

INSIDE:

THE TIME OF DAEMONS IS AT HAND

GAMES WORKSHOP

WHITE DWARF

WD368 August 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER

WARHAMMER
40,000

DAEMONS

GAMES WORKSHOP

ISSN 0265-8712

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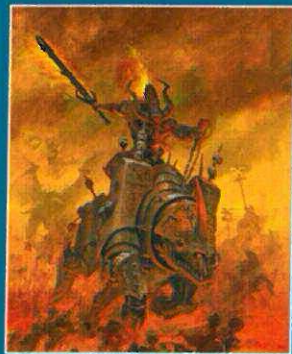
WD368 AUGUST 2010 WWW.GAMES-WORKSHOP.COM

UK £4.50; EURO €7.50; DENMARK 60dkr; SWEDEN/NORWAY 70dkr/nkr



Malgore the Bloody leads his daemonic host through the Chaos-ravaged ruins of Hive Megaera.

EDITORIAL



Cover artwork by Paul Dainton

WHITE DWARF 368 • AUGUST 2010

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This month the Realm of Chaos waxes strong in the pages of White Dwarf, the air crackling with palpable energy and a rain of blood pattering against the window. No, that doesn't mean it's the British summer, it's the harbinger that the Scions of Chaos cometh. The Daemons of Chaos are here.

This has delighted many of us here in the Studio; Christian is busy painting a Daemon Prince for his Chaos Space Marines whilst I foresee that general of my Warriors of Chaos army – Khan Klaw – is about to get elevated to daemonhood. And it's fair to say that that inveterate buyer of Mechrite Red, Wade Pryce, is getting just a little bit excited over the Bloodcrushers.

The new Daemon miniatures are just the latest in a long line of iconic figures stretching back to the original Realm of Chaos books; dusty tomes that date back from before I was in senior school, let alone the hobby. The Realm of Chaos and its denizens are truly unique, and lie at the heart of all that we do. There is no race in either the Warhammer world or the 41st Millennium that is not touched by the forces of Chaos, as some aspect of every history or culture is shaped by that dark realm.

That's a theme that we return to again and again throughout the issue, exploring the influence of the Realm of Chaos on the domains of mortals. We take a look at the exploits of some of the most infamous Daemon hosts, delve into the history of the raw stuff of Chaos – magic – and showcase some really quite crazy terrain.

And just as Chaos has played such an important role in shaping our universes, no one has played a greater part in shaping the Realm of Chaos than John Blanche. Earlier in the month Andy bravely sat down to chat with John about the origins of the iconography that is now so familiar to us all, and you can read his words of wisdom later in the issue. I'd brace yourself before you sit down to read it, though – it's heady stuff, Chaos.

Andrew Kenrick, Editor

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THE DAEMONS OF CHAOS

The borders of the Realm of Chaos wear thin as the servants of the Dark Gods break through into the world. This trio of articles delves deep into the arcane lore of the Daemons. The Chaos begins on page 15.



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Daemonologist extraordinaire Adam Troke examines the diabolic pacts of the Chaos Daemons and interviews the sculptors of the new plastic kits.

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Morathi's plans to enslave the Daemon known as Fateweaver are sundered and a brutal pitched battle erupts. As the Daemons of Chaos and Dark Elves prepare for war, Andy Hall introduces the proceedings.



HOBBY

88 MODELLING WORKSHOP: TWISTED LANDSCAPES

Scenery gurus Mark Jones and Chad Mierzwa have unleashed their awesome hobby prowess to build us a scenery set for the Daemons of Chaos.

96 'EAVY METAL MASTERCLASS: DAEMON PRINCE

'Eavy Metal's Kornel Kozak demonstrates how to paint the new Daemon Prince using impressive colour fades.

CHAOS DAEMONS™

DAEMON PRINCE

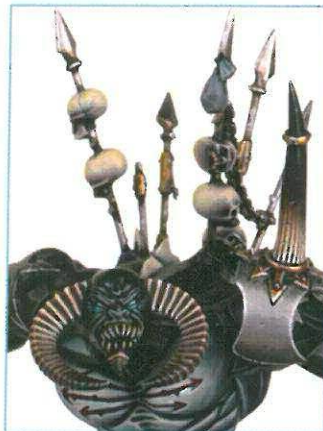
For mortal servants of Chaos there is no greater ambition, no reward more cherished, than to be raised from the flesh, translated from the mundane and elevated to daemonhood as a monstrous Daemon Prince of Chaos.



The Daemon Prince kit includes a multitude of options, such as armour plates, leathery wings and hideous trophy racks.

The handiwork of talented sculptor Mark Harrison, the Daemon Prince is a towering monster on the battlefield, a mighty lord of battle whose loyalty to the Dark Gods has been rewarded with immortality.

Through cunning artifice, Mark has created an incredibly versatile kit that allows you to build your Daemon Prince in many distinct ways. Using armour plates and different arm and back details you can create a Daemon Prince that looks like a Chaos Space Marine or Chaos Warrior, for example. Three different faces, three brutal weapons, alternative clawed hands and vast bat-like wings all mean that you can assemble your Daemon in all manner of varied ways, tailoring it to fit in with the look of your army, be they Chaos Daemons, Warriors of Chaos or Chaos Space Marines.



DAEMON PRINCE
Product code: 99129915004
Designed by Mark Harrison
£20, €26, 200dkr, 250skr/mkr

ON SALE AUGUST 7TH

Daemons are unique in that they can be fielded in both Warhammer and Warhammer 40,000. The following pages show our new range of Daemon models on both round and square bases – this is because you get both types of base in the box sets, and it is entirely up to you whether you base your models for Warhammer or Warhammer 40,000.

WARHAMMER

WARHAMMER 40,000

BLOODCRUSHERS OF KHORNE

Gore-soaked Bloodletters riding on brazen Juggernauts of Khorne, the Bloodcrushers are amongst the most feared cavalry to be seen on the battlefield in either the Realm of Chaos or the material world.



MULTI
PART
PLASTIC
KIT



Containing three monstrous Bloodcrushers of Khorne, this multi-part plastic box set is the answer to the prayers of devotees of the Blood God, especially those who hunger for the unbridled destruction of a super-heavy cavalry charge.

The kit contains all the parts to make three Bloodcrushers, as well as all the options to make a Bloodreaper, musician and standard bearer if you decide to include them

in your regiment. There are also five different Juggernaut heads for you to choose from, ensuring even more variety if you field larger units of Bloodcrushers.

The Bloodcrushers have been designed in such a way that several of the components can be mixed with the miniatures in the Bloodletters of Khorne box set. To the delight of Khorne collectors, this increases the options for your unit.

BLOODCRUSHERS OF KHORNE
Product code: 99129915007
Designed by Alex Hedstrom
£32.50, €42.25, 330dkr, 410skr/hkr

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SEEKERS OF SLAANESH

The outriders of the Dark Prince, Seekers of Slaanesh race swiftly across the battlefield, mounted upon lithe and deadly steeds. The unnatural allure of the Seekers does much to belie their lethality as they beguile and butcher their foes.



This multi-part plastic kit enables you to build the swiftest, most agile cavalry available to the scions of Chaos, known as the Darkling Delighters, Disciples of Decadance or, most commonly of all, the Seekers of Slaanesh.

The box set gives you five Seekers mounted on Steeds, along with options for an Alluress, musician and standard bearer. It's also loaded with spares providing some serious versatility – in fact the set contains ten heads in total, which can be combined with any of the bodies, an alternative icon and two different sets that you can use on your Alluress.

All of these optional extras and spares are also fully compatible with the Daemonettes of Slaanesh box set, allowing you to mix the two sets together for even more options when you assemble your models.

SEEKERS OF SLAANESH

Product code: 99129915005
Designed by Alex Hedstrom
£15, €19.50, 150dkr, 190skr/nkr

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NEW RELEASES

PINK HORRORS OF TZEENTCH

Vicious and capricious, the Pink Horrors are the gibbering servants of the Changer of Ways, vile Daemons of Tzeentch who delight in slaughtering their foe with goutts of sorcerous fire flung from clawed fingertips.

MULTI
PART
PLASTIC
KIT

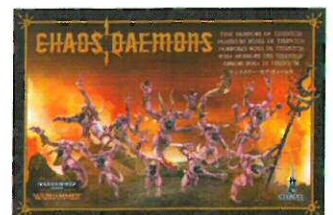


Simmering with magical energy and constantly erupting with the raw power of change, Pink Horrors are formidable infantry whose sorcerous power enables them to unleash deadly attacks on the foe. This kit contains ten plastic Pink Horrors, including the options for a full command group of Iridescent Horror, musician and standard bearer. Each Pink Horror abounds with details that reflect the bizarre gifts of Tzeentch, from sucker-fingers and beaks to balls of magical flame.

PINK HORRORS OF TZEENTCH

Product code: 99129915006
Designed by Mark Harrison
and Giorgio Bassani
£15, €19.50, 150dkr, 190skr/nkr

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The demonic hosts of the Changer of Ways are further bolstered this month by the arrival of two of his greatest champions: the almighty sorcerer Kairos Fateweaver and the unparalleled imitator, the Changeling.

KAIROS FATEWEAVER, ORACLE OF TZEENTCH

A supernal sorcerer, Kairos Fateweaver has the powerful ability to perceive both past and future events. Upon the battlefield he bends reality to his will, ensuring that both the events of history, and those yet to come follow the will of his master, Tzeentch.

Fateweaver has been warped and twisted since the Lord of Mutation plunged him into the seething Well of Eternity. This metal miniature, sculpted by Trish Carden, is a true army centrepiece that looms over the ranks of his daemonic followers, even as he uses his arcane power to read the strands of fate, escaping harm even before the sword has been raised or the trigger of a boltgun pulled.



**KAIROS FATEWEAVER
ORACLE OF TZEENTCH**
Product code: 99119915046
Designed by Trish Carden
£35, €50, 350dkr, 440skr/nkr

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THE CHANGELING

The Changeling is a firm favourite of the Chaos God Tzeentch, his trump card to be used against his foes in the Great Game. Blessed with the ability to assume any appearance, the Changeling puts this curious gift to use by deceiving Tzeentch's rivals, sowing anarchy and discord on the battlefield. The Changeling can be selected as an upgrade for a unit of Pink Horrors, from where he can dazzle and beguile the enemy.

THE CHANGELING
Product code: 99069915045
Designed by Mark Harrison
£10.50, €13, 100dkr, 125skr/nkr

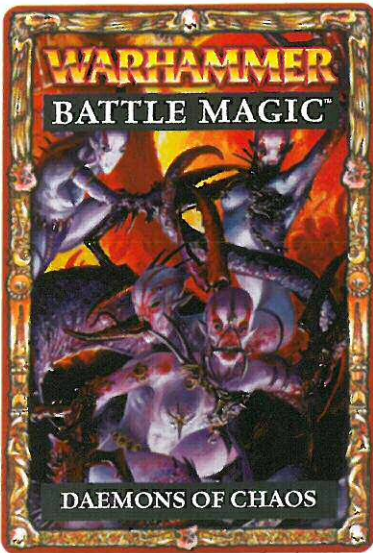
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NEW RELEASES

WARHAMMER BATTLE MAGIC: DAEMONS OF CHAOS

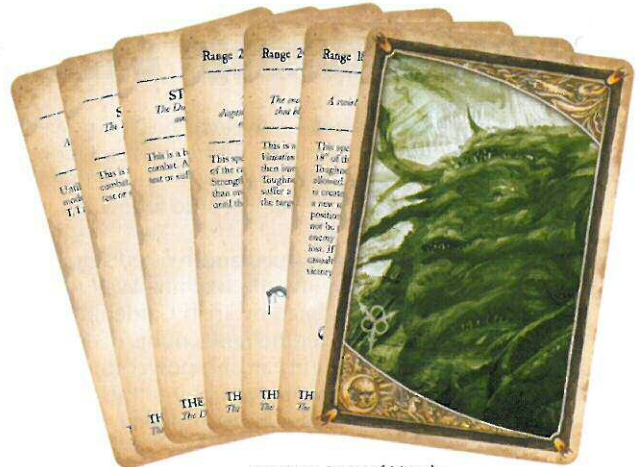
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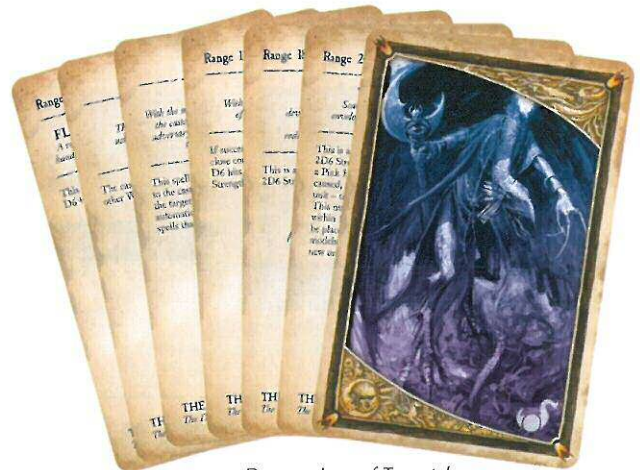
The Lores of Magic unleashed by the Daemons of Chaos are utterly deadly. This month sees the release of the Daemons of Chaos battle magic cards. The ideal reference for any Daemons of Chaos general to use in their games, the set contains the Daemon Lores of Nurgle, Slaanesh and Tzeentch. Don't delay as this pack is available only while stocks last.

WARHAMMER BATTLE MAGIC: DAEMONS OF CHAOS
 Product code: 60220215001
 £4, €5.25, 40dkr, 50skr/nkr

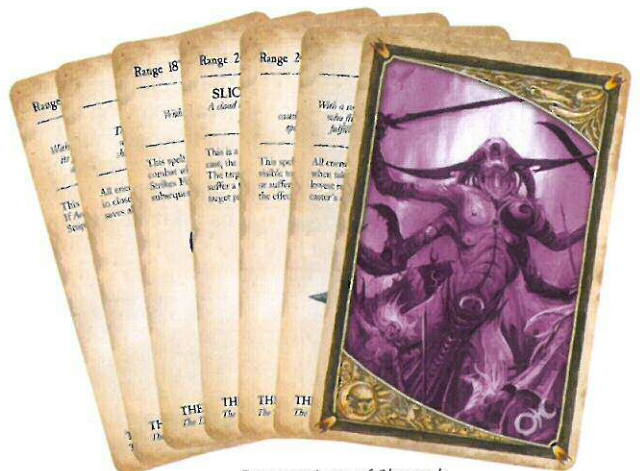
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Daemon Lore of Nurgle



Daemon Lore of Tzeentch



Daemon Lore of Slaanesh

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THE ARMOUR OF CONTEMPT

Four of the most iconic Chaos Space Marines ever released have been made available to order once again. These classic Chaos Space Marines, sculpted by Jes Goodwin, are added to our range this month. The set contains a Chaos Space Marine from each of the World Eaters, Death Guard, Emperor's Children and Thousand Sons Legions. Each of these classic miniatures is replete with detail and offers great opportunities for painting and a joyful trip down memory lane for any Warhammer 40,000 collector.

TRAITORS OF CHAOS
 Product code: 99110102135
 Designed by Jes Goodwin
 £20, €26, 200dkr, 250skr/nkr

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Thousand Sons



World Eaters



Death Guard



Emperor's Children

A FAMILIAR SIGHT

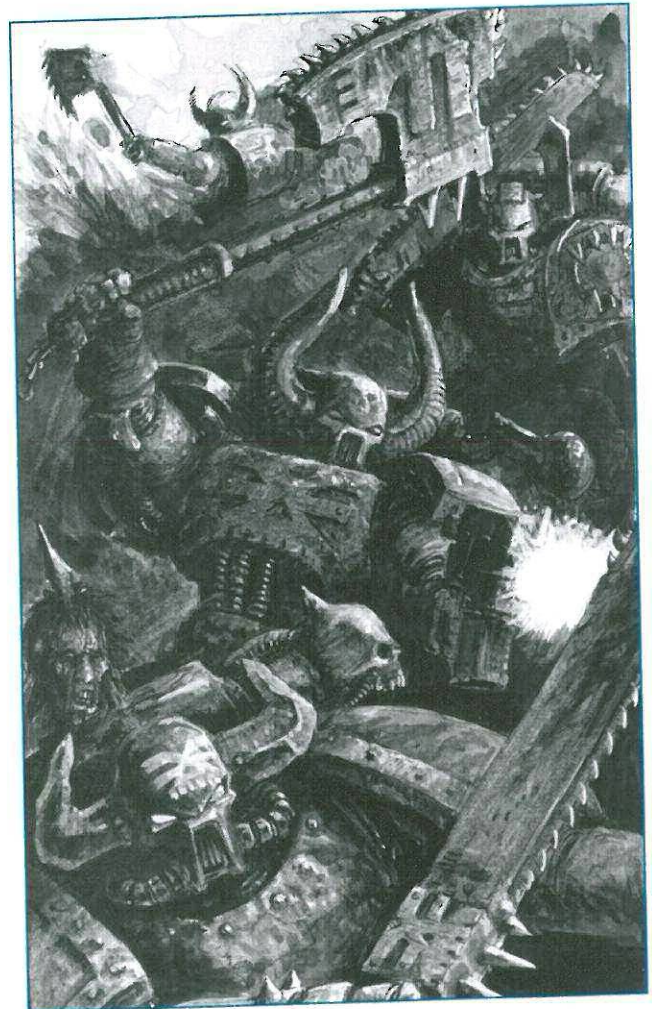
The twisting power of Chaos has struck the Warhammer range in the form of the More Famous Familiars Bitz Pack, available to order direct from Games Workshop. This happy band of eight sorcerous minions provides a range of companions for your Wizards, from the ominous Creeping Claw to the Jester and Lune. These delightful, classic miniatures mean that no Wizard, Sorcerer or Necromancer need ever go unaccompanied again!

MORE FAMOUS FAMILIARS
 Product code: 99060201235
 Designed by Jes Goodwin
 £8, €10.50, 80dkr, 100skr/nkr

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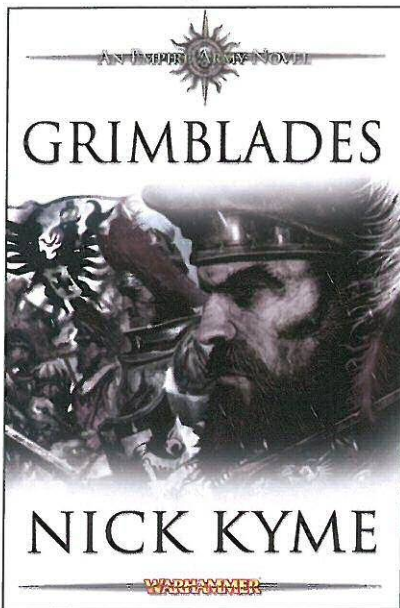
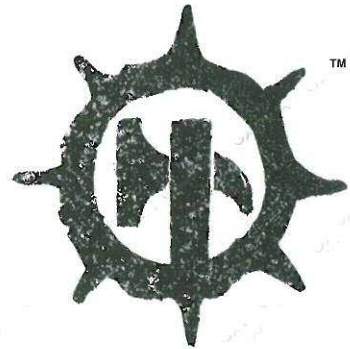


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GRIMBLADES

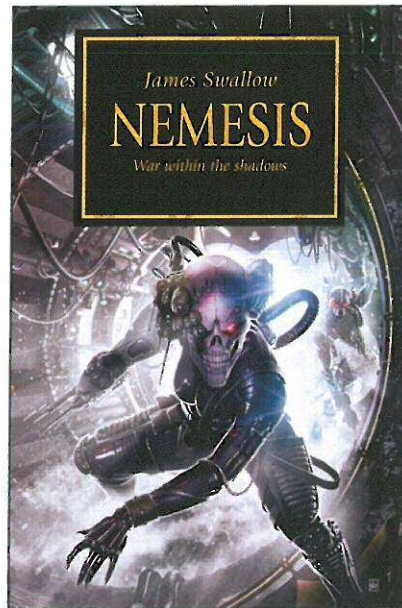
When the Orcs & Goblins invade the Empire, the Emperor Dieter IV does nothing. While the other Elector Counts bicker, Prince Wilhelm is left to defend the Reikland alone. The Grimblades are among the brave soldiers that oppose the greenskins, and in the midst of desperate war they must survive both invasion from without and conspiracy from within.

GRIMBLADES

By Nick Kyme

ISBN: 978-1-84416-864-4

£7.99, €10.50, 85dkr, 100skr/nkr



NEMESIS

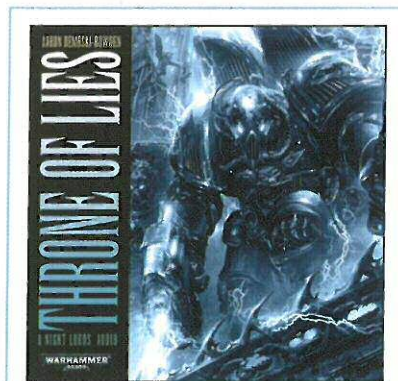
After the horrors of Istvan V, Horus declares outright war against the Imperium. In the shadows of the Emperor's Palace, powerful figures plan to send a team of Assassins to execute the arch-traitor Horus, ending the war before it's even begun. But what they cannot know is that another Assassin is already abroad, his sights firmly set on the Emperor.

NEMESIS

By James Swallow

ISBN: 978-1-84416-868-2

£7.99, €10.50, 85dkr, 100skr/nkr



THRONE OF LIES

The Night Lords prey on their victims from the shadows, stalking the faithful of the False Emperor in their quest to destroy the Imperium. Travelling aboard *The Covenant of Blood*, the Exalted are still recovering from the events at Crythe Primus. But their dark crusade against the Imperium continues, and they will leave a trail of blood and terror behind them.

THRONE OF LIES

Audio drama by
Aaron Dembski-Bowden.
Voice acting by John Banks and
Beth Chalmers.

ISBN: 978-1-84416-926-9

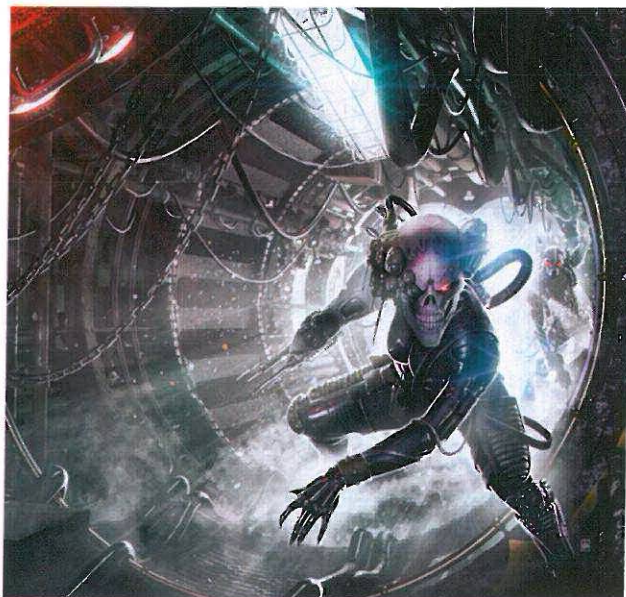
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THE WAR IN THE SHADOWS, AN EXCLUSIVE EXTRACT FROM HORUS HERESY: NEMESIS

Not every battle is won by the might of legions or the clashes of huge warfleets; sometimes one death alone can end a war, or shatter an empire.

There exists within the fledgling Imperium of Man one group for whom the galaxy-spanning conflict of the Horus Heresy is the ideal arena; the Officio Assassinorum. While the Legions crash headlong into each other, slaughtering thousands as the full horror of Astartes war is made real, for the agents of the Officio Assassinorum war has an entirely different texture. Theirs is a war of subtlety and stealth, guile and deception. This is their tale – a story that travels from the towering majesty of the Emperor's Palace on Terra to the cramped confines of a city in fear. It is a story about the killers and the killed, a story of Assassins and a mission that could change the face of the future.

A staple of the Black Library, James Swallow's fiction from the dark future of Warhammer 40,000 includes the Horus Heresy novel The Flight of the Eisenstein, Faith & Fire, Deus Encarmine and many more.



Extract from Horus Heresy: Nemesis.

Sedirac glanced at the chaplain. The Word Bearer had a way of drawing attention directly when he wished it, almost as if he could drag a gaze toward him like a black sun would pull in light and matter in order to consume it; and by turns he could do the opposite, making himself a ghost in a room full of people, allowing sight to slide off him as if he were not there. In his more honest moments, Luc Sedirac would admit that the presence of Erebus left him unsettled. The captain of the 13th could not quite shake the disquiet that clouded his thoughts every time the Word Bearer chose to speak. Not for the first time, despite all the fealty he had sworn to the Luna Wolves – now the Sons of Horus in name and banner – Sedirac asked himself why the Warmaster needed Erebus so close in order to prosecute his just and right insurrection against the refutation of the Emperor. It was one of many doubts that he carried, these days. The burden of them seemed to grow ever greater with each passing month that the Warmaster's forces dallied out here in the deeps, while the prize of Terra herself remained out of reach.

He gave a low snort and gestured at the corpse. 'Someone just tried to kill him. Yes, cousin, I think Horus Lupercal might consider that of interest.'

'Tell me you are not so naïve as to imagine that this pitiful attempt was the first such act against the Warmaster?'

Sedirac narrowed his eyes at Erebus's light, almost dismissive tone. 'The first to come so close, I would warrant.'

'A few steps more and he would have been inside the tent,' muttered Korda.

'Distance is relative,' Erebus replied. 'Lethality is the key factor.'

Korda stood up. 'I wonder who sent him.'

'The Warmaster's father,' said Erebus immediately. 'Or, if not by the Emperor's direct decree, then by that of his lackeys.'

'You seem very certain,' Sedirac noted. 'But Horus has made many enemies.'

The Word Bearer gave a slight smile and shook his head. 'None of concern on this day.' He took a breath. 'We three ended this threat before it became an issue. It need not become one after the fact.' Erebus nodded toward the tent. 'The Warmaster has a galaxy to conquer. He has more than enough to absorb his attention as it is. Would you wish to distract your primarch with this triviality, Sedirac?' He prodded the corpse with the tip of his boot.

'I believe the Warmaster should make that choice for himself.' Irritation flared in Sedirac's manner and his lip curled. 'Perhaps –' He caught himself and fell silent, arresting the train of thought even as it formed.

'Perhaps?' echoed Erebus, immediately seizing on the word as if he knew what would have followed it. 'Speak your mind, captain. We are all kinsmen here. All brothers of the lodge.'

He deliberated for a long moment on the words pushing at his lips, and then finally gave them leave. 'Perhaps, Word Bearer, if matters such as these were not kept from Horus, then he might wish to move along a swifter path. Perhaps, if he were not kept ignorant of the threats to our campaign, he might –'

'Push on to the Segmentum Solar, and to Earth?' Erebus seemed to close the distance between them without actually moving. 'That is the root of it, am I right? You feel that the measured pace of our advance is too slow. You wish to lay siege to the Imperial Palace tomorrow.'

'My captain is not alone in that regard,' said Korda, with feeling.

'A month would be enough,' retorted Sedirac, showing teeth. 'It could be done. We all know it.'

Erebus's smile lengthened. 'I am sure that from where the warriors of the 13th company stand, it doubtless seems that simple. But let me assure you, it is not. There's still so much to be done, Luc Sedirac. So many pieces to be placed, so many factors not yet ready.'

The captain gave an angry snort. 'What are you saying? That we must wait for the stars to be right?'

The smile faded and the Word Bearer became grim. 'Exactly that, cousin. Exactly that.'

The sudden coldness in Erebus's words gave Sedirac a moment's pause. 'Clearly I lack your insight, then,' he grated. 'As I fail to see the merit in this leisurely strategy.'

'As long as we follow the Warmaster, all will be as it should,' Erebus told him. 'Victory will come soon enough.' He paused over the corpse, which had begun to disintegrate into dust, pulled away by the winds. 'Perhaps even sooner than any of us might expect.'

'What do you mean?' said Korda.

'A truism of warfare,' Erebus did not look up from his examination of the dead assassin. 'If a tactic can be used against us, then it can be used by us.'

FORGE WORLD



Forge World makes a huge range of resin kits and accessories. These include gigantic monsters, huge Daemons, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

www.forgeworld.co.uk

TAU BATTLESUITS

The Tau Empire receives heavily armoured reinforcements this month with the arrival of new Crisis Battlesuits fresh from Forge World. Armed to the teeth with innovative alien technology, these Battlesuits are designed to launch strong counter-attacks with the deadliest of weapons.

Models designed by Darren Parrwood.



Tau Crisis Battlesuit Commander Shas'O R'Alai.



XV9-01 Crisis Battlesuit with fusion cascades.



XV9-04 Crisis Battlesuit with phased ion guns.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Hulking Great Medals

Board Game Geek is a massive website that posts reviews, game tips and advice for all manner of board games, from chess to Hungry Hippos and, as it happens, Space Hulk.

Recently Jervis Johnson was delighted to find a hefty parcel on his desk containing two weighty medals known as 'Golden Geeks'. These awards are decided by the Board Game Geek's user community and presented in front of a sea of gamers at their annual convention in Texas USA.

Jervis, who received the awards by post, on behalf of the Studio, was thrilled to find Space Hulk had won the 'Best Two Player Game' and 'Best Artwork/Presentation' awards for 2009.

'It was very gratifying to see Space Hulk earn such an accolade from the Board Game Geek community,' Jervis said. 'The medals are an honour for us to receive here in the Studio. Space Hulk has a wonderful legacy and the whole team, from writers to artists and designers, worked hard to make Space Hulk the best game that it could be.'



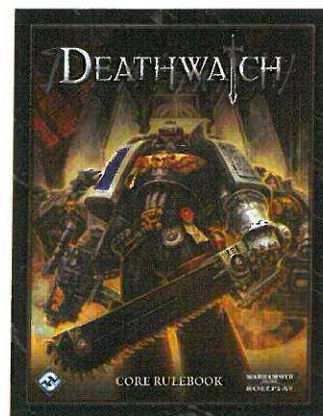
Suffer not the Alien to Live

Warhammer 40,000 Roleplay takes to the front lines with Deathwatch, a new game set in the grim darkness of the 41st Millennium. Deathwatch centres around elite, special-missions style action involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer.

Deathwatch is a roleplaying game in which you and your friends take on the roles of heroic Space Marines, undertaking perilous special missions. Join an elite warrior brotherhood and face hostile aliens and foul Chaos

Daemons in the Jericho Reach, a region that is teetering on the brink of total annihilation.

Each Deathwatch Space Marine is a veteran warrior, drawn from his own Chapter to lend his skill and expertise to the Chamber Militant of the Ordo Xenos. Within a Deathwatch kill-team, these Space Marines must learn to put aside the differences in their personalities and warrior doctrines and work together as closely as Battle-Brothers or face annihilation in the face of implacable alien foes...



SUMMER OF WAR

The War Rages On

Throughout August, Hobby Centres across the country are running loads of hobby activities and workshops, and exciting events to help you build up your armies to do bloody combat on the fields of battle.

As the Summer of War rages on, get down to your local store and join in battles across the sweeping plains of the Warhammer world, the war-torn galaxy of the 41st millennium and in the ruined cities of Middle-earth.

For more details and a list of action-packed activities, go to www.games-workshop.com.

GAMESDAY & GOLDEN DEMON 2010

Just a Matter of Weeks...

There are literally just a few short weeks left until this year's Games Day and tickets are selling fast!

Last month we revealed what Forge World and the Black Library would be getting up to, and this month it's the turn of the Design Studio. Turn to page 106 for the full story.

This year really will be something special. So, to avoid missing out, get your ticket and exclusive Games Day Miniature today.



ON THE WEB

Adam Troke: The raw power of Chaos hasn't just infused White Dwarf this month – go to the Games Workshop website and you'll find enough Daemon-related articles to sate even the most voracious appetites. Of course the servants of the Dark Gods don't have it all their own way, our Tale of Four Gamers continues online, there's a Magic Tactics by Warhammer author Mat Ward and lots more.



Sagas of the Daemon Princes

It is never by chance that a Champion of Chaos is granted the boon of daemonhood – only the mightiest servants of the Dark Gods can hope to claim the prize of immortality and the boundless power that comes with it, a gift that is only bestowed after a lifetime of ceaseless service in the name of the Powers of Chaos.

Upon their ascension, many Daemon Princes choose to abandon their former kinsmen and fellow warriors, turning their attention exclusively towards the Realm of Chaos and their part in the Great Game. Others instead remain with the tribes, Legions or cults they have known in life, assuming a god-like position amongst their former peers.

The Sagas of the Daemon Princes delves headlong

into the blood-soaked history of some of the most notorious Daemons of Chaos from both Warhammer and Warhammer 40,000 – cataloguing their rise to power and final ascension to daemonhood and shedding light upon the despicable acts that they have perpetrated in the name of their foul patrons and the nature of their final reward.

To help those players who want to cook up names and backgrounds for their own Daemon Princes, the article also includes a simple name generator, and enough stories and ideas to spark any imagination. So whether you're an avid fan of the Dark Gods, or just fancy delving into the dark background of the Daemon Princes of Chaos, the sagas await.

ASTRONOMICAN

The Games Workshop website is the ultimate repository of hobby information on the web, with new content uploaded every week. The Astronomican is the one-stop portal to all the new content that appears on the website – just follow the link on the front page, to find all the articles uploaded over the past four months. For those that register on the website there's also the White Dwarf archive, a database of fantastic content plucked from past issues to live online as a permanent hobby resource.



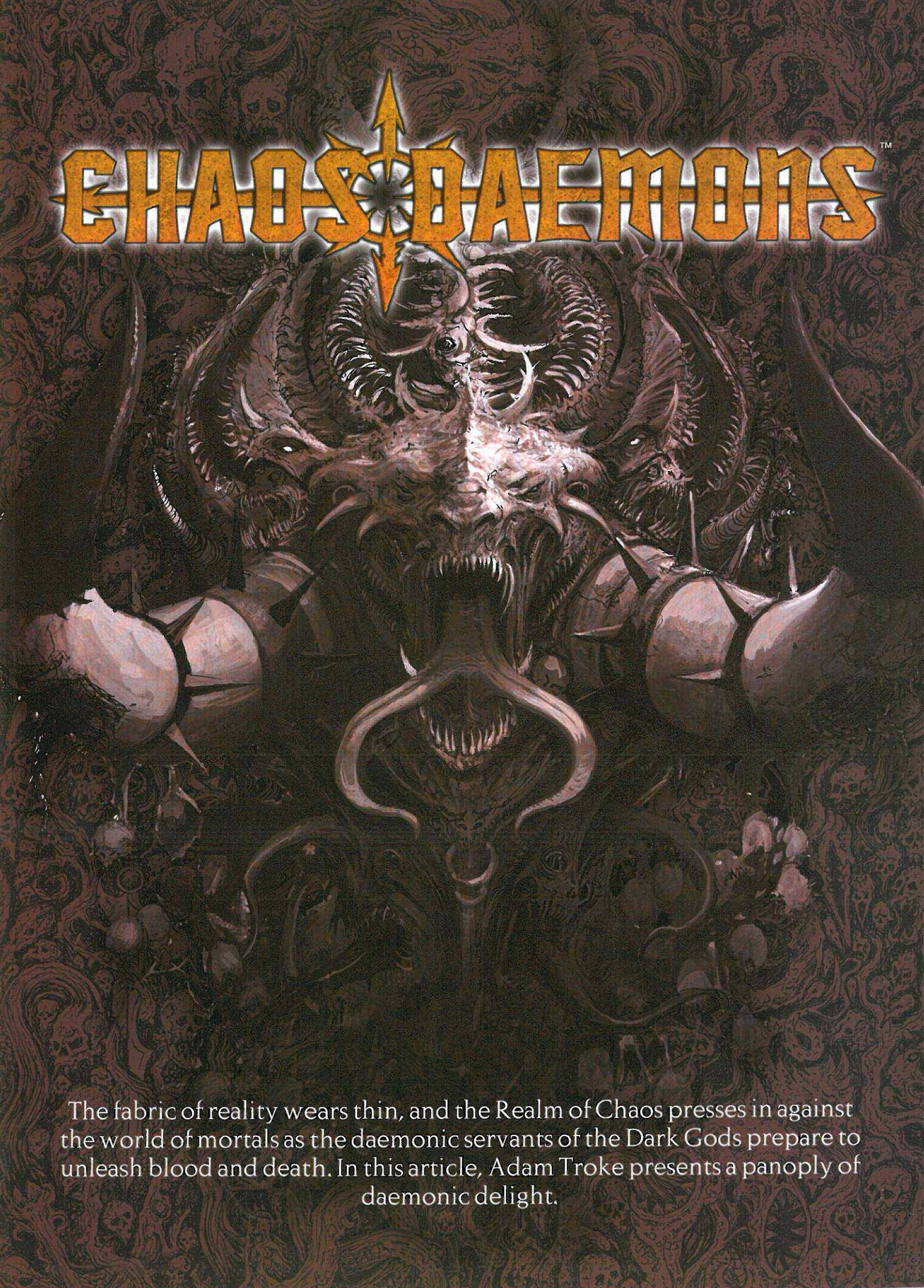
Also on the Web...

There's a definite daemonic twist to our website this month, but there's sure to be something for every hobbyist. This month you'll find:

- Getting Started: Daemons – two articles that show how to begin your own Daemon collection.
- Warhammer: 'Eavy Metal Duels – 360° galleries of the stunning Warhammer duel dioramas.
- Monstrous Tactics – a brutal guide to unleashing (and defeating) Monstrous Creatures.

www.games-workshop.com

CHAOS DAEMONS™



The fabric of reality wears thin, and the Realm of Chaos presses in against the world of mortals as the daemonic servants of the Dark Gods prepare to unleash blood and death. In this article, Adam Troke presents a panoply of daemonic delight.

WARHAMMER

WARHAMMER
40,000

DAEMONIC REINFORCEMENTS

This month the talented designers have added a swathe of new Daemons to the Citadel range. Adam Troke braved the Studio's Realm of Chaos to find out more.

“ It’s amazing how many components Mark Harrison has squeezed on to the Daemon Prince frame. ”

I think it’s safe to say that not many people get the opportunity to wander around the precious inner sanctum of the Studio and pester the miniatures designers with questions. Determined to find out more about the Daemon kits that are released this month, I ventured into the mystical realm of the sculptors to find out all about the new Daemon kits they’ve worked on.

First on my mental ‘hit-list’ of people to speak to was the marvellous Mister Harrison. Mark Harrison is the mastermind behind some of our best-loved plastic kits of recent years, including the Chaos Space Marine Possessed and Chaos Space Marine Terminators. He’s added another Chaotic servant to the Citadel range now in the towering form of the Daemon Prince.

‘If you’ve been looking, you will have seen the Daemon Prince lurking in the background of army shots and photography for a while now,’ Mark points out when I

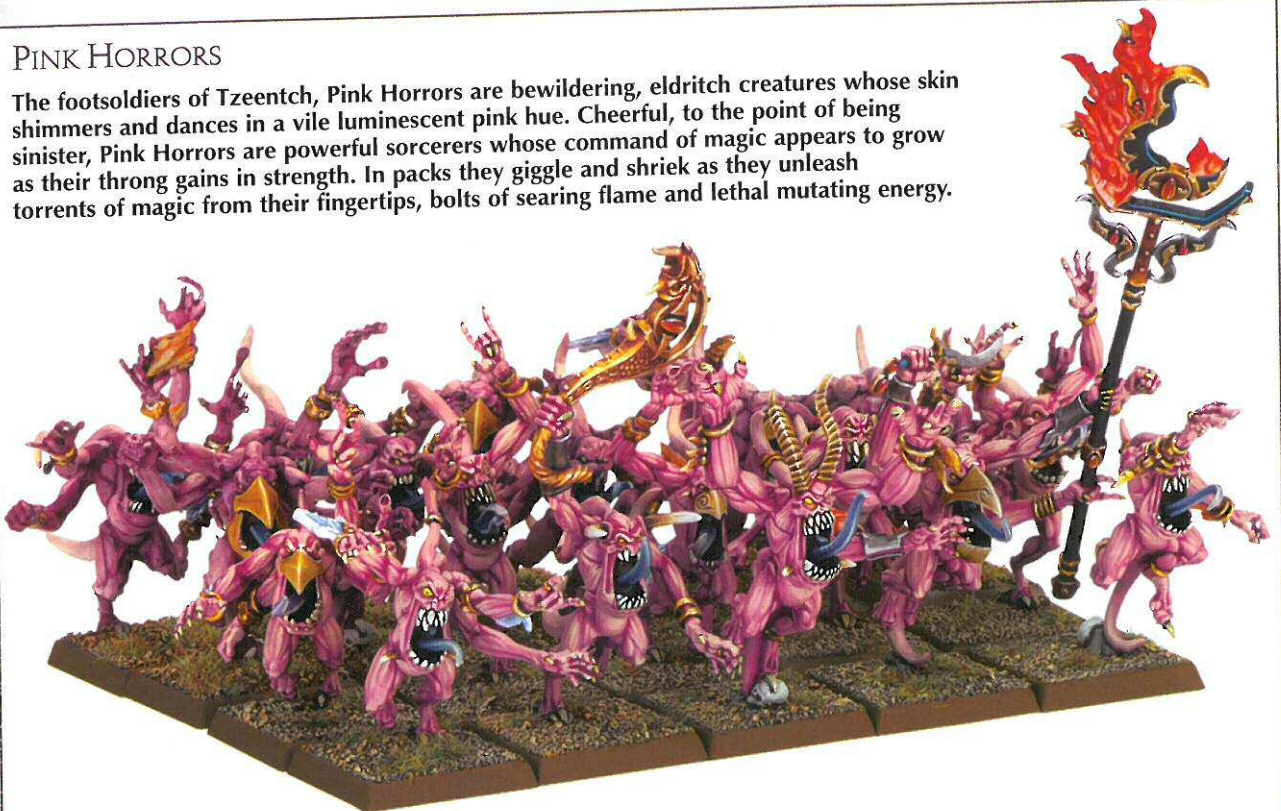
ask him about the model. ‘I sculpted it quite a long way back, but with one thing and another he’s not been unleashed until now, alongside all of his daemonic colleagues like the Horrors and Seekers.’

‘As with any creative exercise, when you’re sculpting a new model you look at your references and inspirations, and with this model there were two really obvious sources. Juan Diaz had previously sculpted two Daemon Princes – the first was a Chaos Space Marine Daemon Prince and then he sculpted Be’lakor the Dark Master. Both of these are breathtaking models and I drew heavily from them in terms of imagery and overall design during my quest to make a plastic Daemon Prince. Of course, the real challenge was to make a single kit that could serve the needs of four different armies. It had to fit into Daemon armies for Warhammer and Warhammer 40,000 as well as Chaos Space Marines and Warriors of Chaos forces. That’s a tall



PINK HORRORS

The footsoldiers of Tzeentch, Pink Horrors are bewildering, eldritch creatures whose skin shimmers and dances in a vile luminescent pink hue. Cheerful, to the point of being sinister, Pink Horrors are powerful sorcerers whose command of magic appears to grow as their throng gains in strength. In packs they giggle and shriek as they unleash torrents of magic from their fingertips, bolts of searing flame and lethal mutating energy.



DAEMON PRINCE

When a worshipper of Chaos has served his dark patron with sufficient loyalty, wreaking carnage and destruction in the name of Khorne, Slaanesh, Nurgle or Tzeentch, there is a chance that his service will bring reward. Only the strongest and most powerful can withstand the blessings bestowed by the Dark Gods; most degenerate into horrific monstrosities known as Chaos Spawn. For the fortunate few, however, immortality beckons as they are elevated to the status of a Daemon Prince – forever to serve as a chosen champion of their Chaotic benefactor. These mightiest champions of Chaos often choose to spend their time amidst the mortal servants of Chaos, gathering great warbands and armies to use as pawns in their never-ending wars against the weakling mortals of the material world.



