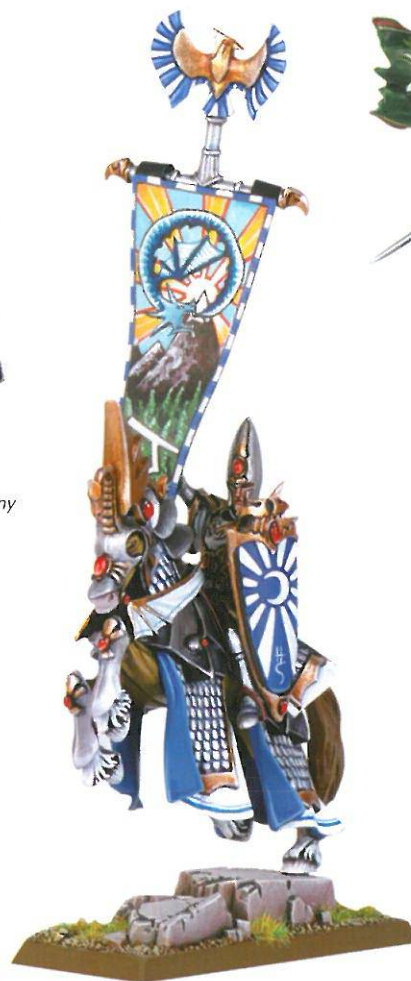
Ultramarines 2nd Company banner bearer



Gamling



Blood Knight Standard Bearer



High Elf Battle Standard Bearer

Got a Question?

As the doors close on the latest painting clinic it's worth reminding you that the 'Eavy Metal team are always willing to answer your queries. If you'd like to see similar feature in a future issue of White Dwarf then send us your question to the address below.

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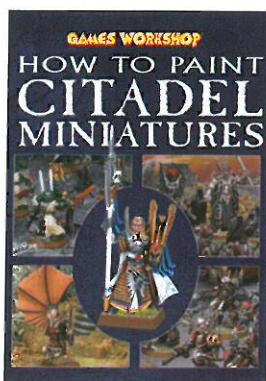
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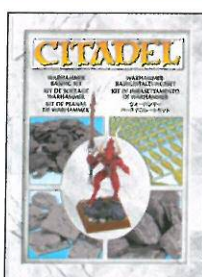
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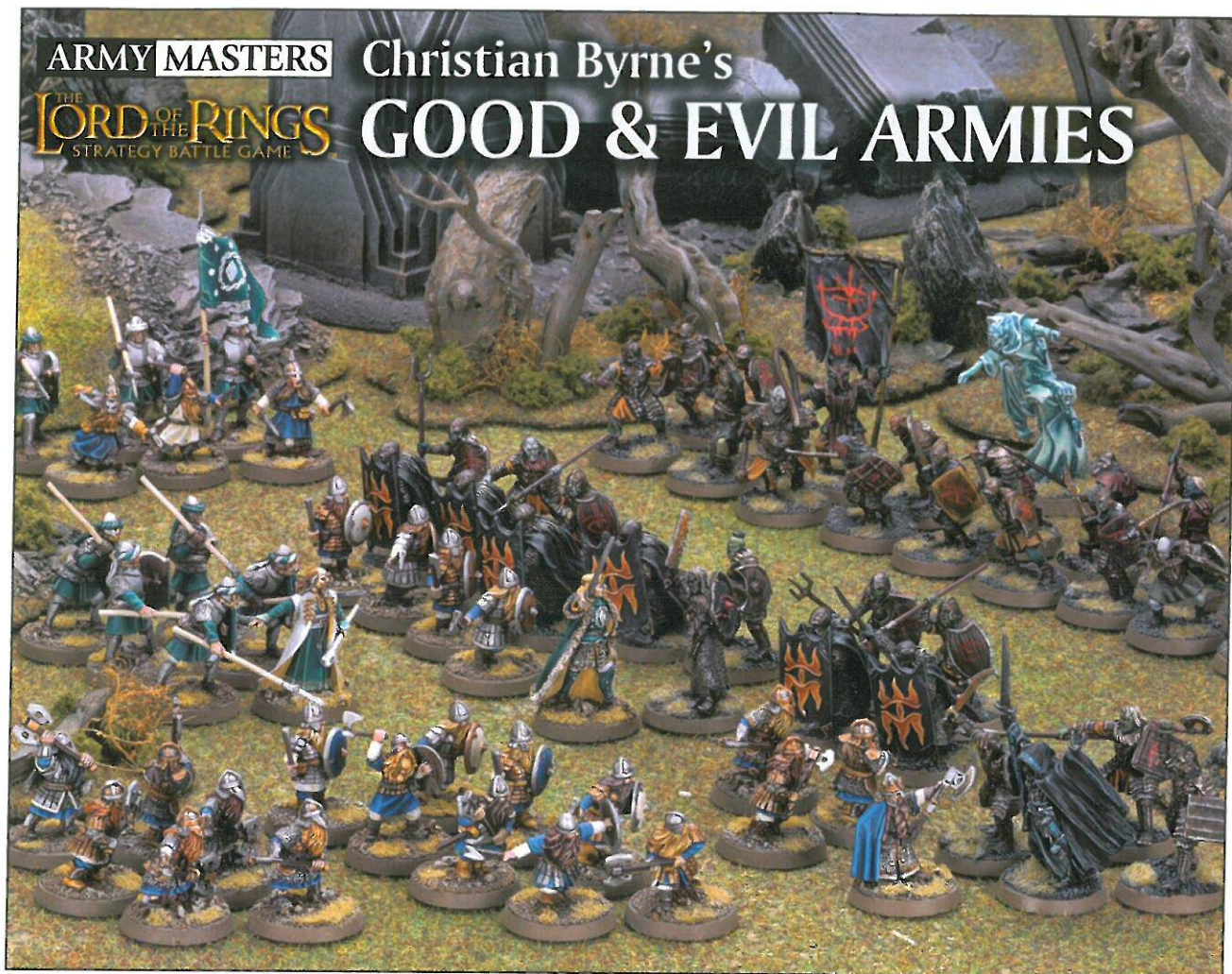
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ARMY MASTERS
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Christian Byrne's GOOD & EVIL ARMIES

Army Masters features the armies of some of the most talented hobbyists that we can track down. This month Adam Troke collars White Dwarf's own ace painter Christian Byrne to talk about his collection of The Lord of the Rings models.



On any given lunch break, Christian can be found busily painting miniatures. His painting endurance is matched only by the variety of models that he's working on. Currently on his paint station are Uruk-hai, Empire state troops, a Daemon Prince and a mob of Ork Burna Boyz.

Christian has been a collector of The Lord of the Rings Strategy Battle Game for a number of years. His expertly painted armies are a regular fixture at the UK The Lord of the Rings Grand Tournaments and he even won the award for best-painted army at the Doubles in 2009 alongside his teammate, Nick Bayton. I caught up with Christian to talk about his latest army, which he painted to use at the 2010 Grand Tournament.

'One of the aspects of tournaments for The Lord of the Rings that makes it really appeal to me,' Christian says, 'is the fact that players must bring two armies to the event. You alternate which army you use from game to game. This lets the battle between Good and Evil play out in every scenario, and means your collection can have even more variety.'

For the 2010 Grand Tournament, Christian's two armies were the Alliance of Arnor and Khazad-dûm and the Scions of the Dark Lord. In the events that Christian

has attended it's become a common sight to see his armies gracing the nominees list for best army. The 2010 Grand Tournament was no different as he was chosen again.

'That's always exciting,' he says with a smile. 'I really try to make all my miniatures look their best, because it gives me a chance of winning something! I'm an OK general and I work hard to build an army that can win games, but I'm clearly a better painter than a general!'

'Over the years I've found the trick to getting your army noticed by the judges is to make sure the force looks "uniform". Choose a few sympathetic colours and stick to them. Bright colours are best, in my opinion, but try not to choose gaudy ones. Make sure your bases are tidy and detailed with some kind of Static Grass. As for the actual painting, I tackle mine in batches of five or six models at a time. I'll paint them till they're all done, then move on to something else. Flipping between two forces can keep things fresh for you.'

The Alliance of Arnor and Khazad-dûm



Scions of the Dark Lord



The Alliance of Arnor and Khazad-dûm

Christian: This force is based around the rock-hard gaming combination of Dwarf Warriors, Iron Guard, Khazâd Guard and the spear-armed Warriors of Arnor. They're a really good alliance, combining high Fight values and Defence, and a host of special rules.

They also help to create the look that I wanted for this army, a solid, heavily armed shieldwall, and you can see that in the choices of models that I have made. Plenty of armour and shields all painted to look bright and clean. On the tabletop it looks really quite imposing.

When painting the force, I used a limited colour palette on the uniforms and was careful not to deviate from it. Essentially the colours of the army are blue and white cloth with Chainmail and Dwarf Bronze armour. I used details, such as the beards on the Dwarves, to add more variety, without unbalancing the overall colour scheme of the force. You'll notice there's probably about seven colours of beard in the army, but by mixing in Bleached Bone for all of the highlights on both beard and cloth, it gives the whole army a strong sense of uniformity.



Durin's beard is a base of Dark Flesh, highlighted up with Bleached bone.



This Captain's beard is Vomit Brown, washed with Ogryn Flesh and highlighted up with Bleached Bone.

Durin, King of Khazad-dûm

A rich blue cape and striking gold trim on his helmet, chainmail and beard rings make Durin look suitably regal and eye-catching.

Dwarf Captains

These two Dwarf Captains use the same colour palette, but still look quite different. While they both have off-white cloaks, for example, the one has gold scale armour while the other has silver chain.



A single dot of Skull White in the helm of this Khazâd Guard makes eyes look like they are gleaming.

Khazâd Guard

Clad in mithril armour, the Khazâd Guard needed to look impressive. Lots of areas of Mithril Silver, with Dwarf Bronze for contrast, reflects their wealth and status. Christian used an Ogryn Flesh wash to give the bronze a rich, warm tone.



Iron Guard

By alternating the helm, robe and sleeve colours on the Iron Guard, Christian ensured they all look distinct. There are nine in the army, but no two look quite the same.

Banner Bearers

By adding in a third colour to the banner on the left, Christian made the flag very striking, while the clean white of the other standard stands out on the battlefield.

The Royal Court of Arnor

Not everything in Christian's army is short and bearded. The Warriors of Arnor bring some height to the force. The green-blue detailing, seen on their shields, banners and so on, is deliberately chosen to make them sympathetic alongside the blue cloth of the Dwarves.



Most of Malbeth's hair is painted with a Bestial Brown basecoat, save for a few wispy strands of Fortress Grey, highlighted Skull White.



