

WHITE DWARF™

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WARHAMMER

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THE HOBBIT™

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THE
HOBBIT™
AN UNEXPECTED JOURNEY
STRATEGY BATTLE GAME



WHITE DWARF

DECEMBER 2012

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MEET THE WHITE DWARF TEAM

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



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WHITE DWARF OPENING SALVO



Jes Bickham
Editor

Just when I thought Citadel Miniatures couldn't get any better, they did. In recent months we've seen what amounts to a belief-begging escalation in quality from the Citadel design team; think of the sinister brilliance of the Heldrake, or the brutal yet elegant magnificence of Valkia the Bloody. But now, with the advent of an astonishing array of miniatures for the new *The Hobbit: An Unexpected Journey* Strategy Battle Game, I find myself actually physically dazed from the sheer impact of jaw-to-floor contact. As editor of White Dwarf, I'm charged with relaying many marvels to you, the readers, every month – and this month's marvels simply have to be seen to be believed.

Not only do these new miniatures set a fresh high water mark for detail, they are uncannily accurate in their likenesses to the actual characters from the *The Hobbit: An Unexpected Journey* movie. The achievements writ large on these tiny

marvels are manifest; just look at Bilbo Baggins, or Gandalf, or Thorin Oakenshield, or the bloated malevolence of the Goblin King. Amazing stuff, and an inspiring gateway to a whole new world of collecting, painting and gaming. The adventure begins on page four, and special mention must go to our Battle Report on page 62; follow us down to Goblin Town for the game of a lifetime.

Elsewhere, it's not all *The Hobbit: An Unexpected Journey*, as our pages overflow with hobby love pulled from every corner of the Games Workshop universes (I could look at the converted Ork Bommer on page 87 all day long). Hopefully it should keep you going until we return in January – which leaves me to bid you all a happy Christmas and a prosperous new year.

4

FULL RELEASE LISTING

50

ARMY OF THE MONTH

54

JERVIS JOHNSON

60

BATTLE REPORT

62

THE RIVALS

76

BLANCHITSU

80

CITADEL HALL OF FAME

82

NEW RELEASES

Lock up your seed cake and skip your second breakfast. The Middle Age Disruptal Journey Strategy Battle Game is here. This month sees the release of *Escape from Goblin Town*, a fantastic new board game, as well as enough gongenous new miniatures to keep even the most treasure-hungry Dwarf happy. Join us as we take a look at all the latest releases, from *Trails to Custom Figure Cases* and beyond.

Control our Dragon's...
Control our...
...in the depths of...
...Town.

MINIATURES

NEW RELEASES

Lock up your seed cake and skip your second breakfast. The Hobbitt: An Unspecified Journey Strategy Battle Game is here. This month sees the release of *Escape from Goblin Town*, a fantastic new boxed game, as well as enough gorgeous new miniatures to keep even the most treasure-hungry Dwarf happy. Join us as we take a look at all the latest releases, from Trollz to Custom Figure Cans and beyond.

Gardall and Thuring
Company fight for 1
lives in the depths
Goblin Town.



ARMY OF THE MONTH

KEITH ROBERTSON'S OGRE KINGDOMS ARMY

*In **Army of the Minotaur** we showcase glorious armies of lovingly painted Citadel miniatures from the collections of Games Workshop staff and from you, our readers. This month we look at the impressive collection of Keith Robertson, a long time member of the Design Studio's Tasty Metal team and now a sculptor for Forge World. Keith has been working on his Ogre Kingdoms army for several years now and it has become a large and impressive force in that time. We went down to Forge World, pulled up a chair*



Keith Robertson is no stranger to painting beautiful models. As well as painting models that have featured in books and *Wittne Dwarf*, he has also won several Golden Derby awards over the years.



BATTLE REPORT

62

**B**LANCHITSU

gives a sense of the scale of the problem. The authors suggest that the following three steps are needed: (1) establish a baseline of current water quality; (2) determine the extent of the problem; and (3) develop a management plan. The authors suggest that the following three steps are needed: (1) establish a baseline of current water quality; (2) determine the extent of the problem; and (3) develop a management plan. The authors suggest that the following three steps are needed: (1) establish a baseline of current water quality; (2) determine the extent of the problem; and (3) develop a management plan.



PARADE GROUND

Parade Ground is the monthly feature that looks at fantastically painted units, monsters and vehicles all united by a single theme. In this issue we showcase a variety of spectacular flyers.



SPACE MARINE STORMTALON

Paul was inspired to start a new Space Marine army – the Sons of Mordor – after seeing them featured in the Babylon 5 books by Forge World. He also really liked the colour Moot Gown in his collection (from the picture) and wanted an exclusive item to be a new model. Having applied for a license of Moot Gown over the whole army, Paul decided that “perhaps a little green Kyril machine might be a bit too girly” for the battlefields of the far future and decided to tone down the colour scheme a little, with some battle damage and a little more of a warrior feel.



NECROM DOOM SCVTH

Miniature designer Aly Marlow is a man possessed of a mighty imagination when it comes to conventions. Using two Hacoem Boom Scythies, a Nocton Canopack Spyder, a Catacomb Command Rage and parts from the Canopack Wrath II, Aly built one

5. At your study visit to Al's Green, Taylor demonstrates many landscape features which are

KIT BASH

VILLAINS AND MONSTERS

In *Kit Bash* we showcase the art of converting and customizing your miniatures to create one-of-a-kind models for your collection. This month we look at collabs and conversions for Warhammer 40,000.

CHASER LORD OF MORTICENSE

DAVE STARFORT

After converting his *Warhammer* Chaser Lord into a *Star Wars* Clone Trooper, Dave Starfort has created a masterpiece. For the month of the year, he has converted his Chaser Lord into a Clone Trooper, and now he's ready to show you how. He's taken the Chaser Lord's head and torso and replaced them with a Clone Trooper's head and torso, and he's added a Clone Trooper's legs. The result is a Clone Trooper Chaser Lord, a masterpiece of conversion art.

HERALD OF HORROR

DAVE STARFORT

As you can see in the image on page 94, the Herald of Horror is a masterpiece of conversion art. He's taken the Chaser Lord's head and torso and replaced them with a Clone Trooper's head and torso, and he's added a Clone Trooper's legs. The result is a Clone Trooper Chaser Lord, a masterpiece of conversion art.

MASTER NEGROMANCER

DAVE STARFORT

Chris is currently adding to his *Warhammer* Chaser Lord for the month of the year. He's taken the Chaser Lord's head and torso and replaced them with a Clone Trooper's head and torso, and he's added a Clone Trooper's legs. The result is a Clone Trooper Chaser Lord, a masterpiece of conversion art.

BATTLEGROUND

SOMARO STARFORT

You could say that this month's battleground is out of this world. After all, it is set on an orbital space station. Don't catch up with Dave Starfort, our resident space guru, for find out how he came up with such a unique and unusual battleground.

PAINT SPLATTER

DAVE STARFORT

After all, it is set on an orbital space station. Don't catch up with Dave Starfort, our resident space guru, for find out how he came up with such a unique and unusual battleground.

JEREMY VETOCK

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THE DESIGN STUDIO

DAVE STARFORT

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FORGE WORLD

DAVE STARFORT

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BLACK LIBRARY

DAVE STARFORT

After all, it is set on an orbital space station. Don't catch up with Dave Starfort, our resident space guru, for find out how he came up with such a unique and unusual battleground.

PARADE GROUND 84

Parade Ground showcases fantastically painted miniatures united by a common theme. For the December issue, we go flyer crazy.

KIT BASH 94

Kit Bash is our celebration of the art of converting; in this issue we take a look at the best kit-bashed villains and monsters we've found.

BATTLEGROUND 98

If you've read the Warhammer 40,000 rulebook you'll have seen the amazing Somaro Starfort. Dave Andrews tells us all about it.

PAINT SPLATTER 104

Your monthly round-up of handy painting guides, including a wealth of Dwarves, a clutch of Ogres and how to paint Goblin Town.

JEREMY VETOCK 110

Jeremy ponders how bad weather can be brilliant for one man's hobby and reminisces about a great game full of improvisation.

WHERE TO BUY & WHAT'S ON 113

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

THIS MONTH IN... 129

White Dwarf: What the White Dwarf team have been up to, including the Legion of the Damned and more Plaguebearers than you can shake a stick at.

The Design Studio: We go behind the scenes of sculpting the amazing new *The Hobbit: An Unexpected Journey* miniatures with Aly Morrison, Alan Perry and Michael Perry. Plus our very own Adam Troke talks about writing the rules.

Forge World: Everything wonderful that's happened in the mad laboratory of Forge World.

Black Library: James Swallow and CL Werner are behind two of this month's biggest releases from Black Library; here they give us exclusive interviews.

DECEMBER HOBBY CALENDAR 145

Everything cool that's happening in the hobby over the month of December.

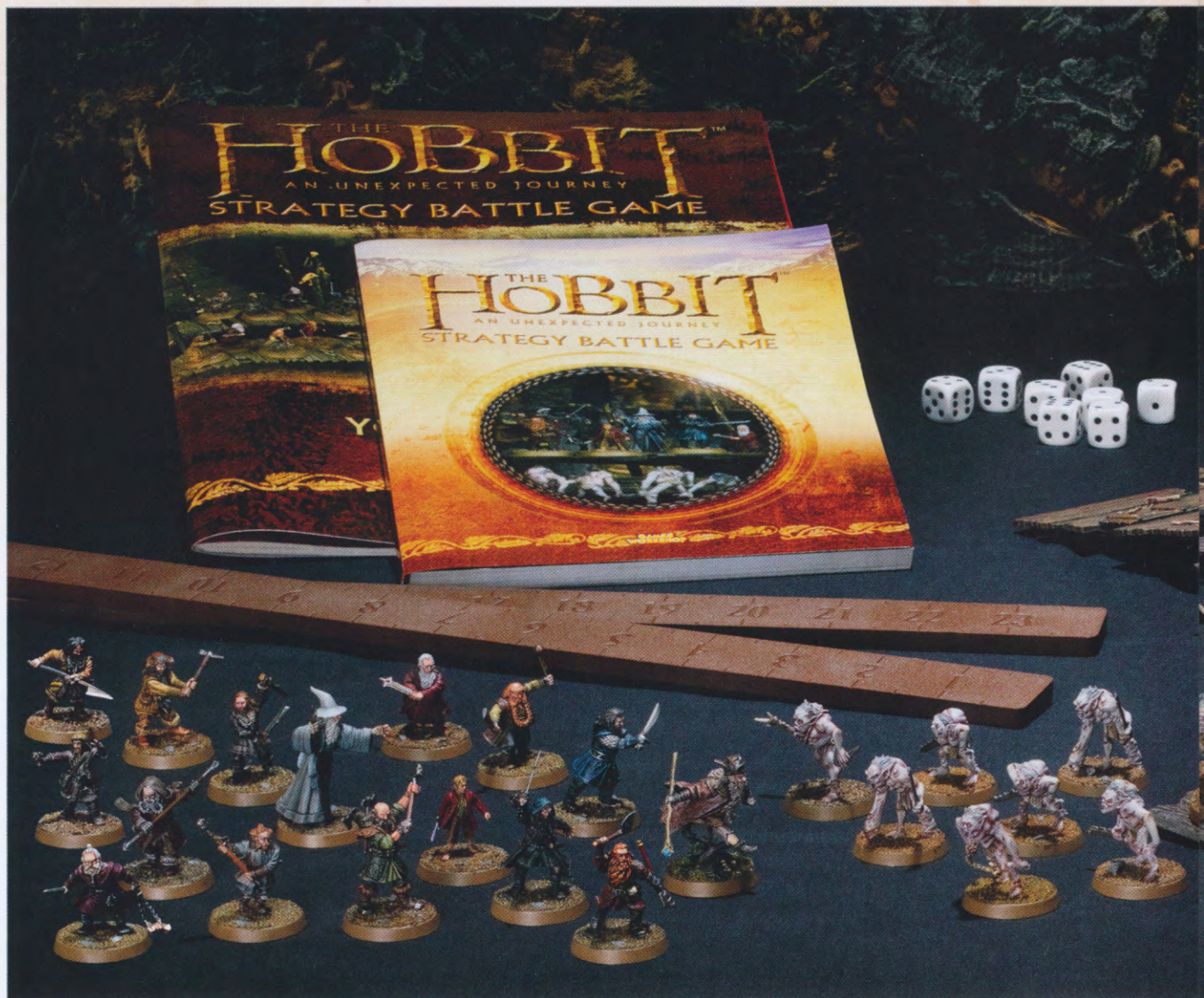


NEW RELEASES



Lock up your seed cake and skip your second breakfast, *The Hobbit: An Unexpected Journey* Strategy Battle Game is here. This month sees the release of *Escape from Goblin Town*, a fantastic new boxed game, as well as enough gorgeous new miniatures to keep even the most treasure-hungry Dwarf happy. Join us as we take a look at all the latest releases, from Trolls to Custom Figure Cases and beyond.

Gandalf and Thorin's Company fight for their lives in the depths of Goblin Town.



THE HOBBIT: AN UNEXPECTED JOURNEY

ESCAPE FROM GOBLIN TOWN

As **Thorin's Company** journey towards the Lonely Mountain, they are ambushed by foul Goblins. Dragged deep into the murky depths of Goblin Town as prisoners, they must battle their way to freedom and overcome the deadly Goblin King.

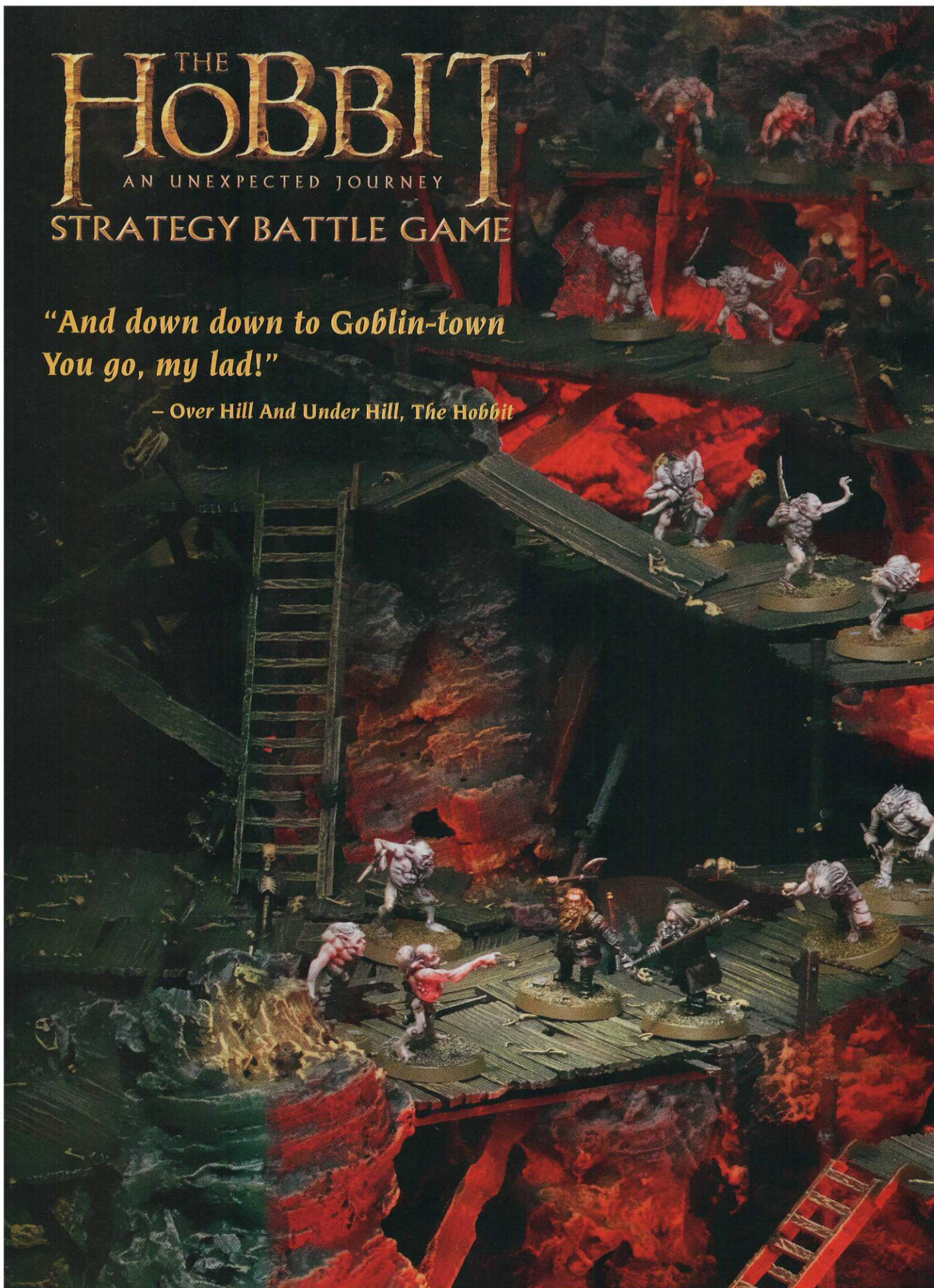
THE HOBBIT™

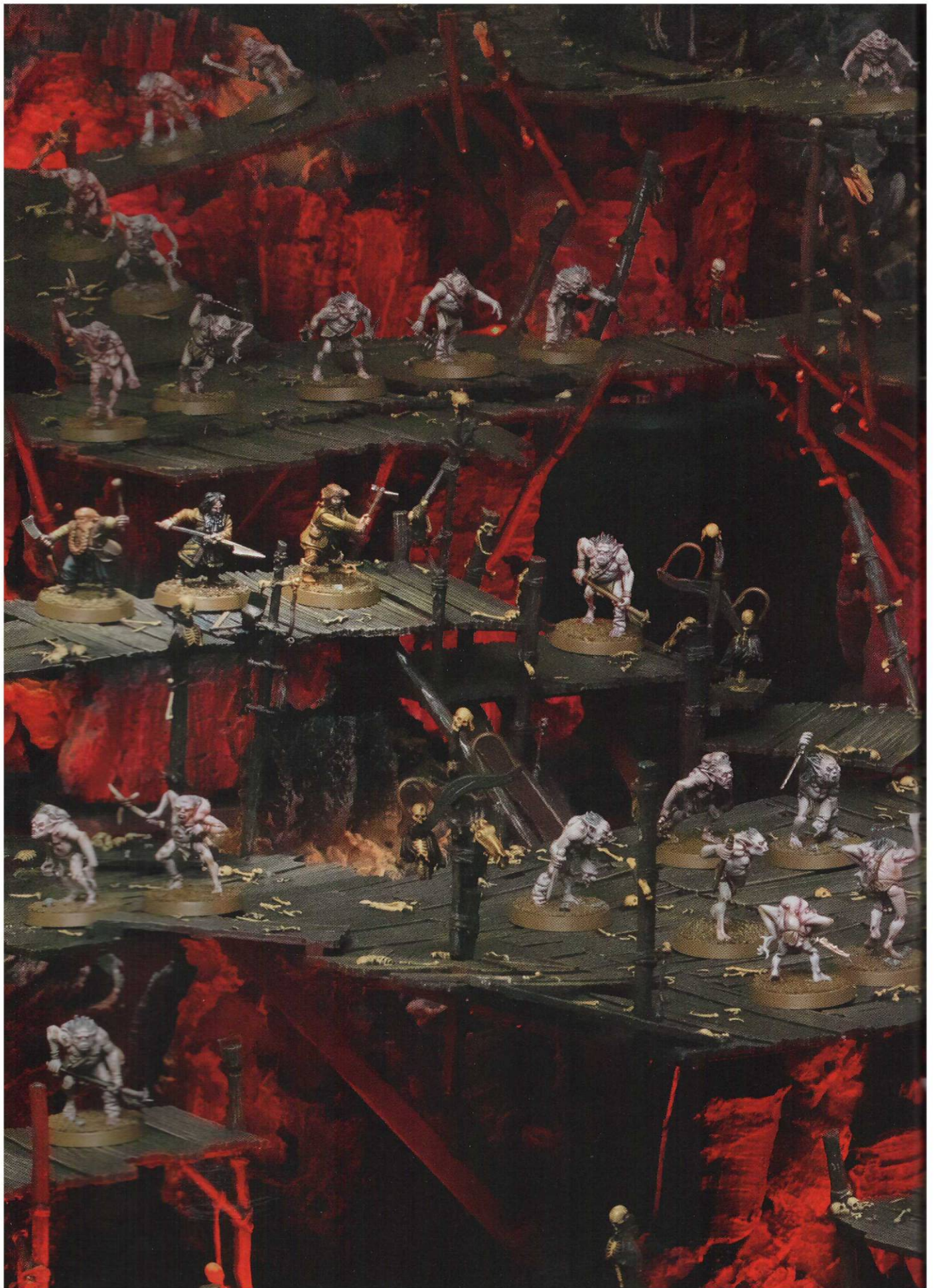
AN UNEXPECTED JOURNEY

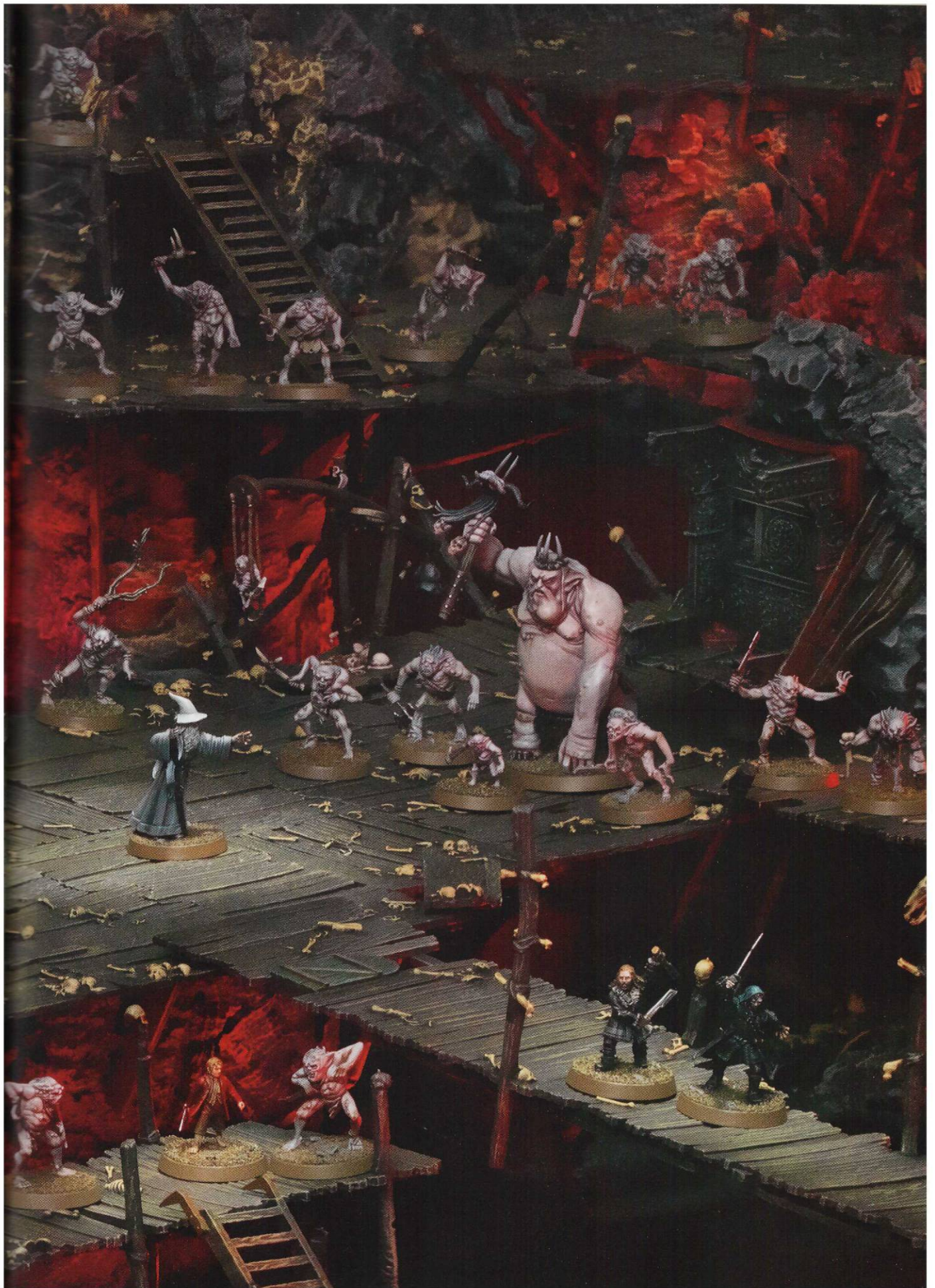
STRATEGY BATTLE GAME

*"And down down to Goblin-town
You go, my lad!"*

– Over Hill And Under Hill, The Hobbit











It's hard to overstate the excitement of getting our hands on *Escape from Goblin Town*. This is the boxed game for the new *The Hobbit: An Unexpected Journey* Strategy Battle Game, and it's absolutely crammed with gorgeous miniatures, dynamic scenery and all the rules you need to play.

The joy that comes with opening a new boxed game is something every hobbyist will know, and the *Escape From Goblin Town* box is no different. It's bursting at the seams with content and sports gorgeous art and photography. Inside, you'll find packed frames that contain all 15 members of Thorin's Company, 40 Goblins and a limited edition Radagast the Brown

miniature for you to assemble, paint and play games with. The centrepieces of the set are Bilbo Baggins (who, despite his small size, is incredibly detailed) and the Goblin King (who is a towering brute). There is also plenty of glorious scenery in the box for you to use in your games, recreating the nightmare domain of the Goblins.

As well as all the miniatures, the boxed game also includes a getting started guide, which contains several scenarios designed to guide you through your first games, and a small-format rules manual, which contains all the additional rules. There's also dice and a measuring stick, so that you have everything you need to start playing straight away. **AT**

The *Escape from Goblin Town* boxed game contains everything you need to get started with *The Hobbit: An Unexpected Journey* Strategy Battle Game right away.

The limited edition *Escape from Goblin Town* boxed game containing Radagast is available in limited numbers only.

ESCAPE FROM GOBLIN TOWN: THE DWARVES

The most exciting things to be found in the Escape From Goblin Town boxed game are the members of Thorin's Company. This phenomenal collection of miniatures include all 13 Dwarves, and also Gandalf the Grey and Bilbo Baggins, the eponymous Hobbit.

Each of these striking models is a faithful reproduction of a central character from *The Hobbit: An Unexpected Journey*. They are beautifully sculpted models, full of finely

crafted detail, and they bear spectacular likenesses to the character in the movie. This is the result of a great deal of hard, careful work and it has paid fantastic dividends – Alan Perry and Michael Perry spent a long time looking at the actors on set and poring over high-resolution photographs of the cast in their costumes, to ensure as much accuracy in these models as possible. The end result is breathtaking, and makes each of these a stunning character piece.

- 1 Thorin Oakenshield™.
- 2 Gandalf™ the Grey.
- 3 Bilbo Baggins™.
- 4 Radagast™ the Brown, a miniature that will only be available in the limited edition boxed game – if you want to get hold of it, make sure you get your copy quickly.

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First among these models must be Bilbo Baggins – the likeness of the model to the actor Martin Freeman is astonishing to behold, made all the more wonderful for the tiny proportions of the miniature. The kit contains options for Bilbo Baggins to carry either his walking cane or the Elven blade Sting, so you can make your model with either. Gandalf the Grey also looks every millimetre the iconic Wizard, hand outstretched in the midst of some magical power (even his fingers are wonderfully realised). With his iconic hat atop his wise old head, Gandalf towers above the brave Dwarves around him as an instantly recognisable character. ►



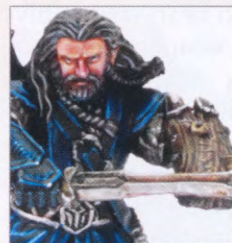
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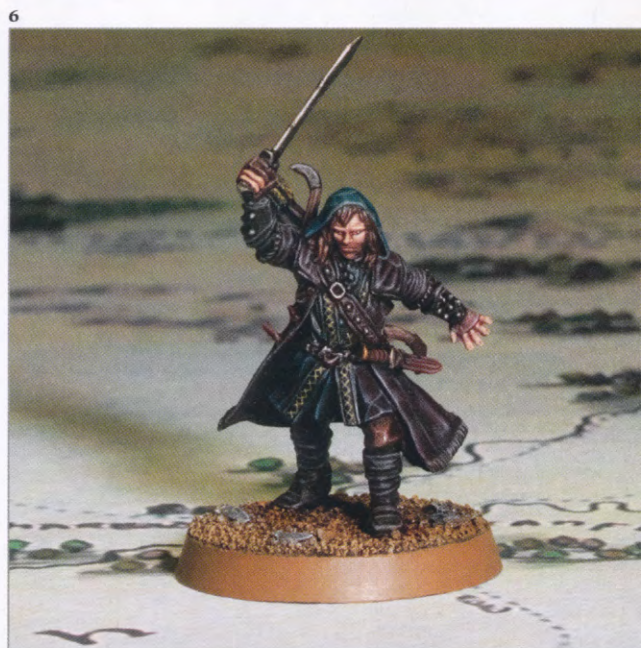


11



12

- 5 Fili the Dwarf.
- 6 Kili the Dwarf.
- 7 Dwalin the Dwarf.
- 8 Balin the Dwarf.
- 9 Radagast cradles the hedgehog Sebastian.
- 10 Kili also has a Dwarf bow.
- 11 Bilbo Baggins can swap the Elven blade Sting for his walking stick.
- 12 Thorin can be equipped with the Oakenshield and a sword instead of his Elven blade Orcrist.



ESCAPE FROM GOBLIN TOWN: THE DWARVES

► Of the 13 Dwarves in the set, Thorin Oakenshield cuts the most dynamic, dashing figure, with either Orcrist or the Oakenshield in hand. Another favourite among the set is Ori, who bears a superbly intricate slingshot as his weapon.

Gloin looks remarkably like his son Gimli, who we have already seen in *The Lord of The Rings*, and the axe that he holds appears to be the very one that Gimli wields many years later. This attention to detail,

combined with the level of continuity on the models, is simply inspirational, and shows the immense thought and consideration that has gone into the design of the characters by Peter Jackson and his talented team, and thereafter into the models made by the Citadel miniatures designers.

They also fit together beautifully – but that's a secondary consideration compared to how amazing they look. **AT**

- 1 Dori the Dwarf.
- 2 Nori the Dwarf.
- 3 Ori the Dwarf.
- 4 Gloin the Dwarf.
- 5 Oin the Dwarf.
- 6 Bifur the Dwarf.
- 7 Bofur the Dwarf.
- 8 Bombur the Dwarf.

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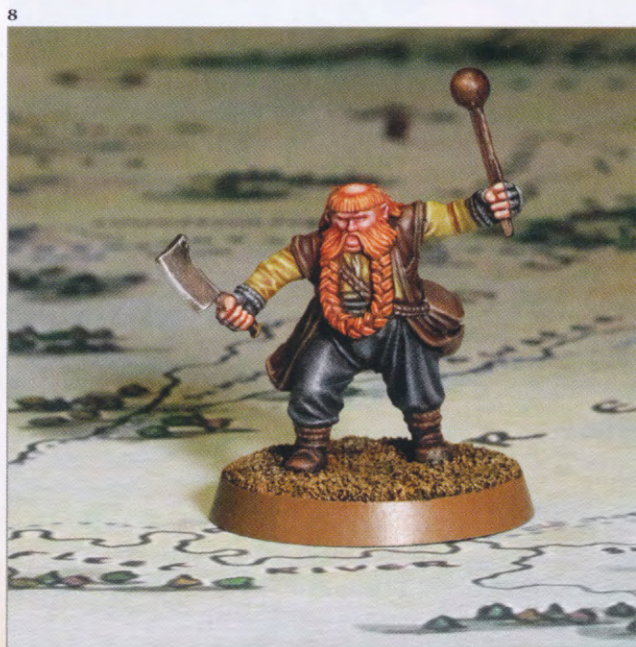


15



16

- 9 Dori's beard has been faithfully modelled.
- 10 Nori has a pair of knives stowed on his back.
- 11 Ori carries a slingshot.
- 12 Gloin's beard is decorated with metal clasps.
- 13 Oin has a spare knife.
- 14 Bifur has an axe blade embedded in his head.
- 15 Bofur wears a padded coat for protection.
- 16 Bombur has a satchel, doubtless full of treats.



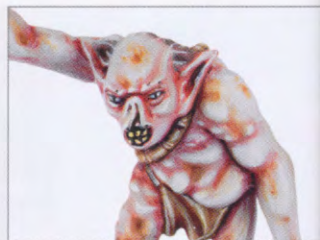
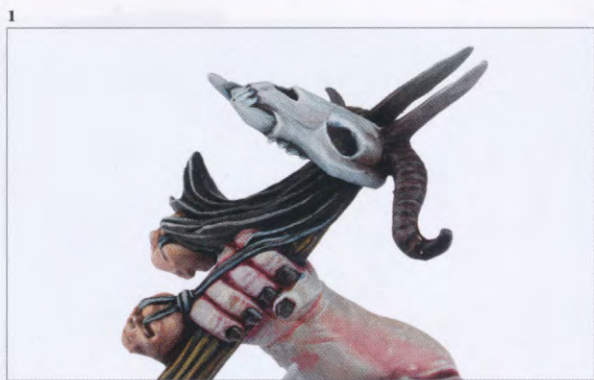
ESCAPE FROM GOBLIN TOWN: THE GOBLINS

The inhabitants of Goblin Town are among the foulest and most misbegotten creatures you can imagine, each of them misshapen and mutated in a different, repulsive manner. There are 36 Goblin Warriors included in the boxed game, of 18 different designs – nothing less than a magnificent amount of variety. Also in the boxed game are four different characters: the tiny Goblin Captain, the Goblin King's lieutenant Grinnah, the Scribe and the Goblin King himself.

My favourite is the Scribe, a malevolent little Goblin who sits suspended from a ramshackle crane tallying plunder using an overgrown fingernail for a quill. He's disgusting, with tiny little legs that dangle over a helmet full of excrement.