Aargath the Damned leads the warriors of his former tribe into battle against the Empire.





order when you look at the variety the parts have. Do we want a Chaos Space Marine-esque backpack, a pair of leathery wings? Armour plates reminiscent of power armour or the trappings of a Warrior of Chaos? The answer was a resounding yes to all of it, so that's what I set out to do.'

Looking at the frames for the kit it's remarkable how many components Mark has squeezed in. 'A Daemon Prince is a centrepiece model, and I wanted to make sure that hobbyists could include one in their army that was distinct from the one in their friend's force – some players will want more than one in their collection, perhaps for a Monstrous Spearhead? There's enough variety for that.'

Mark was also one of the sculptors responsible for the Pink Horrors. These demented servants of Tzeentch are a mainstay of the hosts and Mark, along with Giorgio Bassini (the co-sculptor of the kit), had plenty to say about the freakish pink Daemons. 'They're a continuation of a well-established theme and image,' Mark says. 'We're all familiar with Pink Horrors and what they look like, and the central image that has been built up over the decades is visible in the core of these new models – a roundish body that really is little more than an oversized and distended head, most of which is mouth.'

'Exactly,' adds Giorgio with a grin. 'It suits the nature of Tzeentch perfectly to say that we've gone forwards to the past with the Pink Horrors. Because a plastic set provides new opportunities, our Pink Horrors have alternative arms and command options, such as a banner and musician. Our main wish was to be consistent with the imagery that's come before, so you can see sucker fingers, jewellery, balls of fire, beaks and all sorts of things that have appeared on previous iterations – but reimagined once again.'

'The background for the Pink Horrors talks extensively about their ceaseless energy, and we've conveyed that in the poses of the models,' Giorgio continues. 'All of the models have a strong sense of motion, they're leaping, running or dancing about. Capering is probably the best word for it, and it describes the sense of motion and relentless energy these models have.'

Both the designers seem to have really enjoyed the experience of working on the Pink Horrors together. 'Oh yes,' Mark agrees. 'It's one of those occasions where your imagination really takes flight while you're sculpting. We could almost picture the power of Chaos crackling and snapping in the air around them as we gradually completed the kit. It's been a chance to

SEEKERS OF SLAANESH

The outriders of the hosts of the Dark Prince, Seekers of Slaanesh are incredibly fast cavalry – a Daemonette perched upon a lithe, sinuous biped known simply as a Steed. These vulgar yet alluring creatures have dangerous clawed feet and, perhaps most curious of all, long, whip-like tongues that are coated in a deadly poisonous saliva. Any touched by the caress of a Steed's tongue are driven into a coma of dark hallucinations, their reflexes and sanity deadened.



BLOODCRUSHERS

The heavy cavalry of the Realm of Chaos, Bloodcrushers is the name given to a fearsome Bloodletter of Khorne riding atop a hulking Juggernaut. Forming into packs of braying Bloodletters and heaving brazen behemoths, the Bloodcrushers storm across the battlefield, relentlessly smashing through the enemy wherever the fighting is thickest. The massive armoured bulk of the Juggernaut provides a formidable resilience to the pair as they hack, stamp and gore their way into the midst of the enemy.



delve into the history of the models and the background of the Daemons and marry it all together.'

As the creator of the new Seekers of Slaanesh and Bloodcrushers of Khorne kits, Alex Hedström also has a part to play amidst the daemonic hosts. Normally quiet and reserved, Alex quickly became animated and excited when I sat down, notebook in hand, to ask him about his work on these miniatures.

'Jes Goodwin had done such a good job with the existing metal Juggernaut of Khorne that I knew exactly what I needed to follow,' Alex says. 'I wanted the plastic Juggernauts to have the same impressive bulk and appearance, but I couldn't just copy it and turn it directly into a plastic model. I had to find ways to make the three Juggers look distinct, and that was achieved through the details on the models as well as their postures.'

As a unit the Bloodcrushers certainly look ferocious – each a baying Daemon of Khorne sat atop a heaving brass bull of destruction, something that pleases Alex no end. 'Getting their pose and posture right took a long time, and really challenged my sculpting skills. The challenge was in ensuring that I got all of the fine details spot on, whilst retaining the smooth areas and sharp edges of the Juggernauts. There's a lot of fiddly details on those Juggernauts!'

Alongside the Bloodcrushers, Alex also sculpted the Seekers of Slaanesh, nimble scions of the Dark Prince that act as the outriders of many Daemon armies. 'Just like we did with the plastic Daemonettes when we released them, with the Seekers we went right back to the original concepts for the mounts. The Steeds are based around the old Mounts of Slaanesh from the early 1990s. Those had a very strong sea horse appearance, which contrasts quite strongly with the sleeker Steeds sculpted by Juan around 2000. What we've done here is unite the two designs.'

As Alex is explaining the design process and the ideas that went into the models, I comment on the Daemonette riders. 'Ah,' says Alex. 'These aren't just the same Daemonettes we did on foot. There are obvious differences, such as the new command figures, banner bearer, musician and champion, but there are other things too – and not just the fact they're sitting down! They've got more 'windswept' hair and longer claws too. I realised they needed the claws as I was looking at the Seekers on my screen – I was picturing them leaning off their Steeds as they raced through the enemy, and it dawned on me that longer claws would make that easier! It's funny the things that will pop into your mind when you're sculpting a miniature.'

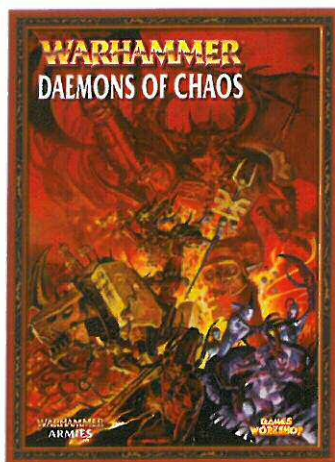
Changeling

The Changeling is a prankster and japesmith beyond compare – a trickster whose chaotic antics delight Tzeentch as much as they appall his rivals. A champion amongst regiments of Pink Horrors, he can strip away the skill and prowess of his foes and turn their strengths against themselves.



WARHAMMER

INFERNAL INVASION



DAEMONS OF CHAOS

Warhammer Armies: Daemons of Chaos is the indispensable guide to using the servants of the Dark Gods in your games of Warhammer. Rich with background, artwork and gorgeously painted Citadel miniatures, this 96-page volume is a grimoire worthy of any collection. Of course, it also contains all the rules, points values and army list information you'll need to field the Daemons of Chaos upon the tabletop and unleash them in battle against your friends.

For more articles about the Daemons of Chaos, from getting started guides to tactics, sagas and painting tutorials, check out the Games Workshop website:

www.games-workshop.com



From their darkling domain in the Realm of Chaos, the daemonic servants of the Gods of Chaos watch, hungering for the chance to unleash their primordial fury upon hapless mortals of the Warhammer world.

Although Daemons spend the majority of their existence locked in the unending conflict that is fought out within the Realm of Chaos, what is time to a being that has seen the birth and death of stars? Years, decades and centuries are fleeting and ephemeral to those who have witnessed the rise and fall of civilisations. For the Daemons of Chaos, that is the view they take of the Warhammer world – it is a transient thing, a playground for their desires and a battleground upon which they can enact all the horrors and cruelty that they crave.

The mortals of the world are as naught in the considerations of the Daemons, be they noble Elves, stalwart Dwarfs, valiant Men of the Empire, barbaric greenskins or hulking Ogres. The disdain of a Daemon towards such a creature might be likened to the indifference with which a cruel boy views the ants that he torments with a magnifying glass or a pot of boiling water – they are playthings, worthless except for the amusement that can be wrung from their frail, pathetic bodies. So it is that the Daemons launch forays from the Realm of Chaos, storming into the mortal plain to enact the dark horrors of their hearts.

Such invasions are bloody and brutal, for no preparation is sufficient for the monstrous power of the Realm of Chaos. As the daemonic legions pour onto the mortal plane Nurgle's greatest plagues are tested to their fullest, their results demonstrated in glorious outbreaks of pestilence and agonising death. Amidst the throng of mortals the Daemons of Slaanesh delight in the excesses of war and brutality, indulging in the carnage and cruelty of war, even as the gore-soaked footsoldiers of Khorne prove their martial superiority

against any who stand in their way. Even the servants of Tzeentch revel in the destruction, inflicting change and mutation on the unwary and unwilling, delighting in the bedlam that it causes.

The Battle of Sky's Fall

Although accurate accounts of a daemonic invasion are (perhaps thankfully) hard to come by, in 2031 renowned Bretonnian bard Tyness Evain recorded in alarming detail the siege of Montfort. A powerful citadel, Montfort could doubtless have withstood an ordinary siege for months, however Daemons of Tzeentch tore their way through the firmament to descend upon the terrified defenders from above. Hundreds of peasant archers died as the two-headed abomination known as Fateweaver reduced the eastern ramparts to boiling slag and though three score Pegasus Knights flew up to assail him they instead found themselves in a dizzying aerial duel against shoals of Screemers. Evain's detailed and somewhat blasphemous description of events eulogises the myriad colours and coruscating patterns amongst the thousands-strong daemonic throng and makes witty rhymes about the eye-searing colours of the army, but the prose becomes deadly serious as he describes the scintillating hide of the Daemon Prince that sundered the gates with its claws. He extols the virtues of Sir Callain as he desperately fought to protect the Prophetess of the Lady and his verses take a melancholy tone as Callain finally faltered, his shield shattered and his breastplate smashed.

To the scholar of the arcane, such an account reveals a great deal of the nature of the daemonic and the ways in which

“ The mortals of the world are as naught in the consideration of the Daemons... playthings, worthless except for the amusement that can be wrung from their frail, pathetic bodies. ”



THE DEATH OF THE EVERQUEEN

Few events in the history of the High Elves carry such a weight of horror and anguish as the slaughter of the Everqueen within the gardens of Avelorn. Ulthuan was shaken to its foundations when Astarielle was slain, a gambit that the Daemons waging war upon the children of Asuryan counted upon. A symbol of purity and defiance, the Everqueen angered the souls of the Khornate Daemons, for leaders must be warriors first and foremost. Slaanesh Daemons had their own reasons for hating the beautiful queen of the High Elves, as did the children of Nurgle, whose fecund blessings were so often repelled by her life-sustaining purity. It was the Daemons of Tzeentch who brokered the deal that saw her murdered, however, weaving the enchantments that granted the footsoldiers of Khorne the chance to make murder.



TIMELINE

-4449

The Daemon Prince Fa'vaer the Lithe secures the allegiance of scores of Daemons of Nurgle before invading Nagarythe at the head of a vast throng. Thousands are slain and the Elves of Ulthuan weep bitter tears in the aftermath.

-2388

Vorass Kincater, a Bloodthirster of Khorne, subdues two thousand lesser Daemons and brings his new vassals onto the material plain in pursuit of vengeance. His infernal host arrives in time to prevent Za'ruzzan the Feathered from securing blood oaths from a vast assembly of Beastmen. While Vorass chokes the life from the startled Za'ruzzan, his throng slaughter all of the gathered Beastmen.

-1979

Fa'vaer the Lithe finds himself enslaved to the will of the Great Unclean One Gurgh'rch. Over the next three centuries he fights slavishly at the whim of Nurgle's Right Hand until his debt is repaid in full.

-429

Under the direction of Ss'sath, ten thousand Daemons sweep across the Badlands. None fight harder than Bonehell of Khorne and his Infernal Executioners.

3

Having roused the ire of Khorne, Tzork of Tzeentch is stalked by Skultaker across the Warhammer world. Even within the Realm of Chaos he is not fully safe as Khorne's Champion and his followers besiege the Impossible Fortress.

801

In response to a challenge by the Daemon Tz'arkan, dozens of Champions of Khorne fortify the defences around the Altar of Ultimate Darkness. The Bloodletters known as the Skullreavers personally account for more than two thousand Dark Elf dead before they are banished to the Realm of Chaos.



they organise their attacks. Evain describes serried ranks of Pink Horrors, gibbering and exulting beneath sacrilegious banners, the twin-headed Kairos directing their malice. He talks of packs of Flamers of Tzeentch scouring the battlements with arcane fire and brotherhoods of Daemon Princes rending and tearing through the Knights of Bretonnia. It is a harrowing account for its uncompromisingly vivid portrayal, offering a chilling insight into a daemonic attack.

The Blood Tide

One tale that shows a very different dynamic within the hosts of the Daemons comes from the records of the Dwarfs of Karak Kadrin and is inscribed in the book of grudges kept to this day by Ungrim Ironfist. While the stalwart throng of Karak Kadrin fought against the raging minions of the Blood God, the pestilent children of Grandfather Nurgle attacked with quiet and cunning, Mur'gagh the Thrice Pustulent leading his Coterie of Disease up through the catacombs and tunnels. The armour of the Ironbreakers was little protection against the tide of filth that lapped around their misshapen feet and sloshed against the walls of the tunnels, and in only a few hours Mur'gagh's warband of Plaguebearers had overrun the Under Wardens, filling the lower levels with a putrid mixture of blood and effluent. Realising the plight of his people, King Kram Starhammer gathered his Runesmiths and led a counter-attack deep into the

bowels of the earth. In time he and his bodyguard managed to corner the Coterie of Disease and banish them with their runic weapons, but not before a grievous wrong was perpetrated. Although the Dwarfs fighting above the surface drove back the Daemons, three hulking Bloodthirsters of Khorne surged through their lines. Bellowing profane warcries, the Tetragore of Skullgrind slaughtered their way through Karak Kadrin, inexorably drawn towards the workshop of the ancient Runelord Skalf Ironbrow. Although Skalf was mighty and wise, before the fury of the Tetragore he stood little chance. They dismembered the aged Dwarf with the same atavistic savagery that they turned against his works, shattering the precious Anvil of Krong and a dozen irreplaceable runic items. Although King Kram, weary beyond measure was able to drive the Tetragore from his hold, Skullgrind's brotherhood of Bloodthirsters left bloody carnage in their wake, the halls of Karak Kadrin littered with Dwarfen dead.

What the Daemons of Khorne and Nurgle sought to gain from such an alliance remains a matter of some debate amongst the Runelords and skalds of Karak Kadrin, even thirteen hundred years later. Many maintain it was a directionless act of brutality, unprepared and unplanned. Other, perhaps wiser minds draw the connection between Skalf Ironbrow's boasts concerning a new rune that would humble the gods themselves and the fact that the Dark Gods will not be mocked.

2302

In the Great War Against Chaos alliances shift and waver. Daemons vie for dominance and power. The Gods of Chaos delight in the ruination that their children unleash upon the world.

2414

The Daemon Princes Ss'sath and Bonehell fight a bitter duel that sees the hamlet of Rattling Hope trampled underfoot. Upon his defeat Bonehell swears his coterie to the service of Ss'sath.

2519

Ru'kaab the Black warns Skultaker against the betrayal of Aazella Silkenhighs. The Champion of Khorne repays the debt by joining Ru'kaab in the Flamewrath of Tachenwald.

THE FLAMEWRATH OF TACHENWALD

In 2523, the Battle of Tachenwald, or the Flamewrath as it became known, took place. Ru'kaab the Black, Thrice-sworn son of Tzeentch led a unified throng of Daemons against the self-proclaimed 'Firelord' Ernst Rachenbach. Although Ernst could not know it, he would in only two years time, proclaim himself 'master of magic and the greatest sorcerer in existence'. Thus, Ru'kaab set off on a quest to avenge an insult yet to be perpetrated.



Ru'kaab the Black

Hated by Khorne, Nurgle and Slaanesh in equal measure, only his brutality and high-standing with Tzeentch keeps Ru'kaab safe amidst the infernal legions of Chaos.

Skulltaker

A debt as yet unpaid brings Skulltaker and his furious throng in support of Ru'kaab. Sure knowledge that Skulltaker disdains the machinations of the Changer of Ways means that Ru'kaab never strays too close, unpaid debt or not.

The Bloodkindred

(20 Bloodletters of Khorne)

The Bloodkindred stood beside mighty Khorne himself as he plundered the Vaults of Aegis deep inside the kingdom of Tzeentch.

The Coruscating Carnival

(20 Pink Horrors of Tzeentch)

Once defeated and humiliated by the Bloodkindred, now the Carnival scheme and plan in the hopes of avenging themselves on the footsoldiers of Khorne. Only fear of reprisal from Ru'kaab prevents an attempt during the attack on Tachenwald.

The Skull Dancers

(15 Daemonettes of Slaanesh)

When Aazella was dragged screaming to the forges of Khorne, the Skull Dancers quickly swore oaths to Skulltaker to prevent a similar fate befalling them.

Poxlick's Puswalkers

(20 Plaguebearers of Nurgle)

Defeated during the Ravening of the Grandfather's Garden, the Puswalkers nonetheless earned the grudging approval of Ru'kaab, who now invites the festering servants of Nurgle to join his throng.

The Yearn Riders

(10 Seekers of Slaanesh)

Over and again the Yearn Riders have ridden upon the corporeal plain in search of mortals to torment. As yet they have found none so delightfully squeamish as the Skinks of Lustria.

Haksteel's Butchers

(6 Bloodcrushers)

Haksteel is bound to Skulltaker only through a mutual love of slaughter and carnage – a bond stronger than any mortal kinship.

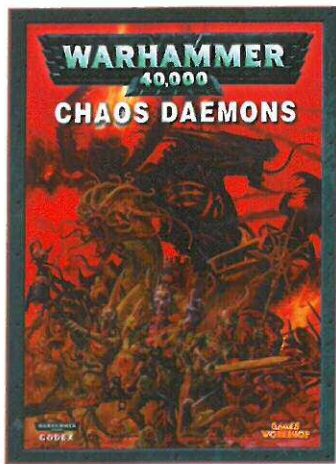
Sybelliant, Plieth and Caressa

(3 Fiends of Slaanesh)

The triple Fiends of Slaanesh were not invited to the throng, but such is their unnatural appeal that even Skulltaker was unwilling to make them leave.

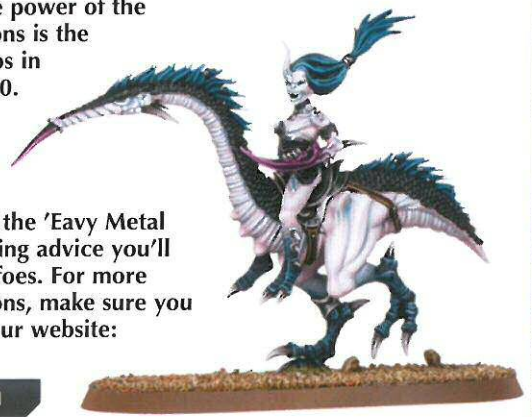
WARHAMMER
40,000

LEGIONS OF THE IMMATERIUM



CHAOS DAEMONS

Tremble o ye mortals and fear the power of the Dark Gods! Codex: Chaos Daemons is the guide for using the scions of Chaos in your games of Warhammer 40,000. Within this eldritch tome you'll find the background of the Daemons and the terrible wars they have fought. You'll also find galleries of miniatures painted by the 'Eavy Metal team and all the rules and collecting advice you'll need to unleash them upon your foes. For more advice on using the Chaos Daemons, make sure you check out the tactics articles on our website:



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In the 41st Millennium, the inhabitants of the galaxy find themselves beset on all sides by the relentless, merciless Chaos Daemons, hapless victims caught in the midst of the Great Game of the Dark Gods.

As Imperial records show, the depredations of the Chaos Daemons are considered foremost amongst the menaces that assail Mankind.

When the Daemons go to war they do so through tears in the fabric of reality, rents in the ether through which the raw stuff of Chaos can spill. Sometimes these are made possible through the insane dabbings of an unsound psyker, a soul corrupted through seeking profane information or one whose power has gone unchecked. Through means such as these a Daemon or two can work ruin. Other times vast rituals are enacted by misguided mortals, allowing cohorts of eager Daemons to slip through into the material world for a time. A critically overloaded Warp engine can have a similar effect, creating a gaping tear in the ether. The result of such a calamity is a battlezone, a world or even an entire sector washed in carnage as the Daemons of Chaos escape to wreak havoc.

Armies of Damnation

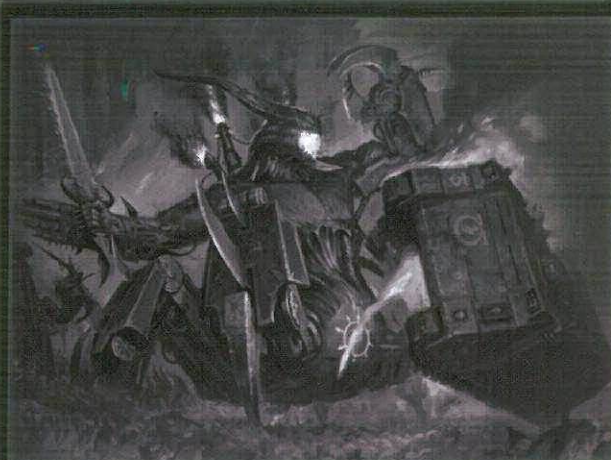
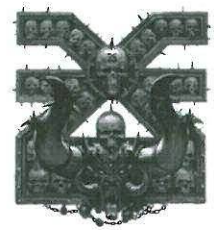
Whilst constantly shifting loyalties among the Daemons of Chaos means that no two invasions are ever the same, Imperial

Daemonographers long ago identified trends and traits amongst the Daemonic hosts, recurrent groups that appear and reappear together. Identifying such alliances is hardly an exact science, for in the wake of a malefic attack survivors are often emotionally and psychically scarred, and for the protection of the Imperium the agents of the Inquisition are often forced to sanction any witnesses. In spite of this, records exist that hint at pacts, covens and warbands among the armies of Chaos. Such records give a startling insight into the bargains that the scions of the Dark Gods strike prior to an invasion.

The Brazen Host

A vast daemonic warband composed primarily of Khorne and Slaanesh Daemons, the Brazen Host is bound together through infernal pacts, fighting as a cohesive body in spite of the obvious divisions in their ranks. Cassalan Fayre, the scholar-giant of Elipsir prophesied of their coming during the middle years of M34 and foretold of the carnage they would wreak. His lunatic daubings insinuated that the Gore Lord, a Daemon of titanic power, had enslaved the warriors of the

“ The result of such a calamity is a battlezone, a world or even an entire sector washed in carnage as the Daemons of Chaos escape to wreak havoc. ”



+Security Clearing Epsilon+
+File INQ/OM 338.9 "Soulmaw"+
+Recipient: Inquisitor Baptiste+

Thought for the day: Even death cannot end righteous service.

DAEMONIC WARBAND - 'THE SOULMAW'

Inquisitor, new evidence gained from the data-stacks of Nathmae Sanctus suggests the daemonic warband designated 'Soulmaw' remains a threat to the Imperium. I humbly present the following for your consideration. Interrogator Orsene.

- 892.M40 During the Scouring of Ammas, Space Marines of the Silver Skulls Chapter first encounter the Soulmaw. Their champion is apparently destroyed by Librarian Lucius Clave.
- 122.M41 Following the Pradixus Incident the Astral Choir of Pradixus are rendered insane. Inquisitor Klo confirms that all six hundred Choirists relentlessly chant the name 'Soulmaw'.
- 568.M41 Following the Battle of Syrno Plains, Ultramarines Predator *Harbinger of Glory* is decommissioned. The vehicle's data-banks permanently damaged by an image of Ironheart, the Soul Grinder most commonly associated with the Soulmaw, crippling the Rhino *Victis*.
- 954.M41 Having survived the horrors of Black Night, the citizens of Aragave, a vassal world to the Silver Skulls are further tormented by an unidentified Daemonic warband. When the Silver Skulls Chapter responds to the distress call, the Daemons quickly vanish.
- 955.M41 With much of the Silver Skulls Chapter absent, the Soulmaw strike against several worlds close to Varsavia. Chapter Librarians suspect an attack on their homeworld is imminent.

THE BRAZEN HOST

The Greater Daemon known as the Gore Lord has struck the worlds of the Imperium scores of times, always seeking battle in locations that are strongly defended, all the better to honour Khorne, his master.

Gore Lord

Bloodthirster of Khorne

Gore Lord's throng unleashes its full fury against the defenders of Lethe, his only desire more skulls for the throne of his master.

Sons of Wrath

(3 Bloodcrushers of Khorne)

Unleashed from the pens beneath the Brass Citadel, the Sons of Wrath are the elite of the Skull Riders, claiming souls for their bloody patron.

The Darkswords

(10 Bloodletters of Khorne)

Forever sworn in fealty to Gore Lord, the Darkswords are the razed edge to Bloodbane's many invasions.

The Soul Reapers

(10 Daemonettes of Slaanesh)

Degenerate creatures, the Soul Reapers' sadistic personality is of no interest to the Gore Lord as long as they proffer the skull-tithe.

Zzak'tar's Coven

(10 Pink Horrors of Tzeentch)

Ever fearful of the wrath of Gore Lord, Zzak'tar and his followers nonetheless join his throng in hope of wreaking carnage and mischief.

Festerlung's Writhers

(10 Plaguebearers of Nurgle)

Since the Gore Lord broke the defences of Festerlung during the Scouring of Nurgle's Vineyard, the Writhers have answered the Greater Daemon's call to arms.

The Weeping Sores

(5 Nurgling Swarms)

Uninvited, but not unwanted, the Weeping Sores have a knack for getting into hard to reach places.

Silphin's Seekers

(5 Seekers of Slaanesh)

Silphin and her Seekers yearn to indulge their basest instincts, a concession Gore Lord is happy to make.

Helmaw Thunderheart

(Soul Grinder of Chaos)

Striking a pact with the Forge of Souls was easy for Gore Lord – he lets them keep the souls and spoils, asking only for their loyalty and the skulls that they reap.

Gotok Goremad

(Soul Grinder of Chaos)

Sworn to the service of both Khorne and the Forge of Souls, Gotok's love of slaughter rivals even Gore Lord's.

Scyro Souldoom

(Daemon Prince of Chaos)

Once a loyal Space Marine, since ascending to Daemonhood Scyro now holds new oaths of loyalty.



DAEMONS AND CHAOS SPACE MARINES

The ultimate goal for any Champion of Chaos is apotheosis, transcending the mortal plane to attain Daemonhood. For the Chaos Space Marines this not only provides them with greater power to devote to the Gods of Chaos, but also a mightier body with which to wreak havoc upon the puppets of the false Emperor. Throughout the millennia many who were once thought to be the greatest heroes of the Imperium and stalwart defenders of Mankind have succumbed to the lure of the Dark Gods. One only needs to look as far as the history of traitors such as Mortarion, Angron and Magnus the Red to find names that will live forever in brazen infamy.



Immaterium to his will. Within his warband are thousands of Daemonettes, broken to his will through conquests in the Realm of Chaos, as well as scores of Daemons of Khorne. Most fearsome among the Brazen Host, however are the Skull Riders, one hundred Bloodcrushers who form the Gore Lord's vanguard. In his prophecies, Fayre rants that the Skull Riders, their bull-like mounts hanging with macabre trophies taken from their kills, will serve their master for eternity or until they have claimed one hundred billions souls and they care not which comes first.

The Murderval of Chaos

The war-ravaged Eldar world of Lohiac bears silent testament to a grand alliance of Daemons that assailed the planet in a battle that raged for several years. Four Eldar Craftworlds bled and died to prevent the Daemons gaining access to a sundered portal into the webway, the mysterious realm of the Eldar. Daemons in service to each of the Chaos Gods willingly united under the command of Sssair Gleamling, Greater Daemon of Slaanesh.

Of all the Dark Gods, Slaanesh hungers most for the souls of the Eldar and so the Dark Prince bargained power, proffered

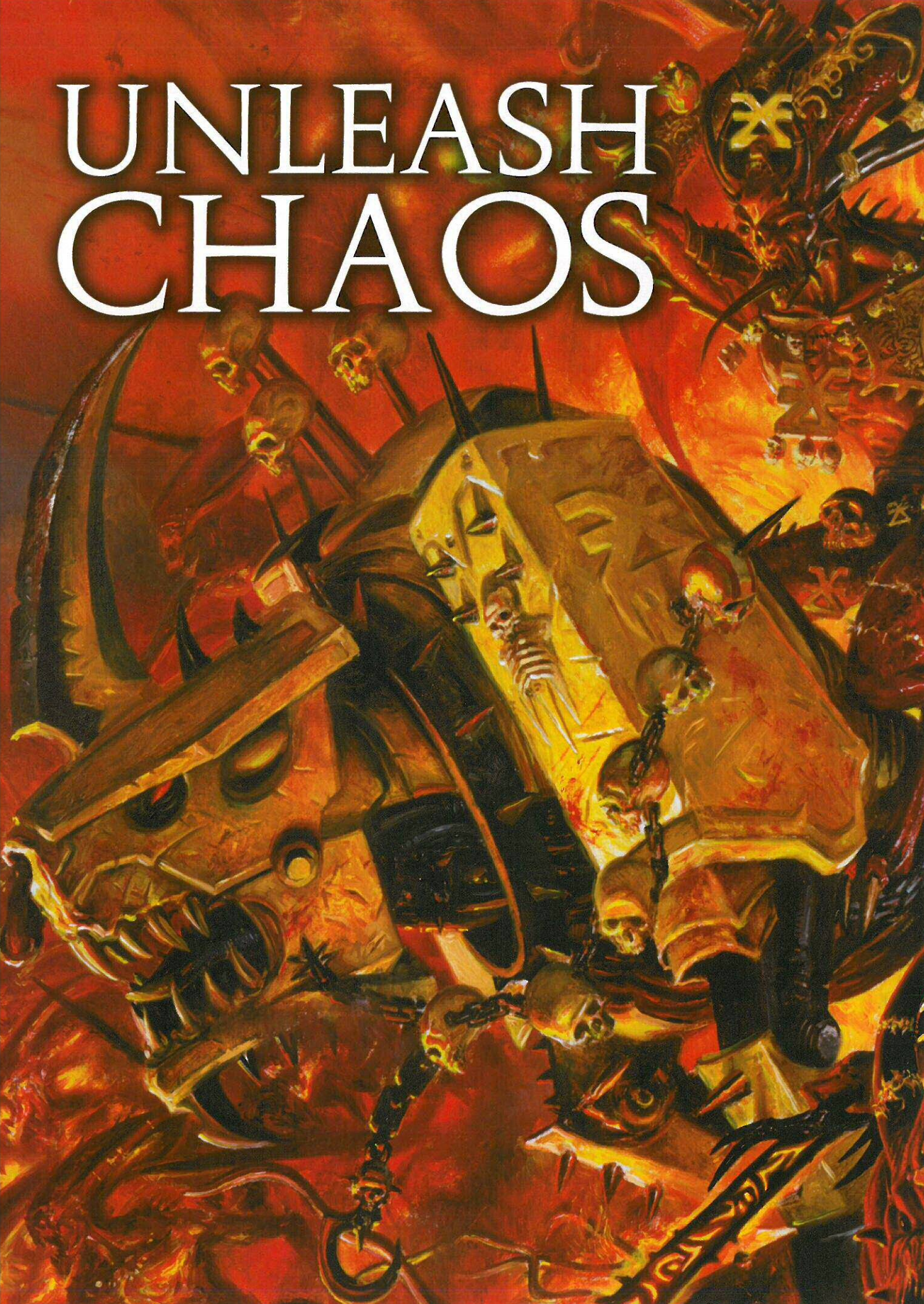
gifts and offered honeyed words to his fellow gods to secure their cooperation. Even as the lithe Keeper of Secrets directed the assault on the shimmering gateways at the heart of the world, three Avatars of the Eldar's own deity opposed him. There was no honour in that duel, however, as the Mouldkin, oozesome Beasts of Nurgle, mired the fiery forms of the Avatars even as Sssair and his allies closed in for the kill.

Whatever dire price Slaanesh had bartered to ensure victory brought with it daemoniac allies of every shape and savour. Screamer of Tzeentch duelled with flights of Eldar jetbikes even as swift Steeds of Slaanesh and winged Daemon Princes of every hue tore at the flanks of the sorely pressed Eldar host.

Such an alliance, so feared and loathed by the Eldar of the Craftworlds, would doubtless have triumphed were it not for the arrival of the Eldar's dark kin. Led by the lithe and deadly servants of the Laughing God, they struck the Daemons without warning. The uncompromising savagery of their attack bought the Seer Councils of the Eldar enough time to permanently seal the portal, leaving the Dark Prince without his prize and sorely indebted to his fellow Chaos Gods.



UNLEASH CHAOS



IN-STORE THIS MONTH

All this month the staff at your local Hobby Centre will be on hand to show you how to assemble, paint and use the fearsome new Daemons of Chaos in your games. But be warned, this is not an army of mere mortals...

Monsters of Madness

Spawned from the nightmare realm of the Warp where the laws of science hold no sway, the Daemons of Chaos offer a fantastic, if unsettling level of diversity for you to explore in your miniatures and conversions. Let your inner Daemon come to the fore in our modelling workshops.

Colours of the Warp

Chaos Daemons offer a mind-boggling array of colour schemes, tones and shades, from the blood-slicked followers of Khorne to the pestilential Plaguebearers of Nurgle. With brush in hand, find out how to make your Daemons truly stand out.

Know Thy Enemy

The legions of Daemons that exist beyond the material world are endless, but if the world of Men is to survive, the Daemonkin must be met and defeated. Learn all there is to know about the Children of Chaos, including how to face them and win through.

Infernal Invasion

Across the lands of the Warhammer world and in the grim darkness of the far future the Daemons of Chaos wage their eternal war. This month bring your armies into your local store and join the battle as the material and immaterial collide in bloody combat!

CONTACT YOUR LOCAL STORE FOR DETAILS.

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WARHAMMER

THE POWER OF THE WARP

Determined to bring about the downfall of the whole galaxy, the Studio's resident xenos-sympathiser, Phil Kelly, takes a turn for the daemonic. In this article he offers tactics and tips for using Chaos Daemons in your games.



Chaos Daemons are an army like no other. There's nothing like it: your opponent agrees to fight your Daemon horde, and deploys his units as best he can. You deploy not a single thing. Then, perhaps after a cautious few moments of your enemy tentatively repositioning as the tumbleweed rolls and the pregnant silence thickens, your Daemons suddenly rip their way from the ether and fall upon their prey, black tongues flicking out in anticipation of the unholy feast ahead.

Well, that's the theory anyway – the armies of the 41st Millennium have an alarming and rather unsporting tendency to fight back. This tactica is written with the express intention of helping the Chaos Daemon player visit destruction upon any army that dares to stand before him. Aspiring Daemon Princes, read on. Even those who remain immune to the lure of the Dark Gods of Chaos would do well to pay attention, for of all foes abroad in the galaxy, the Daemons know well that knowledge is power.

It's Raining Doom

OK, let's start with the basics. As we know, Daemon players divide their army into two roughly equal groups and nominate the group they wish to enter play first. They then roll a dice; on the roll of a 3-6, that is the group that enters play first, all at once, in fact, whilst the other group enters play from reserve as normal. Though it is tempting to put similar or even identical units in each half to ensure your battle plan always hangs together no matter what happens, I've found it's best to go for the throat and load each half assuming that the dice gods smile upon you – after all, the odds are good.

So how to do this? Well, some of the units in a Daemon army cry out to be deployed as soon as possible – namely a) the shooty ones, to get the maximum amount of Shooting phases and b) the really survivable ones, to soak up the incoming fire. Let's look at these two categories first and then get down to the serious business of butchering the foe at close quarters.

The Shooting Gallery

There are two flavours of shooty goodness in the Daemons list – let's look at traditional Tzeentch first. Pink Horrors are unparalleled for laying down massed anti-infantry fire. A full squad of Horrors can lay down sixty S4 AP4 shots; statistically speaking that's twenty dead Gaunts or Imperial Guardsmen in a single turn. For the pittance it costs you, it's always worth taking the Changeling upgrade for your Horrors squad. This Tzeentchian trickster can force an enemy unit to either forgo their Shooting phase or, if they opt to fire but fail their Leadership test, open fire on their own side at full effect. Needless to say this is immensely gratifying, especially if the firing squad in question has plasma guns. Double jeopardy!

Lords of Change are awesome all-rounders; not only do these Monstrous Creatures have a magnificent invulnerable save (3+) and pack a hell of a wallop in Assault, they have a great shooting attack in Bolt of Tzeentch. Assuming you Deep Strike ol' feathers in the right place, he can destroy an enemy tank with ease – a single S8 shot might not look like much at first, but with a flying Daemon's ability to arrive in precisely the most inconvenient place for your enemy it's child's play to hit tanks in the rear armour with an AP 1 bolt. Screamers are also a sleeper hit for anti-armour duty, as their Warp Jaws (a melta bomb close combat attack) can chew through anything. Deploy them in deep cover, out of the enemy's immediate reach but still within 18" or so of that troublesome tank. They move like jetbikes, and even the threat of their melta assault will force your opponent's armour into evasive manoeuvres, robbing him of firepower. I sometimes like to take a couple of three-strong Screamer units and

keep them hidden from fire until the last instant, zooming out to claim or contest objectives at the last minute. Daemons never have to take Morale tests, so if your opponent wants rid of them he'll have to kill every one of them to ensure victory, usually whilst something huge and frightening is rampaging through his lines.

Flamers of Tzeentch are an exception to the 'shoot first' ethos of Tzeentch. They have anti-infantry Warfire much like their smaller, pinker brethren, sure, but I much prefer to use their armour-and-cover-save-denying Breath of Chaos template. Because of this it pays to Deep Strike your Flamers in when you already have a Chaos Icon or two on the table so you can ensure a precision attack. I like to use a small unit of Flamers for a kamikaze strike – three flamer templates that reliably kill on a 4+ can easily destroy a prized unit in a single fusillade. In my opinion this is well worth the 105-point price tag.

The second flavour of shootiness is the jaw-droppingly impressive Soul Grinder. The hardest walker in the game, I always upgrade Mr. S. Grinder to have the 'phlegm' attack, because it effectively gives you a battle cannon template to throw around the moment he enters play. You should only expect to get a couple of turns of fire out of this, because the Soul Grinder will invariably end up in combat as your opponent tries vainly to shut it down. Even power fists need a 5+ to glance this bad boy, though, and because he ignores both shaken and stunned results he can shrug off two out of three glancing hits to no effect. He's a mean all-rounder for sure; with several ranged abilities, Fleet and no less than 4 S10 Attacks per turn he makes Space Marine Dreadnoughts look like Nurglings. If you can afford it, take one for each half of your force.

Avoiding Templates

The bane of any deep striking unit is that scary old pie plate, the large blast marker. When your troops Deep Strike they are forced to deploy bunched up in a nice template-friendly formation. A simple Daemon tactic is to use your first Shooting phase to run, spreading your unit out at the very least, or cling to cover and ensure that your foe has the maximum amount of trouble digging your troops out. Clever players use this run move to make 'screens' from their survivable troops, ensuring that their less hardy units get into combat relatively intact.

Of course, the reverse is also true. Your deep striking Daemons can use their own template weapons to take a closely packed opponent by surprise. Deep Strike down a unit of Flamers or a Daemon Prince with the Breath of Chaos Gift right on top of the enemy and let loose. Canny use of icons allows you to get them into position with pin-point accuracy.

ICONS APLENTY

I can't emphasise this enough – you need at least one unit with the Chaos Icon upgrade in both parts of your force. Chaos Icons mean that you do not roll for scatter when deep striking units onto the table; if they enter play within 6" of an Icon you can place your Daemons as you please, avoiding the chance of a deadly mishap and ensuring they appear just where you want them. This is great when combined with Breath of Chaos and other location-specific attacks, as well as ensuring your close combat units get into the fray where you want them. It's a cheap upgrade, so ensure all of your Lesser Daemon units have Chaos Icons if you possibly can.



Plaguebearer



Daemonette



Bloodletter

A PRINCE AMONG DAEMONS

Daemon Princes have an unusual place in the daemonic pantheon, for they are the most diverse and customisable of the lot, with loads of powerful upgrades at their disposal.

Daemonic Flight is a must. Sure, it might be a bit of a pricy upgrade, but if you're going to cough up for a Monstrous Creature you'll want him in the thick of things as often as possible.

Unholy Might is also well worth it, as that extra point of Strength you gain means you'll be killing enemy infantry on a 2+ rather than a 3+, therefore making the most of those armour-bypassing attacks.

Personally I like to purchase Soporific Musk so my Daemon Prince can Hit and Run too – the tag team of one of these guys and a Keeper of Secrets darting around the place allows you to keep control of the game, reclaim the initiative and wreck your opponent's objective-claiming plans.



Objectively Speaking

This one almost goes without saying: when deploying your Daemons, ensure that you drop them as near to any objectives as possible and force the enemy to come to you. Almost all Daemons excel in an assault, and if you place more than one Daemon unit upon each objective in the early game, your opponent will have the devil's own time digging you out.



The Necrotic Hordes

Plaguebearers are perhaps the most survivable troops in the game. Not only do they have a very impressive Toughness 5 but they have a 5+ invulnerable save and Feel No Pain to back it up. As a result Plaguebearers make excellent front line troops – aim to deploy your Plaguebearers right in the thick of things if you can, baiting your opponent into wasting his firepower by 'taking one for the team'. Players who fire bolter volleys or even lascannons at these gross green fiends will end up with only a few kills to show for their efforts, and all the while, the rest of your army's getting ready to pounce. Wise players who know of the Plaguebearer's extreme durability may concentrate their fire elsewhere, so how to counter-adapt to this? In short, take Nurgle's finest; the repulsive but effective tag team of Ku'gath Plaguefather and Epidemius the Tallyman.

Tons-of-Fun

Ku'gath, a virtually indestructible Great Unclean One, has some awesome special abilities to go with his sheer bulk. Because his royal fatness is a Monstrous Creature, he can use his Breath of Chaos followed by his large blast, AP2 Necrotic Missiles in the same turn. Ouch! Your aim is to kill at least five enemy models with the big guy per turn. When you take into account that he's not only got a fearsome ranged attack, but also has five S6 Attacks that re-roll to wound and ignore armour saves, that shouldn't be too hard, even when he gets stuck at close quarters. Ku'gath's combination of T6, W6, a 4+ invulnerable save and Feel No Pain means that he can laugh off even a Dreadnought's attacks and, better yet, he can make Shooting

attacks with his Aura of Decay and churn out Nurgling bases even when engaged in combat. Yes, he even pukes out more Troops units, great for contesting objectives when everyone else is busy fighting your towering Greater Daemon – all this helps to offset his high points cost quite nicely.

Epidemius is nowhere near as killy, but that's OK: our number-obsessed Daemon Herald's job is to bolster the rest of your Nurgle Daemons. He should be deployed as soon as possible, and preferably kept right out of harm's way and accompanied by at least one Daemon Prince with the Mark of Nurgle. Why? Well, remember when we said your aim was to kill five models a turn with Ku'gath? This is because of Epidemius' Tally of Pestilence. When this palanquin-bound fiend is on the scene, all enemies slain by a Nurgle model (for example, say, that Nurgle Daemon Prince, Plaguebearers or even the mighty Ku'gath himself) are tallied up. When the score reaches five, anything with a Plaguesword always wounds on a 3+, and given that these are Poisoned Weapons with a decent Strength, they will almost always benefit from a re-roll to wound as well. Five kills later and your Nurgle worshippers always wound on a 2+; five more, and you'll Feel No Pain on a 3+, but it's the 20+ kills jackpot you're really after. From then on all attacks from your ugly little Nurgle worshippers wound on a 2+ (usually with re-rolls just in case) and ignore armour saves. Imagine the carnage your deep striking, objective-claiming Plaguebearers can dish out then!

