FREE INSIDE GIANT STOMPA CUTAWAY POSTER!

GAMES WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD351
March 2009
£4.50

WARHAMMER 40,000 APOCALYPSE

THE WAR RAGES ON...

WD351 MAR 2009 WWW.GAMES-WORKSHOP.COM
ISSN 0265-8712
UK £4.50, EURO €7.50, DENMARK 60dkr, SWEDEN/NORWAY 70sek/nkr



Cover Art by Paul Dainton

WHITE DWARF 351 • MARCH 2009

STUDIO WHITE DWARF TEAM

Editor: Mark Latham
Sub-editor: Andrew Kenrick
Staff Writer: Andy Hall
Designers: Matthew Hutson, Emma Parrington
Assistant Designer: Glenn More
Missing In Action: Christian Byrne

UK TEAM

Coordinator: Rik Turner
Contributors: Matt Anderson, Mark Chambers, Bek Hawkby, and Karen Miksza

CONTRIBUTORS

Dave Andrews, Nick Bayton, Mark Bedford, Alessio Cavatore, Kevin J. Coleman, Dave Cross, Robin Cruddace, Pete Foley, Mark Havener, Andy Hoare, Jervis Johnson, Mark Jones, Phil Kelly, Chad Mierzwa, Chris Peach, Rick Priestley, Jim Sowter, Ian Strickland, Adam Troke, Jeremy Vetock and Matthew Ward.

WHITE DWARF REPROGRAPHICS

Marc Elliott, Zaff Haydn-Davies, Jim Shardlow, Kris Shield and Madeleine Tighe.

ARTWORK

John Blanche, Alex Boyd, Robin Carey, Paul Dainton, David Gallagher, Neil Hodgson and Nuala Kinrade.

CITADEL DESIGN TEAM

Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Trish Carden, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Matt Holland, Neil Langdown, Aly Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Pete Riordan, Dale Stringer, Dave Thomas, Tom Walton and Jonny Ware.

'EAVY METAL TEAM

Fil Dunn, Neil Green, Joe Tomaszewski, Darren Latham, Keith Robertson, Anja Wettergren and Kirsten Williams.

GAMES WORKSHOP DIRECT SALES

www.games-workshop.com
Tel: +44 (0)115 91 40000
Fax: +44 (0)115 916 4890

FORGE WORLD

www.forgeworld.co.uk
Tel: +44 (0)115 916 8177
Fax: +44 (0)115 916 8044

THE BLACK LIBRARY

www.blacklibrary.com

SPECIALIST GAMES

www.specialist-games.com
Printed at Winkowski, Poland

Games Workshop Limited
Willow Road, Lenton
Nottingham
NG7 2WS

EDITORIAL





Last month, Jervis wrote his Standard Bearer article about the 'collecting hobby'. This month, White Dwarf is all about Apocalypse. Putting the two together has made me realise a few things about collecting armies and playing big games.

I've noticed that many people play games of Apocalypse by taking a 3000-point army and finding an opponent with an equally large force to play against using the Apocalypse rules. Remember, a 3000-point game of 40K with some extra special rules and a new scenario is actually the *minimum* requirement for a game of Apocalypse. The real fun comes when you forget about force restrictions, and put truly enormous armies on the tabletop, either your own or an allied force. Apocalypse for me unlocks the collecting part of the hobby like nothing else – it's perfectly okay for me to paint whatever models I like and put them in my army, with no restrictions. The fact that I paint at the speed of a three-toed sloth is neither here nor there; I just like to have options!

The other point about big games is that they don't always have to be 'apocalyptic'. 3000 points is perfectly playable as a normal game of Warhammer 40,000, so there's no need to get hung up about finding extra players for a multi-player, stratagem-fuelled experience just so that you can field a larger-than-average force. And of course, these principles apply to our other games, too. Don't forget Legendary Battles for Warhammer (from White Dwarf 340), and the forthcoming War of The Ring game.

Finally, a quick note to say that our very own Christian Byrne has been off most of this month due to an operation, but he's getting better and will be back with a vengeance next issue! I'm sure you'll join me in wishing him a speedy recovery.

Mark Latham, Editor

COPYRIGHTS Copyright © Games Workshop Limited 2009 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of The King which are © MMIX New Line Productions, Inc. All Rights Reserved. The Watcher logo, *The Lord of the Rings, The Fellowship of The Ring, The Two Towers, The Return of The King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2009, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, Warhammer, Warhammer logo, Warhammer 40,000 Device, Double-headed/Imperial Eagle Device, Eavy Metal, Eldar, Tyranid, Kroot, Tau, Fire Warrior, Warmaster, Blood Bowl, Inquisitor, Epic, Citadel and the Citadel Device, Codex, White Dwarf, Golden Demon, Scatter dice, Slotta base, Space Marine, Space Marine Chapters and Space Marine Chapter logos and all associated marks, names, places, characters, races and race insignia, illustrations and images from the Warhammer and Warhammer 40,000 universes are either ®, TM and/or © Games Workshop Ltd 2000-2009, variably registered in the UK and other countries around the world. All Rights Reserved.

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way! Full details of our submissions policy can be found on our website at: http://uk.games-workshop.com/legal/termsofuse/1/

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: *White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.*

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

You can find Games Workshop on the World Wide Web at the following Internet address:

www.games-workshop.com

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. Due to certain legislation in the UK, Games Workshop is prohibited from selling spray paints to persons under the age of 16 and bladed equipment to persons under the age of 18. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Product Code: 60249999351
ISSN: 0265-8712 03

CONTENTS



The Apocalypse continues to rage – you'll find full coverage for all the new stuff, plus datasheets and new scenarios, from page 14 onwards.

FEATURES

14 THE APOCALYPSE CONTINUES
Datasheets, new scenarios, players' Apocalypse armies and much more besides!

34 MIGHTY CHAMPIONS
How do you make your heroes count in a Mighty Empires campaign? This article has all the answers.

40 THE LORD OF THE RINGS: WAR JOURNAL
Mat Ward's final development diary before next month's launch of War of The Ring.

50 WISDOM OF THE ANCIENTS
A guide to collecting a Lizardmen army, from assembling your first Saurus to gaming on your own jungle board.

REGULARS

02 NEW RELEASES
The latest releases from the Citadel forges.

08 NEWS
The Imperial Guard are on the horizon.

44 LIBER APOCALYPTICA
Our semi-regular series of new datasheets is back for all you Apocolytes. This month it's all about Stompas!

84 STANDARD BEARER
Rick Priestley hijacks Jervis' pages for more mischief.

87 BITZ BOX
A new series looking at that hobby staple: conversions.

108 FRONTLINE
The latest events and activities near you.

BATTLE REPORT

58 ASSAULT ON FORT WRATH
This month's battle report pits Orks versus the Imperium in nothing less than a planetary invasion! We fight four battles simultaneously in the largest Warhammer 40,000 battle we've ever recorded.



HOBBY

88 'EAVY METAL MASTERCLASS: ORK WARBOSS
Darren Latham gives a painting masterclass using the plastic Ork Warboss from Assault on Black Reach.

96 CITADEL HALL OF FAME
Veteran model-maker Dave Andrews nominates his favourite Citadel Miniature.

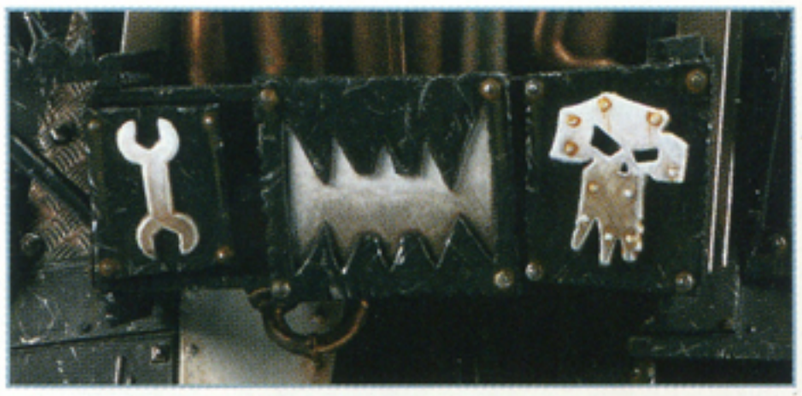
98 MODELLING WORKSHOP: STOMPA
We follow the progress of Mark Jones as he builds his Stompa, providing expert hints and tips along the way.

WARHAMMER® 40,000™

ORK STOMPA

The Stompa is no less than a walking, shooting, stomping idol of the Ork god, Gork (or is it Mork?). It is a great, tottering vehicle armed to the teef with massive weapons that can obliterate whole armies in a single burst of fire.

The Ork Stompa is one of the largest plastic models we've ever produced. Designed by veteran sculptor Aly Morrison, this kit is bursting with details and optional extras – see pages 22-25 for details.



As befits an Ork vehicle, especially one as prestigious as a Stompa, the hull is covered in Ork glyphs.

The chainfist can carve apart anything from Imperial Baneblades to gargantuan Tyranid creatures.



Ork shown for size comparison

MULTI PART PLASTIC KIT

ORK STOMPA
Product code: 99120103021
Sculpted by Aly Morrison, Ed Cottrell, Bob Kent, John Manders, Seb Perbet and Mike Anderson

UK	£60†	Denmark	750dkr
Euro	€95	Swe/Nor	850skr/nkr

ON SALE MARCH 7th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



Stompas are often adorned with totems of their clan or Warboss.



This Evil Sunz Stompa has been assembled without the chest-mounted 'boss plate', leaving more room to paint on the clan icon instead.

The kit comes with lots of options including variant face plates, one of which houses the 'Gaze of Mork'.

SEE A MASSIVE STOMPA MOB IN ACTION ON PAGE 58!



Supa-rokkits are unerringly accurate for Ork weapons.



There are no set positions for the Grot Riggers, so they can be placed wherever you like.



Grot Riggers have to be surefooted when scampering about the Stompa.



There's even a choice of Ork Kaptin heads.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

IMPERIAL GUARD SHADOWSWORD / STORMLORD

The Shadowsword is one of the longest-serving super-heavy tanks in the service of the Imperium, and it is armed with one of the most devastating weapons known to man – the Titan-slaying volcano cannon.



This massive plastic tank kit is based on the ever-popular Baneblade chassis, and is one of the most versatile models in the Citadel range. The kit contains the parts to make not just an eponymous Shadowsword or Stormlord, but also one of four other variants. Truly the armies of the Emperor are blessed this month!

SHADOWSWORD / STORMLORD
Product code: 99120105034
Sculpted by Dale Stringer, Tom Walton and Tim Adcock

UK	£60†	Denmark	750dkr
Euro	€95	Swe/Nor	850skr/nkr

ON SALE MARCH 7th



Twin-linked heavy bolters and lascannons are fitted to the hull and sponsons to pick off lighter vehicles and infantry.

MULTI PART PLASTIC KIT



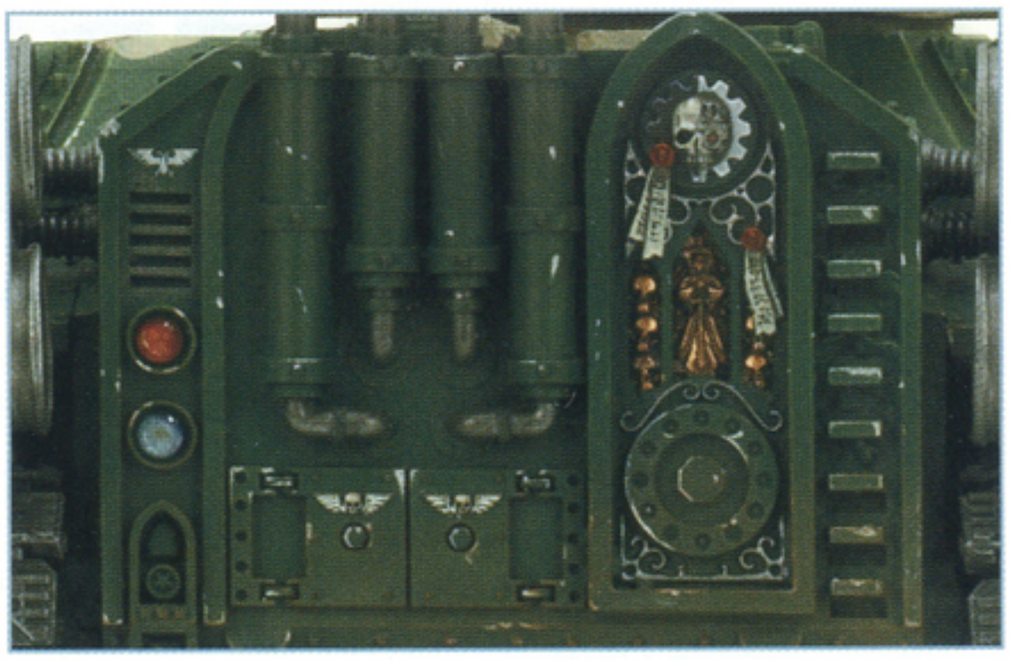
The Banehammer is armed with a tremor cannon, a weapon that cracks apart and rips up the ground, making it hard for enemy forces to advance.



The Banesword is an adaptation of the Shadowsword design, exchanging the volcano cannon for the fortress-pounding fury of the quake cannon.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

The Stormlord is armed with a Vulcan mega-bolter which gives it a very specific battlefield role, that of dealing with large swathes of enemy infantry. This, coupled with a large transport capacity, makes it highly sought after by Imperial Guard regiments that favour mobility over the more traditional, rigid gunlines and static formations.



SEE THESE TANKS IN ACTION ON PAGE 58!



The sponsons of a Stormlord can be fitted with twin-linked heavy flamers, in keeping with its close infantry support role.



The magma cannon of the Doomhammer is able to marshal a Titan-killing blast like a volcano cannon – its range is shorter but the blast is larger.



The Stormsword carries a mighty siege cannon that fires huge rocket-propelled shells, capable of flattening buildings in a single shot.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

COLLECTORS RANGE

The Citadel Collectors Range offers a host of exceptional and unusual models. This range allows us to produce showpiece models and dioramas for the discerning collector, plus alternative and unusual miniatures for armies, together with the very best of our extensive historic archive. Some new and recent releases are shown here; log onto our online store for the full selection.



www.games-workshop.com

WARHAMMER®

ORC RAIDER WITH TORCH

When Orcs aren't fighting the enemy, they're usually fighting each other. When they're not fighting at all, they're probably making off with the enemy's loot or ransacking their villages. This metal model is another classic from the talented hands of Seb Perbet.



ORC RAIDER WITH TORCH
Product code: 99060209202
Sculpted by Seb Perbet

UK	£7†	Denmark	85dkr
Euro	€11.50	Swe/Nor	100skr/nkr

ON SALE MARCH 21st

ORC RAIDER WITH PIG

If you're 'fired up' *(Groan – Ed)* by the new Orc Raider with Torch, don't forget that his pig-pilfering confederate is still available from Games Workshop Direct too.

Sculpted by Seb Perbet, this characterful metal model shows an Orc warrior making off with bags of loot taken from his vanquished enemies and, more importantly, his valuable porcine plunder.



ORC RAIDER WITH PIG
Product code: 99060209200
Sculpted by Seb Perbet

UK	£7†	Denmark	85dkr
Euro	€11.50	Swe/Nor	100skr/nkr

ON SALE NOW!

WARHAMMER 40,000™

WOLF GUARD WITH LIGHTNING CLAWS

Juan Diaz is the talent behind this fantastic metal Space Wolf. Armed with lightning claws, he's racing forward, ready to cut down any enemy who dares to get in his way.



WOLF GUARD WITH LIGHTNING CLAWS
Product code: 99060101426
Sculpted by Juan Diaz

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skr/nkr

ON SALE MARCH 7th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

BLACK LIBRARY

Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com

DAWN OF WAR II

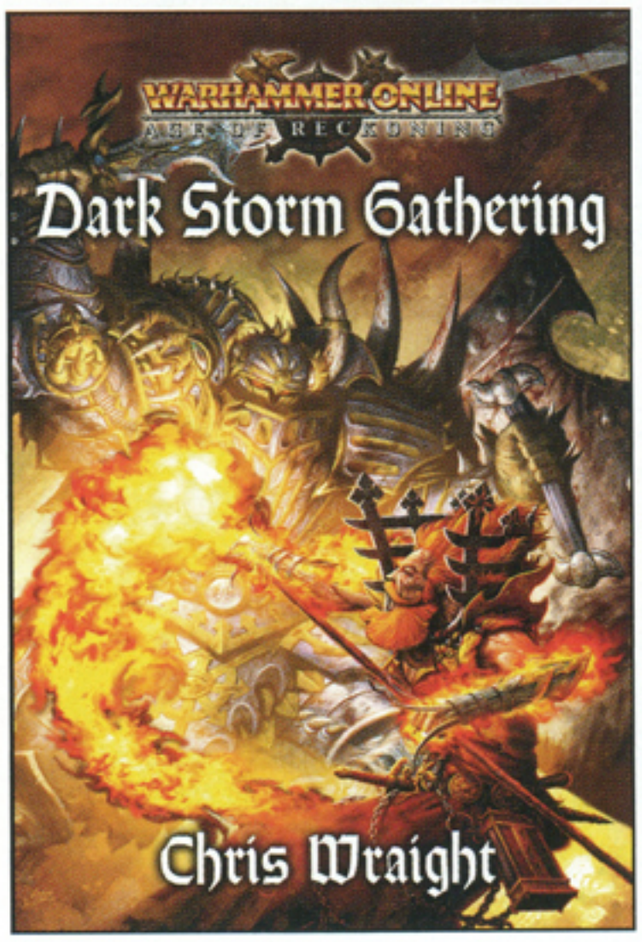


The Blood Ravens Space Marines arrive on a desert world to recruit additional warriors to their Chapter, only to find it overrun with Orks. After blunting the main Ork assault, the Blood Ravens launch a series of strikes into the heart of the enemy territory but discover a much deadlier horror at the root of the attacks – the Tyranids!

DAWN OF WAR II
by Chris Roberson
ISBN: 978-1-84416-687-9

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr

DARK STORM GATHERING

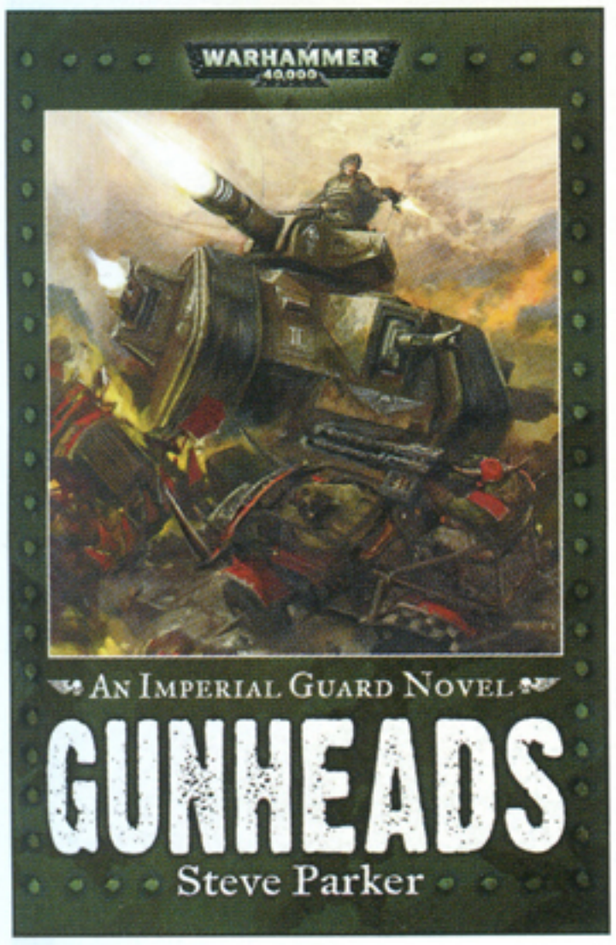


The grim march of Tchar'zanek is underway. Across the Empire the toll from plague and mutation continues to grow. Only the intervention of the High Elves offers respite, but they are beset by their murderous kin, the Dark Elves. Four heroes must work together to prevent the summoning of a terrible Daemon of Chaos or all will be lost.

DARK STORM GATHERING
by Chris Wraight
ISBN: 978-1-84416-679-4

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr

GUNHEADS



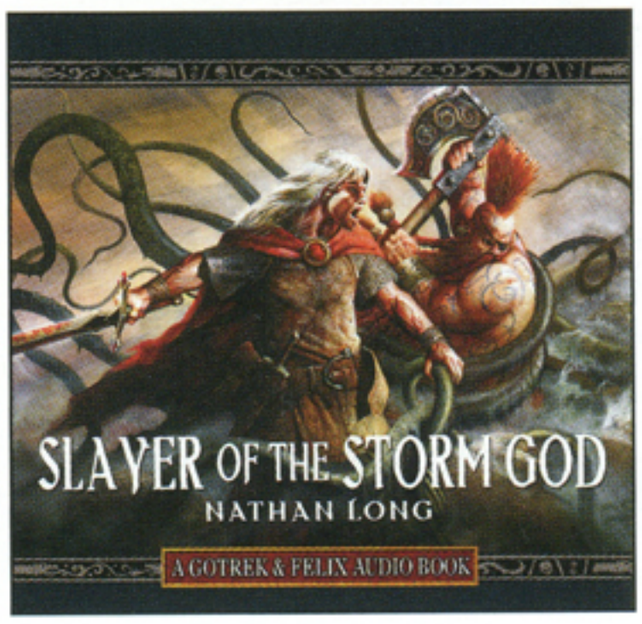
Sergeant Wulfe leads his armoured tank company, the Gunheads, to the alien world of Golgotha as part of an Imperial battlegroup. Their mission is to locate and retrieve the *Fortress of Arrogance*, a battle tank that belonged to the legendary Commissar Yarrick, hero of Hades Hive. The Imperial forces must retrieve the tank and get out alive!

GUNHEADS
by Steve Parker
ISBN: 978-1-84416-587-2

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr

SLAYER OF THE STORM GOD

Gotrek and Felix return in an a brand new audio-only adventure, available on CD. Gotrek and his faithful companion have travelled to the port city of Marienburg when they stumble across a mysterious golden bracelet. Little do they realise that this is the very trinket dedicated to Stromfels – the ancient and evil Storm God – and he wants it back!



SLAYER OF THE STORM GOD
by Nathan Long;
read by Danny Webb
ISBN: 978-1-84416-670-1

UK	£10†	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

HAMMER OF THE EMPEROR

INCOMING: NEW IMPERIAL GUARD CODEX AND MINIATURES



COMING SOON

WARHAMMER 40,000™

If the Space Marines are a surgical scalpel wielded against the enemies of the Imperium, then the Imperial Guard is a sledgehammer. They are the first and last line of defence, the largest fighting force in the galaxy, comprising untold billions of soldiers drawn from a million worlds. It is this virtually limitless supply of manpower that is the Imperium's main strength, for callous generals think nothing of sacrificing entire regiments of men in battle. But the Imperial Guard doesn't just have a large volume of men at its disposal, but also a limitless supply of tanks and other mobilised armour.

Existing players will already be familiar with the way this army fights but what will be of interest is that they're about to get a brand new Codex. Author Robin Cruddace has been hard at work on the new Imperial Guard army list to make sure that it's the best incarnation yet.

The real challenge Robin has faced is to squeeze in all the tanks so that even a small Imperial Guard army is a treadhead's dream. But it's not all about the tanks, as there are also a few very cool surprises in there for the humble foot-slogger, with things like the 'orders' system and new Ratling squads being mentioned in hushed tones around the Studio.

As you'd expect there are loads of new miniatures too, all of which we'll be showing in detail in just a few months' time. To whet your appetites until then, here is an exclusive look at the brand new plastic Valkyrie, in the Codex for the first time.

On the Web!

The Games Workshop website is the next best place (after White Dwarf, of course) for all your gaming news and needs. Under the dominion of Adam Troke and Jim Sowter, the website is a great archive of hobby lore with articles for both new releases and fresh material for all your favourite armies.

Recently Published Articles

- More brand new Apocalypse datasheets than you can shake a dead Grot at, including all the Banesword, Doomhammer, Banehammer and Stormsword datasheets.
- Getting the most out of your Shadowsword and Stompa.
- The War of The Ring quickstart rules.
- Lizardmen tactics and plastic conversions.

Coming Soon

- *In-depth tacticas for War of The Ring.*
- *Online battle reports.*

www.games-workshop.com



IN BRIEF

Hot on the heels of sculpting Griff Oberwald, Neil Langdown has started work on another well-known Blood Bowl star. And while this guy may not be the glory hog that Griff is, he's still 'mighty' in his own way.

Phil Kelly has organised a few nights of making bunkers, buildings and barricades for an upcoming campaign. What's it all for? We can't tell you yet, but watch this space for future developments.

White Dwarf sent no less than three teams to the 40K Doubles Tournament in Warhammer World this year. We don't know the rankings at the time of writing but we'll be shocked if there's a top ten place among them!

WARHAMMER 40,000 DAWN OF WAR II

From acclaimed developers Relic Entertainment comes the next generation of real-time strategy gaming. Yes, the Blood Ravens return this month in Dawn of War II, the hotly anticipated sequel to the game that redefined the RTS genre. This time the Blood Ravens will be facing off against the Tyranids. It's the alien race's first appearance in a Dawn of War game but they won't be alone as they'll be accompanied by the Orks and Eldar as well.

The game can be played in various modes – from a ground-breaking campaign system, to co-operative and intense multi-player action. Dawn of War II is also the first ever PC game to be packaged with the Windows Live gaming service, giving you access to millions of potential players. All this and the breathtaking graphics of the new gaming engine means that Dawn of War II is set to become an absolute classic.

www.DawnofWar2.com





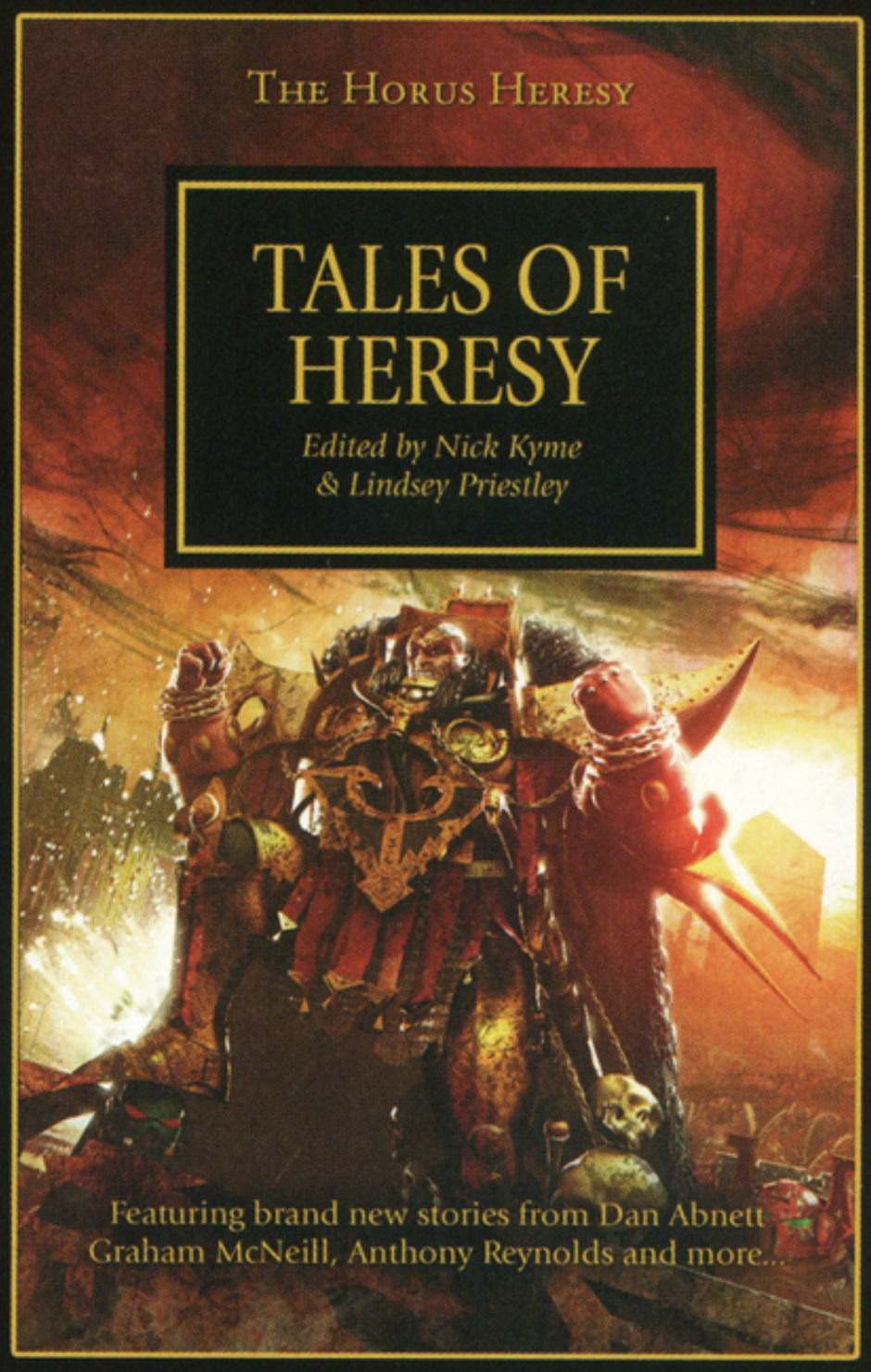






When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across the galaxy, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more.

In stores this April!



www.blacklibrary.com

Golden Demon Poland



Now into its second year, Golden Demon Poland continues to thrill the masses, showcasing some of the greatest examples of miniatures painting across Eastern Europe and the rest of the world.

Next month we'll be reviewing Poland's premiere event here in White Dwarf and, if you haven't found them already, the full gallery of winners can be found on the Games Workshop website together with past UK Games Day & Golden Demon reviews.

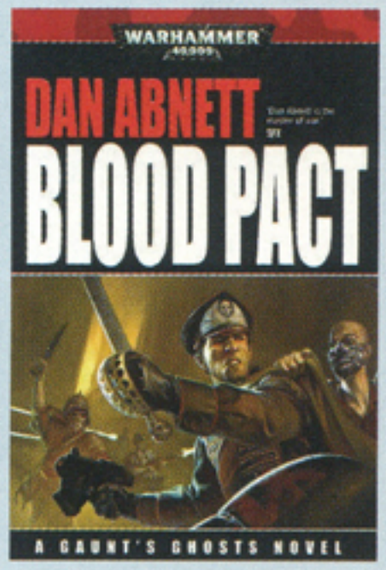
Congratulations go to Ben Komets for collecting this year's Slayer Sword with his amazing diorama. To see his and all the other winning entries, log on to the Games Workshop website:

www.games-workshop.com

Dan Abnett Book Tour

Bestselling Black Library author, Dan Abnett, will be heading on a signing tour of Games Workshop stores in Scotland during the summer, in support of the next Gaunt's Ghosts novel, Blood Pact. Dates and times are to follow, but for all the latest log on to

www.blacklibrary.com





GAMES DAY & GOLDEN DEMON 2009™

This year, to give you even more time to prepare, we're releasing our Games Day 2009 tickets even earlier, and that's not all...

Last year's UK Games Day and Golden Demon was the biggest and best Games Day in the whole world – ever. However, this year we're aiming to make it even bigger and better!

2008 saw the release of the new edition of Warhammer 40,000 together with the Emperor's Finest – the Space Marines, a life-size game of Warhammer 40,000, the biggest tank battle in history and a full-size Space Marine Rhino, not to mention the many hundreds of participation and demonstration games that ran in and around the Arena hall by gaming clubs and Games Workshop stores from across the UK and Northern Europe.

This year, we're hoping to go even further. Although details are sketchy *(we can't give too much away too early – Ed)*, 2009 will see loads of amazing releases throughout the year culminating in a Games Day that promises to be a hobby extravaganza beyond compare!

White Dwarf Subscribers

This year's Games Day tickets will go on general release soon. However, as has become customary, White Dwarf subscribers will be able to get theirs a whole month early.

Not only that, but subscribers will also receive a 10% saving if they book their tickets before June 30th!

Finally, following the success of last year's White Dwarf seminars, subscribers will once again have the opportunity to pre-book one of only 600 tickets to this year's exclusive seminar in which more of our future projects will be unveiled. This offer is limited to one seminar ticket per subscription.

More details of this year's Games Day will be published in next month's issue, but rest assured, if you are a White Dwarf Subscriber, this will be a Games Day not to be missed!



The 2009 Games Day Miniature is an Exalted Hero of Chaos and, like last year, is included in the £30 ticket price.









White Dwarf Subscriber tickets are available a month before general release.
Call Direct Sales on 0115 91 40000 for details

ASSAULT ON BLACK REACH



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

It is an age of darkness and strife. Mankind teeters on the brink of oblivion, stayed only by the eternal vigilance of the Imperium's armies.



All this for:
£40†
€60 400dkr
500skr/nkr

In Warhammer 40,000, you and an opponent take control of opposing armies of miniatures and battle it out across the tabletop in a variety of thrilling missions.

The Assault on Black Reach boxed game has everything you need to start playing Warhammer 40,000 including two complete forces – the heroic Space Marines and the barbaric Orks. Can the valiant Space Marines halt the green tide or will the world of Black Reach fall into the hands of a despotic Ork Warlord?

Box Contents:

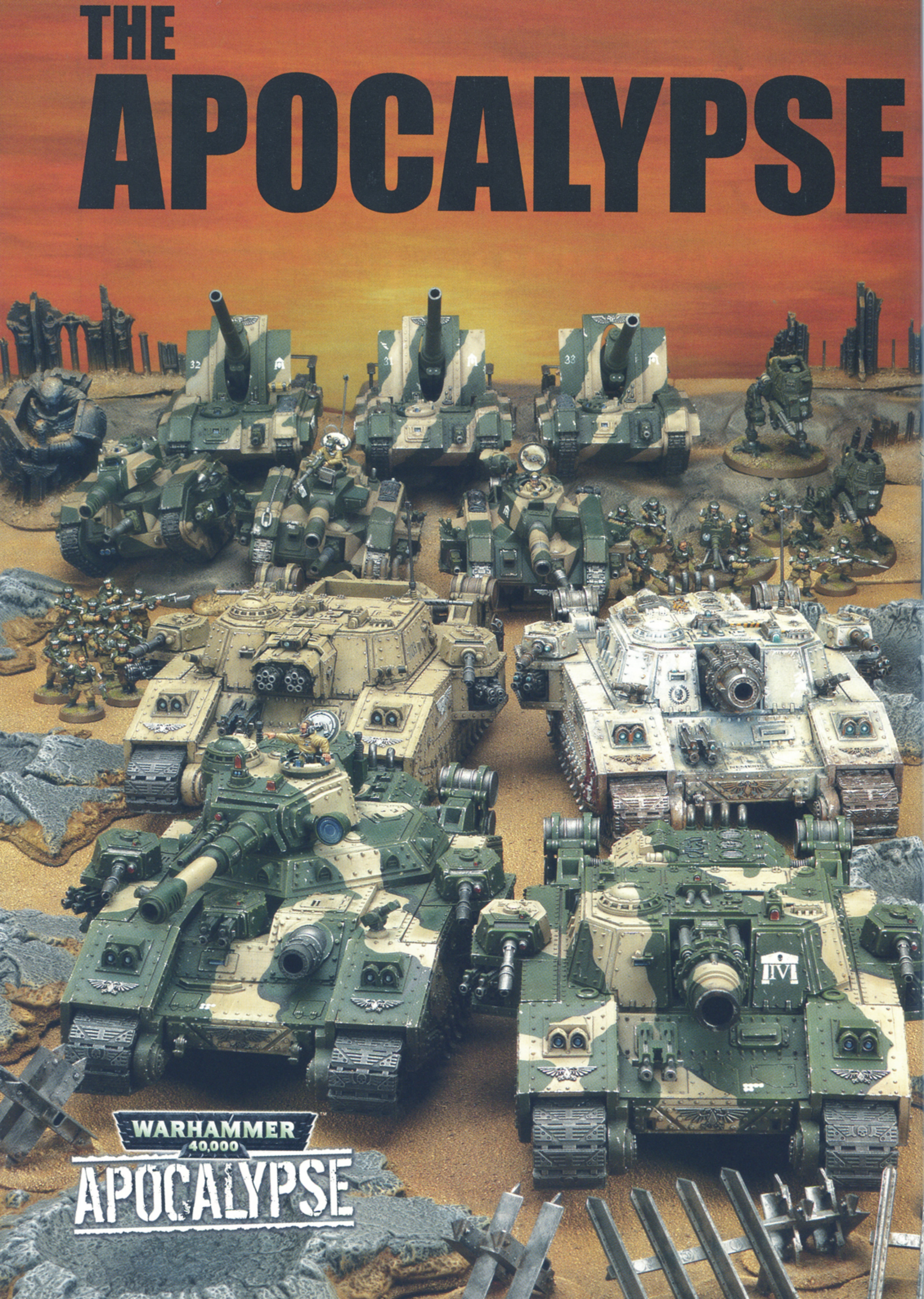
- **Space Marines**
  - *1 Space Marine Captain*
  - *10 Tactical Space Marines*
  - *5 Space Marine Terminators*
  - *1 Space Marine Dreadnought*
- **Orks**
  - *1 Ork Warboss*
  - *20 Ork Boyz*
  - *5 Ork Nobz*
  - *3 Ork Deffkoptas*
- **Pocket-sized rulebook**
- **Starter booklet**
- **2 range rulers**
- **Dice**
- **Transfer sheet**
- **Templates**



WARHAMMER 40,000™

BOXED GAME

THE APOCALYPSE



WARHAMMER 40,000

APOCALYPSE

CONTINUES

The word 'apocalypse' means the end of all things. Thankfully, in Warhammer 40,000, the end of Apocalypse is nowhere in sight – Andy Hoare explains.

This month sees the release of a veritable truckload of Apocalypse goodies, from Ork Stompas to Imperial Guard super-heavy tanks. Not just that, but we've put together a raft of datasheets for these new units and for many existing models. So, before I run out of collective nouns to describe large quantities of things Apocalypse-related, let's take a closer look and see what we can do with it all.

First up we have the new Stompa. What kind of greenskin Warlord wouldn't want one of these in his army? I'll tell you what kind – the kind that would want several, and so we present not only the Stompa model, but also a new legendary formation featuring a whole bunch of them.

As if that wasn't enough, we've also produced rules for some unique Stompas, or, as the Orks would put it 'kustom jobs' or 'Mek's Speshuls'. The first thing that happened upon stocks of the new kit arriving in the Studio was that every collector of Orks descended on them and 'kindly' offered to paint and model some for us to show off. Ork collectors being what they are, several couldn't resist adding all manner of conversions to their Stompas. The most impressive of these are Dave Cross' Evil Eye in da Sky and Fil Dunn's Goff Rok'n'Rolla. Apocalypse offers the perfect opportunity to field such personalised models, and so we wrote up some datasheets especially for these conversions. We hope that many other people will be inspired to do likewise, and no doubt after seeing what the guys have come up with many will be reaching for their Mek's toolbox. You can find all these datasheets in Liber Apocalyptica, later in the issue, or on our website.

Not content with releasing one massive new kit, we've released two: the second taking the form of the Shadowsword and Stormlord kit, and all the variant tanks the kit can make. This kit is truly a gift from the immortal God-Emperor to all Imperial Guard collectors, and you'll find datasheets for the Shadowsword and Stormlord in this very article. Being an Imperial Guard man myself, I know I won't be stopping with just one of these beasts, oh no – I can see a whole company of different super-heavy vehicles coming on.

But that's not all. You'll also find a whole load more datasheets online, including all the new Shadowsword variants. It's always been our intention to expand the horizons of Apocalypse, adding new war machines and legendary formations as the opportunities come along. Rather than releasing them as and when the ideas popped into our heads, we decided to save them up and release them all alongside the Stompa and Shadowsword. That way, everyone gets to join in the excitement all over again.

> **"We want people to treat Apocalypse as a toolkit, a reservoir of ideas, into which they can reach."**

And that's a point I'd like to belabour for a moment, if you'll indulge me. Apocalypse is a great big sandbox, in which you get to cast off the restrictions of everyday pick-up gaming (as cool as that is) and let your imagination run wild. You can field your entire collection, using strategic assets to even things out if they prove too lopsided, but you also get to field things that just wouldn't be balanced or practical in a normal game or without significant preparation.

Once you've played a few games of Apocalypse you may find that all sorts of possibilities begin to suggest themselves to you. If, for example, half of your friends have collected Baneblades then how cool would it be to field them all together, in a scenario written especially for them?

Books of the Apocalypse



The *Apocalypse* expansion is a massive, large-format, 200-page book crammed with ideas and advice for playing large games of Warhammer 40,000, plus some spectacular battle reports. Most importantly, it includes all the information you need to get going, including the Apocalypse mission and rules for super-heavy vehicles, fliers and gargantuan creatures. There are also datasheets for a multitude of legendary units and battle formations, plus 25 strategic assets.



Apocalypse: Reload **continues the carnage with even more datasheets, race-specific strategic assets, loads of optional rules and gaming advice.**



Turn to page 26 to see all the Shadowsword variants

Perhaps all your Space Marine-collecting buddies now own one or more of the splendid new Drop Pods – well what could be more impressive than a game featuring dozens of them raining from the skies to assault a well-entrenched foe? Istvaan Dropzone Massacre anyone?

And that's really the reason why we've made all these new kits and published all the new datasheets. We want people to treat all this as a toolkit, a reservoir of ideas, into which you can reach whenever you're planning your next game of Apocalypse.

Once you've got the ideas, of course, the best way to tie it all together is by way of a special scenario. The Apocalypse scenario is just the beginning, and intended to get you started with as little hassle as possible. If, like me, you really enjoy writing your own scenarios then Apocalypse presents the perfect opportunity. An approach both myself and other people, such as the esteemed Jervis Johnson, have been taking recently is to focus in on one feature of a game we'd like to play. Just like the aforementioned Drop Pod-based game, choosing a strong, central theme for an especially written mission can have great results.

OK, money where mouth is and all that. Over the next few pages you'll see some great examples of people's collections, any of which could be fielded as an army in a game of Apocalypse. You'll also see some of the new datasheets and plenty of details on the new kits. To wrap it all up, Jervis and myself have written a new mission each. Both of these focus in on one theme. The first is centred around the new Stompa, and the second is centred around whatever super-heavies you can get your hands on. Take a look – hopefully you'll be inspired to write your own Apocalypse missions and before long you'll be the toast of your gaming buddies thanks to all the memorable games you'll be putting on!



The Stormsword is one of the new super-heavy variants you can make from the Shadowsword/Stormlord kit. You can find datasheets for all the variants online.

ORGANISING AN APOCALYPSE GAME

Preparing for an Apocalypse battle does require a bit more effort than a normal game of 40K. But rather than just preach how you should organise such an event, we found a 'real' hobbyist, Tom Meer of Nottingham, UK, who has coordinated at least five massive battles, and quizzed him on his experiences.

'You need dedicated players,' says Tom. 'I always play Apocalypse with my gaming group. I've got the largest army so it's usually their forces combined against my Blood Angels. Someone will come on to my side to even up the teams – it's great fun.'

How does Tom actually prepare for the battle? 'We're really lucky because we live in and around Nottingham and so we use Warhammer World as our venue. It's simply a case of ringing them up and booking three or four tables. We get there early and then play until it closes. The difficult thing for us is transport to and from Warhammer World. That is why I've ended up as chief organiser, because I own a car. I'm the guy that goes around picking everybody up,' says Tom. 'The good thing about this is that everybody has to stay and help pack away if they want a lift home!'

