

**INSIDE**

Eternal Hatred Stirs as the Dark Elves Invade Ulthuan

**GAMES WORKSHOP**

# WHITE DWARF™

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD344 August 2008

**WARHAMMER**

**DARK ELF  
BATTLE  
REPORT**

**WARHAMMER**  
40,000

**A TALE OF  
FOUR  
GAMERS**

**THE LORD OF THE RINGS**  
STRATEGY BATTLE GAME

**MORDOR  
TERRAIN**

**WARHAMMER**

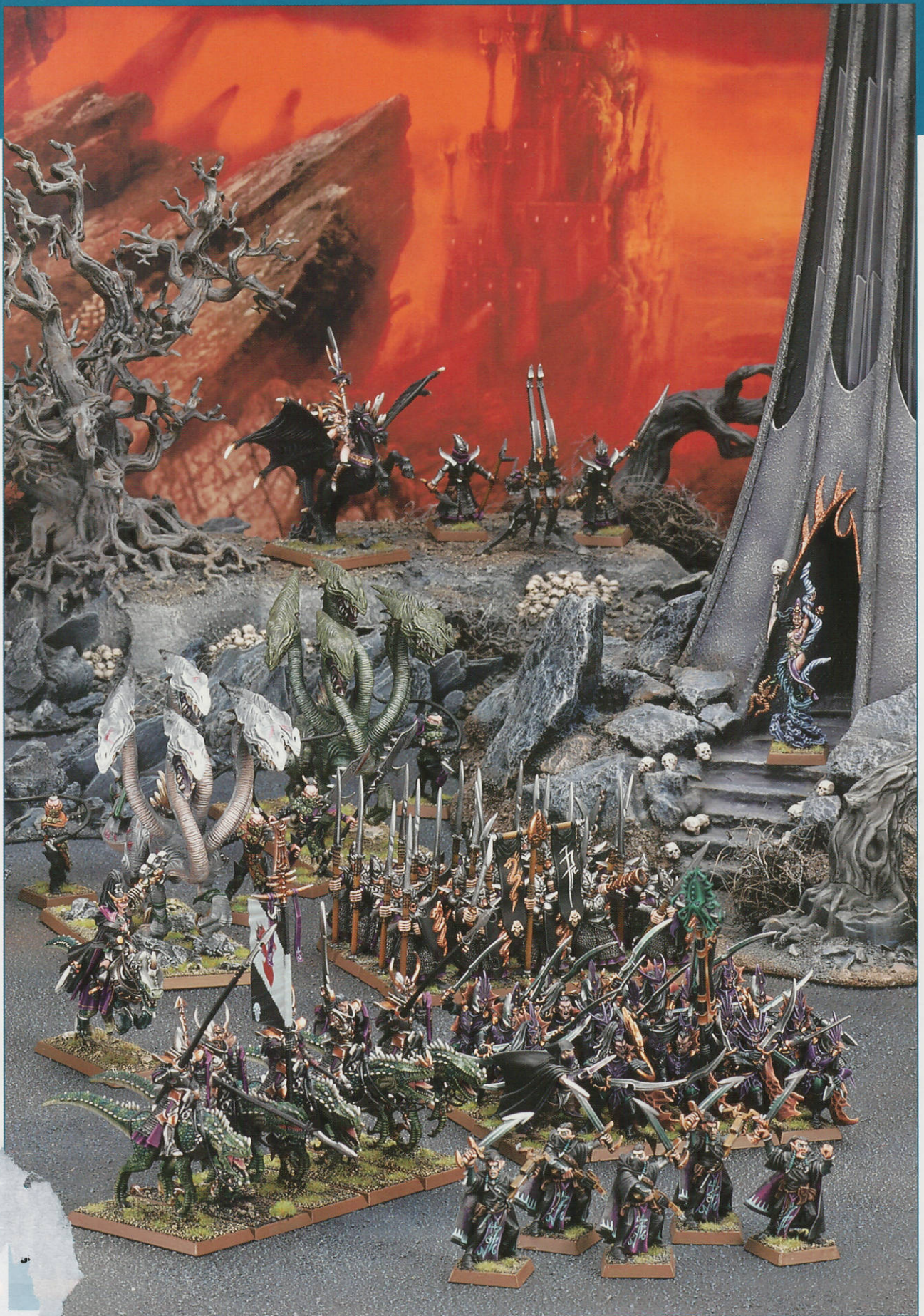
**DARK ELVES**

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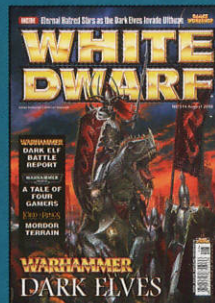


UK £4, EURO €7.50, DENMARK godkr. SWEDEN 70sek, NORWAY 75nkr



*The host of Karond Kar marches forth, accompanied by Morathi, the Hag Sorceress.*

# EDITORIAL



Cover Art by Paul Dainton

WHITE DWARF 344 • AUGUST 2008

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I can scarcely believe it's time for another editorial already – it seems like only yesterday that I was finishing off the Warhammer 40,000 launch issue. This month, the pages of White Dwarf are fair dominated by the evil Dark Elves (Warhammer fans rejoice!), and Gav Thorpe has returned to spill the beans on his beloved Druchii.

In other news, 40K fever still grips the Studio, as Alessio Cavatore has organised a massive tournament. "Team Dwarf" did quite well to begin with, apart from yours truly, who went out in the first round. Oh the shame! At the time of writing, only Matt Hutson remains, flying the White Dwarf flag with his Blood Angels. However, his success has led him on a collision course with his nemesis Phil Kelly in the semi-final – it seems their long-standing rivalry is destined to continue.

Speaking of 40K, it occurred to me last month that many gamers out there, just like me, have a torrid time deciding on their first (or next) army, especially when a new version of a game comes out. This prompted me to reimagine the classic series of articles, A Tale of Four Gamers, but this time focus it on Warhammer 40,000. The principles of army building that our titular gamers discuss can be applied to any games system. Aforementioned Dwarf Matt Hutson is also involved in this series, which sees him knock out his umpteenth army, but at the detriment of collecting the new Dark Elves. The editor giveth, the editor takeath away... See you next month.

Mark Latham, Editor

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# CONTENTS

## WARHAMMER

# DARK ELVES

The world is theirs  
to dominate...  
Turn to page 14



### FEATURES

#### 14 HARBINGERS OF WAR

We talk to Gav Thorpe, Brian Nelson and Jes Goodwin to find out all about the new Dark Elf models and book.

#### 33 A TALE OF FOUR GAMERS

The classic series of articles returns. This time each of our four gamers starts a new Warhammer 40,000 force.

#### 42 AN ARMY WORTHY OF MORDOR

Mat Ward discusses the pros and cons of Sauron's evil flock, particularly those of the Orc persuasion.

#### 46 LIBER APOCALYPTICA: THE BATTLE FOR ARMAGEDDON

Jervis presents more datasheets than you can shake a stick at – this time from the theatre of war that is Armageddon.

### HOBBY

#### 76 MASTER MODELLER

We look at Dave Andrews' long and illustrious career as one of the world's foremost model makers.

#### 80 MODELLING WORKSHOP: PERSONALISING YOUR ARMY

In this issue's workshop we provide a whole host of hints and tips on making your force unique to you.

#### 86 PAINTING MASTERS: DAVID RODRIGUEZ

Multi-Golden Demon winner, David Rodriguez discusses miniatures painting and national service!

#### 94 MODELLING WORKSHOP: MORDOR TERRAIN

Mordor is a hostile environment full of magma rents, burning ash and that Eye! We show you how to make them.

### BATTLE REPORT

#### 52 THE BATTLE OF BLOOD SANDS

The most bitter of enemies face each other once again as the High Elves and Dark Elves fight to the death upon the shores of Blood Sands. Can Gav finally win a game in his last battle report?



### REGULARS

#### 03 NEW RELEASES

The latest releases from the Citadel forges.

#### 10 NEWS

The Space Marines cometh. News on the incoming Codex for the Emperor's finest.

#### 72 STANDARD BEARER

Jervis announces the arrival of a brand new Grand Tournament prize – the Throne of Skulls.

#### 75 CITADEL HOBBY ESSENTIALS

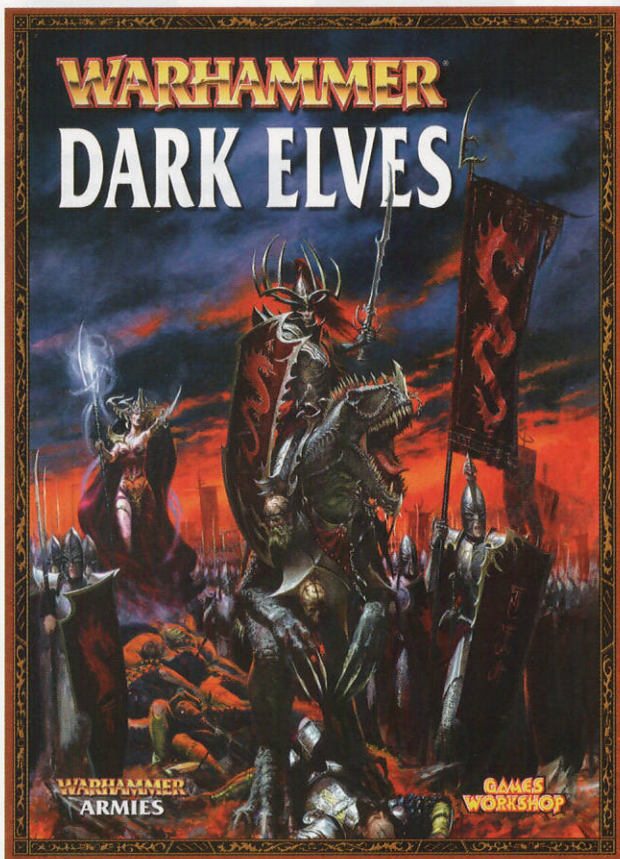
We focus on the most important tools – your paintbrushes.

#### 100 FRONTLINE

Including this year's Games Day Survival Guide.

# WARHAMMER®

# DARK ELVES



## NEW ARMY BOOK

Exiled from their homeland after a long and bitter civil war, the Dark Elves nurture a hatred for all living things, whom they would see destroyed. They strike without warning and attack without mercy, and will not rest until Ulthuan is theirs once more.

This 104-page army book includes an in-depth history of the Dark Elves, background for the Land of Chill, Naggaroth, a comprehensive bestiary for all the troop types available to a Dark Elves army, a full-colour hobby section, and the brand new Dark Elves army list.

This 104-page book contains all the information you need to start collecting and gaming with a Dark Elves army

>>> TURN TO PAGE 16 TO READ AN INTERVIEW WITH THE DESIGNER.

WARHAMMER ARMIES:  
**DARK ELVES**  
 Product code: 60030212003  
 Written by Gav Thorpe

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# COLD ONE KNIGHTS

>>> TURN TO PAGE 52 TO SEE THE COLD ONE KNIGHTS IN ACTION.



This box set contains 5 plastic Cold One Knights including a Dread Knight, standard bearer and musician

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## WAR HYDRA



This metal kit contains  
1 Dark Elf War Hydra and  
2 Beastmasters

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and Mark Harrison

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## ASSASSINS



Each pack contains  
1 metal Dark Elf Assassin

**DARK ELF ASSASSIN**  
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Sculpted by Mark Harrison

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Sweden	80sek		

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## DARK ELVES BATTALION



This box set contains:

- 12 Dark Elf Warriors
- 16 Dark Elf Crossbowmen
- 20 Dark Elf Corsairs
- 5 Dark Elf Cold One Knights

**DARK ELF BATTALION**  
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## SARTOSAN VAMPIRE

The pirate captains of the Free City of Sartosa are the scourge of the oceans, and none are more feared than the Undead Lords who ply their bloody trade and attack innocent seafarers without warning or mercy.

This brand new sculpt by Mark Harrison represents just such an Undead pirate lord.



**SARTOSAN VAMPIRE** £7  
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**ON SALE JUNE 7th**

## PIRATE CAPTAIN OF SARTOSA

Sartosa is the city of pirates, each vying to become the most notorious, feared and wealthy sea-dog to sail the seas, so that one day they can challenge to become the next Pirate Prince!

This miniature, sculpted by Mark Harrison, represents one of the flamboyant captains of Sartosa.



**PIRATE CAPTAIN OF SARTOSA** £7  
Product code: 99060207181

**ON SALE JUNE 7th**

## PIRATE OF SARTOSA

All pirate captains need an able crew, though not all can afford the best. Such concerns are beyond the Vampire pirates of Sartosa, however – all they need do is slaughter someone else's crew and raise them into Undeath to do their nefarious bidding.

This miniature, sculpted by Mark Harrison, represents the re-animated corpse of a pirate of Sartosa.



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## ORC RAIDER WITH PIG

When Orcs aren't fightin' the enemy (and each other), they's runnin' off wiv da loot! Orcs are feared, barbaric raiders, who live to fight and revel in taking the spoils of their acts of violence.

This brand new model, by Seb Perbet, represents an Orc raider making off with his hard-won porcine plunder.



**ORC RAIDER WITH PIG** £6  
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## BATTLE FOR THE ABYSS

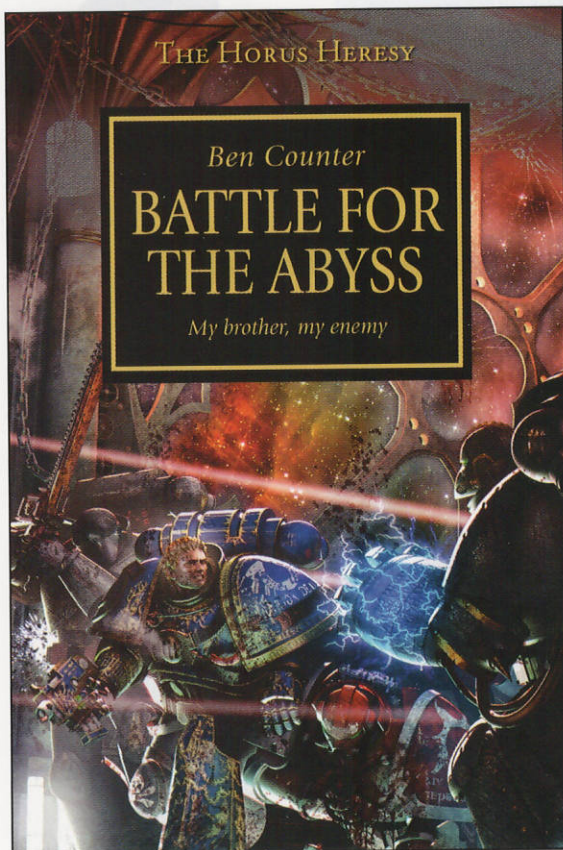
As Horus deploys his traitorous forces, loyalist Astartes learn that the Word Bearers are sending a fleet to Ultramar, home of the Ultramarines, headed by the Splinter of Sorrows, a brand-new type of battleship. Unless they can intercept and destroy it, the Ultramarines may suffer a blow from which they will never recover. Battle for the Abyss is the latest chapter in the epic tale of the Horus Heresy, a galactic civil war that threatened to bring about the extinction of humanity.

### BATTLE FOR THE ABYSS

by Ben Counter

ISBN: 978-1-84416-549-0

UK	£6.99	Euro	€9
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## THE CHRONICLES OF MALUS DARKBLADE

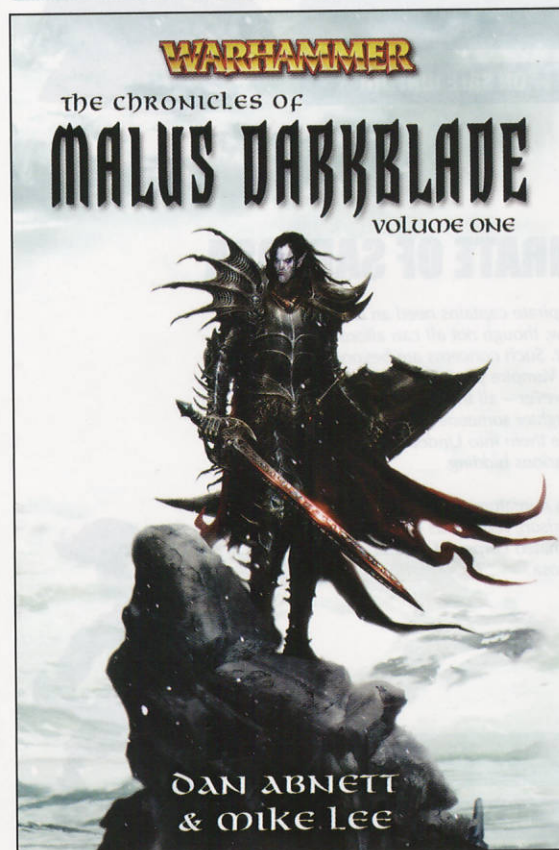
The Dark Elves are feared throughout the Old World for their evil ways, yet one member of this despicable race stands out for his treachery and cunning – Malus Darkblade. Possessed by the ancient Daemon Tz'arkan, Malus is faced with a stark choice – recover five items of unimaginable power within one year or forfeit his soul forever! This volume tells of his quest to find the first artefacts, pitting him against monsters, magic and even his own kin in three tales of dark fantasy.

### THE CHRONICLES OF MALUS DARKBLADE

by Dan Abnett and Mike Lee

ISBN: 978-1-84416-563-6

UK	£9.99	Euro	€15
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Standing a mighty 410mm/16" high, this model represents a Reaver Titan armed with an Apocalypse Missile Launcher, Laser Blaster and Gatling Blaster. The model contains interior detailing inside both the cockpit and the hull.

Model designed by Will Hayes.  
Crew designed by Simon Egan  
and Mark Bedford.



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# WARHAMMER 40,000 ASSAULT ON BLACK REACH



**NEXT MONTH**



Space Marine Sergeant.

Assault on Black Reach is the new Warhammer 40,000 boxed game, and it's absolutely packed full of Citadel miniatures.



This Space Marine Terminator and Ork Nob from Assault on Black Reach are both free with next month's White Dwarf.



Space Marine Dreadnought.

**T**he Assault on Black Reach was one of the defining conflicts of the latter days of the 41st Millennium, seeing Captain Sicarius and the Ultramarines of the 2nd Company defeat the hundreds of thousands of Orks of Waaagh! Zanzag. The Space Marines fought with bolter and chainsword beneath the walls of Ghospora Hive, the greenskins attacking in a nigh-endless tide, until finally the Imperium's finest prevailed.

This September sees the release of the new Warhammer 40,000 boxed game, Assault on Black Reach. Packed full to bursting with a veritable army of Orks and Space

Marines, including new plastic Deffkoptas, Ork Nobz, Space Marine Terminators, and much more besides, this box set will bolster the army of any Imperial or greenskin commander, or provide a foothold into the Warhammer 40,000 hobby for newcomers and returning veterans alike.

What's more, next month's White Dwarf will come with a free Black Reach Space Marine Terminator and Ork Nob with every issue. It's an insanely generous giveaway that's already hospitalised more than one baffled company accountant, and it means copies of WD345 will sell out fast, so be sure to get yours early!

# SPACE MARINES

In October the Space Marines go to war with a brand new Codex, and more than a few surprises.

**COMING  
IN OCTOBER**



**T**he Adeptus Astartes, known as the Space Marines, are the Emperor's finest. They are superhuman warriors that have undergone extensive genetic modification and arduous training to become the Imperium's most feared fighting force.

October sees the release of the latest Space Marines Codex along with a cavalcade of brand new Space Marine models. Loyal players of the Adeptus Astartes can expect to see two new types of Veteran squad – the stoic Sternguard and combat-ready Vanguard squads – and there's a new plastic Drop Pod to deploy them in.

If that wasn't enough to get you oiling your bolter and polishing your power armour, then look out for a brand new type of Land Speeder, a new Land Raider variant plus an all-plastic Crusader, special characters new and old, the Legion of the Damned and the return of support weapons!

The Codex itself is packed with cool background and is the first set of rules tailored for use in 5th edition.

The Space Marine invasion is coming your way in October and, as always, White Dwarf will be the first place to find the full low-down and design notes, and see how the new Space Marine army performs in battle.

# WARHAMMER WORLD

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Warhammer World is the spectacular exhibition and gaming arena at our head offices in Nottingham, England. Here you can see displays of original artwork, miniatures and scenery, game to your heart's content and feast in Bugman's Bar.

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Every weekend and throughout the school holidays Warhammer World offers a fantastic range of hobby activities at our Hobby Bar. From painting techniques to modelling skills and scenery workshops, there is something for everyone.

Each activity is run by a skilled Games Workshop staff member and we will provide you with all the required materials and tools to take part. At the end of the session you will not only have developed your skills in a particular area, but you'll get to take away any models or terrain you make during the activity!

Prices vary for each activity, so make sure you check out the Warhammer World website for full details of our offer. Alternatively feel free to give us a call and we'll happily answer any questions you have.

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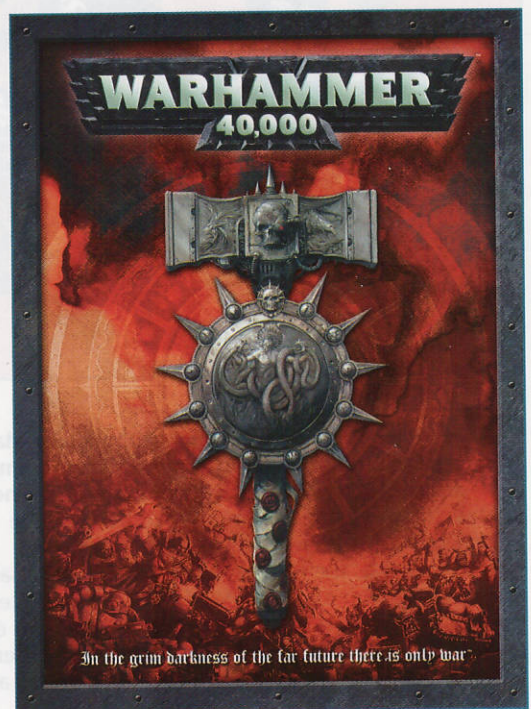
### Warhammer 40,000 Exhibition

14th July – 22nd September

Throughout the summer holidays Warhammer World will be showcasing the brand new 5th Edition of Warhammer 40,000 with a fantastic exhibition! Displaying some of the incredible artwork and photography from the new hardback rulebook, along with classic, iconic imagery from our archives, the exhibition will have something for everyone.

In addition to the exhibition, the Citadel Miniatures Hall will be open to the public, displaying many of our studio armies for not only Warhammer 40,000 but also Warhammer, the game of fantasy battles, and The Lord of the Rings. It also has a great selection of new releases so you can have a chance to see new models before they even go on sale!

**Due to the number of activities running in Warhammer World, occasionally we have to move things around to accommodate them. If you are planning a special trip to the venue to see our exhibitions, or just to play some games, we advise that you contact us in advance to avoid disappointment.**



# GAMES WORKSHOP®

## NEW STORES OPENING NATIONWIDE

Following last month's announcement of the opening of our new Hobby Centre in Antwerp, Belgium, this issue we report the opening of another new store – this time, in the UK.

At the time of going to print, phone numbers had not been confirmed, but rest assured, in the two long months since pen went to paper, our newest addition to the Games Workshop empire has opened in a blaze of glory and now stands ready to aid you in your hobby!



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**NEW!**

## Store Relocations

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# HARBINGERS OF WAR





# WARHAMMER®

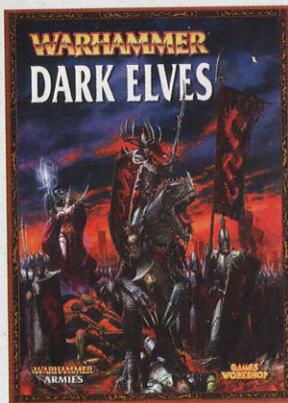
Thousands of years ago, the Elven race was torn apart by a bitter civil war. The Dark Elves are the legacy of that conflict and the hatred they harbour for their former brethren can never be extinguished. Intrepid Dwarf, Andy Hall, was sent to find out more.



## BATTLE OF THE BLOODY DAWN

Kouran staked his bloodiest claim to infamy when he led a host of Black Guard against Tor Anroc, capital of the Kingdom of Tiranoc. Deep is Kouran's loathing for this city, for it was the birthplace of hated Bel Shanaar.

The Black Guard attacked at night, preceded by bands of Shades who had dispatched the patrols and sentries. Unnoticed, the warriors of the Tower of Grief made their way along the spiralling road that led to the centre of the city. They struck without warning, cutting down the guards and forcing their way into the opulent palace. Tapestries burned and every portrait and ornament was slashed or smashed as the Black Guard tore through the building, exacting their master's revenge. Kouran's warriors hacked down all opposition and piled the corpses of their victims in the plaza in front of the palace. As the first rays of dawn joined the flames of the burning citadel, the Black Guard fought their way clear of the city. The new dawn revealed another atrocity, for the corpses of the Black Guard's foes had been arranged into one of the runes of Khaine, and their departing spirits dedicated to the God of Murder.



**In the book...**

The 104-page Dark Elves army book is packed full of information for any aspiring Dreadlord:

- Massive background section, detailing the history and motivations of the Dark Elves.
- Comprehensive bestiary with entries for all the Dark Elves troop types, monsters and characters, including the Dark Magic lore.
- Brand new army list.
- Colour hobby section, packed with collecting and painting advice.

Five thousand years ago the Elven island home of Ulthuan was riven by a cataclysmic event. Malekith, son of Aenarion, tried to usurp the Phoenix Throne, attacking the swirling magical vortex at the centre of the isle to harness the power of Chaos. The gambit failed, and Malekith doomed himself and all his followers. Their home realm of Nagarythe was engulfed in a massive tidalwave caused by the magical backlash and lost forever under the sea. The dreaded Black Arks – the baleful floating fortresses of the Dark Elves – were created by the same foul event, buoyed up by the Dark Magic of their masters to escape the devastation. Until the Sundering the Elves were warring factions of the same race, but in the aftermath the Dark Elves, or Druchii as they referred to themselves as, were exiled to the cold wastelands of Naggaroth.

The history of the Dark Elves will be familiar to most Druchii generals and Warhammer veterans. But when the army book's author, Gav Thorpe, revisited the Dark Elves he was keen to really get under their skin and portray them as far more than mere slavers. "The key to understanding the Dark Elves is to understand Malekith," says Gav. "He stands as the Dark Elves' creator, leader and saviour. Yet, they adore, despise and fear him all at the same time. It is a complex well of emotions but the Dark Elves are not simple creatures like Orcs." Gav explains further, "Everything about the Dark Elves, from their society to the way they make war, is a means to an end. Take

the slave raids for example; they do not conduct these simply because they are evil, although, their malicious nature means they'll enjoy it in the same way that a child will take pleasure in pulling the wings off a fly. No, the Dark Elves raid because they need the labour. When the Druchii first arrived on the shores of Naggaroth there were no stone masons, farmers or any other kind of skilled or non-skilled labour amongst their number; they were all dispossessed warriors from Nagarythe."

In retelling the history and origins of the Dark Elves, Gav really wanted to define the psyche of the race. Again he points to Malekith as the key embodiment of what the Druchii have become. "Just as Malekith raised the stakes and gambled with the destiny of his entire race, that all-or-nothing characteristic has permeated through the generations of Dark Elves ever since. A Dark Elf will not be content to just exist. In fact one of their few positive attributes is that they all aspire, and to achieve their goal they will step on anything or anybody that is in their way, there are no half-measures," says Gav. This single-minded ambition, Gav continues, stems from the natural arrogance of the Elves and the bitter feeling of being wronged – a sentiment that has festered and grown ever since the Dark Elves were exiled from Ulthuan. "Malekith and, Morathi, his Sorceress mother, have always believed that he was deprived of the Phoenix Throne by petty politicking. So this feeling of utter injustice has pervaded throughout the Dark Elves' existence. And

## MISTRESSES OF DARK MAGIC

Just as High Elves rely on their Mages for magical support, Dark Elf Sorceresses wield bolts of dark energy with wanton destruction and revel in the unpredictability of Dark Magic.

Dark Magic is an absolutely devastating and incredibly aggressive Lore. And whilst High Elves tend to handle magic with a certain amount of caution, the Dark Elves have no such qualms so can use any number of power dice to cast spells, they are not limited by their magic level. Still, wielding Dark Magic is not without its risks, as they have no magic items available to mitigate miscasts.

The secret to successfully using Dark Magic in your games is the *Power of Darkness* spell. It is an innate spell that all Dark Elf Wizards automatically know. When successfully cast, it awards the caster extra power dice to fuel their spells, allowing you to out-cast your opponent in most situations. However, if at the end of the phase there are unused power dice still on the table, the Sorceress will take a Strength 4 hit for every excess dice.



Morathi is the most powerful of the Sorceresses, and mother to the Witch King himself. She often rides to war atop the Dark Pegasus, Sulephet.

while High Elves have a superior and somewhat arrogant attitude, in the Dark Elves this trait has been twisted into a view that they should have total dominion over everything. A Dark Elf will seize anything he desires, as he believes it is his right. In a Dark Elf's mind every stone, every blade of glass is theirs. That is why they will happily enslave lesser races – which they define as any other creature, including other Dark Elves stupid enough to allow themselves to get caught. With Ulthuan in particular, they utterly believe it is theirs. They inhabit an ugly, empty swathe of frozen tundra, while – in their minds – the weak poets and petty politicians that became the High Elves live on the verdant lands that the ancestors of the Dark Elves fought to protect."

While the Dark Elves live with a bitter hatred of their High Elf cousins, Gav is quick to counter any insinuation that the Dark Elves are on the losing side. "It's true that Malekith – or the Witch King, to give him his true title since he was ensconced in the Armour of Midnight – still yearns for the ultimate goal of dominating Ulthuan. However, the Dark Elves have had many, many victories over both their kin and all the other races of the world. The rule of the Witch King has outlasted all seven of the previous Phoenix Kings, many of whom have had their reign cruelly ended by the machinations of Malekith or Morathi," adds Gav.

### Armies of the Druchii

This need to dominate others is the Dark Elves' defining trait, and isn't restricted just to the new army book's large background section, but is found throughout the bestiary and army list as well. "The Dark Elves are so accomplished at breaking fearsome beasts and monsters because of their need to dominate. By the same token, their arrogance won't let them tame something like a Griffon, which even humans have been known to do. Instead, they target fearsome creatures with vicious and evil tempers such as Manticores, Black Dragons and War Hydras," explains Gav.

Elsewhere, the Dark Elves' skill at controlling these beasts is used in a very

“The rule of the Witch King has outlasted all seven of the previous Phoenix Kings.”

practical way in the army list. A Dark Elf Hero – known as a Master – can be mounted on monsters that only a Lord-level character in any other army would have access to.

But, before we go into further detail, I think it's important to first look at how the Dark Elf army works as a whole. "I've said in the army book that Dark Elves are a very subtle



A Dark Elf Sorceress coiled in tendrils of Dark Magic. A Dark Magic user can use any number of dice to cast their spells, but runs a much higher risk of miscasting.



A Sorceress can be mounted on a Cold One, which gives her the benefit of a Fear-causing mount with a +2 bonus to her save thanks to the beast's thick hide.



# COLD-HEARTED KILLERS

Dark Elf Assassins use all manner of varied weapons, equipment and poisons to achieve their deadly objective. We've come up with three Assassins, but there are plenty more combinations besides.



## Sample Assassins

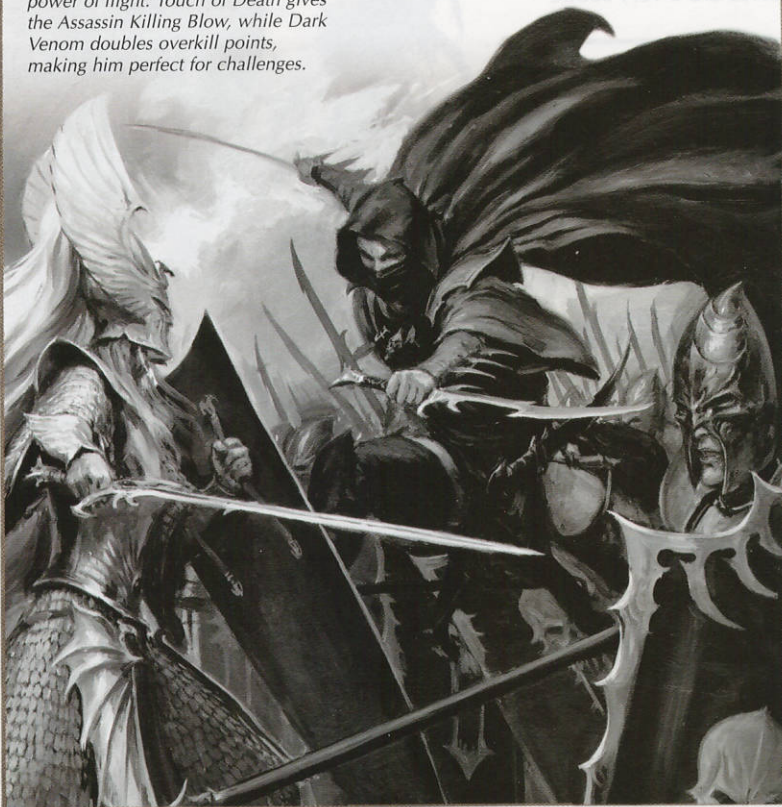
**The Monster-killer:** Venom Sword (75pts). The deadly Venom Sword is expensive at 75 points, but any model that takes a wound from this enchanted blade must pass a Toughness test on 2D6 or die!

**The Troop-killer:** Additional hand weapon (6pts), Rending Stars (30pts), Rune of Khaine (25pts). This is a good all-round combination. The Rune of Khaine will give the Assassin an extra 5-7 Attacks per round, while the Rending Stars allow him three ranged attacks at +1 Strength as well.

**The Character-killer:** Additional hand weapon (6pts), Cloak of Twilight (20pts), Dark Venom (10pts), Touch of Death (30pts). The cloak can bestow the Assassin with the power of flight. Touch of Death gives the Assassin Killing Blow, while Dark Venom doubles overkill points, making him perfect for challenges.

Battle Report

These are just three examples of many deadly combos – take a look at the battle report on page 52 for another!



weapon, much like a well-placed dagger. In the past, some people have mistaken subtle to mean 'difficult to use', but that's not the case, although a certain finesse is needed when wielding a force that has a majority Toughness of 3 and very little armour." Gav goes on: "Saying all that, Dark Elves are much more competitive now – the first thing players will notice is the Eternal Hatred rule, which means all Dark Elf units Hate all opponents. In effect, a Dark Elf will always re-roll missed hits on the first turn of combat and, when fighting High Elves, re-roll misses every round."

As we delve into the book it's clear that it's far from the only change – Dark Magic is another. It's always been one of the most aggressive Lores of Magic around, and now it's even more so. The key to its use stems from the innate *Power of Darkness* spell, which you can read about in more detail on the previous page.

As we turn to the character section of the army list, I note that the Dark Elf Assassin is missing, to which Gav gives a devious smile. "I love Assassins," he says. "Not only do they have Eternal Hatred, but also the Always Strikes First special rule. Players can really tool them up with loads of different combinations from the new Gifts of Khaine section, such as exotic weapons, poisons, abilities and unique artefacts. But the reason you won't find them in the Heroes section is because they don't count towards the character allowance any more, meaning you can have as many cold-hearted killers as you have infantry units if you so wish!"

Coming to the all-important Core section of the book, a cursory look at the army list reveals quite how cheap Dark Elf Warriors are – a mere 6 points each, with 15 points for a full command. "A Dark Elf army is rarely, if ever, going to outnumber the opposing force," explains Gav. "There's a theme around all Elf armies in Warhammer based on a solid block of infantry and ranged troops surrounded by elite and specialist troops. With the Dark Elves, that block consists of spear-armed Dark Elf Warriors and Repeater Crossbowmen. So the Warriors are cheap to encourage – although not dictate – this theme. You can also afford small units of Warriors to help guard flanks, use for combination flank charges, guard Reaper Bolt Throwers, or simply use them as delivery systems for your Assassins – although that's not without its own risks!"

Repeater Crossbowmen are still high BS missile troops with the ability to kick out a bewilderingly high number of shots, the crossbows themselves have gained the armour piercing rule. A new innovation in the same vein as the repeater crossbow is the repeater handbow. Primarily used by Black Ark Corsairs, the handbow lacks the range of the repeater crossbow but can still

fire multiple shots up close, especially when standing and shooting a charging enemy. Charging a unit of Corsairs suddenly became very dangerous indeed, and that's before they even get into melee.

As I would expect, the Special section is full of characterful and devastating Dark Elf elite units, including the Druchii heavy cavalry, Cold One Knights. "Jes Goodwin did such a great job on the new models I had to make sure the rules did the miniatures justice. So I've increased their Strength – yes, that's an Elf cavalry unit with Strength 4 – as well as their Leadership, to help them control the Cold Ones. And don't forget that Eternal Hatred applies to mounts as well, making Cold Ones even more deadly," says Gav.

The Witch King's personal bodyguard, the Black Guard, are also worth a mention; they're Stubborn, armed with halberds, have 2 Attacks, an Initiative of 6 and the Warrior Elite rule, which effectively means they re-roll missed hits every round of combat, not just the first – in short they are brilliant in combat. "All the Dark Elf

Special units are powerful in combat though," Gav points out. "Once you get them up close, especially if you can flank charge with some Warriors, there are very few enemy units that'll last beyond the first round. Executioners hit with great weapons, Strength 4 and Killing Blow, while Witch Elves are Frenzied and have poisoned attacks – a deadly combination when you consider that they re-roll missed hits thanks to Eternal Hatred. Let's not forget the Shades as well, which are the best skirmishers in the game. They're armed with repeater crossbows and have a Ballistic Skill of 5."

The Dark Elves are now more deadly than ever, matched with an attitude that the whole world is theirs and all lesser creatures will be crushed underfoot. This is Gav's final project, as he has decided to leave the Studio to pursue the world of freelance writing. As such, it seems fitting that the final words are his: "Don't be suckered into a protracted fight, be aggressive and take what you want – it's yours, the enemy just doesn't know it yet."



Dark Elf forces are normally levied by the high ranking nobles of Naggaroth, known as Dreadlords.

## BEAST OF KAROND KAR



War Hydras are titanic monsters, bred especially for their enormous size and ferocious temperament. They are all terrifying beasts with thick scales, their many serpentine heads able to belch smoke and fire and rend men with their sharp fangs, or coil their necks about the bodies of their victims to crush the life from their prey.

# KNIGHTS OF DREAD

The job of sculpting the new Dark Elf Cold One Knights frame fell to Jes Goodwin, a designer renowned for his plastic miniatures. We asked him a few questions.

## Was this a project you were looking forward to?

Absolutely; I got to design my own dinosaur. If you ask any seven-year-old boy if they'd like to create dinosaurs when they grow up, the chances are they'll say yes!

## So, did you do lots of dinosaur-related research before you got started?

Yes, lots, but it wasn't a hardship reading through loads of cool dinosaur books.

## How did you go about designing the new Cold Ones?

The books I was referencing showed lots of skeletal diagrams and that's how I started with the Cold One, by literally creating a skeleton of the creature first. Once you have a skeleton you can create a silhouette around it, giving you the basic shape you want to achieve. You have to remember, though, that you're creating a fantasy monster and not an anatomically correct version of a creature that could have existed. You also have other considerations, like the base size, how they will rank up, and so on. A good example is the tail length – in reality, a bipedal creature of that size would have a much larger tail to counter-balance it as it moved about, whereas stuff like teeth and claws, which you naturally tend to exaggerate when you're trying to make creatures look more fantastical, are fine looking small and sharp or else you run the risk of "baby animal syndrome".