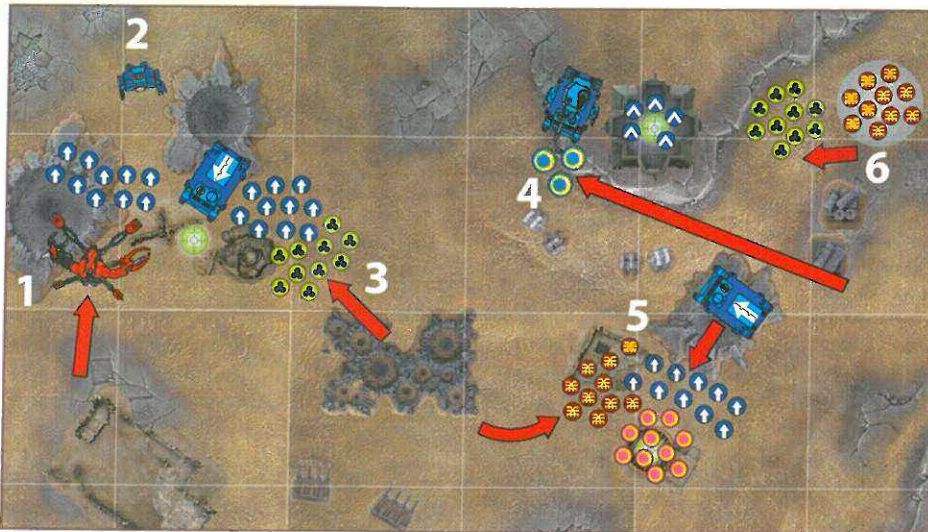
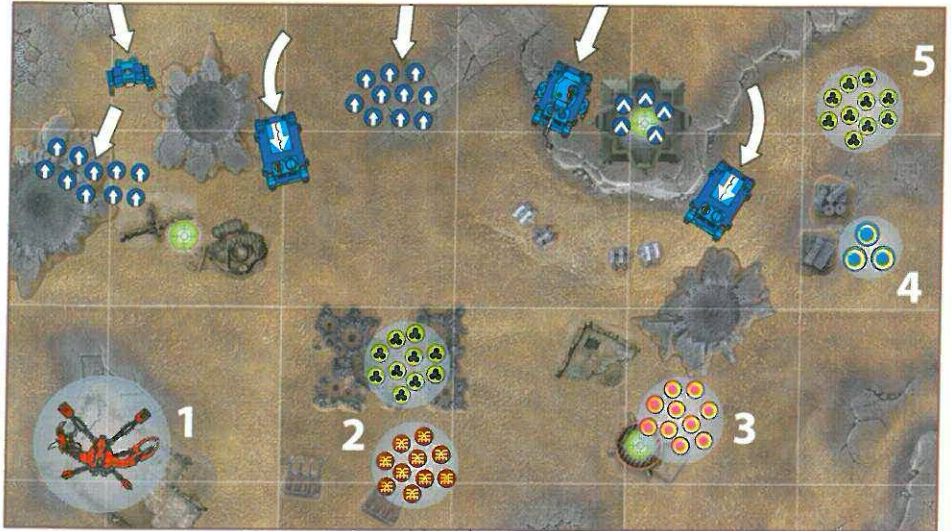
In a curious break from the norm, it's often worth targeting the weak stuff first – killing the tiddlers will make butchering the enemy elites a doddle in a few turns.

UNLEASHING THE IMMATERIUM

These tactics aren't a lot of use without showing you exactly how to go about the 'big plan'. To that end I've put together a few basic tips on exactly how to unleash the Daemons upon your foe.

Turn 1

- 1) The Soul Grinder drops in about 18" from the foe and begins to offer fire support.
- 2) Deploy a strong central force to oppose the enemy. Bloodletters shielded by Plaguebearers is good. Make a run move with the unit of Plaguebearers to create a wider screen.
- 3) Pink Horrors appear on the objective and open fire.
- 4) Screammers of Tzeentch land quietly out of the way ready to wreak havoc.
- 5) The Plaguebearers appear behind the enemy, there to draw plenty of attention.



Turns 2-3

- 1) The Soul Grinder rushes forwards once the enemy has made the mistake of coming into range.
- 2) Ignore the enemy units that can't assault, since they have nothing to shoot at right now.
- 3) Bloodletters at the centre reinforce the Pink Horrors while the Plaguebearers move in on the central objective.
- 4) Screammers swoop in to take out enemy tanks.
- 5) Second wave units can deploy close to the fighting, using combats to obscure lines of sight.
- 6) Plaguebearers at the rear bog down the enemy, while the Bloodletters drop in to support.

Turns 4-5

- 1) Icons spread amongst initial assault waves ensure that late arrivals will be able to Deep Strike accurately.
- 2) Slaaneshi reserves arrive and use their nimbleness to get into position – the Seekers of Slaanesh cut off the enemy troops in cover.
- 3) With most enemy troops isolated and destroyed, daemonic units converge on the objectives.
- 4) Plenty of Troops in subsequent waves ensure that the Daemons are able to claim objectives in spite of initial casualties.



The Masque and the Red Death

A favourite tactic of mine is to leave the Slaanesh super-Herald known only as the Masque in the second part of my force, deep striking her into the thick of the fighting as my opponent quite sensibly backs away from my Bloodletter and Bloodcrusher units. The Masque has the ability to use Pavane of Slaanesh on not one but three enemy units. Those of you familiar with the Chaos Space Marine power *Lash of Submission* will know how dangerous such abilities can be – the Masque allows you to move three enemy units up to D6" in any direction you choose. Needless to say this can enable you to draw the enemy out of cover and arrange them to your liking in time for a devastating Soul Grinder, Necrotic Missile or Breath of Chaos template attack in the Shooting phase. You should also try to bring at least two skulking enemy units in reach of your Khorne 'hammer' units, effectively extending their charge reach by a crucial few inches and wrong-footing your opponent at the critical point. Sure, the Masque may have lost a dance-off against an Eldar Harlequin that one time, but when the enemy's under her spell she can be the most potent combo-meister at your disposal.



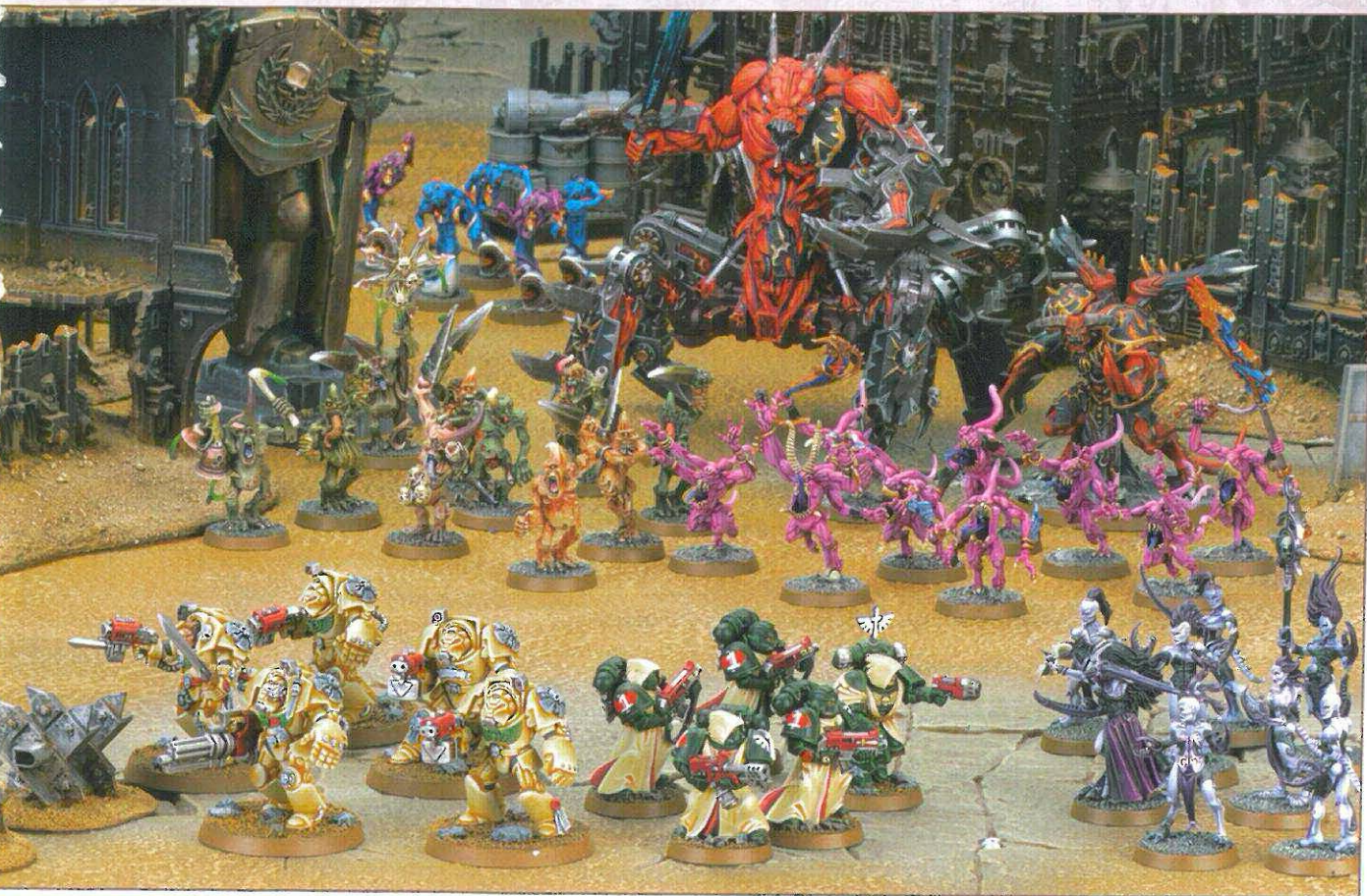
Bringing the Pain

Okay, so we've looked at the first wave stuff, giving you the shooting and resilience you need to lay some first-turn hurt on the enemy and bring some icon-bearing basic units onto the table. It's from the third turn onwards that the Chaos Daemons army gets really scary, though. Bloodletters, classic second-wave assault troops, are utterly lethal due to the fact they all have power weapons, two S4 attacks each and Furious Charge to ensure they hit hard and fast. Deploy your Bloodletters in cover if you can; your opponent may try and charge you to ensure you don't get the Furious Charge bonuses, so utilise the Initiative-skewing effects of cover to punish foes without grenades before they get to make their own attacks. Bloodletters are actually really good at character-killing; I've seen units of Bloodletters take down really powerful special characters time and again (you only have to look at the Space Wolves battle report back in October 2009 to see them bringing the pain to the mighty Canis Wolfborn).

Bloodcrushers are even more powerful and, unlike Bloodletters, are able to take the hurt as good as they can give it out. With two Wounds, an armour save of 3+ and T5, they can take a turn of incoming fire and still have the bodies to cause serious hurt. How so? Well, they have

Hellblades, so their high-Strength attacks ignore armour saves, and they have Furious Charge too. They're expensive but they can reduce even a unit full of Terminators to a red mist in no time at all. Make sure you get the charge for that all-important Initiative bonus, and Bloodcrushers can be a game-winner.

The undisputed master of close combat in the 41st Millennium is the Bloodthirster. The poster child for assault-based carnage, it's hard to find a unit that can match the Bloodthirster for raw power against infantry, vehicles or character models. The Greater Daemon of Khorne's true trump card is its mobility – its wings ensure that it can power 18" across the battlefield and hence fight upon its own terms. At 250 points each it's feasible to take two, and put one in each half of your force for maximum pant-wetting terror. A lot of Daemon players use their Bloodthirster as a way of silencing tanks and slaughtering infantry squads, but I prefer to get mine stuck into the HQ of the enemy army, where his truly horrible statline can outclass almost any other character in the game. Just make sure that Big Red is in combat for as many Assault phases as you can and you'll take plenty of skulls for Khorne, even if it means taking a charge or two. His WS of 10, 4+ invulnerable save and high Toughness means he is proof



against almost any close combat attack, and with the Blessing of the Blood God upgrade, you can even laugh off force weapons wielded by cheeky Librarians brave enough to go toe to toe with this S7, furious charging monstrosity. Achilles' heel duly covered!

Fast and Nasty

Many Warhammer 40,000 players agree that the game is won and lost by mobility and objective-claiming as much as killing power, and Nurgle slowpokes and Khorne slaughter-squads often just can't cut it when it comes to the movement game. Enter the Daemons of Slaanesh. The scions of the Dark Prince might seem like the poor relatives of their Khorne cousins when placed upon the scales of slaughter and destruction, but when it comes to the snatch-and-grab of objective claiming they are second to none.

Slaaneshi Daemons are famous for their high Initiative, high number of Attacks and Rending special rule. Though they cannot match the Khorne brigade for sheer offensive power, one thing they do especially well is sprinting across the battlefield to winkle the enemy out of cover – Seekers of Slaanesh are aptly named, for with a bit of luck on their run roll these lithe assassins can move an impressive 24" in a single turn, and their

Aura of Acquiescence ensures they will be striking first with all those lovely Rending attacks regardless of how well positioned the enemy is. Fiends, although deceptively weird-looking, are the shock cavalry of the Slaanesh Daemons – I remember being particularly surprised the first time I saw a unit of Fiends sprint over 20" and lay down half a dozen S5 attacks each on a unit that I thought was safe!

The Keeper of Secrets is an excellent fusion of mobility and power. Its Initiative of 10 and Fleet ensures that the alarmingly alluring Greater Daemon fights with uncanny speed, and it has more Attacks than even the Bloodthirster. I usually like to take the gift Soporific Musk, which allows him to Hit and Run. This is a subtle special rule but one that, properly used, allows your Greater Daemon to move from one combat and charge into another as much as 36" inches away over the course of a single turn. Just remember to use it at the end of your opponent's Assault phase instead of your own, or you'll have a lot of anti-tank firepower coming your way.

We've really only covered what I consider essential daemonic doctrine here, but if you go onto our website Adam Troke looks at each of the units in more detail:

Quick Tip

Try using your Daemonettes to bolster fights that kicked off in the early part of the game – you will usually have a few combats where your enemy has committed his units in order to pull down those Plaguebearers and Pink Horrors. Even Horrors have a 4+ invulnerable save, so they should buy you plenty of time for the Daemon-maidens to come to the rescue with a bucketload of Initiative 6 attacks.



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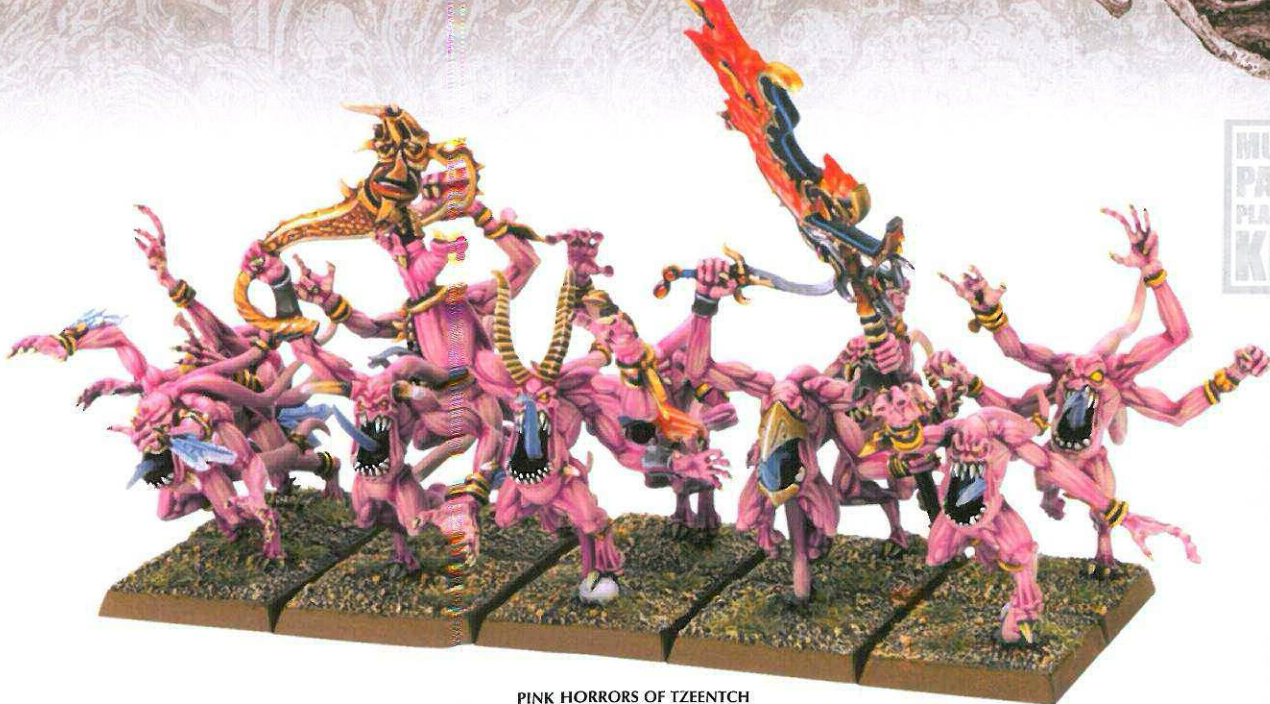


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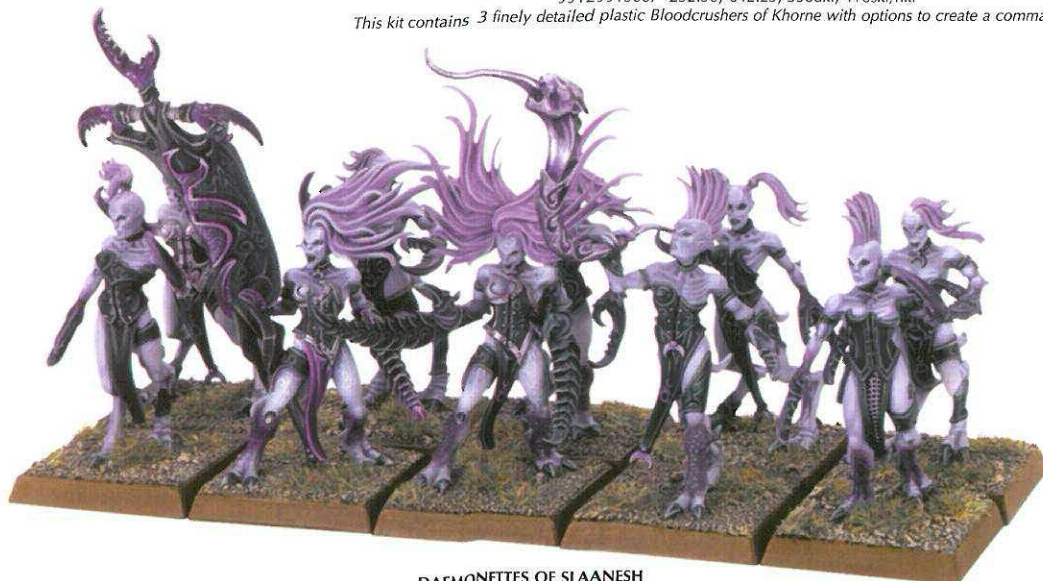


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WARHAMMER

HARBINGERS OF DESTRUCTION

With the release of Warhammer last month and the new Daemons of Chaos this month, the Scions of Chaos will soon be rampaging over battlefields the world over. Mat Ward takes a look at how best to rampage.



Skulltaker

Amongst the legions of Chaos, Skulltaker has a fearsome reputation as Khorne's champion. For only 150 points Skulltaker brings you a Hero who will strike almost any enemy on a 3+, and can administer a Killing Blow on a 5+. He's a lean, mean challenge-winning machine.



Ever wanted to play the ultimate bad guy, to crush nations beneath your heels simply because you can? Well then, the Daemons of Chaos are for you. In this article I'll do my best to kick off your reign of tyranny. First, let's take a look at the strengths and weaknesses of everyone's favourite maniacal magical misfits...

It's Good to be Bad

The biggie has to be that Daemons don't run away. All the models in the Daemons of Chaos army have the immune to psychology and instability special rules. This makes the army incredibly reliable. Your units won't run away, which means you can control the battlefield quite nicely, thank you very much. Furthermore, as Daemons don't flee, they can't be cut down as a result of being routed from close combat. Accordingly, and certain spells notwithstanding, you won't be removing a whole unit from play in one go. This, of course, is all great stuff, but it doesn't come without its own disadvantages. Units that are Immune to Psychology cannot declare a flee! reaction, so if your Daemons are

charged, they're going to have to stand their ground and fight it out. Additionally, the Daemonic Instability special rule is as likely to inflict extra close combat casualties on you as it is get you off scot free. This is particularly nasty with smaller units – I've seen Seekers and Flamers wiped out from a combat that they lost by a single point of combat result.

The second of the Daemons' big advantages is a psychological one: they cause Fear. While this isn't a game winner, Fear is still a nice ability to have. Reducing an enemy to Weapon Skill 1 in close combat gives your Daemons a better chance to hit the enemy, as well as sapping the enemy's chances of hitting your Daemons back. As your army is almost always going to be outnumbered by the enemy, this is all to the good. Daemonic lives may well be cheap to the Great Gods of Chaos but, to you, they're the currency that buys victory, so keeping them alive is vital. There's no real downside to causing Fear, but you will have to remember not to rely on it – Fear'll only help you out as much as your enemies fail their Fear tests.

The third and final daemonic perk is the 5+ ward save that they all share. In truth, this isn't as good as it's tempting to believe. After all, against Strength 3 and below, a Daemon's saving throw is simply as good as an Empire Swordsman's (or a Goblin's!). Its advantages only really start to kick in when you're up against some pretty tough customers – Chaos Warriors, Greatswords and the like. Troops like these rely on being able to crush the enemy's armour, but against Daemons that tactic isn't going to work at all well. Unfortunately, nice as a 5+ ward save is, you'll find that your Daemons can buy very little in the way of additional protection, so for every great weapon blow thwarted by your ward save, two or three arrows will sneak through your defences.

Of course, the one really big weakness that the Daemons of Chaos have is that their armies are inevitably rather small – power really does come with a price. As you build your army, you're constantly going to have to strike a balance between

all the shiny things you can field (and there are an awful lot of shiny things) and making sure you've enough bodies on the ground to do the job. This is especially true as Daemons can't count on winning their battles on the turn that they charge. Whatever you do, don't neglect the size of your main units.

Pantheonic Power

Having taken a look at the powers shared by all Daemons, it's now time to delve a little deeper into the deadly denizens of the Dark Gods. All Daemons, save for Chaos Furies and Daemon Princes, are aligned to one of the four Chaos Gods, and share the principal traits of their patrons. This makes for a very strong and versatile army, as you can choose the units most likely to serve your battleplan.

Take the Daemons of Khorne, for example. Khorne is the god of bloodletting, murder and battle. His Daemons, from colossal Bloodthirsters to leering Bloodletters, are savage combatants – they

“ Daemonic lives may well be cheap to the Great Gods of Chaos but, to you, they're the currency that buys victory, so keeping them alive is vital. ”



KEY COMBO: THE HORRORS, THE HORRORS

Pink Horrors really aren't cut out for holding a key part of your battleline – they're far happier as support troops. However, if you're prepared to pay the points, you can make them a close combat unit worthy of being feared. First up, you need a lot of Horrors – you want at least a full rank bonus, so that's a unit of twenty at the minimum, although I'd consider going for the full horde at that point.

Second, you need to protect your investment, so conjure up a Herald of Tzeentch to lead the unit. He's there primarily to boost your unit's ward save, but we can do better than that by a little outlay on Daemonic Gifts. Buy him an Iridescent Corona – against most enemies, this is an additional three Strength 3 close

combat attacks. Also consider the Master of Sorcery gift. After all, when is a unit of Pink Horrors not a pushover in close combat? When its Herald has cast *Wyssan's Wildform* (+1 Strength, +1 Toughness) or *Flaming Sword of Rhuin* (+1 to wound) or some other augmentative Battle Magic spell upon them.

If that's not enough, then you can't go wrong with the Changeling as unit champion. This Daemon's ability to steal stats from his opponents makes for a great reason not to charge your Horror unit, and a nicely one-way fight when your Horror unit does get stuck in. Finally, you can always consider buying the unit the Banner of Change – the bound spell within inflicts 3D6 Strength 3 hits on an enemy unit in base contact.

Mites of Nurgle

With humble statistics, it's hard to see what's so appealing about the Nurglings at first glance. Their true value is hidden in the Scouts special rule, which lets them deploy frighteningly close to the enemy. A Turn 2 (or, if you're really lucky, Turn 1) charge from these blighters can leave a war machine or stray Wizard in the fight of its life.



hit hard and leave none behind in their wake. If you're an aggressive sort, and want to take the battle to the enemy by the most direct route, then Khorne is the god for you. Khorne Daemons have the hardest-hitting attacks of all their kind – they're Strength 5 or better across the board – and many of them have the Killing Blow special rule on top of that. Daemons of Khorne are therefore specialists at cracking open knights and other heavily armoured targets. However, whilst they can dish out damage, Khorne Daemons aren't especially good at taking it. The mighty Bloodcrushers aside, Khorne Daemons rely wholly on their 5+ ward save and are therefore as prone to bowfire as, say, a Bretonnian Man-at-arms. Furthermore, they don't have anything in the way of ranged attacks, so if you want your Khorne Daemons to get a-claiming those skulls for their dark master, then they'll have to hoof it across the battlefield as fast as possible.

Next up in the dark pantheon is Tzeentch, Changer of the Ways and Master of Sorcery. His Daemons are the polar opposite of Khorne's – they're fantastic at range, and a disaster waiting to happen in close combat. All Tzeentch Daemons have a ranged attack of some kind, be it the magic powers of the Pink Horrors, the

fireballs of the Flamers, or the slashing attack of the Screemers (this last isn't a shooting attack, as such, but as it doesn't happen in close combat, it's close enough for me). Tzeentch Daemons are a fantastic support force for your army, able to lay down coruscating (a mandatory word for describing Tzeentch flame) warpfire whilst your other Daemons get stuck in.

The Daemons of Grandfather Nurgle are best characterised as slow and solid. Nurgle Daemons typically have a high Toughness, but average Movement and low Initiative values. This makes them absolutely suited to absorbing otherwise ruinous charges from the opposition, and pinning enemy units in place whilst you mob them with a second or third unit of your own. That's not to say that Nurgle Daemons can't go on the attack, but it does mean that they'll likely be left behind by the rest of your army if they do. Whilst Nurgle Daemons lack the armour-piercing power of Khorne's minions, they always acquit themselves pretty well in a fight, thanks to their Poisoned Attacks.

Last of all are the prancing pets of the Prince of Chaos, Slaanesh. Slaanesh's minions are the opposite to Nurgle's – they're fast but incredibly fragile. They make for fantastic flank units, as they've



KEY COMBO: BILE TIME!

Whilst Great Unclean Ones are tough customers with plenty of staying power, they do tend to struggle against units of infantry. Sad to say, but 4 Attacks really aren't enough to out-fight 30-odd Empire Swordsmen. With that in mind, if you really want your Great Unclean One to duke it out with an infantry block, consider the following combination of Daemonic Gifts. First up, is Stream of Corruption (25 points). As a Breath Weapon, it's one use only, but is good for an additional 2D6

Strength 4 automatic hits on the turn that you use it. Secondly, have him excrete a little Pestilent Mucus (25 points) so that every wound your Great Unclean One suffers will force a Toughness test on all enemy models in base contact, causing a wound on any that fail. With this rotten little combo, your Great Unclean One can deal out a one-turn whupping to most enemies, and all for the combined cost of 500 points – just enough to sneak him into a 2000-point game.

KEY COMBO: THE MASQUE AND THE MAGIC

The Masque of Slaanesh is a wonderful all-round special character, but she really shines when paired up with a spellcasting Keeper of Secrets or Herald of Slaanesh. If the Masque uses her Dance of Dreaming (reduces the target's Leadership by D3) on the unit you intend to

target with a Leadership-based spell, your chances of doing terrible, terrible things to your foe are much increased. I've seen normally-stoic Dwarf Lords dance themselves to death under the effects of the Pavane of Slaanesh thanks to this combination!



enough speed to thwart enemy cavalry, and enough Attacks to overwhelm most infantry units. Where Khorne Daemons rely on a single, massive attack, Slaanesh Daemons instead make several moderate-Strength attacks, making them ideal for opposing those pesky Skaven hordes. Most of the time, however, you'll want to use them in support of your main attacks – Slaanesh Daemons are just too delicate to go toe to toe with most enemy units.

A Word About Chaos Glory

As previously mentioned, the only Daemons not to fit into one of the big four pantheons are Chaos Furies and Daemon Princes. Both unit types have their role in your army. Daemon Princes are powerful characters who provide a perfect combination of brute strength and versatility. They can be customised to take on specific roles in the battle, and even when heavily upgraded they're generally cheaper than the almighty Greater Daemons. They're not as mighty as Greater Daemons, but they're still able to tear almost any other Lord or Hero limb from limb. Chaos Furies, on the other hand, are cheap, cheerful (in a mocking sort of way) and have a very specific task: mugging

enemy war machines. War machines, particularly those with blast templates, can prove deadly to your advancing Daemons, so always consider a flock or two of Chaos Furies to get them, before they get you.

To Horde, or Not to Horde

Of course, the big question these days is whether or not to push that unit size up to horde level. So, should you horde your Daemons? I'm afraid the best answer I can give you is 'maybe'. You see, at 12 points a pop, Lesser Daemons are right on the threshold of being a cost-effective horde (they always look brilliant, but that's another matter). To coin a made-up word, hordonomics works on how many points a model costs and how many Attacks it has. A high-cost model can make a good horde, provided it only has one Attack: as models in the second and third ranks only attack once, their additional hitting power is lost. Follow that through to its natural conclusion, and you can see that Bloodletters and Plaguebearers are good candidates to be fielded in a horde, as they have a single high-Strength attack each. Daemonettes are rather less so, as their combat effectiveness come from their extra Attacks, which are lost in the rear ranks. Of

Fire Support

The Flamers of Tzeentch are the premier missile unit in the Daemons of Chaos army list. The perfect complement to a unit or two of Pink Horrors, Flamers put out a frightening volume of missile fire and can even stand and shoot. Paired with a decent-sized unit or two of Horrors, you can form a formidable firebase with which to destroy your foes.



Seek and Destroy

Amongst the very fastest units in Warhammer, the Seekers of Slaanesh are the perfect mobile reserve, able to race into position to plug gaps in your lines or cut off the enemy. Avoid fighting the best-armoured foes, instead picking off skirmishers, war machines and lightly armoured units.



all of the Lesser Daemons, Horrors are perhaps the best horde. While individual Pink Horrors are quite weak, a big unit of Horrors has more going for it than mere close combat potency – it has a nice high magic level as well!

Heraldic Devices

One of the Daemon army's main tricks revolves around its Heralds. Hero-level versions of Lesser Daemons, Heralds are potent characters in their own right, with stats that mortal characters are rightly envious of. However, a Herald's worth is not contained in its characteristic profile, but in its Locus special rule. You see, each Herald has an ability that boosts not only its abilities, but those of the Lesser Daemons around it. For example, a Herald of Khorne Hates everyone (yes, even you) and also causes all Bloodletters in his unit to Hate everyone. A Herald of Nurgle has the Regenerate special rule, and so do all the Plaguebearers in his unit. Each Herald makes its unit better, as you can see.

As you can imagine, putting a Herald in a unit makes a huge difference to that unit's combat potential, but it's important not to get too cocky. These abilities only last so long as the Herald is still alive and in the unit. Of the two limitations, the latter is the least – it's up to you when the Herald departs the unit, after all. However, Heralds can be surprisingly easy to nobble, if your opponent's geared for it and, due to the way the Initiative stepping works in Warhammer, a Herald slain by a high Initiative character won't be around to pass his ability on to the rest of the unit. For this reason alone, it's a good idea to be wary of accepting challenges with your Heralds – often it's best to let the unit champion earn a little glory instead.

Greater Daemons

Of course the real lures of collecting a Daemons of Chaos army are the majestic Greater Daemons. These monsters are some of the most fearsome combatants in the game, and jolly nice models, to boot. At 450 points for a basic (if basic's the right word) Greater Daemon, you're investing a sizable chunk of your army into a single model, so you'd best be prepared to get the most from it. Happily, Greater Daemons follow the same traits as their lesser kin, only moreso. Bloodthirsters are combat monsters, Great Unclean Ones are nigh-unkillable, and so on, so it's easy to steer them to where they can do the most good. These perks can be further upgraded by Daemoniac Gifts, making Greater Daemons every bit as customisable as the lords of other armies.

Furthermore, all Greater Daemons (save for the Bloodthirster, due to Khorne's hatred of magic) can also be upgraded into magical powerhouses to further

compliment your army. As servants of the Great Sorcerer, Lords of Change are, naturally, the best Wizards you're likely to get, but the other two are no slouches when it comes to laying the sorcerous smack down.

None of this is to suggest that a Daemon army must include a Greater Daemon. Sometimes numbers are as effective, and the lack of a Greater Daemon definitely helps get the numbers up. Personally, I tend to avoid including a Greater Daemon if I've already set my heart on a horde – both cost about the same number of points, and it's good to keep your opponent guessing as to what he'll need to face.

The Magic of Chaos

Daemons primarily stick to their own Lores of Magic – one for each of the Chaos Gods prepared to countenance the applications of the mystic arts. Tzeentch Daemons can get access to the various Lores of Battle Magic, with the addition of the Master of Sorcery Daemoniac Gift, but those are discussed elsewhere in the issue and in my tactica online.

Each of the Daemoniac Lores has its own little focus and speciality. The Daemon Lore of Tzeentch is essentially a powered up and less predictable version of the Lore of Fire, with plenty of ranged zaps, albeit normally at a random Strength. The two spells to look out for in the Daemon Lore of Tzeentch are *Boon of Tzeentch* (an excellent way of getting additional power dice) and *Tzeentch's Firestorm* (not only does it kill the enemy, it creates a new unit of Horrors).

The Daemon Lore of Nurgle is a great anti-Elf lore. Why? Because it forces an awful lot of Toughness tests, and does unspeakable things to those models that fail. Whilst the Lore of Nurgle doesn't have the same pyrotechnic splendour of the Daemon Lore of Tzeentch, it's just as effective if used on the correct target. My favourite spells in this lore are *Rancid Visitation* (a magic missile that keeps on giving, so long as the target keeps failing Toughness tests) and *Plague Wind* (a surefire way of turning your foes into swarms of pestilent Nurglings).

Last, but not least, we come to the Daemon Lore of Slaanesh. By and large, Slaanesh's chosen spells mirror those of Nurgle. However, where Nurgle is strong against enemies with little fortitude, Slaanesh's forte is against those with little willpower – where the Daemon Lore of Nurgle exploits low Toughness, the Daemon Lore of Slaanesh brings the pain to models with poor Leadership – Orcs, Goblins, Skaven and so on. A key spell in the Daemon Lore of Slaanesh is *Phantasmagoria* (weakening an enemy unit's chances of passing Leadership tests).

“Of course the real lures of collecting a Daemons of Chaos army are the majestic Greater Daemons of Chaos. These monsters are some of the most fearsome combatants in the game.”

THE BILEHOST OF EPIDEMIUS



HEROES
Epidemius,
 Nurgle's Tallyman
 135 points

Lithewinder
 Herald of Slaanesh,
 Level 1 Wizard.
 140 points

CORE
Nurgle's Rotters
 36 Plaguebearers of Nurgle
 with musician, standard
 bearer and Plagueridden.
 462 points

The Cackling Crows
 10 Pink Horrors of
 Tzeentch with musician,
 standard bearer and
 Iridescent Horror.
 150 points

The Firebringers
 10 Pink Horrors of
 Tzeentch with musician,
 standard bearer and
 Iridescent Horror.
 150 points

The Corrupted Courtesans
 17 Daemonettes of
 Slaanesh with musician,
 standard bearer and
 Alluress.
 234 points

Night Stalkers
 5 Chaos Furies.
 60 points

The Black Wings
 5 Chaos Furies.
 60 points

SPECIAL
Slaanesh's Sin Runners
 10 Seekers of Slaanesh
 with with musician,
 standard bearer and
 Alluress.
 270 points

The Rotten Ranks
 3 bases of Nurglings.
 105 points

RARE
The Brass Horns
 3 Bloodcrushers with
 Bloodreaper.
 230 points

TOTAL 1996 points



So, with all those tactics fresh in your mind, it's time to put into practice what we've discussed. I hereby present the Bilehost of Epidemius – a Daemon army worth of your opponent's fear! This army has got a little of everything. The Plaguebearers, Daemonettes and Bloodcrushers are the main close combat force, the Pink Horrors offer some ranged ability, whilst the remainder of the army is fast enough to shut down enemy archers or war machines before they can do too much damage.

Note that I've cunningly used Epidemius to boost the footprint of my Plaguebearer unit, so I only need 36 models to get that reassuring 4 ranks of 10.

Of course, like all Warhammer players, I'm not always going to want to play games at 2000 points. For smaller games, I'll drop down the unit size of the Plaguebearers and Seekers, and probably drop a unit of Horrors and Chaos Furies. For bigger games? I'm glad you asked. At 2500 points, I think I'd add in a Great Unclean One – the urge to include a Greater Daemon can only be held back to far, you know. Beyond that? Boosting my close combat potential is a must, possibly with a Bloodletter horde, but probably with a pair of more modestly sized units, one of Bloodletters, one of Fiends of Slaanesh. Beyond that? Well, I'll just have to wait and see...

WAR OF THE RING

HEROES OF LEGEND



In this article, War of the Ring master tactician Simon Grant takes a look at how best to use Epic Heroes on the battlefield, as well as asking other generals for their advice.

My favourite aspect of War of the Ring is that I feel involved in a time of truly epic battles and heroic deeds. In such an age, it only seems right that the mightiest heroes and most heinous villains of the world stand up to be counted. Such beings can shape the course of history with noble acts of skill and courage, leading their warriors to glorious victory, or can bring low the armies of the Free Peoples by means of ignoble treachery or fell sorcery. Indeed, these Epic Heroes are an integral part of War of the Ring gaming, and the flavour of any army will undoubtedly be enriched by their presence. However, even these great heroes cannot defeat armies alone – they fight from amongst the ranks of their warriors, inspiring them to win the day. Using these powerful characters effectively can easily be the difference between victory and defeat. It is with this in mind that I shall endeavour to share some of the

ways of fielding Epic Heroes, and discuss the finer points of their use to achieve their maximum potential.

A Class of their Own

So what makes a hero 'Epic'? Firstly, Epic Heroes are the true champions of their race, famed for valour, courage or leadership, helping to turn the tide of battle. Epic Heroes are not tied to specific units. This freedom is represented by their ability to relocate to another friendly formation up to 18" away at the beginning of their move. This helps them to get where they are needed most, leading a charge into the thick of the fighting, or moving behind the main battleline, supporting their troops with spells, belloyed commands or words of wisdom. Secondly, each Epic Hero has access to a unique selection of Epic actions that helps to define their role on the battlefield. These actions are similar to the standard Heroic actions that any

Hero can use, but are often considerably more powerful or unusual in their effects on the battlefield.

As I see it, there are essentially three primary categories of Epic Hero in War of the Ring, as dictated by their characteristics, special rules and the Epic actions at their disposal: Fighters, Leaders and Support Heroes. Fighters are at their best in the thick of combat, Leaders bolster your battlelines and Support Heroes augment your army.

There are also a few rare and powerful heroes that combine the attributes of two, perhaps even all three classes of Epic Hero, though often at a hefty cost in points. These characters are exceptionally useful indeed and make excellent army leaders.

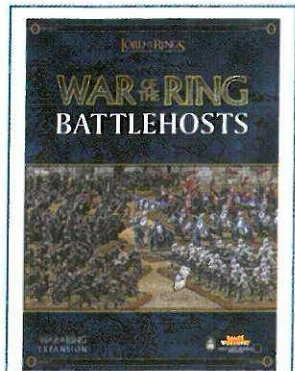
Here are a few pointers on how to get the most from each class of Epic Hero:

Fighters: Heroes such as Boromir, Éomer and Lurtz are simple killing machines, their Epic actions and abilities enabling them to easily overpower rivals in combat, or slaughter dozens of their enemy's warriors. Perhaps unsurprisingly, Fighters should be leading every charge and kept in the thick of the battle wherever possible, using their high Fight value, Epic actions and special rules to inflict as much damage to the enemy army as they can. Don't hold back – these Heroes live and die by the sword, and they wouldn't want it any other way! Never forget their ability to switch formations on a whim at the beginning of your turn to make sure they're in the best position for that turn's fighting – and if you

can join a cavalry formation readying for a charge that turn, then all the better. Always consider calling a Heroic Duel, because a skilled Warrior can often win by a large margin and cause absolute mayhem!

Leaders: Characters such as noble Faramir or the tyrannical Goblin King, Durbûrz, are natural Leaders, their high Courage values enhanced by special rules such as Inspiring Leader or Valour Unbound to bolster the Courage of their warriors. Survival is much more important for these Heroes, as the morale of your entire army can be directly affected by their continued presence on the battlefield. This doesn't necessarily mean that you should keep them out of harm's way; many Leaders are still capable fighters and should still be used on the frontlines. They make outstanding Heroes to lead large, aggressive flanking manoeuvres, as their abilities (such as Inspiring Leader) often affect the formations around them as well, preventing failed At the Double! rolls from stalling your advance.

Support Heroes: Support Heroes have a selection of Epic actions, a mastery of spells, a selection of special rules that can augment their forces or the ability to bombard the enemy with a barrage of destructive magic. The ancient elf lord Círdan of the Havens, or the Mouth of Sauron, are obvious examples here. The first thing to consider when using Support Heroes is that the majority of them utilise magic or other ranged abilities, usually requiring the Hero to be within range and



Many of the battlehosts include an Epic Hero at its core, and they are the lynchpin of the host, gifting formations within range access to unique special rules. When considering which Epic Hero to include, consider including one as part of a battlehost. Often the special rules that they bring to the table further reinforce their battlefield role, as well as couple them with a potent fighting formation. The Swanhost of Dol Amroth, for example, is immensely powerful so long as Prince Imrahil leads them in battle.

Brothers in Arms

Adam Troke: Taking my cue from The Two Towers and The Return of the King, I use the combined abilities of friendly rivals Legolas and Gimli to enormously enhance the Iron Guard formation in my Dwarf Holds army. Gimli is simply incredible in combat, (Epic Rampage spells doom for enemy formations!), whilst Legolas ensures that they strike at the same time as cavalry, heavily reducing attrition against enemy infantry. The further combination of Legolas' Epic and Crippling Shot, the Iron Guard's Throwing Weapons and Gimli's Baruk Khazâd can be simply devastating against enemy monsters and elite regiments, setting them up for the killing blow.



BOLDEST OF THE BOLD!

The forces of Good have plenty of powerful Epic Heroes to choose from, and it is often difficult to decide between them. With a good selection of Fighters, Leaders and Support Heroes available, you are spoilt for choice! Here is a selection of the very best that the Free Peoples have to offer a budding War of the Ring general.



Aragorn, Isildur's Heir

With superb all-round abilities, Aragorn will complement any army that he joins, supplementing both its leadership and fighting prowess immeasurably. He has a strong selection of Epic actions, including the unique Epic Journey. This potentially battle-winning ability allows him and his formation to redeploy anywhere on the board. This offers unrivalled manoeuvrability to any formation he joins, allowing them to make a surprise attack from an unexpected quarter.

Aragorn is fantastic in a fight, with both a Fight value of 7 and +2 to hit because of Anduril. These two attributes in combination cannot be underestimated in their potency, especially when Aragorn leads an already dangerous formation into battle. And, because Aragorn gets a free Might point every turn, you can afford to play aggressively, launching Heroic Charges and Epic Challenges left right and centre.

Although Aragorn, Isildur's Heir is just one of the ways that Aragorn can be fielded in your army – he can be included as part of the Three Hunters or the Fellowship Legendary formations – but at 200 points he is certainly the most effective for his price.