Of course, not everyone lives near Warhammer World but after talking to a few more hobbyists it seems that finding a suitable venue isn't an issue. Village halls and Scout huts are always willing hosts, you just need to contact the person responsible for the building to get a clear date, and make sure you treat the facilities with respect and tidy up after yourselves. Sometimes a small contribution will be needed to hire out the venue but if everyone chips in this fee is negligible. If you really are stumped, contacting your local Games Workshop store is always a good move, as they'll know of somewhere to play, and maybe even offer the store as a venue.

'Another point is don't let people forget things,' adds Tom. 'You need to keep reminding them about dice, army lists, datasheets, templates, miniatures (yes, even miniatures) and tape measures – you can never have enough tape measures. As the Apocalypse book says, write it down so each player has a crib sheet. The good thing about picking every player up before we drive to the venue is that I can ask them if they've got everything before we leave their house.'

All good advice, but the most important thing to remember is why you're doing it in the first place – and that is to have fun.

JEREMY VETOCK'S ORK HORDE

Jeremy: I have grown my Ork army into an Apocalypse-sized force in the last year or two but I never meant to do so. It just happened unit by unit. I don't collect armies to a points value, instead I buy and paint models that I like or that will allow me to tailor my force for a particular battle. I added my Dredd Mob while we playtested Apocalypse because I'd always wanted one – the vision of a clanking 'mekanikal' blitzkrieg was just what any sensible Ork Warlord would want at the centre of his Waaagh! I also got to try my hand at converting a slightly whacky Big Dread with a powerfield. The fact that the formation has turned out to be one of my most deadly on the battlefield has really been a bonus.

My obsession with the greenskins just keeps getting worse – I am in the process of adding Battlewagons and a few Trukks to my army, and my Deffkoptas are assembled and on the painting station. All of this probably means that the end of my Ork army isn't in sight yet. Just don't tell my wife.

RIK TURNER'S BLOOD RAVENS

Rik: This army has been a bit of an ongoing project over the past five years, ever since the first Dawn of War computer game was released. Since then it's grown, thanks largely to 2006's The Fall of Medusa V summer campaign and the timely arrival of Apocalypse. The army now weighs in at more than 6000 points, containing no less than five Apocalypse battle formations, including the Blood Ravens 5th Battle Company under the command of Captain Hyrcleon, and a further two legendary units.

It used to be that painting an entire Battle Company of Space Marines was a lofty and often unrealistic goal, but it was something to aspire to. Now that I've finally reached the summit of that particular mountain, I've decided to set my sights on building the Blood Ravens 1st Company! This part of the army will form a devastating support element and, all told, should bring the entire force to well over 10,000 points.

FIL DUNN'S GOFF CLAN

Fil: Many of you will recognise my Ork horde from the Tale of Four Gamers series. Well, thanks to this introduction to Orkdom, an army that I missed out on for so long has now steadily grown to its current size of about 3500 points. One of the great things about Apocalypse is that it only takes a couple of large additions to any army to bring it up to Apocalypse size. For me this was an extra Deff Dread to lead my Dredd Mob, a Gargantuan Squiggoth and a Stompa (designed by yours truly). I'd like to point out that the big roller on the front is not for aerating lawns or doubling up as a giant toilet roll holder. It is in fact for squashing anything and everything in its path!

Apocalypse also means you get to field all of your HQ choices, so Wazdakka, my Warboss from the Black Reach set, and my mega-armoured Warboss all get to fight alongside each other (or with each other). One of the reasons for choosing things like the Stompa and the Squiggoth was to transport my relatively small number of Orks across the table safely. To that end all of my vehicles have some transport capacity to keep my infantry safe from all those big nasty templates!

NICK BAYTON'S NECRON PHALANX

Nick: I began my Necron army back in early 2007 when the first whispers of the forthcoming Apocalypse book reached the Warhammer World store where I was working at the time. I wanted a huge army that wouldn't take too long to paint, and Necrons seemed the obvious choice. The colour scheme was inspired by the way the 'Eavy Metal team had painted the rusty weapons on the Ogre Kingdoms models; it just looked to me the way an ancient robot should look! I have almost every unit in the Necron Codex represented here, which makes choosing an army for smaller games much easier. The only models I am missing are a unit of Pariahs, which I am currently painting for a Studio campaign, along with even more Necron Warriors! My favourite models are the Monoliths – these hulking vehicles have caused many an enemy to shudder in fear, and have provided many great cinematic moments in my games.

MATT HUTSON'S SPACE MARINE CHAPTERS

Matt: Well, it's no secret that I love Space Marine armies and what Apocalypse does is allow me to field all my Space Marines together in one über-army. Space Marines are also well served with a variety of great datasheets, both from the books and from Liber Apocalyptica in White Dwarf. I can form a good few of these with my existing forces – the Battle Company being the obvious one.

What I've started to do is actually turn my Space Marine armies into the Imperial Armageddon force that was gathered to repel Ghazgkhull Thraka from Armageddon Prime. To that end I've started adding the Steel Legion, including the super-heavy Shadowsword, to the force. Going forward I'm going to paint more Steel Legion, so it'll be a healthy size in time for the new Imperial Guard Codex. I'm also painting Imperial Fists – these have nothing to do with Armageddon, but I have to have at least one Space Marine army on the go!

ORK STOMPA

Aly Morrison has been working on the top secret Stompa project for ages, but now it's released he can finally tell the world!



Aly's name is intrinsically linked to the Stompa but he's at pains to make it known that it wasn't just him. 'This really was a team effort with the guys from the tool room,' he stresses (a 'tool' is a big injection mould). 'John Manders, Ed Cottrell, Bob Kent and myself have been working on this at various stages for over two-and-a-half years now."

Because it was a long development process this has had the benefit of allowing the kit to evolve over time. 'We've all kept tinkering with the model, even when we were working on other projects I'd still find myself working on the Stompa when I had a spare minute, adding an extra armour plate here or placing another bit there. The guys in the tool room were equally obsessed with it. For instance, Ed actually measured the barrel of a Space Marine bolter and from that worked out the calibre of the bolt shells so he knew what size the holes and scarring needed to be when adding the battle-damage details to the Stompa! We thought about every little aspect, even having discussions and working out how thick an Ork's welding bead should be,' says Aly. 'When you take such things into account, it serves to emphasise the model; it defines the scale, makes it real and actually makes the kit seem bigger in relation to the other miniatures on the table.'

Perseverance has paid off and the Stompa is now with us. What does its Chief Mek think now he's had a chance to build his creation with the actual plastic frames everybody else will be using? 'It's certainly been an entertaining and difficult journey. But then, it's never about doing the easy thing working here. I think, frankly, it's an awesome model even if I do say so myself, and it's the project I'm most proud to have worked on – simple as that!'

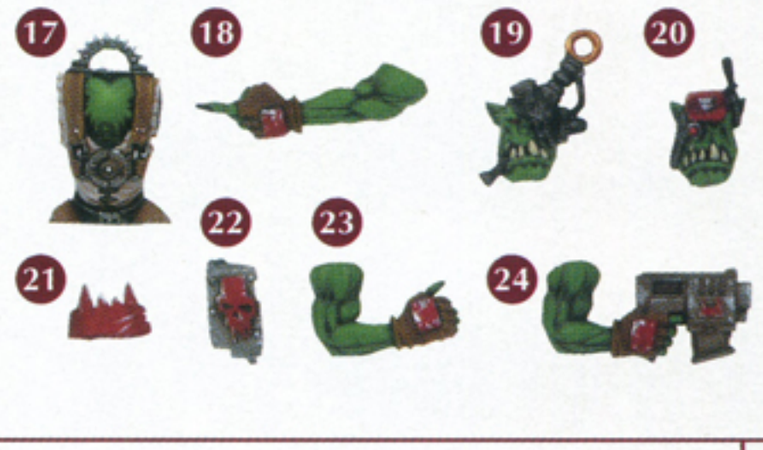
Key

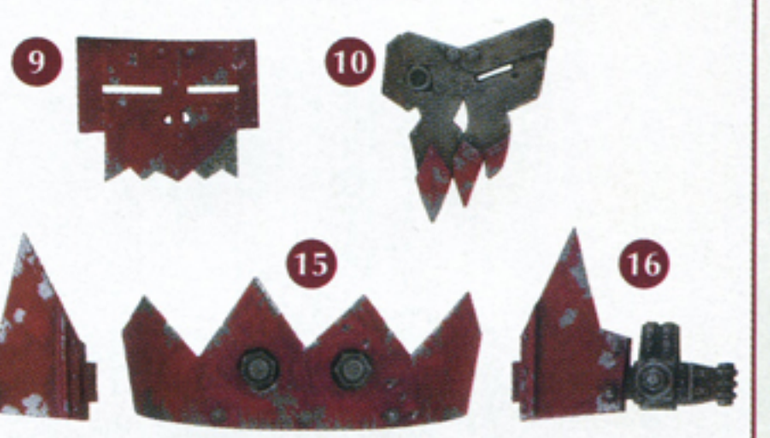
1	Head hatch
2	Hatch lid
3	Right horn
4	Head front
5	Left horn
6	Head left side
7	Head rear
8	Head right side
9-10	Face plates
11	Head ladder
12	Head base plate
13	Jaw pins
14	Jaw right side
15	Jaw plate
16	Jaw left side
17	Kaptin body
18	Left arm
19	Mek head
20	Kaptin head
21	Kaptin jaw-plate
22	Shoulder pad
23	Right arm
24	Slugga arm

STOMPA HEAD

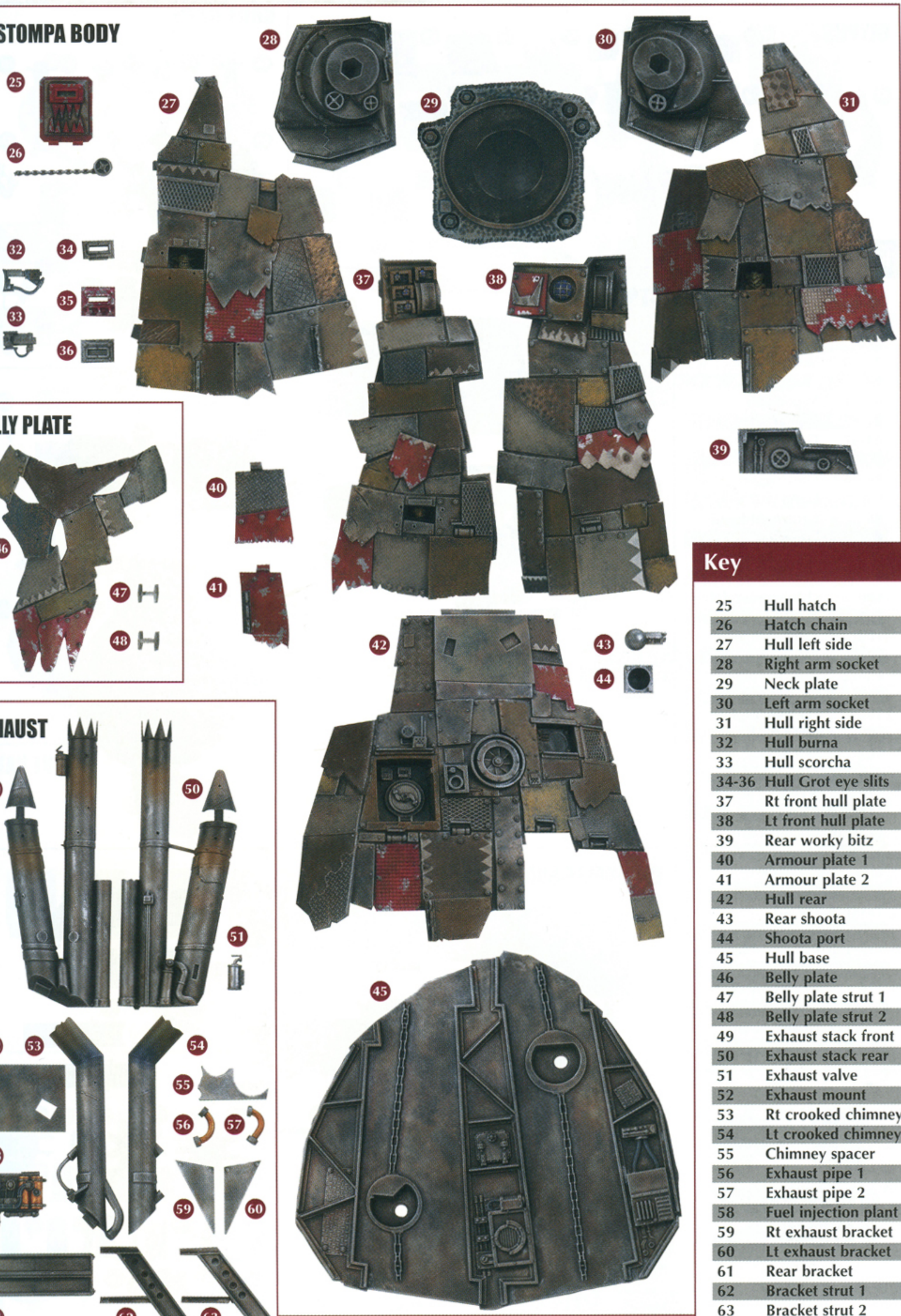


STOMPA KAPTIN





STOMPA BODY



BELLY PLATE

EXHAUST

Key

25	Hull hatch
26	Hatch chain
27	Hull left side
28	Right arm socket
29	Neck plate
30	Left arm socket
31	Hull right side
32	Hull burna
33	Hull scorcha
34-36	Hull Grot eye slits
37	Rt front hull plate
38	Lt front hull plate
39	Rear worky bitz
40	Armour plate 1
41	Armour plate 2
42	Hull rear
43	Rear shoota
44	Shoota port
45	Hull base
46	Belly plate
47	Belly plate strut 1
48	Belly plate strut 2
49	Exhaust stack front
50	Exhaust stack rear
51	Exhaust valve
52	Exhaust mount
53	Rt crooked chimney
54	Lt crooked chimney
55	Chimney spacer
56	Exhaust pipe 1
57	Exhaust pipe 2
58	Fuel injection plant
59	Rt exhaust bracket
60	Lt exhaust bracket
61	Rear bracket
62	Bracket strut 1
63	Bracket strut 2

GLYPHS



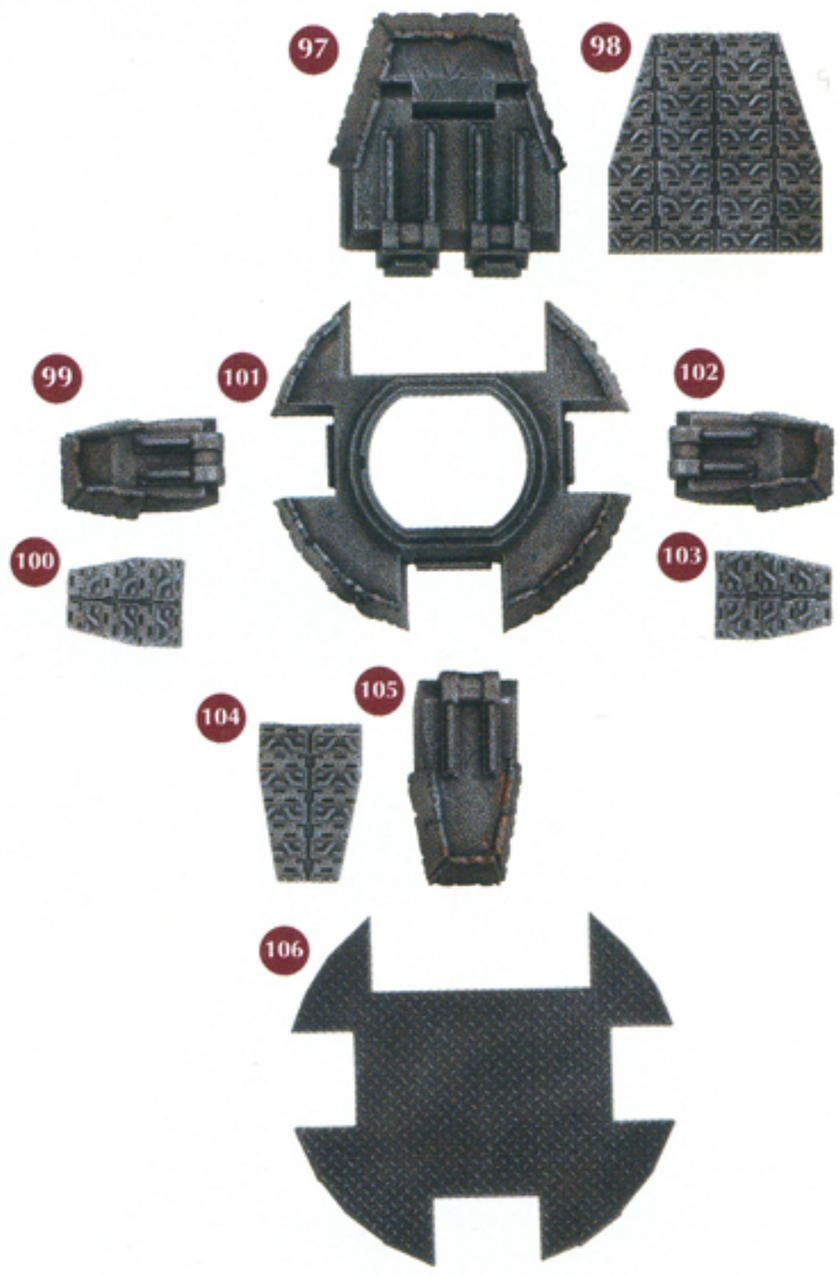
GROT KREW



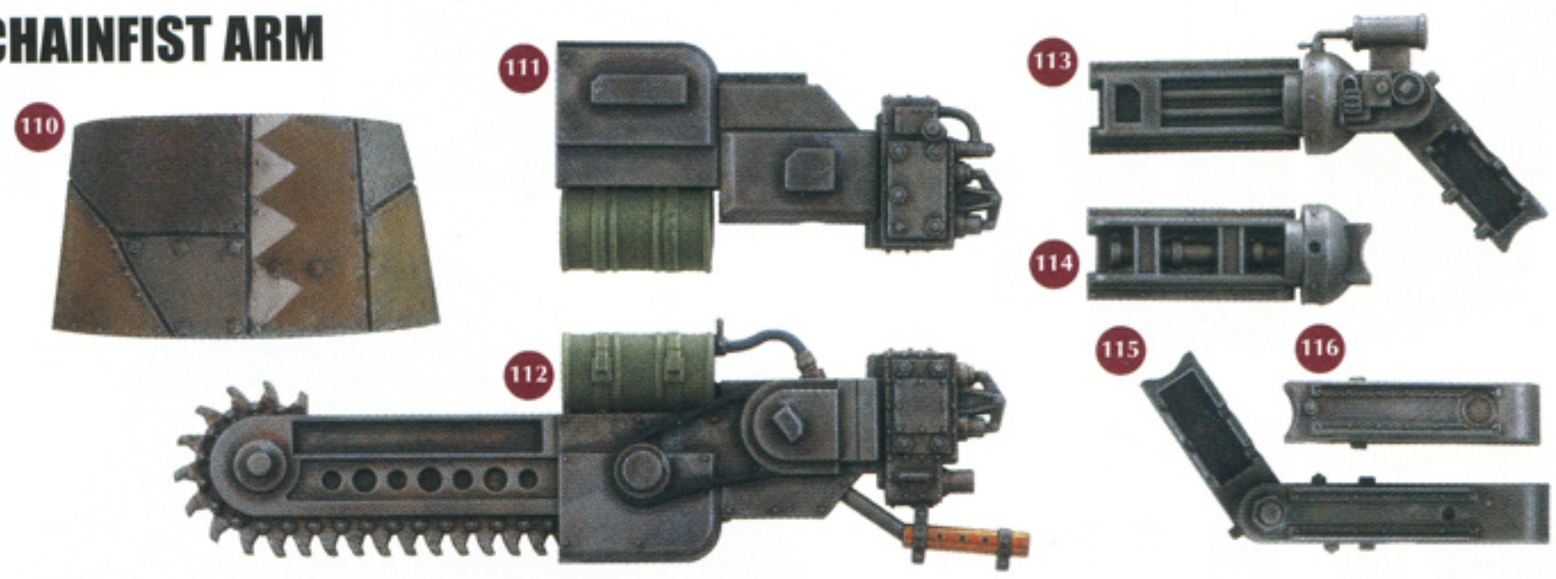
Key

64-68	Jaw glyphs
69	Dag glyph
70	Fist glyph
71-78	Skull glyph
79	Waaagh! glyph
80-81	Mek glyph
82-83	Teef glyphs
84-87	Grot heads
88	'Eadphones
89-94	Grot riggers
95	Hand with mic
96	Grot right hand
97	Front toe
98	Toe underplate
99	Left side toe
100	Lt toe underplate
101	Right foot
102	Right side toe
103	Rt toe underplate
104	Rear toe plate
105	Rear toe
106	Foot underplate
107	Right ankle
108	Left ankle
109	Left foot
110	Shoulder guard
111-112	Chainfist
113-116	Chainfist arm
117	Shootas
118	Radiator
119-120	Chainfist cover
121-124	Pistons
125-126	Arm supports
127-128	Buzzsaw blades
129	Sprocket
130	Arm connector
131	Connector guard
132-133	Guard mount
134-142	Cables

STOMPA FEET

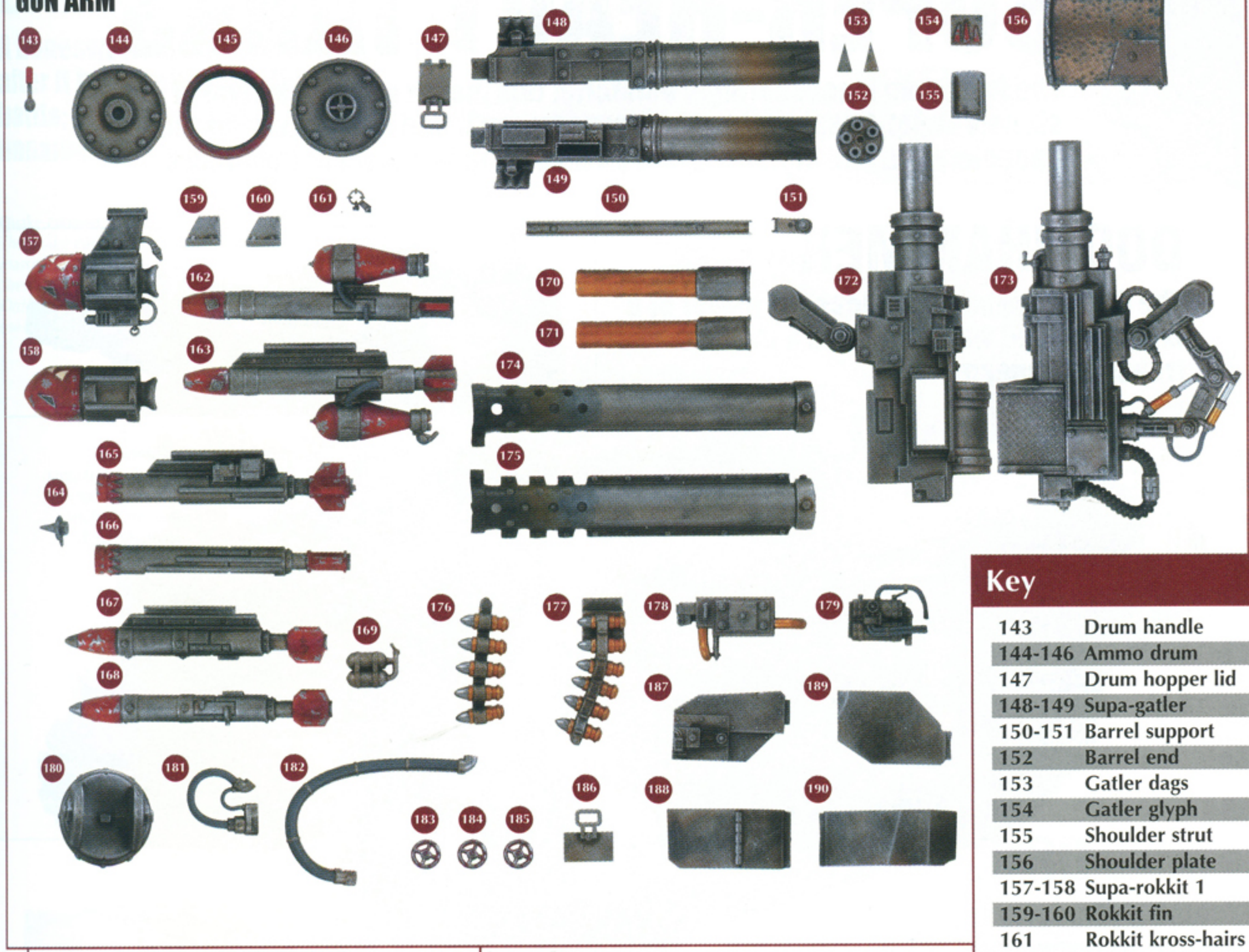


CHAINFIST ARM

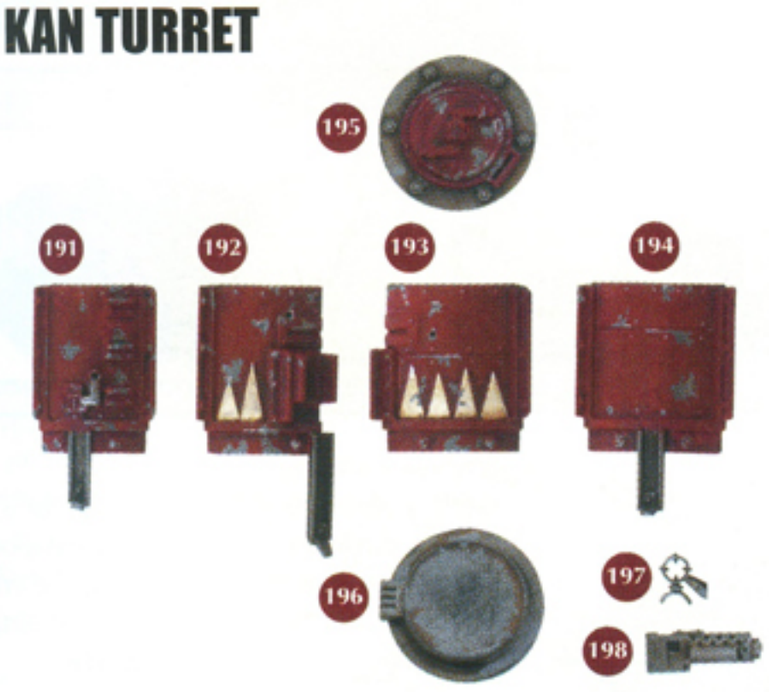




GUN ARM



KAN TURRET



HULL SPIKES



OPTIONAL EXTRAS



Key

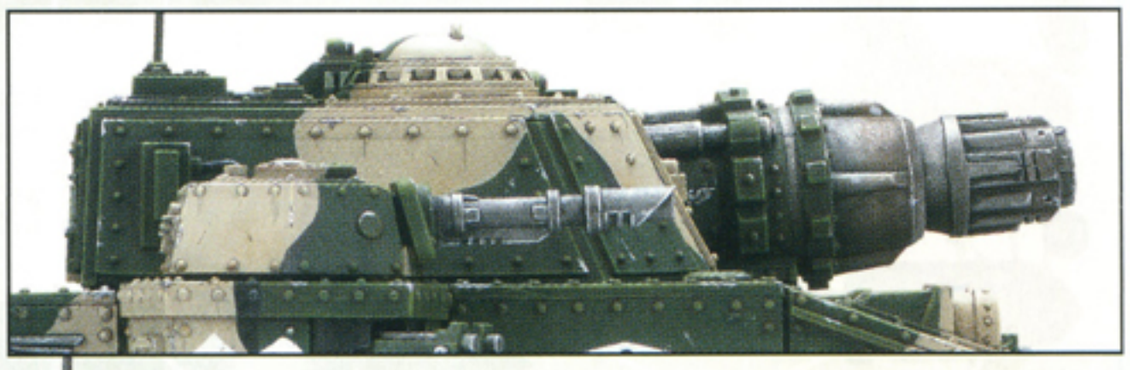
143	Drum handle
144-146	Ammo drum
147	Drum hopper lid
148-149	Supa-gatler
150-151	Barrel support
152	Barrel end
153	Gatler dags
154	Gatler glyph
155	Shoulder strut
156	Shoulder plate
157-158	Supa-rokkit 1
159-160	Rokkit fin
161	Rokkit kross-hairs
162-163	Rokkit-missile
164	Rokkit nose
165-166	Supa-rokkit 2
167-168	Supa-rokkit 3
169	Fuel cannister
170-171	Inner barrel
172-173	Deth kannon
174-175	Kannon barrel
176-177	Ammo belt
178	Cooling system
179	Firing system
180	Arm connector
181-182	Cables
183-185	Valve handles
186	Ammo bin lid
187-190	Ammo bin
191-194	Kan turret
195-196	Kan hatch
197	Shoota kross-hairs
198	Shoota
199-224	Spiky bitz
225	Searchlight lens
226-227	Searchlight
228-229	Armour plating
230	Ladder
231-233	Grot's nest
234-235	Platforms
236-237	Struts
238	Boss pole

SUPER-HEAVY TANKS

The Imperium is reassuringly bolstered this month with the arrival of six new super-heavy tanks, over the page you'll find datasheets for the Shadowsword and Stormlord and on these pages a taste of the others.

DOOMHAMMER

The Doomhammer sacrifices the power of a longer-ranged weapon to add a modest transport capacity.





Magma cannon
The Strength 10 magma cannon has a range of 60", uses the 5" Blast and has an AP of 1.

BANEHAMMER

The Banehammer's cannon fires massive shells that are fused to explode only after they have burrowed deep into the earth.

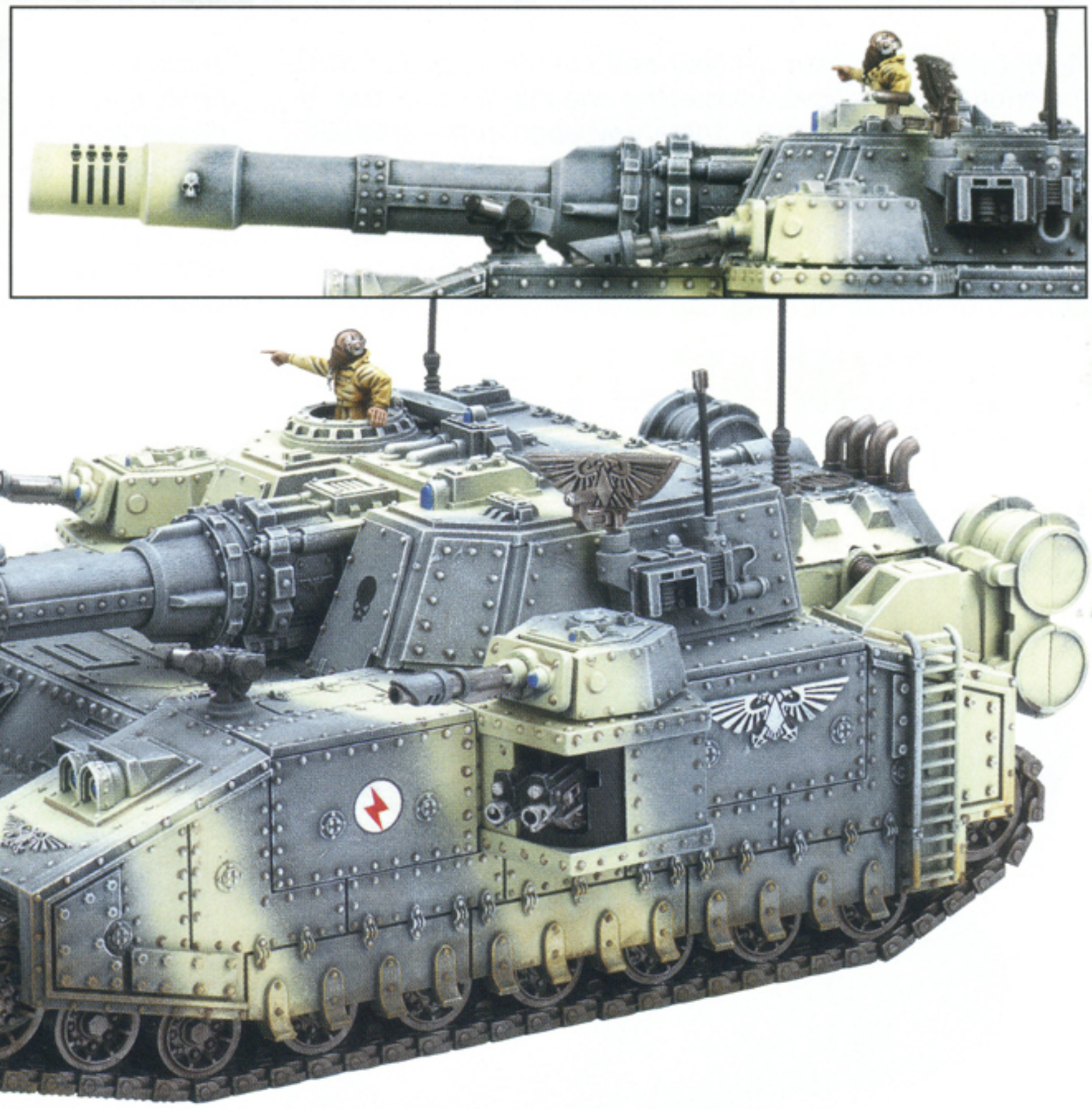




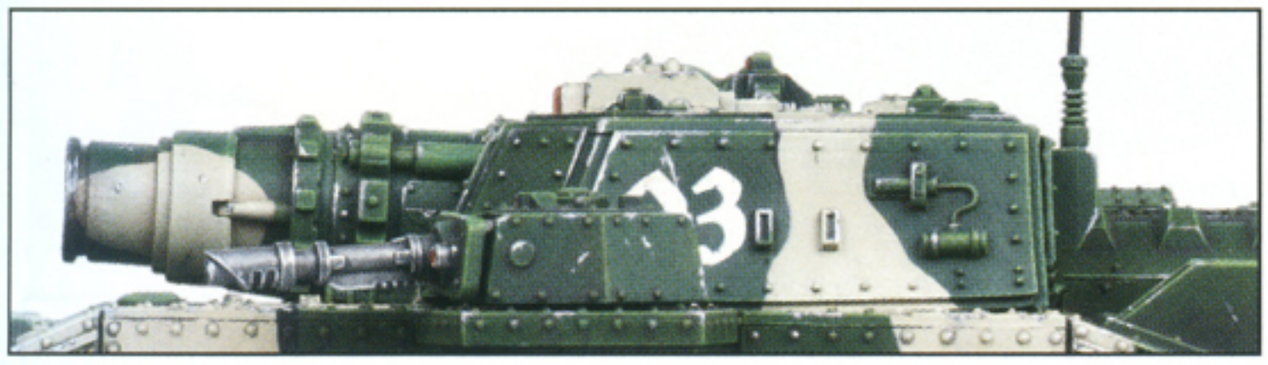
Tremor cannon
With a Strength of 8 and an AP of 3, the tremor cannon is a powerful weapon, but its main ability is slowing the enemy down – enemies hit by the blast struggle to move in the following phase.

BANESWORD

A Banesword is only named after it has proven itself in battle; tellingly there are few unnamed Baneswords about.



Quake cannon
The quake cannon has a massive 180" range and a Strength of 9. It's an Ordnance 1 Barrage and uses a 10" Blast.



STORMSWORD

The Stormsword was originally a field conversion of the Shadowsword, using a salvaged chassis with a new weapon.

Stormsword cannon
This weapon has a short range of 36" but makes up for this with a Strength of 10, an AP of 1 and a 10" Blast.



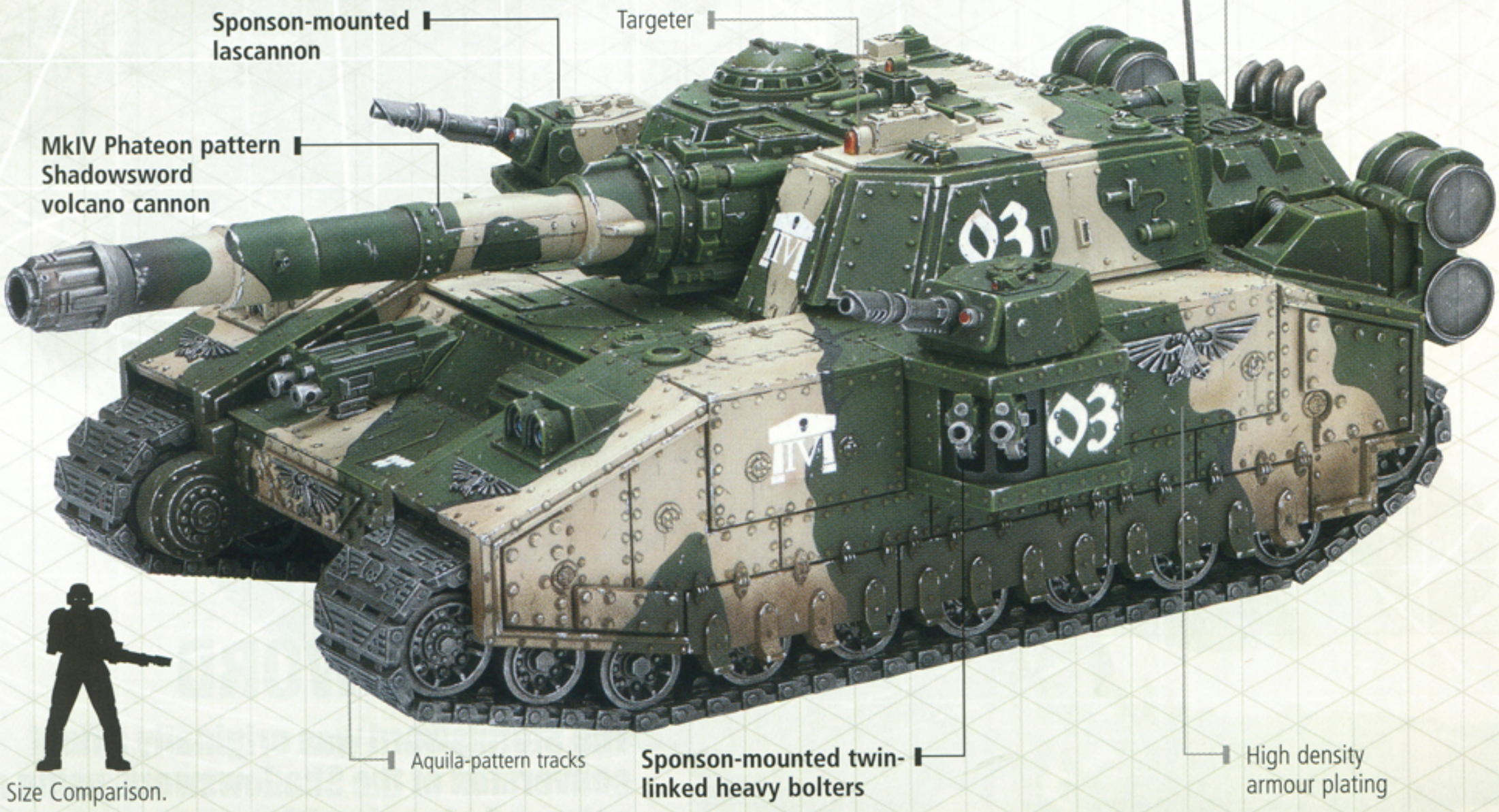
Visit our website to download datasheets for these tanks

SHADOWSWORD SUPER-HEAVY TANK

POINTS: 450

Amongst the many super-heavy tanks in the service of the Imperium, the Shadowsword is the one that mounts the largest and most powerful primary weapon in the arsenals of Mankind – the dreaded volcano cannon. This awesome weapon can cripple the largest war engines with a single shot. Nothing short of the most powerful energy shields can hope to stop a direct hit from a volcano cannon – no amount of armour or cover can offer protection from it.

Throughout the history of the Imperium, Shadowsword tanks have proven to be the natural enemy of Titans of all classes and sizes. Differently from their towering antagonists, the Shadowswords lie in ambush until the other units in the army have taken out the Titan's shields. At that point, they open fire with their targeter-guided volcano cannon, delivering the killing blow with precise shots aimed at the Titan's weak points.



Size Comparison.

UNIT: 1 Shadowsword

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

ARMOUR			
BS	**Front**	**Side**	**Rear**
3	14	13	12

WEAPONS AND EQUIPTMENT:

- Hull-mounted Shadowsword volcano cannon.
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Volcano cannon	120"	D	2	Ordnance 1, 5" Blast Destroyer, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

OPTIONS: A Shadowsword may be given the following upgrades from *Codex: Imperial Guard:* hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter.
A Shadowsword may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

A Shadowsword may replace the lascannons on its sponsons with targeters (+1 BS) at no extra cost.

A Shadowsword may take a hull-mounted twin-linked heavy bolter for +25 pts.

A Shadowsword may have the following upgrade at +25 points:

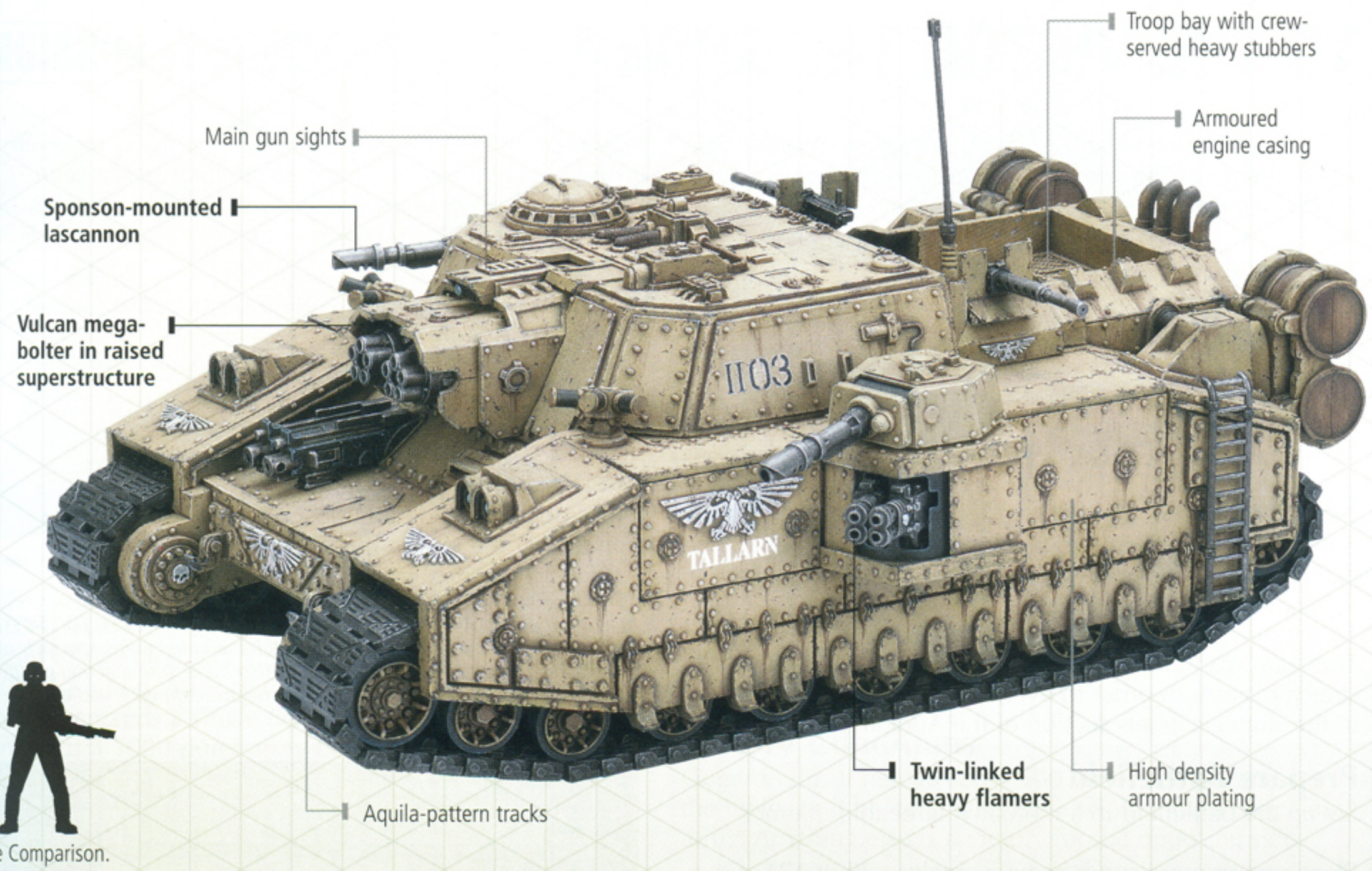
Command Tank. A high ranking officer is using the Shadowsword as a mobile HQ. All Imperial Guard units within 24" of a Shadowsword Command Tank may re-roll failed Morale checks.