## Baby animal syndrome?

Yes, very young animals actually tend to have different proportions to those of an adult, normally larger hands and feet. So when you exaggerate these features on a miniature you run the risk of it looking like a junior version of the creature rather than it looking more fearsome.

## What was the next stage of the design process once you had created your Cold One skeleton?

I started to build it up by adding a speculative muscle layout to the actual skeleton. You end up with what looks like a flayed version of a Cold One. I then literally added the creature's hide over the musculature. This gives you a more naturalistic look as the muscle bundles and fibres bulge under the skin. It's a method I've used before, quite recently in fact, on the Blood Crushers, when I was referencing rhinos for the musculature.



This is Jes' prototype Cold One in its "flayed" form. Beneath the muscle bundles is an actual skeleton! For the 3-up model (the actual model that the injection mould is taken from) Jes repeated the process but in far greater, more intricate detail.



“It's a fantasy creature, not an anatomically correct dinosaur.”



There are many Dreadlords who go to battle on Cold Ones. Mike Anderson was responsible for this metal Dreadlord, a veteran of many wars.

## Were there any problems you encountered during the design process?

I had to work out how these creatures would be harnessed and reined. A bit in the creature's mouth wouldn't work, as its teeth and jaw operate in a different way to a horse, so I came up with these bony protrusions under the creature's chin, which the Dark Elves attach rings to. I was really satisfied with that solution.

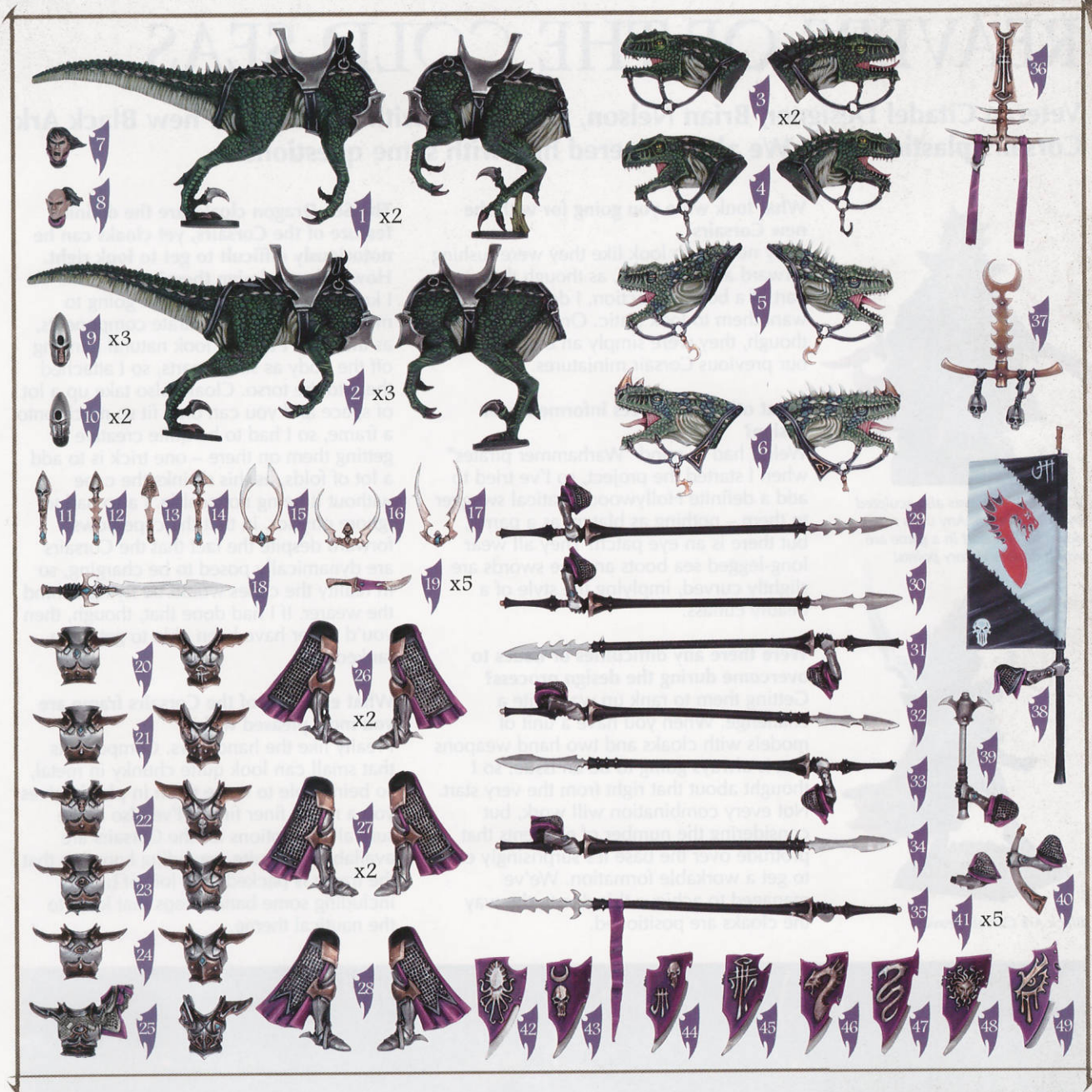
## Of course, it's not just the Cold Ones themselves that make up the frame – they've got brand new riders too.

Brian was working on the Corsairs at the same time so I worked closely with him to get a cohesive look. We used helmet crests a lot as this used to be quite a defining trait in past Citadel Dark Elf ranges, so bringing that classic aspect back was cool.



The helmet crest of a Cold One Knight is individualised – along with the shield, they form part of the knight's heraldry.

You can read the complete "uncut" version of this interview at [www.games-workshop.com](http://www.games-workshop.com)



The frame contains five Cold One heads (including the Dread Knight's) and two different bodies, providing plenty of variation. The frame itself allows you to make five complete Cold One Knights.



**Cold One Knights  
Frame Key**

- 1-2 Cold One bodies
- 3-6 Cold One heads
- 7-10 Knight heads
- 11-17 Knight crests
- 18 Sword
- 19 Dagger
- 20-24 Knight torsos
- 25 Dread Knight torso
- 26-28 Knight legs
- 29-35 Lances
- 36-37 Banner Tops
- 38 Banner
- 39 Mace
- 40 Horn
- 41 Shield Arms
- 42-49 Shields

# REAVERS OF THE COLD SEAS

Veteran Citadel Designer, Brian Nelson, was tasked with creating the new Black Ark Corsairs plastic frame. We also cornered him with some questions.



Lokhir Fellheart was also sculpted by Brian Nelson. Any units run down by Fellheart in a game are worth double victory points!



Black Ark Corsair Reaver.

**What look were you going for with the new Corsairs?**

They needed to look like they were rushing forward and attacking, as though they were part of a boarding action. I definitely didn't want them to look static. On the whole, though, they were simply an evolution of our previous Corsair miniatures.

**What other influences informed your design?**

Well, I had in mind "Warhammer pirates" when I started the project, so I've tried to add a definite Hollywood piratical swagger to them – nothing as blatant as a parrot, but there is an eye patch! They all wear long-legged sea boots and the swords are slightly curved, implying the style of a deadly cutlass.

**Were there any difficulties or issues to overcome during the design process?**

Getting them to rank up was quite a challenge. When you have a unit of models with cloaks and two hand weapons that is always going to be an issue, so I thought about that right from the very start. Not every combination will work, but considering the number of elements that protrude over the base it's surprisingly easy to get a workable formation. We've managed to achieve this due to the way the cloaks are positioned.

**The Sea Dragon cloaks are the defining feature of the Corsairs, yet cloaks can be notoriously difficult to get to look right. How did you design them?**

I knew from the start I wasn't going to make the cloaks as separate components, as they don't always look natural hanging off the body as single parts, so I attached them to the torso. Cloaks also take up a lot of space and you can only fit so much onto a frame, so I had to be quite creative in getting them on there – one trick is to add a lot of folds, as this shrinks the cape without it being noticeable. I also had to ignore physics, in that the cape flows forward despite the fact that the Corsairs are dynamically posed to be charging, so in reality the capes would be flying behind the wearer. If I had done that, though, then you'd never have been able to get them ranked up!

**What elements of the Corsairs frame are you most pleased with?**

I really like the handbows. Components that small can look quite chunky in metal, so being able to make them in plastic gives you a much finer finish. I've also made sure all the options for the Corsairs are available. It's quite rewarding knowing that the frame is packed with lots of bits, including some banner tops that keep to the nautical theme.







Corsairs may exchange their extra hand weapon for a deadly handbow.



Corsair with two hand weapons.

**Corsairs  
Frame Key**

- 1-10 Sea Dragon cloaks
- 11 Reaver torso
- 12-18 Torsos
- 19-24 Legs
- 25 Reaver head
- 26-32 Bare heads
- 33-35 Helmed heads
- 36-39 Crests
- 40 Reaver crest
- 41-43 Daggers
- 44-47 Handbow stocks
- 48-49 Handbow prods
- 50-65 Weapon arms
- 66 Banner
- 67-69 Standard tops
- 70 Warhorn

# DARK ART OF WAR

Once again our resident artists have done us proud, bringing the dark, twisted character of the Dark Elves to life. Here, we take a look at the fantastic work of Paul Dainton and Alex Boyd.



▲ In this picture Paul wanted to show the Cold One Knights going up against arguably the best cavalry in the game – Bretonnian Knights. Paul reckons that these fearsome, reptile-riding knights would easily overcome the flower of Bretonnian chivalry in battle.

◀ This piece, again by Paul, shows the Sword Masters fighting against the Black Guard. Both are elite warriors of the Elven race, so there was a symmetry that Paul wanted to evoke and play around with when composing the picture.

▶ Alex's full-page painting shows the Dark Elf horde in its full dark majesty. In the background you can see the ominous towers of one of the dread Dark Elf cities, while in the foreground is a phalanx of Dark Elf Warriors. As the battleline fades into the distance, you can just make out the monstrous form of a War Hydra.



# PAINTING DARK ELVES

For this session of painting tips we asked Studio army painter, Chris Peach, to show us an array of useful techniques that'll help any aspiring Dreadlord gather a host worthy of Naggaroth ready for the battlefield.

## Painting Warrior Armour



After an undercoat of Chaos Black, Chris gave the armour a basecoat of pure Boltgun Metal.



The armour is then washed with a generous coat of Badab Black, to dull down the metal and provide some shading.



The armour was then highlighted with Chainmail. This is a great technique that can be used for all kinds of metallic areas.



## Painting Dark Elf Skin



Chris paints his Dark Elf skin in a simple three-stage process, starting with a basecoat of Dwarf Flesh.



Chris used an initial highlight with a 1:1 mix of Dwarf Flesh and Elf Flesh. This was applied to the raised areas of the face.



Pure Elf Flesh was used as the final highlight, applied to the most prominent areas of the skin.

## Dark Elves Shield Designs

Dark Elf livery is influenced by many factors, such as the city or the Black Ark they hail from, while an ambitious Dreadlord will often insist that his vassals display his own rune or mark on their shields.



## Painting Sea Dragon Cloaks



The scales of the cloak were basecoated Dark Angels Green. The hide was painted with a basecoat of Dark Flesh.



The scales were then overbrushed with a 1:1 mix of Snot Green and Dark Angels Green. For the hide, a mid-tone 1:1 mix of Dark Flesh and Vomit Brown was used.



A highlight of Goblin Green was used to finish off the scales, while a 3:1 mix of Vomit Brown and Dwarf Flesh was applied as the final highlight for the hide.

## Painting Lacquered Armour



The distinctive lacquered armour of the Corsair was first given a 1:1 basecoat mix of Liche Purple and Chaos Black.



Liche Purple was then used as a mid-tone. Chris applied it in broad stripes to the edges of the plates.



Finally, a finer highlight using a 1:1 mix of Liche Purple and Fortress Grey was applied to the edge and prominent areas of the armour.

## Painting Black Leather



The black leather areas of the Corsair, most notably the boots and gloves, were given a basecoat of Chaos Black.



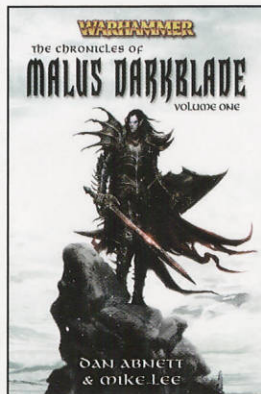
A mid-tone using pure Adeptus Battlegrey was applied to the prominent areas.



A highlight of Codex Grey was then applied to the edges, giving the dark leather a polished look.



# THE CHRONICLES OF MALUS DARKBLADE



Having been possessed by the ancient Daemon Tz'arkan, Dark Elf Malus Darkblade is faced with a stark choice – recover five items of unimaginable power within one year or forfeit his soul forever!

Available this month from the Black Library is the Chronicles of Malus Darkblade – Volume One, by Dan Abnett and Mike Lee, and we've secured an exclusive extract for you.

The Skull Gate opened onto a road at the far end of the valley, passing through rock-strewn fields for a quarter of a mile before disappearing into a forest of black pine and hackthorn. From experience, Malus knew the road ran through the woods for another few miles before opening onto farmers' fields and pasture land. There, a branch of the road turned north and west, beginning the weeklong march to Hag Graef. Once out from under the ominous weight of the gatehouse, Malus nudged Spite out of the column and onto the roadside to watch the rest of the warband pass. He idly fingered the hilt of the skinning knife at his belt, hoping to see Lord Vanhir and the pack train trailing in the rearguard's wake.

Lhunara's cavalry troop was almost clear of the outer gate when Malus heard a furious bellow from one of the Cold Ones in the vanguard, now almost a hundred yards away. Suddenly, Spite jerked as two sharp blows struck the Cold One's shoulder with a meaty thunk.

Malus was struck on the shoulder plate of his armour by a small, sharp blow. The missile ricocheted, buzzing within an inch of his nose. Crossbows!

Pandemonium reigned all along the column. Slaves shrieked and wailed as more projectiles buzzed through the air. The taskmasters bent to their whips and cudgels with a will, battering the stock back into line, while infantry officers on either side of the road sang out orders



to their men. More bellows of rage echoed from the vanguard – the Cold Ones likely smelled fresh blood. There were two black-fledged bolts jutting from Spite's right shoulder, the small wounds leaking a thin stream of ichor. The beast's scaly hide had clearly stopped much of their impact.

There! Malus caught sight of a small knot of figures crouching among the boulders along the right side of the road, firing bolts at the column in ragged volleys. They wore dun and grey robes that blended perfectly with the rocky terrain.

With a smooth motion, Malus stowed his crossbow behind the saddle and drew his sword from its scabbard with a ringing hiss. 'Lhunara! Crossbows to the right!' He pointed towards the attackers with the tip of his sword.

The Druchii retainer caught sight of the attackers and her face twisted into a mask of savage glee. 'Sa' an' ishar!' She called to her rearguard. 'Ambushers to the right. Open order... charge!'

The air rang with the bloodcurdling war-screams of the Cold One Knights as they kicked their scaly steeds into a lumbering run across the rocky field. Lances still pointed skyward, they fanned out into a loose formation, dodging around large boulders and leaping small ones in their path. Malus hung back, looking along the length of the column.

The taskmasters had forced the slaves face down on the icy ground, and the twin files of spearmen had grounded their shields, facing outwards away from the road. A bonus for their captain, Malus noted. There were shouts and roars coming from the direction of the vanguard. More crossbowmen somewhere up there, he decided. The knights in the vanguard will take care of them. With that, he slapped Spite's flank with the flat of his sword and the huge predator leapt after Lhunara's knights with a hunting roar, sensing prey in the rocks ahead.

There was a score of the robed crossbowmen lurking in the rocks, and they stood their ground to fire a volley into the face of the thunderous charge. The light bolts sprouted from the snouts and shoulders of the oncoming nauglir, but the huge warbeasts had their blood up and nothing could stem their headlong rush. The knights, skilled riders all, waited until the last moment to level their pennoned lances, and drove their steel points home with a rending sound of torn flesh and splintered bone.

Lhunara, in the lead, bore down on a cluster of crossbowmen, trying to load their weapons for one last volley. Too late, they realised their mistake. Their leader let out a wild scream and grabbed for his sword as Lhunara's lance struck him full in the chest. Eighteen inches of hardened steel punched through cloth and light mail as though it were paper, splitting the Druchii's sternum and ribs with a brittle crunch. The lance tip and the first two feet of a blood-soaked pennon burst from the man's back and struck another crouching ambusher in the side of the head. The Druchii's skull burst like a melon, showering his fellows with a spray of blood, bone and brain matter.

The weight of the two bodies dragged the lance downwards and Lhunara let the weapon fall, drawing her two curved highborn swords as Render bit another shrieking crossbowman in two.

Malus caught sight of another small knot of crossbowmen slipping behind the cover of a large boulder, heading in the direction of the city walls. Gripping his sword tightly, he guided the Cold One right at the cottage-

sized stone. At the last moment he crouched low in the saddle, 'Up, Spite, up!'

The nauglir gathered its powerful hindquarters and jumped, landing for a heart-stopping moment atop the boulder before leaping down the other side. Malus caught a momentary glimpse of a cluster of pale, terrified faces staring up at him and picked one as his target, rising in the stirrups and holding his curved sword high.

Spite landed on two of the Elves with an earth-shaking crash, and Malus brought his sword down in the same motion, striking the Druchii full in the face and splitting the man from crown to groin. Hot, sticky blood sprayed across the highborn's face and the stink of spilled entrails filled the air. Spite slipped and slid over a slick mush of mud, flesh and pulped intestines.

A thrown spear hit Malus full in the chest, striking sparks as it glanced from his heavy breastplate. Two surviving ambushers were running flat out for the city walls and Spite needed no prompting to charge after them. The Cold One covered the distance in three bounding strides, clamping his jaws on one of the Elves and shaking his scaled head like a huge terrier. The Druchii literally flew apart, arms and legs cartwheeling off in every direction. The Elf's lower torso hit the city wall with a gelid slap before sliding to the earth.

The second Druchii veered sharply to the right, howling in wide-eyed terror. Without thinking, Malus vaulted from the saddle and sprinted after him, a lusty howl on his blood-spattered lips. They ran for nearly twenty yards across the rocky field before the Druchii turned at bay.

Malus saw the Elf suddenly whirl, and without thinking, swept his sword in front of him, knocking the thrown dagger aside even before his mind had fully registered it. He lunged in, quick as an adder, but the Elf met Malus's sword with his own. Silvered steel rasped and rang as Malus blocked a low cut aimed for his thigh and then answered with a backhanded slash that nearly opened the Druchii's throat. Malus pressed his advantage, hammering at his opponent's guard with heavy blows aimed at shoulder, neck and head. Suddenly the Elf ducked and lunged forward, his sword aimed for the highborn's throat. Malus twisted sideways at the last second and felt the flat of the cold blade slide along the surface of his neck.

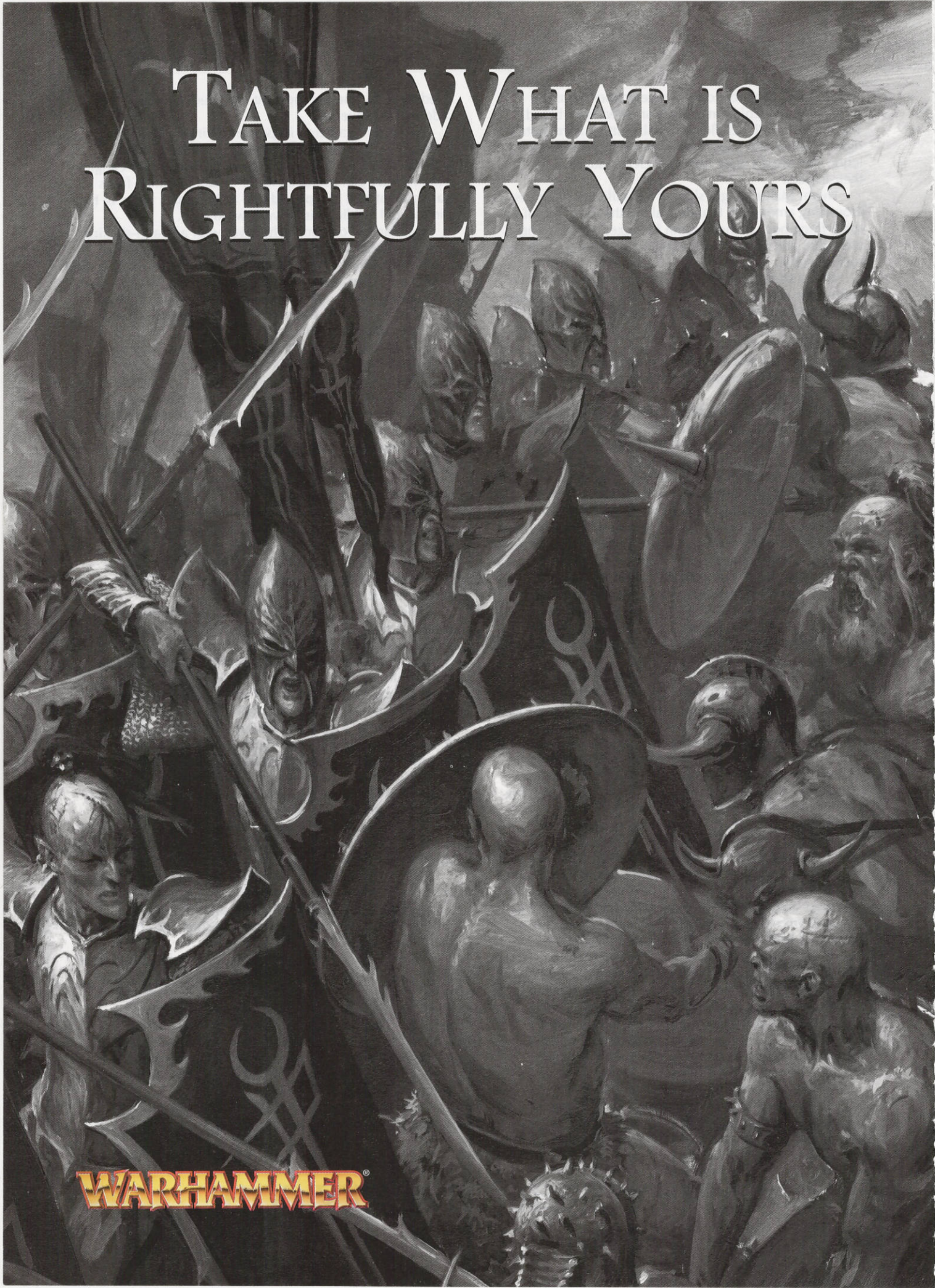
The Druchii looked down and screamed, registering the length of cold steel jutting from his thigh. Bright red arterial blood spouted from the wound in time with his heart.

Malus pulled his sword free and the Druchii crumpled to the earth. With a snarl he drew back his blade for the killing blow – and a mighty impact sent him tumbling through the air. His trajectory was cut short by a large rock, and for a moment the world went black.

When he could see and breathe again, Malus saw Spite chewing the wounded Druchii to bits. The nauglir's eyes rolled wildly in their armoured sockets and the warbeast shook its heavy head as though wracked with pain. Suddenly the Cold One threw back its head and let out a wild roar, revealing rows of crimson-stained teeth as long as daggers. The nauglir spun in a circle, snapping at the air, then its nostrils flared and it charged off towards the road, bellowing in rage.

Malus felt his body go cold. He staggered to his feet. Something was wrong. Terribly wrong.

# TAKE WHAT IS RIGHTFULLY YOURS



**WARHAMMER**<sup>®</sup>



# SUMMER MADNESS

This summer you are going to be truly spoilt if you step into one of our Hobby Centres. With the release of the new Warhammer 40,000 rulebook and the launch of the new Dark Elf army book and models you will find all manner of modelling, painting and gaming going on!



**F**ew things can be guaranteed this summer, but those that can include rain (and lots of it!), burnt BBQ food and our Hobby Centres going crazy with hobby madness! Up and down the land (and even further beyond) all our stores will be hosting a torrent of hobby activities and events for you to join in with over the summer holidays.

## Take What is Rightfully Yours 9/8/08

On this Saturday we will be running a day of Dark Elf-themed events. Whether you want to learn how to paint or win battles with the Druchii as they set sail in their Black Arks to ravage to lands of Lustria, the Old World or Ulthuan, home of the High Elves, our staff will be on hand to show you. Alternatively if you collect another army, they will also be offering advice on the best units to collect and most effective tactics to use to defeat this new evil menace.

## New 40K, New Army!

We have just released the best edition of our Warhammer 40,000 game ever. If you have not yet tried it, this is your opportunity to play the game in a whole new way! If you are now getting to grips with the rules why not take up the challenge... new game, new army.

There is nothing quite as exciting as collecting a brand new army. Our staff will be on hand to explain which army selections do what in the new rules and will also show you just how easy it is to paint your new army using our new spray gun, Foundation Paints and Washes! While you're in the store you might even get a sneaky glimpse of the new Assault on Black Reach boxed set!

RING YOUR LOCAL STORE FOR DETAILS, OR LOG ONTO:

**[www.games-workshop.com](http://www.games-workshop.com)**

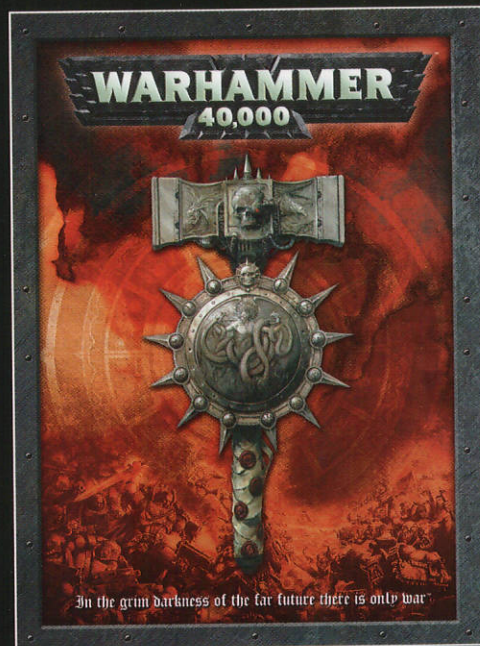
# PREPARE FOR WAR!



In the grim darkness of the far future, there is no respite, no forgiveness; there is only war.

The latest edition of Warhammer 40,000 presents new rules and extensive alterations that change the way the game plays, providing a dynamic, clean and fun rules system. As well as the latest rules, the book contains evocative new art, never-before-seen background and pages of inspirational hobby material. This is your gateway to the Warhammer 40,000 hobby. This 320-page book contains all the rules, background and hobby information needed to play Warhammer 40,000

An eternity of war awaits...



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## WARHAMMER 40,000



# A TALE OF FOUR GAMERS

*This month sees the return of a classic White Dwarf series. A Tale of Four Gamers follows the exploits of four hobbyists as they collect a new army. Andrew Kenrick introduces a new take on an old favourite.*

**O**ver ten years ago we ran a series of articles that have since entered legend – A Tale of Four Gamers. This classic series followed the trials and tribulations of a group of gamers as they painted and gamed with a new Warhammer army, watching their force grow month by month and following their every glorious victory or crushing defeat. It was like a hobby fly-on-the-wall documentary, but without the crushing tedium; a glimpse inside the lives of hobbyists. The series was so popular that we have been asked ever since when we will be doing another one.

With the release of Warhammer 40,000 5th edition last month, the Studio is positively abuzz with talk of new armies, and new projects popping up all over the place. What better opportunity to revisit this old favourite and follow the progress of four gamers as they get to grips with their new armies. This is their story, showing you how four real hobbyists go about collecting, painting and gaming with their armies – just like you or I would.

We've hand-picked four gamers, each with a different approach to the hobby – White Dwarf designer and hero of a dozen or more battle reports, Matt Hutson; tournament veteran and hobby manager, Pete Foley; 'Eavy Metal master, Fil Dunn; and hobbymeister and graphic designer, Neil Hodgson.

The way this works is very straightforward. Because each of our four gamers has a different take on the hobby, the way each of them tackle their armies will be subtly different. Every month we'll be setting them off on a new project for their army – be that to assemble and paint a battleforce or to get their army ready for its first game – and following their progress as they frantically collect, assemble, paint

and play. At the end of each month we'll be seeing what they've painted and how they've got on in any games they've played, and then we'll reward points based on their progress (see the box out, below).

Other than that, what they collect and paint for their armies is entirely up to them! It's pretty much the same way most of us collect and play at home – we pick an army, paint a few miniatures, try them out in a game, before going out and buying a few more.

You and your friends can join in at home, too, starting your own army and taking up the challenges month on month.

Over the next five months you'll be able to see these armies grow, watch them in their first faltering steps on the battlefield and follow their victories and defeats. So, without further ado, let's meet the gamers and see how they got on in month one...



Space Marines



Eldar



Chaos Space Marines



Orks

## The Rules

The rules of the game are very simple – each month we'll assign each player a task to build on their army in some way, culminating in each player having an army of at least 1500pts. Then, at the end of the month, the players have to show us what they've done and report on any games they've played. We'll judge how well they've completed that month's task and award them points based on our (admittedly arbitrary) criteria.

At the end of four months the gamer with the most points will win a doubtlessly fabulous and highly covetable prize. Or failing that, beer. We might award bonus prizes for such things as best painted army, nicest conversion or most glorious victory as well!

In month one we're going to keep things nice and simple and award points simply for painting models, as follows:

- Models painted on time . . . +5pts
- Models painted late . . . . . +3pts
- Models not painted. . . . . +0pts

# HONOUR OF THE CHAPTER



Neil is a GW Studio veteran, who has had more job titles than Thai curries. At the moment he can be found in the art department, creating cool graphics like the Dark Elf shield designs on page 26.

*No stranger to the ranks of the Adeptus Astartes, Neil Hodgson has been collecting Space Marines for many years. We set him the task of building a standard 'Codex' Space Marines army, in anticipation of the release of Assault on Black Reach and the new Codex.*

**Neil:** I've been a long time fan of Space Marines – they capture the spirit of the 40K universe like nothing else. I already own a Space Marines army, the Iron Knights, but I've always liked the background surrounding the Crimson Fists, especially their heroic last stand against the Orks on Rynn's World. The recent *Disaster on Rynn's World* article (see WD339) and the forthcoming Space Marines Codex, complete with some very tasty rules for Chapter Master Pedro Kantor, has made me all the more eager to start a new Crimson Fists army.

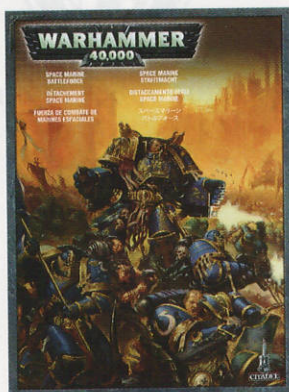
This month I've painted the contents of the Space Marines Battleforce, which has given me a squad of ten Tactical Marines, a five-man combat squad, a five-man Assault squad, a Rhino, and a squad of five Scouts – a nice rounded force to act as the core of my army. As befits a Codex Chapter, I want to build my army around squads of Tactical Marines – highly versatile Troops choices that should be at the core of any Space Marine army. These will then be supported by specialist squads, predominantly Terminators and Veterans I imagine. I don't think Scouts fit quite as well, but there's no harm in painting up a squad.

When it comes to Space Marines, I think it's all about the little details. To this end I picked up the Imperial Fists Bitz Pack from Direct, which will give me all the Chapter and squad iconography for the shoulder pads, allowing me to give every Space Marine detailed shoulder pads

without having to paint them all on by hand! I said it was all about the details, but details don't need to be hard work. I'm also making a conscious effort to assemble as many of my Space Marine sergeants as possible with power fists – painted red, they'll not only contrast nicely with the dark blue armour, but it's also exceptionally evocative... oh, and they pack quite a punch in melee (*Groan! – Ed*). This is where being a Space Marines player already has its advantages – I've got plenty of spare plastic frames lying around to cannibalise for parts, especially those all-important power fists.

I've decided to use the new Citadel Spray Gun to paint my Space Marines, which will allow me to quickly and effectively paint my army. I mixed up a custom batch of blue basecoat (see my top tip) from Midnight Blue and Regal Blue, as I found Midnight Blue to be just a little too dark, and painted it on with the Spray Gun before basecoating the flesh and guns. I then mixed up a custom wash from Badab Black, Asurmen Blue and Devlan Mud and applied that. Some of you might wrinkle your noses up at the colour of the wash – it looks like sludge – but there's a method to my madness as it picks out and enriches the underlying colours. As it contains a mix of colours, the blue and black enriches and shades the blue armour, the black shades the metal areas and the brown shades the flesh, all in one spray!

Even though I've only just started my



Neil's first choice was a Space Marine Battleforce, as it contains a solid core of Troops for any Space Marine army.

## PAINTING CRIMSON FISTS



Neil used the spray gun to apply a 1:1 basecoat of Midnight Blue and Regal Blue, before picking out the details in Boltgun Metal/Chaos Black and Mechrite Red.



Neil then applied his custom wash – Badab Black, with a little bit of Asurmen Blue and Devlan Mud – again using the spray gun.



The power armour was highlighted with Regal Blue, and then a 1:1 mix of Regal Blue and Space Wolf Grey. The red was highlighted with Blood Red.

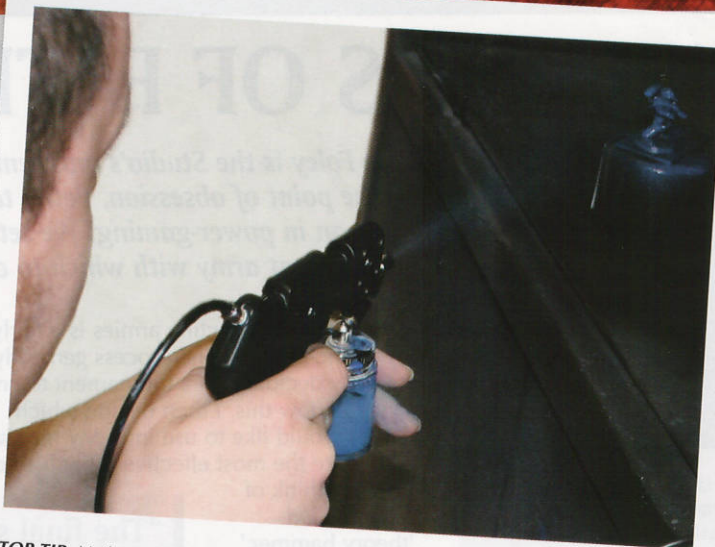


The finished model, showing the final highlights applied with pure Space Wolf Grey.

army, I'm already planning ahead. I should have 1000pts by the end of the second month, and that's just with the Space Marines Battleforce and the contents of Assault on Black Reach. That should give me a nice, solid core of Space Marines that I can add to in months three and four to give me as much choice as possible when it comes to choosing an army for a game. I don't have a HQ choice yet but, like I said, I'm looking ahead – the first thing I'm planning on painting next month is the nice new Space Marine Captain from the boxed game.

**Month 1 Score:**  
Models painted on time

**5**



**TOP TIP:** Neil recommends mixing up a large batch of basecoat in one go. He bought two pots of Midnight Blue and Regal Blue and mixed them together in a plastic cup. He then poured them back into five empty pots (you can wash out old paint pots for this) and topped them up with water, giving him the perfect consistency for use with the Spray Gun. By mixing a batch of paint, it ensures that Neil won't run out midway through and will keep a consistent colour throughout.



# WEAVERS OF FATE



Hardened tournament gamer, former 'Eavy Metal painter and all-round rules-monkey, Pete Foley manages the work schedules for 'Eavy Metal, the model makers and army painters in the Studio. Yet he still managed to be the latest of all our gamers...

*Pete Foley is the Studio's most enthusiastic tournament player. Competitive to the point of obsession, Pete's take on A Tale of Four Gamers is sure to be a lesson in power-gaming. We set him the task of building a 1500pt Eldar tournament army with which to crush all comers.*

**Pete:** For me, collecting armies is a fairly formulaic process. The process generally starts by deciding on a tournament to enter. Once I know this, I then decide which army I would like to use in it. My next step is to write the most effective army list I can possibly think of (often called 'theory hammer,' which basically involves imagining how each unit will perform in different situations). I then start painting part of the army list and continue to paint each unit whilst refining the list by playing lots of practice games with it. The final step is to win the tournament. The process doesn't always go quite to plan, of course, mainly

**"The final step is to win the tournament. The process doesn't always go quite to plan, of course."**

due to treacherous dice or opponents who have more sporadic episodes of genius than I do.

And that's how to do it. So, for this army I decided on a tournament (the 40K GT), decided on an army (Eldar) and

headed off towards the Codex to plot and scheme. Although I have planned out my army to the full 1500pts needed for the tournament, I've not painted it all yet (So you're not a

*painting machine as well as a gaming machine then? – Ed*) so I'll discuss the rest of the army later as I begin to play games and refine the list into a sleek and efficient death-machine.

This new edition of 40K requires plenty of units of Troops in order to win most games, with only Troop choices able to capture objectives. With this in mind I took a look at the Troops available to me as an Eldar player.

The two units that most enticed me were Guardian Jetbikes and Dire Avengers. Eldar Jetbikes are extremely versatile units able to move 12" in the Movement phase, fire as if stationary in the Shooting phase, and then move a further 6" in the Assault phase whether they are assaulting or not. Add the ability to Turbo-Boost and you get a rather nice little unit that can stay out of trouble and then pounce on an objective towards the latter half of the game.

Dire Avengers are also an excellent Troops choice, but for a different reason. These guys are great at short-range firefights. With an 18" range they can outdistance rapid fire weapons and the Exarch powers available can make them a real terror to all but the most heavily armoured squads. Pop these guys inside a Wave Serpent and they can redeploy quickly and, just like the Jetbikes, be in a position to capture an objective in the final few turns.

I decided to have one unit of Dire Avengers in a Wave Serpent and four small units of Jetbikes, which should give me plenty of chances to capture any objectives during the game.

To lead this devastatingly fast army I have elected for an Autarch on a Jetbike. Armed with a laser lance, he can pack a

## PETE'S ELДАР RUNES



Pete applied the transfer to the model as normal, on top of a coat of Shadow Grey.



He then carefully painted over the transfer with Iyanden Darksun.



Pete highlighted the transfer using Skull White. He then applied Bestial Brown shading in a faux-metallic style.



Finally, Pete used Shadow Grey to edge the transfer – this neatens the shape, and disguises the edges of the transfer film.

fair punch in combat and modelling an under-slung reaper launcher on his Jetbike makes him pretty good at shooting too.

So, for my first month I have painted one of the units of Jetbikes, half of the Dire Avenger unit in their Wave Serpent transport and the Autarch. It gives me two Troops and an HQ, which means my army is legal from the get-go and it's easier to change my list than if I'd started painting the more elite parts of the army first. The rest of my list is based around a fast, shooting force that will use its manoeuvrability to defeat its enemies.

Next month I've got to get my fledgling force on the table and have a game. Because it is built around competitive tournament play, I've got to make sure it plays the way I want it to right from the start. This means getting in as many practice games as I can so that I can identify what works and what doesn't before I've painted all of the models.

**Month 1 Score:**  
Models painted late...  
very late

**3**

## PETE'S 1500-POINT FORCE

### Autarch

riding an Eldar jetbike and equipped with laser lance, Banshee mask and reaper launcher.

148 points

### 10 Dire Avengers

including Exarch with power weapon, shimmer shield, Bladestorm and Defend.