Legolas, Prince of Mirkwood

A close second to Aragorn, also weighing in at 200 points, Legolas hugely bolsters the effectiveness of his formation, and is utterly deadly to any monster he faces. Legolas is best used in an infantry formation, where his unique ability, Swift Strike, enables them to strike at the same time as cavalry, trumping your opponent's infantry and thus reducing their attacks back against you. Additionally, his Crippling Shot special rule combined with a few Epic Shots is often enough to bring down even the largest of monsters, though it is often best to combine this with a volley or two of conventional arrows to save on his valuable Might points.



Théoden, King of Rohan

If you plan on taking an army of Rohan, or perhaps a flanking force of cavalymen in a larger game, Théoden can hold his head high as a truly excellent choice of Hero to lead them. A Leader of unique quality, Théoden's combination of Inspiring Leader and Heroic Example allows any formation of Men to use his Courage of 6 and re-roll failed Courage tests, making At the Double! rolls a formality and keeping them on the move. In addition, every company in his formation uses his Fight value, and he can launch an Epic Charge every turn with his Touched by Destiny special rule, so when spearheading a charge of two or three cavalry regiments, Théoden is utterly devastating. 125 points very well spent.

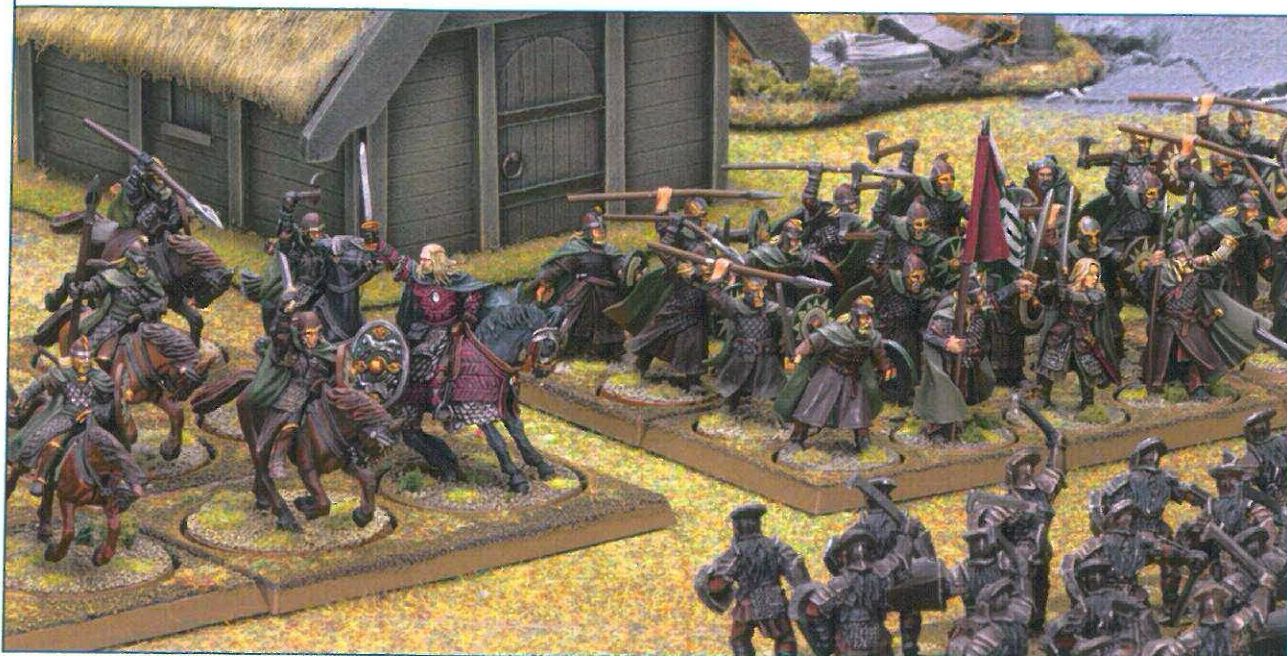
Honourable Mention: Allied Wizards

Available as allied Heroes from the Forgotten Kingdoms army list, any of the three Istari Wizards – Saruman, Gandalf and Radagast – are excellent additions to an army. All have a Mastery level of 3 and a good selection of spells, but they also have additional abilities that make them very powerful indeed. Saruman the White is the only Epic Hero in the game with a Courage value of 7, and is the only good Wizard with access to the Spells of Ruin. Gandalf the Grey has the unique (and utterly fantastic) *Blinding Light* spell, the Touched by Destiny special rule and has the option of being upgraded to the all-powerful Gandalf the White. Radagast the Brown is not only cheaper than the other two, but his Beastwalk and Epic Tranquility skills are great abilities to have at your disposal, really helping to outmanoeuvre and confound your opponent.



Horse-lords

Andrew Kenrick: When my Rohirrim ride to war, they are usually led by that famous brother and sister team, Éomer and Éowyn, who work great in combination. I set the combo up by sending the formation she's hidden in straight towards the most powerful enemy Hero. When she gets into combat, I reveal her, call a Heroic Duel in which she rolls two dice because of her *By My Hand Shall You Fall* ability, and hopefully slay the enemy Hero. If she does, great, but if she doesn't, she's removed as a casualty – and that's where the second part of my combo kicks in. When Éowyn dies, Éomer's *Ride to Ruin* rule is triggered and he gets a free *Epic Rage* every turn, turning an already great Epic Hero into a combat monster. That's a win-win combo in my book.



arc of sight. It is therefore essential that you position them appropriately in your move phase, or their powerful abilities may be wasted. Secondly, it is rare indeed that a Support Hero has the Fight value to adequately defend himself against a powerful adversary if engaged in a Heroic Duel, so do your best to keep them out of the fighting so that they can concentrate on doing what they do best. With these points in mind, Support Heroes are usually best kept away from the front lines.

All Rounders: There are some powerful Heroes whose abilities blur the lines between these general classes, such as Elrond, the game's consummate all-rounder. With these mighty characters, you must try to find the right balance between their roles. If in doubt as to how to use them, try to err on side of indiscriminate violence – if your Epic Hero is doing damage to the enemy, then you're probably doing the right thing!

A Contest of Champions

As mentioned earlier, Epic Heroes can still perform Heroic actions in the same manner as regular Heroes, but I would suggest leaving these actions to regimental captains and such where possible, as it is usually best to save your Epic Hero's Might points

for their more unique abilities unless it's absolutely necessary. The only exception to this advice would be to consider calling a Heroic Duel. This is a particularly true with Fighters, as they often have a particularly high Fight value, or have access to the infamous Epic Strike. These actions can be used to hunt enemy Epic Heroes, or even to pick on a weaker victim, such as a shaman with a lower Fight value in the hope that with plenty of rolls on the Duel table, you can both kill your target and wreak terrible havoc amongst his formation at the same time. Epic Strike also works as a fantastic deterrent to an enemy Hero seeking to challenge your own, as enemies are likely to come off considerably worse in the ensuing fight if you can bolster your Fight value to 10. I try to engage an enemy in a Heroic Duel as often as possible, if for no other reason than I firmly believe that nothing is more heroic on the battlefield than cutting down a rival champion in glorious, single combat!

Draw Swords Together

Two final points to consider are the partnerships between certain Epic Heroes and a particular regiment, and also the battlefield potential generated by combining the abilities of more than one Hero to create a truly terrifying regiment

Fates & Fortunes

You can enhance your Epic Heroes yet further with a canny choice of Fates or Fortunes. Some of these upgrades are only available to Epic Heroes, whilst others can further bolster the regiments that they join, increasing their effectiveness even more. Dáin Ironfoot gains a nigh-indestructible Resilience 5 with a Mithril Coat. Alternatively, placing the Betrayer in a large Mordor Orc Warband equipped with the Sigil of Fallen Kings will create a fearsome regiment indeed. The Blessing of Galadriel and the treacherous Crown of Carn Dûm are good options if you're after additional Might points to supplement your existing battle plans.

MEANEST OF THE MEAN!

The strength of the Evil Epic Heroes usually lies in their special rules or spells, rather than a powerful profile. They are often cheaper than their Good counterparts, but there are certainly a few amongst them that can give even the best Good Heroes a run for their money. Here are my top recommendations.



Amdûr, Lord of Blades

165 points of pure aggression, Amdûr is certainly one of the most intimidating Epic Heroes to face. He can kill your enemy's most powerful Hero and all but destroy their best regiment in a single Fight Phase if let loose in the right place at the right time. He comes with three of the most destructive Epic actions in the game: Rampage, Strike and Duel. If he chooses, can expend all three of his Might Points to unleash this in a single, devastating combination and bring utter ruination to an enemy formation. Epic Strike and Duel will near guarantee seeing off any Hero (even giving Boromir a run for his money!), probably killing a handful of their chums to boot, and Epic Rampage can help him lead the slaughter of any remaining warriors. Mark my words – fear him!



Saruman the White Hand

At 240 points, Saruman may be a hefty investment, but when sending forth the legions from the Fortress of Isengard, accept no substitute! With his Mastery level of 3 and ability to wield the Spells of Ruin and Command, he has access to spells both useful and incredibly deadly. A Support Hero of terrifying power, he can amplify his powerful magical abilities further still and with frightening regularity due to his Touched by Destiny special rule combined with Epic Ruination and Channelling. Saruman is also a very capable Leader, his Courage 6 and Inspiring Leader (Master) special rule allowing him to dominate that field, too. Powerful though he is, a high points cost means he's best suited to larger games.



Drûzhag the Beastcaller

If you are looking for some cheap and cheerful magical support that isn't tied to a single unit, you can't go far wrong investing the mere 100 points it costs to buy the humble, yet surprisingly potent Drûzhag the Beastcaller. Not just a roving Shaman, you can use his sneaky Epic Cowardice ability to relocate to a safer regiment should he be in any danger, too! Drûzhag is a surprisingly capable spellcaster, with a Mastery level of 2 and knowledge of the Spells of Ruin and the Wilderness. He has two more Might points than an average Shaman, and can even summon bestial reinforcements to battle should you need their aid. An outcast he may be, but an undeniably useful one.

Honourable Mention: The Nazgûl

Perhaps unsurprisingly for the chosen lieutenants of Sauron, the nine Ringwraiths are imbued with terrible power. Each Nazgûl has a Mastery level of 3 and knows the Spells of Dismay and Darkness, and comes with a respectable Fight and Courage values of 5, but it is their unique and individual special rules that make them truly terrifying. For more devious advice and fiendish tactics for using the dread Ringwraiths, I strongly suggest that you check out Adam Troke's Nazgûl Tactica on the website.



The Time of the Orc has Come!

Chris Peach: My army never leaves Mordor without the canny Orc general, Gothmog, at its head. Always found leading one of my huge warbands of Orcs or Morannon Orcs, his 4 Might points combined with Epic Strike and Epic Defence can provide his formation with vastly augmented capabilities precisely when they need it. His Master of Battle special rule allows him to duplicate the actions of any enemy Hero within 12", and he even counts as an Army Banner! At 110 points, and with few weaknesses to speak of, Gothmog is an exceptional Epic Hero.



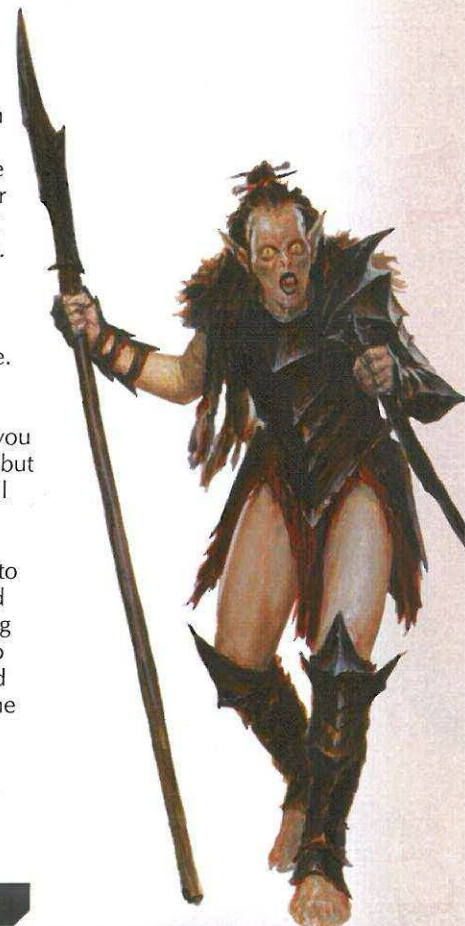
with a sum far greater than its individual parts. I have seen first-hand the devastation wrought by companies of Khazâd Guard led by Gimli and Aragorn, whose bonuses to hit combined with an Epic Rampage have laid waste to entire formations in but a single turn! Aragorn can also become the ultimate Leader by joining the Grey Company Legendary formation, as his presence alongside the Banner of the King gives him the Inspiring Leader (Master) special rule with an unlimited range. I regularly lead a Wood Elf warband with Galadriel in her guise as the Protectress of Lothlórien, as her Epic Rage ability will grant the formation a +4 Strength bonus with no penalty to their Defence (which is already 3), and sometimes combine them with Legolas as well to take advantage of his Swift Strike ability and give the enemy a real beating! Such powerful combinations almost certainly weigh in at a hefty points cost, but they can help turn the battle in your favour. There are many such combinations – far too many to mention here – but that is all the more reason for you to get some games in and try out some combinations of your own! Be careful not to pour too many points into powerful hero-led formations such as these however, as losing them may well cost you the game if you rely solely on their strength to prevail. Balance is the key.

Do We Let Them Stand Alone?

After banging on about Epic Heroes for the past five and a half pages, it's worth noting that no Epic Hero is going to win you the game on their own, no matter how powerful they might be. War of the Ring is all about the warriors under your command, and it is by their actions that battles will be won, not those of a Hero. Instead a Hero is at his most powerful when bolstering the men under his command, driving them on to greater deeds than they could accomplish alone.

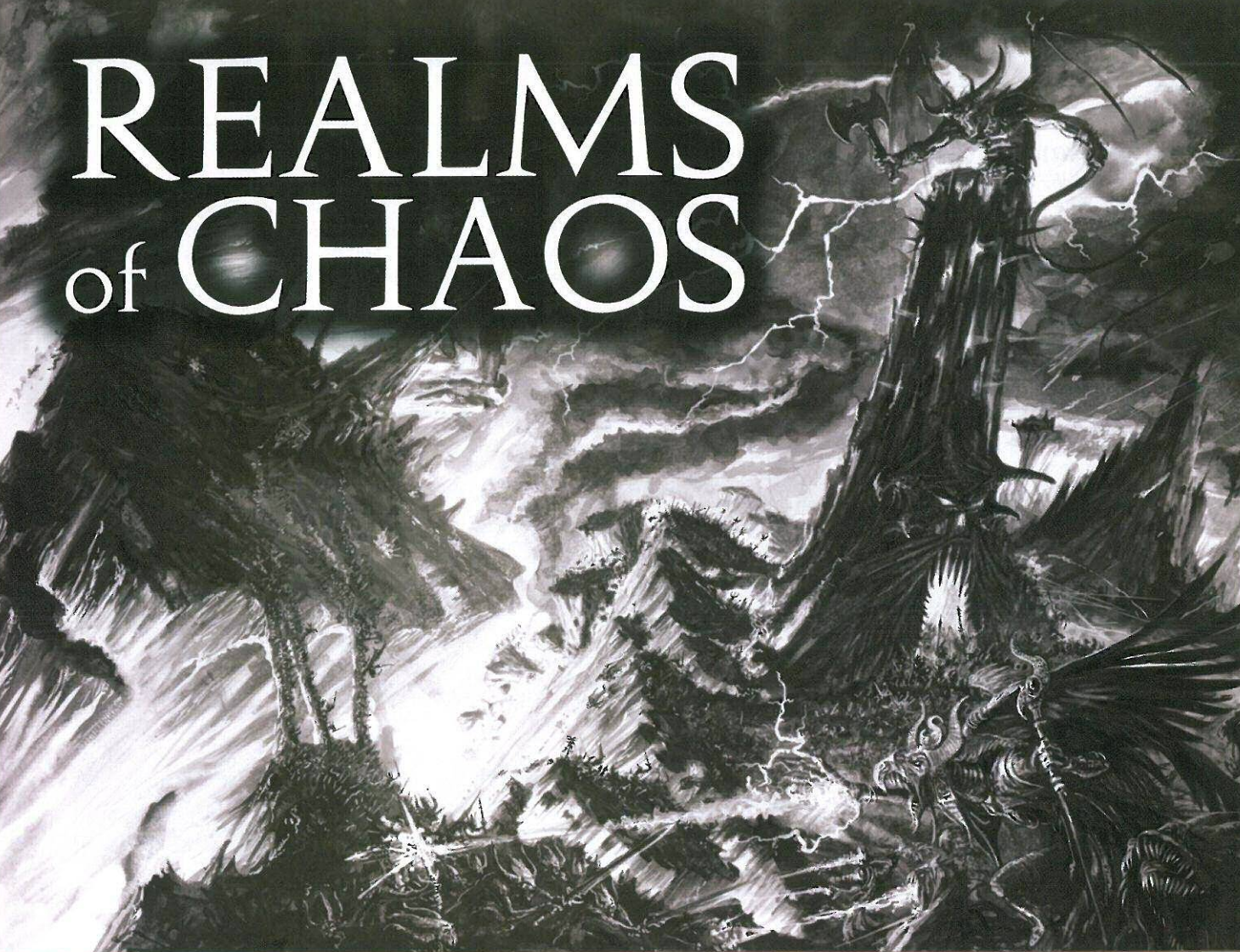
An Epic Future

Hopefully this tactica will have helped you to see some of their uses a little clearer, but certain abilities and Epic actions will still require a bit more thought or specific timing depending on the Hero. Whilst I cannot go into great detail on how best to use the myriad Epic actions for each and every Epic Hero, I hope that by following my guidelines on using each of the Hero classes effectively, the correct timing and use of a Hero's abilities will soon become second nature – just keep playing and trying things out. You can also find a wealth of extra tactics available online, including a Heroic Tactics article that complements this article:



www.games-workshop.com

REALMS of CHAOS



Over the years John Blanche has been challenged to depict the impossible, the Realm of Chaos. In this article John describes to Andy Hall how he and his fellow artists have gone about visualising a place that can never truly be defined.



What is the Realm of Chaos? It's a question I put to John knowing the answer would be anything but succinct. 'No one can know for sure what the Realm of Chaos, the Warp, the never-space, truly is. And if you did understand it, then you'd be truly insane. It's an indefinable place that defies any kind of context. All we, as mere mortals, can do is try to perceive it in ways that can be confined and adapted so our minds do not crumble and break. We're talking about grasping at fragments of a reality that cannot be explained.'

As you can see from the art shown over the next few pages the Realm of Chaos that has been depicted is not a nice place, but John doesn't believe that it's intrinsically evil. 'It is a place where the subconscious exists; where our dark reflections go to coalesce,' says John. 'So if Man and every other race didn't exist – if the universe was empty – then the Realm of Chaos would be a grey, neutral void. It is the existence of life, more specifically intelligent life, that

fills and populates the Realm of Chaos with raw emotions. Of course, you have good and bad emotions, but it's negative emotions that are generally stronger. I would argue that anger is a more powerful emotion than happiness, misery more defining than contentment. And so the negative emotions are dominant, they come to the forefront, not just because they're stronger emotional states but they naturally take precedence in a world and galaxy where war is so prevalent.'

While it may be the raw negative emotions that fill the Realm of Chaos, it is something else that gives it and its denizens form. 'Superstition,' says John, 'is one of the things that ties both of our worlds together is that they are steeped in superstition. An everyman that lives in the heart of the Empire, say, is unaware what a Daemon of Chaos actually looks like, what they are or where they come from. However, there will be myths and stories, passed down from generations, and archetypal images osmotically gleaned



through religious beliefs, which will lie within our average Empire citizen's mind. It is from these things the subconscious learns and then informs how the Realm of Chaos takes shape. When these Daemons do cross into the material world they then reinforce that image by those unfortunate enough to witness them. It's a self-fulfilling prophecy. A Bloodletter looks the way it does because people believe it should look like that. When unfortunate victims see a Bloodletter – well, they're most likely about to die horribly – but their subconscious, no doubt filled with abject terror, will further underpin the Daemon's perceived form.'

It is a strange conceit that Chaos, which by its very nature is mutable and malleable, can actually be quite rigid in some respects. The shape of Daemons, as noted above, is one such example but even in the Realm of Chaos there are areas, such as the domains of the Chaos Gods that seem fixed, locations such as the Garden of Decay or the Crystal Labyrinth of Tzeentch. 'Are there really fixed, static places that exist within the Realm of Chaos? The answer is no,' says John. 'You couldn't draw a road map to get you to these places. The Realm of Chaos is not linear. An atlas or sat-nav would not help

you navigate to a desired destination – it's not like driving to Birmingham! All these domains are heavily couched in metaphor. They are mutable and chaotic, extensions of the Chaos God's traits, much like their daemonic servants. Should two mortals ever visit Nurgle's garden they will both see a festering, decaying mass, but it would appear different to each of them. Another point is that we only ever talk about the Realm of Chaos from a human point of view, because that is our frame of reference. Other races would see the Realm of Chaos from a totally different standpoint. An Elf, for example would see things quite differently to that of a human. So, going back to the art on these very pages, all you are seeing is one image or interpretation of the Realm of Chaos. It's as I said at the very beginning of this article, all we can draw are fragments of a thing that defies description.'

But it's not just the Realm of Chaos that has proven challenging to portray, there are the Chaos Gods and Daemons themselves. Earlier, we mentioned why a Bloodletter looks like it does but when you're talking to the art director of Games Workshop you can find out how that came to be. 'You're asking me to dredge up some old memories from a very addled brain!' says John, with a

“ No one can know for sure what the Realm of Chaos, the Warp, the never-space truly is. And if you did understand it, then you'd be insane. ”

Left: Daemons battle amidst the rolling maelstrom in the Realm of Chaos. By Dave Gallagher, 2007.

Below: The Lost and the Damned, the cover from the second seminal Realm of Chaos book. By Les Edwards, 1990.



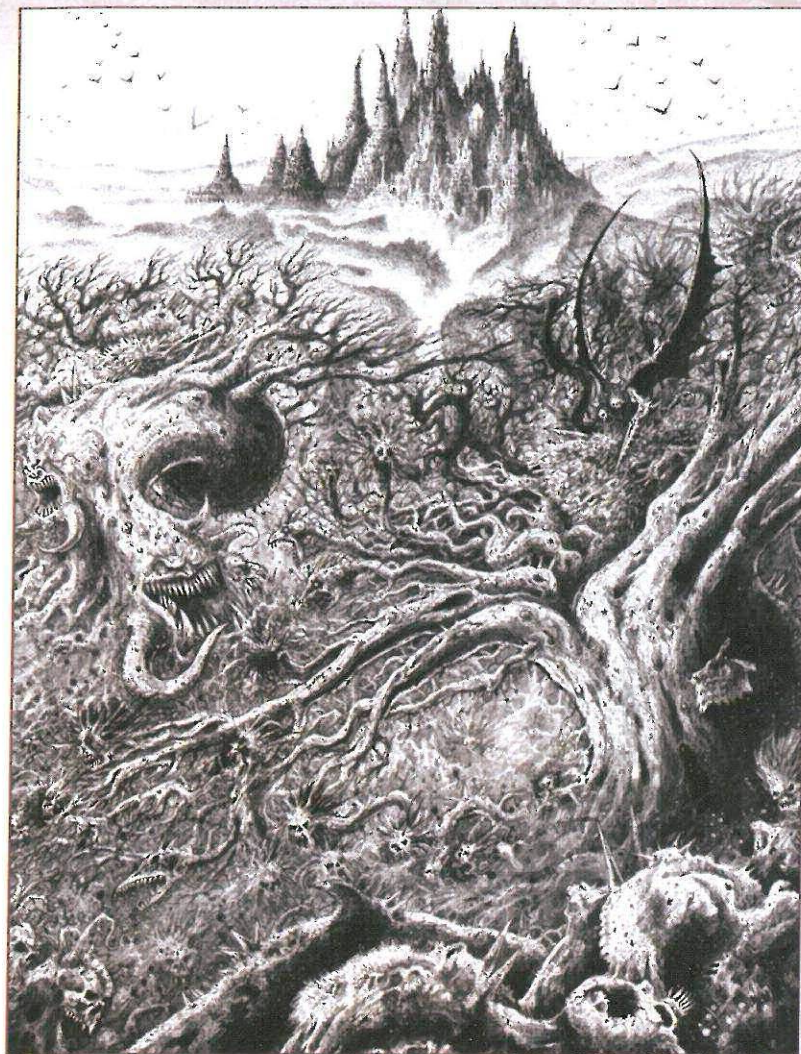


smirk. 'One of the first jobs I did for Games Workshop, when I was still a freelance illustrator as opposed to a full-time employee, was to visualise the four Chaos Gods. We didn't know it at the time but these would become the major powers that dominated the Realm of Chaos, casting a dark pall over both of our gaming worlds. As you'll know, these Gods were Khorne, Slaanesh, Tzeentch and Nurgle. At the time, and I believe this is still true, there were many more Chaos Gods just bubbling under the surface. But these four are the main players of the Great Game. You could argue that the many other minor deities are simply fragments of the other four; or, are they entirely separate entities? I don't know, to be brutally honest; in any case the four powers we first designed have become the most dominant.'

So why is it that the original four have remained the metaphorical top dogs? 'As with everything we produce it's underpinned by a strong concept. The Chaos Gods represent change, profligacy, decay and anger. There are nice polarities there, from a creative standpoint you have something that is solid, there's a framework, but at the same time it's very amorphous. Within those central themes there's plenty to play around with.'

'That's what made them so distinctive when I first started to draw their followers and Daemons all those years ago. For example, with Khorne you're evoking rage, anger and martial prowess so the Bloodletters embody those strong emotions. The obvious direction would have been to make them bulky, hulking creatures but to me that would have made them ponderous. The reason they have such a distinctive, almost s-shaped silhouette is so they look quick. This mirrors Khorne's temperament of being quick to anger – rage is an emotion that is fast to bubble to the surface and that's what Bloodletters represent,' says John.

By the same reasoning you can see why a Great Unclean One is a bloated, festering monster, epitomising the slow and disgusting onset of decay. 'The art shown over the page is one of my favourites in Warhammer. It has an impact, as it hints at how the Daemons represent their masters. When we came to work on the two Daemon books in 2007 we wanted to re-establish their looks and rather than take my time over the pieces I painted the vignettes with a frantic speed. This frenzied pace translated across to the pictures themselves so you can see that energy in the vignettes. It also shows that while Daemons look a certain way, just like the themes they represent, no two need be alike. We'll use the Bloodletter example again. So while a Bloodletter will have the instantly recognisable silhouette, they are still mutable creatures; one may have dark



Above: *Nurgle's Garden of Decay.* By John Blanche, 2002.

Left: *Liber Malefic.* The Daemonic legions tear through reality and into the material realm, to clash with the armies of the Empire. By Alex Boyd, 2007.

Overleaf: *The grand panoply of Daemons, scions of the Dark Gods.* By John Blanche, 2009.

red flesh, another could well have the skin of flowing magma with a hellblade melded into its arm. This in turn makes the opportunities for modelling Daemons fascinating, but that's another topic!

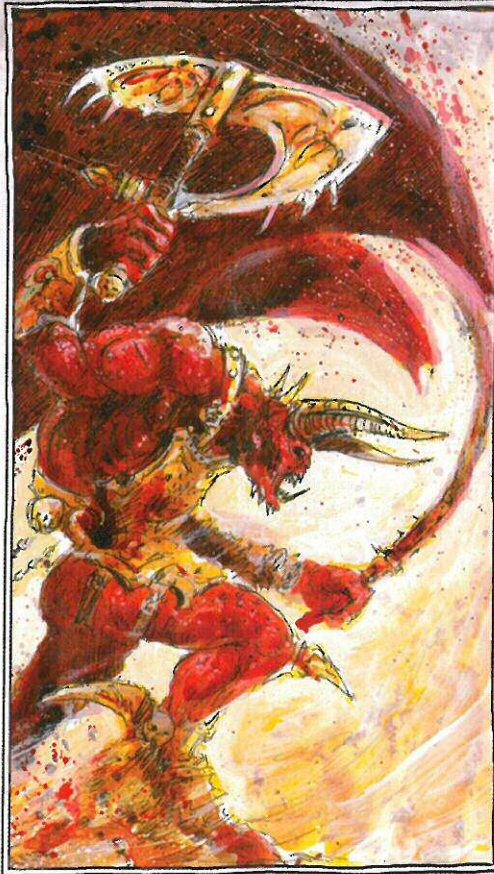
As we wind up our conversation, John makes an off-hand comment that he's not certain the Realm of Chaos is the sole preserve of fiction! 'I'm fascinated by scientific theories, I've mentioned before how the laws of thermodynamics have strongly influenced my work in recent years. The first law is creation, the second law being entropy. But what I've found fascinating lately is how there are galaxies being inexplicably drawn together by some unseen force. Just like at the centre of a black hole, there is an invisible area that our galaxy and others are slowly being drawn to. I believe it's the Realm of Chaos,' he says with a smile. I don't think he's entirely serious, but in either case, I hope you're wrong, John! You can read more of Mr Blanche's thoughts on art at:

www.games-workshop.com





Bloodletter of Khorne



Bloodthirster



Flesh Hound of Khorne



Skarbrand, the Exiled One



Skulltaker, Slayer of Kings



Bloodcrusher of Khorne



Karanak, Hound of Vengeance



Pink Horror of Tzeentch



Lord of Change



The Changeling



The Blue Scribes



Flamer of Tzeentch



Screamer of Tzeentch



Kairos Fateweaver



Ku'Gath Plaguefather



Nurglings



Great Unclean One



Plaguebearer of Nurgle



Herald of Nurgle



Epidemius, Nurgle's Tallyman



Beast of Nurgle



Daemon Prince



Fiend of Slaanesh



Keeper of Secrets



The Masque of Slaanesh



Chaos Fury



Daemonette of Slaanesh



Seeker of Slaanesh

WINDS OF MAGIC

Coursing across the world, sorcerous winds blow strong, covering the lands in a pall of magic. Blessed with the mage sight, Andy Hall takes a look at how this arcane power is harnessed and used in the Warhammer world.



The Wheel of Magic

The wheel shows the relationships between the eight Lores. It is little wonder that men cannot master all eight winds simultaneously, for to do so would be to hold eight opposites in balance.

Magic is everywhere. The Warhammer world is seeped in the stuff. Such is its saturation that in places it actually pools and crystallises into a physical substance, known as warpstone. Magic blows across the lands as the Winds of Magic and it is from here that wizards channel power for their incantations and spells.

To discover how the world came to be so infused in magical energy you need to take a trip back to ancient times when the planet was dominated by star-dwelling beings known as the Old Ones. In their time upon the world they wrought great change upon the face of it, sculpting the landmasses and seas in a form pleasing to them, such was their power. As well as

creating life and introducing denizens in the form of Lizardmen, Elves, Dwarfs and even Men, one of their greatest acts was to create portals that were anchored to the poles of the planet. The purpose of the portals was to allow the Old Ones to travel vast distances in their void-spanning ships. However, the consequences of their creation still affect, the Warhammer world to this day, for what followed was the epoch-shattering event later known as the Great Cataclysm.

Even the age-old Slann Mage-Priests do not know the reasons why the portals collapsed. Perhaps, so enamoured with their own power, the Old Ones became lax or were duped. But whether it was hubris, deceit or simply a dreadful accident, the

destruction of the portals had a catastrophic effect upon the world. The Old Ones themselves vanished but whether they fled or were destroyed is a mystery that will remain shrouded in the mists of time. Chaos flowed from the gaping voids rent open by the crippled portals. The material plane merged with the Realm of Chaos and Daemons flooded into the world. With the Old Ones no more it was left to their most loyal servants, the Lizardmen and High Elves, to stem the daemonic tide. This they managed, but only just and at a great cost. It is an epic tale in its own right but not one to be told at this juncture, needless to say the world was left tottering on the brink of doom and has never fully recovered to this day.

Even now, many millennia after the catastrophic event, its effects are ever-present. The world and populace were forever changed. Whole new races were created by the mutable taint of Chaos flooding the lands and the very terrain was twisted beyond nature's design. Most tellingly, a magical gale now blows from the poles – areas where the Realm of Chaos has a permanent breach in the material plane. It is these arcane winds that those gifted few can manipulate and form into cantrips, charms and spells, or even add to base elements and metals to infuse with power.

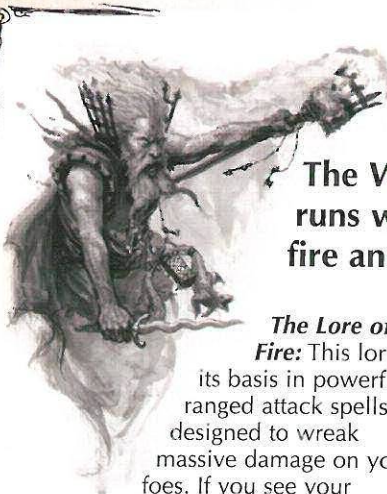
Not everyone has the force of will to harness the power of magic, although some races are naturally more adept at doing so than others. The Lizardmen and the Elves are prime examples, but the world's more numerous creatures – Men, greenskins and even the Skaven can wield magic in various guises. No matter the race, only those individuals that possess formidable mental prowess can hope to bend the powers of magic to their will. Indeed, history is littered with examples of latent magic users or those simply incapable of mastering their gifts having their souls torn apart by unfettered energies or devoured by cackling Daemons.

The early history of the Empire has many such occurrences, which soon gave rise to the Witch Hunters, men who would hunt down and slay those with the mage sight. Even those with the potential mental might to wield magic were a danger without any tutoring or formal education in the arcane arts, and many died to their pyres. It was only with the rise of Magnus the Pious – he who cast down rampaging Chaos Warlord, Asavar Kul, thus reuniting the Empire – that the use of magic was formalised within the most powerful realm of the Old World. Magnus was a courageous, intelligent and magnanimous leader. Early in his campaign, he realised that Man alone could not save the Old

Cards of Magic

Battle Magic is the term used for spells cast in the thick of combat. It's also the name given to the deck of 56 large-format cards. Each full-colour card describes the effect of one spell and all the information you need to use it on the battlefield including spell type, the casting value and range.

Not only are spell cards a great, tactile way of representing magic in your games but on a practical side they make selecting spells easy and speed up play in the heat of battle itself.



Bright Magic

The Wind of Aqshy is hot and dry; it gutters like flame and runs wild over sands and sun-baked fields. It is attracted by fire and heat, and those of a fiery temperament.

The Lore of

Fire: This lore has its basis in powerful ranged attack spells, designed to wreak massive damage on your foes. If you see your Wizards as essentially 'magical artillery' then the Lore of Fire is probably for you.

Lore Attribute: Kindleflame – Fire feeds fire, and two blazes together are more dangerous than two apart. A unit already targeted by a Lore of Fire Spell is far easier to cast upon as the burning takes hold. For obvious reasons all spells in the Lore of Fire are Flaming Attacks.

Signature Spell: *Fireball* – The Wizard conjures a roiling ball of magical flame and hurls it at a nearby foe.

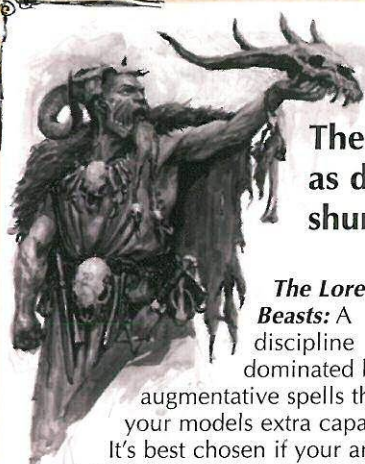
If I was a Battle Wizard I'd be...

Mark Latham: There was never any doubt in my mind that I'd go for the Bright Wizards. These exponents of the Lore of Fire ain't subtle, but they are the Empire equivalents of rock stars – wild hair, tattoos, flame motifs, chains and bad attitudes. What's not to like?

In game terms, the trusty *Fireball* is a good, straightforward magic missile, and a staple of the fantasy genre to boot. My favourite tactic is to use this simple spell on a Flammable enemy unit (or one with Regeneration), and then target them repeatedly, using the Kindleflame lore attribute to turn them to cinders. Like I said, not subtle!

Then there is the *Fulminating Flame Cage*, which is great for holding enemy units in place – or making them pay for breaking through the fiery bars.





Amber Magic

The Wind of Ghur is as keen as the senses of a hunting cat and as deadly as the claws of a great bear. To feel its touch is to shun your human side and merge with the beast.

The Lore of Beasts:

A discipline dominated by augmentative spells that grant your models extra capabilities. It's best chosen if your army intends to win its battles in close combat, as a few timely spells can transform mediocre troops into fearsome bloodthirsty warriors.

Lore Attribute: Wildheart – Spells from the Lore of Beasts are easier to cast on creatures attuned to the wilderness, and so casting spells on creatures, monsters and cavalry is far easier to do.

Signature Spell: *Wyssan's Wildform* – The Wizard unleashes the beast within, to transform into bestial forms.

If I was a Battle Wizard I'd be...

Tom Hutchings: The Lore of Amber is a wild ally and unpredictable foe. You shouldn't be afraid of using the augments (especially *Wyssan's Wildform*) on lesser troops if they are in trouble, as well as enhancing your more fearsome warriors. While the lore is generally more useful in close combat, don't think that is all it can do. *The Curse of Anraheir* is absolutely fantastic at blunting an enemy offensive, particularly enemy cavalry or monsters. Finally, consider the incredible *Transformation of Kadon*. Going for the boosted version of the spell can be tempting, but even the sudden appearance of a Black Hydra can completely turn a game on its head.

Amber is a more subtle lore than one as 'in your face' as Fire or Death and yet there is great potential for destruction!



Wild Magic

While the Lores of Life and Amber represent nature in its more affirming incarnations, the Lore of the Wild is nature at its cruellest, most sinister and deadly. The Beastmen Bray-Shamans make use of this lore to summon swarms of centipedes and spiders, to devolve the enemy into mindless beasts and to rouse the greatest monsters from the deepest, darkest parts of the forest.

If you act quickly you can also grab a Battle Magic deck for the Lore of the Wild. However, these cards are only available while stocks last so don't hang about.



World and so requested help from the High Elves. No army arrived but instead came three emissaries. At their head was the legendary mage Teclis, accompanied by two long-standing comrades, Yrtle and Finreir. The influence of the three High Elf Mages changed the course of the war. They taught some simple battle-spells to the human hedge wizards and this, combined with their own command of awesome forces, aided in many victories. But even they were not all powerful, for one of their number, Yrtle, fell in battle in an epic duel with a Greater Daemon.

In the aftermath of the Great War, Magnus requested that Finreir and Teclis teach their arcane skills to men. At first Finreir resisted; he knew how such power could easily corrupt the minds of men. But Teclis argued that by helping mankind they would create an invaluable bulwark against the forces of darkness. And so the Colleges of Magic were established.

Whereas High Elves can perceive magic in an undiluted form, humans proved to be less gifted. Teclis secretly thought this to be a good thing. He knew that whilst arming men with magic would aid them against Chaos, he also understood Finreir's reservations. And so Teclis taught men of the eight winds that blow from the north, thus ensuring a way of capping Man's magical potential but also aiding them in leaning the arcane arts. Those first

alumni learnt that all magic was derived from Chaos, but that it could be controlled and purified by a trained practitioner. For this reason the sign of all magic is the eight-pointed star, the symbol of Chaos itself. And for each wind that blows a magical lore was established, and a college formed to study the arts of using that discipline in all its forms.

You can read about the individual colleges elsewhere, but suffice it to say that each has proven its worth and continues onto the present day long after Teclis returned back across the seas to his homeland. The colleges are held in such esteem that many students have journeyed from far beyond the Empire's borders to study and learn the mysterious arts.

Those who thought the establishment of the Colleges of Magic and Magnus' leniency towards arcane lore would mean an end to the tyranny of the Witch Hunters were sadly mistaken. Magic remains dangerous to the untrained mind. With every Chaos incursion the Dark Powers grow stronger, the temptations to dabble with the dark arts growing increasingly alluring in turn. So the practice of magic by the general populace remains utterly forbidden. Only those who study within the strictures of the Colleges can use magic with impunity but even then the wizards and their students can fall foul of the zealous Witch Hunters.



Ruination of Cities

It is the Slann Mage-Priests who have wielded the most powerful spells in truly legendary ways. Lord Mazdaundi is the oldest and most powerful of the living Slann Mage-Priests. For a Slann he is uncharacteristically active and has summoned one of the most powerful incantations – the *Ruination of Cities* – more than once. Such is the power of this spell that the tectonic plates themselves heave in reply, forming terrible wounds in the earth into which the enemies of the Lizardmen tumble.

Lord Kroak is older than even Mazamundi, although his body is now merely a mummified husk that tethers his spirit. It was he who cast another epoch-shattering spell, the *Deliverance of Itza*. Such was its power that it swept clear the invading Daemons.

Gold Magic

The Wind of Chamon is particularly heavy and dense. It quickly sinks to the ground and seeps into the earth, where it is attracted to metal deposits, most obviously gold itself.

The Lore of

Metal: This lore is based around the manipulation and transformation of metals. As you might expect, enemies that rely heavily on lots of armour should beware.

Lore Attribute: Metalshifting – Armour is little defence against a skilled alchemist – under his command, plates, links and rivets turn molten, searing their wearer, encasing him in liquid metal. If hit by a Lore of Metal spell it is the target's armour save that will cause the damage.

Signature Spell: *Searing Doom* – A scintillating spray of sizzling silver slivers skips from the Wizard's fingers.

If I was a Battle Wizard I'd be...

Jervis Johnson: I've chosen to be a Gold Wizard for a very simple reason. I'd be *rich*. Being able to cast spells is all very well and good, but isn't of much help if you're reduced to living in the dank cellar of a crumbling wizard's tower because you can't afford to live anywhere better! Gold Wizards, on the other hand, are masters of alchemy and can create gold from base metals, guaranteeing them a life of luxury. You've got to get your priorities right, after all.

Should I ever find myself in battle then I would not worry. The Lore of Metal is devastating, especially against heavily armoured foes. If you're a Knight of the Realm, a Blood Knight, Ironbreaker or a Chaos Warrior don't even bother turning up; the Metalshifting lore attribute will be your doom!





Light Magic



The Wind of Hysh is particularly effuse and difficult to manipulate but its power is undeniable. It seeks out evil things and blows strong to cleanse the broken world.

The Lore of Light: This lore can be broadly described as protective magic, granting defensive bonuses to your troops. It also contains a few 'exorcism' spells that can banish Undead and daemonic creatures.

Lore Attribute: Exorcism – Light Magic excels at the scourging and destruction of supernatural creatures. If a target hit by a Light Magic spell contains Daemons or Undead then extra damage is caused.

Signature Spell: *Shem's Burning Gaze* – Bolts of cleansing white energy fly from the Wizard's hand, searing evil wherever they strike.

If I was a Battle Wizard I'd be...

Adam Troke: Without a shadow of doubt, I would be a Light Wizard. The purity of purpose and inherent calling to banish the darkness both appeal to the part of me that longs to be the 'good guy'. Who better than a Wizard of Light to stand against the darkness of the Undead or to defy the power of the Dark Gods? None, I say. Of course, Light Wizards also get really fancy hats and, if you read deep into their lore, a cadre of dogsbodies to do the more irksome duties. Yep, 'Acolytes' and a great-looking hat. Oh, and a serpent-headed staff made from solid gold. And a pyramid from which to unleash my bedazzling magic. That's what I'm talking about!

Should posturing alone not be good enough then my Lore Attribute, Exorcism, will see off those nasty Daemons.

Minions... fetch my hat.



Jade Magic



The Wind of Ghyran is heavy, falling from the sky like rain. It seeps into the fertile earth, flowing through thrashing rivers and into the very roots of the trees.

The Lore of Life: The discipline of Life unleashes the power of the natural world. It is primarily a defensive lore, with an array of spells that heal your troops and augment their resilience.