STORMLORD SUPER-HEAVY TANK

POINTS: 500

With a weapons configuration suited for comparatively short-range firefights, the Stormlord's primary combat role is that of close support to infantry assault waves. As a result, Stormlord tanks are a rare sight in most Imperial armies. Super-heavy tanks are all but irreplaceable, and only the boldest and most confident commanders are prepared to jeopardise their careers (and lives) by risking such a valuable war machine in the very teeth of the enemy.

Even so, the Stormlord's devastating close-range firepower and vast transport capacity makes it highly sought after by the more mobile Imperial Guard regiments, such as those raised on Catachan, Tallarn and Tingoya. Not only can the Stormlord's embarked Imperial Guard squads traverse the battlezone in relative safety, they can also be pressed into service to defend the Stormlord against waves of tank-hunting enemy infantry.



Size Comparison.

UNIT: 1 Stormlord

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

ARMOUR			
BS	**Front**	**Side**	**Rear**
3	14	13	12

TRANSPORT: The Stormlord has a transport capacity of 40.

FIRE POINTS: Up to 20 models may fire from the Stormlord's fighting platform.

ACCESS POINTS: The Stormlord is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPTMENT:

- Hull-mounted Vulcan mega-bolter
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega-bolter	60"	6	3	Heavy 15, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

OPTIONS: A Stormlord may be given the following upgrades from Codex: Imperial Guard: hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter.
A Stormlord may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

SPECIAL RULES:

All Power to Weapons! The Stormlord's commander can order all power from the tank's formidable reactor to be directed to the main weapon. If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones).

NEW SCENARIOS

Andy Hoare and Jervis Johnson have come up with these two brand new scenarios. One is a variant of the Apocalypse mission, the other is a mini-game allowing you to field a Stompa in a standard 40K battle.

TO THE VICTOR THE SPOILS

APOCALYPSE MISSION

A group of super-heavy vehicles has been stranded in the middle of the warzone, their crew having fled, or been wiped out by radiation or disease. Such war machines make a tempting target for others, and even now two mighty armies face off for their possession, each determined to utilise them against their enemy.

Pick armies

This mission is designed to be played with Orks fighting an army of the Imperium (Imperial Guard, Space Marines, Witch Hunters, Daemonhunters and so on). You should feel free to tweak it to fit the forces you have available of course.

Select Teams

If there are more than two players, then divide the players into two teams, each with roughly equal points totals and numbers of players.

The team with the fewest points will receive extra strategic assets in order to even things up, as explained in the strategic assets section of the Apocalypse rulebook.

Prepare Battlefield

Set up the battlefield in a mutually agreeable manner.

Place one or more super-heavy vehicles within 12" of the centre of the table. The first player to get an infantry model into base contact with a super-heavy vehicle gets to control it for the remainder of the game.*

Set Time Limit

Decide a time limit for the game. The game will carry on after the time limit is reached, until both sides have completed an equal number of turns.

Pick Strategic Assets

Each side receives a number of strategic assets equal to the number of players in the larger team (if there's only one player per side, you only get one asset each).

If one side has fewer points, then they receive one extra asset for every full 250-points difference.

Deploy

Both sides secretly bid 1-30 minutes for deployment. The time chosen is the amount of time allowed to deploy the side's army.

The side that bids lowest sets up first and will take the first turn.

Units that are not set up are kept in strategic reserve.

Models may not be deployed closer than 12" to one of the target super-heavies.

Fight the battle

The side that set up first takes the first turn.

Victory!

The side controlling the most recovered super-heavy vehicles at the end of the game is the winner!

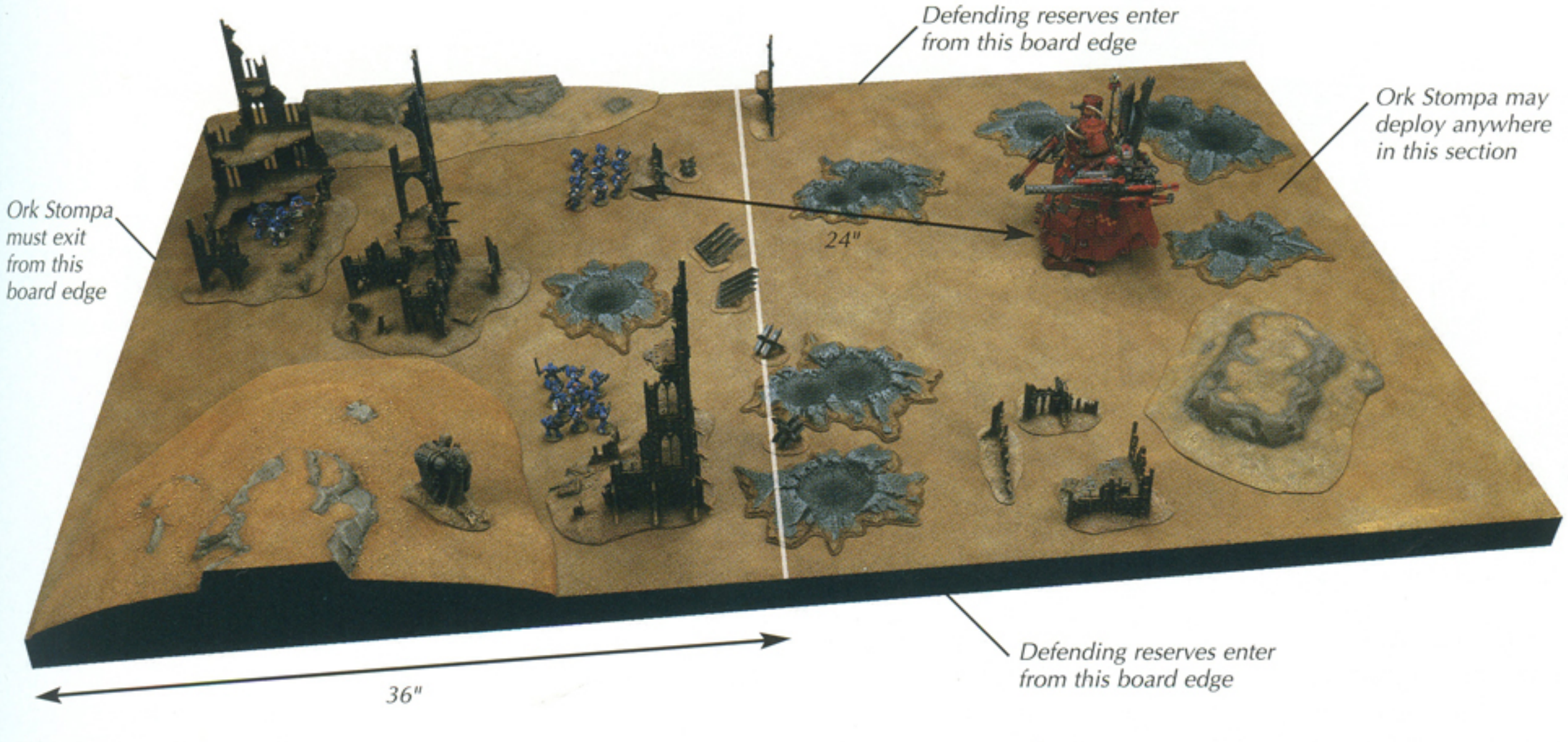
**This obviously means that someone will have to provide the super-heavies. If you're the organiser you'll probably find it's you, but that's fine, as you'll get to stand back and watch the entertaining spectacle of the players fighting over your vehicles. Also make sure that you get to play next time and someone else has to organise things – you can't always be the ref!*



GOGARD'S LAST STAND

WARHAMMER 40,000 MISSION

Following his defeat on Balle Alpha at the hands of the Blood Angels, Ork Warlord Gogard Graksnaka was determined to have his revenge. Clambering aboard his personal Stompa, Korpse Grinda, Gogard headed towards the Imperial lines, intent on causing as much destruction as possible before he escaped.



The Armies

Gogard's Last Stand is a 'mini-game' for Warhammer 40,000 based on Warlord Gogard's surprise attack. One player commands a single Stompa, and the other player commands a 1000-point army picked from any one Codex. Note that the defending army is not allowed to include any legendary units or battle formations – only units included in the Codex may be used!

Table Set-Up and Deployment

Set up your wargames table as you would normally, and then randomly select one of the narrow edges as the defender's table edge. The Stompa must be set up at least 36" from this table edge. After setting up the Stompa, move it 2D6" in a random direction (use the scatter dice to decide which direction it is moved in). Wherever it ends up is its starting point.

The defender may then deploy units worth up to 500 points on the table, anywhere that is at least 24" away from the Stompa.

Objectives

The Stompa must attempt to exit from the opposing table edge while destroying as much of the opposing army as possible.

Reserves

Units belonging to the defending force that are not deployed at the start of the battle are placed in reserve, and will enter play using the standard Warhammer 40,000 rules for reserve units.

First Turn

The defending army receives the first turn.

Game Length

The game carries on until the Stompa has either left the table, or has been destroyed.

Victory Conditions

Gogard wins if he can score 500 victory points *and* exit the table, or if he can completely wipe out the opposing army. Anything else is a victory for the opposing side.

Special Rules

The battle begins just before dawn. Because of this the Night Fighting rules apply on the first turn.

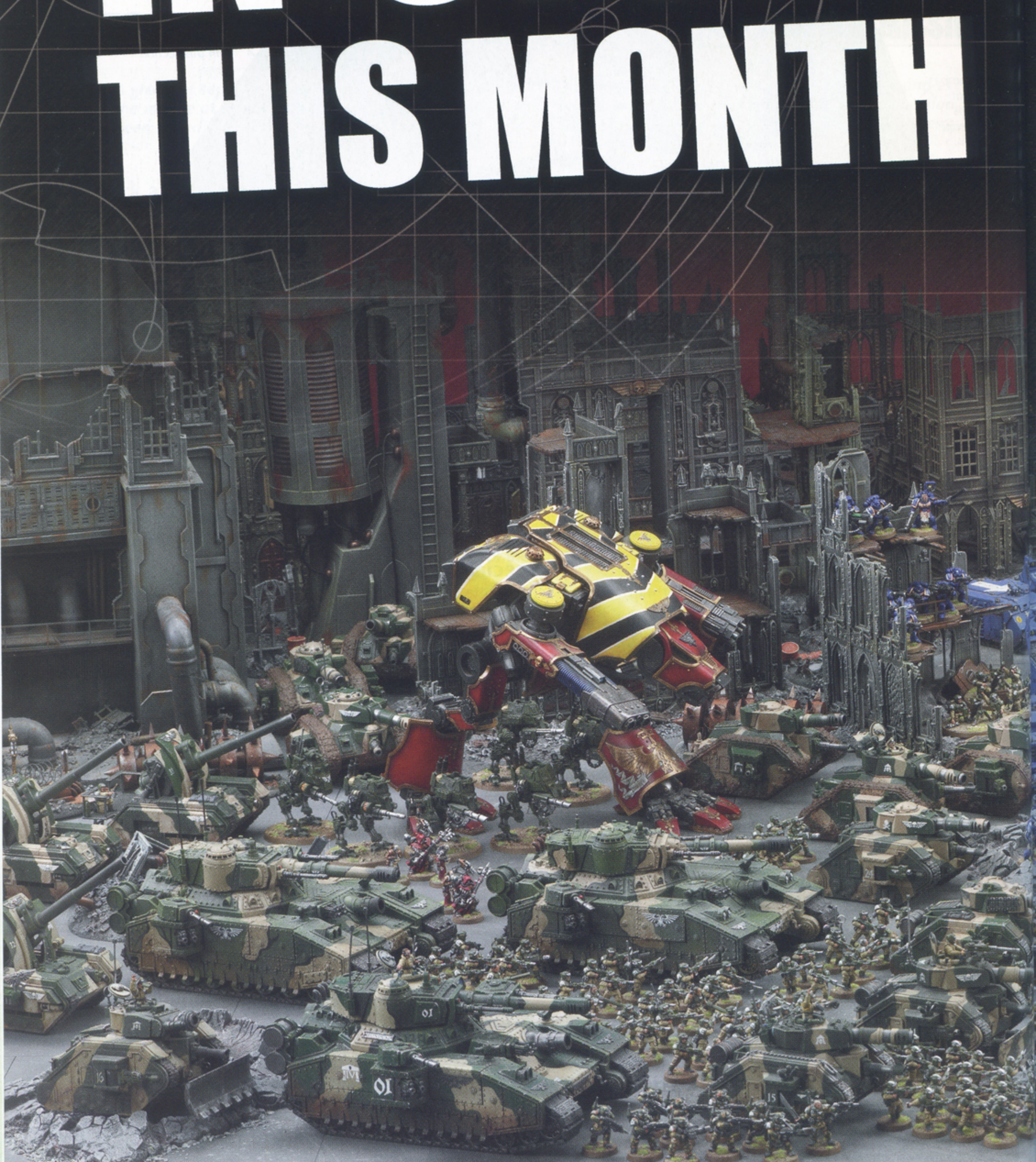
Larger Games (Optional)

If all of the players involved agree, then the number of Stompas can be increased by adding any extra Stompas you have in your collection. If you decide to do this, then the defending army receives 1000 points for each attacking Stompa, and may deploy 500 points' worth of troops on the table for each Stompa in the attacking force. The Stompas score a 'win' for each Stompa that scores 500 victory points and exits the table, and a 'loss' for each that fails to do so. The Stompas can only claim victory if they score more wins than losses, or completely wipe out the opposing army; anything else is a win for the opposing side.

"You'll never take me alive 'umie!"

– Ork Warlord Gogard Graksnaka

IN-STORE THIS MONTH



MARCH TO WAR!

This month, no matter whether you play Warhammer, Warhammer 40,000 or The Lord of the Rings, our Hobby Centres will be a hive of activity. As the forces of the Old World come to terms with the new Lizardmen army, Stompas face super-heavy Imperial tanks in Apocalyptic battle and the hosts of Middle-earth line up to do battle using the new War of The Ring rules... There's something for everyone! Here's just an example of what will be going on:

Apocalyptic Battles
Just when the Orks thought they had the upper hand with their awesome new Stompas, six new super-heavy Imperial Guard tanks roll off the production line – the fearsome Shadowsword and Stormlord being just two of them! Join us in huge Apocalypse battles where every man and war machine will be needed!

Junk Yard Assembly Line
Our staff show you how to assemble and paint your new Ork Stompa.

War of The Ring Demonstration Gaming
Our staff show you the new rules and help you put together a battle-winning army!

RING YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com





MIGHTY CHAMPIONS

Character Advancement in Mighty Empires Campaigns

WARHAMMER®

Heroic characters have always played a central role in games of Warhammer. In this article Kevin J. Coleman presents the house rules and ideas that he uses in his Mighty Empires campaigns to take his characters to new levels of heroism.

When using the rules presented in this article, your characters will be able to achieve great wartime accomplishments, succumb to heinous injuries or fight your dastardly nemesis in a challenge that will affect the course of the entire campaign!

At the start of a Mighty Empires campaign, each player should choose an array of characters that they will use in their armies for the duration of the Mighty Empires campaign. Each character should be given a name and may be given equipment, a mount and magic items as normal. Once each character is created, the player may not add any further equipment or magic items to that character; each time the character fights in a Warhammer game he must be fielded with the same equipment. New wargear, mounts and magic items (that are not initially bought for the character) may be earned during the campaign, however.

For example, Adam takes an Empire Captain as one of his character choices. He names his character Hans von Groppen and equips him with full plate, a shield, a lance and an unbarded warhorse. Each time Adam fields Hans von Groppen in a Mighty Empires campaign game he will be equipped in this same manner.

The number of characters each player designs at the start of the campaign should be based on the type and scale of Mighty Empires you are playing. If you are using the campaign rules found in the Mighty Empires booklet, for example, you could simply design four characters each for standard 2000-point games, or you may want to create five or six characters that you can rotate in and out of your army for different battles. If you're playing a 'Famous Campaigns' style Mighty Empires campaign (as described in WD333) you could assign specific characters to a particular army or banner under your control. As with any house rule, the players involved in the campaign should discuss how characters will be handled when planning their campaign.

Ultimately, you and your opponents should make sure that the characters played in your games are the same throughout and, through great feats or blunders, they will advance or diminish as the campaign progresses.

Special characters are ideal choices as they come equipped with all of their wargear, mounts, magic items and unique rules, as well as having a chance to become even more powerful over the course of the campaign!

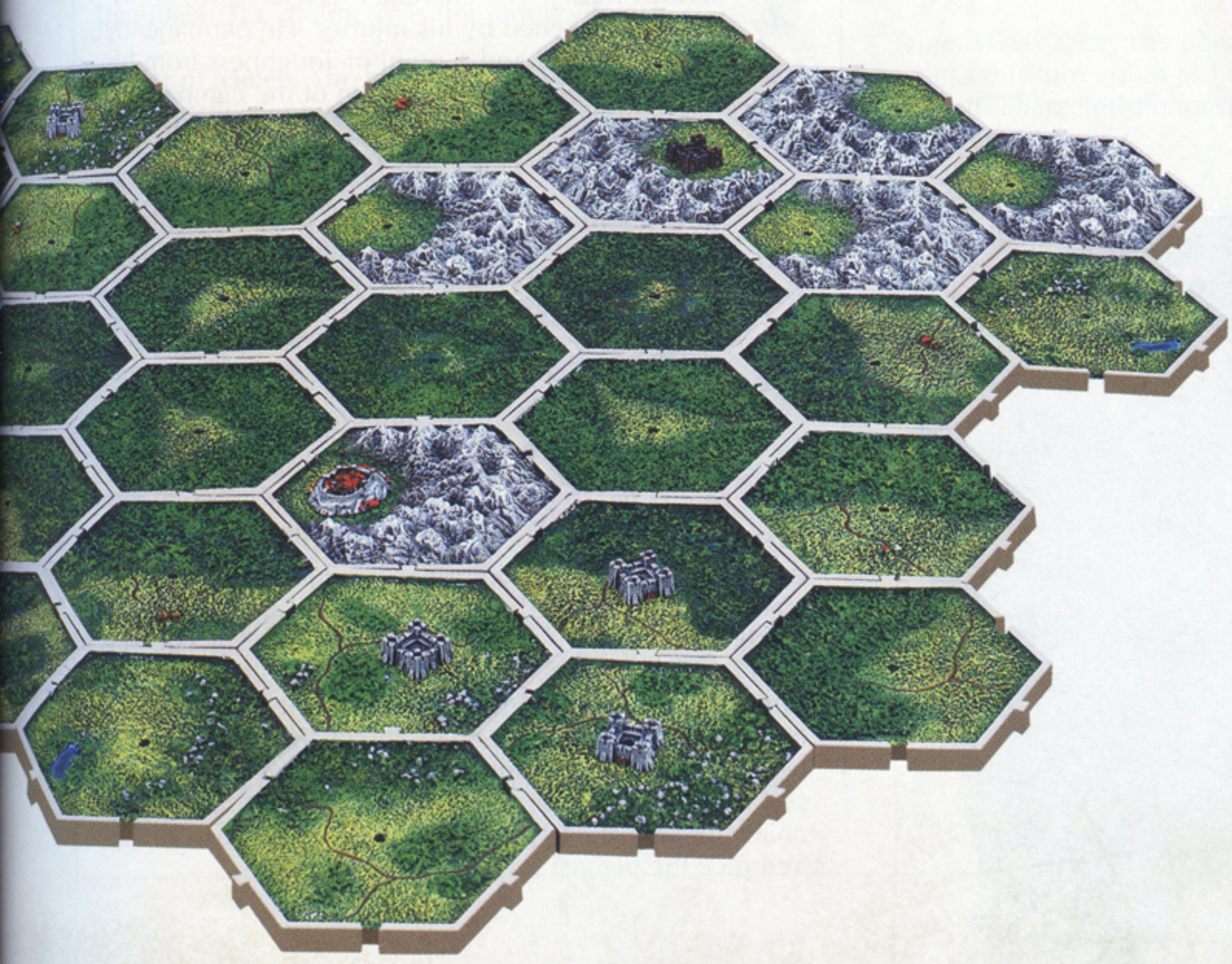
Character Points

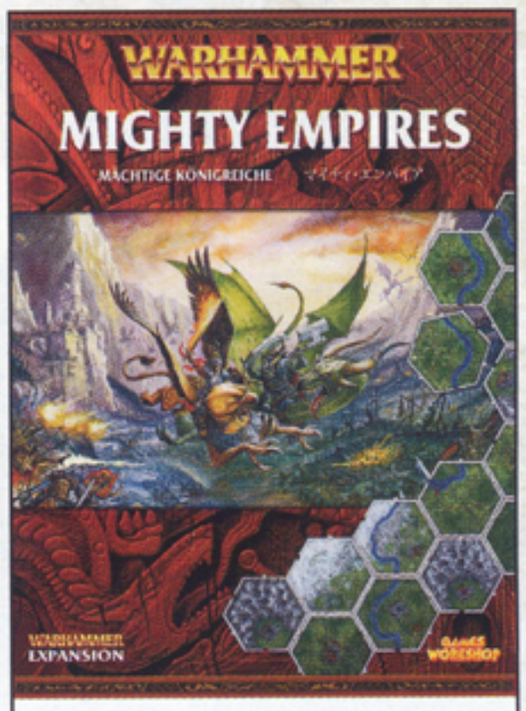
In Mighty Empires campaign games your characters may suffer penalties and injuries as described later, however the greatest heroes will become more powerful with grand victories and legendary accomplishments.

During a Mighty Empires campaign, players keep track of Character Points that are earned during games by each of their characters.

Each time a character earns 5 Character Points, the player may spend these points to make a roll on the Character Advancement table (see overleaf). The bonus rolled is applied to that character for the duration of the Mighty Empires campaign.

Additionally, each time a character is eligible to roll on the Character Advancement table, he may also choose a mount that is normally available to him in his army list entry, or swap his current mount for a different mount. The character must pay the standard points value of the mount as normal. Alternatively, a character with a mount may abandon his mount and opt to fight on foot instead.





These rules aren't meant to be official in any way, but are a great example of the sorts of things you can come up with for your own games. This could be as simple as writing some of your own legendary abilities, or as complex as organising an entire narrative campaign.



ADVANCEMENT

Character Advancement (Roll 2D6)

2-5 **New Magic Item.** The character may choose a free magic item worth up to 25 points chosen from either the Common Magic Item list or the Magic Item list in the army book. This magic item does not count against the character's maximum point allowance for magic items.

6 **Characteristic Increase.***
Roll again: 1-3 = +1 Strength;
4-6 = +1 Attack.

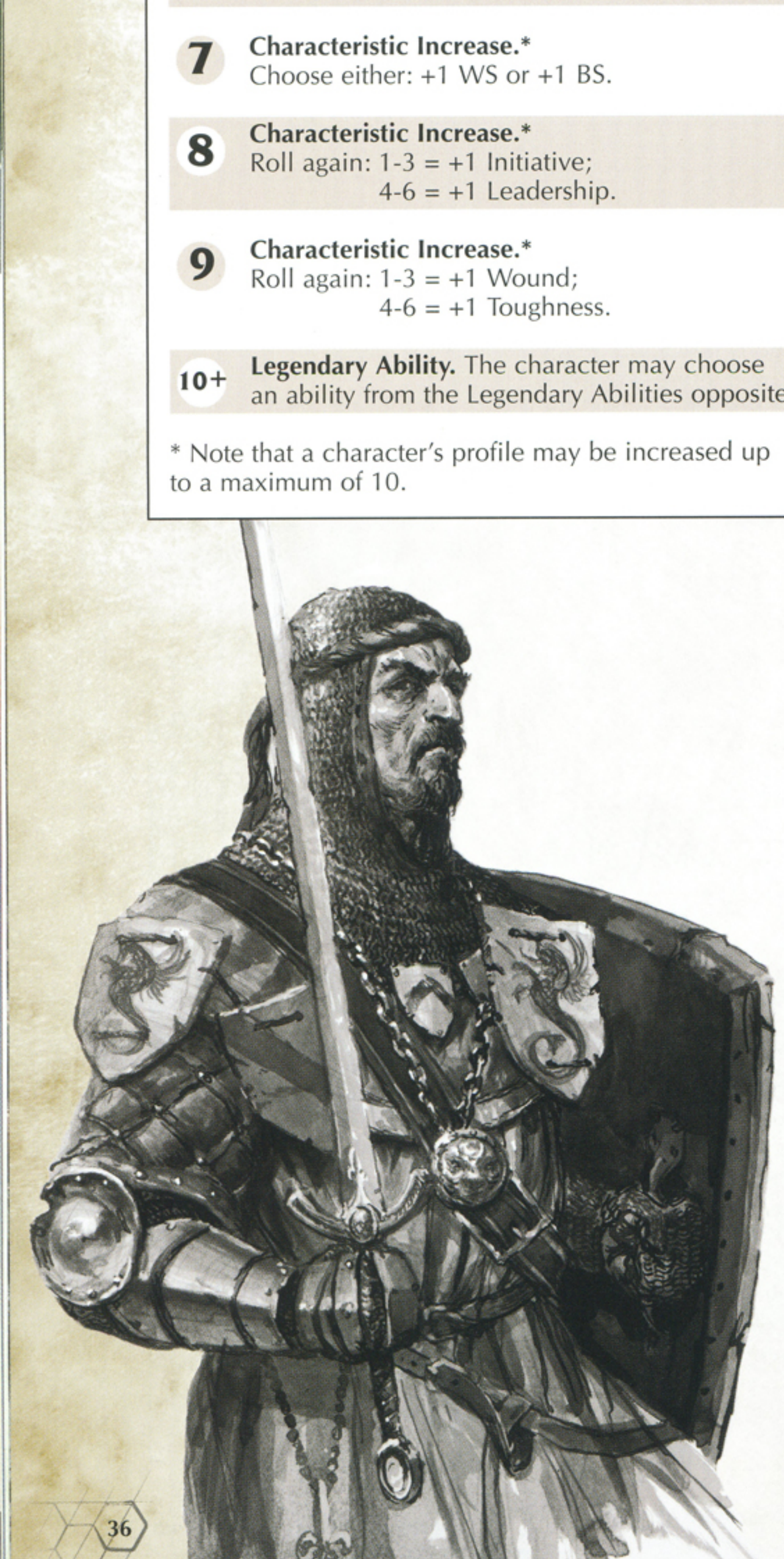
7 **Characteristic Increase.***
Choose either: +1 WS or +1 BS.

8 **Characteristic Increase.***
Roll again: 1-3 = +1 Initiative;
4-6 = +1 Leadership.

9 **Characteristic Increase.***
Roll again: 1-3 = +1 Wound;
4-6 = +1 Toughness.

10+ **Legendary Ability.** The character may choose an ability from the Legendary Abilities opposite.

* Note that a character's profile may be increased up to a maximum of 10.



During a battle, characters gain 1 Character Point each time they accomplish one of the following actions:

- Slaying an enemy character or monster.
- Winning a challenge (enemy is slain or flees from challenge/combat).
- Casting a successful spell with irresistible force.
- Surviving a battle without suffering any wounds and not fleeing at the end of the game.

Characters lose 1 Character Point each time they perform one of the following actions:

- Declaring to flee as a charge reaction (a character only ever loses 1 Character Point per battle for this, regardless of the number of times the character chooses to flee). Goblin and Skaven characters do not lose Character Points for this.
- Failing to cast a spell because of a miscast.
- The character is slain or flees off the table.

Slain Characters

After each battle fought as part of a Mighty Empires campaign, roll a D6 for any of your characters that have been slain in battle (not fleeing or have fled from the table). If you won the game, a +1 bonus is added to your roll.

1 **Dead.** The character has suffered a fatal wound and is quite, quite dead.

2 **Serious Injury.** The character has survived, but is greatly weakened by his injuries. He permanently loses 1 Wound and 1 point of Toughness from his starting profile for the duration of the campaign. The character may not participate in battle for the next two games his army participates in.

3 **Slow Recovery.** The character has survived, though must rest and recover his strength before warning to war. He may not participate in the next game his army participates in.

4+ **Full Recovery.** Despite suffering grave wounds, the character has made a full recovery and acts as normal in the next game.

Healing

After suffering grievous injuries, generals and heroic leaders may be healed at the hand of an alchemist, sorcerer or other wondrous healer. If your army contains at least one Wizard (i.e. any spellcaster, including a Dwarf Runesmith), roll a D6 after each game the injured character takes part in. On the roll of a 6 the character has been fully healed and no longer suffers any of the injuries and penalties received during the campaign. An injured character with the Regenerate special rule may roll 2D6 and pick the highest roll.

Legendary Abilities

The mightiest of heroes can perform feats of endurance and tricks of the blade that are the stuff of legend, forming the centrepiece of entire sagas. In a Mighty Empires campaign a character might gain such a skill, called a Legendary Ability. No Legendary Ability may be chosen more than once per army – after all, these are the defining traits of unique heroes, not the common soldier!



Fearsome Reputation. The character causes Fear as described in the Warhammer rulebook.

Master of Magic. Wizards only. Choose one Lore of Magic – each time the Wizard attempts to cast a spell from the chosen Lore, he adds +1 to the casting roll.

Proficient Warrior. Once per game, the character may re-roll one failed to hit roll and one failed to wound roll. As per the rules, dice may only be re-rolled once.

Superior Tactician. If the character is the Army General, the player may re-roll the dice when determining table sides and who gets the first turn.

Swift Reflexes. The character gains a 5+ ward save.

Sharpshooter. The character may fire a missile weapon in the Shooting phase a number of times equal to his Attacks characteristic, rather than only once. All shots must be fired at the same target.

Dauntless. The character is immune to Panic.

Master of Melee. The character may have a free suit of light or heavy armour and a shield. Additionally, the character may choose one close combat weapon and one missile weapon from the weapons lists found in the Warhammer rulebook. These weapon choices are free, and a character may use any of these weapons even if they are not normally permitted by his army list entry. If this ability is given to a Wizard, you may choose weapons as normal, but may not equip him with armour or a shield.



Sneak. This ability may only be employed by a character with a Unit Strength of 1. The character gains the Scout special rule. Obviously, this ability may not be used if the character is mounted.

Scale. This ability may only be given to a character with the Scout special rule. The character may scale sheer surfaces, such as walls and buildings. This means the character treats all undefended obstacles, cliffs, rocks, boulders, scree and woods as open ground, even if it would normally be counted as impassable. The character may never end his movement in impassable terrain.

Beastmaster. The character has developed a special bond or magical hold over animals and monsters. All friendly monsters within 6" of the character may use the character's Leadership for any Leadership-based test, just as if the character were the Army General.

Unlimited Power! Wizards only. Through greater knowledge or by way of an unholy pact, the character has discovered a route to acquiring vast power. Each time the character casts a spell, other than a bound spell, he adds a free power dice to the casting roll. This extra dice may cause a miscast or irresistible force as normal. Should the character miscast, the player must roll twice on the miscast table, and the opponent chooses which result to apply.



Duellist. The character is an accomplished duellist, skilled at toying with his foes in combat. During a challenge, the character can opt to use one of the following manoeuvres instead of his normal attacks:

- *Fight Defensively:* The character strikes last, with -1 Attack, but all close combat attacks directed at the duellist in return suffer a -1 penalty to hit.

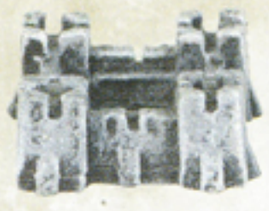
- *Target Weak Spot:* The character strikes last, but his attacks this turn count as Poisoned. Use the character's Strength characteristic for determining armour save modifiers as normal.

Daring Warrior. The character plunges into the heart of the fighting, performing daring maneoeuvres that others might find reckless. During a challenge, the character can opt to use one of the following manoeuvres instead of his normal attacks:

- *Dervish:* The character gains +D3 extra Attacks. However, all close combat attacks directed against him this turn are at +1 to hit and +1 to wound.

- *Relentless:* Declare that the character is using this ability before any dice are rolled on either side. If the character is slain before making his attacks, he still gets to fight. However, if he is not slain then his opponent receives +1 Attack this turn.





FURTHER IDEAS

Over the last few pages I've presented some of my own rules for making your heroes even more heroic, rewarding them for feats of valour in battle. But why stop there? I'd encourage you to come up with your own special rules that can make your particular campaigns even more enjoyable and entertaining. Here are a few more ideas.

Arch-Nemesis

In your Mighty Empires campaigns, you and your opponents could create nemesis characters, meaning two or more characters that completely loathe one another so much that they have special rules governing this. You could completely design your own characters with detailed backgrounds about how the two protagonists have become such bitter enemies or even use appropriate special characters who are already hated adversaries, such as the High Elf Warden, Eltharion the Grim and the Goblin King Grom, the Paunch of Misty Mountain.

When two arch-nemeses are fighting one another in a combat, they must issue a challenge or accept a challenge from their nemesis. In addition to all the challenge rules, both nemesis characters are subject to the rules governing Hatred as described in the Warhammer rulebook as long as they fight one another. In addition, they add a +1 on all their to hit rolls against their nemesis.

Mentioned in Despatches

One of the best aspects of playing a campaign – or indeed any game – are the stories that naturally emerge from the games you play. Everybody remembers the time that their hero stood his ground against overwhelming odds, or turned the table from a crushing defeat to a heroic victory.

Why not write these stories down, even circulating them as part of a campaign newsletter. A victory can be made even more exciting if you know that it ended the cruel reign of the feared Chaos Champion Khan Klaw, or that it wasn't any old Dark Elf Dreadlord you defeated in a challenge, but Korhedron.

If nobody wants to be the campaign chronicler (a role that can be hard work, but great fun) then get all of the players to submit tales of their character's heroic deeds after the game. The fact that you might end up with conflicting stories just adds to the fun!

The (Green) Stuff of Legends

What better way to represent your special-character-in-the-making than to convert a suitable model to represent him. That way, when you deploy your army with Hans von Groppen at its head, your opponent will instantly recognise him and his deeds!

You could add all manner of details to him, such as rewards, totems or scars. You could adorn a warrior with the skulls of his past victims (who might also have been named characters in your opponents' armies, rubbing it in further) or a dashing general with laurel wreaths and medals awarded for his victories. Many of the plastic kits have lots of extra details that are perfect for this.

You could even convert your hero to represent some of the legendary abilities from the previous pages. A character famed for their skill as a Beastmaster should have a suitably impressive mount, whilst a Sneak might be swathed in a black cloak and wearing dulled metal armour.

A named hero is an excuse to really go to town with your conversion, making a model to live up to the legend.

The stalwart Dwarf army mounts a desperate last defence of their mountainous homelands against the greenskin hordes. Such a game is exciting enough in its own right, but takes on a story all of its own if it represents the climax of a hard-fought campaign.



Heroes of War

Inspired by Kevin's house rules, we plundered the desks of some of the more prolific players in the GW Studio to find their favourite characters and the stories that accompany them.



Dominic Murray's Empire army contains many characterful heroes, many of them heavily converted. Dom uses this Handgunner either as a Hero, or as a Marksman for his Hochland Handgunner regiment.



Mark Latham modelled all the wargear and magic items onto Boss Murgog. His finest hour was when he saw off an entire formation of Questing Knights!



Christian Leitdorf is the general of Chris Peach's Empire army, leading them in a campaign into the Chaos Wastes. Chris made three models for Leitdorf, representing different incarnations of him throughout the campaign.



Nick Cristofoli's Warriors of Chaos army is led to war against the civilised lands by this Nurgle Champion, Karenin Maggotkin. He has converted him to be borne into battle atop a putrescent palanquin, a gift for his many victories.



Pete Foley converted his Skaven Warlord after defeating one of Dom's heroes in a challenge, modelling on the decapitated head and painting a blood-spattered sword to remind everyone of his victory.



This grizzled veteran is the loyal retainer of Baron von Strotheim (right). His greatest exploit is running down Jeremy Vetock's Giant.



Dom's Empire army is from the province of Middenland, led to battle by the young Baron Otto von Strotheim. Dom converted the Baron from the Empire General kit, and uses him as either his General or Battle Standard Bearer.

War Journal



The hour is late, and the War of The Ring is almost upon us. Mat Ward sneaks a last look at the game before the storm finally breaks.

War of The Ring is now just a month away from release, but I reckon I've got time to take a quick trawl through some of the more exciting bits. So far we've had a bit of a chat about the basics of the game and the armies within it, and I think it's time to have a more detailed look. With that in mind, let's have a proper look at the commanders of your army, and what they're going to do to bring you victory.

Each formation in your army is led by a command company. The command company is the heart of the formation in all matters – it's always at the formation's head and is normally the first company in a fight. Whilst a command company can be fielded 'as is', many formations can upgrade their command companies to give them an edge on the battlefield. Take Banner Bearers, for example. We've all got one or two Banner Bearers in our The Lord of the Rings collections, but now we're going to want one per formation. Banners provide a crucial advantage in War of The Ring. Not only do they make charges more reliable, they also help your troops hang in there if beaten in a fight. That's in addition to looking very, very pretty indeed – let's face it, a formation of troops looks almost infinitely better with a suitable flag flying overhead.

In addition to Banner Bearers, War of the Ring also introduces Hornblowers and Drummers, who allow their formations to move quicker – always useful in a wargame, but doubly so in War of The Ring, where every last inch can count. Elsewhere, Taskmasters, available to several Evil troop types, increase their formation's Courage. Fairly trivial, you might think, but only until you've been charged by the Army of the Dead and failed a Terror test, giving away an extra three dice per company to the enemy. There are also many race-specific upgrades – some familiar (like Goblin Drummers and Haradrim Hâsharii) and some new (Easterling Dragon Knights and War Priests).

As you can see, not only do command companies offer great modelling and conversion opportunities, but there's plenty of (for want of a better phrase) rules customisation to be had as well.



The full, dark glory of an army of Harad as it marches to war against the soldiers of the Free Peoples.



Below: *The new Rohan command company allows you to upgrade models to Banner Bearers, Captains and Hornblowers, which are essential for grand strategic manoeuvres.*



Below: *Adding an 'Epic Hero' like Saruman to a company bolsters the fighting ability and morale of the whole formation.*



Left: *The Three Hunters consists of Gimli, Legolas and Aragorn, a powerful combination of Heroes that form a 'Legendary formation'.*

Heroes of the Hour

Yet for all the splendour and power of the upgrades you can purchase for your formations, Heroes stand tall above the rest. Let's be honest, what kind of The Lord of the Rings game would this be if there were no Heroes at the centre of it? Heroes bring several benefits to a formation. First, and most obvious, are their increased Fight and Courage values – very useful indeed! The usefulness of Heroes doesn't end there, however. Heroes give your formations the opportunity to attempt double moves, can spend Might points to modify dice rolls and call Heroic actions, thus vastly increasing your formation's tactical options.

War of The Ring's Heroic actions work in much the same way as those from the skirmish game, allowing your Hero to 'trump' the turn sequence and perform outrageous feats of derring-do. The most powerful Heroes can also declare Epic actions – especially powerful heroic actions that bestow re-rolls, increase a formation's combat prowess and much more besides. As you're probably beginning to realise, careful use of your Heroes' abilities can spell the difference between life and death, not only for their formation, but the entire army. Just as with the skirmish game, you'll be husbanding your Might points to use for crucial Heroic actions, yet the temptation to spend the odd point on to hit rolls will always be there, lurking at the back of your mind.

As if that wasn't enough, most of the top tier Heroes (or Epic Heroes, as we refer to them) also have their own unique tricks to play. Aragorn can take his formation on an Epic Journey, using hidden paths to dramatically reappear anywhere on the battlefield, Boromir can spend Might to take down monsters with a single blow, and so on. On the Evil side, each of the nine Ringwraiths has its own special rule. Khamûl can drain the life of his foes, the Tainted stops nearby enemies using a Hero's Courage and the Witch-king can make the Evil side's double moves a certainty whilst confounding those of the opponent.

And yes, some Heroes also have access to magic...

Sorceries, Light and Dark

Whilst magic is not that common in Middle-earth, those that have got it have definitely got it, so a fun magic system was essential (cue devious cackling). Magic users cover a wide range. Saruman, Gandalf and the Ringwraiths are adept sorcerers, able to cast several spells each turn, whilst the shamans and lesser wizards of the races have far less in the way of power but are considerably cheaper to add to your army.

You'll see a lot of familiar spells have made their way across from the skirmish game, such as *Nature's Wrath*, *Immobilise* and *Terrifying Aura*, but there are plenty of new magical powers to experiment with. Most of them are





Saruman leads the hordes of Uruk-hai as they ravage the lands around them.

subtle, relying on tricks on the mind and will, but a few are decidedly ostentatious – such as the *Shatter Shields* or *Tremor* spells, which do pretty much what you'd expect, in explosive fashion. By combining the effects of several different spells (for which you'll need a powerful Wizard, or a couple of lesser spellcasters in your army) you can really hammer your foe.

Some of the combinations are fairly obvious – you can repeatedly hammer an enemy Hero with spells such as *Black Breath* and *Black Dart* (if you've read the book, you'll know what to expect). Alternatively, you could use *Sunder Spirit* to reduce an enemy's Courage, followed up by some *Visions of Woe* to terrify the enemy to death – what budding Dark Lord could do else?

The Ones that Got Away

Drat! Space is running out once more, and there's still so much to tell. There are Epic Heroes who can move around the battlefield at will, lending their power wherever it is needed, and Legendary formations that represent such mighty groups as The Fellowship of The Ring, the White Council and the Three Hunters. There are monsters that can smash aside infantry like matchsticks (Dragons and Balrogs and Giants, oh my!), artillery to crush the foe with bolt and boulder, as well as Winged Nazgûl that swoop across the battlefield, picking off luckless enemies as they go. There are ambushing Rangers, glorious Elven Knights, back-stabbing Goblins, and Dwarf Champions that can split a Troll from gut to gizzard in one blow. You can even toss Gimli at the enemy and have Merry stab the Witch-king in the back. What reasonable person could ask for any more?

"There are monsters that can smash aside infantry like matchsticks..."

But the proof of the pudding, as they say, is in the eating. And you'll be able to munch on this delicious pudding very soon. Games Workshop Hobby Centres around the world are gearing up to bring some of the greatest battles of Middle-earth to life. Shame I don't have room to go into detail – you'd best get down to your local store to see for yourself...

"At dawn, look to the east."

Gandalf, The Two Towers



THE LORD OF THE RINGS STRATEGY BATTLE GAME

WAR OF THE RING™

OUT APRIL 2009

NEW LINE CINEMA

GAMES WORKSHOP



STOMPAS!

Liber Apocalyptica is an irregular column that provides ideas and inspiration for your games of Apocalypse. This month, to tie in with the release of the new Ork Stompa kit, Jervis takes a look at (you've guessed it!) Ork Stompas.

The Waaagh! is at the heart of the Ork expansion throughout the universe. The Waaagh!, or Waaagh-Ork as it is sometimes known, is a spontaneous happening which starts suddenly in obscurity before gradually gathering momentum. More and more Ork tribes become part of the gathering strength of the Waaagh! triggering a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of the Ork race is unleashed upon any in their path.