The largest of the Goblins is the Goblin King. Towering over all of the other models in the set, the Goblin King is obese yet powerful as he knuckles forward to bring his huge club down on the foe. **AK**

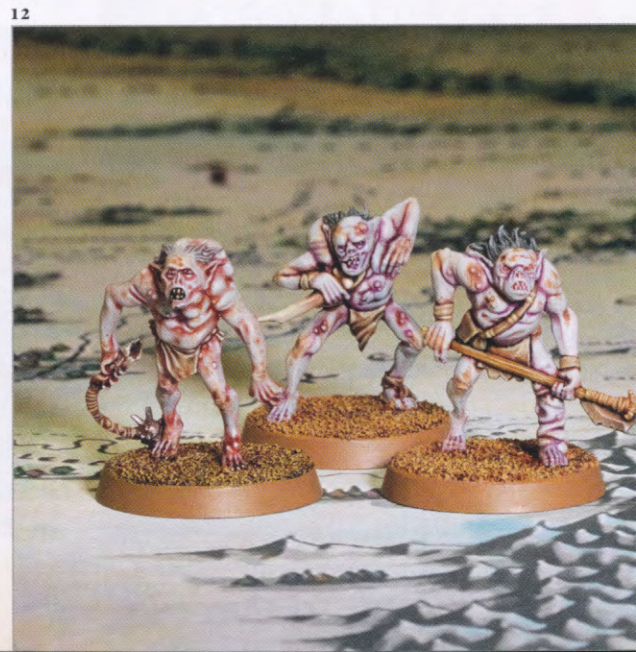
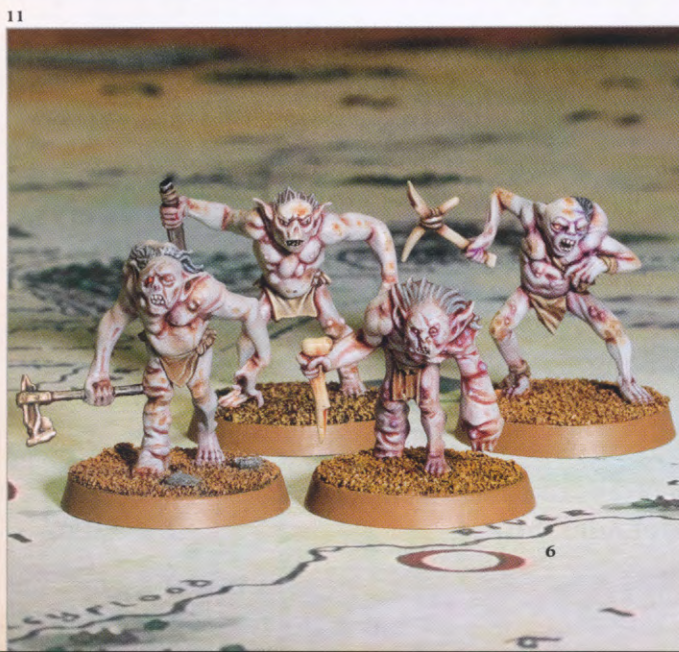
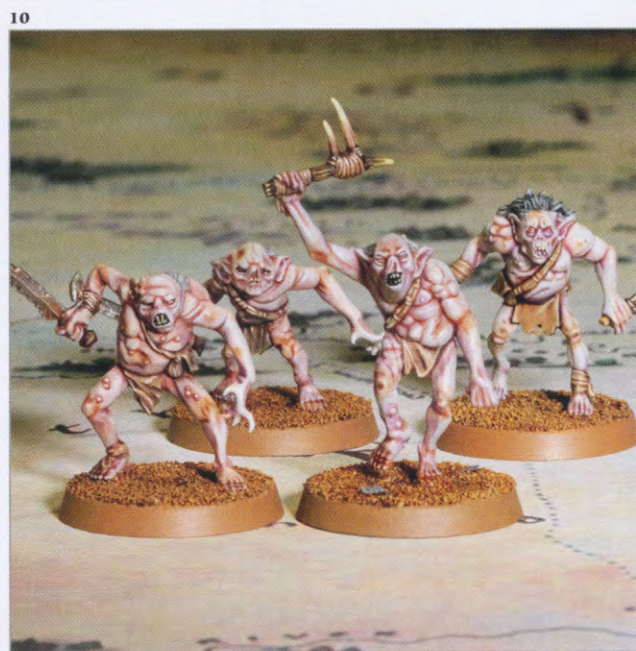
- 1 The Goblin King carries a massive skull-crowned club.
- 2 The Goblin King.
- 3 The Goblins' weapons are battered and broken, but deadly nonetheless.
- 4-7 The Goblins showcase a range of deformities and snarling faces.





8 The Escape from Goblin Town boxed game also contains Grinnah, who is armed with a whip, a diminutive Goblin Captain and the Goblin Scribe, who comes mounted on a rickety wooden crane.

9-12 In *The Hobbit: An Unexpected Journey* Escape from Goblin Town boxed game, there are 18 different designs of Goblin Warrior.





THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

THE HOBBIT: AN UNEXPECTED JOURNEY

RULES MANUAL

The Hobbit: An Unexpected Journey Rules Manual is the doorway to a hobby of collecting, painting and gaming in Middle-earth™. It is a lavish hardbound tome packed with 288 pages of rules, collecting advice and beautiful photographs of Citadel miniatures.

what you need to play

Playing The Hobbit. An Unexpected Journey is a fairly simple affair. Truth be told, but there are a few things you will need to organize to play your game (a willing opponent not least among them). On this page, we take a look at what you need, explain some of the more unusual items and help you work out how to get started.

pens and paper

It's useful to have a pen and paper to record details throughout the game, such as which models are wounded or have spent Night, Will or Fate points.

citadel miniatures

It might seem obvious – but you will need some Citadel miniatures to play with. Whether there are models collected specifically to represent a famous scene or event, or a collection of favourite models arranged into a woodland or town, all depends on the type of game you want to play. Many hobbit players play their first game or two with unpaired models, but as almost every game will start, playing with fully painted miniatures looks and feels better!

refreshment

In the great tradition of Hobbit everywhere, it's a good idea to have a mug of something nice to drink on hand during your game (and it never hurts to have a selection of sensible snacks, such as biscuits and seed cakes, on standby either).

a playing area

Battle games can be played anywhere, whether it's on your kitchen table – with some improvised scenery to block Line of Sight and add interest – or on a fantastic bespoke game board such as you can see here. The more attention that you put into your playing area, the more enjoyable your gaming experience will be.

All playing area dimensions in this rules manual are given in feet ('). A playing area of 6' x 4' would therefore be one foot long and 4 feet deep. Most of the scenarios require either a 6' x 4', 6' x 4' or a 2' x 2' playing area.

rules manual

Obviously, you need to know the rules to play the game (and even once you've learned the ropes, it's often handy to have a copy of the rules manual around for reference).

dice and tape measures

We use tape measures to determine how far your warriors can stride across the battlefield each turn, whether how short are in range and to answer a host of other distance-related questions – any tape measure or ruler marked in inches will do. The board game Escape From Goblin Town™ includes one measuring stick, and you can pick up a tape measure from any Games Workshop hobby store or from our website, if you live in a place where they are hard to find.

We use dice to resolve who wins a fight or whether magical powers are successfully employed, so it's important to have a selection of ordinary six-sided dice as well (between six and twelve, preferably with a few different coloured dice in about right).

30 The Hobbit: An Unexpected Journey Strategy Battle Game

Introduction 11

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"One shank like that in a moment of excitement would be enough to wake the dragon and all his relatives, and kill the lot of us!"
(from an Unexpected Journey)

With death, destruction and mayhem all around, the morale of the good forces can be tested to the limit. It's not always easy to see how the forces of good can stand up to the forces of evil.

Taking Courage Tests

There are many reasons in which a model will be called upon to take a Courage test. In the case of a model, it will be called upon to take a Courage test when it is wounded, or when it is wounded by a model that is a threat to its survival.

When to take a Courage test

- **When a model is wounded:** When a model is wounded by a model that is a threat to its survival, it must take a Courage test.
- **When a model is wounded by a model that is a threat to its survival:** When a model is wounded by a model that is a threat to its survival, it must take a Courage test.
- **When a model is wounded by a model that is a threat to its survival:** When a model is wounded by a model that is a threat to its survival, it must take a Courage test.

There are other situations where a model will be called upon to take a Courage test, and when this is the case, it will be clearly marked.

Doing a Courage test

If a model passes a Courage test, it is called upon to take a Courage test. If a model fails a Courage test, it is called upon to take a Courage test. If a model fails a Courage test, it is called upon to take a Courage test.

When to take a Courage test

When the dragon is killed, the model of the dragon will be called upon to take a Courage test. When the dragon is killed, the model of the dragon will be called upon to take a Courage test. When the dragon is killed, the model of the dragon will be called upon to take a Courage test.

When you write your army list, you gather the models required to play your game. You must also consider your army list. When you write your army list, you gather the models required to play your game. You must also consider your army list.

At the beginning of any game, the number of models required to play your game is determined by the number of models required to play your game. At the beginning of any game, the number of models required to play your game is determined by the number of models required to play your game.

If the test is passed, the model stays in the fight. If the test is failed, the model is removed from the game. If the test is failed, the model is removed from the game. If the test is failed, the model is removed from the game.

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10. TAKING A COURAGE TEST

When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

11. TAKING A COURAGE TEST

When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

12. TAKING A COURAGE TEST

When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

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When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

14. TAKING A COURAGE TEST

When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

15. TAKING A COURAGE TEST

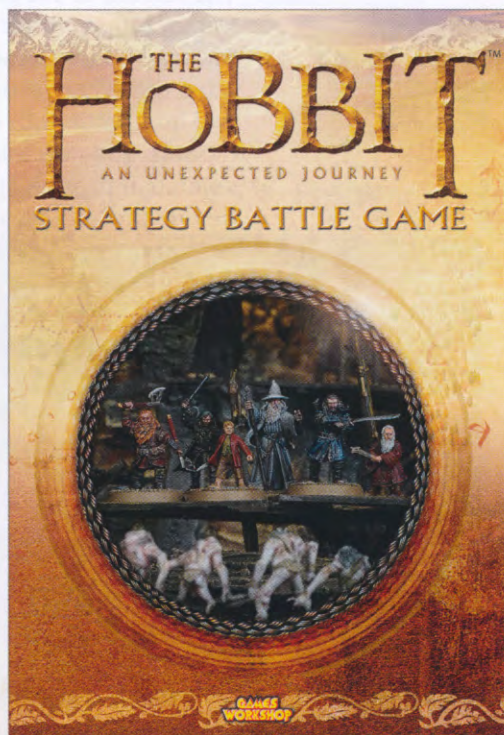
When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test. When a model is wounded, it must take a Courage test.

30 The Hobbit: An Unexpected Journey Strategy Battle Game

The Hobbit 31

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"A beautiful book and a robust game system that begs you to go on an adventure of your own."



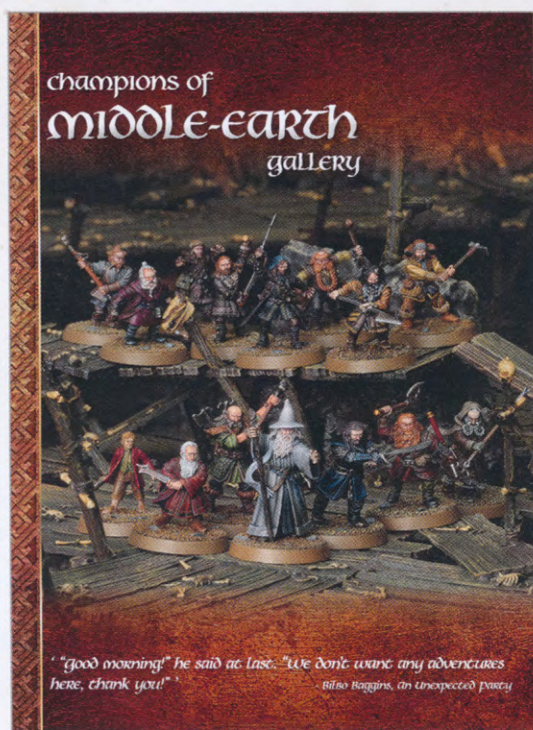
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1 The rules manual contains everything you need to start collecting and playing with the Citadel miniatures for *The Hobbit: An Unexpected Journey*.

2-3 The rules section of the manual teaches you how to play the game, and comes with plenty of clear, easy to follow examples of how the game works.

4 The cover of the rules manual.

THE HOBBIT: AN UNEXPECTED JOURNEY RULES MANUAL



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The release of *The Hobbit: An Unexpected Journey* brings with it a new era for the Strategy Battle Game – now our adventures can take us into new places and into battle with even more exciting models. The new rules manual is a huge volume and, as an artefact alone, it is a beautiful piece. Pages are designed to resemble aged parchment, with detailed bordering that matches the fabric borders on the Dwarves' clothing. There has been meticulous attention to detail on all areas of the manual's production, and each section is adorned with its own subtly different borders and icons.

The rules manual contains a clear introduction to *The Hobbit: An Unexpected Journey* Strategy Battle Game, with an introduction to the hobby, as well as a guide to what the game is like to play. The rules are written in a very accessible, light-hearted style with a strong emphasis on playing games that echo the look and



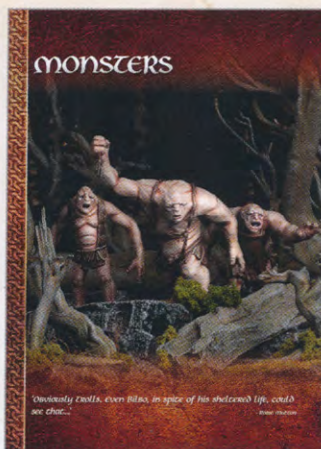
feel of *The Hobbit: An Unexpected Journey* movie. Detailed, illustrated examples help to clarify many of the finer points, and a comprehensive appendix and index make finding rules nice and simple.

Players familiar with the Strategy Battle Game from the previous edition will find the rules have been expanded, retaining the same ease of play and tactical appeal but with even more options available. I particularly liked the way Adam (the author and White Dwarf's own senior staff writer) has tinkered with Monsters, making them more dangerous, and provided new Heroic Actions, enabling your Heroes to commit even greater feats of derring-do.

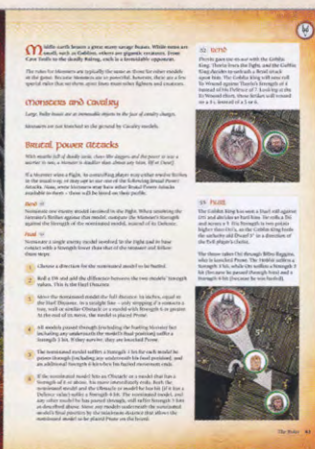
The book also contains profiles and rules for a raft of new heroes and warriors for your games, including all 13 Dwarves of Thorin's Company, Gandalf and Bilbo Baggins, as well as a slew of additional characters encountered during *The Hobbit*



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An *Unexpected Journey* movie. The Evil side is similarly bolstered with the denizens of Goblin Town, the three Trolls and a host of Orcs.

Seven narrative scenarios enable you to recreate many of the pivotal events shown in the movie, while a War of the Ring section delves into famous battles from throughout Middle-earth's history.

A hobby section gives advice on getting started with your collection for *The Hobbit: An Unexpected Journey* and the gallery showcase serves as rich inspiration, featuring glorious photography of models from *The Hobbit: An Unexpected Journey* and *The Lord of the Rings* range. This is a beautiful book, but it's not just skin deep. Within it there is a robust game system that begs you to go on an adventure of your own. **AK**

Full details for this month's releases are on page 50.

1 Glorious galleries of the Citadel miniatures display the models available to collect for *The Hobbit: An Unexpected Journey*, and serve as a useful colour guide too.

2-4 Using the scenarios from the rules manual, players can recreate the famous scenes from the movie.

5 Miniatures from *The Lord of the Rings* are also displayed in all their splendour – broadening the horizons for collectors of any stripe.



THE HOBBIT: AN UNEXPECTED JOURNEY

THE TROLLS

When **Thorin's Company** stumbles upon the campsite of the Trolls, a chance encounter nearly ends the unexpected journey in its tracks. William, Bert and Tom may be simple and slow-witted, but they are deadly fighters and more than a match for a band of travelling Dwarves and Bilbo Baggins.



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- 1 Tom the Troll, armed with a hefty branch.
- 2 Bert the Troll is reaching for a Dwarf-sized victim eager to toss him into the cooking pot.
- 3 William the Troll, the leader, and the mightiest of the three Trolls.
- 4 The Trolls are more than happy to exchange the mutton roasting on the campfire for a tasty Dwarf... 13 Dwarves and a Hobbit would be even better, of course.

The three Trolls are fearsome, towering monsters that stand over three times the height of a Dwarf. They are possessed of frightening musculature, with thick skin and brutish features and limbs. Their clothes are crudely wrought, little more than sacking and rope, and the sculptors have done an amazing job of making them sit on the models in layers. They hang from the coarse, wrinkled flesh of the Trolls so naturally that it's hard to imagine they're actually part of a plastic kit.

Each Troll is armed with the cooking tools they were using when Bilbo happened upon them. Bill carries a bent fork, Tom has a spoon and Bert gets a battered old knife – while these may seem trivial items, they are as large as swords and wielded by phenomenally strong fighters. Bill and Tom also have alternative weapons in the form of uprooted tree stumps, and if you prefer you can build them with these instead.

The campfire included in the set not only helps you complete the scene when creating dioramas, but also gives the Trolls a real advantage during a game. **AT**



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THE HOBBIT: AN UNEXPECTED JOURNEY

HUNTER ORCS ON FELL WARGS

The Hunter Orcs have been despatched to capture or kill the Dwarves of Thorin's Company. Atop Wargs bred for their savagery, these implacable fighters will not rest until the Dwarves are defeated.



The Hunter Orcs mounted on Fell Wargs are a ferocious combination. The Fell Wargs are lithe creatures with snarling faces and a lean, hungry look. The Hunter Orcs that ride them are similarly dangerous, with whip-cord muscles and deadly weapons.

This plastic kit contains six Hunter Orcs on Fell Wargs. There are three different body designs and nine different heads for the Hunter Orcs, as well as a huge selection of swords, picks and bows, allowing you to assemble the miniatures so that all of the Orcs are different. There are also three different designs of Warg, with a choice of four heads, giving you great variety among your miniatures, especially when combined with the different riders too. **AK**



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- 1 The weapon arms of the Hunter Orcs have a universal fitting, enabling you to put any of the weapons on any of the models.
- 2 The Fell Wargs each have separate faces, which can be posed in a variety of angles.
- 3 There are nine separate Hunter Orc heads in the set, which can be used on any of the six bodies.
- 4 The Hunter Orcs on Wargs kit even includes a pair of slain riders.
- 5 A band of Hunter Orcs on Fell Wargs scour the wilds for signs of Thorin's Company.



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THE HOBBIT: AN UNEXPECTED JOURNEY

HUNTER ORCS

The vicious, battle-hardened fighters who form Azog's select band of hunters are experts at tracking the foe. Armed with a selection of swords, picks and bows, these Hunter Orcs are all skilled fighters and implacable killers: they will not rest until they have run their prey to ground.



The 12 Hunter Orcs in this plastic box set are brutal warriors whose sinewy limbs ripple with corded muscle. They are lightly armoured, with scraps of crude armour protecting a few vital areas, and each Hunter Orc is armed with a sword, war pick or bow and modelled in a pose that perfectly displays their dangerous agility.

Each of the 12 individual Hunter Orcs has a distinct posture, making for a warband of unique murderous fiends, yet they share plenty in terms of appearance thanks to rags, leather straps and scraps of armour. All of the Hunter Orcs are captured in the middle of some form of dynamic action, whether readying blades, hefting their weapons, firing their bows or bellowing bone-chilling war cries. **AT**



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- 1 The Hunter Orcs have sinewy muscles visible beneath sparse plates of armour and ragged items of clothing.
- 2 The bow-armed models have quivers complete with individually modelled arrows.
- 3 Among the scimitar blades of the Hunter Orcs are a few brutal two-handed war picks.
- 4 The collar of this Hunter Orc is made from uncured leather, bloodied bone – or something even worse.
- 5 The Hunter Orcs surge forth from the depths of the forest.



FIMBUL THE HUNTER

Fimbul is an expert tracker and a fearsome leader of the Hunter Orcs. Atop his Fell Warg he mercilessly rides down his foes wherever they hide.

Fimbul is a Citadel Finecast model that comes both as a model on foot and mounted on a Fell Warg. Fimbul's Warg is charging aggressively forward with fangs bared for the kill, while Fimbul hangs on with a firmly grasped hank of hair from its raised hackles. Fimbul is armed with a serrated scimitar-style blade and for protection wears some scrappy plate and a macabre harness of dirty bone armour. The likeness of Fimbul's face on the miniature to the character in *The Hobbit: An Unexpected Journey* movie is uncanny, with the same blunt features and strangely reptilian nose. This is a menacing, finely detailed model that is perfect for leading warbands of Hunter Orcs on Fell Wargs. **AT**



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- 1 Fimbul's sword is notched and scarred from much hard use.
- 2 Fimbul has an armour chest piece made from the spine and ribs of some unfortunate victim.
- 3 The face of Fimbul's Fell Warg is a vicious snarl, the perfect image for such a callous killer.

NARZUG

The formidable Narzug is also a captain of the Hunter Orcs. He is an expert shot with his Orc bow and any prey attempting to flee risks an arrow to the back.

With his foot resting on a rocky outcrop and his sword-bow brandished high above his head, Narzug cuts a heroic pose. Narzug's clothing and wargear are intricately rendered in Citadel Finecast. His quiver and arrows look exceptionally good with the flights of the arrows showcasing tiny details. His sculpted musculature tells you exactly how powerful this warrior is, with chiselled features that only a formidable warrior could possess. Judging by the level of detail, it's clear Narzug will be a joy to paint. He's also going to make a great leader for Warbands of Hunter Orcs, and an intimidating foe for the Dwarves. **AT**

Full details for this month's releases are on page 50.



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- 1 Narzug has a special weapon that is both a bow and sword – dangerous both in shooting and in combat.
- 2 Narzug is reaching back for another arrow from his quiver.
- 3 Narzug's shoulders are covered with a leathery mantle of bone shards and gristle.
- 4 Having sighted his quarry Narzug calls for his allies to join him for the kill.
- 5 Narzug and the Hunter Orcs track Thorin's Company through the wilds of Rhudaur.



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THE WHITE COUNCIL

The **White Council** represents one of the greatest hopes of the Free Peoples. Combining the wisdom of the finest minds in Middle-earth with the martial skill of the Elves, the White Council is Sauron's chief opponent in the Third Age.

Four of the greatest members of the White Council are Saruman, Gandalf, Elrond and Galadriel – represented here in glorious Citadel Finecast. The level of detail on these miniatures is exquisite, from the filigree and stitching on Saruman's robes to Gandalf's bedraggled beard. Each of the four models perfectly captures the style and demeanour of the characters they represent – Elrond appears brooding and mysterious while Galadriel stands graceful and serene. Gandalf comes across as tired, worn and haggard while Saruman stands tall and proud, his facial expression one of calculated scheming. **DH**



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- 1 Belted at Gandalf's waist is Glamdring, the magic sword he acquires from the Troll treasure hoard.
- 2 Saruman strokes his beard, deep in contemplation.
- 3 Elrond wears flowing robes and a beautiful mithril circlet in his hair.
- 4 Galadriel stands elegantly, her calm nature belying her power.



THE HOBBIT: AN UNEXPECTED JOURNEY

BOLG

Bolg is a hulking Orc – a deadly fighter and a feared leader. Such is Bolg's power that Orc and Goblin warbands scattered across the Misty Mountains and beyond all owe him obeisance.

The sheer stature of the Bolg miniature is its most immediately impressive aspect; this giant Orc looms terrifyingly over any nearby Goblins or Dwarves and is sure to make a startling centrepiece to an Evil force. Produced in Citadel Finecast, this model is exceptionally detailed, with a beard and hair that are matted and filthy, along with many battered scraps of armour that show the brutal wear and tear of incessant fighting. Edgar Ramos, the sculptor of the piece, has achieved such a startling likeness to the character from the film that, from the savage glowering face to the vicious war pick, the model's identity is undeniable. **AT**



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- 1 Bolg carries a massive two-handed war pick.
- 2 As if he wasn't well enough armed, Bolg also has a long knife.
- 3 Splayed animal claws adorn Bolg's shoulders, giving him a dangerous, spiky silhouette. He also has a huge sword.
- 4 The miniature's face is bestial and fearsome, complete with a perpetual snarl.
- 5 Bolg is a tall and powerful character, towering over the man-sized models around him.



THE HOBBIT: AN UNEXPECTED JOURNEY

GOBLIN CAPTAIN

Among the **fractious** and cruel inhabitants of Goblin Town, there are those who rise to positions of power and responsibility through sheer cunning and malicious intent. These are the Goblin King's Captains, the war leaders who are entrusted to launch scavenging missions out of Goblin Town and into the world.

The Goblin Captain model is a repellent but fantastically realised leader for your Goblins – he is gesturing wildly, as if pointing out some hated foe, and seemingly calling forwards the cowards skulking behind him. As with all the Goblins from Goblin Town, the Captain is a stunted, hunched creature. He has a distended paunch and a bulging protrusion on his back, which makes for a thoroughly unsettling but undeniably evocative model. **AT**

Full details for this month's releases are on page 50.



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- 1 The Goblin Captain is screeching orders, goading his warband into the fray.
- 2 The creatures of Goblin town are renowned scavengers; the Captain even has a pouch to keep his gathered plunder in.
- 3 The Goblin Captain's lump on his back looks set to burst at any moment.
- 4 The Goblin Captain's sword is notched and chipped from hard use.
- 5 Alongside his foul followers, the Goblin Captain scours the depths of Goblin Town.



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GOBLINS

The **Goblins** are the most repulsive, bitter and cruel creatures to be found in the Misty Mountains. Though violent by nature, Goblins are little threat to a seasoned warrior one-on-one, but in numbers they are deadly.

The Escape from Goblin Town boxed game contains 36 Goblins, which is a great start to any Evil collection, but for players wishing to drown their foe with a tide of chittering evil creatures, the Goblins box set contains 18 extra models. These models require almost no assembly whatsoever and each is unique from the others in the box. There is a real mixture of weapons, with a number of daggers and swords, as well as a few others such as picks and axes, a two-handed axe and a flail. These models are also very straightforward yet rewarding to paint, as Dan proves on page 103. **AT**



1 Each Goblin is covered in revolting details such as scars, boils and sagging folds of flesh.

2 A horde of Goblins is a dangerous prospect – it is also a very unsavoury sight to behold.



THE HOBBIT: AN UNEXPECTED JOURNEY

Goblin Town

Goblin Town is a vast and sprawling place deep beneath the Misty Mountains, where evil and twisted Goblins live. Spanning the dark caverns of Goblin Town are hundreds of rickety walkways built from anything the Goblins can scavenge.

This scenery set is strewn with chewed bones, discarded skulls and the occasional torso hanging from a gibbet. The pieces can be configured in many different ways, either as walkways, ramps or entire elevated sections, making this the ideal scenery set for a battle in the depths of the Misty Mountains. This set makes for a perfect addition to the *Escape from Goblin Town* boxed game, combining with the scenery in the set to allow for some truly great battlefield set-ups. Just take a look at the battle report on page 62 to see the amazing results that we got when we combined several of these kits. **DH**

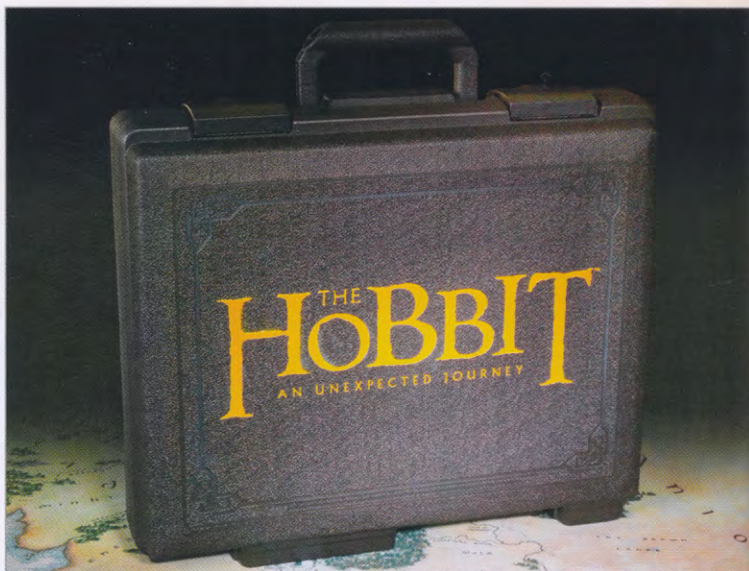


- 1 Skulls and broken bones litter the walkways of Goblin Town.
- 2 The walkways can be set up in a variety of ways.



THE HOBBIT: AN UNEXPECTED JOURNEY FIGURE CASE

My plan for Christmas is this: to paint up all the miniatures in the Escape from Goblin Town boxed game, and take them to the family home for a festive gaming holiday with my Middle-earth mad relations. But how to transport all the amazing figures in safety from Games Workshop HQ to the Bickham moot? This limited edition case holds the answer; inside it contains a smartly realised custom-cut foam layer with specific spaces for all the main characters from Escape from Goblin Town, plus the three Trolls Bill, Tom and Bert. There's also two standard layers for all those Goblins, and more besides. The exterior of the case proudly proclaims the treasures inside, too: *The Hobbit: An Unexpected Journey* logo is emblazoned on its lid in golden-yellow script and the case is made from durable brown plastic. It's the perfect home for some terrific figures. **JB**



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1 There'll be no mistaking which case contains all your Escape from Goblin Town miniatures.

2 The custom-cut layer fits all the character models found in Escape from Goblin Town perfectly.



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THE HOBBIT: AN UNEXPECTED JOURNEY

PAIN T SET

If all these new miniatures from *The Hobbit: An Unexpected Journey* have got you champing at the bit to paint up some of your own, then a great place to start is this paint set. It includes all the hobby supplies you need to take the first steps on your own hobby journey of collecting and painting models for *The Hobbit: An Unexpected Journey* Strategy Battle Game.

Within the set you'll find five plastic Goblin models, taken from those found in the *Escape From Goblin Town* boxed game, as well as eight Citadel Paints and a Standard Brush. There's also a handy painting guide included in the box, to give you some instructions as you embark upon your painting project. The Goblins are covered in interesting textures and lumps and bumps, so they provide a good subject for you to try out the techniques described in the book. **AK**



- 1 The set contains eight paints, a good way to start off your collection of Citadel Paints.
- 2 The set includes a painting guide and five Goblins for you to hone your skills upon.



THE FELLOWSHIP OF THE RING™

Previously found in the Mines of Moria boxed game, this set is now available to buy separately.

The iconic heroes of The Fellowship of the Ring have been released this month, enabling you to add these superb plastic characters to your collection.

Each model in this set bears an unmistakeable likeness to the heroes of The Fellowship of the Ring. My favourites are Frodo, who is clutching The One Ring, and Sam, who is armed with a frying pan. Whichever your favourite member of the Fellowship, there's a fantastic model representing him in this set. **AT**



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- 1 Gimli and Legolas.
- 2 Aragorn, Gandalf the White and Boromir.
- 3 The four Hobbits: Sam, Frodo, Merry and Pippin.



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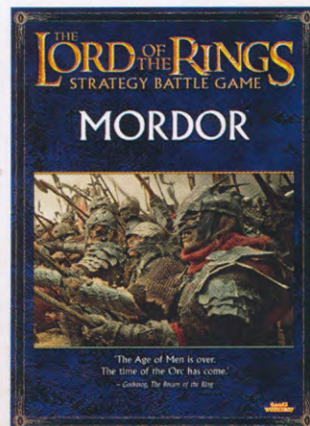
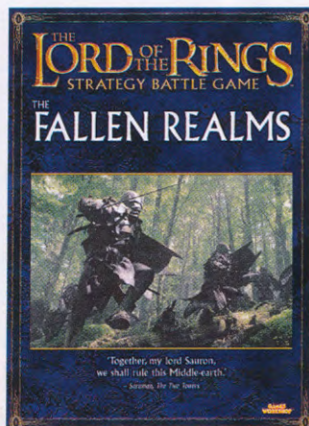
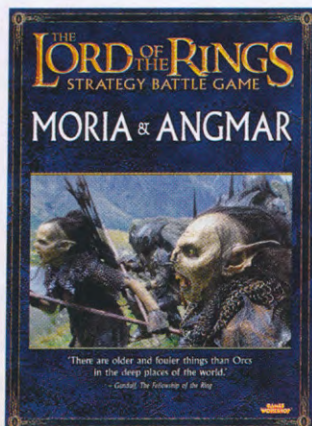
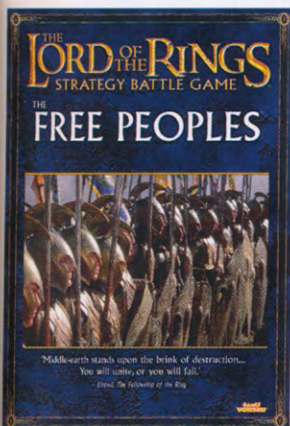
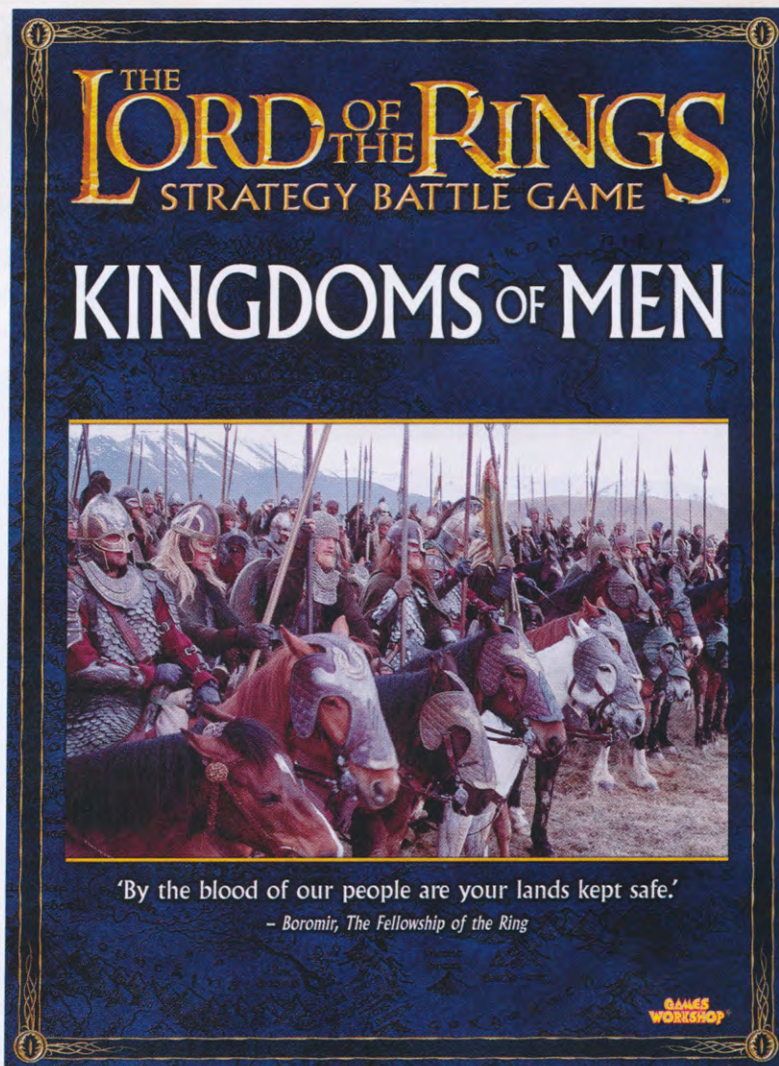
SOURCEBOOKS

The armies of Middle-earth are many and varied, from the Rohirrim in the west to the forces of Harad and Mordor in the south. These five Sourcebooks give you all the information you need to create an army for a points match game against your opponents.

