

WHITE DWARFTM

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WARHAMMER 40,000

WARHAMMER

CITADEL

THE HOBBIT:
AN UNEXPECTED JOURNEY™

MARCH 2013

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CHAOS DAEMONS
ATTACK
IN WARHAMMER AND
WARHAMMER 40,000

ALSO INSIDE:
GOLDEN DEMON AND
ARMIES ON PARADE



WHITE DWARF

MARCH 2013

Editor: Jes Bickham
jes@whitedwarf.co.uk

Deputy Editor: Andrew Kenrick
andrew@whitedwarf.co.uk

Senior Staff Writer: Adam Troke
adam@whitedwarf.co.uk

Staff Writer: Daniel Harden
dan@whitedwarf.co.uk

Photo Editor: Glenn More
glenn@whitedwarf.co.uk

Digital Editor:
Bethan Beynon-Hughes
beth@whitedwarf.co.uk

Lead Designer: Matthew Hutson
matt@whitedwarf.co.uk

Designer: Kristian Shield
kris@whitedwarf.co.uk

Photographer: Erik Niemz
erik@whitedwarf.co.uk

Publisher: Paul Lyons
paul@whitedwarf.co.uk

This Month's Contributors:
Mike Anderson, Nick Bayton,
Mark Bedford, John Blanche,
Ead Brown, Phil Cowey,
Dave Cross, Juan Diaz,
Eddie Eccles, Paul Gayner,
Jes Goodwin, Colin Grayson,
Neil Green, Jon Grifflaw,
Will Hayes, Kari Hernesniemi,
Jervis Johnson, Michael Knight,
John Michelbach, Aly Morrison,
Chris Peach, Dave Perryman,
Duncan Rhodes, Joe
Tomaszewski, Alan Wettergren
and Tom Winstone.

**'Eavy Metal and Studio Hobby
Team:** Simon Adams,
Steve Bowerman, Aiden Daly,
Neil Green, David Heathfield,
Chris Innes, Chad Mierzwa,
Chris Peach, Dave Perryman,
Duncan Rhodes, Joe
Tomaszewski, Alan Wettergren
and Tom Winstone.

Special thanks to: Alan Merrett,
Bob Surgey, Stefano Carlini,
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Nuala Kinrade, Wojciech
Mijakowski, Katarzyna Rudnicka,
Greg Milne, and all those who
entered Golden Demon and
Armies on Parade at Games Day
UK 2012.

North American Team:
Nicole Lewandowski

Games Workshop Limited
Willow Road, Lenton, Nottingham,
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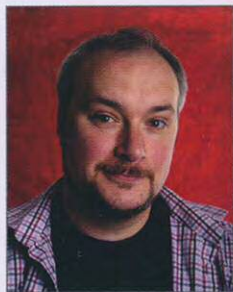
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MEET THE WHITE DWARF TEAM

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.



Andrew Kenrick
Deputy Editor



Adam Troke
Senior Staff Writer



Dan Harden
Staff Writer



Glenn More
Photo Editor



Bethan Beynon-Hughes
Digital Editor



Matthew Hutson
Lead Designer



Kristian Shield
Designer



Erik Niemz
Photographer

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WHITE DWARF OPENING SALVO



Jes Bickham
Editor

Welcome, readers, to another issue of White Dwarf; this month is a particularly exciting one as the Daemons of Chaos return, poised to invade both the Warhammer world and the universe of Warhammer 40,000. This means not just a host of terrific new miniatures (including such arcane constructs as the Skull Cannon of Khorne) but also a new army book and Codex, allowing you to use your collection across both game systems.

This means there's a huge wealth of otherworldly goodness to explore, and we hope we've managed to celebrate the arrival of these most horrific servants of Chaos in suitably grand fashion. We start, as ever, with your guide to all the new releases on page four. You can then see the new Daemons at war on page 58, as our own Adam Troke (so taken with the new Daemons that he painted an *entire army* just for the Battle Report) tears asunder the walls of reality in the 41st

Millennium to fight Matt Hutson's Imperial Fists. It's quite the conflict and we hope you have as much fun reading it as they did playing it. Adam also shares his painting tips for Daemons of all four of the Chaos gods over on page 110, and in This Month in the Design Studio the mighty John Blanche himself – along with the sculptors and artists behind the fabulous new miniatures and books – delves deep into the background of these most monstrous hosts of the Ruinous Powers.

All of which leaves me to say I hope you enjoy the issue – and also that you'll be back next month, as we've got some birthday celebrations in mind. White Dwarf, you see, is going to be a mighty 400 issues young, and we've got something special planned...

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This month we feature a glorious army painted by Dave Roberts. It's a fantastic collection of Lamenters Space Marines, Grey Knights and Titans.

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Jervis turns his sage-like wisdom to the subject of the Most Important Rule.

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In our battle report we pit Chaos Daemons against the Imperial Fists to see all of the new miniatures in action. Can Adam's new Daemon army overcome Matt's veteran Space Marines?

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Our coverage of the 2012 UK Golden Demon painting competition continues this month with a spectacular 16-page gallery.



4

NEW RELEASES

Beyond the material realm the Dark Gods plot. At their bidding, the Daemons of Chaos ready themselves for war, vast legions of hideous monsters intent on the murder of all living creatures when they march to battle, creative hellfire shoulders to fear. This month there is a host of new Chaos Daemon kits to collect, a new Codex and Army Book, and miniatures for *The Hobbit: An Unexpected Journey*.

The Chaos Daemon kit is now available. The codex is now available. The army book is now available. The miniatures are now available.



50

ARMY OF THE MONTH DAVE ROBERTS' LAMENTERS ARMY

In Army of the Month we showcase glorious armies of fantasy painted Chaos Daemons from the collection of Dave Roberts. This month we've got to feature Dave Roberts' collection of Lamenters Space Marines, a large contingent of Space Marines from the Lamenters, Chapter, a number of Grey Knights and our own Red Dwarf Space Marines. As you may have guessed, there is a highly detailed, painted and posed model of a Titan in the collection, which is a real beauty to behold. It's a real beauty to behold. It's a real beauty to behold.

David Roberts' collection of Lamenters Space Marines. Many of the models are painted in a highly detailed manner. The collection is a real beauty to behold. It's a real beauty to behold. It's a real beauty to behold.



BATTLE REPORT CHAOS DAEMONS VS SPACE MARINES

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BLANCHITSU

74



PARADE GROUND

GOLDEN DEMON 2012 PART 3

This month we continue our theme of Golden Demon entries. All of the models listed on these pages were entered into the 2012 UK Golden Demon competition, and we'll show the remainder next issue.

UNITED KINGDOM GOLDEN DEMON

80



KIT BASH

ORK FIGHTA BOMMERS

Kit Bash is our monthly article where we take a look at something – the art of cutting up and combining kits to make a truly unique model. This month we return to a very popular topic from the past: Ork Fighta Bombers.



SEE WHAT YOUR DASHBOARDS

inspired by the artwork in the Black Death and the great Black Death, and the model was painted in a way that it would look like a real Ork Fighta Bomber. The model was built by the author of the article, who is a member of the Ork Fighta Bombers club.



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KIT BASH

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White Dwarf: Catch up with the White Dwarf team as we look at the models we've painted and the games that we've played over the course of the month – there's a lot of hobby action going on right now, so join us and take a look at what we're up to.

The Design Studio: We take a glimpse behind the scenes at the goings on in the Design Studio, talking to the artists and designers behind the new miniatures and books.

Forge World: Join us as we venture down into the resin mines of Forge World to look at the latest work on their benches – and also have a peek at the hobby projects the team have underway.

Black Library: Black Library veteran Ben Counter answers questions about *Van Horstmann*, his latest novel, and we peek at the miniatures on the desks of the Black Library team.

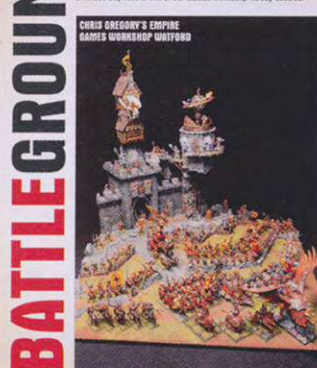
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What's going on in March? The hobby calendar serves as your guide to Games Workshop events throughout the month.

UNITED KINGDOM ARMIES ON PARADE 2012

This month we continue our Battleground feature, looking at the best of the 2012 Armies on Parade competitions at UK Games Day. Each of these entrants was voted the best Army on Parade display at a Parade Day held by one of our Games Workshop Hobby Centres.



CHRIS GREGORY'S EMPIRE GAMES WORKSHOP UNIT



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PAINT SPLATTER



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NEW RELEASES



Beyond the material realm the Dark Gods plot. At their bidding, the Daemons of Chaos ready themselves for war, vast legions of hideous monsters intent on the murder of all living creatures: when they march to battle, creation itself shudders in fear. This month there is a host of new Chaos Daemon kits to collect, a new Codex and Army Book, and miniatures for *The Hobbit: An Unexpected Journey*.

The Chaos Daemons rip their way through the walls of reality to bring death and terror to the worlds of the 41st Millennium.



CHAOS DAEMONS

PLAGUE DRONES OF NURGLE

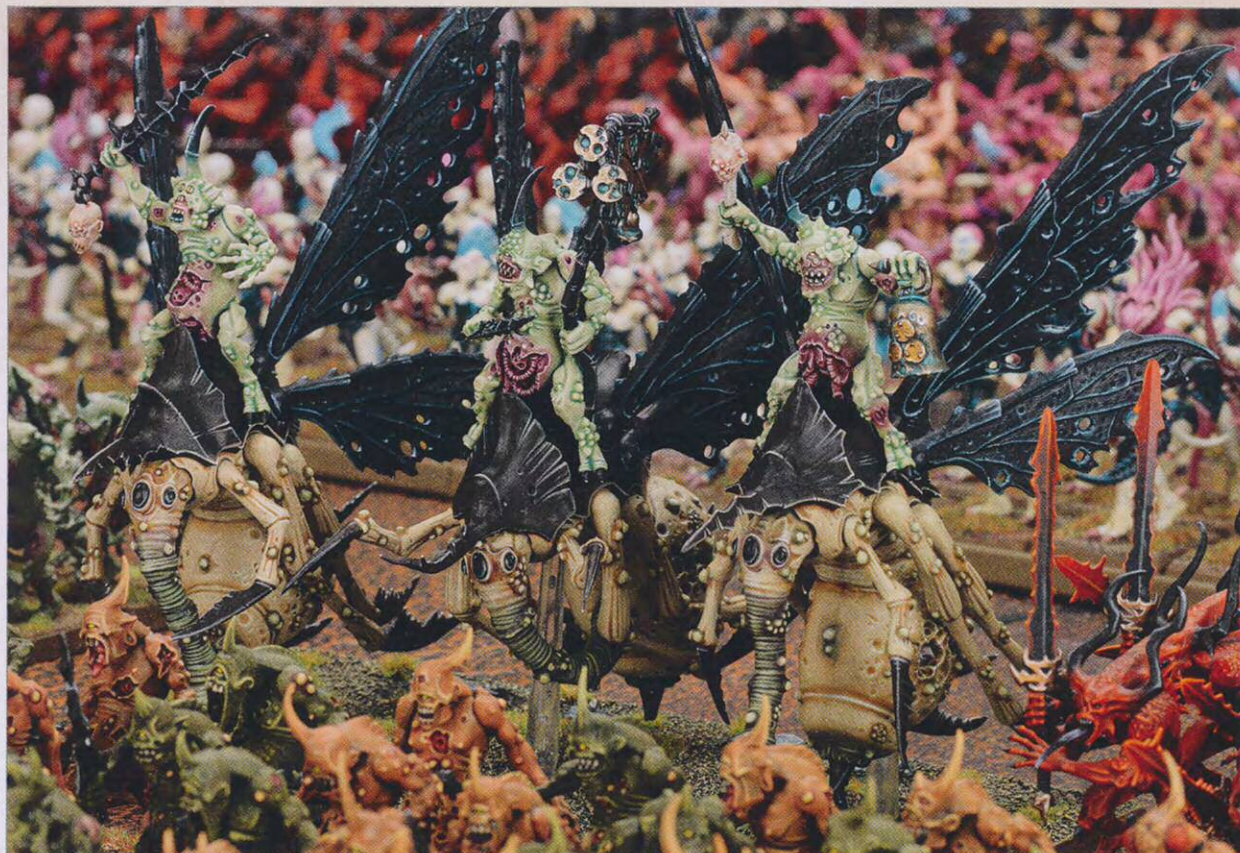
Plague Drones are the heavy cavalry of Nurgle, high-ranking Plaguebearers riding Rot Flies to spread the pestilence and pox so beloved of their Dark God. Few have the stomach to face such foetid creatures in battle, fewer still the strength of arms to defeat them.











The Plague Drones of Nurgle are swollen, pox-ridden mockeries of men who ride giant, bloated flies into battle – bitter transformations of the Beasts of Nurgle. This new plastic kit allows you to build three Plague Drones, including the components to assemble the riders as a Plaguebringer, a standard bearer with a fly-shaped banner and a musician with a tolling bell (and a striker made from a femur and a severed head).

Each of the Rot Flies is posed differently and they're covered in all manner of grotesque details, such as the swallowed heads of unfortunate victims peering from the ragged holes in the abdomen of one of the flies. There's a choice of head for each fly – one with an elephantine trunk and one with nightmarish mandibles – as well as options for stingers dripping with poison or alarmingly sinister abdomen maws. The kit also contains a wealth of other extras for you to add to your models, from death's heads to rusted sigils of Nurgle. **AK**



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- 1 The Rot Fly surveys the battlefield with its three eyes – a blessing from its patron god, Nurgle.
- 2 The faces of unlucky victims scream from inside the distended bellies of the Rot Flies.
- 3 A heavily corroded icon in the shape of a fly is carried by the unit Standard bearer
- 4 Rot Flies are riddled with boils, pustules, maggots and plenty of vomit-inducing diseases.
- 5 There's an extra head in the kit allowing you to make a Plaguebringer – the filth-encrusted leader of the Plague Drones of Nurgle.



CHAOS DAEMONS

BURNING CHARIOT OF TZEENTCH

Burning Chariots of Tzeentch hurtle across the battlefield like blazing meteors, raining down fiery death on those around them. Standing high upon the chariot is an Exalted Flamer of Tzeentch, a powerful creature whose magical flames warp and mutate anything – and anyone – they touch.



1

The **Burning Chariot** of Tzeentch is an unearthly fusion of billowing flames and daemonic form; two Screamers are yoked to a Disc of Tzeentch, atop which an Exalted Flamer spews forth unholy fire. The clever design of the model makes the disc seem as if it is floating on a pillar of flames that is absorbing the Screamers' tails, even as they drag the Disc along. The Exalted Flamer of Tzeentch is suitably imposing and far larger than a regular Flamer, and from its mouth and mutated limbs jet forth torrid witchfire. Also included in the box are four Blue Horrors which can be mounted alongside the Exalted Flamer.

Compared to the brutal mechanical look of the Blood Throne of Khorne, the Burning Chariot of Tzeentch appears ornate and even regal, covered in filigreed designs and elegant metalwork. The kit contains a dazzling number of components and, at first glance, seems quite an intimidating model to assemble. Thankfully the various parts combine simply and effectively to create something that is unmistakably a construct of the mighty Tzeentch. **AT**



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- 1 A Burning Chariot of Tzeentch accompanies a unit of Pink Horrors into the midst of battle.
- 2 The Exalted Flamer spews coruscating flames from its fang-lined maw.
- 3 Screamers are festooned with eyes. All the better to see you with.
- 4-5 Four tiny blue horrors caper around the Exalted Flamer intent on mischief.
- 6 The ornate disc of Tzeentch is engulfed in sorcerous flames.



1

- 1 The Herald of Tzeentch leads a shoal of Screemers to war.
- 2 The Herald of Tzeentch prepares to launch a ball of sorcerous blue flame at his foes.
- 3 Even the books in the Realm of Chaos aren't normal, as this one clearly shows.
- 4 While the Herald reads from its heretical pages, this sinister book keeps a close eye on the enemy.
- 5 This ancient staff has the icon of Tzeentch moulded into it and crackles with corposant flames.
- 6 With three different heads in this kit you're spoilt for choice on which one to use. Moon Face (as he has now come to be known) is the clear favourite in the White Dwarf team.



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The **Burning Chariot** of Tzeentch kit contains the option to build a Chariot ridden by a Herald of Tzeentch, instead of an Exalted Flamer. The Herald model is a long-limbed figure, reminiscent of a more powerful Pink Horror, with a host of options to customise it. These components include three different heads (our favourite being the 'moon face'), two types of staff, a sword and several arms including one hurling flame and another holding a spell book, the cover of which is festooned with the all-seeing eyes of Tzeentch. There are also alternative elements to the chariot, such as the skins of magical energy holding the construct aloft and a variety of Disc options.

If you've assembled the kit as a Burning Chariot, the Herald can also be assembled separately on foot or on a Disc of Tzeentch, thus giving you a spare character to lead your units of Pink Horrors and wreak magical devastation across the battlefield. **AT**

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



CHAOS DAEMONS **HERALD OF TZEENTCH ON CHARIOT**

Heralds of Tzeentch with a particular penchant for cunning and trickery will occasionally make off with a Burning Chariot, stolen from under the nose of an Exalted Flamer. These they ride around the battlefield with wanton recklessness, blasting the enemy with salvos of sorcerous power.



CHAOS DAEMONS

BLOOD THRONE OF KHORNE

The **Heralds of Khorne** ride to war atop the gore-soaked opulence of their Blood Thrones; clanking mechanical chariots whose pistons hiss and snarl with the blind fury of the Daemon bound within their cold metal skin. Atop these fell conveyances, the **Heralds** ensure Khorne will not want for blood.



The Heralds of Khorne are among the fiercest fighters to be found anywhere; they are bloodthirsty extra-dimensional killers whose murderous martial prowess is second to none. It is only proper that their mounts be as awe-inspiring and horrifically vicious as the Blood Throne.

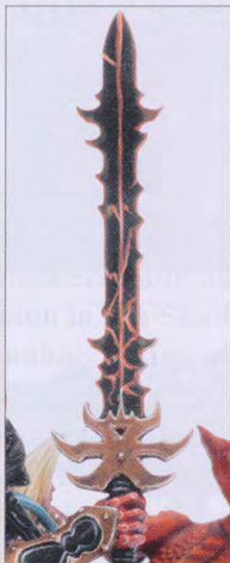
The universes of Warhammer and Warhammer 40,000 feature such impressive modes of transportation as the Gorebeast Chariot and Catacomb Command Barge, but even in such company the Blood Throne of Khorne stands proud and apart; it's a startling collision of mechanism and monster that leaves you in no doubt as to its purpose. The Herald of Khorne bestrides the beast like the personification of war itself, hellblade held aloft and poised to cleave flesh and sunder souls, grasping a chain tethered to the Blood Throne itself like a cold iron leash. Two leering Bloodletters stand at the front of the fiendish contraption, ready to spill gore and sever heads for their master, Khorne, whose anger and fury know no earthly bounds. **JB**



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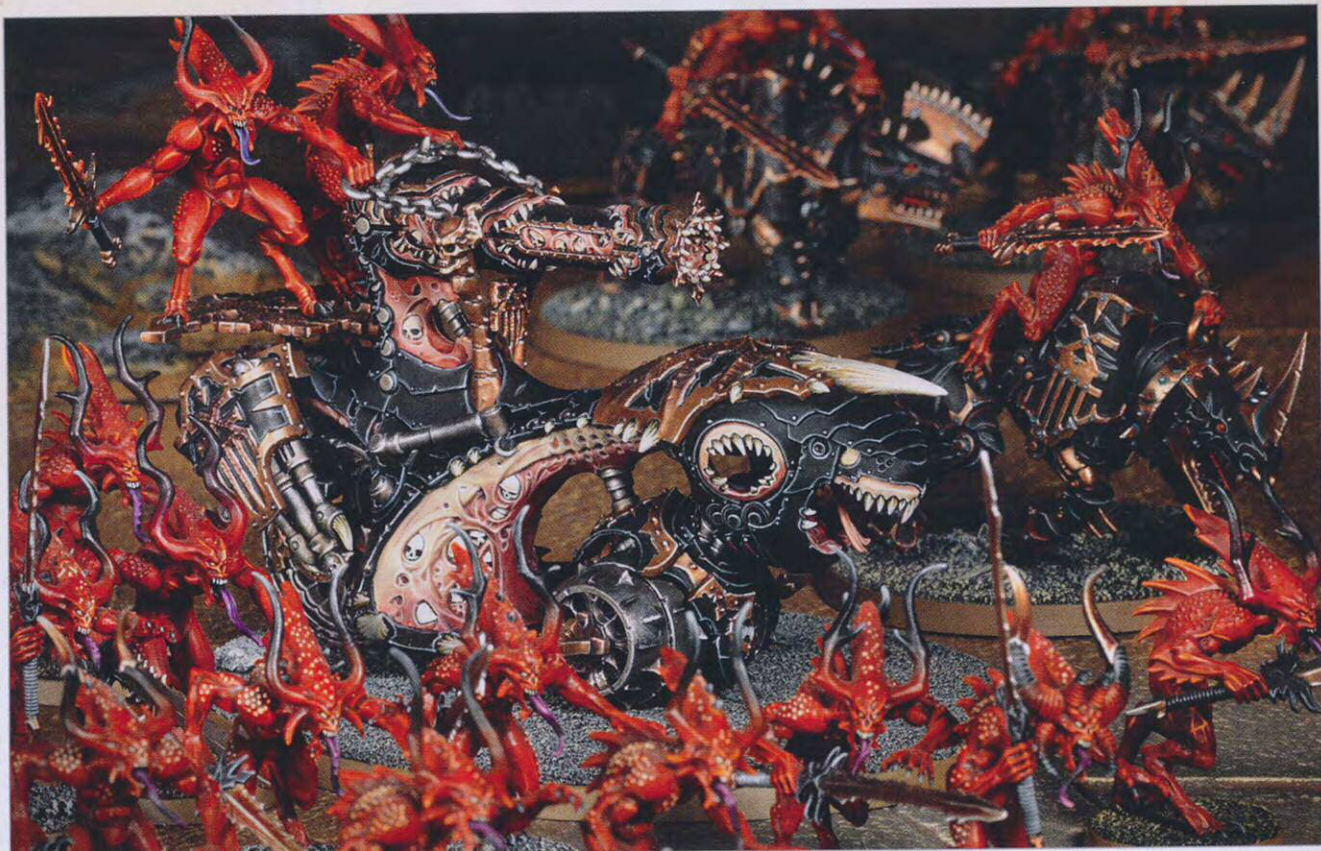


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- 1 The Blood Throne ploughs into the front ranks of a unit of State Troops.
- 2 The throne is a suitably hellish seat for the Herald of Khorne.
- 3 The Herald's hellblade is a very large and impressive version of the weapon carried by the Bloodletters.
- 4 The Herald sports baroque armour plates and a necklace of skulls.
- 5 Two Bloodletters hang from the front of the Blood Throne, grasping an iron chain to keep themselves tethered.
- 6 Daemoniac pistons drive the rear wheel of the Blood Throne, connected to the chassis by cables that are an unsettling melding of flesh and metal.



1

1 A horde of Khornate Daemons advances mercilessly on the foe.

2 A bestial face snarls at the front end of the Skull Cannon.

3 The brass icon of Khorne adorns the infernal fairings of the contraption.

4 The cannon is made from teeth and ragged flesh as well as metal.

5 Viewed from above, you can clearly see the sigil of Khorne overlaying the 'head' of the construct.

6 The digested skulls of the monster's victims can be seen in the body of the beast, awaiting loading into the cannon.



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Many and varied are the ways of murder, and Khorne's Daemons know them all intimately; they are forever refining the means by which the blood flows. Hence the forging of the Skull Cannon, a black-hearted instrument of incessant slaughter that reaps a terrible harvest and blasts baleful ranged death at its foes.

The daemononic legions teem with arcane creatures and constructs that tear at the rational mind, but none is quite so unusual and striking as the Skull Cannon. This plastic kit, sculpted by Dave Thomas, further develops the terrifying mixture of Daemon and machine seen in the Juggernauts of Khorne, and in its exploration of mechanical monstrosity it finds daring new form and function. A fearful combination of chariot and artillery piece driven into battle by two chain-lashed Bloodletters, there's nothing quite like it on the battlefields of either the Warhammer world or in the dark future of the Warhammer 40,000 universe. **JB**

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



CHAOS DAEMONS

SKULL CANNON OF KHORNE

The dreadful blood-tithe Khorne demands of his followers finds its ultimate expression in the Skull Cannon, an unholy fusion of Daemon and machine. This infernal engine devours its victims with murderous efficiency and hurls their flaming skulls across the battlefield.



CHAOS DAEMONS

HERALD OF NURGLE

Heralds of Nurgle are especially large and tough Plaguebearers, pestilential Daemons that lead the armies of the Plague God to war. These mighty beings delight in spreading plague and pox in the name of their patron, revelling in sickness and suffering wherever they tread.

The Herald of Nurgle is a new plastic miniature that stands head and shoulders taller than his fellow Plaguebearers, withered claw extended towards his foe.

Sculpted by Gavin Newton, the Herald sets a new standard for the repulsive disciples of Grandfather Nurgle; the tattered folds of flesh hanging beneath his outstretched arms, his swollen leg, the Nurgling dangling from his outgrown spine and the bells that hang from a variety of protruberances all bespeak a truly favored son of the Plague god. Perhaps my favourite bit is the way the guts spilling from his stomach form a gruesome loin cloth of intestines and offal, joining up with the viscera decorating his scenic base. Because of the clever way the Herald is assembled, he has a real sense of depth. Just witness his distended belly and the grotesque innards visible within, including his rotten backbone.

The model is truly disgusting, but when it comes to Daemons of Nurgle that can only be a good thing. **AK**



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- 1 A bloated Nurgling sits lazily atop one of the Herald's many horns.
- 2 The ragged wound in the Herald's stomach is a nauseating sight.
- 3 The Herald's tongue sports a tiny twisted claw that grasps at unsuspecting foes.
- 4 Where one of the Herald's legs is sickly and rotten, the other is swollen and club-footed.
- 5 The flesh hanging from the Herald's arm is so ruined that you can see right through the holes and out the other side.
- 6 The Herald of Nurgle beckons to his next victim, leading his pox-ridden cohorts into battle.



6



CHAOS DAEMONS

HERALD OF KHORNE

The **Heralds of Khorne** are among the Blood God's most devout servants, expert fighters who reap skulls in the name of their rage-filled patron. Bestowed with the dread power of their lord, they invigorate the Daemons of Khorne around them, driving them to greater feats of slaughter.

The Herald of Khorne is a Citadel Finecast miniature that looms impressively over other Bloodletters. His muscular physique is slightly hunched as he leaps forward with his hellblade swept up to deliver a killing blow. It's a model that is full of motion and menace and looks wonderfully dramatic when squaring up against an enemy character for a challenge. Alongside a unit of Bloodletters, the Herald is a suitably commanding figure.

The Herald wears elements of cursed armour, such as vambraces and thigh guards, and while these offer only minimal protection, they do make him look more ornate and imposing than ordinary Bloodletters. Even the Herald's unnaturally elongated head has intricate metal banding running along its length, with the star of Chaos motif sculpted onto it. One of the defining features of this model is the chain of skulls that hang from his belt all the way to the ground, where they curl about in a macabre pile, fell signifiers of the Herald's obsessive, fearsome purpose. **AT**



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- 1 The Herald is the epitome of a daemonic visage, complete with sharp fangs, a lashing tongue and a proliferation of gnarled horns.
- 2 Tough pitted skin and a mane of jet-black hair are the hallmarks of a Bloodletter of Khorne.
- 3 Skulls for the Skull Throne of Khorne!
- 4 The Mark of Khorne is clearly emblazoned along the length of the Herald's head.
- 5 A large obsidian hellblade decorated with a brass rune is this Herald's weapon of choice.
- 6 The Herald of Khorne seeks out a worthy opponent to test his blade against.



CHAOS DAEMONS

HERALD OF SLAANESH

A Herald of Slaanesh is equally capable of beguiling the foe as slicing them to death in a lightning-fast duel.

There's something unnerving about the Herald of Slaanesh, with her odd mixture of fangs, claws and elegant attire. She wears flowing skirts and an armoured corset which, combined with a balletic pose, gives the appearance of a dancer. Any grace, however, is dispelled by the model's leering expression, mouth open in a fearsome snarl. Instead of hands, the Herald has the scythe-like claws synonymous with the Daemons of Slaanesh. The Herald is detailed with earrings, a necklace and an icon upon her brow, further highlighting the combination of menace and beauty that defines the servants of the Dark Prince. **AT**



2

1 The Herald of Slaanesh capers into battle at the head of a throng of seductive Daemonettes.

2 The Herald of Slaanesh has a fearsome appearance, her face shifting from striking beauty to a twisted, fear-inducing nightmare.

CHAOS DAEMONS

BATTLEFORCE/BATTALION

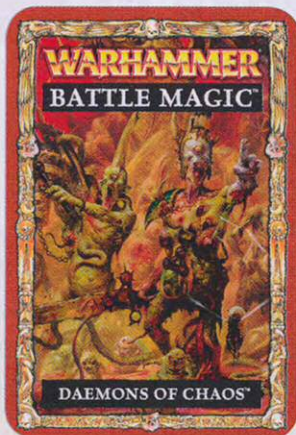
Rammed to the gunwhales with Daemons, the Chaos Daemons Battleforce/Battalion boxed set is a superb building block to add a reliable supply of warriors to your Daemon collection. The set includes 10 Bloodletters, 10 Plaguebearers, 3 bases of

Nurglings, five Seekers of Slaanesh and five Screamer of Tzeentch. That's a wide spread of Daemons from across the pantheon of Chaos, and would be a good starting point for a new daemonic legion or an addition to an existing one. **AT**



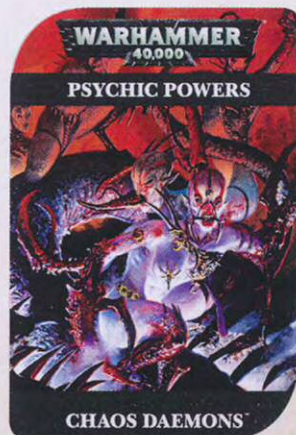
WARHAMMER BATTLE MAGIC DAEMONS OF CHAOS

This pack contains 21 cards help you to harness the Lores of Tzeentch, Slaanesh and Nurgle during your games of Warhammer. Battle Magic can be used to reference spell effects and remember powers in play. Available for a limited time only, however, they won't be around for long; don't delay if you want them. **AT**



WARHAMMER 40,000 PSYCHIC CARDS CHAOS DAEMONS

Want to unleash psychic devastation on your opponent's force during your games? In that case, you'll find the Chaos Daemons Psychic Cards a valuable addition to your gaming accessories. With cards for each of the 12 psychic powers in Codex: Chaos Daemons, the set provides a useful reference tool to use during your games. **AT**





WARHAMMER

DAEMONS OF CHAOS

When the winds of magic wax strong, the Daemons of Chaos push forth to drown the world in a tide of blood and madness. Between the blasphemous covers of Daemons of Chaos lies all the knowledge required to summon forth the infernal legions in your games of Warhammer.



WARHAMMER 40,000

CHAOS DAEMONS

The Chaos Daemons lurk in the Warp, the stuff of nightmares made manifest, but when the walls between reality wear thin they burst into realspace to usher in an age of Chaos. Codex: Chaos Daemons includes all that you need to help make this horrific vision a reality.

DAEMONS OF CHAOS



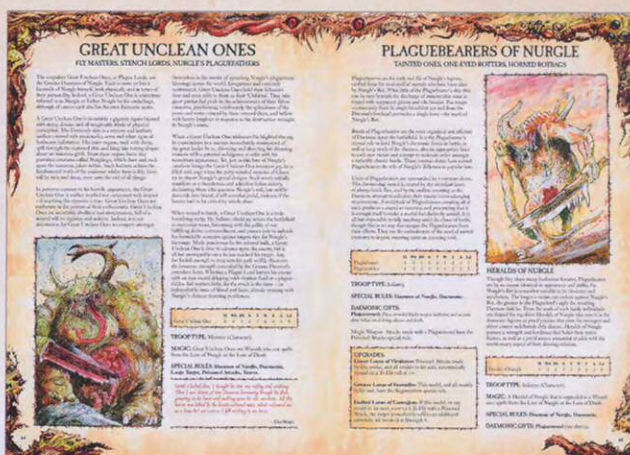
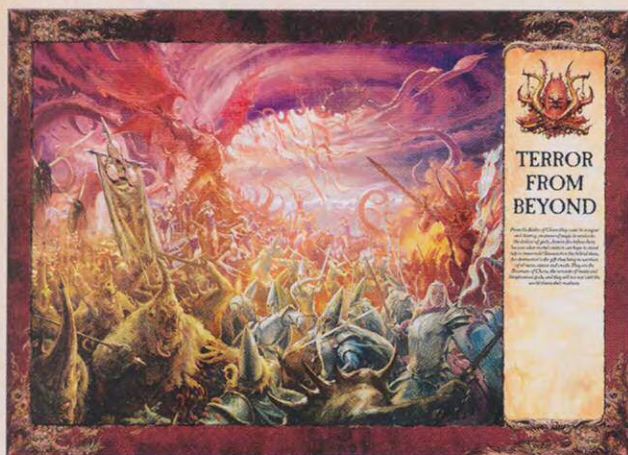
Of all the evils to beset the Warhammer world, the Daemons of Chaos are the most horrific; creatures of magic that are distorted reflections of mortal desires, forever trying to break through the walls of reality to despoil the world in the name of their dark masters.

The new Daemons of Chaos army book for Warhammer is a suitably arcane accompaniment for the eldritch new miniatures, and not only provides some enjoyable rules that allow you to use your collection on the battlefield, but is also full of fascinating new background material that gives the Daemons a truly mythic feel. In particular, there's a guide to the Realm of Chaos that takes the reader through the domains of each of the Chaos Gods with an escalating amount of invention. Here we see the inner court of Khorne, Nurgle's Garden of Blight and Tzeentch's Impossible Fortress, where our rational notions of time, space and motion are

scattered to the eight winds. My favourite segment, however, is the passage concerning the six Circles of Seduction in the lands of Slaanesh – areas of ultimate temptation such as the Circle of Avidity or the Circle of Gluttony, all of which are fatal to the weak-willed and foolhardy. As the book says:

"Some, much too late, discover the trap that has been set for them, but this matters not to Slaanesh, who finds moans of ecstasy or cries of horror equally satisfactory, providing they are heartfelt."