At the very core of the Waaagh! lies the construction of gigantic vehicles known as Stompas. Each of these creations is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol in the image of Gork or Mork, the Ork gods of war.

Gork and Mork epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, destruction, carnage, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of these strong, wild and callous gods. Each Stompa the Orks build is a crude act of worship to these primal gods; they are idols of the gods and stand for all that is Orky.

Building the Stompa

Mekboyz are the engineers and master mechanics of Ork civilisation. They can be recognised by the overalls, spanners and monkey wrench stuffed through the belt, and the oily rag perpetually in their hand. Their understanding of the principles behind much of the technology they use is somewhat vague and crude. In fact, Mekboyz are often as mystified as the rest of the Orks as to why something they've put together actually works.

Mekboyz have an instinctive talent with machinery. Inquisitiveness, experimentation, and, above all, a determination to bash the parts until they fit together are the keys to their success. Consequently they construct ingenious and unlikely devices that defy the principles of science. Each Mekboy produces highly original work, and every item of Ork machinery and weaponry bears the indelible stamp of the individual Mek that created it.

Some of the Mekboyz that are caught up in the fever of a Waaagh! will become obsessed with creating a war machine that gives real mechanical form to one or other of the Ork gods. The Mekboy will immediately begin work, assisted by the Gretchin at his command and other Mekboyz drawn in from the surrounding area inspired by the same idea. Slowly the scaffolding is erected and, within the cradle of steel, the great metal hulk that will become the Stompa takes shape.

Stompas are miracles of the Mekboy's art, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Stompas carry awesome firepower. Giant guns and huge assault weapons are carried in place of arms, and more weapons are fitted wherever there is space to spare. Sometimes a massive gutbuster cannon will be mounted low down in the Stompa's belly, a gigantic weapon of massive destructive power. Stompas are protected by a heavily armoured hull, made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

Stompas in Battle

A vast krew of Orks and Gretchin ride into battle aboard each Stompa. The Orks fire the guns and stoke the boilers under the stern eye of the Stompa's Kaptin and his Nobz. Teams of Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Stompa to fix bits and fight fires as the Stompa suffers battle damage.

Stompas are usually built for a powerful Ork Warboss by an Ork Mekboy. The immensely proud Warboss will be the Stompa's Kaptin, and some of his Nobz will take up the posts of Furst Mate (who shouts at the Krew), Gunboss (who shouts



at the gunners), and Flagboss (who's in charge of the signal flags Stompa's use to communicate in battle – as well as shouting, of course). The talented Mekboy who built the Stompa is rewarded with the post of Boss-Mek and gets to order around all the other Mekboys on board and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Stompa moving around and blasting away at the enemy forces.

Stompa Mobs

In the build up to the Waaagh! all Ork tribes are driven by the urge to build idol-like Stompas in praise of their savage gods. Most Warbosses manage to get one or two Stompas built by industrious Mekboyz, but some of the more powerful Ork Warlords can command enough resources to build many more. Because of this it is not uncommon for an Ork horde to be accompanied into battle by a formation of Stompas called a Stompa Mob.

Stompa Mobs comprise at least three Stompas. The best (in other words the biggest) Stompa in the mob will be commanded by the Warlord himself and is known as the Boss Stompa. The other Stompas are commanded by the Warlord's most trusted Nobz or by the Mekboy that built it. In battle, all of the Stompas in the mob stick close together so the Kaptins can see the signal flags being waved about on top of the Boss Stompa, which tell them what their orders are and where they're supposed to be going.

As even one Stompa is a frighteningly destructive creation, the three or more that make up a Mob is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Stompa Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

New Datasheets

We've included three new Stompa datasheets with this article, and you can find more new datasheets on our website. These datasheets can be used in any game of Apocalypse if you wish to do so, along with the various Stompa datasheets in *Apocalypse* and *Apocalypse: Reload*.

Stompas and Stompa Mobs make a fantastic starting point for story-based Apocalypse games. Recreating such a battle is best taken on as a group project, with different members of the group supplying the models for the different armies taking part, and helping to make the terrain needed.

Visit our Website

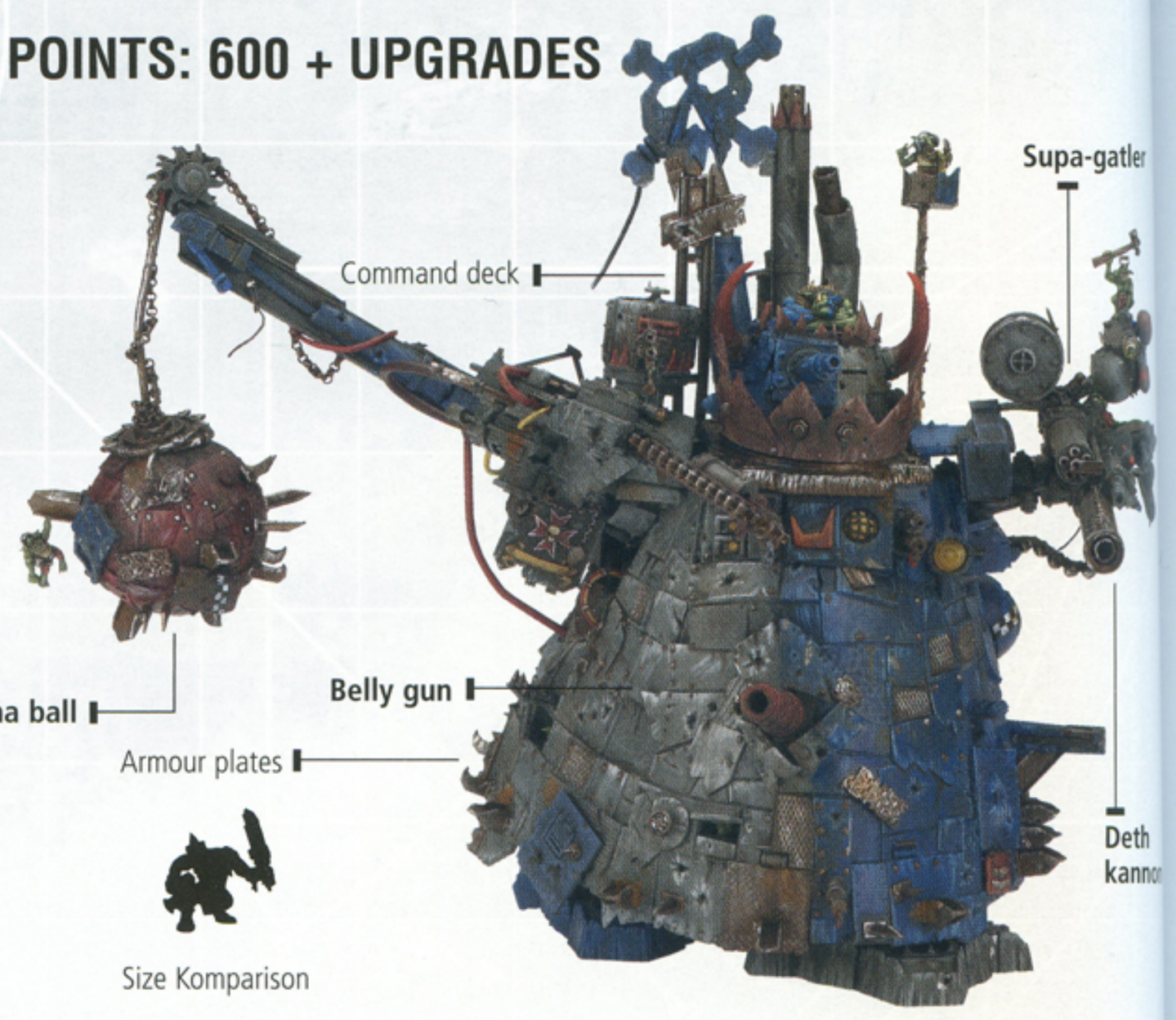
You can download these Stompa datasheets as well as other web-exclusive datasheets for all other races from our website.



KUSTOM STOMPA

POINTS: 600 + UPGRADES

Mass production of identical items is not a strong point of Ork culture – they lack the application and technical expertise. This tradition of orginal craftsmanship is known among Orks as kustom. Everything in Ork society is kustom-built. Nowhere is this more evident then in the creation of Ork Stompas, no two of which will ever be the same. Sometimes the differences will be confined to the appearance of the Stompa, but more often than not the Mekboy that built it will want to try out a new weapon he has dreamed up, or an 'improved' version of something he has tried out before. The resulting machines are known as Kustom Stompas.



Size Komparison

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	13	12	1	4

UNIT: 1 Stompa

TYPE: Super-heavy walker

STRUCTURE POINTS: 4

TRANSPORT: The Stompa has a transport capacity of 20.

ACCESS POINTS: One rear hatch.

FIRE POINTS: The Stompa has three fire points in its hull.

WEAPONS AND EQUIPMENT:

Any number of upgrades (see next page) plus the following weapons (all these weapons can fire into the Stompa's front arc):

- Titan close combat weapon
- Deth kannon with co-axial supa-gatler or co-axial gigashoota
- Twin-linked big shoota (fires into forward arc)
- Two big shootas (fire into forward arc)
- Three supa-rokkits (fire into forward arc)
- One big shoota (fires into rear arc)

SPECIAL RULES:

Effigy: The Stompa is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs within 12" of the Stompa are Fearless.

WEAPON	RANGE	STR	AP	SPECIAL
Deth kannon	72"	10	1	Ordnance 1, 7" blast Primary weapon
Gigashoota	48"	6	4	Heavy 6D6, Co-axial
Supa-rokkit*	Unlimited	8	3	Heavy 1, One-shot
Supa-skorcha**	Template	6	3	Assault 1
Supa-gatler***	48"	7	3	Heavy 2D6, Co-axial Psycho-Dakka-Blasta!
Big Shoota	36"	5	5	Assault 3

*A supa-rokkit is a Grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

** To fire the supa-skorcha place the flame template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The supa-skorcha is then treated like any other template weapon.

*** Psycho-Dakka-Blasta! Once fired, the supa-gatler continues to fire until all of its ammunition is expended – all the gunner can do is sweep it across the enemy and hope that some of its many, many shots hit home. After firing the supa-gatler you must nominate another enemy unit within 12" of the original target unit and fire again. You must then target another enemy unit within 12" (this may be the previous unit). The supa-gatler keeps firing as long as it has got ammunition left – if the number of shots rolled for the second or subsequent burst is a double, the supa-gatler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target).

For the purposes of the co-axial rule, the deth kannon must be fired against the last unit that the supa-gatler has fired at (and if the target suffered at least one hit from the supa-gatler, the deth kannon may re-roll its scatter dice).

SPESHUL MEKBOY OFFERS

DEFF-DEALING NEW DAKKA FER STOMPAS (UPGRADES FOR STOMPAS)

A Kustom Stompa can be fitted with any number of the following upgrades, at the additional points cost listed.

KRUSHA BALL .....+50 POINTS

The only thing that Orks enjoy as much as warfare is smashing things. No weapon of battle conveys the simple brutalities of violence so well as the krusha ball – a vast chunk of reinforced metal so large that only a Stompa could swing it.

The krusha ball is a Titan close combat weapon and replaces the close combat weapon the Stompa is normally armed with. If the Stompa is not otherwise engaged in close combat the hefty krusha ball can be swung in a vast sweeping arc of destruction. Nominate a direction (it is convenient to mark with a scatter dice) and roll 2D6. This is the number of inches in which the path of devastation travels. Assume the path is 2" wide and measure from directly below the position of your krusha ball. Any model in the path takes a single destroyer hit, although infantry or jump infantry may take an Initiative test to avoid the blow. On a roll of a double-1 the backswing is too much and the Stompa itself takes a single destroyer hit in addition to any victims within the 2" arc.

Any terrain touched by the Krusha's arc is removed and replaced with rubble.

DEFF-ARSENAL .....+120 POINTS

When a Death Skull Warboss orders a Stompa built he often supplies the Mek with the kind of scrap that only a grasping, grubby, hoarding, Loota-loving, salvage-king could acquire. Mekboyz delight in cobbling together such edifices of destruction and there is always room to attach, nail, or weld another gun, rokkit, or spiky bit. In the end the towering Stompa literally bristles with weaponry from across the galaxy. Sometimes the gunz are even pointing in the right direction.

In addition to the Stompa's regular configuration of weapons, this upgrade adds loads of extra guns. In fact, there are so many gunz that it is impossible to load and fire them all! Roll at the start of each Shooting phase to see how many extra shots the Stompa gets. All of the deff-arsenal shots must target the same enemy squad using the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Deff Arsenal*	120"	9	3	Heavy 3D6

*Additionally, the deff-arsenal allows for an extra D3 supa-rokkits to be fired each turn as desperate Grotz frantically press the endless array of launching buttons inside the kontrol room. These rokkits may be fired at separate targets.

BELLY GUN .....+150 POINTS

In mimicry of the iron mountains known as Great Gargants, some Stompas mount their own belly guns. This is a massive piece of ordnance that is the pride of any Stompa lucky enough to bear one. Belly gun shells are the size of a Trukk and are simply jam-packed with explosives and shrapnel-producing scrap. The resulting explosions sometimes level whole swathes of the battlefield and at other times only devastate a modest patch.

The belly gun and its ridiculous-sized ammunition takes up so much space in a Stompa that it must sacrifice any transport capacity entirely. A belly gun may only be fired every other turn and may not be fired on Turn 1 – it simply takes too much time to load the next shell.

A belly gun has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Belly Gun*	72"	7	3	Blast Radius 3D6" from the epicentre

*To fire the belly gun you must nominate a target and place a marker. This must be a viable target and in the case of a large vehicle, the exact aiming spot must be marked. Roll to scatter as per a normal blast weapon but roll 3D6 for scatter instead of 2D6. This will determine the point that the shell lands. Next roll 3D6" to determine the blast radius of the belly gun. Every model within this range takes a S7 AP 3 hit. Cover saves are allowed.

RED PAINT JOB .....+25 POINTS

It takes a lot of paint to cover a Stompa – but once given a good coat of red, even a Stompa benefits from the mysterious Ork belief that 'red wunz go fasta'. A Stompa that pays for a red paint job moves 13" instead of 12".

REPAIR KREW .....+75 POINTS

Meks often ride along to battle on a Stompa, ready to weld repairs, reattach wires, or hammer out dents. Some of the more disciplined Meks even wait for battle damage to occur before launching into a flurry of frenzied fixin'. Repair krew can be seen scampering in and out of hatches, running up scaffolding and generally hanging precariously from the Stompa while doing dangerous work. It gets crowded inside the confined hull of a Stompa, but weapon krews are used to having repair Grots underfoot and it is standard procedure to keep firing your weapon while trying to 'lay a boot' into any Grot within reach.

During their Shooting phase, the repair krew may attempt to fix one thing per turn. Declare what you want the krew to fix and roll a dice, checking success on the chart below:

Repair	D6 Roll Needed
Weapon – A single weapon may be fixed and may shoot next turn	3+
Primary Weapon – A single primary weapon may be fixed and may shoot next turn	5+
Damaged Drive – A single drive damaged result may be immediately repaired.	5+
Structure Point – A single Structure Point may be immediately regained.	6+

LIFTA DROPPA .....+25 POINTS

The lifta-droppa is a Mekboy invention which uses traktor beam technology to lift a target vehicle in the air and then drop it, preferably on top of some other enemy troops that are nearby.

A Kustom Stompa may replace its close combat weapon or deth kannon with a lifta-droppa if desired. The rules for lifta-droppas can be found on p131 of the Apocalypse rulebook.

GAZE OF MORK (OR GORK) .....+25 POINTS

Stompas are gigantic representations of Gork and Mork so it is quite common for them to have specially made heads to make them look more life-like. These heads are fitted with deadly force beams that can unleash an attack on nearby foes, so that the Orks can terrify the enemy with the mighty gaze of their gods.

The rules for the Gaze of Mork (or Gork) can be found on p131 of the Apocalypse rulebook.

STOMPA MOB

POINTS: 200 + MODELS

The greenskin psyche compels Orks to mob up with others who are as big and mean as they are. Stompa crews see themselves as the biggest Orks around – after all, from the top of the giant walking battle-fortresses the other Boyz look really small. In the largest Waaaghs! it is not uncommon for several Stompas to form a mob led by the toughest Stompa Boss around – an Ork who will have undoubtedly 'kommandeered' the biggest and shootiest Stompa for himself.

Stompa crews simply can't resist the urge to stomp over everything in their path 'till it's flat' – a tried and tested Orky tactic. A Mob of Stompas will crush anything foolish enough to stand in its way. Some enthusiastic crews get so carried away that they completely forget where they're going and who they're stomping on. Such things don't tend to bother the crews as they find crushing 'da Boyz' underfoot just as amusing as crushing the enemy.

Different Stompa crews within a mob are always competing to outdo their mates, and prove once and for all that their Stompa is the deadliest of the bunch. There is a matter of Ork pride at stake as the Stompa crews get to the task of shooting, slashing, burning and stomping as much of the foe as possible. Grots in lookout posts are responsible for keeping a tally of the number of foes killed by each Stompa – a challenging assignment since many Gretchin can't actually count. It is a thankless task for the hapless Grot who, at the end of a battle, is nominated to reveal the scores to the impatient crews, and is shortly thereafter beaten to a bloody pulp by whichever team of Orks he declares as the losers.

Stompa Mob

STOMPA

Badtoof



BOSS STOMPA

Gorkamell



STOMPA

Big Red



FORMATION:

3+ Stompas (of any type).

One Stompa must be designated as the Boss Stompa.

SPECIAL RULES:

Strike Force: All Stompas in the Stompa Mob must be deployed within 6" of the Boss Stompa, or, if coming on from reserve, they must enter the table within 6" of the Boss Stompa.

Stompede! Instead of assaulting normally, a Stompa Mob may, at the beginning of its Assault phase, make a special Stompede move. If the player chooses to do this, each Stompa within 6" of the Boss Stompa must move its full assault move, plus an additional D6", directly ahead – of course, this includes the Boss Stompa!

Roll a dice for every model that one of the Stompas moves over (friend or foe, but not including super-heavy vehicles or gargantuan creatures). On a 4+ the model suffers a single destroyer hit. Any immobile or stunned vehicles in the Stompas' path are hit automatically. If any enemy models would end up underneath one of the Stompas after they have reached their final position, the models are moved out of the way by the shortest distance, leaving it 1" away from the Stompa.

If a Stompa comes in contact with a super-heavy vehicle or gargantuan creature it will immediately stop and engage it in close-combat as normal, however the momentum of the impact is such that the Stompa will gain +D3 attacks for charging instead of just +1.

If a Stompa moves over or through a terrain feature it could feasibly crush, the terrain is destroyed – remove it from the table. If the Stompa comes into contact with an impassible terrain feature, it immediately stops and suffers D3 Strength 10 hits (resolved against its front armour).

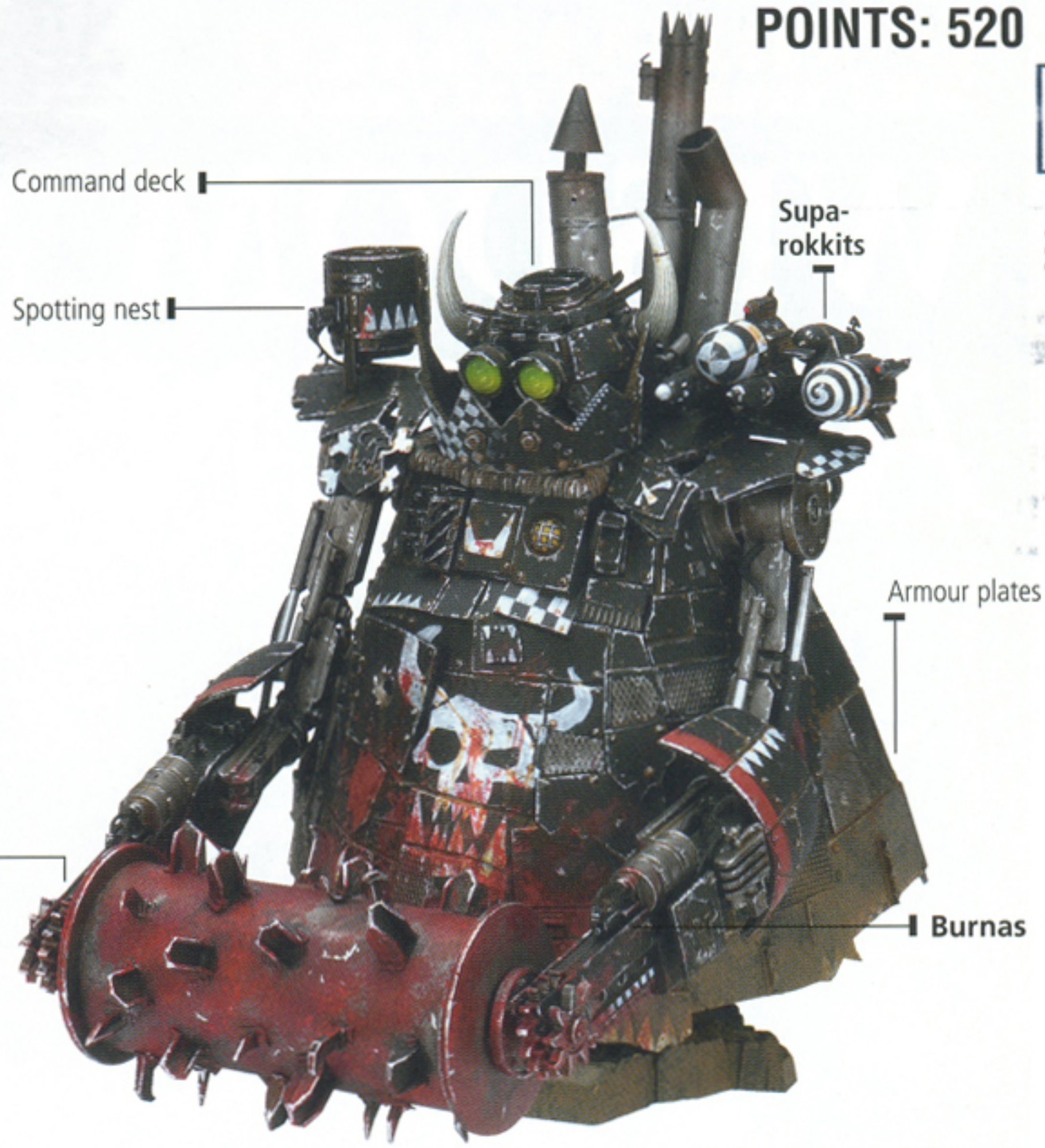
At the end of the Stompede roll a D6. If the result is a 1, 2 or 3 the Stompa crews are so carried away that they may not change direction during their next turn and can only move directly ahead. In addition, the Stompas must continue to Stompede (in the same direction) in their next Assault phase. If any of the Stompas move off the edge of the table they are removed from play – they've clearly spotted something in the distance that deserves a good stomping.

GOFF ROK'N'ROLLA

POINTS: 520

The Goff Rok'n'Rolla is a comparatively rare version of the Stompa, and most that have been witnessed were the creation of Meks in the employ of Goff Orks. The main feature of the Goff Rok'n'Rolla is the grossly over-sized roller mounted to its front, wielded as though it were a weapon attached to the ends of its mechanical arms.

Perhaps the most famous, or infamous, use of a Goff Rok'n'Rolla was during the Siege of the so-called 'Iron City' during Waaagh! Snaggaltoof. A Rok'n'Rolla appeared at the height of the final assault, rolling through a great horde of Orks before smashing through the city's 'impenetrable' Iron Gate in spectacular fashion. Once through the Iron Gate, hundreds of Orks swarming behind it, the Rok'n'Rolla kept going right on, flattening a path fifty kilometres across the city before smashing through the opposite city wall.



Size Komparison

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	13	12	1	1

UNIT: 1 Rok'n'Rolla

TYPE: Super-heavy walker

STRUCTURE POINTS: 4

TRANSPORT: The Stompa has a transport capacity of 30.

ACCESS POINTS: One rear hatch.

FIRE POINTS: The Goff Rok'n'Rolla has three fire points in its hull.

WEAPONS AND EQUIPMENT:

One megadeff rolla

- 5 supa-rokkits
- 3 burnas

WEAPON	RANGE	STR	AP	SPECIAL
Supa-Rokkit	Unlimited	8	3	Heavy 1, One-shot
Burna	Template	4	5	Assault 1

SPECIAL RULES:

Effigy: The Stompa is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs with a model within 12" are Fearless.

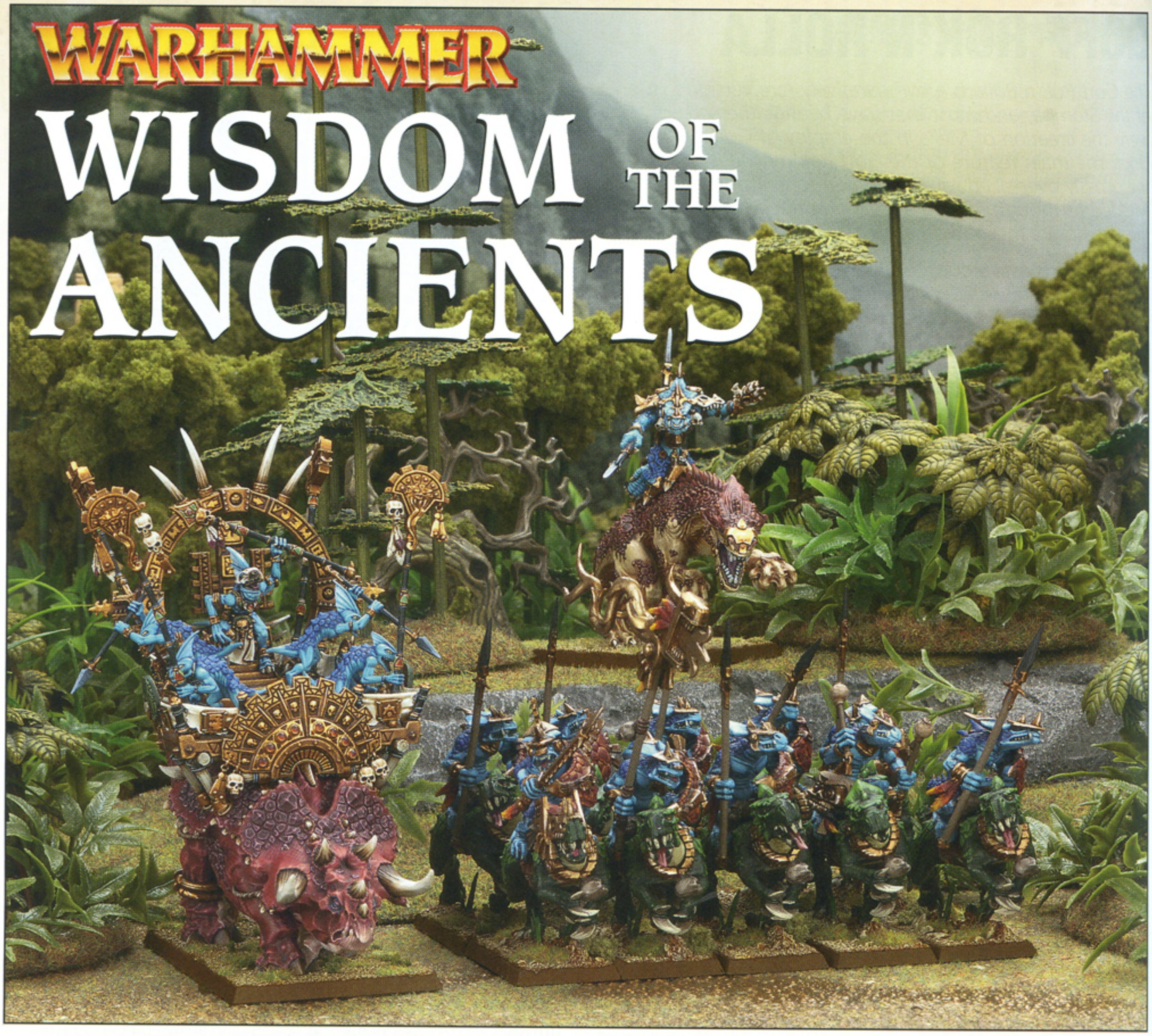
Megadeff Rolla: The Rok'n'Rolla may make a special assault move at the start of its Assault phase, instead of assaulting normally. If the player chooses to do this, the Rok'n'Rolla must move its full assault move, plus an additional D6", directly ahead.

Roll a dice for every model that the Rok'n'Rolla moves over (friend or foe, but not including super-heavy vehicles or gargantuan creatures). On a 4+ the model suffers a single destroyer hit. Any immobile vehicles in the Rok'n'Rolla's path are hit automatically. If any enemy models would end up underneath the Rok'n'Rolla after they have reached their final position, the models are moved out of the way by the shortest distance, leaving it 1" away from the Rok'n'Rolla.

If the Rok'n'Rolla comes into contact with a super-heavy vehicle or gargantuan creature it will immediately stop and engage it in close-combat as normal, however the momentum of the impact is such that the Rok'n'Rolla will gain +D3 attacks for charging instead of just +1.

If the Rok'n'Rolla moves over, or through a terrain feature it could feasibly crush, the terrain is destroyed – remove it from the table. If the Rok'n'Rolla comes into contact with an impassible terrain feature, it immediately stops and suffers D3 Strength 10 hits (resolved against its front armour).

WARHAMMER
WISDOM OF THE ANCIENTS





Warhammer Armies: Lizardmen

The new Lizardmen army book contains everything a cold-blooded servant of the Old Ones needs to unleash war upon the younger races.

Welcome to the first of two articles exploring how to collect, paint, model and game with Lizardmen. Having consulted the sacred plaques, Andy Hoare and his trusty Skink attendants present the arcane secrets of this ancient Warhammer race.

Andy: This two-part article is all about the great experience of being a collector of Lizardmen, the latest army to be released for Warhammer. We'll be covering a wide range of subjects within this broad theme, looking at what attracts people to start an army of Lizardmen, how they start a collection, their experiences painting and gaming with their miniatures and even how they go about making terrain to fit the race.

As ever, the best way to explore a subject like this is to talk to people who are actually doing it, so I've recruited a number of mates to help me out. Ian Strickland works in our Pre-production Studio, and it was while he was working on the photographs and boxes for the Lizardmen range that he well and truly caught the Lizardmen bug. Next up we have a face many of you will be familiar with for his past exploits in White Dwarf, Pete Foley, who is an expert painter (and he should be too – he used to work in Games Workshop's 'Eavy Metal team!) as well as a Lizardmen player. Then we have Andy Smillie, who is a veteran of a great many Grand Tournaments, and is an excellent person to go to for all manner of sneaky tricks. Last but not least, we have Mark Havener, who is a stalwart of the US tournament scene and always one of the first people we go to when it's time to playtest a new army.

So, with our rag-tag bunch of Lizardmen players assembled, I spoke to them about how they got started...

NEW SPAWNINGS

We all know what it's like when a new Warhammer Armies book is released. We see the new models first and soon the urge to paint them sets in. Before we know it, we're imagining a whole collection of them, arranged in all its splendour on the display shelf or marching across the gaming table to crush all that oppose it. For most of us this happens pretty much every couple of months; every time a new army book is released, in fact. So what is it about the Lizardmen that attracts people?

There are many things that cause us to take the leap and start a new collection. For some it's the miniatures and painting or conversion opportunities they present. The Lizardmen are very well served in this regard, especially now that the Temple Guard and Stegadons have been rendered in plastic. Although each of the races in the Warhammer world has a distinct and coherent look, the Lizardmen have a character all of their own. This is fitting, as they were the first race specifically created by Games Workshop for the Warhammer setting (as opposed to presenting Warhammer takes on such fantasy staples as Elves, Dwarfs and Goblins). The race has developed a lot since those first appearances in the early eighties, becoming more focused and 'Warhammer' with every iteration. The sheer character of the Lizardmen has attracted many a collector, as have the painting opportunities, as well as the tactics the army can perform on the tabletop.

IAN STRICKLAND



Ian: **I'd been looking to collect a new Warhammer army for a while, and seriously considered both Empire and Bretonnians, until I settled, a year or so ago, on Lizardmen. The reason is simple – dinosaurs! For me it was all about the 'Lost World' feel and the fact that they're so totally different to all the other Warhammer races. Then I heard a new Lizardmen army book was in the offing and I was away!**

MARK HAVENER

Mark: **There were a few factors that played into my decision to start a Lizardmen army, many moons ago. Just like most bright-eyed boys, I loved dinosaurs as a kid. The idea that there were monsters the size of skyscrapers tromping around the Earth at one time was always pretty appealing. The chance to play an army that used beasts like these was very tempting (I should note that while I've been playing Warhammer since early 3rd edition days, it wasn't until dinosaurs became prevalent with the first Lizardmen army book that I really got hooked on the game). I tend to play armies that capture my imagination. The second reason was the mechanics – I generally roll badly for Leadership tests, so an army that helps me mitigate that suits me well!**

PETE FOLEY

Pete: **Lizardmen have always been one of my favourite armies because they compete in every phase of the game. With fast-moving troops such as Skink Skirmishers, Kroxigor, Saurus Cavalry and Terradons they can outmanoeuvre all but the quickest of foes. The Slann Mage-Priests dominate the Magic phase as they are arguably the greatest Wizards in the Warhammer world. The Razordons and Salamanders, along with blowpipe-wielding Skinks and giant bow-toting Stegadons mean that the Shooting phase can also bring a lot of joy to the Lizardmen general. Finally, in combat, the Saurus Warrior comes to the fore. With some of the best core infantry in the game, backed up by Temple Guard and Cavalry, the Close Combat phase is another one you can expect to do well in.**



ANDY HOARE

Andy: **I've played Lizardmen for a little while, though my collecting activities are often derailed by other projects (such as the 6000 points of Imperial Guard I can now field in Warhammer 40,000). But, seeing the new miniatures gave me the push to take up the collection again. What I find most attractive about the Lizardmen is the character they ooze – the combination of fallen civilisation, cold-blooded savagery and mystic servants of the lost gods. I really enjoy the setting of Lustria too, which gives me all sorts of ideas about making terrain that will fit alongside my collection.**

PAINTING

So you've decided to become a servant of the Old Ones and enact their Great Plan for the world – one of the first conundrums you'll be faced with is how to go about painting your new miniatures. Lizardmen are blue-skinned, sure, but within that broad characteristic there's plenty of scope to express your own style and tastes. You'll find all sorts of opportunities to go to town painting the details of your miniatures, with all manner of gleaming metal, reptile-hide shields and decorative feathers. Aside from the Skinks and Saurus there are all manner of other beasts in the army that can sport a dazzling range of patterning. And forming a glorious centrepiece to it all are such awesome models as the Slann Mage-Priest, the Carnosaur-mounted Oldblood and the Stegadon-riding Skink Chieftain.

Top Tip

***Pete:* Lizardmen bases can be a really fun part of your army, having them wading through water or surrounded by jungle reeds or foliage can make them really stand out. The important thing to remember is to keep the bases consistent – with so many different units in different colours, a unified basing technique will really help tie your whole army together.**

How Ian Paints his Saurus Warriors

Ian: My Saurus Warriors were painted with a method of shading using the new Citadel Washes, combined with successive layered highlights.



First I applied a basecoat of Mordian Blue to the skin and scales.



I then applied a wash of Asurmen Blue over the skin and scales.



Next, the scales were drybrushed with Mordian Blue. The first highlight layer of Mordian Blue was applied to the skin.



Enchanted Blue was used to drybrush the scales. The second layered highlight of Enchanted Blue was applied to the skin.



The skin was highlighted with a mix of Enchanted Blue and Ice Blue. The gold was basecoated Shining Gold, the spear tips with Adeptus Battlegrey and the claws with Bestial Brown.



I applied a final skin highlight with Ice Blue. Leviathan Purple was washed onto the gold. The spear tip was highlighted with Codex Grey.



The gold was highlighted with a Shining Gold and Mithril Silver mix. The claws were highlighted with Bleached Bone and the spear with Fortress Grey.



The shield was basecoated with Mechrite Red and highlighted with Red Gore. A second highlight of Red Gore and Vomit Brown was applied, followed by pure Vomit Brown.

How Andy Paints his Lizardmen

Andy: The first models I painted were the Kroxigor, as they are such stunning models I just couldn't help myself. I had a good think about how I'd paint the skin, and came up with a technique that I'm really pleased with and will use, with variations in colour, throughout my collection. I started off by painting the skin Astronomican Grey. Over this I applied a wash of Asurmen Blue. Then, I applied the highlights by mixing a little Astronomican Grey into some more Asurmen Blue wash. This mix works as a translucent highlight, but without the need for thinning with water, as the wash is already thin enough for some of the previous layer to show through. I was very pleased with the end result, and it really didn't take very long to achieve. I plan to use the same technique on the Skinks and Saurus, varying the exact colours used to achieve an overall colour scheme, with localised variation.







Andy used Lizardmen glyphs, available from the Games Workshop webstore, to add detail to his Kroxigor's bases.



FIRST GAMES

With all this talk of collecting and painting, let's not forget that most of us intend to field our collection on the tabletop battlefield. The army list provides us with a structure for collecting our miniatures, but many people find it a great idea to get stuck in and start gaming as soon as possible. Don't let the fact that you haven't yet collected two units from the Core category stop you fielding what you have. What better way to get to know the various special rules than to get your Skinks or Saurus on the table and try them out? When playing these first small games, the best thing to do is to just field what you have collected. This means you may have some odd combinations, depending on which miniatures first took your fancy and what you wanted to paint first, and that's fine. You can use the army list to total up the points values, ignoring unit size minimums and army list category stipulations, and play against a friend doing likewise. Or, you and a gaming buddy could just agree on what looks right and get playing.

Andy: **I've played lots of games with Lizardmen, but decided that when playing my first few games with my own burgeoning collection I would ignore all the models sitting on the Studio's playtest shelves and start afresh. The first unit I collected was a large block of Skinks and three Kroxigor, and it's my intention to field these as a single, combined unit once the army gets off the ground. For the first few games though, I plan to split this single unit up, fielding its members as two smaller units of Skinks and three separate Kroxigor. That will provide quite an entertaining game with plenty of opportunities to get to grips with the warriors' capabilities.**

Mark: **I've always been a big fan of the Slann Mage Priest. He doesn't fit the dino theme that I like, but there's something very appealing to me about him leading the army from his throne. That he barely moves on his own just makes him more perfect (yes, my wife tells me I have a strange sense of humour). So my new army will continue to be based around the core of a Slann Mage-Priest and his bodyguard. After the Slann comes the Saurus... I usually use two to three blocks of them (including the Temple Guard), and that will continue with the new book. Taking at least 30 Skinks is mandatory as well, in my book – I love the little guys! Kroxigor, Saurus Cavalry, Terradons, a Stegadon, and perhaps some hunting packs will be swapped in and out to taste. I tend to collect at least one unit of each type for my various armies, so as to give myself plenty of options when picking an army list for a game.**

Ian: **My first game with my Lizardmen was actually a full 2000-point battle – I got so involved in the collecting side of things that by the time it came to arranging a game I had a decent-sized army already! That game was against Dwarfs, and they won, but I learned a valuable lesson about protecting my Saurus Warriors from enemy shooting. Next time I faced them (and, later, another mate's Empire army, which is just as shooty) I took Skink Skirmishers to advance ahead of the Saurus and screen them from missile fire.**



TERRAIN

Once your collection is well underway and you're enjoying all the gaming challenges it presents, you might decide to turn your attentions to the setting in which you play your games. Many people enjoy this aspect of the hobby as much as collecting, painting and gaming and Lizardmen present a unique opportunity to create a stunning tabletop environment. While many Warhammer races will look perfectly at home on any of the tables you will commonly fight across, your Lizardmen will benefit from a little attention paid to creating terrain appropriate to the character of the race.

So, if you are looking to create your own tabletop battlefield, why not make one that represents the deadly jungles of Lustria? You could start by creating a Lizardmen version of one of the special feature terrain pieces presented in the Warhammer rule book. A Necropolis of Heroes, for example, could be imagined as a crumbling jungle shrine. An Ancient Idol might take the form of a gleaming golden serpent statue. These can be carried with you in your army transport case to every game you play, and will give even a fairly nondescript table a hint of the jungle.

The next step is to make patches of jungle, and you'll find plenty of advice on just how to go about this in the article in WD350, as well as on the Games Workshop website.

Next Month

Next month we'll be taking a look at the next steps in collecting an army of Lizardmen. We'll be hearing about the many conversion opportunities the fantastic kits present, some tactical tips from veteran tournament players, more terrain building, and campaigning with the Lizardmen using. Mighty Empires. Until then, keep your eyes on the constellations!

Expedition to Lustria



Ian: Halfway into painting my Lizardmen, I got distracted by the appeal of making some terrain for my army. Naturally this meant lots of jungle! With the Lizardmen coming from a very distinct part of the Warhammer world, I felt that they were one army that demanded a lot of appropriate terrain to fight over. With Skink Skirmishers being in cheap and plentiful supply, having lots of jungle would serve a practical purpose in gaming terms as well.

I could see in my mind's eye swarms of Skinks ambushing unwary enemy units, as the jungle itself would seem to come alive in a hail of poisoned barbs and javelins!

When the Arcane Ruin kit was released I was inspired by the efforts of the Studio's scenery makers to use this as the basis of some half-forgotten jungle ruins, so I added the metal Lizardmen glyphs to the columns to add more of a Lustrian flavour.



THE LIZARDMEN MINIATURES RANGE

You can now build a Lizardmen army almost entirely out of plastic! That makes it quicker than ever to build a force ready to enact the Great Plan.

SAURUS WARRIORS



MULTI PART PLASTIC KIT

SAURUS WARRIORS

99120208003 £18†, €30, 225dkr, 270skr/nkr

This box set contains 16 multi-part plastic models including champion, standard bearer and musician. The models can be assembled with either hand weapons and shields, or spears and shields.



Saurus Warrior with spear and shield

SKINKS



Skink with blowpipe



MULTI PART PLASTIC KIT

SKINKS

99120208004 £18†, €30, 225dkr, 270skr/nkr

This box set contains 24 multi-part plastic models, including 4 champions and 20 skinks. The models can be assembled with either hand weapons and blowpipes, or javelins and shields.

COLD ONE CAVALRY



MULTI PART PLASTIC KIT

COLD ONE CAVALRY

99120208006 £18†, €30, 225dkr, 270skr/nkr

This box set contains 8 multi-part plastic models, including champion, standard bearer and musician.



Cold One Rider Champion

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

TEMPLE GUARD



Temple Guard



MULTI PART PLASTIC KIT

TEMPLE GUARD

99120208009 £15†, €20, 140dkr, 160skr/nkr

This box set contains 10 multi-part plastic models including champion, standard bearer and musician.

STEGADON



The howdah can be fitted with two powerful weapons – either the high Strength giant bow or the giant blowpipes, which are capable of filling the air with deadly, poisoned darts.





You can also assemble the howdah to carry the awesome Engine of the Gods, an ancient weapon feared by all the other races.