177 points

### Wave Serpent

equipped with twin-linked Eldar missile launchers, shuriken cannon, spirit stones, vectored engines and star engines.

175 points

### 3 Guardian Jetbikes

including a shuriken cannon.

76 points

### 3 Guardian Jetbikes

including a shuriken cannon.

76 points

### 3 Guardian Jetbikes

66 points

### 3 Guardian Jetbikes

66 points

### Vyper Jetbike

equipped with scatter laser.

60 points

### Vyper Jetbike

equipped with scatter laser.

60 points

### 4 Shining Spears

including Exarch with star lance, Skilled Rider and Withdraw.

202 points

### Eldar Falcon

equipped with scatter laser, holo-field, vectored engines and spirit stones.

195 points

### Eldar Falcon

equipped with scatter laser, holo-field, vectored engines and spirit stones.

195 points

**1496 points**

The first thing Pete does when starting a new army is to plan out the whole force and write an army list. He then collects the army to the list, refining it as he goes along.



# OUT OF THE MAELSTROM



White Dwarf graphic designer Matt Hutson has a thing for Space Marines of all shapes and sizes, as regular readers will know. We suspect he even sleeps in a pair of Black Templars pyjamas!

**Surprise surprise, Matt Hutson chose to start a new army of Space Marines. But, enchanted by the Red Corsairs' background, he has turned from the Emperor's light. We set Matt the task of building a thematic army inspired by pieces of narrative, packed with conversions and personalisation.**

**Matt:** Contrary to what many people think, I'm not just an avid Space Marine player. Nope, I'm more than happy to play Chaos Space Marines too! I've always liked the background of the Red Corsairs – recent renegades under the command of the charismatic Tyrant of Badab, Huron Blackheart – and dabbled with painting my first Red Corsair a couple of years ago now (Talk about getting ahead of yourself – Ed). Of course, like so many hobbyist's projects, it never got any further than that. That was until the release of Codex: Chaos Space Marines and the story entitled *The Wolf of Fenris*.

Fenris, which tells the tale of Huron Blackheart's taking of a Space Wolves Strike Cruiser. This really captured my imagination and I started to tinker around with ideas for an army. The release of the new 40K rulebook sealed the deal – there's an evocative spread detailing the Red Corsair raiding the fortress monastery of the Marines Errant to plunder their gene-seed banks. When Mark asked if I fancied starting a new army for A Tale of Four Gamers, I practically snatched the models out of his hand!

I'm a sucker for the background of Warhammer 40,000, and the first stop when starting any new army is to do as much research as possible into their history. For the Red Corsairs that meant the Chaos Space Marines Codex, as well as Cities of Death, which has a lengthy section about their defeat and subsequent flight to the Maelstrom.

The Red Corsairs don't have as long a pedigree of treachery as the Traitor Legions, and I like to think that they're not as corrupted as those Space Marines who lair in the Eye of Terror. So to reflect this, I'm going to limit what I include – or rather, don't include – in my army, namely no Daemons, Daemon Princes, Possessed, Berzerkers or the like. In fact, in many ways I want my army to be very loyalist in composition – lots of Chaos Space Marine squads, Terminators and plenty of tanks.

To get started I was given two boxes of Chaos Space Marines, a Chaos Rhino, a

### THE WOLF OF FENRIS

One of the most infamous tales of the Red Corsairs concerns the capture of the Wolf of Fenris. Lured into an ambush, this Space Wolves strike cruiser fell during fierce fighting around Paraxes.

More than any other resource, Huron Blackheart and his Red Corsairs were able, without their fleet, the recuperation of the Maelstrom would be unable to launch the assault on Fenris. The Wolf of Fenris was the only Chaos Space Marine vessel that could be used to transport the gene-seed banks. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light.

### MAIN POINTS OF THE ATTACK

1. The Wolf of Fenris was the only Chaos Space Marine vessel that could be used to transport the gene-seed banks. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light.

2. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light.

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4. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light.

5. The capture of the vessel would mean the end of the Space Wolves as a threat to the Emperor's light.

The Wolf of Fenris short story from the Chaos Space Marines Codex provided the inspiration for Matt's Red Corsairs army. He has used the details from it to personalise his models.

## PAINTING RED CORSAIRS



Matt used a Chaos Black undercoat and then basecoated it with Mechrite Red, Boltgun Metal, Dwarf Bronze and Codex Grey.



The red, bronze and metal areas were washed with Devlan Mud. The grey areas were washed with Badab Black.



Matt then applied a first highlight of Mechrite Red, Boltgun Metal, Dwarf Bronze and Codex Grey.



The finished miniature, with the final highlights of Blood Red and Shining Gold.





box of Chaos Terminators and a box of Space Wolves, to represent the treacherous battle-brothers from *The Wolf of Fenris*. I assembled a five-man squad of renegade Space Wolves, using wolf pelts, cloaks and backpacks from the Space Wolves frame – one of the best things about collecting Space Marines of any stripe is that you have such a wealth of plastic frames to use as they're all equally compatible. I also put together a ten-man squad of Chaos Marines straight out of the box as longer-serving Red Corsairs. These would be mounted in a Chaos Rhino, which I painted with my customary attention to detail – every Rhino I've ever painted (this was number 23) has the interior detailed, and this was no exception. I just about had time to paint three Chaos Terminators too (the minimum number for a squad, so I could field them

straight away), which would represent Huron Blackheart's personal retinue, remnants of the Astral Claws that rebelled alongside their Chapter Master.

I've got grand plans for this army, and next month is no exception – I'll be competing with players who have just got their hands on the Black Reach boxed game, so whatever I paint I'm going to have to make it count. I'm going to build the Terminator unit up to five strong, and I'm going to add the Tyrant of Badab himself, Huron Blackheart, so I have a HQ choice ready for the Red Corsairs' debut.

**Month 1 Score:**  
Models painted late

**3**

### THE FORERUNNER



*Matt painted his first Red Corsair over two years ago for an issue of White Dwarf.*

## Traitorous Space Wolves



# ONE OF DA BOYZ



*Fil eats enough for ten men and his super-sized lunches are the stuff of legend in the 'Eavy Metal team. His current record for sugary-food consumption is 24 doughnuts in a single day.*

*Expert 'Eavy Metal painter Fil Dunn has been playing Warhammer 40,000 for many a year but wanted to try painting and gaming with a totally new army. A self confessed speed-painter, he's been looking forward to getting to grips with the rebellious and unruly Orks for a while now.*

**Fil:** Despite playing Warhammer 40,000 since the youthful age of 12, I've never actually collected an Ork army. Something about the "horde" theme of the Orks and the levels of detail on the models has always made me nervous of tackling them as an army for myself – despite having painted dozens of Ork miniatures for the Studio armies. It really takes something special to get us 'Eavy Metallers excited about painting a whole new army, since we paint solidly for eight hours a day, five days a week. The amazing new Ork

plastics are just the business; they ooze character, they're incredibly dynamic straight off the sprue and they've been tempting me for a few months now. Even more exciting, the models that are included in the Assault on Black Reach boxed game out next month are so good (quicker to build, for a start), that I couldn't resist any longer. When Mark asked me what army I'd like to do for A Tale of Four Gamers, I took the plunge and "went green".

So, bearing in mind that I paint miniatures all day for a living, I've decided to paint my own army as quickly as possible to get it onto the gaming table – and that's one thing that working in 'Eavy Metal really does teach you; how to make the most of all the shortcuts, techniques and tips to achieve a good-looking force with a minimum of fuss. Simple highlights and sneaky use of Citadel Washes helps keep the force looking great and the painting time down. Normally I'd paint a test model first, to make sure I get the colour scheme right before ploughing into a whole army, but I painted more than enough Orks last year to know what works. I've chosen to paint my Orks to be from the Goff clan, as I find these to be the easiest and quickest Orks to paint.

I've bought a Bitz Pack of Ork Glyphs to use on any vehicles that I pick up along the way, since every Ork Trukk, Battlewagon and Dredd should look unique. The addition of some glyphs here and there is an easy and painless way to



*Fil corners Matt in the Studio gaming area and plays the first game with his new army. It's always a good idea to get a game in early on when collecting a new army, just in case you find out they're not for you – luckily, Fil likes green!*

## PAINTING ORK BOYZ



**1** Over a Chaos Black undercoat, Fil basecoated the Ork with Knarloc Green, Scorched Brown and Boltgun Metal.



**2** Fil then applied a generous wash of Badab Black to shade the whole of the model.



**3** The skin was highlighted with Gretchin Green, the leather with Bestial Brown, and the metal and armour edges with Mithril Silver.



A finished Boy, complete with a check pattern, painted on with watered-down Skull White and a steady hand.

add personalisation without conversion work – although I'm not ruling that out at some point in the future either!

This month the plan was simple – take the Ork Battleforce I'd been given and paint like a whipped Grot. The Ork Battleforce has everything a starting Warboss needs: two mobs of ten Ork Boyz, three Ork Bikers and a Trukk too. That's two Troops and one Fast Attack choice taken care of, and I can add a HQ choice next month in the form of an Ork Warboss when I get hold of Assault on Black Reach. Now, I know that Matt Hutson and Pete Foley have got army lists written already, so they know exactly what they're going to collect. I'm not sure what I want in the force really, as Orks are so new to me, so I'm just going to play it by ear – buy the coolest looking models, paint some Boyz, gather my Waaagh! and see what comes along.

As for the hard work, well this month was really easy, actually. Three evenings putting together and basecoating all my new miniatures and a Saturday afternoon painting on the details, with a little help from my wife Tracey, and ta-daaa: a respectable looking starting army.

The black armour plates and helmets I

painted onto my models look awesome, but I can assure you that the technique I used to achieve it is really simple. Use a Detail Brush to paint Mithril Silver around the edges, as this makes the armour look battered and scratched, just right for Orks (see stage 3 overleaf to see how easy it is).

Thanks to the speed that I (*Shouldn't that be "we", Fil? – Ed*) got my collection finished, I was able to lure someone around the office into a game with my remaining time, so that I could get a better idea of what I'll need to add to my army in the near future. I managed to grab a game with fellow competitor Matt Hutson one

lunchtime, where we both had the opportunity to try out our new armies. Unfortunately I got a right drubbing, but there's nothing like crushing defeat to make you realise what you need to add next. And next month I should have plenty to choose from with Assault on Black Reach.

**"This month the plan was simple – take the Ork Battleforce and paint like a whipped Grot."**

**Month 1 Score:**  
Models painted late

**3**

## GLYPH PLATES AHOY

There's nothing Orkier than a customized vehicle for the Boyz to ride into battle, so Fil's chosen to add Ork glyph plates from the Bitz range to his Trukk to get the look just right. Using these, and a little conversion work, Fil assures us that no two vehicles in his army will look the same.



## NEXT MONTH

We catch up with Fil and Neil as they get carried away with the release of Assault on Black Reach, and see whether Matt and Pete can compete with the new additions to their own armies. In the meantime, check out our Tale of Four Gamers Diary at:

[www.games-workshop.com](http://www.games-workshop.com)

# AN ARMY WORTHY OF MORDOR™



Every evil overlord needs Orcs to further his goals. Abandoning caution to the winds, Mat Ward delves into the caverns below Barad-dûr in search of earthy pearls of Orcish wisdom...

**A** Mordor general has access to an awful lot of evil creatures. Ringwraiths, Black Númenóreans, Trolls – the list goes on and on, and it's easy to forget the warriors without whom Sauron's domain could not possibly endure: the Orcs. Let's face it, Orcs get everywhere, despoiling, ransacking, pillaging and (my personal favourite) looting.

It's fun to be the bad guy, and there's no more emblematic face of evil in The Lord of the Rings than the Orcs. There's never been a better time to join their ranks and build a warband, so dredge up all those unsavoury character traits, file your teeth to sharpened points and begin building an Orc army...

Now, normally at this point I'd start wittering about Ringwraiths, Castellans, Shades, Necromancers, Trolls and other evil, but decidedly non-Orc, beasts. However, I've

talked plenty about these things in the past – and will do so again given half a chance – so it's high time I put aside the evil-gothic-spectre-type-things I normally enthuse about, and take a proper look at the Orcs. Not because I have to, but because they're great, and because it's time that everyone realised just how much fun being an Orc overlord can be.

Orcs present some of the greatest collecting opportunities in the entire Lord of the Rings game. Not only are there three plastic box sets of Orcs to get you started, but there's a whole wealth of Captains, banner bearers and all manner of elite troops to help you personalise and refine your burgeoning army. That's quite a lot of stuff to get to grips with, so let me break it down a bit, and we'll take a closer look at the mainstays of your imminent Mordor collection.

# The Core of Your Horde

With three plastic Orc box sets available, there's plenty of choice for where to start your Orc army. That's just as well, because you're going to want a lot of them if the Free Peoples are to be defeated!

## Orc Warriors

Dirty, cowardly and – at best – average fighters, Orc Warriors are the archetypal evil minion. Whilst Orc Warriors can hold their own against Warriors of Minas Tirith, their nerve will only last as long as the fight is in your favour – if your force breaks, they'll run. However, low Courage means that Orcs are a little cheaper than Men, so you can get plenty of the repulsive critters into your army. Even a little in the way of extra numbers can mean the difference between victory and defeat. Not only will extra numbers mean you have more minions (and therefore more dice to roll) in any given fight, but they'll also increase your chances of trapping enemies for double strikes. It just takes one bad dice roll by a trapped Aragorn for your Orcs to take him out of play, so get a-trapping.



## Morannon Orcs

Though no more skilled or brave than Orc Warriors, Morannon Orcs are bigger and stronger than their cousins – a crucial factor in any fight. They also wear heavy armour, so not only are they more likely to dish out the pain, they're less likely to suffer in return. By including lots of Morannon Orcs in your army, you're going to end up with about the same amount of troops as a Mannish army of

the same size, so you're not going to get as many ganging-up opportunities. However, their weighty Strength 4 allows them to crack open heavily armoured Men at twice the rate of Orc Warriors, so numbers don't matter nearly so much. Just hit hard and fast, because if you let those simpering Men reduce your numbers, Courage 2 isn't going to keep the survivors in the fight for long.



## Top Tip

A handy wall, cliff face or other impassable terrain piece is an Orc's best friend. Why? Because it means that you need fewer models to trap an enemy. Trapped enemies are normally as good as dead, although those pesky Dwarves have a disturbing ability to survive even this kind of a beating.



Khazâd Guard

## Warg Riders

Essentially Orc Warriors with a Warg to speed them into combat, Warg Riders are Evil's main light cavalry choice, and a must for any Orc General. Not only does the Warg lend the Orc its respectable Move value of 10"/24cm, but also its Strength of 4 – essentially making the Warg Rider a fast-moving Morannon Orc. As a result, Warg Riders are an incredibly useful troop type for your Orc horde, so much so that it's tempting to base an entire army around them.



# Specialist Warriors

Like many races, Orcs have plenty of specialised troops to help them obtain a battlefield advantage. You don't need to field any of these troops, but plenty of tactical advantages will open up if you do.

## Mordor Uruk-hai

Yes, technically they're not Orcs (leastways, not entirely) but if it's a problem, consider the Mordor Uruk-hai to be honorary mentions. Let me put it another way, they've got Fight and Strength 4, and Courage 3. Still want to quibble about their parentage? Thought not. Mordor Uruk-hai are always a good, solid backbone for your Orc horde. What they surrender to Morannon Orcs in Defence, they make up for with the crucial Fight 4 that will win you an awful lot of fights against Men, and stop those wretched Dwarves from winning a similar number. Be wary of including too many Uruk-hai in your army, however – you don't need that much Fight 4 to glean a large advantage, and the points you save will mean that there's more to go around on other specialists.



## Morgul Stalkers

Even amongst the none-too-pretty citizens of Orctdom, there are some really horrific looking beasts. Morgul Stalkers are right at the top of this list, with twisted features, cruel claws and (probably) awful table manners to boot. A lifetime sneaking around the mean streets of Minas Morgul has made the Morgul Stalkers stealthy and vicious – two prize talents for any Orc army worthy of the name. Provided Morgul Stalkers stick close to the terrain, they can get close to enemy archers in perfect safety, shielded by their Elven cloak-like effect. To finish the job, two Attacks at a respectable Fight value ensures that the Stalkers can do considerable damage before being slain themselves. If cover's looking a bit sparse, lump the Stalkers in amongst your own lines – a couple of extra attacks here or there is always a welcome addition.



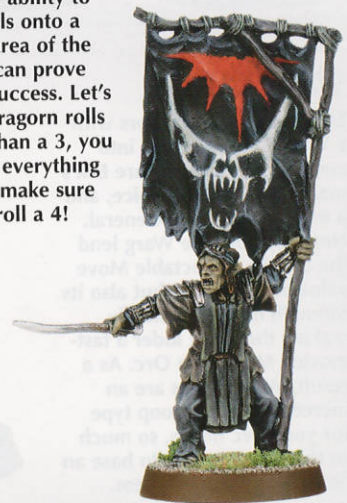
## Orc Trackers

Whether it's due to a lack of training or those little squinty eyes, Orcs aren't known for their marksmanship. Trackers are the exception to this particular rule, with a healthy Shoot value of 4+. It may not seem like much, but this extra pip of ranged prowess can really make a difference – it means that Trackers score half as many hits again as bow-armed Orc Warriors. This "precision" makes Orc Trackers a perfect choice for any Evil general looking to use a Good Hero as a pincushion, rather than go through the risky business of stabbing them up close. Boromir is a great example of this – hard as nails in combat, yet three arrows away from being a corpse at range. Swap your Orc bowmen for Orc Trackers, and you'll bring him down a turn or two earlier – much better odds, I'd say.



## Domination

Always take a banner or two. The ability to focus re-rolls onto a particular area of the battlefield can prove crucial to success. Let's face it, if Aragorn rolls no higher than a 3, you want to do everything you can to make sure your Orcs roll a 4!



# Horrible Heroes

Orcs have access to a broad range of Heroes, both named and otherwise. As I normally wax lyrical on the named Heroes, this time I've taken the effort to give full credit to the nameless guys who'll lead the horde to glory.

## Captains

Captains are always the heart and soul of a respectable Orc Horde. They're relatively cheap, have good Fight, Strength and Courage values, and ensure you can get a couple of Heroic actions off when you need to. There are Captains for Orcs, Morannon Orcs and Mordor Uruk-hai, allowing you to match Heroes to your army with ease.



## Orc Drummer

Orc armies need to get across the board as quickly as they can, and an Orc Drummer is the key to achieving that. The couple of inches boost that the Drummer gives to nearby troops may not seem like much, but over the course of the game it can save you from a couple of turns of shooting.



## Orc Taskmaster

The whip of the Taskmaster guarantees your dominance in the Might superiority stakes. All too often, the direction of the battle is determined by which player has the most Might left at a crucial point in the game. With an Orc Taskmaster on your side, that player will be you. While the Taskmaster lives, nearby Orc Heroes have a 50/50 chance of calling their Heroic actions for free – not to be sniffed at all.

## Orc Shaman

Shamans are great for any large Orc army. Not only will their *Fury* power prevent those pesky Courage tests from causing you problems, but it'll also keep 1 in 6 of your Orcs ticking after a fatal blow of some kind. To get the most benefit, keep your Shamans in the thick of things at all times, but don't let them get in a fight – should they lose, they'll lose their *Fury* as well.



## Top Tip

It's worth conserving your Might wherever you can over the course of the game. It can be tempting to spend Might to win fights or kill enemy warriors, but Might's real

value is in the manoeuvre. A single point of Might left over for that crucial Heroic Move or Heroic Combat can irrevocably change the course of the game.



# THE BATTLE FOR ARMAGEDDON

Liber Apocalyptica is an irregular column that provides ideas and inspiration for your games of Apocalypse. This month we'll be looking at the three huge campaigns that have been fought on the Imperial hive world known simply as Armageddon.

**A**rmageddon is a world that has been torn apart by war. It is located 10,000 light years to the galactic north-east of Terra, at the centre of the Armageddon sector. For millennia it has been one of the Imperium's industrial powerhouses, its vast weapon factories providing arms and material to the Imperial Guard for use in campaigns all over the galaxy. Its strategic importance and massive stockpiles of weapons have made it the target for several major invasions, the most recent of which – led by Ork Warlord Ghazghkull Thraka – is still ongoing.

## The 1st Armageddon War

The latest Ork invasion of Armageddon is not the first time that the planet has been attacked. More than five hundred years before Ghazghkull was born, Armageddon faced no less deadly a threat from an enemy of a very different nature – the forces of Chaos.

Following a rash of strange, inexplicable events, armed rebellion erupted in the huge hive cities that stud the surface of Armageddon. The revolts were quickly put down in Armageddon Secundus, but amongst the more scattered hives of Armageddon Prime they proved more difficult to eradicate. Busy containing the rebellion, the Planetary Defence Force was caught by surprise when the Space Hulk *Devourer of Souls* appeared in the Armageddon system. On board was an enormous Chaos army, led by the Daemon Primarch Angron. Chaos Space Marines from the World Eaters Legion swept across the land, while at the same time Warp rifts flickered into existence and unleashed hordes of Daemons upon the beleaguered Imperial defenders.

Armageddon Prime fell swiftly to the Chaos army, and the survivors fell back and prepared to make a last ditch stand along the rivers Styx and Chaeron. Unknown to Angron, several Great Companies of Space Wolves led by Logan Grimnar himself had arrived to bolster the defence. Titanic battles erupted all along the front as the forces of Chaos crashed into the Imperial line. It was at this moment that Logan played his trump card in the form of a full company of Grey Knights. Only the Grey Knights could deal

with an entity as powerful as Angron, and after a desperate battle they were able to hurl his spirit back into the Warp. Without their leader, the forces of Chaos were routed and Armageddon saved.

## The 2nd Armageddon War

The second invasion of Armageddon took place in 941.M41, when the Ork Warlord Ghazghkull Thraka invaded the planet at the head of a massive Ork Waaagh! At the time Armageddon was ruled by Overlord Herman von Strab, memorably described as "the greatest waste of flesh and bone born in the last five hundred years". Von Strab's incompetence allowed Ghazghkull to conquer Armageddon Prime even more easily than Angron had been able to in the 1st Armageddon War. Even worse, he neglected to defend the river lines where Angron had been halted in sufficient strength, allowing Ghazghkull to smash through the Imperial lines and onto the ash waste plains of Armageddon Secundus which lay beyond.

Ork columns quickly overran Infernus Hive, and after bitter fighting Helsreach Hive fell to the Orks too. The futile counter-attacks ordered by Von Strab were smashed to pieces by the vastly superior Ork army. Only at Hades Hive were the Orks slowed down, as a desperate Imperial defence led by Commissar Yarrick did everything possible to stop the Orks from capturing the city. But even Commissar Yarrick could not undo the harm inflicted by Von Strab, and as Ork forces advanced on Acheron and Tartarus hives it looked as if all of Armageddon must fall.

It was at this darkest moment that salvation arrived in the form of Ultramarines, Salamanders and Blood Angels Space Marine Chapters. The Space Marines crashed into the Orks, stemming the tide and giving the defenders the time they needed to organise their forces. With von Strab replaced as overall commander by the incomparably more capable Commander Dante of the Blood Angels, the forces of the Imperium started to turn the tables, and finally a massive orbital assault made by the entire Blood Angels Chapter broke the back of the Ork army and sent the survivors fleeing back into the thick jungles that separate Armageddon Prime and Secundus.



WARHAMMER  
40,000



## The 3rd Armageddon War

If the Imperium made one mistake in the aftermath of the 2nd Armageddon War, it was in assuming that Ghazghkull had been defeated. This was far from the truth. On the day of the Feast of the Emperor's Ascension, fifty-seven years to the day after the first Ork invasion, Ghazghkull's hordes descended on the world of Armageddon once more. The greatest of the Armageddon Wars had begun.

This time the defenders of Armageddon were better prepared than they had been prior to the earlier invasions. Unfortunately for them, so was Ghazghkull. At the head of an Ork Waaagh! many times larger than any the galaxy had ever seen before, Ghazghkull was able to smash aside the defending Imperial fleet and land his forces

“ The fate of hundreds of worlds will be decided on the blood-soaked ash dunes of Armageddon... ”

Commissar Yarrick

all across the surface of Armageddon. A battle of unprecedented ferocity erupted – entire hive cities were destroyed by asteroids hurled at the surface from orbiting space hulks, the sulphur-yellow skies of Armageddon became interwoven with the twisting con-trails of thousands of aircraft battling for aerial supremacy, while on the ground, invading Ork hordes clashed with Imperial Guard armies.

Such is the size and enormity of this latest war that so far neither side has been able to gain the upper hand. Hive cities have fallen and been recaptured, and millions of Ork and Imperial warriors have died, but still the war continues with no end in sight. Armageddon is consumed by the greatest single planetary battle the galaxy has ever known.

## New Datasheets

We've included three new datasheets with this article for battle formations and legendary units that fought in the Armageddon Wars, and you can find six more new datasheets on our website at [www.games-workshop.com](http://www.games-workshop.com). These datasheets can be used in any game of Apocalypse if you wish to, but they are especially well-suited for use when refighting one of the battles that took place in the Armageddon Wars.

The background and history of the three Armageddon Wars make a fantastic starting point for story-based Apocalypse games. Recreating such a battle is best taken on as a group project, with different members of the group supplying the models for the different armies taking part, and helping to make the terrain necessary to represent the battlezone.

For example, you could refight the battle of the River Chaeron, with Angron leading his Chaos horde against an Imperial army that includes Grey Knights, Space Wolves and Imperial Guardsmen. Or you might want to refight Commissar Yarrick's last stand during the defence of Hades Hive, or Dante's climactic orbital assault on the Orks during the same war. The possibilities are endless.

## Forces of the Armageddon Wars

You will find that the following codexes, special characters and datasheets will come in useful for Apocalypse battles set on Armageddon:

### 1ST ARMAGEDDON WAR

**Codexes:** Codex Space Wolves, Codex Imperial Guard, Codex Chaos Space Marines.

**Special Characters:** Logan Grimnar (Codex Space Wolves).

**Datasheets:** All Imperial Guard, Space Marine, Imperial and Chaos datasheets\*.

### 2ND & 3RD ARMAGEDDON WARS

**Codexes:** Codex Space Marines, Codex Blood Angels, Codex Black Templars, Codex Imperial Guard, Codex Orks.

**Special Characters:** Commander Dante (Codex Blood Angels), Commissar Yarrick (Codex Imperial Guard), Ghazghkull Thraka (Codex Orks).

**Datasheets:** All Imperial Guard, Space Marine, Imperial and Ork datasheets\*.

\* Datasheets can be found in *Apocalypse*, *Apocalypse: Reload*, *Imperial Armour Apocalypse*, and on our website at [www.games-workshop.com](http://www.games-workshop.com)

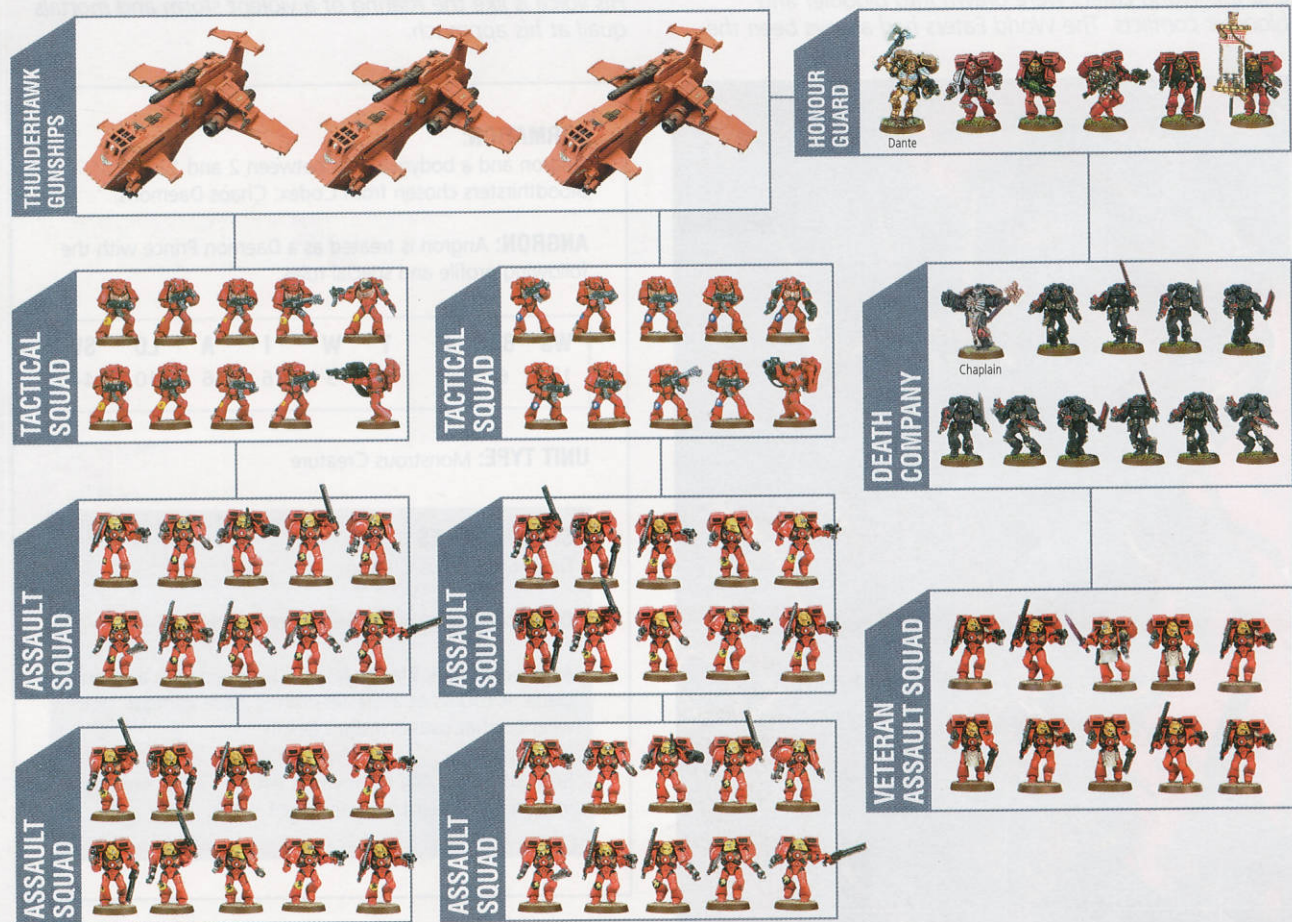
# BLOOD ANGELS THUNDERHAWK ASSAULT FORCE

POINTS: 200 + MODELS

It was when things looked bleakest for the Imperium during the 2nd Armageddon War that the Blood Angels arrived to turn the tide. The first of these hammer blows fell on the Orks that were assaulting Acheron Hive, ripping them asunder in a thunder of bombs as the sky overhead filled with the shapes of Space Marine Thunderhawk Gunships.

Ghazghkull responded quickly, sending a fresh horde of Ork reinforcements to attack Tartarus Hive. If Tartarus was overrun, the industrial power in the south would be

smashed and the Orks could easily consolidate their position. But as the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Dante led a massive strike into the heart of the Ork army. Though heavily outnumbered, the Blood Angels massacred any Orks in their path. Fuelled by righteous fury, the Blood Angels slew nearly half the Ork army, and it was rumoured that Ghazghkull himself was slain. Leaderless and assaulted from all sides, the Orks were crushed and the 2nd Armageddon War was at an end.



## FORMATION:

- 3 Thunderhawk Gunships.
- Commander Dante.
- 1 Blood Angels Honour Guard.
- 1 Blood Angels Chaplain.
- 1 ten-man Death Company Squad.
- 1 ten-man Veteran Assault Squad.
- 2 ten-man Tactical Squads.
- 4 ten-man Assault Squads.

## SPECIAL RULES

**For the Chapter:** In addition to his normal strategic assets, the player gains the following three assets:

- Vital Objective
- Careful Planning
- Orbital Bombardment

**Command Thunderhawk:** The Thunderhawk in which Dante arrives is fitted with a Shield Generator. Any non-vehicle models within 12" of it receive a 4+ invulnerable save against any attack originating more than 12" away from the generator (the Thunderhawk and other vehicles count as Obscured instead).

# ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS

POINTS: 500 + POINTS FOR BLOODTHIRSTER MODELS

Angron was one of the superhuman Space Marine Primarchs created by the Emperor of Mankind in an effort to battle against the tide of Chaos. From Angron's genetic material, the Emperor created the World Eaters Space Marines. He was the first Primarch to join the Warmaster Horus at the start of the Horus Heresy, for he knew Horus as a brother and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save Mankind from destruction.

Once the rebellion turned into full scale civil war, Angron and the World Eaters were drawn into bloodier and bloodier conflicts. The World Eaters had always been the

most savage and warlike Space Marines, and Angron led them in the worship of Khorne, who was able to appeal to their sense of honour and martial pride more than the Emperor ever could.

Khorne has wrought many changes in Angron during the Primarch's 10,000 year service. Angron is now a hulking, muscular giant with skin the colour of spilt blood. His face is bestial and fang filled, his eyes milky white without iris or pupil. Angron fights with a mighty Chaos blade of black glowing iron, etched with runes of doom and destruction. His voice is like the roaring of a violent storm and mortals quail at his approach.



## FORMATION:

Angron and a bodyguard of between 2 and 12 Bloodthirsters chosen from Codex: Chaos Daemons.

**ANGRON:** Angron is treated as a Daemon Prince with the following profile and special rules.

WS	BS	S	T	W	I	A	LD	SV
10	6	7	6	5	6	6	10	4+

**UNIT TYPE:** Monstrous Creature

## SPECIAL RULES

Daemon, Furious Charge

**Daemonic Gifts:** Iron Hide, Daemonic Flight

**Angron's Black Blade:** Angron is armed with a Chaos blade. It counts as a master-crafted close combat weapon that causes Instant Death.

**Roar of Hate:** Any enemy unit within 12" of Angron must reduce their Leadership by 1 point.

“ His voice is like the roaring of a mighty storm and mortals quail at his approach. ”

# ORK SUBMERSIBLE

**POINTS: 350**

One of the peculiar machineries invented by the mad Mekaniak known only as Orghamek is the Ork Submersible, first devised for the purposes of surprise assault. Thick-hulled and crude, these improbable machines are heavy duty enough to negotiate storm-wracked seas and poisonous oceans alike. Their cavernous holds are large enough to transport an entire warband of Orks, and they invariably mount cannons and torpedos with which to announce their presence once they have been manoeuvred into position.

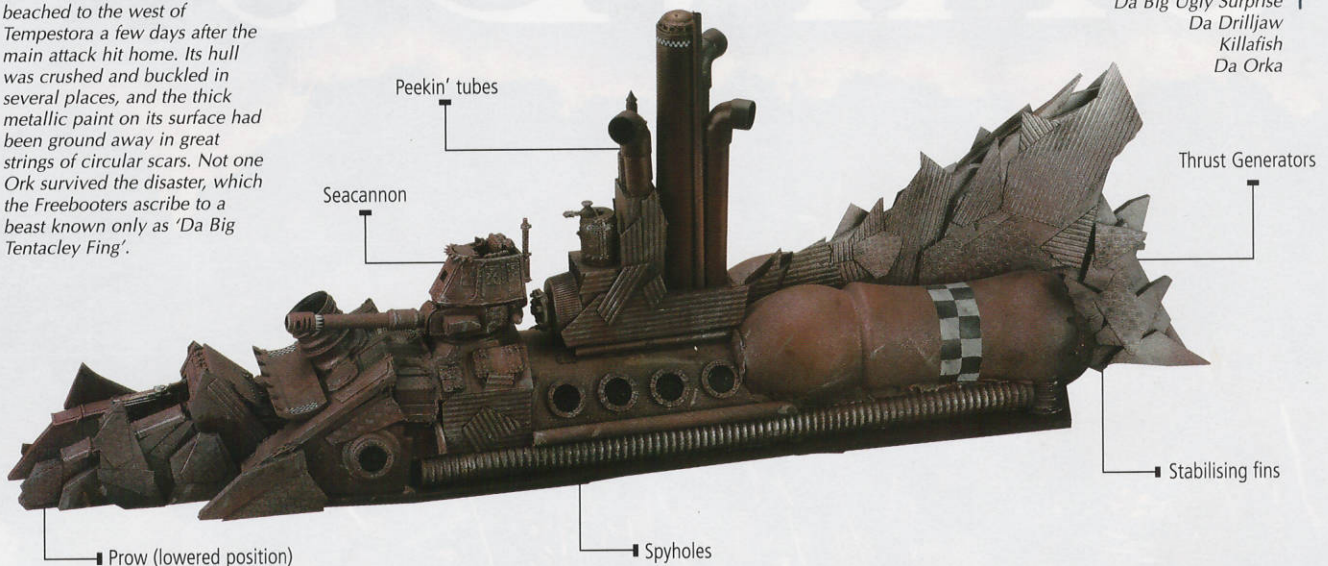
The Ork Boyz who ride within the bellies of these great metal beasts see them as aquatic Battlewagons, and embrace this new form of attack with the gung-ho attitude typical of greenskins across the galaxy. When an Ork Submersible beaches, usually behind enemy lines, its great

metal doors will grind open and hundreds of Orks will pour forth, hooting and hollering as they splash through the shallows to engage the enemy from an unexpected quarter.

Submersibles were first used in the Third War for Armageddon. Cannibalised and cobbled together from disused Imperial tankers, a flotilla of submersibles was built in the region known as the Fire Wastes, judged tactically worthless by Imperial strategos because of its remote location. Ghazghkull and Orghamek demonstrated the folly of this assumption when the submersibles crossed the ocean between the Fire Wastes and Armageddon Prime. They revealed themselves from the waters around Hive Tempestora in a battlefield coup of such violence and cunning that it wrested the fiercely contested hive from Imperial hands within the space of a few hours.

Ork Freebooters often tell of the Submersible, Orkilus, which beached to the west of Tempestora a few days after the main attack hit home. Its hull was crushed and buckled in several places, and the thick metallic paint on its surface had been ground away in great strings of circular scars. Not one Ork survived the disaster, which the Freebooters ascribe to a beast known only as 'Da Big Tentacle Fing'.

Submersibles observed at the Battle for Tempestora:  
O.S.S. Snaggletoof  
Da Big Ugly Surprise  
Da Drilljaw  
Killafish  
Da Orka



**UNIT:** 1 Ork Submersible

**TYPE:** Super-heavy Vehicle

**STRUCTURE POINTS:** 2

An Ork Submersible has a Transport Capacity of 60 models, has one access point (the prow/jaw) and no fire points.

**OPTIONS:** A Submersible can be upgraded to have:

- A Seacannon at +120pts, using the profile below:

	Range	Str	AP	Type
Seacannon	90"	9	3	Ordnance, 7" Blast

- Up to three big shootas at +5 points per weapon. These can have the anti-aircraft special rule at a further cost of +5 points per weapon (use normal BS when firing at flyers).

BS	ARMOUR		
	FRONT	SIDE	REAR
2	13	12	12

### SPECIAL RULES

**Aquatic Deployment:** A submersible may only enter play at an area that has been designated as water (or equivalent!). This area must be large enough to contain the submersible model. The submersible must touch an area of land for its passengers to disembark. Submersibles may never enter play on the first turn. Roll a dice on the second and subsequent turns to see if the submersible enters play. Once it has entered play the submersible may not move, but its passengers may disembark and assault as if it were an open-topped vehicle.