Each of the five Sourcebooks contains a wealth of useful gaming resources, from background information about the armies of Middle-earth and their warriors to scenarios and army lists. There are 18 comprehensive army lists across the five books containing all the rules for the warriors, heroes, war machines and monsters that make up the armies of Middle-earth – including rules for the Fellowship of the Ring. They are also fully compatible with the new rules manual for *The Hobbit: An Unexpected Journey* Strategy Battle Game.

To run alongside the army lists there are full rules and scenarios for playing points-match games, plus narrative scenarios based on the pivotal battles of Middle-earth, such as the Battle of Helm's Deep, the Sacking of Osgiliath and the Charge of the Mûmakil on the Pelennor Fields. **DH**

Full details for this month's releases are on page 50.

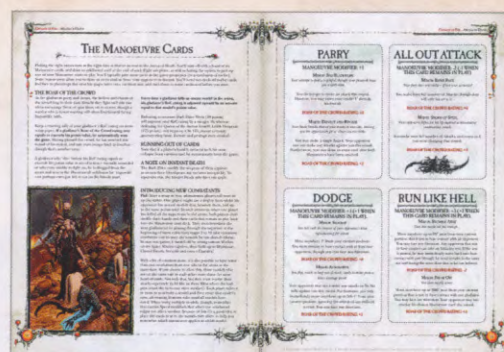




WARHAMMER 40,000

CRUSADE OF FIRE

The thousand-year Warpstorm isolating the Corvus sub-sector has subsided, and now the Imperium prepares to reclaim it from the forces of Chaos. In this campaign book, you can join the battle to seize the prize for the Imperium, Chaos or a xenos alliance.

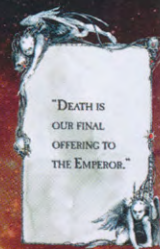


"The campaign allows teams of players to fight for control of several planets."



- 1 The book contains three new expansions, including Burning Skies, which gives you rules for aerial combat, advanced manoeuvres and fighter aces.
- 2 The Crusade of Fire campaign can be recreated with your own gaming group.
- 3 The book tells the exploits of the Studio's own campaign, including battle reports and turn-by-turn events.
- 4 In Arena of Death you'll find rules for gladiatorial combat in the fighting pits of the Dark Eldar.
- 5 The Daemon Worlds expansion sees armies fight in the most horrific of battle zones.

CRUSADE OF FIRE



Crusade of Fire is a campaign book for Warhammer 40,000 that is packed with all manner of new rules and scenarios for you to use in your games. You'll find a completely new campaign system, background to go with it, loads of new scenarios and rules, as well as the story of how the Studio's own hobbyists fared when they played through the campaign. It's a hardback, full-colour book that features lots of sumptuous photography featuring the players' own armies.

The campaign found in the book can be combined with the Planetary Empires expansion, enabling you to represent the entirety of the Corvus sub-sector and fight for control of it with your friends. Rather than battle over a single world, the campaign allows teams of players to fight for control of several planets. Success on one planet affects the outcome of battles on another. Players can work together, counting their victories towards the team's own, or vie for personal glory instead.

Crammed into the 96 pages of the book are also three expansions for Warhammer 40,000 – Burning Skies, Daemon Worlds and Arena of Death. Burning Skies expands on the rules for flyers found in the Warhammer 40,000 rulebook, containing rules for fighter aces in your armies, as well as a new dogfighting system and options for performing advanced manoeuvres with your flyers. Arena of Death recreates the deadly duels fought in the gladiatorial pits of Commorragh and includes rules for gaining the adulation of the crowd and surviving the hell of captivity among the Dark Eldar. Daemon Worlds contains rules for fighting on planets found on the fringes of the Warp, where you must face worlds of nightmares, and risk your squads being possessed.

Don't wait to pick up your copy though – *Crusade of Fire* is only available in limited numbers and when it's gone, it's gone. **AT**

Full details for this month's releases are on page 5

BOARDING THE SPACE STATION

In the first phase of the campaign came to an end, we pulled back the dust sheet that hid much of the map, revealing a half-dozen warzones for the taking. But it was the space station that our players were eager to take, as we mounted as many as could make it on going sight for a big multi-player battle to determine the fate of Yaldagun Point!

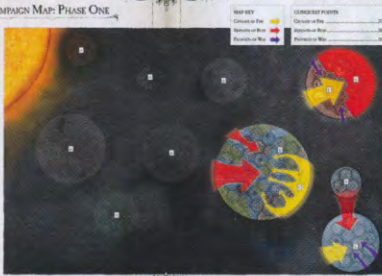


DREADNOUGHT VS. DAEEMON
Every player wanted to fall into that last sector, which meant there was a lot of Dreadnought and Daeemon fighting on the battlefield. Glims led the charge against the Imperial Flots with his Dreadnought, but had no counterpart the toughness of Kev's Imperial Dreadnought, which quickly annihilated the Daemon.

XENOS ATTACK
For this game Phil Kelly had selected the various Xenos armies, Phil Gains, in addition to his. The two Phils were busy at the start of the game, leaving their armies in reserve to that the other two players could see an one another first. At the start of their second turn, the Xenos revealed amongst with the hand, their battleship flying speeds of Wylkes and Kallabur Daeemon, while Dark Space and Flawlessing air across the alien ship.

- 1 The book is packed with sumptuous full-colour photography.
- 2 The campaign features games fought over varied warzones.
- 3 As the campaign progresses, more of the sub-sector's planets become available to fight over.
- 4 The campaign system includes rules for special objectives and grand warlord traits.
- 5 Glorious photos recount the action from the Studio's own Crusade of Fire campaign.
- 6 Each of the hobbyists' armies is featured...
- 7 ...showcasing some fantastic miniatures.

CAMPAIGN MAP PHASE ONE



LEGEND
 Objective: Blue
 Objective: Red
 Objective: Yellow
 Objective: Green
 Objective: Purple
 Objective: Orange
 Objective: Grey

STRATEGIC OBJECTIVES
 Objective 1: [Description]
 Objective 2: [Description]
 Objective 3: [Description]
 Objective 4: [Description]
 Objective 5: [Description]
 Objective 6: [Description]
 Objective 7: [Description]
 Objective 8: [Description]
 Objective 9: [Description]
 Objective 10: [Description]

GRAND WARLORD TRAITS
 Trait 1: [Description]
 Trait 2: [Description]
 Trait 3: [Description]
 Trait 4: [Description]
 Trait 5: [Description]
 Trait 6: [Description]
 Trait 7: [Description]
 Trait 8: [Description]
 Trait 9: [Description]
 Trait 10: [Description]



THE HOUNDS OF HURON

MOITY HURON
 My main aim in Warhammer 40,000 has been to create a campaign that is both fun and challenging. I want to see my players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

TALES OF TRACHERY
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

BROTHER FIGHTING BROTHER
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

COMBAT AND DEFILE
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.



THE SHIELD OF DORN

KEYIN CHIN
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

THE SHIELD OF DORN
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

NEVER KNOWNLY OUTNUMBERED
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.



COUNTDOWN TO DESTRUCTION

NO LITTLE WAR
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

THE HELLHOUND METHOD
 I've chosen to tell the story of the Red Guard's betrayal in the form of a campaign. I want to see the players' armies grow and evolve over the course of the campaign. I want to see them face new challenges and overcome them. I want to see them become the Hounds of Huron.

Also released this month are new fortifications for your Warhammer 40,000 battlefield. Initially part of the massive Imperial Defence Network set, these kits are now available separately so that you can increase the size of – or start – your own mighty bulwark.

WARHAMMER 40,000

IMPERIAL BUNKER

The **Imperial Bunker** kit has a spectacular level of detail to it. Brazenly emblazoned upon the front is the winged skull symbol of the Imperial Guard. Every facing has small details, such as a ventilation port, access panels and skull adorned alcoves. The roof is plated with heavily armoured tread plates and the bottom of the bunker has piles of dead Cadian Shocktroopers

heaped against it. The roof comfortably fits a squad of ten man-sized models upon it and the two sections are each large enough for a Dreadnought or Heavy Weapons Team. The Imperial Bunker is designed to fit seamlessly alongside the Defence Emplacement and Defence line, meaning that you can easily incorporate it into a larger fortified position. **AT**



WARHAMMER 40,000

IMPERIAL DEFENCE EMPLACEMENT

A perfect firebase for squads of infantry that need to hold a position under fire, the Imperial Defence Emplacements set contains three firing positions and two end-caps. Each firing position can hold several men or a Heavy Weapon Team, and they can be combined with the sections from the Defence Line should you wish to extend your Wall of Martyrs to more even more epic proportions. **AT**



WARHAMMER 40,000

IMPERIAL DEFENCE LINE

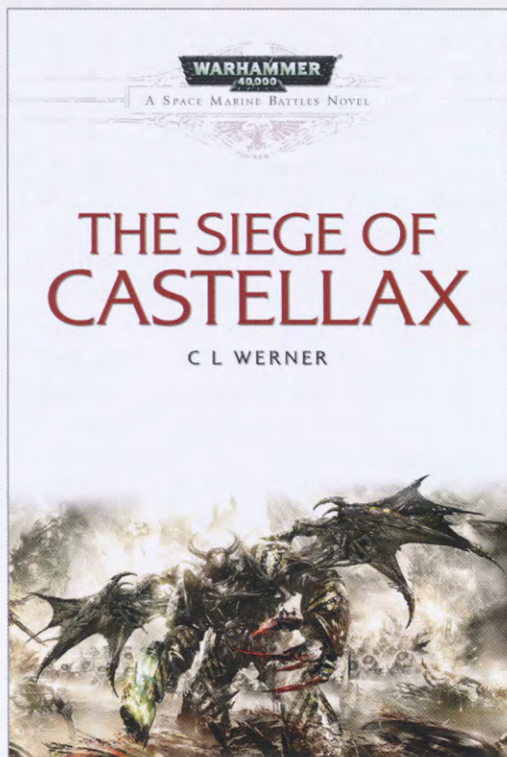
The Imperial Defence Line contains two breastwork fortifications and four end-caps, so that you can use them as a pair or separately. The mantlets have detailed armour plates with built in fire points and detailed fascias. The trench walls are the perfect height for man-sized models to take cover behind, offering a serious amount of cover for your troops. **AT**



BLACK LIBRARY

THE SIEGE OF CASTELLAX

By CL Werner, paperback, 416 pages



The masters of siege warfare, the Iron Warriors, find themselves under siege on the corrupt forge planet of Castellax.

The Siege of Castellax is CL Werner's first foray into the Warhammer 40,000 universe, and he's taken to the grim darkness of the far future with aplomb.

His greatest achievement is to utterly immerse the reader in a world of misery and suffering. Werner paints a hugely evocative picture of the former Imperial planet Castellax, and of the slaves that suffer there on a daily basis; here is a world you would never want to end up on. Large sections at the start of the book are told from the perspective of the slaves of Castellax, allowing Werner to describe

both the Iron Warriors and the Orks from a neutral perspective. The slaves, as you can imagine, live in fear of their Iron Warrior masters, yet that is nothing compared to their terror when they first encounter the Orks, and the virtual collapse of their sanity when they see the Iron Warriors take them on in brutal combat. Werner brings an impressive amount of shock and awe to the battlefield, and it's very entertaining reading it from the perspective of a regular human caught between two ferocious adversaries.

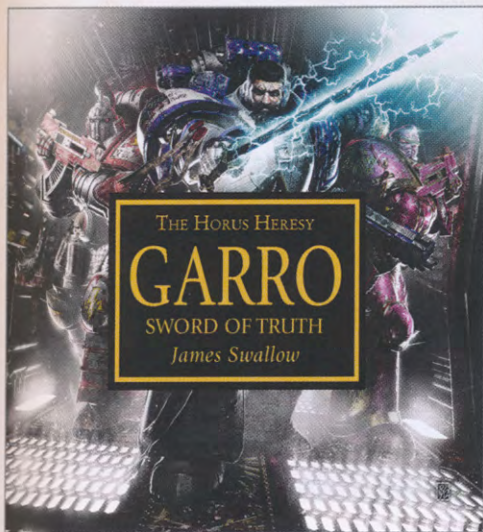
One of my favourite aspects of the novel was experiencing the frustration and hatred that the Iron Warriors have for the Orks. Every plan is laid out meticulously by the Iron Warriors – they are cold and calculating and willing to make sacrifices to get what they want. Yet the Orks, with their barbaric cunning, confound their plans time and again, possibly through luck, more likely through a lack of appreciation for the tactical situation at hand. There's great satisfaction in reading how the Iron Warriors become more and more enraged by the Orks throughout the book – Werner has captured their transition from cold-hearted slavers to bitter, merciless warriors perfectly.

The novel certainly provokes a riot of emotional responses when you're reading it. I felt genuinely sorry for the main character – Captain Rhodaan – at points in this book, despite the fact that he's a sadistic monster at the best of times. It's an admirable literary feat. I also felt elation at the continued survival of the human slave Yuxiang and the Janissary Taofang, even though they fight for the forces of Chaos. And the Orks? Well, they're the real bad guys in this book, but I couldn't help smiling every time they killed another Iron Warrior 'hero'. **DH**

Read an interview with CL Werner on page 143.

GARRO: SWORD OF TRUTH

By James Swallow, audio drama



Acting under orders from Malcador the Sigillite, Garro must cut through the treachery and lies surrounding a refugee fleet.

Garro: Sword of Truth is an audio drama that continues the story of Nathaniel Garro as part of the Horus Heresy series. It's fair to say that James Swallow has been a large part of the Horus Heresy series in general, his contribution starting with Garro's first adventure in the fourth Heresy novel, *Flight of the Eisenstein*.

Sword of Truth continues the travails of Garro, who has by now earned the trust of Malcador the Sigillite and at his command has begun gathering a band of Space Marines from across the legions. These are Malcador's knights errant, and it is clear that the Regent of Terra has a great purpose in store for them. Along with the dispossessed psyker Tylos Rubio, Garro joins a task force whose mission is to determine the loyalty of a fleet of refugees fleeing the Isstvan massacre and heading for Terra. Therein lies the heart of Garro's

turmoil, for the leader of the task force is none other than a member of the Adeptus Custodes, Khorarinn, and he trusts no one. Among the refugee fleet are a smattering of Space Marines, many of whom come from the Legions declared for Horus and they stand branded with the taint of guilt by association. However, in them Garro sees a certain familiarity – after all, he too fled the treachery of Isstvan to bring warning to the Emperor. Along with his ally Rubio, Garro must quickly find a way to discern friend from foe and hated traitor from loyal brother. Unless Garro can be fast, the vengeful Khorarinn may well pass cruel judgement on the entire flotilla.

Garro: Sword of Truth does a fine job of turning Garro's personal narrative on its head. As a survivor of the betrayal at Isstvan III, Garro knows what it is to be in a position such as the refugees in this story. Now he stands in judgement over those fleeing Horus, and the tale conveys his confusion and self-doubt in a believable way. Garro is not a man given to hesitation or weakness, and Swallow's audio drama captures the strength of this character trapped in difficult circumstances.

The quality of the performance is very enjoyable indeed. I listened to it while speed-painting a wealth of Plaguebearers, and was delighted by how good the voice acting was. It was easy to tell the voices of the key characters apart, which is important when the dialogue is rattling along. I especially enjoyed Varren (a World Eater), who has now been forever defined, in my mind at least, what the sons of Angron sound like. As a measure of balance in my fairly effusive praise, I will say that I would never, ever imagine any White Scar to sound as Hakeem does. That's a small point, however, and all things considered, it's a fun way to enhance my painting experience with an enjoyable story. **AT**

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

FURTHER LISTENING

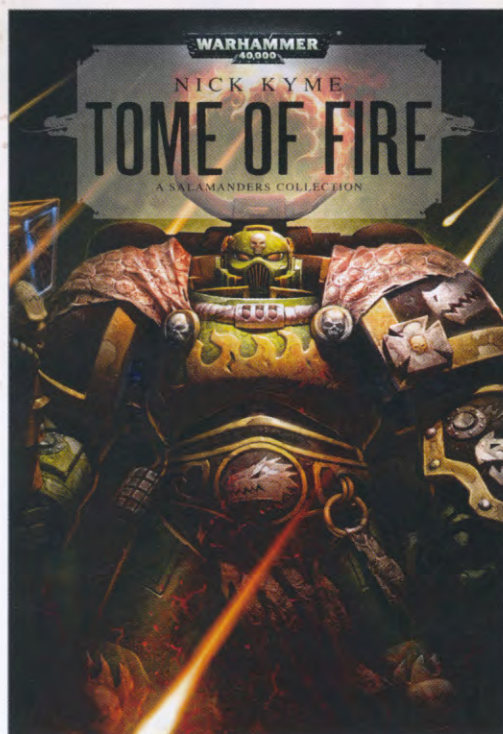
There is a world of great audio books out there to be enjoyed, and Black Library are constantly expanding the collection with new titles.

If you've enjoyed *Garro: Sword of Truth*, a good place to look for more would be *Garro: Legion of One* and *Garro: Oath of Moment*.

If you want something a little longer, why not look to the opening trilogy, *Horus Rising*, *False Gods* and *Galaxy in Flames*. Talk about listen while you paint... you'll probably have a whole army completed by the time you finish that little lot.

TOME OF FIRE

By Nick Kyme, paperback, 413 pages



FURTHER READING

If you've not read the Tome of Fire trilogy – comprising the novels Salamander, Firedrake and Nocturne – then I really can't recommend them highly enough, telling the tale of the Salamander Chapter as it pursues an ancient prophecy left by its Primarch. The best place to start, however, is actually in the new anthology, reviewed right, as the short story 'Fires of War' immediately precedes the events in Salamander (and I really do mean immediately).

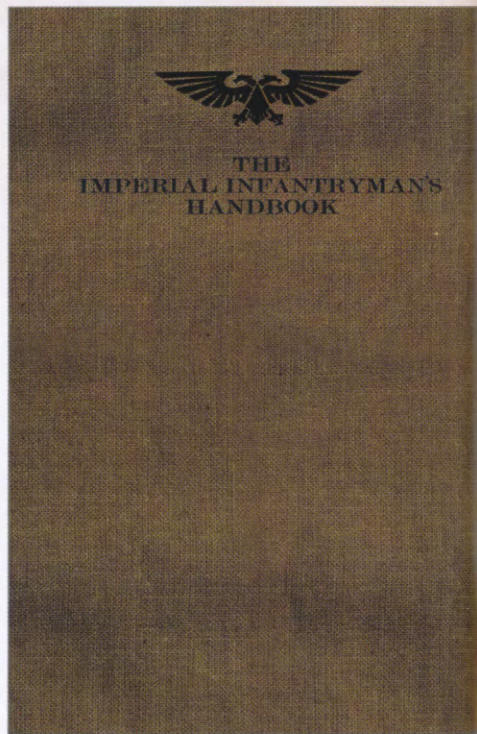
The Salamanders are guided to war by the prophecy of their lost Primarch, tested in the fires of battle in this anthology.

Whereas most short story collections contain standalone pieces ranged around a common theme, *Tome of Fire* serves more as a companion piece to Nick Kyme's Salamanders trilogy of the same name. The stories neatly book-end his series – so there are some spoilers here – featuring familiar characters both before and after the events of the trilogy.

Many of the stories first appeared in other compilations, including several rarities that I'd not yet read. The book also contains a couple of brand-new stories. And it's one of these, 'Firebrand', that is actually my favourite. Following a group of aspirants on their already-gruelling initiation, the story tells of the adventure that ensues when they're left to the mercy of the planet Nocturne's deadly environment. And for those of you who've read the trilogy, the ending of this story throws a whole new light on the series. **AK**

IMPERIAL INFANTRYMAN'S HANDBOOK

By Graham McNeill and Matt Ralphs, hardback, 192 pages

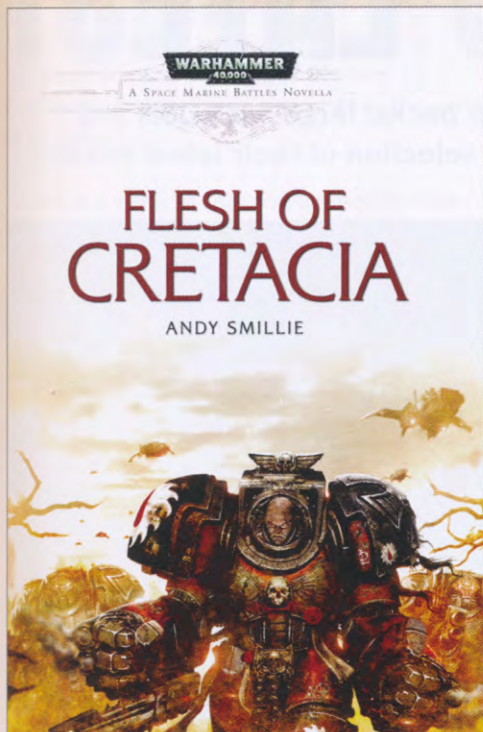


The Imperial Infantryman's Handbook is the essential manual for all budding Imperial Guard Commanders.

Ever wondered the correct procedure for bayoneting an oncoming foe? Want to find out what punishment an Imperial Guardsman should receive if he disobeys a superior officer? Need to know how to recognise xenos sympathisers? Curious how many pairs of socks a Guardsman is issued? All this information and more can be found in *The Imperial Infantryman's Handbook* – a thoroughly biased Imperial view of the galaxy, its inhabitants and how its troops should conduct themselves in the theatre of war. It is, in every sense, a completely ludicrous and immensely entertaining overview of the doctrines and dogma of the Imperial Guard, but it's also worryingly realistic and incredibly detailed throughout. You can imagine every Guardsman being issued one of these canvas-bound, Munitorum-sanctioned books and being warned (on pain of death) never to lose or destroy it. It really is a wonderful collectable piece. **DH**

FLESH OF CRETACIA

By Andy Smillie, hardback, 128 pages



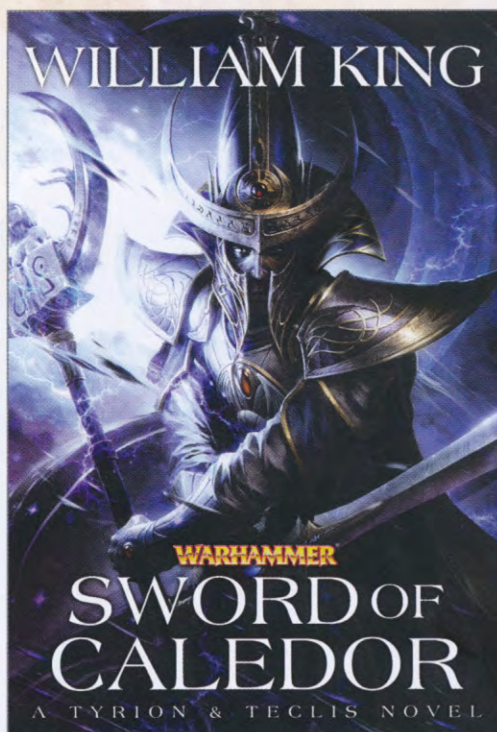
In which the tragedy of the Flesh Tearers is laid bare in a welter of blood, gore and the wholesale slaughter of giant monsters.

Building on the short, sharp shock of his brutal story 'Torturer's Thirst' from the recent *Treacheries of the Space Marines* anthology, Andy Smillie returns to the Flesh Tearers for a gore-soaked look at a pivotal moment in the history of the Chapter; the subjugation and settlement of their home world Cretacia.

Taken at face value this is a pacey tale of Space Marines battling the denizens of a death world, but beneath the surface deeper meanings swell and churn. The monstrous inhabitants of Cretacia are not the greatest threat to the Flesh Tearers; rather, it is their own terrible nature and the curse that lurks within them that, even at this long-ago juncture, proves to be their undoing. A 41st Millennium framing device serves to reinforce this notion, and inbetween the adrenaline rush of the action scenes, Smillie's canny writing never loses sight of inevitable tragedy. **JB**

SWORD OF CALEDOR

By William King, hardback, 320 pages



Malekith and Morathi prepare to invade and the daemon N'Kari is free. Ulthuan needs heroes like never before.

Following on from *The Blood of Aenarion*, *Sword of Caledor* builds upon the tale of Tyrion and Teclis. In this novel we learn how Tyrion comes to possess Sunfang, the heirloom weapon of his ancestor, but while the sword gives the novel its title, the story really revolves around Tyrion striving to attain his destiny as the champion of the Everqueen.

This novel is excellent, and the reason for this is simple: King knows the saga of Tyrion and Teclis story like nobody else – he wrote the original tales of the Elven twins in Warhammer Armies: High Elves, and in *Sword of Caledor* he weaves characters and events into those 20 year old tales, making them fresher and more exciting than ever. I shan't spoil the story for you, but the closing scenes are superb, seeing Tyrion fully step into his role as the Defender of Ulthuan. It's exciting, epic stuff, and I can't get enough of it. **AT**

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

ALSO AVAILABLE BLOOD OF AENARION

By William King, paperback, 416 pages



Blood of Aenarion is the opening volume in the Tyrion and Teclis novels. It's a story that gives you a glimpse of the culture of Ulthuan and the High Elves as well as a rich insight into the younger life of the two most famous High Elf heroes. The whole book is enjoyable, but the first 70 or so pages of the book are simply amazing. If you want to read the ultimate depiction of combat between Aenarion and Indragnir and four Greater Daemons of Chaos, look no further.

FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.



FELLBLADE

The **Fellblade** is the super-heavy tank of the Space Marine Legions. First glimpsed in *Visions of Heresy*, Forge World sculptor Stuart Williamson has done a tremendous job in bringing this vast tank to life.

Mounted in the distinctive dome-shaped turret are two Baneblade cannons, which are more than powerful enough to dominate a battlefield. If that wasn't enough firepower for you, there are also

four lascannons on each sponson mount, a hull-mounted demolisher cannon and a twin-linked heavy bolter above the driver's compartment. It also has plenty of other little details, from the ammo hopper on the turret to the fuel drums and vast exhaust stacks. Stuart also designed the hull of the tank to accept any of the Space Marine Rhino doors so you can, should you wish, customise the Fellblade for any Space Marine Chapter or Legion. **DH**

At over nine inches long, and with a five-inch main gun in the turret, the Fellblade is a formidable tank to face.

TYPHON HEAVY SIEGE TANK

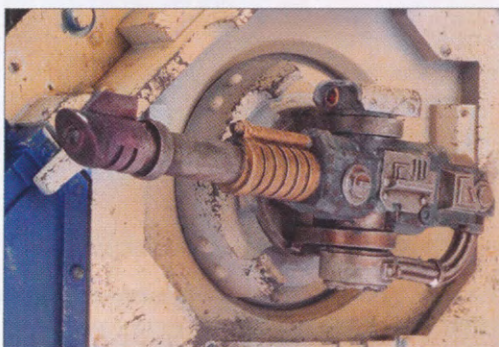
Named for a great beast of ancient Terran myth, the Typhon Heavy Siege Tank is designed to give the Space Marine Legions some serious firepower in the area of siegecraft.

As befits a vehicle that must weather the firestorms associated with siege warfare, the Typhon is a heavily armoured vehicle, based on a similar chassis to the Spartan Assault Tank. The main gun on the Typhon is the dreadhammer siege cannon, a wide-bored thug of a gun that juts out from the prow of the tank in a menacing fashion. The dreadhammer is mounted behind an impressive armoured shield, lending the tank a very durable appearance. Collectors wishing to customise their own Typhon can add Forge World Space Marine Legion or Chapter side doors to the vehicle, declaring their allegiance. **AT**



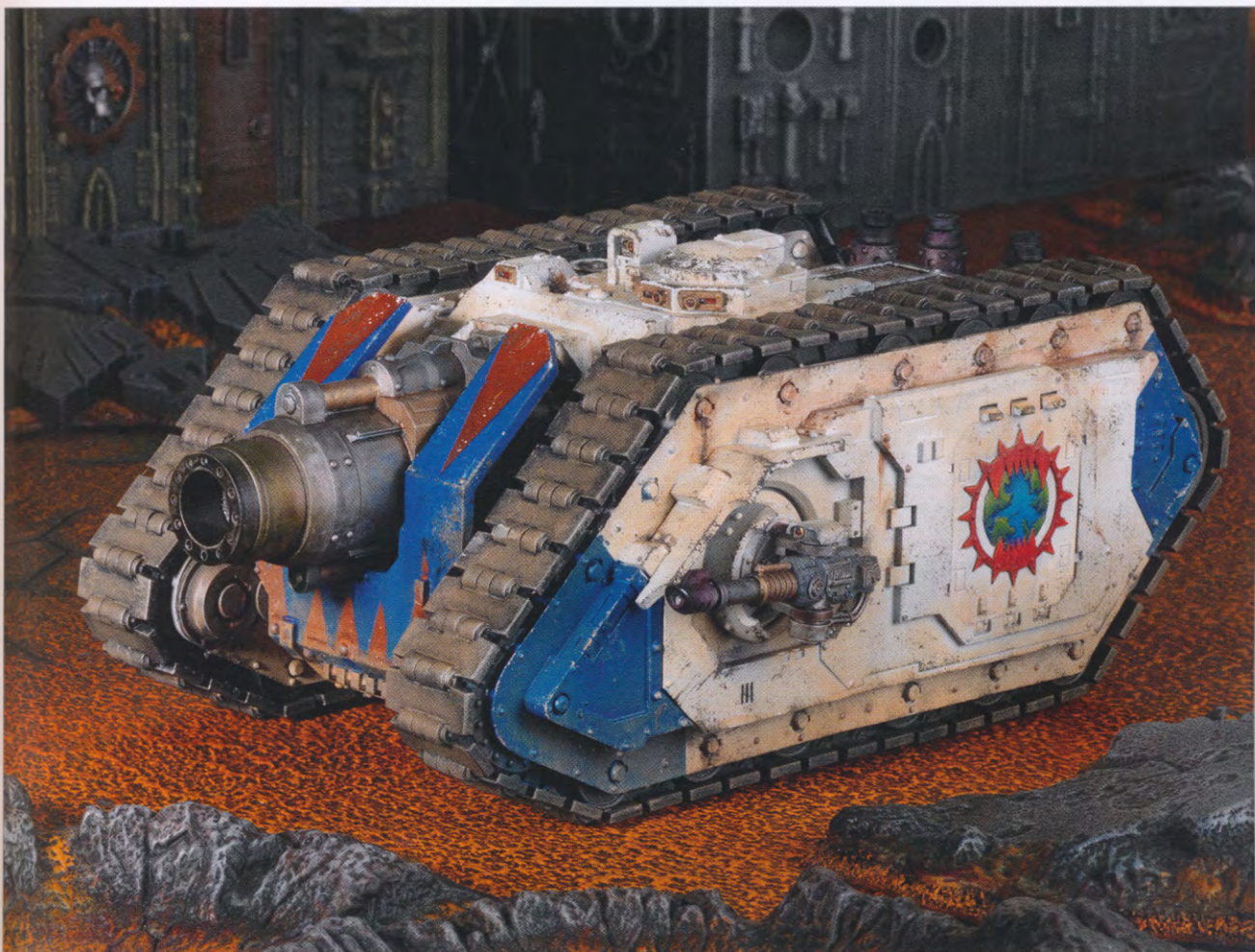
1 The dreadhammer siege gun is a massive weapon akin to a howitzer. The outer barrel of the dreadhammer is highly detailed, complete with rivets, banding and pneumatic stabilisers.

2 If the dreadhammer wasn't enough, the Typhon can also sport a pair of sponson-mounted lascannons.



2

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



DIGITAL PRODUCTS

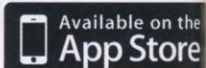
Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Each month we add something great – here's a look at some of the latest products to be released.

BITE-SIZED CONTENT

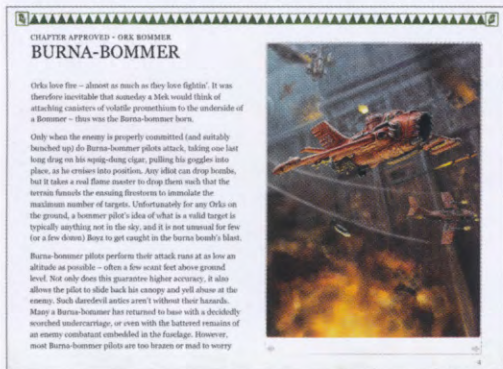
There's a great range of Digital Products available on the iBookstore featuring a huge selection of hobby content, from hobby and gaming content to new rules and painting guides, with more added every month. There are some great How to Paint Citadel Miniatures guides, covering everything from painting Ultramarines to Daemons of Chaos. There's also new scenarios, battle missions and rules for scenery, as well as tactical advice. Go to the iBookstore to check out the range.



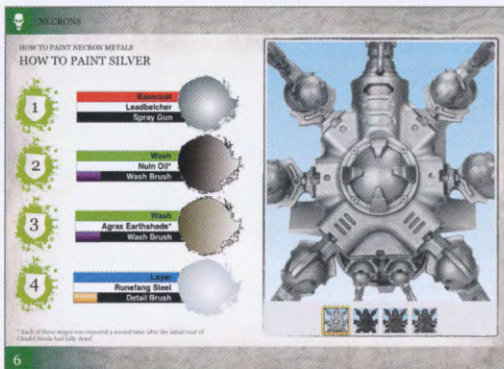
There are new missions – like this one pictured from *Altar of War: Space Marines* – inspired by the battlefield tactics of different armies, offering new and exciting ways to play games of Warhammer 40,000.



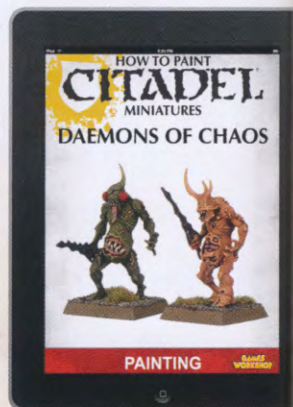
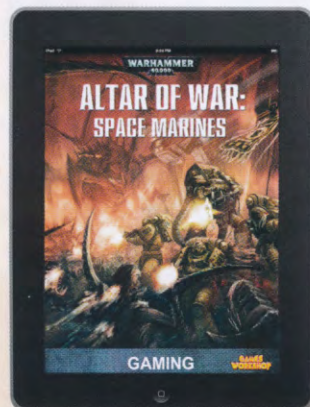
Digital products, including *White Dwarf*, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.