Lore Attribute: Lifebloom – Life needs little excuse to propagate, and even the casting of the simplest of spells can bring forth the full bloom of renewal. For every Lore of Life spell cast a Wound is regained for the Wizard's army.

Signature Spell: *Earth Blood* – Tapping into the Winds of Magic, the Wizard creates a charm of rebirth that bestows great resilience upon himself and his close companions.

If I was a Battle Wizard I'd be...

Andy Hall: Well, not only would I save money on expensive trainers as I get to swan around barefoot, but my spell list is quite handy as well. Jade Magic is all about resilience. *Flesh to Stone* is just one such example. This augment spell gives the target unit +2 Toughness. I'm thinking about my Inner Circle Knights here – not only will they have a 1+ armour save but they'll be nigh on unstoppable with a Toughness of 6. If the spell is successfully cast then the Lifebloom lore attribute will allow me to heal any Heroes that are with them.

But that's just one application, and Life allows you to go on the offensive if you so wish. *The Dwellers Below* is a powerful direct damage spell that forces the target unit to take a Strength test or be instantly slain, as the victims are dragged into the bowels of the earth!





Beyond the Empire

Like the stuff of Chaos from which it flows, magic is a diverse force that is perceived and used in many different ways. Whilst humans generally only tread but one of eight paths, different races and even men with the blackest of souls will wield magic in numerous other ways.

The High Elves gifted magic to humans but they are the true masters of the magical arts. In the White Tower is High Magic taught, and there the greatest concentration of wizards in the world perfects its use. But, although they would perhaps like you to think they are magic's greatest masters, there are others who can easily equal, if not better, the Archmages of Hoeth. The Slann were first amongst the servants of the Old Ones and are ancient beyond measure. Even the younger, more impulsive, and quick-to-act Slann of the fourth generation can take years to stir from their contemplative states, but when they are roused to war their mastery over magic is unparalleled. Slann Mage-Priests can move mountain ranges, displace oceans and some mighty individuals have cast some of the most devastating spells in the world's fraught history.

While the High Elves use a purified form of magic to power their spells, their hated kin, the Dark Elves, wield the raw power of Chaos. It was the Hag Sorceress,

Morathi, who first used sorcery – the unrefined power of magic – and over the ages she has developed this destructive force into the Lore of Dark Magic, practised by the Sorceresses of Naggaroth. Curiously, most Dark Elf Wizards are female for a prophecy foretells that a male sorcerer will bring ruin to the Witch King.

Most unusual of all is the magic of the greenskins. Orc and Goblin Shamans differ from other Wizards in that their magical power is focussed by the mental energy generated by the boyz around them. Quite simply, the more greenskins around the Shaman, and the more raucous they are, the more power he will soak up. Shaman's have little choice in this and all they can do is redirect this power in the forms of spells or risk literally losing their heads if (or, indeed, when) the magical energy can no longer be contained within the Shaman's mortal form!

Of course there are many more esoteric forms of magic, from the black arts of the Necromancers, to the dread lores of the Chaos Gods themselves. Magic in its various forms can take many lifetimes to study and we have looked upon the merest glimpse of what is possible. But there is one lesson that all Wizards intrinsically know; while such a force may be shaped and wielded to their own ends, it can never be truly tamed.

In the Runes

Dwarfs are resistant to magic and find it difficult to manipulate the Winds of Magic in the same way as other races. Ever the pragmatists, they have learned to use magic differently, by incorporating it into items and weapons. The magic is captured and held in place by runes – the masters of this skill are known as Runesmiths. Even the mighty Ghal Maraz, symbol of the Emperor, is a Dwarf-forged weapon.



Celestial Magic

The Wind of Azyr is light and travels high in the sky to dissipate amongst the heavens. It forms a backdrop of drifting blue cloud that when looked upon will tell your fate.

The Lore of Heavens: This lore manipulates the forces of the sky, harnessing destructive weather or drawing on the predictive power of astrology to alter probabilities – it's particularly effective against flying enemies.

Lore Attribute: Roiling Skies – Spells from the Lore of Heavens manipulate the ethers of the skies. Even a single cantrip can upset the delicate balance of the heavens so should a flying creature be targeted by a spell then he will suffer extra wounds.

Signature Spell: *Iceshard Blizzard* – Razor-sharp shards of ice hurl downwards from the chill skies to blind and dishearten the foe.

If I was a Battle Wizard I'd be...

Matt Hutson: The Lore of Heavens is such a versatile Lore that I don't know why anyone would take anything else. My High Elf Mage often looks to the skies, doubly so when fighting armies fond of their missile weapons. Not only does the lore have arguably the two most offensive spells in the game – *Comet of Cassandra* and *Chain Lightning* – but it's packed full of great utility spells too. Combine *Harmonic Convergence* and *Curse of the Midnight Wind* in a key combat and watch your opponent weep as you re-roll 1s and he re-rolls 6s. *Wind Blast* is handy for keeping powerful enemies out of combat for a turn, whilst *Iceshard Blizzard* is great for scuppering enemy shooting. Don't underestimate the lore attribute either – an extra D6 Strength 4 against enemy flyers targeted by any of the above spells is not to be sniffed at.





Grey Magic

The Wind of Ulgu roils across the ground like a shifting mist. It is carried by the natural winds and affected by the weather, never staying in one place for long.

The Lore of Shadow: This is a force that uses illusion and deception on its quarry. It relies chiefly on phantasmal attacks to sap the enemy's will and ability to fight.

Lore Attribute: Smoke and Mirrors – Shadow wizards are masters of illusion, able to melt away into the mist as if they had never been there at all. Their spells often have minor cantrips woven into the larger sorcery, allowing them to jump about the battlefield undetected by enemies and rival magic users.

Signature Spell: *Melkoth's Mystifying Miasma* – The Wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble.

If I was a Battle Wizard I'd be...

Mat Ward: ...Grey College, no question at all in my mind. Grey Wizards are wanderers, masters of illusion and upholders of justice (or rather, their notion of justice). They're also terribly strange and mysterious.

In gaming terms, a Grey Wizard's mastery of the Lore of Shadow makes him an incredibly tricky foe. Most of his spells are based in illusions so convincing that only the swift-witted can see through them. Those not so fleet of mind are so convinced by the illusions that they believe themselves to have fallen down a pit/been struck by a massive pendulum/slain by a ghostly sword, that they just keel over and die anyway. For other foes, the Grey Wizard knows plenty of hexes that can sap the strength and befuddle the mind. Oh, and he can teleport every time he casts a spell too...



Amethyst Magic

The Wind of Shyish is the most difficult to see. This is because it blows not over land but through the past, present and, most terrifying of all, the future.

The Lore of Death: A lore with a formidable battery of short-ranged damage spells that specialise in zapping enemy

characters. Death magic is even more destructive than Fire magic but the Wizard has to be pretty close to his foe to unleash its full potential.

Lore Attribute: Life Leeching – Wizards who practice the magic of death can channel the lifeforce of foes into their spells for extra power.

Signature Spell: *Spirit Leech* – The Wizard extends an ebon hand towards the chosen foe, leeching its spirit away.

If I was a Battle Wizard I'd be...

Andrew Kenrick: I'm going to counter this with a question of my own – why would you want to be anything other than an Amethyst Wizard?

The Lore of Death is all about give and take – most of its spells *take* wounds from the enemy and the lore attribute *gives* it back in the form of additional power dice whenever a wound is caused. That makes the Amethyst Wizard a veritable spirit battery, able to use spells such as *Spirit Leech*, *the Caress of Laniph* and *the Fate of Bjuna* to snipe characters and champions out of enemy units, and in doing so bolster his own side's power dice. For a real rush of energy, roll *the Purple Sun of Xereus* over an enemy horde and watch the magical power come flowing in.

I've seen the future and there is only death, so you may as well embrace it!



THE FATEWEAVER

There is one being in creation that has mastered the wheel of magic and can use all eight Lores, but this creature is no mortal...

Even Tzeentch dares not enter the Well of Eternity, the vast receptacle of knowledge at the heart of the Impossible Fortress. The Great Sorcerer, mighty though he is, cannot be sure of survival within the inky currents of infinity. Still the Well of Eternity holds great sway over Tzeentch's mind, for it is the one puzzle he cannot solve, and the one mystery he cannot know – a challenge almost painful in its intensity. It was in the cause of understanding that Tzeentch hurled Kairos, a Lord of Change known as Fateweaver to mortals, into the foreboding depths of the Well. While the Great Sorcerer was not prepared to risk his own being in such a venture, he had no such misgivings at risking one of his servants in such a fashion.

Since he clawed his way back from from the Well after an eternity of being lost within its depths, Kairos can see things that are hidden even to Tzeentch. His right head sees possible futures as clear as day. No scheme is hidden from his sight and the infinite possibilities of tomorrow crystallise into irrefutable fact. Kairos' left head sees the past without the petty colourations of perspective and bias. Past and future pulse through a body shrivelled and twisted by its passage through the Well. Valuable as this vision is, it comes with a heavy cost. Both of Kairos' heads are blind to the present; he cannot see time as it passes – only events that are to come or whose time has already lapsed.

Kairos now sits at Tzeentch's right hand, stirring the stygian depths of the Well as he whispers aloud the secrets that only he can see. Nine times nine Lords of Change transcribe these insights with quills drawn from their own plumage and inked with Tzeentch's blood. Each scribe jealously guards the secrets he hears – every such facet of eternity is a powerful tool in the unending intrigue and collusion of Tzeentch's court. For his part Tzeentch cares not about the scheming of his minions, for he knows all that they know. Each secret transcribed by a Lord of Change is made a part of Tzeentch forever and his comprehension of eternity comes ever closer.

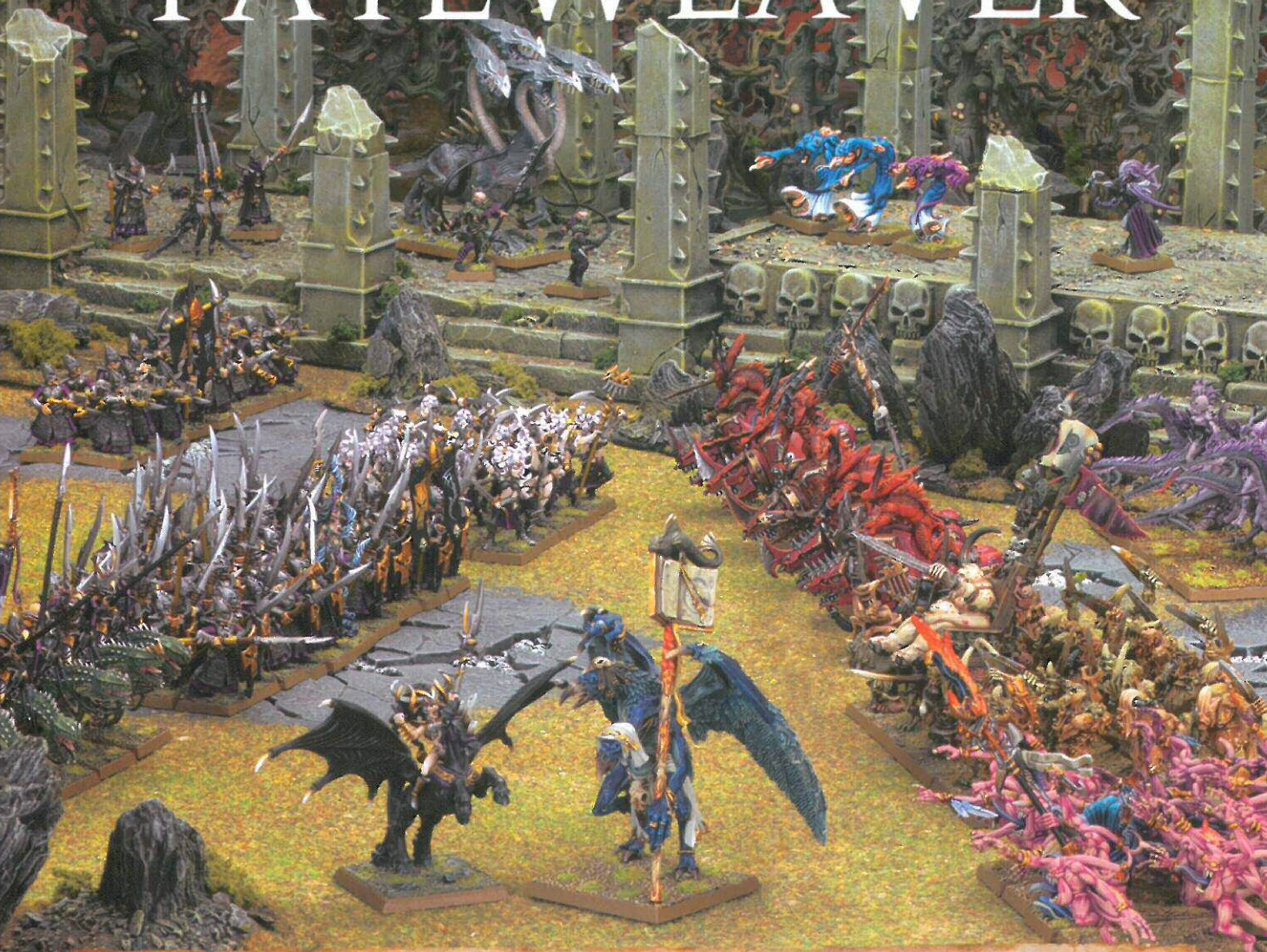
Kairos' blindness to the present makes him vulnerable to physical attack – the future does not reveal itself swiftly enough to predict the to and fro of battle. Nevertheless, Kairos' unique vision allows him to stay one step ahead of adversaries, pitting various assailants against one another in plots that straddle the timestream. In the arena of magic, Kairos is unstoppable. He knows every spell in existence; every sigil, sign and quirk of mystical power. Such ability makes him Tzeentch's most favoured agent. On the occasions Fateweaver leaves the Impossible Fortress it is always in the prosecution of a most dire task, be it the recovery of a magical artefact, the crushing of an army, or some other terrible purpose of Tzeentch's great ineffable and ever-lasting scheming.

Kairos Fateweaver assails the Shrine of Asuryan, intent on its desecration.



WARHAMMER

REVENGE OF THE FATEWEAVER



He knew it was coming. His right head had foretold of the unfolding events acons ago while his left head, always trapped in the past, remembered the outcome. The Hag Sorceress was summoning him, the Oracle of Tzeentch, Kairos Fateweaver. Dragging him from the Impossible Fortress into the mortal realm, a journey he would normally undertake only under his master's will. And Morathi was certainly not his mistress. The Hag Sorceress had presumed too much and for that she and her kind would be chastised.

With an eternity to plan, the Lord of Change had weaved together the strands of time and set in motion plans and counter-plots, which would culminate in the summoning. Another of Tzeentch's favoured, the Changeling, was present as Morathi intoned the sigils of confinement. In the guise of one of the acolytes, the Changeling quite deliberately uttered the wrong cadence. It was so subtle that it remained undetected by Morathi's large gathering of acolytes and yet when binding Daemons mispronouncing just one syllable can have devastating effects.

And so it did. With gleeful abandon the Changeling cast off his disguise as the Fateweaver started to take form in the centre of the rune-laden temple. Morathi instantly knew she was undone and took to her dark mount as the gathered acolytes were ripped and warped asunder, possessed by a daemonic horde even as the land around the fleeing witch began to ripple with energy. Her army of bodyguards had stood well back from the ritual and immediately started to form battlelines as the Hag Sorceress flew overhead and the Daemon army took shape a mere bow's flight away. A Dark Rider was dispatched to the black tower on the horizon, tasked to bring back reinforcements, but the Changeling was still about, revelling in the disorder, and he had other plans...

This month we pit the might of the two most powerful mages the Warhammer world has ever seen against one another – Morathi, the Hag Sorceress of Naggaroth vs. Kairos Fateweaver, the Oracle of Tzeentch. Andy Hall tells the tale.

2522 Battle at the Wretched Altar

Morathi attempts to summon and bind the Fateweaver to her will upon the ancient, cursed steps of the Wretched Altar but the presence of the Changeling disrupts the black ritual. With the Fateweaver unbound, a host of Daemons takes possession of the Hag Sorceress' acolytes and battle is truly joined, resulting with the mother of the Witch King barely escaping with her life.

Daemons are creatures of magic, manifestations of the Chaos Gods' whims, embodying their desires and characteristics in a magical form. It stands to reason that they are best at manipulating the Winds of Magic, as they are made from the stuff. Not everyone agrees with that premise; in fact White Dwarf's own Matt Hutson was adamant that the best sorcerers are made from flesh and blood – even if that body is almost

immortal. For he was championing Morathi, whereas Mat Ward was adamant that it was Daemonkind who ruled the winds, in the form of Kairos Fateweaver.

And so in the grand tradition of 'my wizard's better than yours' we decided to take the debate to the battlefield. With Kairos released alongside a host of new Daemon models it seemed a perfect match-up for a battle report. But rather than a straight stand and fight we decided to add a little twist. Inspired by both the linked battles section in Warhammer and the Revenge of the Doomlord battle report in White Dwarf 174 – that's the June 1994 issue, 16 years ago! – we would be using a scenario that was played over two linked games. The smaller game is played at the same time and will have an affect on the main battlefield, as the victor could bring on his surviving reinforcements. It's an exciting premise, so let's see how it all turned out.

Game Stats

Game size: 3000 points

Participants:

Dark Elves (Matt Hutson) vs. Daemons of Chaos (Mat Ward)

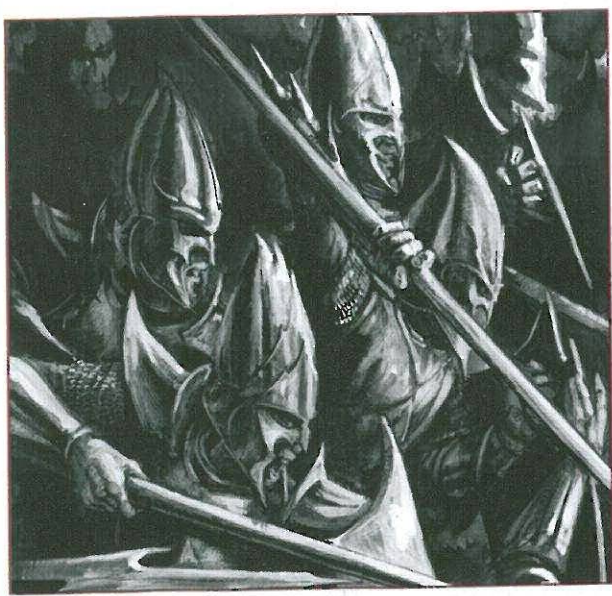
Scenario: Dawn Attack, modified slightly (see page 145 of Warhammer and the box below)

Able Scribes: Andy Hall and Tom Hutchings



REVENGE OF THE FATEWEAVER: THE SCENARIO

In the far north of Naggaroth, where the corrupting influence of the Realm of Chaos warps the land, Morathi and her coven enact a black ritual. She summons that most powerful of Daemons, the Fateweaver, seeking to bind him to her service to harness his dark power. The Fateweaver, however, is not so easily bound and as the ritual reaches its climax reality buckles and breaks and a mighty Daemon host appears. As the Dark Elves hasten to form battlelines, Morathi demands that the watch tower of Kar Klarion sends aid, little knowing that the gaze of Kairos has fallen there too.



The Battle

This scenario is slightly unusual in that there are two different battles going on at the same time. The main battle takes place amidst the twisted and magic-riven terrain beyond the northern watch towers and the desolate Black Pillar.

The second battle represents the battle on the road from the watch tower. This smaller board can easily be represented by a Realm of Battle extension.

The two games are played at the same time – play a turn on the small board, then play a turn on the main board. In the Magic phase roll for power dice separately on each area.

Both players pick a 3000-point army. Up to 600 points of this army can be used as reinforcements in the second battle.

The Scenario

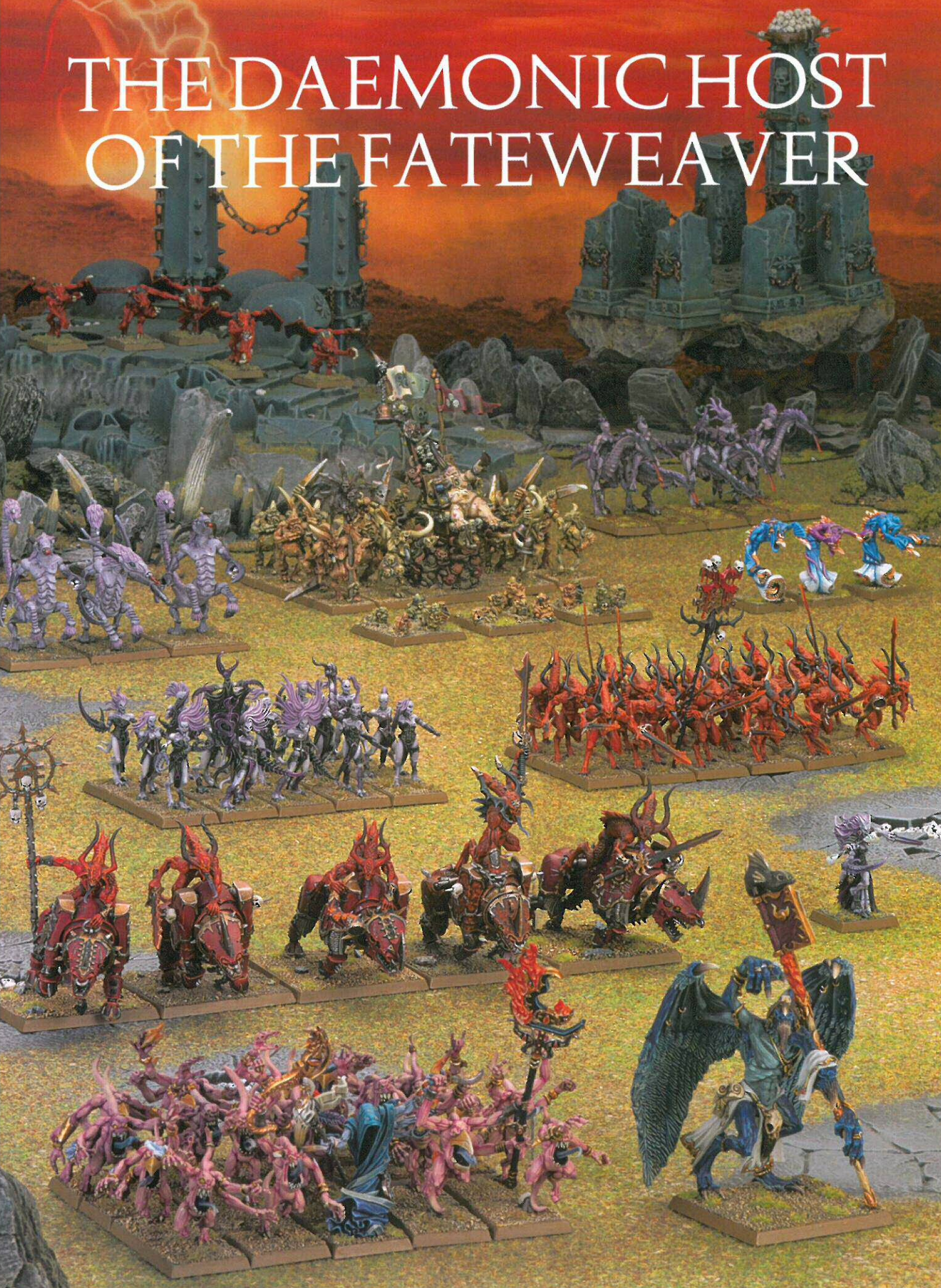
The main battle uses the Dawn Attack scenario, representing the confused battlelines in the aftermath of the dark ritual and the appearance of the Daemons.

Reinforcements

Up to 600 points from each army may be taken as reinforcements. These fight on the side table. The battle between the Changeling and the watch tower garrison is won by the first side to wipe out or rout all of the opposing models. Any surviving models on the winning side enter the main battle as reinforcements at the start of their next or any subsequent turn. The reinforcements do not have to be taken straight away and may be held back to the start of a future turn.

The reinforcements enter the board behind the Daemon lines, as shown later.

THE DAEMONIC HOST OF THE FATEWEAVER





Mr Ward is the first of our two Matthews. One reward for his infernal deal was to never fail a daemonic armour throw, something to do with them being Ward saves – geddit? (You're fired! – Ed).

Daemons. It's been a while since I've marshalled the devious denizens of the Realm of Chaos. I wonder if I can remember how the army works? Matt's a Dark Elf general of some long and (mostly) successful experience, whereas I'm still slowly putting the finishing touches to my own Daemon army, started many, many years ago. That being the case, I'd better do my best to come up with a suitably devious army list.

In the main army, first into the fray is Kairos Fateweaver. Make no mistake, he's about the most versatile Wizard in all of Warhammer – his ability to choose 8 spells and use 14 can be a game winner, and I'm certainly hoping it'll be the case here. I'll be taking most of my spells from the Lore of Life, so I can use the lore attribute to heal Kairos should he be wounded, but I'll also want some augments and damage spells to compensate for the Daemon army's lack of firepower.

I like to have a little of every lesser Daemon type in my armies, so I added a block each of Daemonettes, Plaguebearers, Bloodletters and Pink Horrors. The Horrors would be part of my delaying force, I

decided – I wanted to get the most out of their spells, and if they spent too long around Kairos they'd never get power dice to use. That's why the Changeling showed up to help – if Matt chose to send a powerful character to reinforce his flanking army, then the Changeling will sort him out. The other regiments will be part of my main force – nice reliable (and deadly) troops to press the advance.

To this solid core, I added plenty of support troops – units of Flamers, Fiends and Nurglings for the main army, and some Seekers and Chaos Furies to back up the Pink Horrors. Epidemius would provide the Plaguebearers with extra punch, whilst I knew I could rely on the Masque of Slaanesh to be a source of bedevilment. But my real ace in the hole lay elsewhere.















While I'm more than happy with the abilities of my own infernal forces, the only thing that does concern me are the War Hydras. They're not beasts to mess around with, therefore, I needed an anti-Hydra plan (I don't for a moment expect Matt not to bring at least one along). Enter stage left; a unit of mighty Bloodcrushers, led by a Herald of Khorne. Now, I've known units like this to cut through twenty Elves in a single combat round (that's not break and run down, mind, but actually killed to the last pointy-eared dress-wearer) so even a Hydra'll know if it's been in a fight. Then again, I wasn't interested in anything remotely like a fair fight, so I added in a Firestorm Blade for the Herald. He'll hit the Hydra first, and any wounds will cancel out the beast's Regeneration for the rest of the round. Now those are my kind of odds, so let the slaughter begin!

KAIROS FATEWEAVER

Known as the Mocking Watcher of Fate amongst his many other names and titles, Kairos is one of the most powerful – if not *the* most powerful – magic user in Warhammer. He is definitely the most versatile, as he is capable of casting 14 different spells.

Not only that, but having two heads gives him an additional +2 when casting, which means that Kairos casts with an amazing +6! The other aspect is that with Kairos able to choose spells from all eight Lores of Magic he can also use their lore attributes to further augment his considerable powers. The *Boon of Tzeentch* spell will also ensure that even when the Winds of Magic roll low he can still cast a great deal of spells. His weakness is that as he is blind to the present, his martial prowess is poor. If he gets locked in combat then even his 3+ ward save may not help him.



- LORDS**
 **Kairos Fateweaver, Oracle of Tzeentch**
 625 points
 - HEROES**
 **Gore-slaker**
 Herald of Khorne mounted on Juggernaut of Khorne with Firestorm Blade.
 175 points
 -  **The Masque of Slaanesh**
 90 points
 -  **Epidemius, Tallyman of Nurgle**
 135 points
 - CORE**
 **The Pox-kissers**
 19 Plaguebearers of Nurgle with musician, standard bearer with Standard of Seeping Decay and Plageridden.
 283 points
 -  **The Drenchers**
 18 Bloodletters of Khorne with musician, standard bearer and Bloodreaper.
 246 points
 -  **Slaanesh's Betrothed**
 15 Daemonettes of Slaanesh with musician, standard bearer and Allures.
 210 points
 -  **Baubles of Tzeentch**
 20 Pink Horrors of Tzeentch with musician, standard bearer with Banner of Change and the Changeling.
 343 points
 -  **Vultures of the Realm**
 5 Chaos Furies.
 60 points
 - SPECIAL**
 **Pustulent Mites**
 3 Nurgling bases.
 105 points
 -  **The Beatific Cavalry**
 5 Seekers of Slaanesh.
 120 points
 - RARE**
 **Khorne's Hunters**
 4 Bloodcrushers of Khorne with musician and standard bearer with Icon of Endless War.
 335 points
 -  **Fiery Changers**
 3 Flamers of Tzeentch.
 105 points
 -  **The Prince's Favoured**
 3 Fiends of Slaanesh.
 165 points
- TOTAL** 2997 points

MORATHI'S COVEN





Believe it or not, Matt does play with non-Space Marine armies. His Dark Elves, for one. Of course, if he could field Space Marines in Warhammer, then he'd no doubt be using them instead.

With the Warhammer frenzy sweeping across the Studio at the moment I've been playing quite a few games with both my Dwarf and Dark Elf armies, so I was keen to test my mettle against Mat in a battle report.

As mentioned earlier, Morathi is firmly in charge. So, as well as her prowess in the Magic phase she is also good in close combat, unlike her insidious rival, who may be the master of weaving spells but will be plucked if I can get him into a straight fight. Morathi has more tricks up her sleeves as I can give her two magic items from the Arcane and Enchanted categories. I've gone for the two Trickster Shards. The first will cause some headaches when opposing Wizards try to dispel, while the other shard will force her close combat opponents to re-roll successful ward saves, very useful when facing a horde of Daemons!

For the core of my force I've gone for numbers. Sitting in the middle of my battleline will be a massive unit of 42 Dark Elf Warriors. Accompanying them will be a Level 2 Sorceress armed with a Sacrificial Dagger, and an Assassin. Alongside this

unit will be two blocks of 16 Crossbowmen. There is a potential 64 crossbow shots in these two units so I'll make sure to bring plenty of dice with me.

Now, it's not just the main attraction I need to plan for, there's also the small matter of the side game. With this in mind I've also included two units of Dark Riders. The plan is for one of these units to reinforce the main lines. To help them I've also selected a unit of Cold One Knights and another Sorceress. Conveniently, this adds up to 500 points on the nose, leaving me plenty for the main table.

To add some hand-to-hand nastiness to the army I have taken a unit of Witch Elves. Their Initiative of 6 makes them particularly nasty as they will be fighting first in combat most of the time. This, combined with their bucket load of Poisoned Attacks, should make it easy to slice most Daemon regiments to ribbons.

War Hydras have a fearsome, and well-earned, reputation. Between their attacks, the Beastmasters' attacks, a Breath Weapon and a Thunderstomp, a Hydra can put out a ruinous amount of damage in a short space of time. So two of these should give Mat plenty to think about.

To finish the army off I've gone for two Reaper Bolt Throwers for a bit of heavy fire support so that I can deal with units such as Bloodcrushers of Khorne and Fiends of Slaanesh as well as give Kairos something to ponder while he's flying around.

With the random set up of this scenario it's quite hard to formulate a detailed plan of action. I hope to engineer a situation in which Morathi can charge Kairos. Once in combat, she'll be able to hand me victory.

MORATHI

It was Morathi who was the first to perfect the Dark Art. This, combined with stunning beauty and keen intelligence has allowed her to hold sway over her son, the Witch King and the Dark Elf race for five thousand years.

As the first practitioner of the fell magic, she is unsurpassed in the dark rites, knowing all Dark Magic spells. She has a +1 bonus to cast which combines with her level to give +5 in total. Like her daemonic rival, she can extend her magical power even when the Winds of Magic prove fickle, thanks to the *Power of Darkness* signature spell. And, when attacked directly by rival magic, her Magic Resistance will ensure she has a 2+ ward save. Kairos has an advantage over Morathi in the sheer breadth of spells available to him. However, she is no slouch in this regard either, knowing a formidable seven in total.



LORD	Morathi Heartrender, Tricksters Shard, The Other Tricksters Shard. 540 points
HEROES	Sorceress Furion Level 2 Sorceress with Sacrificial Dagger and Dispel Scroll. 185 points
	Sorceress Corquerae Level 2 Sorceress mounted on Cold One, with Darkstar Cloak. 180 points
CORE	Citizenry of Naggarond 42 Dark Elf Warriors with shields, musician, standard bearer and Lordling. 309 points
	The Disciple of Khaine Dark Elf Assassin with 2 hand weapons, Manbane and Rune of Khaine. 146 points
	Bolts of Khaine 16 Crossbowmen with musician, standard bearer and Guardmaster. 180 points
	Bolts of Ellinill 16 Crossbowmen with musician, standard bearer and Guardmaster. 180 points
	Cloaked Heralds 5 Dark Riders with repeater crossbows, musician, standard bearer and Herald. 145 points
	Barbed Heralds 5 Dark Riders with repeater crossbows, musician, standard bearer and Herald. 145 points
	SPECIAL
	Blood Reapers 5 Cold One Knights with musician, standard bearer and Dread Knight. 175 points
	Brides of Khaine 20 Witch Elves with musician, standard bearer with Banner of Swiftmess and Hag with Rune of Khaine. 265 points
	RARE UNITS
	Khaine's Embrace 2 Reaper Bolt Throwers. 200 points
	Beasts of Karond Kar 2 War Hydras. 350 points
TOTAL	3000 points

DEPLOYMENT

To represent the confusion and horror in the aftermath of the dark ritual and the sudden appearance of the Daemons, the Dawn Attack pitched battle (see page 145 of Warhammer) will be used for the main game.

Mat (known as Mat W throughout the rest of this feature to avoid confusion) won the roll off and deployed his whole army first. His daemonic units allotted to the main game were deployed using the chart opposite. Once he had deployed it was Matt's (known as Matt H) turn deploying on the opposite edge using the same chart.

Mat W's Daemons were to go first, but Matt H could wrest away the initial turn on a D6 roll of 6... which he failed to do. And so the game began with the Daemons taking the initiative.

The Daemons, rather fittingly, deployed in the north and the dice rolls on the chart proved very kind for Mat W, allowing him to set up most of his force in a solid formation around the centre, with only the Daemonettes placed on the far right flank.

Matt H also had a fair deployment, with a real coup getting both of his Bolt Throwers on the hill on his right. Getting the Warrior horde in the centre also helped him to anchor a strong battleline.

DEPLOYMENT

D6	Flank
1	Left Flank
2	Right Flank
3-5	Centre
6	Player's choice.

Reserves enter anywhere along here.

Daemons of Chaos Right Flank

Dark Elves Left Flank

Dark Elves Centre

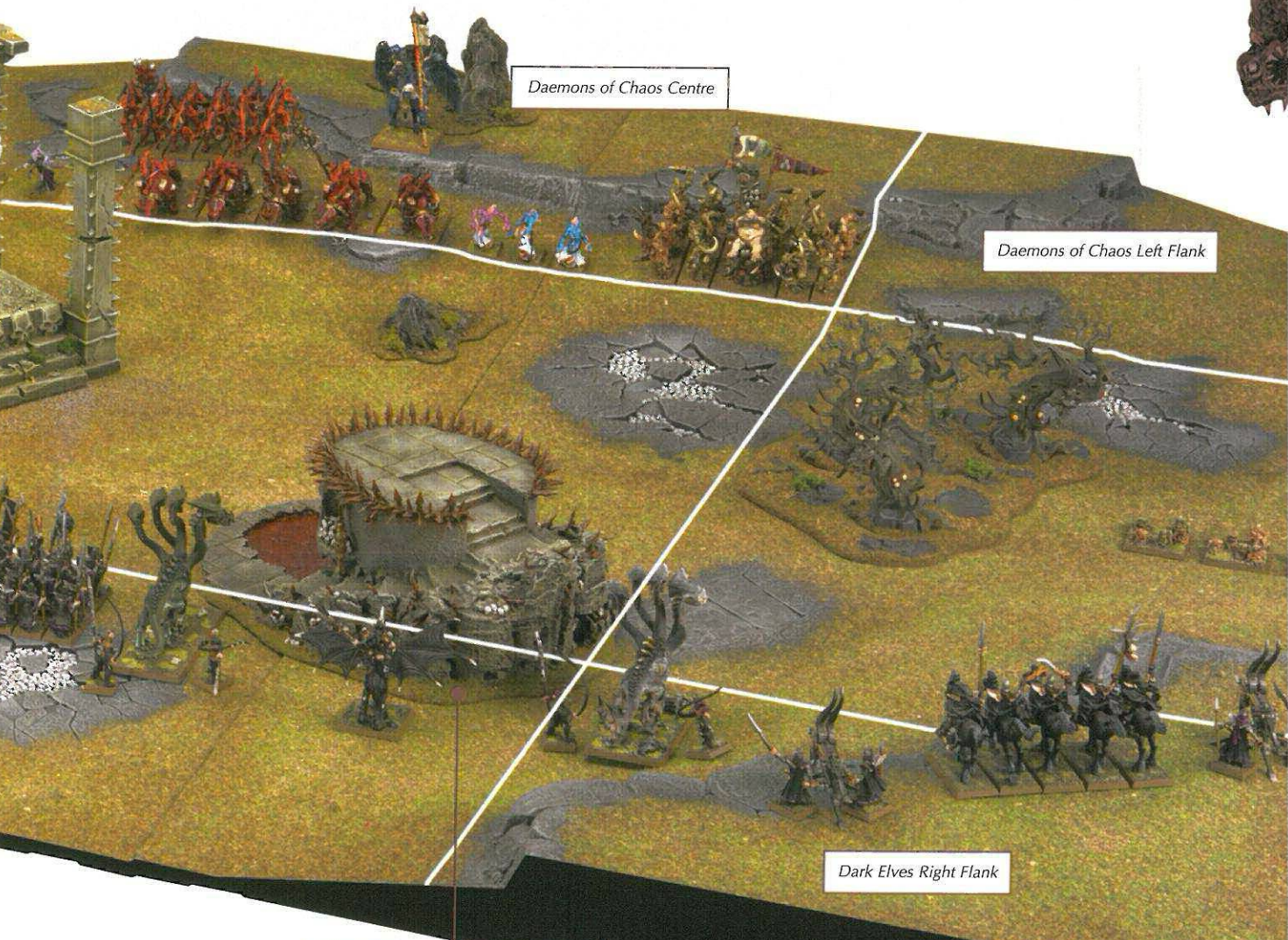
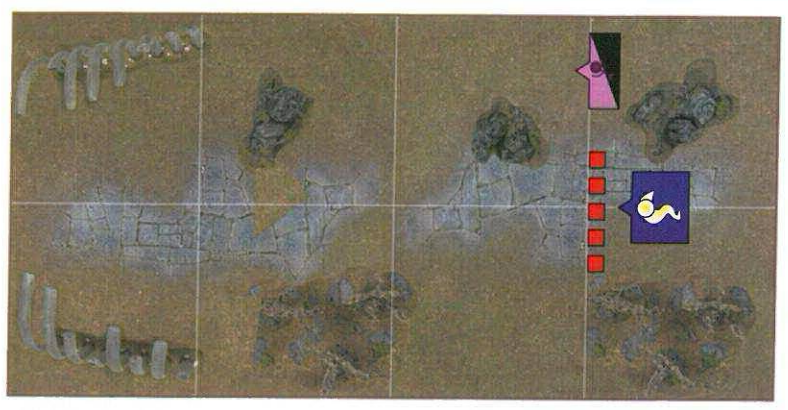
Deployment



THE ROAD TO THE WATCH TOWER

For the sub-game the Daemon player can place his reinforcements up to 12 inches from one narrow end of the battlefield. The Dark Elf relief force moves onto the opposite end of the table in the first turn.

Mat deployed his Pink Horrors, the Chaos Furies and Seekers in a no-frills style, with the Pink Horrors in the centre, the Seekers on the west flank and the Furies skirmishing just in front, ready to fly forward as the game begins.



Daemons of Chaos Centre

Daemons of Chaos Left Flank

Dark Elves Right Flank

Tower of Blood

We decided to use this skull monument as a Tower of Blood, the rules for which can be found on page 131 of Warhammer. Units from the Forces of Destruction within 6" gain Hatred and Frenzy.



The Citizenry of Naggarond defiantly plant their spears and await the inevitable onslaught.

Linking Battles

As shown in this battle report, battles are rarely isolated affairs and the outcome of one will have consequences on other nearby encounters or conflicts even further afield. This makes linked battles great fun to play and an event that more than just two players can get involved with, even whole clubs can take part. There's a section on linking games in *Warhammer*, see page 438 for more information.

The game began in earnest with Mat W's forces surging across the table towards the Dark Elves as fast as their wings, legs and tentacles could take them. The Nurglings' Scout ability allowed them to deploy closer to the foe, threatening the Dark Elf artillery on the far eastern flank.

Kairos himself flew onto the large rubble-strewn temple, landing close to Slaanesh's Betrothed, while Khorne's Hunters made all haste for the centre and the formidable block of Dark Elf Spearmen.

The Winds of Magic could only spawn six power dice, with Matt H gaining four dispel dice. The Masque entranced the Warriors, reducing their Leadership by two. Kairos then summoned his magical reserves and cast *Flamestorm* on the spear

block. Matt H dithered about dispelling and in the end plumped for three dice, but failed to nullify it. Five Dark Elves were incinerated. Fateweaver then began to cast again, this time with a *Bolt of Change*, but Matt H had learned his lesson and immediately used the Dispel Scroll to prevent any further magical damage. With no shooting or combat this ended the first turn for the Daemons, but Mat W knew that Kairos was only just warming up; the Lord of Change had only just begun tapping into the power that flowed through the Winds of Magic.

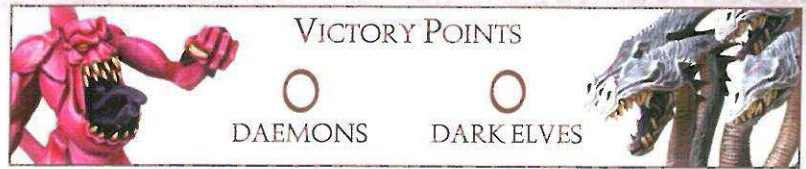
The Dark Elf turn started with the Dark Riders charging into the Nurglings. The Witch Elves tried to charge the Daemonettes' flank but, even with the Standard of Swiftess, they needed to roll

11 on 2D6. The centre of Matt H's army was within 6" of the Tower of Blood so gained Frenzy and so they had to test to refrain from charging. This meant Morathi, the War Hydra and the Citizenry of Naggarond could have potentially surged forward and out of formation. Luckily for Matt H all of his units passed, although the Warriors nearly succumbed. This gave him food for thought – was an extra Sorceress as useful as a Battle Standard Bearer? The Battle Standard would have let him re-roll any failed attempts to restrain.

Once again only six dice were generated in the Winds of Magic and so Furion, the other Sorceress, cast *Power of Darkness*, netting Matt H an extra three dice. Even with this additional power, the Sorceress failed to cast *Fate of Bjuna* despite cutting down one of the Elves with the Sacrificial Dagger. Losing patience, Morathi lent her magical might to the phase, casting *Doombolt* on the Bloodcrushers and causing a wound. *Spirit Leech* was then cast on the Masque but she passed her Toughness test. *Bladewind* and *Power of Darkness* were dispelled by Kairos who simply ruffled his great wings as the only evidence to any effort expelled.