Turn	1	2	3	4
Submersible enters play on:	n/a	3+	2+	Automatic

ULTHUAN  
THE ELVEN KINGDOMS

THE BATTLE FOR  
BLOOD  
SANDS

SHRINE OF KHAIN  
MID ISLE  
ANLEC  
TOR ACHARE  
COIHIC  
ELORN  
YPESSE



**WARHAMMER**® BATTLE REPORT

**There will be no mercy in this month's battle report, as it's a classic match-up between the most bitter of enemies, the Druchii and the Asur – the Dark Elves and the High Elves.**

**B**lood Sands is a beach on the shattered coast of the Shadowlands. Its name derives from the many bloody encounters fought on the beach as the Dark Elves have used the shallow waters to gain purchase on Ulthuan numerous times in the past.

And so, once again the Dark Elves have landed on the shores of Ulthuan. A sizable force has undertaken the treacherous journey across the Sea of Chaos and made land. However, they didn't make landfall undetected. A highflying Eagle, soaring upon the high updrafts created by the Annulii Mountains, spotted the Dark Elf fleet three days out from the shore. News of the approaching menace soon reached the High Elves, and soon a garrison had been roused to defend the Elven homeland from their hated kin.

White Dwarf's most recent addition to the team, our sub-editor (or "He-of-the-red-pen", as we call him), Andrew

Kenrick, bravely volunteered to defend the realm against the Druchii invaders. On the other side, Dark Elves designer Gav Thorpe was tasked by Malekith himself to despoil the land and make the High Elves suffer at all costs.

For this battle, the armies were chosen to a 2250-point limit, using the normal pitched battle set up. All that remained to do, then, was for the two generals to go off, select their forces and decide on a suitable stratagem that would bring them either victory or defeat.

**Forces** – Dark Elves (Gav Thorpe) vs. High Elves (Andrew Kenrick).

**Size** – 2250 points.

**Scenario** – Pitched Battle.

**Location** – The Shadowlands, on the northern coast of Ulthuan.

Surf crashed upon the craggy shoreline in thunderous waves and the wind howled over the jagged rocks of the Shadowlands. Amidst the clamour of the elements another sound could be heard. Bestial roars and harsh, otherworldly chants were carried aloft upon the wind. Storm clouds roiled overhead, heavy with rain and flickering with lightning.

In the moments of brightness, large, serpentine shapes could be seen amongst the towering waves. Highlighted by the stark whiteness of the lightning flashes, the Helldrakes and Sea Dragons of Arvain Darksplinter forged through the frothing spume, great castles of black and gold upon their backs. As a massive Helldrake beached its bulk onto the rocky shore, gangways were thrown down from the tower upon its back and a squadron of knights mounted upon Cold Ones rode forth, Lord Darksplinter at their head. To their left and right more beasts disgorged their crews of bloodthirsty warriors, who streamed through the surging breakers, their hate-filled eyes intent upon the glittering host of silver and white drawing up on the ridge.

Sorcerer energies swathed the Dark Elf host, feeding the storm and blanketing all in darkness. Corsairs clad in cloaks made of Sea Dragon scales formed up around their banner while sinister riders garbed in shadow galloped ahead of the army. Warriors armed with cruel crossbows drew up in long ranks and readied their weapons, while bolt throwers were brought down from the towers upon the beasts' backs.

"See the hated usurpers!" cried Lord Darksplinter, his voice cutting through wind and rain. "See how they dare to keep us from our own lands! This is Nagarythe, our home! Would you see her ruled over by Elves of lesser blood?" "No!" came the resounding cry. "What is the price these invaders must pay?" shrieked Darksplinter. "Death! Death! Death!" roared the Dark Elf host.

With this cry upon their lips, the Druchii surged towards their foes.



## Lords and Heroes

**1 Dreadlord**  
Heavy armour, shield, Cold One, Ring of Darkness, Hydra Blade.  
254 points

**2 Sorceress**  
Level 2 Wizard, hand weapon, Sacrificial Dagger, Dispel Scroll.  
185 points

**3 Sorceress**  
Level 2 Wizard, hand weapon, Darkstar Cloak, Dispel Scroll.  
185 points

## Core Units

**4 20 Black Ark Corsairs**  
Light armour, Sea Dragon cloaks, two hand weapons, Reaver, musician, standard bearer with the Sea Serpent Standard.  
250 points

**5 Assassin**  
Two poisoned hand weapons, Rune of Khaine, Cloak of Twilight.  
141 points

**6 20 Dark Elf Warriors**  
Light armour, shields, spears, Lordling, musician, standard bearer.  
155 points

**7 10 Crossbowmen**  
Light armour, hand weapons, repeater crossbows, Guardmaster.  
105 points

**8 5 Dark Riders**  
Light armour, spears, hand weapons, repeater crossbows, Herald, musician, standard bearer.  
145 points

## Special Units

**9 15 Black Guard of Naggarond**  
Heavy armour, hand weapons, halberds, Tower Master, musician, standard bearer with the Standard of Hag Graef.  
265 points

**10 5 Cold One Knights**  
Heavy armour, shields, hand weapons, lances, Dread Knight with Null Talisman, musician, standard bearer.  
190 points

## Rare Units

**11 2 Reaper Bolt Throwers**  
200 points

**12 War Hydra**  
175 points

Total: 2250 points

**Gav:** The Dark Elves army list is filled with many deadly warriors, each quite specialised. In order to achieve victory, the Dark Elves player must find the right harmony of speed, hitting power, sorcery and missile fire. Each unit must have a role that blends with its strengths and counters the shortcomings of the units around it.

Spearmen provide numbers to support the elite units, backed up by the storm of bolts laid down by the repeater crossbows and Reaper Bolt Throwers. Corsairs can advance under missile fire protected by their Sea Dragon cloaks, while the Black Guard are not only devastating on the attack, but intractable in defence. The Dark Riders can swiftly reach into the enemy deployment zone, while the Cold One Knights provide raw hitting power.

The Dark Elves will not forgive the careless commander, but nor will they reward the timid. The benefits of Hatred (particularly against High Elves) mean that a Dark Elf army that is used decisively can force the enemy onto the back foot. It is my intent to provide a solid platform with the warriors and missile troops on one flank, whilst moving forward and pressuring Andrew with the other units.

Once I saw that my opponent had invested in a Star Dragon and rider (lifted from my own Flyers Tactica from WD337 no less!) it was obvious that dealing with this would be paramount to victory. I have little that could go toe-to-toe with such a

monster, and I'm certain that Andrew won't oblige my Bolt Throwers with any easy shots, so I had to consider how to tackle this threat. I've decided that rather than expend any effort on slaying the beast, I will simply throw it some of my more disposable units to keep it busy, whilst my elite regiments cut apart the rest of the foe. In true Dark Elf fashion I spared little thought for those unfortunate warriors thrown upon the bloody altar of sacrifice.

Whilst these volunteers do their best to amuse the Star Dragon, I will push around the flank with the Dark Riders and Cold One Knights. Shielded by the woods, they should force Andrew to split his attention between them and the Black Guard and Corsairs making the more direct attack. Timing will be critical, but hopefully this will see me spear the High Elf army like a well-aimed lance. May the dark gods of the Cytherai guide me!



*Gav's been fighting in White Dwarf battle reports for over 12 years and it's fair to say that he's lost far more than he's won. Will his final report be true to form, or can he buck the trend one last time and claim victory for the Dark Elves?*

## Dark Elf Deployment

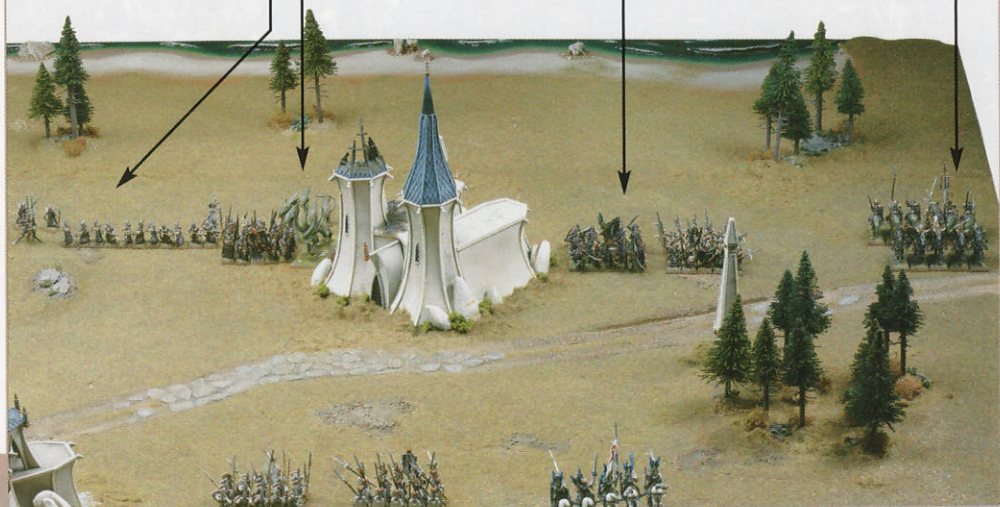
**Gav deployed his army to take advantage of the cover provided by the terrain. He hopes to funnel Andrew's High Elves down the two channels either side of the mansion ruins.**

*The Repeater Crossbowmen and Reaper Bolt Throwers are using the woods in the west to secure their right flank while the Dark Elf Warriors do the same job on their left.*

*The War Hydra is skulking behind the ruins – Gav is well aware that it will present a very tempting target for the Bolt Throwers should the High Elves get the first turn.*

*The Black Ark Corsairs and Black Guard have been deployed with their frontage open and ready to receive the enemy, a very deliberate move by Gav as he wants to draw Andrew's toughest units this way.*

*The Dark Riders and Cold One Knights form a fast moving block that will advance down the far east flank, taking advantage of the wood to act as cover.*





# DARK ELVES



# HIGH ELVES





**Andrew:** I've been playing High Elves ever since I first got my hands on the 4th edition boxed game and all those lovely plastic Elves. With the new High Elf book, I'm smitten all over again, so I've leapt at the chance to defend the isle of Ulthuan and the honour of White Dwarf from that dastardly Gav Thorpe.

The Dark Elves are exceptionally aggressive, but I can't afford to sit back and let him come to me, because they're great at shooting too – I'd be riddled with crossbow bolts in no time. So the only answer is to go on the offensive myself and attempt to snatch the initiative. This means one thing – Dragons.

I thought it suitably ironic to take a leaf from Gav's own *Tactica* article (in WD337) and mount a Prince on a Star Dragon, with the Star Lance. This little 595pt beauty should destroy anything it charges, dealing with pesky threats such as a War Hydra.

I'm a big fan of Dragon Mages, but two Dragons would be excessive and I had need for my Wizards to be more defensive, so I took two Level 2 Mages and booked out a pile of Dispel Scrolls from the library.

At the core of my army are the trusty Lothorn Seaguard – with both spears and bows they're incredibly versatile. I'd have taken more, but the Studio army only had ten so I'd have to make do. Instead I took the next best thing – a big block of

Spearmen and a smaller unit of Archers.

I'd normally take a unit or two of White Lions, but instead I took a unit of Phoenix Guard – heavy armour, ward saves, and a Banner of Arcane Protection should ensure that they get into combat in one piece. A unit of Dragon Princes was a no-brainer too – a match for the Cold One Knights that Gav was sure to have. I finished up with a unit of Ellyrian Reavers to try to counter the Dark Riders, and a unit of Shadow Warriors to skulk around the Dark Elf lines and try to take out any troublesome war machines or missile troops that Gav might bring along. Shadow Warriors are great skirmishers, but they get even better against their hated Nagarythe kinsmen. Finally, I threw in a couple of Repeater Bolt Throwers, which are solid war machines, custom-made for mowing down raiders on the beaches of Ulthuan.



*White Dwarf's newest recruit, Studio sub-editor Andrew Kenrick, checks and double-checks every word that goes into the magazine. We could write something nasty about him here, but there'd be no point as he'd just change it!*

**Lords and Heroes**

**1 Prince on Star Dragon**  
Armour of Caledor, Star Lance, Talisman of Loec.

595pts

**2 Mage**  
Level 2 Wizard, Sigil of Asuryan.

175pts

**3 Mage**  
Level 2 Wizard, 2 Dispel Scrolls.

175pts

**Core Units**

**4 10 Lothorn Sea Guard**  
Shields, Sea Master, standard bearer and musician.

155pts

**5 15 Spearmen**  
Sentinel, standard bearer and musician.

160pts

**6 10 Archers**

110pts

**Special Units**

**7 5 Dragon Princes**  
Drakemaster, standard bearer and musician.

200pts

**8 5 Ellyrian Reavers**  
Bows and spears.

105pts

**9 5 Shadow Warriors**  
Shadow Walker.

92pts

**10 15 Phoenix Guard**  
Keeper of the Flames, musician, standard bearer with Banner of Arcane Protection.

280pts

**Rare Units**

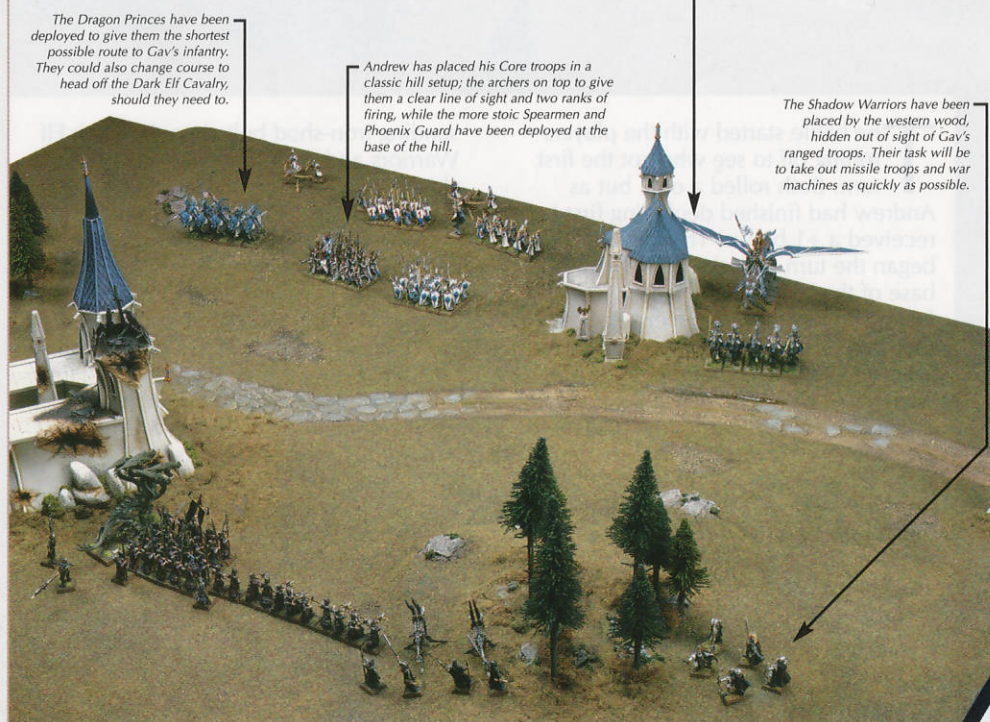
**11 2 Repeater Bolt Throwers**

200pts

Total: 2247 points

**High Elf Deployment**

The High Elves deployed in a very traditional manner centred on and around the hill in their deployment zone. Andrew's more specialised units have then been placed on the flanks to ensnare Gav's army in a pincer movement.



The Dragon Princes have been deployed to give them the shortest possible route to Gav's infantry. They could also change course to head off the Dark Elf Cavalry, should they need to.

Andrew has placed his Core troops in a classic hill setup; the archers on top to give them a clear line of sight and two ranks of firing, while the more stoic Spearmen and Phoenix Guard have been deployed at the base of the hill.

The Dragon is placed behind the building for much the same reasons as the War Hydra, so as not to give those Reaper Bolt Throwers an easy target while the order of the turn is still unknown.

The Shadow Warriors have been placed by the western wood, hidden out of sight of Gav's ranged troops. Their task will be to take out missile troops and war machines as quickly as possible.

# TURN 1

The Elves on both sides exchange light flurries of bowfire as they manoeuvre their forces ready for the more devastating charges.

## Annotations

**A** The crewmen of the Reaper Bolt Thrower are slain by combined bowfire from the Ellyrian Reavers and Shadow Warriors.

**B** The Dragon Princes advance but deliberately don't move their full march allowance as Andrew didn't want to inadvertently place his heavy cavalry within charge range of the Dark Elf elite infantry.

**C** The Sorceress casts *Power of Darkness* but this is dispelled. Undeterred, she uses the Sacrificial Dagger to slay a nearby Dark Elf Warrior and gain an extra power dice, which she uses to cast *Chillwind*, all but wiping out the Ellyrian Reavers.

**D** The other Dark Elf Sorceress fails to cast *Power of Darkness* but does manage to cast a *Bladewind* into the High Elf Spearmen, only slaying one.

**E** The remaining Reaper Bolt Thrower fires at its counterpart upon the far hill. It strikes both the crewmen, but in a *To Wound* roll familiar to many Gav fans he gets a double-1.

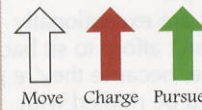
**F** The Repeater Crossbowmen fire at the High Elf Spearmen but only manage to slay a single Elf. The War Hydra proves far more effective, incinerating seven of the accursed foes!

## Riders of Shadow

Gav deployed and moved the Dark Riders in emblematic fashion. Fast cavalry are extremely well suited to harrying the flanks of the enemy, and Gav wasted no time sending the Dark Riders down the eastern flank beyond the wood and within sight of the hated High Elf lines.



## KEY

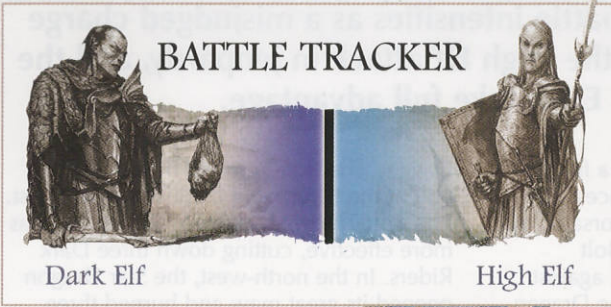


The battle started with the players rolling off to see who got the first turn. Both rolled a one, but as Andrew had finished deploying first he received a +1 bonus. The High Elves began the turn with the infantry at the base of the hill stoically marching forward. The Star Dragon emerged from the shadows of the mansion to fly deep into the western side of the table. The Ellyrian Reavers followed in its wake, urging their steeds across the battlefield. The Shadow Warriors moved stealthily through the wood in the west.

Andrew's two Mages were out of range for any effective spell-casting, so he went straight to the Shooting phase. The Shadow Warriors fired upon the nearest Reaper Bolt Thrower, as did the Ellyrian Reavers, with some success (A). The High Elf Bolt Throwers also spoke,

sending iron-shod bolts into the Dark Elf Warriors and the Black Ark Corsairs, slaying two Elves from each unit.

In the Dark Elf turn, Gav only moved a few of his units. The Dark Riders and Cold One Knights sped south down the eastern flank while the War Hydra lumbered around the ruins and out into the open. The Magic phase proved to be far more eventful than the previous High Elf Magic phase, with *Bladewind* (D) and *Chillwind* both cast. *Chillwind* carved its way through the Ellyrian Reavers, killing all but one of the fast cavalry (C). The Repeater Crossbowmen then fired, but proved to be largely ineffective, only slaying a single Spearman. It was left to the War Hydra to inflict the most damage, bathing the High Elf Spearmen in fire and forcing them to flee back towards the High Elf board edge.



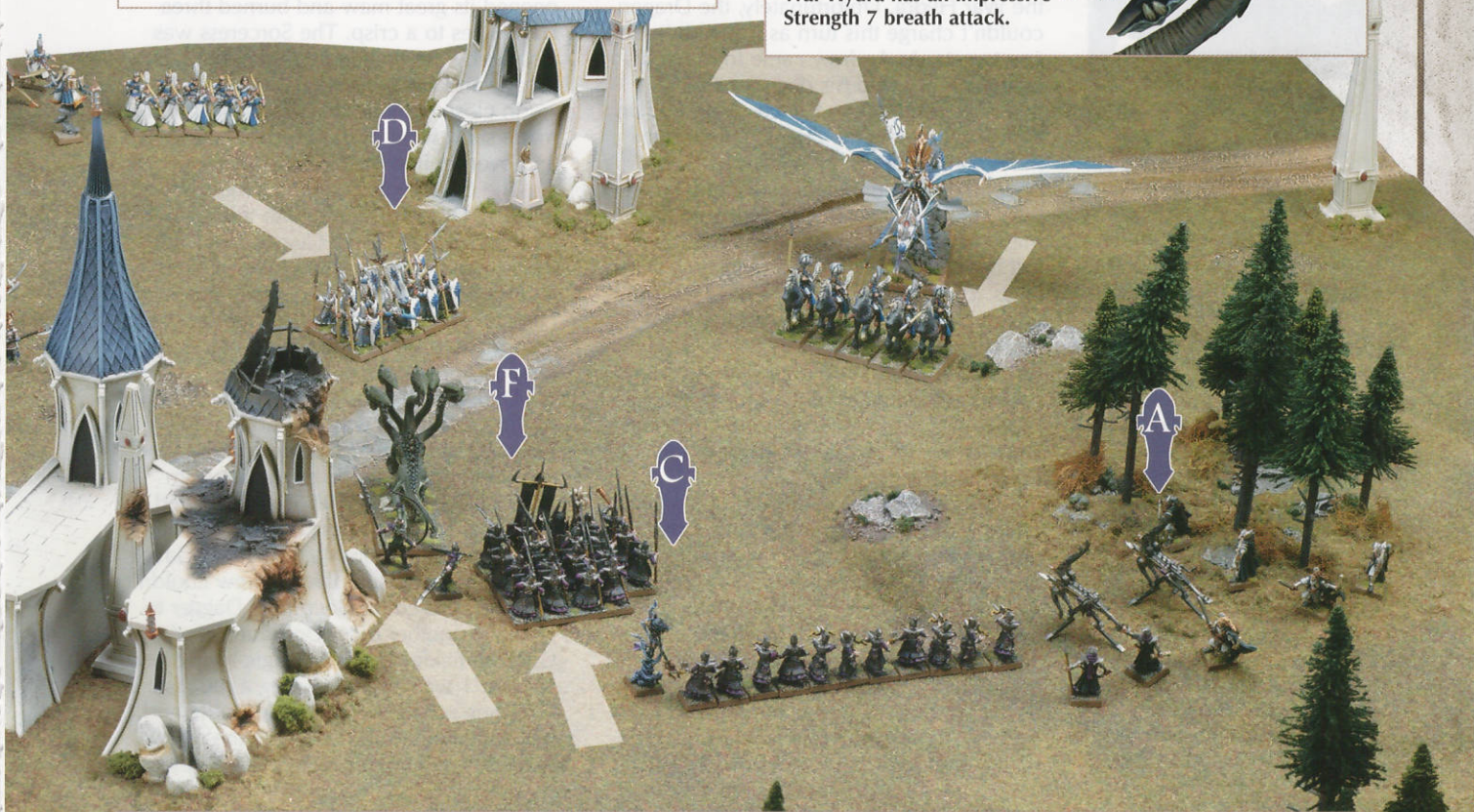
BATTLE TRACKER

Dark Elf

High Elf

Flames of the Hydra

In the first turn, the High Elf Spearmen felt the full force of the War Hydra's fiery breath; seven were slain and the unit was forced to flee due to the severity of the attack. The strength of a War Hydra's breath attack is equal to its remaining number of Wounds. This represents the active heads contributing to the breath attack. So, an unwounded War Hydra has an impressive Strength 7 breath attack.



Turn 1



- Dark Elf Key**
- L Dreadlord
  - 1 2 Sorceress
  - A Assassin
  - W Dark Elf Warriors
  - C Black Ark Corsairs
  - X Crossbowmen
  - B Black Guard of Naggarond
  - D Dark Riders
  - K Cold One Knights
  - R1 R2 Reaper Bolt Throwers
  - H War Hydra

- High Elf Key**
- L Prince on Star Dragon
  - 1 2 Mage
  - S Lothorn Sea Guard
  - L Spearmen
  - A Archers
  - P Phoenix Guard
  - D Dragon Princes
  - E Ellyrian Reavers
  - R1 R2 Repeater Bolt Throwers
  - W Shadow Warriors

# TURN 2

The battle intensifies as a misjudged charge puts the High Elf attack in jeopardy, and the Dark Elves take full advantage.



### Power of Darkness

This turn perfectly exemplifies the Dark Elves' relationship with magic, the key to which is the *Power of Darkness* spell that all Dark Elf Sorceresses innately know. One of the Sorceresses used it to gain an extra three power dice, using them to first cast *Chillwind* and then *Soul Stealer* at the surviving Ellyrian Reaver. If she hadn't used these extra power dice by the end of the phase, then she'd have taken a Strength 4 hit for each unused dice. Meanwhile, the other Sorceress paid for her lust for power when she used an extra dice, causing her to miscast a simple spell and sending her to the Realm of Chaos for her trouble!

The High Elves started with a fresh offensive. The Dragon Princes declared a charge at the Corsairs, the Shadow Warriors at the Reaper Bolt Thrower, and the Phoenix Guard against the War Hydra. Unfortunately, the Dragon couldn't charge this turn as it couldn't see any targets. As Andrew came to move his chargers, he found his decisive attack faltering. The Dragon Princes were half an inch short and so the charge failed, only moving half the distance forward. The Phoenix Guard uncharacteristically failed their Fear test and refused to charge the many-headed monster – even with the roll they received for fighting against Dark Elves. The Shadow Warriors were the only High Elves to make a successful charge and drew their weapons as they closed in on the war machine crew.

In the remainder of the Movement phase, the Star Dragon swooped over the western woods to face the flank of the Repeater Crossbowmen.

The High Elf Mage began the Magic phase by casting *Curse of Arrow Attraction* on the War Hydra, but this was quickly dispelled by Gav. *Flames of the Phoenix* was also cast against the Hydra but, again, the Dark Elves dispelled the spell.

In the Shooting phase the Archers fired at the Dark Elf Warriors, only killing one but prompting a glib comment from Andrew: "That's one less power dice for you!", referring to the Sorceress' Sacrificial

Dagger. The Bolt Thrower fired a single bolt at the Hydra and finally hurt the beast. The Bolt Thrower deployed to the east was more effective, cutting down three Dark Riders. In the north-west, the Star Dragon opened its great maw and burned three Dark Elves to a crisp. The Sorceress was also hit by the dragonfire, but had a lucky escape and survived the flames.

In close combat, the Shadow Warriors made short work of the Bolt Thrower crew and overran into the Crossbowmen.

The Dark Elves counter-charged the faltering Dragon Princes with the Black Ark Corsairs and the Black Guard. The Dark Riders charged the closest Bolt Thrower and the War Hydra advanced upon the High Elf Spearmen. The Dark Elf Warriors then made a tactical move out of the Dragon's charge arc.

Dark Magic flooded the battlefield once again – *Chillwind* was cast on the Bolt Thrower and *Soul Stealer* against the lone Reaver but, despite the extra dice from *Power of Darkness*, both were dispelled. The other Sorceress cast *Bladewind* with a roll that included both a 6 and a 1. Gav wanted to make sure that Andrew couldn't dispel it so used the Sacrificial Dagger to generate another dice. Unfortunately for Gav, the fickle Winds of Magic turned and another 1 was rolled, causing a miscast. Gav then rolled on the Miscast table and, yes, rolled a double-1, slaying the Sorceress and three nearby Dark Elves!

Turn 2

**Dark Elf Key**

- L Dreadlord
- 1 2 Sorceress
- A Assassin
- W Dark Elf Warriors
- C Black Ark Corsairs
- X Crossbowmen
- B Black Guard of Naggarond
- D Dark Riders
- K Cold One Knights
- R1 R2 Repeater Bolt Throwers
- H War Hydra

**High Elf Key**

- L Prince on Star Dragon
- 1 2 Mage
- S Spearmen
- L Lothern Sea Guard
- A Archers
- P Phoenix Guard
- D Dragon Princes
- E Ellyrian Reavers
- R1 R2 Repeater Bolt Throwers
- W Shadow Warriors



BATTLE TRACKER



Dark Elf

High Elf



Caledor's Shame

The Dark Elves take full advantage of the Dragon Prince's failed charge and so the Black Ark Corsairs and Black Guard advance into combat. Gav reveals the Assassin hidden within his Corsair unit, who immediately sets to work slaying two High Elf nobles, the Black Guard killing another one. The Dragon Princes hit back, but without the strength of the charge behind them they only manage to slay two Dark Elves. The High Elves lose the combat and flee, just managing to escape the pursuing enemies' wrath. The Black Ark Corsairs overrun into the Phoenix Guard.

War Hydra's Rampage

After getting a severe toasting in the previous turn, the High Elf Spearmen understandably flee before the terrifying monster. However, after this short break in discipline, the Sentinel manages to restore order and the Spearmen turn to resolutely face the monster once again. No sooner has he done so, than the War Hydra charges and the Spearmen's nerve fails once more and they flee – even though they get to re-roll failed Psychology tests!



Dark Charge

In the previous Shooting phase the Dark Riders lost three of their number to the High Elf Bolt Thrower, so when the opportunity arises to exact a bloody revenge, the Dark Elves spur their horses into a charge. Before the war machine crew know it they are in combat with arguably the best fast cavalry in the game. Even so, the High Elves strike first but fail to hit the black-clad Elves. In return, the Bolt Thrower crew are wiped out and the Dark Riders overrun off the battlefield.



# TURN 3

The Dark Elves continue to take control of the battlefield, but with a Star Dragon still on the rampage, the battle is far from over.

The third turn was marked with an explosion of activity as the Dark Elf attack punched into the High Elf line. The Dragon Princes managed to rally, ready to receive the inevitable charge. In the Magic phase, the Mage first cast *Curse of Arrow Attraction* on the Cold Ones but that was dispelled with the Null Stone. He had more success casting *Flames of the Phoenix* at the

Black Guard. This caused an impressive nine wounds and slew six. Combat was short and deadly, with the Corsairs chewing through the Phoenix Guard in the High Elf turn and then the Sea Guard in their own turn. It didn't all go the Dark Elves' way, as the Shadow Warriors cut down the Crossbowmen. The Dragon Princes were not so lucky and were slain by the merciless Cold One Knights.

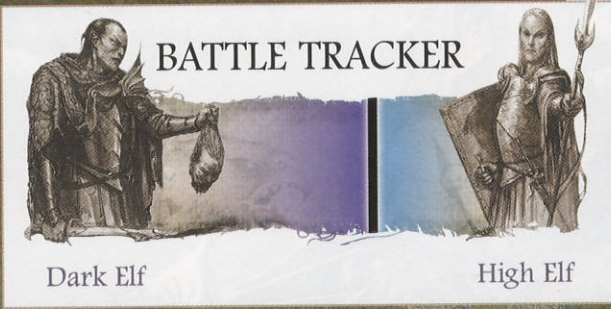


## F Grudge Match

The Phoenix Guard start the turn in combat with the Black Ark Corsairs after the Dark Elves overran into them in the previous phase. But, before the Phoenix Guard can strike with their halberds, the Dark Elf Assassin weaves through their guard and causes four wounds, only two of which are saved. The Phoenix Guard strike next but are obviously unsettled by the Assassin's swift attack and give a poor showing, only causing two wounds, one of which is saved. In return the Corsairs get eight hits, and inflict six wounds. The Phoenix Guard flee and at first make good their escape, but Gav uses the Corsairs' Slavers special rule to force Andrew to re-roll one of the dice to determine the flee distance. The dice roll is lower, and so the Corsairs run the normally stoic High Elves down.







**KEY**

↑ Move    ↑ Charge    ↑ Pursue



End of High Elf Turn 3.

**Annotations**

- A** The Star Dragon moves south, close to the Dark Elf Warriors and War Hydra. In the Shooting phase it breathes a gout of flame at the Warriors, hitting seven. Only three die, thanks to Andrew's atrocious rolls to wound.
- B** The Bolt Thrower fires another bolt at the War Hydra, wounding it once again. This time, however, the creature successfully makes its Regenerate save.
- C** The Shadow Warriors fight the Repeater Crossbowmen. The skirmishers prove more than a match for the Dark Elves, who lose the combat by four. The Repeater Crossbowmen are run down, including the remaining Sorceress, leaving Gav bereft of any magic users.
- D** The Dark Riders arrive back on the table and fire into the backs of the Archers, slaying three.
- E** The War Hydra turns to face the Dragon and engulfs it in Hydra flame. The Dragon takes a searing wound.
- F** After defeating the Phoenix Guard in the High Elf turn, the Corsairs overrun into the Sea Guard. The Assassin slays five High Elves before they are even aware they are being attacked! The High Elves flee through the Bolt Thrower, pursued by the Corsairs.
- G** The Cold One Knights charge the Dragon Princes. The fight is short and deadly, as the last of the nobles of Caledor are mercilessly struck from their proud steeds and eaten by the reptilian beasts.



# TURN 4

With the battle looking increasingly grim for the High Elves, the Star Dragon finally gets into combat and has an immediate impact.



**Shadow Warriors**  
The Shadow Warriors hate the Dark Elves even more than their fellow High Elves do. Just like the ancestors of the Dark Elves, they too hail from Nagarythe. The Shadow Warriors remained loyal to the Phoenix Throne, even while their fellow countrymen threw in their lot with Malekith. To this day, the Shadow Warriors have never forgiven the Druchii for this betrayal.

The High Elf Prince and his Dragon looked as though they had lined up to charge the War Hydra for a titanic monster clash worthy of Ray Harryhausen. However, Andrew had other ideas and wrong-footed Gav somewhat by declaring a charge against the Cold One Knights. It was a risky move as they were at the far end of the Dragon's charge range and Andrew had already misjudged a crucial charge in Turn 2. However, this time Andrew proved to be a shrewd general as the Dragon made the charge and flew into the Cold Ones. The High Elf Spearmen charged into the Black Guard while the Shadow Warriors silently moved into the ruined mansion in the north. In the south, the Archers turned to face the Black Riders.

*Flames of the Phoenix* had remained in play from the previous phase, and slew another three of the Black Guard. *Vaul's Unmaking* was also cast against the unit, ridding them of the magical banner that had allowed them to strike first.

In the Shooting phase the Archers and a lone Reaver combined their missile fire to slay the last two Dark Riders.

Combat was as eventful as ever. The Assassin proved his worth once again by slaughtering the Bolt Thrower crew, causing himself and the Corsairs to overrun

into the Archers. The Black Guard performed well in combat, taking two wounds but dishing out four against the Spearmen, thanks to their Hatred. This was too much for the Spearmen, who turned to flee but were run down. However, not all the fights went the Druchii's way. The Star Dragon and Prince with Star Lance hit the Cold One Knights hard, instantly slaying three. Even the Dark Elf Dreadlord couldn't compete against the Star Dragon and so they fled, only to be run down by the vengeful creature.

The fourth Dark Elf turn lacked the dynamism of the previous two turns as the War Hydra turned around ready to face the Dragon. The Dark Elf Warriors managed to rally after having failed their Terror test in Turn 3. With no shooting or magic to be resolved, it was straight into close combat where once again the Assassin proved to be an efficient killer, making short work of the High Elf Mage. The Archers fled and were caught by the Black Ark Corsairs thanks to the Slavers special rule. As we entered the final third of the battle, what looked to be a Dark Elf slaughter early on seemed to be turning back towards the High Elves thanks, almost solely, to the efforts of the Prince on the Star Dragon and the Shadow Warriors.



Turn 4



Dark Elf Key

- L** Dreadlord
- 1 2** Sorceress
- A** Assassin
- W** Dark Elf Warriors
- C** Black Ark Corsairs
- X** Crossbowmen
- B** Black Guard of Naggarond
- D** Dark Riders
- K** Cold One Knights
- R1 R2** Reaper Bolt Throwers
- H** War Hydra

High Elf Key

- L** Prince on Star Dragon
- 1 2** Mage
- S** Spearmen
- L** Lothern Sea Guard
- A** Archers
- P** Phoenix Guard
- D** Dragon Princes
- E** Ellyrian Reavers
- R1 R2** Repeater Bolt Throwers
- W** Shadow Warriors

**BATTLE TRACKER**




Dark Elf
High Elf

“The Assassin proved his worth once again by slaughtering the Bolt Thrower crew.”

# TURN 5

The calm before the storm; both armies manoeuvre fanatically ready for the few final charges and the last deadly combats.

The Shadow Warriors charged out of the ruins and into combat with the Dark Elf Warriors – a bold move, as they would have been safer engaging them at range. However, Andrew gambled that the Shadow Warriors had a better chance at slaying them up close, where their higher WS and re-rolls from Hatred would come into play. The lone Ellyrian Reaver bravely moved forward and launched a single arrow at the Black Guard but that failed to penetrate their heavy armour. The Star Dragon flew back towards the centre, temporarily resting on the crest of the hill awaiting his final charge of the game.

In the ensuing combat the Shadow Warriors put up a brave fight, managing to kill one of the Druchii warriors. However, the Dark Elves fought back against their Nagarythe kinsmen and slew four. The Dark Elves won and ran down the Shadow Warriors before occupying the ruins.

In the Dark Elf turn, Gav carefully arranged his troops in a horseshoe formation around the Dragon's charge arc, setting his trap. The Black Guard lined up alongside the War Hydra, and then the Assassin leapt across from the Black Ark Corsairs to join them. The Corsairs, now minus the Assassin, reformed. In the Shooting phase, the War Hydra set alight the last of the Ellyrian Reavers and, with his dying screams, the stage was set for the final, dramatic confrontation.



## Assassins

Dark Elf Assassins are some of the most deadly killers in the Warhammer world. Even the Skaven of Clan Eshin struggle to compete with the pure, ruthless efficiency of a Dark Elf Assassin. In this battle alone the lone Dark Elf Assassin had managed to kill 14 High Elves – including a Mage and numerous unit champions – by the end of Turn 5. And, because Dark Elf Assassins no longer count towards your character allowance, you can have as many as you have infantry units to hide them in. They also have access to the most unusual, exotic and deadly toxins and weapons from the Gifts of Khaine section of the Dark Elves army book.

Turn 5

Dark Elf Key	
L	Dreadlord
1 2	Sorceress
A	Assassin
W	Dark Elf Warriors
C	Black Ark Corsairs
X	Crossbowmen
B	Black Guard of Naggarond
D	Dark Riders
K	Cold One Knights
R1 R2	Reaper Bolt Throwers
H	War Hydra

High Elf Key	
L	Prince on Star Dragon
1 2	Mage
S	Spearmen
L	Lothorn Sea Guard
A	Archers
P	Phoenix Guard
D	Dragon Princes
E	Ellyrian Reavers
R1 R2	Repeater Bolt Throwers
W	Shadow Warriors

# TURN 6

The High Elf Prince and his faithful Star Dragon charge into the centre of the Dark Elf lines in a climactic, "do or die" combat!



With the High Elf Prince and his noble mount being the only unit left in Andrew's force, High Elf Turn 6 was short and sweet as it ploughed into the Dark Elf line. In the context of the game there were numerous other options Andrew could have taken, such as flying towards a far table quarter to try and claim as many meagre victory points as possible; but this is a White Dwarf battle report, not a tournament game, and Andrew knew that the spectators around the table and the readers of the magazine deserved something more than a damp squib ending to such an eventful fight! So, he charged onwards, determined to cause as much damage to the Dark Elves as possible.

The Dragon flew straight and true, revealing its mighty pinions as it charged into the Black Guard. The Assassin leapt out of the shadows, clambering onto the beast's back as he declared a challenge against the High Elf Prince. The High Elf Lord accepted without hesitation and promptly skewered the Assassin on the tip

of the Star Lance. The Assassin's death, along with the overkill, meant the Prince and Dragon easily won the combat. However, the Black Guard remained, thanks to their stubborn nature.