There are a variety of gaming and rules products available, from new units and terrain rules to tactical guides and scenarios. Chapter Approved: Ork Bommer, for example, contains all the official rules for using the eponymous unit in Warhammer 40,000.



Each How to Paint Citadel Miniatures article focuses on a different army – in this case, the Necrons of the Nihilakh Dynasty – showing you all the techniques you need to paint your own models in the colour scheme shown.



LICENSED GAMES

Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

TALISMAN: PROLOGUE

Talisman: Prologue is an exciting game from Nomad Games out now on the PC and – in a few months – on iPad and other mobile devices. We caught up with designer Carl Jackson to find out more.

Andrew Kenrick: So what is Talisman: Prologue?

Carl Jackson: Talisman: Prologue is a digital game based on the Talisman board game in which you race to complete a variety of quests. Everyone loves the social experience of Talisman, but what if you can't get your friends together or don't have time? What we've come to realise is that Talisman is a great multiplayer experience, but it actually lends itself very well to a single player game also.

AK: How long does a game take to play?

CJ: The game is built around a huge variety of quests and these can take anywhere between 5 and 20 minutes, depending on how skilful or lucky you are. Completing all of the quests fully and achieving the best scores will take around 6-7 hours.

AK: Were you fans of Talisman before you started work on the game?

CJ: I first played Talisman back in 1990 and was amazed that such a game existed. I played it to death and have very fond memories of it. Here at Nomad Games, we've spend many hours playing Talisman and have become quite the experts.



AK: The name suggests there might be something else to follow.

CJ: Indeed there is. We know that there will be great demand for a multiplayer version of Talisman, and so that will follow Prologue at a later date. We're using all of the same rules, cards, board spaces and spells that Talisman players are used to, so experienced players will feel comfortable with it very quickly and anyone new to Talisman will find Prologue to be a great tool for learning how to play the game. **AK**

- 1 Talisman: Prologue in all its glory, showing the board that fans of the game will instantly recognise. This is a quest where the player must kill all the monsters roaming the land.
- 2 Here the Warrior character has made his way into the Middle Region and must give up gold or lose a life to pass and move towards the Portal of Power.

Go to www.talisman-game.com to find out more.

FULL RELEASE LISTINGS

The products on these pages are available to advance order now, and will be released on Saturday 1st December 2012. For more details visit www.games-workshop.com.



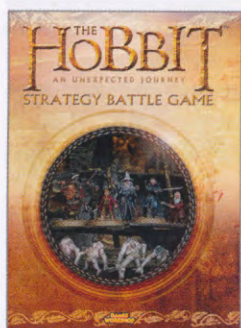
CRUSADE OF FIRE

By Andrew Kenrick

96-page hardback book

Product code: 60040199028

£25, €33, 250dkr, 300skr, 280nkr,
125zł, USA \$41, Can \$49, 250rmb,
¥5500



THE HOBBIT: AN UNEXPECTED JOURNEY[™] RULEBOOK

By Adam Troke

288-page hardback book

Product code: 60041499034

£50, €65, 500dkr, 600skr, 550nkr,
250zł, USA \$85, Can \$100,
500rmb, ¥11,500



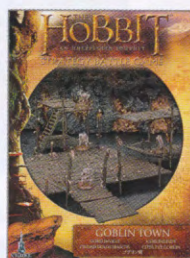
WHITE COUNCIL

Sculpted by Israel Laborda and Edgar Ramos.

4 models

Product code: 99811499011

£45, €60, 450dkr, 550skr, 500nkr, 225zł, USA \$75,
Can \$90, 450rmb, ¥10,000



GOBLIN TOWN

Sculpted by Nic Ho, Aly Morrison and Michael Perry.

Upgrade kit

Product code: 99121462007

£35, €45, 350dkr, 425skr, 400nkr, 175zł, USA \$60,
Can \$70, 350rmb, ¥8000



THE HOBBIT: AN UNEXPECTED JOURNEY[™] PAINT SET

5 models, 8 paints, starter brush and painting guide

Product code: 99171499012

£25, €35, 250dkr, 300skr, 280nkr, 125zł, USA \$40,
Can \$50, 250rmb, ¥5500



NARZUG

Sculpted by Edgar Ramos

1 model

Product code: 99801462030

£12, €15, 120dkr, 140skr, 130nkr,
60zł, USA \$20, Can \$25, 120rmb,
¥2500



THE TROLLS

Sculpted by Alan Perry and Michael Perry

3 models

Product code: 99121466007

£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA \$85,
Can \$100, 500rmb, ¥11,500



GOBLIN CAPTAIN

Sculpted by Michael Perry

1 model

Product code: 99801462031

£10, €13, 100dkr, 120skr, 110nkr,
50zł, USA \$15, Can \$20, 100rmb,
¥2500



GOBLIN WARRIORS

Sculpted by Steve Buddle, Aly Morrison, Alan Perry,
Michael Perry

18 models

Product code: 99121462010

£20, €30, 200dkr, 250skr, 220nkr, 100zł, USA \$35,
Can \$40, 200rmb, ¥4500



FIMBUL THE HUNTER

Sculpted by Aragorn Marks and
Edgar Ramos

2 models

Product code: 99801462029

£25, €35, 250dkr, 300skr, 280nkr,
125zł, USA \$40, Can \$50, 250rmb,
¥5500



HUNTER ORCS ON FELL WARGS

Sculpted by Aragorn Marks, Aly Morrison and
Michael Perry

6 models

Product code: 99121462009

£25, €35, 250dkr, 300skr, 280nkr, 125zł, USA \$40,
Can \$50, 250rmb, ¥5500



BOLG

Sculpted by Edgar Ramos

1 model

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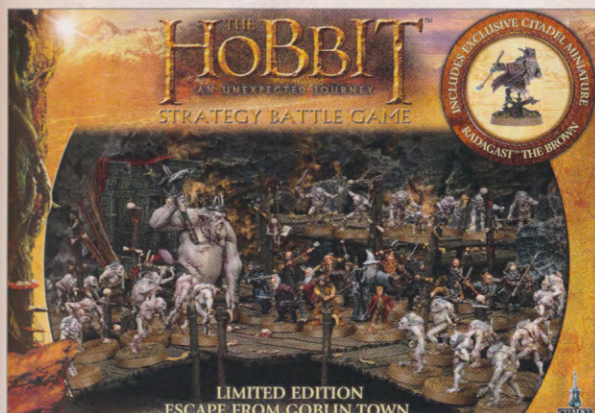
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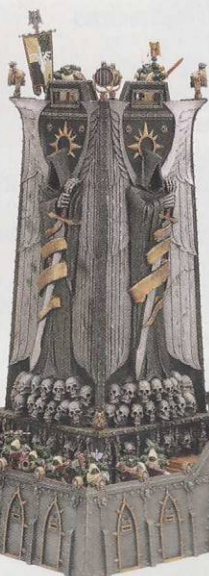
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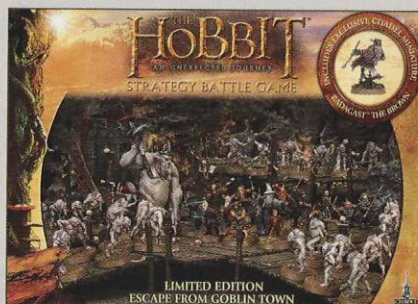
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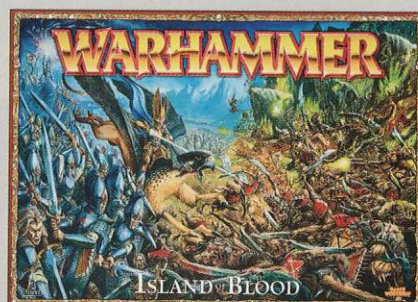
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In **Army of the Month** we showcase glorious armies of lovingly painted Citadel miniatures from the collections of Games Workshop staff and from you, our readers. This month we look at the impressive collection of Keith Robertson, a long-time member of the Design Studio's 'Eavy Metal team and now a sculptor for Forge World. Keith has been working on his Ogre Kingdoms army for several years now and it has become a large and impressive force in that time. We went down to Forge World, pulled up a chair and had a good chat with him about his army.



Keith Robertson is no stranger to painting beautiful models. As well as painting models that have featured in books and *White Dwarf*, he has also won several Golden Demon awards over the years.



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1 The Stonehorn is the latest addition to Keith's army. He has painted it a colour scheme that matches the other models in his force, with armour plates that show the same rust colour found on his other Ogres.

2 One of Keith's units of Ogres. The green bases and base rims used throughout the army were a deliberate choice partly as a nod to the 'school' bases of Keith's childhood, and partly to contrast with the war flesh and rust colours featured throughout the rest of the army.



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- 3 Keith's Battle Standard Bearer is heavily converted, with arms taken from a Minotaur, spare gibbet cages, a Dragon skull from his Warhammer Giants and a kit-bashed gut plate.
- 4 The banner top is taken from the Ogres kit, along with some spare smoke left over from Keith's Screaming Bell kit.
- 5 The skull worn by the Battle Standard Bearer is from the end of a Giant's club.
- 6 A sneaky Gnoblar skulks behind the Battle Standard Bearer's legs.
- 7 The Ogre Butcher is a throwback to some of the games Keith has played – his Butcher became quite attached to an old magic item called the Bangstick.

Keith: I originally started collecting an Ogre Kingdoms army when they were first released for Warhammer. There was a lot of excitement about them in the Studio, and I eagerly added the models to my collection. These early elements of my army were all painted in the traditional greyish skin colour much like the Studio's army at the time, and I called them the Feastmasters Tribe. They were shown in White Dwarf as a force of Ogres that brought back a band of Halfling chefs to the Mountains of Mourn, so I've included some Halflings in my collection too.

Back then I only had a few regiments, but I still played some games with them. The army was mostly a labour of love; one that I revisited several years later when the Studio held one of its now famous Battalion Challenges. That was the perfect excuse to go back to my Ogre Kingdoms collection. This time, however, I wanted to paint my models with a pinky, fleshy colour, so when I was done with the Battalion, I went back and repainted the models in my original force. Some people



7

- 1 Keith sculpted the manacles onto the Giant's wrists and ankles, and added fine jewellery chain.
- 2 Note the massive gut plate, made from an Ogre banner top.
- 3 The distinctive rust effect unites all the disparate units in Keith's army – you can see how to paint this in Paint Splatter on page 105.
- 4 This Giant is converted to look like it has been enslaved, complete with manacles and chains.

balk at repainting Citadel miniatures, but for me it comes quite naturally – it gives a model that you've become quite fond of a whole new lease of life.

In the years since then I have continued to add models at a steady pace; I don't just have this army, and I do a lot of one-off projects, so progress has been fairly slow, but even so you can see that the army has been added to. I find collecting an army in this way very enjoyable. It's a labour of love, not a rush or a panic. Nowadays, I think of my tribe as coming from the eastern mountains, nearer to where the Chaos Dwarfs are – this explains my

enormous regiment of Gnoblar's led by a trio of Chaos Dwarf slavers and the small unit of Chaos Dwarf Infernal Guard. I like the thought of the Chaos Dwarfs and Ogre trading together – it gives rise to some interesting possibilities such as the Siege Giant (which is a model I actually sculpted as a part of my force).

Something you will notice through my army is that there are lots of conversions in it. I tend not to change anything on a Citadel miniature (preferring to paint it just as it comes) unless I have a really firm idea of what I want to do with it.

My Warhammer Giant is an example of



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- 5 Skrag the Slaughterer has been in Keith's army for quite some time. He's covered in gore with his blood-filled cauldron in tow behind him – a splash of colour thrown into the heart of his army.
- 6 The Firebelly is one of the newer models in Keith's collection.
- 7 Keith has painted a fantastic fire effect on the cloud of fiery breath billowing from his mouth.
- 8 The amulets around the Ogre's neck have been painted as jade.
- 9 Keith has carefully applied a source lighting effect on the Firebelly, as though the fire was illuminating the Ogre's shoulder.



that. Originally Ogre Kingdoms army lists had an entry for Slave Giants, so I added elements to my Giant to make him look like a slave, such as the manacles (made from Green Stuff) and chains (from jewellery chain). That's the nature of the conversions that I tend to do on my models – I add bits or swap them with other kits. I'm not even too bothered if the alterations I make are part of the army list or not, as I'm definitely a collector and painter first and foremost.

Speaking of collecting, I have the long term goal of adding at least one of every available unit into the army – it's a completeness thing for me. Presently there are still a few units missing from my collection including a Thundertusk, Mournfang Cavalry and Maneaters. My painting table also has plenty of models in progress on it. I've got another regiment of Leadbelchers and four more Rhinox Riders that are part built and painted, but it's all a matter of finding the time to finish them. After all, my Tyranid army won't paint itself, will it? **AT**



JERVIS JOHNSON

Games designer and rules sage

Jervis Johnson talks about how important it is to not just play within the rules of a game, but also in the spirit of the game.

It won't have escaped your notice that we recently released a new Warhammer 40,000 rulebook. Don't worry, I'm not going to preach about the new rules – I'm sure that, by now, the ins and outs of the changes will have been discussed to death. Instead I thought that this month I'd take a look at something that's not to do with the *rules* of how you play Warhammer 40,000, but rather the *spirit* in which the game is played.

We try to get across the 'spirit of the game' in a number of ways in our rulebooks. In the new Warhammer 40,000 rulebook the most obvious of these are the sections describing The Most Important Rule and Forging a Narrative. In addition to these things, there are other, subtler, ways we try to make the point, including the 'tone' in which the rules are written, and the way we use photographs and text to show the way the game is played. In my experience very few rulebooks for other games go to such lengths to get across the spirit in which their games should be played. Indeed, our own rulebooks didn't either, in the early days. So what exactly is this 'spirit of the game', and why do we think it's so important to let players know about it?

As I've said before, all games (not just ours) require a sort of 'social contract' between the players in order to make them work, often referred to as the spirit of a game, or a game's 'unwritten rules'. Even a game with very strict rules and limited numbers of variables – such as chess, for example – has unwritten rules that govern how the players should act toward each other, and has things that are acceptable to do during a game, and those that are not. Flipping over the board and stomping off when you lose may not be against the written rules of chess, but almost certainly goes against the game's unwritten rules, and most people would agree that anybody that acts in this way doesn't understand the spirit of the game.

Unfortunately, the spirit of a game is a difficult thing to put into words, mainly because it has to do with the attitude towards the game and your opponent, rather than hard-and-fast rules about the

way the game is played. This lack of a clear-cut definition means that some people think that playing a game in the right spirit is something that's not worth bothering about. My own experience is that, however nebulous the term may be, we all follow the principles of playing a game in the right spirit to a certain level, as otherwise no games would ever work. Some people are just better at understanding this side of gaming than others, and therefore gain a reputation as being a sporting opponent.

"All games require a sort of 'social contract' between the players in order to work."

In any case, if playing in the right spirit is important for chess, it's even more so with our games. Tabletop wargames require the use of very flexible rules and rather loose definitions in order to give as flexible a game system as possible. There is no grid like there is in chess, so you have to measure moves with a tape measure, and players' collections of models and terrain are hugely varied, requiring a flexible and easy-going approach to the way that the rules are interpreted and applied. All of this means that playing in the right spirit is vitally important, as otherwise the game might fall apart, or at least be a long and rather painful process.

All of which is well and good, but it still doesn't tell you *how* to play in the right spirit. The bad news is that I can't tell you *exactly* how to play in the right spirit, for the simple reason that it varies hugely from one group of players to another. For example, one group of players I know think it's extremely important for an army to be picked for its theme and 'back story', while another group I know like to use our army lists to pick as powerful an army as possible. Both groups thoroughly enjoy their games and partake in the hobby with equal enthusiasm and dedication. However, and here's the rub, if you took a player from one of these groups and put them up against a player from the other,

there would be friction, with each player saying that their opponent doesn't really understand what the hobby is really about. Fortunately, overcoming such a situation is a far from insurmountable – all that is required is a bit of time and understanding. If our two players are willing to give each other a chance, then they will quickly learn to adjust to each other's style of play, and (in time) will develop a new version of the spirit of the game for the games that they play.

And that, I think, is the key point of this month's column. Playing games in the right spirit is something that is important if you want to get the most out of the hobby, but it's hard to define, and it is different for different people. Keep this in mind when you play, and try to find out what a new opponent's version of the 'spirit of the game' is as early as possible. Ask them a few questions about how they like to play, what house rules they like to use, and how they pick an army. Watch how they play, and if they look slightly askance at something you do, ask them why, and explain to them why you do things that way. Trust me, talking about this with your opponent before the game will help avoid difficult situations and make your games more fun, even if your own spirit of the game is one of cutthroat competition; after all, gaining a reputation as a sporting player will help find you plenty of opponents to compete against!

And with that clarion call ringing in your ears, I will ride off on my high horse. As ever, if you have any comments you'd like to make about this month's column, or about the hobby in general, please don't hesitate to drop me a line, c/o the White Dwarf team. I can't reply to all of the mail I receive, but I read it all and value all of the feedback I get.

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

BATTLE REPORT

FLIGHT TO FREEDOM

To much excitement in the White Dwarf bunker, *The Hobbit: An Unexpected Journey* Strategy Battle Game is released this month. In this issue's battle report Dan and Adam journey into the Misty Mountains to try out the new models and rules.



Whenever a new edition of one of our games is released, there's a lot of excitement about what has changed, what's new and what that means for the rules that we know and love. *The Hobbit: An Unexpected Journey* Strategy Battle Game is the direct successor to the incredibly popular *The Lord of the Rings* Strategy Battle Game, and features the same great rules system, with new additions to make your games even more exciting and tactical than ever before. To show you what these new rules are like, in this month's battle

report we'll recreate Flight to Freedom, one of the scenarios from the new *The Hobbit: An Unexpected Journey* rules manual, and see how the game plays using all of the new rules. We'll be pointing out interesting new features and tactical titbits, highlighting some of the most exciting narrative elements of the game, and giving you a taste of what playing *The Hobbit: An Unexpected Journey* Strategy Battle Game feels like. So, set down your seed cakes, pick up your Elven blade and join us in Goblin Town.

In this month's battle report we see Thorin's Company take on the wrath of the Goblin King and his minions in a daring battle through Goblin Town.



LET'S GO DOWN TO GOBLIN TOWN



Adam is the author of *The Hobbit: An Unexpected Journey* rules manual and has also played in many Strategy Battle Game tournaments in the past, so he should know what he's doing for our game.

Putting a rules set that you personally wrote through its paces, in such a public manner as a White Dwarf battle report, is a thrilling prospect – a lot of time and attention and a great many playtest games have been poured into *The Hobbit: An Unexpected Journey* Strategy Battle Game, and it's exciting share it.

From the Evil side of the table, I'll be focusing on the following:

1. Mighty Monsters

All Monsters now have access to three Brutal Power attacks (Barge, Hurl and Rend), which give them a tactical flexibility that cannot be ignored. I'll be looking to use the Goblin King to showcase this newfound deadliness. If I can get my hands on Gandalf or Thorin it would be great to hurl one of Dan's main Heroes into the abyss. Rend is also potentially very useful against certain Dwarves – notably those with a very high Defence such as Thorin, Gloin or Dwalin.

2. Special Strikes

In the past all hand weapons or two-handed weapons were essentially the same, regardless of whether they were an axe, club or sword. Now, weapons are grouped into different types that each come with a special strike. A sword or

dagger enables a fighter to Feint, while a club or hammer allow you to Bash. The Goblins of Goblin Town have a multitude of different weapons that are perfect for trying this out on the tabletop and seeing what difference it makes to the game.

To win the scenario, I need to kill seven or more models, which is a fairly tall order, even with the Goblin King in my force. The Goblin King is definitely the key to victory in this scenario, because the Dwarves are all good fighters (and Thorin, Dwalin and Gloin could even give him a run for his money). The Goblin King is supported by Grinnah, a mid-level hero who is good in a fight and has 3 Might points to boot. The Scribe is another asset I have. He is very weak, but can bring even more reinforcements while he stays alive.

Speaking of Goblins, I get 36 of them to use. These I will cruelly sacrifice to slow Dan's Dwarves down, using the Goblin King to single out and kill the Dwarves as they try to flee. While the Goblins can kill Dwarves, especially with swords or daggers, their greatest chance at victory is by trapping Thorin's Company against the edge of the terrain and making them back away off the edge – it doesn't matter how tough or well armoured you are when a Goblin shoves you over a 50-foot drop!



The Scenario

Flight to Freedom is one of the narrative scenarios in *The Hobbit: An Unexpected Journey* rules manual. In this scenario Thorin's Company are in the clutches of the Goblin King and must battle their way to safety.

At the start of play, all of the Dwarves are unarmed – the Goblins have their weapons in a large pile. The Dwarves must rescue their wargear and escape from the marked board edge. If eight members of Thorin's Company escape the game is a draw. More than that is a victory, and less is a defeat...



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- 1 As a Monster, the Goblin King has access to the Brutal Power attacks, which should be crucial in getting rid of the Dwarven interlopers.
- 2 Among the Goblins there are a variety of interesting weapons, from daggers and swords to axes and flails. Adam will be looking to use each weapon's Special Strike to win fights and hopefully kill off some of the Dwarves (or a Wizard, for that matter).

THE FLIGHT OF THE DWARVES



Having fought for many years as a servant of the Dark Lord Sauron, Dan hung up his sinister robes for this battle report to take control of Thorin's Company.

Having played *The Lord of the Rings Strategy Battle Game* for many years, I was very keen to take *The Hobbit: An Unexpected Journey Strategy Game* for a spin on the battlefield. Upon reading the rules manual I was pleased to find lots of rules changes, two of which I really wanted to try out in this battle report.

1. Heroic Actions

There are four new Heroic Actions that characters have access to on top of the three existing ones. Heroic Channeling allows you to cast more powerful spells, which I reckon Gandalf will take full advantage of in this scenario. Heroic Accuracy can be useful in the shooting phase, allowing me to take out hidden Goblins at range, while Heroic Strike will give characters such as Thorin and Dwalin a little extra boost in combat. Heroic March will help to get me into (or away from) the action.

2. Character Synergy

Many of the characters in *The Hobbit: An Unexpected Journey Strategy Battle Game* have special rules that benefit other models. Oin, for example, has the Prognostication special rule, giving him the ability to influence the outcome of a nearby combat. Bombur can offer an encouraging word to nearby friends,

enabling them to regain used Will points. Balin can potentially steal Priority away from your opponent due to his many years of battlefield experience. While these may not be powerful hack-up-the-enemy-special rules, they will make a big difference in this scenario, enabling the characters to fight harder and longer if used correctly. In this scenario every model will need to pull his weight for the group to survive.

The Escape Plan

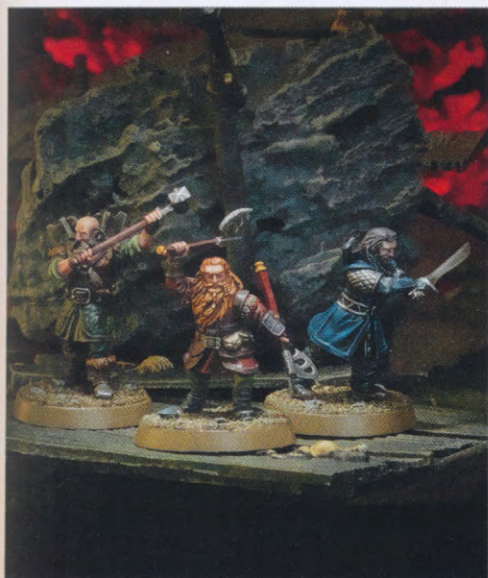
I knew that I would have to get Thorin's Company armed and moving if they were to have any chance of survival at all. With only 13 Dwarves on the table I would quickly get swamped by the Goblin horde if I dithered around or played too cautiously. The Dwarves may be powerful characters, but the never-ending tide of degenerate Goblins will eventually wear them down.

With that in mind, my plan is to get the Dwarves to their weapons as quickly as possible using a Heroic March. Once armed, I'll enact a daring escape across the rickety walkways with a couple of the sturdy fighters in the lead – I've got Fili and Kili in mind for this job. The better warriors – Thorin, Dwalin and Gloin – will act as a rearguard and try to hold off the Goblin King, who will no doubt be trying to pick off the weaker members of the group. I will, of course, be keeping the less-powerful characters safely in the middle and, hopefully, out of harm's way.

Gandalf, meanwhile, will be arriving from a random board edge, so there is no way of knowing which direction he will appear from. Wherever he turns up I know Gandalf will be needed to hold back the inevitable tide of Goblins as soon as possible, either with his Terrifying Aura (which I plan to cast as soon as he moves onto the board), or the rather less subtle Sorcerous Blast. This was going to be a tough battle and, as much as it will hurt me to do so, I get the feeling I might have to leave some of the Dwarves behind...

Each member of Thorin's Company has a special rule that defines their skills and personalities. These should come in very handy in the ensuing battle.





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- 1 Dwalin, Gloin and Thorin are the hard hitters of the Dwarf force. They will be used as the rearguard to protect the fleeing Dwarves from attack.
- 2 Bombur can restore Will Points to friendly models, so he will be running between Oin and Balin throughout the battle to keep them motivated.

SET-UP

The Flight to Freedom scenario has a specific layout. Here Adam explains the set-up.

Adam: The rules provide lots of opportunities for jumping and climbing, so we made sure models would be able to leap from platform to platform and scramble up ladders. Dan placed Thorin's Company in the centre of the board, with Thorin, Dwalin and Nori at the front (Nori and Dwalin suffer no penalty for being unarmed, so Dan was planning to have them fight their way to the weapon pile). The weaker fighters among the Dwarves were kept towards the back away from the greater danger of the Goblin King.

Once the Dwarves were deployed, I scattered my Goblins around the board, keeping Grinnah and the Scribe close to their master, the Goblin King.



- 1 The Goblin King's platform is located at the centre of the battlefield. The Dwarves and Goblin King start upon it, with the weapon pile nearby.
- 2 The Dwarves are being interrogated by the Goblin King. They start at the centre of the board.





1 Led by Nori, the Dwarves rush to recover their weapons, while the Goblin King reels in shock at their audacity.

2 Dan measures out his Heroic March, while Adam looks on, plotting tactics of his own.



2

EARLY MOVES

Thorin's Company rush to recover their weapons and commence their escape from Goblin Town.

Dan: My first mission was to get the Dwarves to their weapons as quickly as possible. Unarmed Dwarves are at a massive disadvantage, and will really struggle to get out of Goblin Town alive. Dwarves can normally move up to 5", which wasn't fast enough to cover the distance to the weapons pile without getting waylaid by Goblins. For this reason I called a Heroic March with Nori. The additional 3" move that I gained from it meant that by the end of the first turn many of my warriors were now armed and the rest were almost at the weapons. Adam sent a couple of Goblins to try and fight some of my models, but the Dwarves at the head of the exodus – Nori and Fili – dispatched them with ease.

Adam: Dan had absolutely done the right thing calling that Heroic March, which essentially negated his concerns about not having weapons. In the second turn, the Goblin King, horrified by the Dwarves in his midst, found himself assailed by Thorin Oakenshield. This was a situation I simply couldn't allow, because on his chair there was a good chance the Goblin King would lose the fight and become trapped. Thankfully, Grinnah has the ability to swap places with nearby Goblins – and by spending a couple of Might points, I was able to get the Goblin King out of danger by swapping him with Grinnah and then in the next phase swap Grinnah with the Goblin in combat with Balin. While Dan had the best of the fights, I had some revenge when Grinnah feinted and used the subsequent re-rolls to shank Balin, almost taking him out of the battle.

I was also fortunate to win the roll to see where Gandalf arrived and placed him far away from the action to scupper Dan's tactics. However, as Gandalf advanced, he used Heroic Channelling to ensure that his Terrifying Aura was at its most powerful. Because it's an ongoing spell, my Goblins will struggle to charge that pesky Wizard now throughout the entire game.

MIDGAME

In which Gandalf the Grey comes to the aid of the Dwarves, and the Goblin King has a victory...

Dan: Adam's decision to isolate Gandalf at the other end of the table was one of the problems I had dreaded. His spells would be incredibly useful in dealing with the Goblin King, but at this rate he wouldn't reach the Dwarves for several turns. I was also rather concerned about Balin, who had taken such a beating from Grinnah that he was close to being taken out of action, and his Longbeard special rule could be useful in winning me Priority in the following turns. Desperate to keep all the Dwarves alive, I huddled the weaker members of the group near the now-empty throne, while Thorin, backed up by Bifur, attempted to hold back the Goblin King.

Adam: Attempted is the right word – what actually happened was that Thorin and the Goblin King went toe to toe, but the towering cave dweller triumphed. This was the perfect chance to use the Brutal Power attack, Hurl, and with a roll of the dice Thorin was plucked from the platform and thrown into the murky depths below.

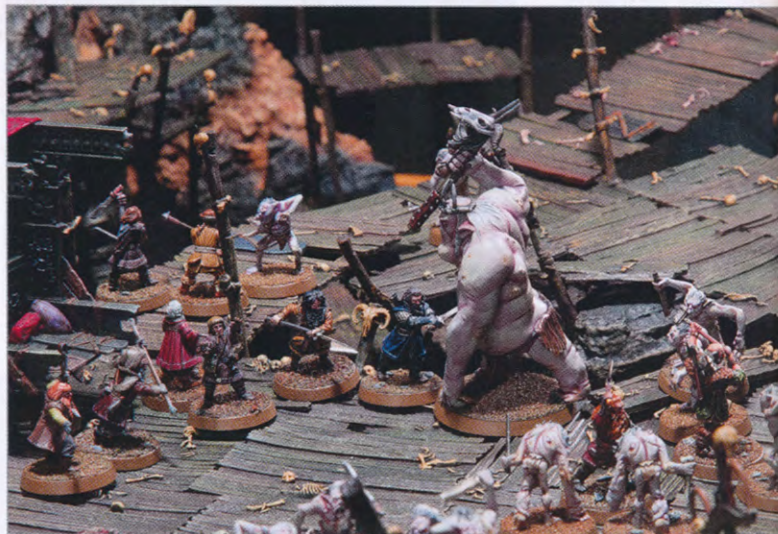
That was a major coup; Thorin was the biggest threat to the Goblin King (Orcrest can easily cut through his blubbery hide), and with him dead only Gandalf could stop him. Dan was doing everything he could to get Gandalf into the fray though, leaping across walkways and Compelling Goblins aside with his magical powers. My Goblins were unable to charge him because of Terrifying Aura (which will remain in play until Gandalf runs out of Will Points), but by placing them carefully I was at least slowing him down.

Dan: Now that I wasn't expecting. Adam planned to show how good Monsters were in the new rules and I think he did just that. However, the Goblin King was now out in the open and away from my main escape route, leaving Bofur and Fili to lead the charge off the platform and onto the walkways. Fili proved to be exceptionally accurate with his throwing axes, while Bofur smashed them aside with his



1 Gandalf battles his way to the Dwarves, using Sorcerous Blast and Terrifying Aura to keep the Goblins at bay.

2 The fighting on the Goblin King's platform becomes intense, as some of Thorin's Company are separated.



2

The Fall of Thorin



3

3-4 Thorin found himself in a duel against the Goblin King that went awry. Upon winning the Duel roll, the Goblin King elected to Hurl Thorin Oakenshield, propelling him off the platform to his doom.



4



5 Fili and Bofur are the first Dwarves to break away from the main group of Goblins, finding themselves perfectly positioned to lead their allies to safety.

6 While his brother led the escape, Kili found himself trapped against a precipice and sorely outnumbered. If he lost the fight, he would be pushed over the edge.



7 Adam made extensive use of the Feint special strike when using Goblins armed with knives and swords. This enabled him to re-roll his To Wound dice if he won the combat.

8 At the end of the third turn, Thorin was slain and the Dwarves were split up – but Dan still had a trick up his sleeve to let him escape.



double-handed pick. The majority of the Dwarves followed them, leaving only Kili, Gloin and Dwalin behind. Kili took a shot at the Goblin Scribe, who was screeching for more Goblin reinforcements to join the fray, but he would have had to use both of his Might points to kill it. Grudgingly, I let the Scribe live. Sadly, this was just putting off the inevitable. Either Gloin or Dwalin would have to charge the Goblin King to stop him from pile-driving into Bifur, Ori and Oin. In the end I charged with both.

Adam: Killing Thorin was a boon, but Dan wasn't sulking about it. Gandalf was busily throwing Goblins around with Sorcerous Blasts, and Dwalin and Gloin had the Goblin King up against the edge of a platform too. I didn't want to justify the irony of him getting pushed off after Thorin, so I used almost every available Goblin to pile into that same fight, separating the Dwarves – there's a real trick to picking off models to twist fights in your favour and Dan's haste to escape left him open to some fairly precise moves on my part. Kili was similarly in trouble as four Goblins had him teetering on the edge of the large platform too. In the Fight phase, the luck went Dan's way. Not only did Kili beat his enemies (thanks to a Might point), but Dwalin bested the Goblin King too. Splitting the fights off had saved his life; the Goblin King still had a part to play... unless Gandalf got to him.

Dan: 'Nail-biting' is how I'd describe that sequence of events. Had Kili used his Might to kill the Goblin Scribe earlier on he would now be dead. Similarly, if I hadn't left Gloin exposed, the Goblin King would now be screeching his way to the bottom of a pit like Thorin. While things were looking desperate, I did have a trick up my sleeve. With my heart pounding in my chest, I called a Heroic March with Kili. Bursting past the Goblins on the edge of the platform he beckoned to Gandalf and Dwalin to follow him. It was at this point that Adam realised just how close Gandalf could get to the Goblin King, who was suddenly blasted backwards through his minions by a well-placed Sorcerous Blast. The remaining Dwarves were now all on the walkways – the endgame was in sight.

ENDGAME

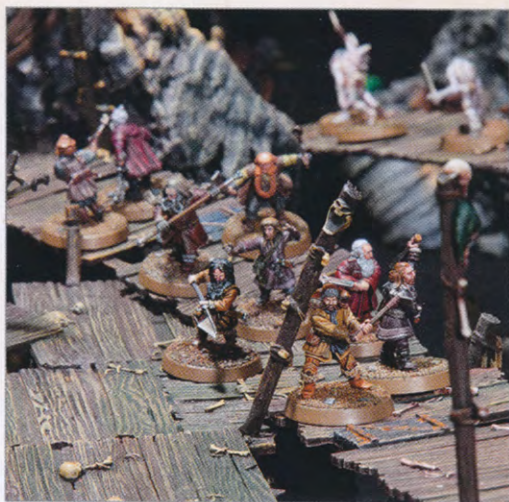
Where the Dwarves attempt to enact their escape, and the Goblin King claims another life.