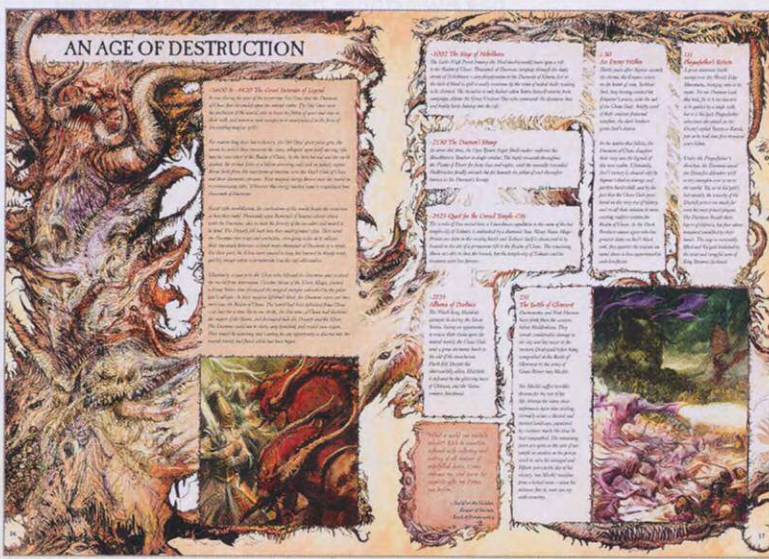
Such imaginative writing is buttressed by some glorious art, headlined by a simply spectacular map of the Realm of Chaos by John Michelbach. Perhaps best of all, though, is the magnificently atmospheric bestiary art by the great John Blanche; here, truly, it feels as if the Realm of Chaos is separated from reality by but the width of a page of paper.



All of the new miniatures, of course, get their visual due in the showcase section, and the new army list allows collectors to deploy their armies on the battlefield in suitably infernal fashion. The variety of armies you can field is exceptional, and the wealth of models available means that, whether you prefer to field a force that follows a single Dark Power or an army that worships the full panoply of Chaos, no two Daemon armies need look, or play, alike.

I'm so taken with the new Nurgle miniatures that my next project will be a daemonic incursion exploding with the dubious blessings of the Plague God. The Daemons of Chaos book gloriously supports my intentions, and is of such imaginative heft that it's actually inspired me in my hobby; when my disease-ridden host finally tears through the veils of reality to take to the tabletop it will be modelled to reflect the verdant horror of the Plaguefather's garden. **JB**

- 1 The book contains a lavish showcase of models painted by the 'Eavy Metal team.
- 2 New full colour art shows the Daemons at war.
- 3 The galleries are full of inspiration for collectors of Citadel miniatures.
- 4 Every Daemon, from the greatest to the lowest, is described in lavish detail.
- 5 The army list helps you organise your collection ready to play a game.
- 6 An evocative timeline recounts great battles fought by the Daemons.



CHAOS DAEMONS

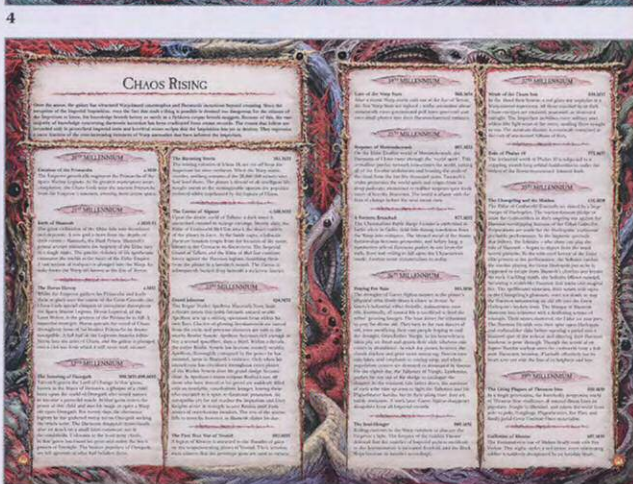
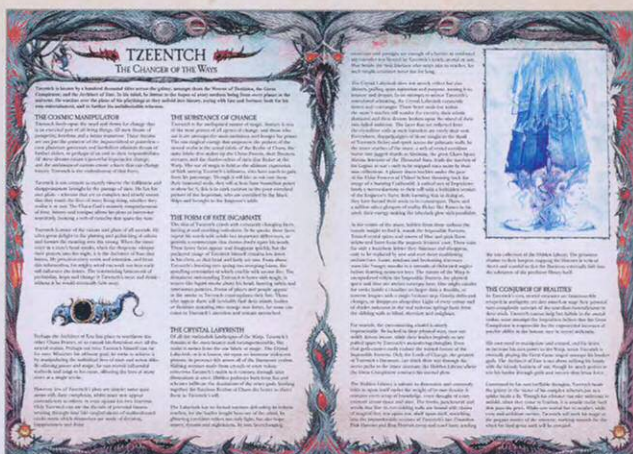
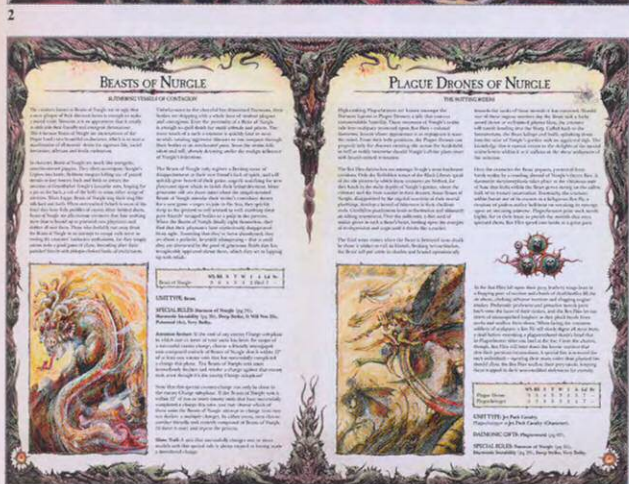


1

Before I delve into the contents of Codex: Chaos Daemons, I must mention the design of the pages, as it's the very first thing that hits you upon opening its (gorgeously illustrated) covers. This book is one of the most sumptuous the Studio has ever done; the page layout, border design and art seemingly channel the raw power of Chaos. As you leaf through its pages, the design of the book changes from an angry red in the sections devoted to Khorne, to shifting tentacles and gibbering maws in Tzeentch's blue chapters, to foetid green swamps in Nurgle's section, and finally to a fleshy, pulsating pink in the pages devoted to the Dark Prince Slaanesh. It's a little touch, but one that works wonderfully to make the book feel like a real artefact. This attention to detail even extends as far as the boxouts, each of which is surrounded by a mixture of poetry, chants and other venerations written around the edge. Plaudits must go to the designers.

Phil Kelly has really worked hard to weave the fabric of Warhammer 40,000 into the Codex, so the Chaos Daemons don't stand apart from the denizens of the 41st Millennium, but fight, kill, scheme and tempt all of the lesser races. There are some great stories, each revolving around conflict with a different Chaos God. I'm hard pushed to pick a favourite one, but it's either the story about Waaagh! Daemon-kill, the Ork horde trapped within Khorne's realm, or the Eldar Seers who try to get one over Nurgle but wind up meeting a really unpleasant end. The timeline is packed with even more snippets of background and history, any one of which could form the inspiration for a game or a new collection.

The book feels absolutely rammed with cool imagery, descriptive prose and gaming material, and the bestiary section is no exception, each Daemon complete with background and rules, as well as a



great illustration by John Blanche himself (all of which are different to those found in the Daemons of Chaos army book for Warhammer). Once again the design elements are carried through to the bestiary, which makes it exceptionally easy to navigate – you know at once when you've found all the Daemons of Nurgle, for example, by virtue of the decaying border art and green-tinged pages.

Beyond the multitude of unit entries, the rules really capture the feel of a daemonic invasion in the game, from the continuous effects of a Warp storm roiling over the battlefields of the far future to pages of infernal Daemonic Gifts and Hellforged Artefacts to bless your Heralds and Greater Daemons with.

Rounding off the book is a cracking fold-out reference sheet – handy when keeping track of the ever-changing powers of Chaos in the middle of a game. **AK**

- 1 The showcase section is designed to inspire your own Daemon collection.
- 2 The Daemons of Slaanesh attack the Ultramarines.
- 3 The book includes background and rules for all the Daemon units.
- 4 The machinations of all four Chaos Gods is described in depth.
- 5 The timeline outlines some of the major daemonic incursions.
- 6 The might of a Chaos Daemons army is shown in the photography.





THE HOBBIT: AN UNEXPECTED JOURNEY

WARRIORS OF EREBOR

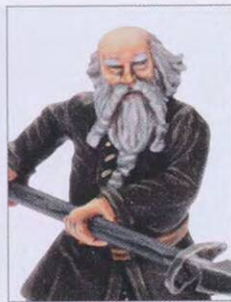
At the height of its power the Dwarven kingdom of Erebor boasted a mighty army – a skilled fighting force of loyal and disciplined Dwarven fighters. The Warriors of Erebor were the heart of this army, a bulwark of axes and spears that stood firm and resolute against many a foe.



The **Warriors of Erebor** are a doughty selection of fighters clad in a variety of different armour, ranging from chain mail and sturdy leather to platemail and full-face helmets. They have the look of a well trained and heavily armed fighting force and are sculpted in a variety of dynamic poses. This is clearly not just a static defence force, with Dwarves striding forwards axes raised ready to strike. As an avowed Dwarf fan I find the intricately sculpted faces and beards on the models delightful. There are some wonderful characters in the Warriors of Erebor set and with the application of different beard and hair colours you could easily paint your collection to boast some serious variety. I can't wait to add these to my own Dwarf army. **AT**



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- 1-4 The faces on the Warriors of Erebor have a range of expressions (and stylish beards). From angry visages that display grim resolve to wrathful warcries, each is a joy to paint, allowing hobbyists to capture the intensity of these stalwart warriors.
- 5 A patrol of Warriors of Erebor advance boldly through the wilderness that surrounds their mountain home.





THE HOBBIT: AN UNEXPECTED JOURNEY

WARRIORS OF DALE

Before the desolation of Smaug, Dale was a mighty kingdom that boasted a formidable fighting force. The Warriors of Dale were well armed and armoured and their presence ensured the safety of their lands, protecting against the Evil creatures found east of the Misty Mountains.



The **Warriors of Dale** are a ten-man box set, consisting of four Warriors armed with spears, three with bow and three with sword. Sculpted to an exacting standard to closely match the soldiers seen in the flashback scenes in *The Hobbit: An Unexpected Journey*, these models are clad in sturdy coats of mail that lay beneath voluminous cloaks. Their fur-lined helmets give them a very distinctive appearance; there will be no confusing these models with fighters from the other kingdoms of Men you may have in your collection from The Lord of the Rings Strategy Battle Game. The kit contains enough shields to equip the models armed with swords and spears with shields too, if you wish – these are rounded shields with ornately detailed fronts and a spiked boss. **AT**



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- 1 The men of Dale are grim-faced warriors.
- 2 There are many levels of detail on these miniatures, from the filigree on their helmets to the ornate metal clasps on their cloaks.
- 3 Every miniature is dynamically posed. This warrior is preparing to stab down at his foes with a spear.
- 4 The Warriors of Dale carry finely crafted shields into battle to protect themselves against attack.
- 5 The Warriors of Dale take the fight to the denizens of the Misty Mountains.

5



GRIM HAMMER CAPTAIN

The captains of the Grim Hammers are the studiest and most reliable fighters to be found in their ranks. When war calls, it is to these bold battle leaders that the Dwarf Kings turn.

The Grim Hammer Captain, cast in Citadel Finecast, wears the same armour as the plastic Grim Hammers released last month. Unlike the warriors that he leads in battle, the Grim Hammer Captain stands helmetless, giving voice to a shouted order – the sculpting on his face is finely detailed, revealing expressive facial features. While he clutches his pick hammer easily in one hand, the Captain is pointing with the other, doubtless ordering his fighters to a new position or drawing their attention to danger – this pose (and his bald head) make him easily identifiable amidst the ranks of his men. **AT** Full details for this month's releases are on page 46.



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- 1 Like all Grim Hammer Dwarves the Captain wears heavy metal armour.
- 2 His unarmoured head makes the Grim Hammers Captain stand out from the Dwarves around him.
- 3 He carries a brutal pick hammer into battle.
- 4 Each Grim Hammer carries a throwing axe in addition to his hammer. The Captain has stowed his in his belt.
- 5 The Grim Hammer Captain directs his warriors to where the fighting is thickest.



5

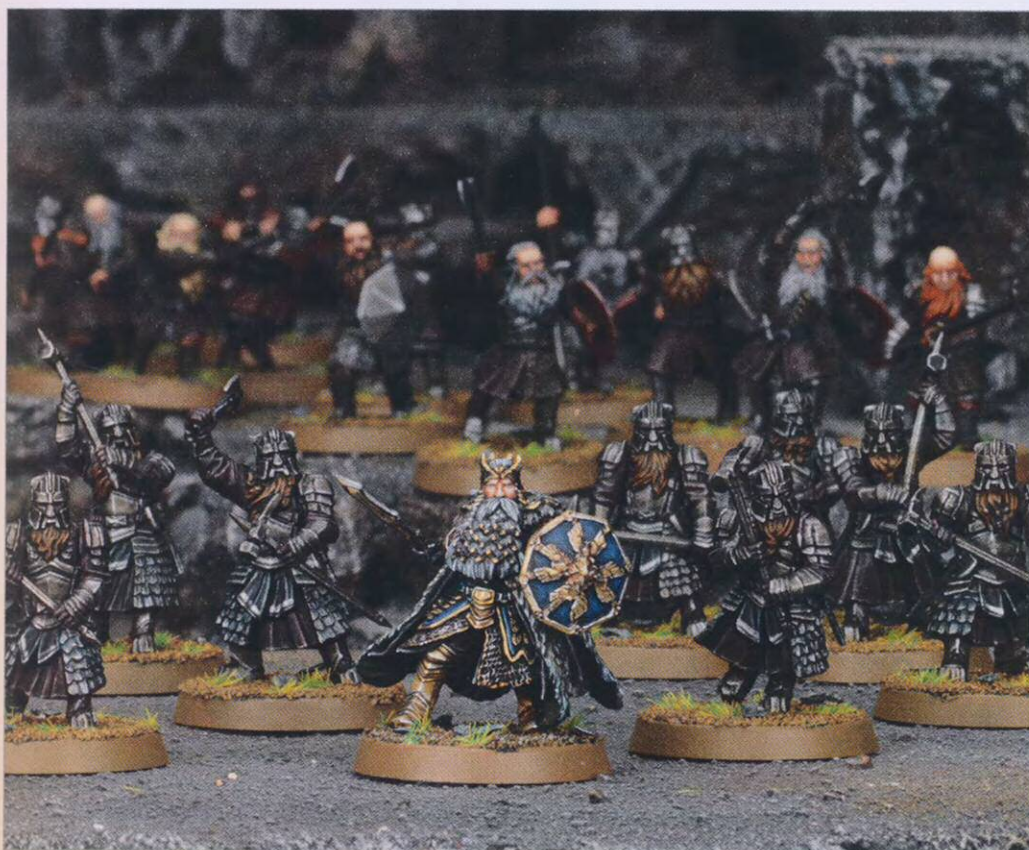
THE HOBBIT: AN UNEXPECTED JOURNEY

THROR

The king of Erebor at the height of its glory, Thror was a wise and mighty ruler. Upon the fields of war he was a deadly fighter, clad in gleaming Dwarven armour.

Probably my favourite model in the entire *The Hobbit: An Unexpected Journey* range, Thror is clad from head to toe in glorious heavy armour. His shield is bound with metal and even his beard is interwoven with armoured strands to protect his chest (and his lustrous facial hair) in the midst of battle. The presence of the model is fantastic and he looks resplendent alongside Warriors of Erebor and Grim Hammers alike – he clearly belongs at the front of a mighty army battling hordes of hideous Goblins, Trolls or worse. It's a fitting miniature for the King Under the Mountain, and a popular choice among the White Dwarf team. **AT**

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



2



3

- 1 Thror leads his army through a mountain pass.
- 2 The layers of thick fur and heavy armour give Thror an impressive bulk.
- 3 The level of intricate detail on Thror's crown and the plaits in his beard are impressive.

THE HOBBIT: AN UNEXPECTED JOURNEY

LINDIR OF RIVENDELL™

Lindir of Rivendell is a trusted advisor to his lord Elrond. A wise and thoughtful Elf given to offering sage council, Lindir of Rivendell's advice carries equal weight both on and off the battlefield.

This Citadel Finecast miniature is a faithful recreation of *Lindir of Rivendell* from the scenes set within the Last Homely House. He wears finely cut clothing, characterised by a snugly fitting tunic and a flowing cloak, and there is no shortage of impressive sculpting work and detail on both, such as the row of buttons on his tunic and the layers and folds of cloth. His pose isn't exactly commanding, in that his weapon remains undrawn at his hip, yet he appears to be calling out a warning or command and gesturing with his hand – perhaps summoning up reserves to support his lord in battle. **AT**

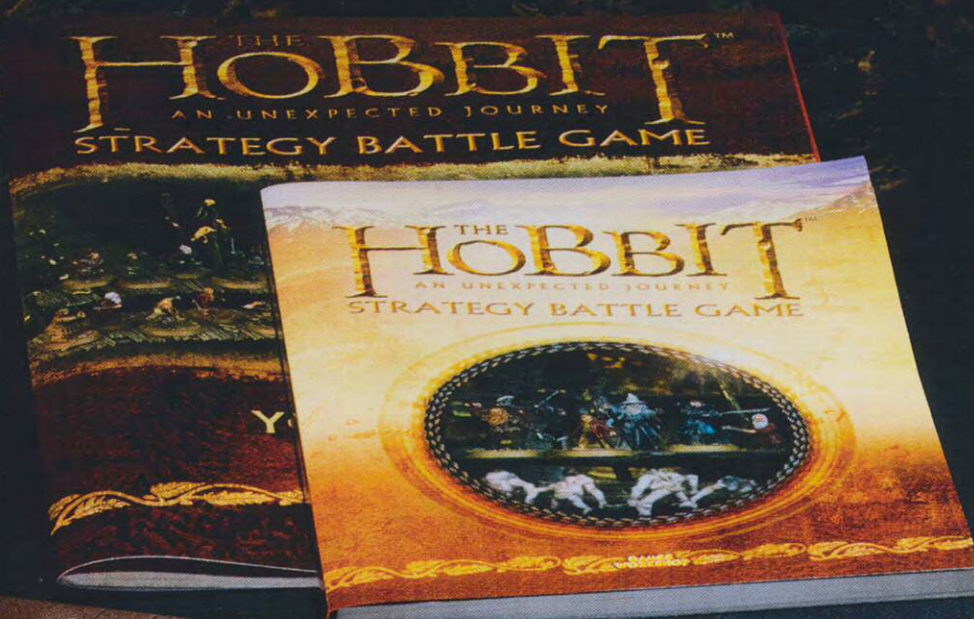
Full details for this month's releases are on page 46.



2

- 1 *Lindir of Rivendell* stands beside his lord Elrond as the Knights of Rivendell thunder past them into battle.
- 2 Close up you can see the intricate details sculpted onto his face, as well as the ornate circlet he wears on his head.

1



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 Escape From Goblin Town boxed game is the perfect way to start your adventures in *The Hobbit: An Unexpected Journey* Strategy Battle Game.

Inside, you'll find a wealth of miniatures that incorporates all 15 members of Thorin's Company – including characters such as Gandalf the Grey and Bilbo Baggins – and 36 Goblins, along with the Goblin King, his lieutenant Grinnah, the Scribe and a Goblin Captain. There's also scenery to play your games on, as well as a gorgeous small-format rulebook, a getting-started guide, a measuring stick and dice. It's everything you need to start playing straight away. **JB**

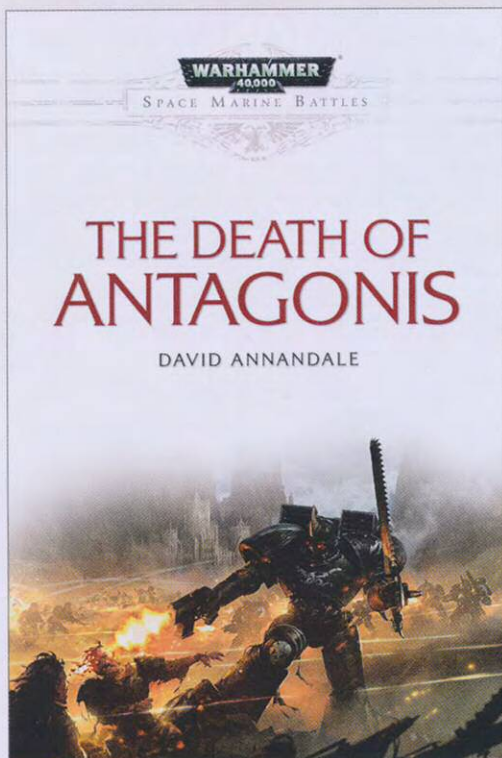


The Escape from Goblin Town boxed game contains everything you need to get started with *The Hobbit: An Unexpected Journey* Strategy Battle Game right away.

BLACK LIBRARY

THE DEATH OF ANTAGONIS

By David Annandale, paperback, 416 pages



The Black Dragons battle against the forces of Chaos, the suspicion of their allies, and dissent within their own ranks.

Perspective is everything when it comes to *The Death of Antagonis*. The Black Dragons are a loyal Chapter of Space Marines who bear a terrible genetic mutation that causes lethal bone-blades to grow from their bodies. While the Black Dragons turn this curse upon the enemies of the Emperor, there are elements within the Imperium who view it as evidence of moral corruption. This accusation lies at the heart of *The Death of Antagonis*, as powerful figures vie to determine the fate of the Chapter, while a vicious war against the forces of Chaos threatens to engulf the worlds of Aighe Mortis and Antagonis.

In many ways it is this internal strife that defines *The Death of Antagonis*, as the Black Dragons 2nd Company faces division, dissent and even the scrutiny of the Ordo Malleus. David Annandale poses the question of whether or not Space Marines as sorely mutated as the Black Dragons can truly be loyal. As a stark counterpoint to the Black Dragons, the main enemy encountered are the beatific Swords of Epiphany, whose saintly appearance conceals a monstrous spiritual corruption.

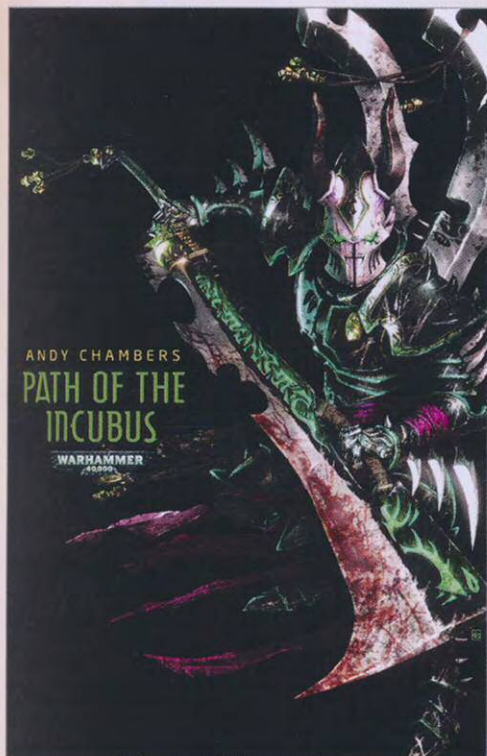
The adventures and battles of *The Death of Antagonis* are told from the perspective of two battle-brothers, Volos and Toharan – and through their eyes we see grievous conflict as the Black Dragons battle into the jaws of hell to protect the citizens of the Imperium from the madness and evil of the Warp. Volos stands out as a strong, enjoyable character. He fights where the battle is fiercest and embraces the curse of his geneseed as a weapon to smite the enemies of the Emperor.

The wider cast of characters also reveal some gems, my favourite being Canoness Errant Stheno – a warrior woman so devout that she oversaw the eradication of her own order of Battle Sisters for heresy. She is a powerful figure and one who lends a great deal to the overall storytelling, providing an excellent foil not only to the Black Dragons but especially Inquisitor Lettinger of the Ordo Malleus.

This book has some genuinely delightful set-piece battles within it, especially the two action-packed encounters that bookend the novel – the opening rescue mission and the closing death mission are especially good, but at its heart it is perhaps more of a moral examination of the Chapter's soul than a depiction of all out war. How do you judge the loyalty of a Space Marine, and how do you shake off the stigma of doubt? **AT**

PATH OF THE INCUBUS

By Andy Chambers, paperback, 416 pages



The second part of a trilogy in which the devilish machinations of the denizens of Commorragh are laid intriguingly bare.

This sequel to *Path of the Renegade* delves deeper into the black-hearted political manoeuvring of the Dark Eldar. It follows the fortunes of several groups of anti-heroes in the wake of an apocalyptic 'Dysjunction', an event that leaves Commorragh open to the predations of Daemons – and thusly the attentions of She Who Thirsts, the dreaded Slaanesh, who lusts eternally after the souls of the Dark Eldar.

This Dysjunction, the climax of the first book, is the tragic result of some black-hearted plotting by the Archon Yllithian

and his co-schemers to overthrow the mighty Asdrubael Vect. Commorragh is a patchwork place, a city that's stitched together from domains that are not necessarily physically located next to each other; the Dysjunction sees a satellite realm detached from Commorragh, thus allowing the ingress of Daemons. We follow up the fate of Yllithian in *Path of the Incubus* (it's not pretty, and what's happened to him will make you wince with pain), but the main focus shifts to other protagonists this time around.

In particular, the main story strand concerns the stoic Incubi Morr (a character who could so easily be dull given his black-and-white martial worldview, but resonates with a strange integrity and hidden depths) and his companion, the Harlequin Motley, surely one of the most entertaining characters to spring forth from the pages of a Black Library novel. The interplay with the humourless Incubus and his playful, verbose and most unlikely companion comprise some of the book's finest moments.

Nevertheless, to focus on Morr and Motley as the book's sole high points is to do the rest of the novel a disservice. Chambers has populated his tale with a raft of fascinating characters – I also especially like the Wrack Xagor – but perhaps his greatest triumph is to make us empathise with a cast composed almost entirely of villains. The Dark Eldar's dreadful practices are a result of what they have to do to survive, and they are demonstrably evil; and yet it's hard not to get caught up in their labyrinthine scheming and find yourself rooting for a particular fiend.

Chambers' firm grasp on the rich vein of politicking, power plays and sheer perversity of the Eldar's Dark Kin makes *Path of the Incubus* a darkly glittering jewel of a book. **JB**

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

FURTHER READING

If Andy Chambers' tales of Dark Eldar intrigue have you thirsting for more tales of the Dark City, don't forget he has already written the *Path of the Renegade*, featuring many of the same characters.

Of course, if you have already enjoyed that tome, or you like your Eldar a little less scheming, then you might fancy giving Gav Thorpe's Eldar Path trilogy a go. They begin with *Path of the Warrior* and extend into two further interwoven stories.

VAN HORSTMANN

By Ben Counter, paperback, 416 pages

THE MASQUE OF VYLE

By Andy Chambers, hardback, 128 pages

ALSO AVAILABLE

CURSE OF THE EVERLIVING

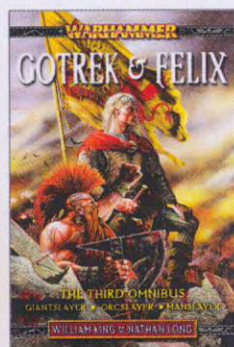
By David Guymer, CD, running length 76 minutes



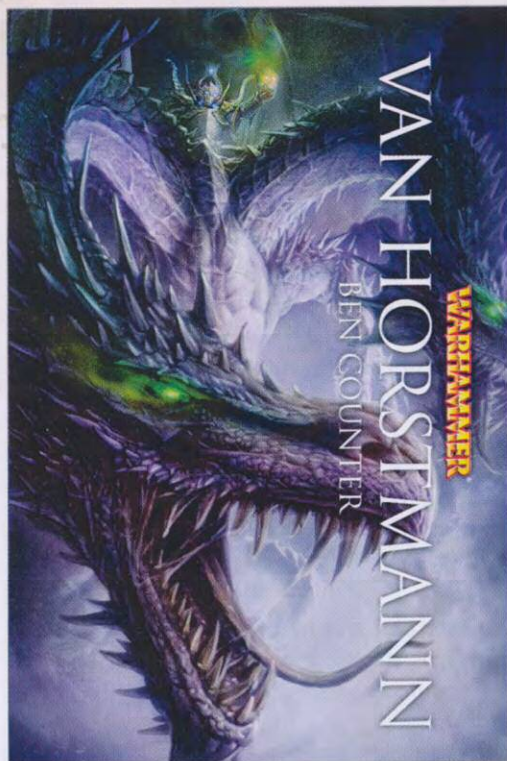
This month also sees the release of the first Gotrek & Felix audio drama, *Curse of the Everliving*. Written by David Guymer, this drama sees Felix falling foul of an ancient Kislevite curse and the pair battling a terrible evil. All in an evening's entertainment for this redoubtable duo.

GOTREK & FELIX: THE THIRD OMNIBUS

By William King and Nathan Long, paperback, 896 pages



Following hot on the heels of last month's first two omnibuses, the third Gotrek & Felix omnibus is released this month. Compiling the novels *Giantslayer*, *Orcslayer* and *Manslayer*, as well as 'Redhand's Daughter' and a trio of related short stories by a variety of authors, this omnibus is a real treat.



Egrimm van Horstmann is the most promising wizard the College of Light has ever seen, but he harbours a terrible secret.

I've always found Egrimm van Horstmann to be one of the most compelling characters in Warhammer; a lowly wizard's apprentice who rises to become Grand Magister of the College of Light before betraying them all in the service of his true master, Tzeentch. This tale has also caught the imagination of author Ben Counter, who has chosen van Horstmann as the villain of his first Warhammer novel.

Counter's story encompasses the whole of van Horstmann's tale, starting with his arrival at the College of Light, at which point he has already made his pact, and ending with his most infamous deed: the betrayal of his order with the release of the Chaos Dragon Baudros from his prison. Not only does this make for a fascinating read, but there are plenty of Easter eggs for Warhammer aficionados too, such as the origin of van Horstmann's speculum. **AK**



A group of Eldar Harlequins become the honoured guests of the twisted Dark Eldar at a most unusual gathering.

The latest games-workshop.com exclusive from Black Library, this hardback novella forms a companion piece to *Path of the Incubus* in that it features the character of Motley, an itinerant Harlequin who is caught up in an investigation into a Chaos-infested Craftworld before getting embroiled with the Dark Eldar.

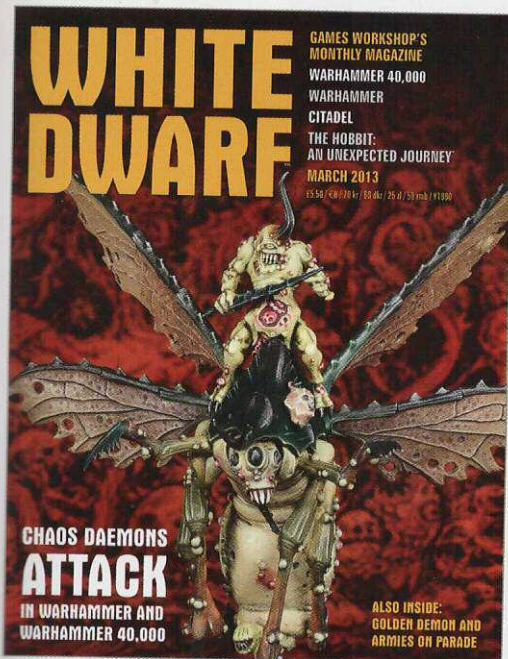
The Masque of Vyle sees Chambers riffing playfully on Edgar Allan Poe's 'The Masque of the Red Death'. Trapped in a satellite realm called the Sable Marches that exists solely to provide Commorragh with sustenance, the Archon Vyle'ak Ak Vyle Menshas seals himself and his acolytes in a seven-halled building for a week, while he slowly poisons the natives outside. Motley and a Harlequin troupe arrive and put on a performance for Vyle – the titular masque – that kick-starts a splendid tale of vengeance and justice. **JB**

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad, iPod or iPhone. Each month we add something great – here's the latest.

WHITE DWARF IPAD EDITION

The **White Dwarf** iPad edition includes all the great articles and pictures from the paper edition of the magazine, plus a few bonus extras. There's a video debrief of each battle report and 360° images of the latest releases and the Hall of Fame.



PSYCHIC POWERS APP

You can now upgrade your Warhammer 40,000: Psychic Powers App with the Disciplines of Change, Plague and Excess from Codex: Chaos Daemons – giving you all 12 new powers at your finger tips. Adam found this invaluable in the Battle Report.

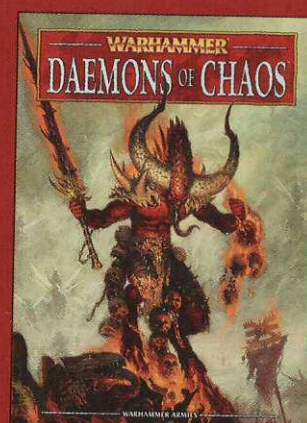
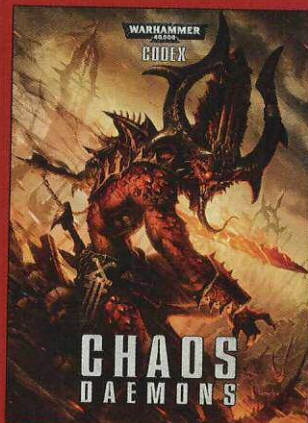


Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.



DAEMONS OF CHAOS

Both Warhammer: Daemons of Chaos and Codex: Chaos Daemons are also unleashed into the digital realm this month with glorious new books for the iPad. Featuring the same great interactivity and ease of use that the previous Codexes and army books have become renowned for, these are sure to be a real boon to hobbyists who wish to see models in glorious detail and access cross-referenced rules with ease.