MULTI PART PLASTIC KIT

STEGADON

99120208008 £25†, €35, 250dkr, 300skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ASSAULT ON



WARHAMMER 40,000

APOCALYPSE BATTLE REPORT

by Andy Hoare

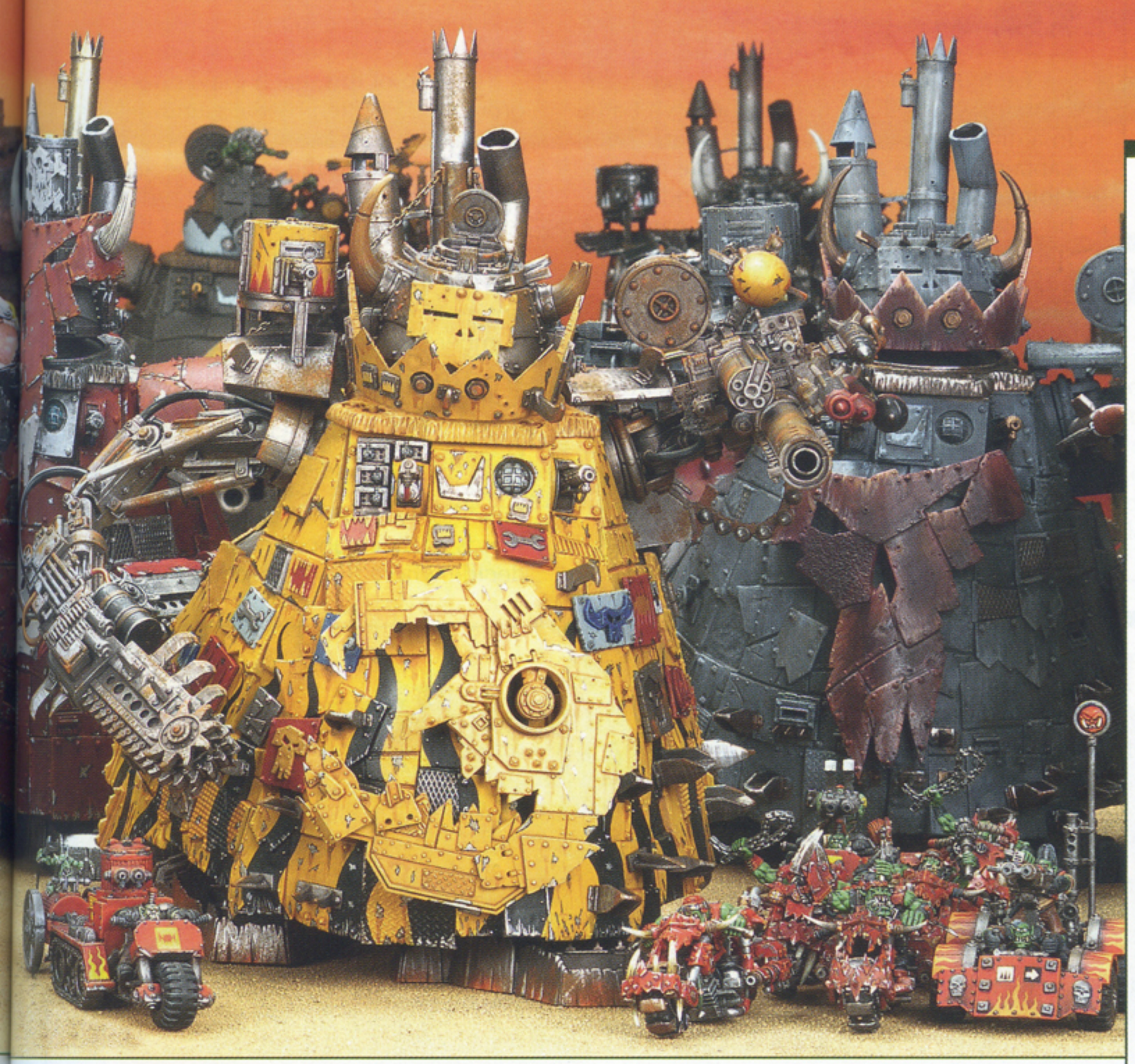
Andy: **Welcome to our biggest, most apocalyptic Apocalypse battle report yet! With the release of the great new Stompas and Imperial super-heavies we decided it was a perfect opportunity to field as many as we possibly could and show off exactly what they can do on the battlefield.**

But we also thought it was time to shake things up a bit in terms of the sort of game we'd be showcasing. There are plenty of ways to play Apocalypse, from two players fielding 3000 points or so per side, right the way up to an entire gaming club bringing along every miniature that they own and playing across the entire floor space.

So, I was given the task of coming up with a scenario in which we could use the new 'miniatures' (I hesitate to use that term when talking about Stompas and super-heavy tanks!) in a new and exciting, and most importantly, inspirational way. I took my cue from a game I participated in a few years back, run by a great bunch of lads from a number of Games Workshop Hobby Centres along the south coast of England. The basic idea of having a pair of opposing generals issuing orders to their teams in another room is theirs, and they deserve full credit for it.

Having explained that idea to an amiably sceptical White Dwarf editor, we set about fleshing out the details of the game. We wanted most of the action to take place on one, massive battlefield, so we asked the guys at Forge World very nicely if we could borrow the incredible Siege of Vraks table they'd made for UK Games Day '08, and they agreed. They

FORT WRATH



Guardsman Lenkhax looked out across the crater-strewn wasteland beyond the fort's mighty walls, grateful that he wasn't one of the poor souls stationed below, in the trenches. The wind shifted direction and he heard the bowel-loosening sound of the Ork war machines once again, shaking the blasted ground with their heavy tread. Maybe it wouldn't make any difference where he was stationed at all, he mused. Maybe the troopers down below were the lucky ones, getting to die early.

He shook the thought from his mind, visions of the Commissar filling him with guilt. Then he looked around as a Thunderhawk Gunship launched from somewhere within the fort. He watched as it aligned itself with the massive orbital defence station, the Destroyer Moon, which even by daylight glowered down upon the battlefield. That gunship, he knew, carried Captain Johnson, who would command the defenders of Fort Wrath this day.

Looking back to the battlefield, Lenkhax saw the enemy war machines hove into view. Nine of the beasts were formed in line across the battlefield, and were advancing across the hellish no-man's-land.

'Whatever it is you're planning up there,' the Guardsman addressed the rapidly receding gunship, 'please do it fast... I don't know how long we can hold out against that!'

even threw a free miniatures designer, Mark Bedford, into the bargain, who brought his own mighty fine Ork army along with him. Across this central table would fight a massive Ork army, led by as many Stompas as we could find, against an army of the Imperium, using as many of the new super-heavies as possible.

With the main table sorted, we needed some smaller tables, so we chose one that would represent an orbital defence platform on which the leaders of each army would fight, a lava table, and a desert table. It would take twelve players and all the miniatures they could muster to do justice to this incredible set-up, but we weren't done just yet. On top of this, we decided that the generals, fighting across the orbital defence platform, would have to issue orders to their team as they fought, basing their commands entirely on what they could see in 'aerial reconnaissance' photos taken at the end of each game turn. That should make things interesting... but still I needed to interfere a little more. Why not give each of the players a secret, personal objective that, in some cases, might run contrary to their team's interests? Now we're talking!

So then, roll on a wet and windy morning in October 2008, twelve bleary-eyed gamers, three confused-looking White Dwarfers and a referee with no idea if any of this was actually going to work. To make things worse, tea and biccies weren't due until eleven o'clock (ever the traditionalist, the editor had actually ordered elevenses for eleven, with no thought for the consequences – poor us).

Let the Great Stompede begin!



SCENARIO RULES

With four simultaneous battles going on, you need a robust set of special rules and an adaptable games master – but we made do with Andy Hoare. Here he explains how it's all going to work.

Designing Your Own Scenarios

Apocalypse provides the perfect opportunity to go crazy and come up with left-field scenarios, where fair rules and balanced forces are not an issue. The organiser should feel free to create any kind of situation that reflects their circumstances and the models to hand.

Apocalypse: Reload **has a whole section on different ways to play Apocalypse, including some of the ideas we use here, such as story-based objectives, multi-table games and umpires.**

The scenario we cooked up is a combination of mad ideas, so bear with me as I explain them.

Each of the teams will be led by a team captain, who will be fighting his own battle in a different room to the main fight. The captains will be allowed to see the main tables before their teams set up, and will be able to issue orders before the game starts. During the game, the captains will be provided with aerial reconnaissance photographs, on which they can write orders and mark troops' movements, and these will be sent back to the front lines. The only other way the captains will gain an inkling into what is going on is by way of a Dictaphone message from their team members, which will accompany the map.

Throughout the game, the games master (me!) will keep a tally of how well he thinks each team is following the captains' orders. If they do what they're told they'll earn extra points, but if they think they know better, they won't.

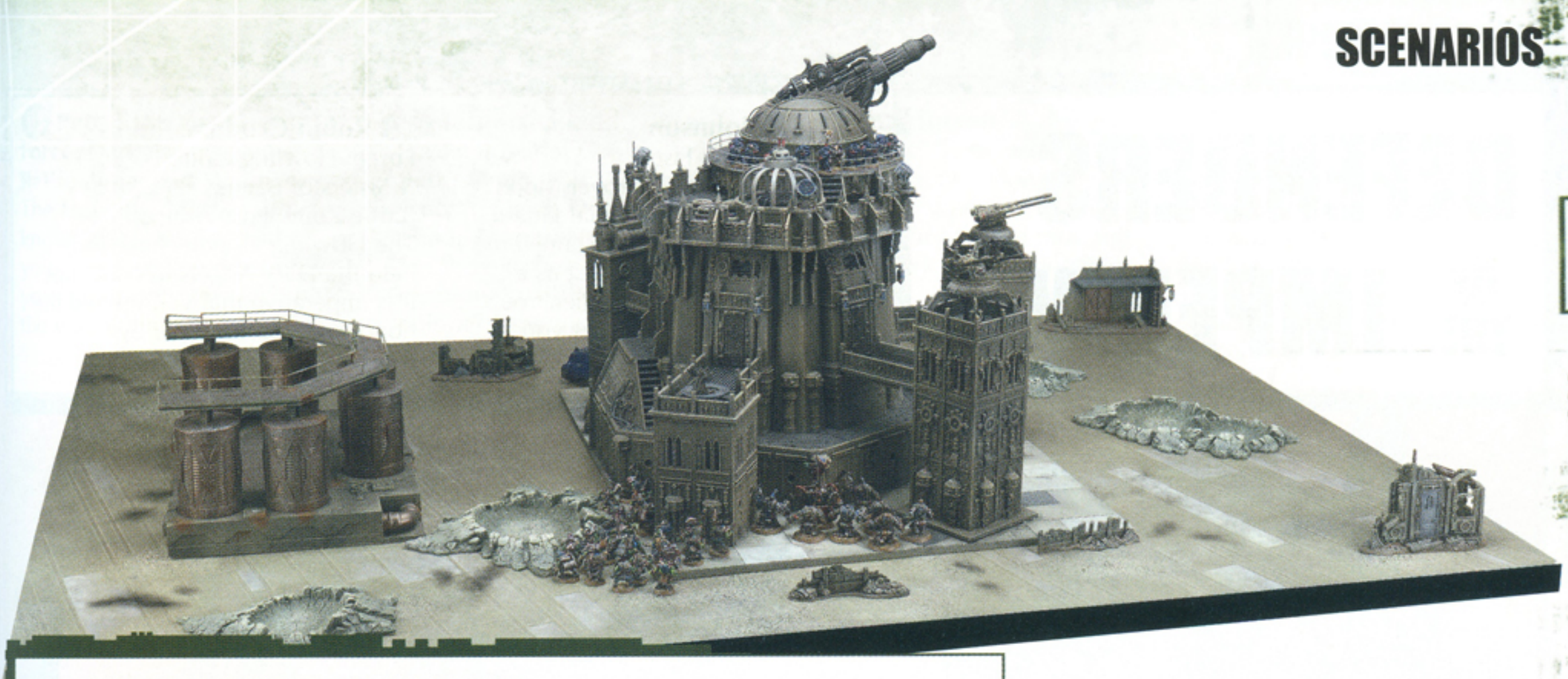
On top of this, each player has a secret order card, written by the games master, which he has to keep to himself and do his best to follow. At the end of the game each player will read out his secret order and his team will receive an extra point if it's been sucessfully achieved.

The team captains will also have the power to order the deployment of a number of reserves. The Imperium has a Space Marine Drop Company waiting in orbit, and each side also has a number of flyers, which can disengage from one table to strafe another. How all of this is used is entirely up to the team captains, though they'll only have the photographs and the words of their subordinates to help them decide where they're needed most.

FORT WRATH

Victory on the main table will be determined by who has the greatest number of units in their target zone. For the Orks, this is the fort itself, and for the Imperium this is the bunker complex in the Orks' deployment zone. Each side must claim their objective and prevent the other from controlling theirs. Nothing else matters, so we expect to see the armies crashing together in a bloodbath right in the centre of the table, but if the generals know their stuff they'll have a cunning strategic asset or two set aside to help their forces close on their target.





THE DESTROYER MOON

The two generals will be fighting across the surface of the orbital defence platform known as the Destroyer Moon, a malign weapon that hangs ominously in orbit around the planet. Whoever controls the defence laser at the point the recon photos are presented to them will be able to fire an Orbital Bombardment strategic asset at any of the other tables. The game playing here is a standard Annihilation mission with a Dawn of War set-up rather than an Apocalypse game, to give the poor team leaders a chance to decipher events in the other room, formulate orders and play a game at the same time. Whoever wins the game will get a well-earned point.

DEATHZONE OMEGA 13

This table is criss-crossed with lava channels, which would be counted as dangerous terrain and make for an interesting set of challenges for the players. As with the desert wastes, the game will run as a normal Apocalypse mission, except that the players are purely pursuing their own secret orders. A clear winner at the end of the battle will earn his team a point.





DESERT WASTES

The Desert Wastes table represents a separate part of the same planet, on which the Black Templars will clash with the Orks. The game will be set up and played more or less along the lines of the Apocalypse scenario, with the exception that the only objectives will be the secret orders the players are issued. A clear winner at the end of the battle will earn his team another point.

DEFENDERS OF THE IMPERIUM

01 Jervis Johnson
Force: Crimson Fists.
Battle Zone: The Destroyer Moon.
You know that the Imperial Guard Colonel (Ian Strickland) is a revered individual, regarded almost as a saint by the common soldier. You must ensure, via the orders you issue, that he does not die.

02 Robin Cruddace
Force: Howling Griffons & Sisters of Battle.
Battle Zone: Fort Wrath.
The Howling Griffons have long held the Dark Angels in contempt. It is imperative that you uphold the honour of your Chapter by reaching the enemy lines first.



03 Pete Riordan
Force: Dark Angels.
Battle Zone: Fort Wrath.
The Howling Griffons are known to harbour a disdain for your Chapter. You must prove your superiority by reaching the enemy lines before them.

04 Ian Strickland
Force: Imperial Guard.
Battle Zone: Fort Wrath.
Only in Death Does Duty End. The lives of the Imperial Guard are there to be sacrificed as an example to all! Martyr your colonel – the more glorious the death the better.

05 Matt Hutson
Force: Black Templars.
Battle Zone: Desert Wastes.
There is great honour in this battle – your Marshal must kill as many Ork HQs as possible.

06 Adam Troke
Force: Imperial Guard.
Battle Zone:
Deathzone Omega 13.
The enemy is fielding a Battle Fortress that you know incorporates parts looted from a sacred vehicle. This blasphemy must be destroyed!



ORK INVADERS

01 Jeremy Vetock
Battle Zone: The Destroyer Moon. That git Killboss is sizing up your job. Make sure the orders you give him get him killed.

02 Dave Cross (Boss Kross)
Battle Zone: Fort Wrath. You're so proud of your new Stompa you just have to show it off! Your Stompa must end the game further forward than any other Stompa on the table.

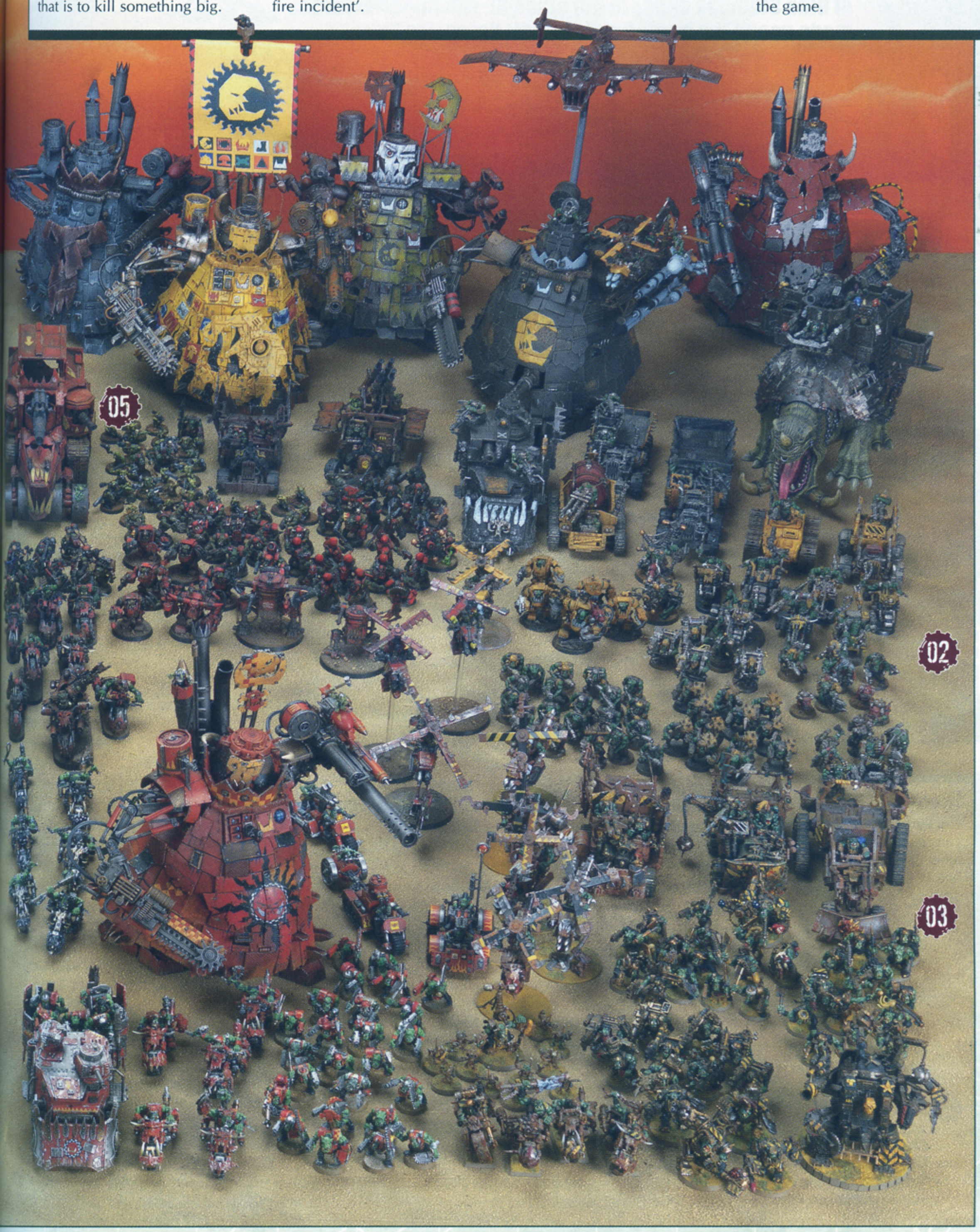


03 Phil Kelly (Da Killboss)
Battle Zone: Fort Wrath.
The guv'nor doesn't trust you, and he's right not to. In order to show that you could take his place you need to prove yourself to the other Warbosses. The best way to do that is to kill something big.

04 Jim Sowter
Battle Zone: Fort Wrath.
You know that Killboss is trying to get you on his side against the guv'nor, but you're not impressed. To prove your loyalty you must eliminate da Killboss through a 'friendly fire incident'.

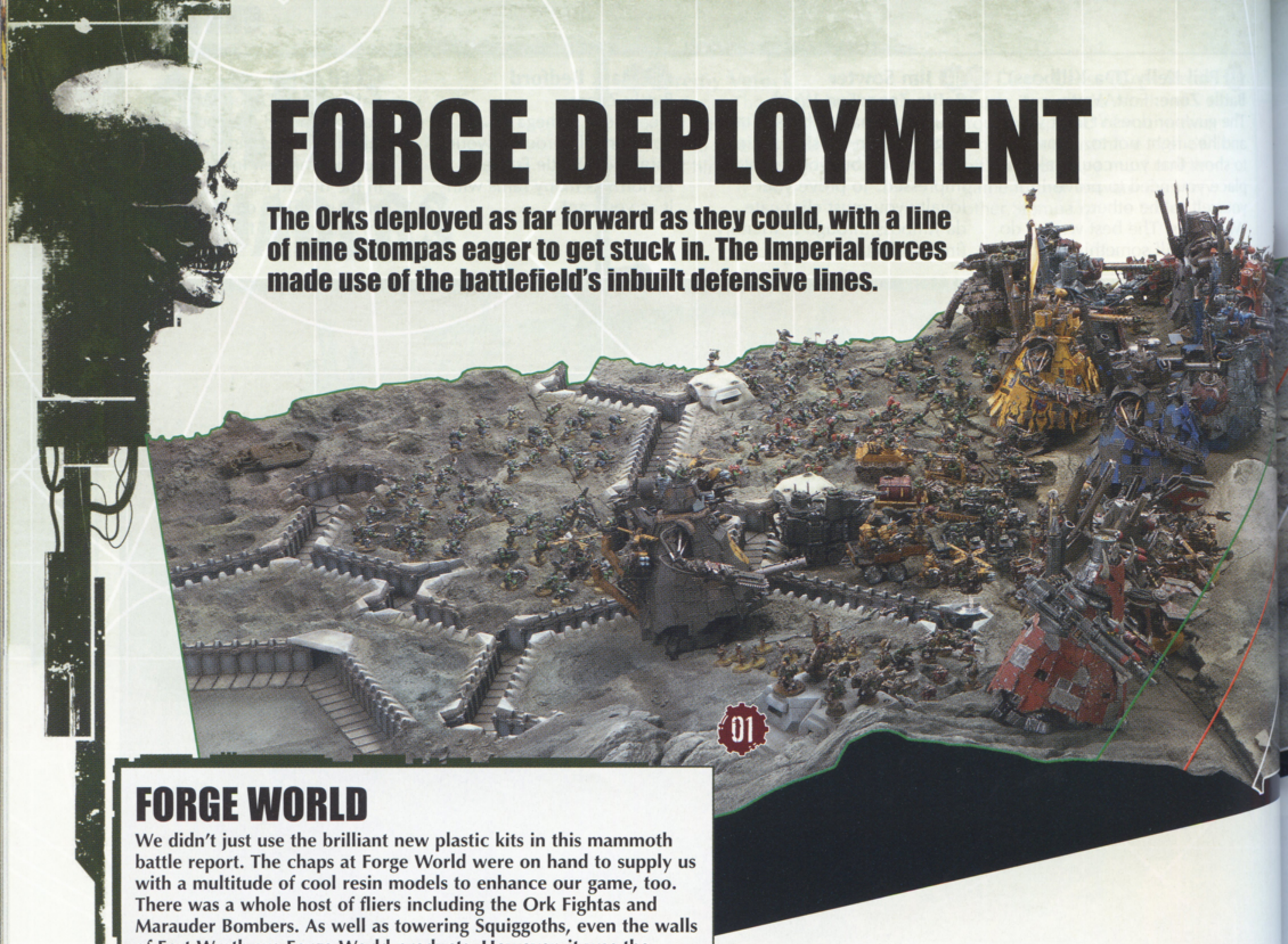
05 Mark Bedford
Battle Zone:
Deathzone Omega 13.
You're really proud of your shiny new Battle Fortress. Perform as many rams with it as you can!

06 Fil Dunn
Battle Zone: Desert Wastes.
You overheard the Lootas talking about a big stash of gubbinz hidden in a ruin in the desert. Make sure one of your HQs is occupying this building at the end of the game.



FORCE DEPLOYMENT

The Orks deployed as far forward as they could, with a line of nine Stompas eager to get stuck in. The Imperial forces made use of the battlefield's inbuilt defensive lines.



FORGE WORLD

We didn't just use the brilliant new plastic kits in this mammoth battle report. The chaps at Forge World were on hand to supply us with a multitude of cool resin models to enhance our game, too. There was a whole host of fliers including the Ork Fightas and Marauder Bombers. As well as towering Squiggoths, even the walls of Fort Wrath are Forge World products. However, it was the presence of the Imperial Titans – the Warhound and Reaver – that drew most eyes, but would even these mighty machines have enough firepower to deal with nine Stompas?

All of the Forge World models featured in this battle report and a load more besides can be purchased from their website:

www.forgeworld.co.uk

> **"If it's green, kill it!"**
>
> Jervis' initial orders lack something in the detail department – a trend that is set to continue...

Objectives

The Fort Wrath battlezone consists of two key objectives that each side had to defend or take:

01 **The reinforced bunker has been taken over by the invading Orks, who have used the accompanying trench system as a rallying point before advancing on the gates of Fort Wrath.**

02 **The Orks need to take the Imperial citadel of Fort Wrath. The gates of the fortress are key to that objective.**

Jervis: **I'd like to be able to say that I'd carefully prepared for our big battle, meticulously studying the army lists of my sub-commanders and maps of the battlefields, and then coming up with a well-thought out and cunning battle plan that would ensure our total and overwhelming victory. Sadly that would all be a lie.**

The truth of the matter is that when I arrived at the Studio on the day of the battle I hadn't had a chance to do anything other than to bring in my Space Marine army over the weekend. I hadn't even got my own army list ready, let alone studied that of my subordinates. Fortunately for me Jeremy 'deadlines are for wimps' Vetock was similarly unprepared. We quickly agreed to fight a 1750-point battle ourselves, and then strolled through to see how things were going in the big board room where the main battles were going to be fought.

Our subordinates were thankfully much better prepared than their commanders, which made our jobs pretty simple. One thing I've learnt about big games like this is that any plan you come up with has to be very straightforward, as anything in the slightest bit complicated will tend to fall apart. As Moltke said, 'no plan survives contact with the enemy.'

With this in mind I didn't give Adam, who was commanding on the Deathzone board, and Matt, who was commanding in the Desert Wastes, any special instructions at all other than to achieve their victory conditions to the best of their ability. On the main table Ian was ordered to use his Imperial Guard to defend our bastion, while Robin and Pete were ordered to use the rest of our forces and any tanks that Ian could spare to capture the bunker complex. The additional assets I had under my command were all assigned to the main battlefield, apart from two





Thunderbolts that were sent to help Matt out on the desert board.

These fairly simply instructions imparted, I quickly came up with a 1750-point army for my own use, and then prepared to give Jeremy's Orks a jolly sound thrashing.

Jeremy: **Not surprisingly, the bandy-legged group of rival Ork Warlords voted me as Uber-Kommandant, the Mastermind of the BIG GREEN PLAN, 'da King of Kings.' Actually I was the only Ork player out of the office at the time of selection so the cowardly lot volunteered me, but any Ork Warlord should know not to let the truth get in the way of self-aggrandising bombast and bluster.**

My lot for the battle was to take over the orbital defence laser from the defending Space Marines (commanded by Jervis Johnson), issue orders to my unruly lot of subordinate Big Bosses, and generally inspire and coerce the Ork players to victory. I also had my own special mission from games master Andy Hoare – to ensure that, by my orders, Phil Kelly's Warboss da Killboss was slain in action. It is hard to say conclusively, but I'm fairly certain this would have been part of my plans without the special order.

I felt justifiably overconfident in supplying my own end of the bargain – that is, giving Jervis Johnson a good dose of the ol' thrashin'. The dense terrain favoured my close combat army and, frankly, he is one of the few beings on this planet that rolls worse dice than me. As we agreed to play 1750 points I could add my unit of Meganobz and my armour-slicing Burnas, which would surely cause da Emperor's boys some trouble. Could I gain control of the defence laser quickly enough? Would I get enough information to not totally foul up the orders? Either way, it all sounded like good fun...

Orky Shenanigans

Being a bit of a sneaky Blood Axe type, I had infiltrated the games master's system to produce my own set of order cards. Of course I didn't want to actually mess about with the outcome of the game itself, so my counterfeit orders looked like official ones, but tended to 'instrukt' Imperial commanders to stomp on each other's feet, stop shooting up the Orks, etc. A bit of good-natured zaniness around the perimeter of the game adds to the fun and keeps everyone laughing between turns.

TURN ONE

As the Stompas advance upon the gates of Fort Wrath, the Orks attack in three other theatres of war; if the planet is to be saved the defenders of the Imperium must hold.

Turn 1

01 **The Ork Boyz charge towards the Imperial lines as fast as they can. However, they are quickly overtaken by the faster, but no-less-lumbering, Stompas.**

02 **The five lead Stompas fire their supa-rokkits at the Imperial forces below. Imperial Guard tanks are the main casualties, with Leman Russ battle tanks and Chimeras bearing the brunt of the Ork salvo.**

The barren, rocky ground before the gates of Fort Wrath trembled as the Stompas lurched forward towards the Imperial lines. The mass of Boyz and myriad other Ork jalopies trundled forward, keen to get to grips with the defenders of the Imperium.

The three Stompas in the centre of the battlefield were the first to engage, opening up with their supa-gatlers they caused tremendous damage to the Imperial forces. This created a massive hole in the Imperium's line where Space Marines and Battle Sisters had once stood.

To the north the Gargantuan Squiggoth advanced, bellowing as the Orks on its back unleashed its lobbas at the enemy.

The Mek Stompa was next to fire, using its lifta-droppa arm to pick up a Leman Russ Vanquisher and fling it across the Imperial line. The thrown tank scattered man and Marine alike until it landed on the second Vanquisher, destroying both in an explosive plume. The Stompa also fired its Gaze of Mork at the nearby Stormsword but this failed to scratch the paintwork, let alone the armour. Lacking the range of the other Ork war machines the Klawstompa barged forward into contact with the Doomhammer on the southern flank. Before the super-heavy crew could even bail out the Stompa's powerful klaws had ripped through the thick armour plates, leaving the giant tank a smoking wreck.

The Imperium quickly recovered from the initial onslaught and immediately struck back, lighting up Fort Wrath with a host of powerful weaponry.



DESTROYER MOON – EARLY STAGES

While battles were being fought on the planet below, the two rival commanders took their personal forces to the orbital laser itself; both knew that whoever had control of it could fire down upon the enemy.

The Crimson Fists Chapter arrived at the installation first and immediately set about trying to secure the laser platform. The Orks were not far behind, appearing on the far side of the turret, roaring forward and firing wildly.

The main force of Space Marines took control of the tower, while the Devastator Squad remained further back to provide fire support. A missile from the squad hit an Ork Trukk, which careened into the Warboss's crack unit of 'Ard Boyz and exploded in their midst.

Meanwhile the Land Speeder zipped around the side of the tower, catching the approaching Boyz in a deadly crossfire.

As the early stages of the engagement came to a close, the Space Marines had control of the laser. Commander Johnson didn't hesitate and fired it at the planet below.





SUPA-GATLERS

The combined might of three supa-gatlers cleared away a scary amount of the Imperium's elite infantry. This is because it keeps firing until a double is rolled on 2D6. Once it's fired upon a squad it can then move to any other enemy squad within 12". So when the smoke had cleared and the gatlers had finally run out, Dark Angels, Battle Sisters and over 30 Howling Griffons had been killed, and four tanks had been destroyed.



Turn 1 cont.

03 The Klawstompa assaults the Doomhammer before it even has a chance to fire and rips it apart.

04 The Hammer Blow strategic asset is played. It hits the 'Evil Eye in da Sky' but only stuns it.

05 A Demolisher fires at the Mek Stompa taking an impressive two structure points off it.

06 The Dark Angels follow the Howling Griffon's example and directly engage an Ork Stompa, but they are less successful and only manage to stun it.

07 Robin achieves his objective when his Command Squad is the first into melee.



Games master Andy explains the situation to incredulous Ork players.

++ Destroy the xenos!
Let none survive!
For the Emperor! ++

High Commander Johnson sends (less than) detailed orders to his troops.

ROBIN CRUDDACE

07

BATTLE ZONE: MAIN

The Howling Griffons have long held the Dark Angels in contempt, though the exact reasons are long since obscured by time. Regardless, it is imperative that you uphold the honour of your chapter by reaching the enemy lines before the Dark Angels.

·Classified·

D·A·T·A

DESERT WASTES – EARLY STAGES

The Black Templars were tasked with repulsing the Orks in the desert wastelands. They were met with strong resistance as the greenskins emerged from the ruins with a sizable force of ladz accompanied by a Gargantuan Squiggoth and two Stompas, one of which was armed with a deff rolla.

The Black Templars were non-plussed by the scale of the foe and quickly mobilised, catching the Orks off-guard. As the Black Templars advanced, eager to close with the greenskins, the attached Shadowsword fired its volcano cannon and brought the Squiggoth crashing down.

The Orks hit back, keen to wreak havoc. The supa-gatler proved as effective here as it was at the gates of Fort Wrath, gunning down a swathe of Black Templars.





Titans of the Imperium

The Warhound and Reaver made their marks early in the battle. The Warhound's plasma blastgun stunned the Mek Stompa. It then opened up with its Vulcan mega-bolter, pulverising countless Ork Boyz. At the same time the Reaver immobilised the Klawstompa but also damaged the Stormhammer in the subsequent blast. Its Apocalypse missile launcher was more accurate, destroying several Ork Dreads.

DEATHZONE OMEGA 13 – EARLY STAGES

The ground of the ancient city was riddled with magma channels but even this harsh terrain didn't stop the Orks forcing an engagement. Luckily for the Imperium, Commissar Yarrick himself was present in his personal Baneblade, *the Fortress of Arrogance*.

The Orks poured fire into the Imperial forces. The Stompa's deth kannon mercilessly cut through the Guardsmen and the demolisher cannon on the second Baneblade, *Nemesis*, was destroyed.

The surviving Guardsmen advanced to bring their guns to bear on the encroaching Orks. But, despite the rousing presence of Yarrick, their return fire was largely inaccurate. The Orks took full advantage, and the Stompa was soon within assault range of *Nemesis*, badly mauling the super-heavy tank. Meanwhile all but a few scattered Guard infantry were wiped out leaving Yarrick with nothing much beyond his own tank and a few Leman Russ battle tanks to continue the battle.

The Banehammer's tremor cannon fired upon the Klawstompa, disrupting the Ork advance as the ground heaved and lurched. The Basilisks then sent massive shells into it, blowing both klaws off the Stompa. The Shadowsword fired its deadly volcano cannon at the Stompa the Orks had crudely named 'Big Bloo'. The Stompa lurched wildly as it was hit. The Leman Russ battle tanks wisely concentrated their fire at the same target as the super-heavy tank, damaging Big Bloo's main drive and slowing it further.

While both sides' super-heavies contented themselves with blowing each other apart, the few surviving Howling Griffons – a Command Squad led by Captain Xerxes – were desperately trying to receive the honour of being the first Space Marines to directly engage the greenskins. This was achieved when they charged the Death Skull Stompa and damaged the thing with a well-placed meltabomb and a carefully timed punch from a power fist! Captain Xerxes nearly paid for this brave charge with his life, but the force field in his Iron Halo deflected the blow.



TURN TWO

Orky confidence rides high as all of the Stompas are still standing and the Imperium seems to be on the back foot. However, Commander Johnson still has some important reserves to commit to battle.



Turn 2

01 The Orks charge forward, assaulting the fortifications with typical ferocity. Despite standing behind the formidable defences, the Guardsmen can't stop the weight of the Ork attack breaching the lines.

02 The Stormlord explodes as it suffers a catastrophic meltdown. The Banehammer, postioned next to it, is another super-heavy casualty; the Ork Dread known as da Sheriff rips it apart with his power klaw and the ensuing large blast kills most of the surviving Battle Sisters.

'Watch the skies, cos there's Seraphim about,' da Killboss told his ladz over the crude comm-system, oblivious to the fact that there was an entire Ultramarines Battle Company in Drop Pods still in orbit! Further orders were then received from Grand Warlord Vetock fighting on the orbital laser. His vague instructions were interpreted as 'be reckless and advance', advice taken quite literally by his subordinate Nobz.

Killboss ordered his Trukk to ram its way through the thin line of Guard Conscripts, aiming straight for the Imperial war machine. The Boss disembarked at the feet of the Warhound Titan. The Stompas, under control of Warboss Sowter, seemed to track da Killboss, before they targeted the Titan. Not all the shots were accurate and while the Warhound's void shields crackled under the impact, the Orks close by took more damage. Killboss survived despite the deth kannon on one Stompa appearing to deliberately target him.

The Orks then pulled another surprising manoeuvre; in a rare bout of battlefield coordination the three central Stompas performed a Stompede. The Ork war machines stomped forward, crashing through the Imperial Guard lines causing swathes of damage to the Imperial forces. A Leman Russ Conqueror was destroyed along with a Howling Griffons Razorback. The Howling Griffons Company Champion was unceremoniously stepped on before he could even issue a challenge from his lips, and an entire Dark Angels Command Squad was next in line. The Ork attack wasn't quite as coordinated as it first seemed, as the Big Dread in the Dredd Mob was also crushed in the rush.

The gigashoota on the Mek Stompa was next to fire; it aimed its massive weapon along the walls of Fort Wrath itself. The powerful weapon tore great rents out of the reinforced masonry and killed all of the Imperial Guard Heavy Weapon teams that were ensconced atop the wall.

The other Stompas fired upon the Reaver; if it felt the impacts it showed no signs as supa-rokkits and deth kannon shots exploded all around it. Nevertheless, after

"The Howling Griffons Company Champion was unceremoniously stepped on."

the barrage, all of the Reaver's void shields had been depleted, although the Titan itself remained undamaged.

The Ork Boyz running amok between the feet of the Titans had their part to play in the carnage as well. Many mobs were close enough to assault and they did just that, setting about the scattered Space Marine and Battle Sisters squads with characteristic gusto. The Imperial Guard infantry on the frontline in front of the fortress doors were also targeted and were quickly subsumed by the mass of charging, furious greenskins.

As the fighting continued across the rocky landscape and the Orks grew in confidence, the first contrails of light appeared in the sky. The Imperial commanders knew that it signalled one thing; the Ultramarines were on their way.

Nine Drop Pods plummeted from the sky carrying their deadly cargo of Space Marines. In a daring move, the Drop Pods landed behind the Ork lines slamming into the ground amidst the tangled trench system itself. Using the arrival of the Ultramarines as their cue, units of Seraphim descended into the rear of the Orks and Valkyries screamed overhead, disgorging squads of Storm Troopers behind the enemy lines.

Still more reinforcements arrived as the Imperial air wing flew over the battlefield. No sooner had the Marauder Bomber begun to circle overhead than it pulled up and away, heading towards the Deathzone as High Commander Johnson reassigned it to the burning city to help Commissar Yarrick – he'd obviously listened to

Going Nuclear

Warboss Kross and his Meganobz assaulted the damaged Stormlord. They ripped through its power plant and triggered a catastrophic 14" blast incinerating all close by. The Klawstompa was left a smouldering wreck; the Evil Sunz Stompa lost its right arm; the Meganobz were all wiped out; three Deff Dreads were destroyed along with a Vindicator, a Predator, two Sentinels, an Immolator, a Rhino and 11 Battle Sisters!



DESERT WASTES – MIDDLE STAGES

The Black Templars were set on achieving their primary objective, that of killing a fearsome Ork Warboss, rumoured to be as powerful as the legendary Ghazghkull Thraka. But before they could strike at him there was the rather large problem of two rampaging Stompas. The Rok'n'Rolla Stompa crushed a Land Raider and a squad of Terminators as it lumbered forwards.

The Black Templars tackled the situation with typical Space Marine stoicism. They closed in with the Rok'n'Rolla Stompa, firing at it with as many meltaguns as they could bring to bear. The Predator and a meltagun-armed brother both hit but it was the multi-melta on the Landraider Crusader that dealt the final blow, toppling the Stompa and destroying it utterly. With all the fire concentrated on just one Stompa the other turned its attention to the Shadowsword, but not before the volcano cannon spoke with a thunderous roar.





Turn 2, cont.

03 **For a brief second the sky lights up over Fort Wrath – but not with an ion beam from the Destroyer Moon. It is the thrusters of the Drop Pods carrying the Ultramarines 2nd Company into the battle.**

04 **The Assault Marines of the 2nd Company Deep Strike straight into the action, targeting the Ork Boyz positioned close to the trenches.**

Commander Troke's bleating about how having a war hero such as Yarrick die would be bad for morale...

The few remaining Howling Griffons fought on, refusing to succumb to the greenskin menace. A lone Tactical Space Marine armed with a meltagun fired it into the rear of the Death Skull Stompa. The super-heated blast penetrated the layers of plated armour and forced it to an abrupt halt. Steam and gouts of fire burst through the many rips and gaps in its armour, it was destroyed but didn't explode – much to the relief of the nearby Imperial troops.

The Stormsword fired on the Gargantuan Squiggoth but, due to blind luck, the creature only sustained a flesh wound. This seemed to send Colonel Strickland – who was perhaps still shell-shocked from taking a direct hit earlier in the battle – into a rant. He flooded the Imperial comm traffic with bellowed orders to kill the Squiggoth at all costs, even if it meant ignoring the more pressing problem of the rapidly approaching Stompas! The Reaver Titan was commanded by a Princeps immensely loyal to the Imperial Guard Commander and he immediately turned his great guns onto the Ork beast. This time the Squiggoth was wounded badly as it was hit by the Titan's gun batteries and turbo-laser, covering it in burns and great gashes. But still the creature limped on until a Thunderbolt Fighter flew low and strafed it, and finally it toppled over dead and steaming.

The Orks had air support of their own in the form of a ramshackle swarm of Fighta-Bombers defying gravity overhead with the Orks' primitive grasp of

THE DESTROYER MOON – MIDDLE STAGES

As the battle for the planet intensified, so too did the fight for control of the massive orbital laser. The Crimson Fists remained in control of the tower but the Orks were grinding their way slowly upwards. The Devastator Squad was proving a thorn in the Orks' side until a Nob with a bunch of ladz in a Trukk rode up to them. On the other side of the battlefield, Ork Tankbustas tangled with a Dreadnought that was about to be overcome with Meganobz until a squad of Crimson Fist Terminators teleported in behind them.

With the Space Marines now firmly in control of the laser turret, Commander Johnson ordered it to fire a massive ion beam at the Orks in Deathzone Omega 13.



DEATHZONE OMEGA 13 – MIDDLE STAGES

With a sonic boom that burst eardrums a great energy blast from the Destroyer Moon struck one of the buildings in the city. But what High Commander Johnson had mistaken for a nest of fearsome Orks was in fact a building occupied by Gretchin!

Commissar Yarrick visibly grimaced at the wasted shot and reminded himself to have words with the High Commander should he survive this. He couldn't dwell on the situation for long as the Stompa that had wrecked the *Nemesis* was even now turning its attention to his own super-heavy vehicle.

However, all was not lost as a Marauder Bomber flew across the city. It fired all its might into the rear of the Battle Fortress but, the Ork vehicle remained undamaged.



aeronautics, but the Hyperios Whirlwind locked on to one of them and blew it out of the sky. The Demolisher that had proved so effective earlier in the day opened up once again, this time its cannon was firmly aimed at Big Bloo. The shell struck home and the Stompa visibly shook as its structure was compromised and its deth kannon crushed beyond use. More was to come as the Leman Russ tanks and Shadowswords continued to coordinate their firepower. They poured shots into the blue Stompa until it exploded, showering the battlefield all around with shards of metal and pieces of Ork.

The Battle Sisters Exorcist formation, the Divine Judgement Squadron, formed up to let fly with a devastating barrage that severely weakened the Mek Stompa. The Baneblade aimed at the Blood Axe Stompa and scored a direct hit. The Stompa was riddled with a chain reaction of internal explosions. Although it now looked distinctly unsteady it still lurched forward.

As the ranged firefights were being fought, the close-assault troops that had flown onto the battlefield set about the Orks. Ultramarines Assault Squads, accompanied by the Seraphim, flew into combat with Ork Boyz or bathed them in sheets of white hot flame. The greenskins died in droves.

The Orks had started the battle firmly in control but as the sun reached its zenith it was clear that the Imperium was far from finished on the battlefield before Fort Wrath, mainly thanks to the coordinated fire of the Imperial Guard super-heavies and the timely arrival of the Ultramarines Battle Company.