Malbeth the Seer



Arvedui has been given piercing blue eyes. Christian has painted reflections onto the deep green armour to make it look highly polished.



Arvedui



Warrior of Arnor



Banner Bearer



Painting identical models in contrasting colours helps to create variety within the army.



Dwarf Warriors

Christian uses Dwarf Warriors to form the bulk of his battleline. They're not the elite of his army, but that didn't stand in the way of him giving them an excellent paint job – keen eyes will spot a mix of plastic and metal miniatures, providing a wealth of different poses.

Erebor Alternatives

While Christian typically uses the army as an alliance between Arnor and Khazad-dûm, he has enough Dwarves painted up to use the force as an Erebor army instead. To do that he replaces the Arnor elements of the force, along with Durin and instead uses Balin, Son of Fundin, Gimli, Son of Glóin and Dáin Ironfoot to lead the army.



Gimli



Dáin

Scions of the Dark Lord

Christian: When tackling my Evil army I knew that I wanted it to include a strong mix of Orcish warriors and the ghostly, supernatural elements found amongst Sauron's servants. I ended up choosing a quadruple-alliance of army lists: The Nazgûl, Cirith Ungol, the Black Gate and Angmar. This gave me a wide variety of possibilities, such as the powerful combat Hero Shagrath, tough Black Guard warriors and the incredibly useful Shade.

Black iron, well rusted is probably the most striking colour throughout the army. I wanted the whole force to look dark, but not dull, so I used rust on the armour plates, the Eye of Sauron on the Black Guards' shields and the cloth of the Morannon Orcs to tie the force together and highlights applied to armour, hair and skin for spots of brightness. Again, using Bleached Bone as my highlight colour across the army did a lot to draw the colours of the force together.



Hawk Turquoise mixed with Skull White was used for the scripts of Black Speech on the Shadow Lord's robes.



Red Gore is used on the Eye of Mordor symbol on Shagrath's brutish shield.



The face was painted with Codex Grey, washed with Badab Black and highlighted with Bleached Bone.

Shagrath, the Warleader

Christian rates Shagrath as, point-for-point, the deadliest Evil Hero available. With plenty of Might and stats to die for, this impressive centrepiece model is a must-have inclusion in Christian's combat oriented army.

The Shadow Lord

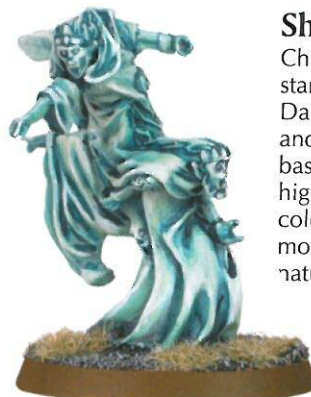
Christian rates the Shadow Lord as best-looking Evil model in the range. When he painted the Shadow Lord, Christian copied the 'Eavy Metal team's colour scheme.

Orc Taskmaster

The Taskmaster was brought along to keep the rabble in line. Christian painted the cloth and armour to match the Morannon Orcs.



Astronomican Grey washed with Devlan Mud and then highlighted with Bleached Bone leaves the brutish Taskmaster with an unhealthy bluish tinge.



Shade

Christian made sure the Shade stands out by using a mix of Dark Angels Green, Regal Blue and Skull White for the basecoat, which was then highlighted into the ethereal colour you see here. As a tall model, the Shade forms a natural focal point for the army.



The eye was painted with Blazing Orange, highlighted with Bleached Bone then washed Baal Red.

Black Guard of Barad-dûr

The combat elite of Christian's army, the Black Guard have a lot of visual indicators that make them stand out. The blazing eye on the shields was a chance to go mad with painting, and also ties them in nicely with the leering red eye on Shagrath the Warleader's shield.



Ice Blue washed with Devlan Mud gives this Morannon Orc's skin a deathly cast.



Tin Bitz washed with Vermin Brown gives the armour a tarnished look. A drybrush of Boltgun Metal spots of Mithril Silver for chips adds contrast and brightness.



Morannon Orcs

Morannon Orcs are the 'mainstay' troops of the army, tasked with supporting the Black Guard. Not only are they great models, with really sharp, nasty looking armour with jagged tassets etc, but they're good in a fight. Lots of Vermin Brown stippled onto the armour and washed into recesses makes them look worn and corroded.



This Orc has a similar skin tone to the Taskmaster except with more Skull White blended in.



Not all of Christian's Orcs have pallid skin. This Orc's flesh is reminiscent of Uruk-hai flesh tones.



Mordor Orcs

Christian refers to the Mordor Orcs as his 'chaff'. 'I use these purely as grist for the millstone of combat. These have a higgledy-piggledy look, with no unified colour scheme. They're an unruly militia unlike the elite Morannon Orcs.'

The Knight of Umbar

Christian picked the Knight of Umbar for his army specifically for the advantage he offers in the game. His extra Might point really helps with getting Heroic actions off, and the ability to borrow the statistics of his opponent in combat can make him a formidable foe, especially against powerful Heroes.



Christian has kept the colours of his Nazgöl dark and muted, which helps them hide within the ranks of the army.



CITADEL[®] HALL OF FAME

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



Michael Perry has been a mainstay of the Citadel Miniatures Design Team for more than thirty years – an unstoppable force of sculpting power who can bend Green Stuff to his will. Many consider Michael a latter-day alchemist, with epoxy putty as his base metals and beautiful miniatures his gold.



This is the coloured model Brian provided to the mould makers to show them how to cut up the Giant for the plastic frames.

MICHAEL'S FAVOURITE MINIATURE

Michael: Sometimes there are miniatures that make you sit up and take notice – models that cause a giant leap (*Groan* – Ed) in how we look at sculpting. One of the models that stands out is the Warhammer Giant sculpted by Brian Nelson. If I am going to nominate a piece for the Citadel Hall of Fame, this has to be it. The Giant is a towering masterpiece! Of course, I could nominate any of Brian's miniatures for inclusion into the Hall of Fame with confidence, but this is the miniature that really stands out for me.

The reason for that is simple – at the time that Brian sculpted the model it was a daring move – he was sculpting it as a three-up, which meant an overall model that stood more than a foot tall! In spite of the Giant's massive stature, the miniature is superbly conceived, it has the perfect combination of intricate details and large, flat areas that are so sensitively made that they don't require extra embellishment.

But there's more to the Giant than just that. One of the things that is so striking about the model is that Brian has put great care into creating a miniature that isn't *just* a man that is three or four times larger than he ought to be. Brian has used odd proportions and a genuinely surreal physiognomy to create a *Warhammer* Giant.

Brian has a real knack for working out how to make models that, when assembled, are incredibly natural in pose and position. One thing that impresses me most is how he created the front and back

of the Giant's legs so that when they're joined together you can see the knees recessed behind the torn trousers. That might seem like a small detail to get excited about, but it's very exciting from the point of view of a sculptor – it's innovative, and effective. The Giant looks like he's wearing trousers rather than merely sculpted detail and they look *real*.

I could talk for ages about the Giant and how well sculpted he is, from his huge, flabby barrel of a belly to the jag-toothed mouth, but there's more to the kit than even that. It's overflowing with accessories, a kit-basher and converter's dream come true, with barrels of ale, extra armour plates, arrows, a millstone and countless other extras. In short, it's so customisable and full of options that it's entirely possible to make many very different Giants, from the horn-headed monstrosity so popular with Beastmen players to the shackled Giant common amongst Ogre Kingdom armies. There's a squashed Goblin, a fleeing Empire peasant and even a gibbet cage and a hungrily waiting vulture!

I have a strong memory of the Giant being manufactured. When the original mould (so big it was made in a dustbin) was opened for the first time, it took four strong men to pull the mould apart, with eager onlookers calling out 'I can see the legs!' and 'it's a boy'. The Giant took months to make, but it was well worth the wait. Brian should be a proud father.



Brian: I am very flattered that Michael would nominate one of my models as he has been a major inspiration throughout my sculpting career. The bigger you make something, the more effort and care you have to put into it. Large models will show your deficiencies more starkly than small ones – there are less places to hide on a larger miniature.

Thankfully, when I was sculpting the Giant I wasn't isolated. Instead I was able to pull in expertise and experience from other miniatures designers. For example, I was exploring ways to get the most detail possible, within the restrictions enforced by making a model in plastic. The idea for the knees that Mike likes so much, was suggested by veteran miniatures designer Aly Morrison. Collaboration like this is common with what we do; it's what makes the Studio, and our team, such a great place to work.

Connected to the fact that no man works alone, I've got to share the credit for this one with the ingenious chaps – the craftsmen in 'brown coats', so to speak – who lovingly cut my hand-made Giant into pieces to make the model you can see today.

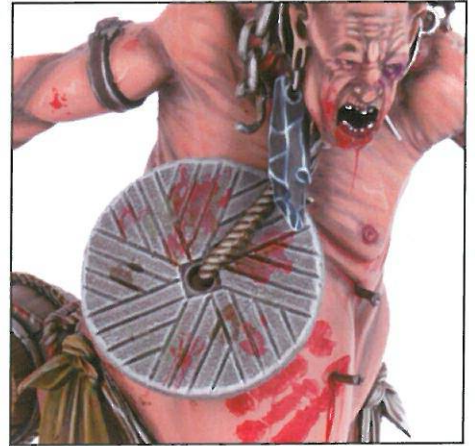
SHOWCASE



The Warhammer Giant, showing many of the extra details in the kit.



Orc & Goblin Giant



The millstone hanging around the Giant's neck is often used to identify an Ogre Kingdoms Slavegiant.



This horn-headed Giant head is one of four designs included in the kit.



An Empire peasant trapped in a gibbet cage is sure to meet a grim end as the Giant's lunch – or the vulture's.



A trussed-up cow and spare arrows are just some the extra details that allow for such a huge amount of variation to the kit.

IMPERIAL GUARD TANK MARKINGS



PAINTING WORKSHOP

Every Imperial tank carries with it the history of its long service to the Emperor. It wears the battles it has fought and the victories it has won on its hull. In this article we take a look at how you can adorn your tanks with their own history.

HOW TO PAINT CITADEL TANKS



How to Paint Citadel Tanks is full of indispensable advice for painting vehicles, including tips for adding battle damage, weathering and much more.

When the Imperial Guard go to war they do so en masse, landing entire regiments of infantry and companies of tanks. Within a single theatre of war an Imperial commander might have tens of thousands of men under his command and hundreds of armoured vehicles, potentially drawn from dozens of separate regiments. Quickly being able to identify and distinguish individual squadrons of tanks in the midst of battle is therefore paramount; if a commander cannot quickly identify an individual squadron, orders might be dispatched to the wrong unit and confusion will begin to reign.