FORGE WORLD LATEST

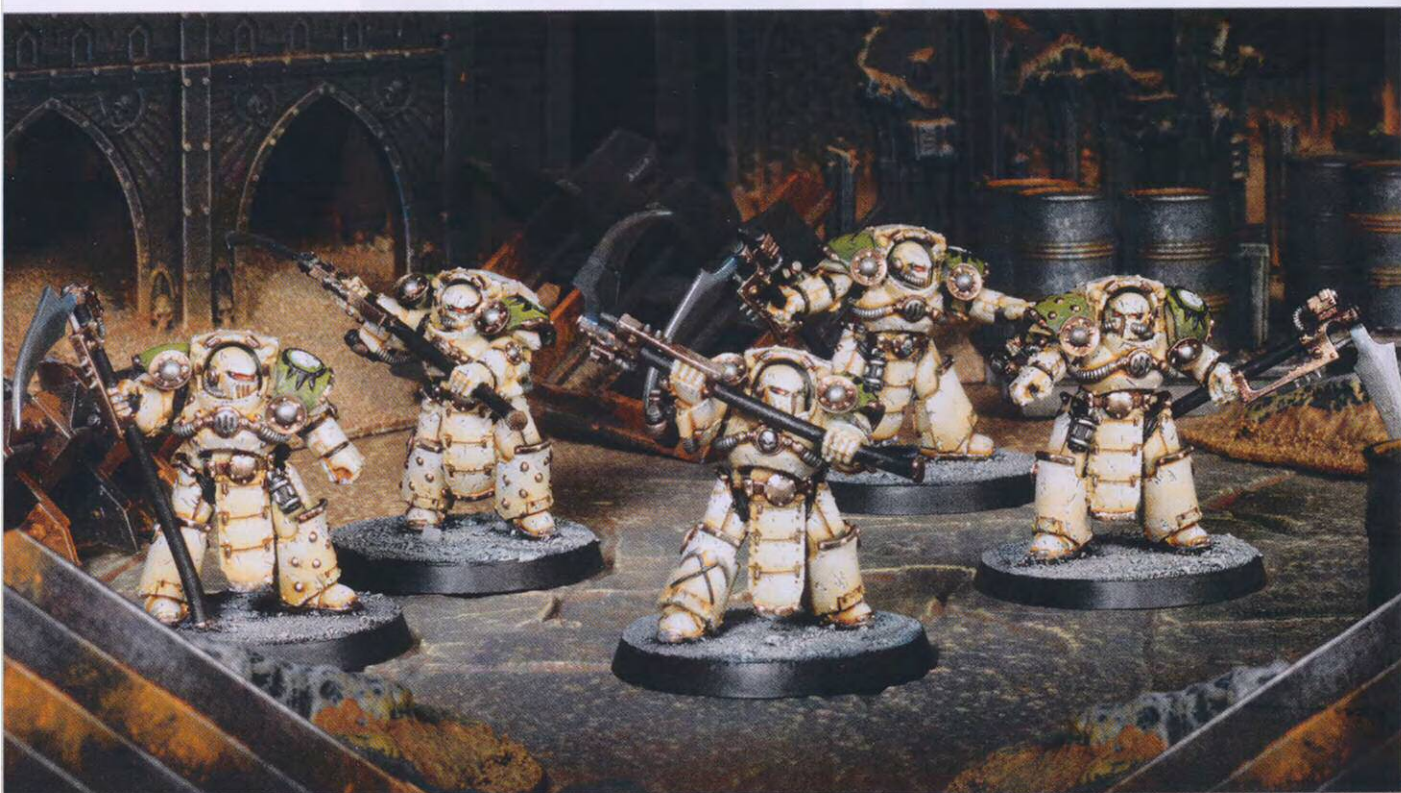
Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.

DEATHSHROUD TERMINATORS

The Deathshroud are an elite cadre of warriors chosen by Mortarion for their skill at arms, fearlessness and their proven endurance. As befits the grim-natured, pragmatic warriors of the Death Guard, the Deathshroud wear functional Terminator armour into battle. Pipes and cables run from the generator housing on their back to their equipment, while medieval-style roundels and hefty tabards protect exposed armour joints. Each of these five warriors wears a unique and unadorned helm and all five are dynamically posed, whether striding towards the enemy or taking up a strong defensive stance. Their defining feature is their equipment – a large curved scythe and a small, but deadly, wrist-mounted hand flamer. **DH**



- 1 The Deathshroud wear modified Tartarus pattern Terminator armour complete with rebreathers, melta bombs and hand-flamers filled with devastating chem-munitions.
- 2 The Deathshroud cleanse the ruins with their wrist-mounted hand flamers.



JUSTAERIN TERMINATORS

The **Justaerin Terminators** are elite warriors from the Sons of Horus Legion, led by the 1st Company Captain, Ezekyle Abaddon. Their pitch-black Cataphractii armour is adorned with studded leather pteruges,

while their greaves and pauldrons feature the stylised eye of Horus and short, brutal spikes. Each of the five Terminators wears a helm based on the Mark IV helmet design, complete with topknot. **DH**

Justaerin Terminators can be armed with a variety of Cataphractii pattern weapons (sold separately), which can be ordered direct from www.forgeworld.co.uk.



VULKITE CALIVER UPGRADE PACK

Vulkite calivers are arcane but powerful ray guns carried into battle by Legion Tactical Support Squads. These unusual-looking weapons feature chunky energy cells, power cables that peek out beneath

the cowlings, and large coolant vents that run along the length of the gun to prevent them from overheating. The barrel of the Vulkite caliver is a narrow exhaust waiting to discharge a ray of devastating energy. **DH**



The set includes five Vulkite calivers, which are compatible with Forge World power armoured Space Marine and plastic Space Marine kits.

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

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.

WARHAMMER QUEST

Warhammer Quest is a new game for the iPad, a faithful recreation of the classic board game in which you controlled a party of warriors questing into dungeons and lairs for gold, glory and fame. As the game nears completion, we sat down to find out more about it with Rodeo Games.

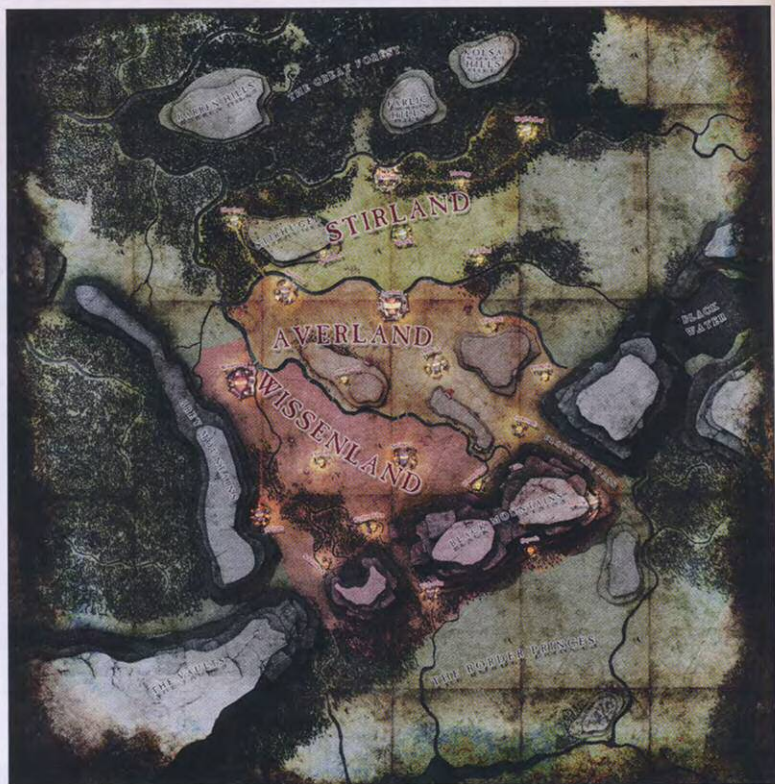
Adam Troke: Warhammer Quest (WHQ) is looking beautiful, with some incredible attention to detail. Were you already fans of the Warhammer world?

Ben Murch: We've all been fans of Warhammer from a very early age. We were the kids on the school bus who'd be poring over the latest copy of White Dwarf, or discussing the finer tactics of Screaming Bell use. The world has this certain charm to it. Being enveloped in that for our whole lives makes it a lot easier to 'get it'.

Laurent Maguire: Between the four of us we've played almost every Games Workshop game since Rogue Trader and still do every Thursday at our games night.

AT: It's been a long time since the original WHQ board game. What's new and what will be familiar about the iPad game?

BM: It's really important for us to respect the source material but the most obvious newness is the graphics. We've gone for quite a detailed and atmospheric look, while maintaining that original game feel.



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1 The world map, detailing the three explorable regions in the game. Players start in Stirland before adventuring to Averland and finally to Wissenland, where the most challenging dungeons lie.

2 Many of the dungeons are randomly generated, ensuring that each game is different and offering maximum replayability. As well as random dungeons, there are 'scripted' lairs tied to the main storyline.

3 All of the heroes and monsters found in the game are modelled closely on the actual miniatures. This Savage Orc is the favourite of the Rodeo Games team.

LM: The levels and skills are close to the original game. The equipment is based on the cards from the board game. We've modernised some bits, but fans of the board game won't be disappointed; the core of WHQ is very much still there.

Adam: One of the things that always stood out in WHQ was the great cast of playable characters – who can you play as?

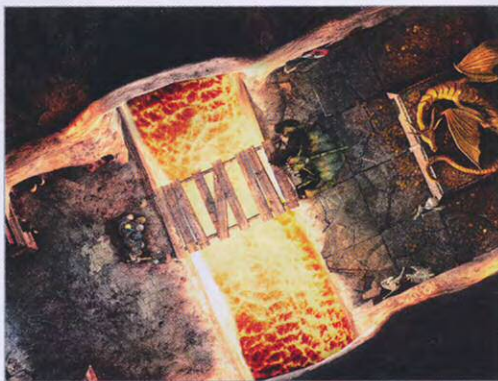
BM: We've kept the four warriors from the original game, but brought them up to date. For example, the Barbarian has now become the Marauder. We'll also be releasing even more downloadable warriors, including everyone's favourite: the Trollslayer!

AT: What about all the 'between game' stuff that takes place in WHQ? Has that been included?

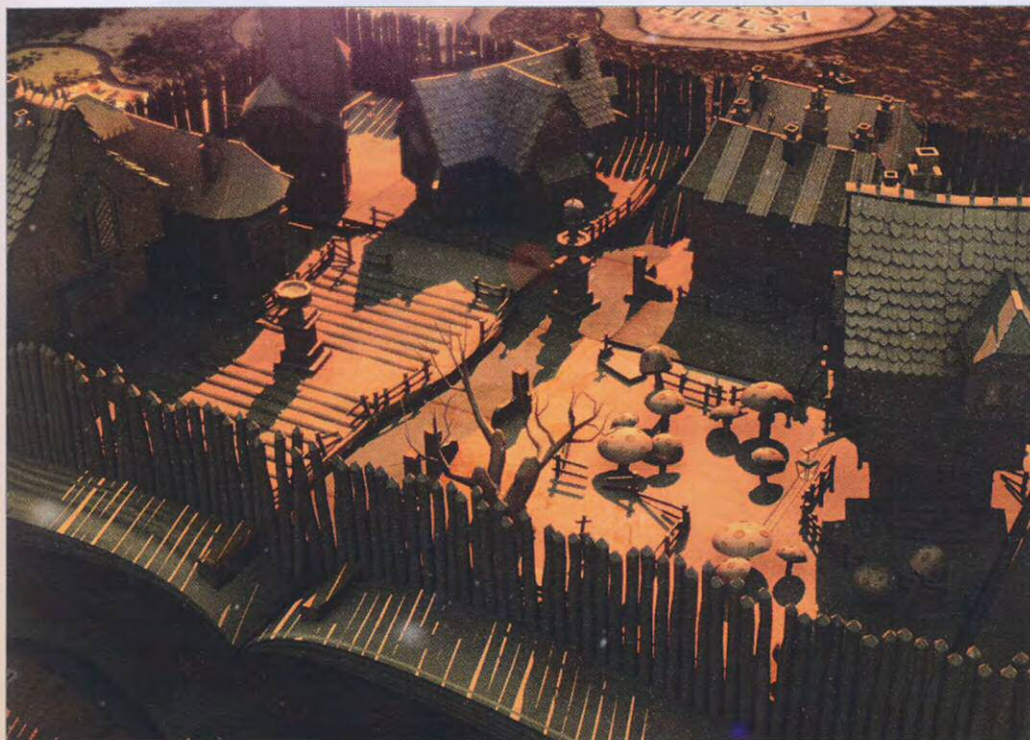
Richard Brooks: Absolutely! Even though WHQ is predominantly about crawling through dark, dank dungeons and ruins, we will be fully implementing the perilous journey to safety after a quest. Your adventurers will travel to settlements and locations in the Warhammer world, where they can do many things like trade with the local weaponsmiths and merchants, receive blessings at the temple and train new skills for the challenges ahead. We've also included all manner of settlement and travelling events, so nowhere is safe for your warriors! **AT**



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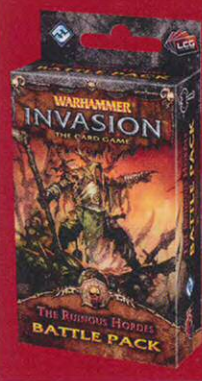


6

OTHER NEWS

Ruinous Hordes

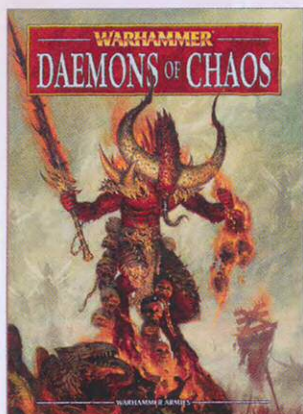
We've just had news about an exciting new release from Fantasy Flight Games for Warhammer: Invasion – the new Ruinous Hordes Battle Pack. This pack adds 60 new cards to Invasion for both sides, including new knights, war machines and nobles, as well as Orc and Chaos units aplenty for the forces of Destruction. All in all, a great addition to your games.



- 4 The original Warhammer Quest game was replete with beautifully illustrated tiles, many of which feature in the new game.
- 5 The Marauder faces off against a River Troll across the Fire Chasm – another instantly recognisable location for fans of the original game.
- 6 Adventures don't stop when you leave the dungeon, as you can journey to nearby settlements to sell your loot and find more quests. Each of the settlements is beautifully animated, the buildings and streets popping up like clockwork as your quest book flips open on the screen.

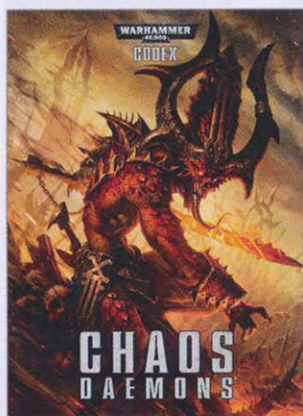
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The products on these pages are available to advance order now, and will be released on Saturday 2nd March 2013 unless otherwise noted. For more details visit: www.games-workshop.com.



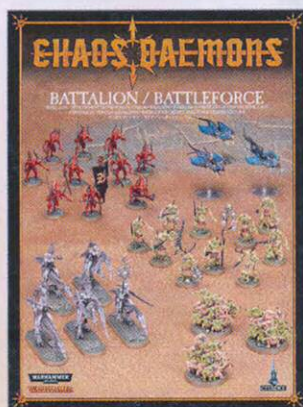
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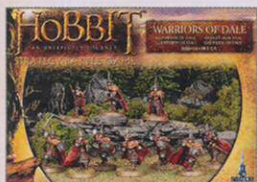
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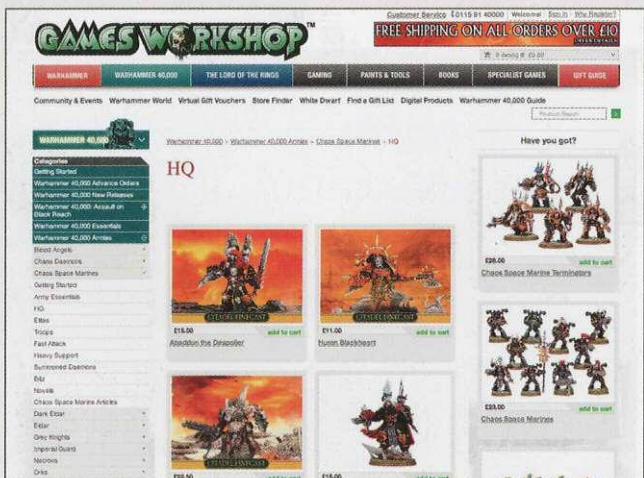
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The Masque



Beast of Nurgle



The Changeling





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're proud to feature Dave Roberts' collection of Space Marines, which features a large contingent of Space Marines from the Lamenters Chapter, a strike force of Grey Knights and not one but three Warhound Titans. As you may have guessed, Dave is a highly prolific painter who likes nothing more than to sit down for an evening, brush in hand, and paint up a new unit for his collection. ►



Dave spends much of his spare time painting Space Marines. Many of his projects have appeared on White Dwarf Daily in the past, though none quite as large or impressive as this one.

Dave: Painting is very definitely my favourite part of the hobby. I like converting models and playing games when I have time, but painting is definitely my thing – especially if the models are wearing power armour. You could say I'm a bit of a Space Marine fanatic.

I painted the two forces in my army – the Lamenters and the Grey Knights – in a very short period of time and I often get asked how I painted them so fast. My answer is simple: airbrushes and sponges. I found that with the right technique I could use an airbrush to apply not only a basecoat to my miniatures, but also shades and layers too. The shades are applied into the recesses of the model and everywhere that shadows would naturally occur. I then carefully apply another layer of yellow, working up to a zenithal highlight around the helmet and shoulder pads to give the impression of an overhead light source. With the armour complete I can then crack on with painting the intricate details such as shoulder trims, Chapter icons and eye lenses.



1

1 Dave's Relic Contemptor Dreadnought has been heavily weathered using Dave's sponge technique.

2 "I used a lot of old armour designs throughout my force, including parts from the Death Company kit and Forge World armour variants," comments Dave. "The Lamenters are often at the forefront of the fighting and I imagine they are rarely resupplied with more modern weapons and equipment."

3 This Warhound Titan from the Legio Astorum is the pride of Dave's collection. Note the use of object source lighting on the barrel of the plasma blastgun.



2





- 1 All of Dave's miniatures are based on chunks of slate. "It's like a mini display base for each model," explains Dave. "The bigger the chunk of slate, the more important the character is."
- 2 Dave's Thunderhawk has an intimidating presence on the battlefield. Re-entry burns and battle damage were stippled on using a piece of sponge and weathering powders.
- 3 This Librarian Dreadnought features a freehand Chapter symbol on its leg armour; a motif that's represented somewhere on every Lamentor in Dave's army.

1

2





► I'll be the first to admit that while I may be fast, I'm not the best painter in the world. This is where the sponges come in. There's a weathering technique in the Forge World Masterclass book that involves stippling paint onto a model using a sponge. The result is a heavily weathered miniature that looks realistic and war-weary, which fits perfectly with the background of the Lamenters, who have been on crusade since their Chapter was founded.

Where the weathering is my signature mark on the Lamenters, the Grey Knights have glowing helms and Nemesis force weapons. I feel it's important to have a focal point for each miniature; something the eye is naturally drawn to. The blue glow really makes them stand out on the battlefield – I like to think they're about to unleash a deadly psychic attack.

Like most people, my collection is never complete. Next on the painting list are Vostroyan Imperial Guard followed by more yellow Space Marines (Imperial Fists, this time). The painting never ends! **DH**





JERVIS JOHNSON

Games designer and rules sage Jervis Johnson ponders and discusses the complex issue of answering perplexing rules questions, and reinforces The Most Important Rule.

The other day I received an email about rules; a legitimate question about what happens in a specific 'edge case' of the rules. I've learnt to deal with questions by not answering them straight away. Quick, off-the-cuff answers can often cause more confusion than they resolve, ending up all over the Internet, being held up at tournaments as the last word on how our games should be played, being contradicted by other games designers or ending up in the official lists of questions and answers we publish for our rules.

So instead I let the person asking the question know that I will pass it onto the team that put together the official lists of questions and answers you can find on our website. The FAQ team are hard-working and selfless individuals who collect questions about our games from various sources, collate them together, consider them carefully, and then provide answers to them. This takes a bit of time, especially when you take into account the fact that the answers they give need to be translated into all of the languages used for our rulebooks, but it does mean that the answers we give out are consistent, saving much confusion all round.

But that's not really what this month's column is all about. No, instead what I want to talk about is what happened *next*. You see, after I sent my standard "I've sent it to the FAQ team" reply, I received a follow-up email asking me if I could say what I would do if the situation came up in a game I was playing. My reply was that I would follow The Most Important Rule, and roll a dice for it, so I could get on with the game. (The Most Important Rule, for those that don't know, is that should a situation arise in a game and you are not sure how to resolve it, then let a dice randomly decide which solution you should use.) And it was the reply to *that* reply which is what I want to talk about. You see, the response I received was basically "No, really, what would you do?", the implication being that using The Most Important Rule was not something a games designer would ever seriously think of doing. Or that The Most Important Rule was not really a proper rule at all.

Such a response is completely understandable. After all, I'm part of the team that created the rules, so it would seem that I would know how they should be intended to be used. The reality, however, is somewhat different; you see, when you create rules you don't always know exactly how they will play out, or exactly how they should work in every situation that may occur during a game.

"Games designers quite often roll a dice to resolve situations that come up."

Sometimes you do, but, in my experience, a designer is as likely to run into situations where questions about the game rules occur as anyone else is. The difference is that when such situations occur the designers *know* if there is an answer to the question, and I think this makes it easier for us to simply decide to roll a dice for it when there isn't an answer. In such situations, it simply makes more sense to me to decide randomly from amongst the choices that are available which one you will use, rather than picking one answer and sticking with it rigidly. If you think about it, this is exactly why we use To Hit rolls, To Wound rolls and saves – the question is 'Does the Chaos Warrior kill the Goblin?' and our answer is 'We don't know, lets dice for it.' I won't belabour the point. The bottom line is that, when the designers play games, they quite often roll a dice to resolve situations that come up and aren't covered directly by the rules themselves. This is the reason that we put 'The Most Important Rule' in our rulebooks and, indeed, why it is called The Most Important Rule in the first place; it is because it reflects a very important aspect of the way we play the game.

I know that by now some readers will be rolling their eyes, and wondering if this is just a feeble excuse I've come up with to avoid writing watertight rules in the first place. All of the games development team take writing loophole free rules extremely seriously, and I take some pride in the fact

that over the years our rules writing has improved dramatically over what it was like when I started out in the hobby. However, while creating tightly written rules is important, we have to take care that we don't end up fundamentally changing the nature of the hobby in the process of creating them. The rules we create are a means to an end – that end being a reflection of how we play our games – not an end in themselves. When people ask me what I do as a job, one of the things I say is that I like to play Warhammer or Warhammer 40,000, and I try to explain to other people how I go about it, so they can do it too. I do this by writing rules, or magazine articles, attending conventions to talk to people, or any other method I can think of. The rules to our games are just one of many ways that I use to try and explain to people how I go about playing Warhammer.

Anyway, the truth of the matter is that I really *don't* hold up a game to puzzle over a rules question; I just roll a dice and move on, even if I'm pretty sure in my own mind what the answer to the question should be. But I know that quite a few players see things differently, and prefer to have hard-and-fast answers to rules questions. I completely understand this point of view, and don't worry, we have no plans to stop answering the questions you send in, or posting our answers up in the Shrine of Knowledge. However, my recent email correspondence has reminded me that when we give those answers out, they don't always reflect the way that we go about playing our games ourselves. Even worse, it has clearly made at least one person think that The Most Important Rule is just an unimportant sticking plaster, rather than really and truly the most important rule in our rulebooks. So, from now on, when I get asked rules questions, I'm going to say "Well, personally, I would dice for it, but I'll pass your question on to the FAQ team anyway."

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

CHAOS DAEMONS VS SPACE MARINES

In our **battle** report the gibbering Daemons of Chaos spill into the galaxy as Adam and Matt put the new Codex through its paces. To test the mettle of the denizens of the Warp, we will be pitting the Imperial Fists against the Chaos Daemons.



Adam: There's always plenty of information to take in when a new army book for Warhammer or Warhammer 40,000 Codex is released, and this month there's more than usual – since there are new books for both Warhammer and Warhammer 40,000. It begs questions such as “what does this mean for my collection?” and “what's it like to play with?” For this month's battle report, we wanted to give everyone a good idea of what's new and what has changed – and since I've been merrily painting Chaos Daemons for Warhammer 40,000 for

a few months now, I volunteered for Daemon duties. I've amassed a veritable horde by now and, with a little last-minute painting, have managed to get a respectable-sized army to use in our game. Matt has volunteered to stand in the breach with his battle-tested Imperial Fists, so that we can get a true accounting of how the Daemons perform. Before we start, we'll look at the aspects of the new books that we want to concentrate on, and then we'll take to the field of battle, roll some dice and see what happens.

Adam Troke's daemonic legions square off against the golden host of Matt Hutson's Imperial Fists.



DAEMONIC INVASION



Since painting some Nurgle Daemons on a whim, Adam has found himself frantically adding more Daemons to his collection in time for this game. He's also been seen badgering Games Developers Phil Kelly and Robin Cruddace for their best tactical advice.

Each of Adam's Heralds was gifted with a Locus that gave the attached squad a powerful boon – in the case of the Herald of Nurgles' Fecundity, the Plaguebearers gained Feel No Pain.

A lot has changed in the new edition of Codex: Chaos Daemons. Not only do they have a swathe of new units (which add some interesting tactical choices to the army), but also the abilities and powers of almost every model in the army have shifted. Having studied the Codex at some length, and had a good chat with Matt, we've hit on four major topics that we want to look at as we play our game.

1. Skull Cannon of Khorne

While Daemons of Khorne aren't usually known for their long-range power, here's a Strength 8 weapon mounted on a resilient Chariot frame. While it lacks penetrating power, it has plenty going for it and will be good at softening up units before I charge my Daemons into combat. With a range of 36" and a large blast marker, I should be able to hit the Space Marines from the very first turn of the game.

2. Burning Chariot of Tzeentch

In the games I've played so far, this little beauty is very dangerous. It can fire a brutal torrent of flames that chews through power armour with ease, or a series of high-Strength, low-AP shots. It's probably the best tank-killer in the Daemon army, but I need to get close to use its weapons. I'll be rushing this forwards alongside the rest of my army to get it in range quickly.

3. Plague Drones of Nurgle

These chaps are quick, which means that they can buzz forwards, presenting a resilient screen for the models behind them. Best of all, they hit surprisingly hard with their multiple Attacks and rot proboscis (Poison 3+).

4. Daemonic Rewards

Daemonic characters can be customised to an astonishing degree. Firstly, each of them can have some variation of Lesser, Greater and Exalted Rewards – these cost varying amounts of points and give you a roll on the corresponding table. This random element injects some serious Chaos into your army selection, since you never know what you're going to get. Then there is the fact that most Daemon characters (all of them except Khorne) can have psychic powers and the Heralds can also have Loci (which are special rules that benefit their unit, such as Feel no Pain).

To test these various rewards, gifts, powers and so on I am simply going to include all the character I own in my force. That means a Daemon Prince and four Heralds (two Nurgle, one Tzeentch and one Khorne). I'll be arming them to the teeth with Daemonic Rewards to get plenty of randomly generated abilities – I just hope it's effective...

When it comes to the rest of the army, and how I intend to use it on the table, my main strategy is informed by another dramatic change to the Chaos Daemon rules. While all Daemons now have the Deep Strike special rule, none of the models in the force *have* to Deep Strike – which poses the question, how will they fare advancing like other armies? Well, I am confident this is a really good thing for the Daemons, so I am only keeping a couple of units back (the Nurglings and my Daemon Prince). Everything else will be swarming forward, so that I can ensure their timely, accurate arrival. While my Plaguebearers hold the objectives, the rest of my army will be going forwards into battle. Wish me luck!





THE ADULANT HOST OF HAZRIAH THE BELIEVER

HQ

Hazriah the Believer

Daemon Prince of Tzeentch with Daemonic Flight, Warp-forged armour, Warpstrider, Portalglyph, Mastery Level 2.

N'eez, Face of the Moon

Herald of Tzeentch with Exalted Locus of Conjunction, Mastery Level 2.

Maggot Tongue

Herald of Nurgle with Locus of Fecundity, Corpulence, Corrosive breath and Mastery Level 1.

Festerguts

Herald of Nurgle with Locus of Fecundity, Cleaving Strike, Touch of Uncreation and Mastery Level 1.

Kzorgoth the Cleaver

Herald of Khorne with Greater Locus of Fury and Axe of Khorne.

TROOPS

N'eez's Glittering Band

20 Pink Horrors of Tzeentch with Icon of Chaos and Iridescent Horror.

The Maggot Kin

15 Plaguebearers of Nurgle with Plagueridden.

The Festering Brothers

15 Plaguebearers of Nurgle with Icon of Chaos, Instrument of Chaos and Plagueridden.

The Murdervail

15 Bloodletters of Khorne.

The Filth Tide

6 Nurgling bases.

ELITES

The Slathertoads

4 Beasts of Nurgle.

Burnovore's Flamehost

6 Flamers of Tzeentch.

FAST ATTACK

Sourbile's Flystrike

3 Plague Drones with Plaguebringer, Icon of Chaos, Instrument of Chaos, Death's Heads and rot proboscis.

The Ethersharks

6 Screamer of Tzeentch.

HEAVY SUPPORT

Zzatkar's Burning Chariot

Burning Chariot of Tzeentch with Dark Blessing.

The Skull Spitter

Skull Cannon of Khorne.

Rannogar Doom Maw

Soul Grinder of Tzeentch with Iron Claw and Phlegm Bombardment.

THE EMPEROR COMMANDS US



Matt's put in a lot of practice lately with his Imperial Fists army, but it's actually only one of four sizeable Space Marine forces in his collection. On page 116 he shares his secret to painting yellow.

Matt intends to deploy Lysander with the Sternguard, who can benefit from the re-rolls To Hit his Bolter Drill special rule gives them. Mounted in a Land Raider Redeemer, this is Matt's most potent unit.

I've been collecting my Imperial Fists for nearly five years and amassed a fairly large army in that time, giving me plenty to choose from for this battle report. Having read through the new Chaos Daemons Codex and played Adam in a playtest game the week before, I decided to take a particularly shooty force. As most of the Daemons will be crossing the battlefield to engage me in combat, that should give me a couple of turns of shooting at least. With this in mind I've taken every bolter-armed Space Marine in my collection.

As anyone who knows me will attest, I am a fan of Captain Lysander, but unlike my argument in January's Rivals, it's not his thunder hammer and storm shield that I'm interested in here but his Bolter Drill. He'll be deployed with my Sternguard Veterans and, paired with their Special Ammunition, the re-roll To Hit Lysander gives them makes them dangerous to enemy infantry. They're quite short ranged, so to get them where they're needed in one piece, they're riding in a Land Raider Redeemer.

The backbone of my army is the two Tactical squads that I always take, supported by a unit of Scouts. They're there to hold objectives, but they're good in a firefight too so can pour firepower into the oncoming Daemon army.

Keeping my theme in mind, I decided to take my Terminator squad over my Terminator Assault squad, and by leaving them on the shelf I was able to use my freshly painted Legion of the Damned squad – only the second time I've used them in a game. Hopefully I can deploy them where I need them, as they can Deep Strike accurately.

In the recent Warhammer 40,000 Doubles weekend, Glenn and I encountered an awful lot of Thunderfire Cannons and I was impressed by their awesome firepower. I've painted one myself since then, so I took it. It should add some long-range reach to my force and with four blast templates it's great at killing Adam's large units of Troops.

Having recently painted up a second Stormtalon, I wanted to try both of them out. The fact that Adam is unlikely to have much in the way of aerial defence means I should have dominance of the skies and be able to target Daemons when and where needed. The Land Speeder Tornado is in there for much the same reason: to race across the board and kill any Plaguebearers holed up on an objective with its heavy flamer.

I've rounded off the army with a nasty little trick I've seized upon – an Epistolary Librarian with Null Zone. This psychic power forces all enemy models within 24" to re-roll any successful invulnerable saves – I'm sure you can see why that might be useful against an army that only has invulnerable saves. I'm going to deploy him centrally with the Terminators, so he can maximise the effect of Null Zone.

My plan is simple: the two Tactical squads will hold the centre of my battleline, while I advance round the flanks with my Land Raider Redeemer and Land Speeder, all the while unleashing bolter fire on the Daemons. Oh, and if there's one thing I've learned from the practice game we had it's that I need to kill that Burning Chariot as soon as humanly possible.





STRIKE FORCE LYSANDER

HQ

Captain Darnath Lysander

Epistolary Lothar Ortan

Space Marine Epistolary with Terminator armour, Null Zone and Vortex of Doom.

Command Squad Sigann

Command Squad with Apothecary, Company Standard, Company Champion and Veteran Sergeant with power fist and storm bolter.

TROOPS

Tactical Squad Rignomar

Ten Space Marines with missile launcher, flamer and Veteran Sergeant with power fist, storm bolter and teleport homer.

Tactical Squad Martel

Ten Space Marines with plasma cannon, plasma gun, Veteran Sergeant with power fist, storm bolter and teleport homer.

Scout Squad Maedus

Five Scouts with sniper rifles and Veteran Sergeant.

ELITE

Dorn's Hand

Five Terminators with chainfist and cyclone missile launcher.

Squad Garran

Nine Sternguard with two combi-meltas and Veteran Sergeant with power fist.

The Legion of the Damned

Ten Damned Legionnaires with flamer, heavy flamer and Damned Sergeant with power sword.

FAST ATTACK

Swift Malice

Land Speeder Tornado with multi-melta and heavy flamer.

Hell Rain

Stormtalon Gunship with skyhammer missile launcher.

Fury of Phalanx

Stormtalon Gunship with skyhammer missile launcher.

HEAVY SUPPORT

Death Hammer

Thunderfire cannon with Techmarine gunner.

Infernum

Land Raider Redeemer with extra armour and multi-melta.

DEPLOYMENT

Matt and Adam roll to determine their scenario before setting up their armies.

Adam: For our game, Matt and I opted to roll for an Eternal War scenario, getting The Scouring with Vanguard Strike deployment – a fierce battle that would be fought over six objectives of varying value which could only be controlled by Troops and Fast Attack choices. Having taken it in turns to place the objectives, I won the roll to choose whether to deploy first or second, and opted to go first (in the hopes of also getting the first turn of the game). My deployment was pretty straightforward – only my Daemon Prince and Nurglings remained in reserve. I placed most of my Tzeentch models on the left flank with the Soul Grinder and Skull Cannon at the centre, and Plague Drones and Beasts of Nurgle set to press the right. Matt deployed most of his models behind the Wall of Martyrs, with his Land Raider (carrying Lysander and the Sternguard) anchoring his flank near to my own army.



1



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1-6 When placing the objectives, each player aggressively positioned three. Matt placed his so that he could potentially defend each of them without having to move far from his defensive positions. Adam placed his somewhat further forwards, so that he

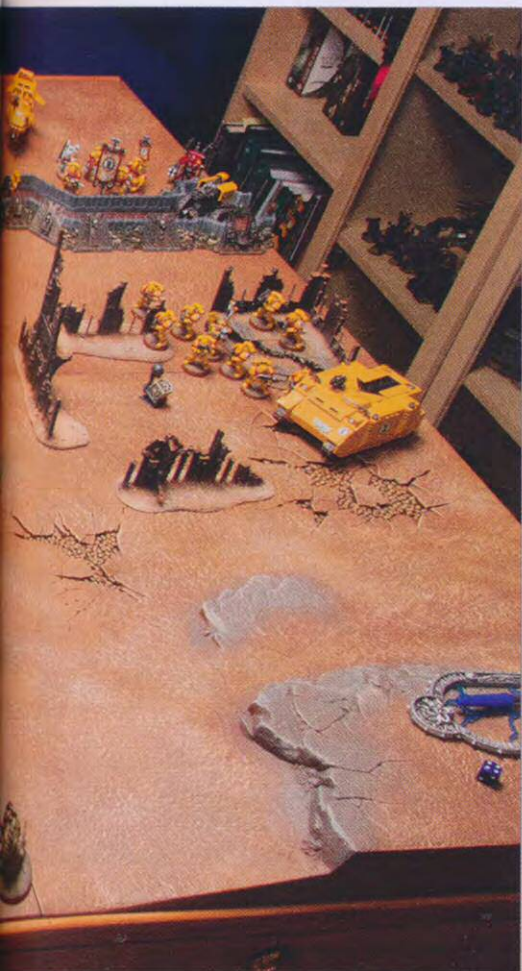
could advance his Daemons aggressively and still contest them. Once all objectives were placed, the players turned them all over to reveal their values – to Adam's delight the four-point objective was near his Plaguebearers, the Festering Brothers.