++ Commander Johnson, Sir, my confidence may have been misplaced, things are going extremely badly. I think I need help. Got to go, Orks are comi... ++

Commander Troke from Deathzone Omega 13

TURN THREE

After being repulsed, the Orks hit back knowing full well that time – and Stompas – ran short. And, while the battle for Fort Wrath continues to be close, the green tide starts to dominate elsewhere.

Turn 3

01 **The Orks play their Rok 'Em Boyz strategic asset. Three rokks scatter 2ft, 4ft and 6ft, hitting nothing (in fact, the third asteroid scattered so far that it 'hit' Robin, who was standing several feet away from the table).**

02 **The Evil Eye in da Sky prepares to launch its second Deffkopta but once again this hovers a few feet from the launch pad before tumbling to the ground below and exploding into a ball of fire.**

03 **After the Bad Moon's supa-gatler had scythed down many Ultramarines it cut through the Drop Pod that was in the way.**

As the battle raged on, the Orks called down a deadly hammer blow from a Killkroozer in orbit. True to Orky nature, this went awry and landed on the Bad Moon Stompa, badly damaging it! Not content with this self-inflicted destruction, the Orks flung a trio of space asteroids onto the battlefield with the aid of the massive traktor beams also orbiting the planet. These, too, were far from accurate and impacted the planet's surface miles from any actual fighting.

Despite the heavy damage, the Bad Moon Stompa managed to turn and face the Ultramarines and start raking them down with the dreaded supa-gatler. The Evil Eye in da Sky failed to launch its second Deffkopta, which fell to the ground ablaze, but the warmachine was still able to inflict massive damage on the Ultramarines when it too fired its supa-gatler, slaying all of Sicarius' Command Squad, a Devastator Squad and two Tactical Squads. The Ultramarines reeled as their force was seriously diminished.

The Ork Boyz refused to be cowed by the arrival of the Imperial reinforcements and counter charged. The Seraphim stood ready and took the charge well before retaliating by clinically dispatching countless numbers of the surprised Boyz. The Howling Griffons managed to hold firm against the assault but the Storm Troopers of the Imperial Guard were not so lucky and were wiped out. Warboss Kross recklessly charged into a unit of Battle Sisters alone, but the Sisters easily repulsed the charge and then proceeded to scythe down the Warboss – little vengeance for the carnage he wreaked earlier.

++ A few of those pansy bloo blokes 'ave turned up but I reckon da Gretchin in da trenches will 'ave it covered. ++

Warboss Kross, just before his demise.



Both Thunderbolt fighters made another pass over the battlefield. They targeted a Stompa and strafed it in the rear, where the armour was the most vulnerable, and it lurched forward as the shots hit.

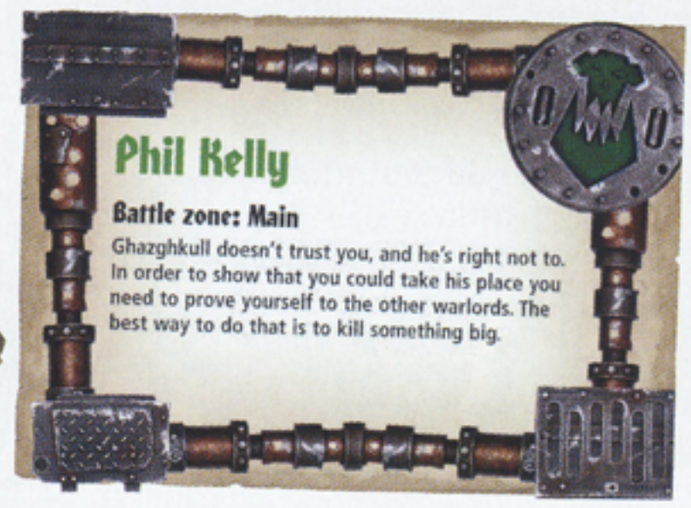
The Stormsword fired at the closest Stompa, weakening it further. From the rear of the Ork line the surviving Ultramarines took aim and fired, filling the air with bolter shells, missiles and las beams as they made their presence felt. Sicarius ordered all firepower, both heavy and light, into the Stompas, be they the ones that had turned to face the Ultramarines or the Ork war machines that had chosen to ignore the arrival of the Emperor's Finest and so had their rear armour exposed. While the bolter shots were unsurprisingly ineffective a few krak missiles struck home and the Devastator Squads did their job. At the end of the fusillade no Stompa stood undamaged, although the Ultramarines had failed to completely destroy any of them.

The super-heavies joined the Space Marines in hammering the Stompas. The Baneblade hit the Mek Stompa straight on but only managed to destroy its remaining weapon. The Reaver Titan opened up, blowing up the Blood Axe Stompa with its turbo laser, but the gatling blaster couldn't

KILLBOSS VERSUS THE WARHOUND

Warboss Killboss, as ambitious as ever, seemed to be indestructible. He charged the Warhound. The Stompa seriously damaged the Imperial Titan but it was Killboss that delivered the killing blow. The Warboss somehow managed to fell the Warhound – Phil described it as a classic right hook with the power klaw to the Warhound's rather large chin – and as it collapsed around him he was left totally unharmed. Was Mork watching him after all?





Phil Kelly

Battle zone: Main

Ghazghkull doesn't trust you, and he's right not to. In order to show that you could take his place you need to prove yourself to the other warlords. The best way to do that is to kill something big.

"Kill dat tall fing fast!"

Boss Vetock remains eloquent in the face of danger.



Turn 3 cont...

04 Everybody had been impressed with how the Sisters of Battle had performed. Their power armour had saved them against shots and blows that would have floored Guardsmen, while their high complement of melta-weapons meant they could hurt the Stompas.

05 In the shadow of the wrecked 'Bloo' Stompa the Howling Griffons continue to battle on. Ork Warbikes attempt to drive a wedge through the Space Marines but, they are repulsed.

quite destroy the accursed Mek Stompa. Suddenly from the sky a massive ion beam thundered down incinerating the wreckage of the Klawstompa! High Commander Johnson had fired the orbital laser on it based on the intelligence he'd received, unaware it had already been immobilised!

Back at the foot of the immense walls of Fort Wrath Boss Killboss found himself amongst the rubble of the Warhound and completely surrounded by Imperial Guard whilst being unsupported himself. The Guardsmen brought their lasguns to bear and fired – Colonel Strickland could be heard, even without the aid of the comm-net, screaming orders to kill the lone Warboss at all costs!

But Mork continued to favour Killboss, (though mega armour and his cybork body certainly helped), ensuring that he emerged from the lasfire unscathed. Once again the Imperial Guard Commander could be heard above the usual battlefield noise, this time cursing in frustration.

Across the battlefield the Assault Marines of the Ultramarines fell upon the Lootas who were holding the bunker objective. The Ultramarines were in no mood to tarry and so slaughtered all the Orks before they could even bring their hulking gun rigs to bear.

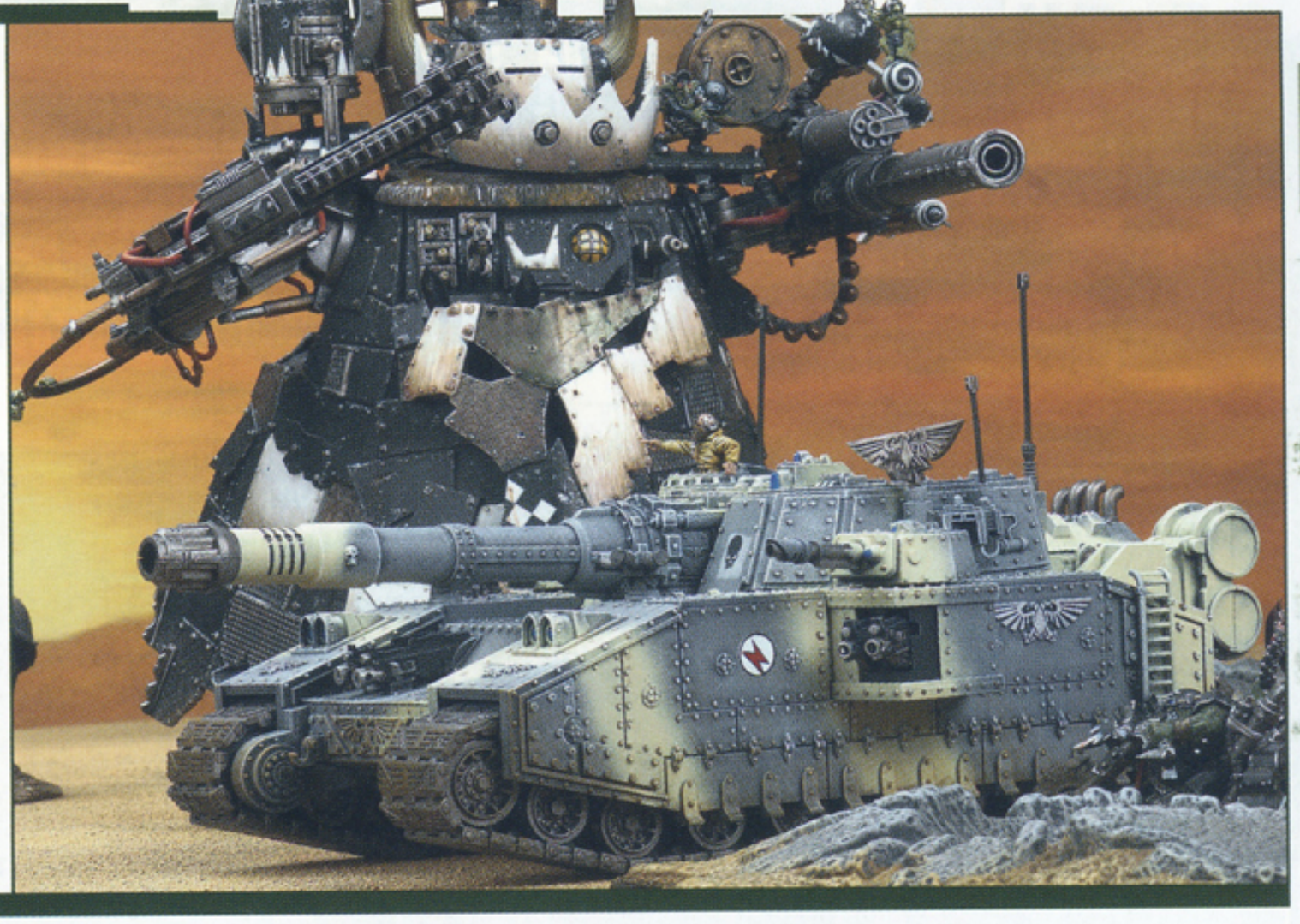
Both sides knew that the battle could not sustain itself for much longer and, despite the enormous casualties, it was the commanders of the Imperium who felt that victory was theirs for the taking. But the greenskins were not done yet. They'd come with one goal – to smash the planetary defences to pieces!

++ The reinforcements were greatly appreciated... erm, have you got any more? ++

Colonel Strickland is never happy with what he's got.

DESERT WASTES – FINAL STAGES

The remaining Stompa set about the Shadowsword, carving it apart with its mighty chainsword. The Black Templars found their target, a mighty Ork Warlord. Space Marines swarmed around the Warboss in an attempt to slay the brute. The Templars eventually succeeded but it was a bloody affair and the beast was only slain once Grimaldus, a Marshal, and a Chaplain had entered the fray. Meanwhile the Orks had been sneaky, and while the Space Marines fought the Warboss, Wazdakka rode in and claimed the building they were after. The Black Templars, however, claimed victory.



THE DESTROYER MOON – FINAL STAGES

The Terminators had rid the installation of the Meganobz but this had little effect on the overall battle. The real fight took place high up in the tower as the Orks sent wave after wave of Boyz to assail the Space Marines' defended position. Slowly but surely the Crimson Fists were overcome as the Grand Warlord edged nearer to his goal.

Finally the last member of the Crimson Fists Tactical Squad claiming the laser was killed and the Warlord roared in triumph as his Boyz took the tower. He immediately set his Meks to work on recalibrating the laser; he had a very special target in mind...



DEATHZONE OMEGA 13 – FINAL STAGES

The battle for the city wasn't close at all, the Orks had dominated from their arrival and even the *Fortress of Arrogance* couldn't stop the green tide rolling over the Imperial Guard. Commander Troke bemoaned his force allocation but his complaints were dismissed as poor excuses from an incompetent, shortly before he was summarily executed.

The only moment of Imperial inspiration was when Yarrick went toe-to-toe with the rampaging Stompa in close combat. However, even the hero of a thousand campaigns couldn't stand against it on his own, and he fell, although his body has yet to be recovered.



TURN FOUR

The combatants had fought long and hard. Casualties were high and even the Orks and Space Marines began to tire, but now was the time for the force commanders to strike and achieve their objectives if they had yet to do so.

Turn 4

01 **The unengaged Tactical Squads of the Ultramarines Battle Company fired into the rear of the Stompas, targeting the weak points. Though their bolters couldn't pierce the armour, they still had their heavy and special weapons.**

02 **The Imperial players gained an extra Orbital Bombardment from the presence of the Battle Company, which they used against the Evil Eye in da Sky.**

Grand Warlord Vetock was now in charge of the orbital laser and he wasted no time in firing it. The massive ion pulse streaked down from the scorched sky and landed by the gates of Fort Wrath, right on top of da Killboss!

The barrage exploded all around da Killboss but somehow he managed to escape from certain death once again. Killboss was feeling justifiably smug at his constant scrapes and miraculous escapes with death and so he flung himself into the nearest Imperial Guard Infantry Squad in a euphoric frenzy. Da Killboss slaughtered all the humans he came into contact with and then ran the rest down, before making it as far as the very doors of Fort Wrath. He started to prise the heavy doors open, using his massive strength and power klaw to force his way inside.

The Bad Moon Stompa and the Evil Sunz Stompa lurched forward, as their respective crews battled internal fires and fought to keep bits attached. They fired on the Reaver Titan but their weapons failed to do any serious damage. At the rear of the battlefield, the Evil Eye in da Sky Stompa mashed a nearby Devastator Squad good and proper and waded further into the Battle Company ready to deal out even more damage.

After losing contact with High Commander Johnson, all the Imperial Commanders decided to shoot at da Killboss with everything in range. After all, it wasn't just his own kind that wanted him dead. Again, Killboss disappeared from sight in a flurry of lasfire and ordnance. Finally, the Boss' luck ran out. After beating a Titan in close combat and surviving a



"All the Imperial Commanders decided to shoot at da Killboss with everything in range."

Shoot the Warboss

It wasn't just Grand Warlord Vetock who wanted his rival dead, the Imperial commanders were desperate to annihilate him too as he had finished the Ork's final turn on the Ork objective. If they could kill him, the gates would be unclaimed while they stood a good chance of clearing out the Grots entrenched in their objective.



blast from a huge laser, he was struck down by an Exorcist missile in the back!

Not all Imperial weapons were turned on the rebel Boss. Two Battle Sisters brought another Stompa low with their meltaguns. All Imperial Guard tanks beyond the reach of the fortress gate turned their attention to the Bad Moon Stompa and blew it up, the Stompa's head flying off in a ball of flame before crashing back down to the ground.

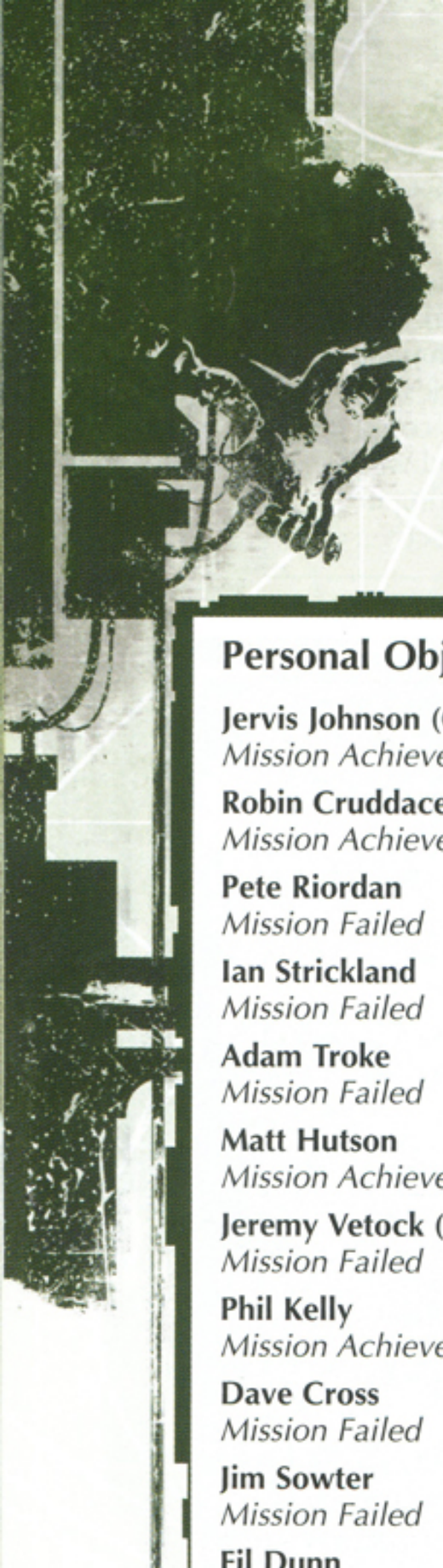
The Commissar and Colonel who had spent most of the battle bellowing at all around them, risked their lives for martyrdom by charging the Meganobz who had escorted Killboss into the action. The human officers performed well, and they killed a few Nobz and survived the encounter. In the trenches Sicarius stormed forward into the Ork Kommandos and set about them with righteous fury, killing greenskins with every blow. Meanwhile, Killboss's Grotbotz had been holding the bunker all this time and, as long as they were holed up inside, the objective would remain in greenskin hands. The Assault Marines set about remedying this situation; a meltabomb allowed them egress into the bunker where they quickly put the Gretchin to the sword, claiming the complex for the Imperium.

> ++ Stay on target! Remember, your Objectives! Forward for the Emperor! The enemy must be defeated at all costs. ++
>
> More concrete orders from High Commander Johnson, or meaningless platitudes?

RESULT

While Phil's Warboss nearly managed to claim the gates it was the Ultramarines that took the bunker. The game ended with a 1:0 victory to the Imperium.

However, this game was about more than just capturing objectives on the table. All 12 players had a personal objective to achieve and it was the completion of these and the points awarded by the games master for their actions in-game that would eventually decide the winner of the entire four-battle game.



The Aftermath

When the dust had cleared and the final dice had clattered to a halt, the players all gathered around the main table as the games master explained who had won and why.

Personal Objectives

Jervis Johnson (Captain)
Mission Achieved

Robin Cruddace
Mission Achieved

Pete Riordan
Mission Failed

Ian Strickland
Mission Failed

Adam Troke
Mission Failed

Matt Hutson
Mission Achieved

Jeremy Vetock (Kaptin)
Mission Failed

Phil Kelly
Mission Achieved

Dave Cross
Mission Failed

Jim Sowter
Mission Failed

Fil Dunn
Mission Achieved

Mark Bedford
Mission Achieved

Battlefields

Fort Wrath
Imperial Victory

The Destroyer Moon
Ork Victory

Desert Wastes
Imperial Victory

Death Zone Omega 13
Ork Victory

Final Scores

Orks
Personal Objectives: 3

Battlefields: 2

Points accrued from following orders: 11

Total:16

Imperial
Personal Objectives: 4

Battlefields: 2

Points accrued from following orders: 7

Total: 13

ORK VICTORY

Jervis: **Huh, Andy and his silly scoring systems. Clearly the Imperial side won a massive victory. Well, apart from losing Yarrick and letting the orbital defence laser get overrun. Okay, I suppose we could have done a bit better…**

Seriously, though, this was an extremely entertaining battle, and shows how much things like personal victory conditions and themed special rules can do to make an Apocalypse battle really special. What's more, the Imperial side really could have pulled off a win, or at least they could have if they hadn't been lumbered with a supreme commander whose competence could be compared to Herman von Strab on a bad day.

Sadly for my brave subordinates they were so lumbered, and though they managed to pull off a stoic victory on the main table, my rather obtuse and hyperbolic orders were extremely difficult for them to carry out compared to Jeremy's more sensible and practical Orky advice. The only excuse I can offer is that I had my hands full trying to fend off Jeremy's Orky horde to spend too much time pondering what was happening elsewhere.

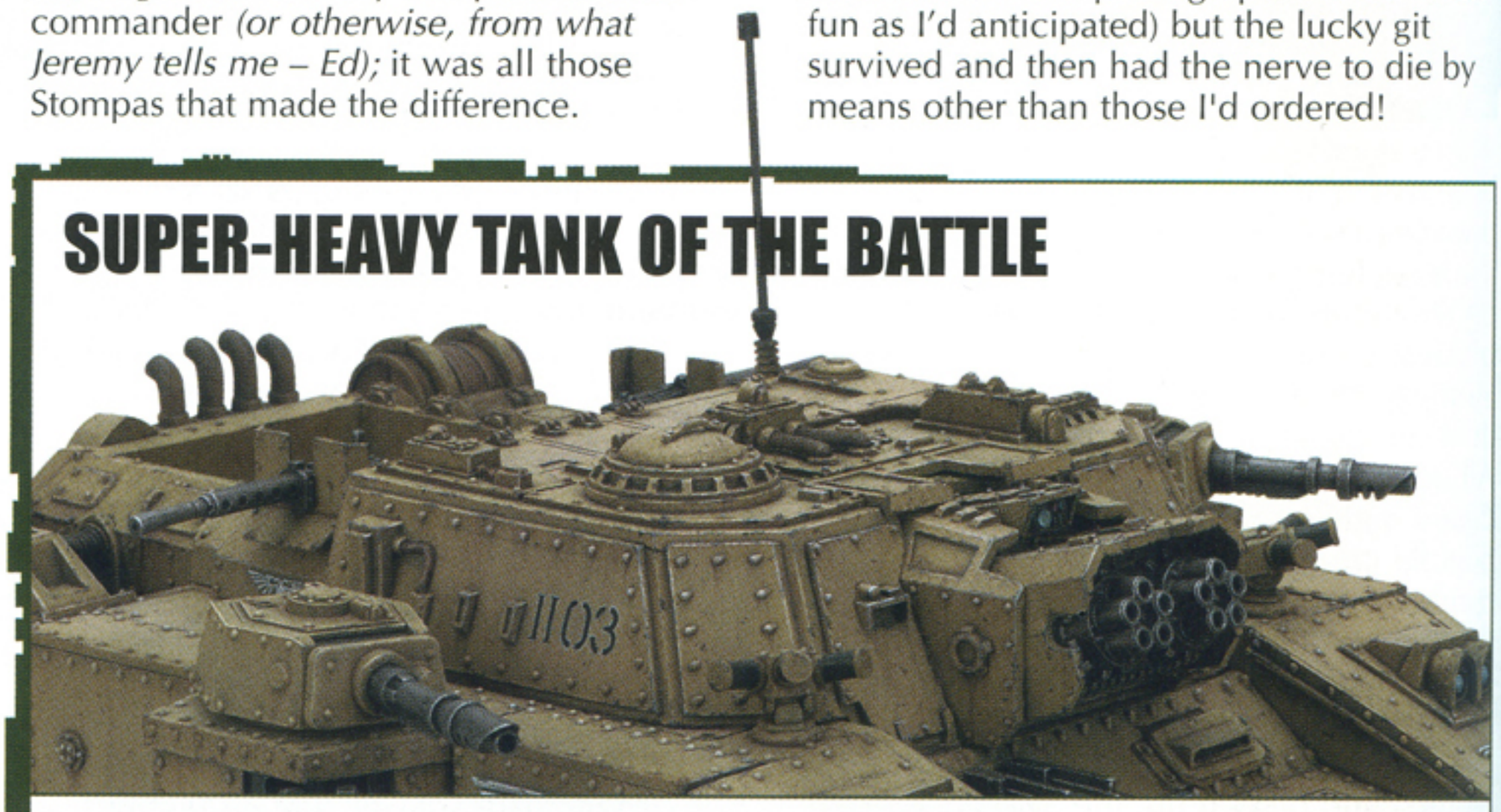
That, and the Orks did have an absolute shedload of Stompas. Those things are scary you know! Yes, that's it, it was nothing to do with my competence as a commander *(or otherwise, from what Jeremy tells me – Ed);* it was all those Stompas that made the difference.

Jeremy: **Hmmmm – it wasn't the catastrophic crushing of the Imperium I had predicted, nor did my trusty underlings pick me up and carry me about the building on victory parade as was my due.**

But aside from such minor quibbles the games were highly enjoyable. Andy's order system and the messages sent from the Ork Warlords were nothing but great fun. Sometimes pleading, sometimes bragging – the messages had both Jervis and I laughing and we gladly eavesdropped on each other's communiques while we took a break from duking it out on our own battlefield. At one point Jervis and I got messages from players on opposing sides of the same gaming table, both claiming the need for reinforcements against hopeless odds. How could they both be right? Fog of war indeed. I kept my orders in the spirit of an Ork Warlord and generally just scrawled orders such as 'git 'em' or 'smash 'em'. How far wrong could it go?

As anticipated Jervis really couldn't roll dice, but my confidence was misguided – his Space Marines held out heroically and I only barely punched my way to the controls of the defence laser in a very bloody battle. I got a defence laser shot off at Phil's Warboss (drawing crosshairs over his model on the photograph was as much fun as I'd anticipated) but the lucky git survived and then had the nerve to die by means other than those I'd ordered!

SUPER-HEAVY TANK OF THE BATTLE



The Stormlord: It would have been easy to award this to one of the many Stompas, but after a quick vote we went for the Stormlord. Not only did it kill Orks at a prodigious rate but it blew up, taking loads of models – both friend and foe – with it. What more could you ask for in a tank?

GAMES MASTER'S WRAP UP

Andy: What a fantastic and memorable day of gaming that was! For me personally, it just goes to show that setting up and running a game as a referee or games master is at least as fun as playing in it, especially when you have lots of twists and turns going on throughout the game.

Everyone rose to the occasion, really getting into the role of commander or subordinate, and it was that willingness to engage with an unusual scenario, and trust someone else to run the game that really made it so great.

The best part of the day was saved for the very end though. The captains were allowed back into the main room and everyone gathered together to hear the results (and voice recriminations, Adam!). At this stage I had an idea who'd won, but I'd deliberately avoided adding up all the points so it would be as much a surprise to me as to the players.

Throughout the day I'd kept a track of how well the teams followed the orders passed down to them by their captains. This was great fun, and the captains really played to the character of their race with the orders they issued. Jeremy's orders were very specific, while still maintaining a very Orky style – 'stomp this', 'bomb here' and the like. Following Jeremy's orders earned the Ork team 11 points, all of which were well deserved.

> **"I had to judge that Killboss got himself killed without any help from Jeremy."**

The Imperial team had a harder time following their orders, but it was hugely entertaining watching them try! Jervis completely bought into his role as an Imperial Commander, particularly in his exchanges with Adam. When Adam sent the message 'Sir, we need reinforcements now!' Jervis replied with a highly characterful 'Stand in the name of the Emperor!' Unfortunately, Adam couldn't carry out that order, as he had no choice but to fall back with his forces in the face of superior numbers. In all, the Imperial team earned 7 points throughout the course of the battle.

So that put the score at 11 to 7 points, but that was only half the story. The Imperial team scored a point for taking the bunker on Fort Wrath and another for winning in the Desert Wastes. The Orks scored another two points – one for winning the Deathzone and another for capturing the Destroyer Moon.

Then it came to each player reading out his personal objective. Jeremy's objective was to ensure Phil Kelly's Warboss died as a result of his orders, and though the orbital bombardment in the last turn very nearly achieved this, I had to judge that Killboss got himself killed without any help from Jeremy. Speaking of Phil, his order was to kill something big. Killboss did take down a Warhound Scout Titan in close combat, which is no mean feat, and it was the second biggest thing on the table!

Next up was Dave Cross, who had to show off his new Stompa by getting it to the front lines. It appears Dave's sense of direction was a bit off, as it ended up at the very back, so no point there. Jim had to arrange a little 'accident' for Killboss, but this eluded him, though only just.

Opposite these guys were Jervis, who had to ensure that Ian's Imperial Guard Colonel survived, and Ian, who had to ensure that the same model was martyred for the glory of the Emperor! Jervis got that point. Pete and Robin were in a race to get to the action first, which Robin's Howling Griffons won, though Pete's Dark Angels were hot on their heels. A point to the Imperial team there.

On the side tables, Matt earned two points for the Imperial team by taking out two of Phil Dunn's Ork HQs with his own, while Phil earned a point for taking and holding the building with the gubbinz in.

Lastly, on the Deathzone table Mark earned a point for carrying out a ram with his new Battle Fortress, while Adam failed to carry out his secret order, which was to destroy the Orks' wheeled mechanical monstrosity.

And the grand total was... 13 points to the Imperial team, and 16 points to the Ork side. A hard-earned victory to the greenies, and a spectacular effort by the Imperium, I hope you'll agree.

So what are you waiting for? Games like these can be played wherever you can gather a group of enthusiastic players and put together a bunch of tables (or just use the floor). Cheers!

Apocalyptic Fun

One games master, three recorders, 12 players and more models than you could shake a big stick at. Here's a few moments from the day.



Will the fortress gates hold?



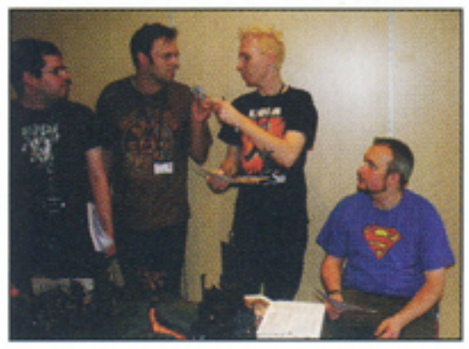
An Imperial conflab.



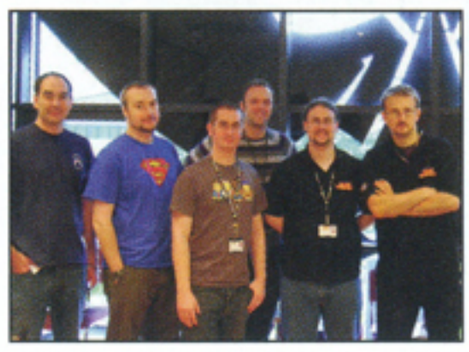
Jeremy is not happy.



It's time to move the models.



Confused, Matt queries his orders.



Officers of the Emperor.



The Ork Bosses.

STANDARD BEARER



Jervis is taking a break this month, so it was with some trepidation that we struck the Runes of Awakening upon the office door of Rick Priestley. Those of a nervous disposition should look away now.

I'd like to start off by thanking all those who wrote in response to my last Standard Bearer article expressing surprise that I was still alive. Be assured the feeling is entirely mutual. Jervis is away at the menders again, so once more I've been defrosted and wheeled out to plug the resultant Jervis-shaped hole in White Dwarf magazine. It's a bit of a stretch – he has suspiciously long arms for a start – but I'm sure if we all stick together we'll pull through in the end. Spirit of the Blitz and all that.[1]

The brave chaps at White Dwarf helpfully suggested I might ramble on about 'The Old Days' under the banner headline of 'Old Duffer Speaks'. The rotters.[2] Personally, I've always been wary of nostalgia and remain cheerfully suspicious of anyone who really believes 'it was all better in the old days'. After all, we are all human and consequently all capable of tremendous feats of self-deception when it comes to things we're sentimentally attached to. For now at least, I've resisted the temptation to revisit models of yesteryear, games that might have been, and old favourites from the White Dwarf archive. Maybe next time, if you're unlucky. Right now the future looks like a much more fruitful place – not least because, unlike the past, we stand a fair chance of getting there one day.

I've therefore decided to dust down the soapbox and share some of my thoughts about the future of the world's favourite game – namely Warhammer. Yes, I know Warhammer 40,000 probably has more players overall. The enduring appeal of Space Marines is surely self-evident even to the most wilfully myopic – even me. Despite all that, Warhammer maintains its rank as the first, the original and pre-eminent of its breed. I still find it a game of great drama as well as considerable subtlety, with a variety and depth of play that continues to entertain and challenge after decades of gaming.

Part of Warhammer's unique appeal undoubtedly stems from its extraordinary longevity – it has been around for a very long time to be sure. Warhammer has changed and evolved over the years; adding new and inspiring ideas along the way. Just look at how Warhammer has spawned a gaggle of unruly offspring,



1 Note for translator of German issue of White Dwarf – you might want to change that bit. Forgive and forget, eh! Not that my granny ever did.

*2 Obviously, I didn't actually write 'rotters', but the White Dwarf team said 'you can't say **bleep** in White Dwarf... children might be reading this!' 'Poor **bleeps**', I say.*



including the Mordheim game, Warhammer Ancient Battles, Warhammer Fantasy Roleplay, and even Warhammer 40,000 – which many will recall started life as a series of adaptations for Warhammer in the original Citadel Journal. And as for the game itself – well it has constantly developed in response to the demands and influences of players and ever-changing trends. Yes – I'm afraid even gaming is subject to fashion, and good games evolve in order to remain challenging and interesting.

So what challenges does the future hold for Warhammer? Peering hopefully into the melting mists of time[3] I see that a big change over the next five years or so is going to be the inevitable shift away from metal miniatures and towards plastic. This has been a growing trend for years – but now it's really started to make a difference in terms of the choice and variety of models available to Warhammer players.

It's noticeable that this has already happened for Warhammer 40,000 players, who routinely collect armies that are by-and-large – if not entirely – made from plastic kits. Warhammer players have some reason to feel neglected with Warhammer 40,000 often getting the lion's share of the new plastics. There are understandable reasons for this. Many 40K kits are tanks and vehicles, and these are usually put together by designers who are good at making tanks and vehicles. The same guys can't necessarily make monsters and other sculpted shapes. It is also worth remembering that plastic kits are very well suited to models of this kind; this is pretty obvious when you look at all the model tanks, airplanes, ships and such stuff heaped in your average toy and model store. Even when it comes to the fighting troops it's possible to cover all that is needed for a 40K army with relatively few kits because your typical 40K army has fewer troop types with more weapon options for each type. Warhammer armies tend to have lots of completely different troop types all of which are unique in appearance and require their own sets.

Because the High Elf Dragon is a plastic miniature, its pose is much more dynamic and dramatic than would normally be possible for a metal model of this size. The kit is also versatile enough to make a Prince, an Archmage or a Dragon Mage.

"Warhammer armies tend to have lots of different troop types, all of which require their own sets."

If it's to some extent understandable that Warhammer 40,000 has reaped the initial benefit from new and ever-improving plastic kits, it is heartening to think that Warhammer is now ideally placed to take advantage of all the experience and technological expertise gained to date. As I roam about the designer's cubby-holes it's very inspiring to see all the exciting work that is being done on making new plastic

3 Note to White Dwarf Editor: please insert appropriate special effect at this point. Something culled from a 1970s episode of Doctor Who should do.



With the release of the plastic Chaos Knights, an all-cavalry force for the Warriors of Chaos is much more practical – and likely to be a much more common sight on the battlefields of Warhammer.

kits for Warhammer armies[4]. This is going to seriously change the way we players put armies together if only on the basis of reduced cost compared to that of metal models. It's going to make some cavalry- and monster-based armies much more affordable and practical, and I'd certainly expect to see more mounted Warriors of Chaos armies now that we have the Chaos Knights and Marauders rendered as kits. More importantly, these new kits are marvellously adaptable, easily converted, and produce models that are little gems. OK I admit that I have become a big fan of plastic, having been seduced by the ease of putting the models together and the fun of converting them. Those new Chaos sets are enough to draw anyone onto the path of the Dark Gods though!

Warhammer has its big monsters and machines too – and I've been impressed by the way the designers have taken the opportunities to build new variation into kits such as the High Elf Chariots. This is a good principle and it's worth considering the possibilities. When you make a kit it's relatively easy to incorporate alternative parts to make a variant machine of some kind – in fact it's a bit of a wasted opportunity not to do so! So, for example, the High Elves got the Lion Chariots of Chrace as a new troop type along with the Chariots of Tiranoc – hurrah! If you apply this kind of thinking to other armies there are obvious instances where an existing machine could become a plastic kit with a new variant – for example, what could you do with a Dwarf Gyrocopter? How about a Snotling Pump Wagon? Or big monsters like Dragons and Wyverns? Almost every Warhammer army has at least one big monster, chariot, or war machine that can be considered in this light – some have more. This is definitely going to reap benefits in the future and I'm very much looking forward to seeing what surprises we can come up with.

The other and probably most obvious advantage of a plastic monster compared to a metal beast of the same kidney is that we can, at long last, make Dragons, Griffons, Wyverns and other such critters at a proper size! The limitations of metal casting have always meant that your 'averagely huge' dragon has been traditionally represented as rather a small creature and nothing like the satisfyingly double-decker-bus-dwarfing, gargantuan and heart-stopping nightmare that we all know it should be. So I'm looking forward to seeing some decent-sized monstrosities in the not-too-distant future.

Whilst I'm getting carried away by the possibilities of long-chain hydrocarbon polymers I should point out that doesn't mean there won't be many new metal models for Warhammer too. No matter how far forward you might look, metal models will have their permanent and vital place in our Warhammer ranges. For example, it is hard to imagine ever replacing the special character models and other singular and spectacular pieces with plastic equivalents even once we have a full range of character models available as plastic kits. Not only does metal casting enable more complex designs to be realised, but it's possible for us to make and produce many more designs in metal than it would be with a single plastic kit – simply because it takes much longer to create and produce plastic kits than metal models. So, it's a case of appropriate materials and methods for appropriate subjects – taking advantage of whatever material is best for the job in hand.

I had intended to talk a bit about the development of the Warhammer game itself, and especially the possibilities of new and different kinds of supplements as well as the well-established army book series. But I appear to have run out of space this time round so it'll have to wait for another occasion – always assuming our brave and generous editor is prepared to let me loose on his otherwise pristine magazine again, of course.

Please write in if you have any comments about this month's Standard Bearer, or anything else to do with the hobby for that matter. Jervis is back next month, but feel free to write to Rick if you fancy taking your sanity into your own hands. Remember to include your name and address if you'd like a reply.

Write to:

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

*4 Which I'm obviously not allowed to tell you about and even if I did some worthy soul would edit it all out just like they do all the bits about **bleep** and **bleeping bleep**, including this bit. Which is probably for the best, all things considered. At least it keeps us out of prison, eh!*

CITADEL®

BITZ BOX

Head Swaps

In a new series, we explore how our expanding range of Bitz Packs and multi-part plastic kits make it easier than ever to convert your models and add variety to your units. This issue we take a look at head swaps.

Kit Bash

Head swaps are really straightforward conversions and, in most cases, involve nothing more than taking a head from Kit A and sticking it onto the body of a model from Kit B. This is often very simple, especially with plastic models where a dab of plastic glue will make any head swap look seamless.

The components from many of our plastic kits – such as those from the huge variety of Space Marines and Chaos Space Marines sets – are completely interchangeable.





Chris Peach has taken the arm and head from a plastic Bretonnian Knight and stuck them onto the body of a plastic Man-at-Arms, to create a knightly Hero with the Virtue of Empathy.

Metal Models

Some metal models have heads ideally suited for decapitation! Sometimes the head is separate, making the job as easy as above. Use superglue to stick it onto a suitable plastic body to get a unique-looking model for minimum effort.

For those tricky metal heads that are an integral part of the body, then the good old Razor Saw and Hobby Vice will do the job. Some slicing through the neck is all it takes in most cases, although this can be more complicated at times when cloaks, jewellery, hair, and so on get involved.





Once you've carried out your head swap, you can use a spare plastic head on the metal body. In this example by Glenn More, the metal Space Marine Captain has a head taken from the plastic Terminator Sergeant.

Combining Bitz

When you're going for a totally unique character, the Bitz Packs are your best friends. Nick Bayton has come up with this Chaos Champion, which is just the body of a Chaos Warrior with the simple addition of bitz from the Chaos Chosen Heads, Chaos Halberds and Chaos Warrior Shields packs. And, because you get ten Chaos Chosen heads in one Bitz Pack, you can scatter them throughout your army, using them either for unit champions or for adding more variety to your Chaos Warrior and Chaos Knight units.





Nick Bayton's fierce Chaos Champion has been created by adding a new shield, a halberd and the head of a Chosen, all from Bitz Packs.

'EAVY METAL™

MASTERCLASS

ORK WARBOSS



With every new release, plastic models seem to get better and better. The plastic miniatures of today are highly characterful and detailed models, as much at home as centrepieces in their own right as they are in units. With this in mind, we decided it had been too long since the 'Eavy Metal team had tackled a plastic miniature for one of our masterclass articles.

The Ork Warboss from the Assault on Black Reach boxed game was the perfect candidate for the job, and Darren Latham, in his first Masterclass, took on the task.

Because plastic is such a versatile material we encouraged Darren to put his conversion skills to the test (with a little help from miniatures designer Seb Perbet). The plastic Ork Nobz kit was perfect for this, and Darren used spare components from it to make a truly unique Warboss.

Before Darren started painting the model he planned out what components to use. Darren wanted to create a Bad Moon Warboss and let that concept guide his component selection. Before sticking bits together he did a 'dry run' with adhesive putty to make sure the conversion worked.

You Will Need

All of these paints are available from the Citadel Colour, Wash and Foundation ranges.

Wash: **W** Foundation: **F**

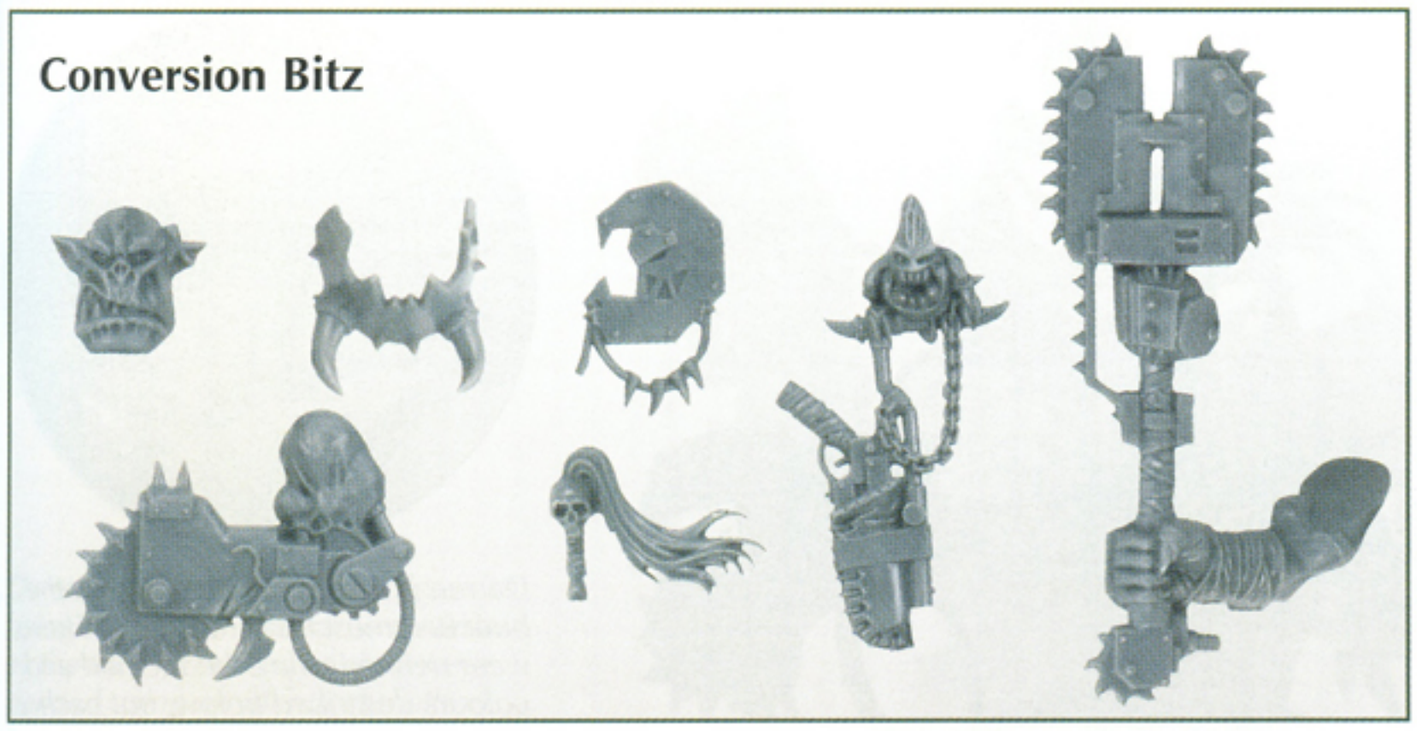
- Chaos Black Spray
- Bestial Brown
- Bleached Bone
- Blood Red
- Boltgun Metal
- Chainmail
- Codex Grey
- Chaos Black
- Dark Angels Green
- Dark Flesh
- Dwarf Bronze
- Goblin Green
- Golden Yellow
- Hawk Turquoise
- Kommando Khaki
- Liche Purple
- Mithril Silver
- Regal Blue
- Rotting Flesh
- Space Wolves Grey
- Scab Red
- Scorched Brown
- Skull White
- Tin Bitz
- Vermin Brown
- Vomit Brown
- F Hormagaunt Purple
- F Iyanden Darksun
- F Khemri Brown
- F Knarloc Green
- F Orkhide Shade
- F Tausept Ochre
- W Badab Black

WARHAMMER 40,000

The subject for this issue's 'Eavy Metal painting Masterclass is the plastic Ork Warboss from the Assault on Black Reach set.