To aid with this the Imperial Guard uses simple yet distinctive combinations of coloured shapes and symbols to distinguish between tanks from different

companies and squadrons. Because the Imperial Guard is such a vast organisation drawn from thousands of different worlds, these markings can vary greatly between regiments. The Departamento Munitorum have devoted entire libraries to the recording of such symbols.

Faced with such an array of possible tank markings and badges, it can be a daunting prospect to begin applying them to your own vehicles. We asked our own pair of tank aces, Chad Mierzwa and Duncan Rhodes, to show us some simple-yet-effective ways of painting tank markings. Over the next few pages we'll show you a complete stage-by-stage example of how to apply camouflage and markings to a tank from start to finish, as well as providing dozens of additional examples of alternative markings.

Markings and Organisation

Imperial Guard tanks are drawn from dedicated tank companies and attached to infantry companies for the duration of a campaign. A tank company comprises three squadrons each made up of three tanks, and one command tank.

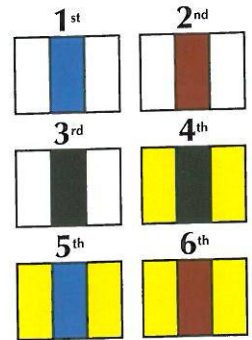
The majority of tank companies are composed of Leman Russ Battle Tanks. A company will often contain variant pattern Leman Russ tanks, such as the Exterminator or the Punisher – more often these will be fielded alongside other Leman Russ Battle Tanks within a squadron, or they might be fielded in dedicated squadrons of their own.

All tanks from the same company are denoted by a distinctive pattern that can

be easily identified on the battlefield. The colours of the bars varies between Imperial Guard regiments, as each has its own preferences and traditions.

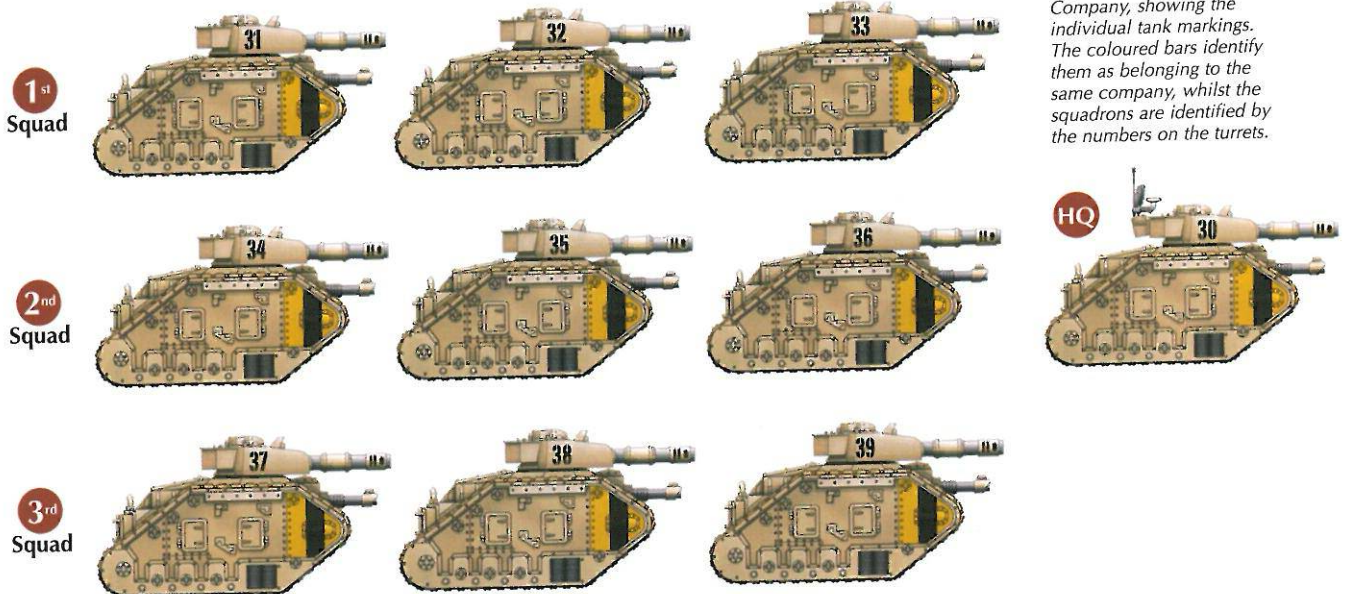
The squadrons within a company are also readily identifiable, although the method used to do this varies greatly between regiments. Sometimes the squadron is identified by coloured bars, a distinctive symbol or a number.

Upon reaching a new battlezone, the Logisticians will issue the reinforcements with appropriate manuals, some numbering thousands of pages, detailing the markings used in the conflict. Teams of Servitors will then set about the long task of repainting the company's tanks.



The company markings of the Mordian 89th regiment, the Gloomblades. Colours can vary between Imperial Guard regiments.

The Vostroyan 101st Regiment, 3rd Armoured Company, showing the individual tank markings. The coloured bars identify them as belonging to the same company, whilst the squadrons are identified by the numbers on the turrets.



Camouflage

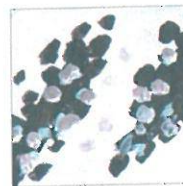
The Imperial Guard is called upon to fight upon countless different worlds in the service of the Imperium. As regiments are transported to different theatres of war, tank crews will repaint the hull of their vehicles to camouflage them with the dominant terrain.



Sulphur desert



Urban sprawl



Polar



Jungle



Night world



Ferrous waste



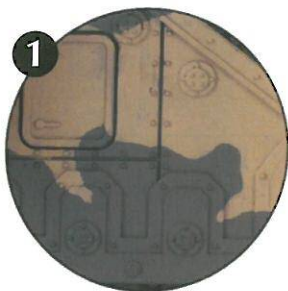
Ash waste



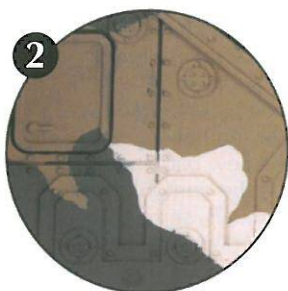
Death world

Camouflage

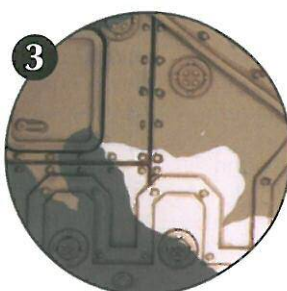
Whereas a Guardsman's uniform is camouflaged to help him blend in with the surroundings, the camouflage applied to a tank serves a different purpose. Tank camouflage is designed to help break up the outline of a tank, making it difficult for the enemy to target specific areas of the vehicle.



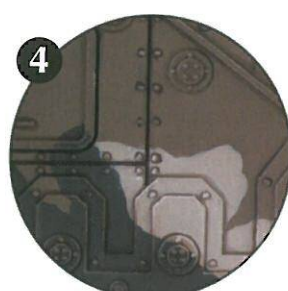
Step 1. The entire tank is basecoated Charadon Granite. Blotches of Khemri Brown are then painted on.



Step 2. Blotches of Dheneb Stone are then added.



Step 3. A wash of Devlan Mud is then applied to the recesses and panel lines.



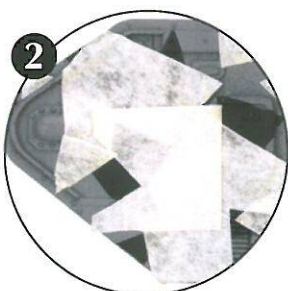
Step 4. The grey areas are then drybrushed with Kommando Khaki, the brown areas with a drybrush of Dheneb Stone and the cream areas with a mix of Dheneb Stone and Skull White.



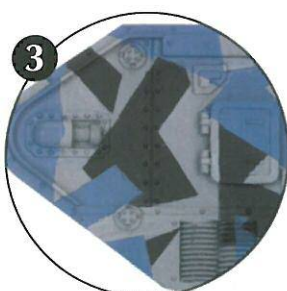
Alternative Camouflage Stage-by-Stage



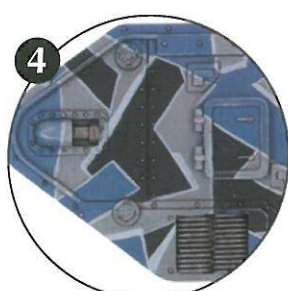
Step 1. The hull is first painted Codex Grey. Pieces of masking tape cut into irregular shapes were then stuck on.



Step 2. A coat of Astronomican Grey is then applied. The masking tape is then removed and replaced by a second series of shapes.



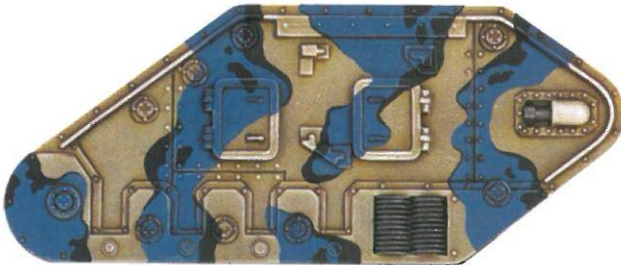
Step 3. A coat of Shadow Grey is then applied. Once dry the masking tape is removed, revealing the pattern.



Step 4. The pattern is edged with lines of Fortress Grey and the rest of the hull highlighted with a light drybrush of Fortress Grey.

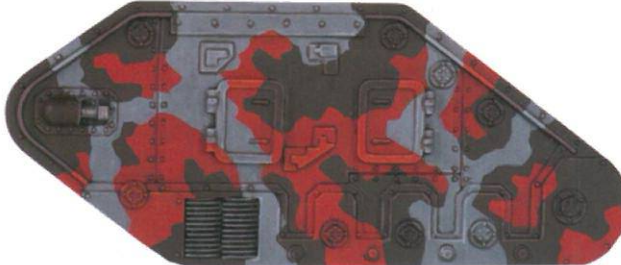
Alternative Camouflage Schemes

Cadian 117th Regiment, used during the Second Fall of Urzu.



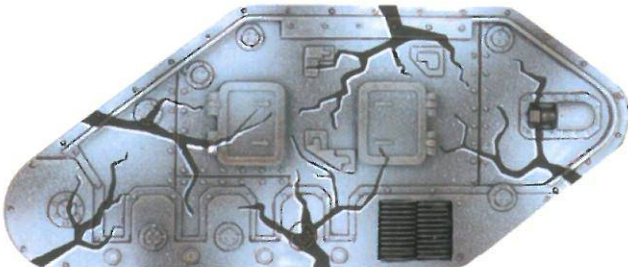
The hull was basecoated Bestial Brown, drybrushed Desert Yellow and then drybrushed Bleached Bone. The camo pattern was then painted on by hand in Shadow Grey and highlighted with Fortress Grey. Finally small patches were painted on in Chaos Black.