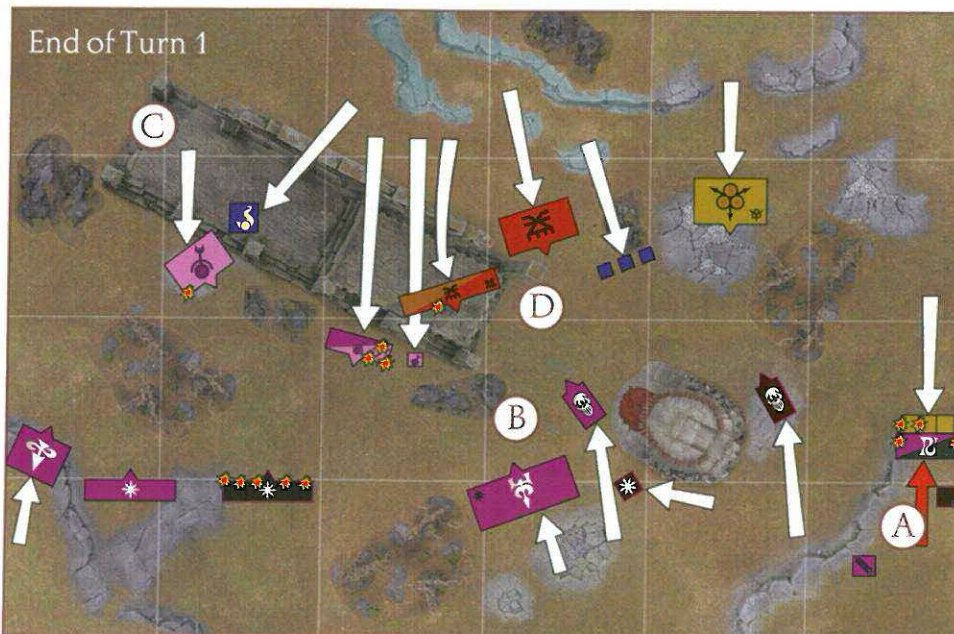
The Repeater Crossbowmen then let fly their dark quarrels into the Daemons and managed to fell one Fiend and critically wound another. The second unit had to fire through a wood and so only managed to slay a single Daemonette. Both Bolt Throwers targeted the Bloodcrushers but could not pierce their tough hides.

In the sole combat two Dark Riders were brought down by the Nurgling swarms before the fight ground to a halt. No doubt the dark steeds were slowed and unsettled by the pus-covered slime the Nurglings exuded from their bloated pores.



THE ROAD TO THE WATCH TOWER

The Changeling, lurking within the unit of Pink Horrors, led the Seekers and Furies forward, determined to hinder the arrival of the Dark Elves' mounted reinforcements. The Cold One Knights and Dark Riders moved onto the board in their first turn, knowing that battle would be joined before they could reach their mistress. For now, they tentatively advanced forward.



- (A) From their vantage point, the Reaper Bolt Throwers target the Bloodcrushers but can only manage one wound between them.
- (B) The Dark Elf Warriors and War Hydra have to test to prevent succumbing to Frenzy.
- (C) The Daemonettes and Fateweaver move through the temple ruins, wary that a volley of repeater crossbow bolts await them on the other side of the crumbling pillars.
- (D) In the centre of the Daemon lines, the Bloodcrushers and Bloodletters advance.

CHARGE OF THE JUGGERS

TURN 2

Charge Reactions

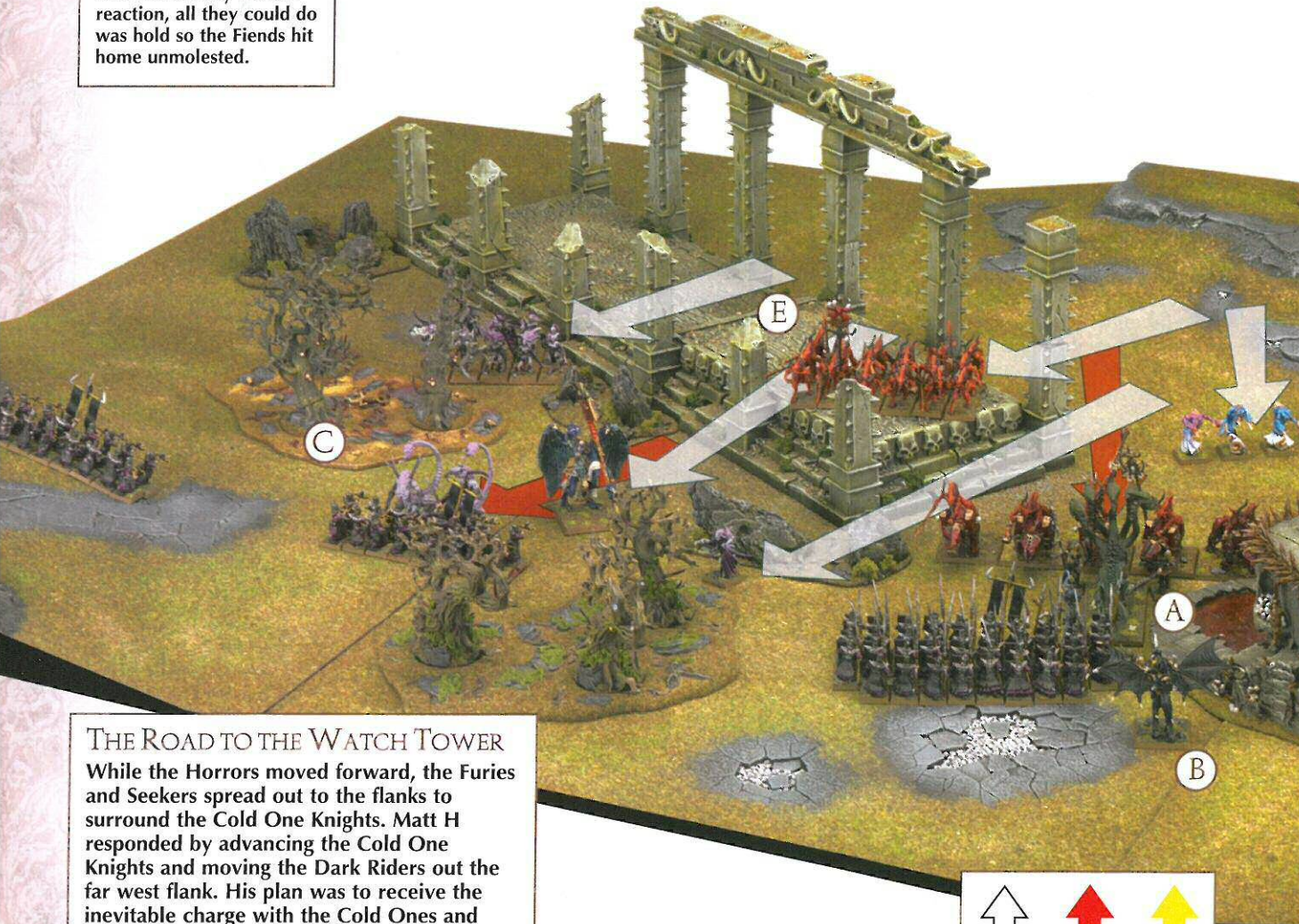
Mat W was particularly cunning in his use of forcing charge reactions on the western flank. Not wanting his Fiends to be shot as they charged into the Repeater Crossbowmen, he first declared a charge with the Daemonettes, even though the chances of them reaching the Dark Elves were slim. Matt H responded as Mat W hoped with a Stand and Shoot reaction. This caused one hit and no wounds. Mat W then declared the Fiend's charge, but as the Dark Elf unit had already made a reaction, all they could do was hold so the Fiends hit home unmolested.

Posessed of an unholy frenzy, Khorne's Hunters charged forward, smashing aside rocky outcrops as they crashed into the War Hydra in the lee of the Tower of Blood. The rest of the Daemons continued to advance, with Kairos and the Masque moving deep into the Dark Elf side of the battlefield.

The Winds of Magic were barely a breeze and yet Fateweaver managed to cast *Flesh to Stone* on the Bloodcrushers to make them even more deadly, and *Regrowth* to bring back the lost Fiend. Combat was a swirling melee, with the Fiends wiping out the doomed Crossbowmen and the Bloodcrushers routing the War Hydra, leaving it limping away on a single wound. This allowed the Juggernauts to smash into the Warriors.

In the Dark Elf turn, Matt H wisely pulled Morathi out of harm's way and even managed to rally the War Hydra. Despite furious spellcasting attempts, the Hag Sorceress was blocked by Kairos at every turn, the Greater Daemon having seen the events of the future and the past. In the shooting phase the surviving Repeater Crossbowmen avenged their brethren by peppering the Fiends with bolts, slaying two and leaving just one left. A Reaper Bolt Thrower took a further wound off the daemoniac creature.

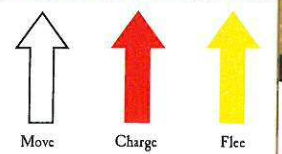
Combat was a brutal affair with the Bloodcrushers cutting deep into the massed ranks of the Citizenry of Naggarond. Numbers gave the Elves an advantage, making them steadfast and able to weather the initial storm of vicious blows.



THE ROAD TO THE WATCH TOWER

While the Horrors moved forward, the Furies and Seekers spread out to the flanks to surround the Cold One Knights. Matt H responded by advancing the Cold One Knights and moving the Dark Riders out the far west flank. His plan was to receive the inevitable charge with the Cold Ones and then counter with the Dark Riders. It would be the third turn before the plan could be put into action.



Turn 2 — End of Daemons of Chaos Movement



The Bloodcrushers smash through the War Hydra en route to the horde of Dark Elf Warriors.



VICTORY POINTS

 <p style="font-size: 2em; font-weight: bold;">180</p> <p>DAEMONS</p>	<p style="font-size: 2em; font-weight: bold;">0</p> <p>DARK ELVES</p> 
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Legend

- (A) The War Hydra limps away, leaving the Bloodcrushers to overrun into the Warriors. The monster rallies at the beginning of the Dark Elf turn.
- (B) Morathi retreats to a safe distance to cast spells and avoid being charged herself.
- (C) The Masque advances deep into Dark Elf territory and then performs her dance at the Warriors once more, reducing their Leadership further.
- (D) The Dark Riders fight to a stalemate, but lose another Elf in the process, adding to the Tally of Pestilence.
- (E) The Bloodletters advance, turning westwards, keen to get into the action and to get to grip with the Dark Elf Crossbowmen.
- (F) The War Hydra on the east flank moves forward, preparing to engage in combat with Epidemius' retinue.



A MAGGOT KING'S TALLY

TURN 3

Frenzy

In Warhammer, units that are affected by Frenzy are slightly easier to control than in previous editions. They are more resistant to being 'led by the nose'. That's not to say that such troops now behave; they can still surge forward in an uncontrolled way, often at the most inopportune time.

Epidemus and retinue, the Pox-kissers, charged across the battlefield and into combat with the War Hydra on the east flank. En route they crossed into a mysterious forest that turned out to be a Fungus Forest. The Flamers were Frenzied due to the Tower of Blood, so also charged into the creature. On the other side of the battlefield the Bloodletters and Daemonettes reformed, preparing for the inevitable charge by the Witch Elves.

Once again the Winds of Magic were weak, as Mat W only rolled a five, but Kairos was unconcerned as a mage of his

power didn't need the winds to wax strong. Morathi successfully channelled and gained an extra dice to her dispel pool; Matt H was under no illusions that he would need it. The Masque began the Magic phase with her dance, slowing the wounded War Hydra.

Fateweaver stretched his wings and first cast a *Boon of Tzeentch*, this was wisely dispelled by Morathi using all the dice in the dispel pool. However, Matt H knew he couldn't afford to allow Kairos more power dice. As it was, the Lord of Change cast *Regrowth* and *Flesh to Stone* with ease,



THE ROAD TO THE WATCH TOWER

As expected, the Horrors, Seekers and Furies all charged into the Cold One Knights. The Pink Horrors threw up some magical attacks in the form of the *Gift of Chaos* but this was dispelled along with the bound spell within the Banner of Change.

In combat, the Changeling cheekily swapped his profile with that of the Dread Knight but failed to best the Dark Elf's armour. The Knights concentrated all their attacks on the Horrors but without the benefit of the charge could only slay one creature. The Seekers and Furies managed to bring down two Knights from their reptilian steeds. The Cold Ones fought back but, surprisingly, could only kill another Horror. The Knights were overwhelmed and failed to hold the Daemons back. They fled back towards the watch tower but managed to avoid being run down.

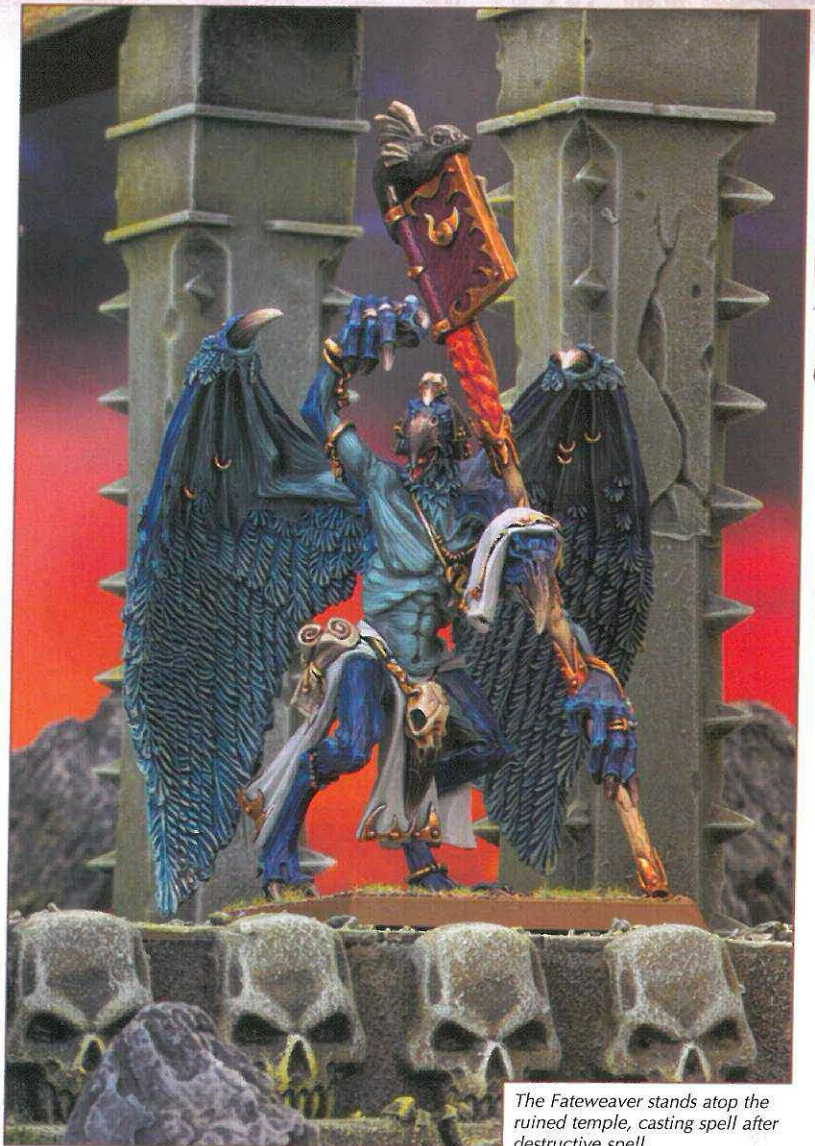
In the Dark Elf turn, the Cold One Knights rallied in time to see the Dark Riders charge into the side of the Horrors. It was a brave move but, as they were unsupported, a bit of a long shot. The Sorceress tried to even the odds, and managed to slay three Furies and two Seekers with a combination of *Black Horror* and *Chillwind*. However, in combat the Changeling stole the Dark Rider Herald's profile and then proceeded to strike down two Dark Elves. The Dark Riders struck back, slaying three Horrors but they were wiped out when the Daemons fought back.

From Mat W's perspective this just left two Cold One Knights and a Sorceress to deal with in the next turn. If he could wipe out the rest of the Dark Elves on the small board he would then be able to join the main battle in Turn 5.

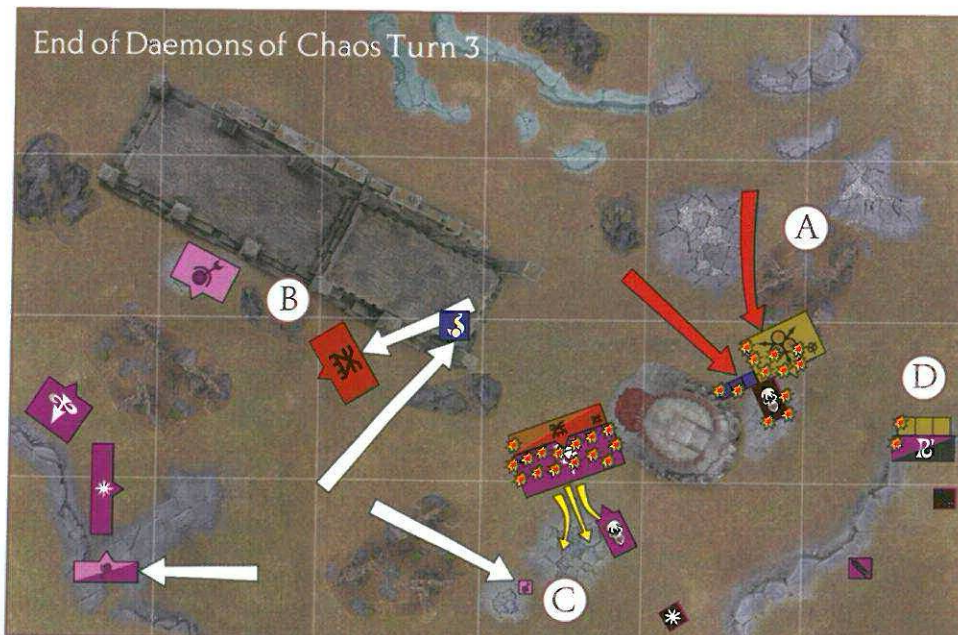
both spells targeted at the Bloodcrushers. *Regrowth* gained Mat W his lost Bloodcrusher and with the Lore of Life attribute, *Lifebloom*, meant that he topped the unit up to its full Wounds value. *Flesh to Stone* added +2 to an already formidable Toughness, making them Toughness 6. Matt's Dark Elf Warriors were going to have a hard slog.

With no shooting, the Combat phase started along the east flank. The Dark Riders and Nurglings continued to strike at each other, the fight ending in a draw once again, although another Dark Elf was toppled from his horse. In the combat involving Epidemius, the Dark Elf Beastmasters struck first, killing three of the plague-ridden Daemons. The Flamers struck next – any wound from these creatures would prevent the War Hydra from using its *Regeneration* save so Mat W was keen to hit with it – but all attacks missed. Epidemius then struck and gained a further mark on his tally, it was now at 5 in total. Once this had reached 8 all Poisoned Attacks would hit on 4+ rather than 6+. The Plaguebearers and Palanquin Nurglings managed 3 wounds on the monster, all of which Matt H failed to regenerate. The War Hydra then attacked, slaying six with claw and fiery breath, followed by a *Thunderstomp* killing another three Daemons. The War Hydra had convincingly won the combat but the Maggot King and his pestilent retinue remained firmly in place.

The combat between the Warriors and Bloodcrushers began with Matt H finally revealing his Assassin – he could have claimed it was some kind of tactical ploy for delaying his unveiling but the fact of the matter is, he forgot! The Assassin leapt out at the Herald, Gore-slaker, and promptly



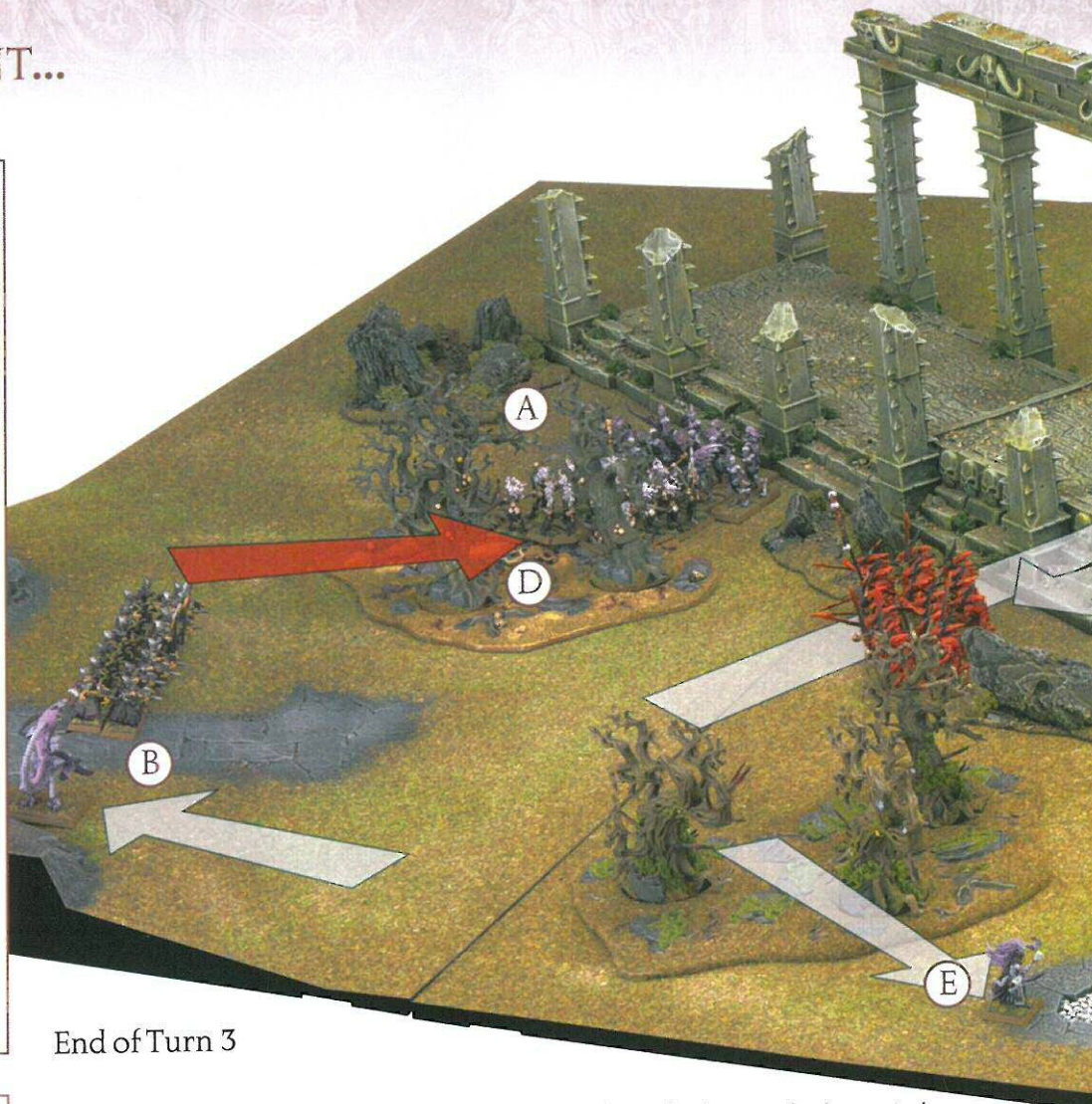
The Fateweaver stands atop the ruined temple, casting spell after destructive spell.



- (A) The Plaguebearers charge through a mysterious wood that turns out to be a Fungus Forest. As that causes Stupidity, its effects were not yet relevant.
- (B) The Bloodletters and Daemonettes cross the temple ruins and make ready to charge or be charged by the Dark Elf flanking force.
- (C) The Masque stays deep in the Dark Elf half to ensure her powers are in range, but presents a tempting Bolt Thrower target as she does so.
- (D) The Nurglings continue to prolong their combat with the Dark Riders.

TURN 3 CONT...

- A** The vicious Witch Elves charge into the Daemonettes and wipe out the whole unit.
- B** The surviving unit of Repeater Crossbowmen target the Drenchers and but only slay three of their number.
- C** The War Hydra is charged by the Plaguebearers. The resulting combat will taint the whole battle.
- D** The Witch Elves enter the wood at a charge and discover it's a Wildwood. At the end of the Movement phase Matt H rolls 2 on a D6. Had he rolled a 4+ then they would have been struck with D6 Strength 4 hits.
- E** The Masque is targeted by both Bolt Throwers, one wounds her.
- F** Morathi, all too aware of the imminent danger, goads Sulephet into flight and moves into the north.



End of Turn 3

Channelling

Whilst a Wizard cannot control the strength of the Winds of Magic, he may be able to better control what power there is. Known as channelling, this allows you to roll a dice for every Wizard on the table – on a 6 they can add a dice to either the power pool or dispel pool.

Wizards that gain extra dice, especially if their opponent fails to channel, will have the edge in the Magic phase. In this instance Morathi successfully channelled in both Magic phases, in theory this should have given her the edge. However, Kairos' magical dominance along with crafty pool dice management by Mat W, effectively locked the Hag Sorceress out of the Magic phase.

bounced off its Toughness 6 brass hide. Gore-slaker struck down two Dark Elves in return. Then the spears were raised, striking the Bloodcrushers with 33 attacks, but could only manage 2 Wounds thanks to the Daemons' augmented Toughness, both of which were saved. Khorne's Hunters then attacked and the Dark Elves died in droves, their corpses trampled under the iron-shod feet of the Juggers. The survivors, including the Sorceress, fled for their lives but were run down without mercy.

As the Dark Elves started their third turn, Matt H knew he had to do something decisive to prevent the Daemons overrunning his entire force. Luckily, he was in just such a position to do so. The Witch Elves charged through a Wildwood to attack the Daemonettes. He rolled nice and high for his charge and so made it in with inches to spare.

The Winds of Magic generated six power dice. Morathi successfully channelled once more and so gained an additional dice. But even with this she couldn't break through Fateweaver's defences as he dispelled every incantation the Hag Sorceress could throw at him.

The Bolt Throwers both targeted the Masque in the Shooting phase, but could only wound her. The Repeater Crossbowmen wisely targeted the Bloodletters causing an impressive six wounds, but Mat W managed to save three of them. The Combat phase proved as bloody as the previous one starting with the Dark Riders finally managing to rid themselves of the Nurglings. In the nearby combat, the Beastmasters managed to slay another Plaguebearer, but the shock of the combat was the lone Flamer who managed to not only strike the War Hydra but kill it outright! The other Dark Elf monster, still limping around with a single Wound was quickly dealt with by the marauding Bloodcrushers. However, all was not lost. The Brides of Khaine struck Slaanesh's Betrothed hard, killing 11. Instability wiped the rest of the Daemons out. More importantly, Epidemius' tally now stood at eight, which meant that from next turn all Poisoned Attacks would strike on 4+. Even though it was a Daemon power it affected the whole battlefield, including the Witch Elves, who were now the most deadly unit on the tabletop!

	VICTORY POINTS	
1315		315
DAEMONS		DARK ELVES



Daemonettes vs. Witch Elves – it was only a matter of time before these graceful warriors fought.



Triumphant from their battle with the relief force of Kar Klarion, the demonic reinforcements arrive.

The Changeling

The Changeling's power to swap profiles with its enemy is extremely powerful. In this battle he could only get in combat with a few unit champions, but imagine him facing off against your enemy's prize Dragon or Ogre Tyrant!



Kairos Fateweaver knew his moment had come. He had foreseen it and also remembered it, nevertheless he prepared to play his part in the Great Game, for his master had decreed he must.

Kairos flew to the top of the temple ruins, as if he could sense the magical storm that was about to break. The Maggot King tried to charge into the final Bolt Thrower but failed to make it. The Bloodcrushers, who were getting increasingly frustrated at the lack of a viable target, turned eastwards. The Pink Horrors, the remaining Furies and Seekers all moved onto the battlefield from the north-west side of the table.

A swirling hurricane of sorcery swept across the battlefield as Mat W rolled a double-6 for the Winds of Magic. Kairos unfurled his great wings to their fullest extent and soaked up the power just as a ship's sails catch strong winds. The Greater Daemon was saturated by the magical

energy and started his mystic onslaught by casting a *Flamestorm* on the Witch Elves. Matt H thought hard about whether to dispel, knowing that there was far more to come. He let the spell through and his patience has rewarded as the template scattered wildly off target.

The Greater Daemon turned its heads on Morathi once more and attempted to make her literally laugh herself to death with *Fate of Bjuna*; the spell caused a wound but her Magic Resistance prevented it from killing her outright. As the magical energy reached its zenith the Fateweaver unleashed a *Bolt of Change*, cast with *Irresistible Force*. Morathi was wracked by a warping bolt of mutation that caused six wounds. Matt H had been rolling well for Morathi's ward saves all game and this occasion was no different. He rolled the dice and not a single 1 came up leaving the Hag Sorceress unscathed. Kairos was at the eye of the swirling magical storm. As the vortex was roused to its zenith the

HUNT THE HAG SORCERESS TURN 4

Clash of Magic

From a low ebb early on the Winds of Magic seemingly grew stronger turn after turn, building up to the 11 that was rolled this turn. While Matt H had been content to use Morathi as a magical artillery piece – entirely understandable considering the offensive nature of Dark Magic – Mat W used Kairos and his breadth of spells in a subtle way, augmenting his warriors to make them even more powerful. In fact, when he did try a direct magical assault in this turn he fell foul of Morathi's impressive Magic Resistance.

The Bloodcrushers charged Morathi but she immediately fled, understandably not wanting to engage a frenzied Herald of Khorne in combat. This took her safely out of range and so the Juggernauts ground to a halt. Epidemius and the Plaguebearers charged the remnants of the Dark Riders, who stood and shot but to no avail. The Bloodletters, now desperate to spill some blood, charged heedlessly into the Witch Elves.

The Winds of Magic were starting to pick up as Mat W rolled an eight, leaving Morathi with four dice. Kairos added to his own pool by successfully channelling. He first cast *Birona's Timewarp* on the Bloodletters, but Matt H managed to dispel this with the aid of a double-6. However, this had depleted the Dark Elves' dispel pool and so left Kairos to weave his magic how he saw fit for the rest of the phase. He started by giving the Bloodletters *Flesh to Stone* and then turned his attention onto Morathi. Mat W used *Glean Magic* to

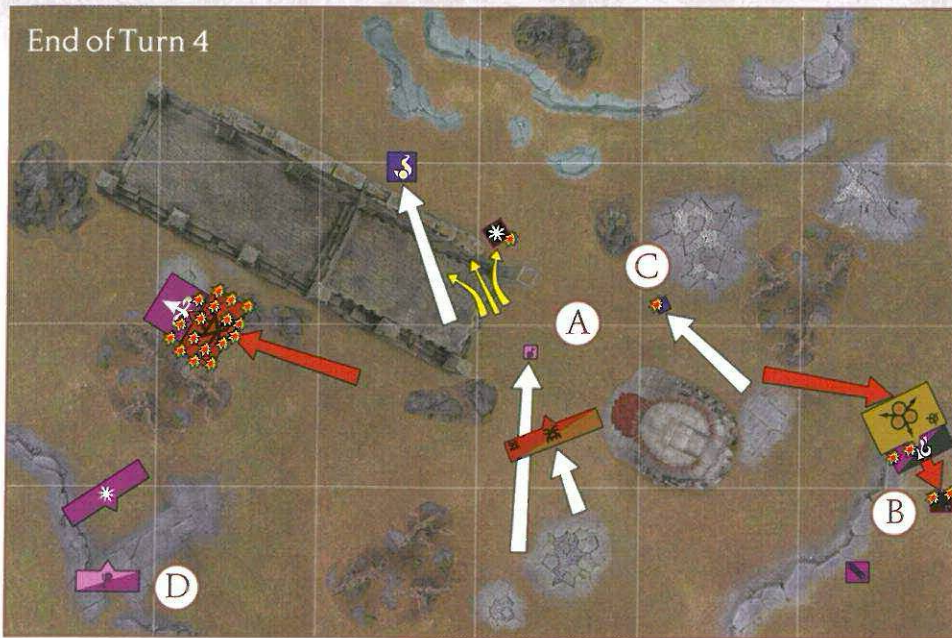
instantly cast Morathi's own *Black Horror* spell against her. Fortunately, she made her Strength test. Next, the Lord of Change hit her with a *Bolt of Change* that caused ten Strength 7 hits. The Sorceress was struck by the magical blast but even as the rippling energies enshrouded her she emerged unscathed. With a Magic Resistance of 2 coupled with her existing ward save of 4+, Morathi had a 2+ save against magical damage, all of which Matt H duly made.

In combat, Epidemius and company made short work of the Dark Riders and overran into one of the Bolt Throwers. At the other end of the battlefield the Witch Elves caused an astonishing 27 wounds on the Bloodletters. However, when Mat W made his armour roll and Daemonic Aura he managed to save 20 of them. This still left seven slain Bloodletters, in exchange for only three dead Witch Elves. Daemonic Instability from losing the combat meant that another four Bloodletters blinked out of existence.



The Bloodletters reform and make ready to face the charge of the rampant Witch Elves.

End of Turn 4



- (A) The Masque dances her way across the battlefield to track down Morathi.
- (B) The Bolt Thrower attempts a single shot along the flank of the Bloodcrushers but this unfortunately misses.
- (C) The lone Flamer targets Morathi but fails to wound her with its magical flame. Morathi quickly seeks vengeance with *Chillwind*.
- (D) The Fiend stays out of the Repeater Crossbowmen's charge arc, as it waits for support from the reinforcements that are due to arrive next turn, if all goes to plan.

In the Dark Elf turn Matt H declared no charges and reformed Morathi so she could see the lone Flamer. The Winds of Magic had picked up to a gale force now, as if the very environment could sense that things were building to a crescendo, Matt H rolling an 11. He began his own magical onslaught by casting *Chillwind*. The freezing wind was anathema to the fire-wreathed Flamer, engulfing the daemonic creature in an icy blast. The spell was cast with Irresistible Force, which utterly destroyed the Flamer. However, even as Morathi cast the spell she could see Fateweaver's feathered hand manipulating things and the magical build up cascaded through her body. She managed to disperse the excess energy but was then hit by the magical feedback. From behind, her she heard the avian laughter of Kairos.

Matt H rolled on the Miscast table, and Morathi was struck with magical feedback. Still, the Hag Sorceress was made of sterner stuff than the Daemons had hoped. She survived the Strength 6 hit, thanks to Mat W rolling a pitiful 1 to wound and only a single dice was lost from the pool of power dice. Recovering well, Morathi continued to cast, hitting the Masque with *Soulstealer*, who simply shrugged off the effects. She then tried to cast the *Black Horror* but this time Fateweaver intervened and dispelled it.

The Combat phase saw Epidemius unsurprisingly slaughter the Repeater Bolt Thrower crew. But on the opposite flank the Witch Elves continued on fine form. Effectively killing on 4+ to hit, they wiped out the rest of the Bloodletters before the Drenchers even had the chance to strike back. So much for the pride of Khorne's bloodthirsty armies; they had been tamed by the Brides of Khaine!

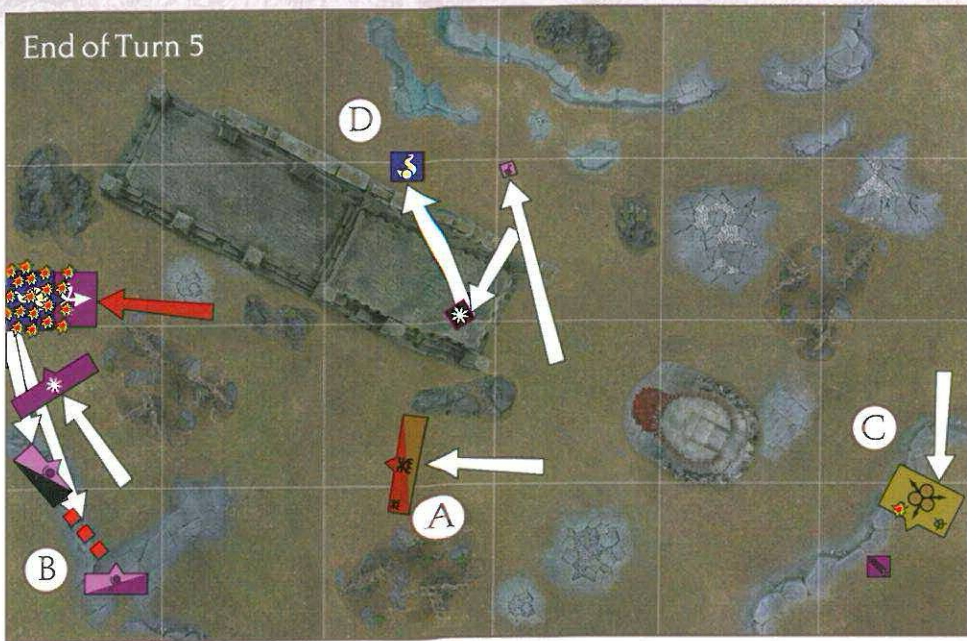


THE ROAD TO THE WATCH TOWER

The Horrors turned to face the Cold Ones and cast *Flickering Fire of Tzeentch* with Irresistible Force. Unfortunately for Mat W, the Knights made all their saves, while the Horrors lost 4 wounds to the miscast. In his turn Matt H charged into the Pink Horrors, determined to slay the Changeling, but the depleted unit lacked the punch it needed. The Pink Horrors and Changeling hit back, managing to inflict the wounds needed to wipe the Cold Ones out. The Daemons were victorious on the small board and so could join the main game from the next turn.

VICTORY POINTS	
1915	876
DAEMONS	DARK ELVES

End of Turn 5



- (A) The Bloodcrushers move east to find fresh prey, although Mat W suspects they have killed all they can for this battle.
- (B) The Fiend, Furies and Seekers congregate around the Repeater Crossbowmen, but they are not prepared to stand and be charged and so made a break for the Witch Elves.
- (C) Epidemius fails to charge the last Bolt Thrower, which promptly fires at his retinue, slaying a Plaguebearer.
- (D) Kairos and Morathi try to outmanoeuvre each other amidst the ruins.

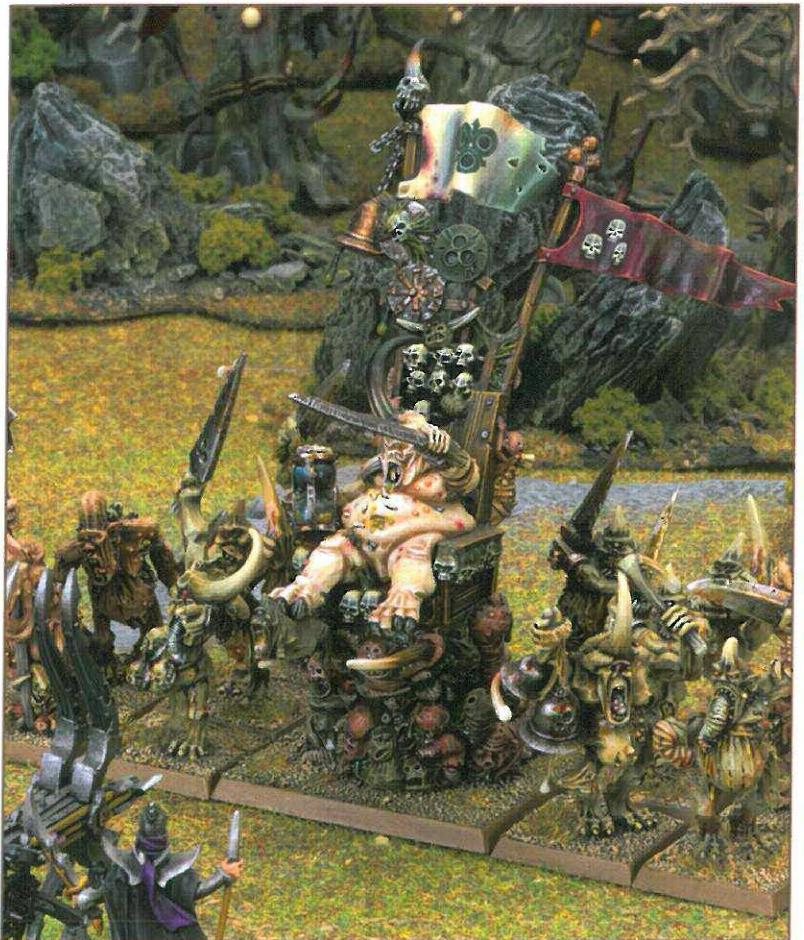
Fateweaver was struck by a dimensional cascade. The implosion engulfed the Greater Daemon. Kairos brushed off the Strength 10 hit, as Matt H rolled a 1 – just as happened a turn earlier with Morathi. But then a great rip rent the fabric of reality, leading directly back to the Realm of Chaos. The Greater Daemon was sucked from whence it came. Not even his re-roll from the Will of Tzeentch could prevent him from being dragged back into the Realm of Chaos.

With the disappearance of the Fateweaver, it was up to the newly arrived Pink Horrors to continue the magical onslaught, which they did by slaying four Witch Elves with the *Flickering Fire*.

The Dark Elf turn started with the Witch Elves charging the Horrors, with murder on their minds. The Crossbowmen also marched forward to try and avoid being charged by the other Daemons gathering around the west flank.

After the magical crescendo of the previous phase, the Winds of Magic were becalmed. Morathi tried to cast *Soulstealer* and then *Black Horror* but both were either dispelled or simply not cast. In the Shooting phase, Epidemius' failed charge allowed the Bolt Thrower to shoot. It launched a fusillade of bolts at the Nurgle Daemons, which killed another Plaguebearer but Matt H knew the crew wouldn't get a chance to fire the Dark Elf War Machine again.

In combat the Changeling swapped his profile with the Witch Elf Hag and promptly killed her with his bolstered profile. But he and the rest of the Horrors were then wiped out in a frenzy of magical slaughter. Matt H's prized Witch Elves had now slaughtered their way through three large units of Daemons!



VICTORY POINTS	
1915	1844
DAEMONS	DARK ELVES

DARK BLESSINGS

TURN 6

In a last ditch attempt to slay the Hag Sorceress the Masque charged Morathi. The Repeater Crossbowmen were struck in the rear by the daemonic remnants. The Crossbowmen held up well, losing three of their number but slaying the Furies and another Seeker. The Dark Elves still lost the combat and fled off the battlefield. Back in the east, the Maggot King finally got to grips with the Reaper Bolt Thrower.

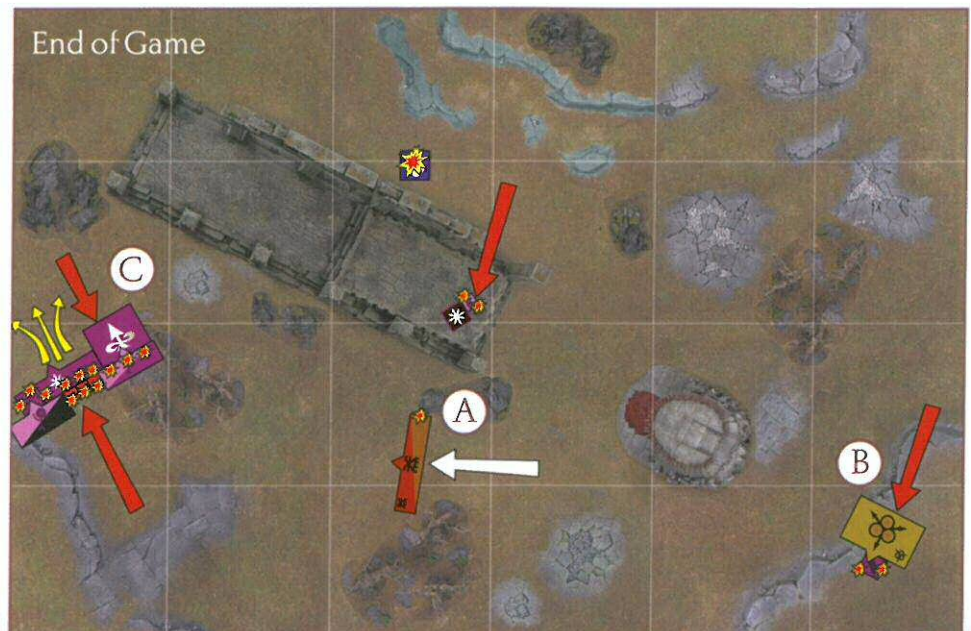
In one of Warhammer's great ironies the Masque – an exemplar of Slaanesh's desires and alluring nature – was enthralled by Morathi's Enchanting Beauty and so all the Daemon's attacks missed! In return, Morathi slew the Masque, further cementing the Dark Elves' amazing comeback. In the final turn of the bloody battle, the Witch Elves charged the remaining Fiend. Morathi cast *Doombolt* on the Bloodcrushers and Tzeentch bestowed his last blessing on the Hag Sorceress, ensuring it was cast with Irresistible Force. One Bloodcrusher was felled. Matt H then rolled on the Miscast table and was rewarded with a dimensional cascade – the same result Kairos received. Tzeentch clearly has a sense of humour. The Hag Sorceress was wounded but, screaming defiance, managed to avoid sharing Kairos' fate.