“So he charged in, determined to cause as much damage to the Dark Elves as possible.”

In the final turn of the game, the War Hydra and the Corsairs charged, completely surrounding the loyal creature and its rider. The Prince struck first and slew four of the Black Guard, using the Talisman of Loec to aid him. However, the cost for using this enchanted item was to automatically take a wound at the end of the combat. The Black Guard managed to wound the Dragon in return.

Turn 6



- Dark Elf Key**
- L Dreadlord
  - T Z Sorceress
  - A Assassin
  - W Dark Elf Warriors
  - C Black Ark Corsairs
  - X Crossbowmen
  - B Black Guard of Naggarond
  - D Dark Riders
  - K Cold One Knights
  - R1 R2 Reaper Bolt Throwers
  - H War Hydra
- High Elf Key**
- L Prince on Star Dragon
  - T Z Mage
  - S Spearmen
  - L Lothorn Sea Guard
  - A Archers
  - P Phoenix Guard
  - D Dragon Princes
  - E Ellyrian Reavers
  - R1 R2 Repeater Bolt Throwers
  - W Shadow Warriors

TURN 6 CONTINUED...

The Corsairs then made their attack and struck the High Elf Prince an impressive ten times, wounding three times, all of which were saved thanks to the Armour of Caledor. The Corsairs scored a further two wounds on the Dragon, but again these were saved by the creature's tough scales.

The War Hydra's Beastmasters had far more luck and wounded the mighty Dragon, their skill at inflicting injury on monsters coming in handy. The many heads of the Hydra also inflicted another wound on the great beast. Finally, the Dragon had its turn to strike, wiping out all the remaining Black Guard with one giant sweep of its claws.

The combat drew to an end with a frantic counting on fingers as the players worked out the combat resolution – the Dark Elves had won by two. Quite a crowd had gathered around the table at this point as Andrew made his Break test for the Lord. The dice clattered on the table and came up as a nine – the Dragon and its rider turned to flee. The Corsairs tried to use their Slaver rule once again to ensnare the Dragon and bring it down, but the re-rolled dice came up higher and the High Elf Prince made good his escape, no doubt to warn others that the shores of Ulthuan had once again been invaded by their hated kin. The Dark Elves had effectively wiped out the opposing army and had comfortably won the game with a solid, if bloody, victory.

Once again the beach of Blood Sands ran red with the ichor of the Elves in their eternal civil war.

Controlling the Charge

Gav knew that the Dragon was going to charge and so manoeuvred his units in such a way as to minimise the damage to his own force, while ensuring his own counter-charge was as effective as possible.

He did this by forming a horseshoe shape around the Dragon. Gav wanted the Star Dragon to charge the Black Guard and the attached Assassin, and so presented the Dragon with the most favourable frontage (A). The War Hydra and Beastmasters were placed to the Black Guard's left flank, at such an angle so as to prevent the Dragon from charging them while the Black Guard were present (B). The Corsairs were moved outside the Dragon's charge arc, again preventing them from becoming the target, but they were faced towards the Black Guard's right flank so when the Dragon charged in they wouldn't have any trouble counter-charging and closing the trap (C).



Scourge of the Beastmasters

The Beastmasters are very adept at using their wicked scourge whips to rend the flesh from even the toughest hide of the creatures they control. To represent this, a Beastmaster's scourge has the armour piercing rule.



BATTLE TRACKER

Dark Elf

High Elf



A

B

C

Dark Elves: 2750 vps  
High Elves: 1798 vps

**DARK ELVES VICTORY!**

# HISTORY IS WRITTEN IN BLOOD



## Khaine's Favourite

The Assassin was without doubt the most deadly warrior in the army. The extra attacks granted by the Rune of Khaine proved invaluable, and made sure that against the High Elf infantry he averaged four or five kills in each combat. I'm just disappointed that I didn't get to use his Cloak of Twilight and the "flying Assassin" tactic...

**Gav:** As has been my previous experience of Dark Elves fighting High Elves, this turned into a very bloody battle. In victory it is all too easy to say that one's plan worked perfectly, but it is important to learn from winning as much as losing. So, while everything came out as I had hoped in the end, what could have gone better?

For a start, Andrew played into my hands by counter-attacking against the Corsairs and Black Guard. I did have a little bit of luck here, in that he could only attack with one unit at a time. I was pretty certain that the Black Guard would hold their ground, but the Corsairs were a different matter. If the High Elves had broken the line I would have been in some serious trouble with my units' positions. Good distance judgement on my part and a slight misjudgement by Andrew ensured that didn't happen.

The Dragon also proved far more troublesome than I had hoped. I applaud Andrew's spirit at the end, with a risky attempt at victory rather than settling for a draw. It was a gamble that didn't pay off, and indeed gave me the win instead, but it's always nice to play someone who will

fight to the last for victory.

I must also mention that this was the worst outing for Sorceresses that I've ever come across. In the end they did more harm than good, but such is the nature of sorcery – all of that power comes with a risk. Strategy aside, the Sorceress miscasting with the Sacrificial Dagger was the highlight. I could easily imagine the blood spilling from the poor sacrificed spearman coalescing into some daemonic form that ripped the Sorceress apart. It was so appropriate and entertaining that I didn't even mind the loss of the Wizard!

The Corsairs and Cold One Knights proved that if you apply your power at the right time and in the right place, the Dark Elves can cut through anything standing in their path. I am pleased with the end result, even if there were a few uncertain moments along the way. I managed the risks involved with using Dark Elves well and I'm pleased with my performance as a player. It was most gratifying to see the bodies of the hated usurpers heaped upon the ground, the banners of the Naggarothi once again flying proudly over their once (and future) homeland.



## Caledor's Finest

Of course the title of "Elf of the Match" could only go to one man... er, Elf – the High Elf Prince and his trusty draconic steed. Sure, they ambled about a bit early on in the game (mostly due to my cack-handed manoeuvring), but in that time they managed to keep Gav suitably distracted and even caused the Warriors to bottle it and flee. And then, when they finally got to charge, they ploughed straight through the Cold One Knights, the Dreadlord, the Assassin and the Black Guard. That's a good Dragon!

# TEARS OF ISHA

**Andrew:** Oh dear. Talk about bringing shame to not only the High Elves, but to the honourable name of White Dwarf too! Certainly not the best way to start out, with a crushing defeat. It just goes to show that even the most potent army can be brought low by a combination of dreadful misfortune and tactical ineptitude!

It all started so well, with my outflanking manoeuvre on the left going as planned and the Shadow Warriors taking out the first of the Reaper Bolt Throwers with shooting, and then the second in close combat before overrunning into the Repeater Crossbowmen.

It then faltered with the demise of my Ellyrian Reavers – with hindsight, *Chillwind* should have been dispelled with a Dispel Scroll, but I feared something far more powerful being unleashed later in the game so gambled that its Strength 2 wouldn't do much... I gambled wrongly, losing all but one of the unit. The fact that both Sorceresses died before they could unleash hell didn't cheer me, but only served to rub salt in my wounds!

I made some unfortunate gaffes too, of which I'm not proud but they could have happened to anybody. Carelessly angling the Dragon as it swooped off to the left

cost me invaluable turns that it could have been in combat – just think how it could have been different if it had repeated the trick it pulled on the Cold Ones on the Warriors or Corsairs earlier on in the game. That'll teach me for next time though – always pay attention to your charge arcs, Warhammer isn't like 40K!

And of course I was just plain unlucky with the Dragon Princes' failed charge or the Phoenix Guard failing their Fear test to charge the Hydra – twice! I think those two bits might well have cost me the game, as a charge by the Dragon Princes would have been devastating, and the Phoenix Guard stood a fairly even chance against the Hydra.

I felt a little guilty about taking the Star Dragon – especially as it was one of Gav's own tactics – but with hindsight it was the one thing that managed to save me any face at all. Without the Lord and his Star Lance it would have been all over a lot sooner, and I'd have had nothing to stop that damnable Assassin.

All in all, not the proudest of starts to my (hopefully) long and illustrious career in White Dwarf, but at least I got beaten by the best – by Gav Thorpe, designer of the Dark Elves army book no less!





The exultant surge of victory burned in Lord Darksplinter's veins. He cast his gaze upon the bloodied corpses littering the coastline and offered up his thanks to Khaine for bringing the Druchii victory. His Cold One grunted and growled as it gorged itself on Elf flesh, tearing gory hunks from the bodies of the Elves who had dared to resist the might of Naggaroth.

The Druchii noble watched with grim amusement as the Black Guard picked their way through the piles of bodies, seeking any Elf still alive so that they might provide more entertainment. The Corsairs were stripping the dead of arms and armour, plucking jewelled belts and golden helmets from the tattered remains of the Phoenix Guard. Thoughts of their pitiful god, hated Asuryan who had scorned Malekith and his followers, tainted Lord Darksplinter's mood and his bitterness returned.

To the north lay the ruins of ancient Anlec, palace of Aenarion and the birthplace of the Witch King. The Druchii commander had never laid eyes upon those sacred stones but now the path was open. He would allow his warriors to enjoy the spoils of their victory; the sacrificial fires would burn high and bright tonight. Tomorrow, they would embark upon their ships and bring forth the storms once more. Only the agonising deaths of every usurper in Nagarythe would satisfy the call for vengeance that burned in the hearts of the Naggarothi.

# STANDARD BEARER



As he inscribes the runes of awakening upon his trusty Teasmade™, Jervis Johnson is struck by a nightmarish vision of Khorne upon the Skull Throne. What could this mean? This month, Jervis interprets these augurs, and reveals all about the Throne of Skulls Grand Tournament...

I've written about tournaments in quite a few Standard Bearer columns recently, and do you know what, I'm going to do so again this month! This is mainly because I've got an important announcement to make, which I'll get to a little bit later on. For those of you interested in other aspects of the hobby, don't worry, after this month's Standard Bearer I promise not to mention tournaments again. Well, at least for a few issues, anyway...

I think that the reason tournaments come up so often is that they encompass so many of the things that make the Games Workshop hobby great. Now, I know on the face of it, it may seem that tournaments are all about competitive play, but the reality is very different to this. I recently came across the introduction for the rules pack that I wrote for one of our first Grand Tournaments back in 1994, which I think spells out quite well what our tournaments are all about:

*"...the main reason we're holding the tournament is not to find a 'champion' Warhammer player. Rather, it is to get a whole bunch of players together and allow them to play their favourite game all weekend long! Above anything else we hope that you'll find the tournament an enjoyable and fun experience, where you get to live, eat and sleep Warhammer for a couple of days with an assortment of other Warhammer fanatics that want to do exactly the same thing."*

And the reasons we hold our Grand Tournaments really haven't changed since then. I've been involved with the GTs since the start (I helped run the early ones), and for me they have always been primarily social occasions. In fact, this was the starting point for wanting to hold a tournament in the first place; I'd just finished a run of Games Days, which I'd really enjoyed, but they'd left me feeling that it would be nice to host an event where I got more time to talk to players about the hobby. At a Games Day I only get a minute or two to talk to anyone, which really isn't long enough to talk about a subject in any depth. The excuse I came up with to achieve this was to hold a tournament. "Hmm," I thought, "I'll get some players together to play some really top-notch games of Warhammer and 40K, and when they're not playing we can spend some quality time talking hobby. How great would that be!"

Fortunately I wasn't alone in wanting to do this. All across Games Workshop I found eager allies that helped turn my half-thought-out plans for a tournament into a reality. Back then all of the staff were volunteers that worked the weekend for the reward of a t-shirt and a free drink or two on Saturday night. Somehow or another we managed to cobble together the tables and terrain needed for the tournament, and we were also able to organise a range of additional events that were held on the Saturday night. These included seminars, a pub quiz and a charity auction, all of



Warhammer World is busy on most weekends with a wide variety of tournaments, from Warhammer, 40K and LOTR, to the Specialist Games.

which were designed to get players together in a laid back setting, so we could hang out and get to know each other better, away from the white heat of the gaming table.

We had a real blast running those early tournaments, and I know that the players that came along to them did too. Speaking personally, I made friends that I still have to this day, and I learnt a lot about what

**“ I made friends that I still have to this day, and I learnt a lot about what makes my fellow hobbyists tick. ”**

makes my fellow hobbyists tick over the course of numerous discussions and debates. None of which is to say that the games being played weren't important; far from it, they were the vital glue that held the whole event together, and for most players the chance to play their favourite game all weekend long was the primary reason for attending. We just did our best

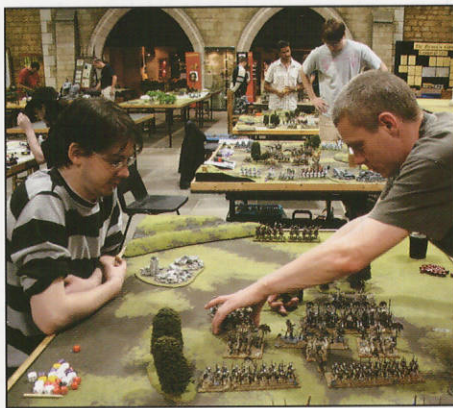
to make sure that gaming wasn't the only reason for attending.

I'm happy to say that these values still hold true to this day, a fact underlined to me at the Warhammer 40,000 Grand Tournament finals held at Warhammer World just recently. I'd been invited to do a seminar on Saturday night, and beforehand was enjoying the

atmosphere in Bugman's Bar (okay, I admit it, part of this atmosphere involved a pint of Bugman's XXXXXX, but one can't do a seminar with a dry throat you know...). While I was there I was approached by two players and, as we chit-chatted about this

and that, they explained that this was their first ever tournament, and they were surprised at how laid back the whole event was. "You know," they said, "we've had a great time, and thought we should ask you to do more to raise the profile of the GTs so that more people give them a try..."

And that, in my usual long-



**Left:** The action is tense as the Tomb Kings perform a flank attack against the dread forces of Chaos in this Warhammer World tournament game.

**Right:** The eponymous Throne of Skulls trophy in all its baleful glory.

**Below left:** Players having a great time at last year's Warhammer 40,000 Grand Tournament.

**Below right:** Tournaments aren't just about the gaming. Here Jervis is giving an informal seminar and Q&A that's full of sneak peaks and future releases.



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winded way, finally leads to the point of this month's Standard Bearer. Because, you see, we agree whole-heartedly with those two players, and have been secretly working for a few months on a plan to raise the profile and prestige of our

tournaments. It was Alessio Cavatore who started the ball rolling, by pointing out that while we have a lovely trophy for the Golden Demon painting competition, we had nothing similar for our Grand Tournaments. This seemed a bit unfair – after all, the players that won our Grand Tournaments had all put a lot of

time, effort and skill into winning the competition, and they deserved something suitably prestigious as a reward. When all is said and done it is the community of players taking part that has made the Grand Tournaments so successful, and it is their feedback over the years that has helped us to constantly improve both the tournaments themselves and the games that are played at them. Alessio's idea seemed like a golden opportunity for us, both to raise the profile of Grand Tournaments and to underline how proud we are of the players that take part in them, and so it was very quickly agreed that Alessio's idea be

“It is the community of players taking part that has made the Grand Tournaments so successful.”

made a reality.

Before we could do this, though, we needed to come up with the concept for the trophy. What we wanted was something similar to Golden Demon, but different enough so that the two wouldn't be confused. Although we came up with a few alternative ideas, we knew in our hearts that we were going to have to do something associated with Khorne, the Chaos God of War, and after a short discussion we decided to have a trophy made of Lord Khorne sitting on his Skull Throne. Aly Morrison volunteered to make the master model, and in no time

the trophy for our new Throne of Skulls Grand Tournaments (or TSGT for short) was ready. From now on, the winner of our Grand Tournaments would receive a trophy that could stand with pride alongside the venerable Golden Demon trophy!

So does this mean the Grand Tournaments will change? No, of course not. And this is actually the reason why I wanted to write a Standard Bearer about the new tournament trophy. You see, although the tournaments have a new name, the spirit of the tournaments remains exactly the same as it was when I wrote the introduction to the 1994 rules pack. The Throne of Skulls Grand Tournaments will remain a celebration of the hobby, where players come together to “play their favourite game all weekend long” without the distractions of the real world and ambivalent partners. The only difference is that now they will be playing for the coveted Throne of Skulls trophy!

### Throne of Skulls Grand Tournaments

We will be holding Throne of Skulls Grand Tournaments all around the world, starting from October 2008. You can find out more about TSGTs in your area on the Games Workshop website at [www.games-workshop.com](http://www.games-workshop.com), and in the events section of White Dwarf magazine. We recommend booking early as our Grand Tournaments tend to sell out very quickly!

### WARHAMMER AND WARHAMMER 40,000

Turn to the Events Diary on page 104 for tournament dates. Alternatively check the latest information online at:

[www.games-workshop.com](http://www.games-workshop.com)

Tickets now available from GW Direct.  
Call 0115 91 40000 to order yours!

Will you rise from the ranks to become a holder of a prestigious Throne of Skulls trophy?

# HOBBY ESSENTIALS

The most important tools on any hobbyist's paint station will be his brushes. For this reason you should always buy the best quality brush you can afford. In the case of Citadel we produce brushes that have been specifically designed with painting miniatures in mind.

### Anatomy of a Brush

A Citadel Brush consists of three components: the handle (1), which is a nice, thick size, to allow for greater control when miniature painting; the ferrule (2), which is the metal clamp that holds the

bristles of the brush together and attaches them to the handle; and the brush itself (3), made from pure sable hair, a high-quality bristle that forms a natural point and holds the paint far better than man-made fibres.

### Sable Hair Bristles

There are many mass-produced, cheap brushes out there but don't be tempted by them, as they're unsuitable for painting miniatures. Ferrules on cheap brushes are almost always loose – this means that the handle won't be firmly attached, and the nylon bristles of the brush will fall out when painting. Unlike natural hair, such as sable, nylon bristles are smooth at the microscopic level and so paint will just slide off and not hold like it does in the recesses of natural fibres. Quality brushes are hand-made with sable hair bristles, Citadel Brushes being a prime example.

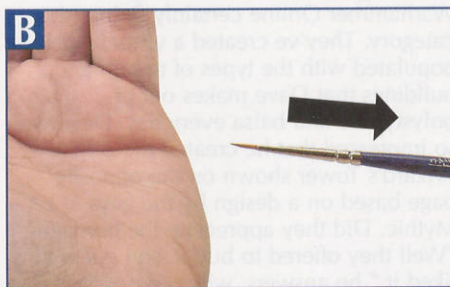
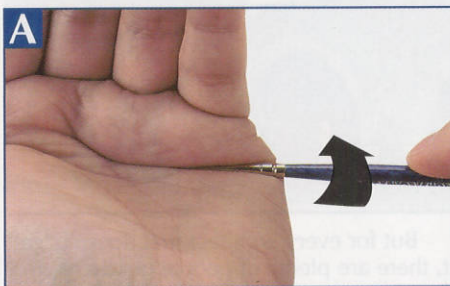


### Looking after your brushes

If you look after your brushes they'll last you a long time. To keep your brushes in prime condition, clean them thoroughly after every session. Use cold, running water and a little soap if necessary. Once washed, repoint your brushes and store them with the tip pointing upwards in a suitable vessel – an old mug works fine. The plastic brush covers supplied with Citadel Brushes are great for protecting the bristles when not in use.



*Safely stored upright, these clean brushes are primed and ready for use.*



It's important to protect your brushes while painting, too. Never dip your brush in paint past the ferrule, or overload the brush with paint. This will cause the bristles to split apart and you will lose the natural point. You should not stir paint with a good brush for the same reason – use an old brush, a brush handle or even a cocktail stick instead.

It's always good practice to keep your brush's point while painting. The best way to do this is to wet the bristles by dipping it in your water, then put your other hand in a loose grip position, palm up (A). Place the tip of the brush into the natural crease created by the skin of your upper palm, then slowly twist the brush while pulling it from the crease (B). This action will quickly repoint your brush and you can happily continue painting.



# MASTER MODELLER



You can usually find Dave deep in the Studio, surrounded by plastic frames, pieces of wood and piles of building materials that even the most ardent DIY fanatic would envy.

**Top terrain maker Dave Andrews has worked at Games Workshop for over two decades. In that time he has helped shape the Warhammer universe – we find out how.**

**I**'ve come full circle really," begins Dave as we talk about his long and illustrious career in the Studio. "I started out as a terrain and model maker, and that's what I do now. In between I've been a games writer, illustrator and sculptor. But it's model making where I'm happiest, probably because that's what I've been doing since I was 5 years old."

It's impossible to overstate just what an effect Dave has had on the Warhammer world. For instance, it was Dave's band of gamers – the Player's Guild – that were the first to paint Orcs green. "The Player's Guild had close ties with Citadel from the early 80s," says Dave. "We met Rick [Priestley] and co. at a wargames show and agreed to demo Warhammer for them around the country. We weren't your average gamers though – in fact we were a bit off the wall. We made Dwarf hand-gliders and helicopters and painted our Orc armies green. At that point Orcs were mostly painted black or brown – in fact, there was an actual paint called Orc Brown. As we were working so close with the guys at Citadel and Games Workshop, these notions started to influence the development of Warhammer."

Twenty-five years later and Dave's work is still as influential as ever. If you open up a codex or army book, chances are you'll come across a piece of terrain that Dave has had a hand in making. Just like the models they help to showcase, the terrain is carefully thought through, designed to look like it's as much a part of the Warhammer world as the miniatures themselves. "You have to remember that the Warhammer world is a unique place – it's not Renaissance Germany," says Dave. "You can't just put any medieval building in an army book shot because that won't be 'Warhammer' enough. As a general rule we say that if you make a model building that would look absolutely fine on a historical wargame battlefield, then you haven't done enough."

That's why a Dave Andrews terrain set

is truly a terrific thing to behold. As you'll see on the following pages, all his model buildings have a fantastical element – obvious when creating a High Elf tower, but even a human-built Empire mansion or town house would look bizarre and alien in a real world setting. "You start with a historical archetype and then you exaggerate certain portions and combine other elements. Not everybody gets it, especially those outside the hobby. I remember when an architect came in with his designs for the Warhammer World gaming hall. He'd created something like a fairytale area of a theme park. Me, Alan and Michael [Perry] stepped in and made sure the finished effect looked like a castle courtyard from the Empire. That included literally painting all the walls and buildings as well. If we'd left it to contractors it would have looked too 'clean', and nothing like the dark, grimy world the Empire exists in."

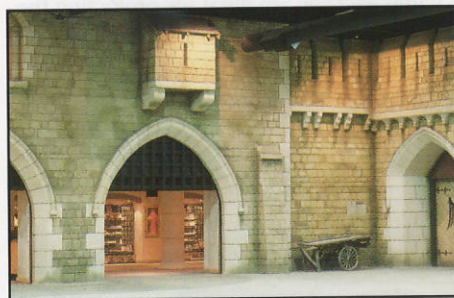


Empire Handgunner.



Empire Spearman.

Dave isn't just a model maker, he's an excellent sculptor and painter too. Below are two models from Dave's collection, which shows how he doesn't just simply paint a figure, but adds little bits of intricate detail to further define the character of the model.

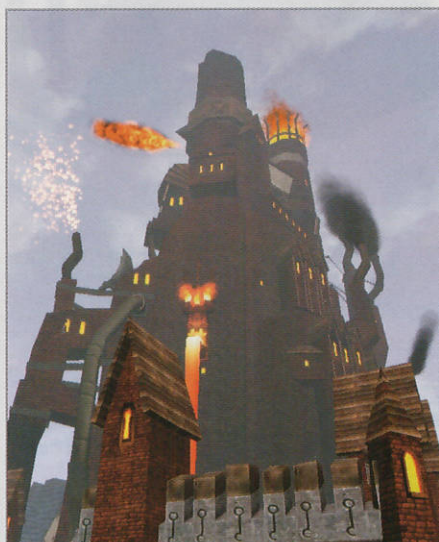
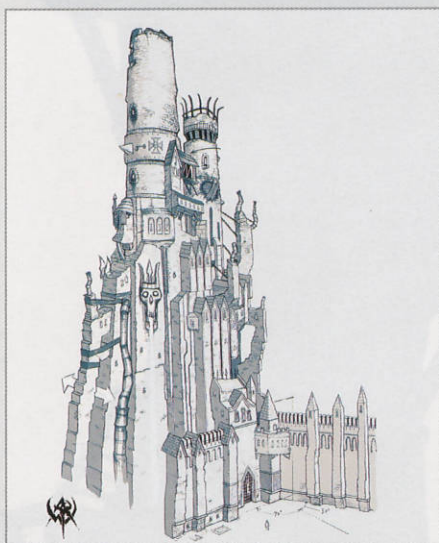


But for every architect that doesn't "get" it, there are plenty of people out there who do. The programmers and designers of Warhammer Online certainly fit into this category. They've created a virtual world populated with the types of terrain and buildings that Dave makes out of polystyrene and balsa every day. Dave was so impressed that he created the Bright Wizard's Tower shown on the opposite page based on a design by the guys at EA Mythic. Did they appreciate the homage? "Well they offered to buy it, so I guess they liked it," he answers, with a wry grin.

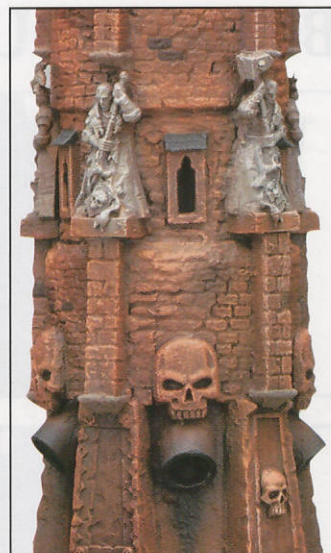
# BRIGHT WIZARD'S TOWER

This fantastic model was first seen in our massive "Hammer of the Gods" battle report back in WD340 and it was inspired by a virtual model from the forthcoming Warhammer Online game. Obviously what's created in pixels can't be exactly reproduced in reality, and nor would Dave want to. Nearly everything on the building, barring a few window frames, is made to look like stone or metal, with Dave reasoning that fire wizards and wood are not a great combination. The chimneystack itself was made from a tube that had a thin sheet of dense polystyrene bent around it. To create the brickwork texture Dave got an old paintbrush and pulled out all the bristles. He then bent the ferrule into a brick shape and stamped the brick shapes into the polystyrene layer.

WARHAMMER ONLINE  
AGE OF RECKONING



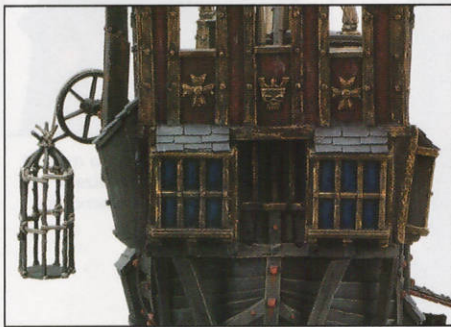
Above is the initial concept sketch, and below that is the in-game model of the Bright Wizard's College that inspired Dave to make the physical model on the right. Both are fine examples of their respective mediums without being carbon copies of each other.



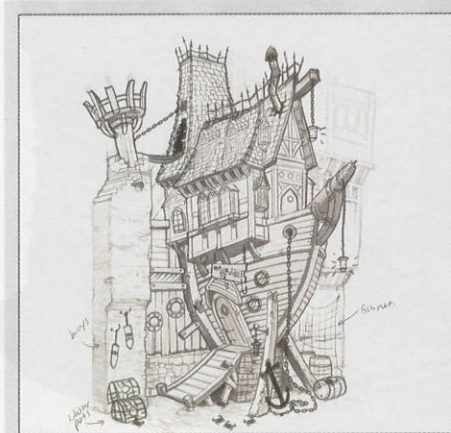
The vents have been added to redirect the magical blasts from the bizarre and no doubt dangerous experiments that take place within the tower.



# BOAT HOUSE



While Dave was inspired to create the Wizard's Tower from the Warhammer Online game, the EA Mythic programmers have in turn been equally enthused by some of Dave's iconic projects. The Empire Boat House is a classic example and can be found in Warhammer Online as an inn. Originally Dave was tasked to make a watchtower, but instead of doing the obvious, he built a ship out of balsa wood. Dave actually got the idea while watching the opening titles of British TV comedy, *Father Ted!* As the camera pans onto the show's eccentric characters, you can see a ship standing in the middle of a field. This bizarreness resonates well with Warhammer, so Dave wanted to replicate the same lack of logic by having a boat-shaped building for his Empire project.



In Warhammer Online: Age of Reckoning you'll find the boat house in the capital, Altdorf, in the guise of the Blow Hole Inn.

In the game, players who wander into the Blow Hole will discover that anything and everything can be purchased within the confines of this dockside tavern. Despite attempts by the city guards to halt the trafficking, the inn continues to do a roaring trade.

You can explore more of Altdorf's environs when the game is released later in the year.



# ELVEN TOWERS

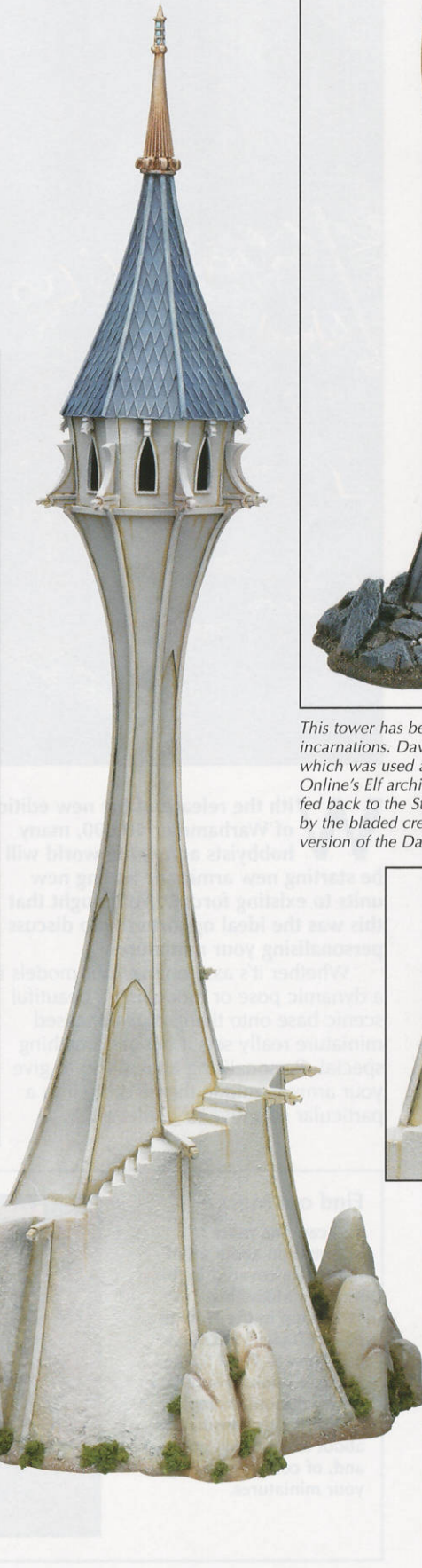
An easy trap to fall into when making Elven buildings is to make them look like they've come straight out of a fairytale storybook. This is obviously easier to avoid with Dark Elf architecture, although by weathering the white stone walls of the High Elf buildings you can soon dispel that saccharine look and make them feel part of the Warhammer world. The tower was originally Dave's design and he created the High Elf structure shown here. Fellow model maker Mark Jones took the same basic design and added spikes and blades to make a rather cool looking Dark Elf tower.



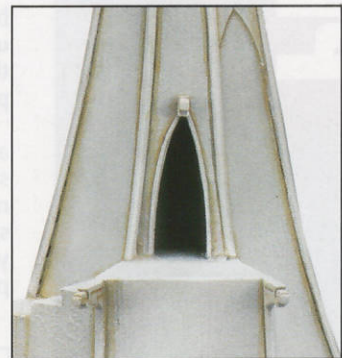
*This screenshot shows how Dave's use of colours and shapes has influenced the High Elf architecture in Warhammer Online. The team at EA Mythic have also done a brilliant job on expanding those concepts to create this High Elf building – what secrets lie within?*



*At the entrance to a Dark Elf Black Ark you can see the wicked-bladed towers, which then went on to inspire Mark Jones when he came to redesign the Studio's model Dark Elf tower for the latest army book release.*



*This tower has been through quite a few incarnations. Dave first designed the Elf tower, which was used as an influence for Warhammer Online's Elf architecture. Their design work has since fed back to the Studio model makers, as illustrated by the bladed crenellations at the top of the latest version of the Dark Elf tower.*



# MODELLING WORKSHOP

# PERSONALISING YOUR ARMY



**W**ith the release of the new edition of Warhammer 40,000, many hobbyists across the world will be starting new armies or adding new units to existing forces. We thought that this was the ideal opportunity to discuss personalising your miniatures.

Whether it's assembling your models in a dynamic pose or modelling a beautiful scenic base onto them, a personalised miniature really sets it out as something special. Personalising allows you to give your army a unique theme or tie it to a particular narrative or battlefield.

There are four main techniques when personalising – posing, converting, painting and basing.

We've illustrated this article with a wide variety of examples for personalising your miniatures, as well as cornering Chad Mierzwa, notorious throughout the Studio for his conversion work, to show us how to achieve some of these effects.

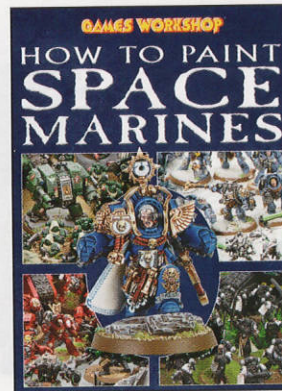
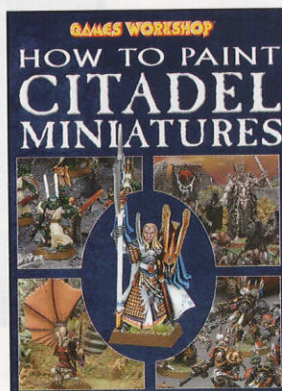
Whilst the examples used throughout this article are all from Warhammer 40,000, all of the advice and techniques are equally applicable to Warhammer and The Lord of the Rings strategy battle game.

**WARHAMMER**  
40,000

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this installment we show you how to personalise your miniatures.

## Find out More

You can find more information about all of the topics covered in this month's Modelling Workshop in the How to Paint Citadel Miniatures and How to Paint Space Marines books. There you can find more examples and in-depth information about assembling, posing and, of course, painting your miniatures.



# POSING YOUR MODELS

One of the simplest and most effective ways of personalising a squad is to give some thought as to how you pose them. This is a fairly quick thing to do, but the benefits are enormous, as it gives each member of the unit a sense of logic and purpose, such as a sergeant issuing orders.

You can also use posing to tie a model to a special rule, such as running. Simple poses can be just as effective, such as assembling the model so that its head is pointing in the same direction as its gun, positioning its weapons as though it is wielding them in an assault, and so on.



This Space Marine sergeant has been posed as though he is signalling a charge.



The pointing arm on this sergeant makes it look like he is indicating a target.



A dynamically posed weapon coupled with a pair of running legs makes this Space Marine look like he's charging.



This Ork is gesturing towards the enemy with a stikkbomb – a crude but effective way of signalling an assault.



The combination of a snarling face and a raised axe makes this Ork look as though he is in the midst of melee.



The arms and legs of this Dark Eldar Warrior have been repositioned to make it seem as though he is sprinting to cover.

## Dynamic Poses

The 'Eavy Metal team has a great eye for an evocatively posed model.



This Chaos Space Marine has been assembled to face the way he is shooting.



This Doom Eagle has been posed with his weapons raised, as though running.



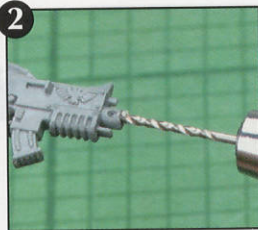
With his auspex raised, this Space Marine looks like he is scanning the battlefield.



This Ork has been modelled to look like he is furiously blasting away with his gun.

## Technique

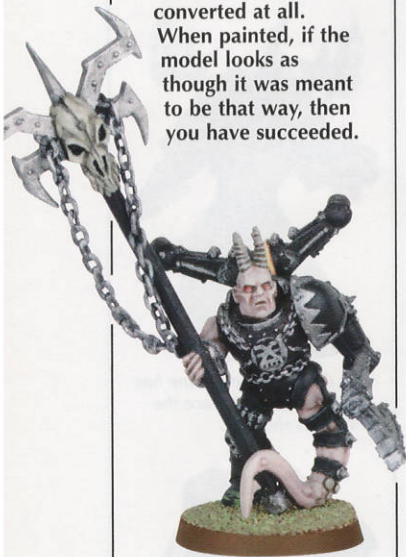
### Drilling out Gun Barrels



Many hobbyists like to add detail to their models by drilling out the gun barrels on all of their weapons. Make a guide point with a Hobby Knife (1), then use a Hobby Drill to bore out the barrel (2).

## Conversions

The most successful conversions are those where you can't tell that the model has been converted at all. When painted, if the model looks as though it was meant to be that way, then you have succeeded.



This Icon Bearer was built from a Marauder banner and parts from the mutation sprue.



The simplest conversion – a hand and weapon swap – is no less effective.



Parts from an Ork Biker were used to convert this peg-legged Ork Boy.

# KIT-BASHING AND CONVERTING

Kit-bashing is the quick and downright efficient method of mixing and matching parts from several different plastic kits. Kit-bashing is different from full-on

conversion work; the former involves assembling different parts straight out of the box, whereas the latter requires a little more work such as chopping up parts.



Parts from the Chaos Possessed sprue provide this Chaos Space Marine with a mutated arm.



With a wealth of different plastic sets, Chaos Space Marine players are spoiled for choice when kit-bashing.



Plastic arms, a choppa and some plastic rod from a model shop provides this Ork Nob with a unique weapon.

## BATTLE DAMAGE

Dave Andrews always goes the extra mile when converting his miniatures, hand painting on insignias and squad markings, modelling purity seals and battle damage.

Adding battle damage to your models is a great way to give them a personal history, as though they are the veterans of countless wars and not fresh to the front.



Posed as though throwing a grenade, this Ultramarine also bears the scars of battle.



The shoulder pad of this Space Marine has taken the impact of several shots.



## Technique

### Adding Battle Damage



Modelled battle damage can create a worn and weathered appearance. You can use a Hobby Drill to drill holes into – but not through – a model to represent bullet impacts (1) or a Hobby Knife to scrape and scratch armour to represent assault damage.

# PERSONALISING THROUGH PAINTING

One way in which most of us already personalise our miniatures is by painting them in our own unique colour schemes. You can go one stage further than this,

painting on insignia such as squad markings, personal heraldry or kill counts. This isn't as hard as it sounds, and a little effort can go a long way.



Matt Hutson has painted Chapter insignia and scripture on this Black Templar Terminator.



With a background as an artist, Christian Byrne has hand-painted leering faces on his models.



Each stripe painted on the bolter of Robin Cruddace's Howling Griffon represents a foe slain in battle.

## Going Even Further

Going to town with a custom paint job might not be practical for every model, but it makes for a great centrepiece.



The armour and weapons of this Guardsman have been painted to look weathered and worn.



Neil Hodgson hand-painted every one of the scales on this Chaos Marine's power armour.



This Blood Angels Captain has text painted on his purity seals and a finely detailed banner.

## Technique

### Painting Heat Damage



Chad uses this simple technique to add heat damage to the barrels of his flamer and melta weapons, aiming to replicate the charred effect found around the end of real-world exhaust pipes and jet engines. The weapon is first painted Boltgun Metal (1) and then washed with Asurmen Blue (2), giving it the impression of being weathered and worn. The barrel is then drybrushed Bestial Brown (3), before a final Chaos Black drybrush is applied at the very tip (4).