Pintax VIth Regiment during the Rebellion on Skaroth.



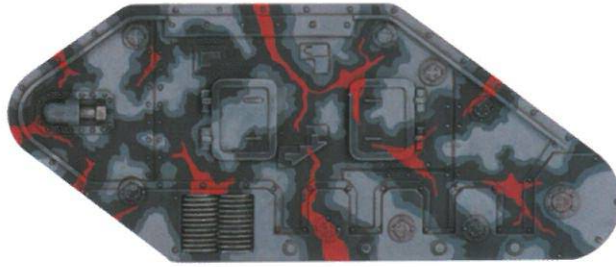
A basecoat of Mechrute Red was first applied, followed by a highlight with a mix of Blood Red and Dwarf Flesh. Blotches of Scorched Brown were then painted on and highlighted with a mix of Scorched Brown and Skull White. Finally stripes of Codex Grey were painted on and highlighted Fortress Grey.

Harakoni 103rd Regiment during the Antorro Conflict.



The hull was basecoated Astronomican Grey using the Spray Gun. Patches of Space Wolves Grey were then lightly sprayed on, also using the Spray Gun. Thin lines of Charadon Granite were then painted on by hand and edged with Skull White.

Mordian 89th Regiment, night camouflage on Arrus.



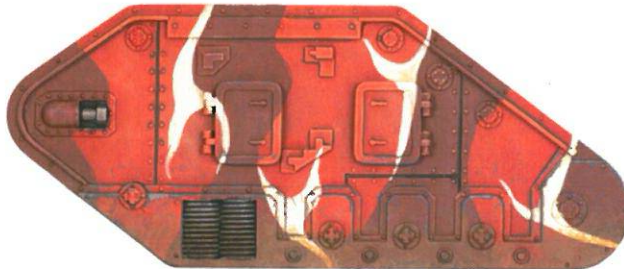
Patches of Adeptus Battlegrey were painted onto the hull, leaving Chaos Black areas showing. The pattern was highlighted with Codex Grey and then the entire hull drybrushed Fortress Grey. Thin lines of Mechrute Red were then painted on and highlighted with Blood Red.

Tallarn 215th Regiment during the engagement on Dreska.



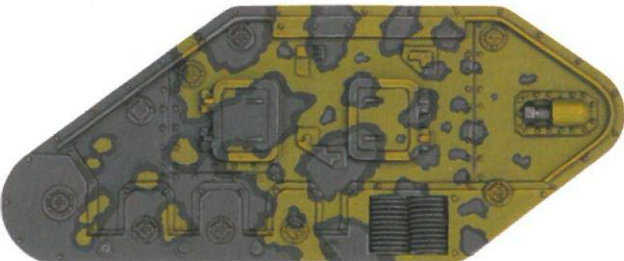
A basecoat of Tausept Ochre was first applied followed by a Bubonic Brown highlight. Horizontal stripes were then painted on with Charadon Granite and highlighted with Graveyard Earth. The pattern was then edged with Space Wolves Grey.

Vidar Reserve Armour, ash camouflage.



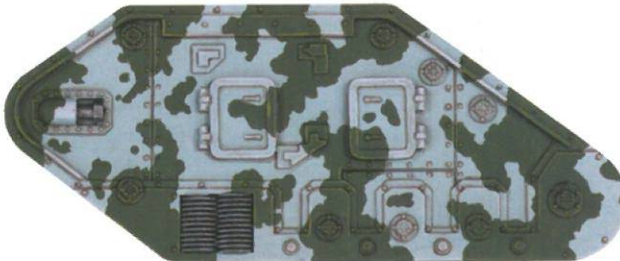
A basecoat mix of Mechrute Red and Scorched Brown was applied to the hull. Bands of Mechrute Red and Dark Flesh were then painted on, followed by stripes painted on in Bleached Bone.

Catachan XVI, the Swamp Devils



The hull was basecoated Gretchin Green and then highlighted with Bubonic Brown. The camouflage pattern was painted on with Charadon Granite and then highlighted with a mix of Graveyard Earth and Fortress Grey. They were then edged with Charadon Granite and Chaos Black.

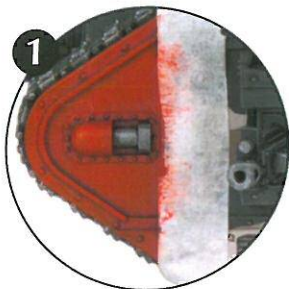
Valhallan 212th during the liberation of the tundra world of Valric.



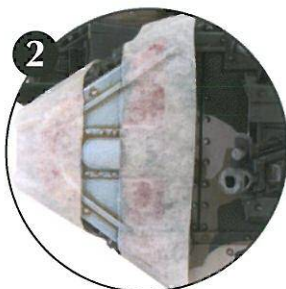
The hull was basecoated with Astronomican Grey and then highlighted Fortress Grey. The camouflage pattern was then painted on with Catachan Green and highlighted Camo Green.

Company Markings

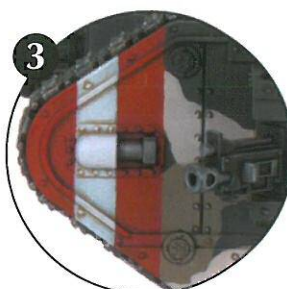
Bright, readily identifiable markings are used to distinguish between companies and squadrons, typically taking the form of vertical coloured bars. Squadrons that have performed particularly heroically or tanks belonging to aces might also customise their company markings.



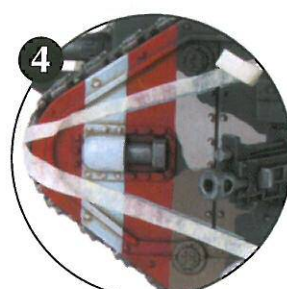
Step 1. Masking tape was applied to the edge of the marking. The marking was then painted with Mechrute Red.



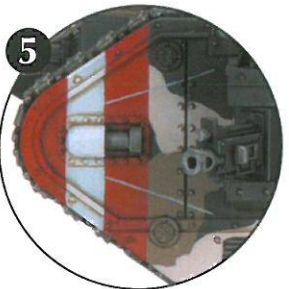
Step 2. The marking was then masked off, leaving a central band showing – this was painted Astronomican Grey/Skull White.



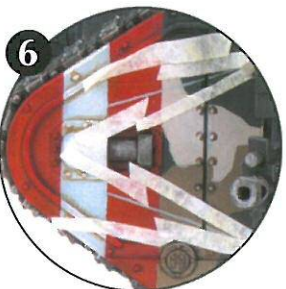
Step 3. The masking tape is removed and the markings revealed. For most tanks, you can stop at this stage.



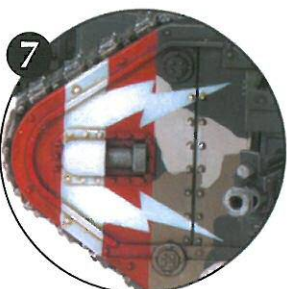
Step 4. But to create a more unique company marking, thinner strips were applied at an angle to the main design.



Step 5. Using the masking tape as guidance, guidelines are painted on. These will form the centre of the lightning bolt pattern.



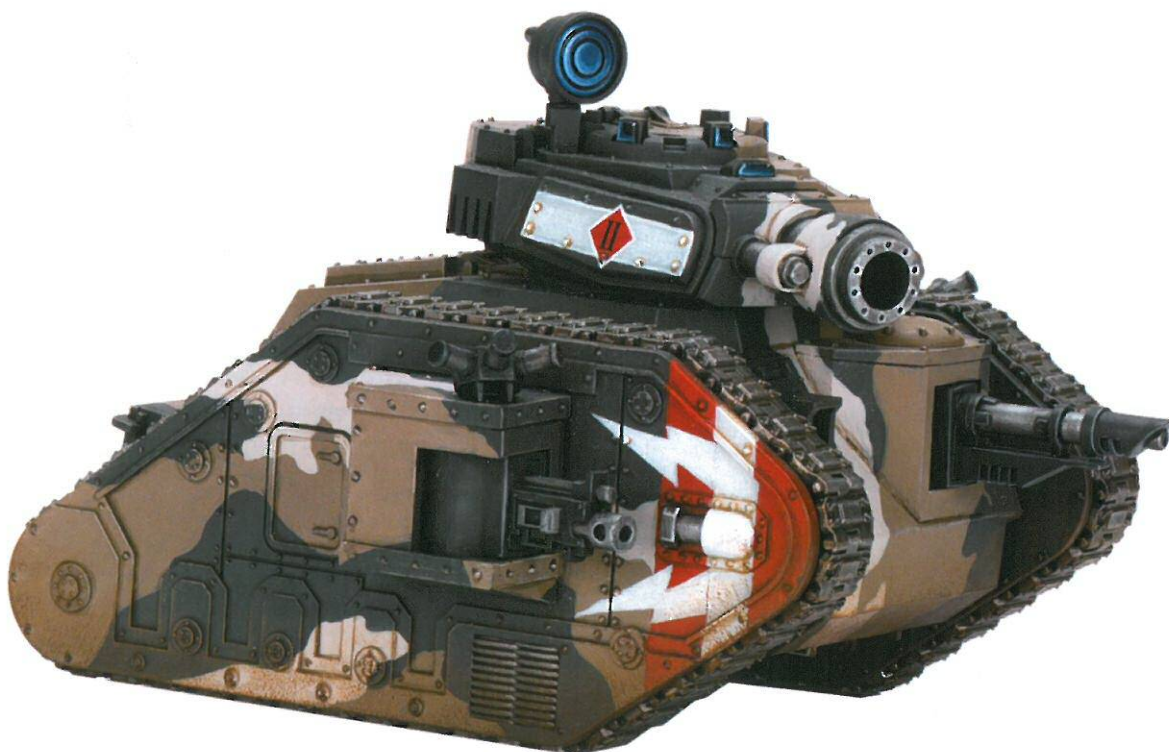
Step 6. Thin, jagged strips of masking tape are cut out and applied to create a pattern, using the guideline for reference.



Step 7. The lightning bolt pattern was carefully painted in using a mix of Astronomican Grey and Skull White.