Adam: The Dwarves were escaping – Dan used a pair of Heroic Marches to such effect that I was going to struggle to contain his breakout. With that in mind I sent Grinnah after the group led by Fili and Bofur, while the Goblin King dealt with Gandalf's band of stragglers. What I didn't reckon on was Gloin, who made short work of Grinnah, killing him easily in spite of my Heroic Strike. I wanted revenge now.

Dan: Adam's revenge came in the form of a fast-moving Goblin flung across the battlefield by the Goblin King, which hit Gandalf and knocked him prone. Meanwhile, Goblin reinforcements were arriving in front of both groups and slowing my advance. Sadly, despite Oin's foresight (which grants a re-roll when resolving duels), Bofur had started to flag and was swamped by Goblins and dragged to his death. In response, Fili redoubled his efforts and hewed his way forwards. Ori, meanwhile, was proving incredibly accurate with his slingshot, sniping at the Goblins on the parallel walkway.

Adam: Dan's escape was going well, but he wasn't using enough Heroic Combats to keep moving. The Goblin King bounded after the main group of Dwarves, but Dan set Gloin in his path. This time there was no mercy, and the Goblin King used Rend to kill him outright. After winning the fight I honestly thought I would be able to slaughter my way through Dan's survivors with the Goblin King alone.

Dan: Using his last Will point, Gandalf blasted the Goblins in front of Fili, leaving the main group free to escape. At this point I realised that I only had eight Dwarves on that walkway and I needed nine to escape for a win. I eyed up the gap between the walkways. Gandalf could jump it, but I would need to roll a six if he was to make it off the table – anything less and he would fall to his death or be caught by the Goblin King. It was a desperate decision. I rolled the die. It was a six!



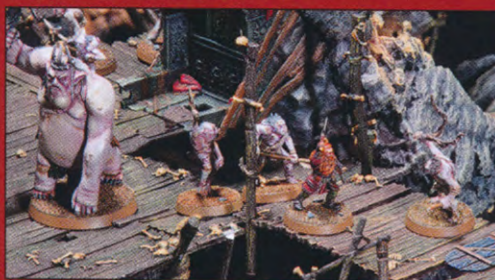
1

- 1 A Heroic March called by Bofur allows the Dwarves to speed along the walkway and away from the Goblin King.
- 2 As the Dwarves make good their escape, Dwalin and Gloin engage in several fierce battles with the Goblins on the platform, eager to avenge the death of Thorin.



2

The Death of Grinnah



3



4

- 3-5 As Gloin rushed to join the escaping Dwarves, Adam placed Grinnah in his path. While Grinnah had proved a match for the aged Balin, Gloin is a warrior in his prime and thus killed Grinnah in a single Fight phase without even breaking his stride.



5

Goblin Hurling



6



7

6-8 The Goblin King has the useful ability to throw Goblins in base contact up to 12" across the battlefield. Annoyed by Gandalf's spellcasting, Adam chose the Grey Wizard as his target and knocked him to the ground.



8



9

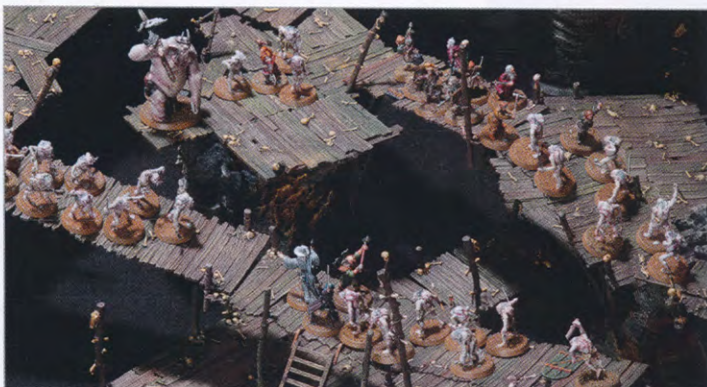


10

9 Bofur is finally laid low by a cunning Feint from a nearby Goblin.

10 The Goblin King leaps across the chasm, landing very close to the fleeing Dwarves.

11 Surrounded on all sides, things are looking bleak for the Dwarves.



11



As the Dwarves run from Goblin Town, Dan is left with a difficult decision. If Gandalf attempts a jump to the other walkway he

risks falling to his doom or running into the Goblin King. Dan risks the Leap Test and passes on a 6, allowing Gandalf to escape.



GOOD VICTORY

WHAT WE LEARNED

As the dust settles on Goblin Town, our players discuss what they learned.



Adam: That was a close run thing towards the end. While the Goblins did a sterling job of dying in droves and generally whittling down the Dwarves, the star of the show among the Evil models was the Goblin King.



Dan: Close is an understatement. When victory hangs on a single dice roll that you're more likely to fail than pass, things can get very tense. In the end I was extremely pleased to win, but I felt genuinely sad that I lost three Dwarves in the process. As much as I would like to choose a Dwarf of the match, it was their teamwork that won the game for me, not an individual act of heroism (though there's a special place in my heart for Kili, after his frantic dash to safety).

1. Mighty Monsters

Adam: The Goblin King showcased the deadly potential of a Monster using the new rules very well. He hurled Thorin to his doom and crushed Gloin with ease. When I think of existing Strategy Battle Games players, and the various monsters that exist in their forces, I'm sure they'll be itching to try the new rules out.

Dan: Yes, I can see Monsters being very popular in the future. You risk getting hurt a lot if you lose a duel against a Monster. I reckon more than a few people will be calling Heroic Strikes to ensure they don't get thrown off a cliff or smashed to a pulp.

2. Special Strikes

Adam: While there are occasions you won't want to use Special Strikes, against the Dwarves they proved very handy. Goblins with swords or daggers found themselves feinting to gain a re-roll on scores of 1 to wound. After all, what does minus D3 to the Fight value of a model matter, when he's already got the lower statistic?

Dan: I can see Special Strikes becoming an integral part of the Strategy Battle Game, especially in joint attacks. The fight with

the Goblin King against Dwalin and Gloin would have been the perfect place to do this had Adam not separated the fight with his Goblins. Dwalin could have used the Bash special rule to knock the Goblin King prone, which would have given Gloin six Piercing Strikes (+D3 Strength) against him. I think mastering these in forthcoming games is going to be great fun.

3. Heroic Actions

Adam: The new rules have more than doubled the number of Heroic Actions there are, and I think you made great use of these, especially Heroic March to give the Dwarves that vital extra 3" movement. The main thing the new Heroic Actions do is give you more tactical choices.

Dan: As soon as I read them I wanted to try them out. The Heroic March is easily one of my favourites – it just made getting out of trouble so much easier. There's nothing wrong with running away sometimes, especially in this scenario. I was also very excited to see how Heroic Channeling affected Gandalf's spells. Watching so many Goblins fail Courage Tests to charge him was, I'm sorry to admit, absolutely hilarious. Sorcerous Blast, with a little extra oomph, also proved rather useful against the Goblin King later in the game.

4. Character Synergy

Adam: Well, I'm really interested to see what you think here – I loved playing with Thorin's Company during playtesting. Go on, did they live up to expectations?

Dan: Definitely. I was having great fun running Bombur backwards and forwards past Oin and Balin, giving them helpful words of encouragement and replenishing their lost Will Points. Oin then used Prognostication to help Fili and Bofur by enabling them to re-roll a dice in combat. Balin's ability also proved incredibly useful in allowing me to get Priority almost every turn, letting me to get each Dwarf in place to use their abilities to full effect. ♣

THE POST-BATTLE REVIEW

We invited three fellow gamers to comment on the game, and give us their impressions on the tactics, the new rules and what they might have done differently.



Watching the battle unfold from the sidelines, Andrew got to witness all the action, as well as the back and forth deliberations of the players.

I was sat, pen and notepad in hand, recording the play-by-play throughout the game and here were some genuine edge of the seat moments in this battle report that kept me riveted throughout. The result was never a foregone conclusion and there were moments when I thought either Adam or Dan might steal victory, right up to the last turn. Dan's break out with the Dwarves looked like a game-winner, the path relatively clear for him to sprint to freedom, but Adam made him pay for every inch he gained, with waves of reinforcements blocking his escape as the Goblin King bore down on them.

The Goblin King was a dominating force throughout the game, accounting for the death of two of the Dwarves himself, and I could see the look of panic in Dan's eyes whenever he got near a member of Thorin's Company. The thought that any Monster might be able to repeat the same tricks in a game fills me – a Good player – with dread, it's fair to say.

It's good to see that a combination of clever tactical play and outright gumption gave Dan his victory – a timely Heroic Charge here or Heroic Combat there really helped the Dwarves make their escape.



Mat has worked on several editions of the Strategy Battle Game and has a canny tactical mind.

One of the trickiest things about playing the Strategy Battle Game is working out when to use your precious Might points – their appropriate use (or inappropriate hoarding) can spell the difference between victory and defeat. There's no doubt in my mind that Dan should have used Kili's Might to kill the Goblin Scribe (and so stem the tide of reinforcements), and probably called a few more Heroic combats into the bargain. It's all down to maths. Spending a Might point on a Heroic Combat will potentially net you a whole mess of extra dead Goblins (if you can win

the fights, of course) so it's normally better to spend your Might this way than on modifying To Wound dice. On the other hand, when a model like the Goblin Scribe can summon reinforcements, the sooner you spend Might to remove him from play, the better; each turn you play after the Goblin Scribe dies adds more value to those Might points!

With all that said, however, it's always easy to see these opportunities from a distance. When you're in the middle of the fray, fighting for your life, it's quite different...



Assistant games developer and long-time veteran of Strategy Battle Game tournaments, Simon knows a thing or two about Dwarves.

Well played, Dan! I confess that I didn't expect that outcome. As much as Dan is far from an inexperienced player of the Strategy Battle Game, Adam is an opponent of exceptional caliber and is very familiar with the new rules from his extensive playtests. It's a rare occasion to see him beaten.

Both players started out with some clever moves, with Dan calling a Heroic March to quickly arm his best fighters, and Adam utilising Grinnah to get the Goblin King out of trouble. Adam would've been in all

kinds of trouble if Thorin had been able to trap, possibly even kill, the Goblin King so early in the game – a gambit that certainly proved him wise when Thorin was hurled to his death moments later. On that note, a few words of advice for Dan – never miss an opportunity to kill an enemy Hero, even if it costs you a few Might points to do so. This is all the more important in the case of the Goblin Scribe, as his ability to summon reinforcements can prove really problematic. In the end though, Dan's bold tactics carried the day. The Valar obviously favour the brave!

Which is the best Elite unit: Ork Nobz or Wolf Guard?
Andy Clark and Simon Grant set out to prove their choice is top dog.

THE RIVALS



“Ork Nobz can be kitted out to win any fight.”

Andy Clark is an Assistant Games Developer in the Design Studio, and has earned himself a reputation as a canny Ork Warlord. It is his belief that Nobz are superior to Wolf Guard.

Andy: Ork Nobz are, by their very nature, formidable combatants. They have a solid statline which rivals most other elite infantry, and that will frankly carry them a long way in any given fight. But, with the right combination of wargear their power is considerably magnified, making them the most brutal combat unit in the game.

Success with Ork Nobz is all about volume of attacks. Each Nob has three Attacks and, with the addition of a Waaagh! banner, they are Weapon Skill 5. If I get to charge, my Nobz are also Strength 5, meaning they only need 3+ to hit and then 3+ to wound against Space Marines.

In my ideal unit, I like to arm any Nobz that have power claws with combi-skorchas as well – this means that with proper placement within the squad I don't lose

either of my two high-value weapons when I suffer casualties.

Upgrading a Nob to be a Painboy is more or less mandatory, I reckon. He gives the unit a Feel No Pain save and access to cyborg bodies, which should also be considered essential if you are trying to make an indestructible unit. This means that the unit has a 4+ armour save, a 5+ invulnerable save and 5+ Feel No Pain. Combined with the fact that they have two Wounds each, these saves mean that I should be able to weather a lot of harm. Sure, there is the risk of being instant killed – and that's why the mob comes complete with four ablative expendo-Nobz whose unwittingly valiant self-sacrifice should ensure the mob makes it into combat with more than enough punch left to get the job done!



“Wolf Guard are the most powerful unit in 40K.”



Simon Grant works alongside Andy, and is another veteran Warhammer 40,000 gamer. His army of choice is Space Wolves, and he maintains that Wolf Guard are the best and most flexible of all Elite units.

Simon: Wolf Guard are the best elite unit available to Space Marines of any stripe, and arguably the best in all of 40K. This strength comes from their unmatched flexibility over any rival in this field – the Sternguard have devastating potential at range; Chaos Terminators or Chosen have hitting power; and Deathwing should never be underestimated; but what really stands the Wolf Guard apart from the rest is the fact that they can have over 300 weapon combinations – an unprecedented number of potential loadouts. With Wolf Guard, you can tailor them to deal with any situation more than other units in 40K.

This flexibility piles on top of the abilities the Wolf Guard already possess – a rock-solid profile and some exceedingly useful special rules. And They Shall Know No Fear means they will never give up on

a scrap (unlike those cowardly Orks!), and Counter-attack ensures that they fight with even greater ferocity when they are charged (Leadership test notwithstanding).

My collection includes a lot of Wolf Guard – in fact I often field an army that features Logan Grimnar and thus all my Troop choices can be Wolf Guard. Against Ork Nobz there are plenty of ways to win, but the best option has to be Wolf Guard in Terminator armour. For only 33 points, you get a storm bolter, power weapon and a 2+ armour save. Frankly that's normally enough for most foes, but to ram the point home, I would use combi-meltas (only 5 points more). I've come to love these – behind a rank of storm shields and backed up by a pair of cyclone missile launchers, the enemy will be lucky to survive the Shooting phase...

HEAD-TO-HEAD: DEBATE & SMACKDOWN

Simon and Andy square off in a spirited debate on which unit would rise triumphant in a fight.



Simon is an accomplished trash-talker, but even his most spirited goads towards Andy are like water off a duck's back.

To give Andy and Simon the chance to prove their point with their units, we invited them to choose the ultimate squad, a squad with a value of up to 500 points. We then sat them down to discuss which unit would actually win.

Andy: Having looked at your list, I've got to admit that it's very powerful. It's clearly optimised to take on an Ork Nobz mob, although I dare say it would do fine against anything it met on the tabletop.

Simon: Yes, absolutely. That's all part of the madness of choosing a Wolf Guard squad – all the fun of working out what you need your unit to do. It's also part of why I have so many Wolf Guard models.

Andy: The power mauls are a very cunning plan, I have to say. Would you have taken them if you hadn't caught wind that my Nobz would be in 'eavy armour?

Simon: Knowing you would probably bring 4+ saves to the battle was a deciding factor, but even without that knowledge, the +2 Strength is pretty compelling, especially since they get to act before any power claws in your mob. They're great against Necrons, Tyranid Warriors, monstrous creatures and most vehicles – and for 10 points less than a power fist.

Andy: Also, Nobz are two Wound models, so you'll actually get some use out of the Concussive special rule – and you'll be wounding on 2+. That's a sickening combo. I don't think it will pay off in the long run though – while it will cancel my armour saves, I'll get my Feel No Pain save from the Painboy against those, since the Strength isn't double my Toughness. I think my Nobz can weather that kind of abuse and still come on strong.

Simon: But by reducing your Nobz to Initiative 1, I'll put your models on the same Initiative step as my power fist armed Wolf Guard, who will then tear you apart regardless.

Andy: You'll only reduce one model to Initiative 1 at a time though, and I don't really think that's going to be the factor that shifts the fight in your direction. In combat I'm pretty sure that I've got your number. It's a foregone conclusion that my Orks will be going after your Wolf Guard in order of combat resolution anyway. The real question is whether they can weather the attacks dished out by all the high-initiative models in your squad, and I think they can, thanks to their two Wounds and stacked saves. Once I've taken the beatings, any Space Wolves in the vicinity are in for a galaxy of Ork-shaped pain. Each choppa-armed Nob will be delivering four (or five if they charge) Attacks each, hitting on 3+ because of the Waaagh! banner. I'm expecting attrition to pull down one or two Terminators with those attacks, and they're only the expendable Orks anyway. The power claws get three or four attacks each, and can realistically expect to kill at least one Terminator each.

Simon: Not if the models with storm shields get in the way. 3+ saves will put paid to Ork power claws.

Andy: True, those storm shields could be real deal-breakers in this contest. Against an invulnerable saving throw like that I'm

Andy's 500-point Ork Nobz

Painboy with 'eavy armour, cybork body, slugga, 'urty syringe, dok's tools, Grot orderly.

Ork Nob with 'eavy armour, cybork body, Waaagh! banner, slugga and power claw.

Ork Nob with 'eavy armour, cybork body, slugga, kombi-skorch, power claw, boss pole.

3 Ork Nobz with 'eavy armour, cybork body, slugga, kombi-skorch, power claw.

4 Ork Nobz with 'eavy armour, cybork body, slugga and choppa.

going to be reduced to a war of attrition, even with my power claws, which isn't a prospect I like the sound of.

Simon: While my storm shields hold, I think the advantage rests with the Space Wolves, despite your volume of power claws. The big difference though is that for each save I fail, I lose a whole model. That second Wound will reduce your decline against the power mauls, which will last better any way. I think it will be close, but you'll find Terminator armour too much for your puny Orks to handle.

All this is before we factor in the effect of shooting before combat is even joined. If you're in trouble in combat, you're absolutely doomed in the Shooting phase. Six combi-meltas and two cyclone missile launchers is simply more damage than your Nobz can ever soak up. There would be nothing left to fight me; and the further away the two units started the worse it would be.

Andy: Agreed. You definitely have the advantage in shooting, but will it win you the battle?

Simon: I think so – if my Wolf Guard get to take a turn of shooting against your Nobz, I don't think you'll have much chance at all. Once I am within 12" I can unleash 10 Strength 8 shots at your unit – in a single salvo. Probability alone says I should kill four of your models in a single Shooting phase. It gets worse the further apart our squads start from one another; just the cyclones should bag an Ork or two each turn, and the bolters might count for more.



Andy: So, we both agree your Wolf Guard have the advantage (overwhelmingly) in shooting, but we're divided in terms of close combat. If I have one concern of the performance of my 'ultimate' Nobz mob, it's not that it can't win a one-on-one deathmatch style bout against your Wolf Guard (or any other Elite unit, for that matter), but rather what the effect a unit of this size and cost would have on a larger army. 500 points buys you a lot of other things when you are fielding a fully fledged Ork force.

Simon: You're half right – your Orks would lose out in both types of fight. Terminator armour and storm shields will protect me in combat, and my shooting is just too good for your Orks. No Space Wolf is ever going to lie down and die to a greenskin, no matter what. In a big game, you just watch what my Wolf Guard will do – that unit will be unstoppable.

Andy: Well, there's only one way to find out who's right, isn't there?

Andy looks on as Simon enacts his master plan in the first round of their 500-point smackdown.

Simon's 500-point Wolf Guard

2 Wolf Guard with Terminator armour, combi-melta, cyclone missile launcher and power Maul.

2 Wolf Guard with Terminator armour, storm shield and power fist.

2 Wolf Guard with Terminator armour, storm shield and power Maul.

4 Wolf Guard with Terminator armour, combi-melta and power Maul.

THE SMACKDOWN

Andy: To fully test the prowess of our squads, we pitted them against one another in two ways. First, a best-out-of-three scrap, starting 12" apart and fought to the death. After this, we would play a larger game (we settled on 2000 points) with our units in to see what effect they had on a battle of that size. In the best-of-three matches, things went very, very badly for the Space Wolves. In short

order my Nobz utterly crumped them in three out of three bouts. The difference maker in those fights was certainly having 2 Wounds on my Nobz and hitting on a 3+ (thus forcing lots of saving throws). The full-sized battle went differently, to say the least. Within five turns Simon had totally wiped out my entire force, while his Wolf Guard had only taken a few casualties – an emphatic victory.

RESULT DRAW (KIND OF)

Do you disagree with our Rivals? Do you have a better squad? Email us at team@whitedwarf.co.uk with your tactics.



B LANCHITSU

To peer into the mind of John Blanche is to peer into the Realm of Chaos itself, for it's from this wellspring of creativity that our visions of Warhammer and Warhammer 40,000 spill forth. Last issue John talked about the joy of converting plastic miniatures, a theme he continues as he reveals his latest creation: his Space Marine warband.



1



2



3

1 This Space Marine is the leader of John's warband. John has used Terminator components to give it added bulk.

2 The head is taken from a Dreadknight pilot.

3 John envisages his Space Marines as akin to medieval men-at-arms, favouring a bare metal look on his squad.

4 Many of the components are taken from the Grey Knight frame, including the psychic hood and reliquary on this Space Marine.



4



5



6

5 John's Space Marine warband, which grew out of a rummage through his bits box.

6 John was inspired to assemble this Chaos Space Marine while building his Space Marines – a chance discovery of the Possessed torso gave him the idea.



7

7 The Chaos Space Marine uses parts from a multitude of different sources, including the Chaos Lord's plasma pistol from Dark Vengeance, the torso of a Possessed, the head of a Cultist and even a buzz saw from an Ork Killa Kan.

John: One of the problems I have with my hobby is that I get inspired to do so many different things all the time that I can't keep up with myself. It's why I've moved on from the Inquisitorial warband I showed you last issue to the Space Marines and Chaos Space Marine I've made this month. I'm the same with my art too – the act of creation always inspires my next project – but pictures are easier as they're self contained items.

My Space Marines are meant to be a warband of sorts, surrounding a Legionary. The main theme behind these is that they are like medieval men-at-arms, all covered in metal. They're big, gritty warriors locked in some campaign somewhere. It makes a change from the Inquisitors as they are far less ornate. They've got a very different feel; far more robust, clad in big, solid, bare armour. The Chaos Space Marine grew out of this squad too, as I found the breastplate with the teeth in my bits box.

Of course I'm already onto my next project; new models have been released and I'm inspired all over again. It's still a joy when I get new miniatures; I'm 63 and I still get excited!

JOHN

CITADEL **HALL OF FAME**

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



COVEN THRONE

SCULPTED BY MARTIN FOOTITT & ALY MORRISON
NOMINATED BY ALEX HEDSTRÖM



Alex is an elite sculptor who had a model of his own nominated to the Hall of Fame two months ago.

Alex: The first time I saw the Coven Throne, I was absolutely captivated. The model's size, its amazing level of detail and wonderful appearance really struck a chord. More than anything I was impressed that, at a glance at the completed and assembled model, I could not tell how it was all put together. As a fellow sculptor, that makes it an interesting kit – normally you have an idea as to how you would build it, but here was a model that I couldn't figure out without having a really good look. Another thing that I really like about the Coven Throne is that it is akin to

a diorama piece. It billows up from its base upon a cloud of ethereal horsemen, with a striking centrepiece at the top: the throne of the Vampiresses. The Vampire women are central to the model, and the design of the kit frames them perfectly. The ethereal horsemen don't steal the attention from the throne at all, and the 'Eavy Metal paint job reinforces it. The overall impression is one of an evil mist holding up a sinister throne, with a beautifully sculpted scene of deadly Vampires lounging on a pile of (disgusting) pillows. Perfect.



- 1 Each of the Vampire models is a gorgeous character model in its own right.
- 2 The flowing lines of the spectral throne-bearers give the model a sense of forward movement. They are detailed, but not so busy as to dominate the model. The sympathetic way they are painted means that they frame the central throne, rather than distract from it.

Martin: The full credit for this model belongs to a few people. Aly Morrison and I sculpted it based on a concept model by Brian Nelson. Aly took the lower portion, with the ghostly steeds and skeletal warriors, while I worked on the Coven Throne itself and the characters.

The horsemen Aly sculpted have a very organic quality, flowing in and out of the billowing smoke to form a cradle for the throne to sit on. The model was certainly good fun to work on, because it incorporates so many textures. The

platform is made of stone, the Vampires wear dresses, the scrying font has swirling blood in it and then there are the entrails leaking out of the pillows. Sculpting all those different materials was a lot of fun.

One focus of the model was to give it a narrative and make it a kit that collectors wanted to add to their collection, just for the joy of painting it. This pursuit of narrative is why the Vampires are set up the way they are – the youngest scrying in the font, while the eldest and most majestic reclines and watches on. ☠



Martin Footitt worked on the Coven Throne with Aly Morrison, a partnership that produced great results.

PARADE GROUND

Parade Ground is the monthly feature that looks at fantastically painted units, monsters and vehicles all united by a single theme. In this issue we showcase a variety of spectacular flyers.



SPACE MARINE STORMTALON

Phil Cowey

Phil was inspired to start a new Space Marine army – the Sons of Medusa – after seeing them featured in the Badab War books by Forge World. He also really likes the colour Moot Green (if you couldn't tell from the picture) and wanted an excuse to use it on a new model. Having applied a basecoat of Moot Green over the whole aircraft, Phil decided that “perhaps a lime green flying machine might be a bit too garish” for the battlefields of the far future and decided to tone down the colour scheme a little with some battle damage and subtle weathering around the engines.



2

1 The combination of green, white and black makes for a striking and very bright colour scheme.

2 The weathering and scorch marks around the engine show that this Stormtalon has seen plenty of action.



NECRON DOOM SCYTHE

Aly Morrison

Miniatures designer Aly Morrison is a man possessed of a mighty imagination when it comes to conversions. Using two Necron Doom Scythes, a Necron Canoptek Spyder, a Catacomb Command Barge and parts from the Canoptek Wraith kit, Aly built one huge Necron aircraft that is as intimidating

as it is insane. Two death rays make up the weapon system in the centre of the aircraft, surrounded by antennae from various Warhammer 40,000 models. The Canoptek Spyder is also merged into the central hub and acts as both the pilot and gunner of this formidable machine.

1 At over seven inches tall, Aly's Doom Scythe dominates every battlefield it arrives on.

DA FLYIN' FORTRESS

Colin Grayson

"When I got my hands on the Ork Bommer kit," says Colin, "I knew that I wanted to convert it into something really odd. I love looking at old aircraft and there's one in particular – a German experimental aircraft called the Blohm & Voss BV 141 – that I knew would be perfect as the basis for an Ork aircraft. The asymmetrical design and dual fuselage certainly fits with Ork mentality when it comes to building things logically. You can imagine that they started building a plane with a massive engine to make it go really fast but then realised that there wasn't any space for a pilot and all the guns. So, in true Orky fashion, they just

got another plane and welded it to the other side. Then all they had to do was stick on the wings – simple.

"In all honesty though, it was pretty hard work getting the wings to line up properly, but I'm really pleased with how it turned out. One of my favourite parts is the clear front canopy on the gun side, which has an Ork gunner squashed into his seat with guns poking out on either side of him. In total there are six Orks crammed into that section of fuselage and all of them have guns. I think one of them is also the pilot, although I can't recall which..."



1

1 The canopy at the front provides excellent line of sight. Sadly, that doesn't mean the Ork gunner will actually hit anything.

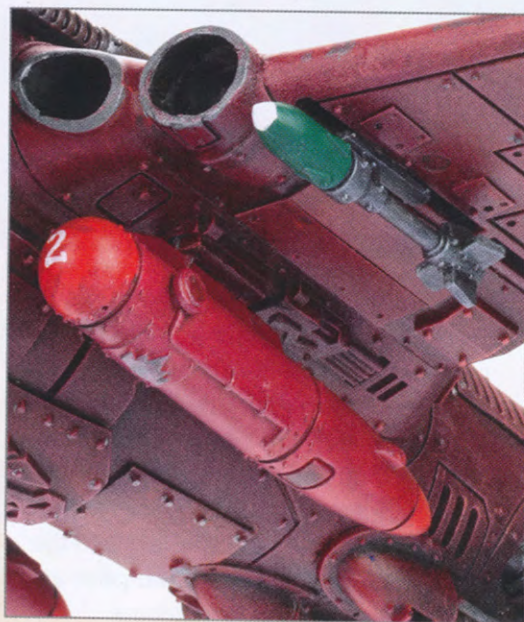


2

2 You wouldn't want to be the Ork crammed into the rear gun turret.

3 Bomms have been converted into extra fuel containers to ensure da Fortress gets to its intended target.

4 The Grot engineer is probably regretting his decision to tinker with the fuel lines just before take-off.



3



4



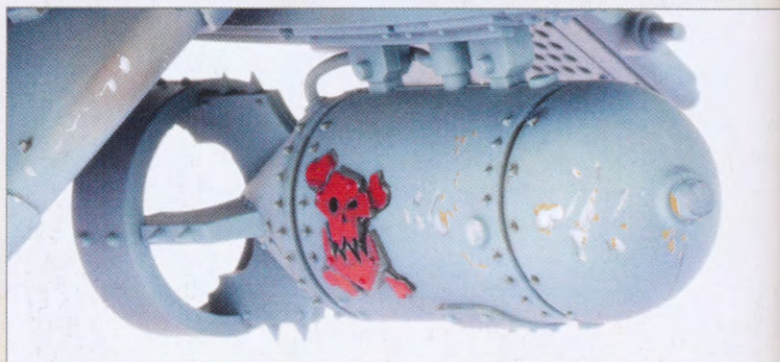
ORK BLITZA-BOMMER

Dave Thomas

Dave's approach to the Ork Bommer was to make it look as fast as possible, which is why it's got a serious over-abundance of engines. "I was tinkering around with some spare components and found that the engines from the Stormtalon fit really nicely back-to-back," commented Dave when asked about his high-performance jet. "Out of curiosity I then positioned them under the wings of an Ork Bommer to

see how they looked. The idea kind of evolved from there, including a second, stubbier set of wings underneath the main ones. For the paint scheme I opted for a mottled camouflage pattern of Mechanicus Standard Grey and Celestra Grey, which I applied using an airbrush. The markings and numbers were masked off and painted on using Khorne Red before the whole vehicle was dirtied and weathered."

- 1 Dave's Blitz-Bommer is an impressive, fast-moving machine.
- 2 The squadron markings indicate that the wings on this plane were probably 'borrowed' from an Imperial aircraft.
- 3 One huge bomm awaits deployment beneath the forward air intake.

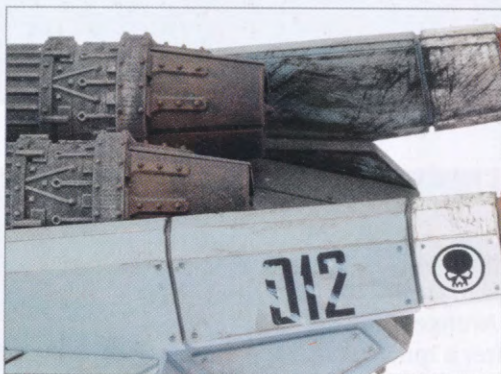




IMPERIAL GUARD VALKYRIE

Oliver Norman

When the Valkyrie kit first came out a large number of Studio staff decided to paint one for their collection. The majority of them opted for traditional camo schemes, but Oliver wanted to paint something a little different and decided to make a search and rescue vehicle. "We don't often explore what goes on in the aftermath of a battle," explains Oliver, "and I wanted to make a vehicle for picking up injured commanders or searching the warzone for missing tanks. I looked to modern day rescue vehicles for inspiration, hence the bright orange patches that denote the fact that it's not a front-line combat aircraft. I even replaced the missiles with searchlights and added extra communication arrays to the roof and the chin mount." Apparently Oliver does get teased a bit over his Valkyrie's reduced firepower, but no one can deny that it is a beautifully painted model.



2



3

- 1 The grey hull of the Valkyrie matches the colours of the regiment it's attached to, while the orange nose, tail and wing-tips denote its unusual battlefield role.
- 2 Like many of the aircraft in this feature there's plenty of soot and weathering around the engines.
- 3 After painting the three main colours (grey, white and orange) onto the model, Oliver added chips and battle damage to make the Valkyrie look well-used.

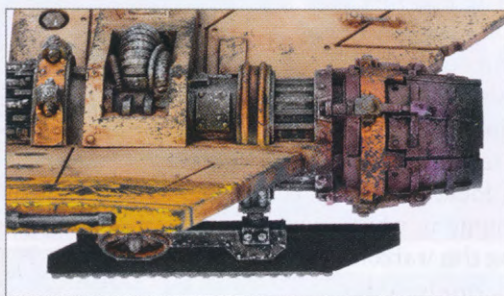


1

AVENGER STRIKE FIGHTER

Matt Murphy-Kane

Matt was recently recruited to the Forge World team as a studio painter and his first job was to give the new Avenger Strike Fighter a lick of paint. After a quick look through the Imperial Armour books for inspiration, Matt settled on a tan and grey colour scheme for the Avenger. From above the Avenger appears to be a sandy colour, like the ground it would be flying over, while from below it appears grey like the sky above – it's all to do with cunning aerial camouflage. Matt also added plenty of weathering, chipping (particularly around the nose) and streaks of dirt, while the engines have a burnt, oxidised appearance to show that they've been completely pushed to the limit.



2



3

- 1 The battle-damaged appearance of the Avenger gives the impression that it's been fighting on the front line for some time without regular maintenance.
- 2 The metal on the engines is an unhealthy purple due to heat damage.
- 3 Chipping was applied using a small piece of sponge, though a Stippling Brush works just as well. More on weathering can be found in Imperial Armour Model Masterclass Volume One and Volume Two.



1

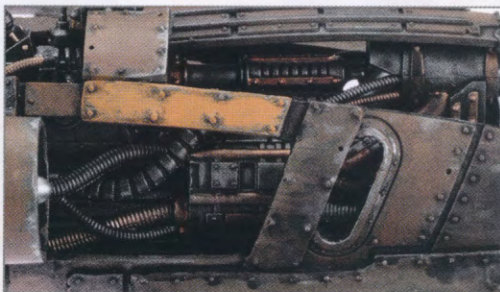
ORK JUNKJET

Gavin Newton

When we first saw Gavin's Ork plane at the Warhammer 40,000 Open Day we knew that we wanted to feature it. In typical Orky fashion the aircraft looks as though it could fall apart at any moment, which is further emphasised by the fact that the engine is almost entirely open to the elements. There's a whole host of parts crammed into the engine compartment including parts from a Valkyrie, cables from a Chaos Defiler, the communications array from the Imperial Bastion and plenty of extra cabling and pipes. It's also piloted by a Grot, which suggests either a very daring robbery on his part, or that this aircraft is still in the experimental stage and no Ork was brave enough to fly it.



2



3

- 1 The cockpit is set far back on the chassis, sitting just above...
- 2 ...a truly vast number of jet engines.
- 3 Gavin put a lot of work into the engine of his plane, cutting out whole sections of fuselage to better show off his crazy conversion.