As their mistress repelled the last gasp of the Daemons, the Witch Elves slew the Fiend, ending the epic conflict. It had been a slaughter. Whilst no side could claim absolute victory, the Daemons had struck a devastating blow against Morathi's plans but the witch would be back to try again.

FINAL VICTORY POINTS	
2245	2199
DAEMONS	DARK ELVES



- (A) Morathi casts a *Doombolt* at the Bloodcrushers, killing one of their number.
- (B) The Plaguebearers, led by Epidemius, finally reach and destroy the last of the Reaper Bolt Throwers on the hill.
- (C) Charged by three units of Daemons, the Repeater Crossbowmen kill the last of the Furies but are still pursued by the Seekers of Slaanesh off the battlefield.



BLOOD, BLOOD EVERYWHERE

Mat Ward: That was a bit vicious. Granted, the Tower of Blood did rather increase the battlelust of both armies (Frenzy'll do that to you) but even so...

My Bloodcrushers certainly earned their place today. A dead War Hydra and a dead Warrior horde (to say nothing of the Wizard) more than repaid the investment I made in that unit, and garnered plenty more skulls for Khorne into the bargain. Hurrah! Kairos too proved every bit as powerful and versatile as I'd hoped, effortlessly riding out lulls in the Winds of Magic, thanks to the *Boon of Tzeentch* and a mighty +6 bonus to cast. Certainly, I'd rather he hadn't popped back home to the Realm of Chaos at so crucial a moment, but them's the breaks.

In fact, when I think about it, there's not a single unit that really let me down. The Nurglings, in particular, deserve special mention for tying up those Dark Riders for so long. And that frenzied Flamer, slayer of the second War Hydra was truly an unsung hero amongst Daemons!

That's not to say it all went my way. Matt's Cold One Knights were a hardy opponent, and I wish I could have taken them down a little quicker. You see, that way, I might've been able to deal with the real author of my woes. No, it wasn't Morathi (although she proved

annoyingly difficult to kill). I refer, of course, to the Witch Elves. You see, the Daemons' real Achilles heel is their low Toughness. Granted, they've a ward save, but this isn't as effective as all that when faced with the veritable bucket of attacks that a unit of

angry Witch Elves can put out – all the more so when those Witch Elves' poisoned attacks are boosted by Epidemius' Tally of Pestilence. So perished my Daemonettes and, later, my Bloodletters and Pink Horrors. That said, I firmly believe my wonderkind Bloodcrushers – Khorne's Hunters – would have settled their hash, had they had but one more turn to do so. Ah well, there is always eternity to plan revenge.

“ Kairos too proved every bit as powerful as I'd hoped, effortlessly riding out lulls in the Winds of Magic. ”

MANY SLAVES SHALL PERISH

Matt Hutson: Now that was a lot closer than I thought it was going to be after the first few turns. Kairos certainly proved a handful mainly due to spells that heal units, those Fiends of Slaanesh and Bloodcrushers just wouldn't stay dead. Without Kairos I probably could have dealt with them and stopped them from doing as much damage as they did. Before the game I thought I might have had not enough magic but in hindsight I probably had too much. The second Sorceress on the main table didn't have much of an effect on the game as Morathi needed most of the dice pool. The points would have served more use if I'd spent them on a Battle Standard. This would have helped my unit of Dark Elf Warriors stick around a bit longer.

My best unit had to be my Witch Elves. They smashed their way through the Daemonettes (without the benefit of Father Nurgle I might add) and Bloodletters and made them look distinctly normal and then avenged the Cold One Knights by banishing the Horrors back to the Realm of Chaos. In fact I think Mat's core Daemon units were a bit of a let down not performing as well as they could.

The War Hydras dished out a fair bit of damage. Their undoing was the fact that Mat guessed I was going to take them beforehand and tailored his army for fighting against them. Maybe I should have called his bluff and taken something else instead but then again they're probably too useful not to take.

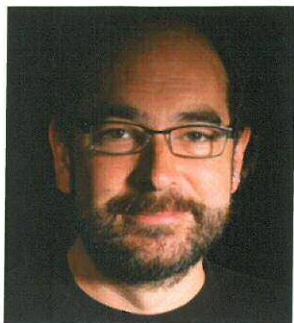
Morathi did a sterling job against Kairos by constantly flying after him, Mat targeted most of his spells at her which she easily shrugged off thanks to her ward save. I imagine his early departure back to the Realm of Chaos was more due to frustration than anything else. The icing on the cake was when the Masque of Slaanesh failed her Enchanting Beauty test. Now that's beating Slaanesh at her (or his!) own game.

TALLY OF PESTILENCE

If both sides were to award 'Most Valuable Player' then it would no doubt go to The Tallyman of Nurgle, Epidemius. For the Daemons, he and his retinue slaughtered their way through a War Hydra and the Dark Elves' entire eastern flank. But his effect was not limited to that side of the battlefield. Once the Tally of Pestilence reached 8, then all poisoned attacks wounded on a 4+, which was a real boon for Matt H as it made his Witch Elves all but unstoppable.



STANDARD BEARER



Jervis' corner of the Studio is adorned with Mighty Empires maps of the Border Princes, lists of names and musty old tomes. It is from here that he ponders the nature of narrative.

Bloodskar the Impaler leads the Irontalon tribe in the sack of the Empire village of Kriegsdorf.

As regular readers will know, one of the things I love about the Games Workshop hobby is the compelling *narratives* that occur during play. What I mean by a 'narrative' is the way that a battle often seems to come to life, and you feel as if you are watching a story unfold before you, rather than just a game being played. You find yourself willing the little plastic and metal warriors in your army to hang on in there, cheering them on when they perform brave and heroic deeds, and groaning when they cravenly flee. You know the kind of thing I mean, I'm sure. Anyway, over the years I've learnt a few tricks that help create this narrative, and make battles less of a game and more of a story. In this Standard Bearer I'll explain some of these tricks and explain how you can use them too. They all require a bit of preparation and forethought, but if you are anything like me, you'll find they are well worth the effort.

The first 'narrative trick' that I use is to name the characters in your army (assuming they aren't special characters that have a name already, of course!). Although naming a character Kevin the Chaos Warrior may raise a smile, it doesn't do much to create a compelling narrative, if you know what I mean! Instead, take a little bit of time to immerse yourself in the background for your army, and then jot down a few names that seem suitable. Adam Troke's High Elf Sea Master has always been called Eolaran, and he was so

fond of the name that the Elf now appears in a story in the army book.

After you've named your characters, you can go one step further and name the units in your army. There is no need to name every single unit, just those where it seems appropriate – your elite units or those regiments that perform particularly valorous deeds. Once again, the trick here is to go to the background or take a look at the names of your characters, and use them as inspiration for the names of the units in your own army. Matt Hutson's Slayers, for example are named Skolli's Doomseekers, after the Giant Slayer that leads them.

Having done these two things you'll already find that your army is starting to transform from a selection of gaming pieces into a living, breathing thing. The final thing you need to do to complete this metamorphosis is to give the army an appropriate name too. Company A, 117th Steel Legion, aka 'The Annihilators', sounds rather better than a 1500-point Mech-heavy Guard List, I'm sure you'll agree! Wade Pryce has named his World Eaters army Gladiator Group 138, conjuring up their Primarch's upbringing in the gladiatorial pits, whilst Andrew Kenrick was inspired by the map of the north in the Warriors of Chaos book, picking one of the tribes – the Kul – to be his army.

At this stage, if you're anything like me, then coming up with all those names will have prompted a couple of questions. For



example, I'd wonder 'How did Company A, 117th Steel Legion, become known as The Annihilators?'. Another example is 'The Young Prince', a name I whimsically gave to one of the Vampires in my Vampire Counts army when I first wrote up the list, and which generated a whole sub-text for the army about the character, his relationship to the army's general – certainly his sire and possibly his father – and what might lie in his future. His name also influences how I use him on the battlefield, leading my cavalry in reckless charges. As you can see, answering questions like these as they occur to you will create an interesting 'back story' for your army, and really bring it to life.

However, not all of the narrative elements you add to a battle need to concern your army. Another thing I like to do is to come up with a location where the battle is taking place and a reason for it being fought. First of all I'll decide on a location, either by picking one on a map or coming up with a place name myself. This has the added advantage of making it easier to set up the terrain, because if I know the location of the battle, I will have some idea of what the terrain should be like. As I set up the terrain I try to imagine the battlefield as a real place, and try to create a landscape that has a bit of a story to it. I'll also try and come up with some names for terrain features, and maybe even draw a quick sketch map that I can note the names on. All of these things serve to make the battlefield feel more real.

Next I'll come up with a reason for the battle. This is often as simple as 'My opponent's army has launched an invasion and I must stop them'. At other times the nature of the terrain and the two armies fighting the battle will lead to a more elaborate storyline. For example, if I was fighting a battle between Orcs & Goblins and Empire, then a simple invasion storyline would be perfect, while a battle between Blood Angels and Imperial Guard would require a bit more explanation. You'll be surprised how much more compelling a battle is to fight if, for example, you know that you are trying to defend the isolated village of Vragstadt, which lies just two days travel north of Kislev, from an Orc Waaagh!

If you do the things I've mentioned so far – namely, coming up with a background for your army and the battle it is fighting – then the next logical step is to keep a record of the battles your army fights. This can be as simple as recording the bare details of each battle your army has fought, through to something as complex as keeping a detailed journal of the battles, complete with battle reports, sketch maps and, if you are artistically

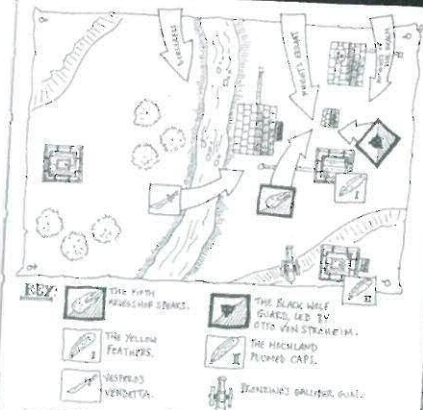
THE BATTLE FOR SIGMAR'S CHAPEL

Our souls were right, a few miles into a small town on the side of a river. The town was also a Bretonnian town, being a small castle. Not knowing whether they were friend or foe, the Bretonnians asked us to the town with all haste. Should the worst happen, we could at least be fighting a familiar position. Our minds were quiet, and unfortunately this led to the Bretonnians' plans for killing us. No doubt they would cover our rear, and provide some form of protection should our force be announced.

We received the message from only to find it deserted, yet so it was that a small chapel of Sigmar. All soldiers took stock in around and then for some time, every word had to be said and done.

To the south of the city the Bretonnians had not only a small chapel, it was obvious from their hearing that the army belongs to Tardus of Sigmar, which meant we had to be careful of the Bretonnians that were at the side with the reality of the Bretonnian realm. No sooner was he recognized where he pointed us with a rather calm voice and he had us coming towards the town. This was certainly the most admirable thing I had seen! You Bretonnians chose between his requests, something has been that the Bretonnians see that the chapel is in the town of the chapel of Sigmar, that not one of them would see. Rather, that they would not that through up Sigmar with the help of the chapel. I must admit, such was the Bretonnians' faithful devotion, I almost had to be convinced that they were not!

The last sign of our marching fronts were mine, and the yellow gun beyond behind the town, overlooking the possible battlefield. The yellow feathers and the yellow gun, and all were what names tell us that the Bretonnians were for behind. In the town centre, both arguments of agreement, avoided the inevitable coming clash and between our Bretonnians and Sigmar. In the end, there was no more mention of their faith. Almost all the land had right of Sigmar, where was that, had you?



Well, it was all over rather quickly. We knew the Bretonnians approach of Sigmar, as Sigmar's own staff, nothing over our heads. A long regiment of knights charged the Bretonnians but were routed by the fifth. The knights were with their swords, I thought, but were to have with a sword. You Bretonnians cut down the Bretonnians, but the Bretonnians were killed across the river toward the chapel. As a result, the Bretonnians' approach was as the full village of Bretonnians upon them. The first sword clash I found in time to see the Bretonnians close upon the knights. The Bretonnians had honor as he did. Upon seeing these general led, the army broke. Really, that I see such a lack of fighting spirit, as the Bretonnians can as fast as their horses could only these. We saw that the most important thing in our collection, it is interesting whether Tardus will be worth the try and take them back!

inclined, illustrations of heroic moments. For example, in the Warhammer campaign I've been running at the Studio, each player was given a 'Roll of Honour' for their army, where they could record a brief description of each battle they fought. Some of the players have expanded on this, and keep journals recording their games and the exploits of their army. Dom Murray has taken this one step further, illustrating his journal and describing the background for the regiments of his army. He even writes battle reports and encourages his opponents to do the same. Doing the same thing yourself will give you a record of the battles you have fought that can be referred back to later on, and does a huge amount to create a compelling story for all of the future battles that your army will fight.

I know that by now some of you will be thinking that this all sounds like rather a lot of work. And you're right, it is. However, I think you'll find that even if you use just a few of these ideas, you'll find that the battles you fight are that little bit more glorious, and the actions of the warriors under your command feel that little bit more heroic. And with that thought I will leave you. As ever, please write to me with your thoughts on this month's Standard Bearer.

Write to Jervis at:

Jervis Johnson, c/o White Dwarf Design Studio, Games Workshop Willow Road, Nottingham, NG7 2WS, United Kingdom

Above: Dom Murray writes a journal of the campaign exploits of his general, Otto von Stroheim.

Below: Vassily von Raukov, hero of the Siege of Volganof featured in Warhammer, not only has a name but an entire backstory.



WARHAMMER® MODELLING WORKSHOP

TWISTED LANDSCAPE



A REALM OF CHAOS

It only takes the casual observer a moment to see that the Warhammer world is a place of fantastical scenery, jaw-dropping backdrops and a geography that is almost as dangerous as its strangest denizens.

This evocative scenery is one of the things that makes the Warhammer world so distinctive. Hedgerows conceal vicious creatures, woods come alive with the raw magic of Chaos and vast mountain ranges are carved into the shape of leering skulls.

It is a place of the fantastic and fantastical and when our battlefields reflect its splendour, the games really come alive in our imaginations.

Studio scenery guru and modelling expert Mark Jones turned his considerable skill to creating a set of evocative Daemon terrain for our collection. Adam Troke braves the hobby area.

The Warhammer world is a bewildering place, filled with incredible architecture and amazing scenery. When the daemonic denizens of the Realm of Chaos invade, however, the tortured earth is wracked further still, torn asunder by the warping power of Chaos. Nature rebels and sanity is despoiled as rivers of blood flow thick and stinking, the blackened skies rain flaming boulders and the landscape takes on a monstrous, unnatural character of its own.

When the Studio's resident scenery building machine Mark Jones set about creating a collection of terrain for our Daemons of Chaos army, he really wanted to convey the utter madness of the Daemons and their terrifying domain.

'I wanted to bring the shocking nature of the Realm of Chaos to the tabletop,' Mark says, 'but without actually building a

Realm of Chaos board. What I decided on was a selection of scenery pieces that would compliment our existing terrain sets perfectly, lending that crazy, other-worldly element that is so instantly recognisable as shaped and formed by Chaos.'

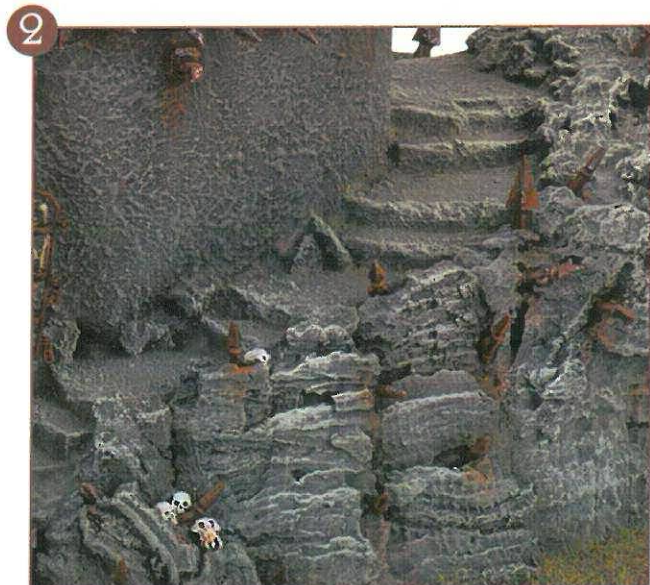
'I also wanted it to be larger than life,' Mark adds, gesturing to the vast rib-cage and spike-crowned skull. 'I like to think that when the Daemons of Chaos spill into the real world they bring a lot more with them than just soldiers; they're bringing the essence of Chaos and that twists and mutates everything they come into contact with. Some of these scenery pieces look like they could have been brought through into the real world with the daemonic invaders, while others look like they might have simply forced their way up from the magic-infested ground. I'll leave it up to you to decide which is which.'

SKULL SHRINE OF CHAOS

Mark made this ominous skull shrine using a large skull model as the basis, which he then festooned with components from Citadel Bitz Packs. To enable miniatures to stand on top of the piece, he flattened the top of the skull and even built a set of steps around the sides using foam card and cork bark. He also built a set of steps around the sides using foam card and cork bark.

On the Battlefield

Whist we used this as a Tower of Blood in our battle report this month, this piece could also easily be used as a Bane Stone, Wyrding Well or even an Altar of Khaine. When making scenery it's always worth considering which of the different terrain features it could represent.



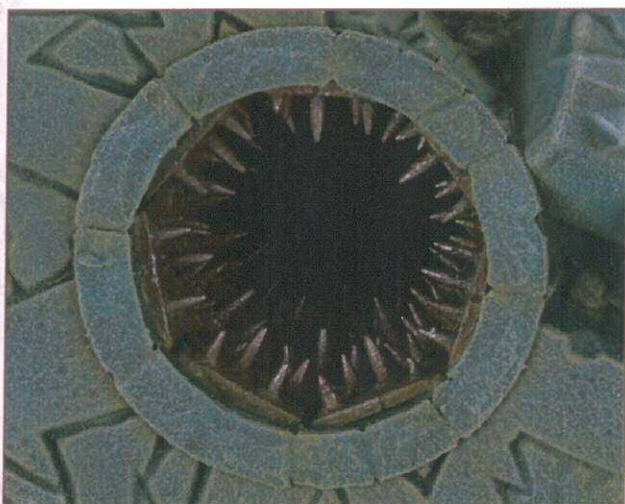
- 1) Mark made use of a variety of Bitz Packs and spare parts. This pile of skulls is built up using the Pack of Skulls Bitz Pack, while the skeleton in the gibbet cage is a spare part from the Warhammer Giant frames.
- 2) The roughly hewn staircase was made from foamcard and cork bark. It was then detailed with spikes from the Chaos Tank Accessories frame and a scattering of skulls from the Pack of Skulls Bitz Pack.
- 3) For the pool of gore, Mark gouged a hole in the base and filled it with ready-mixed filler. He then detailed this with a sculpting tool and painted it in gory reds. Finally he used Citadel Water Effects to give it a foul, sticky sheen, like a gently bubbling pool of warped blood.

TEMPLE OF SKULLS

This piece was built using a Temple of Skulls, but with a couple of notable conversions. One such alteration is the pieces of spare chain (from a bath plug) Mark used to link the spiked pillars – this has the effect of changing the silhouette of the Temple of Skulls considerably, just what Mark was hoping to achieve.

On the Battlefield

The rules for the Temple of Skulls can be found on page 118 of the Warhammer rulebook – of course there's nothing to stop you adapting the rules for your games, but we quite like tempting the wrath of the Dark Gods by begging their favour.



Mark made the sinister sacrificial pit in the centre of the Chaos star by carefully cutting a circular hole and pushing in a small pot (a cocktail stick holder, if you're interested). He then lined this with spike plates taken from the Chaos Tank Accessories frame. The result is quite scary – nobody is willing to try touching the bottom with their fingers.



Playing up the theme of sacrifices and malignant evil of this scenery piece, Mark has filled empty spaces with piles of skulls – he reasoned that thousands of enemies of the Dark Gods have probably been beheaded upon this site, their decapitated corpses cast into the charnel pit and their skulls kept as a macabre trophy.

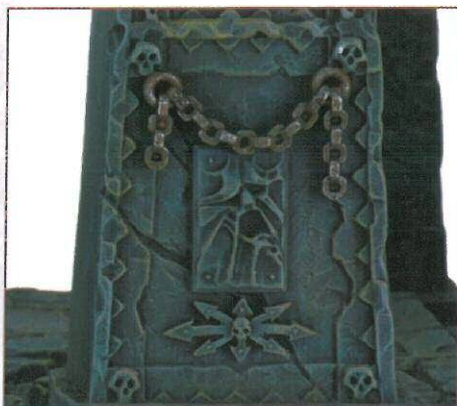


THE ALTAR OF ENDLESS MALICE

It's hard to argue with how cool a levitating shrine to Chaos looks. The piece is basically an Arcane Ruin that has been heavily decorated with spares from the Chaos Vehicle Accessories and Chaos Tank Accessories frames (and plenty of skulls), it's then been mounted on a board, and the underside detailed with cork bark.

On the Battlefield

The Altar of Endless Malice is treated as a Sinister Statue (roll a D6 for each unit within 6", on a score of 1-3 the unit suffers D6 Strength 4 hits). For added fun we move it D6" in a random direction each turn.



Chains and a tortured plate from the Chaos Tank Accessories frame, along with an eight-sided star from the Chaos Icons Bitz Pack make it abundantly clear what dark powers the altar is devoted to.



ELDRITCH BARRICADE

Chad built these sinister barricades from a host of bits and pieces, including parts from the Gothic Scenery and Fantasy Graveyard Bitz Packs. These were placed on strips of hardboard, linked with spiked railings from the Chaos Tank Accessories frame and detailed with as many spare skulls from the Pack of Skulls kit as he could get hold of.

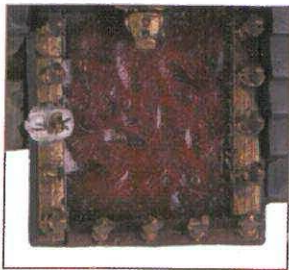


THE BLOODSHRINE OF KHORNE

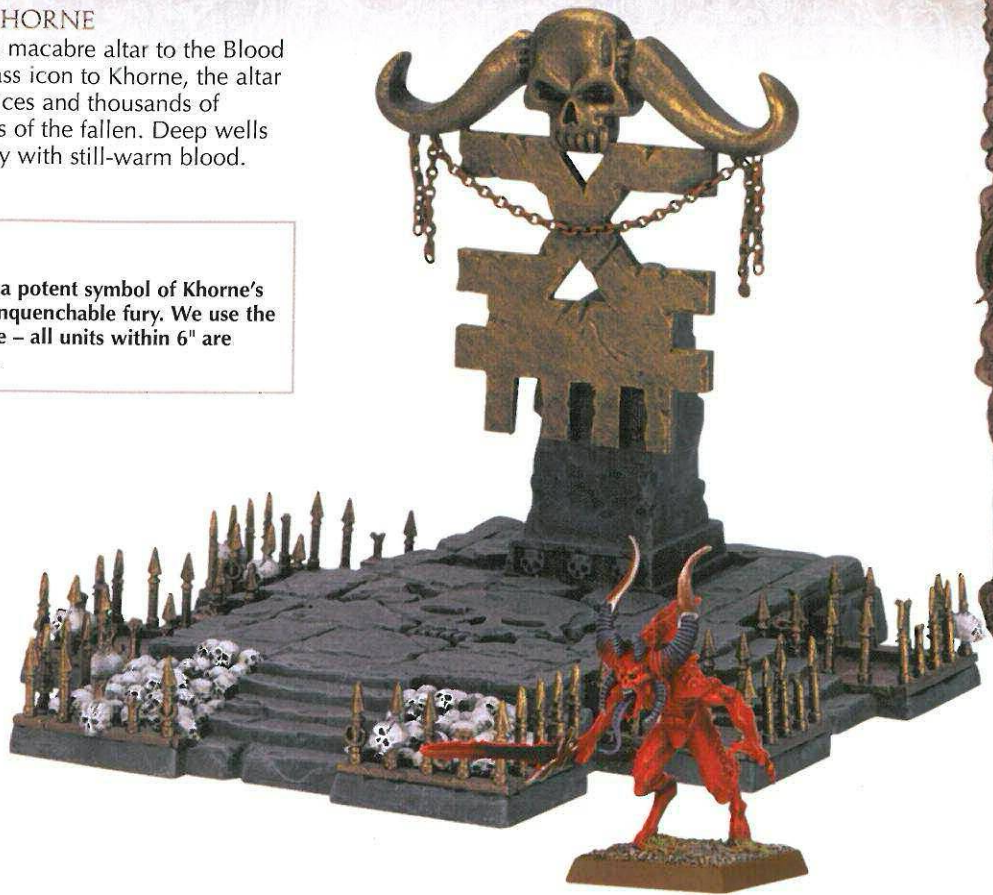
The Bloodshrine of Khorne is a macabre altar to the Blood God. Crowned with a great brass icon to Khorne, the altar is the site of hundreds of sacrifices and thousands of tributes in the form of the skulls of the fallen. Deep wells on either side bubble constantly with still-warm blood.

On the Battlefield

Any who stray too close to such a potent symbol of Khorne's power will be caught up in his unquenchable fury. We use the Bloodshrine as an Altar of Khaine – all units within 6" are subject to Frenzy while in range.



Blood for the Blood God, skulls for the Skull Throne of Khorne. Mark has made sure to represent both! The blood was made in the same way as the pool of gore beneath the Skull Shrine of Chaos.



THE PORTAL OF DECAY

This festering structure of pestilent stone is the Portal of Decay. The stone is decayed and corroded, the portal covered in pockmarks and mould. Around its foundations creeping vines grow, and through its gates disease and decay flow.

On the Battlefield

This infernal gateway into the pox-ridden Garden of Nurgle is counted as a Sorcerous Portal – each turn it unleashes a random spell (that cannot be dispelled) against the nearest unit.

ONLINE

The pages of White Dwarf alone cannot possibly hope to hold all of the modelling advice and techniques that have. You can find a detailed guide to making and painting both the Portal of Decay and the Bloodshrine of Khorne on the website. There are also a host of other modelling and painting articles and, with more uploaded each week, you'll find a constantly expanding hobby resource.

www.games-workshop.com



THE SOUL REAVING

2512

The Glittering Host of Lauraen the Sage is destroyed by the Howling Coven in a valley south of Salzenmund. Only the Dragon Argaeir and a handful of Shadow Warriors escape.

Lauraen the Sage was a High Elf of exceptional ability, a seer of prodigious power whose singular talent was to perceive the unfolding skeins of portent and possibility. Throughout the summer months of 2512 her dreams were wracked by nightmares of a terrible nature, where she saw the beauty of Avelorn defiled and the Everqueen murdered by a host of hellspawned Daemons. Atop her shimmering tower she witnessed a vision, a challenge from a malign force that beckoned her to a clash of might.

Proud and haughty as all her race, Lauraen ignored the counsel of her

companion Argaeir the Golden and summoned the Glittering Hosts, a formidable army long since sworn to her service. Following the dire promptings of her dreams and drawn on by ghastly visions her army set sail for the Old World and assembled in a valley strewn with withered trees and dry, lifeless grass.

Even as the daemonic legions of the Howling Coven tore their way into the world, their cries of hunger tearing her ears she realised her folly. The Daemons had played against her arrogance. The lush fields and trees of Avelorn she had seen in her dreams faded to the vile slopes of the valley, the fecund woodland glades replaced by sickening trees. Even as the blasphemous architecture of the Realm of Chaos invaded the land, jutting from the soil, she realised that the golden-haired beauty slain in her dreams was not the Everqueen of Ulthuan, but an altogether more easily duped Elven lady.

Altar of
Endless Malice

Casting an ominous shadow on the battle in the valley below was the two-headed form of Kairos, who perched atop the Altar of Endless Malice. Any Elves who fought close enough to the structure found their souls torn from their bodies by the raw hatred of the altar's stones – the rock hewn from the Realm of Chaos too much for any mortal soul to withstand.

The Skull Pyre

First to arrive on the battlefield was Goremonger of the Howling Coven, the champion of a thousand duels and beloved of Khorne. Half a dozen times he heaped the corpses of the slain upon the skull pyre, the Blood God granting him greater strength with every offering.

The Bloodshrine

Warriors less hardened to the horrors of war might have faltered at the sight of the Bloodshrine. For the Shadow Warrior band of Kail Direfletched, it proved their salvation as the unholy aura simply fuelled their hate.

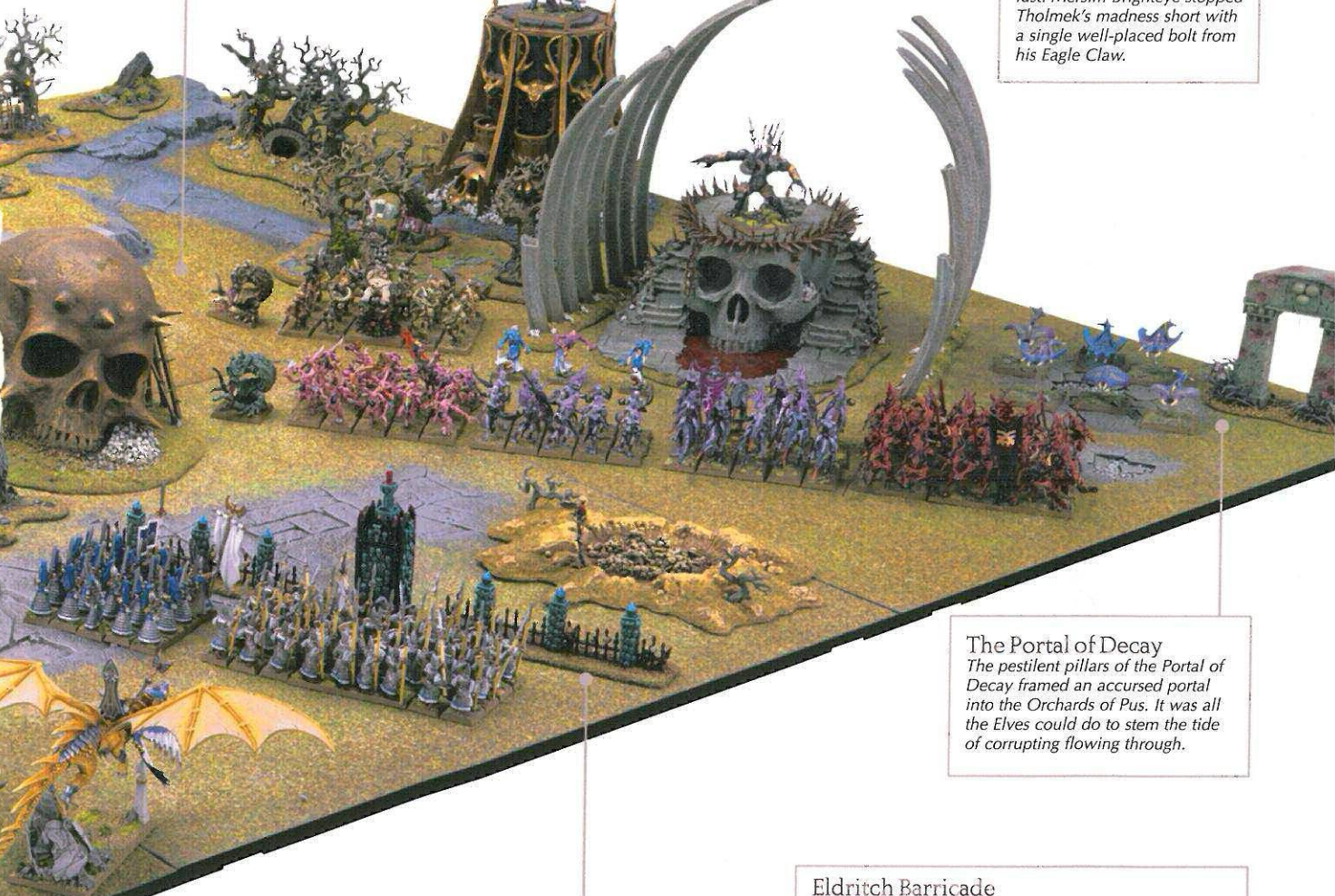




Bharax the Twice-Damned
As the slaughter-making reached its zenith Bharax, the barter-lord of the Howling Coven ascended to the mortal plane atop the Skull Shrine of Chaos. Sworn in service to each of the gods, the coming of Bharax caused the skies to weep ash and blood, coating both armies in a stinking film. Against his wrath Argauer faltered and Lauraen was slain. All of Ulthuan reviles his name.

The Skull of Kranolax
The obscene Brass Skull of Kranolax drove many Elves insane with despair, until Jaer Tearstown led the Silver Helms forward to banish it back to the Realm of Chaos.

The Minaret of Sin
Tholmek the Lustful sundered both earth and skies as he erupted into existence. The arcane sigils upon his Minaret drove scores of Elves mad with lust. Mersim Brighteye stopped Tholmek's madness short with a single well-placed bolt from his Eagle Claw.



The Portal of Decay
The pestilent pillars of the Portal of Decay framed an accursed portal into the Orchards of Pus. It was all the Elves could do to stem the tide of corrupting flowing through.

Eldritch Barricade
A terrible miscalculation by Honfir, Lauraen's standard bearer and personal herald, left the Spears of Hoeth and the Brethren of the Blade stricken as the barricade they had cover behind instead cursed them. While the Leersome Sisterhood eviscerated the High Elf Spearmen, the Sword Masters were engulfed by Beasts of Nurgle.

This month we look at using colour fades on miniatures as Kornel Kozak tackles the Daemon Prince. Adam Troke follows his progress.

DAEMON PRINCE



For those mortals who pledge their allegiance to the Dark Gods and devote their lives to the glory of Chaos, there is one reward that all desire above any other: to be blessed with the gift of immortality, to be raised to daemonhood and granted eternal life spent fighting for the delight of their patrons.

To gain the attentions of the Chaos Gods is no trivial feat, for a warrior must risk all for even the merest flicker of interest from their patrons. Armies must be ground into bloody ruin, thousands if not millions must be sacrificed and even then ascension is no sure thing. For the capricious Chaos Gods bestow mutations as a sign of their favour, and most find themselves overpowered by the bounty of such a blessing, their flesh sundered by the raw stuff of Chaos, changed forever into a heaving Chaos Spawn festooned with needle-studded tentacles, bulging eyeballs, drooling maws and chitinous claws.

Only the strongest of both mind and body can receive the gifts of Chaos and withstand the horrific flesh-change that it wreaks upon them. These champions of Chaos might one day attain daemonhood and grasp their place amongst the daemonic legions. Some will choose to remain amongst the realm of mortals, adored as physical representations of the power of Chaos, while others will fully

embrace their place within the Realm of Chaos, dwelling amongst the constantly warring Daemons as a new player in the Great Game of the Dark Gods.

The challenge of painting a Daemon Prince miniature is ripe with opportunity, for with the powers of Chaos anything is possible. That sense of adventure and unlimited potential really appeals to 'Eavy Metal's Kornel Kozak – he's got a keen love of the bright, vibrant colours featured amongst many of our armies, and relished the chance to try out a different palette on the new Daemon Prince miniature.

For Kornel it wasn't enough just to paint the new model and show us how he went about it. He also wanted to demonstrate a painting technique that would be useful for painters of any stripe – how to achieve great-looking colour fades on models.

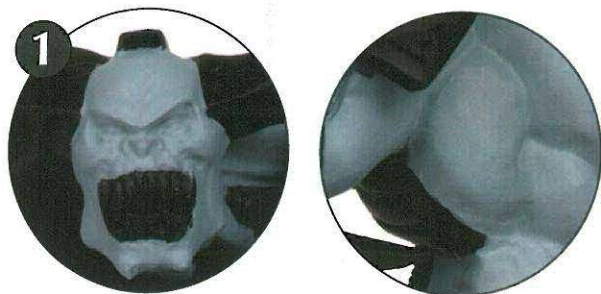
The technique of colour fading is where a painter blends one colour into another creating a smooth transition to the new hue. This is a great way of showing the kaleidoscopic nature of the Daemons of Chaos or the shimmering eldritch tones of a Spirit Host or the Army of the Dead.

So, join me as we look at how Kornel unleashed his painting talents upon the Daemon Prince, creating a model with rich, vibrant colours that fade beautifully into one another.

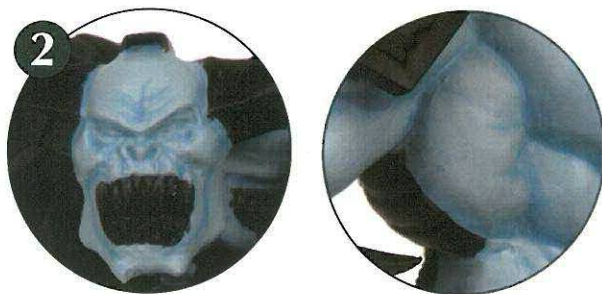
Daemonic Flesh

Since most of the Daemon Prince miniature is flesh, Kornel tackled those areas of the model first, creating a strong starting point for the rest of the model. Over eight stages he

Painted, shaded and highlighted the Daemon's skin. Bear in mind that it's always better to do two thin coats than one thick coat when painting.



Step 1. The Daemon Prince's flesh was basecoated with a 2:1 mix of Dheheb Stone and Ice Blue.



Step 2. Next Kornel added a little Regal Blue to the previous mix and, having watered it down, painted it carefully into the recesses as a shade to define the muscles and other raised details.



Step 3. A further shade, this time with a 2:2:1 mix of Scorched Brown, Liche Purple and Chaos Black was applied.



Step 4. Next, Kornel neated up the flesh with the original 2:1 mix of Dheheb Stone and Ice Blue.



Step 5. The raised areas of the Daemon Prince's skin were highlighted with a 3:1:1 mix of Dheheb Stone, Ice Blue and Kommando Khaki.



Step 6. The flesh was given a further highlight of Dheheb Stone and Skull White mixed 3:2.



Step 7. Another highlight, this time with a 1:1 mix of Dheheb Stone and Skull White, was then painted onto the Daemon Prince's flesh.



Step 8. A final highlight of pure Skull White was painted onto the face, after which the recesses around the eyes were washed with a 1:1:1 mix of Dark Angels Green, Goblin Green and Skull White. The flesh around the Daemon Prince's mouth was then washed with Baal Red and Scab Red mixed 1:1.

Painting the Armour and Colour Fades

With the skin of the Daemon Prince painted, Kornel set about adding in the details to the model, including painting the armour plates and a colour fade on the clawed hands and feet of the Daemon Prince.

When painting a colour fade such as Kornel has done here, the trick is to always leave some of the colour from the previous stage showing to create a gradual transition. If you look carefully at the example on the leg shown below, you can see that as the stages progress towards the foot, the fade gets gradually darker the further down it goes.

You can achieve this effect by carefully watering down your paints and applying them as glazes – ideally you're looking for about the same consistency as a Citadel Wash. This glaze is then painted onto an area specifically to stain or colour it. You can see this very clearly on the Daemon Prince's legs.

While Citadel Washes are designed for shading models, you can also apply them as glazes by watering them down. Mixing them with a little paint can add to the vibrancy of the glaze. Remember: several thin layers are always better than one thick layer and will give the right 'fade' effect that we're looking for.



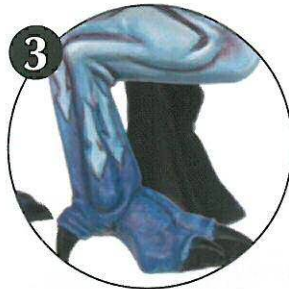
The Legs



Step 1. Kornel used three successive glazes of Kommando Khaki and Regal Blue mixed 2:1 on the lower legs.



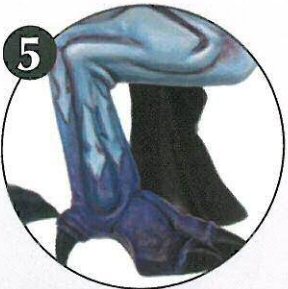
Step 2. A little more Regal Blue was added into the previous mix. Kornel then glazed this onto the legs in two further coats.



Step 3. Kornel then added more Liche Purple into the previous glaze for an additional layer.



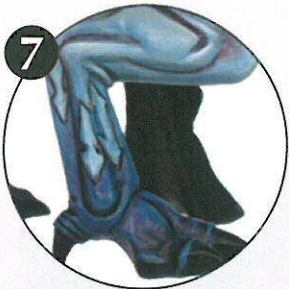
Step 4. A further glaze, was applied, adding a little more Liche Purple into the previous mix.



Step 5. Another glaze was made, this time with a small amount of Chaos Black added into the previous mix.



Step 6. A final glaze of pure Chaos Black was painted over the very bottom of the feet.



Step 7. The recesses were shaded with watered-down Chaos Black. The raised areas were highlighted using mixes from the flesh stage.



Step 8. A small amount of Space Wolves Grey was added to the previous mix for a fine highlight on the raised areas.

Armour Plates



Step 1. Kornel basecoated the shoulder pad with a 1:1 mix of Regal Blue and Chaos Black.



Step 2. A highlight of Regal Blue was then painted around the etched details.



Step 3. Kornel then washed the highlight with watered-down Chaos Black.



Step 4. The inside edges of the highlight were highlighted, with a 2:2:1 mix of Regal Blue, Warlock Purple and Space Wolves Grey.



Step 5. The inside edge was given a further highlight using the previous mix with a little more Space Wolves Grey added in.



Step 6. Kornel used a final highlight of pure Space Wolves Grey was added to complete the detail.

Golden Armour Trim



Step 1. The armour trim was basecoated with a 1:1 mix of Scorched Brown and Shining Gold.



Step 2. The golden trim was then layered with Shining Gold.



Step 3. The recesses on the trim were washed using a 1:1 mix of Leviathan Purple and Ogryn Flesh.



Step 4. A further shade, this time of Devlan Mud was washed into the recesses.



Step 5. The edges were highlighted with a 1:1 mix of Burnished Gold and Shining Gold.



Step 6. Kornel then made a final highlight of pure Mithril Silver.

The Daemonic Glow



Step 1. The recesses and edges of the armour plates were painted with a basecoat of Dark Angels Green.



Step 2. A 1:1 mix of Dark Angels Green and Hawk Turquoise was used as a highlight, applied to the edges and inner recesses.



Step 3. Kornel added using the previous mix with a little Ice Blue added in.



Step 4. More Ice Blue, along with a little Skull White was added into the previous mix for the next highlight stage.

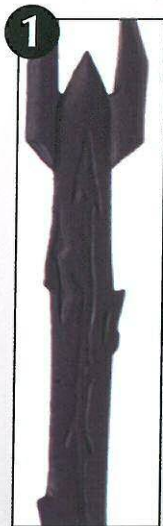


Step 5. A further touch of Skull White was added to the mix for the next highlight – the brightest areas towards the centre.



Step 6. Kornel painted a very fine highlight of pure Skull White to finish the glow. He then tidied up the armour by repainting parts of it, using the same colours as before.

The Daemonic Blade



Step 1. The sword was basecoated with a 1:1 mix of Liche Purple and Chaos Black.



Step 2. The outer edges of the blade were washed with watered-down Chaos Black.



Step 3. Liche Purple highlights were painted on, and several washes of watered-down Liche Purple were applied around them.



Step 4. The recessed details were painted with a 1:1 mix of Liche Purple and Ice Blue.