Converting the Warboss

Conversion Bitz



Darren wanted to 'open up' the figure and expose more of the Ork's frontage. To do this he twisted the right arm outward and turned the head more at the neck. This was done by cutting into both the arm and neck joint and forcing the gaps open a little way to widen them. Green Stuff was used to fill the gaps he'd created.

Darren made sure that all the components he used didn't alter the flow and direction of the model. A common mistake in conversions is to have hair flowing one way while a banner is flying in another direction – this can ruin the impact and realism of a miniature.



Darren replaced the original Warboss head with another from the Nobz frame. The jaw plate was added to get an even meaner visage. The topknot was another component from the Nobz Kit. Darren made sure the hair was blowing in the same direction as the other elements of the model.

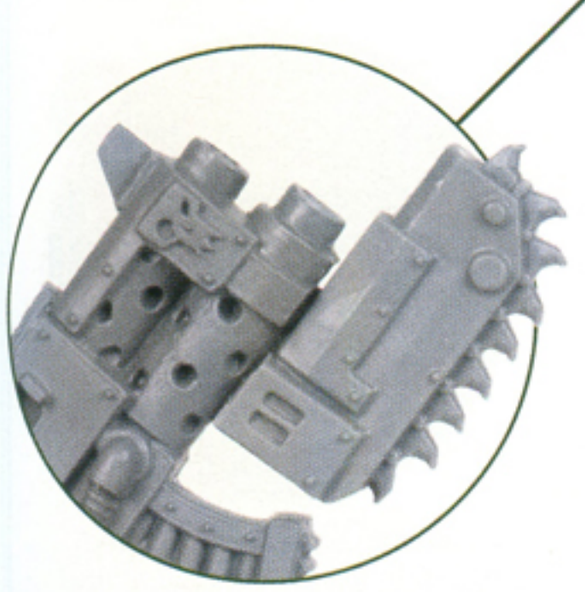


Every Ork Warboss needs a pet Squig, and one was added to the shoulder of the model for a bit of character. No doubt it's ready to bite the face off any opponent that comes within reach!

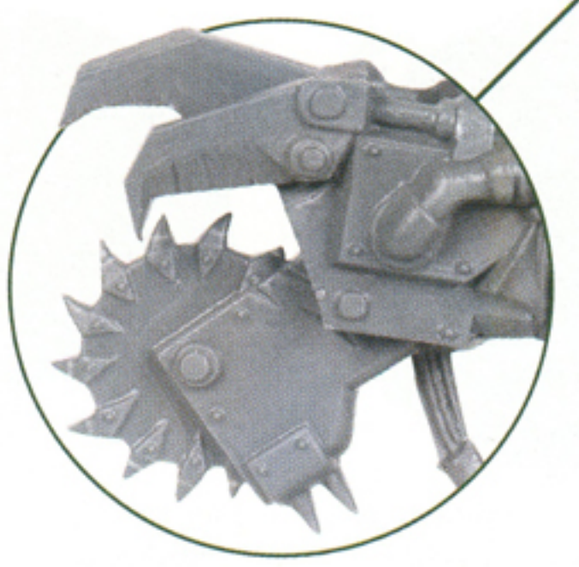


The bosspole from the Nobz frame was affixed to the back of the Warboss. The hair tied to the pole is blowing in the same direction as the topknot and loin cloth.





Darren added a buzzsaw to the power klaw first but thought that it unbalanced the model. To rectify this, he made the gun larger with a chain-blade attachment.



The buzzsaw was added as Darren wanted to make the power klaw even bigger and more vicious than it was to start with.



Extra Parts

The frames of our plastic kits, such as the Ork Nobz, are packed with extra bitz and there are more components than you need to assemble the boxed models. As every hobbyist knows, you should never throw these away – add them to your bitz box and save for another project.

Painting the Flesh



The veins were painted in the same manner as the blue under the eyelids. The redness of the skin where the flesh meets the bioniks was painted using the same method as the lips (see below).





Darren paid special attention to the bunched muscles on the arm. These were defined using the method and colours described below, but each stage was built up in a succession of thin layers rather than a single thick coat, for a smooth finish.

You always want your heroes and characters to stand out, especially in an army as infantry heavy as the Orks. While the size and aesthetics of a character model help differentiate between them and your average Ork Boy, 'Eavy Metal use a more subtle technique to further define this for the Orks by adding yellow to the skin colour.

The yellow in the mix lifts the skin tone, making it brighter and stronger so it catches the eye. Another tip for making your model stand out is to always use the same highlight colour. For instance, the lips, blue veins and skin all use Bleached Bone as the basis for the highlight colour, tying the flesh tones together.

Painting the Skin



Step 1. *The skin of the Warboss was first given a basecoat of Orkhide Shade. This was followed by a wash using a 1:1 mix of Chaos Black and Badab Black.*



Step 2. *Darren then built up a layer of Knarloc Green over all of the flesh areas apart from the deeper recesses.*



Step 3. *Pure Goblin Green was then painted over the previous layer; the recesses and creases in the skin were avoided to let the Knarloc Green show through.*



Step 4. *Next, a 4:1:1 mix of Goblin Green, Golden Yellow and Bleached Bone was applied to the raised areas.*



Step 5. *The same mix of colours was used again for this stage, only the proportions were 2:1:1 of Goblin Green, Golden Yellow and Bleached Bone.*



Step 6. *The flesh was finished off with an extremely thin layer of Bleached Bone, applied carefully to the most prominent areas.*



After the skin, Darren tackled the talons, using a 1:1 basecoat mix of Orkhide Shade and Hawk Turquoise. These were highlighted with Rotting Flesh.



The lower eyelids were painted with a 1:1 mix of Regal Blue and Goblin Green. The lips were painted with a 1:1 Scab Red and Goblin Green mix.

Painting the Clothing



Darren imagined the gun holsters as being made from the same material as the Ork's trousers, so they were painted using an identical method to the brown cloth.





The stitching was lined with black to help define the detail. This was done with a Badab Black wash followed by painting in a thin line of Chaos Black.

Darren used Kommando Khaki as the main highlight for both the brown and black cloth. He didn't want to use a traditional highlight colour like grey for the black areas as this would be a very stark highlight, suggesting that the material was made of leather, while Darren wanted it to look more like cloth.

A Kommando Khaki highlight also suggests a cool colour and Darren wanted the cloth to be painted in cooler tones so it would contrast with the warm yellows that he planned to use on the armour. A key aspect of colour theory is recognising warm and cool colours and then using them as contrasts to get a pleasing effect.

Painting the Brown Clothing



Step 1. *The cloth was first basecoated with a 1:1 mix of Scorched Brown and Khemri Brown followed by a wash of Badab Black.*



Step 2. *A 2:2:1 mix of Scorched Brown, Khemri Brown and Kommando Khaki was applied to the raised areas.*



Step 3. *The same brown mix was used for the next layer, but with more Kommando Khaki added.*



Step 4. *Pure Kommando Khaki was used as the final highlight, applied to the most pronounced parts of the folds and creases.*

Painting the Black Clothing



Step 1. *Darren started with a 4:1 basecoat mix of Chaos Black and Kommando Khaki. A wash using watered-down Scorched Brown was then applied.*



Step 2. *The black was then layered up using a 1:1 mix of Chaos Black and Kommando Khaki.*



Step 3. *Darren continued to build up the layers. This time he added more Kommando Khaki to the mix, using a 3:1 mix of Kommando Khaki and Chaos Black.*



Step 4. *As with the areas of brown cloth, the final stage used a coat of pure Kommando Khaki as the final highlight layer.*

Painting the Metal



The belt buckle was painted using the dark metal technique, as described below.





The visible parts of the guns poking out from the holsters were also painted using Darren's dark metal technique.

As with many Orks, there's a lot of metal on this model so it's a good idea to paint it in two ways. Darren's gone for dark metal and brass. Not only will these two colours contrast well against each other but the dark metal will get a warm red rust effect and the brass will have a cooler verdigris look painted on. This will bring two further contrasting colours into the mix, helping define the model even further.

For some of the rust effect, Darren used a stippling technique. This involved using an old brush and lightly 'dappling' the paint onto the desired areas. When using this to get a rusty effect, take a 'less is more' approach.

Painting the Brass



Step 1. *A 1:1:1 mix of Tin Bitz, Dwarf Bronze and Scorched Brown was used as the basecoat. This was followed by a 1:1 wash mix using Chaos Black and Badab Black.*



Step 2. *A mid-tone was then applied using the same basecoat mix with a small amount of Mithril Silver added to it.*

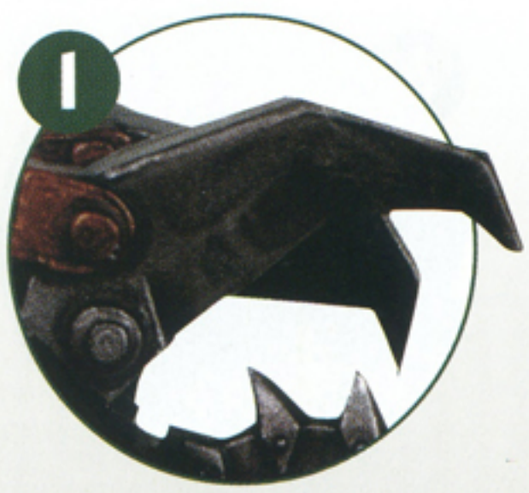


Step 3. *A thin wash using a 1:1 mix of Dark Angels Green and Hawk Turquoise was then applied to the rivets and recesses.*



Step 4. *Mithril Silver was used as a final highlight, while just a small dab of Rotting Flesh was added to some of the deeper recesses.*

Painting the Dark Metal



Step 1. *The silver metal parts were first painted Boltgun Metal. A wash using a 1:1 mix of Chaos Black and Badab Black was then applied.*



Step 2. *Darren then used a wash of thinned-down Scorched Brown. This was applied directly into the recessed areas.*



Step 3. *A wash with thinned Bestial Brown, followed by a second wash of Vermin Brown, was painted into the recesses. This was also stippled along the klaw.*



Step 4. *The metal was then highlighted with Chainmail. Mithril Silver was used sparingly to emphasise the sharpness of the klaw blades.*

Painting the Armour



After the armour was painted, Darren added some characteristic Bad Moon details, such as these flames, which were carefully painted on with Chaos Black.





Darren made use of other motifs, such as the chequers on the jaw plate and the dags on the shoulder pad. These were first painted in Chaos Black and then highlighted with Codex Grey.

After painting the yellow armour, Darren added some additional livery in the form of black flames, chequers and dags on the shoulder plates – all classic Ork motifs.

He then came to painting the chips on the armour and for this he wanted to do something different. Rather than simply painting on a scratch in Mithril Silver, he wanted to create a layered effect; some chips have simply uncovered the previous layer of paint, some are so old that rust is now visible, while the more recent chips have revealed the bare metal beneath the primer. Darren achieved this by 'working backwards', painting the chips from the outside, then moving in towards the centre.

Painting the Yellow Armour



Step 1. *Darren started painting the Bad Moon's armour by first applying a basecoat of Tausept Ochre.*



Step 2. *A 1:1 mix of Iyanden Darksun and Golden Yellow was then applied to the raised areas of the armour.*



Step 3. *To get some definition and shade, thinned-down Dark Flesh was painted into the recesses.*

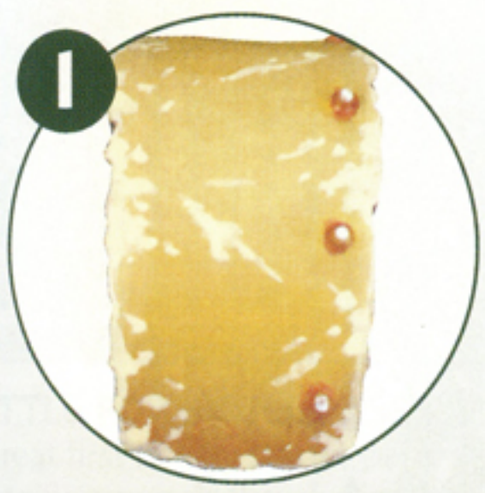


Step 4. *A highlight using the mix from Step 2 with equal parts Skull White added was then painted onto the prominent areas.*



Step 5. *For the most extreme highlights, more Skull White – half as much again – was added to the previous mix.*

Painting the Paint Chips



Step 1. *For the outside of the chip Darren used a 1:1:1 mix of Iyanden Darksun, Golden Yellow and Skull White. This was carefully applied to the shoulder plate.*



Step 2. *Dark Flesh was then applied to some of the chips. Darren was careful to leave an outline of the previous mix.*



Step 3. *Boltgun Metal was applied to the centre of some of the chips. Some of the chips were left at this stage to give the impression that the chips vary in age.*



Step 4. *Mithril Silver was used on a few chips to represent very recent scratches and damage.*

Final Details



The red of the topknot is used as a spot colour across the model. It was painted Scab Red, then Blood Red, followed by Vomit Brown.





The flames on the loin cloth were painted in freehand and use the same yellow mix as the armour, with Vomit Brown used for deep shading.



The Squig was painted in Liche Purple, followed by Hormagaunt Purple and Kommando Khaki.



The Squig's hair was painted a Hawk Turquoise and Regal Blue mix, highlighted with Space Wolves Grey.



The Bad Moon banner top was painted in the same way as the yellow armour.



Spent bullet casings can be made by chopping up small lengths of plastic or brass rod.

ASK 'EAVY METAL™

For the first instalment of our painting clinic, we've received a question from Jose-Alfredo Montero of Spain. He asked how to paint the armour and shield on Sigvald the Magnificent. Joe Tomaszewski painted Sigvald, so we asked him for tips.

If you've ever wanted to ask an expert painter a question or you have a painting problem that needs solving, then send your query to the address below.

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





Joe: *I used a 'non-metallic metal' technique for Sigvald and I think that's what Jose is referring to. There are some basic points you need to remember when using this technique, the most important is that you need an intimate knowledge of how light reflects off shiny surfaces. A little research will reveal some surprising results, as it doesn't always reflect in the way you think it should. The other tip is to always shade and highlight with black and white, no matter what colour you are using.*



You can find a fully detailed Sigvald painting focus on our website.

CITADEL®

PAINTING ESSENTIALS

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



CITADEL MEGA PAINT SET

The Mega Paint Set boasts all 73 paints, Washes and Foundation paints from the Citadel range. It also includes PVA Glue, sand, three types of static grass and seven paintbrushes, all contained in a sturdy Citadel Figure Case.

Mega Paint Set .....
.....£150†, €200, 2000dkr 2300sek/nkr



HOBBY STARTER SET

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

Hobby Starter Set.....
.....£30†, €40, 300dkr 350sek/nkr



FOUNDATION PAINT SET

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

Foundation Paint Set .....
.....£35†, €50, 350dkr 400sek/nkr



CITADEL WASHES

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

Citadel Washes .....
.....£12†, €20, 140dkr 170sek/nkr



BATTLE FOR SKULL PASS PAINT SET

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

Battle for Skull Pass Paint Set .....
.....£15†, €22.50, 175dkr 200sek/nkr



ASSAULT ON BLACK REACH PAINT SET

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

Assault on Black Reach Paint Set .....
.....£15†, €22.50, 175dkr 200sek/nkr



MINES OF MORIA PAINT SET

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

Mines of Moria Paint Set .....
.....£15†, €22.50, 175dkr 200sek/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

CITADEL® HALL OF FAME

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



In the many years Dave Andrews has worked in the Design Studio he's been a games designer, an expert terrain maker and a Citadel miniatures designer. Who better then to nominate for the Hall of Fame? The model he's chosen is a true classic – the Green Knight.

DAVE'S FAVOURITE MINIATURE

Dave: When I was asked to choose my favourite figure, the one that came straight to mind was the Green Knight. It's a model that's now over a decade old and yet it stands up just as well against any of the latest releases. It's also an extremely well-animated miniature, especially the horse. In fact, I'd go as far as to say that it's the exemplar of a rearing horse, a miniature standard that has been copied or alluded to ever since, both within and without the Games Workshop Studio.

The other thing I like about it is the realism Michael Perry has brought to the piece. As a Warhammer model it's a fantastical miniature but there is also a verisimilitude there, as though he could have existed in the real world. Motifs such as the one on the shield, which is strongly influenced by the old English legend of the Green Man, add to this feel and the look of the model.

The cloth on the miniature, especially the layered caparisons, also work in this way. I've always envied Michael for his sculpting ability with cloth and the evidence is here to show how he uses it to apply real-world physics to the model and enhance its dramatic presence.

I also like the concept itself, the strong archetype of the mysterious knight or the anonymous warrior has reverberated around myths and legends for centuries, so it's great to get a Warhammer take on it. This, combined with Michael's sculpting skills, make a truly classic Citadel miniature, one that should definitely be in the Hall of Fame.



The Green Knight



The Green Knight's shadowy visage attests to his mysterious nature.



The shield bears the image of a fierce tree spirit, alluding to the Green Knight's immortal power.



The way the layered caparison hangs from the model enhances the pose and provides a sense of movement and weight.



The original paint scheme by Mike McVey.

The rearing horse is a pose that gives the model a dramatic and powerful presence. With his sword drawn back, the Green Knight looks poised to strike the head off his enemy, giving the miniature a strong feeling of immediacy.

MICHAEL PERRY SHOWCASE



Clansman of Lamedon



The Tainted





Paladin Took



Erkenbrand





Mahûd Raider



Dunlending Warrior

This one-off 54mm Catachan is still a favourite of Michael's and stands pride of place above his work desk. It's quite a venerable piece and was first shown in White Dwarf many years ago. Unfortunately, if you want one, don't get your hopes up because there are no plans for it to be mass-produced!

DESIGNER'S RESPONSE

Michael: The Green Knight was an interesting project to work on. Mark Gibbon's excellent picture came first and I used that as the main inspiration for the figure. Looking at the model I'm surprised it still stands up to close scrutiny compared to the models we produce today, but I'm glad it does. It's one of the few models of my own that I still like! Normally I become overly critical of my own work after they have been released but I've always remained fond of the Green Knight. I think this is partly because Mike McVey did the original, seminal paint job for the model. This was followed by Neil Green's excellent paint work a few years later on the current model we have in the Studio collection. So, I think it's the paint scheme as much as the figure itself that has lodged in people's minds and why it remains a favourite model for so many collectors.



MODELLING WORKSHOP

STOMPA ORK

PART ONE

WARHAMMER 40,000

Modelling Workshop presents the very best modellers, helping you get the most out of your modelling projects. This month we tackle the biggest and most customisable plastic kit in the Citadel range!

KUSTOMISIN' DA STOMPA



In this two-part article we follow the progress of the Studio's ace model-maker Mark Jones as he tackles the Stompa. Here he assembles the model, adding his expert flourishes.

1 Preparation and Sub-assemblies

As one of the biggest vehicles an Ork Mek can build, and the biggest plastic kit we make, the Stompa is the kind of vehicle that begs for a special 'kustom job'. Mark Jones was only too happy to oblige, and has really brought the kit to life with some subtle and expertly wrought details.

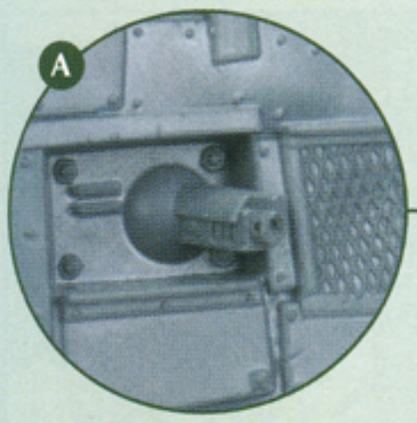
That's not to say you have to convert your Stompa at all. Most of the models featured earlier in this issue were built straight out of the box, with little or no tweaking, and are testament to the sheer number of options available on the Stompa's eight feature-packed frames.

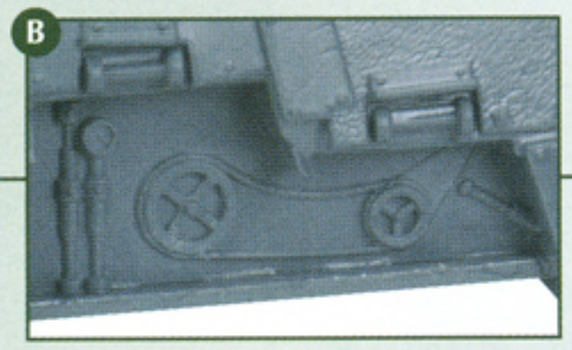
Mark's Stompa is all about taking your modelling to the next level, using the full gamut of hobby tools and techniques, and building up the kit in 'sub-assemblies' to get a truly unique model.

Mark's approach is very methodical, when following his advice be sure to set aside plenty of time so glue can dry and mistakes can be avoided. Keep sub-assemblies and unused components in a safe place so they don't go missing. A sub-assembly, for those unsure about the term, is a section of a model (such as a gun turret) that is assembled and then left for later, without attaching it to the rest of the model. All the sub-assemblies have been clearly marked in this guide, thus:

S Sub-assembly

2 Main Body

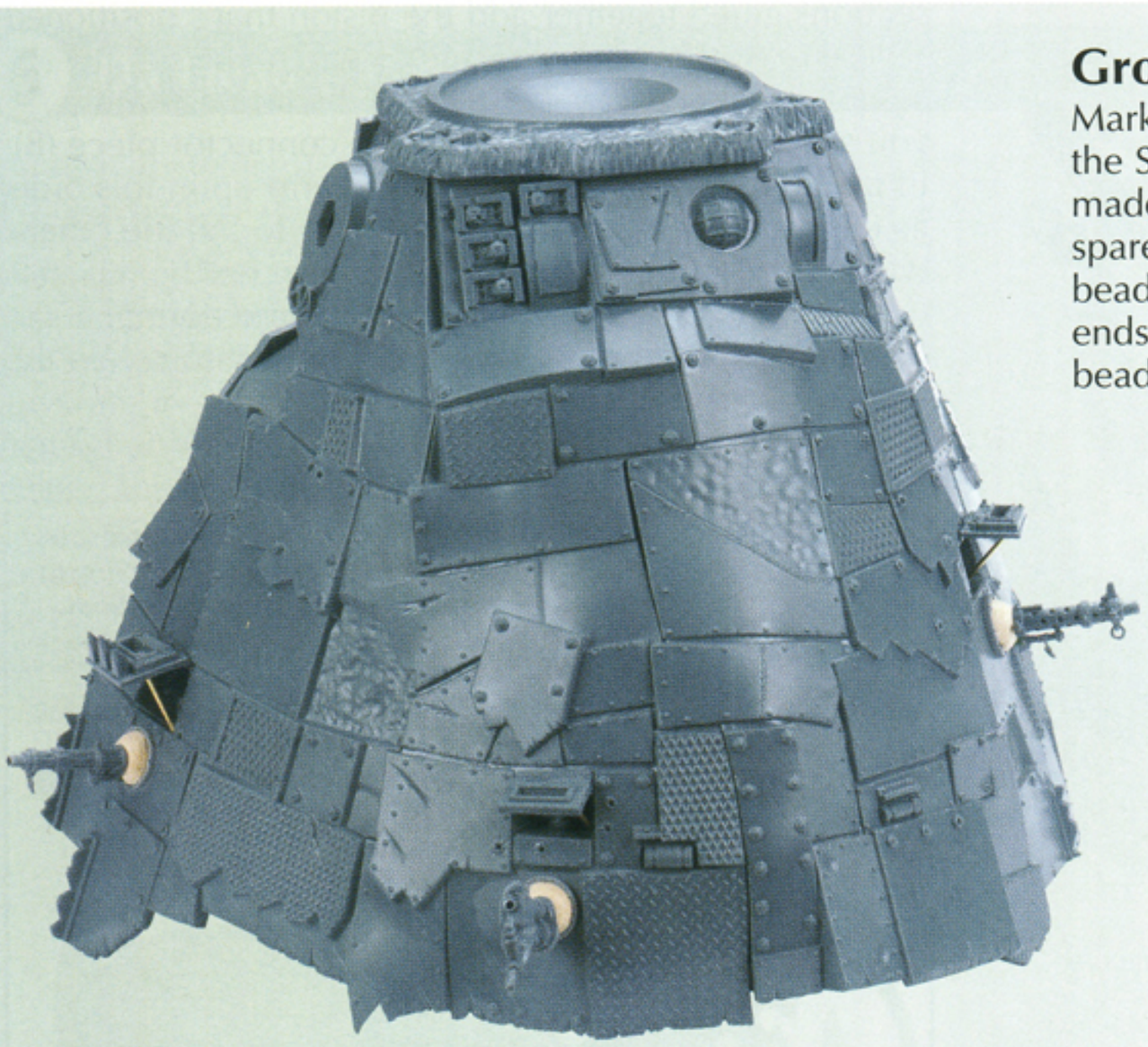




Basic Assembly

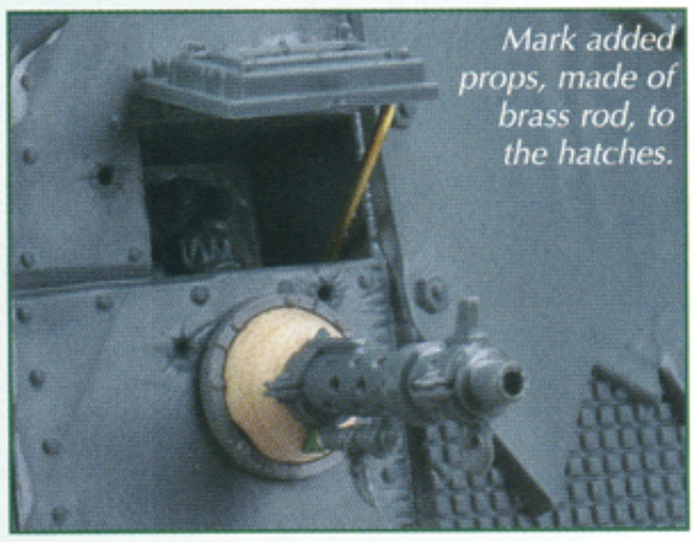
Mark built the body up as three sub-assemblies. The first consisted of the Stompa rear, the base and a side. Don't forget to attach the rear gun and detail plates (A) and (B) at this stage. The remaining side and the front were then built as two separate sub-assemblies. All three were then combined to create the main body structure. The ammo bin (C) was also attached to the right side of the body. Make sure you place the ammo feed inside the drum before you seal it.

FOR A STANDARD, NO FRILLS ASSEMBLY GUIDE, CHECK OUT OUR WEBSITE

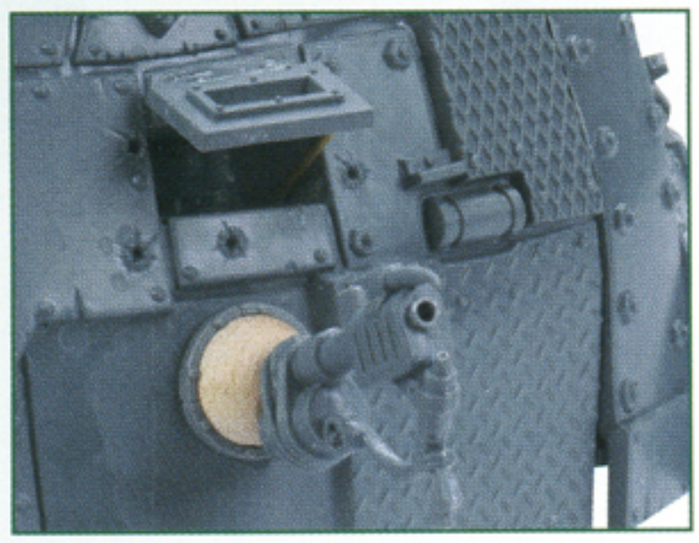


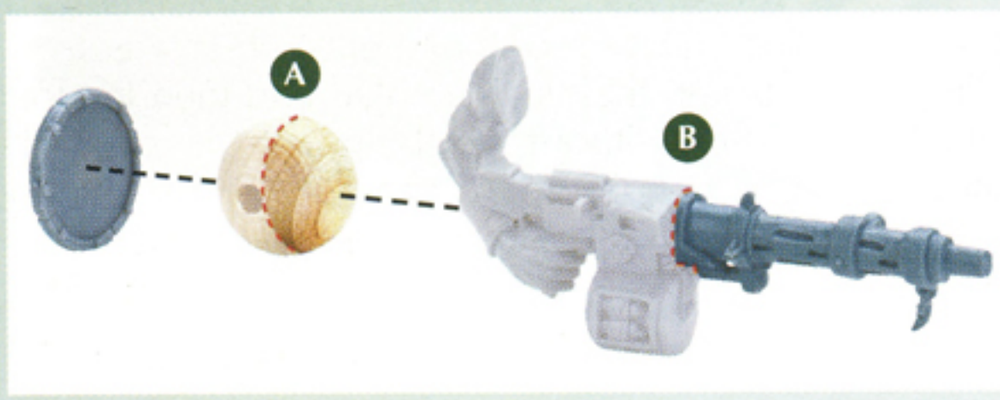
Grot Guns

Mark added extra guns below the Grot hatches in the Stompa's hull, mounted on ball sockets. He made these from plastic shields, wooden beads and spare guns from various Ork kits. The wooden beads (A) were cut in half with Plastic Cutters. The ends of the weapons (B) were then glued to the bead, and this in turn was stuck to the shield.



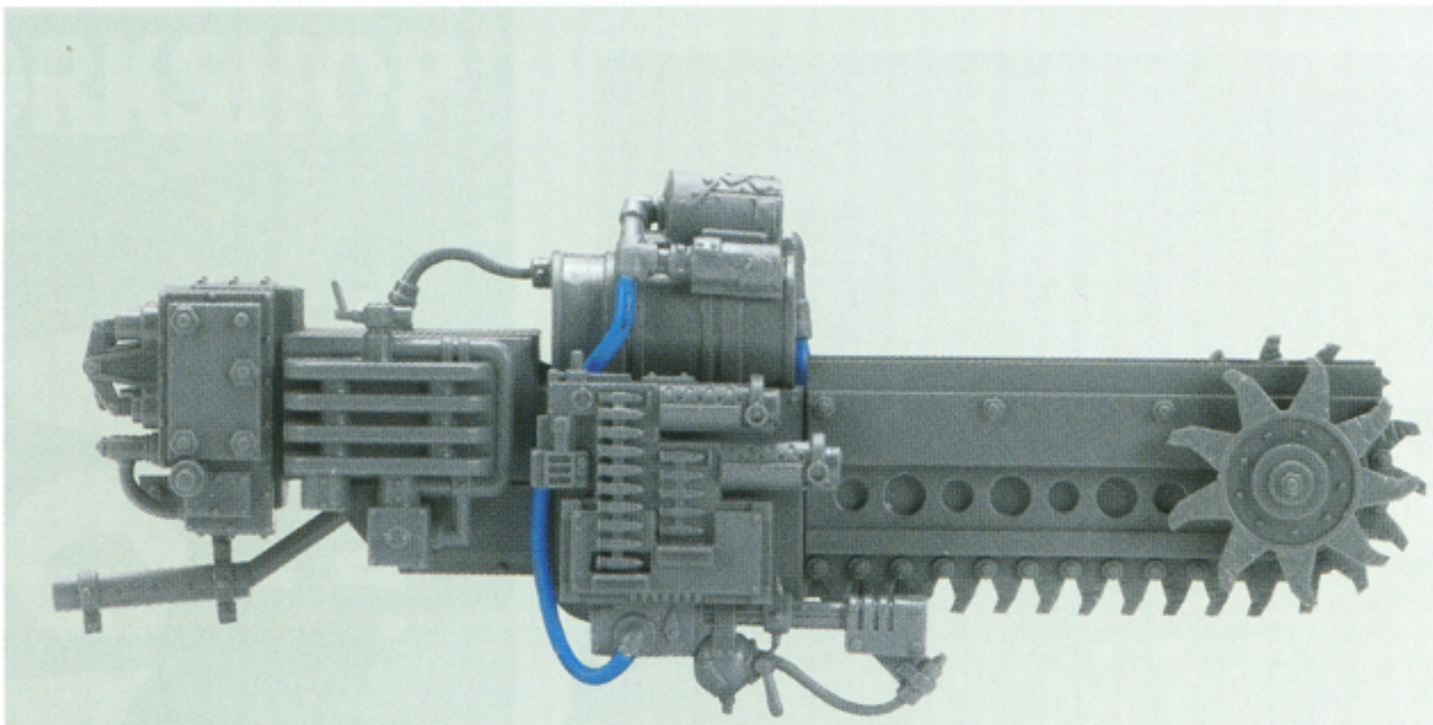
Mark added props, made of brass rod, to the hatches.

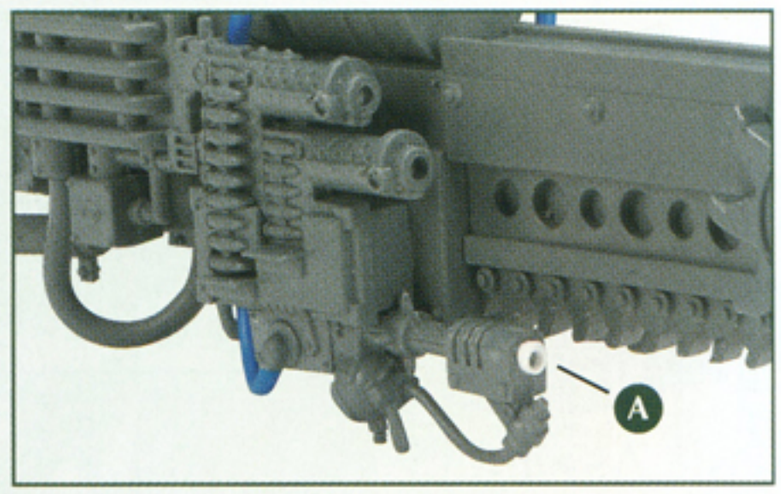


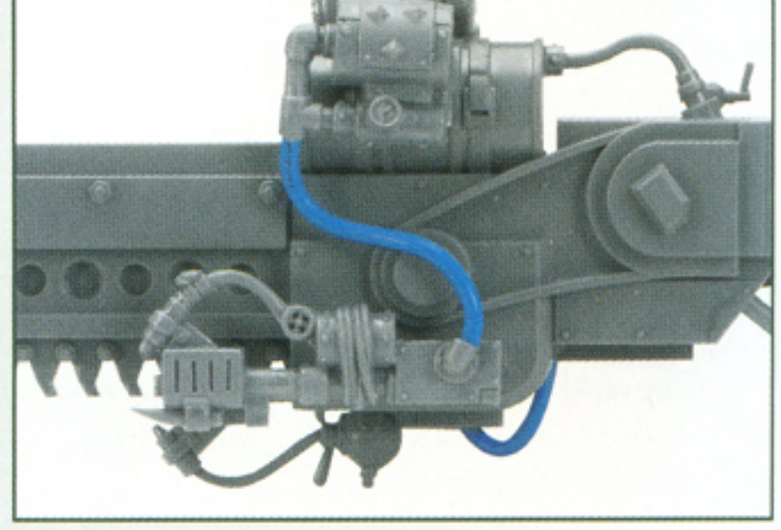




3 Choppy Arm



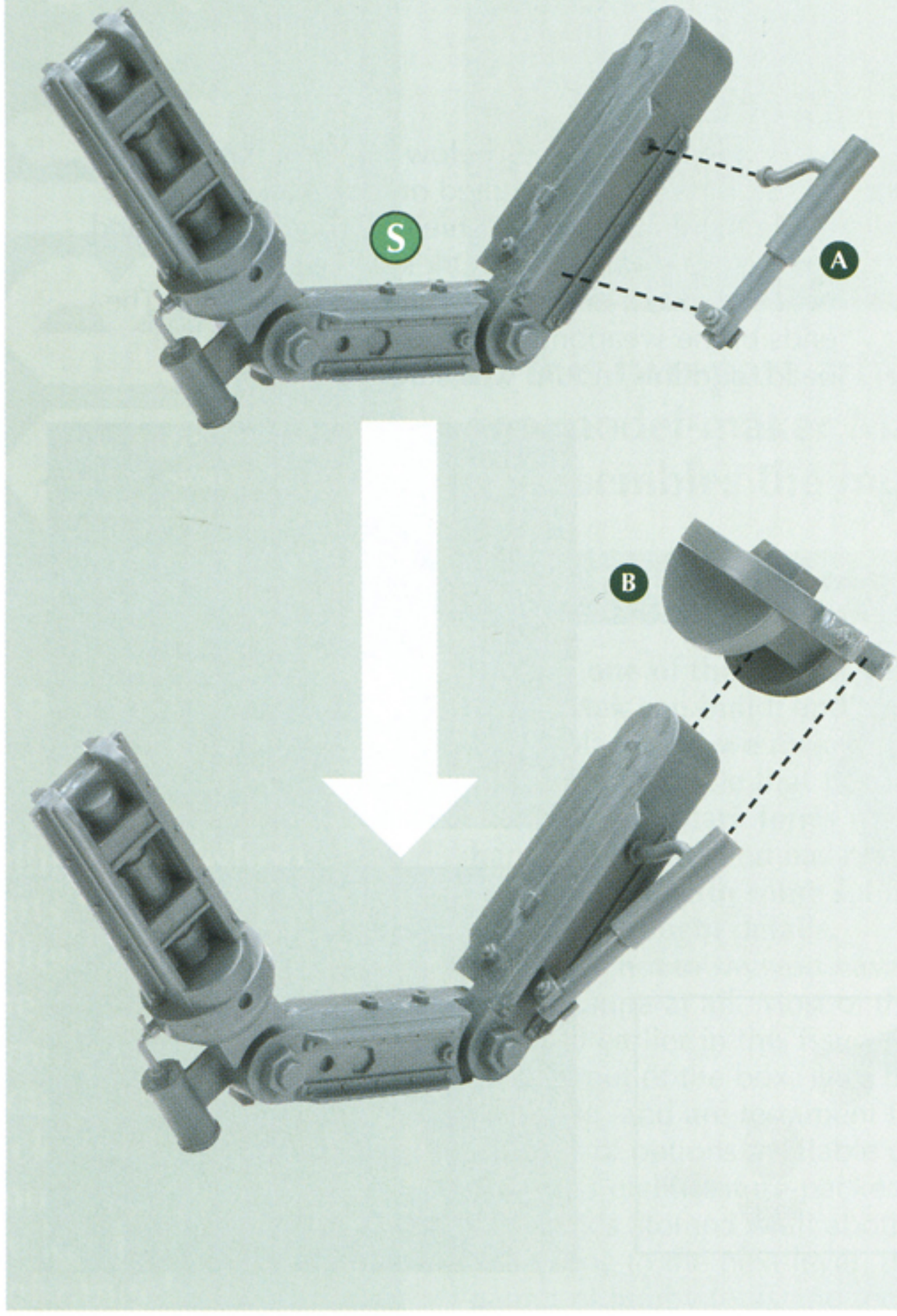




Extra Burnas

The chainfist was built as a separate sub-assembly from the rest of the arm. A spare burna, gleaned from the Loota/Burna kit, was attached to the bottom of the chainfist while extra fuel tanks were added on top of the fuel drum. Mark then used a length of electrical wire to represent a hose linking up the extra fuel tanks to the new burnas.

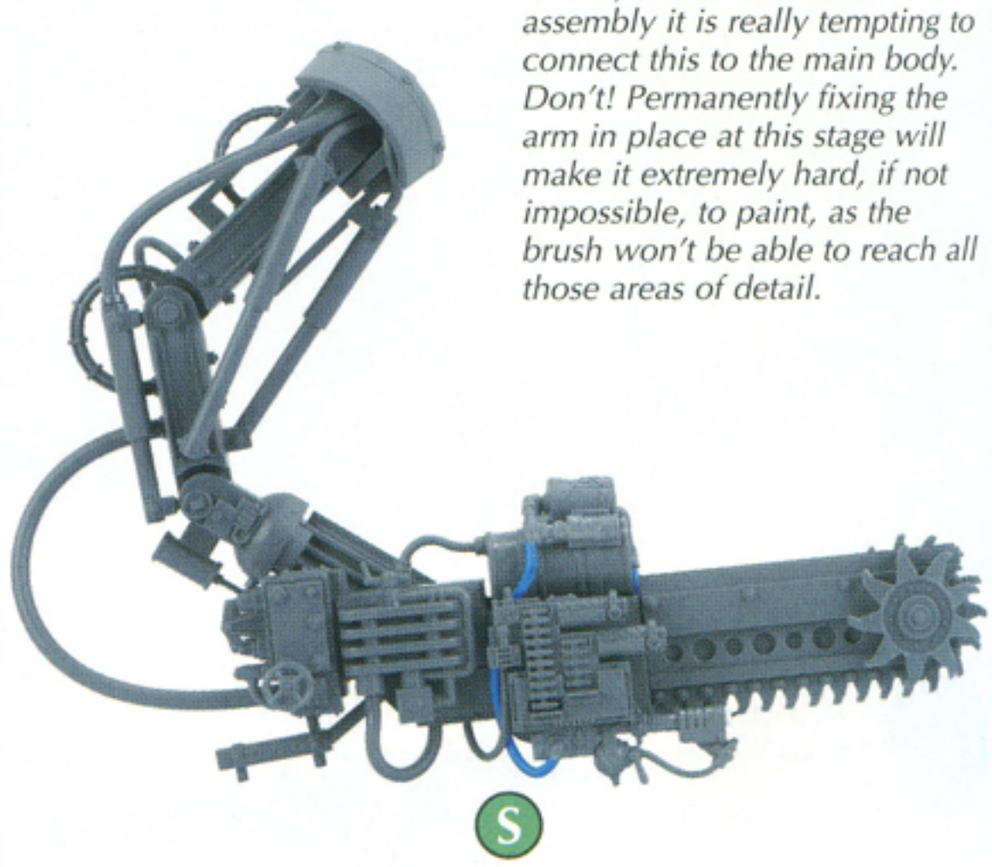
He also added a nozzle to the burna (A). This was made from a small piece of plastic rod, with the end drilled out.