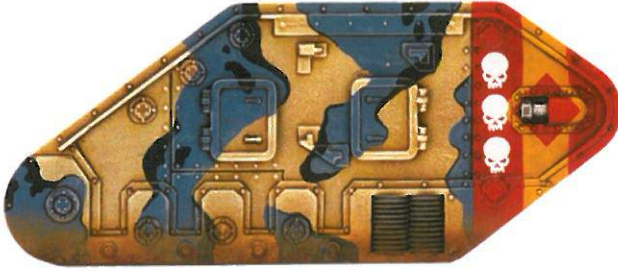


Step 8. The white areas were shaded using Graveyard Earth and then drybrushed Skull White.



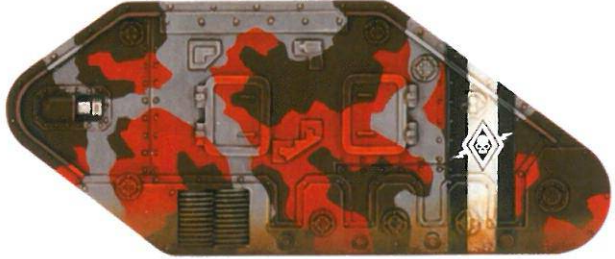
Alternative Company Markings

Elite Leman Russ belonging to Captain Thrax, 6th company.



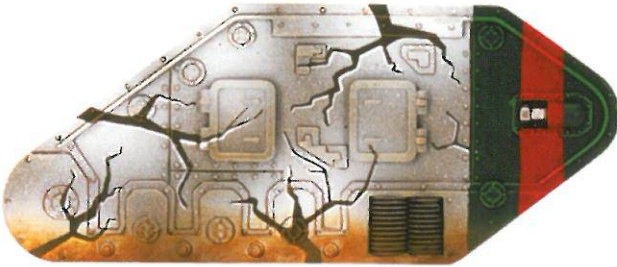
A vertical band of Mechrite Red was first painted on and highlighted Blood Red. A diamond pattern was then masked off and a band of Tausept Ochre was then painted down the middle. Tausept Ochre was used to outline the diamond pattern. The skulls are simply transfers, denoting victories.

Company markings of the Pintax 4th company, 3rd squadron.



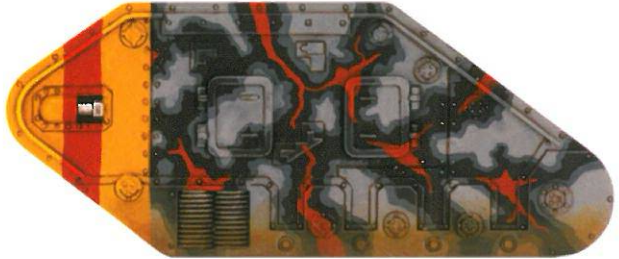
The company markings on this tank are painted on in thinner bands to the rear of the hull. A thick band of Chaos Black was first painted on, followed by a slightly thinner band of Skull White. The lightning effect represents an honorific accorded to the squadron and is painted on by hand.

Harakoni 'Ash Barons', 1st company.



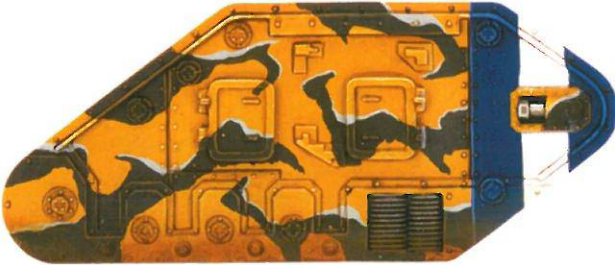
A block of Orkhide Green was first painted on and highlighted with Goblin Green. A band of Mechrite Red was then painted, followed by a highlight of Blood Red.

Mordian 3rd company markings.



A block of Tausept Ochre was first applied, followed by a highlight of Golden Yellow. A band of Mechrite Red was then painted and highlighted with Blood Red.

Tallarn 5th company markings.



The squadron marking was first painted on using Regal Blue and then highlighted with Ultramarines Blue. The central line was painted on using Skull White. The rectangular shape was simply masked out until the pattern was finished.

Leman Russ belonging to Captain Voshk, 2nd company.



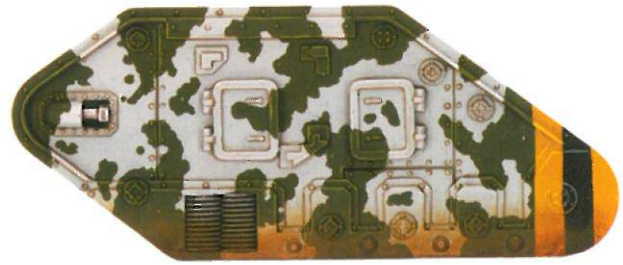
Rather than a vertical pattern, this tank has stylised wedge-shaped markings – personal customisation by an elite tank crew. The wedge is masked out as normal and then painted on in Tausept Ochre and highlighted Golden Yellow. The central band is painted on with Regal Blue.

Leman Russ belonging to an elite squadron in the Catachan XVI.



The company markings on this tank look a little bit more complicated but are simple in practice. Mask out the corner of the hull and paint in Mechrite Red. Then mask out an L-shape and paint it Skull White. The lightning bolts can be painted on by hand or masked off as before.

Valhallan 6th company markings.



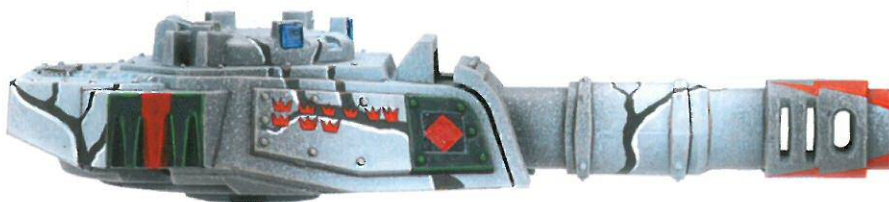
The company markings on a tank vary in placement between regiments. This tank has its markings displayed to the rear of the hull, painted on in Tausept Ochre and Chaos Black.

Personalisation

As a battle tank earns glory on the field of battle, its crew will display its victories by painting honorifics onto its hull. These might take the form of kill markings, campaign badges and even the personalised heraldry of a particularly famous tank ace.



The skull in the centre of this tank's squadron marking denotes it as the command tank of the Tallarn 5th armoured company. Note how the crew keep count of the kills the tank has scored on the marking too. The wing symbol is a campaign badge shared by all units fighting in the campaign.



The turret of this tank is adorned with all manner of honorifics, from the campaign badge painted in the same manner as the squadron marking, to the individualised kill markings. The lightning bolt marking is shared by all members of the Harakoni spearhead unit known as the Ash Barons.



The flame pattern painted onto the barrel end denotes the Eradicator Flame of Valhalla as being an elite tank crew. The squadron marking is painted onto the rear of the turret, matching the 6th company markings displayed on the previous page.



The white bands painted onto the gun barrel of this Vanquisher identify it as a dedicated tank hunter. Each band marks a notable kill during the Night War on Arrus, with the thicker band representing a super-heavy-class kill.



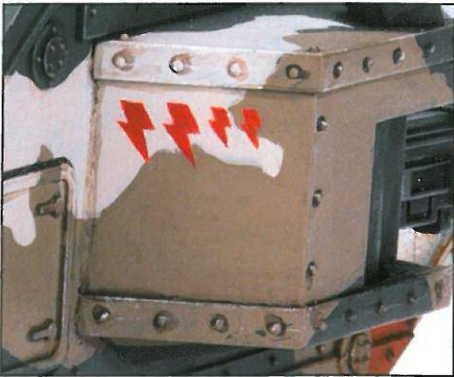
Putting it all Together

Duncan has painted this Leman Russ Demolisher to showcase the various markings discussed throughout the article, as well as to show you how you can use the markings together to create a centrepiece model for your army with a history of its own.

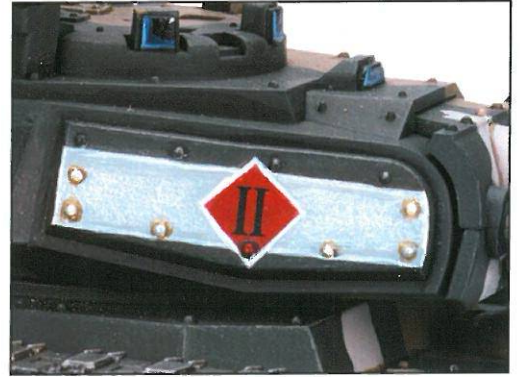
The *Knight of Vengeance* is the Leman Russ Demolisher belonging to the famed siegebreaker Commander Varus Kant. The company markings on the side of the tank denote it as belonging to the Cadian 1st Armoured Company, the Fighting Firsts, during the Siege of Demalth. As befits an elite tank crew, the markings have been heavily customised. The Leman Russ earned its fame during the fall of the traitor hive, Demalth Inferior, destroying the heavily entrenched Word Bearer garrison and punching a hole through the outer defences, allowing the rest of the regiment to break through.



This tank belongs to a notable tank ace, Commander Varus Kant, and its name is proudly displayed on the side of the turret. The campaign badge is shared by every Imperial unit fighting in the campaign, whether Imperial Guard, Space Marine or Skitarii.



The kill markings on the side of the sponson were painted on by hand. The smaller lightning bolts represent destroyed vehicles, the larger bolts destroyed bastions or super-heavies.



A diamond pattern was created with four pieces of masking tape and then blocked in with Mechrite Red. The number denotes the squadron.



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Chimeras are at the forefront of any armoured assault, transporting squads of Guardsmen deep into the action.

IMPERIAL GUARD CHIMERA
product code: 99120105046

UK	£20
EURO	€30
DENMARK	225dkr
SWE/NOR	270skr/nkr



The Sentinel is a one-man all-terrain walker used for reconnaissance, scouting and flanking roles.

IMPERIAL GUARD SENTINEL
product code: 99120105035

UK	£15
EURO	€22.50
DENMARK	175dkr
SWE/NOR	205skr/nkr



Valkyries are twin-engine assault craft that can be armed and fitted to suit numerous battlefield situations.

IMPERIAL GUARD VALKYRIE
product code: 99120105038

UK	£37.50
EURO	€50
DENMARK	405dkr
SWE/NOR	475skr/nkr



Fast and deadly, the Hellhound is designed to flush out entrenched enemy positions with its inferno cannon.

IMPERIAL GUARD HELLHOUND
product code: 99120105044

UK	£30
EURO	€39
DENMARK	300dkr
SWE/NOR	380skr/nkr



The Manticore is a mobile multiple rocket launcher capable of firing barrages over incredible ranges.