# CREATING UNIQUE BASES

Often the last thing we consider when painting a model is the base, but a well-modelled base can really make a miniature stand out – or fit in with the rest of the army. A good base serves a dual-purpose –

to bring all of the elements of a model together, and to tie all of the models within an army into a unified whole. You can paint your bases to match your board, or even your regular opponent's bases.



Plastic skulls and metal razorwire make this base look part of a bloody battlefield.



Aquarium gravel and sand on this base represent dense rubble or debris.



Textured plasticard, available from model shops, gives the impression of a city plaza.



The pieces of plasticard on this base could be painted as broken paving slab.



Large pieces of slate from the 40K basing kit can be used for rocky outcroppings.



Aluminium mesh and gravel combine to make this base resemble a blasted battlezone.

## Basing

These 'Eavy Metal models are great examples of thematic basing.



This Necron Warrior stands astride a rubble-strewn base.



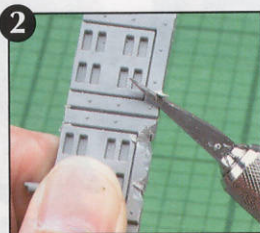
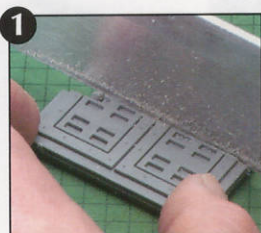
Treadplate-patterned plasticard has been used to make an industrial-zone base.



This Adept's base is decorated with plasticard and a piece of aluminium mesh.

## Technique

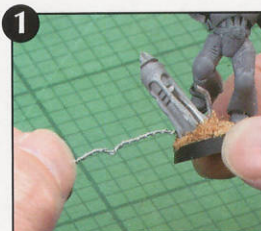
### Adding Rubble



As well as using pieces of gravel and slate to create rubble, you can also use pieces from the City Ruins set. Chad used a Razor Saw to cut off a piece of a ruin (1). He then cut small chips into the edges with a Hobby Knife (2), before gluing it to the base.

## Technique

### Adding Razorwire



Chad glued one end of the razorwire to a piece of City Ruin (1). He then wound the razorwire around the base, weaving it around a couple of metal posts made from a paperclip (2).



Gravel and a bass guitar string were used on this Daemon's base.

# SHOWCASE



A combination of plastic Space Marine parts make up this Deathwing banner bearer.



The Bloodletter's base resembles a spur of rock jutting from bubbling lava.



This Ork Nob has been kit-bashed and posed as though he is leaning forwards.



This Chaos Lord has been heavily converted, and treated to a lavish paint scheme.



This Sentinel has been assembled in a walking pose with a rubble-covered base.



The rocky spire on the Seraphim's base adds to her already dynamic pose.



The Engineer has a personalised base made from a piece of slate.



Components from several plastic kits were used to make this Bad Moon Ork Nob.

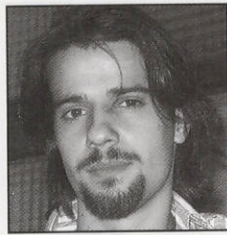


This Harlequin has been finished off with the addition of a snow-effect base.

# PAINTING MASTERS

# DAVID RODRIGUEZ

Painting Masters is a showcase of the talents of the world's greatest miniatures painters. This month, we turn our attention to the collection of Spanish paint-wizard, David Rodriguez.



As a perennial Golden Demon winner, the bearer of two Slayer Swords, and an ex-'Eavy Metal painter, David Rodriguez is one of the best miniature painters in the world. White Dwarf was only too happy to display some of his favourite models and find out more.

**I**n 1990, a young, 12-year-old David was walking by a hobby store in the sunny climes of Madrid. Intrigued by the models in the window, he entered the shop. "It was a seminal experience," says David, who left the shop with a copy of Blood Bowl, a box of Citadel paints and a brand new paintbrush.

The plastic Blood Bowl models that came in the box were David's first painted models and they definitely wouldn't be his last. However, at this time he was far from the expert painter who has 19 Golden Demon statuettes sat on his mantelpiece.

"In those days there was no Internet, and 'How to Paint' books were thin on the ground, so I had to get by and learn through my own mistakes," says David. "I spent seven years painting without using an undercoat!" he adds. The only aid David really came across in those early years was the Golden Demon Winners book, which showed some gorgeous models, but was light on advice. Nevertheless, David studied the photos, trying to work out how certain looks and blends had been achieved. "My painting wasn't anything special for quite a few years, then, in 1997, I was lucky enough to start working at Games Workshop Madrid. While at the store my painting improved. However, I was only there for four months and then I had to leave to perform national service, which was still compulsory in Spain throughout the 90s."

It wasn't until 2000 that David began painting in earnest again. That was the first year Spain held its own Golden Demon and David was determined to make his mark on the competition. "I used Golden Demon to really re-energise my passion. I spent a whole year preparing for it, only painting three or four models, but I went in deep, constantly practising and trying out different techniques on these test figures. By this time there was a lot more reading material, and the web was far more active so information was a lot easier to come by. All this culminated in my first statuette, and gave me a real thirst for Golden Demon-level painting."

Fast forward three years and David had become a very well known painter with numerous Golden Demons under his belt, so much so that he moved to the UK and became the resident painting expert at Warhammer World. From there it wasn't long before David was whisked away to

join the 'Eavy Metal team. "I really enjoyed my time with the 'Eavy Metal team, it was there I learnt how to paint two Space Marines a day in a really fast and effective way," says David. A year later the call of his homeland became too strong for David and so he moved back to his home country. Since then he has become a regular at most of the European Golden Demons. "I try to attend two or three competitions a year, always UK Games Day and the Spanish one, as it's my home competition. Then I'll enter either the French or Italian Golden Demon, it varies from year to year." And while many of us will have loads of painting projects in different stages strewn across our workbench, David works solely on his entry for the next competition. "I only ever work on one project at once," says David. "By focusing on one model I don't get distracted, my hands and mind are working together to get the best result possible."

**“I spent seven years painting without an undercoat!”**

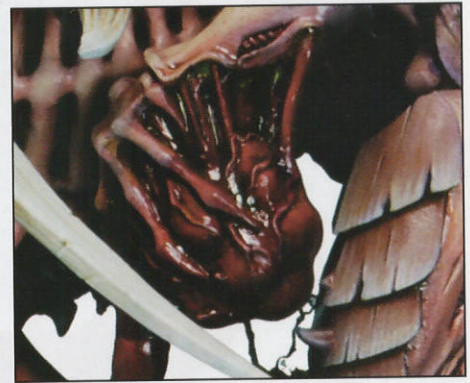
This brings us to the look of David's miniatures, and the style in which he paints them. "I go for a very realistic, rugged look. I try to paint fantasy figures in a 'historical' way, almost as if the model had been fighting at Waterloo, even if I'm painting a Space Marine or an Orc!" says David. "I think that's why I paint a lot of The Lord of the Rings models. Because of the films, they do have that real-world look."

With all this painting experience under his belt, David is only too happy to share a few pearls of wisdom with those of us who haven't got his gift with the brush. "My tip for beginners is to always use a tile or palette. Never paint straight from the pot. Water down your paint and use lots of layers; you'll get a much richer coat. For intermediates, I would say never highlight in white. Natural light is not white but has a yellow hue, so you should highlight accordingly. Oh, and always start painting your model with the face, this is the focus of the model and will give the personality of the whole figure." Thanks for those nuggets of advice, David.



## Carnifex

This Carnifex model won David the Slayer Sword at the 2007 UK Golden Demon. David used gloss and matt tones as an effect in much the same way as you'd use shading and highlighting. The model itself is free of flashy conversion work – the impact of the miniature comes from the dramatic positioning and the paint job.



## Gandalf the Grey

David chose to paint Gandalf because he loved the model. It was a bold choice that paid off as he walked away with a gold statuette in 2005. This was thanks largely to his usage of directional lighting. This is a very advanced technique and calls for an in-depth understanding of how light reflects off surfaces. The secret is to paint the model to as high a standard as normal, before you even begin applying the technique.



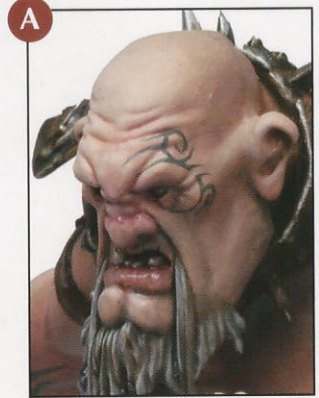
## Space Wolf Lord

David calls himself a “cut and paste” converter, meaning he rarely sculpts and uses very little Green Stuff in his models; he simply takes components from other miniatures and raids his packed bitz box. This Space Wolf Lord is a classic example as it is made from the parts of over 15 different figures and is David’s favourite model. He deliberately painted the model in a very light, almost blue-grey tone to contrast with the rich red of the cape.



## Warhammer Giant

This Giant is the largest model David has ever worked on and won him silver at the Italian Golden Demon in 2006. For David this project was a real exercise in shading and highlighting skin textures. He used an airbrush for the skin, which gave the Giant's flesh that amazingly realistic, dappled look (A). Once the skin effect had been achieved, David started on the clothing and other details. And yes, that tartan pattern (B) really has been painted on freehand!



## Ulrik the Slayer

This fantastic Space Wolf figure is another of David's favourites, and it's plain to see why it won gold in its category at the French Golden Demon in 2007. The model is heavily converted using bits from the 54mm Inquisitor range – a Cyber-Mastiff was heavily converted to resemble a Warhammer wolf (A). David chose a very dark colour for the armour (B) and then contrasted that sharply with the snow base and pallid yellow shoulder pads (C). This time, David has painted the Space Wolf power armour a very dark grey to contrast with the snow base.



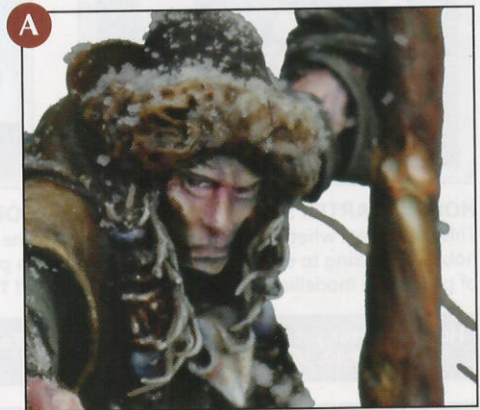
## Aragorn

This model is another example of David's love of The Lord of the Rings range and his use of the directional lighting painting technique. It's used in a more dramatic way to the previous Gandalf figure, mirroring the more action-orientated pose of Strider as he confronts the Ringwraiths at Weathertop. This piece won David a gold statuette at the 2006 UK Golden Demon.



## The Emissary

This converted model is another of David's "cut and paste" jobs. The head comes from a Dogs of War Crossbowman (A), while the pointing right arm is from Nicodemus from the Mordheim range. David first painted this figure in drab, weather-worn browns, but was not convinced on his first pass and so added a few contrasting colours, such as the bright orange and glowing blue runes that can be found on the milestone and the model's back (B).



# CITADEL

# PAINTING ESSENTIALS

The Citadel Colour and Foundation paint ranges contains over 70 different colours, each specifically designed and formulated to coat Citadel miniatures. Our paints are available in a wide range of sets, or can be purchased in individual pots.



### CITADEL MEGA PAINT SET

The Mega Paint Set boasts 65 paints and inks from the Citadel Colour range, plus a selection of brushes, glue, modelling flock and handy paint pot labels. All this has been bundled into a smart metal carry case, making this the ultimate paint set for the discerning hobbyist.

Citadel Washes Set .....  
£150, €200, 1600dkr, 1900sek, 2000nkr



### HOBBY STARTER SET

This set is great whether you're new to the hobby or looking to expand your collection of paints and modelling essentials.

Hobby Starter Set .....  
£25, €40, 300dkr, 350sek, 370nkr



### FOUNDATION PAINT SET

The Foundation Paints have been designed to provide great coverage. This set contains all 18 Foundation Paints.

Foundation Paint Set .....  
£30, €40, 300dkr, 350sek, 370nkr



### CITADEL WASHES

These Washes are specially formulated for shading Citadel miniatures. This set contains all 8 Washes.

Citadel Washes Set .....  
£12, €17.50, 135dkr, 160sek, 165nkr



### BATTLE FOR SKULL PASS PAINT SET

A great first hobby starter paint set. This set contains one paintbrush, six paints and 10 plastic Night Goblins.

Battle for Skull Pass Paint Set .....  
£12, €20, 140dkr, 170sek, 180nkr



### BATTLE FOR MACRAGGE PAINT SET

Inside you will find a selection of paints, three plastic Space Marine models and a starter paintbrush.

Battle for Macragge Paint Set .....  
£12, €20, 140dkr, 170sek, 180nkr



### MINES OF MORIA PAINT SET

Designed for new players of The Lord of the Rings, this set contains 12 plastic Moria Goblins, six paints and a paintbrush.









Mines of Moria Paint Set .....  
£12, €20, 140dkr, 170sek, 180nkr

# CITADEL


# Colour Chart

Citadel's range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation Colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range consists of great paints, specially formulated for a host of miniature-painting techniques.

## Citadel Colour

	Sunburst Yellow		Goblin Green
	Golden Yellow		Scorpion Green
	Blazing Orange		Rotting Flesh
	Blood Red		Camo Green
	Red Gore		Catachan Green
	Scab Red		Graveyard Earth
	Dark Flesh		Scorched Brown
	Dwarf Flesh		Bestial Brown
	Elf Flesh		Vermin Brown
	Liche Purple		Snakebite Leather
	Warlock Purple		Bubonic Brown
	Regal Blue		Vomit Brown
	Ultramarines Blue		Desert Yellow
	Enchanted Blue		Kommando Khaki
	Shadow Grey		Bleached Bone
	Space Wolves Grey		Fortress Grey
	Ice Blue		Codex Grey
	Hawk Turquoise		Chaos Black
	Dark Angels Green		Skull White
	Snot Green		




## Metallic Colour

	Burnished Gold
	Shining Gold
	Dwarf Bronze
	Tin Bitz
	Boltgun Metal
	Chainmail
	Mithril Silver


## Citadel Foundation

	Iyanden Darksun
	Macharius Solar Orange
	Mechrite Red
	Tau Sept Ochre
	Calthan Brown
	Khemri Brown
	Tallarn Flesh
	Dheneb Stone
	Gretchin Green
	Knarloc Green
	Orkhide Shade
	Fenris Grey
	Hormagaunt Purple
	Mordian Blue
	Charadon Granite
	Necron Abyss
	Adeptus Battlegrey
	Astronomican Grey

## Citadel Wash

	Baal Red
	Asurmen Blue
	Leviathan Purple
	Devlan Mud
	Ogryn Flesh
	Gryphon Sepia
	Thraka Green
	Badab Black

## Citadel Varnish

	Gloss Varnish
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Individual Paints.....  
£2, €2.50, 25dkr, 35sek, 35nkr



# MODELLING WORKSHOP

# MORDOR TERRAIN



**T**he Mordor supplement to *The Lord of the Rings* strategy battle game introduces a host of new elements to your games, including a selection of rules to represent the downright hazardous environs of the land of Sauron. What better excuse, then, to make some custom-made terrain pieces, to take your own battles to this forsaken land.

We turned to hobby expert, Chad Mierzwa, to show you how to make your own Mordor terrain to represent the various special rules – which we've reprinted here for your convenience.

Chad has made terrain pieces of broken and blasted trees and rocky outcroppings, some of which are detailed with clumps of foliage that represent vicious razor-thorn bushes. He has also made a counter to represent the all-seeing Eye of Sauron, and – along with Mark Jones – a whole board criss-crossed with red-hot lava flows.

Although these terrain pieces were designed to be used in games of *The Lord of the Rings*, there's no reason why you couldn't use them in games of *Warhammer 40,000*, representing a blasted and volcanic battlezone.

## You Will Need

All of the items that Chad used for these projects can be found in GW Hobby Centres, DIY stores, and specialist model shops, except where noted. All of the paints are available from the Citadel Colour and Foundation ranges of paints.

40mm round base  
Aquarium gravel  
Citadel Trees  
Cork bark  
Hobby knife  
Insulation foam/styrene  
MDF  
Modelling sand  
Plaster filler  
PVA glue

Rubberised horse hair  
Sandpaper  
Sculpting tool  
Slate  
Superglue  
Chaos Black spray  
Bad Moon Yellow  
Blazing Orange  
Blood Red  
Chaos Black

Codex Grey  
Fortress Grey  
Golden Yellow  
Graveyard Earth  
Red Gore  
Shadow Grey  
Skull White  
Sunburst Yellow  
Dheneb Stone  
Mechrite Red

**THE LORD OF THE RINGS**  
STRATEGY BATTLE GAME

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this installment we show you how to make Mordor terrain.



# MORDOR TERRAIN RULES

The unique terrain that characterises the battlefields of Mordor is not merely decorative, but positively dangerous!

## The Red Eye of Sauron

From atop the highest point of Barad-dûr, the Red Eye of Sauron stares across Mordor and the surrounding lands. The gaze of the Red Eye can be felt anywhere that Sauron deigns to look, inspiring fevered loyalty in his evil minions and grave dread in the Free Peoples.

The Red Eye of Sauron is represented by a simple marker, ideally on a cavalry (40mm) base. Every turn the player with priority may move the marker up to 18"/42cm as soon as priority has been determined, but before any moves are made. Any Good model within 3"/8cm of the Eye of Sauron suffers a -1 on its roll to win any fight (this is cumulative with two-handed weapons, etc). Evil models receive +1 Courage whilst they are within 6"/14cm of the marker.



The Red Eye of Sauron bolsters the courage of these Orcs, as the consequences for failure when his gaze is upon them is dire indeed.



## Lava Flows

Mordor is criss-crossed with blazing rivers of lava that flow from the malign presence of Mount Doom and the mountainous borders of the Black Land. The great furnaces and forges of Barad-dûr are powered by these glowing streams of red-hot magma.

Lava flows cannot be crossed except by making a Jump test where the glowing river is wide enough, or by using a bridge (if there is one). Any model that falls (or is pushed) into the lava flow is killed – remove it from the game.

## Volcanic Eruptions

At the heart of Mordor lies Mount Doom, a colossal volcano and the only place where The One Ring can be destroyed. Some say that Sauron can exert his will over this volcano, causing it to erupt at his command.

Each turn, look carefully at the rolls for priority. If the dice rolls are both the same, the volcano is suffering a minor eruption. Roll a dice and consult the following chart to determine the effect:

- 1 Clouds of Ash. Vast billowing clouds of volcanic ash are blasted across the battlefield, obscuring vision and causing confusion. All vision is reduced to 12"/28cm.
- 2 Ground Tremors. With a mighty rumbling, the lands groan and shift. All models (except flyers) are at half move for this turn.
- 3-5 Falling Rock. Chunks of volcanic rock are hurled high into the air and come crashing down onto the battlefield. Both players must dice off and the winner must choose D3 target spots anywhere on the battlefield. Any model within 3"/8cm of a target spot suffers a Strength 3 hit and is knocked to the ground.
- 6 Poisoned Air. A foul and noxious cloud of air blows across the battlefield. Both players roll a dice: the highest scorer determines where it lands and places a poisoned air marker on the tabletop. All models within 6"/14cm of the marker suffer a Strength 1 hit.

## The Eye of Sauron Gaming Marker



Draw the eye in pencil onto a 40mm base. Paint it Mechrhite Red and Golden Yellow.



Paint over the pencil lines with Chaos Black.



Apply highlights with Blood Red and Sunburst Yellow.



Apply a final highlight of a 1:1 mix of Sunburst Yellow and Skull White. Finally, drybrush Red Gore around the edge to give it a glowing effect.

## Razor-thorn Bushes

The rugged and wiry thorn bushes of Mordor are legendary for their vicious and unyielding barbs. Such obstacles should be crossed only as a last resort, and even then with much care.

Any model attempting to cross an obstacle made of razor-thorn bushes automatically takes a Strength 2 hit, regardless of whether or not he succeeds in crossing the obstacle. Any model entering an area of difficult terrain containing razor-thorn bushes takes a Strength 2 hit as soon as he comes into contact with the terrain.



## Special Materials

Chad has used a number of specialist materials to make the Mordor terrain.



Rubberised horse hair: available from specialist model shops.



Aquarium gravel: available from garden centres and pet or aquatic shops.



Fine slate: can be found in garden centres, or as part of the Warhammer 40,000 basing kit.



Large pieces of slate: available from garden centres.



Modelling sand: available from your local GW Hobby Centre.



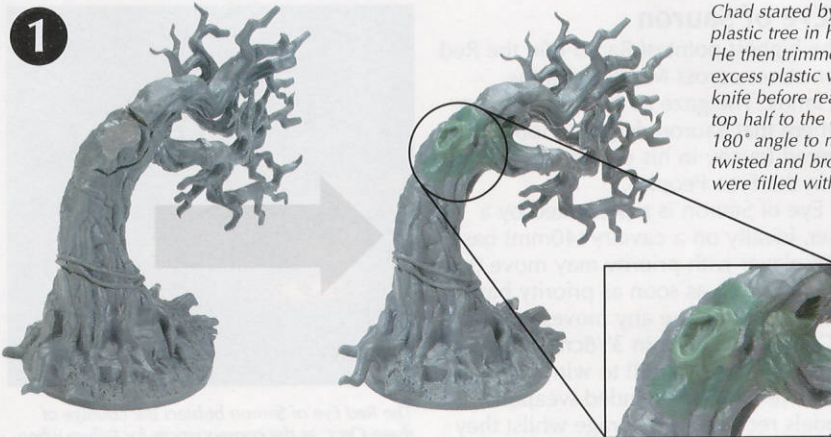
Cork bark: available from modelling stores and specialist reptile pet shops.



MDF: readily available from any DIY store.

# TWISTED TREES

The trees of Mordor are gnarled and twisted things, much like the land's other inhabitants, blasted and blackened by evil.



Chad started by cutting a plastic tree in half with a saw. He then trimmed away the excess plastic with a hobby knife before reattaching the top half to the bottom at a 180° angle to make it look twisted and broken. The gaps were filled with Green Stuff.



Chad cut a base from MDF, rounding the edges with sandpaper, before gluing jagged-looking pieces of bark and slate into place with superglue.



For all the Mordor terrain, Chad made sure that the components were angled in the same direction, as though they are facing away from the same epicentre of evil – Mount Doom. After gluing all the pieces in place, he then stuck sand and gravel to the base with PVA glue, as well as clumps of rubberised horse hair to represent razor-thorn bushes.



The whole model was sprayed with a Chaos Black undercoat. Chad then painted it with a 1:1 mix of Chaos Black and Codex Grey, before drybrushing it with Codex Grey. Finally, individual highlights were applied with Fortress Grey, and the ropes were picked out in Dheneb Stone.

# ROCKY OUTCROPS

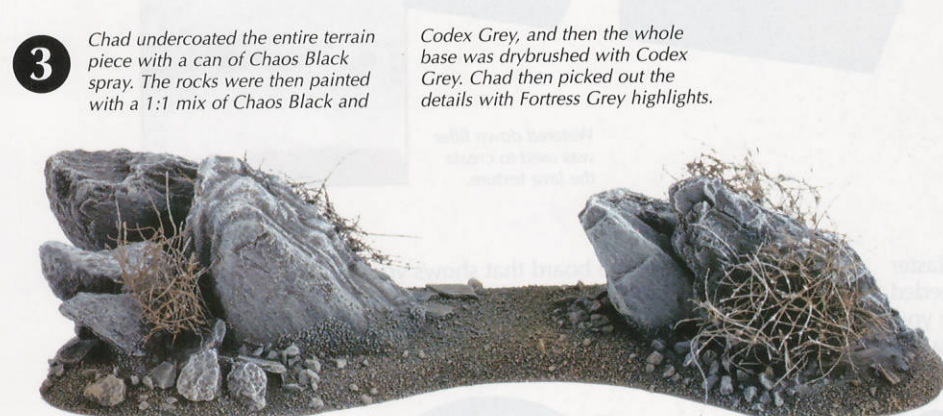
There is nothing picturesque about the ash wastes of Mordor, the barren landscape dotted with rocky outcroppings.



**1** As before, Chad cut a base from MDF and smoothed the edges with sandpaper. He then glued several pieces of bark and slate to the base with superglue, angling them all the same way.




**2** Smaller pieces of gravel were glued in the lee of the rocks, along with clumps of horse hair. Chad then glued fish tank gravel around the edges of the outcroppings, before coating the rest of the base in sand.




**3** Chad undercoated the entire terrain piece with a can of Chaos Black spray. The rocks were then painted with a 1:1 mix of Chaos Black and Codex Grey, and then the whole base was drybrushed with Codex Grey. Chad then picked out the details with Fortress Grey highlights.

### Alternative Materials


Some of the materials that Chad used can be a little hard to get, so here are a few alternative suggestions. These won't be quite the same as the real thing, but they're almost as good.



Wire wool or pan scourers can be used instead of rubberised horse hair, and can be found in supermarkets and DIY stores.



You can use small rocks instead of slate and bark.



Polystyrene tiles and mounting card can be used instead of MDF, and are available from DIY stores and art shops respectively.

## Top Tip

### Picking the Right Tools for the Job

It goes without saying that you should always use the right tool for the job, but there's not always one right way of going about model making. It's worth taking a moment or two before you begin to decide which material is best for you, and which tools you'll need to go with that material. Tougher materials, such as wood or MDF can be more expensive and more difficult to cut to size; whereas cheaper and lighter materials, such as polystyrene or cardboard, are cheap and easy to cut to shape, but are much less sturdy and have a greater chance of warping.



**Left.** MDF, cut to shape with a coping saw and smoothed with sandpaper, is the sturdiest material for basing terrain, but it can be awkward to work with.



**Above.** Cardboard or mounting card can be easily cut to shape with scissors or a hobby knife, but can warp or tear.



**Left.** Polystyrene tiles are a happy medium, being easy to cut to shape with a hobby knife and sandpaper, and more durable than cardboard or mounting card.

### Special Materials

As well as the multi-purpose materials Chad used for the other terrain pieces, he also used some more specialist items.



Chad used pink insulation foam – available from most DIY stores – but polystyrene would work too.



Plaster filler can be purchased from all DIY stores.

## CREATING A LAVA BOARD

We made our lava board as a single 6'x4' board, but there's no reason why you couldn't make it in smaller sections.

Chad started by cutting a piece of MDF to size, before gluing two layers of insulation foam to the surface using PVA glue. Using a pen, he then drew on the pattern of crevasses, before cutting the foam away using a hobby knife (1).

Chad distressed the edges of the ravines using a sculpting tool, before applying a layer of filler (2) to give them a craggy appearance. Finally, Chad applied watered-down filler to the lava surface; and glued sand to the top of the rock (3).

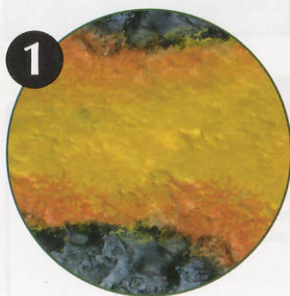


Watered down filler was used to create the lava texture.

### PAINTING LAVA

After texturing the lava with the plaster filler and letting it dry Chad proceeded to paint it with Citadel paints. Below you can see the stages he painted it in, as well as a

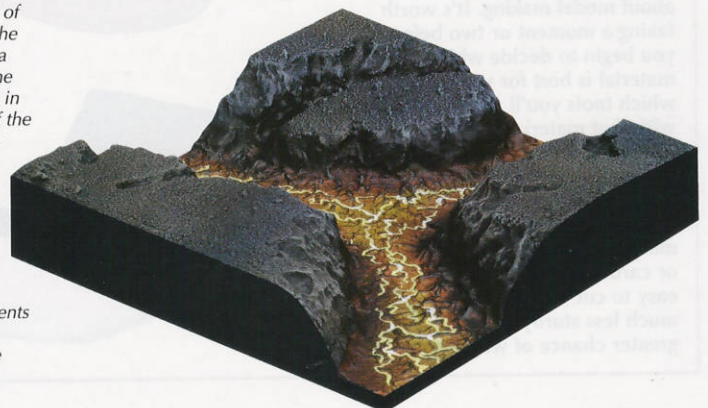
cross-section of the board that shows you how the lava looks when it's finished. On the opposite page you can see how Chad painted the rest of the board.



Chad started by painting the whole of the lava flow with Dheneb Stone, leaving the edges where it met the rockface fairly jagged. Dheneb Stone is the lightest of our Foundation paints, and using it as a basecoat will enable the subsequent brighter colours to show up all the more vibrantly. He painted over the top with a thick coat of Golden Yellow, before painting on a layer of Blazing Orange, making sure to leave the yellow showing in the middle (1). Chad repeated this process using Blood Red, and then a 1:1 mix of Blood Red and Mechrte Red, each time working closer to the edges of

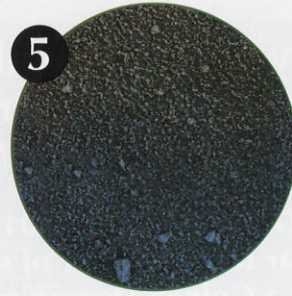
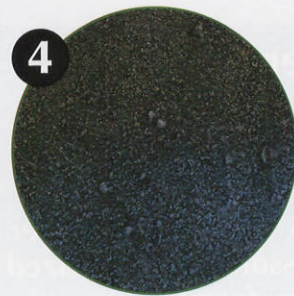
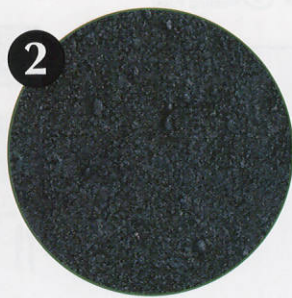


the lava flow and leaving more of the lighter colours showing in the middle. The final effect was of a blended band of colour, with the lighter colours more prominent in the hotter, faster-flowing part of the lava at the centre, fading to the darker, cooler colours at the edge of the flow. Chad then drybrushed the whole of the lava flow with Chaos Black (3), darkening the overall appearance and picking out the texture of the filler. Finally he painted on a pattern of currents with a 1:1 mix of Bad Moon Yellow and Skull White, before highlighting this in pure white.





## PAINTING THE BARREN WASTELAND



Chad began preparing the board by gluing sand to the surface, using PVA glue (1), taking care not to get any on the rockfaces or the lava. He then painted the whole surface using Chaos Black (2). When this was dry, Chad selectively drybrushed patches of the surface using a 1:1 mix of Shadow Grey and Chaos Black (3), giving the impression of light and dark patches of the ash wastes. These patches were then drybrushed with a highlight of Shadow Grey (4). The areas left black were then brushed heavily with Graveyard Earth (5), overlapping slightly with the grey areas. The brown patches were then drybrushed with a 1:1 mix of Graveyard Earth and Fortress Grey. Finally, Chad lightly drybrushed the whole of the board with Fortress Grey (6), tying the disparate areas together and giving the board the impression of being a single part of Mordor.

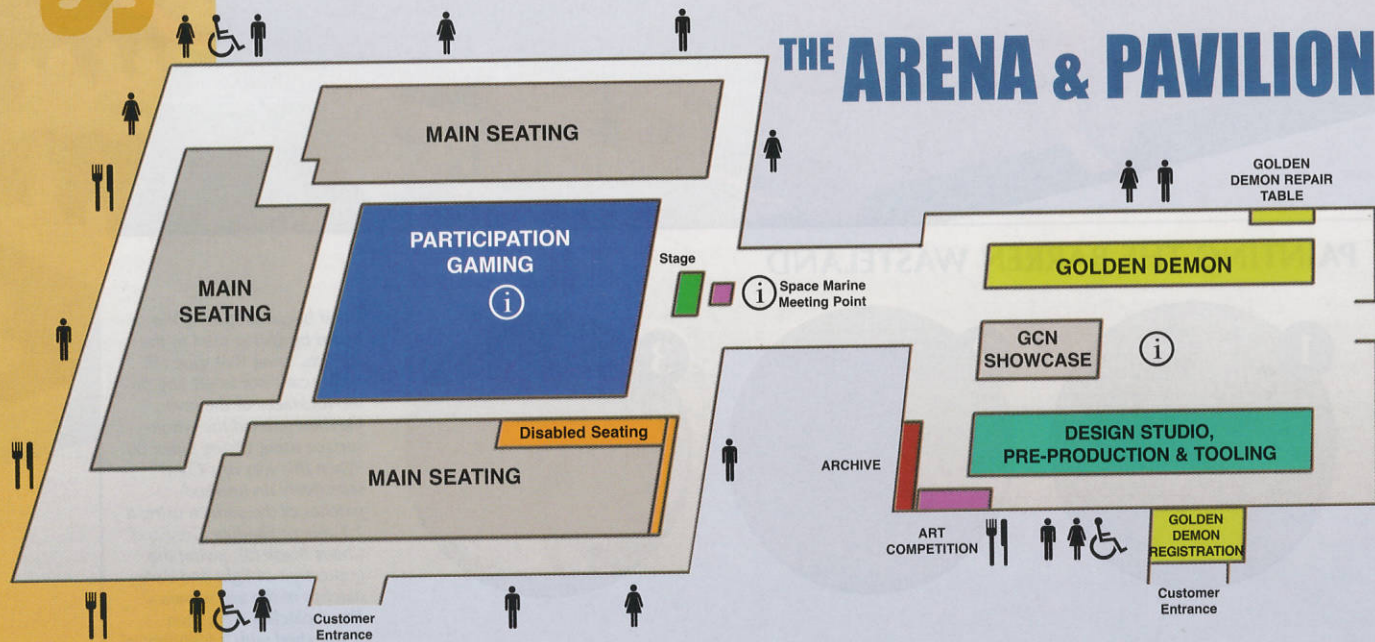
# GAMES DAY & GOLDEN DEMON 2008

There are but a few scant days until the largest Games Day and Golden Demon event the world has ever seen, made all the bigger as we expand into the vast amphitheatre that is Hall One of the Birmingham NEC. To help you navigate this enormous concourse, this issue we reveal the event's floor plans.

The big day is almost at hand. There are now just a few days remaining until the Birmingham National Exhibition Centre throws open its doors once again to Games Day and Golden Demon.

If you've been following the last few issues of White Dwarf, you can't have escaped the news that this year, the ultimate event of the Games Workshop Calendar is going to be bigger than ever before. So, have you got your ticket? Are you ready?

This year promises to be our best event ever with something to suit Games Day regulars and newcomers alike. There will be separate halls hosting a variety of different activities and stands, giving you an unrivalled amount of things to see and do in this massive venue. Our focus remains to make the event and its exhibits as accessible as possible to the guests, meaning there will be even more games, displays and products for you to get your hands on, try out and buy.



10am to 4pm on Sunday 14th September 2008.  
 Birmingham National Exhibition Centre (NEC).  
 Tickets £30 and includes Games Day Miniature.

Tickets are now available from Direct Sales. Call 0115 91 40000 to order yours today and, if you can't bear to take a pair of scissors to your prized issue of White Dwarf, to ask for a Golden Demon entry form!



▲ This year's exclusive Games Day miniature is included in the ticket price. Call 0115 91 40000 to book your ticket today.

### OUT WITH THE OLD, IN WITH THE NEW

Games Day won't be using The Forum this year; instead we will be expanding into Hall One which is over twice the size of The Forum! In fact, such is the size of Hall One, you could fit all of last year's Games Day event inside – just check out the floor plans below!

The extra space will be used to full effect, allowing Forge World and The Black Library to provide a much larger presence at the show, and giving us the opportunity to increase the size of all our sales stands making it even easier for you to see what's available to buy.

The Hobby Zone will also be larger, giving far more of you the opportunity to let your impatience run riot with your latest purchases from the sales stands, and let those creative juices flow in the Scrap Demon conversion competition.

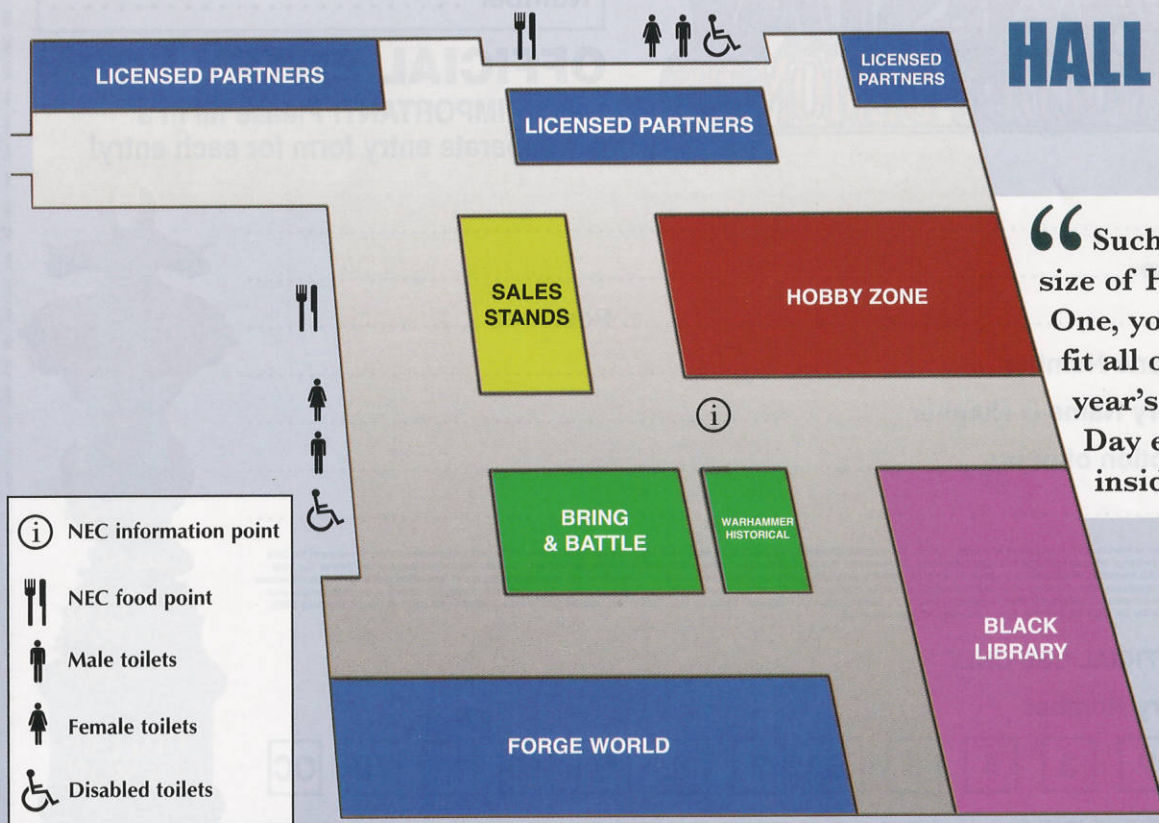
Our Studio and Production area will include forthcoming new releases, tantalising glimpses of several new miniatures to come, as well as many work-in-progress models. Thanks to the presence of the luminaries from the Design Studio there will be even more to see this year – make sure you head over and check it out!

As always, our licensed partners will also be on hand to show off their latest projects and computer games based in the world of Warhammer, the Warhammer 40,000 universe, and even Blood Bowl. You can read more about what to expect over the page.

To guide you around this monstrous space, we've included a map to illustrate just how big it really is and to help you get the most from your time spent at the event. This gives you a broad outline of what's happening on the day and where everything is.