OPENING MOVES

In which the Chaos Daemons advance, and the Imperial Fists launch a punishing counter-attack.

Adam: First turn went to me, so I wasted no time pushing forwards. I sent all of the Tzeench elements of my force racing towards the objective within the Wall of Martyrs on the left. My Khorne and Nurgle Daemons pressed forwards, with both units of Nurgle Daemons claiming an objective each. In each Chaos Daemon Shooting phase the Daemon player rolls to see the effect of the Warp Storm roiling around the table – I rolled a 10, giving all Daemons +1 to their invulnerable save. My Burning Chariot fired at the Land Raider, but failed to damage it. In reply, Matt's turn was brutal. His Land Raider surged forwards and blasted my Burning Chariot apart with its assault cannon before disgorging the Sternguard Veterans (who peppered my Pink Horrors) and Captain Lysander, who charged my Flamers of Tzeentch (but found himself mired in combat by the Pyrocaster).



1

The Death Hammer

- 2 Matt's Thunderfire Cannon proved devastating in the first turn, and provided Adam with a stark reminder of the artillery piece's long range dominance.
- 3 Unleashing four blast markers worth of carnage, Matt used the Thunderfire Cannon in concert with the Librarian's Null Zone psychic power. In total Death Hammer killed 11 Bloodletters from the Murdervul in its opening salvo – cutting out the heart of Adam's premier assault unit.



2



3



4

- 1 Matt's counter-attack hit Adam's Daemons hard. While the Land Raider, Infernum, blasted the Chariot of Tzeentch apart, Matt's Sternguard killed five Pink Horrors with dragonfire bolts.

- 4 Perhaps the biggest factor in the first turn was Null Zone, which forced Adam to re-roll all successful invulnerable saves within 24". With its help, Matt killed lots of Daemons, including all of Adam's Screamer in a single Assault phase.

MIDGAME

The Daemons fight back and both armies begin to suffer grievous losses.

Adam: I had a bit of a sinking feeling as Turn 2 began. I had lost the two units best equipped to kill the Land Raider, and my strongest flank was looking wobbly. Things improved a little as my Daemon Prince arrived. To get back in the fight I had to get rid of the Sternguard and Terminators before they did any more damage, but most importantly I had to stop the Null Zone. To this end I used my Herald of Tzeentch to cast Misfortune on the Sternguard and then set about blasting them with everything I could. It worked quite nicely as I whittled them down to only a single survivor. The Terminators faced the combined wrath of the Maggot Kin and the Murdervul, and the result was a satisfying slaughter – Plaguebearers with Poisoned Attacks are very effective indeed. On the opposite flank my Plague Drones and Beasts of Nurgle slammed into the Space Marines in the ruins. They killed a handful of Space Marines, and suffered little in return. All those Poisoned Attacks were adding up!

Matt: After a good first turn, my right flank had all but collapsed. In order to bolster my line I brought down the Legion of the Damned right in the thick of it, knowing that I could re-roll the scatter dice. With my left flank tied up in combat, I opted to concentrate all firepower on my right. Adam had more Troops than me, so I tried to thin out his scoring units. The Thunderfire Cannon bombarded the Plaguebearers, killing eight, while the Land Raider made sure the Bloodletters' glory was short lived. With both their template weapons in range, the Legion of Damned killed enough Horrors to reduce their Mastery Level to 2.

Lysander killed the Pyrocaster and the Flamers, but disappointingly for the opposite flank, my Tactical squad succumbed to the Beasts of Nurgle and the Plague Drones. Although the turn had started with my right flank looking ropery, it ended with my left flank in disarray. ►



1



2

- 1 Hazriah flies onto the battlefield and places himself in a position to threaten several different targets next turn.
- 2 Rannogar Doom Maw moves into position to fire on the Sternguard and kills five of their number with his phlegm bombardment and harvester cannon.



3



4

Psychic Curses

- 3-4 With the Sternguard cursed by the psychic power Misfortune, and the Pink Horrors bolstered by Prescience, turn two proved taxing for the Imperial Fists elite. In addition to the Pink Horrors, several other units poured firepower into them.



5



6

- 5 Matt looks on as Adam fires everything he's got at the Sternguard.
- 6 The Murdervall and Maggot Kin storm into combat against the Terminators – Kzorgoth, the Herald of Khorne, butchered the Librarian in a one-sided duel.
- 7 Sourbile's Flystrike and the Slathertoads plough into Squad Rignomar, gradually wearing them down with lolloping bulk and poisonous weapons.



7



8

- 8 Death Hammer, the Thunderfire Cannon, blasts the Plaguebearers. It manages to kill eight of them.
- 9 The Legion of the Damned Deep Strike beside the Pink Horrors – the amount of firepower they hit the Tzeentchian Daemons with is vicious, but thanks to their invulnerable save only six die.
- 10 The sole survivor of the Sternguard charges into the Flamers alongside Lysander. They win the combat and cause the remainder to fail their Daemonic Instability test.



9



10

► **Adam:** I needed to kill Matt's Land Raider and start claiming some objectives, so I flew Hazriah over the Land Raider to attack it. The game was going to be won on victory points, so fighting Lysander would be a risky waste of resources. The Maggot Kin closed in on the remaining Sternguard, determined to even that score before going back to reclaim their objective in the crater. Most of my other efforts were spent against the horrifyingly scary Legion of the Damned who had arrived at the far left. Ten warriors of their pedigree was a deep concern, so the Skull Spitter and Rannogar lobbed everything they had at them too.

The Assault phase saw the Thunderfire Cannon overrun and Sourbile locked in a challenge with the Scout Sergeant. Matt challenged Maggot Tongue with his Sternguard Sergeant, and I foolishly accepted. It's worth noting that it's often best just to let the other eight models in the unit kill an upstart Sergeant in these situations – but I pridefully accepted, and was locked in an unnecessary fight.

Matt: I knew I needed to take out the Plaguebearers in the ruins – they held a four-point objective and weren't going anywhere in a hurry. Luckily, both the Stormtalons turned up and headed straight for them alongside the Land Speeder. The Daemon Prince had failed to kill the Land Raider, so it moved out the way to allow Lysander to charge the monstrous creature.

The Skull Cannon had proven itself to be a threat by now, so the first Stormtalon fired at its side armour, destroying it. The second shot the Plaguebearers, as did the Land Speeder, but their saves kept them safe. With the Thunderfire Cannon gone, my firepower had been sorely reduced.

In the Assault phase, my Command squad charged the Beasts of Nurgle to halt their rampage in the trenchlines. The Legion of the Damned charged the Horrors, killing them all and causing the Herald to succumb to instability. Finally, Lysander failed his charge against the Daemon Prince. My best hope was that Adam would go for glory against Lysander next turn.



1

- 1 The Filth Tide finally arrives, using the Flystrike's Chaos Icon to arrive on target.
- 2 As Sourbile's Flystrike charge the Scout Squad, the icon bearer is shot down by panicked, and lucky, sniper rifle fire.



2



3

The Portalglyph

- 3 When Hazriah relocated to charge the Land Raider, he first placed the Portalglyph – each turn there was a chance (on a 4+) that a new unit of Daemons would enter play.
- 4 At the end of the Movement phase, a new unit of five Pink Horrors entered play from the Portalglyph ready to join the battle raging at the centre of the board.



4

Cannon of Khorne

5 Throughout the game the Skull Cannon of Khorne had been whittling away minor casualties, but with the arrival of the dangerous Legion of the Damned it lined them up as the next target.

6 A direct hit on the Legion of the Damned kills four of the sinister warriors.



5



6



7

7 Hazriah attacks the Land Raider, Infernum. Adam rolls poorly, however, and the Daemon Prince, despite scoring two penetrating hits, fails to destroy it.

8 The Slathertoads make short work of the Thunderfire Cannon and Techmarine guarding it.

9 Arriving from reserve, both Stormtalons head towards the Plaguebearers holding the four-point objective.

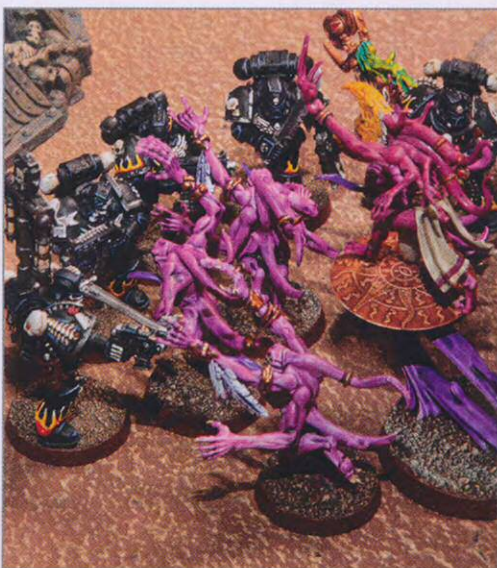
10 The surviving Damned Legionnaires easily slaughter N'eemz and his Pink Horrors.



8



9



10

ENDGAME

Where the battle meets its climax, and a winner emerges from the ashes of destruction.

Adam: If Matt thought I was going to stay around and fight Lysander with my Daemon Prince, he was very much mistaken. So my turn started with Hazriah swooping over to the Tactical squad guarding the objective in the Wall of Martyrs. While he did this, my Beasts of Nurgle continued the fight against the Command squad (joined by the survivors of the Nurgling Swarm) and Sourbile won the challenge against the Scout Sergeant. The Soul Grinder used Skyfire to target one of the Stormtalons, stunning it, but not finishing the job. I also decided to take a risk and go after the Land Speeder bothering the Festering Brothers, Festerguts breaking it apart with his Touch of Uncreation gift. Unfortunately this left them outside the ruins.

Matt: All my pro-Lysander propaganda had got to Adam, who sent his Daemon Prince off to bully my Tactical Squad instead of choosing an epic duel. Seeking revenge, I embarked Lysander onto the Land Raider and drove straight for the Plaguebearers holding the objective in the ruin.

The turn was decidedly lacklustre for me – the Command squad all died to the Beasts of Nurgle, the Sternguard Sergeant finally died and all but one of the Scouts was killed by the Plague Drone. The only saving grace was that the wretched Daemon Prince was still stuck in combat with the Tactical squad – he suffered two wounds last turn to overwatch and a challenge, and this turn only managed to kill three. The squad stubbornly held.

Adam: The fifth turn of the game was pretty quick for both of us – I blasted the undamaged Stormtalon out of the sky, and cemented my hold on the objective in Matt's deployment zone, but Lysander salvaged some honour by finally making it into battle with the Festering Brotherhood – denying me that four point objective and transforming a 7-1 victory into a much closer (and more representative) 3-1.



- 1 Bolstered by Warp Speed, Hazriah the Believer slams into Tactical Squad Martel and commences to tear the Sergeant limb from limb.
- 2 The Slathertoads are joined by the Filth Tide, the pesky little Nurglings helping to overcome the Command squad.
- 3 Festerguts and his followers charge out of the ruins to deal with the Land Speeder, pulling it to an ignominious doom.



4



5

4 Hazriah the Believer mops up the remnants of Squad Martel as the gibbering Nurglings join in on the action.

5 The surviving Legion of the Damned find themselves comically bogged down by Adam's remaining Pink Horrors.

Lysander Indomitable

6 Lysander scrambles out of crippled Infernum and launches himself at the Festering Brotherhood.

7 The Plaguebearers rain blows on Lysander, but he stands tall, denying them the objective.



6



7



The only objective controlled by either player ends up being the two-point objective in the breach of the Wall of Martyrs, held by Maggot Tongue and the Maggot Kin. Further

to these two points, Adam scored an extra point for Linebreaker and Matt scored one for First Blood, making the game a narrowly won battle in favour of the Daemons.



**CHAOS DAEMONS
VICTORY 3-1**

WHAT WE LEARNED

With the dust settled and the battle won, what did the players learn about the new Daemons?



Adam: I like games that could have easily gone either way, and this was certainly one of those. In amongst the bedlam of a battle in full flow, I think we learned plenty about the new Chaos Daemon models.

1. Skull Cannon of Khorne

Adam: With a solid BS of 5, the Skull Cannon is very likely to hit its target, and then it's going to cause a lot of wounds, thanks to Strength 8 – this paid off against the Legion of the Damned, killing four in a single shot. Against Imperial Guard, Orks or Tyranids it will be even more effective.



Matt: As a Space Marine player, I don't think I would do anything differently against it. It's good against vehicles, but since I didn't have Dreadnoughts and Predators (just my flyers and a Land Raider) I wasn't unduly worried. If I was using an army that didn't wear power armour, I might think differently though.

2. Burning Chariot of Tzeentch

Adam: The Burning Chariot of Tzeentch is probably the most dangerous shooting unit in the Daemon army – which probably explains why you killed it so quickly. It can deal with enemy armoured vehicles or squads with relative ease. The big problem is that it's really fragile. I think the trick to it is going to be learning to keep it intact until it's in position to blitz the enemy in the Shooting phase.

Matt: In our practice game it easily killed an entire Tactical squad in a single turn – that opened my eyes. In a game you have to kill this as quickly as possible, which is just what I did. It was the only thing in your army that could reliably kill my Land Raider at long range too.

3. Plague Drones of Nurgle

Matt: In an army that is reasonably slow, I thought the Plague Drones were quick. They tied up two of my Troop choices over the course of the game, denying me a lot of firepower.

Adam: Their multiple Wounds and high Toughness were a big factor in their survival, and they have 3 Attacks that wound anything on a 3+ (with the rot proboscis). They paired beautifully with the Beasts of Nurgle too.

4. Daemonic Rewards

Adam: There's so many twists and turns among the various Daemonic Rewards and Loci that it's almost overwhelming. The main thing to watch out for is not overspending (which I might well have done, frankly) or duplicating effects. I view these as fun little upgrades, things that might give me an edge. My Nurgle Herald found their Loci (Feel no Pain) very useful, as did the Tzeentch Herald (+1 Strength on psychic powers). I might try spending less points on the Daemonic Rewards on my characters, and squeezing in more Daemons next time instead.

Matt: The Locus that gave you +1 Strength on your Pink Horrors really stood out in the practice game, which is why I sent the Legion of the Damned after them. The Warp Storm table was nerve-wracking too – you never knew what you were going to get – I kept hoping you'd roll a double-1 and wipe out your own army!

In Conclusion

Matt: What's interesting is that in the opening stages, everyone thought I was going to thrash you. Lots of shooting and Null Zone nearly won it for me – and you were a coward with your Warlord. You're getting a reputation for that. I shouldn't have gone so hard for my right flank either, but the lessons of our practice game made me want to kill all your Tzeentch stuff early. Ah well, next time eh?

Adam: All in all Codex: Chaos Daemons gave us a fun, close game. The traditional randomness (one might say chaotic) nature of Chaos was in evidence from the outset, but I still felt like I was in control of my force. Very satisfying. ☛

THE POST-BATTLE REVIEW

We asked **three** experts to comment on the battle: White Dwarf Deputy Editor Andrew Kenrick, Codex author Phil Kelly, and White Dwarf Photo Editor Glenn More. How do they think the Chaos Daemons got on?



As both a master of Chaos in Warhammer and Warhammer 40,000, as well as the proud owner of a number of opinions, Andrew bore witness to the battle.

I've got to be honest: I thought Matt had the game in the bag after Turn 1, such was the beating his Imperial Fists dealt out to Adam's Daemons. It was the combination of a serious amount of firepower coupled with the Librarian's Null Zone that killed the Burning Chariot – undoubtedly Adam's shootiest vehicle – and most of the Bloodletters (his best close-combat unit). If the game had continued in this vein, it wouldn't have gotten past Turn 3.

But Adam is nothing if not cunning and managed to turn the tables on Matt, blowing apart his own shootiest unit (the

Sternguard) and killing the Librarian with Null Zone. Once he'd done that, he was back in the game – in fact from that point the game remained balanced on a knife edge throughout.

As a fan of Nurgle, my eye was inevitably drawn to the performance of the Plague Drones and they didn't disappoint. Their high Toughness and multiple Wounds made them difficult for Matt to deal with quickly, whilst they were getting re-rolls to wound the Space Marines with their plagueswords. I'll be adding some to my Death Guard's daemonic allies for sure.



Phil wrote the new Codex: Chaos Daemons, so we turned to him to give his opinion of the battle.

Adam's army showcases the glorious variety of the daemonic legions, but I think he was lucky to win with such bold tactics. I would advise holding a few more units in Reserve, particularly the slower Bloodletters and Pink Horrors. Being able to surround an enemy with multiple threats and mess up his fire discipline is a key advantage of the Daemons. Sure, such tactics can be unreliable, but with Icons and Instruments of Chaos you can stack the odds in your favour. I like to send in a fast, tough vanguard unit that I can rely on to clog up the enemy – Beasts of Nurgle

and Plague Drones are good at this – and then Deep Strike a Khorne unit into the 'shadow' of that combat, out of line of sight but ready to tip the tarpit battle my way. I also like to send in a Greater Daemon – these bad guys can take out tanks and heroes with ease, and have statlines to embarrass even a Daemon Prince. The Keeper of Secrets is my fave. It's fast enough to make a second-turn charge, its six Attacks can total a Land Raider, and it's cheaper than a Bloodthirster. Go on Adam, embrace Slaanesh... you never know, you might like it!



A dedicated gamer as well as an inveterate collector, Glenn is working on his own army of Space Marines.

This game threw up some really interesting tactical choices for the guys. The Screamer and Burning Chariot need to close with the enemy to be effective and Adam opted to play his hand early on by moving them into close range with Matt in Turn 1, which led to them being destroyed very early in the game. This left Adam with few units that could scratch the Land Raider; it would have been better to have held them back behind the buildings, then Matt would have thought twice about moving his Redeemer forwards and kept him back from the

central objectives. Rather than split Lysander from the Sternguard, Matt could have positioned him within the Sternguard so he was the closest model to the Pink Horrors and could have absorbed their shooting. Then he could have taken advantage of the Bolter Drill special rule and shot the Flamers to pieces. This would have helped keep the Sternguard alive to bolster the right flank. As it stood, Lysander got bogged down in combat and the Sternguard were easy prey for the Pink Horrors. This then gave Adam enough of a reprieve to destroy the Terminators.



B LANCHITSU

John Blanche is Games Workshop's creative director and a man whose art finds equal expression on both canvas and miniatures. There are many who find great inspiration from John's work and he is frequently sent fantastic miniatures from promising acolytes. This month Kari Hernesniemi has sent him a box of delights...



1 Kari sent his miniatures to John in a series of beautiful presentation boxes, each individually sealed shut. All of his miniatures are accompanied by an illustration. Rather than finish the model and then create the illustration, Kari paints the artwork first and then builds a model to match, finding suitable components or scratch-building bits as the model requires.



1

2 Job, also known as 'Old Man', is a venerable tech-deacon. "Job is a sharp-minded seer of old technology and helps to maintain his comrades' ancient weapons. He is an egocentric twit who tries to outsmart everybody with his profound knowledge. Inquisitor Cassar hates Job, but keeps him around while he remains useful."

3 Kari used the plastic Cairn Wraith as the basis for his tech-deacon but converted it heavily, including adding an anti-gravity harness beneath his robes.

4 This is Kari's favourite miniature, mutant Coenrad 'Mutie Kul' Lanzo and his biomechanoid familiar Skullhopperre. He is a huntsman of sorts, using Skullhopperre to lure his quarry out into the open.



2



3



4

Kari: This project started when I met John at Games Day UK 2011. The meeting was a real eye-opener. I guess seeing his incredible art up close and personal had something to do with it. My mind full of inspiration and motivation, I started sketching and painting the ideas in my head, giving life to characters that might belong to some Inquisitor's retinue. The ambition grew and I started making miniatures of my drawings.

It's not important for me to make the miniature look exactly the same as the vision I first had of it. The illustration works as the proxy between my mind and the miniature, as well as continued inspiration throughout the process. I then start grabbing components from my bits box to create a miniature to match my vision.

The imagery of Warhammer 40,000 acts as a constant source of inspiration. The brutal and pitiless future has all the elements for some of the strangest and most ludicrous projects you could ever imagine. I'm not



1

1 Marius Cassar, a radical Inquisitor and the leader of Kari's warband. "Officially he serves the Inquisition, but really he serves only himself."

2 Cassar sports a shoulder-mounted bolt pistol, which dwarfs his slight frame.

3 The components for Cassar are drawn from dozens of different kits, including an Empire Greatsword and a Terminator Sergeant.

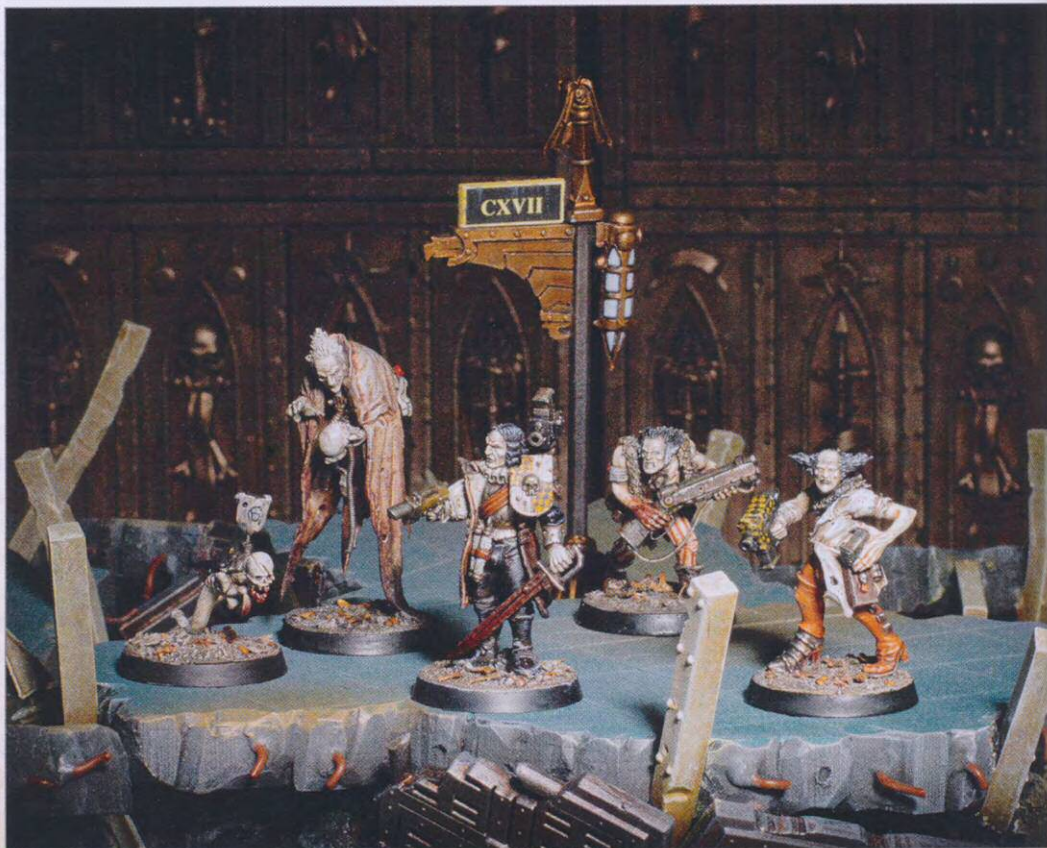


2



3

4 Kari built his Inquisitorial warbands to play small skirmish games with and tell stories set within Warhammer 40,000 with his friend. "My Inquisitor has gathered a mob about him to help him to fulfill his wicked plan," explains Kari. Here you can see the Rogues Malus on the hunt for Inquisitor Cassar's arch-rival — Inquisitor Pherion of Mars.



4



5



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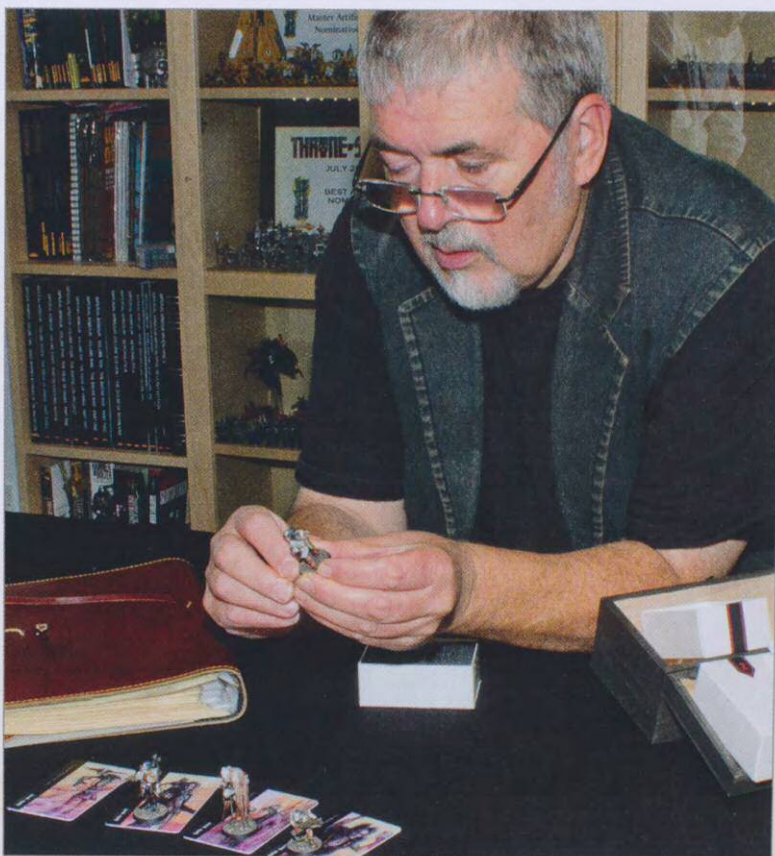
- 5 The Rifleman. "His name is unknown, as is his origin. Few are his words, and the tone of his voice is thick and dark. He is a lunatic of sorts, a religious fanatic. He carries out his tasks with an uncompromising efficiency. His violent and selfish nature makes him an unstable yet very functional tool in the middle of intense fight," says Kari.
- 6 The Rifleman carries the words of the Emperor around with him in this thick and battered tome.
- 7 John carefully opening up each of the packages in our Hobby Room.

just talking about Chaos here; the inner battles of the minds of the human race, good and evil and the grey area between, are an especially great source of ideas.

These particular miniatures have been made for a scenario that my good friend and I are planning to play in the near future. The scenario tells a tale of two Inquisitors, Marius Cassar and Pherion of Mars, where one is the hunter and the other is the hunted. My Inquisitor, Marius Cassar, the sardonic tyrant and the master of manipulation, has put together a ragtag warband known as the Rogues Malus.

When I started to build the warband, I tried to avoid using the most common archetypes. Instead I wanted to create a character chemistry between the personalities I invented for them, making them interesting to play with.

My miniatures are always made for gaming, though I play very infrequently. I think that the very essence of the miniatures is to be played with, isn't it? ☠



7

CITADEL

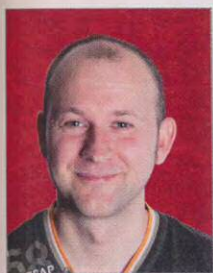
HALL OF FAME

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.



URIEN RAKARTH

SCULPTED BY JUAN DIAZ
NOMINATED BY NEIL GREEN



As the longest serving 'Eavy Metal painter, Neil Green has painted hundreds of models for the Studio collection.

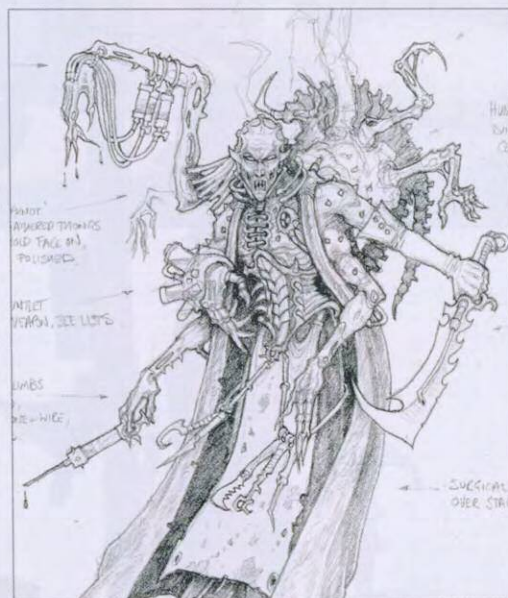
Neil: I painted Urien Rakarth for our Studio collection when we were working on the Dark Eldar range. Sometimes when you're painting a model it really 'clicks' and you find the process goes really smoothly – Rakarth was one of those miniatures. Urien has lots of different types of textures which give a painter the chance to approach the model with some very different techniques. There's Urien's skin, which features all sorts of wrinkles, folds and bony protrusions, there's an apron of flayed skin, the texture of which is pitted and scarred, and there's plenty of smooth

alien metal too. Painting is something I really enjoy, and when a model pushes me to try different things or presents a fresh challenge it leaves a lasting impression.

The other aspect of this model that stands out is the likeness of the model Juan sculpted to the concept designed by Jes Goodwin. I saw the Urien Rakarth concept before I saw the finished model, and when I finally saw the miniature, I was wowed by how faithful it was – Juan has created a three dimensional version of a characterful and inspiring concept.



1



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1 When viewed from behind you can see just how intricate the sculpted detail on Urien's spines is. Much of the design work for Urien's back was done by Juan and Jes as the model was being designed.

2 Jes Goodwin's original concept art depicting Urien Rakarth. This was the starting point for the model that Juan and Jes collaborated on.

Juan: I have to say Urien Rakarth was one of the most difficult models I have ever sculpted. I worked closely with Jes Goodwin, and constantly sent him pictures of the model in progress, and called him to discuss it. Jes had a strong vision for Urien, and we were keen for the model to match the concept he had drawn, but his original images only showed the front. As work progressed, it was a very natural process, and Jes sent me some of the concepts of how he thought the back spine should look. So I made two armatures including arms and neck to lock the pose

down right from the beginning. I normally sculpt the head separately, but the pose was so tight I didn't want any mistakes repositioning the head onto a fresh neck.

I consider this model a 'two minds for one set of hands' project, shared with Jes. Because I work from Spain, he even found himself resculpting parts of the model to ensure the castings worked properly, things such as thickening the blood worms and the like. If you ask Jes, he says that by the end of the process he was having bad dreams about Urien! ☠



Juan Diaz has sculpted many beloved figures in the Citadel range, ranging from Huron Blackheart to Belial.

GOLDEN DEMON 2012 PART 3

This month we continue our theme of Golden Demon entries; all of the models found on these pages were entered into the 2012 UK Golden Demon competition, and we'll show the remainder next issue.

UNITED KINGDOM GOLDEN DEMON



- 1 Neil Bentley, Diorama.
- 2 Neil's diorama features plenty of stunning freehand work, including this amusing sign for the Fat Rat Inn.
- 3 Jules le Jongleur, a classic Bretonnian character (usually seen accompanying Tristan le Troubadour), is balancing atop a precariously stacked pile of barrels.





4



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4 Angelo Di Chello,
Warhammer 40,000
Squad.

5 Mike Weiser,
Youngbloods, Bronze.

6 Mohammed Ait-Mehdi,
Warhammer Single
Miniature.

7 Mohammed's Dark Elf
Sorceress has a
beautifully painted face,
right down to the makeup
around her eyes.



1



2

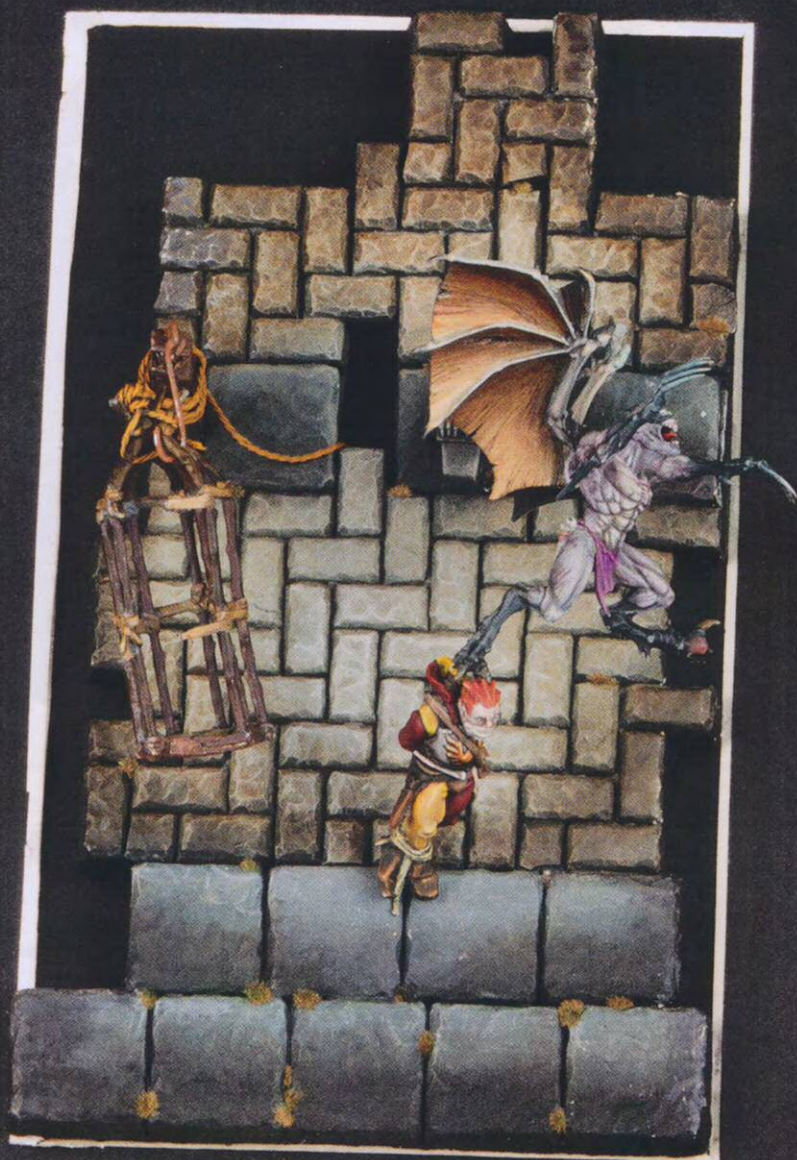


3

- 1 Gareth Nicholas,
The Lord of the Rings,
Gold.
- 2 Kristian Simonsen,
Warhammer Single
Miniature.
- 3 Keith Robertson,
Open Competition.
- 4 Keith's Grot Tank has a
somewhat bemused Grot
emerging from the hatch
— complete with a flag for
battlefield signals.
- 5 Mario Delgado,
Diorama, Bronze.