IMPERIAL GUARD MANTICORE/DEATHSTRIKE
product code: 99120105049

UK	£30
EURO	€39
DENMARK	300dkr
SWE/NOR	380skr/nkr



Mounting the devastating earthshaker cannon, the Basilisk is the core of any Imperial Guard ordnance battery.

IMPERIAL GUARD BASILISK
product code: 99120105047

UK	£30
EURO	€39
DENMARK	300dkr
SWE/NOR	380skr/nkr



The Demolisher is the ultimate line breaker, carrying the short-ranged but powerful demolisher siege cannon.

IMPERIAL GUARD LEMAN RUSS DEMOLISHER
product code: 99120105045

UK	£30
EURO	€39
DENMARK	300dkr
SWE/NOR	380skr/nkr



The powerhouse of the Imperial Guard, the Leman Russ is an iron behemoth that can operate in any theatre of war.

IMPERIAL GUARD LEMAN RUSS
product code: 99120105048

UK	£30
EURO	€39
DENMARK	300dkr
SWE/NOR	380skr/nkr

WARHAMMER WORLD



CHRISTMAS HOBBY CAMPS

27th–31st December 2010, Warhammer World, Nottingham

WHAT DOES THE TICKET COVER?

- Five days of intense hobby activity at Warhammer World, Games Workshop's visitor and gaming venue.
- A Battalion or Battleforce of your choice.
- A Large Army Carry Case.
- Lunch each day including a main meal, dessert and drink.
- Access to Warhammer World's facilities including the Citadel Miniatures Hall.
- Tickets cost £190 each.

TICKETS AVAILABLE FROM 21st SEPTEMBER 2010

www.games-workshop.com



GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

Events and Community 106-109

● Games Day Survival Guide

This year Games Day returns to the NEC's LG Arena and this map of the venue will help you quickly find what you're looking for and make sure you don't miss a thing.

● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information 110-117

● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

● Store Listings

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

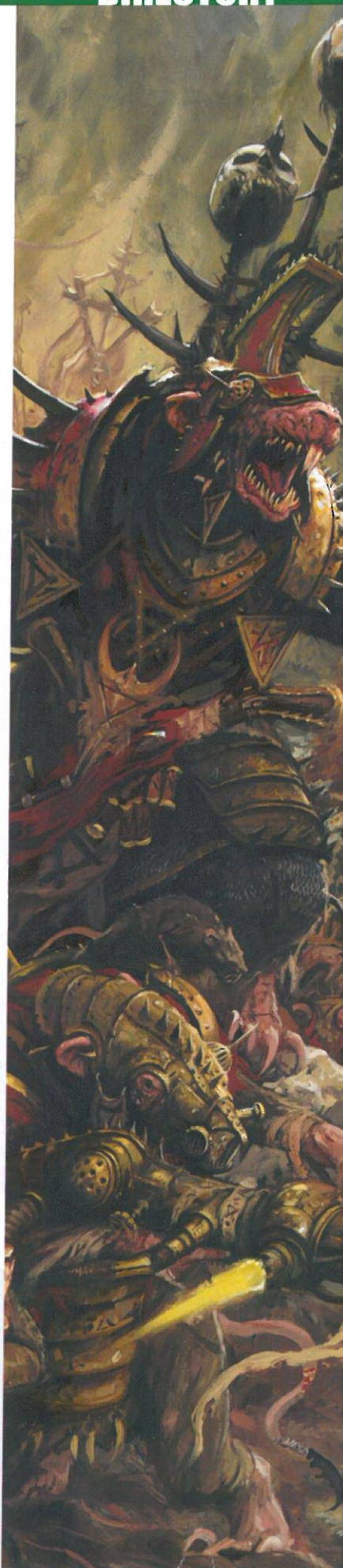
Available to Order 118-119

● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

● Available to Order

The Island of Blood contains two forces of bitter rivals which can be bolstered with the addition of plastic and metal miniatures. This month we present a selection of the High Elf and Skaven models that are exclusively available to order.



**PREMIER
EVENT**

SURVIVAL GUIDE

**GAMESDAY
& GOLDEN DEMON 2010**

In just a few short weeks thousands of excited hobbyists will make their way to the Birmingham NEC for the greatest Games Workshop event of them all; Games Day.

GAMESDAY & GOLDEN DEMON 2010

Last year the Birmingham NEC Arena underwent an extensive refurbishment. Now complete, Games Day returns to this amphitheatre setting, and we're going to pack it to the rafters.



Over the last two issues we have revealed many tantalising titbits about what you can see at this year's event, and on games-workshop.com you can read even more, but all of this is just the tip of the iceberg.

This year's Games Day will be our most amazing event ever. We'll be cramming gaming tables on to the arena floor, all of the sales stands will be situated around the outside of the arena floor making it even more convenient to pop over and grab those much-needed hobby supplies, and the Gaming Club Network together with our Community Team will be on hand, explaining how to find your local gaming club, set up your own club and run your own events.

NEW FOR THIS YEAR

The guys at Forge World have been working on one or two top secret projects over the past twelve months, but they're about ready to throw open the doors and reveal their secrets to all. In fact, they've got so much fabulous new stuff to show off that we decided to give their design studio their very own space for you to wander around and take a peek.

There is so much for you to see and do at this year's Games Day – far more than can possibly be written about here. Suffice to say, there's only one way you can experience it all.

So, if you haven't done so already, grab your ticket today and we'll see you there.

**10am to 4pm on Sunday 26th September 2010.
Birmingham NEC, LG Arena.**

Tickets: £30 and include Games Day Miniature.

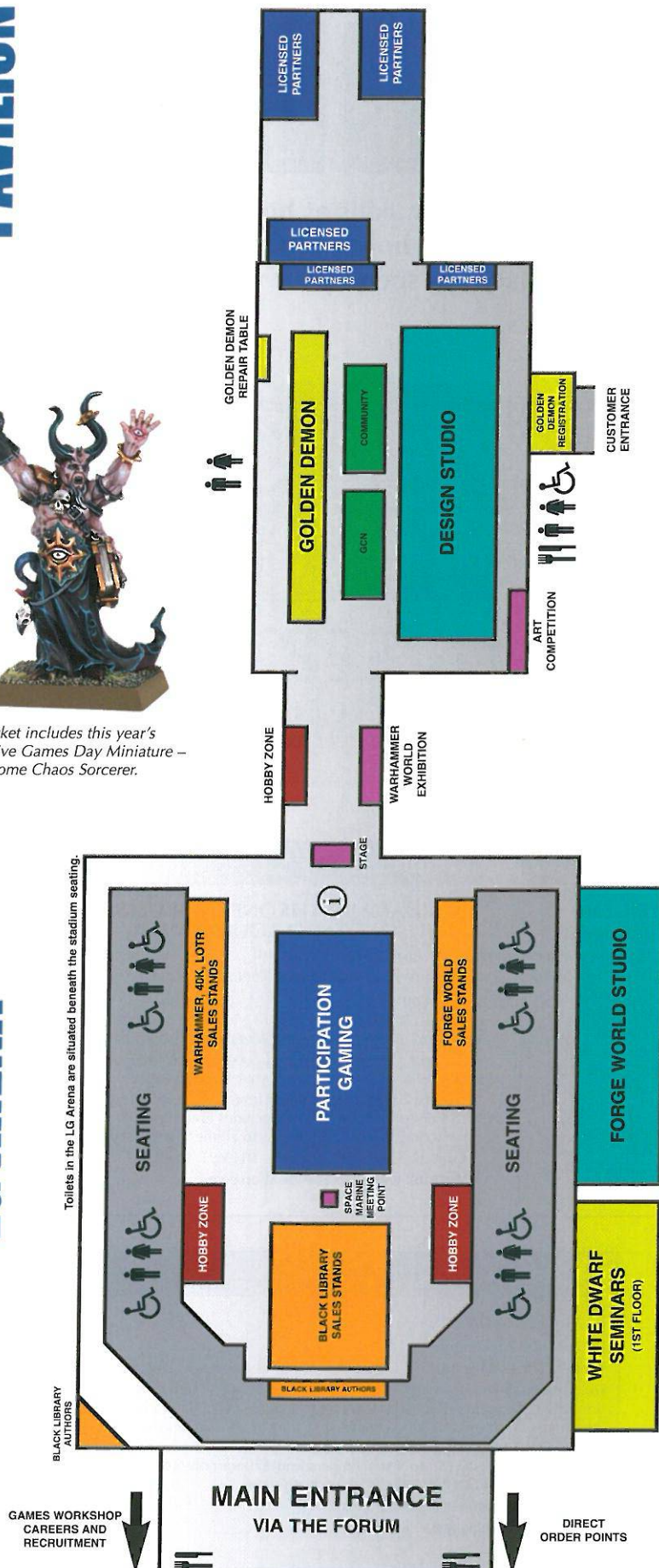
Tickets on sale NOW, available from your local store and
www.games-workshop.com

THE PAVILION



The ticket includes this year's exclusive Games Day Miniature – a fearsome Chaos Sorcerer.

THE LG ARENA



SURVIVAL TIPS

FIRST AID ASSISTANCE

Should you need first aid or emergency help, please contact a member of Games Workshop's Customer Services Team (wearing the bright yellow jackets) or an NEC Steward.

NO SMOKING IN THE HALLS!

Smoking is not permitted anywhere within Games Day.

INFORMATION POINT

There is an information point located in the LG Arena in front of the Stage. The staff there will be happy to help you with any enquiries you may have concerning the event.

FOOD AND DRINK

Food and drink is available from NEC outlets all around the site.

TOILETS

Toilets can be found at several locations throughout the halls.

IMPORTANT NOTICE

Please be advised that, while we do understand it will be necessary for many customers to bring bags to Games Day, all bags and rucksacks may be searched by NEC security staff before admittance to the event is permitted. In order to minimise any delays in entering the event we ask that you consider whether you really need to bring a bag.

Also please be aware that glass bottles, metal cans and other potentially hazardous objects may be confiscated at the discretion of NEC security staff. These can be recovered upon exiting the event at the end of the day.

IMPORTANT

Please look after your personal belongings. Neither Games Workshop nor the NEC can accept any responsibility for loss or damage to anyone's personal property whilst at the event.

ARE YOU LOST OR HAVE YOU LOST SOMEONE?

DON'T PANIC! Also, don't attempt to leave the halls. Go to the large Space Marine statue in the LG Arena. We suggest that you use the big Space Marine as a meeting point should you become separated.

The people at the information point in front of the Stage will also be happy to direct you to any area which you may be unable to locate. Alternatively you can find anyone in one of our bright yellow customer service jackets who will be happy to assist you.