Step 5. The inner details were highlighted by adding a little Skull White into the previous mix.



Step 6. Even more Skull White was added to the previous mix and painted on as a final highlight. The whole blade was then glazed with a wash of Liche Purple.

The Loincloth



Step 1. The loincloth was basecoated with a 2:1 mix of Astronomican Grey and Shadow Grey.



Step 2. The whole loincloth was then washed with a watered-down Shadow Grey and Chaos Black, mixed 1:1.



Step 3. The recesses were shaded with an additional wash of the mix, with a little more Chaos Black added in.



Step 4. The raised areas were highlighted with a 1:1 mix of Astronomican Grey and Shadow Grey with a tiny amount of Skull White added in.



Step 5. Kornel painted the raised areas with a further highlight using the previous mix with a little more Skull White added in.



Step 6. A final highlight of pure Skull White was applied to the loincloth.

Wing Membranes



Step 1. The wing membranes were basecoated with a 1:1 mix Liche Purple and Chaos Black.



Step 2. A highlight was made by adding in a little Kommando Khaki into the previous mix.



Step 3. A second highlight was applied by adding in even more Kommando Khaki.



Step 4. The recesses beside the spars were shaded with Liche Purple with a small amount of Leviathan Purple added in.



Step 5. Kornel then applied a futher shade of watered-down Chaos Black into the recesses.



Step 6. Finally the membranes were highlighted by adding Kommando Khaki into the original basecoat mix.

Finished Daemon Prince and Fine Details

With the bulk of the Daemon Prince finished, Kornel had to complete the fine details across the model. He explained the theory that he'd used at this point:

'This is the stage in the painting of a miniature that people can often lose the overall effect of the miniature behind the details they are adding,' Kornel said. 'If you paint the minor elements in too striking a manner, they can overpower the whole model.' As an example he points out the cracked Space Marine helmet on the base.

'I wanted the base to have some extra details on it, but these couldn't dominate the model as a whole, so I chose the helmet from the Warhammer 40,000 Basing Kit. To stop

it drawing too much attention, I painted it in dark tones to complement the armour plates of the Daemon Prince. Using the same armour style as the Daemon Prince means that the model is not tied into fighting against a specific foe. If it had been a Blood Angels or White Scars helmet it would have drawn the eye immediately to it, and also begged a whole range of questions when I want the Daemon Prince to be the sole focus of the piece.'

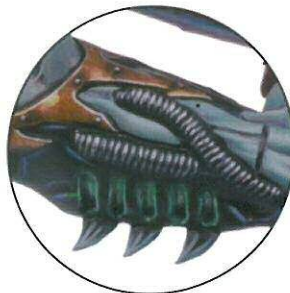
Looking at the finished model, Kornel has achieved his goal. All the details, from the pipes running through his flesh to the malign eye on his sword or even his horns, complement the model's colour scheme perfectly.



Cracked Helmet. By using this small resin accessory from the Warhammer 40,000 Basing Kit, Kornel added a small, sympathetic detail to the model.



Daemonic Blade. Kornel used Kommando Khaki and Bleached Bone, washed with Baal Red, to paint the skulls and eye on the hilt of this sword. These colours tie it into the whole model.



Metal Pipes. These pipes brought a silver-metal touch to the miniature. Kornel used Chainmail as a basecoat and washed the pipes with a mix of Asurmen Blue and Badab Black.



Horns. Kornel used the horns to frame the Daemon Prince's face. They are dark at the tips and lighter towards the head, highlighted with the same colours as the Daemon's flesh.

COLOUR FADES SHOWCASE

Daemon Princes are very well suited to utilising techniques such as colour fades, but they are far from the only miniatures that can benefit from this technique. Shown here are a handful of other models plucked from the 'Eavy Metal collection, each demonstrates how cunning use of colour fading can enhance a miniature and

draw out the essential character of the model. Fantastical colours and the eerie way that one colour fades into another can often help to place a miniature in our worlds. Just look at how the sinister smoke drifts from the warpstone censer below or how the cloak of the Tainted gives off an inner light.



The muted shades of this Assassin's cloak suit a warrior that dwells in the shadows.



The Tainted has been painted so that a malign light seems to emanate from within.



Smooth colour fading on the Plague Priest's censer conveys the unnatural smoke perfectly.



Daemons of Tzeentch have skin that constantly flickers and shifts colour.

ASK 'EAVY METAL™

The world's best miniature painters are always ready and willing to answer your queries. If you have a question or problem that needs solving then write to 'Eavy Metal at the address below:

White Dwarf,
Games Workshop,
Design Studio,
Willow Road, Lenton,
Nottingham, NG7 2WS
United Kingdom

Brad from Kansas, USA, asks this month's question to 'Eavy Metal. His query concerns the best methods to protect miniatures from the rigours of battle, while retaining the quality of the paint job. Over to Kornel and Keith Robertson:

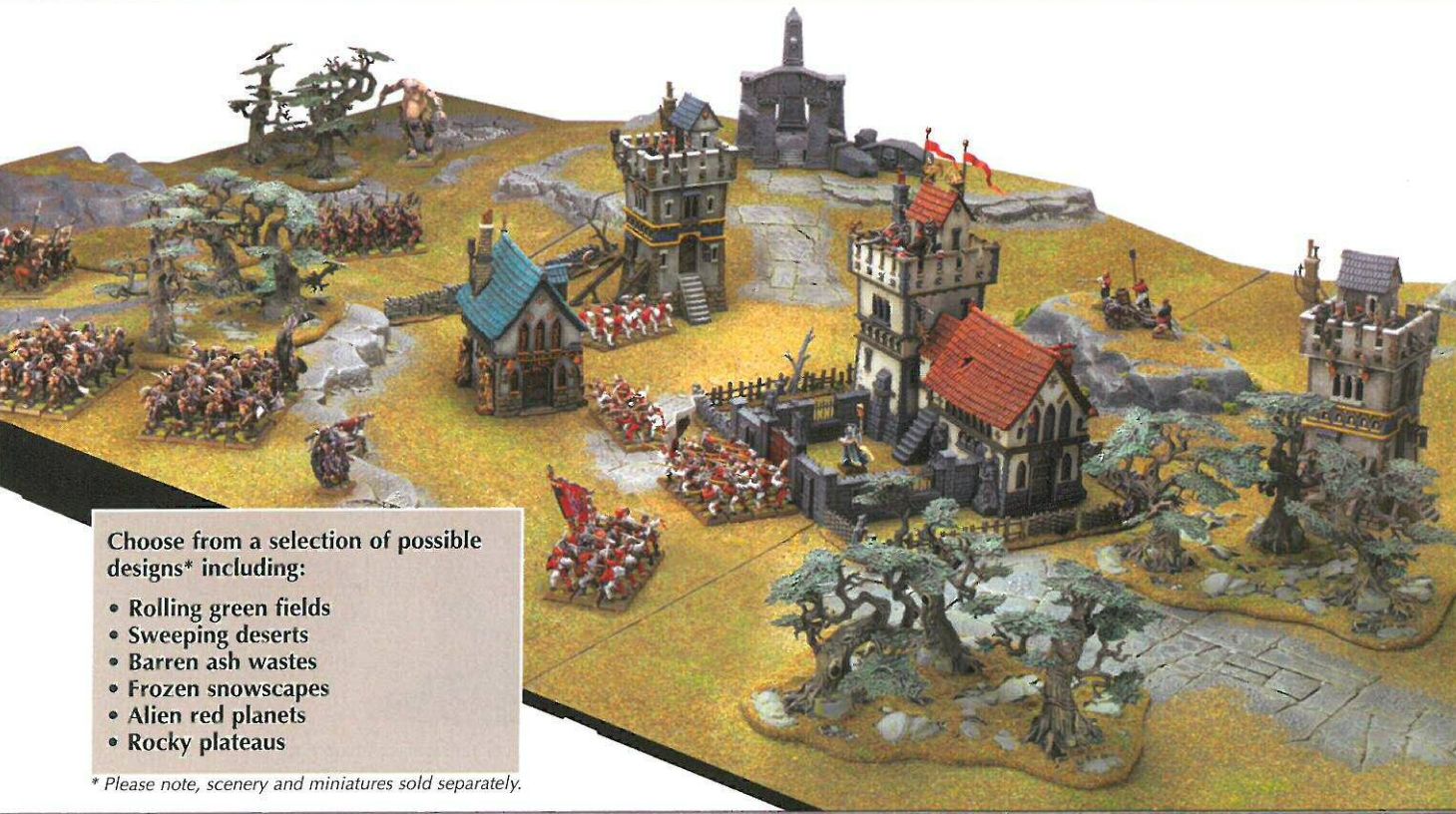
Kornel: It might surprise you to learn that we don't generally varnish our models here in the 'Eavy Metal Team – since they're display pieces first and foremost. When you varnish a miniature, no matter how carefully, you risk muting the colours, diminishing the highlights or masking the effects you've created. So, we paint our models to get the effect that we want and then trust everyone else in the Studio not to damage them. It means we've got to keep an open mind to repairing chipped models, but it's the only way to keep the paint exactly how we want it.

Keith: Kornel's hit the nail on the head with his answer, but if you're a keen gamer your metal models (like the Zoanthrope, pictured right) won't last long without some help. Probably the best technique is to varnish the miniatures with Purity Seal, which has a matt finish. For extra protection you could even use a Gloss Varnish first and then spray on Purity Seal over that to dull down the gloss finish. Of course, if you want shiny patches (such as gleaming gems or helms), then you'll have to re-gloss those by hand afterwards.



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GAMESWORKSHOP

DIRECTORY

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

Events and Community 106-109

- **Games Day Preview – Part 2**
Our two-part Games Day preview concludes with news from the Design Studio and our Licensed Partners and what they plan to bring to the party.
- **Events Calendar**
Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.
- **Club Information**
Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information 110-117

- **Games Workshop Hobby Centres**
Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.
- **Store Listings**
All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Available to Order 118-119

- **Games Workshop Direct**
The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.
- **Available to Order**
Daemons come in all shapes and sizes, but it is inevitably the largest of their kind that are the most powerful. You can find the full Chaos Daemon range online, including Daemon Princes, Greater Daemons and special characters.



**PREMIER
EVENT**

GAMES DAY PREVIEW

**GAMES DAY
& GOLDEN DEMON 2010**

Packed full to bursting with participation games, hobby areas, sales stands and all the latest new releases, Games Day is a fantastic celebration of the hobby.

GAMES DAY & GOLDEN DEMON 2010

As the hour approaches, Rik Turner returns with further news of Games Day. This month it's the turn of the Design Studio and our licensed partners.



Having survived my encounters in the lands of Forge World and the Black Library last month, this month I decided to try my luck and attempt to infiltrate the otherworldly realms of the Design Studio and beyond.

THE DESIGN STUDIO

Slipping past the sentinels at the doorway to the Design Studio, I quickly sought out a friendly face, that of Wade Pryce, the Design Studio's Communications Ninja.

"It will come as no surprise that our focus this year will be on Warhammer," Wade enthuses. "And as readers of this very issue will learn from the inside back cover, our journey through the Warhammer world has led us to (cue loud baroque music and deep booming voice) The Island of Blood!"

This foreboding place is the setting of a bloody battle between the heroic forces of the High Elves and the vile hordes of the Skaven, and is also the name of the new Warhammer boxed game, released next month.

"Last year's Space Wolves display was awesome," Wade smiles. "But this year we wanted to go bigger and better."

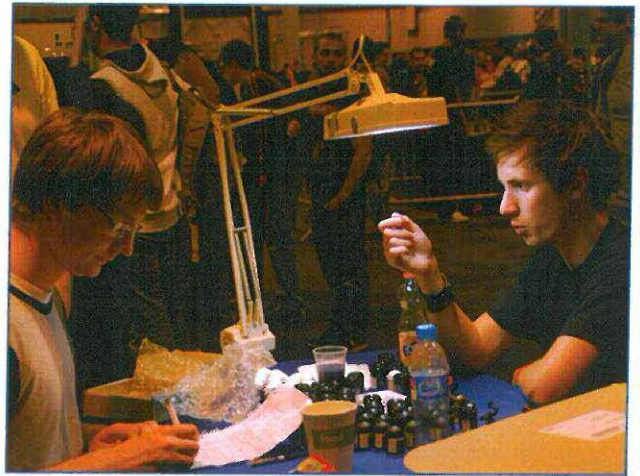
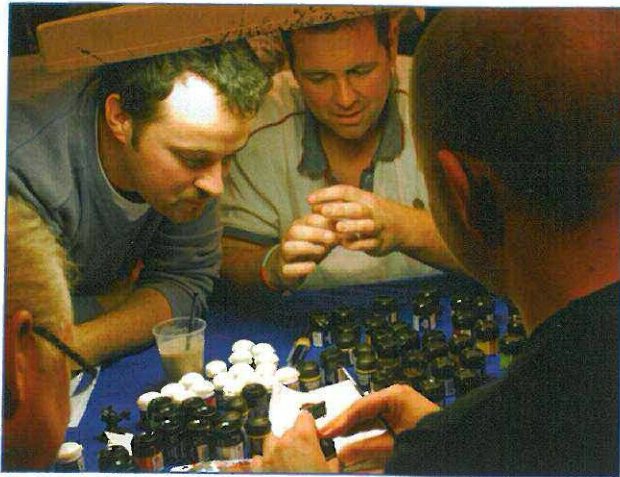
With that in mind, Dave Andrews and the Hobby Team have constructed a brand

new battlefield that will not only be used for next month's White Dwarf battle report, but will also be appearing at Games Day.

"It's huge!" Wade grins. "Packed full of exquisite Citadel miniatures, including October's brand new High Elves, it's going to be immense, and you really will have to see it to believe it."

And that's not all. Games Day wouldn't be Games Day without all the members of the Design Studio on hand on the day to answer your questions, share their skills and talent, and sign your souvenirs. You'll be able to ask the illustrators how they create their masterpieces, chat with the sculptors about the intricacies of using Green Stuff and plasticard, and talk to the 'Eavy Metal team about achieving the perfect colour scheme for your own miniatures. The Hobby Team will coach you through all aspects of the hobby, from building and painting units of infantry and cavalry to creating customised scenery pieces. And, of course, the games developers will be answering your questions about the latest releases and your favourite armies.

Finally, you'll be able to see and find out about the brand new High Elves miniatures, released this coming October!



OUR LICENSED PARTNERS

Thoroughly excited by what I'd learnt in the Design Studio, I decided to press on and so headed in the direction of the Licensing office, there to speak to Graeme Nicoll and one time White Dwarf Editor, Owen Rees, about our partners in the digital realm and much more.

"We've got loads!" Owen exclaims. "When it comes to Games Day, all the companies that Games Workshop works with are always eager to show off their work, and rightly so – it's amazing.

"Fantasy Flight Games will be bringing a range of their new games including *Chaos in the Old World* and the brand new *Horus Heresy*, both of which customers will be able to play at the special demonstration gaming tables."

FFG have also been hard at work creating the new *Warhammer: Invasion* card game expansions and battle packs, as well as a range of expansions for existing products including *Warhammer Fantasy Roleplay*, *Talisman* and *Warhammer 40,000 Roleplay* – you can read more about *Deathwatch* in this month's News.

"And we've got more," Graeme smiles knowingly from the other side of his desk. "At this year's Games Day we'll be showing sneak previews of next year's *Space Marine* game for the Xbox 360 and Playstation 3, revealing the brand new *Warhammer 40,000 Online* game, and footage from the forthcoming *Ultramarines* movie."

Tantalising stuff, indeed. Sadly, however,

this was as much as I was able to glean before being spotted by one of the security servitors hidden in the corner and promptly escorted from the room.

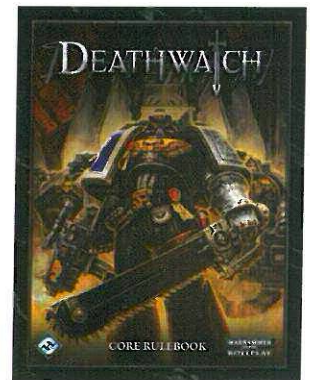
COACH TRIPS

Once again, Games Day promises to be a true spectacle and one you should not miss. To help make life easier, and if you're not looking forward to a lengthy train, car or plane journey, you can always get a seat on one of our store coaches.

All our stores, from Truro to Aberdeen, run a coach from the store to Games Day, and back again in the evening. The really great thing about the store coaches is that you'll get to travel with your friends and loads of other like-minded hobbyists, and the store staff are always sure to lay on some fun activities, such as quizzes, competitions and sing-alongs!

If you want to find out more about the coach trips to Games Day, or anything else about the day itself, pop into your local Games Workshop store and, as well as sorting out tickets and coach places, our friendly and helpful staff will be able to answer all your questions.

Once again I have run out of space and time but, as always, for all the latest news and information about Games Day, keep an eye on the Games Workshop website. Tickets are already on sale, available from your local Hobby Centre and games-workshop.com.



10am to 4pm on Sunday 26th September 2010.
Birmingham NEC, LG Arena.
Tickets: £30 and include Games Day Miniature.

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

Top. This year you'll be able to get closer than ever to the Design Studio's sculptors and painters, where you can ask questions and pick up some tips and techniques.

Side. You will be able to see and play the latest games and expansions from Fantasy Flight Games including *Warhammer 40,000 Roleplay*, the *Warhammer Invasion* card game and much more. You'll also get to see the latest tantalising glimpses of THQ's *Space Marine* game and of the forthcoming *Ultramarines* movie.

EVENTS DIARY

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

August 2010

August 28th



NORTHUMBRIAN ADVENTURER'S GUILD TOURNAMENT

Date: 28th–29th August, 2010

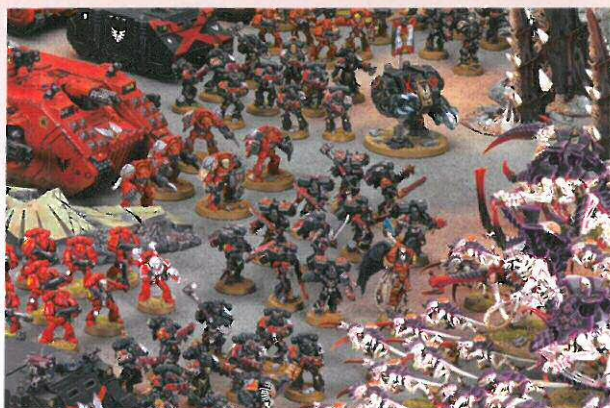
Venue: St Cuthberts Church Hall, Blythe, Northumberland

Details: To celebrate their 25th anniversary, the Northumbrian Adventurer's Guild gaming club invite you to their two-day Warhammer 40,000 tournament. You will need to be a member of a GCN gaming club to enter, and will need a 1500 point army to play in six games over the course of the weekend. Places are extremely limited and can be reserved on a first come, first served basis. Tournament packs can be downloaded from the club website.

Tickets: Tickets cost £15 per player and include a free buffet on both days.

Contact: Steven 'Patch' Patchett – patch303030@yahoo.co.uk

Website: <http://anythingbutaone.com>



BUILDING BATTLEFIELDS



EXHIBITION

12th July–5th September, 2010

Take a look at how our experts create the unique scenery and terrain which builds on the backgrounds of the Warhammer world and Warhammer 40,000 universe. See the original artwork which inspires our gaming boards, get up close to terrain never seen in the flesh outside of the Design Studio and pick up advice on making your own scenery.

www.warhammerworld.org

August



WARHAMMER WORLD HOBBY CAMPS

Fancy assembling, painting and gaming with a brand new army during the School Holidays? Then the Warhammer World Hobby Camps might just be the thing for you!

Our goal is for hobbyists to learn a variety of skills and techniques that can be applied to future hobby projects. To help learn these skills we provide experienced Hobby Camp Coaches, to help and advise.

The Warhammer World Hobby Camps cost £190, and include a Large Army Carry Case, a Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle-ready army. For more details and to make a booking, contact Matt Lincoln on:

whworldevents@games-workshop.co.uk

Dates	Game Systems	Ages
2nd–6th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	16+
9th–13th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*
16th–20th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*
23rd–27th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*

*Parents may attend with their children

September 2010

GAMES DAY & GOLDEN DEMON 2010™

26TH SEPTEMBER
AT THE BIRMINGHAM NEC LG ARENA



Games Day 2010 will be held at the NEC's LG Arena; a vast cavernous space filled with loads of action-packed games, sales stands with our very latest releases and much more.

On page 106 we reveal even more of what you can see and do at this year's event, but for all the very latest news and to purchase tickets, visit the website.

www.games-workshop.com

October 2010

October 9th



WARHAMMER THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 9th–10th October, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

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

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

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

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

October 16th



BUNKER BOWL

Date: 16th–17th October, 2010

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

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

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

Contact: enquiries@bunkerassault.co.uk

Website: www.bunkerassault.co.uk

October 23rd

WARHAMMER 40,000 DUTCH GRAND TOURNAMENT – 10TH ANNIVERSARY

Date: 23rd–24th October, 2010

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: This year the Dutch Warhammer 40.000 Grand Tournament celebrates its 10th Anniversary! The tournament consists of five rounds played across two days with armies of 1700 points as gamers from all over Europe compete for the title of Dutch Grand Champion 2010.

Tickets: Tickets cost €55 each and include lunch on both days and an evening meal on the Saturday.

Tickets go on sale 23rd August and are available from Games Workshop stores or from the webstore at: www.games-workshop.com.

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

Website: www.games-workshop.com



October 30th



IMMORTAL WAR III

Date: 30th October, 2010

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

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

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

Contact: Sutton_Immortals@yahoo.com

STORE FINDER



OPENING TIMES

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

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

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

www.games-workshop.com

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

Full range of products

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

In-store order point

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

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

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free Beginners programme

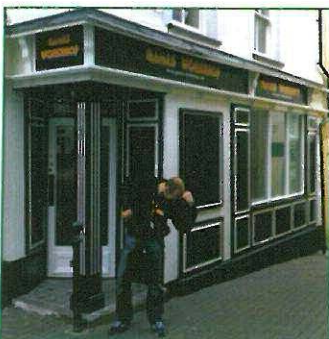
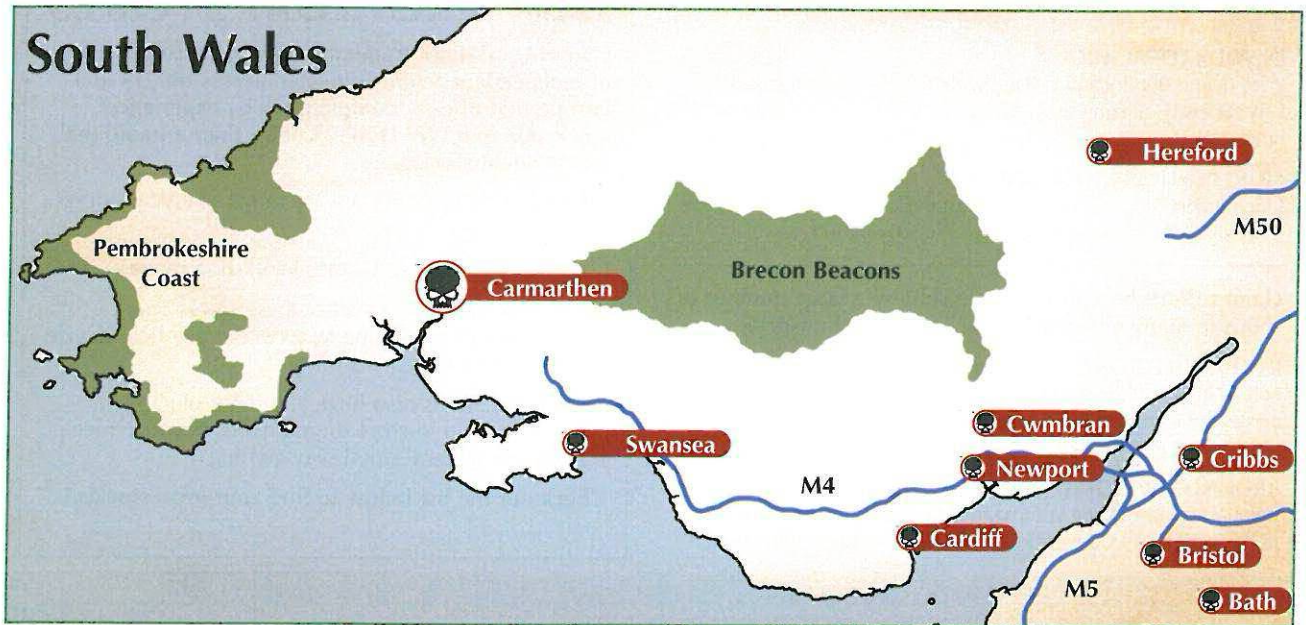
Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

Gaming Rooms

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

NEW HOBBY CENTRE

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



NEW! Games Workshop Carmarthen

19 Bridge Street
Carmarthen
SA31 3JS
Wales
Great Britain
Tel: 01267 231209

Manager: Ralph Arundale

Opening Times

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



Stockists in Wales

- ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 465
- ABERYSTWYTH, Albatross:
Tel: 01970 677 335
- BANGOR, Acme Games:
Tel: 01249 354799
- BRECON, J Clark Toys & Gifts:
Tel: 01874 622 895
- CAERPHILLY, Jet Models and Hobbies:
Tel: 01492 808408
- CARDIFF, Firestorm Games:
Tel: 02920 427117
- CARDIFF, HobbyCraft:
Tel: 0847 051 6058
- CARDIFF, Otakuzoku:
Tel: 07951630998
- CARMARTHEN, Good News:
Tel: 01267 247 729
- CARMARTHEN, Hardings:
Tel: 01267 237 774
- CHEPSTOW, Artists Corner:
Tel: 01294 627 383
- COLWYN BAY, Hippo Toys:
Tel: 01492 534 167
- COLWYN BAY, Clay Corner:
Tel: 01492 345415
- DOLGELLAU, Waterloo:
Tel: 01848 423 407
- LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01440 394 174
- NEATH, Fish N Things:
Tel: 01792 812 198
- NEWPORT, HobbyCraft:
Tel: 0245 051 6040
- NEWTOWN, Crafts and Co:
Tel: 01546 27899
- PEMBROKE, Dragon Alley:
Tel: 01646 621 456
- PONTYPRIDD, Sugar and Spice:
Tel: 07879 221 379
- PORTHCAWL, Game Ltd:
Tel: 01556 764 426
- PORTHMADOG, Porthmadog Models:
Tel: 01766 536269
- RHYL, Lightfoot Models:
Tel: 01745 331 764
- SWANSEA, Comix Shoppe:
Tel: 01792 642 0957
- WREXHAM, Brite Ideas Toymaster:
Tel: 01978 261 244

Games Workshop around Wales

Carmarthen is our fifth Hobby Centre in Wales, and listed here are the others.

Games Workshop Cardiff • 0292 064 4917

Games Workshop Cwmbran • 01623 874 070

Games Workshop Newport • 0163 325 6295

Games Workshop Swansea • 0179 246 3969

GAMES WORKSHOP INDEPENDENT STOCKISTS

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

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

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

IN THIS DIRECTORY

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

AROUND THE WORLD

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



GAMES WORKSHOP PREMIUM STORES

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

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

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING August 2010

AVON

GW BRISTOL:
87 The Boulevard, BS1 3JR
Tel: 0117 925 1533

GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS4 6LUP
Tel: 0117 959 2920

BRISTOL, Area 51:

Tel: 0117 9251977

BRISTOL, HobbyCraft:

Tel: 0117 959 2190

BEDFORDSHIRE

• **GW BEDFORD:**

10 Greyfriars, MK40 1HP
Tel: 01234 627 3663

CRANFIELD, Wargames Workshop:

Tel: 01234 751 570

LUTON, Fantasy Wargames:

Tel: 01582 486929

LUTON, Ottakers:

Tel: 01582 486929

BERKSHIRE

• **GW MAIDENHEAD:**

Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747

• GW NEWBURY:

114 Rappoldown Street, RG14 1DT
Tel: 01634 540 348

GW READING:

29 Oxford Road, RG1 7QA
Tel: 0118 959 8633

• GW WINDSOR:

Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087

HENLEY ON THAMES, Henley Model Miniatures:

Tel: 01491 572684

NEWBURY, Toycraft:

Tel: 01635 30077

READING, HobbyCraft:

Tel: 0118 991 8660

WINDSOR, WJ Daniels:

Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:

Unit 116, Building Link, B5 4BS
Tel: 0121 633 7195

GW DUDLEY:

Unit 36, Merry Hill Centre, DY3 1SP
Tel: 0181 440 8118

• GW SOLIHULL:

690 Warwick Road, B91 2DX
Tel: 0121 705 1907

• GW SUTTON COLDFIELD:

48-47 Birmingham Road, B72 1RH
Tel: 0121 354 3124

• GW WALSALL:

Unit 26, Old Square Shopping Centre, W51 1QJ
Tel: 0192 272 5207

• GW WOLVERHAMPTON:

9 King Street, WV1 1ST
Tel: 01910 231 6469

BIRMINGHAM, Console Games:

Tel: 0121 417 0023

DUDLEY, The Arcade Toy Shop:

Tel: 0184252606

KIDDERMINSTER, TJ Models:

Tel: 01362 747002

WOLVERHAMPTON, HobbyCraft:

Tel: 0845 851 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:

No 55 Eden Walk Gallery, Eden, HP11 2HF
Tel: 01494 453 1494

GW MILTON KEYNES:

Unit 2, 502 Silkway Boulevard, MK9 2AD
Tel: 01908 869 0477

AYLESBURY, Bear Necessities:

Tel: 01296 421996

FENNY STRATFORD, Maple Models:

Tel: 01908 367 1582

MILTON KEYNES, HobbyCraft:

Tel: 01908 308 330

MILTON KEYNES, Jays Crafts:

Tel: 01908 261778

MILTON KEYNES, Maple Models:

Tel: 01908 367588

CAMBRIDGESHIRE

GW CAMBRIDGE:

24 Regent Street, CB2 1QP
Tel: 01223 331 3950

GW PETERBOROUGH:

7 Waverley Square, PE1 1DH
Tel: 01753 690 052

ELY, City Cycle Centre:

Tel: 01353 662131

HUNTINGDON, Sports & Fitness:

Tel: 01455 215281

PETERBOROUGH, The Rift:

Tel: 01753 341007

ST IVES, AppleTree Games:

Tel: 01480 524433

ST NEOTS, Gamers:

Tel: 01869 217 483

WISBECH, Prims & Toys:

Tel: 01954 524142

CHANNEL ISLANDS

JERSEY, ST. HELIER, Imagination:

Tel: 01534 705407

JERSEY, ST. HELIER, The Little Shop:

Tel: 01534 732167

GURNEYS, ST. PETERS PORT, Carousel:

Tel: 01481 721723

CHESHIRE

GW CHESTER:

112 Foregate Street, CH1 1HB
Tel: 01244 431 1967

• GW CREWE:

8 Market Street, CW1 2EG
Tel: 01270 216903

• GW MACCLESFIELD:

31 Church Street, SK11 6LB
Tel: 01625 561 9020

• GW STOCKPORT:

23 Mosley Square, SK1 1RA
Tel: 0161 478 1427

• GW WARRINGTON:

Unit 20, Bank Street, Tower Square, WA1 2AP
Tel: 01925 265 1888

CHESTER, HobbyCraft:

Tel: 01244 650 110

MARPLE, Marauder Games:

Tel: 0161 4274949

NANTWICH, HobbyCraft:

Tel: 0845 071 6337

NORTHWICH, Level 1:

Tel: 05606 47053

NORTHWICH, The Model Shop:

Tel: 01606 47740

STOCKPORT, HobbyCraft:

Tel: 0161 439 5490

STOCKPORT, Marauder Games:

Tel: 0161 4272311

WARRINGTON, HobbyCraft:

Tel: 0845 951 6541

CLEVELAND

GW MIDDLESBROUGH:

Unit 53, 39 Dundas Street, TS1 1HR
Tel: 01642 225 4091

NORMANBY, PC Tech:

Tel: 01642 461070

REDCAR, PC Tech:

Tel: 01642 461600

CORNWALL

GW TRURO:

Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 01872 232 0047

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72259

BODMIN, Bricknells:

Tel: 01208 27988

CALLINGTON, Zaggy Games:

Tel: 01729 384 837

CAMBORNE, Exit:

Tel: 01209 610224

FALMOUTH, Kernow Toymaster:

Tel: 01326 312 073

HAYLE, Blewetts of Hayle:

Tel: 01236 753 012

HELSTON, Exit:

Tel: 01326 565117

LISKEARD, Trago Mills:

Tel: 01379 348877

NEWLYN, Newly Post Office:

Tel: 01736 664796

NEWQUAY, Newquay Gaming:

Tel: 01637 834763

ST IVES, Dragon's Hoard:

Tel: 01736 79848

WADEBRIDGE, Bricknells:

Tel: 01200 812 274

COUNTY DURHAM

• GW DURHAM:

64 North Road, DH1 4SQ
Tel: 0191 374 0652

• GW DARLINGTON:

78 Skomergate, DL3 7LA
Tel: 0132 538 2463

BARNARD CASTLE, Toy Shop:

Tel: 01833 637 396

BISHOP AUCKLAND, Windsock Models:

Tel: 01909 699 705

CONSETT, Kwikpart:

Tel: 01207 581024

SEAHAM, Games of War:

Tel: 01915 817 119

STOCKTON ON TEES, HobbyCraft:

Tel: 0845 951 6541

STOCKTON ON TEES, Stockton Modeller:

Tel: 01642 616 680

CUMBRIA

GW CARLISLE:

Unit 2, Lark Lane, CA1 1DP
Tel: 01274 659 9216

BARROW-IN-FURNESS, Heaths:

Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:

Tel: 01759 443 947

COCKERMOUTH, The Toy Shop:

Tel: 01929 825851

KENDAL, Aireys of Kendal:

Tel: 01539 720 761

PENRITH, Harpers Cycles:

Tel: 01768 864 475

ULVERSTON, Jabberwocky:

Tel: 01223 284647

WORKINGTON, ToyTown:

Tel: 01909 823 232

DERBYSHIRE

• GW CHESTERFIELD:

21 Kilmanswaine, S40 1RT
Tel: 01246 231418

GW DERBY:

42 Sander Gate, D1 1NR
Tel: 0133 237 1657

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE

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



PREMIUM STORE
stocks most of the product range.*

NEW STORE OPENING

Indicates new accounts

* To be sure they have what you want in stock, we recommend calling the store first.

ASHBOURNE, Lumbards Toys:
Tel: 01273 551123
BUXTON, Knowles Toys and Models
Tel: 01753 24205
CHESTERFIELD, Chesterfield Department Store:
Tel: 01234 232 090
GLOSSOP, Wain Services:
Tel: 01454 476 549
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 727
MATLOCK, Shaws:
Tel: 01629 582 402
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

• **GW BARNSTABLE**:
8 Queens House, Queen Street, EX12 8JH
Tel: 01271 829115
GW EXETER:
31A Salisbury Street, EX4 6AN
Tel: 01392 249 0905
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 01752 225 4121
• **GW TORQUAY**:
32 Market Street, TQ1 3AQ
Tel: 01392 29 0918
BARNSTABLE, The Tarka Model Company:
Tel: 01252 524 807
BIDEFORD, The Tarka Model Company:
Tel: 01271 371616
BRIXHAM, The Brixham Model Centre:
Tel: 01803 862535
CULLOMPTON, Nanna's Toychest:
Tel: 01884 699192
DARTMOUTH, WG Pillar & Co:
Tel: 01803 818 139
EXETER, Eldritch Games:
Tel: 08475389956
EXMOUTH, Gamezone Models:
Tel: 01392 267 781
HONITON, Pressplay:
Tel: 01304 549612
KINGSBRIDGE, The Trading Post:
Tel: 01548 352 923
NEWTON ABBOT, Austins:
Tel: 01626 133 444
NEWTON ABBOT, Trago Mills:
Tel: 01626 811111
PAIGNTON, Paignton Model Shop:
Tel: 01803 355682
PLYMOUTH, Model Shop:
Tel: 01752 221 651
TAVISTOCK, Kaleidoscope:
Tel: 01892 517 246
TAVISTOCK, Tavistock Games and Computers:
Tel: 01822 615 288
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TIVERTON, Banbury's:
Tel: 01892 21261
TORRINGTON, Toyzone:
Tel: 01895 624 290
TOTNES, Finishing Touches:
Tel: 01803 862246

DORSET

GW BOURNEWOOD:
65 Commercial Road, BH2 3RT
Tel: 01202 419 202
GW POOLE:
Unit 12 Tannerville Centre, BH15 1BR
Tel: 01709 206 5656
BLANDFORD FORUM, Inspirations:
Tel: 01252 680959
BOURNEWOOD, Hobbycraft:
Tel: 01202 782 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 432 296
CHRISTCHURCH, Simple Miniature Games:
Tel: 01302 489741
DORCHESTER, Dorchester Toys:
Tel: 01425 261 152
DORCHESTER, Merlyn's Vault:
Tel: 01308 262277
POOLE, Ashley Road West Post Office:
Tel: 01202 419 202
SHAFTESBURY, Hardings:
Tel: 01747 652295
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 648
SWANAGE, Leonard's:
Tel: 01929 426096
WEYMOUTH, Howley's Toymaster:
Tel: 01305 279257
WIMBORNE MINSTER, Riverside Toys:
Tel: 01202 861539

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FD
Tel: 01274 549 0040
GW COLCHESTER:
2 Short Nym Street, CO1 1LN
Tel: 01206 676 7229
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 4139, Level 5,
Lakeruda Shopping Centre, RM20 2ZJ
Tel: 01708 886 7133
• **HARLOW**, Marquee Models:
Tel: 01279 423 324
• **SAFFRON WALDEN**, Game On:
30 High Street, Tel: 01799 386 079
BASILDON, HobbyCraft:
Tel: 01826 240 150
BILLERICAY, Toys N Tucks:
Tel: 01277 650448
BRAINTREE, JKLM Direct:
Tel: 01379 123 136
BRENTWOOD, B&M Cycles:
Tel: 01275 316 451
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 0125 436 346
COLCHESTER, ATK Gaming:
Tel: 01206 756709
HARLOW, 3 Darths Comics:
Tel: 01279 451721
HORNCHURCH, Tole Haven:
Tel: 01709 870511

MALDON, Colin Bliss Models:
Tel: 01452 851 327
RAYLEIGH, Toys N Tucks:
Tel: 01206 775 510
SOUTH WOODHAM FERRERS, Candy Stix:
Tel: 01243 625 786

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pitville Street, GL52 2LJ
Tel: 0124 232 8419
• **GW GLOUCESTER**:
26 Clarence Street, GL1 1EA
Tel: 01454 239 2019
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01454 886 606
GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STROUD, Alan Tyndall Ltd:
Tel: 01453 763920

HAMPSHIRE

GW BASINGSTOKE:
3 Pastors Walk, RG21 7GQ
Tel: 01256 846 6070
GW PORTSMOUTH:
14 Annapole Street, PO1 1NL
Tel: 0709 287 4289
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 013 1962
• **GW WINCHESTER**:
15 Jersey Street, SO23 2RY
Tel: 0796 286 0196
• **ALDERSHOT**, The Game Shop:
Tel: 01245 311 443
ALTON, Alton Model Centre:
Tel: 01420 542 234
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263

BOTLEY, Just Add Imagination:
Tel: 01295 701 717
EASTLEIGH, Eastleigh Wargames:
Tel: 01329 644 379
FARNBOROUGH, Dark Stars:
Tel: 01254 345019
GOSPORT, NT Books and Wargames:
Tel: 02352 280931
HAVANT, HobbyCraft:
Tel: 0845 657 639
LYNINGTON, HE Figures:
Tel: 01590 672062
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 842 172
Tel: 01426 517 805
NEW MILTON, Toys of New Milton:
Tel: 01590 842 172
Tel: 01426 517 805
NORTHEND, Fun Toys and Games Workshop:
Tel: 01292 696234
PETERSFIELD, Folly Models:
Tel: 01703 267 932
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 484
ROMSEY, Roundabout:
Tel: 01794 513 213
SOUTHAMPTON, HobbyCraft:
Tel: 02345 051 6231
SOUTHSEA, Solent Wargames:
Tel: 02392 363575
SOUTHSEA, Southsea Models:
Tel: 02392 363 720
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01703 259 196

HEREFORDSHIRE

• **GW HERFORD**:
46 Eign Court, HR9 5AR
Tel: 01925 827 680
HEREFORD, Woobley Bookshop:
Tel: 01544 319292
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01599 362 399
GW HEMEL HEMPSTEAD:
16 Bridge Street, HP1 1LE
Tel: 0144 224 9752
• **GW ST ALBANS**:
10 Hemelgate Close, AL3 9BB
Tel: 01752 286 1159
• **GW STEVENAGE**:
3 Queenway, SG1 1DA
Tel: 01438 355044
ABBOTS LANGLEY, The Battle Shop:
Tel: 01992 804 819
BARNET, Toys Toys Toys:
Tel: 0208 649 0966
BERKHAMSTEAD, Hamlins:
Tel: 01482 864 642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 013
CHESTNUT, Creative Thinking:
Tel: 01899 252 133
HARPENDEN, Loma's Toys:
Tel: 01582 769 204
HITCHIN, Mainly Models:
Tel: 01462 432 204
Tel: 01462 540 717
LETCHEWORTH, Rowells Toy Emporium:
Tel: 01462 660 717
LETCHEWORTH GARDEN CITY, Rowells Toy Emporium:
Tel: 01462 660 717
STEVENAGE, HobbyCraft:
Tel: 0845 051 6583
STEVENAGE, KS Models:
Tel: 01438 746 616
WELWYN GARDEN CITY, Fun House Toy Stores:
Tel: 01816 491 218
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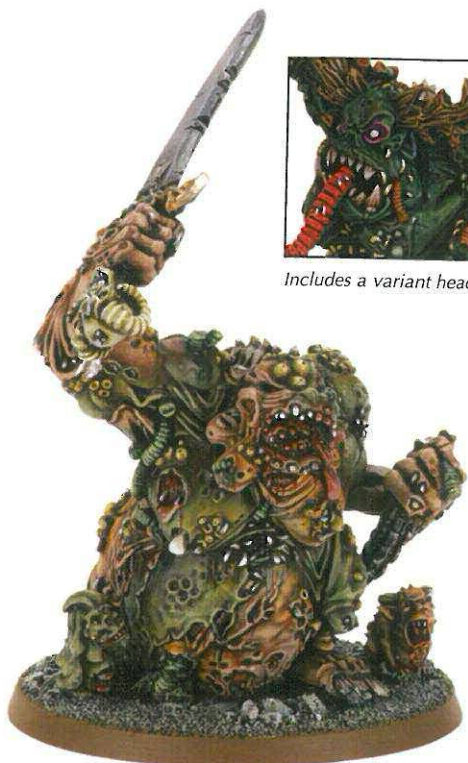


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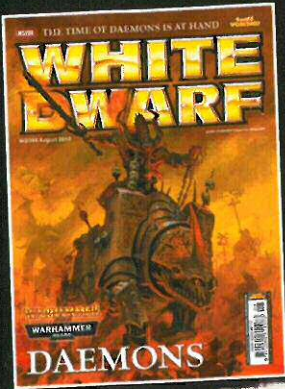
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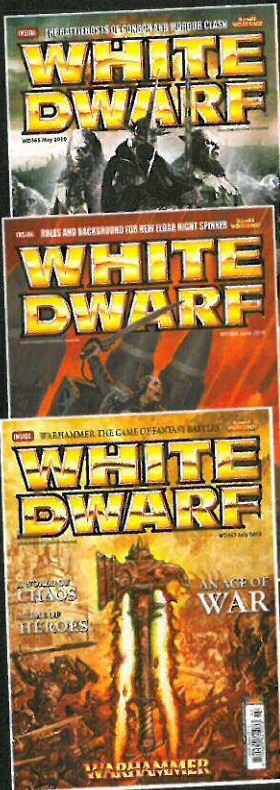
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