## HALL ONE

“ Such is the size of Hall One, you could fit all of last year's Games Day event inside! ”



- NEC information point
- NEC food point
- Male toilets
- Female toilets
- Disabled toilets



# THE BLACK LIBRARY

At this year's Games Day don't forget to pay a visit to the massive area dedicated solely to the Black Library. Located in Hall One, it's larger than ever before and there will be a host of great products and activities on offer.

Here are just a few of the things you won't want to miss out on:

Huge signing area! Authors and artists will be on hand throughout the event, so there is no need to rush to get your books signed and plenty of time to have a chat to them. The guest list includes:

- Dan Abnett
- Ben Counter
- Mike Lee
- Nathan Long
- Graham McNeill
- Sandy Mitchell
- Neil Roberts
- James Swallow
- Jon Sullivan
- Gav Thorpe

Visit our website for the latest signing information.

Mike Lee is making his first appearance at UK Games Day, so make sure you take the opportunity to get your copies of *Nagash the Sorcerer* and *Darkblade*

signed.

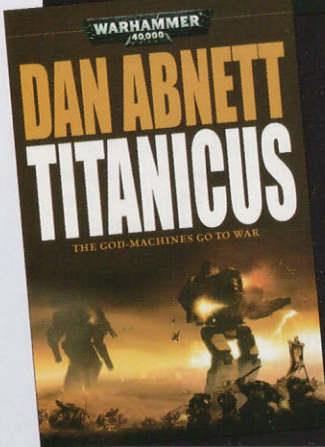
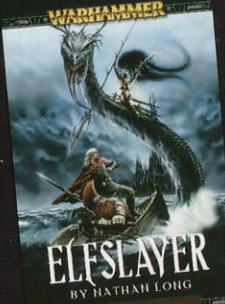
Black Library editors Lindsey Priestley and Nick Kyme are at your disposal to discuss upcoming titles, answer your questions and show off brand new artwork.

A brand new Gaunt's Ghosts short story booklet will be on sale, which bridges the gap between *Only in Death* and Dan's forthcoming novel *Blood Pact!*

Get your hands on some fantastic new novels before they go on sale in the stores – *Titanicus*, *Elfslayer* and *Cain's Last Stand* are all available this year! Stocks are limited, so make sure you get to the Black Library retail stands early.

We'll also have exclusive free extracts of the hotly anticipated next Horus Heresy novel, *Mechanicum*, and the third book in the Time of Legends series, *Malekith*.

Make sure you visit [www.blacklibrary.com](http://www.blacklibrary.com) for more information and signing times.



Entry Number ..... For official use only

## OFFICIAL ENTRY FORM

IMPORTANT! Please fill in a separate entry form for each entry!

Name .....

Address .....

Postcode .....

Telephone Number .....

Category Name & Number .....

Description of entry .....

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### FOR OFFICIAL USE ONLY

Category Number

1	2	3	4	5	6	7	8	9	10	11	YB	OC
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# COMPUTER GAMES

AT GAMES DAY

This year's Games Day will have stands from many of our computer games partners, showcasing their latest games set in the Warhammer 40,000 universe, Warhammer and Blood Bowl worlds.

## WARHAMMER ONLINE

Drawing from a quarter century of highly detailed source material, Warhammer Online: Age of Reckoning will bring the world of Warhammer to life in a way that will allow players to create characters destined for great deeds and glory on the field of battle.

## DAWN OF WAR II

Developed by award winning Relic Entertainment, Dawn of War II ushers in a new chapter in the acclaimed RTS series – taking players to the brutal frontlines of war to lead an elite strike force on a mission to save the galaxy.



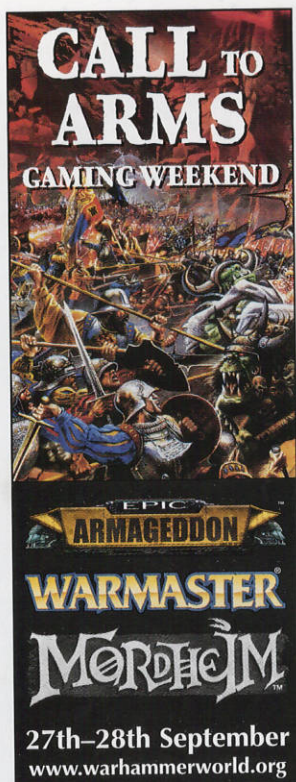
## BLOOD BOWL

French developers Cyanide are currently working on a video game adaptation of Blood Bowl. The game should be out later this year and features a turn-based version of the classic board game, or the fast paced frenzy that is real-time mode.



# Event Calendar

What's on, when and where:  
All the events for the next  
few months are listed here.



**CALL TO ARMS**  
GAMING WEEKEND

EPIC ARMAGEDDON

**WARMASTER**

**MORDOR**

27th–28th September  
www.warhammerworld.org



**WARHAMMER**  
40,000


**TEMPUS FUGITIVES**

THE THIRTEENTH  
BLACK CRUSADE  
CAMPAIGN WEEKEND


6TH–7TH  
SEPTEMBER 2008

## August

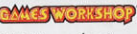
### 2nd Warhammer Battlefields

**Date:** 2nd–3rd August, 2008   
**Venue:** Warhammer World, Nottingham  
**Age Limit:** 16+  
**Details:** You will need a fully painted 3000 points Warhammer army, able to be broken down into smaller, legal forces for some scenarios. Play six games over the weekend and tackle a range of new tactical challenges.  
**Tickets:** Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.  
**Contact:** Mail Order – 0115 91 40000  
**Website:** www.warhammerworld.org

### 17th Warhammer 40,000 Doubles

**Date:** 17th August, 2008   
**Venue:** King and Queen Pub, Marlborough Place, Brighton  
**Details:** Play four games in this cheerful tournament with your friend as your ally.  
**Contact:** peter.cooke@ntlworld.com

### 23rd The Second Alliance

**Date:** 23rd August, 2008   
**Venue:** London Event Centre (GW Bromley)  
**Details:** To enter this tournament you will need two 600 point forces, one Good and one Evil following the lists in Legions of Middle-earth. Awards will be given for 1st, 2nd and 3rd places and best painted army.  
**Tickets:** £10 and includes tournament pack  
**Contact:** 0208 466 0678 more information.

### 30th A Gathering of Might

**Date:** 30th–31st August, 2008  
**Venue:** Warhammer World, Nottingham  
**Age Limit:** 16+  
**Details:** North West Warriors proudly present 'A Gathering of Might', Warhammer tournament. Take part in six rounds of combat to determine who is the mightiest!  
**Tickets:** £15 available from the website below  
**Website:** www.northwestwarriors.org.uk

## September

### 6th 13th Black Crusade Campaign Weekend


**Date:** 6th–7th September, 2008  
**Venue:** Warhammer World, Nottingham  
**Age Limit:** 16+  
**Details:** The Eye of Terror has vomited forth a tide of mutants, traitors and heretics. Blood feuds that have lasted ten millennia have been put aside in the name of one common cause: the utter destruction of the Imperium.  
This exciting campaign weekend promotes story-driven gaming in a relaxed setting. Full details can be found in the campaign pack, available to download from the Tempus Fugitives' website.  
**Tickets:** £50 and include five games over the weekend as well as lunch on both days, and an evening meal on the Saturday.  
**Contact:** tfevents@tempusfugitives.co.uk  
**Website:** www.tempusfugitives.co.uk

## EVENT SPOTLIGHT

### 14th Games Day 2008

**Date:** Sunday 14th September, 2008  
**Venue:** Birmingham NEC, England  
**Details:** Games Day is Games Workshop's premier event, designed to highlight the size, splendour and excitement of our hobby. Each year, thousands of excited hobbyists attend this one-day event, eager to come together in celebration of the hobby and participate in the many games and activities that have become synonymous with Games Day.  
Sneak previews of forthcoming releases, guest studio and Black Library personalities and mega-battles are just some of the many activities on offer at this year's Games Day.  
**Tickets:** £30 and includes this year's exclusive Games Day miniature.  
**Contact:** Mail Order – 0115 91 40000  
**Website:** www.games-workshop.com

### 20th Ordeaus Nebula

**Date:** 20th September, 2008   
**Venue:** Hatherton Road Church Hall, Walsall  
**Details:** In this event, you will play in three games of ever-increasing points value, beginning at 1000 and finishing on 2500.  
**Tickets:** £16  
**Contact:** Martyn Furnival or Mike Whooley on 01243 537404

# THRONE OF SKULLS™

## TOURNAMENTS

# COMING SOON

## October

### 4th Throne of Skulls Warhammer

**Date:** 4th–5th October, 2008

**Venue:** Warhammer World, Nottingham

**Age Limit:** 16+

**Details:** Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.

**Tickets:** Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

**Contact:** Mail Order – 0115 91 40000

**Website:** [www.warhammerworld.org](http://www.warhammerworld.org)

### 11th Throne of Skulls Warhammer 40,000

**Date:** 11th–12th October, 2008

**Venue:** Warhammer World, Nottingham

**Age Limit:** 16+

**Details:** Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

**Tickets:** Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

**Contact:** Mail Order – 0115 91 40000

**Website:** [www.warhammerworld.org](http://www.warhammerworld.org)

### 12th Warhammer Teams Tournament

**Date:** 12th October, 2008

**Venue:** Wakefield Hobby Centre

**Details:** Team up with your friends to overcome all challenges, using your skill and judgement to not only win your battle, but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? Each player will need a 1500 point Warhammer 40,000 army.

**Tickets:** Tickets cost £30 per four player team.

**Contact:** GW Wakefield – 01924 369431

### 26th Warhammer 40,000 Doubles

**Date:** 26th October, 2008

**Venue:** King and Queen Pub,  
Marlborough Place, Brighton

**Details:** Play four games in this cheerful tournament with your friend as your ally.

**Contact:** [peter.cooke@ntlworld.com](mailto:peter.cooke@ntlworld.com)



**WARHAMMER**

**THRONE OF SKULLS**

**HEAT 1**

4th–5th October 2008

**HEAT 2**

1st–2nd November 2008

**HEAT 3**

15th–16th November 2008

[www.games-workshop.com](http://www.games-workshop.com)



**WARHAMMER**

**THRONE OF SKULLS**

**HEAT 1**

11th–12th October 2008

**HEAT 2**

8th–9th November 2008

**HEAT 3**

22nd–23rd November 2008

[www.games-workshop.com](http://www.games-workshop.com)

# GAMESDAY™

## & GOLDEN DEMON 2008

# STORE FINDER

All the Games Workshop stores, stockists and clubs at your fingertips



## GAMES WORKSHOP Hobby Centres

### OPENING TIMES

Mon-Fri: 10am – 6pm  
Saturday: 10am – 6pm  
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

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

[www.games-workshop.com](http://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! Hobby Centres are marked in **red** in the store listings.

### 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 of our stores have a Mail Order in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.

### Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

### 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. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

# GAMES WORKSHOP

## Independent Stockists

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

### IN YOUR LOCAL AREA

With over 500 locations across Europe there is never a stockist 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 Africa and the Middle East.

### AROUND THE WORLD

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

## Store Directory

### AVON

**GW BRISTOL:**  
87 The Horsefair, BS1 3JR  
Tel: 0117 925 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall, BS34 5LP  
Tel: 0117 959 2320  
**BRISTOL, Area 51:**  
Tel: 0117 9244655  
**BRISTOL, HobbyCraft:**  
Tel: 0117 959 7100

### BEDFORDSHIRE

**GW BEDFORD:**  
10 Greyfriars, MK40 1HP  
Tel: 0123 427 3663  
**LUTON, Ottakers:**  
Tel: 01382 486999  
**CRANFIELD, Wargames Workshop:**  
Tel: 01234 757878

### BERKSHIRE

**GW MAIDENHEAD:**  
Unit 2, 17 Market Street, SL6 8AA  
Tel: 0162 863 1747  
**GW READING:**  
29 Oxford Road, RG1 7QG  
Tel: 0118 959 8693  
**GW WINDSOR:**  
Unit 3, 6 George V Place, SL4 1QP  
Tel: 01753 861087  
**BRACKNELL, Ottakers:**  
Tel: 01344 488124  
**BRACKNELL, Toy Planet:**  
Tel: 01344 426262  
**NEWBURY, ToyCraft:**  
Tel: 01633 38077  
**READING, HobbyCraft:**  
Tel: 0118 902 8600  
**SANDHURST, Toyworld:**  
Tel: 01252 873530  
**WINDSOR, WJ Daniels:**  
Tel: 01753 862196

### BIRMINGHAM AREA

**GW BIRMINGHAM:**  
Unit 116, Bullring Link, B5 4BS  
Tel: 0121 633 7193  
**GW DUDLEY:**  
Unit 36, Merry Hill Centre, DY8 4UE  
Tel: 0138 448 1818  
**GW SOLIHULL:**  
590 Warwick Road, B91 3DX  
Tel: 0121 705 7997  
**GW SUTTON COLDFIELD:**  
45-47 Birmingham Road, B72 1QF  
Tel: 0121 354 3174  
**GW WALSALL:**  
Unit 27, Old Square Shopping Centre, WS1 1QF  
Tel: 0192 272 5207  
**GW WOLVERHAMPTON:**  
9 King Street, WV1 1ST  
Tel: 0190 231 9466  
**BIRMINGHAM, Console Games:**  
**WOLVERHAMPTON, HobbyCraft:**  
Tel: 0845 051 6543

### BUCKINGHAMSHIRE

**GW HIGH WYCOMBE:**  
Unit 29, The Octagon Centre, HP11 2HT  
Tel: 0149 453 1496  
**GW MILTON KEYNES:**  
504 Silbury Boulevard, MK9 2AD  
Tel: 0190 869 9477  
**AYLESBURY, Bear Necessities:**  
Tel: 01296 421998  
**BUCKINGHAM, Abacus Toys:**  
Tel: 01280 821815  
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**RUSHDEN, Osborne Sports & Toys:**  
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**WELLINGBOROUGH, Software Seller:**  
Tel: 01933 440 861

## NORTHUMBERLAND

**ASHINGTON, Blue Box Models:**  
Tel: 01570 529277  
**CORBRIDGE, The Village Square:**  
Tel: 01434 634 056  
**HEXHAM, Robbs:**  
Tel: 01434 602 151  
**MORPETH, TG Allan:**  
Tel: 01570 515 136

## NOTTINGHAMSHIRE

**GW NOTTINGHAM (Central):**  
34a Friar Lane, NG1 6DQ  
Tel: 0115 948 0621  
**GW WARHAMMER WORLD:**  
Willow Road, Lenton, NG7 2WS  
Tel: 0115 916 8410  
**MANFIELD, The Games Emporium:**  
Tel: 01623 640 022  
**NEWARK, Access Models:**  
Tel: 01623 640 022  
**NOTTINGHAM, HobbyCraft:**  
Tel: 0845 051 6249  
**SUTTON-IN-ASHFIELD, Bastion Gaming:**  
Tel: 07814 157168  
**SUTTON-IN-ASHFIELD, Big Boys Toys:**  
Tel: 01623 851 812  
**WEST BRIDGFORD, Inspirations**  
Tel: 0115 982 1200  
**WORKSOP, Model Base:**  
Tel: 01909 501 752

## OXFORDSHIRE

**GW OXFORD:**  
1A Bush House, New Inn, Hall Street, OX1 2DH  
Tel: 01865 242 182  
**ABINGDON, Just Toys:**  
Tel: 01235 524 333  
**BANBURY, Trinder Bros:**  
Tel: 01295 262 546  
**CARTERTON, Giles Sports:**  
Tel: 01993 842 396  
**OXFORD, Boswells Toymaster:**  
Tel: 01865 241 244  
**THAME, Pied Pedaller:**  
Tel: 01484 260 822

## WALLINGFORD, Pettits of Wallingford:

Tel: 01491 835 253  
**WITNEY, Romkrish:**  
Tel: 01993 704 979

## PENBROKESHIRE

**HAVERFORDWEST, Emry's:**  
Tel: 01437 779 646

## RUTLAND

**OAKHAM, Jack in the Box Toys:**  
Tel: 01572 755 999

## SHROPSHIRE

\* **GW SHREWSBURY:**  
6 Market Street, SY1 1LE  
Tel: 0174 336 2007  
**TELFORD, Sanda Games:**  
Tel: 01952 676 722  
**BRIDGNORTH, Hobby Horse:**  
Tel: 0174 6 766 659  
**OSWESTRY, Funiafayre:**  
Tel: 01691 670 646  
**TELFORD, Questing Knight Games:**  
Tel: 01952 417 747

## SOMERSET

\* **GW BATH:**  
510 Westgate Buildings, Avon Street, BA1 1LN  
Tel: 0122 533 4044  
**BRIDGWATER, Dragon Slayers Hobby Centre:**  
Tel: 01278 427722  
**BURNHAM ON SEA, GW Hurley:**  
Tel: 01278 789 281  
**CLEVEDON, Just For Fun:**  
Tel: 01954 819 819  
**FROME, The Ellenbray Press:**  
Tel: 01373 462 139  
**FROME, Frome Model Centre:**  
Tel: 01373 465295  
**GLASTONBURY, Pedalers Toymaster:**  
Tel: 01458 854 364  
**GLASTONBURY, PC's PC's:**  
Tel: 01458 833900  
**MINEHEAD, Minehead Toys & Models:**  
Tel: 01643 705 550  
**TAUNTON, Krackers:**  
Tel: 01273 215 557  
**TAUNTON, Hatcher & Sons:**  
Tel: 01823 272 277  
**WELLS, Wells Models:**  
Tel: 01749 675 262  
**WELTON SUPER-MARE, JJ Toys:**  
Tel: 01924 418 151  
**YEovil, Yeovil Collectors Centre:**  
Tel: 01935 433 739  
**YEovil, Witch Engine:**  
Tel: 01935 427077

## STAFFORDSHIRE

\* **GW BURTON ON TRENT:**  
Unit B, Union Court, Union Street, DE14 1AA  
Tel: 0128 353 5865  
**GW STOKE:**  
27 Stafford St, ST1 1JU  
Tel: 01828 220 5287  
**Alsager, Alsager Toys and Models:**  
Tel: 01270 882 871  
**LEEK, Chapter 1:**  
Tel: 01538 399 885  
**LICHFIELD, Digital Dragons:**  
Tel: 07941 437797  
**NEWCASTLE UNDER LYME, Sundowner Models:**  
Tel: 01782 610 606  
**STAFFORD, SLD Models:**  
Tel: 01785 258 731  
**STAFFORD, Stafford Games:**  
Tel: 01785 25577  
**STAFFORD, Too Fat Gobbling:**  
Tel: 01785 244 499  
**STOKE-ON-TRENT, Battlezone  
Games & Collectables:**  
Tel: 01782 833 633  
**TAMWORTH, Geoff's Toys:**  
Tel: 01530 832 795  
**TAMWORTH, Hobbycraft:**  
Tel: 01827 300 800

## SUFFOLK

\* **GW IPSWICH:**  
63 Westgate Street, IP1 3DZ  
Tel: 01473 210 831  
**BECCLES, Toy Box:**  
Tel: 01502 712 785  
**BURY ST. EDMUNDS, Model Junction:**  
Tel: 01284 733 456  
**BURY ST. EDMUNDS, Starlings Toymaster:**  
Tel: 01284 761 646  
**FELIXSTOWE, Wizards Workshop:**  
Tel: 01394 277 233  
**HALESWORTH, Halesworth Toy Shop:**  
Tel: 01596 874 270  
**IPSWICH, Galaxy Models & Hobbies Ltd:**  
Tel: 01473 729 279  
**IPSWICH, Toyworld Ipswich:**  
Tel: 01473 728 535  
**NEWMARKET, Moons Toyland:**  
Tel: 01208 663 147  
**STOWMARKET, D J Collectables:**  
Tel: 01449 771 015  
**STOWMARKET, Simpson & Sons:**  
Tel: 01449 612 914  
**SLUDBURY, FT Games:**  
Tel: 01787 327238  
**SUDBURY, Tinetti's Toys:**  
Tel: 01787 327238  
**WOODBRIDGE, Toytown:**  
Tel: 01394 383 170

## SURREY

**GW EPSOM:**  
8 High Street, KT19 8AD  
Tel: 01372 751881  
**GW GUILDFORD:**  
Unit 1, 9/12 Tunsgate, GU1 3QT  
Tel: 0148 345 1793  
**GW WOKING:**  
Unit 3 Cleary Court, GU21 6HJ  
Tel: 0148 377 1675  
**CAMBERLEY, Morning Star:**  
Tel: 01276 883160  
**CATERHAM, Modeller's Loft:**  
Tel: 01883 341 819  
**COULSDEN, Taylors Toys and Sports:**  
Tel: 0288 666 00710

## CRANLEIGH, David Mann:

Tel: 01483 273 777  
**DORKING, Dorking Models:**  
Tel: 01306 881 747  
**EPSOM, Ottakers:**  
Tel: 01372 742 533  
**FARNHAM, Darkstar:**  
Tel: 01252 820 324  
**PURLEY, JH Lorimer Ltd:**  
Tel: 0181 668 970  
**REDHILL, Gamers Guild:**  
Tel: 01737 789 123  
**REIGATE, The Toy Shop:**  
Tel: 01737 245 300  
**RICHMOND, Toy Station:**  
Tel: 0208 948 4896

## SUSSEX AREA

**GW BRIGHTON:**  
Unit 7, Nile Pavilions, BN1 1HW  
Tel: 0127 320 3333  
**GW CRAWLEY:**  
11 Broadway, RH10 1DX  
Tel: 0129 355 2072  
**GW EASTBOURNE:**  
33 Cornfield Road, BN21 4QG  
Tel: 0132 364 1423  
**BOGNOR REGIS,  
Trains Models and Hobbies:**  
Tel: 01243 864 727  
**BURGESS HILL, Kid's Stuff:**  
Tel: 01444 527 724  
**CHICHESTER, Chichester Toys:**  
Tel: 01243 788 055  
**CRAWLEY, HobbyCraft:**  
Tel: 0845 051 6552  
**EASTBOURNE, Phantasia:**  
Tel: 01323 723 388  
**EAST GRINSTEAD, Martells of Sutton**  
Tel: 01342 321 880  
**EAST WIMBORNE, Ready To Run Models**  
Tel: 01342 300 917  
**HAYWARD'S HEATH, Clarkes:**  
Tel: 01444 457551  
**HORSHAM, Ottakers:**  
Tel: 01403 268 088  
**HOVE, Kids Dreams:**  
Tel: 01273 420 666  
**SEAFOUR, Big Kids Toy Shop:**  
Tel: 01323 899 099  
**ST LEONARDS ON SEA, Silverhill  
Models and Toys**  
Tel: 01424 431 131  
**STEYNING, The Doll's House:**  
Tel: 01903 816812  
**UCKFIELD, Kid's Stuff:**  
Tel: 01825 768 398

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Unit 6A, Newgate Shopping Centre, NE1 5RE  
Tel: 0191 232 2418  
**GW METRO (Metro Centre):**  
Unit 2, First Floor, The Arcade (near the  
Mediterranean Village), NE11 9YL  
Tel: 0191 461 0950  
**GATESHEAD, HobbyCraft**  
Tel: 0191 482 7410  
**NORTH SHIELDS, SR Gladston & Son:**  
Tel: 01912 570 335  
**SUNDERLAND, Joplins:**  
Tel: 0191 518 2105  
**SUNDERLAND, Toy and Computer Store:**  
Tel: 0191 565 5196  
**WHITLEY BAY, Alan's Model Shop:**  
Tel: 0191 253 3682

## WARWICKSHIRE

**GW COVENTRY:**  
Unit 39, Upper Level, Cathedral Lanes  
Shopping Centre, CV1 1LL  
Tel: 0247 622 7311  
**GW LEAMINGTON SPA:**  
32 Regent Street, CV32 5EG  
Tel: 01926 433721  
**BEDWORTH, Railway & Modellers Junction:**  
Tel: 02476 316 285  
**COVENTRY, Hobbycraft:**  
Tel: 02476 234 220  
**KENILWORTH, Abacraft Arts & Pictures:**  
Tel: 01926 511 294  
**NUNEATON, Heart of England Co-op:**  
Tel: 02476 382 331  
**RUGBY, Joto Railway & Models:**  
Tel: 01780 562 372  
**STRATFORD-UPON-AVON,  
Much ado about toys:**  
Tel: 01789 295 850

## WILTSHIRE

**GW SALISBURY:**  
18 Winchester Street, SP1 1HB  
Tel: 01752 233 0955  
**GW SWINDON:**  
18 Brunel Plaza, SN1 1LF  
Tel: 0179 343 6836  
**DEVIZES, Hoggosaurus Toymaster:**  
Tel: 01380 729 841  
**MALMESBURY, SPS Malmesbury:**  
Tel: 01666 824440  
**MARLBOROUGH, H Duck:**  
Tel: 01672 512 170  
**MELKSHAM, The Toyshop:**  
Tel: 01225 768 415  
**SALISBURY, Salisbury Model Centre:**  
Tel: 01723 334757  
**SHAFTESBURY, Harding's:**  
Tel: 01747 458295  
**SWINDON, HobbyCraft:**  
Tel: 0845 051 6551  
**SWINDON, SPS Swindon:**  
Tel: 01793 878 170  
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Tel: 01909 361 6700  
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Tel: 0845 051 6548  
**DROITWICH, Look-rite Ltd T/A Toyworld:**  
Tel: 01905 772 403

**REDDITCH, Hobby Hut:**  
Tel: 01527 540 440  
**REDDITCH, Hoggosaurus Toymaster:**  
Tel: 01522 786 092  
**STOURPORT ON SEVERN, TP Activity Toys:**  
Tel: 01299 872 800

## YORKSHIRE

**GW BRADFORD:**  
4 Piccadilly, Bradford, BD1 3LW  
Tel: 0127 473 9430  
**GW DONCASTER:**  
26 High Street, Doncaster, DN1 3EG  
Tel: 0130 232 0535  
**GW HARROGATE:**  
53 Station Parade, HG1 1TT  
Tel: 01423 356 4310  
**GW HULL:**  
30 Paragon Street, HU1 3ND  
Tel: 0148 258 9376

**GW LEEDS:**  
18A Lands Lane, LS1 6LB  
Tel: 0113 242 0850  
**GW SHEFFIELD (Central):**  
16 Fitzwilliam Gate, S1 4FH  
Tel: 0114 275 0114  
**GW SHEFFIELD (Meadowhall Centre):**  
Unit 918, High Street, Upper Mall (next to entrance near Boots), S9 1EN  
Tel: 0114 256 9826

**\* GW WAKEFIELD:**  
96 Kirkgate, the Ridings Centre, WF1 1TB  
Tel: 0192 436 9431  
**GW YORK:**  
13A Lendal, YO1 8AQ  
Tel: 0190 462 8074

**BARNSELY, Janco Toys:**  
Tel: 01226 200654  
**BRIDLINGTON, Croppers:**  
Tel: 01262 677 727  
**BRIDLINGTON, Icy Tea Ltd:**  
Tel: 01626 403 059

**BRIDLINGTON, Imp Miniatures:**  
Tel: 01422 323 806  
**HALIFAX, Halifax Modellers World:**  
Tel: 01422 349 157  
**HUDDERSFIELD, Something Wicked:**  
Tel: 01484 559 226

**HULL, Archeron Games Workshop:**  
Tel: 01482 221011  
**KEIGHLEY, Conways Toymaster:**  
Tel: 01535 604045  
**LEEDS, Hobbycraft:**  
Tel: 0113 389 3020

**NORTHALLERTON, T & FM Grover Ltd:**  
Tel: 01609 773 334  
**OTLEY, Conways Toymaster:**  
Tel: 01942 462 065

**PICKERING, Puffers of Pickering:**  
Tel: 01751 472 762  
**POCKLINGTON, Chyls Play:**  
Tel: 01759 306 041

**SCARBOROUGH, Games Centre 2:**  
Tel: 01723 369444  
**SCARBOROUGH, Space, Myth and Magic:**  
Tel: 0845 441 113  
**SELBY, A1 Sports and Toys:**  
Tel: 01757 705 115

**SHEFFIELD, JL Software:**  
Tel: 01142 510668  
**SHEFFIELD, Imp Miniatures:**  
Tel: 07773 029180

**SHEFFIELD, Wargames Emporium:**  
Tel: 01142 754 826  
**SHEFFIELD, Wargames Emporium Gaming Centre:**  
Tel: 01142 560407

**SKIPTON, Craven Model Centre:**  
Tel: 01756 797414  
**THIRSK, Thirst Art Store:**  
Tel: 01845 574457

**WAKEFIELD, Model and Craft Centre:**  
Tel: 01924 374 097  
**WHITBY, John Anderson - Toymaster:**  
Tel: 01947 602 213

**YORK, Fenwicks:**  
Tel: 01904 643322

## WALES

**GW CARDIFF:**  
31 High Street, CF10 1PU  
Tel: 0292 964 4917  
**\* GW NEWPORT:**  
25 Skinner Street, NP20 1HB  
Tel: 01633 325 6295

**GW SWANSEA:**  
53 Kingway, SA1 5HQ  
Tel: 01792 246 3868

**CARDIGAN, Helm's Deep:**  
Tel: 01239 621 621  
**ABERGAVENNY, Richards of Abergavenny:**  
Tel: 01873 852 466

**ABERYSTWYTH, Albattross:**  
Tel: 01970 617 836  
**BANGOR, Acme Games:**  
Tel: 01248 971 457

**BRECON, J Clark Toys & Gifts:**  
Tel: 01874 622 865  
**BRIDGEND, Joust for Fun:**  
Tel: 01656 767 680

**CARMARTHEN, Good News:**  
Tel: 01267 237 789  
**CARMARTHEN, Hardings:**  
Tel: 01267 237 774

**CEREDIGION, Yokemon Battles:**  
Tel: 01239 615346  
**CHEPSTOW, Artists Corner:**  
Tel: 01291 637 393

**COLWYN BAY, Hippo Toys:**  
Tel: 01492 534 169  
**CONWAY, Hippo Toys:**  
Tel: 01492 534 169

**DOLGELLAU, Mars Vs Venus:**  
Tel: 01341 423 407  
**LLANDRINDOD WELLS, The Manor:**  
Tel: 01852 828113

**LLANDUDNO, Treasure Trove:**  
Tel: 07847 577 962  
**LLANTWIT MAJOR, Rainbow Plaza:**  
Tel: 01446 794 118

**MACHYNLETH, The Toy Box:**  
Tel: 01654 703 901

**NEWPORT, Hobby Craft:**  
Tel: 0845 051 6540  
**PEMBROKE, Dragon Alley:**  
Tel: 01646 621 456

**PONTYPRIDD, Sugar and Spice:**  
Tel: 07879 221 379  
**PORTHAUW, Game Itd:**  
Tel: 01656 794 420

**PORTRHADDON, Alma Figures:**  
Tel: 01766 830269  
**RHYL, Lightfoot Models:**  
Tel: 01745 331 564

**SWANSEA, Comix Shoppe:**  
Tel: 01792 642 057  
**WREXHAM, Brite Ideas Toymaster:**  
Tel: 01978 261 244

## SCOTLAND

**\* GW ABERDEEN:**  
Unit 1, 12-14 Upper Kirkgate, AB10 1BA  
Tel: 0122 464 9779  
**GW BRAEHEAD:**  
115 Braehead Shopping Centre, Kings Inch Road, G51 4BN  
Tel: 0141 885 9440

**GW DUNDEE:**  
110 Commercial Street, DD1 2AJ  
Tel: 01307 218 238  
**GW EDINBURGH:**  
136 High Street, EH1 1QS  
Tel: 0131 220 6540

**GW FALKIRK:**  
12 Cow Wynd, FK1 1PL  
Tel: 0132 462 4533  
**\* GW GLASGOW:**  
81 Union Street, G1 3QS  
Tel: 0141 221 1673

**GW LIVINGSTON:**  
26 Almondvale Centre, EH54 6NB  
Tel: 01506 442256  
**HADDINGTON, Model Mania:**  
Tel: 01620 825 931

**ARBROATH, Haqs:**  
Tel: 01422 872195  
**ARGYLL, Alba:**  
Tel: 01631 563645  
**AYR, Toy Town:**  
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**BANCHORY, Toy and Gift Shop:**  
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**BRECHIN, Gardeners:**  
Tel: 01356 622 265

**CRIFE, Happy Craft Company:**  
Tel: 01764 653706  
**DINGWALL, Sports and Model Shop:**  
Tel: 01349 862 346

**DUNFERMLINE, Abbey Models:**  
Tel: 01383 731 116  
**DUNFERMLINE, Fife Council Libraries:**  
Tel: 01383 402 220

**DUMFRIES, Toytown:**  
Tel: 01387 264884  
**EAST KILBRIDE, DTS Models:**  
Tel: 01355 238 988

**EDINBURGH, Marionville Models:**  
Tel: 01313 177 010  
**ELGIN, Junners's Toymaster:**  
Tel: 01343 542 492

**FORFAR, Haqs:**  
Tel: 01307 463263  
**FORT WILLIAM, The Granite House:**  
Tel: 01397 703 651

**GLASGOW, Abacus:**  
Tel: 0141 442 4300  
**GLASGOW, Static Games:**  
Tel: 0141 252 9785

**INVERCLYDE, Arts Crafts & Hobbies:**  
Tel: 01475 785 204  
**INVERNESS, Junners Toymaster:**  
Tel: 01463 232 154

**ISLE OF LEWIS, A D MacDonald and Son:**  
Tel: 0851 705 650  
**KILMARNOCK, Scotch Corner:**  
Tel: 01563 520 262

**KINROSS, The Hope Chest:**  
Tel: 01777 862 516  
**KIRKCALDY, The Hope Chest:**  
Tel: 01592 260 116

**NORTH Ayrshire, Bus Stop Toy Shop Ltd:**  
Tel: 01475 608992  
**NORTH BERWICK, Laws Cycles:**  
Tel: 01620 890 643

**ORKNEY, Cycle Orkney:**  
Tel: 01856 82577  
**ORKNEY, McLenann-Toymaster:**  
Tel: 01856 877 788

**PERTH, Fredders Books:**  
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**PERTH, Millars Models:**  
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**PETERHEAD, George Donald Ltd:**  
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**PETERHEAD, Unique:**  
Tel: 01779 472 705

**SHETLAND, Harrys Dept Store:**  
Tel: 01786 478 784  
**STIRLING, Abacus:**  
Tel: 01786 478 784

**THURSO, Durran's:**  
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**TURRIFF, E Rae and Son:**  
Tel: 01888 562 610

## NORTHERN IRELAND

**GW BELFAST:**  
20A Castle Court, BT1 1DD (towards the back of the centre) Tel: 0289 0233684  
**ARMAGH, Kidzone Toymaster:**  
Tel: 028 3751516

**BALLYMENA, Camerons:**  
Tel: 028 25648821  
**BANBRIDGE, Toymaster Banbridge:**  
Tel: 028 40622225

**BANGOR, Replay Games:**  
Tel: 028 91452210  
**ENNISILKEN, Hannas Toyworld Toymaster:**  
Tel: 028 66323367

**ENNISKILLEN, Modellers Corner:**  
Tel: 028 66323367  
**NEWRY, Murphy's World of Wonder:**  
Tel: 028 30264978  
**PORTADOWN, Toymaster Portadown:**  
Tel: 028 35330895

## INTERNATIONAL ACCOUNTS

### LISTED ALPHABETICALLY

#### BELGIUM

**GW ANTWERP:**  
Viemnickstraat 10, Antwerp  
Tel: 03 281 93 83  
**BRUGGE, Fair Play:**  
Tel: 016 56 88 30

**AARSCHOT, Conect'r:**  
Tel: 016 56 88 30  
**ANTWERPEN, Celtic Cross:**  
Tel: 03 288 81 65  
**DENDERMONDE, Tip Top Moens:**  
Tel: 052 21 17 98

**DEURNE, The Gamestore:**  
Tel: 033 23 55 35  
**HASSEL, Oberonn:**  
Tel: 011 351 358  
**LEOPOLDSBURG, NV Moestermans:**  
Tel: 011 39 38 46

**MECHELEN, De Spelfanaat:**  
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**OOSTENDE, King Arthur:**  
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**ROSELARE, Black Border:**  
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Tel: 0132 462 4533  
**\* GW GLASGOW:**  
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Tel: 0141 221 1673

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**GLASGOW, Static Games:**  
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**KIRKCALDY, The Hope Chest:**  
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**ORKNEY, McLenann-Toymaster:**  
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**PETERHEAD, Unique:**  
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Tel: 01786 478 784  
**STIRLING, Abacus:**  
Tel: 01786 478 784

**THURSO, Durran's:**  
Tel: 01847 893 169  
**TURRIFF, E Rae and Son:**  
Tel: 01888 562 610

#### BULGARIA

**SOFIA, Magic Worlds:**  
Tel: 359 2 906 6858  
**SOFIA, Black Citadel:**  
Tel: +359 88539771  
**SOFIA, Moria:**  
Tel: 360 2 906 6858

**CHINA**  
**SHANGHAI, Zark:**  
Tel: 86 (21) 57631665  
**SHANGHAI, Zhanchui Store:**  
Tel: 86 21 52360900

**CROATIA**  
**OSIJEK, Land of Magic:**  
Tel: 385 31 275 794  
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**RIJKA, Game Master:**  
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Tel: 385 21 482249  
**VARAZDIN, Land of Magic:**  
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Tel: 385 14092917

**CYPRUS**  
**NICOSIA, ANT Comics:**  
Tel: 00 357 22 660384  
**NICOSIA, Megaland:**  
Tel: 00 35 7224 85622  
**KATO PAPHOS, Cyprus Crusade:**  
Tel: +357 976 49072

**CZECH-REPUBLIC**  
**BRNO, Cerny Rytir:**  
Tel: +420541214060  
**CEKSKA BUDEJOVICE, Chaolit:**  
Tel: +420620489158  
**HARDECER KRALOVE, Knihkupectvi Valhalla:**  
Tel: +420495522009  
**KOPRIVNICE, Magic:**  
Tel: +420495522009  
**LIBEREC, Battle Games-Obchodni Pavillon:**  
Tel: +42077526154  
**OSTRAVA, Matrix (knihkupectvi):**  
Tel: +420774 404 024  
**PRAHA, Ogr Doupe:**  
Tel: +420224934811  
**PRAHA, Cerny Rytir:**  
Tel: +42022312461  
**PRAHA, Cerny Rytir:**  
Tel: +42022312461  
**VSETIN, Atlantis:**  
Tel: +420574116197

## STORE FINDER KEY

### GAMES WORKSHOP HOBBY CENTRE

(\*) Indicates Gaming Room facilities.

**HOBBY STOCKIST**  
Offers a hobby gaming and painting service.

**NE ELITE STORE**  
Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

**NE PARTNER STORE**  
Stocks most of the Games Workshop range.

**INDEPENDENT STOCKIST**  
Official sellers of Games Workshop products.\*

**NEW STORE OPENING**  
Indicates new stores and stockists.

\* To be sure they have what you want in stock, we recommend calling the store first.