Unfortunately, due to the nature and size of the event, we will not be able to make any announcements for lost people except in extreme emergencies. Please use the Space Marine meeting point if you become separated from your friends or family.

DID YOU ARRIVE ON A GAMES WORKSHOP COACH?

Your Store Manager will brief you about where to go at the end of the show. Please be sure to make your way to this meeting point right after the end of the Stage Ceremony at 4.00pm. Please ensure that you follow the instructions you have been given for your coach by your Store Manager. If you have any difficulties in finding your coach party, please find a member of the Games Workshop Customer Services team who will help you to locate your party.

If in doubt, please find anyone wearing a bright yellow Games Day Customer Service jacket, or go to the information point.

Don't worry! We won't leave without you. Just remember to stay at your meeting point and contact a Games Workshop staff member.

EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

September 2010

September 18th

TRIPLE HELIX WARGAMES GRAND OPENING

Date: 18th–19th September, 2010

Venue: Triple Helix Games, Westbury, England

Details: To mark their Grand Opening, Triple Helix Games are holding a tournament at their 15-table wargaming centre. There will also be demonstration and participation games, and even one or two famous faces from the gaming community.

Come along and pick up the latest Games Workshop releases in the on-site shop.

Contact: Call the shop for details on 08000 289539

Email: triplehelixwargames@hotmail.com

Website: www.triplehelixwargames.com



26TH SEPTEMBER
AT THE BIRMINGHAM NEC LG ARENA

October 2010

October 2nd

CHALLENGE 5

Date: 2nd–3rd October, 2010

Venue: Chirolokaal 'De Nieuwe Deure', Izegemsewaardweg, 8800 Beveren, Belgium

Details: Spellencub Roeselare in Belgium invite you to join them in two days of tournaments for Warhammer and Warhammer 40,000. Full details can be found on their website, below.

Tickets: €8 per player

Website: www.blackborder.be

October 9th

FANATIC LEIDEN

Date: 9th October, 2010

Venue: Piraat Plaza, Willem de Zwijgerlaan, The Netherlands

Details: Fanatic Leiden in cooperation with Ranking der Nederlanden would like to invite you to their annual Warhammer and Warhammer 40,000 tournaments.

Tickets: €12.50 per player

Contact: De Vliegershopper 071 513 27 83

Website: www.fanaticleiden.nl

October 9th

WARHAMMER THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 9th–10th October, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 2000 point Warhammer army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all the Warhammer World facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

October 16th



ESCALATION 2010

Date: 16th October, 2010

Venue: St Pauls United Reform, Bracknell, England

Details: The Bracknell Forest Gamers invite you to take part in tournament of total domination. Play in four games of Warhammer 40,000, starting with armies of 500 points of your finest troops, escalating up to 2000 points in the final game.

Tickets: £11 per player

Contact: chair@bfgclub.org.uk

Website: www.bfgclub.org.uk

October 16th



BUNKER BOWL

Date: 16th–17th October, 2010

Venue: Police HQ Sports and Social Club, Chelmsford, Essex, England

Details: Coach your team to victory in this, the first open tournament held by the Chelmsford Bunker gaming club. Select your team up to a value of 1.1 million Gold Crowns from any of the standard or NAF sanctioned teams, and play in six matches over the weekend. Check out the club's website for more details.

Tickets: Tickets cost £15 for NAF members and £20 for non-NAF players (but you can join on the day!). All tickets include lunch on both days.

Contact: enquiries@bunkerassault.co.uk

Website: www.bunkerassault.co.uk

September 13th



THE WORLD OF WARHAMMER® EXHIBITION

13th September–7th November, 2010

Original artwork, miniatures and archive items used to delve into a world of eternal war and fleeting glory – the world of Warhammer.

www.games-workshop.com

October 23rd

WARHAMMER 40,000 DUTCH GRAND TOURNAMENT 10TH ANNIVERSARY

Date: 23rd–24th October, 2010

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: This year the Dutch Warhammer 40,000 Grand Tournament celebrates 10th years! The tournament consists of five rounds played across two days with armies of 1700 points as gamers from all over Europe compete for the title of Dutch Grand Champion 2010.

Tickets: €55 per player. Includes lunch on both days and an evening meal on the Saturday.

Tickets available in-stores or from the webstore at: www.games-workshop.com.

Contact: For more information contact martina.jiricka@games-workshop.co.uk

Website: www.games-workshop.com



October 30th



IMMORTAL WAR III

Date: 30th October, 2010

Venue: All Saints Church, Belwell Lane, Sutton Coldfield, England

Details: Bring along a 2000 point army and compete in this one day Warhammer tournament to become the best of the best. For full details and an event pack, contact the club directly.

Tickets: Tickets cost £10 per person. Places are limited, so make sure you book your place quickly to avoid disappointment.

Contact: Sutton_Immortals@yahoo.com

November 2010

November 13th



WAR OF THE RING THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 13th–14th November, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point War of the Ring army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all the Warhammer World facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

November 20th



WARHAMMER 40,000 THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 20th–21st November, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

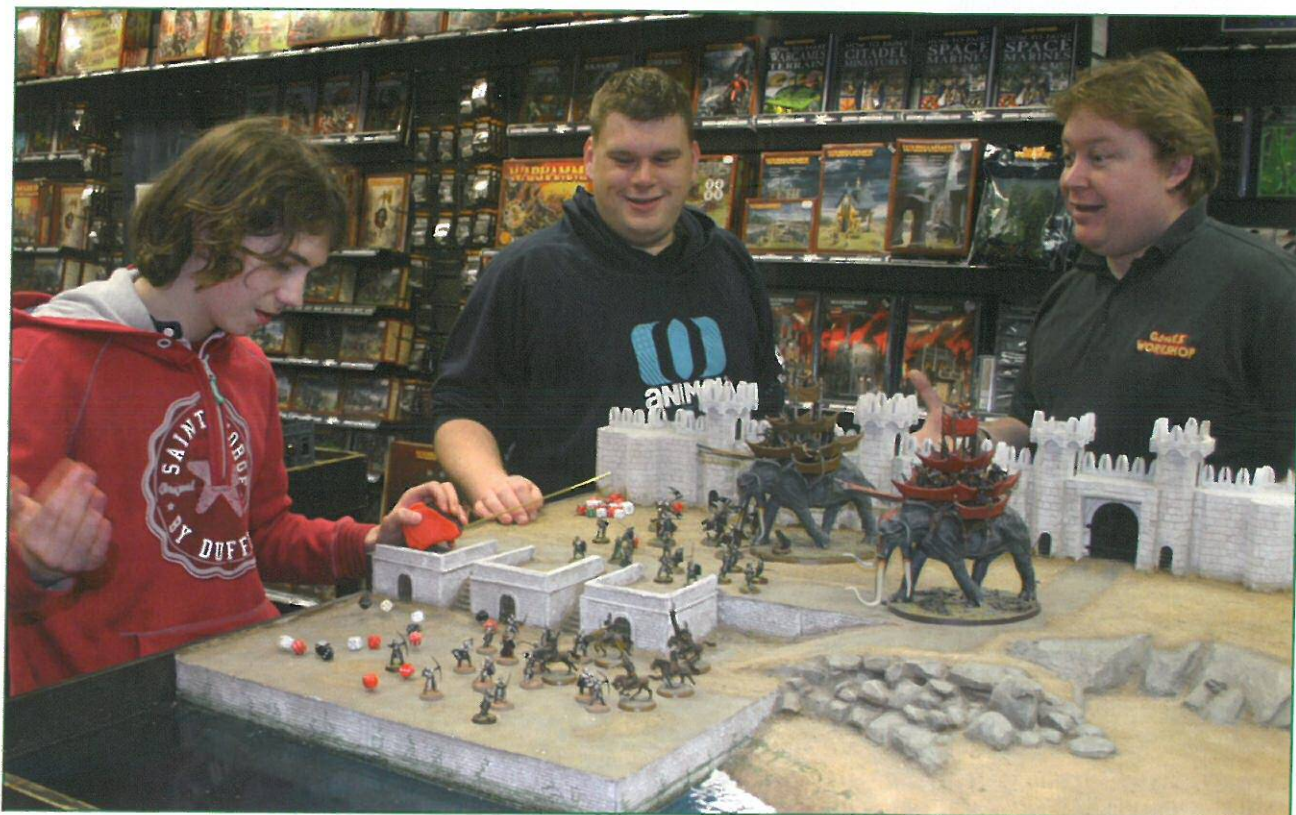
You will need a fully painted 1500 point Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all the Warhammer World facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

STORE FINDER



OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

www.games-workshop.com

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists!

Full range of products

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All our stores have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, if you have your order sent to the store, we'll send it POST FREE!

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

Free Beginners programme

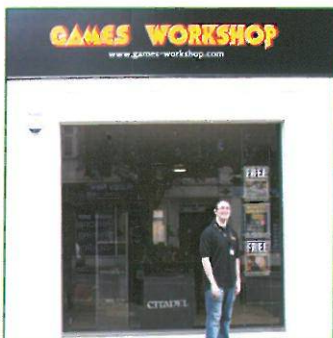
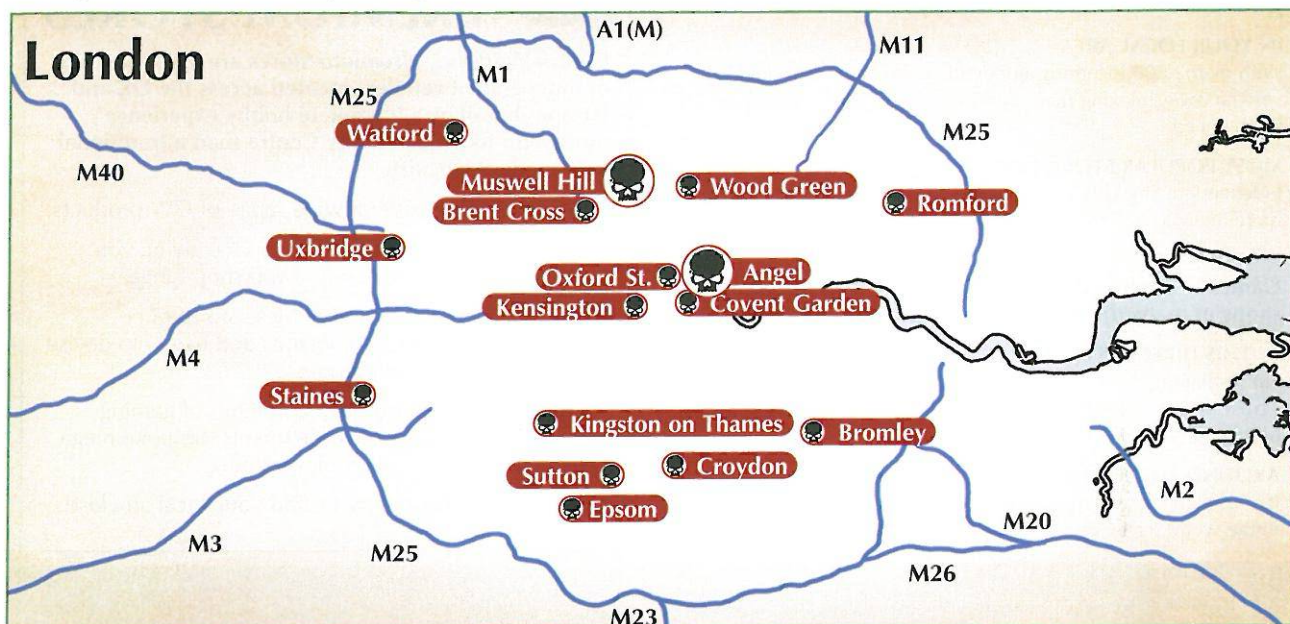
Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along!

Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

NEW HOBBY CENTRE

Every month we're opening more and more stores in locations near you.



NEW! Games Workshop Muswell Hill

117 Alexandra Park Road
Muswell Hill
London
N10 2DP
Great Britain

Tel: 02088839901

Manager: Jason Webb

Opening Times

Mon: Closed
Tues: Closed
Wed: 12pm - 6pm
Thurs: 12pm - 8pm
Fri: 12pm - 6pm
Sat: 10am - 6pm
Sun: 11am - 7pm



Stockists in London

BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192
CAMDEN, Goodwoods:
Tel: 0208 340 4441
CLAPHAM, Russ:
Tel: 0207 228 6319
DULWICH, The Art Stationers:
Tel: 0208 693 5918
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
FULHAM, Patrick's Toys:
Tel: 0207 3859864
GREENFORD, HobbyCraft:
Tel: 0208 747 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9933
LONDON, 4D Modelshop:
Tel: 020 7264 1288
PUTNEY, Toystop:
Tel: 0208 785 9355
ROMFORD, HobbyCraft:
Tel: 0845 051 6545
RUISLIP, John Sanders:
Tel: 01895 634 848
VICTORIA PARK, The Toybox:
Tel: 0208 533 2879
WATERLOO, Dark Sphere:
Tel: 0207 928 7220

Games Workshop in London

Hobby Centres within the M25

(*) These Hobby Centres are closed on Mondays and Tuesdays.

- **GW ANGEL:** Tel: 0207 7130835
36-37 Myddleton Street, Angel Islington, EC1R 1UA
- **GW BRENT CROSS:** Tel: 0208 202 4979
Unit F9, Lower Mall, Brent Cross Shopping Centre, NW4 3FE
- **GW BROMLEY:** Tel: 0208 466 0678
Unit 24, The Mall, Bromley, BR1 1TS
- **GW COVENT GARDEN:** Tel: 0207 240 5106
Unit 33, The Market, WC2E 8BF
- **GW CROYDON:** Tel: 0208 680 4600
Unit 35, Centrale Shopping Centre, Keeley Road, CR0 1TF
- **GW EPSOM:** Tel: 01372 751881
8 High Street, KT19 8AD
- **GW KENSINGTON:** Tel: 0207 937 7011
Shop 7, Lancer Square, Kensington Church Street, W8 4EH
- **GW KINGSTON ON THAMES:** Tel: 0208 549 5224
33 Fife Road, KT1 1SF

- **GW OXFORD ST:** Tel: 0207 436 0839
Unit F10, The Plaza Shopping Centre, W1D 1LT
- **GW MUSWELL HILL:** Tel: 0208 883 9901
117 Alexandra Park Road, N10 2DP
- **GW ROMFORD:** Tel: 01708 742 140
12 Quadrant Arcade, RM1 3ED
- **GW STAINES:** Tel: 0178 446 0675
8 Clarence Street, TW18 4SP
- **GW SUTTON:** Tel: 0208 770 9454
Unit 26, Times Square Shopping Centre, SM1 1LF
- **GW UXBRIDGE:** Tel: 01895 525 2800
Unit 32, Chequers Mall, The Pavilions Shopping Centre, UB8 1LN
- **GW WATFORD:** Tel: 01923 245388
Unit Q, 1A Queen Street, Harlequin Centre, WD1 2TB
- **GW WOOD GREEN:** Tel: 0208 8891079
Unit 93, The Mall Wood Green, High Street, N22 6BA

GAMES WORKSHOP INDEPENDENT STOCKISTS

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 2,000 locations worldwide there is never a stockist very far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South America, South Africa, the Middle East and Far East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Customer Services on: +44 (0) 115 91 40000



GAMES WORKSHOP PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

September 2010

AVON

GW BRISTOL:
87 The Mayfair, B51 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5LP
Tel: 0117 925 2520
BRISTOL, Area 51:
Tel: 0117 9244615
BRISTOL, HobbyCraft:
Tel: 0117 919 7100

BEDFORDSHIRE

• **GW BEDFORD:**
10 Greyfriars, MK40 1HP
Tel: 0123 427 3563
CRANFIELD, Wargames Workshop:
Tel: 01234 751 570
LUTON, Fantasy Wargames:
Tel: 01582 426999

BERKSHIRE

• **GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 363 1747
• **GW NEWBURY:**
114 Bartholomew Street, RG14 7DT
Tel: 01635 540 348
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8069

• GW WINDSOR:

Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 572664
NEWBURY, Toycraft:
Tel: 01635 50077
READING, HobbyCraft:
Tel: 0118 962 8009
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 146, Bullring Link, B5 4BS
Tel: 0121 633 7995

GW DUDLEY:

Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0121 848 1816
• **GW SOLIHULL:**
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
• **GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174

• **GW WALSALL:**
Unit 26, Old Square Shopping Centre, WS1 1QP
Tel: 0192 272 5207
• **GW WOLVERHAMPTON:**
9 King Street, WV1 1ST
Tel: 0190 231 0466

BIRMINGHAM, Console Games:

DUDLEY, The Arcade Toy Shop:
Tel: 0121 477 0022
KIDDERMINSTER, TJ Models:
Tel: 01562 247802
WOLVERHAMPTON, HobbyCraft:
Tel: 0045 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Eden, HP11 2HT
Tel: 01494 463 1294
• **GW MILTON KEYNES:**
Unit 2, 502 Wilbury Boulevard, MK9 2AD
Tel: 01908 367 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
FENNY STRATFORD, Maple Models:
Tel: 01908 367 585

MILTON KEYNES, Fenny Models:

Tel: 01908 367 585
MILTON KEYNES, HobbyCraft:
Tel: 01908 368 130

MILTON KEYNES, Jays Crafts:

Tel: 01908 365276
MILTON KEYNES, Maple Models:
Tel: 01908 367588

CAMBRIDGESHIRE

GW CAMBRIDGE:
34 Regent Street, CB2 1SP
Tel: 01223 331 3250

GW PETERBOROUGH:

3 Weymouth Street, PE1 1SH
Tel: 01733 890 012
ELY, City Cycle Centre:
Tel: 01753 063131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Rift:
Tel: 01733 343087

ST IVES, AppleTree Games:

Tel: 01469 354413
ST NEOTS, Games:
Tel: 01480 217 443
WISBECH, Prams & Toys:
Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, ST. HELIER, Imagination:
Tel: 01534 505407
JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 731187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHESHIRE

GW CHESTER:
312 Foregate Street, CH1 1HB
Tel: 0124 411 1567
• **GW CREWE:**
8 Market Street, CW1 2EG
Tel: 01270 216903
• **GW MACCLESFIELD:**
31 Church Street, SK11 5LB
Tel: 01662 561 9020
• **GW STOCKPORT:**
32 Market Street, SK1 1BA
Tel: 0161 426 1427

• GW WARRINGTON:

Unit 20, Bank Street, Time Square, WAT 2AP
Tel: 01928 659 170
CHESTER, HobbyCraft:
Tel: 01244 659 170
MARPLE, Marauder Games:
Tel: 0161 4274949
NANTWICH, HobbyCraft:
Tel: 0945 051 6737
NORTHWICH, Level 1:
Tel: 0161 610133
NORTHWICH, The Model Shop:
Tel: 01606 477400

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) These Hobby Centres are closed on Mondays and Tuesdays.



PREMIUM STORE

Stocks most of the product range.*

NEW STORE OPENING

Indicates new stockists

* To be sure they have what you want in stock, we recommend calling the store first.

STOCKPORT, HobbyCraft:

Tel: 0161 429 1400
STOCKPORT, Marauder Games:
Tel: 0161 4272111
WARRINGTON, HobbyCraft:
Tel: 0945 051 6543

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 01642 245 4091

NORMANBY, PC Tech:

Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01642 481808

CORNWALL

GW TRURO:
Unit 3, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72259

BODMIN, Bricknells:

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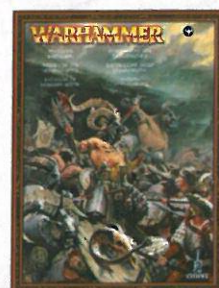
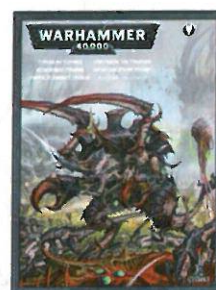
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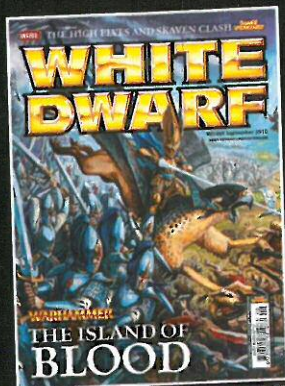
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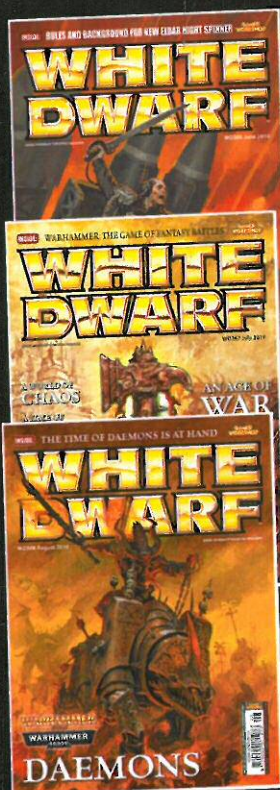
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