4



Collecting The Tribute



- 1 Martin Footit, Open Competition, Gold.
- 2 The reverse side of Martin's display piece shows the same scene from outside of Bag-end – Martin has faithfully recreated both the inside and outside to a marvellous level of detail.
- 3 Bilbo Baggins' face looks warm and cheerful – Martin has done a sterling job capturing the smile lines and wrinkles that detail the old Hobbit's face.



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4 David Gleed, Duel.

5 Gareth Nicholas, Warhammer Single Miniature, Silver.

6 Kirsten Williams, Duel, Silver.

7 Kirsten's Sister of Battle is heavily converted, with many parts made from scratch. Kirsten has also cleverly built the diorama so that the Seraphim is supported by a rod from her foot into the Wyck's head.

 UNITED KINGDOM GOLDEN DEMON



- 1 Fabrice Tran, Warhammer 40,000 Monster, Gold.
- 2 Fabrice has painted the Hive Tyrant's carapace with incredibly smooth, natural blends.
- 3 The Hive Tyrant's skin has been painted to look almost transparent, with tiny blue and red veins visible beneath the flesh.



2



3



- 4 Angelo Di Chello,
Warhammer Regiment,
Gold.
- 5 William Davies,
Warhammer 40,000
Single Miniature, Bronze.
- 6 Adam Haton,
Open Competition.

UNITED KINGDOM GOLDEN DEMON



1

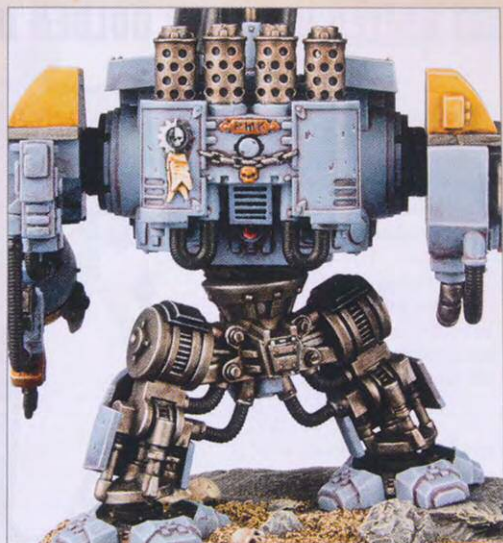


2



3

- 1 Martin Peterson,
Warhammer 40,000
Squad, Silver.
- 2 Graham Shirley,
Warhammer Single
Miniature.
- 3 Peter Ridley-Browne,
Warhammer 40,000
Single Miniature.



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4 Martin Peterson,
Warhammer 40,000
Vehicle, Bronze.

5 Martin has painted the
exposed metalwork to
look worn by hard use.

6 The Dreadnought's
armour is detailed with
chips, scratches and
marks of battle damage.

7 Stefan Johnsson ,
Warhammer Regiment,
Silver.

4

7



 UNITED KINGDOM GOLDEN DEMON



A. S. 45 Years Old



- 1 Mark Bass, Warhammer Monster, Bronze.
- 2 This gigantic monster carries a rotting champion of Nurgle with a beautifully painted (but utterly horrible) eye staring out from his belly.
- 3 The Thundertusk has been painted with thousands of individually applied highlights, a sign of true dedication on the part of the painter.
- 4 A macabre trophy hangs from the back of the Thundertusk, clearly in the advanced stages of some rot or plague.
- 5 A Saurus lurks in the murky waters of the base, perhaps waiting to ambush the foul Champion of Chaos.





1



2

- 1 Gavin Beardsmore, Warhammer Single Miniature.
- 2 Caroline Crocket, Warhammer Single Miniature.
- 3 Bart Wieser, Warhammer Single Miniature.
- 4 Damien Pedley, Warhammer Single Miniature.



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- 5 Gareth Nicholas, Warhammer 40,000 Squad, Gold.
- 6 Bill Doran, Warhammer 40,000 Single Miniature.
- 7 Alfonso Garcia Tovar, Warhammer 40,000 Single Miniature.



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1 Guido Günther, Duel, Bronze.

3 Octavio Fernández Suner, Duel.

2 Guido has modelled this Wood Elf Dryad so that it is locked in a deathly embrace with the Empire State Troop.

4 This charming duel features a very old Dwarf adventurer (made in 1985) about to walk into an ambush set by a Skaven model made over a decade later.



5



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- 5 Damien Pedley, Warhammer Monster, Silver.
- 6 Damien's Curs'd Ettin has so many mutations that it's hard to keep track of them all. The glistening, fly-encrusted wound yawning open from his distended belly is by far the foulest.
- 7 The miniature has been modelled onto a lavish display base, complete with battle damage and strings of sticky viscera.



7

KIT BASH

ORK FIGHTA BOMMERS

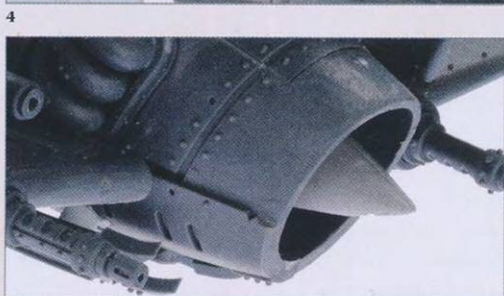
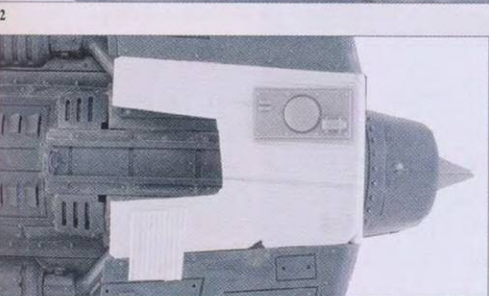
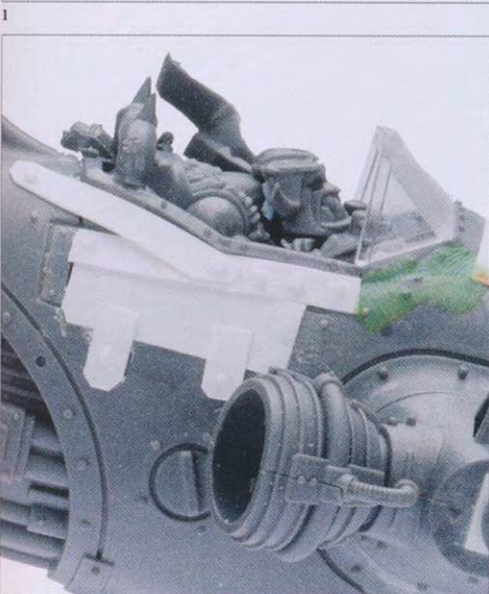
Kit Bash is our monthly article where we take a look at converting – the art of cutting up and combining kits to make a truly unique model. This month we return to a very popular topic from the past: Ork Fighta Bommers.



EVIL SUNZ TURBO-DAKKAJET

Dale Stringer

Inspired by the artwork in the Black Library graphic novel *Deff Skwadron*, and determined to see what a jet-powered biplane version of an Ork Dakkajet would look like, Dale made this very impressive model. It's also only the second vehicle he's ever painted.



- 1 Dale used parts from a second Ork Bommer kit to provide the upper wing, and spare tail fins to make the strut that holds the wing up.
- 2 Many stunt biplanes have the cockpit shifted further back along the fuselage – Dale has replicated this, using Green Stuff and plasticard to conceal where he had to cut open the hull.
- 3 Corrugated plasticard and some spare bits from other kits cover up the join between the two upper wings.
- 4 Dale has stretched some of the guns on the plane, using metal tubing to make them longer, so that they run along the length of the fuselage.
- 5 The cone jutting from the air intake is the tip of a storm eagle rocket from an Imperial Guard Manticore kit.



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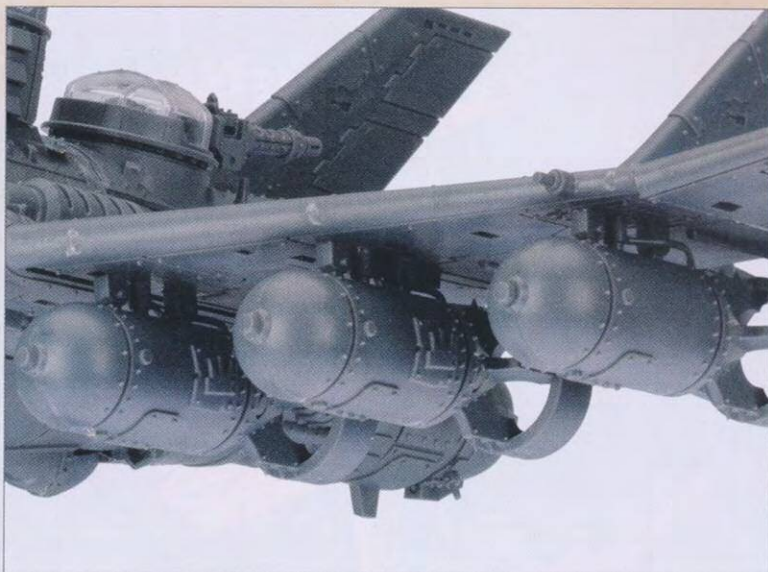
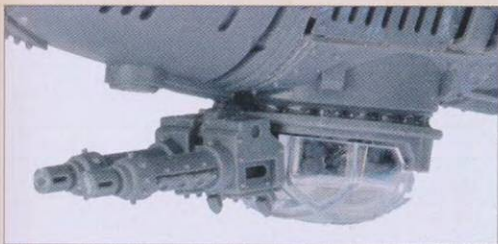
BAD MOONZ SQUADRON

Dave Cross

As a relentless tinkerer and the owner of a sizeable Ork horde, it was only a matter of time before Dave added some planes to his collection. He started his conversions by picking up three Ork Bomber kits, and then mixing the pieces between each of them. The result is three Ork planes – a

Burna-Bommer, a Blitz-Bommer and a Dakkajet reminiscent of a stunt plane. Dave has done a fantastic job of combining the parts from the kits and making sure nothing is wasted. It also reflects the ramshackle nature of Orky technology, as all three look quite different.

1 The Burna-Bommer is the biggest of Dave's Ork Bombers – it boasts no less than three turrets and six bombs. The belly turret is especially fun (although probably not for the Grot crewing it).



2 A close up of the belly gunner beneath Dave's massive Ork Burna-bommer. Dave cut away the fuselage to make room for the turret plate, enabling him to easily mount it into place.

3 To keep such a large plane in the skies, Dave has given this Bommer a double set of exhausts.

4 This plane has all the bombs from three kits, giving it a truly monstrous payload.

5 This diminutive Dakkajet has a much shortened fuselage, which has been added to the Bommer opposite, and reduced wings (the unused bits you'll see put to good use over the page).





1 Dave's Blitz-Bommer has been built as a biplane and fitted with as many wing-mounted guns as he could cobble together – the result is a plane that bristles with firepower.

2 From the front you can see how Dave has fitted the top wing to the Bommer. The wing struts are spare pieces that you get depending on how the wings are built. With these to provide spacing, and the upper wings glued together, they perch nicely atop the mainframe, balancing against the fuselage. It's such a snug fit, however, that it's worth painting the Ork pilot first if you decide to make a similar conversion of your own.





1 Jon Grifflow built and painted this Death Skull Dakkajet to provide aerial support for his half of the Doubles army...

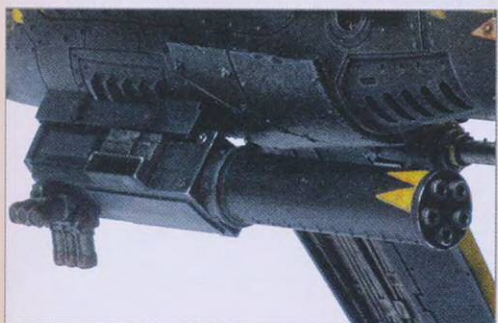
2 ...While Paul Gayner (from February's Army of the Month) converted and painted this impressive, if precariously balanced, Bad Moon plane for his half of the force.

3 Jon added a burning motif to the wings of his plane. Apparently the flames make it go faster.

4 Paul's plane has a mega gatler looted from an Ork Stompa to give it some serious firepower. Note the black paint scheme on the underside – dark paint schemes beneath the wings and fuselage are traditional on planes used for night fighting.

READERS' KIT BASH

These two Ork planes were spotted zooming around at the Warhammer 40,000 Doubles Event held at Warhammer World last year. While they may look intimidating, apparently their accuracy left much to be desired...



2



4

UNITED KINGDOM ARMIES ON PARADE 2012

This month we continue our Battleground feature, looking at the best of the 2012 Armies on Parade competition at UK Games Day. Each of these entrants was voted the best Army on Parade display at a Parade Day held in one of our Games Workshop Hobby Centres.

CHRIS GREGORY'S EMPIRE GAMES WORKSHOP WATFORD





1 One of the things that sets Chris' display apart is the sheer number of models (large and small) it includes. Many of the regiments in the army also have a character within them, such as the Bright Wizard who has joined the regiment of Swordsmen and the Duellist stood on guard with the artillery battery.

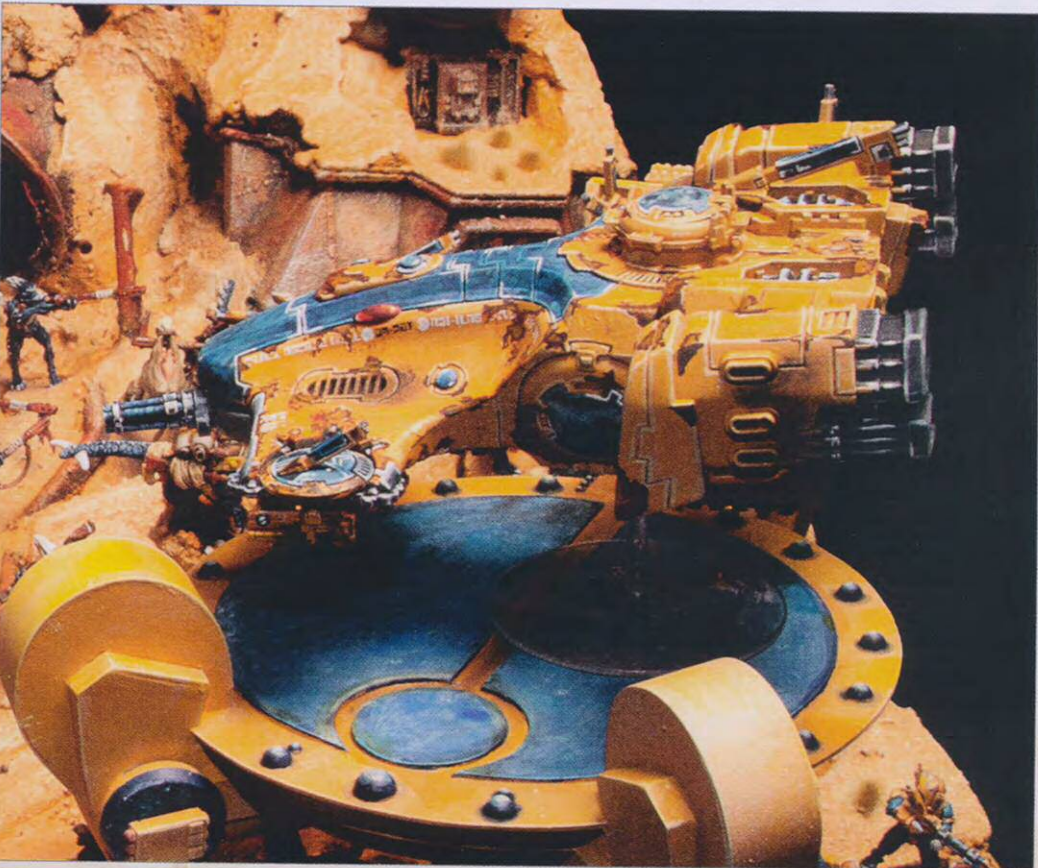
2 The impressive castle in the background of the display features a glorious observation tower made with parts from Skullvane Manse.

**RICHARD WEBB'S TAU EMPIRE
GAMES WORKSHOP STOKE**





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- 1 On Richard's display a Tau Empire army advances across a dusty battlefield while wrecked and rusted Imperial vehicles and detritus litter the ground.
- 2 As a Kroot Carnivore squad deploys from a murky sewage grate, a cunningly concealed enemy sniper takes aim.
- 3 The massive landing pad features a Tau Devilfish in less than pristine condition. Richard has used painting and weathering techniques to make the vehicle look like it has been through some hard fighting.

**REBECCA PAGE'S ORKS
GAMES WORKSHOP COVENTRY**





1 Rebecca Page's Ork display features some typically mad and Orky conversions. Perhaps the one that earned the most attention was the flying bomb being towed into battle by an Ork Fighta. It even has a crew of Grots busily working on it, even as it is dragged through the skies by a length of thick cabling.

2 Judging by this Army on Parade entry, and the two Ork ones shown in last month's issue, kustomised Storm Ravens are clearly a popular element of Ork collections at the moment, and Rebecca's has pride of place on a massive landing pad. This one looks like it is still in the process of being worked on by the Big Mek, but it already has some serious firepower in the form of a mega gatler fixed to one wing.



**MATT GARSIDE'S IMPERIAL FISTS
GAMES WORKSHOP STOCKPORT**





3

1 Matt's Imperial Fists are arrayed around a wonderfully customised Skyshield Landing Pad. The Tactical squad bears the markings of the 2nd Squad, 4th Company.

3 Matt's force is led by a Space Marine Captain from the Masters of the Chapter box set – note the head swap, giving the Captain a helmeted head.

2 This Ironclad Dreadnought has been heavily converted, with an armoured sarcophagus and the addition of a massive siege hammer.

4 A Terminator Assault squad and their Land Raider transport. The flagstones beneath the vehicle are made from a Warhammer Modular Movement Tray.



PAIN SPLATTER

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

PLAGUE DRONES OF NURGLE

In this month's Paint Splatter we caught up with the Studio Hobby Team to find out what basic colours were used to paint the three new plastic Daemon kits – the Plague Drones of Nurgle, the Burning Chariot of Tzeentch and the Skull Cannon of Khorne. Meanwhile, Adam has gone Daemon crazy and painted a vast legion of Daemonic creatures. Over the page you'll find Adam's tips for painting the followers of the four Chaos Gods.

The Plague Drones are painted in shades of green, beige and brown – essentially any colour that could be associated with rot, disease and decay. The Plaguebearers have been painted in their traditional putrid palette, while their mounts have been given a sickly, fleshy appearance.



Plaguebearer: Elysium Green

Rot Fly Skin: Ushabti Bone

Rot Fly Limbs: Ungor Flesh

Plaguebearer: Ogryn Camo

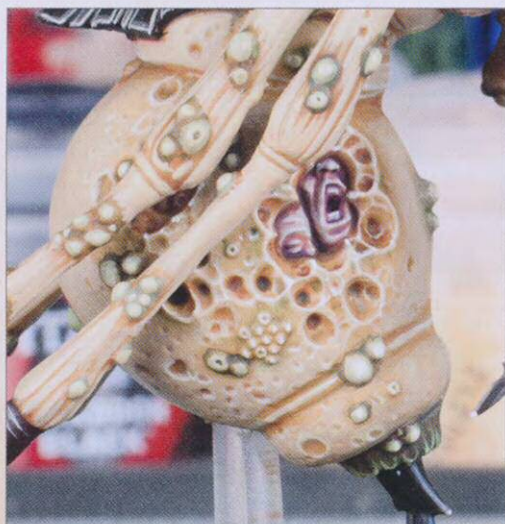
Rot Fly Skin: Athonian Camoshade

Rot Fly Wings: Abaddon Black

Rot Fly Skin: Cadian Flesh

Rot Fly Limbs: Bestigor Flesh

Rot Fly Wings: Dawnstone



BURNING CHARIOT OF TZEENTCH

The **Burning Chariot** of Tzeentch presents a veritable riot of colours, sporting the vibrant Screamer of Tzeentch, the unpredictable Exalted Flamer in the process of unleashing a torrent of kalaedoscopic flames, and the warp fire that burns beneath it. A model such as this is the perfect opportunity for a hobbyist to paint something exciting and entirely unusual. It features a variety of different surfaces that suit different painting styles and gives you a chance to try out a range of different techniques while you paint.

The flames on this example by the Hobby Team have been painted a deep red as though heavy with ash and soot. You can always paint yours with magical colours, such as the green flames on the Exalted Flamer featured on pages 8-9.



Flamer: Macragge Blue

Flames: Yriel Yellow

Screamer: Xereus Purple

Blue Horrors: Caledor Sky

Gold: Gehenna's Gold

Screamer: Slaanesh Grey

Flames: Khorne Red

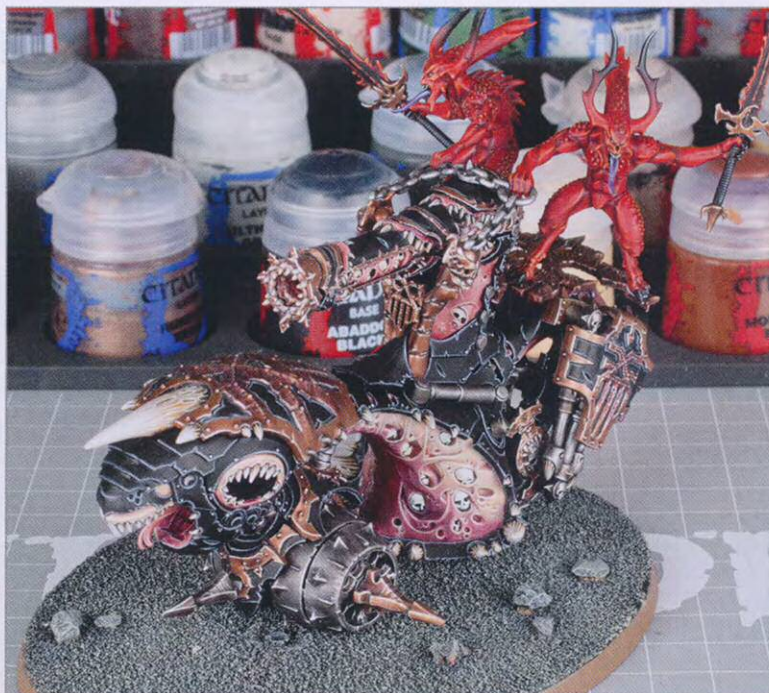
Disc: Screaming Bell

Screamer: Druchii Violet

SKULL CANNON OF KHORNE

To **complement** the traditional red flesh of the Bloodletters of Khorne, the chassis of this Skull Cannon was painted a sinister black. These strong contrasting colours make it stand out among the rest of the army and also serves to tie it in strongly alongside the Bloodcrushers of Khorne in the Studio collection.

When we chatted to the Studio's Hobby team about how they painted the model, one tip they recommended was to make sure that the crew were painted separately to the machine itself. This way the Bloodletters riding the Skull Cannon can be basecoated Khorne Red while the chariot itself can be painted black. Try attaching a pin into the foot of the Bloodletters so that you can hold them while you paint.



Bloodletter: Khorne Red

Bloodletter: Carroburg Crimson

Metalwork: Agrax Earthshade

Bloodletter: Mephiston Red

Metalwork: Sycorax Bronze

Cannon Chassis: Abaddon Black

Bloodletter: Evil Sunz Scarlet

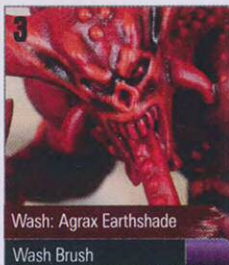
Metalwork: Brass Scorpion

Cannon Chassis: Dawnstone

PAINING BLOODLETTERS OF KHORNE

(as seen on page 58-73)

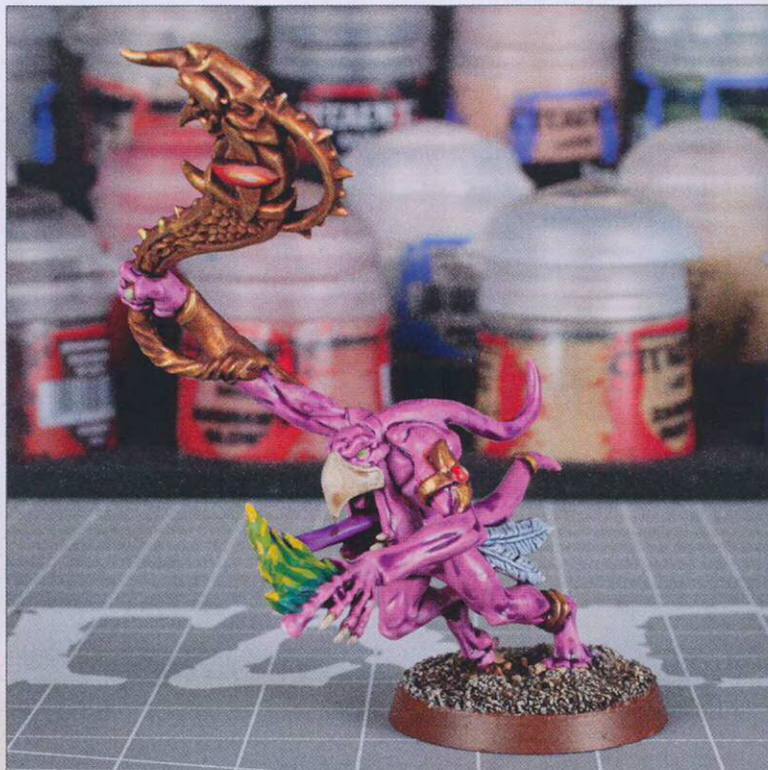
Adam: The Bloodletters' flesh in my collection is painted using four stages over a Skull White undercoat – basecoat, highlight, wash and glaze. It's a fast, forgiving technique, that gives a vibrant finish on the Bloodletters' red skin.



PAINING PINK HORRORS OF TZEENTCH

(as seen on page 58-73)

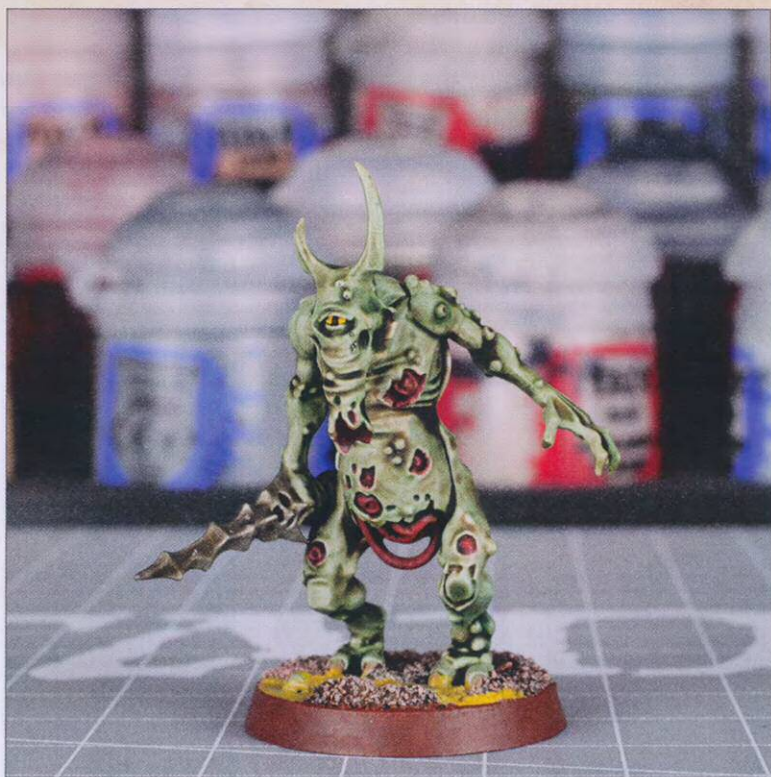
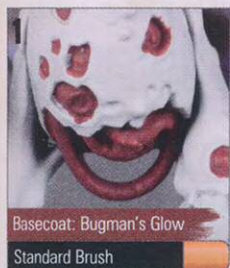
Adam: For my Pink Horrors I happened upon a really enjoyable method that includes a simple basecoat and wash. Using these stages I painted a unit of 20 on a lazy Sunday afternoon, which shows how versatile the Citadel paints are.



PAINTING PLAGUEBEARERS OF NURGLE

(as seen on page 58-73)

Adam: The Daemons that started it all off for me. Over the course of a week, using the quick process of painting on details and then applying several washes, I painted more than 30 of these over a few fun (although Shade-spattered) nights.



PAINTING DAEMONETTES OF SLAANESH

Adam: The technique I have cooked up for Daemonettes involves painting details onto the model before washing it all over in a single colour. When I add more of these to my collection, I will probably vary the hair colour for different units.



PAINTING DAEMONIC DETAILS

With the **bulk** of the Daemons in my force painted using the techniques on the previous page, I cooked up the following simple and effective ways to paint the details. Each of these focuses on building

up a series of layers to create great final results. Details such as the gold trim or horns and bone were used identically across the whole army, providing a certain uniformity to my daemonic rabble.

Green Daemon Fire



Horns and Claws



Hellblades



Red Daemonic Fire



Gold Trim



WARRIORS OF DALE

Dan: I wanted the Warriors of Dale to appear regal and well-armed, so I painted mine with deep red cloaks and burnished golden armour (much like the ones painted by 'Eavy Metal'). The first colour I

applied was the Khorne Red basecoat, which I used on both their cloaks and their clothing. I've found that painting all the areas that will be the same colour together really speeds up the painting process.

Cloak



Clothes



Armour



Cloak Trim



Leather



TIPS FOR USING SPRAY GUNS

Dan: When I spoke to Dave Roberts about his Lamenters Space Marines, the subject of spraying models yellow came up. I have an Imperial Fists force, but I've never used a Citadel Spray Gun to basecoat them, so I thought I would give it a go. Here are a few useful tips that I found out when I used it.

Stage 1: If it's your first time using the Spray Gun, I'd suggest testing it out with a small amount of paint first. I filled it to the first line on the jar.

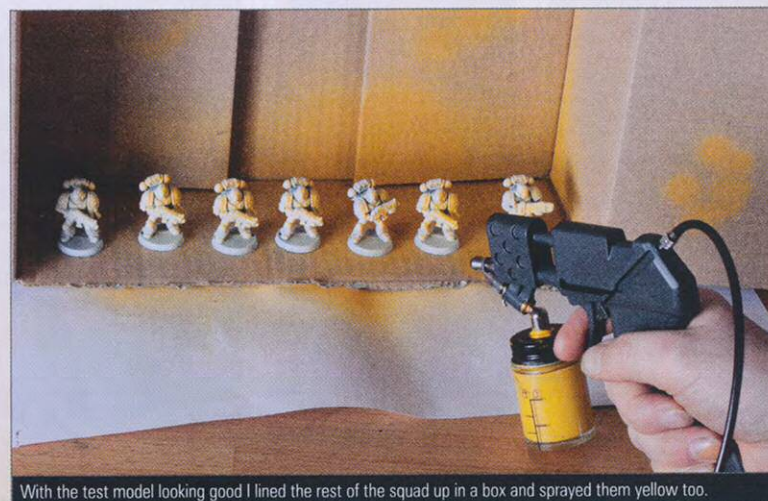
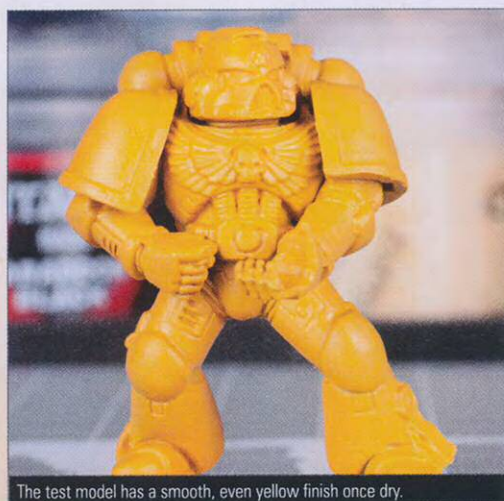
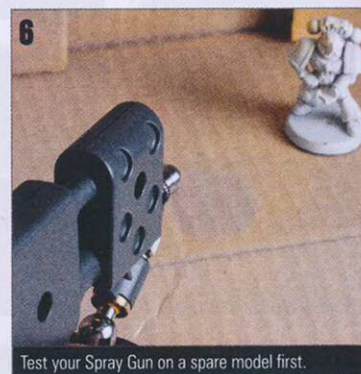
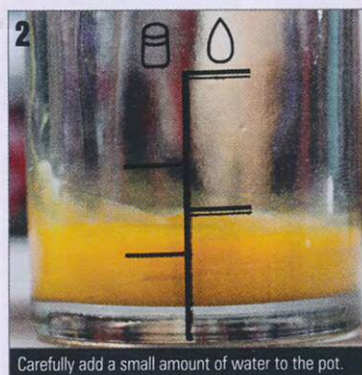
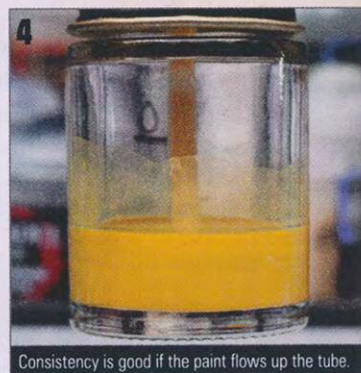
Stage 2: Adding the right amount of water to thin the paint is very important. I added enough to fill the jar to the second line.

Stage 3: Stir the mixture. Be very gentle and try to avoid getting paint up the sides of the glass jar otherwise you won't be able to see the paint feed tube inside.

Stage 4: The paint consistency is good if it flows up the feed tube when you fire the Spray Gun. If the paint is too thick it won't go anywhere. Go back to stage 2 if the paint is too thick.

Stage 5: Adjust the nozzle to spray wider or narrower cones of paint. I found somewhere in the middle works fine for a single model; wider is better for units.

Stage 6: Always test your Spray Gun on a spare model first. Once you're happy with the results, grab out a unit, a vehicle (or your whole army) and start spraying!