## DENMARK

**GW KOBENHAVN:**  
Frederiksborggade SKI, 1360,  
Tel: 33 12 22 17  
**AALBORG, Dragons Lair:**  
Tel: 98 12 16 18  
**AARHUS C, Dragons Lair:**  
Tel: 86 19 00 63

**HILLERØD, Hobby & Fritid:**  
Tel: 38 25 26 16  
**KOBENHAVN K, Faraos Køben:**  
Tel: 33 32 22 11  
**KOBENHAVN NV, Arena Københav:**  
Tel: 38 33 37 00

**NÆSTVED, Arena Næstved:**  
Tel: 55 54 67 00  
**LYNGBY C, Dragons Lair:**  
Tel: 65 91 97 01  
**RODovre, MR Games:**  
Tel: 36 72 02 55

**ROSKILDE, Fanatic Roskilde:**  
Tel: 46 36 35 48  
**LYNGBY, Faros Cigarer:**  
Tel: 32 18 23 23  
**HELSINGØR, Hobby og Fritid:**  
Tel: 49 21 45 42

**HERNING, Førges Kælder:**  
Tel: 35 10 18 97  
**VORDINGBORG, Legekæden Vordingborg:**  
Tel: 55 34 04 31  
**AABENRÅ, Legekæden AabenrÅ:**  
Tel: 74 62 24 05

**AALBORG, Aalborg Hobby Service:**  
Tel: 98 12 13 15  
**AALBORG, Bog & idé Aalborg:**  
Tel: 98 11 66 11  
**AALBORG SV, B.O. Bøger Aalborg:**  
Tel: 98 79 15 45

**AARHUS C, Goblin Gate:**  
Tel: 86 19 43 11  
**AARS, Ting og sager:**  
Tel: 86 42 45 52  
**ASNÆS, Bog & Ide Asnæs:**  
Tel: 59 65 00 14

**ESBJERG, Bunkeren:**  
Tel: 75 18 11 99  
**ESBJERG, Adventure Corner:**  
Tel: 65 11 11 59  
**ESBJERG, B.O. Bøger Esbjerg:**  
Tel: 75 12 11 77

**ESPERGÆRDE, B.O. Bøger Espergærde:**  
Tel: 49 13 19 46  
**FREDERICIA, Bog & Ide Fredericia:**  
Tel: 74 24 69 69  
**FREDERIKSBERG, Legekæden Frederiksborg:**  
Tel: 38 19 70 25

**FREDERIKSSUND, Legekæden Frederikssund:**  
Tel: 47 38 39 59  
**GILLELEJE, Lillys Legetøj:**  
Tel: 48 30 89 98  
**GORLEV, Sparatime:**  
Tel: 58 85 80 83

**GRENÅ, Bog & idé Grenå:**  
Tel: 86 32 19 33  
**GREVE, B.O. Bøger Hundige:**  
Tel: 43 90 60 08  
**HELINGE, B.O. Bøger Helsinge:**  
Tel: 48 79 40 01

**HERNING, Buddy Legetøj:**  
Tel: 97 22 05 52  
**HILLERØD, Legekæden Hillerød:**  
Tel: 48 24 04 11  
**HJØRRING, Hjerring Hobby:**  
Tel: 30 68 40 33

**HOLBÆK, Storkfelt Bog & idé:**  
Tel: 59 43 00 74  
**HOLTE, Legetøjsbutikken:**  
Tel: 45 46 45 82  
**HORSENS, Legekæden Horsens:**  
Tel: 75 61 60 11

**HORSENS, MYCLIX Miniatures:**  
Tel: 0045 75626233  
**HØRSHOLM, Gad Hørsholm:**  
Tel: 45 86 03 04  
**HUMLEBÆK, RØD:**  
Tel: 49 19 12 20

**KALUNDBORG, Koch's Bøger & Papir:**  
Tel: 59 51 00 54  
**KJELLERUP, Ide & Hobby**

**SANTRY, Art and Hobby:**  
Tel: 01 862 4590

**STILLOORGAN, Toymaster Nimble Fingers:**  
Tel: 01 2800788

**TIPPARARY, RB Models:**  
Tel: 00353 24 24869

**WATERFORD, Tall Tales Bookshop:**  
Tel: 051 873 967

**WEXFORD, Toymaster Play and Learn:**  
Tel: 053 23788

**WEXFORD, WOW New Ross:**  
Tel: 051 421 573

**WICKLOW, Toymaster Hopkings:**  
Tel: 040 467225

**WILTON, Art and Hobby Wilton:**  
Tel: 021 434 7207

**FALKLANDS**

**STANLEY, Falkland Collectibles:**  
Tel: 0050021174

**FINLAND**

**GW HELSINKI:**  
Simonkatu 9, 00100,  
Tel: 09 75 15 45 25

## Store Focus Puolenkuunpelit have expanded

Their third store's address is:  
Puolenkuun Pelit Espoo  
Kauppamiehentie 1, 2krs  
02100 Espoo

Tel: 094129941

**HELSINKI, Fantasiapelit Helsinki:**  
Tel: 09 63 0803

**LAHTI, Puolenkuun Pelit:**  
Tel: 03 751 5151

**PORVOO, Puolenkuun Pelit Porvoo:**  
Tel: 019 5346377

**TURKU, Fantasiapelit Turku:**  
Tel: 02 232 8413

**ESPOO, Pelimesta:**  
Tel: 09 813 3285

**JOENSUU, Fantasiapelit Joensuu:**  
Tel: 013 284 314

**JYVÄSKYLÄ, Fantasiapelit Jyväskylä:**  
Tel: 014 21 6629

**KUOPIO, Fantasiapelit Kuopio:**  
Tel: 017 3611148

**LAPPEENRANTA, Fantasiapelit Lappeenranta:**  
Tel: 05 541 1375

**OULU, Fantasiapelit Oulu:**  
Tel: 08 37 4906

**TAMPERE, Fantasiapelit Tampere:**  
Tel: 05 232 5208

**ÄHTÄRI, Honkaniemen Kirjakauppa:**  
Tel: 06 553 0027

**HÄMEENLINNA, Lelushoppit:**  
Tel: 03 682 3950

**HÄRMÄ, Kirjakauppa Pellame:**  
Tel: 06 484 3800

**HEINOLA, Talousmuovi ja lelu:**  
Tel: 03 715 3905

**HYVINKÄÄ, Royal Toys:**  
Tel: 050-5235836

**IMATRA, Kirja-Lahja Alex Ky:**  
Tel: 05 431 9555

**JAKOBSTAD, Toys 4 Fun:**  
Tel: 016 723 2080

**JÄMSÄ, Jaakko Saari:**  
Tel: 014 7497215

**JÄRVENPÄÄ, Askartelutarvikeliike Taitaville:**  
Tel: 050 413 4780

**KARJAA, Blä Lada:**  
Tel: 019 23 3494

**KERÄVA, Antikvariaatti Kersa:**  
Tel: 09 879 2047

**KLAUKKALA, Karuselli:**  
Tel: 05 311 7955

**KOTKA, Eagle Card:**  
Tel: 05 21 4238

**KOUVOLA, Muoviepox:**  
Tel: 05 311 7955

**LAPPEENRANTA, Antikvariaatti Suma:**  
Tel: 05 341 1760

**MAARIEHAMN, Dillen:**  
Tel: 018 15578

**MÄNTSÄLÄ, Papado:**  
Tel: 019 688 1911

**MIKKELI, Muppela:**  
Tel: 015 36 161

**OULU, Lelu-tapuli:**  
Tel: 08 375 241

**PIEKSAMÄKI, Sirkkis:**  
Tel: 015 34 8370

**PORI, Porin Pitkis:**  
Tel: 02 633 2880

**PORI, Porin Askartelu:**  
Tel: 02 632 6671

**RAAHE, Raahen Astartelu ia Paperi:**  
Tel: 08 223 6825

**RAMA, TT-Pop:**  
Tel: 02 823 4840

**RIIHIMÄKI, Royal Toys:**  
Tel: 050-5235836

**ROYANJEMI, Liigacentri Jässä:**  
Tel: 016 356 0545

**SALO, Salon Harraste:**  
Tel: 026 356 0545

**SAVOLINNÄ, Savonlinnan Antikvariaatti:**  
Tel: 015 53 4412

**SEINÄJOKI, Pitkäkiekko:**  
Tel: 046 417 7880

**SEINÄJOKI, Fantasialinna:**  
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**SODANKYLÄ, Vekku:**  
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**TAMMISAARI, Kungsbookhandeln:**  
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**TAMPERE, Info Koskikeskus:**  
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**TERVAKOSKI, Tervakosken Coconut:**  
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**VAASA, Nirunur:**  
Tel: 06 312 7027

**VAIKEAKOSKI, Koskiviide:**  
Tel: 03 584 7917

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Tel: 09 230 2288

**VEHMAA, Vanha Kaarti:**  
Tel: 050 527 9900

## GREECE

**ATHENS, Fantasy Shop:**  
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**ATHENS, Fantasy Shop: Ag. Paraskevi:**  
Tel: 0030 210 6085312

**ATHENS, Fantasy Shop: Exarcheia:**  
Tel: 0030 210 3828877

**ATHENS, Fantasy Shop: Kallithea:**  
Tel: 0030 210 959 2922

**ATHENS, Fantasy Shop: Kifisia:**  
Tel: 0030 210 3016641

**ATHENS, Fantasy Shop: Pagrati:**  
Tel: 0030 210 7560780

**ATHENS, Kaissa Amrosious:**  
Tel: 0030 210 6141675

**ATHENS, Kaissa Glyfiadas:**  
Tel: 0030 210 8982 057

**ATHENS, Kaissa Halandriou:**  
Tel: 0030 210 6803845

**ATHENS, Kaissa Kallidromiou:**  
Tel: 0030 210 366488

**ATHENS, Kaissa Monokeros:**  
Tel: 0030 210 8813 990

**ATHENS, Kaissa Filadelfias:**  
Tel: 00 30 210 9817944

**ATHENS, Kaissa Neas Smirnis:**  
Tel: 00 30 210 908 444

**ATHENS, Kaissa Pagratiou:**  
Tel: 00 30 210 7218 318

**ATHENS, Strategy Hall:**  
Tel: 00 302104135757

**CHANIA, Kaissa Chanion:**  
Tel: 0030 2821088996

**CRETE, Fantasy Shop: Herakleion:**  
Tel: 0030 2810 301312

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**PERISTERIO, Kaissa Peristerio:**  
Tel: 0030 210757897

**THESSALONIKI, Kaissa Thessalonikis:**  
Tel: 00 30 2310 257 397

**THESSALONIKI, Underworld:**  
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**VOLOS, Fantasy Shop:**  
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## HONG KONG

**HONG KONG, Fun Atelier:**  
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**HUNGARY**

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**BUDAPEST, Trollbarlang:**  
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**BUDAPEST, Trollbarlang Buda:**  
Tel: 00 36 1 345 8469

**MISKOLC, Deron:**  
Tel: 0036 46 411528

**SZEKESFEHÉVÁR, Legendak Csarnoka:**  
Tel: 0036 70 3857926

**SZEGED, Csillagvegy:**  
Tel: 0036 20 3571501

## ICELAND

**REYKJAVIK, Nexus:**  
Tel: 552 9011

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**JAKARTA SELATAN, Fantasy N Games:**  
Tel: 031-600-50343

**SURABAYA, Fantasy N Games:**  
Tel: 031-400-50343

**SURABAYA, Fantasy N Games:**  
Tel: 031-740-2475

## ISRAEL

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**HERZLIA, Freak:**  
Tel: 00972 98909077

**RAMAT HASHARON, Tapuah:**  
Tel: 00972 35404713

**TEL AVIV, Freak:**  
Tel: 00972 36961826

**TEL AVIV, Kitaro:**  
Tel: 00972 36299320

## LATVIA

**Riga, Barin:**  
Tel: +371 29505135

**Riga, Sia Prata Sples:**  
Tel: +371 67334034

## LITHUANIA

**Vilnius, D6 Necona:**  
Tel: 00 370 5 2133269

## MALAYSIA

**KOTA KINABALLU, Sabah, Just Wargame:**  
Tel: 0013- 865 7569

**KUALA LUMPUR, Comics Mart:**  
Tel: 03- 2287 0626

**KUALA LUMPUR, MySciFiFan Outpost:**  
Tel: (6) 016- 982 1506

**PENANG, Comics Mart:**  
Tel: 04- 226 2508

**PETALING JAYA, Wolf's Game Shop:**  
Tel: 012 2599552

**PETALING JAYA Selangor, The Games Circle:**  
Tel: 6 016 - 451 0940

**SHAH ALAM, SELANGOR, Dakka Dakka Games:**  
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## KINGDOM OF BAHRAIN

**ISA TOWN, Carousel World of Imagination:**  
Tel: 00 973 3967 3635

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**MALTA, Forbidden Power:**  
Tel: 00356 21 227999

**MALTA, K Hobbies Ltd:**  
Tel: 00356 21 895423

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**NAUCALPAN, Quest Hobbies and Games:**  
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**NEUVO LEON, Imperial Fleet:**  
Tel: 521 811 066 7926

**PUEBLA, La Fortaleza:**  
Tel: 0052 222 450 50 30

## THE NETHERLANDS

**GW AMSTERDAM:**  
Rokin 36, 1012 KT,  
Tel: 020 622 3863

**GW DEN HAAG:**  
Schoolstraat 12B, 2511 AX,  
Tel: 070 392 7836

**GW ROTTERDAM:**  
Van Oldenbarneveltplaats 452, 3012 AP,  
Tel: 010 280 0268

**ARNHEM, Spelkwartier Arnheim:**  
Tel: 026 370 2028

**DEN BOSCH, De Dobbelsteen:**  
Tel: 073 614 5530

**LEELWARDEN, Spellekijn:**  
Tel: 058 213 1112

**LEIDEN, Vliegershut:**  
Tel: 071 513 2783

**MAASTRICHT, Vlieg-er-uit:**  
Tel: 043 325 1653

**TILBURG, De Dobbelsteen:**  
Tel: 013 548 3700

**ZWOLLE, Games-n-Stuff:**  
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**ALKMAAR, Bookers & Strippers:**  
Tel: 072 512 1213

**ALMERE HAVEN, Fantasia:**  
Tel: 036 531 6017

**AMERSFOORT, Spellenwinkel:**  
Tel: 033 470 0322

**ASSEN, Plokk:**  
Tel: 059 231 3292

**BERGEN OP ZOOM, Big Boys Toys:**  
Tel: 0164 25 0848

**DEN HAAG, Spellenhuis:**  
Tel: 070 368 4782

**ENSCHEDÉ, Pipelines:**  
Tel: 053 430 5727

## GRONINGEN, Krikke's Hobbyshop:

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Tel: 023 33 13 188

**MIDDELBURG, De Burcht:**  
Tel: 011 86-5094

**NIJMEGEN, Moenen & Mariken:**  
Tel: 024 323 6119

**UTRECHT, Whoops:**  
Tel: 030 230 4123

**VENLO, Modelbouw Luthart:**  
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**WORMERVEER, Mini-Wonders:**  
Tel: 075 460 1617

**ZOETERMEER, RC-Pitstop:**  
Tel: 079 316 0560

**ALMELO, Somberg Modelbouw:**  
Tel: 054 681 2981

**ALPHEN AAN DEN RIJN, Top 1 Toys Aric v/d Pannes:**  
Tel: 0172 47 2254

**AMSTELVEEN, Het Ganzenbord:**  
Tel: 020 641 2552

**APELDOORN, Vreemde Zaak:**  
Tel: 057 551 1566

**APELDOORN, Top 1 Toys - De Kinderdroom:**  
Tel: 055 5761098

**APELDOORN, Villa Wammus:**  
Tel: 055 5766 741

**BEILEN, Top 1 Toys:**  
Tel: +31 593 54 17 50

**BERGEYK, Wouters Technohobby:**  
Tel: 049 735 0248

**BINNENHOF, De Groot Toy Special Store:**  
Tel: 020 347 3344

**BLARICUM, RC-Fun:**  
Tel: 035 5230049

**BREDA, Modelbouw Blik:**  
Tel: 076 521 8596

**BREDA, De Dobbelsteen:**  
Tel: 076 5284700

**BUSSUM, Bakx Modeltreinen:**  
Tel: 035 691 8410

**DELFT, Top 1 Toys Speldorado:**  
Tel: 015 713 4316

**DEN BOSCH, Gameforce Den Bosch:**  
Tel: 073 7505883

**DEN HAAG, Elf Fantasy Shop:**  
Tel: 070 3561557

**DEVENTER, Knibbel Comics:**  
Tel: 060 2447030

**DORDRECHT, Hobby Modelbouw Dordrecht:**  
Tel: 078 631 2711

**EDE, Tinnen Soldaat:**  
Tel: 0318 65 3296

**EINDHOVEN, Gameforce Eindhoven:**  
Tel: 040 2447030

**EMMEN, Spirithoes:**  
Tel: 046 47 48 785

**GELEEN, Tactica:**  
Tel: 018 363 6000

**GOUDA, Fantus Fantasy Store:**  
Tel: 011 325 8171

**GOUDE, Intertoy's v/d Wal:**  
Tel: 018 251 3525

**GOUDE, The Movie Store:**  
Tel: 018 252 2550

**GRONINGEN, Wirwar:**  
Tel: 050 314 8424

**HARDERWIJK, Top 1 Toys Volgers Spel & Hobby:**  
Tel: 0341 412985

**HEEMSKERK, Bob Hes:**  
Tel: +31 (0)2511 24 19 99

**HEERENVEEN, Bob Hes:**  
Tel: +31 (0)2511 24 19 99

**HEERENVEEN, Top 1 Toys Volgers Spel & Hobby:**  
Tel: 0513 624961

**HENGelo, Top 1 Toys Mickey van Wezel:**  
Tel: 074 291 2280

**HOOFTDORP, Modelsport:**  
Tel: +31 (0)23) 565 44 42

**HOORN, Het Gele Teken:**  
Tel: 022 921 8623

**HOORN, De Spellenhoorn:**  
Tel: +31 (0)229) 29 55 65

**LEELWARDEN, Brattinga Speelgoed:**  
Tel: 058 212 5482

**LEIDEN, Freetime Warrior:**  
Tel: +31 71 51 30 522

**LEIDEN, Tolkienwinkel:**  
Tel: 071 541 2324

**LELYSTAD, Treinenhoek:**  
Tel: 032 025 3160

**MAASTRICHT, Hounjet:**  
Tel: 043 363 6778

**NUENEN, Schellens Speelgoed:**  
Tel: 040 283 2984

**OLD-BEIJERLAND, Mouris Model-Hobby:**  
Tel: 0186 62 1521

**PANNINGEN, Top 1 Toys Marc Janssen:**  
Tel: 077 4634566

**ROERMOND, Bloemboetiek Hermien:**  
Tel: 047 531 6824

**ROOSENDAAL, Top 1 Toys Jadin:**  
Tel: 0165 35 7964

**ROTTERDAM, Freetime Warrior:**  
Tel: 010 2709233

**SCHIEDAM, BTS:**  
Tel: 010 473 8755

**SCHIJNDEL, Top 1 Toys Anniek:**  
Tel: 073 5477758

**SCHOONHOVEN, Modelbrouwers.nl:**  
Tel: +31 (0)82) 38 17 08

**SITTARD, Atomik:**  
Tel: 046 451074

**SLUIS, Top 1 Toys E. v/d Vijver:**  
Tel: 011 746 1393

**SOEST, Top 1 Toys Soest:**  
Tel: 035 629 0444

**SPIJKENISSE, Lord of Magic:**  
Tel: 0181 619061

**SURHUISTERVEEN, Spiritvult:**  
Tel: 055 5761098

**TIEL, Goblinkove:**  
Tel: 0348 654 689

**UDEN, Goblin:**  
Tel: 041 327 0662

**UTRECHT, Subcultures:**  
Tel: 030 231122

**UTRECHT, Elf Fantasy Shop:**  
Tel: 030 281 7157

**UTRECHT, Never Never Land (Wieder & Kugant):**  
Tel: 030 233 2293

## VELSERBROEK, Mol Plastic Modelbouw:

**VENRAY, Else Hobbyspecialzaak:**  
Tel: 0478 514899

**WASSENAR, Top 1 Toys Kouwenhoven:**  
Tel: 079 231 0211

**WINTERSWIJK, Top 1 Toys Winterswijk:**  
Tel: 054 351 2827

**ZWOLLE, Boekenhalte:**  
Tel: 038 422 1077

**ZWOLLE, Top 1 Toys - De Wit:**  
Tel: 038 4217176

## NORWAY

**GW OSLO:**  
Møllergata 7, 0179,  
Tel: 22 33 29 90

**KRISTIANSAND, Hobby Huset:**  
Tel: 38 02 03 10

**BERGEN, Outland Bergen:**  
Tel: 22 33 33 08

**TRONDHEIM, Gotham:**  
Tel: 73 51 28 88

**ALESUND, Kremmerhuset:**  
Tel: 70 14 21 70

**ARENDAL, Norli Arenasenter:**  
Tel: 37 02 54 54

**BERGEN, Ringo Lekeklossen:**  
Tel: 55 92 26 50

**BJØRKLANGE, FX Hobby:**  
Tel: 03 85 11 95

**BODØ, Underholdingmagneten:**  
Tel: 75 52 50 70

**BÆRUMS VERK, Nuki Leker:**  
Tel: 67 13 13 10

**DOKKA, Yes vi leker Dokka:**  
Tel: 61 11 20 90

**DRAMMEN, Kreativ:**  
Tel: 32 81 49 00

**FAGERNES, Lekesenteret:**  
Tel: 61 36 06 92

**FAUSKE, Ringo Smart:**  
Tel: 75 64 60 22

**FLISA, Ringo Bamsefar:**  
Tel: 62 95 82 90

**FORDE, Ringo Leikehuset:**  
Tel: 57 82 01 02

**FREDRIKSTAD, Leketorget:**  
Tel: 69 31 56 30

**CJØVIK, Ringo Leke-Olsen:**  
Tel: 61 10 02 10

**HAMAR, Lekehuset Maxi:**  
Tel: 62 53 38 00

**HARSTAD, Smått og Rått:**  
Tel: 77 06 57 74

**HAUGESUND, Norli Haugesund:**  
Tel: 52 72 13 33

**HITRA, Ringo Hitra:**  
Tel: 72 44 12 45

**KONGSBERG, Ringo Rolf Liane AS:**  
Tel: 32 73 11 61

**KONGSVINGER, Ringo Gågata Leker:**  
Tel: 62 81 76 11

**KRAGERØ, Brio Karis Hobby:**  
Tel: 35 98 04 84

**KRISTIANSAND, Outland Kristiansand:**  
Tel: 38 09 94 20

**KROKSTADLVA, Helmax Leker:**  
Tel: 32 87 99 10

**LANGESUND, Ringo Tarangers Eftf.Per:**  
Tel: 35 97 36 62

**LARVIK, Ringo Sokrates:**  
Tel: 33 18 54 37

**MO I RANA, Ringo Lekehjørnet Mo:**  
Tel: 75 15 17 17

**MOLDE, Yes vi leker Leke Jørnet:**  
Tel: 71 21 93 63

**MOSJØEN, Hobbysentret:**  
Tel: 75 17 01 70

**MOSS, Brio Frisenfeldt:**  
Tel: 69 25 12 90

**MYSEN, Brio Saker og Ting:**  
Tel: 69 89 01 94

**NARVIK, Ringo Barnas Verden:**  
Tel: 76 94 65 05

**NESBRU, Ringo Holmensentret:**  
Tel: 66 77 94 10

**OSLO, Brio CC Vest:**  
Tel: 22 73 17 77

**OSLO, Brio Notabene Lambertseter:**  
Tel: 22 20 05 51

**OSLO, Outland Paleet:**  
Tel: 22 33 04 10

**SANDNES, O Saeland:**  
Tel: 51 66 15 09

**SANDVIKA, Hobby Larsen:**  
Tel: 67 54 01 07

**SKI, Brio Tilt-Hinn:**  
Tel: 63 85 77 77

**SKIEN, Sokrat's Hobby Gården:**  
Tel: 35 52 87 64

**SOLA, Ringo Sola Gaver og Leker:**  
Tel: 51 65 17 63

**SONGDAL, Ringo Songdal Glasmagasin:**  
Tel: 67 18 18 80

**SORTLAND, Ringo Bamse Leker:**  
Tel: 76113374

**SPIKKESTAD, Trollmannen Leker:**  
Tel: 47 26 31 19

**STAVANGER, Outland Stavanger:**  
Tel: 61 93 80 80

**STAVANGER, Veslefrikk:**  
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\* Indicates Gaming Room facilities.

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Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

### NE PARTNER STORE

Stocks most of the Games Workshop range.

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\* To be sure they have what you want in stock, we recommend calling the store first.

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# Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

## THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

## THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

## SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

# VISIT THE GCN ONLINE AT [WWW.GCNM.ORG.UK](http://WWW.GCNM.ORG.UK)

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

## AVON

GCN BRISTOL,  
Portbury Knights:  
Contact: Alan Vowles  
Tel: 07771 985488

## BERKSHIRE

GCN BRACKNELL,  
Bracknell Forest Gamers:  
Contact: Dan Currey  
E-mail: d.currey@talk21.com

GCN MAIDENHEAD,  
MAD Gamers:  
Contact: Francis Jose  
E-mail: fjose@timey.plus.com

GCN READING,  
The Spiky Club:  
Contact: David Cole  
E-mail: spikyclub@hotmail.co.uk

## BIRMINGHAM

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Dudley Darlards:  
Contact: Paul Sheldon  
Tel: 01384 288 360

GCN SOLIHULL,  
Toll Road Gamers:  
Contact: Mark Simkin  
Tel: 0790 418 7317  
E-mail: tollroadgamers@blueyonder.co.uk

GCN WALSALL,  
Warlords of Walsall:  
Contact: Martyn Furnival  
Tel: 07717 473047  
E-mail: martynfurnival@blueyonder.co.uk

GCN WOLVERHAMPTON,  
Da Boyz Club:  
Contact: Darren Pugh  
Tel: 07790 507 551  
E-mail: daboyzclub@googlemail.com

## BUCKINGHAMSHIRE

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Armageddon Inc.:  
Contact: James Schofield  
Tel: 01494 865 905

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Jersey Privateers Gaming Club:  
Contact: Paul Noel  
Tel: 01534 738192  
E-mail: noelwarlock@aol.com

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Royal Guild of Minted Boards:  
Contact: Christopher Fry  
Tel: 07976 878732  
E-mail: chris\_fry@fryupfilms.com

GCN CHELTENHAM,  
Hyde Clarendon Strategy Games Club:  
Contact: Paul Mather  
E-mail: paul.mather@tameside.ac.uk

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Maccwargames:  
Contact: Duncan Harradine  
Website: www.maccwargames.org.uk  
E-mail: harradine2002@yahoo.co.uk

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Tel: 01752 837 133  
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Website: www.plymouthwargamer.co.uk

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Tel: 01202 385 632  
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Tel: 01245 38342  
E-mail: cdgareth@small.net  
Website: www.bunkerassault.co.uk

GCN ESSEX,  
Essex Warhounds:  
E-mail: jamesukid@aol.com

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Contact: Colin Wilson  
E-mail: info@colchestergamesclub.org.uk

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Southend Toy Soldiers Club:  
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E-mail: clubenquiries@holtum.com

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Contact: Michael Ryan  
Tel: 01269 694805  
E-mail: warzonesouthend@sky.com

GCN THURROCK & ROMFORD,  
Tempus Fugitives:  
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Tel: 07809 154020  
Website: www.tempusfugitives.co.uk

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Tel: 01453 549 377

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GCN PORTSMOUTH,  
Shadowspawn:  
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Tunbridge Wells Wargame Society:  
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GCN LEICESTER,  
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E-mail: info@claphamwargames.org.uk

GCN COVENT GARDEN,  
Cross Gaming Club:  
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E-mail: madmackkarl3791@aol.com

GCN WANSTEAD,  
Tanelorn Wargames Club:  
Contact: Martin Turner  
E-mail: martin.turner@hess.com

GCN WATFORD,  
Watford Wargames Federation:  
Contact: Bob Long  
Tel: 0207 820 0082

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E-mail: lee.aftermath@btinternet.com

# THE NATIONAL SCHOOL LEAGUE

This year's School League National Final was held in Warhammer World on July 2nd. Twenty-four schools attended together with, for the first time ever, a library club for a grand total of 144 gamers, all battling to become the School League National Champions.

The competition this year was particularly fierce as winners from previous years competed with newcomers, all wanting to add to their glory! Many of the school clubs had to travel great distances to get here, and we'd like to say a huge 'well done' to everyone who came along, and a special thanks to all the teachers, parents, drivers and library staff that made it possible for the students to attend.

The standards of gaming and hobby skills continues to rise year on year – although the schools that have made loads of visits to their local store seemed to have an edge. Plainly, this is the secret to building a great School League team – get the experts to help you!

The School League, however, is much more than this tournament – this is simply the icing on the cake. The 'League' is all about people having fun in their clubs, and all of these hobbyists have spent the past year collecting, painting and playing with their army and getting to know



other hobbyists. Most importantly of all, they have had fun doing so.

Next season's School League will begin in September but don't let your hobby skills get rusty – get down to your local store and take part in their summer activities so when you get back to school you are fighting fit!

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GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

# AVAILABLE TO ORDER

In addition to all the new Dark Elf miniatures available this month, don't forget the large existing range; from the essential Dark Elf Warriors box sets, to special characters and boxes of metal elite troops, everything you need is available in-store or from GW Direct.



You can buy our products from the following sources

- Games Workshop stores Page 106
- GW Online store Page 119  
www.games-workshop.com
- Games Workshop Direct Page 119
- Independent Stockists Page 106

# WARHAMMER®

# Dark Elves



**DARK ELF WARRIORS**  
(This set makes either 16 plastic Warriors or Crossbowmen)  
99120212001

£18, €30, 225dkr, 270sek, 280nkr



**DARK ELF REAPER BOLT THROWER**  
99060212038 £12, €20, 140dkr, 170sek, 180nkr



**MORATHI ON DARK PEGASUS**  
99060212058 £15, €22.50, 175dkr, 200sek, 210nkr

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**DARK ELF BLACK GUARD COMMAND**  
(This set contains 5 metal models)

99110212078 £12, €20, 140dkr, 170sek, 180nkr



**DARK ELF BLACK GUARD**  
(This set contains 5 metal models)

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AVAILABLE TO ORDER

# BLOOD BOWL

This month we're re-releasing these classic Blood Bowl miniatures in the form of handy team booster sets!



NECROMANTIC BLOOD BOWL TEAM BOOSTER  
99060999110 £7, €11.50, 85dkr, 100sek, 105nkr



BLOOD BOWL GOBLIN SECRET WEAPONS  
99060999117 £8, €12.50, 100dkr, 115sek, 120nkr



ELF BLOOD BOWL TEAM BOOSTER  
99060999112 £8, €12.50, 100dkr, 115sek, 120nkr



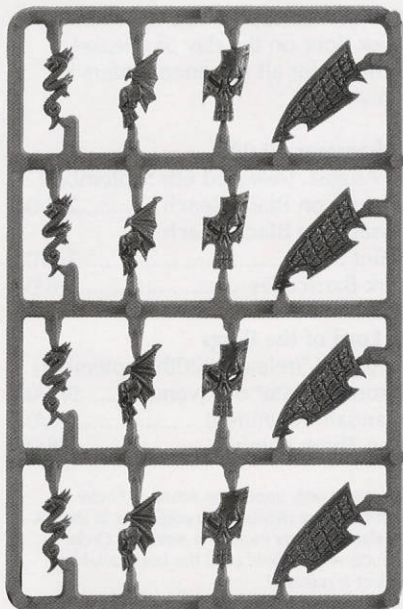
UNDEAD BLOOD BOWL TEAM BOOSTER  
99060999111 £8, €12.50, 100dkr, 115sek, 120nkr

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# Bitz Packs

Many hobbyists love to customise their models, and Citadel Bitz Packs make finding those ideal components more convenient than ever. Here are some recent releases.

## Dark Elf Shield Sprue



**DARK ELF SHIELD SPRUE**  
99080212001 £2, €2.50, 25dkr, 35sek, 35nkr  
(This pack contains 2 frames, making 8 shields.)

## Dark Pegasus Wings



**DARK PEGASUS WINGS PACK**  
99060212083 £4, €6.25, 45dkr, 50sek, 50nkr  
(This pack contains 1 pair of Dark Pegasus wings.)

## Chaos Familiars



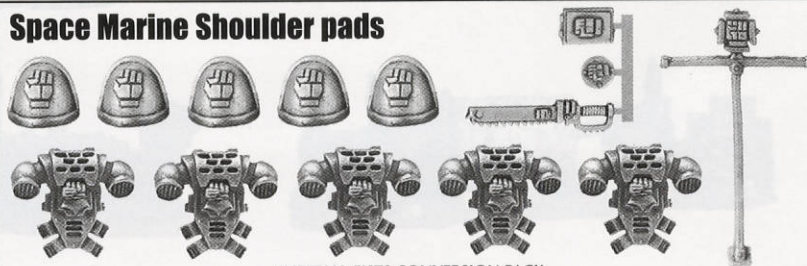
**CHAOS FAMILIARS**  
99380201007 £8, €12.50, 100dkr, 115sek, 120nkr  
(set of 10)

## Ork Glyphs

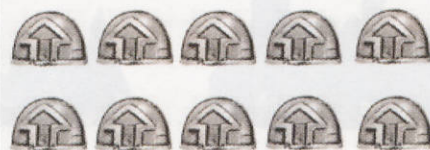


**ORK GLYPHS**  
99060103122 £5, €7.50, 60dkr, 70sek, 75nkr

## Space Marine Shoulder pads



**IMPERIAL FISTS CONVERSION PACK**  
99060101374 £5, €7.50, 60dkr, 70sek, 75nkr  
(This pack contains enough parts to convert 5 Space Marines into Imperial Fists or Crimson Fists)



**TACTICAL SQUAD SHOULDER PADS 2**  
99060101373 £5, €7.50, 60dkr, 70sek, 75nkr  
(This pack contains 10 Tactical Squad Shoulder Pads 2)

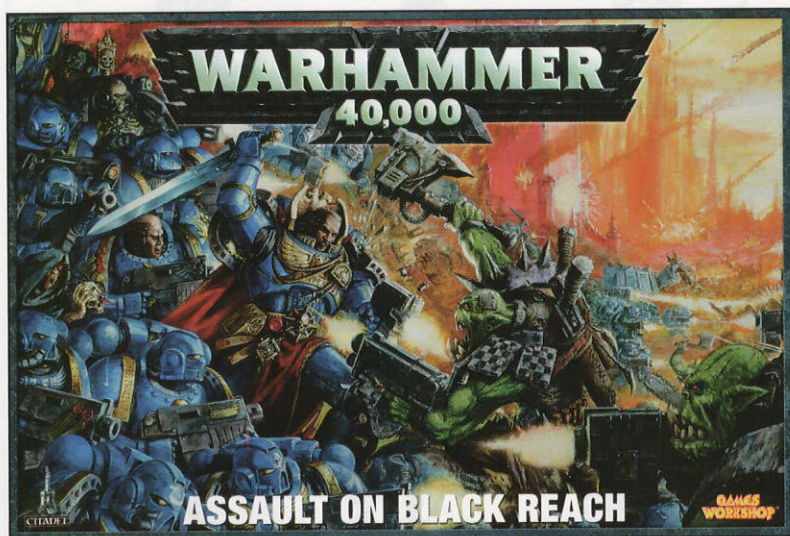
Neil Hodgson used these Imperial Fist and Tactical squad shoulder pads in his Tale of Four Gamers army this month. There are many other shoulder pads available, suitable for a variety of Chapters and Chaos Space Marine Legions – take a look online for more.

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AVAILABLE TO ORDER

# Advance Orders

Next month sees the launch of Assault on Black Reach, probably the most jam-packed Warhammer 40,000 boxed game we've ever made. Crammed full to bursting with brand new miniatures, plus the handy pocket-sized rulebook, no 40K enthusiast should be without it.



**Assault on Black Reach**  
**RELEASED 6/9/08**  
£40, €60, 400dkr, 500sek, 525nkr

## Upcoming Releases

Can't wait to get the new releases?

- Get the latest products delivered to your door on the day of release!
- Postage for all Advance Orders is only £2\*

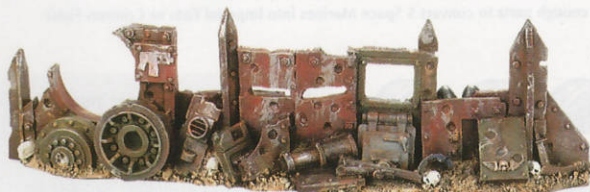
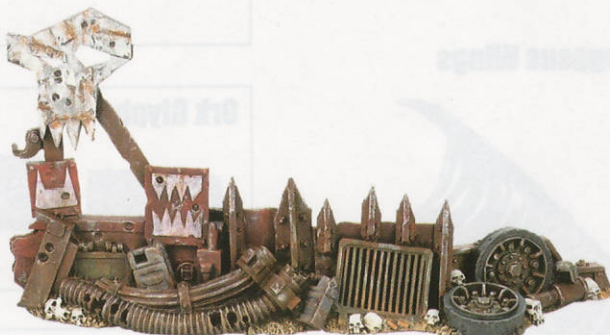
### Warhammer 40,000

- 2nd August (released 6th September)
- Assault on Black Reach .....2/8/08
  - Assault on Black Reach  
Paint Set .....2/8/08
  - Ork Barricades .....2/8/08

### The Lord of the Rings

- 9th August (released 20th September)
- Elrond, Master of Rivendell .....9/8/08
  - Gandalf (Rivendell) .....9/8/08
  - The Three Hunters.....9/8/08

*\*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.*



**Ork Barricades**  
**RELEASED 6/9/08**  
£12, €20, 140dkr, 170sek, 180nkr

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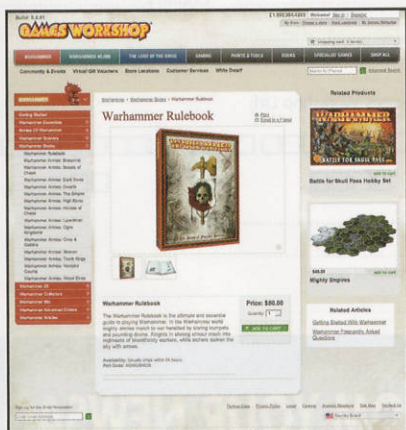
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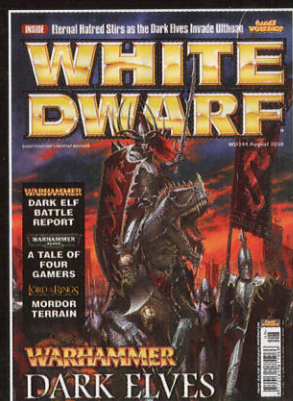
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# WARHAMMER 40,000

# ASSAULT ON BLACK REACH

The release of the new Warhammer 40,000 boxed game, Assault on Black Reach, is imminent, and it's packed full of new plastic miniatures. We lift the lid next month.



## FREE WITH NEXT ISSUE:

This Space Marine Terminator and Ork Nob from Assault on Black Reach are both free with next issue's White Dwarf.



## ALSO NEXT MONTH:

**THE LORD OF THE RINGS**  
STRATEGY BATTLE GAME

### THE COUNCIL OF ELROND

We present rules for some of the heroes of Middle-earth.

**WARHAMMER**

### 'EAVY METAL MASTERCLASS

We show you how to paint the new Dark Elf Dreadlord on a Cold One.

The cover art depicts a chaotic battle scene. In the center, a Space Marine in blue armor stands prominently, holding a large sword aloft. He is surrounded by other Marines in similar armor, some of whom are engaged in combat. In the foreground, a Chaos Marine with green skin and a checkered pattern on his chest is shown in a dynamic, aggressive pose. The background is filled with fire, smoke, and the silhouettes of buildings, suggesting a city under attack. The overall color palette is dominated by the blues of the Space Marines, the greens of the Chaos Marine, and the oranges and reds of the fire.

# WARHAMMER

40,000

NEXT MONTH:

ASSAULT ON BLACK REACH