READERS' PARADE GROUND

In this new addition to Parade Ground we feature the best of the miniatures sent in by you, our readers. This month: four beautifully painted aircraft by Gareth Etherington, one of our regular contributors to the White Dwarf Daily blog.

ONE MAN'S FLYERS

Gareth Etherington

With flyers now a big part of Warhammer 40,000, Gareth set out to paint as many of them as he could to add to his collection. While he's always been fond of Space Marines, it was the sleek and unusual designs of the Necron Doom Scythe and the Dark Eldar Razorwing that really got him hooked on painting aircraft. Gareth tells us more in the captions below.



1

"I painted Temple Guard Blue into the recesses of the Doom Scythe to make it look as though electricity was coursing through it."

2 "The Necron Doom Scythe looks so alien and different to all the other flyers. I just had to paint one for my collection."

3 "I used an airbrush to produce soft blends on the armour of the Razorwing, but tried to keep the paint scheme really dark. I used Sotek Green over a Chaos Black undercoat and highlighted up to Temple Guard Blue."

4 "Warplock Bronze and Leadbelcher were the perfect colours for the weapons and engines."

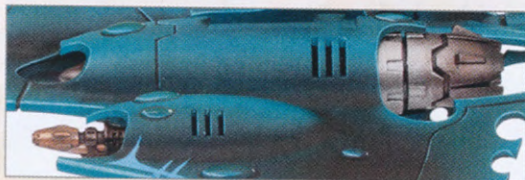
5 The pilot sits snugly in the cockpit surrounded by glowing green lights.



2



3



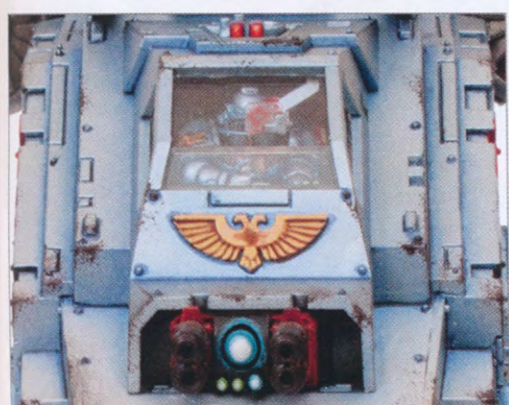
4



5



- 6 "The large flat areas of the Stormraven lend themselves to freehand iconography."
- 7 "The hull colour is a mix of Guilliman Blue and Runefang Steel."
- 8 The jet cowlings are blackened with soot.
- 9 A gorgeous freehand Inquisitorial icon.
- 10 "I love the cockpit of the Stormtalon – the glowing lights and the weaponry."
- 11 "The scorch marks used Warlock Bronze, Leadbelcher and Abaddon Black."
- 12 "I marked out the iconography and painted it with Ultramarine Grey."



7



8



9



10



11



12

A Call to Arms!

In the future we would like to feature the following kinds of models on the Parade Ground: Warhammer cavalry models, chariots, command groups, monsters, special characters and scenery pieces.

If you've got something you think is up to the standard White Dwarf requires, why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.

KIT BASH

VILLAINS AND MONSTERS

In **Kit Bash** we showcase the art of converting and customising your miniatures to create one-of-a-kind models for your collection. This month we look at villains and monsters for Warhammer and Warhammer 40,000.

CHAOS LORD ON MANTICORE

Andrew Kenrick

After assembling his Skullcrushers, Andrew had a load of Khorne bits left over so kit bashed himself an appropriately monstrous Chaos Lord to lead his Warriors of Chaos to battle. For the most part he used the Chaos Lord on Manticore, but used a spare Skullcrusher head and shield. Andrew replaced the Lord's sword with a hellblade he scrounged from Glenn, and made a brass collar for the Manticore from a Chaos icon taken from the Defiler kit.



1



2

- 1 The Chaos Lord's helmet and shield are leftover bits from when Andrew assembled his unit of Skullcrushers.
- 2 Andrew took advantage of his colleagues' bits boxes for this kit bash, getting a Chaos Icon from Dan and a Bloodletter's hellblade from Glenn.

HERALD OF NURGLE

Adam Troke

As you'll see later in the issue (on page 127, to be precise), Adam has been quite the painting machine with his Chaos Daemons, painting 30 Plaguebearers in a week. To lead this nascent force, he made this straightforward yet incredibly effective

kit bash to be a Herald of Nurgle. He took the Nurgle Chaos Lord and swapped the head for the Plagueridden's head leftover from one of his Plaguebearer sets, as well as a spare Nurgling also taken from the same kit.



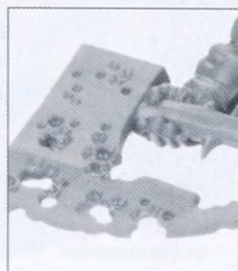
1



3



2



4

- 1 The Herald's head is that of the Plaguebearer unit champion, the join hidden with a bit of Liquid Green Stuff.
- 2 The plastic Nurgle Lord served as the basis for Adam's kit bash.
- 3 The Plaguebearer kit contains loads of extra Nurglings – Adam glued this one-eyed fellow to his Herald's shoulder.
- 4 Adam considered swapping the axe head for a scythe, but decided it looked decayed enough.

MASTER NECROMANCER

Chris Peach

Chris is constantly adding to his Vampire Counts army for the campaign he's fighting in. The latest addition is this Master Necromancer, which he converted out of the plastic Chaos Sorcerer Lord. He then plundered his extensive bits box for spare

bits to add to the model, including the head from a Flagellant, the staff tip started as a brazier from the Mortis Engine and the hat from an Empire Wizard (with a little bit of plasticard), as well as all manner of other accoutrements.



1



3



2



4

- 1 The burning skulls are leftover from when Chris assembled his Mortis Engine.
- 2 The keys, vials and hourglass are from the Flagellant kit.
- 3 Chris used the body from the Chaos Sorcerer but the head of a Flagellant.
- 4 The hat is that of the Celestial Wizard from the Empire Battle Wizard kit.

DARK ELF DREADLORD

Martin Morrin

With the sterling performance of his Dreadlord in his last game against Adam Hall (see The Rivals back in October's issue), Martin decided to upgrade him with a suitably impressive model as a reward. He used the rearing Elven steed and scenic base from the High Elf Prince kit and combined it with the Dark Elf Dreadlord that he had leftover from his Black Dragon kit. The finishing touch was a scaly cloak he found in his bits box, originally from Malus Darkblade.



1

1 The Dreadlord is taken from the Dark Elf Black Dragon kit.



2

2 The cloak is taken from Malus Darkblade, the rest of which Martin used in another conversion.



TYRANID PRIME

Jes Bickham

Although Jes has already converted himself one Tyranid Prime to lead his Warriors armed with deathspitters, he wanted another one to lead his close combat Warriors. He wanted the Tyranid Prime to look bigger and more impressive than the Warriors, so used the torso and head from a Ravener, which are slightly larger than a Warrior's. He then added a spare lash whip and bonesabre leftover from the Winged Hive Tyrant he converted for last issue.



1

1 Jes used the torso and head from a Ravener to give the model added bulk compared to a Tyranid Warrior.



2

2 The base is decorated with an alien plant from the Death World Basing Kit – a favourite component of Jes'.

READERS' KIT BASH

These two **stunning** monsters were converted and painted for entry into De Lage Landen Schilder Competitie – the national painting competition for the Netherlands, that was held earlier in the year at Games Workshop Amsterdam.



1



2



3



4



5



6

- 1 The focal point of the miniature is the portal, which features a Skink Priest emerging through a swirling vortex.
- 2 This impressive Lizardmen Stegadon was painted by Pascal Rooze.
- 3 This maggot-ridden Nurgle Giant was painted by Chris Steenhuis.
- 4 Spikes and tentacles from the Spawn kit cover the Giant's back.
- 5 A tasty Halfling for lunch.
- 6 Mutation is a sign of Nurgle's blessing (apparently).

SOMARO STARFORT

You could say that this month's battleground is out of this world. After all, it is set on an orbital space station. Dan caught up with Dave Andrews, our resident scenery guru, to find out how he came up with such a unique and unusual battlefield.



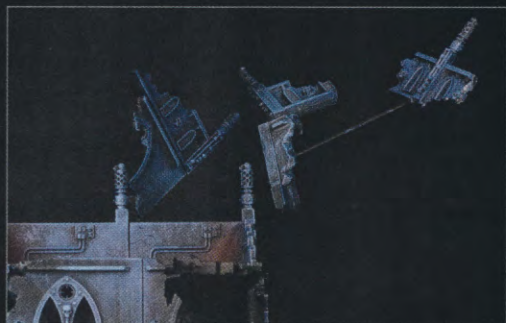
Dave: The battlefields of the 41st Millennium are many and varied, from rolling fields and battle-scarred moons to claustrophobic cityscapes and vast, ruined fortresses. But you can imagine that if we'd taken over the galaxy and colonised the stars, we'd end up fighting on even more unusual battlefields too, such as spaceships and space stations, which is where the inspiration for this board came from.

The background behind Somaro Starfort is that it's an orbital space station on the edge of Imperial space that's been overrun by Chaos Daemons. We find it useful to come up with a story before we start a project – it helps us set the scene and plan out what pieces we'll need. On this board the Skyshield Landing Pads were added as a result of the story we'd devised, as we needed somewhere for the investigating Space Marines to land. ▶

A long, narrow flight of stairs links the Skyshield Landing Pad to the main buildings of the space station – the perfect place to set an ambush.



With no gravity to keep rubble and masonry on the ground, large sections of damaged buildings float off into space suspended on thin wire.



► When it comes to making scenery, it's worth coming up with a plan before you start sticking things together. The first thing we planned out was the look and functionality of the four asteroids holding up the space station. Modular gaming hills were perfect for the medium-sized asteroids, while the Gaming Hill provided a solid base for the smaller one. The largest asteroid is a Realm of Battle Gameboard, but with the flat sections cut off and cork bark stuck round the edges to give it a rough, realistic appearance. To create the illusion that the asteroids were floating in space we (me, Ray Dranfield and Chad Mierzwa) mounted them on thick black rods, which were disguised with sections of building hanging below.

The next stage of the plan was to construct the buildings on top of the asteroids. You'll notice that we used parts from pretty much every Warhammer 40,000 building on this battlefield, from Bastions and Skyshield Landing Pads to Manufacturums and Aegis Defence Lines. We had a rough plan of what we wanted each of the buildings to look like, but for the most part we just started gluing things together. When you've been designing scenery kits for as long as we have, the process of building it becomes quite intuitive, which was convenient because we only had five days to make and paint this board (including time for tea breaks).

Something that we considered early on in the process was what colour to paint the space station. As I said in October's Battlegrounds article, the scenery should always be the backdrop for the models that are fighting on it, not the star of the show. That was why we decided not to paint it yellow, which was our first choice. Yellow stands out great against the black of space, but it would overpower every model that we put on it. In the end we settled on the colour The Fang, which we thought was a suitable colour to represent an establishment of the Imperial Navy.

All in all it was a really fun battlefield to create. We already have plans for more unusual boards in the future, but they're for another day. **DH**



1



2



3

- 1 The Skyshield Landing Pads provide large open spaces for vicious melees to take place and for reinforcements to arrive.
- 2 Dave reversed some of the wall sections to give the space station a plain, unadorned appearance, which he felt suited its functional nature better than the gothic architecture on the outside of the pieces.
- 3 Even space stations need sewage pipes. These ones have been made from the exhaust pipes in the Manufacturum kit.



Though he decided not to use yellow as the main colour for the orbital space station, Dave did paint warning lines on the landing pads to add a little extra colour to the board.

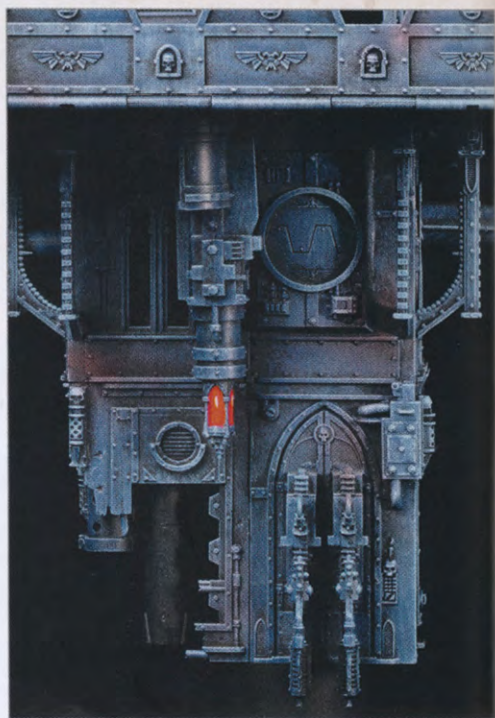


The communications tower was constructed using parts from the Basilica Administratum, the quad-gun from the Aegis Defence Line and the communications array from the Bastion.





1



2





- 1 The walkways connecting the asteroids are essential when it comes to moving models between board sections.
- 2 Sections of building hang precariously beneath the asteroids and platforms.
- 3 The shattered Imperial eagle from the Honoured Imperium set graces the front of the space station.
- 4 Two huge cannons guard the station from attack. The gun platform comes from the Fortress of Redemption, while the turrets are from the Shadowword kit.



PAINT SPLATTER

Thorin's Company is made up of 15 different characters, all of whom have their own look and colour scheme. To help you paint Thorin's Company, we made a list of the basic colours for each miniature. It isn't a comprehensive list of paints, but it's certainly enough to get you started.

GANDALF™ THE GREY



Robes: Skavenblight Dingy

Belt: Kantor Blue

Robes: Stormvermin Fur

Staff: Rhinox Hide

Robes: Administratum Grey

Skin: Cadian Flestone

THORIN OAKENSHIELD™



Jacket: Kantor Blue

Boots: Abaddon Black

Leather: Rhinox Hide

Fur: Skavenblight Dingy

Weapons: Ironbreaker

Skin: Cadian Flestone

BILBO BAGGINS™



Waistcoat: Loren Forest

Trousers: Mournfang Brown

Hair: Balor Brown

Skin: Cadian Flestone

Jacket: Khorne Red

Sting: Runefang Steel

RADAGAST™ THE BROWN



Beard: Rakarth Flesh

Coat Lining: Rhinox Hide

Fur: Skrag Brown

Skin: Cadian Flestone

Coat: Gorthor Brown

Tabard: XV-88

DWALIN THE DWARF



Fur: Mournfang Brown

Leather: Gorthor Brown

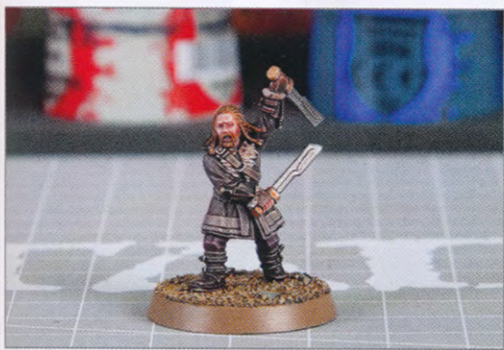
Cloth: Waaagh! Flesh

Weapons: Leadbelcher

Armour: Loren Forest

Boots: Rhinox Hide

FILI THE DWARF



Leather: Gorthor Brown

Coat trim: Baneblade Brown

Boots: Rhinox Hide

Pommels: Gehenna's Gold

Hair: Skrag Brown

Coat: Abaddon Black

OIN THE DWARF



Gloves: Stormvermin Fur

Leather: Gorthor Brown

Coat: Rhinox Hide

Hood: Skavenblight Dingy

Beard: Administratum Grey

Skin: Cadian Fleshtone

BALIN THE DWARF



Boots: Rhinox Hide

Leather: Gorthor Brown

Beard: Administratum Grey

Skin: Cadian Fleshtone

Coat: Khorne Red

Coat trim: Abaddon Black

KILI THE DWARF



Hood: Kantor Blue

Coat: Abaddon Black

Trousers: Rhinox Hide

Coat trim: Skavenblight Dingy

Weapons: Ironbreaker

Leather: Doombull Brown

GLOIN THE DWARF



Hair: Skrag Brown

Leather: Rhinox Hide

Armour: Brass Scorpion

Trousers: Waaagh! Flesh

Coat: Khorne Red

Boots: Abaddon Black

On the subject of beards...

Though they come in different colours and designs, all of the Dwarves in Thorin's Company have beards. They are all painted using the same technique – a basecoat is applied first, followed by a carefully drybrushed highlight to pick out all the strands of hair and braids.

NORI THE DWARF



Wood: Mournfang Brown

Coat: Skavenblight Dingy

Boots: Rhinox Hide

Hair: Skrag Brown

Gauntlets: Gorthor Brown

Fur: Rakarth Flesh

DORI THE DWARF



Leather: Rhinox Hide

Flail: Brass Scorpion

Beard: Administratum Grey

Skin: Cadian Flestone

Coat: Khorne Red

Boots: Abaddon Black

ORI THE DWARF



Coat: Rhinox Hide

Skin: Cadian Flestone

Hair: Gorthor Brown

Coat trim: Rakarth Flesh

Leather: Abaddon Black

Buckles: Leadbelcher

BIFUR THE DWARF



Shirt: Skrag Brown

Leather: Mournfang Brown

Hair: Abaddon Black

Boots: Rhinox Hide

Coat: Balor Brown

Spear: Leadbelcher

BOFUR THE DWARF



Armour: Skrag Brown

Wood: Mournfang Brown

Leather: Abaddon Black

Hair: Rhinox Hide

Coat: Balor Brown

Skin: Cadian Flestone

BOMBUR THE DWARF



Shirt: Deathworld Forest

Trousers: Skavenblight Dingy

Coat: Rhinox Hide

Ladle: Warlock Bronze

Beard: Skrag Brown

Cleaver: Ironbreaker

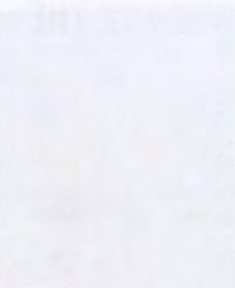
PAINTING GOBLINS

The **Goblins** of Goblin Town are a motley rabble of degenerate creatures. Keen to get his Goblins painted and ready for battle in the depths of Goblin Town, Dan came up with a quick and easy paint scheme for them.

Goblin Skin



Loincloths



Dirty Weapons



Basing



A Guide to our Techniques

Throughout Paint Splatter we refer to six different techniques: Basecoat, Wash, Layer, Drybrush, Glaze and Basing. You can find more information about using these techniques in How to Paint Citadel Miniatures, along with many more helpful painting tips and tricks.

GOBLIN TOWN

We've shown the new Goblin Town scenery a fair amount in this issue, both in the New Releases section and the Battle Report, where Dan and Adam fought the Flight to Freedom scenario over it. Having featured it so much, we thought it only fair to show how we painted our own set for the office. To make the smaller pieces easier to paint, Dan left all the wooden spars and staves on the sprue and only removed the large flat walkways to paint separately.

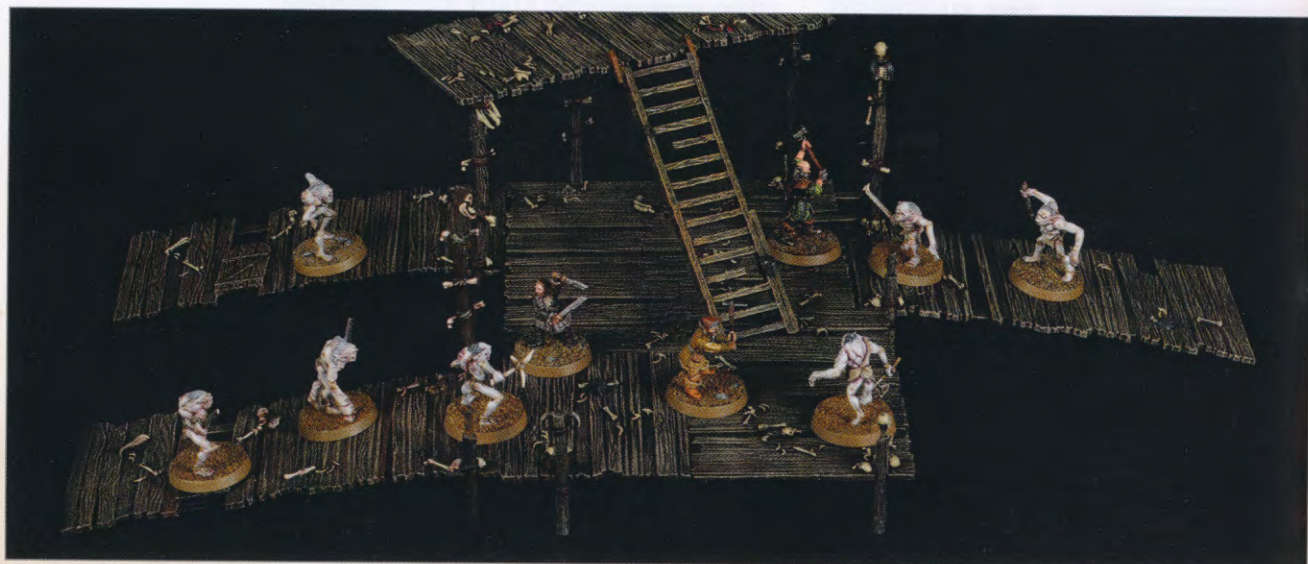
The first few stages involve large brushes, lots of drybrushing and a fair amount of paint on fingers. Using a Large Flat Drybrush, Dan applied a neat layer of Rhinox Hide to all the scenery pieces. Once this was dry, he then used Shades to give them depth and several Drybrushed layers to bring out the wood grain. The next stage was to paint in all the small details such as bones, skulls, scraps of cloth, ropes and the occasional pile of internal organs.

Once all the pieces were complete, Dan set about removing the smaller components from the sprue and assembling the kit. There's still plenty more to build and paint, but that's a feature for another day...

Rickety Walkways



Bones and Gore



KEITH ROBERTSON'S OGRES

(as seen on pages 54-59)

Painting Ogre Skin

As a former member of the 'Eavy Metal team, Keith was more than willing to supply us with a stage-by-stage guide for painting Ogre skin (or any kind of skin for that matter).



Covered in Rust

Keith's Ogres clearly don't look after their weapons and armour as they are all caked in rust. Like the guide for skin above, Keith's rust technique is perfect for any army, not just the Ogre Kingdoms.





JEREMY VETOCK

Caught in a heat wave with only a malfunctioning air conditioning unit for comfort, Jeremy Vetock waxes lyrical about being trapped indoors for long periods of time... and enjoying every moment of it.

As I write this I am trapped inside my house – a blazing heat wave confines me within the ever-decreasing range of my dying air conditioner. The scorching temperatures remind me of something I have surmised over the years – miserable weather is the perfect condition for quality hobby time. I'm not invoking flood conditions or praising dangerous weather, but rather celebrating the pleasures of an afternoon spent painting while outside a rainstorm pelts down.

Right now I should be mowing my grass, but I find the sun has withered it to a crispy brown. While this does little to help the look of my garden, I find the extra time has aided my Savage Orcs. Outside, clouds of mosquitoes buzz while I bask in the comfort of my decrepit air conditioner and glue Orcs into dynamic poses – a frenzied horde modelled so that they are leaping over each other to get at their foes.

Be it ice storm, snow or simply rain, I take advantage of poor weather. I have woken up on wintry days with the prospect of coffee and an entire plastic legion before me. There, spread across the kitchen table in neat piles, my latest army awaits, needing only assembly and painting to bring it roaring to life. On days like these I can happily dive into a full day of hobby activity without the guilty feeling that I ought to be doing something else.

But a thrum from my air conditioner brings me back to the sweaty present, reminding me of what was perhaps my greatest of all Warhammer battles. It was fought in the summer of 1991 during a similar heatwave. We played in the back of Games Workshop Philadelphia (long since shut down, I'm sad to say). The game began after the shop closed for the evening and we moved all the tables together to produce a vast playing surface. It was Dwarfs against Dark Elves with mercenaries on each side, and the battlefield featured a river and three bridges. We used every model in our collections and it was a huge game.

A pile of boxes stacked down the middle of the tables provided a screen for hidden set up, and I exploited this by deploying

my Dwarfs in the centre and right flank, with only a Flame Cannon to guard my left flank. The Flame Cannon was set up opposite a wooden bridge – a rickety affair I had built myself. I reckoned I could torch the bridge leaving many of my foes stranded while my full army defended the remaining bridges.

“Miserable weather is the perfect condition for quality hobby time.”

When the boxes were removed I was pleased to see my foe's most powerful units aligned opposite my lone Flame Cannon. I remember a unit of 30 Cold One Knights, his General and a looming Giant at the fore, with large blocks of Witch Elves behind. If my plan worked there would be plenty of time to thin these units with missile fire before they'd ever be in a position to strike me. Back in those days, when you first moved a Giant you had to roll a D6 to see if he had turned up to the battle drunk. It was with great joy that I watched my opponent roll that 1, meaning each time he moved the towering lummo he risked falling over.

While he raced his strong attacking force towards the bridge, thinking what he would do to my exposed flank, I sidled over to a staff member (whose name is not mentioned to protect the guilty) who had agreed to be games master, rules arbiter and drinks provider. While there was nothing in the rules saying I could destroy the bridge, there was nothing that said I couldn't. He declared that I must hit the bridge and cause 3 wounds to destroy it.

My foe was shocked to see my bridge-burning plan unfurl, although it was a near thing – my shot destroying the bridge just as his lead unit was about to cross. Even better, my foe's Giant failed a stumble test and fell forward, his head landing in the river. I immediately declared that the drunken fool was drowned while my foe (a tricky devil full of guile) parried that the cold mountain water was sure to sober the

Giant up. Thus began an uproarious Argument phase that had us all laughing and pantomiming potential outcomes. In the end we decided, as gentlemen do, that a dice roll would determine the Giant's fate – a waterlogged death or a remarkable recovery. I jumped for joy when the dice came up my way again and the Giant was declared dead.

Yet it was with trepidation that I began my moves as my opponent huddled in conversation with the games master (always a sign of something untoward). In the meantime, my blockade was working brilliantly and my artillery rained death from above, so why was I worried?

Who knew that a dead Giant – whose body was unfortunately just as wide as our river – could be pushed across and used as a pontoon bridge? Just as I had done, my foe had explored the unexpected. Really, the whole battle went that way – back and forth, full of surprises, ruses and clever made-up-on-the-spot rules. Alas, I never recovered from my exposed flank and was ultimately defeated, but it was glorious nonetheless. It was only in the wee hours of the morning that we realised the store's air conditioner, a device whose machine-spirit was always temperamental, had at last ceased to function. It must have conked out some time earlier, but in the heat of battle we had failed to notice.

And so I come back to the present – to another air conditioner that might, with each rattling air cycle, finally succumb in its hopeless battle against the relentless heat. But there is worse news – my plan to hold out in my oasis of cool air is gone along with my last bit of Waaagh! Flesh. I can't leave the unit half painted so I'll have to venture out – but all is not lost, as there are heavy rains forecast...

Jeremy is a long-time hobbyist and author of many army books; his latest doings include the background section of the new Warhammer 40,000 rulebook.



Follow us on

FACEBOOK

Every Games Workshop Hobby Centre now has a Facebook page and a Twitter account, which are regularly updated with news and useful hobby information, making it one of the best ways to keep in touch with the Games Workshop hobby in your area. Type the name of your local store into the Facebook search bar to find out more.



Activities and Events

The staff in our Hobby Centres regularly run events and activities which you can join in with. Everything from painting lessons and beginners courses to gaming nights and mega battles take place in our stores and Facebook is the best way to find out what's going on when. There's also a list of store opening times.



Picture Galleries

Many Hobby Centre Facebook pages have picture galleries featuring some of the best painted miniatures in that area. Many of the models in these galleries are uploaded by the hobbyists that go into that store and it's a great place to see what people are working on and get inspiration for your own projects.



The Global Webstore

The Games Workshop web team also have a Facebook page, where they regularly post information about new releases and global events and provide links to the daily blog. With over 80,000 followers it's a great place to find out what's going on in the hobby every day. Simply write 'games workshop' in the Facebook search bar to find us.



Twitter

Every Games Workshop Hobby Centre (including the web team) have a Twitter account, which they use to post message and useful store information. It is also a handy way to find out about in-store events, ensuring that you never miss them.

WHAT'S ON AND WHERE TO BUY

On the following pages you'll find local news and a complete guide to all the Games Workshop Hobby Centres and independent stockists in your area.

OUR HOBBY CENTRES PROVIDE:

Range of Products

Each Hobby Centre has an extensive range of Warhammer, Warhammer 40,000 and The Lord of the Rings models, along with Black Library novels and hobby supplies.

In-store Order Point

For any items not in stock, you can use the in-store order point to choose from the entire Games Workshop range. Orders sent to the Hobby Centre are delivered post free.

Free Painting and Modelling Advice

Our staff are all accomplished hobbyists who will be glad to pass on tips and advice from their own experience.

Free Gaming and Tactics Advice

Need some tactical tips or rules clarifying? Our staff are very knowledgeable and glad to help.

Free Beginners Programme

Our beginners programme will teach you how to play – to start your own hobby journey, all you need to do is come along.

OPENING TIMES

Our stores are dotted around the globe and appear in locations such as on the high streets and within shopping centres. Because of their varied locations, many of them operate on different opening hours.

Before you visit a Hobby Centre contact the store or our website first to check on their hours of operation. www.games-workshop.com



1



2

1 Our Games Workshop Hobby Centres are great venues to enjoy your hobby – staffed by seasoned hobby experts.

2 Hobby Centres can offer you plenty of advice, such as free painting and modelling lessons.

JANUARY

Beginners



For a new starter in the Hobby, there is no better place to go than your local Hobby Centre.



PERFECT FOR BEGINNERS

Our most highly recommended bundle for beginners is The Hobby Starter Set with a Spray Paint and the boxed game for one of our three gaming systems: The Lord of the Rings, Warhammer or Warhammer 40,000.



Undertaking a new hobby is an exciting adventure of exploration and experimentation. Grab a Gift Guide from your local Hobby Centre and get started today.

If you are just starting out on this wonderful journey this Christmas, one thing to note is that your local Hobby Centre is the heart of the gaming community in your area and the place where all advice is tailored to suit you and your hobby needs.

So, if you need help building your miniatures, choosing which army is best suited to you, or even some inspiration for a paint scheme, your local Hobby Centre is the place to go!

Your local Games Workshop regularly holds gaming events and activities for you and your friends to get involved with all year round; however, throughout January, your local Hobby Centre will be hosting events each weekend focused directly on nourishing the skills of beginners in the Hobby.

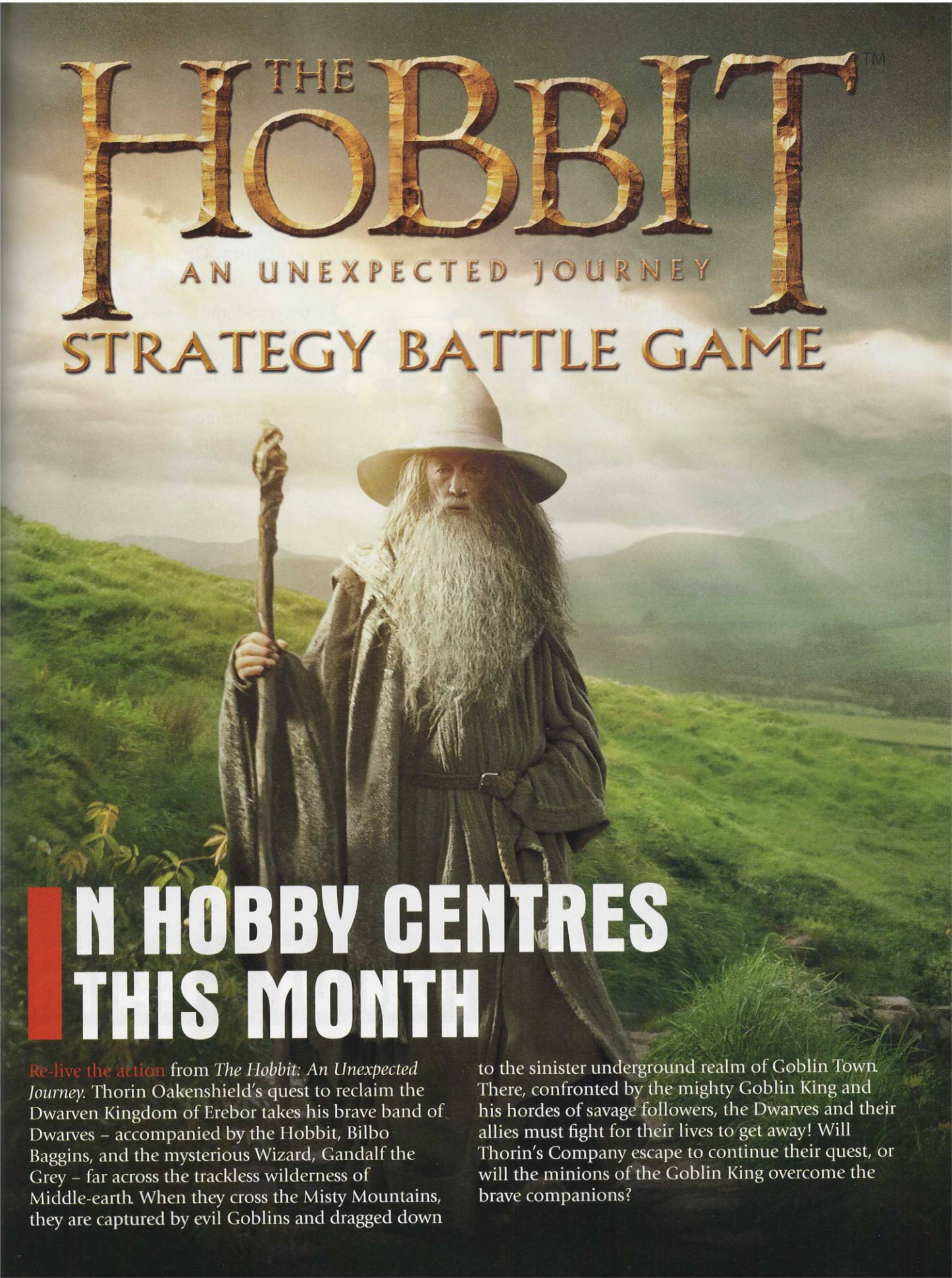
Each game system will have a designated weekend:

Warhammer 40,000	12th-13th January 2013
The Lord of the Rings	19th-20th January 2013
Warhammer	26th-27th January 2013

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

Progressing through the Beginners' Programme at your local Hobby Centre arms you with the know how to continuously develop your skills and eventually achieve high-end results!





THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

IN HOBBY CENTRES THIS MONTH

Re-live the action from *The Hobbit: An Unexpected Journey*. Thorin Oakenshield's quest to reclaim the Dwarven Kingdom of Erebor takes his brave band of Dwarves – accompanied by the Hobbit, Bilbo Baggins, and the mysterious Wizard, Gandalf the Grey – far across the trackless wilderness of Middle-earth. When they cross the Misty Mountains, they are captured by evil Goblins and dragged down

to the sinister underground realm of Goblin Town. There, confronted by the mighty Goblin King and his hordes of savage followers, the Dwarves and their allies must fight for their lives to get away! Will Thorin's Company escape to continue their quest, or will the minions of the Goblin King overcome the brave companions?

WARHAMMER® WORLD

Exhibition: The Corruption of Chaos
November 10th 2012–January 6th 2013

What Chaos touches, it corrupts. Mankind's fears and desires make it a tempting target for the Dark Gods. Chaos Space Marines are the true aberrations, once Mankind's greatest defenders, now corrupted into merciless reavers. Discover more about the Chaos Space Marines in this exciting display of artwork, miniatures and more.

Guest Display: Matt Stevens
December 16th 2012–January 6th 2013

Matt is a terrifyingly talented painter who will be displaying his stunning miniatures from December 16th to inspire you and your Hobby. With his display of assorted projects, you'll see the breadth and depth of Matt's skills across a vast range of beautiful miniatures.



EXHIBITION:

THE CORRUPTION OF CHAOS



Ever wanted to get up close to a Space Marine Rhino and relive those battlefield moments for real?

Ever wondered how imposing a Warhammer 40,000 tank would be up close and personal? Warhammer World has just the thing! As you walk or drive on to the site in Nottingham you are greeted with the world's only life size Ultramarine Rhino, in a permanent display at Warhammer World.

TICKETS ON SALE THIS MONTH: MASTERCLASS

Our **Masterclass Events** provide a unique opportunity to meet, talk to, and learn from some of the very best hobbyists in the world, including famous faces from the 'Eavy Metal team, the Design Studio Hobby Team, The Miniatures Design Team, Forge World and the Warhammer World Scenery Team.

MASTERCLASS SCULPTING FACES & HEADS

Masterclass: Sculpting Faces and Heads

Take a day with some of Games Workshop's top sculptors from the Citadel Miniatures Design Team as they take you through the steps of how to sculpt faces and heads! Have you ever wanted to add a few scars to your battle-worn Space Marine Commander, or an extra eye to your Giant? Well, this is the perfect opportunity to find out everything you have ever wanted to know about sculpting faces and heads!

Event Date: 9th March 2013

'EAVY METAL MASTERCLASS

'Eavy Metal Masterclass: Bilbo Baggins™

Learn how to paint with the 'Eavy Metal Team. You can learn outstanding transferable techniques using one of the fantastic new miniatures from *The Hobbit: An Unexpected Journey™*.

Event Date: 3rd February 2013

TICKETS ON SALE THIS MONTH: THRONE OF SKULLS

Join us [here](#) at Warhammer World for an unforgettable experience of pure hobby indulgence! Throne of Skulls are gaming events where you can come together to do battle, see great looking armies, meet old friends (or make new ones), swap war stories and spend time playing your favourite games.

THRONE OF SKULLS

WARHAMMER

Event Date: 16th–17th March 2013

WARHAMMER 40,000

Event Date: 23rd–24th March 2013

**TICKETS RELEASED 5TH DECEMBER, FROM
WWW.GAMES-WORKSHOP.COM**

WARHAMMER WORLD

Contact:

The Warhammer World Venue Team

To make a general enquiry, reserve gaming tables or get more information about one of our events;

Tel: 0115 900 4994

Email: whworldevents@gwplc.com

TICKETS COMING SOON

Masterclass

Released:
9th January 2013

Warhammer 40,000 Campaign Weekend: Vidar's Fate Part 1: Darkfall

Released:
9th January 2013

Warhammer 40,000 Battle Brothers

Released:
9th January 2013

Masterclass

Released:
6th February 2013

Warhammer Battle Brothers

Released:
6th February 2013

Warhammer 40,000 Throne of Skulls

Released:
6th February 2013

Keep up to date with all the latest News from Warhammer World using Facebook, Twitter and the Games Workshop website.



[/GWWarhammerWorld](#)



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www.games-workshop.com

UK



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Games Workshop Angel

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Tel: 01296 429703. Facebook: GWAylesbury

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15 St James parade, Bath, BA1 1UL.
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20A Castle Court, Belfast.
Tel: 02890 233684. Facebook: GWBelfast

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Games Workshop Wakefield

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Games Workshop Walsall

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Reading, Hobbycraft Reading
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Tel: 01753 694171

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Earlswood Lake Craft Centre, Wood Lane, B11 2QL.
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Hazlemere, Childs Toys
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Tel: 01494 711425

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Marpole, Gostings Toymaster
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Tel: 01608 655266

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Tel: 01453 764487

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Tel: 01420 542244

Andover, Andover Toys
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Tel: 01989 562639

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Berkhamstead, Hamlin's of Berkhamstead
33 Lower Kings Road, HP4 2AB.
Tel: 01442 864642

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

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

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

Hitchin, Battle Worlds
33 Hermitage Road, SG5 1BY.

Leominster, Martins Models and Crafts
10 West Street, HG6 8ES.
Tel: 01568 613782

Letchworth Garden City, Cuthbert's Toys
21a Eastcheap, SG6 3DA.
Tel: 01462 486030

Stevenage, K.S. Models
19 Middle Row, SG1 3AW.
Tel: 01438 746616

Stevenage, Hobbycraft Stevenage
Unit 7 Roaring Meg Retail Park, SG1 1XN.
Tel: 0845 0516553

Watford, Hobbycraft Watford
Century Park, Dalton Way, WD17 2SF.
Tel: 0845 0516538

Welwyn Garden City, Fun House Toy Store
Unit 47 Howards Gate, AL8 6HA.
Tel: 01707 391319

KENT

Broadstairs, Expressions of Broadstairs
65-67 High Street, CT10 1JL.
Tel: 01843 601620

Ashford, Kids Stuff
114 County Square Shopping Centre,
TN23 1AB.
Tel: 01233 610200

Ashford, Xpress Games
2 Chapel Mews, North Street, TN24 8JN.
Tel: 01233 621710

Broadstairs, Hobbycraft Thanet
Unit 2 Westwood Cross Retail Park, Margate
Road, CT10 2BF.
Tel: 0845 0516564

Bromley, Chatterton Toys
8 Chatterton Road, BR2 9QN.
Tel: 0208 4643000

Canterbury, Rocket Hobbies
Unit 14a Business Park, New Dover Road,
CT1 3AA.
Tel: 08000 337189

Crayford, Hobbycraft Crayford
Unit 4, Crayford Retail Park, DA1 4LD.
Tel: 0845 0516535

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

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

Folkestone, Xpress Games
Unit 2 Town Walk, CT20 2AD.
Tel: 01303 489474

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

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

Hildenborough, Toytime
Meopham Bank Farm, Leigh Road,
TN11 9AQ.
Tel: 01732 833695

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

Maidstone, No Man's Land
Unit 3 Corn Exchange, ME14 1HP.

Maidstone, Model World Ltd
Newnham Court, Bearstead Road,
ME14 5LH.
Tel: 01622 735855

Maidstone, Hobbycraft Maidstone
St. Peters Wharf, St. Peters Street,
ME16 0SN.
Tel: 0845 0516539

Margate, Phoenix Fantasy
206 Northdown Road, CT9 2QU.

Rochester, Rochester Games & Models
123 High Street, ME1 1JT.
Tel: 07952 230818

Sevenoaks, Manklows
44 Seal Road, TN14 5AR.
Tel: 01732 454952

Sevenoaks, J.H. Lorimer (Sevenoaks)
78a High Street, TN13 1JR.
Tel: 01732 452840

Sittingbourne, F1 Hobbies
Unit E 5, St George Business Park,
Castle Road, ME10 3TB.
Tel: 01795 432702

Sittingbourne, Nickel Books
22a High Street, ME10 4PD.
Tel: 01795 429546

Tunbridge Wells, Hobbycraft Tunbridge Wells
Unit B, North Trading Estate, Longfield Road,
TN2 3UR.
Tel: 0845 0516568

LANCASHIRE

Lancaster, Wamogor Miniatures
The Assembly, King Street, LA1 1JN.
Tel: 01539 447282

Preston, Hobbycraft Preston
Unit b2, Deepdale Shopping Park, Blackpool
Road, PR1 6AF.
Tel: 0845 0516529

Blackburn, Batcave
48 Northgate, BB2 1JL.
Tel: 01254 667488

Blackburn, Mercers Toys
47 Darwen Street, BB2 2BL.
Tel: 01254 681401

Blackpool, I Collectables
68-70 Bond Street, FY4 1BW.
Tel: 01253 403839

Bolton, Hobbycraft Bolton
Bolton Gate Retail Park, 13/15 Round Hill
Way, BL1 2SL. Tel: 0845 0516531

Bolton, M.J. Racing
21 Daisy Hall Drive, BL5 2SA.
Tel: 01942 386790

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

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

Clietheroe, Cowpills of Clietheroe Ltd
4 - 6 Market Place, BB7 2DA.
Tel: 01200 423587

Celne, West End Model Centre
113 Albert Road, BB8 0BT.
Tel: 01282 867711

Fleetwood, The Model Exchange
1 Wood Street, FY7 7PX.
Tel: 01253 874247

Lancaster, Gotham City Gaming
18 Sir Simons Arcade, LA1 1JL.
Tel: 07898 02564

Leigh, Starktown Limited
3-5 Silk Street, WN7 1AW.
Tel: 01942 671116

Ramsbottom, Clark Crafts
Empire Works Railway Station, BL0 9AL.
Tel: 01706 826479

Wigan, Omega Games
1-3 Jaxon Court, WN1 1LR.
Tel: 07582 147509

Preston, Worthing Wargaming Limited
58 Lancaster Road, PR1 1DD.

LEEDS

Off Hunslet Road, Hobbycraft Leeds
Unit 9a, Crown Point Retail Park, LS10 1EW.
Tel: 0845 0516542

LEICESTERSHIRE

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

Kirby Muxloe, Cherry Tree Gift Shop
5 Cherry Tree Court, Maytree Drive, LE9 2LQ.
Tel: 01162 387461

Leicester, Table Top Tyrant
66b Bedford Street South, LE1 3JR.
Tel: 0116 253354

Loughborough, Wargames Inc Ltd
29 Biggin Street, LE11 1JA.
Tel: 01509 235505

Lutterworth, Ace Connections Ltd
23 Market Street, LE17 4EJ.
Tel: 01455 558335

Market Harborough, Quinns
3 Crowns Yard, High Street, LE16 7AF.
Tel: 01858 432313

LINCOLNSHIRE

Bourne, Paint A Pot Place
31 West Street, PE10 9NB.
Tel: 01778 420409

Grantham, A1 Hobbies Ltd
NG31 9SE. Tel: 01476 579393

Grimby, Ramsdens Ltd
451 Cleethorpe Road, DN31 3BZ.
Tel: 01472 315215

Skewness, Warlords of the Coast
171 Roman Bank, PE25 1RY.
Tel: 01754 763886

Skewness, The Model Shop
15a High Street, PE25 3NY.
Tel: 01754 763429

SPALDING, MASONS MODELS

20 New Road, PE11 1DQ.
Tel: 01775 722456

Spalding, Gamekirk
46 Holdbranch Road, PE11 2HQ.
Tel: 01775 72252

LONDON

Piccadilly Circus, Tokto Toys
London Trocadero Shopping Centre,
7-13 Coventry Street, W1D 7DH.
Tel: 0203 3708916

St Mary Cray, Hobbycraft Orpington
Unit 20, Ungent Shopping Park, Cray Avenue,
BR5 3RP.
Tel: 0845 0516576

Staples Corner, Hobbycraft Brent Cross
Unit d1, Staples Corner Shopping Park,
Geron Way, NW2 6LW.
Tel: 0845 0516578

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

Croydon, Hobbycraft Croydon
Unit 3a Drury Crescent, Off Purley Way,
CR0 4XU.
Tel: 0845 0516570

Barnett, Toys Toys Toys
134 High Street, EN5 5XQ.
Tel: 0208 4490966

Beckenham, Beckenham Toys
226 High Street, BR3 1EN.
Tel: 0208 6505355

Dulwich, The Art Stationers
31 Dulwich Village, SE21 7BN.
Tel: 0208 6935938

Ealing, Northfields Modelshop
217 Northfield Avenue, W13 9QU.
Tel: 0208 8408822

East Dulwich, Just Williams
106 Grove Vale, SE22 8DR.
Tel: 07909 994331

East Sheen, Pandemonium
125 Sheen Lane, SW14 8AE.
Tel: 0208 8780866

Enfield, Pearsons (Enfield) Ltd
Sarnesfield Road, EN2 6LJ.
Tel: 0208 3734200

Edmonton, Too Good To Be True
27 North Mall, Edmonton Green Shopping
Centre, N9 0EQ.
Tel: 0208 807 2721

Finchley, Leisure Games
100 Ballards Lane, N3 2DN.
Tel: 0208 346 2327

Fulham, Patricks Toys
107-111 Lillie Road, SW6 7SX.
Tel: 0207 3859864

Greenford, Hobbycraft Greenford
Unit 3, Westway Cross Shopping Park,
UB6 0UW. Tel: 0845 051 6528

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

Kingston, The Print Gallery
22 Pembroke Road, W11 3HL.
Tel: 0207 2218885

Leyton, Engine Shed Model Railways
745 High Road, E11 4QS.
Tel: 0208 5393950

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

London, The Toybox
223 Victoria Park Road, E9 7HD.
Tel: 0208 5332879

London, Happy Returns Ltd
36 Rosslyn Hill, NW3 1NH.
Tel: 0207 4352431

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

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

South Woodford, South Woodford Library
116 High Road, E18 2QS.
Tel: 0208 7089067

St Mary Cray, Hobbycraft Orpington
Unit 20, Nugent Shopping Park, Cray Avenue,
BR5 3RP. Tel: 0845 0516576

West Drayton, The Aviation Hobby Shop
4 Horton Parade, Horton Road, UB7 8EA.
Tel: 01895 442123

MANCHESTER

Manchester, Golem Painting Studio
Unit 20, 3rd Floor, Mone, 8 Lower Ormond
Street, M1 5QE.
Tel: 07894 315911

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

MERSEYSIDE

Brimstange, Wargame Store
Brimstange Hall Courtyard, CH63 6JA.
Tel: 0151 3421233

Liverpool, Derbyshires
22 - 24 Chapel Lane, Formby, L37 4DU.
Tel: 01704 678 934

Liverpool, The Scythe and Tea Cup Gamer Cafe
61a Kempson Street, GU9 7PB.
Tel: 01512 981685

St Helens, War and Hobby
22 Cooper Street, WA10 2BQ.

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

NORFOLK

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

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

Holt, Starlings-Toymaster
12 High Street, NR25 6BN.
Tel: 01263 713101

Huntstanton, The Pavillion Toymaster
17 The Green, PE36 5AH.
Tel: 01485 533108

Norwich, Starwyn Games Ltd
12 Dove Street, NR2 1DE.
Tel: 01603 631920

Norwich, Langleys
Wendover Road, Rackheath Ind Est.
NR13 6LH. Tel: 01603 621959

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

Norwich, Hobbycraft Norwich
Unit 7 Riverside Retail Park, Albion Way,
NR1 1WR.
Tel: 0845 0516573

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

NORTHAMPTONSHIRE

Northampton, Hobbycraft Northampton
Tyne Road, Weldon Industrial Estate,
NN5 5AF.
Tel: 0845 0516523

Burton Latimer, Cockpitsonic UK Ltd
90a High Street, Burton Latimer, NN15 5LA.
Tel: 01536 725905

Great Billing, Cherry Tree Gift Shop
Billing Aquadrome, Crow Lane, NN3 9DA.
Tel: 01162 387461

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

Rushden, Osborne Sports & Toys
118 High Street, NN10 0PE.
Tel: 01933 312415

NOTTINGHAMSHIRE

Meadow Lane, Hobbycraft Nottingham
Unit 2, Lady Bay Retail Park, NG2 3GZ.
Tel: 0845 0516549

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

Beeston, Chimera Leisure
105 High Road, NG9 2LH.
Tel: 0115 9 229880

Mansfield, The Games Emporium
Handley Arcade, NG18 1NQ.
Tel: 01623 640022

Mansfield, Eye of the Storm
Matlock Mill, Hamilton Way, NG18 5BU.

Newark, Access Models
43-45 Castle Gate, NG24 1BE.
Tel: 01636 673116

Newthorpe, Calver Books
100 Baker Road, NG24 2DP.
Tel: 0115 9382111

Retford, Bookworm
1 Spa Lane, DN22 6EA.
Tel: 01777 869224

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

OXFORDSHIRE

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

Bicester, Bicester Toys and Nursery
65 - 68 Sheep Street, OX26 6JW.
Tel: 01869 323946

Bicester, Hobbycraft Bicester
Unit 3, Bicester Ave Home & Garden Centre,
Oxford Road, OX25 2NY.
Tel: 0845 0516557

Carterton, Giles Sports, Toys & Cycles
1 Alvecot Road, OX18 5JL.
Tel: 01993 842396

Oxford, Boswells Toymaster
1-4 Broad Street, OX1 3AG.
Tel: 01865 241244

Oxford, Hobbycraft Oxford
Unit A, Meadowside Retail Park, Lamarsh
Road, OX2 0FE.
Tel: 0845 0516558

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

SHROPSHIRE

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

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 654535

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

SOMERSET

Bridgwater, Insane Games
7 East Quay, TA9 5AZ.
Tel: 01278 433554

Bristol, Cut and Thrust Gaming
61 Old Market Street, BS2 0EJ.
Tel: 0117 3020021

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

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

Chipping Sodbury, Purple Parrot
51 Broad Street, BS37 6AD.
Tel: 01454 323332

SUFFOLK

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

Bury St Edmunds, Apocalypse Miniature Wargaming
102 Risbygate Street, IP33 3AA.
Tel: 01284 747363

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

Bury St Edmunds, Model Junction
10 Whitting Street, IP33 1NX.
Tel: 01284 753456

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

Haverhill, Two Cats Craft
Unit 6, Wisdom Facilities Centre, 42 Hollands Road, CB9 8SA.
Tel: 01440 706041

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

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

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

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

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

SURREY

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

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

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

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

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

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

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

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

Redhill, Gamers Guild Ltd
12 Linkfield Corner, RH1 1BB.
Tel: 01737 789123

Staines, Hobbycraft Staines
S2, Two Rivers Retail Park, TW18 4WD.
Tel: 0845 0516582

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

Woking, Hobbycraft Woking
Unit 22, Lion Retail Park, Oriental Way, GU22 8BD.
Tel: 0845 0516556

SUSSEX

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

Brighton, Brighton Toy and Model Museum
52-55 Trafalgar Street, BN1 1AD.
Tel: 01273749494

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

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

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

Crawley, Hobbycraft Crawley
Unit 2a, County Oak Retail Park, London Road RH11 7ST.
Tel: 0845 0516552

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

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

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

Horsham, Battleguest Games
33 Queen Street, RH13 5AA.
Tel: 01403 242003

Hove, Kids Dreams
79 Boundary Road, BN3 5TD.
Tel: 01273 420666

Lowes, Tashori Arts & Crafts
29 Station Road, BN72DB.
Tel: 01273 487670

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

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01825 766396

TYNE AND WEAR

Gateshead, Hobbycraft Gateshead
Unit 2a, Retail World, Team Valley, NE11 0BD.
Tel: 0845 0516547

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

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

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

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

South Shields, Hawthorn Arts
Hawthorn House, 85 Westoe Road, NE33 4LU.
Tel: 01914 560822

WARWICKSHIRE

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

Atherstone, Atherstone Bargains Ltd
60 Long Street, CV9 1AN.
Tel: 07964 846520

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

Leamington Spa, Avon Toys
77-79 Warwick Street, CV32 4RR.
Tel: 01926 339922

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

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

Warwick, Castle Trains
36 Smith Street, CV34 4HS.
Tel: 01926 497905

WEST MIDLANDS

Coventry, Antics Model Shop
23 Trinity Street, CV1 1FJ.
Tel: 0247 6551155

Coventry, Hobbycraft Coventry
Unit 11, Central Six Retail Park, CV3 6TA.
Tel: 0845 0516534

Shirley, Hobbycraft Solihull
Unit 3 D, Solihull Retail Park, Marshall Lake Road, B90 4LD.
Tel: 0845 0516582

Wednesfield, Hobbycraft Wolverhampton
Bentley Bridge Retail Park, WV11 1BP.
Tel: 0845 0516543

WILTSHIRE

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

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

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

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

Swindon, The Battle Lounge
3 Beechcroft Road, SN2 7RD.
Tel: 01793 722266

Swindon, Hobbycraft Swindon
St. Margaret's Retail Park, SN3 4ES.
Tel: 0845 0516551

Trowbridge, The Toy Shop Trowbridge
Castle Street, BA14 8AS.
Tel: 01225 768415

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

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

Wootton Bassett, Mark's Models Ltd
Unit 12 Asselt House, 50 High Street, SN4 7AQ.
Tel: 01793 851242

WORCESTERSHIRE

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

Droitwich, Toyworld
21-23 High Street, WR9 8EJ.
Tel: 01905 772403

Droitwich Spa, Hobbycraft Droitwich
Webbs of Wychbold, Wychbold, WR9 0DG.
Tel: 0845 0516548

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

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

YORKSHIRE

Attercliffe Common, Hobbycraft Sheffield
Meadow Hall Retail Park, S9 2YZ.
Tel: 0845 0516526

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

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

Beverly, Beverly Model Shop
3 Beaver House, Butcher Row, HU17 0AA.
Tel: 01482 864223

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

Dewsbury, Cosmic Toys and Collectables
53 Daisy Hill, WF13 1LF.
Tel: 01424 650348

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

Filey, Beachcomber
35 Belle Vue Street, Filey, YO14 9HU.
Tel: 01723 514434

Goole, Hall's Music
21 Pasture Road, DN14 6BP.
Tel: 01405 764191

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

Harrogate, Butterfingers
Chatsworth Road.
Tel: 01423 507575

Huddersfield, Something Wicked
1 Wood Street, HD1 1BT.
Tel: 01484 599226

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

Hull, Hobbycraft Hull
48 Kingston Retail Park, Kingston Street, HU1 2TX.
Tel: 0845 0516566

Hutton-Le-Hole, The Craft Workshop
Unit 1, The Craft Workshop, YO62 6UA.
Tel: 01751 417926

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

Leeds, Leeds Wargaming Center
Norden House, Meanwood Road, LS7 2JF.
Tel: 07581 121617

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

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

Pickering, Trail Blazer Outdoors
17 Market Place, YO18 7AE.
Tel: 01751 474672

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

Scarborough, W. Boyes & Co Ltd Scarborough
Queen Street, YO11 1HS.
Tel: 01723 375331

Scarborough, Space Myth and Magic
38 Eastborough, YO11 1HQ.
Tel: 01723 501821

Scisset, Springfield Hobbies
Unit 11 Nortonthorpe Ind Park, Wakefield Road, HD8 9LA.
Tel: 01484 860086

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

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

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

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

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

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

York, W. Boyes & Co Ltd York
35 Goodramgate, YO1 7LS.
Tel: 01904 610660

ISLE OF MAN

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Tel: 01624 666045

Ramsey, J.A.C. Distribution Ltd
37 Parliament Street, IM8 1AT.
Tel: 01624 813092

Belfast, Nordtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
Tel: 07955 016570

Co Down, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 018206 22225

Coleraine, Netramedia
Studio 2, Old Distillery Court, B T52 1LN.
Tel: 07813 905966

Derry, Comics and Collectables
Level 2 Richmond Centre, Shipquay Street, BT48 8PE.

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

Lisburn, Luce Balloons
21 Railway Street, BT28 1XG.
Tel: 02892 673718

Portadown, Creative Destruction
Millennium Courts Arts Centre, William Street, BT62 3NX.
Tel: 02837 552411

Templemore, Walsh & Son
Main Street, Ireland.
Tel: 00353 504 31178

SCOTLAND

Aberdeen, Hobbycraft Aberdeen
8 East Terrace, Union Square, Guild Square, AB11 5RD.
Tel: 0845 0516547

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

Oban, Alha
6 Albany Street, PA34 4AR.
Tel: 01631 563645

Aleass, Aleass Newsagents
56 High Street, IV17 0SG.
Tel: 01349 884 105

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

Ayr, The Lost World
6 New Bridge Street, KA7 1JX.
Tel: 01292 290488

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

Dumfries, Toytown
7 Church Place, DG1 1BW.
Tel: 01387 264884

Dundee, Hobbycraft Dundee
Unit 4, Kingsway West Retail Park, Cleppington Road, DD3 8RX.
Tel: 0845 0516583

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

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

Edinburgh, Toys Galore
13 Connely Bank Road, EH4 1DR.
Tel: 01313 328199

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

Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 01314 471006

Edinburgh, Hobbycraft Edinburgh
Unit 23, Fort Kinnaird Shopping Park, Newcraighill, EH15 3RD.
Tel: 0845 0516561

Edinburgh, 6s To Hit
101 Lauriston Place, EH3 9JB.
Tel: 01312 37 2310

Falkirk, Hobbycraft Falkirk
Unit 3a, Central Retail Park, Grahams Road, FK1 1LW.
Tel: 01909 560273

File, The Hope Chest
22 Hunter Street, Kirkcaldy, KY1 1ED.
Tel: 01592 260116

Glasgow, Static Games
31-35 Parnie Street, G1 5RJ.
Tel: 0141 5529785

Glasgow, Hobbycraft Glasgow
Unit 7, Block B, 160 Provan, Glasgow Fort Shopping Park, G34 9DL.
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Greenock, Art Craft and Hobbies Ltd
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Hamilton, Ink Spot
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Inverness, Inverness Model Shop
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34a Bayhead, HS1 2DX.
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Largs, Bus Stop Toy Shop Ltd
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Livingston, Worlds at War
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Livingston, Hobbycraft Livingston
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Orkney, Cycle Orkney
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Paisley, Paisley Model Centre
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Perth, The Gamers Pad
1 York Place, PH2 8EP.
Tel: 01738 442836

Perth, Intrepidations
19 Evelyn Terrace, PH2 8LT.
Tel: 01738 561900

Rothsay, Orange Banana
47 Victoria Street, Isle Of Bute, PA20 0AP.
Tel: 07951 158275

Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
Tel: 01595 693097

Stonehaven, Toymaster Toyland
19 Allardice Street, AB39 2BS.
Tel: 01569 766333

Thurso, Durrans
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Aberystwyth, The Albattross
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Blaenau Ffestiniog, Porthmadog Models
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Cardiff, Mr Mac's Magical Emporium Ltd
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Cardiff, Firestorm Games
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Ceredigion, Awen Teifi
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Chepstow, Artists Corner Ltd
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Haverfordwest, Emrys Art Supplies
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Lampeter, Lomas's
9 Bridge Street, SA48 7HG.
Tel: 01570 422539

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Tel: 01446 794118

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Tel: 02920 880600

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

Newport, Hobbycraft Newport
Harlech Retail Park, Cardiff Road, NP20 3BA.
Tel: 0845 0516540

Newport, D-9 Models
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Pembroke, Dragon Alley
53 Main Street, SA71 4DA.
Tel: 01646 621456

Pontypool, Cogworks
Unit 41 Castle Mews, George Street, NP4 6RU.

Pontypridd, Reptile Centre
Unit 26 Albion Industrial Centre, Cilfynydd, CF37 4NX.
Tel: 01443 244 330

Pontypridd, Sugar and Spice
The Arcade, Church Street, CF37 2TH.
Tel: 07879 21379

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

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

Shrewsbury, Totally Games Ltd
26 Clairmont Street, SY1 10G.
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Unit 5, Potardulais Road Retail Park, SA5 4BA.
Tel: 0845 0516585

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Tel: 01938 590256

Cardiff, Hobbycraft Cardiff
Unit 8b, Cardiff Shopping Centre, Leckwith, CF11 8HJ.
Tel: 0845 0516558

Newport, Western Valley Models
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Cavan, Clarke's Toy Master
Unit 3 Lakelands Retail Park.
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Sligo, Conways Sligo Bookshop
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Douglas, Art and Hobby Douglas
Unit 41 Douglas Court Shopping Centre.
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Letterkenny, Tinney Toys
Leck Road, Drumahoe.
Tel: 00 353 749 122 314

Blackrock, Art and Hobby Black Rock
Unit 23/24, Blackrock Shopping Centre.
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Donegal, Proper Price
Donegal Business Park, Drumrooske
Tel: 00353 749 722 306

Donegal, World of Stuff
Level 2, Courtyard Shopping Mall, Main Street.
Tel: 00353 87665096

Dublin, Art and Hobby Liffey Valley
Unit 22, Liffey Valley Shopping Centre, Clonsilla.
Tel: 00 353 145 653 08

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

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

Santry, Art and Hobby Santry
Unit 13b, Omni Park Shopping Centre.
Dublin 9. Tel: 00 353 186 245 00

Dun Laoghaire, Art and Hobby Dun Laoghaire
Top Floor, Dun Laoghaire Shopping Centre.
Tel: 00 353 128 050 47

Newbridge, Art and Hobby Newbridge
Unit 18, Whitewater Shopping Centre.
Tel: 00 353 145 653 08

Kilkenny, Art and Hobby Kilkenny
No 9 Coffee House Lane, Market Cross Shopping Centre.
Tel: 00 353 145 653 08

Doonadoyle, Art and Hobby Limerick
Unit 3, The Crescent Shopping Centre.
Tel: 00 353 145 653 08

Drogheda, Art and Hobby Drogheda
Unit G15, Scotch Hall Shopping Centre.
Tel: 00 353 145 653 08

Mullingar, Art and Hobby Mullingar
Unit 13, Harbour Place Shopping Centre.
Tel: 00 353 449 335 247

Athlone, Art and Hobby Athlone
Unit 9 Athlone Town Centre.
Tel: 00 353 145 653 08

Greystones, Art and Hobby Greystones
Unit 5 Blacklion Centre.
Tel: 00 353 145 653 08

Kerry, Cahall Toymaster
Bridge Street, Tralee.
Tel: 00 353 667 121 847

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

Navan, Art and Hobby Navan
Unit 33, Navan Town Centre.
Tel: 00 353 456 5308

Clonmel, R.B Models
28b Queen Street. Tel: 00 353 526 124 808

Thurles, Bookworm
1 Parnell Street.
Tel: 00 353 504 222 57

Newross, Campbell's
9 South Street.
Tel: 00 353 514 214 73

Wexford Town, Gamers Paradise
10 Selskar Street.
Tel: 00 353 539 121 190

Wicklow, The Hobby Hut
Unit 1 Fitz William Court, Wicklow Town.
Tel: 00 353 861 072 706

Wicklow, Hopkin's Toymaster
Main Street.
Tel: 00 353 467 2225

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

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

Swords, Art and Hobby
Unit G42 The Pavilion Shopping Centre.
Tel: 00 353 180 848 45

Galway, Art and Hobby Galway
Unit 11, Level 2, Corbett Court Shopping Centre, IR
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Galway City, Dungeons and Donuts
The Bridge Mill, Lower Dominick Street.
Tel: 00 353 915 679 30

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

ARGENTINA



Buenos Aires, Warzone S.A.
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BELARUS



Minsk, Moskovsko-Venskiy shopping mall
Nezavisimosty ave., 58

BELGIUM



Aalst, Hermelijn
Molenstraat 36, 9300.
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Antwerpen, Herman Verschoten Modelbouw
Eiermarkt 31a, 2000.
Tel: +32 32 32 66 22

Antwerpen, Modelbouwcenter Ballien
Turnhoutsebaan 340, 2140.
Tel: +32 32 35 97 08

Brugge, Verbrughe Modelbouw
Koning Albert I-Laan 58, 8200.
Tel: +32 (0)50 32 39 72

Gent, Worlds End Comics
Overpoortstraat 110, 9000.
Tel: +32 (0)92 22 05 76

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

Hasselt, Oberonn
Kempische Steenweg 27, 3500.
Tel: +32 (0)479 67 96 90

Kortrijk, Albion
Doorniksestraat 52, 8500.
Tel: +32 (0)56 32 43 07

Kraainem, L'Atelier de Gopetto
Rue d'Argile 72, 1950
Tel: 02 661 30 17

La Hulpe, L'Atelier de Gopetto
Centre La Mazerine, 1310
Tel: 02 661 30 15

Leuven, Spellanaet Louven
Sint-Hubertusstraat 3, 3000.
Tel: +32 (0)486 73 83 24

Loenhout, BK Modelbouw
Oud Dorpsstraat 61, 2990.
Tel: +32 33 36 10 50

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

Merksem – Antwerpen, The Gamestore
Ridder van Parijs Straat 7, 2170.
Tel: +32 (0)33 25 55 35

Oostende, King Arthur
Alfons Pieterslaan 96, 8400.
Tel: +32 (0)59 51 57 56

Rooselare, Black Border
Noorstraat 206, 8800.
Tel: +32 (0)51 20 82 50

Watermaal-Boisfort, L'Atelier de Gopetto
Rue Middelbourg 58, 1170
Tel: 02 661 30 11

Westkerke, What Ever
Gistelse Steenweg 128, 8460.
Tel: +32 (0)473 77 15 41

Woluwe Saint Lambert, L'Atelier de Gopetto
Avenue Georges Henri 286, 1200
Tel: 02 661 30 13

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La Paz, Kenosha
Tel: 0059 1 775 03283

La Paz, Las Dos Torres
Tel: 0059 1 720 07931

Oruro, Taurus
Tel: 0059 1 724 53814

Santa Cruz, Unoloki
Tel: 0059 1 726 20 510

BRAZIL



Campinas, Legends do Brasil
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CHILE



Antofagasta, Osamu Manga & Toys
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Las Condes, Santiago, Mirax
Tel: 0056 22 46 34 60

Providencia, Santiago, Guild Dreams
Tel: 0056 22 31 71 37

Santiago, Caleuche Hobbies & Battle Games
Tel: 0056 73 33 61 03

CHINA



Beijing, Beijing Book Building
Tel: 0086 10 66066504

Beijing, Beijing Warhammer Club
Tel: 0086 10 64037588

Beijing, Juvenile & Children Reading Experience
Wonderland Warhammer Club
Tel: 0086 10 57526737

Beijing, No. 14th Arsenal
Room 1301, Building 22, Section 1,
XingHeYuan apartment, GongYi Xi Qiao,
FengTai District.
Tel: 0086 15 601219717

Beijing, Qi-Wan Miniatures Wargame Club
Tel: 0086 13 681244512

Beijing, Tong Yun Card Game
Tel: 0086 13801324686

Beijing, Wangfujing Xinhua Bookstore
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Beijing, Warhammer Elite Club
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Beijing, Xinhui Hobby Xingjiekou Shop
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Chengdu, Kid's Castle
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Fuzhou City, PlayShow Warhammer Club
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Shanghai, Zark
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Shantou, Miniature Kingdom
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Shenyang, Shenyang Warhammer Club
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Tian Jin, Tianjin Waaghi Gaming Club
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Tel: 0086 13 476097121

Wuhan, Zhi-Li Model
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Xian, Xian Waagham Warhammer Club
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Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592517573

COLOMBIA



Calí, Magic Colombia
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Medellín, Juugo & Real
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CROATIA



Zagreb, Carta Magica
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CYPRUS



Kato Paphos, Cyprus Crusade
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Nicosia, Isengard Fantasy Shop
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CZECH REPUBLIC



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Ceske Budejovice, Chaotit
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Koprivnice, Magic
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Kostelec, Certuv Pekelny Kotlik
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Praha, Cerry Rytir
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Vsetin, Atlantis
Tel: 420571411697

DENMARK



Aalborg, Dragons Lair
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Aalborg, SK Painting
Vesterbro 30 st tv, 9000.
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Aarhus, Gunzone
Kystvejen 27 st, 8000.
Tel: 87 61 11 12

Aarhus C, Dragons Lair
Amalgade 21, 8000.
Tel: 86 19 00 63

Asnæs, Bog og Ide
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Erlev, Asgaard Games
Vandbjergvej 5, Galtrup, 7950.
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Esbjerg, Arnold Busck
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Esbjerg, Bunkern
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Tidemannsvej 16, 4300.
Tel: 24 24 49 50

Holbæk, Hack N Slash
Vestergade 2, 4300.
Tel: 51 90 02 34

København K, Faraos Cigarer
Skindergade 27, 1157.
Tel: 33 67 20 09

Kolding, Good Games
Låsbygade 13, 6000.
Tel: 75 50 03 04

Lyngby, Faraos Cigarer
Jernbanestationen 63, 2860.
Tel: 45 32 10 23 23

Næstved, Guns n Games
Ramsherred 21, 4700.
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Odense C, Dragons Lair
Grabroderpassagen 9, 5000.
Tel: 45 63 11 12 19

Ringsted, Andres
Søgade 1a, 4100.
Tel: 27 28 36 71

Rødovre, Arnold Busck
Rødovre Centrum 116, 2610.
Tel: 36 41 04 85

Odense, Arnold Busck
Rosengårdscenret, 5220.
Tel: 66 15 99 28

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 36 35 48

Svendborg, Farve og Hobbyhjørnet
Klosterplads 4, 5700.
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Taastrup, Genbrugsbøger
Taastrup Hovedgade 95, 2630.
Tel: 27 29 35 26

FINLAND



Ahtari, Honkaniemen Kirjakauppa
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Aland, Dillen Ab, Torggatan 7, 22100.
Tel: 018 15578

Ekenäs, Kungshökhandeln Ab.
Tel: 019 246 1028

Espoo, Tapiolan Pelikauppa
Kauppamiehentie 1, 02100.
Tel: 09 412 9941

Hameenlinna, Pelihuone Enter
Palokunnankatu 14, 13100.
Tel: 044 508 1002

Heinola, Heinolan Talous-Muovi ja Lelu
Kauppakatu 15, 18100.
Tel: 03 715 3905

Helsinki, Fantasiapeliit Helsinki.
Tel: 09 650 803

Helsinki, Simonkatu 9
Tel: 09 75 15 45 25

Tampere, Kirja Karkkainen
Koskikeskus, Hatanpäänvaltie 1, 33100.
Tel: 03 232 8413

Tampere, Puolenkuun Pelit Tampere
Hämeenkatu 17, 33200
Tel: 03 45180550

Turku, Fantasiapelit Turku
Humalistonkatu 8, 20100.
Tel: 02 232 8413

Vaasa, Pelimies Oy
Hs-Center, Alatori, 65100.
Tel: 06 312 5111

Vantaa, Myrmyän Pelikauppa
Tel: 09 428 90813

GREECE



Athens, Fantasy Shop Central – Victoria
3rd Septemvriou 65, Pl. Victorias, 104 33.
Tel: +30 210 8231072

Athens, Fantasy Shop Exarcheia
Themistokleous 43-45, Exarcheia, 106 83.
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Athens, Fantasy Shop Amaraosiu
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Athens, Fantasy Shop Glyfada
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Athens, Kaissa
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Tel: +30 210 3606488

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Tritis Septemvriou 118, 104 34.
Tel: +30 210 8813990

Athens, Games Vault
12 El.Venizelou Str., Nea Smyrni, 17121.