MATT HUTSON'S IMPERIAL FISTS

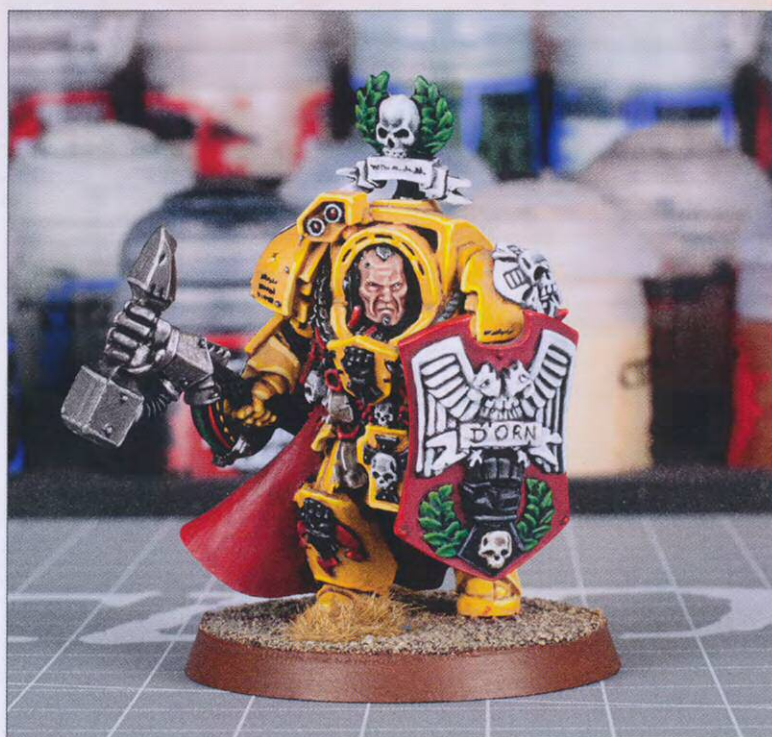
In this month's battle report Matt's Imperial Fists made a striking, unified army – especially compared to the multi-coloured

madness of Adam's Daemon's. Matt was more than happy to share how he achieves such smooth, crisp and consistent results.

Yellow Power Armour



Red Details





JEREMY VETOCK

There are certain things that can drive even the most cheerful hobbyist crazier than a Khorne Berzerker in a field of daisies. This month Jeremy Vetock rants about his personal hobby hates. It's all a bit cathartic, really.

One recent evening, having disposed of my mundane chores, I stole unobtrusively to my painting station. I find such furtive methods are best, as in my household drawing undue attention can result in sudden home cleaning/fixing requests or, worse still, invitations to watch suspect films. On this particular evening I snuck into my painting position, and there I was, already happily lost in the midst of model assembly – a resin Tau battlesuit from Forge World – when I heard that dreaded sound. If you model yourself, you'll know what it is: it's the noise a component makes when it drops to the floor.

There are some versions of that sound that are better than others. I favour the soft plink and thud, which normally means the piece is somewhere close to hand. The sound I heard the other night was not the good kind; it made more of a bouncing sort of noise, like something scattering across a hardwood floor, rather than just landing. And like that, my battlesuit's awesome, perfectly balanced, three-toed mechanical foot was gone... forever.

During my search I found numerous lost dice, but this is nothing; even a casual search of my game room floor will uncover a few of these. But there was no battlesuit foot (specifically a right foot for a Commander Shas'O R'Alai with Drones battlesuit, if anyone happens to have a spare). Seriously, that piece can no longer be in my room; it's gone, as if swallowed by a Warp portal. And as if losing a key piece to a cool model isn't bad enough, I find I am now obsessed with finding it. It's been a week now yet every time I go near my painting area I want to 'have one more look'. Logic tells me the piece must be there, but at the same time I've scoured the area dozens of times, and additional fruitless searches only frustrate me further.

In the grand scheme of things, losing a piece of a model is a minor irritation at worst and even when hopelessly searching I can see the funny side. As surely as toast always falls jam side downwards, there are a few other instances that can make you believe the hobby gods are cruel. Here are some of my (current) pet peeves:

Running Out: It is satisfying to begin a painting session, knowing that the next few hours will be spent in blissful hobby. Only then do you discover you are out of a key supply; whether you left the paint pot open and it dried out or the glue mysteriously hardened into a solid block, your plans are ruined. Things like this tend to happen just as the shops are closing...

"As surely as toast falls jam side downwards, there are a few other instances that can make you believe the hobby gods are cruel."

That Gluey Feeling: In fact, while I think about it, glue needs its own category. While discussing hobby peeves with fellow enthusiasts all you need do is mention glue and you will elicit a range of horror stories. Beyond drying out, super glue regularly causes havoc, ruining clothes and gluing things you wish it hadn't. I recall helping a young hobbyist during a modelling clinic when he handed me his miniature. As I took the model (an old metal Land Speeder, if you can remember such evils) I realised that it was not water, but super glue, running down my hand. I left no fingerprints for the next month.

Battlefield Casualties: Have you ever dropped a favourite model to see it shatter into pieces? Did you experience that slow-mo effect watching the model fall? Instinctively, I stick out my foot in the vain hope that the model will land on my shoe and break its fall. On rare occasions this works, but there is more chance I'll add insult to the injury by punting the model across the room. All of this is made worse when it's a friend's miniature. They often fail to see you were 'only trying to help' when you booted their masterpiece across the room. I'm still smarting after Glenn knocked my Mangler Squig off the table in the battle report last issue. Of course dropping a whole army is even more catastrophic.

Bringing a Knife to a Gun Fight: Have you ever had the feeling that you brought the wrong kind of army list to a game? You know that moment, often during set up, when you realise that you are either over- or under-equipped. For instance, my army with its named, thematic units and evolved backstory finds itself up against a tournament-grinding smackdown army. Or conversely, my well-honed force ends up being deployed against someone who hasn't yet grasped the basics of tactics. Sometimes this just happens, but oftentimes I find I've misread instructions, like when I brought my Ork infantry horde to the tank battle – a memorable, if not joyous, occasion where, in short order, my models were run over.

Dice Throwing: While on the subject of competition I have been in enough leagues and tournaments to be on the receiving end of the dice-bomb a few times – that moment when, in a fit of pique more common in toddlers, my foe has thrown his dice. I've seen this done in jest from opponents laughing at their terrible luck and I've seen it done in earnest by those who have let the moment get the best of them. Once during the finals of a Blood Bowl league my opponent hurled dice not once but three times. Tactically it was my finest hour; enjoyment wise, that game ranks pretty low. If I have to tell someone "it's only a game" then I don't schedule a rematch.

So what have I learned? I take great enjoyment from my favourite hobby – that of collecting, modelling, painting and gaming with Citadel miniatures, but even in the best long-term relationships there are always those quirks that can drive you crazy. So, until next month, good hobbying to you and may you always find your missing pieces...

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



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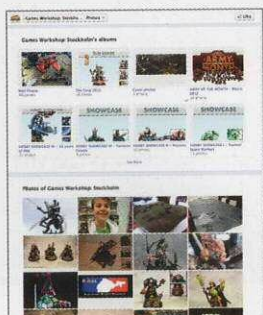
FACEBOOK

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



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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.

EASTER AT YOUR LOCAL HOBBY CENTRE

Easter is a fantastic time to begin expanding your armies. This Easter Break make sure you visit your local Hobby Centre and have a chat with the staff about adding to your collection of Citadel miniatures.



As the days grow longer and warmer, and Christmas is all but a distant memory, the Easter Break provides a fantastic opportunity for you to spend a little extra time at your local Hobby Centre, expanding your armies into ferocious hordes of warriors!

To give you plenty of help and advice this Easter, our friendly and dedicated staff will, as always, be on hand to share their top hobby tips and guidance with you, and can even help you plan how to further expand your collection. They'll also be running loads of exciting modelling and painting activities to help you raise your armies, getting them assembled, painted and ready for the battlefield in no time. And, to cap it all off, you'll be able to take part in your local store's regular gaming sessions where you'll be able to learn new battlefield tactics and strategies, taking your collection of Citadel miniatures and becoming a fearsome general at the head of an immense horde!



To find out what will be going on in-store this Easter, get down to your local Hobby Centre today and ask them about their Easter activities, and remember to keep an eye on their Facebook and Twitter pages, as well as games-workshop.com.

IN HOBBY CENTRES THIS MONTH

Bolstered by the arrival of a brand-new Warhammer army book and Warhammer 40,000 Codex, the Chaos Daemons are back and more evil than ever before! This month, get down to your local Hobby Centre and witness the full horror of Chaos for yourself...



If the madness of the Warp has drawn you to it with transfixing visions of glory, make sure you visit your local Hobby Centre this month to find out all about the new Chaos Daemons. The staff will be more than happy to show you the new models, help you plan your army list and offer tips to get your models assembled, painted and ready for battle!

Alternatively, if the baleful influences of the Ruinous Powers are anathema to you, prepare yourself for battle across time and space! The staff in your local Hobby Centre stand ready to help you plan your armies, add some much-needed firepower to your force and plan winning strategies to defeat the servants of Chaos and banish them to the Warp!

WARHAMMER WORLD

Tel. 0115 900 4994

e-mail: whworldevents@gwplc.com

VISIT THE HOME OF THE HOBBY

GOLDEN DEMON EXHIBITION

You won't want to miss our Golden Demon display, showcasing some of the winning miniatures from UK Games Day 2012. This is a rare chance to see some of the finest examples of top-class painting, right before your eyes.

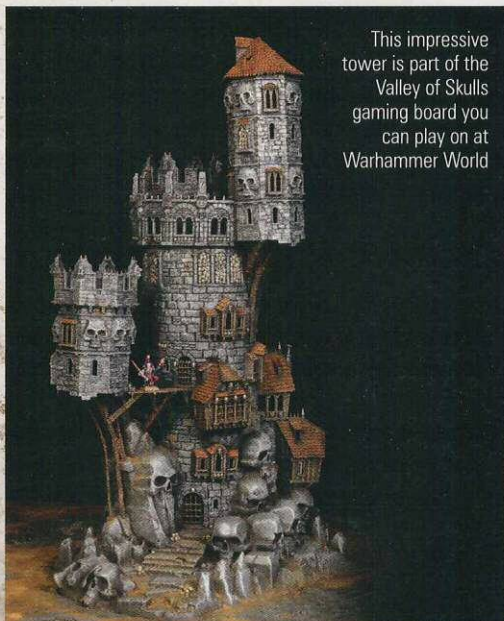
Exhibition date:

Saturday 23rd March – Sunday 30th June 2013.



FORGE WORLD'S BATTLE OF ISSTVAN III

The Forge World studio built an incredible display board for UK Games Day; Depicting Angron and his World Eaters assaulting the few surviving loyalists in the Precentor's Palace on Isstvan III. This massive, action packed display now welcomes visitors from the front window at Warhammer World, be sure to check it out when you visit.



This impressive tower is part of the Valley of Skulls gaming board you can play on at Warhammer World

JOIN US FOR WAR!

Bank Holidays and School Holidays are a great time to join us for a day or two at Warhammer World, so come and make the most of your Easter! Be sure of epic battles with your friends and armies by reserving your gaming table in advance. Contact us to check availability and book now.

PLAN YOUR VISIT

To find out more about Warhammer World and help plan your visit, log into the Games Workshop website and click the Warhammer World button beneath the Warhammer 40,000 tab.

You can also contact us to find out more about an event, reserve a gaming table, or any other information. Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

Stay in touch with us:

@GW_WHWorld



Facebook.com/
GWWarhammerWorld



EVENTS – NEW RELEASES

Warhammer World runs a variety of events in our unique Empire Castle Events Hall. These events are a great opportunity to enjoy your hobby and make new friends. We have tickets for four new events released this month on **Wednesday 6th February**. Tickets are available from www.games-workshop.com under 'GAMING'.

WARHAMMER REGIMENT OF RENOWN

Assemble your warband, name your unlikely heroes and take to the fields of battle in skirmishes against the very worst and best of the Old World!

Event date:

Saturday 1st June 2013

Make a Weekend of it! Come along on Saturday *and* Sunday and take part in both the *Regiment of Renown* and *Legendary Battlefield* events for the ultimate hobby weekend!

WARHAMMER LEGENDARY BATTLEFIELD: BLACK FIRE PASS

This war-torn wasteland grants passage through the horror-infested Black Mountains. Create your very own tale of glory on this Legendary Battlefield!

Event date:

Sunday 2nd June 2013

THE HOBBIT: AN UNEXPECTED JOURNEY **BATTLE BROTHERS**

For the first time the mighty Battle Brothers event has come to Middle-earth. Join forces with your closest ally and march to war against five other teams over some great games of *The Hobbit: An Unexpected Journey*.

Event date:

Saturday 8th – Sunday 9th June 2013

WARHAMMER **THRONE OF SKULLS**

Five great games of Warhammer await you at Throne of Skulls. Spend your weekend indulging in your hobby at this hugely popular event.

Event date:

Saturday 15th – Sunday 16th June 2013

WARHAMMER 40,000 CAMPAIGN WEEKEND – **VIDAR'S FATE: PRAEDIS ZETA**

Our Campaign Weekends are unique to Warhammer World. Join in with the telling of the Vidar Sector's story through the ages of Warhammer 40,000. Your games will help your faction battle for victory.

Event date:

Saturday 22nd – Sunday 23rd June 2013

EVENTS COMING SOON

Warhammer 40,000 Battle Brothers

Sun 14th July 2013

Warhammer 40,000 Throne of Skulls

Sat 20th – 21st July 2013

WARHAMMER 40,000 **THRONE OF SKULLS**

Bring your army along to this special one-day event and take part in three great games of Warhammer 40,000.

Event date:

Saturday 29th June 2013

Make a Weekend of it! Come along on Saturday *and* Sunday and take part in both the *Throne of Skulls* and *Battle Brothers* events for the ultimate hobby weekend!

WARHAMMER 40,000 **KILL TEAM**

Gather your Kill Team and head out into the wilderness. Will you survive this day of brutal combat?

Event date:

Sunday 30th June 2013



Goblin Shamans are just one of the many insidious creatures that lie in waiting for unsuspecting adventurers throughout Black Fire Pass.



The Throne of Skulls is *the* premier gaming event in the Warhammer World calendar.



Games Workshop Aberdeen

12-14 Upper Kirkgate, Aberdeen, AB10 1BA.
Tel: 01224 649779. Facebook: GWABerdeen

Games Workshop Altrincham

Unit 1, 19 Grafton Street, Altrincham, WA14 1DU.
Tel: 0161 9298986. Facebook: GWAAltrincham

Games Workshop Angel

36/37a Myddleton Street, Angel Islington, London, EC1R 1UA. Tel: 0207 7130835. Facebook: GWAngel

Games Workshop Aylesbury

6 Market Street, Aylesbury, HP20 2PN.
Tel: 01296 429703. Facebook: GWAylesbury

Games Workshop Ayr

Unit 2 Lorne Arcade, 115 High Street, Ayr, KA7 1SB.
Tel: 01292 285650. Facebook: GWAyr

Games Workshop Barnstaple

8 Queens House, Queen Street, Barnstaple, EX32 8HJ. Tel: 01271 859115. Facebook: GWBarnstaple

Games Workshop Basingstoke

3 Potters Walk, Basingstoke, RG21 7GQ.
Tel: 01256 466050. Facebook: GWBasingstoke

Games Workshop Bath

15 St James parade, Bath, BA1 1UL.
Tel: 01225 334044. Facebook: GWBath

Games Workshop Bedford

10 Greyfriars, Bedford, MK40 1HP.
Tel: 01234 273663. Facebook: GWBedford

Games Workshop Belfast

20A Castle Court, Belfast.
Tel: 02890 233684. Facebook: GWBelfast

Games Workshop Birmingham

36 Priory Queensway, Birmingham, B4 7LA.
Tel: 0121 2334840. Facebook: GWBirmingham

Games Workshop Blackpool

8 Birley Street, Blackpool, FY1 1DU.
Tel: 01253 752056. Facebook: GWBBlackpool

Games Workshop Bluewater

U0528 Upper Thames Walk, Bluewater Shopping Centre, Greenhithe, Kent, DA9 9SQ.
Tel: 01322 427880. Facebook: GWBBluewater

Games Workshop Bolton

Unit 14, The Gates, Crompton Place, Bolton, BL1 1DF. Tel: 01204 362131. Facebook: GWBolton

Games Workshop Boston

45 Wide Bargate, Boston, Lincolnshire, PE21 6SH.
Tel: 01205 356596. Facebook: GWBoston

Games Workshop Bournemouth

85 Commercial Road, Bournemouth, BH2 5RT.
Tel: 01202 319292. Facebook: GWBournemouth

Games Workshop Bradford

4 Piccadilly, Bradford, BD1 3LW.
Tel: 01274 739430. Facebook: GWBBradford

Games Workshop Brighton

Unit 7, Nile Pavilions, Nile Street, Brighton, BN1 1HW. Tel: 01273 203333.
Facebook: GWBrighton

Games Workshop Bristol

33b Wine Street, Bristol, BS1 2BQ.
Tel: 0117 9251533. Facebook: GWBristol

Games Workshop Bromley

Unit 24, The Mall, Bromley, BR1 1TS.
0208 4660678. Facebook: GWBromley

Games Workshop Burton

Unit B, Union Court, Union Street, Burton-upon-Trent, Staffordshire, DE14 1AA.
Tel: 01283 535865. Facebook: GWBurton

Games Workshop Bury

16 Crompton Street, Bury, BL9 0AD.
Tel: 0161 7976540. Facebook: GWBury

Games Workshop Cambridge

54 Regent Street, Cambridge, CB2 1DP.
Tel: 01223 313350. Facebook: GamesWorkshopCambridge

Games Workshop Canterbury

Unit 5, Iron Bar Lane, Canterbury, CT1 2HN.
Tel: 01227 452880. Facebook: GWCantebury

Games Workshop Cardiff

31 High Street, Cardiff, Glamorgan, CF10 1PU.
02920 644917. Facebook: GWC Cardiff

Games Workshop Carlisle

Unit 2, Earls Lane, Carlisle, CA1 1DP.
Tel: 01228 598216. Facebook: GWC Carlisle

Games Workshop Carmarthen

19 Bridge Street, Carmarthen, SA31 3JS.
Tel: 01267 231209. Facebook: GWCarmarthen

Games Workshop Chelmsford

Unit 4C, Phase 2, The Meadows Centre, Chelmsford, CM2 6FD. Tel: 01245 490048.
Facebook: GWChelmsford

Games Workshop Cheltenham

16 Pittville Street, Cheltenham, GL52 2LJ.
Tel: 01242 228419. Facebook: GWCheltenham

Games Workshop Chester

57 Watergate Street, CH1 2LB.
Facebook: GWChester

Games Workshop Chesterfield

21 Knifesmithgate, Chesterfield, S40 1RL.
Tel: 01246 271118. Facebook: GWChesterfield

Games Workshop Chiswick

6 Chiswick High Road, Chiswick, London, W4 1TH.
Tel: 0208 9945978. Facebook: GamesWorkshopChiswick

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Tel: 01206 767279. Facebook: GWC Colchester

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Facebook: GWC Coventry

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Tel: 01293 552072. Facebook: GWCrawley

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Tel: 01270 216903. Facebook: GWCrew

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Tel: 0117 9592520. Facebook: GWCribbsCauseway

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Tel: 01633 874070. Facebook: GWCwmbran

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Tel: 01325 382463. Facebook: GWDarlington

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Tel: 01332 371657. Facebook: GWDerby

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Tel: 01302 320535. Facebook: GWDoncaster

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Tel: 01382 202382. Facebook: GWDundee

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Tel: 01913 741062. Facebook: GWDurham

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Tel: 01323 641423. Facebook: GWEastbourne

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136 High Street, Edinburgh, EH1 1QS.
Tel: 01312 206540. Facebook: GWEinburgh

Games Workshop Enfield

65 Windmill Hill, Enfield, EN2 7AF.
Facebook: GamesWorkshopEnfield

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8 High Street, Epsom, KT19 8AD.
Tel: 01372 751881. Facebook: GWEpsom

Games Workshop Exeter

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

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

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

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

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Tel: 01472 347757. Facebook: GWGrimsby

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Tel: 01483 451793. Facebook: GWGuildford

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

Games Workshop Harrogate

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

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117 Marlowes, Hemel Hempstead, HP1 1BB.
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40 Eign Gate, Hereford, HR4 0AB.
Tel: 01432 355 040. Facebook: GWHereford

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

Games Workshop Hull

30 Paragon Street, Hull, HU1 3ND.
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Games Workshop Ipswich

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

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

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Facebook: GWKensington

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Facebook: GWLiverpool

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

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

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

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Unit R35, Marsden Way South, Arndale Centre, Manchester, M4 3AT. Tel: 0161 8346871.
Facebook: GWMManchester

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2 The Arcade, Metro Centre, Gateshead, NE11 9YL.
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Unit 33, 39 Dundas Street, Middlesbrough, TS1 1HR. Tel: 01642 254091.
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34A Friar Lane, Nottingham, NG1 6DQ.
Tel: 0115 9480651. Facebook: GWNNottingham

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3 Bridge Street, Nuneaton, CV11 4DZ.
Tel: 02476 325754. Facebook: GWNuneaton

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Facebook: GWOxford

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

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Tel: 0207 4360839. Facebook: GWLondonPlaza

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

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

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

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195 Upper Richmond Road, Putney, SW15 6SG.
Tel: 0208 7803202. Facebook: GWPutney

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12 Quadrant Arcade, Romford, RM1 3ED.
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Tel: 01722 330955. Facebook: GWSalisbury

Games Workshop Sheffield

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

Games Workshop Stevenage
5 Queensway, Stevenage, SG1 1DA.
Tel: 01438 355044. Facebook: GWStevenage

Games Workshop Stirling
45 Barron Street, Stirling, FK8 1HF.
Tel: 01786 459009 Facebook: GWStirling

Games Workshop Stockport
32 Mersey Square, Stockport, SK1 1RA.
Tel: 0161 4741443. Facebook: GWStockport

Games Workshop Stratford
Unit 1, 27 Windsor Street, Stratford Upon Avon,
CV37 6NL. Tel: 01789 297262.
Facebook: GWStratford

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

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

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

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

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

Games Workshop Thurrock
Unit 415B, Upper Level, Lakeside Shopping Centre,
Thurrock, RM20 2ZJ.
Tel: 01708 867133. Facebook: GWThurrock

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

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

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

Games Workshop Uxbridge
Unit 32, Chequers Mall, The Pavilions Shopping
Centre, Uxbridge, UB8 1LN.
Tel: 01895 252 800. Facebook: GWUxbridge

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

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

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

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

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

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

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

Games Workshop Windsor
Unit3, 6 George V Place, Thames Avenue, Windsor,
SL4 1QR. Tel: 01753 861087.
Facebook: GWWindsor

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

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

Games Workshop Wood Green
Unit 93, The Mall Wood Green, High Street, Wood
Green, London, N22 6BA. Tel: 0208 8991079
Facebook: GWWoodGreen

Games Workshop Worcester
23 Lychgate Mall, Cathedral Plaza, Worcester, WR1
2QS. Tel: 01905 616707. Facebook: GWWorcester

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

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

AUSTRALIA



Games Workshop Tuggeranong
Unit 8, 306 Ankettell Street Tuggeranong Square,
Tuggeranong, ACT, 2900.
Tel: (02) 6293 9668. Facebook: GWTuggeranong

Games Workshop Woden
Shop Lg68c Westfield Shoppingtown, Keltie Street,
Woden, ACT, 2606. Tel: (02) 6232 5231.
Facebook: GWWoden

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

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

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

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

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

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

Games Workshop Miranda
Shop 1, 589-591 The Kingsway, Miranda, NSW,
2228. Tel: (02) 9526 1966. Facebook: GWMiranda

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

Games Workshop North Sydney
Shop 10, 155-167 Miller Street, North Sydney,
NSW, 2060. Tel: (02) 9923 2050.
Facebook: GWNorthSydney

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

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

Games Workshop Wollongong
Shop 2 (Globe Lane), 201 Crown Street,
Wollongong, NSW, 2500.
Tel: (02) 4225 8064. Facebook: GWWollongong

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

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

Games Workshop Chadstone
Shop B78 Chadstone Shopping Centre, 1341
Dandenong Road, Chadstone, VIC
3148. Tel: (03) 9569 5728. Facebook: GWChadstone

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

Games Workshop Northland
Shop K030b Northland, Shopping Ctr, 2-50 Murray
Road, Northland, VIC, 3072.
Tel: (03) 9471 2506. Facebook: GWNorthland

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

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

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

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

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

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

Games Workshop Brisbane
Shop 9610 Ground Floor, Queen Adelaide Building,
90-112 Queen Street Mail, Brisbane, QLD, 4000.
Tel: (07) 3831 3566. Facebook: GWBrisbane

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

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

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

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

Games Workshop Sunshine Plaza
Shop 255b, Sunshine Plaza, Horton Parade,
Sunshine Coast, QLD, 4558.
Tel: (07) 5479 4395. Facebook: GWSunshineCoast

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

Games Workshop Marion
Shop 2048 Westfield Shoppingtown, 297 Diagonal
Road, Marion, SA, 5046. Tel: (08) 8298 2811.
Facebook: GWMarion

Games Workshop Tea Tree Plaza
Shop 2 Westfield Shoppingtown, 976 North East
Road, Tea Tree, SA, 5092. Tel: (08) 8265 4680.
Facebook: GWTeaTreePlaza

Games Workshop Warradale
241 Diagonal Road, Warradale, SA, 5046.
Tel: (08) 8298. Facebook: GWWarradale

AUSTRIA



Games Workshop Wien 1
LaStefa-Europacenter Mariahilfstraße 120, Wien,
1060, +43. Tel: (1) 5223178. Facebook: GWWien1

Games Workshop Wien 2
Gasometer City, Turn A; A30, Guglgasse 8, Wien,
1110, +43. Tel: (1) 7431038. Facebook: GWWien2

BELGIUM



Games Workshop Antwerpen
Vliemincstraat 10, Antwerpen, 2000
Tel: 034 858627. Facebook: GWAntwerpen

Games Workshop Bruxelles
10 Rue du Lombard, B1000, Bruxelles. Tel: 00 322
223 06 61. Facebook: GWBruxelles

Games Workshop Gent
St. Niklaasstraat 17a/19, Gent, 9000. Tel: 092
239120. Facebook: GamesWorkshopGent

Games Workshop Liege
23E Rue de la RÇgence, B4000, Liege. Tel: 00 324
223 32 93. Facebook: GWliege

CANADA



Games Workshop Bayshore Shopping Centre
100 Bayshore Drive, Unit T-59, Nepean, ON, K2B
8C1. Tel: (613) 721-9604. Facebook: GWBayshore

Games Workshop Chinook Centre
6455 Macleod Trail SW, Unit 0191, Calgary,
AB, T2H 0K9. Tel: (403) 319-0064.
Facebook: GWChinook

Games Workshop Durham Centre 1
135 Harwood Avenue N, Unit B204, Ajax, ON,
L1Z 1E9. Tel: (289) 372-3042.
Facebook: GWDurhamCentre

Games Workshop Halifax Shopping Centre
6950 Mumford Road, Unit 304, Halifax, NS,
B3L 4W1. Tel: (902) 442-0297.
Facebook: GWHalifax

Games Workshop Highgate Village
7155 Kingsway, Suite 201, Burnaby, BC, V5E 2V1.
Tel: (604) 629-1064. Facebook: GWHighgateVillage

Games Workshop Kingsway Garden Mall
109 Princess Elizabeth Avenue, Unit 738,
Edmonton, AB, T5G 3A6. Tel: (780) 474-7166.
Facebook: GWKingsway

Games Workshop Langstaff Square
8401 Weston Rd, Suite 1, Vaughan, ON, L4L 1A6.
Tel: (905) 850-0935. Facebook: GWLangstaffSquare

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

Games Workshop Square One
100 City Centre Drive, Unit 1-854, Mississauga,
ON, L5B 2C9. Tel: (905) 281-8695.
Facebook: GWSquareOne

Games Workshop Victoria
625 Johnson Street, Victoria, BC, V8W 1M5.
Tel: (250) 361-1499. Facebook: GWWictoria

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

Games Workshop White Oaks Mall
1105 Wellington Road, Unit 411, London, ON, N6E
1V4. Tel: (519) 668-3713. Facebook:
GWWWhiteOaksMall

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

Games Workshop Yonge and Lawrence
3251 Yonge Street, Toronto, ON, M4N 2L5. Tel:
(647) 428-7122. Facebook: GWYongeAndLawrence

CHINA



Games Workshop Shanghai
B138 XinTianDi Style, 245 MaDang Road, LuWan
District, 200021. Tel: 33766176

DENMARK



Games Workshop København
Frederiksborggade 5 kld, 1360
Tel: 33 12 22 17. Facebook: GWKobenhavn

FINLAND



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

FRANCE



Games Workshop Aix en Provence
33 Rue de la Couronne, 13100, Aix en Provence.
Tel: 04 42 26 83 66. Facebook: GWAix

Games Workshop Amiens
8 place de l'hotel de ville, 80000, Amiens.
Tel: 03 22 91 01 95. Facebook: GWAmiens

Games Workshop Avignon
6 rue portail MathCron, 84000, Avignon.
Tel: 04 90 84 00 07. Facebook: GWAvignon

Games Workshop Bordeaux
11 Rue Georges Bonnac, 33000, Bordeaux.
Tel: 05 56 44 50 56. Facebook: GWBordeaux

Games Workshop Caen
22 bis Rue Froide, 14000, Caen.
Tel: 02 31 50 30 97. Facebook: GWCaen

Games Workshop Clermont Ferrand
38 Avenue des Etats Unis, 63001, Clermont
Ferrand. Tel: 04 73 19 20 76.
Facebook: GWClermontFerrand

Games Workshop Dijon
48 Rue Berlissey, 21000, Dijon. Tel: 03 80 49 87 66.
Facebook: GWDijon

Games Workshop Grenoble
54 cours Berriat, 38000, Grenoble.
Tel: 04 76 86 40 30. Facebook: GWGrenoble

Games Workshop Le Havre
44 Rue du MarÇchal Gallieni, 76600, Le Havre.
Tel: 02 35 41 51 50. Facebook: GVLHavre

Games Workshop Lille

78 rue nationale, 59800, Lille. Tel: 03 20 31 69 89.
Facebook: GWLille

Games Workshop Limoges

3 Rue Othon Peconnet, 87000, Limoges.
Tel: 05 55 10 38 41. Facebook: GWLimoges

Games Workshop Lyon 1

10 Rue Joseph Serlin, 69001, Lyon 1.
Tel: 04 78 29 97 12 Facebook: GamesWorkshopLyon

Games Workshop Lyon 2

56 Boulevard des Brotteaux, 69006, Lyon 2.
Tel: 04 78 26 28 77. Facebook: GWLyon2

Games Workshop Marseille

148 Rue de Rome, 13006, Marseille.
Tel: 04 91 57 01 45. Facebook: GWMarseille

Games Workshop Metz

52 En Fournire, 57000, Metz. Tel: 03 87 74 66 20.
Facebook: GWMetz

Games Workshop Montpellier

2 rue draperie st firmin, 34000, Montpellier.
Tel: 04 67 58 68 90. Facebook: GWMontpellier

Games Workshop Mulhouse

5 Rue des tanneurs, 68100, Mulhouse.
Tel: 03 89 66 26 21. Facebook: GWMulhouse

Games Workshop Namur

34 Rue de Fer, B5000, Namur.
Tel: 0032 81 65 98 65. Facebook: GWNamur

Games Workshop Nancy

10 Rue St Dizier, 54000, Nancy.
Tel: 03 83 30 62 56. Facebook: GWNancy

Games Workshop Nantes

9 Rue du Moulin, 44000, Nantes.
Tel: 02 40 89 10 45. Facebook: GWNantes

Games Workshop Nice

13 Rue Lçpante, 6000, Nice. Tel: 04 93 92 52 22.
Facebook: GWNice

Games Workshop Nîmes

5 rue des Fourbisseurs, 30000, Nîmes.
Tel: 04 66 21 37 09. Facebook: GWNîmes

Games Workshop Orléans

12 rue des Carmes, 45000, Orléans.
Tel: 02 38 62 80 12. Facebook: GWOrléans

Games Workshop Paris 06

10 Rue Hautefeuille, 75006, PARIS 06.
Tel: 01 46 33 20 01. Facebook: GWParis06

Games Workshop Paris 08

7 Rue Intçrieure, 75008, PARIS 08.
Tel: 01 44 70 00 60. Facebook: GWParis08

Games Workshop Paris 12

38 Avenue Daumesnil, 75012, PARIS 12.
Tel: 01 53 44 71 82. Facebook: GWParis12

Games Workshop Paris 14

13 Rue Poirier de Narday, 75014, PARIS 14.
Tel: 01 45 45 72 03. Facebook: GWParis14

Games Workshop Paris 15

161 rue Lecourbe, 75015, PARIS 15.
Tel: 01 48 56 23 98. Facebook: GWParis15

Games Workshop Pau

6 rue Bordenave d'Abère, 64000, Pau.
Tel: 05 59 05 22 65. Facebook: GWPau

Games Workshop Perpignan

8 quai sadi carnot, 66000, Perpignan.
Tel: 04 68 34 23 43. Facebook: GWPerpignan

Games Workshop Reims

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

Games Workshop Rennes

3 Rue du Vau St Germain, 35000, Rennes.
Tel: 02 99 79 11 80. Facebook: GWRennes

Games Workshop Rouen

23/25 Rue Alsace Lorraine, 76000, Rouen.
Tel: 02 35 70 12 08. Facebook: GWRouen

Games Workshop Strasbourg

5 Rue des Frçres, 67000, Strasbourg.
Tel: 03 88 32 08 06. Facebook: GWStrasbourg

Games Workshop Toulouse

13 Rue Temponiçres, 31000, Toulouse.
Tel: 05 61 22 52 57. Facebook: GWToulouse

Games Workshop Tours

19 Rue Nçricault Destouches, 37000, Tours. Tel: 02 47 61 37 65. Facebook: GamesWorkshopTours

Games Workshop Versailles

10 Avenue du Gal de Gaulle, 78000, Versailles.
Tel: 01 39 20 92 81. Facebook: GWVersailles

GERMANY



Games Workshop Aachen

Kapuzinergraben 16, Aachen, 52062.
Tel: (0241) 4353920. Facebook: GWAachen

Games Workshop Augsburg

Schaezlerstraße 2, Augsburg, 86150.
Tel: (0821) 5439507. Facebook: GWAugsburg

Games Workshop Berlin 1

Europacenter, Laden 30, Berlin, 10789.
Tel: (030) 88683691. Facebook: GWBerlin1

Games Workshop Berlin 2

Frankfurter Allee 96, Berlin, 10247.
Tel: (030) 29049390. Facebook: GWBerlin2

Games Workshop Berlin (Spandau)

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

Games Workshop Bielefeld

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

Games Workshop Bochum

City Passage, Laden 5; Hans Böckler Str. 12-16, Bochum, 44787. Tel: (0234) 7927045.
Facebook: GWBochum

Games Workshop Bonn

Kasernenstraße 8-10, Bonn, 53111.
Tel: (0228) 9610901. Facebook: GWBonn

Games Workshop Braunschweig

Münzstr. 10, Braunschweig, 38100.
Tel: (0531) 2083123. Facebook: GWBraunschweig

Games Workshop Bremen

Am Wall 113, Bremen, 28195. Tel: (0421) 1690000.
Facebook: GWBremen

Games Workshop Darmstadt

Wilhelminenpassage; Laden 2, Darmstadt, 64283.
Tel: (06151) 158845. Facebook: GWDarmstadt

Games Workshop Dortmund

Hansastraße 95, Dortmund, 44137.
Tel: (0231) 141001. Facebook: GWDortmund

Games Workshop Düsseldorf (Drakenburg)

Tonhallenstr. 14-15, Düsseldorf, 40211.
Tel: (0211) 5402350. Facebook: GWDraakenburg

Games Workshop Dresden

Schweriner Str. 23, Dresden, 01067.
Tel: (0351) 2069715. Facebook: GWDresden

Games Workshop Duisburg

Sonnenwall 39, Duisburg, 47051.
Tel: (0203) 9410673. Facebook: GWDuisburg

Games Workshop Erfurt

Weitergasse 3, Erfurt, 99084. Tel: (0361) 6012895.
Facebook: GWErfurt

Games Workshop Essen

Kettwiger Straße 45, Essen, 45127.
Tel: (0201) 2698920. Facebook: GWEssen

Games Workshop Frankfurt

Große Friedberger Str. 30, Frankfurt, 60313.
Tel: (069) 26010466. Facebook: GWFrankfurt

Games Workshop Freiburg

Konvikstr. 10a/b (Oberlindenpassage), Freiburg, 79098. Tel: (0761) 3844527. Facebook: GWFreiburg

Games Workshop Halle

Große Ulrichstraße 35, Halle, 06108.
Tel: (0345) 29989953. Facebook: GWHalle

Games Workshop Hamburg 1

Gänsemarktpassage, Colonnaden 15, Hamburg, 20354. Tel: (040) 35713164. Facebook: GWHamburg1

Games Workshop Hamburg 2

Heebarg 4, Hamburg, 22391. Tel: (040) 18989247.
Facebook: GWHamburg2

Games Workshop Hannover

Lange Laube 1/1a, Hannover, 30159.
Tel: (0511) 1613808. Facebook: GWHannover

Games Workshop Karlsruhe

Karlstrasse 13, Karlsruhe, 76133.
Tel: (0721) 1203949. Facebook: GWKarlsruhe

Games Workshop Kassel

Wilhelmstr. 31, Kassel, 34117. Tel: (0561) 2021570.
Facebook: GWKassel

Games Workshop Kiel

Kehdenstr. 24, Kiel, 24103. Tel: (0431) 88786947.
Facebook: GWKiel

Games Workshop Köln 1

Cäcilienstraße 42-44, Köln, 50667.
Tel: (0221) 2577707. Facebook: GWKöln1

Games Workshop Köln 2

Köln-Arcaden, Einheit 1-26; Hauptstr. 55, Köln, 51103. Tel: (0221) 3592532. Facebook: GWKöln2

Games Workshop Krefeld

Ostwall 113, Krefeld, 47798. Tel: (02151) 7679046.
Facebook: GWKrefeld

Games Workshop Leipzig

Burgplatz 2, Leipzig, 04109. Tel: (0341) 2618924.
Facebook: GWLeipzig

Games Workshop Lübeck

Königstr. 113-119, Lübeck, 23552.
Tel: (0451) 9892206. Facebook: GWLuebeck

Games Workshop Mannheim

D3.4; Plankengalerie, Laden 20, Mannheim, 68159.
Tel: (0621) 4053390. Facebook: GWMannheim

Games Workshop Mönchengladbach

Bismarckstraße 15, Mönchengladbach, 41061.
Tel: (02161) 302577. Facebook: GWGladbach

Games Workshop Mülheim

Leineweber Str. 41-43, Mülheim, 45468.
Tel: (0208) 65634018. Facebook: GWMülheim

Games Workshop München

Rumfordstraße 9, Laden 3, München, 80469.
Tel: (089) 22801980. Facebook: GWMünchen

Games Workshop Nürnberg

Jakobstraße 26, Nürnberg, 90402.
Tel: (0911) 2004506. Facebook: GWNuernberg

Games Workshop Oberhausen

CentrO, Bunte Gasse, Einheit F05, Oberhausen, 46047. Tel: (0208) 202180.
Facebook: GWOberhausen

Games Workshop Oldenburg

Markt 2-3, Oldenburg, 26122.
Tel: (0441) 20099318. Facebook: GWOldenburg

Games Workshop Paderborn

Marienstraße 5, Paderborn, 33098.
Tel: (0525) 15069999. Facebook: GWPaderborn

Games Workshop Pforzheim

Goethestraße 31, Pforzheim, 75173.
Tel: (07231) 9385753. Facebook: GWPforzheim

Games Workshop Potsdam

Friedrich-Ebert-Str. 114a, Potsdam, 14467.
Tel: (0331) 2902950. Facebook: GWPotsdam

Games Workshop Solingen

Ufergarten 33, Solingen, 42651.
Tel: (0212) 22662154. Facebook: GWSolingen

Games Workshop Stuttgart

Königsstraße 49, Stuttgart, 70173.
Tel: (0711) 2294860. Facebook: GWSuttgart

Games Workshop Trier

Moselstraße 6, Trier, 54290. Tel: (0651) 46372276.
Facebook: GWTrier

Games Workshop Ulm

Frauenstr. 25, Ulm, 89073. Tel: (0731) 37855695.
Facebook: GWUlm

Games Workshop Wiesbaden

Friedrichstraße 34-36, Wiesbaden, 65185.
Tel: (0611) 4459852. Facebook: GWWiesbaden

Games Workshop Wuppertal

Morianstraße 3, Wuppertal, 42103.
Tel: (0202) 5141777. Facebook: GWWuppertal

IRELAND



Games Workshop Dublin

Unit 3, Lower Liffey Street, Dublin 1.
Tel: 00353 1872 5791. Facebook: GWDublin

ITALY



Games Workshop Milano

Via Torino, 68, 20123, Milano, Lombardia
Tel: 02 86458490. Facebook: gwmilano

Games Workshop Torino

Via S Dalmazzo, 3, 10122, Torino, Piemonte.
Tel: 011 5628472. Facebook: gwtorino

Games Workshop Bologna

Piazza Roosevelt, 4, 40121, Bologna, Emilia Romagna. Tel: 051 6569825. Facebook: gwbologna

Games Workshop Roma

Via Etruria, 3/5/7, 00183, Roma, Lazio
Tel: 06 7017609. Facebook: gwroma

Games Workshop Frascati

Via Cavour, 34, 00044, Frascati (RM), Lazio.
Tel: 06 9422296. Facebook: gwfrascati

Games Workshop Modena

Via F.Selmi, 60, 41100, Modena, Emilia Romagna.
Tel: 059 237680. Facebook: gwmodena

Games Workshop Brescia

Via Cavallotti, 28, 25121, Brescia, Lombardia.
Tel: 030 2808715. Facebook: gwbscica

Games Workshop Monza

Via Giuliani, 10/A, 20052, Monza, Lombardia.
Tel: 039 3902534. Facebook: gwmonza

Games Workshop Padova

Via del Santo, 67, 35123, Padova, Veneto.
Tel: 049 8751651. Facebook: gwpadova

Games Workshop Roma

Via Nemorense, 41/A, 00199, Roma, Lazio.
Tel: 06 8549821. Facebook: gwroma3

Games Workshop Genova

Piazza della Meridiana angolo Salita S. Maria degli Angeli, 16124, Genova, Liguria. Tel: 010 2530472
Facebook: gwgenova

Games Workshop Firenze

Borgo San Frediano, 24/R, 50124, Firenze, Toscana.
Tel: 055 210638. Facebook: gwfirenze

Games Workshop Verona

Largo San Nazaro 2, 37126, Verona, Veneto.
Tel: 045 8013661. Facebook: gwverona

Games Workshop Ferrara

Via Contrari 31, 44121, Ferrara, Emilia Romagna.
Tel: 0532 243061. Facebook: gwfferrara

JAPAN



Games Workshop Jinbocho

Jinbocho 1-1 1F, Chiyoda-Ku Kanda, Tokyo.
Tel: 03 3296 2733. Facebook: GWJinbocho

Games Workshop Nakano

Broadway Bldg. 223-2, Nakano-Ku Nakano 5-52-15, Tokyo. Tel: 03 5380 4636. Facebook: GWNakano

NORWAY



Games Workshop Oslo

Møllergata 5/9, 179, Oslo. Tel: 22 33 29 90
Facebook: GWOslo

NETHERLANDS



Games Workshop Alkmaar

Laat 68, 1811EK. Tel: 072 5122880.
Facebook: GWAlkmaar

Games Workshop Amersfoort

20 Koestraat, 3811. Tel: 033 465 4423.
Facebook: GWAmersfoort

Games Workshop Amsterdam

Rokin 36, 1012 KT. Tel: 020 6223863.
Facebook: GWAmsterdam

Games Workshop Breda

Torenstraat 21, 4811 XV. Tel: 076 5229277.
Facebook: GWBreda

Games Workshop Den Haag

Schoolstraat 12B, 2511 AX. Tel: 070 3927836. Facebook: GWDenHaag

Games Workshop Dordrecht

Voorstraat 386G, 3311CX. Tel: 078 6119040.
Facebook: GWDordrecht

Games Workshop Eindhoven

Kleine Berg 50, 5611JV. Tel: 040 2443448.
Facebook: GWEindhoven

Games Workshop Groningen

1 Grote Kromme Elleboog, 9712 BJ. Tel: 050 3110101. Facebook: GWGroningen

Games Workshop Rotterdam

452 Van Oldenbarneveltplaats 3012 AP. Tel: 010 2800268. Facebook: GWRotterdam

NEW ZEALAND



Games Workshop Auckland

POLAND



Games Workshop Warsaw
Unit 215, 21st Złota Tarasy, ul. Złota 59
00-120, Warsaw. Tel: 4822220133
Facebook: GWWarsaw

SPAIN



Games Workshop Roger de Llúria
Roger de Llúria, 53 (entre Aragó y Consell de Cent),
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30 Roneo Corner, RM12 4TN.
Tel: 01708 475051

Ilford, Miniature Empire
347 Eastern Avenue, IG2 6NE.
Tel: 0207 998 3008

Leigh On Sea, Caliver Books
816-818 London Road, SS9 3NH.
Tel: 01159 382111

Rainham, Big Mac Models
119 Wennington Road, RM13 9TH.
Tel: 01708 502686

Rayleigh, Gamers Nexus
12a Station Road, SS6 7HL.
Tel: 07875 957506

Saffron Walden, Game On
30 High Street, CB10 1AX.
Tel: 01799 506022

Southend On Sea, Wayland Games Centre
Unit 22 Parkside Centre, Pottersway, SS2 5SJ.
Tel: 01702 668750

Stanford, Creativity Creative
48 Valmar Avenue, SS17 0NF.
Tel: 01375 640 990

Westcliff On Sea, Argosy Toys
553 London Road, SS0 9LJ.
Tel: 01702 346806

Southend, K & M Art Supplies Ltd
1 Queens Road, SS1 1LT.
Tel: 01702 435 196

GLOUCESTERSHIRE

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

Bourton On The Water, Bourton Model Railway
Box Bush, High Street, GL54 2AN.
Tel: 01451 820686

Moreton-In-Marsh, Cotswold Book Store
20 High Street, GL56 0AF.
Tel: 01608 655266

Stroud, Antics Model Shop
49 High Street, GL5 1AN.
Tel: 01453 764487

HAMPSHIRE

Aldershot, The Games Shop
6 Wellington Street, GU11 1DZ.
Tel: 01252 311443

Alton, Alton Model Centre
7a Normandy Street, GU34 1DD.
Tel: 01420 542244

Andover, Andover Toys
20 Chantry Centre, SP10 1LX.
Tel: 01264 352263

Eastleigh, Eastleigh Wargames
6 Nightingale Avenue, SO50 9JA.
Tel: 02380 644179

Fleet, Fleet Toys
195 Fleet Road, GU15 3BL.
Tel: 01252 613949

Fordingbridge, All The Cool Stuff
64 High Street, GU15 3BL.
Tel: 01252 650696

Gosport, T.D Books and Wargames
111 Stoke Road, PO12 1LR.
Tel: 07969 494955

Havant, The Bunker Games
37 Market Parade, PO9 1PY.
Tel: 01252 613949

Lymington, Toys of New Milton
71 Station Road, BH25 6HY.
Tel: 01425 617805

Newport, R P Games
92 High Street, PO30 1BQ.
Tel: 01342 821821

Newport, Cheap Thrills
Unit 3 Central Market, Scarrots Lane, PO30 1JP.
Tel: 01983 530570

Northend, Fun Toys and Games
10a London Road, PO2 0LH.
Tel: 07813 513709

Petersfield, Academy Arts and Crafts Centre
2 Winton Road, GU23 3HA.
Tel: 01730 261 642

Petersfield, R.E Figures
121 High Street, SO41 9AQ.
Tel: 01590 672002

Portchester, Wicor Models
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Tel: 02392 351160

Ringwood, Toys of Ringwood
8, The Furlong, BH24 1AT.
Tel: 01425 479444

Romsey, Roundabout
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Tel: 01794 512145

Ryde, The Sports & Model Shop
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Tel: 01983 563836

Shanklin, The Sports and Model Shop
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Tel: 01983 866824

58 Lancaster Road, PR1 1DD.

Luislip, John Sanders Store No 385
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Tel: 01895 634848

Chipping Norton, Harpers
(Home and Garden) Ltd

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

Sutton, The Games Shop

Horsham, Battlequest Games
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Tel: 01403 242003

Howe, Kids Dreams
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Tel: 01273 420866

Lewes, Tashiro Arts & Crafts
29 Station Road, BN72DB.
Tel: 01273 467670

St. Leonards-On-Sea, Silverhill Models & Toys
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Tel: 01424 431133

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
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Gateshead, Graham's Wuerkschoppe
Unit a16 Stonehills Business, Complex,
Pelaw, NE10 0HW.
Tel: 01914 690745

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

Newcastle Upon Tyne, Travelling Man
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North Shields, S.R. Gladston and Son Ltd
99 Bedford Street, NE29 6QJ.
Tel: 0191 5270335

South Shields, Hawthorn Arts
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NE33 4LU.
Tel: 01914 560822

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Alcester, Our Place
9 Swan Street, B49 5DP.
Tel: 01789 786755

Atherstone, Atherstone Bargains Ltd
60 Long Street, CV9 1AU.
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Bedworth, Fun Fancy Dress Ltd
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Tel: 02476 313111

Leamington Spa, Avon Toys
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Tel: 01926 339922

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

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

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

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Coventry, Antics Model Shop
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Tel: 01249 463100

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29-30 Maryport Street, SN10 1AG.
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Melksham, Gamlingsere
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

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

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

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

WORCESTERSHIRE

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

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

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

Pershore, Plunz Ltd
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Bedale, Golden Tortoise
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Tel: 01677 422323

Bridlington, W Boyes & Co Ltd Bridlington
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Tel: 01262 609 111

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

Dewsbury, Cosmic Toys and Collectables
53 Daisy Hill, WF13 1LF.
Tel: 01924 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

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

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

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

Leeds, Millennium Models
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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

Ripon, The Knowledge Magnet
8 Kirkgate, HG4 1PA.
Tel: 01765 690118

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
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Tel: 01484 860086

Sheffield, Wargames Emporium
Workshop 8, Orchard Square, S1 2FB.
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Sheffield, Outpost Wargames Ltd
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Sheffield, Impact UK
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Tel: 01909 560273

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BD23 1JZ.
Tel: 01756 794919

Whitby, W Boyes & Co Ltd Whitby
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Whitby, John Anderson - Toymaster
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Tel: 01947 602213

York, W Boyes & Co Ltd York
35 Goodramgate, YO1 7LS.
Tel: 01904 610660

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Tel: 01624 813092

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Bangor, Replay Games
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Tel: 02891 452210

Belfast, Nerdtopia Coffee Limited
86 Stranmillis Road, BT9 5AD.
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Blessington, The Blessington Bookstore
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Tel: 00353 458 57730

Newcastle, Synths Newsagents
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Tel: 02843 722 5036

Co Down, Roger's Toymaster
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Tel: 018206 22225

Coleraine, Netramedia
Studio 2, Old Distillery Court, B T52 1LN.
Tel: 07813 905966

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

Fermanagh, Modellers Corner
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Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd
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Lisburn, Luce Ballrooms
Unit 12, Rosevale Industrial Estate,
171 Moira Road, BT28 1RW.
Tel: 02892 673718

Portadown, Creative Destruction
Millennium Courts Arts Centre, William
Street, BT22 3XK.
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Templemore, Walsh & Son
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Tel: 00353 504 31178

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6 Albany Street, PA34 4AR.
Tel: 01631 563645

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Angus, Mac's Model Railroad
4-8 Reform Street, DD8 4BS.
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Ayr, The Last World
6 New Bridge Street, KA7 1JK.
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Banchory, Nano Toy Shop
Shop 2, 77 High Street, AB31 5TJ.
Tel: 01330 824545

Callander, James Bayne Fishing Tackle Shop
76 Main Street, FK17 8BD.
Tel: 01877 330218

Dumfries, Toytown
7 Church Place, DG1 1BW.
Tel: 01876 264884

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 Connelly Bank Road, EH4 1DR.
Tel: 01313 328199

Edinburgh, Marieville Models
42 Turn House Road, EH12 8LX.
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Edinburgh, Toys Galore
193 Morningside Road, EH10 4QP.
Tel: 01314 471006

Edinburgh, Go to Hit
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22 Hunter Street, Kirkcaldy, KY1 1ED.
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Greenock, Art Craft and Hobbies Ltd
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Inverness, Heroes for Sale
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Inverness, Inverness Model Shop
16 Victorian Market, Queensgate Arcade,
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Isle Of Lewis, N.T. Gaming
34a Bayhead, HS1 2DX.
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Unit 14 Vulcan Works, Floor Street, PA5 8PE.
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Kirkcaldy, Solway Books
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Kirknewton, Potter Around
Overton Farm, Midlothian, EH27 8DD.
Tel: 01506 238961

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Tel: 01475 689892

Livingston, Worlds at War
Unit 17a The Mall, Craigshill, EH54 5ED.
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57-61 South Street, Elgin, IV30 1JZ.
Tel: 01343 542492

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Tankarness Lane, KW15 1AQ.
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Paisley, Paisley Model Centre
80-82 Arlestone Road, Paisley, PA1 3TS.
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19 Evelyn Terrace, PH2 8LT.
Tel: 01738 561900

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Shetland, Harrys Dept Store
Esplanade, ZE1 0LL.
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Stonehaven, Toymaster Toyland
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Tel: 01569 766333

Thurso, Durran's
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Tel: 01970 617836

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Tel: 07899 861012

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

Caernarfon, Aesties
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LL55 1RR.
Tel: 01286 669030

Cardiff, Mr Mac's Magical Emporium Ltd
Unit 7 Codos House, 52-60 Merthyr Road,
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Tel: 02920 020251

Cardiff, Firestorm Games
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Tel: 02920 227117

Cardiff, Awen Teifi
23 High Street, Cardigan, SA43 1JG.
Tel: 01239 621373

Chepstow, Artists Corner Ltd
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NP16 5DH. Tel: 07981 262249

Fishguard, The Card Cabin
42 West Street, SA65 9AD.
Tel: 01348 875227

Haselbury, Emrys Art Supplies
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Tel: 01437 779646

Lampeter, Lomas's
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Tel: 01570 422539

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Llanrwst, Plaza Toymaster
Unit 12, Pound Place, CF61 1DL.
Tel: 01446 794118

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27 Bartlett Street, Caerphilly, CF83 1JS.
Tel: 02920 880600

Neath, Fish N Things
138 Denvor Road, Skewen, SA10 6TE.
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Newport, D-3 Models
Unit 7, Chartist Tower Block, Upper Dock
Street, NP20 1DX.
Tel: 01633 222828

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

Pontypool, Cogwarks
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Tel: 07814 623 052

Pontypridd, Pontypridd Reptile Centre
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Tel: 01443 244 330

Pontypridd, Sugar and Spice
The Arcade, Church Street, CF37 2TH.
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Rhuddlan, Rhuddlan Models
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Tel: 01745 590048

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

Shrewsbury, Totally Games Ltd
25 Clannant Street, SY1 1QG.
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Waterloo, Studio 1
Bridge Street, LL40 1AU.
Tel: 01341 423 018

Welsoph, Frontline Games
19a High Street, SY21 7JP.
Tel: 01938 590256

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

IRELAND



Cavan, Clarke's Toymaster
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Douglas, Art and Hobby Douglas
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Tel: 00 353 145 653 08

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Tel: 00 353 749 122 314

Blackrock, Art and Hobby Black Rock
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Tel: 00353 749 722 306

Donegal, World of Stuff
Level 2, Courtyard Shopping Mall,
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Tel: 00353 87656096

Dublin, Art and Hobby Liffey Valley
Unit 22, Liffey Valley Shopping Centre,
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Tel: 00 353 145 653 08

Dublin, Gamers World
1 Jarvis 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
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Dublin 9. Tel: 00 353 186 245 00

Dun Laoghaire, Art and Hobby Dun Laoghaire
Top Floor, Dun Laoghaire Shopping Centre.
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Dun Laoghaire, The War Chest
Unit 113, Dunn Laoghaire Shopping Centre.
Tel: 00353 8778 25886

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.
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Unit 11, Level 2, Corbett Court Shopping
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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.
Tel: 00 54 11 4710 0040



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Minsk, Moskovsko-Venskij shopping mall
Nezavisimosti ave., 58



BELGIUM

Aalst, Hermelijn
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Tel: +32 (0)53 41 48 66



Antwerpen, Herman Verschoten Modelhouw
Eiermarkt 31a, 2000.
Tel: +32 32 32 66 22

Antwerpen, Modelhouwcenter Ballien
Turnhoutsebaan 340, 2140.
Tel: +32 32 35 97 08

Brugge, Verbrugghe 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, Het Spelplezier
Klinkaert 7, 1500.
Tel: +32 (0)23 56 03 07

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

Halle, TopToys Halle
Basiliekstraat 66, 1500.
Tel: +32 (0)23 65 04 03

Hasselt, Obervonn
Kempische Steenweg 27, 3500.
Tel: +32 (0)479 67 96 90

Kartrijk, Albion
Doomiksestraat 52, 8000.
Tel: +32 (0)56 32 43 07

Kraainem, L'Atelier de Gépette
Rue d'Argile 72, 1950
Tel: 02 661 30 17

La Hulpe, L'Atelier de Gépette
Centre La Mazurine, 1310
Tel: 02 661 30 15

Leuven, Spelfanaat Leuven
Sint-Hubertusstraat 3, 3000.
Tel: +32 (0)486 73 83 24

Leenhout, BK Modelhouw
Oud Dorpsstraat 61, 2990.
Tel: +32 33 36 10 50

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

Merksem - Antwerpen, The Gamemstore
Ridder van Parijs Straat 7, 2170.
Tel: +32 (0)473 55 35 35

Oostende, King Arthur
Alfons Pieterslaan 96, 8400.
Tel: +32 (0)59 51 57 56

Roesselaere, Black Border
Noorstraat 206, 8800.
Tel: +32 (0)51 20 82 50

Vilvoorde, Bookcenter
Leuvensestraat 147, 1800.
Tel: +32 (0)22 51 20 05

Watermaal-Boisfort, L'Atelier de Gépette
Rue Middelbourg 58, 1170
Tel: 02 661 30 11

Westkerke, What Ever
Gistelse Steenweg 128, 8460.
Tel: +32 (0)473 77 15 43

Woluwe Saint Lambert, L'Atelier de Gépette
Avenue Georges Henri 286, 1200
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Tel: 0059 1 775 03283

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Tel: 0059 1 720 07931

Oruro, Taurus
Tel: 0059 1 724 53814

Santa Cruz, Urolaki
Tel: 0059 1 726 20 510

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Campinas, Legends de Brasil
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Vivar 718, Local 406.
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Tel: 0056 22 46 34 60

Providencia, Santiago, Guild Dreams
Tel: 0056 22 31 71 37

Santiago, Calauche Hobbies & Battle Games
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CHINA



Beijing, Beijing Book Building
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Beijing, Beijing Warhammer Club
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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, 14th Arsenal
Room 2502, FuCheng Road, No.16,
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Tel: 15601219717

Beijing, Qi-Wan Miniatures Wargame Club
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Beijing, Xinsi Hobby Xinjiekou Shop
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Chengdu, Kid's Castle
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Tel: 0086 13 638392310

Fuzhou City, Play&Show Warhammer Club
Tel: 0086 59 183339562

Kunming, Kunming Elite Warhammer Club
Tel: 0086 13 658813689

KunMing City, Magic Factory
Shop 1-01, Mo Ma Mail 1st Building,
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Pan Long District.

Kenning, Yunnan Lanyu Model
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Shanghai, Boocap Jin Gao
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Shanghai, Boocap Kerry Parkside
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Shanghai, Good Knight Board Game Store
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Shanghai, You Lai, You Gu
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Shanghai, Zark
Tel: 0086 21 53017710

Shantou, Miniature Kingdom
Tel: 0754 8810916

Shenyang, Shenyang Warhammer Club
Tel: 0086 13 889197092

Tian Jin, Tianjin Waaghi Gaming Club
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Wuhan, Stormcastle Warhammer Club
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Wuhan, Zhi-Li Model
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Xian, Xian Waaghi Warhammer Club
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Zhengzhou, Zhengzhou Warhammer Front HQ
Tel: 0086 13 592517573

COLOMBIA



Cali, Magic Colombia
Tel: 0057 072 371 4626

Medellin, Juego & Real
Tel: 0057 4 332 8686

CROATIA



Zagreb, Carta Magica
Tel: 00 385 916130269

CYPRUS



Kato Paphos, Cyprus Crusade
Tel: 00 35 7976 49072

Larnaca, Tapped Out
Shop 6, 33 Grigori Alexentiou Avenue, 6021.
Tel: 00 35 7246 22978

Nicosia, Isengard Fantasy Shop
42 Diagoras Avenue, 1097.
Tel: 00 35 7226 80700

CZECH REPUBLIC



Brno, Cerry Bytir
Tel: 420541214860

Ceske Budejovice, Chaotit
Tel: 420602489158

Haradec Kralove, Knihkupectvi Valhalla
Tel: 420495522009

Koprivnice, Magic
Tel: 420495522009

Kostelec, Cartav Pekelny Kotlik
Tel: 42060584448

Liberec, Battle Games-Obchodni Pavilion
Tel: 420777526154

Ostrava, Matrix (Knihkupectvi)
Tel: 4207774404024

Praha, Ogrl Doupe
Tel: 420224934811

Praha, Cerry Bytir
Tel: 420222312461

Vsetin, Atlantis
Tel: 420571411697

DENMARK



Aalborg, Dragons Lair
Algade 63, 9000.
Tel: 98 12 16 18

Aalborg, BK Painting
Vesterbo 30 st tv, 9000.
Tel: 20 21 88 19

Aarhus, Gunzone
Kystvejen 27 st, th, 8000.
Tel: 87 61 11 12

Aarhus C, Dragons Lair
Amalegade 21, 8000.
Tel: 86 19 00 63

Asnaes, Bog og Ide
Asnaes Centret 2, 4550
Tel: 59 65 00 14

Erslev, Asgaard Games
Vendbjergvej 5, Galturp, 7950.
Tel: 42 16 91 16

Esbjerg, Arnold Busck
Kongensgade 33, 6700.
Tel: 75 12 11 77

Esbjerg, Bunkers
Baggesens Alle 125, 6700.
Tel: 23 31 75 23

Herning, Førges Kælder
Smallegade 12, 7400.
Tel: 35 10 18 97

Hjorring, Arnold Busck
Metropol, Østergade 30, 9800.
Tel: 98 92 80 40

Holbæk, Battleground
Tidemannsvej 16, 4300.
Tel: 24 24 49 50

Holbæk, Hack N Slash
Vestergade 2, 4300.
Tel: 51 90 02 34

København Ø, Fanatic København
Classensgade 25, 2100.
Tel: 27 57 14 97

København K, Faras Cigarer
Skindergade 27, 1157.
Tel: 33 22 21 11

Kolding, Good Games
Låsbygade 13, 6000.
Tel: 75 50 03 04

Lyngby, Faras Cigarer
Jernbaneplassen 63, 2860.
Tel: 32 10 23 23

Næstved, Guns n Games
Ramsherred 21, 4700.
Tel: 31 20 04 04

Odense C, Dragons Lair
Gråbrødrepassagen 9, 5000.
Tel: 65 91 97 01

Ringsted, Andros
Søgade 1a, 4100.
Tel: 27 28 36 71

Rødovre, Arnold Busck
Rødovre Centrum 116, 2610.
Tel: 36 41 04 85

Odense, Arnold Busck
Rosengårdcentret, 5220.
Tel: 66 15 99 28

Roskilde, Fanatic
Grønnegade 2, 4000.
Tel: 45 46 36 35 48

Svendborg, Farve og Hobbhjørnet
Klosterplads 4, 5700.
Tel: 62 21 31 31

Taastrup, Genbrugsbøger
Taastrup Hovedgade 95, 2630.
Tel: 27 29 35 26

FINLAND



Ahtari, Honkaniemen Kirjakauppa
Tel: 06 553 0027

Åland, Dillen Ab, Torvgatan 7, 22100.
Tel: 018 15578

Ekenas, Kungshokhandeln 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 19, 18100.
Tel: 03 715 3905

Helsinki, Fantasiapeliit Helsinki.
Tel: 09 650 803

Helsinki, Simonkatu 9
Tel: 09 75 15 45 25

Helsinki, Fantasiapeliit Helsinki
Vihkonkatu 48 /Vuorikatu 16, (Kaisaniemen
Metroasema), 00100.
Tel: 09 650 803

Helsinki, Poromagia
Kalliosilta 10, 00520.
Tel: 06469099547

Helsinki, Stadion Pelikauppa
Kaisaniemenkatu 1, Sisäpiha, 00100.
Tel: 09 6980030

Hyvinkää, Väinöapeli
Tel: 019 414 700

Imatra, Kirja-Lohja Alex Ky
Tel: 05 431 9555

Joensuu, Fantasiapeliit Joensuu
Tel: 013 284 314

Joensuu, Fantasiapeliit Joensuu
Suivantokatu 8, 80100.
Tel: 013 284 314

Jyväskylä, Fantasiapeliit Jyväskylä
Kauppakatu 29, 40100.
Tel: 014 216 629

Karis, Blå Lådan Kd
Tel: 019 234 94

Kotka, Eagle Card Oy
Tel: 00385 214238

Kotka, Fantasiapeliit Kotka
Tel: 044 500 0880

Kouvola, Muoveipien Ky
Tel: 05 311 7955

Kouvola, Kouvola Puolenkuun Pelit
Kouvolaankatu 14, 45100.
Tel: 03 222 52 00

Kuopio, Fantasiapeliit Kuopio
Tulliportinkatu 27, 70100.
Tel: 050 517 3915

Lähti, Puolenkuun Pelit
Rautatiekatu 16, 15110.
Tel: 03 751 5151

Lappeenranta, Fantasiapeliit Lappeenranta
Brakenkatu 3, 53100.
Tel: 05 541 1375

Mikkeli, Lastentarvike Mappela
Tel: 015 361 611

Mikkeli, Mikkelin Pelikauppa
Vuorikatu 9 L1, 50100.
Tel: 09 428 9075

Mikkeli, Lastentarvike Mappela
Maaherrankatu 14, 50100.
Tel: 015 361 611

Orivesi, Silver Seed
Ensintie 3, 35100.
Tel: 041 777 5166

Oulu, Fantasiapeliit Oulu
Rautatiekatu 10, 90100.
Tel: 08 374 906

Pieksämäki, Sirkkis
Tel: 015 348 370

Pori, Askartelu-Pori
Yrjökatu 7, 28100.
Tel: 02 632 6671

Pori, Porin Pelikauppa
Satakunnankatu 23 B, 28130.
Tel: 02 529 8726

Porvoo, Porvoon Pelikauppa
Mannerheiminkatu 10, 06100.
Tel: 019 534 8377

Raase, Raahen Askartelu
Sovionkatu 11, 92100.
Tel: 08 223 6825

Seinäjoki, Pelikeidas
Tel: 06 417 7880

Seinäjoki, Fantasiailiina
Mikko Ojanperä, Peltosenkatu 3, 60320.
Tel: 040 561 6338

Slagelse, Uldtøtten
Nygade 2, 4200.
Tel: 58 53 50 35

Tampere, Tuoni Tatuoinnit
Tel: 03 715 3905

Tampere, Fantasiapeliit Tampere
Kuninkaankatu 5, 33210.
Tel: 03 222 52 00

Tampere, Kirja Karkkainen
Koskikeskus, Hatanpaanvaltie 1, 33100.
Tel: 03 225 1850

Tampere, Puolenkuun Pelit Tampere
Hämeenkatu 17, 33200
Tel: 03 45180550

Turku, Fantasiapeliit Turku
Humalistenkatu 8, 20100.
Tel: 02 232 8413

Vaasa, Pelimies Oy
Hs-Center, Alatori, 65100.
Tel: 06 312 5111

Vantaa, Myymäen Pelikauppa
Kauppakeskus Iso Myyri, 01600.
Tel: 09

HUNGARY



Budapest, Jatek Box
Tel: 0036 1 2393710

Budapest, Modell Hungaria
Tel: 0036 1 7691171

Budapest, Sarkanyuz
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Budapest, Zordkom Game
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Dunakeszi, Yellow Dreams
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Gyor, Airport Models
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Tel: 0036 76 329008

Letenye, Zordkom-Game kft
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Miskolc, Sarkanyuz
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Miskolc, Vallalla Paholy
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Pecs, Sarkanyuz
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Szeged, Sarkanyuz
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Szekesfeher, Holfeney Fantasy
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Szekesfeher, Sarkanyuz
Tel: 0036 20 2962790

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Tel: 0036 20 9179197

Szolnok, Sarkanyuz
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Szombathely, Sarkanyuz
Tel: 0036 94 789208

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Tel: 0036 20 3610015

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Tel: 0036 20 2962870

ICELAND



Reykjavik, Nexus
Hverfisgata 103, Pó Box 5085, 125.
Tel: 00354 552 9011

INDONESIA



Bandung, Hobbyline
Tel: (022) 4218555

Jakarta Barat, Comics N Games
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Jakarta Selatan, Fantasy N Games
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Surabaya, Fantasy N Games
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Tel: (031) 7402 475

ISRAEL



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JAPAN



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Beppu, Ring'Ital
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Chiba, Hobby Shop Arrows
Waei Bldg.3F, Inage Konakadai 2-8-20,
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Tel: 043-239-5523

Fujieda Shi, a-too Hujieda
1-6-5 Midori Cho, Shizuoka Ken, 426-0027.
Tel: 054-647-1200

Hakodate Shi, Book Marke Hakodate Mihara
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041-0806.
Tel: 0138-34-6030

Kashiwa, Hobby Space McField
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Tel: 052-877-0509

Osaka, Brain Gameshop Higagachi
Higashiumiyoshi Kitatanabe 6-3-2,
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Tel: 06-6622-7022

Osaka, Iconoclasm
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Tokyo, Yellow Submarine Akihabara RPG Shop
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Tel: 090-8338-5891

Almaty, Meloman Grand
Gogolya st., 58.
Tel: 8 (727) 2 333 555

Almaty, Meloman Mega
Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
Tel: 8 (727) 291 5328

Astana, Meloman Mega Astana
Turan ave, Mega mall, 2nd floor, shop B5.
Tel: 8 (7172) 777 951

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Almaty, Meloman Grand
Gogolya st., 58.
Tel: 8 (727) 2 333 555

Almaty, Meloman Mega
Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
Tel: 8 (727) 291 5328

Astana, Meloman Mega Astana
Turan ave, Mega mall, 2nd floor, shop B5.
Tel: 8 (7172) 777 951

Almaty, Meloman Grand
Gogolya st., 58.
Tel: 8 (727) 2 333 555

Almaty, Meloman Mega
Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
Tel: 8 (727) 291 5328

Astana, Meloman Mega Astana
Turan ave, Mega mall, 2nd floor, shop B5.
Tel: 8 (7172) 777 951

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Gogolya st., 58.
Tel: 8 (727) 2 333 555

Almaty, Meloman Mega
Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
Tel: 8 (727) 291 5328

Astana, Meloman Mega Astana
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Almaty, Meloman Grand
Gogolya st., 58.
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Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
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Turan ave, Mega mall, 2nd floor, shop B5.
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Rozybakieva st., 247.
Tel: 8 (727) 232 2622

Almaty, Meloman Dostyk
Dostyk ave., 71.
Tel: 8 (727) 291 5328

Kuala Lumpur, Warp Space Games
10C, Fajar Park, Jalan Desa Jaya, WP,
58200.
Tel: 012 2016600

Petaling Jaya, The Games Circle
Selangor, 47400.
Tel: 016 4510940

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300.
Tel: 03 78779805

MALTA



Malta, Forbidden Power
Tel: 00 35 6218 27999

Malta, K Hobbies Ltd
Tel: 00 35 6218 95423

MEXICO



Aguaascalientes Aqs, Tienda Omega
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Cancon O.Roo, Gamer's Den
Tel: 0052 998 898 08 03

Celaya GTD, Zona Otaku
Tel: 0052 461 206-0851

Edo, de Mexico, Dark Dragon's Lair
Av. Lomas Verdes #640 Local 31, Shopping
Plaza Lomas Verdes

Merida, Yucatan, Animemages
Calle 59 No. 56 Local 15, Col. Centro.