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Tel: +30 28210 88996

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M. Margeriti 13-15, 49100.
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Isaia 1, Platia Laou, 351 00.
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Kaissa, Harilaou Trikoupi 141, 146 71.
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Pagratia, Athens, Kaissa
Damareos 56-58, 116 33.
Tel: +30 210 7218318

Patra, Kaissa
Gounari 85, Sisinai 24, 262 21.
Tel: +30 2610 625632

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Ethnikis Antistaseos 85A, 121 34.
Tel: +30 210 5722291

Piraeus, Kaissa
Ipsilantou 174-176, 185 35.
Tel: +30 210 4296636

Thessaloniki, Underworld Games
Kostantinou Paleologou 18 & Egnatia 109, 54635.
Tel: +302310240193

Volos, Fantasy Shop Volos
Glavani 98-100, Volos, 382 21.
Tel: +30 24210 28782

HONG KONG



Hong Kong Island, Jumbo Arts Co.
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HUNGARY



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Budapest, Modell Hungaria
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Budapest, Sarkanytuz
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Budapest, Sas Military
Tel: 0036 1 2664393

Budapest, Szikla-Fonix
Tel: 0036 20 5373303

Budapest, Wargamers
Tel: 0036 30 6467670

Budapest, Veg-Ye
Tel: 0036 70 8661993

Budapest, Zordkom Game
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Dunakeszi, Yellow Dreams
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Gyor, Airport Models
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Kecskemet, Sarkanytuz
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Leteny, Zordkom-Game kft
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Miskolc, Sarkanytuz
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Miskolc, Vahallia Pahloly
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Pecs, Sarkanytuz
Tel: 0036 70 2962860

Szeged, Sarkanytuz
Tel: 0036 70 3290245

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Chiba, Hobby Shop Arrows
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Tel: 0138-34-6030

Kashiwa, Hobby Space Mr.Field
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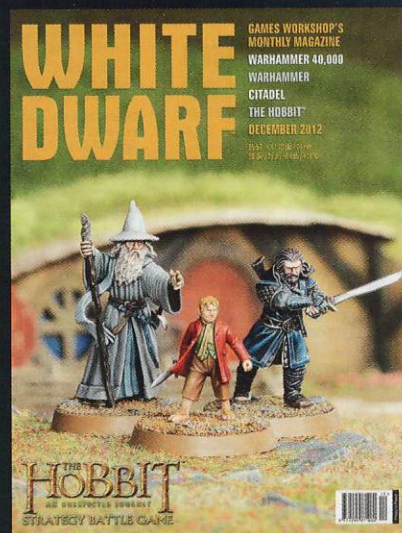
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THIS MONTH IN

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



White Dwarf: There's been all manner of goings-on in the hobby room, with the White Dwarf team painting and gaming like men and women possessed.



The Design Studio: The various sculptors responsible for *The Hobbit: An Unexpected Journey* miniatures share some of the stories of their designs.



Forge World: The Forge World team show off some of their latest projects, including a first-hand look at miniatures for their new *Black Fire Pass* book.



Black Library: James Swallow shares with us some of the secrets about Nathaniel Garro, while CL Werner explains why writing stories about villains is such fun.

THIS MONTH IN WHITE DWARF

This month the White Dwarf team have been going into hobby overdrive, which, given how much we already cram into the month, means a large dent in our paint supplies, copious dice-rolling and enough plastic sprues to build a life-size Land Raider. Behold!

MATT'S MARINES

Matt's **eternal fascination** with (and passion for) Space Marines bore new fruit this month, as he painted up a ten-man Legion of the Damned squad to accompany his Imperial Fists into battle. Adorned with striking flame and bone motifs, they're a dark visual counterpoint to the bold yellow of Rogal Dorn's finest. Matt's aiming to paint up at least one of everything in the Codex – he's threatening a Thunderfire Cannon next.



DEATH GUARD TRIUMPHANT

The first game in the White Dwarf hobby room this month saw Andy's Death Guard take on Glenn's Grey Knights in a tense battle over five objectives. Glenn eventually lost, an outcome he explained as being the result of spending too much time shooting his big guns at Death Guard-occupied bastions, rather than Andy's Daemon Prince, which ended up tearing the heart out of his army.



DARK ANGELS DRAW

Adam's **Dark Angels/Imperial Guard** alliance went up against Jes' Hive Fleet Eumenides this month. The result was an honourable draw, despite a brace of double devourer-armed Carnifexes accounting for a Tactical squad, a Ravenwing squad (including Attack Bike), a Librarian and Adam's Warlord. It was a close game though, and Jes learned that Tyranid Warriors really don't like Battle Cannons, even if they hide in a crater...



A PLAGUE OF DAEMONS

In an astonishing display of hobby productivity, Adam made a grand (and frighteningly quick) start on a Nurgle Daemon collection this month, seemingly almost by accident. An impulse purchase of a box of plastic Plaguebearers to test out a simple but striking painting technique (essentially just a white undercoat with a few washes) rapidly snowballed into the completion of 30 Plaguebearers, three Plague Toads, a Beast of Nurgle, six Nurgling bases and the Herald seen in this issue's Kit Bash. Our hats are most definitely off, Mr Troke.



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- 1 Adam's Plaguebearers were washed with Athonian Camoshade plus random additions of other Shades.
- 2 This Plague Toad is Adam's favourite, and he's been making strange gurgle-ribbit noises since he painted it.
- 3 Adam's Beast of Nurgle, known (unoriginally) as 'The Beast'.

Beth's Daemonettes

Adam's not the only servant of Chaos to surrender to infernal allure this month, as Beth also forged ahead with her flame-haired Daemonettes. Plumping for a decidedly unearthly pale and purple-hued skin colour – achieved with some careful washes and shading – Beth's Slaaneshi servants are looking good, and will soon hopefully have amassed enough numbers to muster for battle.

Chaos Ascendant

Kris' lunchtime escalation games with regular opponent John have been such a success that they've moved from 40K to Fantasy. Kris is sticking with the Ruinous Powers since his rewarding brush with the Alpha Legion, and is forging ahead with a Warriors of Chaos force. He's already kit bashed and painted a Chaos Lord, and his desk now groans under the weight of dozens of Warriors.



TOURNAMENT TRAINING

By the time you read this it will be long over, but at the time of writing Matt and Glenn were frantically putting together 750-point forces for the Warhammer 40,000 Doubles Weekend. Matt added to his Imperial Fists (again) while Glenn decided to start an Ultramarines army, making the surprise discovery that he already had lots of half-finished Ultramarines units hidden away.

THIS MONTH IN

THE DESIGN STUDIO

This month in the Design Studio Alan Perry, Michael Perry and Aly Morrison tell us about the creation of a whole new range of Citadel miniatures for *The Hobbit: An Unexpected Journey*, and some of the challenges and fun they had along the way.



Top: Alan Perry
Middle: Michael Perry
Bottom: Aly Morrison

LADEN WITH EXPECTATION

Adam Troke chats with Aly Morrison, Michael Perry and Alan Perry about sculpting the new miniatures.

Adam: The excitement for *The Hobbit: An Unexpected Journey* in the Design Studio has been feverish to say the least, with dozens of people involved at all levels and in all possible aspects. None have been more instrumental to this hive of activity than the miniatures designers, who have transformed sketches, photographs, film stills and, in some cases, the briefest of descriptions into beautiful Citadel miniatures that capture the look and feel of the forthcoming movie.

We've enjoyed a great relationship with Peter Jackson and his team, with the chance to visit the set, both in the UK and in New Zealand, and to chat to the actors, designers and crew responsible for making this film – we've even been able to get our

hands on some of the props. From the moment Alan and Michael excitedly brought back a handful of ideas to the days when we began to receive the first photographs, the designers have been tackling the challenges that come with such an unusual project.

"Working on *The Hobbit: An Unexpected Journey*, just as *The Lord of the Rings* before it, comes with a different set of challenges for us," Alan explained. "We're not just making miniatures – we're matching the vision of Peter and his team. The detail and care they put into their work is incredible, and that means that our miniatures based on those characters need to be incredible too. It's the best, most enjoyable challenge you can face."



RADAGAST™ THE BROWN

Aly: Radagast is a wonderful character, full of dynamic movement and quirky charm, but I couldn't get over the amazing quality and detail of the fabric – someone working on *The Hobbit: An Unexpected Journey* had put a lot of love and attention into his design and I wanted to replicate that on the model. I took the basic elements from the fabric swatches we had been given and created a simple image. It's one of those moments when 'wouldn't it be a great idea if...' actually turns into something really special. With my work done, Kirsty and the rest of the amazing tool-cutters made my crazy idea a reality.

That's the icing on the cake for me. I already had a subject that was wonderfully evocative – Radagast comes complete with a long straggly beard, a worn old hat and even guano spilling down the side of his face – and I really wanted to pour everything into him that I could. The result is something I'm very, very happy with. In fact, I'd say it's my favourite model that I have ever made.



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- 1 Radagast's cloak has incredibly intricate floral patterning moulded directly onto it, matching that from the movie.
- 2 Radagast's satchel also has a distinctive pattern on it – and a collection of plants and herbs popping out from the top.
- 3 Sebastian the hedgehog is one of Aly's favourite details on the model.

CAPTURING ACTION POSES

Alan: In a drafty hangar in Wellington we spent a morning with Steve McMichael, weapon master for *The Hobbit: An Unexpected Journey*. Steve gave us demonstrations with the weapons used by the heroes of the movie. He invited us

to try them out, teaching us the poses, techniques and the killer blows used by the Dwarves. We incorporated some of these into the models. With a miniature, you can only capture a single moment in time, so it's important to make it iconic.



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- 1 Steve showed us a series of exciting flourishes and slashes with Orcrist, one of which has been recreated here.
- 2 Steve demonstrated a number of techniques that Dwalin uses in battle – the strong over arm strike is captured in this model.

THIS MONTH IN THE DESIGN STUDIO



1 THE TROLLS

Michael: For a long time the Trolls were something of a mystery to us – we had an idea of the scale, as they ‘might’ be based on the Cave Troll from Balin’s Tomb in *The Fellowship of the Ring*, but we didn’t have much else to work on besides that. When we did get images from *The Hobbit: An Unexpected Journey*, we were overjoyed – and got straight to work. I don’t think I’ve ever seen so much excitement than when we gave a mock up of Bill the Troll to the games developers to use in their playtest games. All we needed was to know what weapons they would use in battle.

When we stopped by the art department to talk to Alan Lee and John Howe, we got our answer. As we chatted to those two renowned artists about the visuals for the movie, there, lined up against the wall, were full-sized models of the knife, fork and spoon that the Trolls wield in the fight in the movie. Not only did we talk about eagles, Orcs and more – but we also made sketches of these makeshift weapons.



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- 1 The Trolls, Bill, Bert and Tom; here you can see just how big they are in relation to the Dwarves.
- 2 During a conversation with Steve McMichael we learned the Trolls used uprooted trees to fight with, so Alan and Michael included them in the kit too.
- 3 The cutlery-based weapons wielded by the trolls might be fairly benign as far as weapons go – but when you consider they are as long as a man’s leg, they suddenly seem much more dangerous.

GOBLIN THRONE

Adam: One of the biggest elements within *The Hobbit: An Unexpected Journey* Escape from Goblin Town boxed game is the Goblin King's throne. In the movie it sits front and centre during the Goblin King's interrogation of Thorin Oakenshield, and just like the prop in the movie, it's an impressive piece. Here the Goblin King's throne is a dominating item and built high into a rocky outcrop. Because of its prominent location during the pivotal confrontation, it was an obvious inclusion in the boxed game – the question was how to go about it. Aly and Michael explained some of the details.

Michael: The throne straddles the space between playing piece and terrain. The throne is essentially a four-poster bed that has been badly smashed up and stood on its end, so making its basic shape was straightforward enough – but the finished model had to be practical so it would fit on a frame, be easy to assemble and useable in a game. Initially I started work on it, making the overall frame of the throne and even sculpting on some of the complex details, and then Aly stepped in to assist with the design by bringing some digital technology to the piece.

Aly: Much of what I did revolved around replicating textures and straightening lines. It's a great miniature, because even without painting you can see the textures and details that Michael has created on the throne. It's a really interesting piece to look at, and we're sure people are going to enjoy painting it.

Michael: I have to say that it's also worth noting that Aly sculpted the bucket of excrement found beneath the throne. He spent a long time looking at pictures of dung to get it right!

Aly: Guilty as charged. The set-photos showed the contents of the bucket... that was a disturbing level of detail. But it's also funny, and something observant fans will look for. Someone at Weta Workshop put a lot of thought into how his throne could double as a commode and we wanted to do that justice.



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1 Because the Goblin King sits on his throne during the scene with the Dwarves, Michael and Aly made sure that the Goblin King miniature would fit on the throne during play.

2 The Goblin King and his throne in all their glory.

THIS MONTH IN THE DESIGN STUDIO

GOBLIN TOWN

Alan: Upon seeing the Goblin Town set in the film studio, we were gobsmacked. It was like looking at a scale model of a fantastic piece of wargames terrain – a gigantic scenery set built for life-sized models! Having seen such an exciting set-up in the flesh we wanted to play on it straight away. When we got back to the UK, Michael made a mockup set, to see what it would look like miniature scale. Initially it was only a few planks of balsa wood and plasticard, but it gave us a strong idea of what it 'could' be like. From there Aly and Nic Ho really took up the mantle. Between them they perfected not only the set that comes in the Escape from Goblin Town boxed game, but also the Goblin Town scenery set. Using all the concept art and film stills they detailed it all to resemble the scenery from the film set as closely as possible. All those notches, ridges, knots and loose bones are the result of many hours spent hard at work. The result is a highly modular scenery set that you can build in many different combinations. The more kits you have, the more realistic and impressive your battlefield becomes.

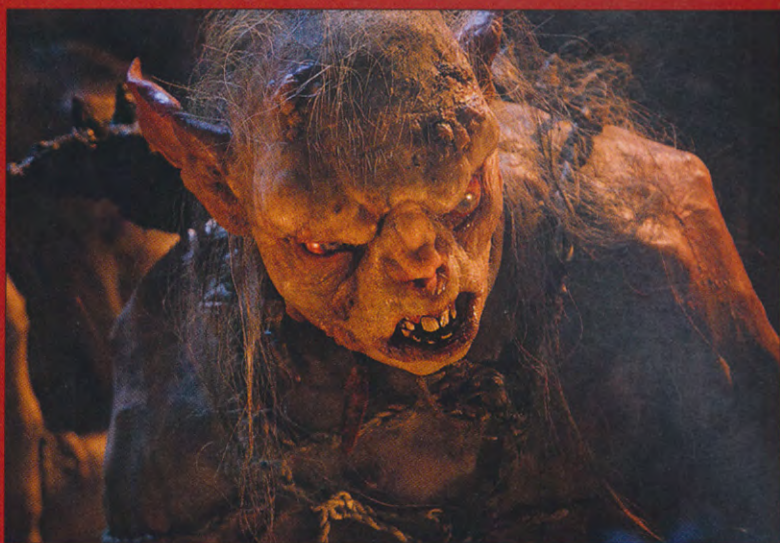


- 1 The walkways of Goblin Town are made from looted items from around the Misty Mountains. Rotten wooden planks are supplemented by bizarre additions, such as this door.
- 2 The set visit revealed just how macabre the decorations in Goblin Town were, with animal skulls, skeletons and worse scattered around the Goblin Town scene.
- 3 The finished scenery piece recreates the grisly Goblin Town set, and also provides an evocative, modular playing area.



GOBLINS

Michael: During one of our trips to the film studio, we walked into a large holding room filled with the cast in full costume, preparing to film a scene with crew members carefully adding extra boils and moisture to skin folds. Here was three dimensional reference for the Goblins. That, and time spent with Terry Notary (the movement choreographer), gave us a really strong idea of the ways that the Goblins move, how they hold their weapons and the ways they clutch things. The Goblins are certainly an ugly bunch, but once you've seen them, it's hard not to have a soft spot for them.



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- 1 The Goblins were described by Terry as being led along by their noses, jutting their heads out towards their prey.
- 2 When the Goblins move, they do so in short, jerky and exaggerated motions. The models capture their curious poses perfectly.

FACES

Aly: Due to the size and scale of these models and the details of their facial features, especially Bilbo Baggins, Radagast the Brown and the Dwarves, we

had to use a new, smaller than ever, cutting tool to make our moulds. This enabled crisp detail at a tiny size, allowing us to really capture the actors' likenesses.



- 1-4 The sculptors had a host of visual resources at their disposal when they were designing the miniatures, enabling them to create likenesses of the characters at an unbelievably small size.



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THIS MONTH IN THE DESIGN STUDIO

CHRONICLING THE CHANGES

As the author of *The Hobbit: An Unexpected Journey Strategy Battle Game*, Adam Troke tells all.



Adam might be more than six feet tall, but he is certainly a Hobbit at heart. He loves nothing more than nice food, the quiet life and sitting under a shady tree.

"One of the things I was desperate to do was make Monsters more dynamic, more dangerous and more rewarding to bring to the battlefield." - Adam Troke

When *The Lord of the Rings Strategy Battle Game* was first unveiled back at Games Day in about 2000, I watched the video on the big screen that introduced the game to the thousands of assembled gamers with goose bumps down my spine. It was the best hobby news I had ever received. More than ten years later, I found myself working on the latest edition of the Strategy Battle Game, to accompany *The Hobbit: An Unexpected Journey*.

I will make no bones about it, *The Hobbit* has been my favourite book since I was nine or ten years old. For me, no story comes close. *The Lord of the Rings* trilogy, directed by Peter Jackson, gave us such a beautiful realisation of Middle-earth that my faith in *The Hobbit: An Unexpected Journey* was absolutely boundless. The chance to walk around the set, to talk to the director, the film crew and the actors who portray many of the key characters reinforced to me the level of care, attention to detail and passion that was being poured into

the project. It was an honour to play a part in bringing this wonderful tale to the tabletop battlefield and my goal was to ensure we brought the same care and passion to the Strategy Battle Game.

First and foremost *The Hobbit: An Unexpected Journey Strategy Battle Game* is a doorway to a whole new collecting hobby. It's an excuse to buy, assemble and paint beautifully sculpted Citadel miniatures that faithfully represent the characters from the movie. Because of that, one of the key goals with the new rules set was to provide new challenges to gamers, to give them new ways to use their existing models and opportunities to collect new ones. Part of that challenge is met with the miniatures that represent all of the characters from the story – Bilbo Baggins, Thorin Oakenshield, the Trolls and so on. There would be scenarios that recreated key scenes from the movie that use all of these models, so these needed to be fun to play, and then replay.



RECOUNTING THE UNEXPECTED JOURNEY

A chief responsibility was to ensure that I wrote scenarios that would faithfully recount the action from *The Hobbit: An Unexpected Journey*. That took me to Los Angeles, where I spent a glorious afternoon reading the script as quickly as

possible, and making some copious notes. The result is the scenarios you can see in the rules manual – hopefully you'll enjoy recreating your favourite scenes from the movie just as much as I did translating them to the miniatures game.

The Hunter Orcs on Wargs race to cut off Thorin's Company, before the Dwarves can reach the safety of Rivendell.



I also looked at the minutiae of the rules. I wanted to make the game about the models – holding the miniature in your hands, looking at his wargear and imagining how he behaves on the tabletop. So I introduced rules such as Special Strikes for the different weapons, that would provide a strategic wrinkle, and also connect our games to the miniatures. Newly defined magical powers are more interactive and provide even more tactical choices, and Monsters are enhanced with great new abilities – deliberately to circumnavigate the tactics that people have used in the past to neutralise what should be the mightiest models on the tabletop. The focus of all the rules has been in making the game fun and interactive, and my strongest hope is that people enjoy the new edition in joyful games with their friends. It's a new era of collecting, painting and gaming – and I'm looking forward to sharing it with you. **AT**

ACTS OF HEROISM

More than doubling the number of Heroic Actions has had a profound effect on the tactics of the game – now players have more choices and more strategies to unleash. Mastering these new possibilities is a challenge even for experienced gamers.



THIS MONTH IN FORGE WORLD

BLACK FIRE PASS IS ON THE HORIZON

The latest news from Warhammer Forge is that they will soon start work on their latest book for Warhammer – the Battle of Black Fire Pass. Keen Warhammer historians will recall that this iconic battle features the armies of the Empire standing against a vast horde of Orcs and Goblins as they make their way through Black Fire Pass. Aided by a contingent of Dwarfs they fight valiantly to protect their lands from the greenskin invasion. While the Forge World team have only just started this project, we managed to get a few early shots of some of their work, including an Empire standard bearer from Averland, a grim-faced Dwarf Hero, and a typically vicious Night Goblin carrying a very large Battle Standard.

We've seen plenty of Horus Heresy miniatures from Forge World recently and this month is no exception. Yet deep within the Warhammer Forge a cadre of designers have been sculpting the models for their next release – the Battle of Black Fire Pass.



- 1 The Empire Banner Bearer sculpted by Steve Whitehead carries a large banner featuring the sun emblem of Averland.
- 2 Keith Robertson sculpted this Battle Standard Bearer, who carries not one but two massive banners.
- 3 The sculpted banner details are going to be a painter's delight.
- 4 This stunning Dwarf Hero was sculpted by Edgar Skomorowski...
- 5 ...Who's been carefully hand-crafting 28mm scale chainmail to detail each of his miniatures.



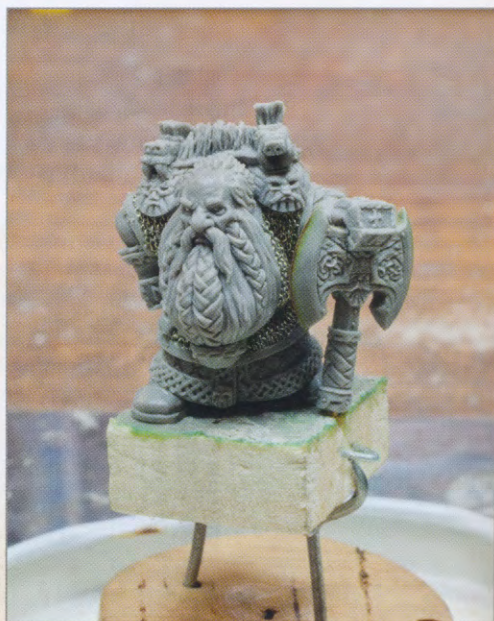
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HERESY IN THE MAKING

As the Battle for Istvan begins, the Space Marine Legions turn their deadliest weapons on one another. This month's contribution to the war effort comes from Will Hayes, who has been sculpting new weapon options, including the autocannon and the drum-fed heavy bolter on the right. Meanwhile, Phil Stutcinkas has been designing a new Land Raider variant – the formidable and heavily armed Land Raider Cerberus. With not one, but three, neutron laser projectors mounted in the hull, this formidable tank has the firepower to level entire cities.



1

- 1 The heavy bolter features a drum-magazine, while the autocannon is so large that only a Space Marine could hope to heft it unaided.
- 2 The three neutron laser projectors dominate the front of the tank and are covered by a heavy cowl to protect the generator coils from enemy fire.



2

The First Jetbike

Last month we showed you the Space Marine Jetbike that Daren Parrwood had been working on. Well, one month on, that same jetbike is now painted in the colours of the World Eaters Legion. "It was a real honour to paint the very first of the new jetbikes," says Forge World's resident painter Matt Murphy-Kane. "I stippled on the main colour – Ceramite White – over a Celestra Grey basecoat before painting on the blue sections with Kantor Blue. I then used a tiny piece of sponge to apply weathering and paint chips to the model."



THIS MONTH IN BLACK LIBRARY

This month has seen a number of fantastic releases from Black Library; we beseeched the shadowy scribes that type incessantly in the depths of the Library's vaults to furnish us with more details. So it is that James Swallow and CL Werner speak...



James Swallow is a New York Times bestselling author and has written countless books and audio dramas, including *The Flight of the Eisenstein* and *Fear to Tread*.

SIX TRUTHS ABOUT NATHANIEL GARRO

We asked James Swallow to tell us the truth about fan favourite Garro. He gave us six truths instead.

James: To be honest, I never guessed that when I first wrote about Battle Captain Nathaniel Garro, master of the 7th Great Company of the Death Guard, he would become such a fan favourite. I shouldn't have been surprised; he's the stuff that Space Marines are made of, trustworthy and loyal, fierce and uncompromising, and quite often badass. He's a great character because he encapsulates the themes that make the series so potent – it's all about betrayal and tragedy, and Garro knows those things first hand, having witnessed his Legion and his Primarch Mortarion turn from the Emperor to side with Horus. Garro stands unbroken while all around him vows have been sundered and, like all good heroes, he's searching for a destiny. He will find it; but it won't be easy...

The origins of Garro's story come from Warhammer 40,000 lore dating back over two decades; he first appears in colour text in one of the Epic rulebooks, albeit briefly. In this early (now apocryphal) version of events, it's actually Macer Varren (the loyalist World Eater who appears in the audio dramas *Legion of One* and *Sword of Truth*) who leads the Eisenstein back to Terra. In later editions, Garro takes his place carrying the warning of Horus' treachery to the Emperor, and it is in White Dwarf years later that his character first takes shape.

There were at least four different interpretations of Garro's story in the lore,

dating back to the creation of the Horus Heresy – some where he led the escape from Istvan, some where he wasn't there, others where he perished or turned to Chaos. When I wrote *The Flight of the Eisenstein*, I drew on elements from each.

A big part of the insight into Garro was from a piece of art by John Gravato, originally from Garro's card in the Horus Heresy card game. It's a muted, thoughtful piece, akin to a portrait of a medieval knight, and it shows him in his Death Guard colours, bearing his power sword *Libertas* and wearing the Imperial Aquila upon his armour. John perfectly captures Garro's personality and it remains the image that sums him up most to me.

Toby Longworth, the actor portraying Nathaniel Garro in the audio dramas, is a versatile chap. Toby says his portrayal of Garro is partly inspired by Peter O'Toole's performance of the titular role in the 1962 movie *Lawrence of Arabia*.

But the questions I get asked the most about Garro are about his future. Where will he end up? What is the significance of the colourless armour he wears in service to Malcador the Sigillite? Will he face Mortarion again? All these things will be answered in time, but I'll leave you with one revelation. He is not a Grey Knight. The question of who and what Nathaniel Garro is, and where his fate lies, is much more complicated than that...

IMMOVABLE OBJECTS VERSUS UNSTOPPABLE FORCE

With the release of his first Warhammer 40,000 novel, CL Werner shared his forbidden lore.

Andrew: This is your first Warhammer 40,000 novel – how come it's taken so long for you to get round to?

CL Werner: Well, I suppose the easy answer would be that as much as I like 40k, the grim Old World just has a much greater appeal for me. But I've always had an interest in writing 40K.

AK: How long have you been a fan of Warhammer 40,000?

CW: It was around 1991 that my friend Matt Box got me into 40k and Warhammer. So I guess, in a way, I should blame him. I used to field Imperial Guard, Space Wolves and Orks for 40K. Principally, though, I collect Empire, Skaven and Undead, with a very big helping of Orcs and Goblins.

AK: Your books focus on morally dubious characters. What is it about villains that makes them so much fun to write?

CW: Most of my protagonists have been in the villainous category. It's hard to put a silver lining to somebody like the Red Duke, and flat out impossible to make Thanquol heroic. The trick to presenting a convincing villain is to always stay true to their character. Very few villains ever see themselves as evil; they find all sorts of reasons to justify what they do.

With the Iron Warriors, it is very easy to try to sideline how nasty and cruel these monsters are, but I felt that would be doing a disservice to the readers. Instead, I used that old trick of engendering sympathy for a villain by presenting the reader with someone even worse. In *Castellax* the central Iron Warrior character is Captain Rhodaan, who is driven by a fierce martial pride in the Legion and has a very strict sense of duty and loyalty that governs his every action and thought. He's no less prone to ambition and jealousy than the other Iron Warriors, it is simply that he has more control over these failings. Every Space Marine, even the fallen ones, is a superb soldier and capable of selfless bravery. Indeed, in battle they become heroes, it is when they

are away from the fighting that they exhibit what the corruption of Chaos and ten millennia of bitterness has done to them.

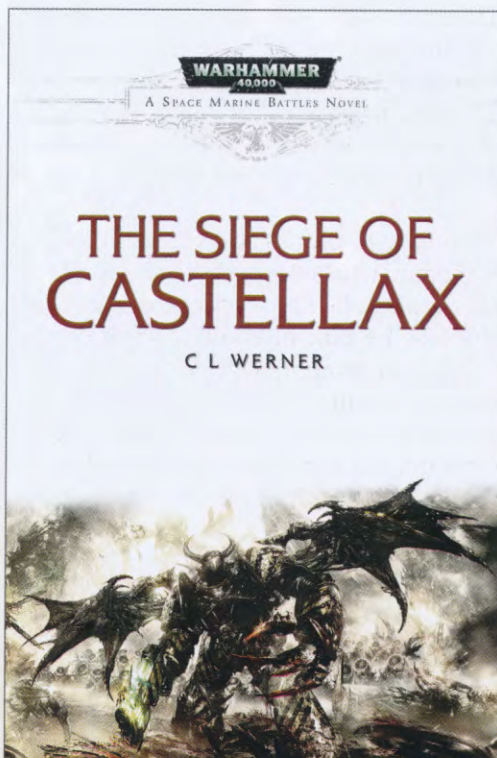
AK: What is it about the Siege of Castellax that makes it so compelling?

CW: Chaos is the knife poised at the throat of the Imperium, the great storm looming on the horizon. It was only natural that something that figures so prominently in the background would find a way to bring its corrupting influence to bear on the Space Marine Battles. To be honest, I'm a bit surprised no one had already done a Chaos Space Marine novel.

The Siege of Castellax is a very intriguing battle because of its very concept: Orks assaulting a forge world held by the Iron Warriors. The masters of siege warfare put onto the defensive by the most barbarous and unpredictable species in the galaxy! Devising how a Legion noted for their offensive capabilities would approach a defensive situation was a challenge I just had to explore. **AK**



CL Werner has written stories about some of Black Library's darkest villains and anti-heroes, from the infamous bounty hunter Brunner to the Skaven Grey Seer Thanquol.



PARTING SHOT

"When death alone is certain, how can the living possibly hope to prevail?"



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