Mexico D.F. IMP Comics
Tel: 0052 55 5659 2312

Mexico D.F. Kallisti
Tel: 0052 55 56 80 03 73

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Tenorios #36 Local 16, Col. Ex Hacienda
Coapa. Tel: 00521 55 4390 6246

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Monterrey, NL, Imperial Fleet
Tel: 0052 81 11 70 81 87

Puebla, Warlords
Circuito del Sol Sur No. 2912-D, Col.
Amanecer.

Satelite Edo, De Max, Entretente Toys
Tel: 0052 55 46 33 04 32

Toluca, Mex., War Games
Tel: 0052 722 37 52 77 11

Almere, Ruur Creatief
Brouwerstraat 16-22, 1315 BP.
Tel: +31 (0)365 33 13 77

Amsterdam, Boekhandel Mek & Holt
Tussen Meer 46, 1068 GC.
Tel: +31 (0)206 19 31 68

Arnhem, Spelkwartier
Steenstraat 4, 6828 CJ.
Tel: +31 (0)263 51 76 69

Barendrecht, Postreine
Dorpsstraat 123, 2992 BD.
Tel: +31 (0)180 61 95 39

Bergeijk, Top 1 Toys Wouters
Pankenstraat 31, 5571 CP.
Tel: +31 (0)497 55 02 48

Bergen Op Zoom, BOZ Spellen
Kremersstraat 23, 4611 TP.
Tel: +31 (0)164 24 91 20

Beverwijk, BMM Games
Beginnenstraat 9b, 1941 BR.
Tel: +31 (0)251 21 65 68

Bussum, 2 Brothers RC
Laarderweg 38-41, 1402 BC.
Tel: +31 (0)356 92 26 84

Delft, Bazaar Of Magic
Spoorsingel 72, 2613 BB.
Tel: +31 (0)16 47 58 91 98

Delft, Speldorado
Hippolytusbuurt 21-25, 2611 HM.
Tel: +31 (0)152 13 45 16

Den Bosch, De Dobbelssteen Den Bosch
Hinthammerstraat 90, 5211 MS.
Tel: 0031 736 14 55 30

Dordrecht, Hobby Modelbouw Dordrecht
Voorstraat 360, 3311 CX.
Tel: +31 (0)78 63 12 711

Ede, Tinnen Soldaat
Soemballaan 12, 6712 AL.
Tel: +31 (0)318 65 32 96

Eindhoven, Gameforce
Vissersstraat 18a, 5612 BT.
Tel: +31 (0)736 13 58 26

Groningen, Purperen Draak
Nieuwe Ebbingestraat 83, 9712 NG.
Tel: +31 (0)502 30 09 59

Hengelo, De Dondersteen
Wemenstraat 18, 7551 EX.
Tel: +31 (0)742 59 50 30

Hoorn, Spellenhoorn
Wisselstraat 2, 1621 CT.
Tel: +31 (0)229 29 55 65

Leeuwarden, Spellekijn
Peperstraat 12, 8911 JA.
Tel: +31 (0)582 13 11 12

Leiden, Vlegershop
Turfmart 2, 2312 CD.
Tel: +31 (0)715 13 27 83

Leiden, Talefdrider
Oude Herengracht 11 a, 2312 LN.
Tel: +31 (0)71 52 22 724

Maastricht, Shamrock Modelbouw
Rijksweg 68, 6228 XZ.
Tel: +31 (0)433 61 33 34

Maastricht, Vlieg-or-uit
Brusselsestraat 70, 6211 PG.
Tel: +31 (0)433 25 16 53

Middelburg, De Burcht
Plein 1940, Nr 5, 4331 LG.
Tel: +31 (0)118 65 00 48

Nijmegen, Moeven en Mariken
Van Welderenstraat 70, 6511 MP.
Tel: +31 (0)243 23 61 19

Oudega, Nils Ester Modelbouw
Fabrykswei 25, 9216 WR.
Tel: +31 (0)512 37 09 15

Rijswijk, Ted's RC Shop
Kerklaan 59h, 2282 CE.
Tel: +31 (0)704 15 90 14

Roermond, Bloemboetiek Hermien
Nassaustraat 66, 6043 ED.
Tel: +31 (0)475 31 68 24

Rotterdam, Gamers of the West
Jonker Fransstraat 122-a, 3031 AX.
Tel: +31 (0)10 27 09 233

Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
Tel: +31 (0)10 42 63 993

Schoonoord, Scillas Winkel
Slenerweg 37, 7848 AD.
Tel: +31 (0)16 28 23 70 14

Slidrecht, De Gruijter Slidrecht
Burgemeester Winklerplein 10, 3362 AA.
Tel: +31 (0)184 41 27 44

Tegelen, Extra Modelbouw
Spoonstraat 28, 5931 PT.
Tel: +31 (0)773 73 80 09

Tilburg, De Dobbelssteen Tilburg
Schouwburging 155, 5038 TW.
Tel: +31 (0)135 44 37 00

Uden, Goblin
Julianstraat 6, 5401 HD.
Tel: +31 (0)413 27 06 62

Krakow, Sklep Smok
Tel: 0048 12 3801543

Krakow, Valkiria-Sklep
Tel: 0048 12 4115525

Krakow, Agtom
Ul. Władysława Jagiełły 8, 31-711.
Tel: 0048 12 3565678

Krakow, Vanaheim
ul. Lubicz 34/6, 31-512.
Tel: 0048 12 4221137

Legnica, Sklep Feniks
Tel: 0048 69 4606618

Lodz, Da-Ta
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Lodz, Stagral Studio
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Tel: 0048 60 5650752

Lodz, Strategia Centrum Gier
Ch. Retkonia, Maratońska 24/32 Lokal 42, 94-102. Tel: 0048 79 6595539

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Nysa, Raptor Hobby
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Olštyn, Crazy Dwarf
CH Manhattan, Plac Pułaskiego 7, lok. 70, 10-515. Tel: 0048 608062819

Opole, Hms Computers II
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Oświęcim, Sklep Modelarski Model-Hit
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Otweck, Cytadela
Wisniowa 21, 05-400.
Tel: 0048 22 8552700

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Katowicka 81D/109, 61-131.
Tel: 0048 509494593

Poznan, Bard
Tel: 0048 61 8538277

Poznan, Cube-Q-Workshop Polanka
Tel: 0048 61 6712415

Poznan, Cube-Q-Workshop Panorama
Tel: 0048 51 4812564

Poznan, Wilczek
Tel: 0048 50 3652888

Poznan, Cube-Q-Workshop M1
Szwajcarska 14, 61-285.
Tel: 0048 61 6712415

Poznan, Cube-Q-Workshop King Cross
Ul. Bukowska 156, 60-198.
Tel: 0048 50 6079264

Poznan, Cube-Q-Workshop Pestka
Al. Solidarności 47, 61-696.
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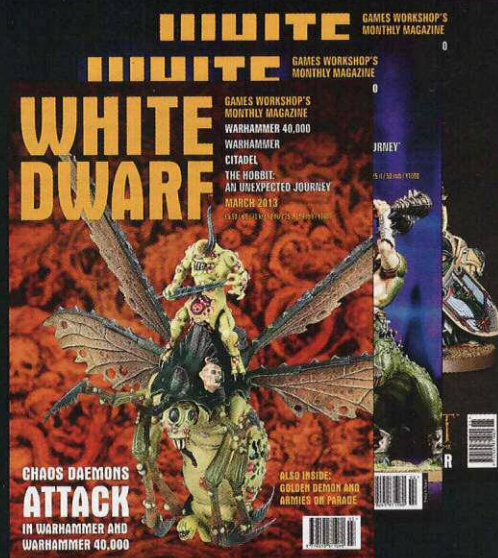
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THIS MONTH IN

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: Between attending events in Warhammer World and embarking on a new hobby challenge, the White Dwarf team have been kept quite busy.



The Design Studio: We venture into the Studio to learn all about the new Daemons of Chaos from the people who designed them.



Forge World: The talented team in the Forge World studio have been hard at work sculpting Space Marines, Orcs and even a new Realm of Battle board.



Black Library: Ben Counter talks about his latest novel, and we take a look at the hobby projects on the desks of the Black Library team.

THIS MONTH IN

WHITE DWARF

It's not all work in the White Dwarf bunker – in fact the team have been busy as ever painting models for their collections and battling for dominance of the hobby room. Join us for a round-up of the goings on with the team, and see what we were up to this month.



OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

Beth has embarked on Matt's hobby challenge with gusto and her desk has become a hive of activity as she has assembled all of the models from her Dark Eldar Battleforce. Her plan for painting the Kabalite Warriors is to make them look like they have razor shards inside their armour – apparently it will involve a lot of blood. If her Raider is anything to judge by, they should look great.



Jes Bickham

Sometimes painting a model takes longer than you expect. For Jes, that model has been his Tyrannofex. So far it has taken roughly a month, and Jes has yet to complete the rupture cannon and legs (which he is painting before assembling the model). Such slow progress has attracted plenty of gentle mockery from the rest of the team, but nobody can deny that the work so far looks excellent.



Dan Harden

Painting like a man possessed for almost a month, Dan has amassed a sizeable Tau Empire army. Sadly for Dan, Matt wouldn't let him use it as his new force in the painting challenge because it was already half finished when the challenge began. And so, brush in weary hand, Dan set about painting Gandalf the Grey, Saruman and Radagast for *The Hobbit: An Unexpected Journey*.



Matt Hutson

In addition to helping Adam out with a practice game for this month's Battle Report, Matt has still found time to paint more models for his collection, alternately on models for his Imperial Fists, High Elves, Dark Angels and now, of course, his latest project: a Thousands Sons Chaos Space Marine army. All that remains to be seen is whether he can meet his own hobby challenge...



Andrew Kenrick

Still not satisfied with the amount of Chaos models he has in his Warhammer collection, Andrew has thrown himself into Matt's Painting Challenge by starting a new force of Beastmen. He's settled on a test colour scheme he's happy with (see above) and gotten to work painting the unshaven hordes. After failing to decide whether to add a Ghorgon or Giant, he bought one of each.



3 Erik followed the instructions in the How to Paint Citadel Miniatures: Evil Sunz iPad guide when he painted his models.

2 Beth's Raider was painted with Ushabti Bone and then weathered using a sponge.

3 When starting a project, Andrew does one of each model he will be including as a test piece.

4 Kris's Ogre is the first model in his hobby challenge.



4

HOBBY CHALLENGE

This month Matt laid down a hobby challenge to the rest of the team: to paint a new force in time for next month, and play a game with it in the next issue. This was met with general approval (and some fairly grandiose boasting). Matt has been leading the charge with a new selection of power armoured warriors, this time in the guise of Thousand Sons Chaos Space Marines. He claims that he'll have at least two squads and a character done by next month. Beth has answered the challenge with a Dark Eldar Battleforce and has already painted a Dark Eldar Raider and basecoated the rest of her models.

While we will have to wait until next month to see just how the team get on, there's been plenty of progress so far. Andrew claims to be in the lead with his Beastmen, although if he spends as much time painting facepaint on all his models as he has on the test models, he'll have his work cut out.



Glenn More

It's hard to see how Glenn found any time for playing games at all this month. He's been busily assembling all of the models for his next army at the same time – an Imperial Guard force that so far includes five Chimeras, 50 Cadian Shock Troops, two Manticores, two Medusas and three Baneblades. We have to wonder if Glenn has taken Matt's challenge a little too seriously.



Erik Niemz

Erik has been up to his armpits in Orks this month, cranking out a Big Mek, a Dakkajet and sundry other greenskins in his very own Waaagh! His plan is to add even more models to his collection by next month in answer to Matt's hobby challenge. It's not all been painting though – Erik's Skaven army has also seen action in a series of lunchtime Warhammer battles.



Kris Shield

This month Kris has been painting models to add to his Warriors of Chaos army. He has converted a unit of Ogres into Chaos Ogres, adding all manner of spikes, horns and mutations, and then giving them a creepy paint job complete with sinister red, glowing eyes. In fact, he was so taken with the Ogre models, that he's going to paint up an Ogre Kingdoms force for the hobby challenge.



Adam Troke

A last-minute painting frenzy saw Adam raise his Daemon army to an even grander scale as he completed a swathe of new models mere days before the battle report. Since then, his Daemon painting has continued unabated. He's now turning his gaze to adding some Dwarves from *The Hobbit: An Unexpected Journey* to his collection – there are already scores of them on his desk.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@
whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

WHITE DWARF GOES TO WAR

Warhammer World hosted a themed night of madness to celebrate Halloween, aptly entitled the Halloween Massacre. It was a quirky tournament where players could bring a 500-point Warhammer 40,000 army and do battle in a series of short games. The White Dwarf team fared very well indeed, with Jes and Glenn taking home a certificate each, for most sporting opponent and best-painted miniature respectively. Well done to the guys, and to Warhammer World's Nick Bayton, the overall winner of the competition with his beautifully painted Necrons.



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- 1 Glenn unleashed his much-loved Grey Knights as a mechanised infantry force for the evening.
- 2 Never one to shy away from a fight, Jes decided upon this small force of Tyranid Hormagaunts, Zoanthropes and a massive Tervigon.
- 3 Jes and Glenn proudly hold up their certificates, labelled with suitably horror-themed appellations.
- 4 Nick Bayton won the best general award by vanquishing all-comers with this beautifully painted Necron force.

Plague of Flies

Inspired by both the appearance (and the performance) of his Plague Drones in the battle report, Adam has already painted up another three to add to his army. He's used the same colours on these that he advises using on the rest of his Plaguebearers in this month's Paint Splatter, with the addition of applying a Mournfang Brown basecoat to the drone's carapace and Kabalite Green to the wings before applying the Athonian Camoshade wash. According to Adam, the Plague Drones are among the most entertaining models he's ever painted, both totally delightful and disgusting.



Doomsday

Jes has had a Doomsday Ark sat in his painting production line for quite some time now, a lonely vehicle waiting only to fulfil its destiny in his Necron army. Apparently this was a Christmas gift (and last year's at that), but it's taken him until now to put down his Tyranids and Black Legion for long enough to give it the attention it deserves. Now it is complete, Jes is eager to play some games with it, so he's been sizing up the rest of the White Dwarf team, looking for a suitable victim – he has a game lined up against Adam's Chaos Daemons army, so we'll be sure to let you know how they got on.



Annihilate!

Matt's biggest painting achievement this month must be the completion of his new Predator tank for his Imperial Fists army. Reasoning that it never hurts to have a little more anti-tank firepower in your army, Matt has chosen to build it as a Predator Annihilator, loaded with two lascannon sponsons and a turret boasting another, twin-linked, lascannon.

All the basecoating for this model was done with a Citadel Spray Gun – you can see tips on how to use it, along with Matt's detailed guide on how he paints yellow armour in this month's Paint Splatter article.



White Dwarf's Month of Gaming

The most talked about game in the White Dwarf team was the rematch of Andrew's Death Guard and Glenn's Grey Knights. The battle was a slugfest that ended with a bloody 5-5 draw. The highlights of the battle were the Grey Knight Terminators using Shadow Skies to make a near-suicidal leap from their fast-moving flyer into the heart of the battle, and Andrew's Chaos Lord unleashing the Murder Sword on Glenn's unfortunate Librarian.

THIS MONTH IN

THE DESIGN STUDIO

For a second month in a row Chaos reigns over the Design Studio. Armed only with a Grimoire of True Names, Adam and Dan went to talk to the sculptors, painters, writers and illustrators about the upcoming *Daemons of Chaos*.



John Blanche has delved into the Realm of Chaos so many times that he's virtually taken up residence. Having drawn *Daemons* for more than 20 years he was the obvious choice for an interview about them.

THE ART OF CHAOS

John Blanche talks about the imagery of Daemons and their evolution over the last two decades.

John: The first *Daemons of Chaos* drawings I ever did were the four Chaos gods for the *Realm of Chaos* books back in the late 80s. At the time we only had buzzwords to work with: anger, brass, bones, dogs, the colour red (you can probably guess what god these qualities were associated with). I recall that Slaanesh and Khorne were the easiest of the four gods to define. Tzeentch was the hardest. How do you draw something that could be anything?

The Lesser *Daemons* evolved from these illustrations. Great Unclean Ones are born in the image of their god, so are Beasts of Nurgle and Plaguebearers, all the way down to Nurglings. They are all an aspect or representation of their respective deities. *Daemonettes* were probably the easiest to conceptualise. They're androgynous and hedonistic, indicative of the punk-rock culture of the time with their tattoos, piercings and mohawks. Their

claws were one of the first instances where the illustrators and sculptors combined their ideas. Hideous crab claws combined with naked human flesh – it was so wrong it had to be right!

When we started work on *Codex: Chaos Daemons* around seven years ago, I embarked on a series of illustrations to help the sculptors create a range of miniatures that brought meaning to the word Chaos. Brian Nelson and Alex Hedström hit the nail on the head with the *Daemonettes* and *Bloodletters* – their work is so close to the original vision. The sketches that I gave the sculptors are the same illustrations that you can see in the unit bestiaries in *Codex: Chaos Daemons* and *Warhammer: Daemons of Chaos*.

Colour plays a big role in my work and we always knew that each of the Chaos gods would have a distinctive colour. It helps

John's original four sketches of the Chaos gods – Khorne, Tzeentch, Nurgle and Slaanesh. Over the following 20 years they came to define the *Daemon* race.



define the gods alongside their physical characteristics and makes their followers visually different on the battlefield. Khorne's colours were already well established – red, black and brass. Slaanesh was all about shiny black leather and alabaster, almost translucent skin. Nurgle was anything putrescent: greens, browns, yellows. Yet again, Tzeentch was the awkward one. In the end we settled on blue, the colour associated with water and change. Somehow pink snuck in there too. I have no idea how that happened, but the Studio painters made the Horrors pink and the colour kind of stuck. They've become more garish and unnatural ever since.

Both books also contain full-colour battle scenes that capture the vastness of the Daemonic legions and take the scale and imagery of them to a whole new level that cannot be captured in a single miniature. The same thing applies to the spot illustrations and the borders around the edge of the pages. They're a little glimpse at the insanity of Chaos that enhances your journey into death and damnation. **DH**



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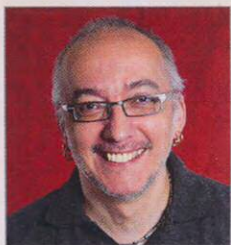


3

1 Codex: Chaos Daemons and the Daemons of Chaos army book feature new artwork by John and the Studio illustrators. We reckon that Space Marine doesn't stand a chance...

2-3 The Bloodletter and the Daemonette were the first concept sketches that John passed on to the miniatures designers when they were sculpting the first plastic Daemons. Both pieces feature in the unit bestiaries.

THIS MONTH IN THE DESIGN STUDIO



BURNING CHARIOT HERALD

Aly, Colin, Dave and Mike share their thoughts on the new Daemon kits and the inspiration behind them.

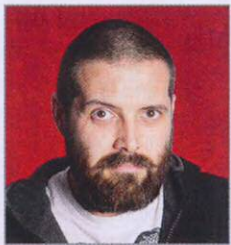
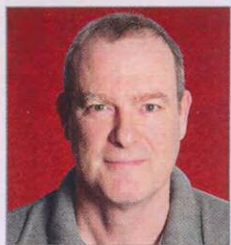
Aly Morrison: I'd just finished sculpting the Screamers of Tzeentch and this project developed from them. I recall debating how awkward it would be to put a chariot yoke on a Screamer and instead settled on the notion that the Herald would surf into battle on a wave of magical energy while the Screamers weaved in and out of it around him.

Colin Grayson: While Aly created the Screamers and the swirling magic, I worked on the Disc. We kind of met at the magical bit in the middle. Admittedly Aly had done a lot of the work before I joined him on the project, but I got to sculpt the creepy moon face for the Herald.

AM: Yeah, there are a lot of options in this kit [he says fiddling through all the extra

components on the tray in front of him]. We wanted to produce something that allowed you to do as much as possible with it and still have plenty of bits left over for conversions. All the fittings on the Screamers are compatible with the ones in the Screamer kit so you can swap them for more variety. The Herald's arm sockets are all compatible with the ones in the Pink Horror kit and vice-versa.

CG: Once we'd got all the essential components nailed we looked at how much space was left on the frame and how much more we could fit onto it. It became a challenge to see how many extra bits we could design. I think it's very satisfying for a hobbyist to get so many optional components in a kit that can be added to their bits box for future conversions.



From top to bottom, the four Heralds of Chaos: Aly Morrison, Colin Grayson, Dave Thomas and Mike Anderson.



The moon face was an iconic image from *The Lost and the Damned* and one that many of the Studio team wanted to see make a reappearance when the Daemons of Chaos were re-visited. Colin was more than happy to oblige, making it one of the three heads for the Herald in the Burning Chariot set. Aly and Colin made the kit in such a way that, should you choose to build a Burning Chariot, you will also be able to construct a Herald of Tzeentch on foot from the remaining components.

SKULL CANNON OF KHORNE

Dave Thomas: When I started work on the Skull Cannon I took a lot of design cues from the Juggernauts of Khorne and the Maulerfiend, both of which feature heavy armour plates, brass banding and segmented chest sections. It was while I was sketching out more ideas that I happened upon a shape that unlocked the rest of the design – a shovel, plough-like shape that eventually became the lower jaw. I imagined the chariot careening wildly about the battlefield pulverising bodies beneath its heavy front wheels and spraying the remains backwards into its maw where it would crunch up the bodies and save the skulls for Khorne. Its mouth is actually stretched all the way from the upper teeth at the front, over the wheel and culminating in the fleshy scoop which is, essentially, its lower jaw. I also chose not to give it eyes, reasoning that it tastes its way across the battlefield, sniffing out blood with its tongue like a snake.



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- 1 Underneath the segmented carapace, you can see the stretched fleshy palate of the Skull Chariot's upper jaw.
- 2 The 'face' of the Skull Cannon is a blend of heavy armour plates, sharp teeth and a disturbing, lashing tongue that reminds you that this bizarre creation is alive and not just a machine.

PLAGUE DRONES OF NURGLE

Mike Anderson: The Rot Flies came about as I was looking through our artwork for inspiration. I noticed that whenever Adrian Smith drew something Nurgly, there were always large bloated flies hovering around Plague Marines and Plaguebearers. My first thought was "I wonder if I could make them bigger?" I took a lot of inspiration from Adrian's work, existing Nurgle models such as the Beast of Nurgle (which the Rot Flies pupate from) and a wide range of sickening diseases. It was pretty horrific research, but if you want something truly disturbing you need something real to base it on. One of my favourite parts in the kit is the proboscis head, which works nicely combined with the stinger tail. I envisage the stinger paralysing the victim before the trunk lowers over their head and kind of hoovers it off (spine and all). It then gestates inside their body, fermenting until it was needed. That's where the shrunken death's heads carried by the Plaguebearers come from – they're hoovered-up, half-digested heads.



THIS MONTH IN THE DESIGN STUDIO



John Michelbach's maps have featured in many army books and Codexes. His latest piece may well have been directly influenced by the Chaos gods.

THE MASTER CARTOGRAPHER

John Michelbach risked insanity and damnation to illustrate the Realm of Chaos for the first time.

John Michelbach: The most important thing to consider with this map is that it's not a literal representation of the Realm of Chaos, but rather the impression of Chaos in the mortal mind. While Mat worked on the *Daemons of Chaos* book he took a lot of inspiration from the *Liber Malefic* and we thought it would be fun to draw a map based on it. I wanted the whole piece to be confusing and disorientating – you can go down from one realm to another, but end up higher than where you started.

I included a lot of places on the map from *Slaves to Darkness* and *Lost and the Damned*, most notably the Impossible Fortress, the Marcher Fortress and the Drifting Castle. Even though they're very small I tried to illustrate them just like the original artwork. There's also a lot of subtle stuff on this map too. I'm not going to explain any of it though, you can come to your own conclusions as to what things are. I'll start you off though: check out the top right-hand corner of the map...



AROUND THE STUDIO

A quick tour of the Design Studio once again revealed a smorgasbord of hobby goodness.

There are always plenty of personal hobby projects underway in the Design Studio, with selections of models growing on desks and in display cabinets around the room. Tammy Nicholls in particular has been amassing a beautiful collection that she displays alongside curios and artefacts – we'll be showing more of her gorgeous models in the future. Meanwhile, Chris Peach has been adding even more models to his Vampire Counts army (to battle his arch rival, Duncan Rhodes) and Studio photographer, Phil Cowey, has begun work on a new Chaos Space Marine army. **AT**



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- 1 The latest additions to Chris' collection is this unit of Hexwraiths, painted from a white undercoat and washed with layers of green.
- 2 Phil Cowey has used Green Stuff to make his Chaos Space Marines look more mutated than ever – adding layers of dirt and grime to give them a foul appearance.
- 3 Tammy calls her Haradrim the Saffron Immortals, and has used a series of washes to give them their distinctive colour scheme. The details were actually drawn on with a fine line pen.

THIS MONTH IN

FORGE WORLD

Our trip down to visit the Forge World studio is a highlight of the month, and this time was no different. Those cunning crafters of resin masterpieces were hard at work, but they were willing to pause for long enough to show us their latest projects.

HORUS HERESY REINFORCEMENTS

Both Will Hayes and Mark Bedford have been designing miniatures for the Horus Heresy. Will was working on a Thallax for the Mechanicum Ordo Reductor. We were so excited, Will offered to put the parts

together so we could get an idea of how the model will look when he is finished working on it. Mark was in the process of sculpting models for the forthcoming Legion Reconnaissance Squad.



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- 1 The Thallax is carrying a lightning gun, complete with a classic chainblade in the style of those first seen in Rogue Trader.
- 2 Legion Reconnaissance squads are armed with bolters, which Mark has modelled to look like custom sniper weapons. Their backpacks contain lots of extra accessories for their guns and other handy (and obscure, but cool recon gear).

MARCH OF THE MINOTAURS

Ead Brown has been collecting Space Marines from the Minotaurs Chapter for years now and shows no sign of stopping. Every time we visit the Forge World team, he's working on something new. Among his latest additions is this Sternguard Squad, converted from a variety of kits and wielding combi-weapons and umbra ferrox pattern bolters. The Sergeant has been given a helmet crest plundered from the Legion MKIII Command Upgrade Set to mark him out from his men.



ORC COMMAND MODELS

Edgar Skomorowski has been sculpting a pair of Orcs to lead the greenskins into Blackfire Pass. The hulking Orc Boss is nearly complete, while the banner bearer has further to go – we were gobsmacked by the intricate details on both.



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- 1 The Orc Boss has a very characterful face – Edgar confesses he can't remember the last time he had so much fun sculpting a miniature.
- 2 The Orc's banner is fashioned from a Wyvern's wing.
- 3 This Evil Sun (on a stick) will serve as a top-piece for the banner.



3

NEW WARHAMMER BOARD

Fresh from his work on the Necron Realm of Battle board, Blake Spence has leapt into another new board section – this time for Warhammer. The tile features a series of defensive emplacements featuring wicker gabions and earthwork walls. Blake pointed out that the board tile will be completely compatible with the hill sections from the Realm of Battle Game Board – and would serve as a suitable emplacement for an Imperial artillery battery if the mood suited. The keen eyed will notice that the board makes use of Forge World's old Warhammer fortifications – each of which comfortably holds room for an artillery piece such as Great Cannon, Mortar or Helblaster Volley Gun.



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- 4 Blake's Realm of Battle tile is nearing completion.
- 5 These defensive emplacements are the perfect size for a gun crew – Empire and Dwarf players will doubtless be especially delighted.
- 6 A crude ramp has been fashioned to make scaling the escarpment easier.

THIS MONTH IN

BLACK LIBRARY

There's always exciting things afoot down in the Black Library's vaults, and this month was no exception. When we popped down to see what they were up to, we found some hobby inspired by recent novels and Ben Counter eager to talk Tzeentch.



As well as being one of Black Library's most popular authors, Ben Counter is also a keen hobbyist and painter and has a Golden Demon award to his name.

THE GREAT ARCHITECT'S SCHEMES

Van Horstmann is one of the great villains. We asked Ben why he'd want to write about him.

Ben Counter: Warhammer fans of a certain vintage will remember Egrimm van Horstmann. For a while he was the most dangerous and terrifying thing you could put in your army. He had it all – he was a seriously hardcore combat character, he was one of the most potent wizards in the game, and best of all he was riding a two-headed Dragon. He represented the pinnacle of sheer power in Warhammer.

Egrimm is important in that he's one of Tzeentch's most useful pawns. He is, in a sense, utterly powerless in spite of being

so powerful, because Tzeentch pulls his strings. Egrimm is just as effective as a symbol of Chaos and how it uses people as he is as a playing piece in the game.

Another major part of what Egrimm represents comes from the fact that he's a traitor. He was a Light Wizard, but he betrayed his order, his Empire and the whole of mankind and ended up beguiling his entire wizardly order with his corrupted rituals. The Light Order was supposed to be the Empire's most potent force against the daemonic since they specialise in banishing and exorcising Daemons, but here was one of them – their Grand Magister, no less – who had been utterly corrupted by the forces he was supposed to be fighting.

There wasn't much detail about what Egrimm was like before he turned to Chaos so I had a lot of leeway. I love having that much space to work with. I imagined him as being a genius – he has to be because he masters both Light and Dark Magic – and someone with a meticulous mind to plan out everything in his plot from the start. He became sardonic and quick-witted, and very perceptive about the corruption at every layer of the Empire. Making Egrimm who he is was the biggest challenge, partly because he has to fulfil so many roles but also because it's his story and he had to be the driving force behind everything that happens.



AND THEY SHALL KNOW NO FEAR

Amidst the archives of the Black Library, there has been all manner of hobby afoot.

As we wandered through the Black Library offices this month two collections caught our eye. First up are the Raven Guard of Eddie Eccles. "I wanted to paint a black-armoured army that looked good on the tabletop. I've always like the Raven Guard and was inspired by the recent flurry of fiction featuring them, including *Deliverance Lost* and *Helion Rain*," says Eddie. Nearby, on the desk of Michael Knight, we found his growing army of Space Marines. "I read *Know No Fear* and had to start painting some Ultramarines of my own," explains Michael. **AK**



1

1 Eddie based his Chaplain miniature on Chaplain Cordae featured in the short story 'Prey' by George Mann.

2 These are just some of the Raven Guard of Carrion Company that Eddie built for the Warhammer 40,000 Throne of Skulls event.

3 Michael was inspired to build his own army of Ultramarines after reading *Know No Fear* by Dan Abnett.



2



3

PARTING SHOT

"It is as if every Thunderwolf strives to be the alpha male of an entire planet"



MARCH 2013

HOBBY CALENDAR

SATURDAY

FEBRUARY 23

Chaos Daemons advance order
The Hobbit: An Unexpected Journey
miniatures Advance Order

SUNDAY

24

MONDAY

25

TUESDAY

26

WEDNESDAY

27

THURSDAY

28

FRIDAY

MARCH 1

SATURDAY

2

Chaos Daemons released
The Hobbit: An Unexpected Journey
miniatures released

SUNDAY

3

MONDAY

4

TUESDAY

5

WEDNESDAY

6

WARHAMMER WORLD EVENTS

Tickets on Sale:

- Warhammer 40,000 Campaign Weekend: Vidar's Fate
- Warhammer 40,000 Throne of Skulls: June '13

- *The Hobbit: An Unexpected Journey* – Battle Brothers
- Warhammer Throne of Skulls: June '13
- Kill-Team

THURSDAY

7

FRIDAY

8

SATURDAY

9

**SCULPTING FACES
MASTERCLASS**
WARHAMMER WORLD

SUNDAY

10

MONDAY

11

TUESDAY

12

WEDNESDAY

13

THURSDAY

14

FRIDAY

15

SATURDAY

16

**WARHAMMER
THRONE-SKULLS**
WARHAMMER WORLD

SUNDAY

17

**WARHAMMER
THRONE-SKULLS**
WARHAMMER WORLD

MONDAY

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TUESDAY

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WEDNESDAY

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THURSDAY

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**WARHAMMER
THRONE-SKULLS**
WARHAMMER WORLD

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**WARHAMMER
THRONE-SKULLS**
WARHAMMER WORLD

MONDAY

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TUESDAY

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THURSDAY

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FRIDAY

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SATURDAY

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**WHITE
DWARF**
April issue on sale

SUNDAY

31