Assembling the Arm

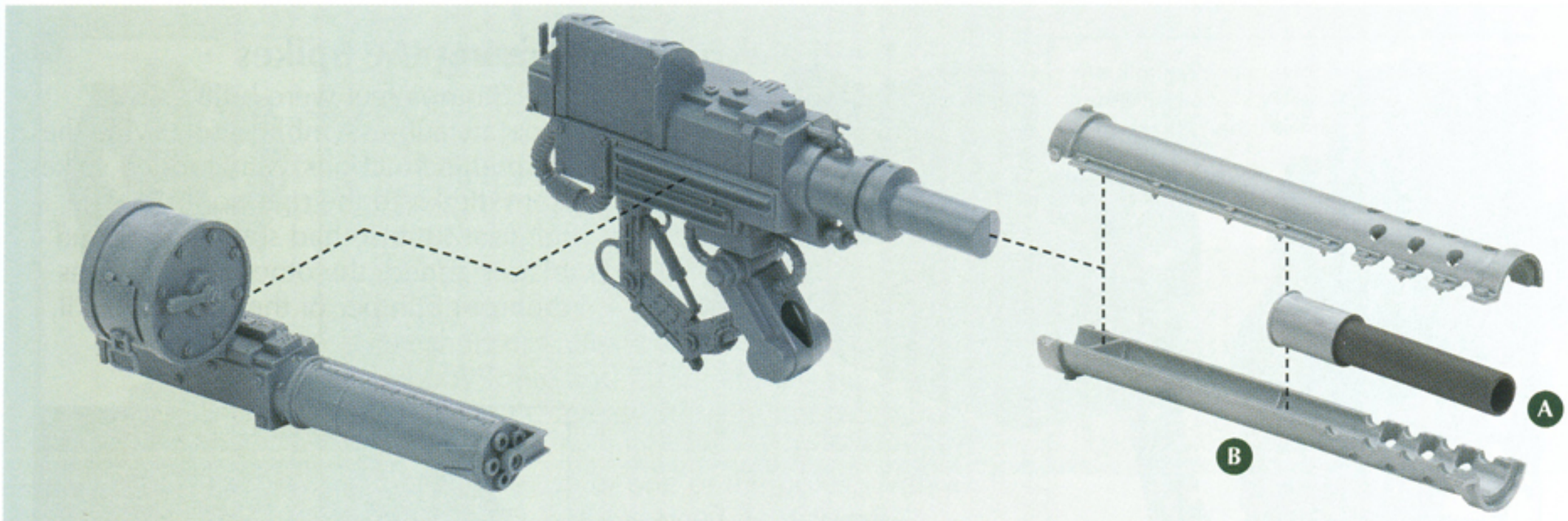
Begin building up the right arm as a sub-assembly. Once you have the basic upper arm and elbow sections glued together add the piston that's positioned on the rear of the upper-arm (A). When you've assembled that and attached it to the arm assembly you should then glue the shoulder connector piece (B) in place. It's important to build the arm up in this order as this will give you the correct angle for all the other wire and piston components to be attached.

Mark then built up the arm as per the normal instructions, adding his modified chainfist to create the right arm sub-assembly.

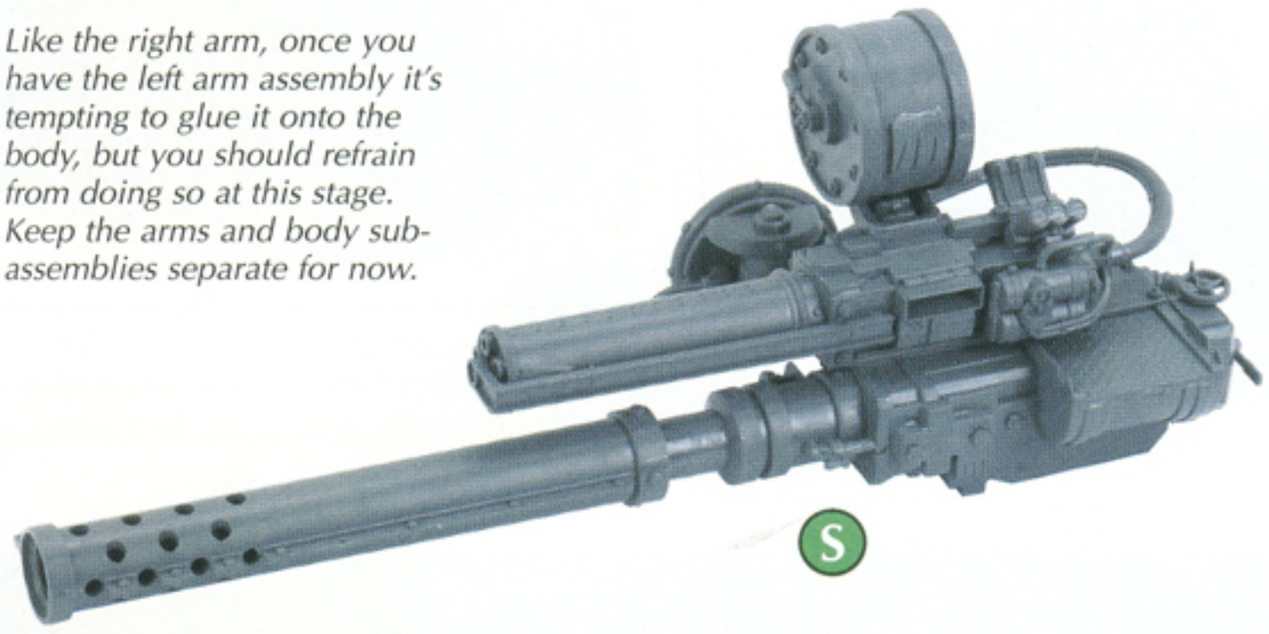


Once you've built the arm sub-assembly it is really tempting to connect this to the main body. Don't! Permanently fixing the arm in place at this stage will make it extremely hard, if not impossible, to paint, as the brush won't be able to reach all those areas of detail.

4 Shooty Arm



Like the right arm, once you have the left arm assembly it's tempting to glue it onto the body, but you should refrain from doing so at this stage. Keep the arms and body sub-assemblies separate for now.



Assembling the Guns

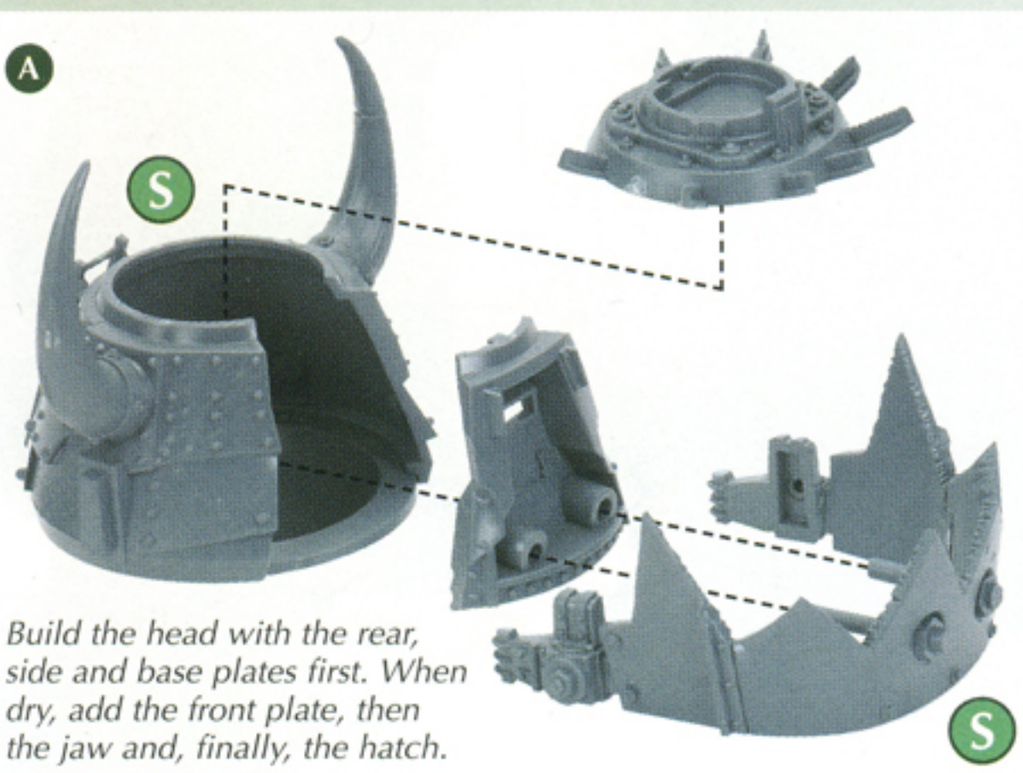
Mark's next job was the left gun arm. He undercoated the inner barrel component Chaos Black (A), but left the end unpainted so he could get a strong plastic-on-plastic bond when he glued it in place.

The outer barrels of the deth kannon were then joined together (B), sandwiching the inner barrel between them. This, in turn, was then attached to the right arm gun assembly. The supa-gatler was built separately and then attached to the deth kannon. The right shoulder connector was then glued on to complete the assembly.

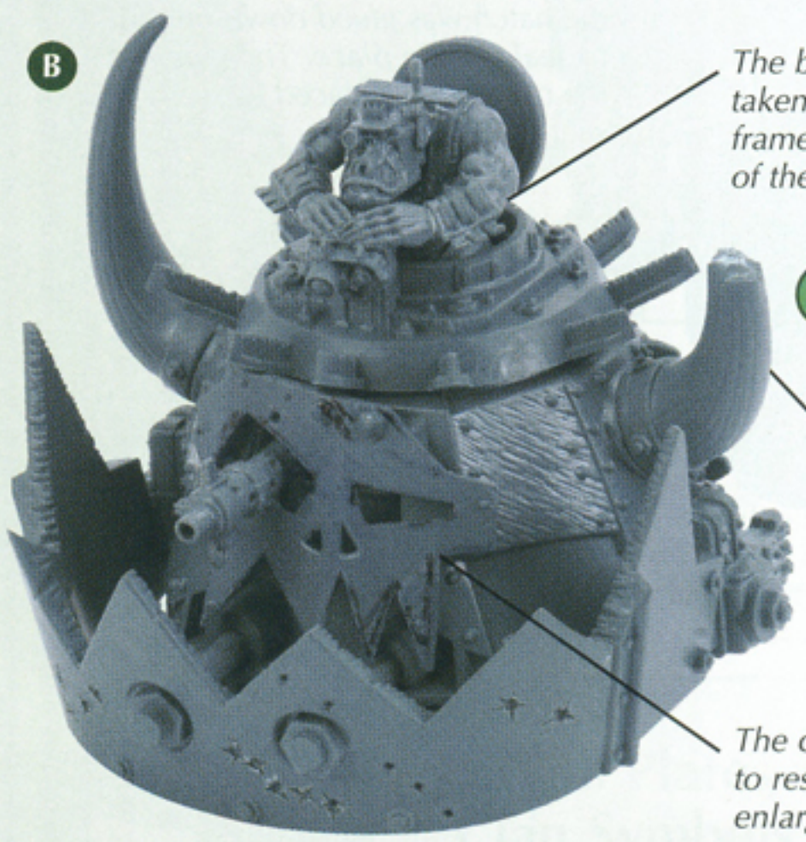
5 Da Head

Assembling the Head

Mark started assembling the head by joining the base, back and side head plates together (A). Don't forget to add the ladder to the rear plate. The front plate and jaw were then added, followed by the top hatch. Mark then set about the face plate with the Plastic Cutters, making the teeth pointier, and widening the right eye socket so he could add another gun! He also used the cutters to add extra battle damage, such as the broken left horn. Finally, strafed bulletholes were added to the jaw as well.



Build the head with the rear, side and base plates first. When dry, add the front plate, then the jaw and, finally, the hatch.

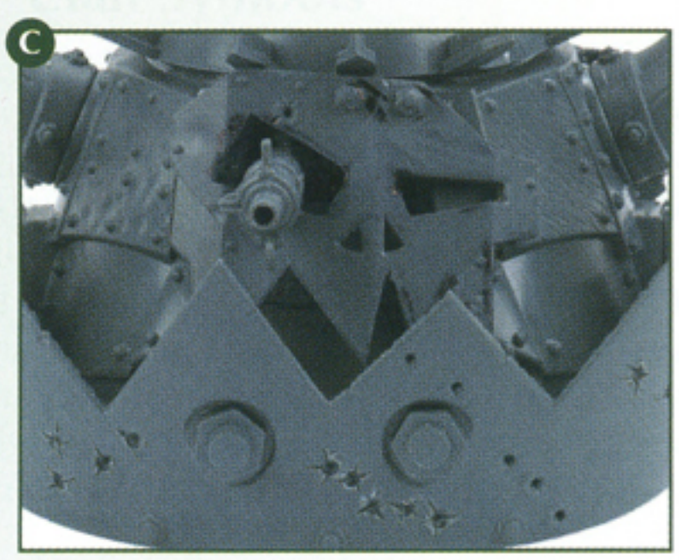


The body of the Kaptin was taken from the Battlewagon frame. The head is from one of the Stompa krew.

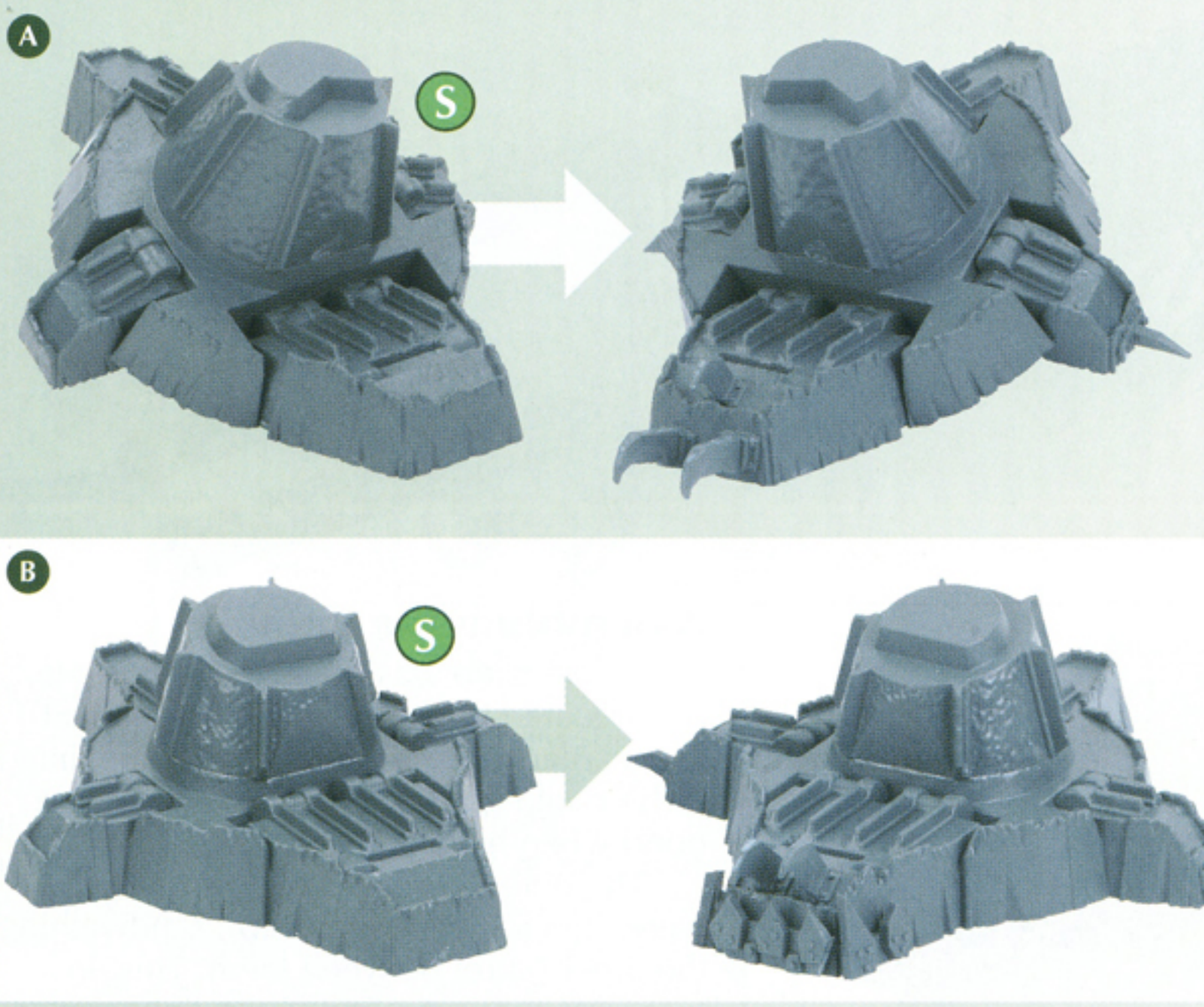
Mark used the Plastic Cutters to create battle damage, in this case taking the top off the left horn.

The cutters were also used to reshape the face plate and enlarge the right eye.

The bullet holes on the jaw plate were created with the Hobby Drill. Mark formed them up in lines so it looked like the Stompa had been strafed by some rapid firing weapon. He then used the sculpting tool to work at the holes and make them more like bullet impacts by widening them and adding extra cracks and lines.

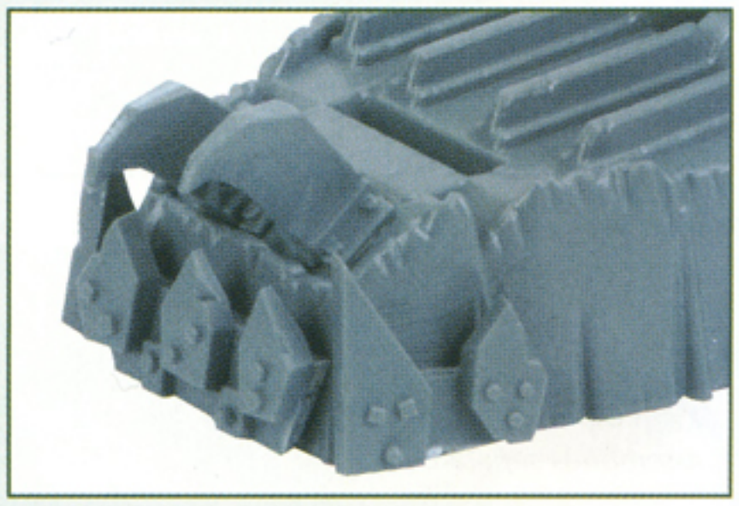


6 Stompy Bitz (wiv extra stabby bitz)



Adding the Spikes

The Stompa feet were built as two separate sub-assemblies, following the normal instructions. Mark added spikes from the kit to the right foot (A). The left foot (B) also had some spikes and blades added; the other addition was the front bumper of the Ork Trukk kit.

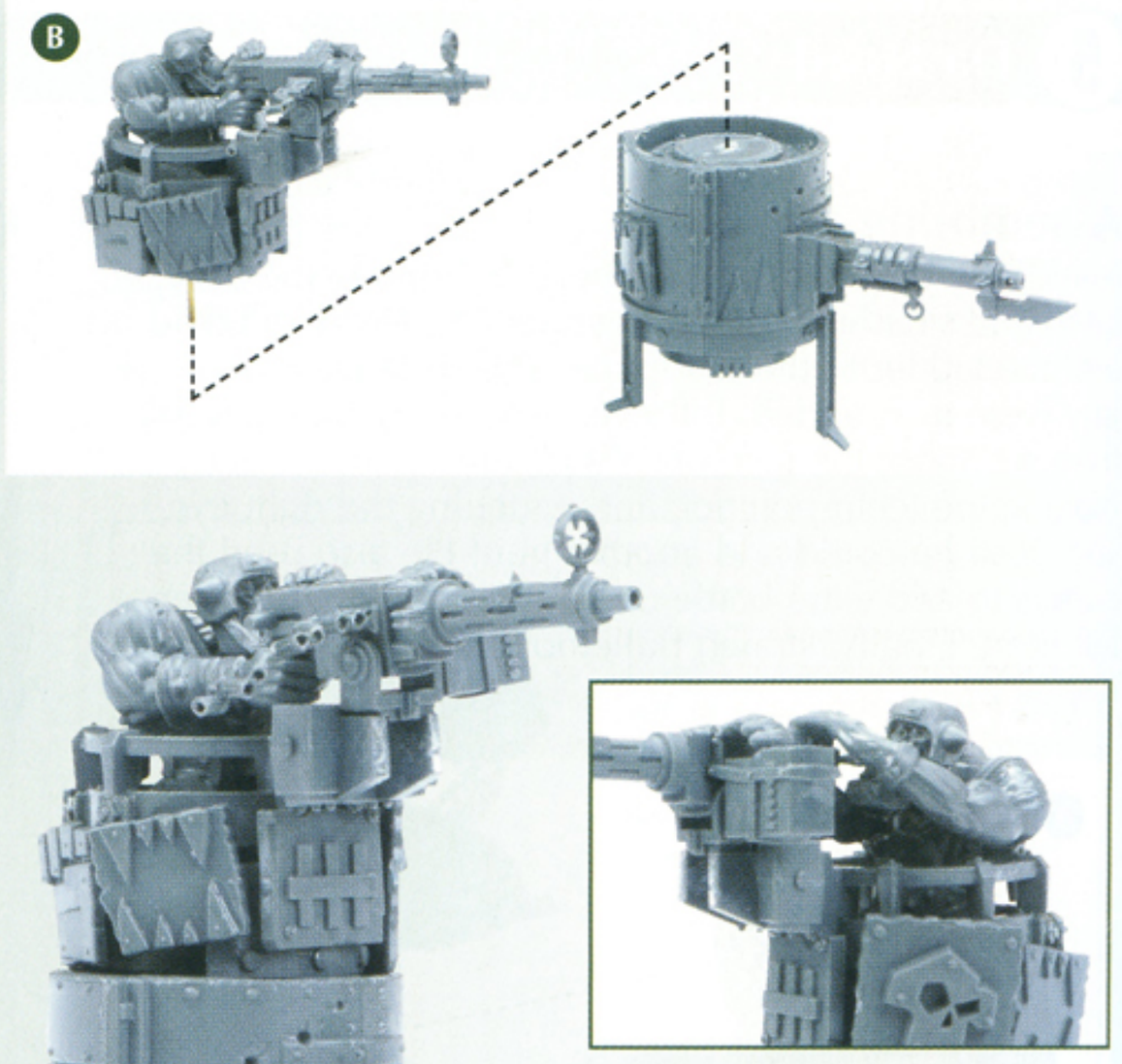


The bumper from the Ork Trukk was cut into three parts and placed around the front 'toe' of the Stompa's left foot.

7 Extra-Shooty Turret



The kan turret was built in the normal fashion – the sides were attached to the rear of the turret to create the main drum and then the hatch was glued down on top to seal it all in place. The gun for the turret was replaced with a spare big shoota.



Adding More Dakka

After Mark assembled the kan turret (A) he removed the detail off the top hatch to create a smooth surface and drilled a small hole through the middle so it was ready to accept a pin. He then took the gunner turret from the Ork Trukk (B), and added armour to the sides with glyph plates from the Stompa and Trukk kits. Brass rod was inserted into the bottom of the gunner turret and this was then stuck on to the kan turret to create the completed sub-assembly.

Boss Poles and Crow's Nest

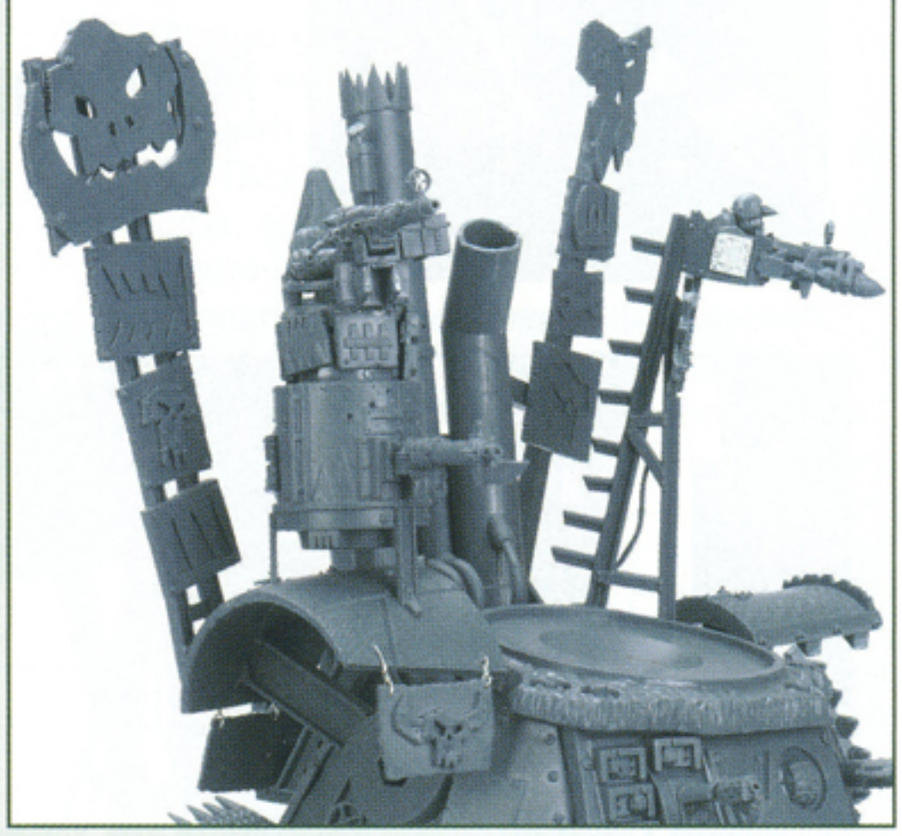
As an Ork vehicle, the Stompa should be covered in glyphs and totems befitting something that is an effigy of the Ork Gods. The Stompa kit provides you with plenty of glyph plates that can be placed just about anywhere. Mark used spare bitz of plastic frame – which no hobbyist will be short of – cleaned them up with the Hobby Knife and files and then stuck the glyphs on to create suitably imposing boss poles. Even the spare face plate has found use on the top of one of the poles. With a kit like this nothing need be wasted.

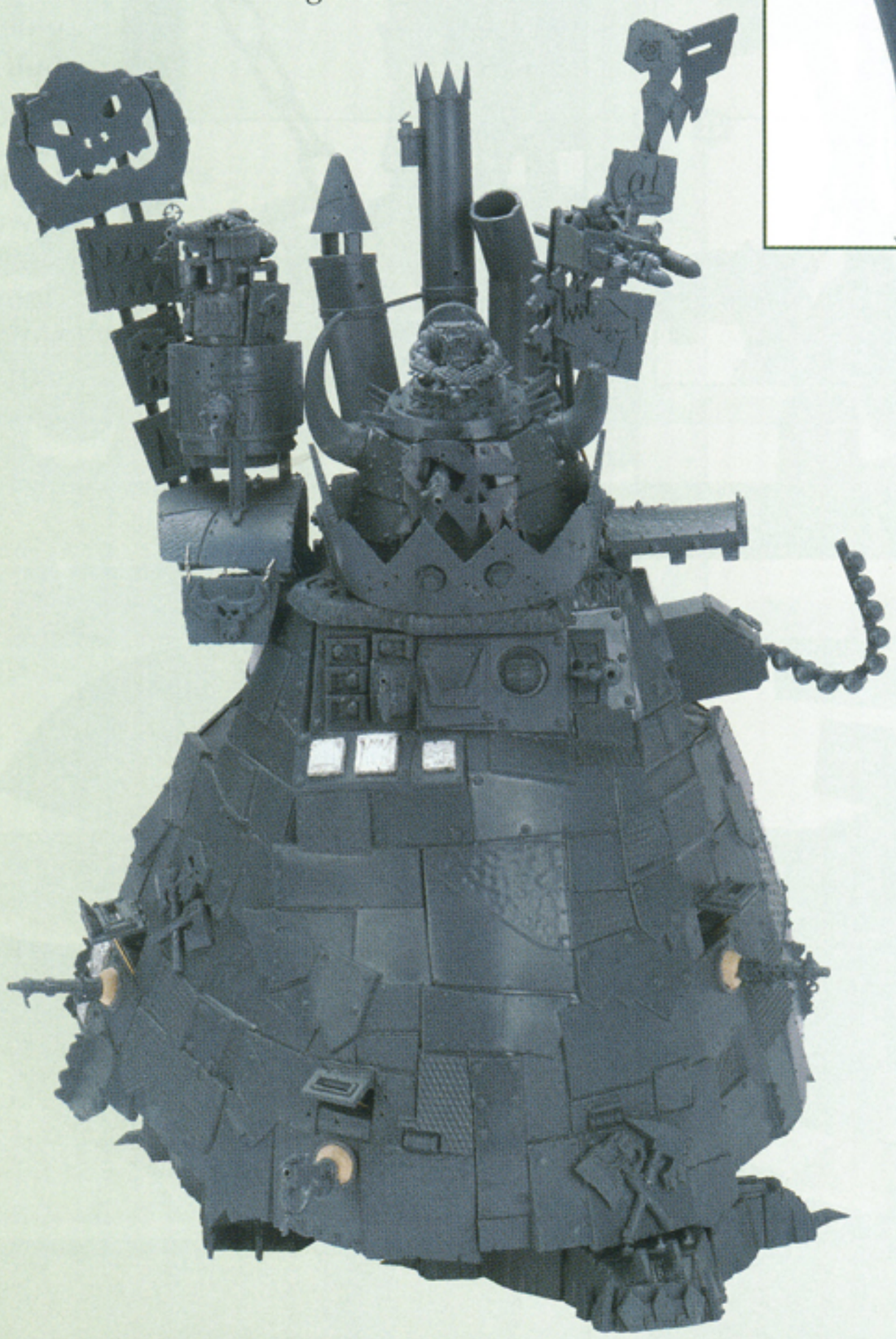
A



All these components are from the Stompa kit, combined to form an Ork boss pole.

The Stompa so far, with head removed and banners and turrets in place. There's a certain amount of freedom where you choose to attach them.





B



This banner pole was created with a bit of spare frame and the unused face plate stuck on top.

C



For the crow's nest Mark added the Grot gunner from the Battlewagon kit. Extra rokkits were stuck on from the Boyz frames. Mark didn't have an exact plan when building up this bit, so he just cobbled it together as he went – that's the beauty of Ork stuff; ramshackle is good!



This Blood Axe symbol was created simply by crossing two power axes together. These choppas were taken from the Ork Nobz kit.



This glyph plate was added to the shoulder for extra armour. It was attached by two pieces of wire which in turn were tied to the shoulder via drilled holes.



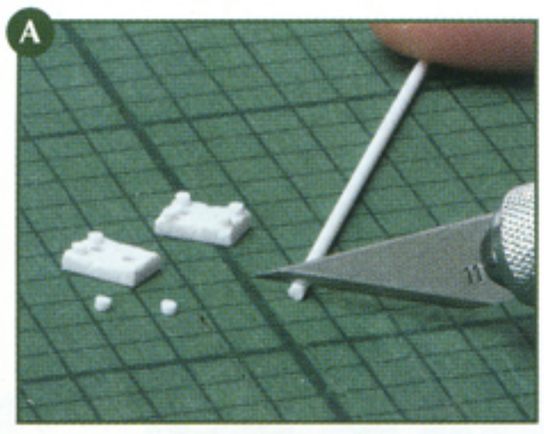
These metal glyph plates are from the Glyph Bitz Pack. Any self respecting Ork and Grot modeller will have some of these close to hand.

Glyph Plates and Clan Symbols

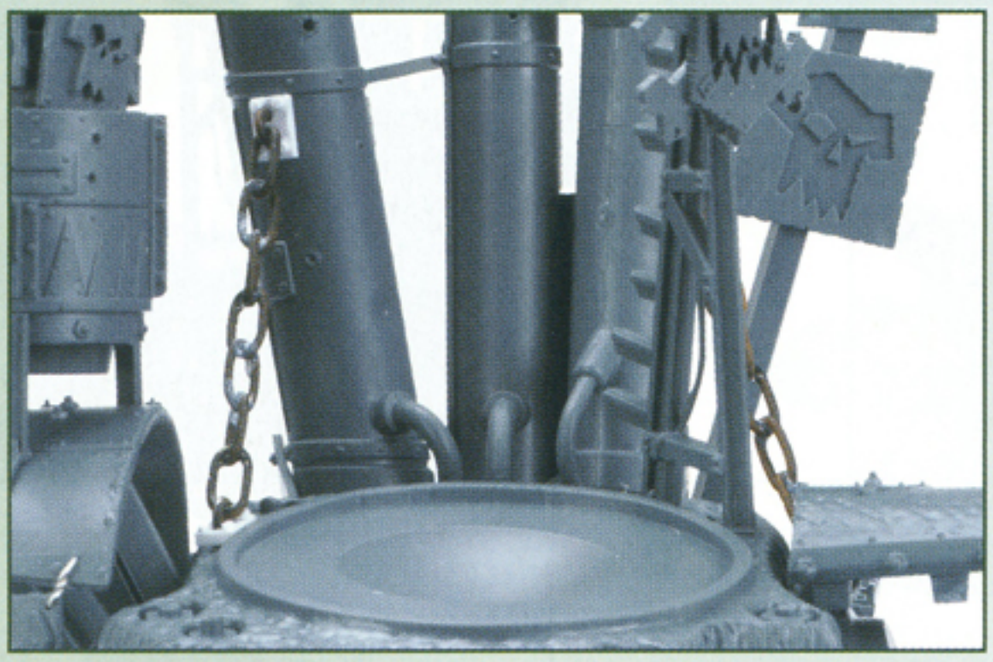
The Ork Glyphs Bitz Pack is great for a project like this, as they can be placed on any Orky structure and not look out of place.

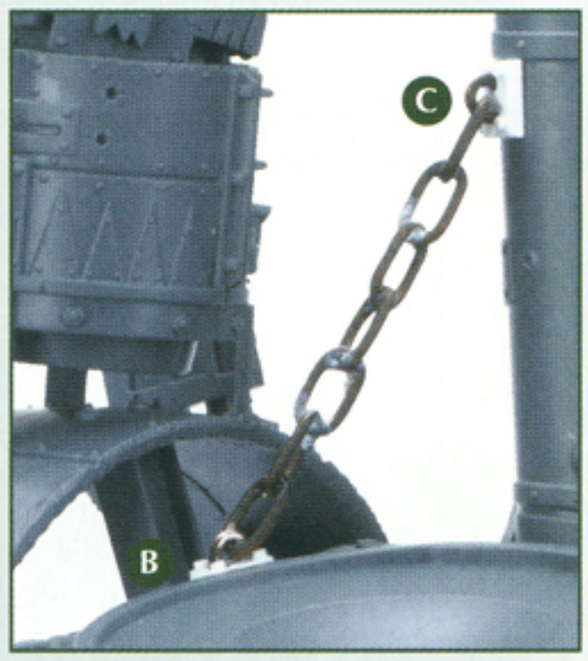
The Blood Axe symbols were created by crossing spare Ork power axes together (from the Ork Nob kit). Mark did this by cutting one of the Axes in two along a diagonal cut and then placing the bits at the side of the intact axe to make an X-shape.

9 Supporty Bitz







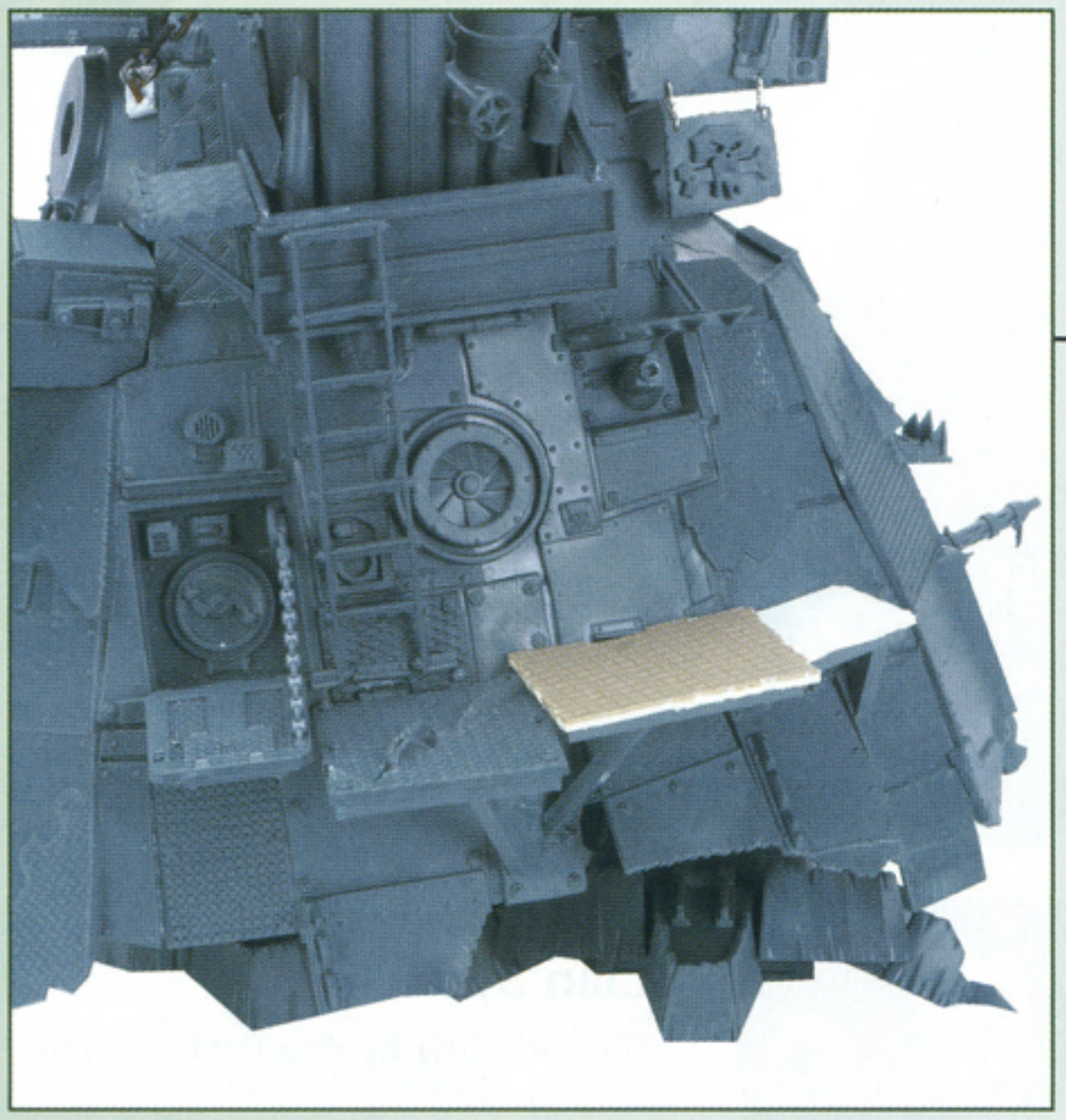


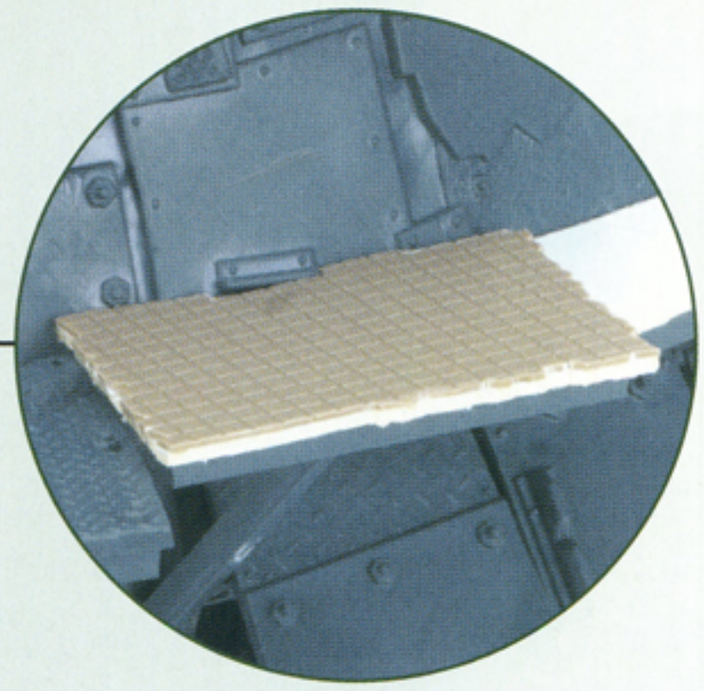
Support Chains

The chain is the same type that a bath plug dangles from, and is available from most DIY stores. Mark cut a length (you'll need to use bolt cutters or a hacksaw, so be careful) and added the two half-links to either end. The anchor points were made from plasticard and thin plastic rod (A).

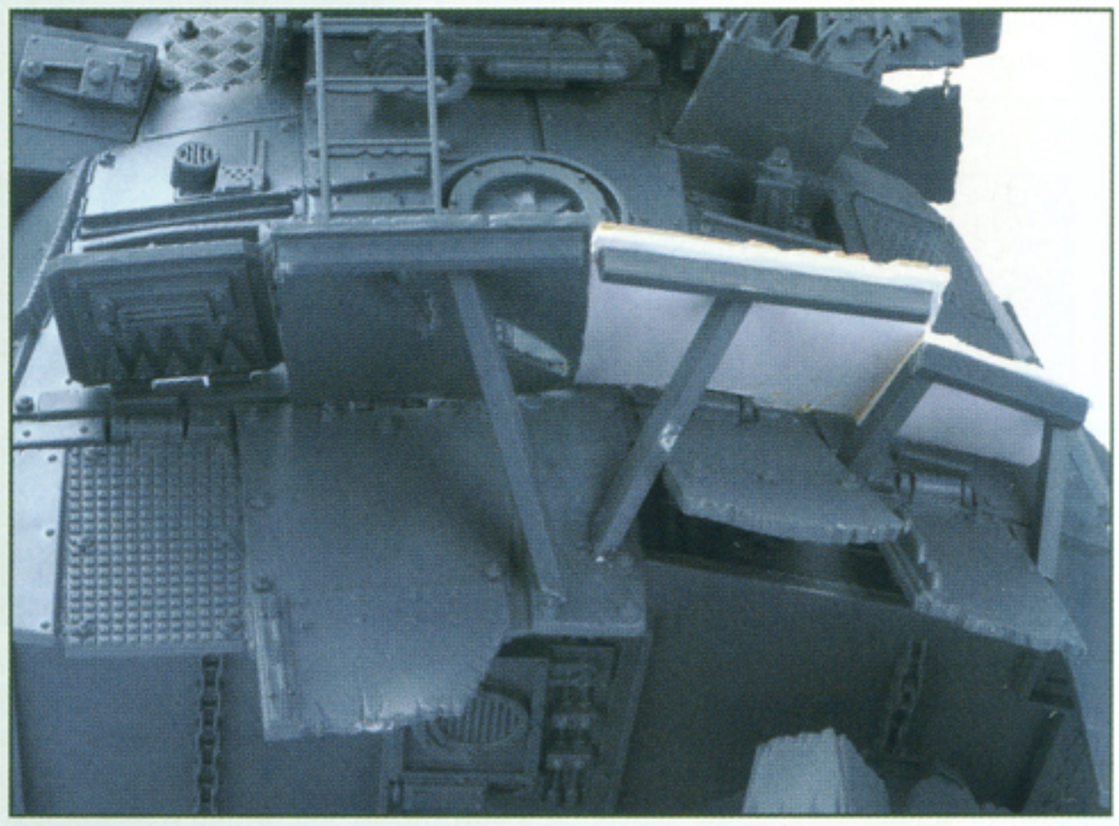
When attaching the chain to the Stompa, Mark first glued one end to the main hull (B) and waited for this to dry. He then pulled the chain taut and glued the other end (C) to the exhaust as far up as it would go. It's important to keep the chain rigid when doing this so it looks like it is supporting the rickety exhaust stacks.

10 Krew Platform





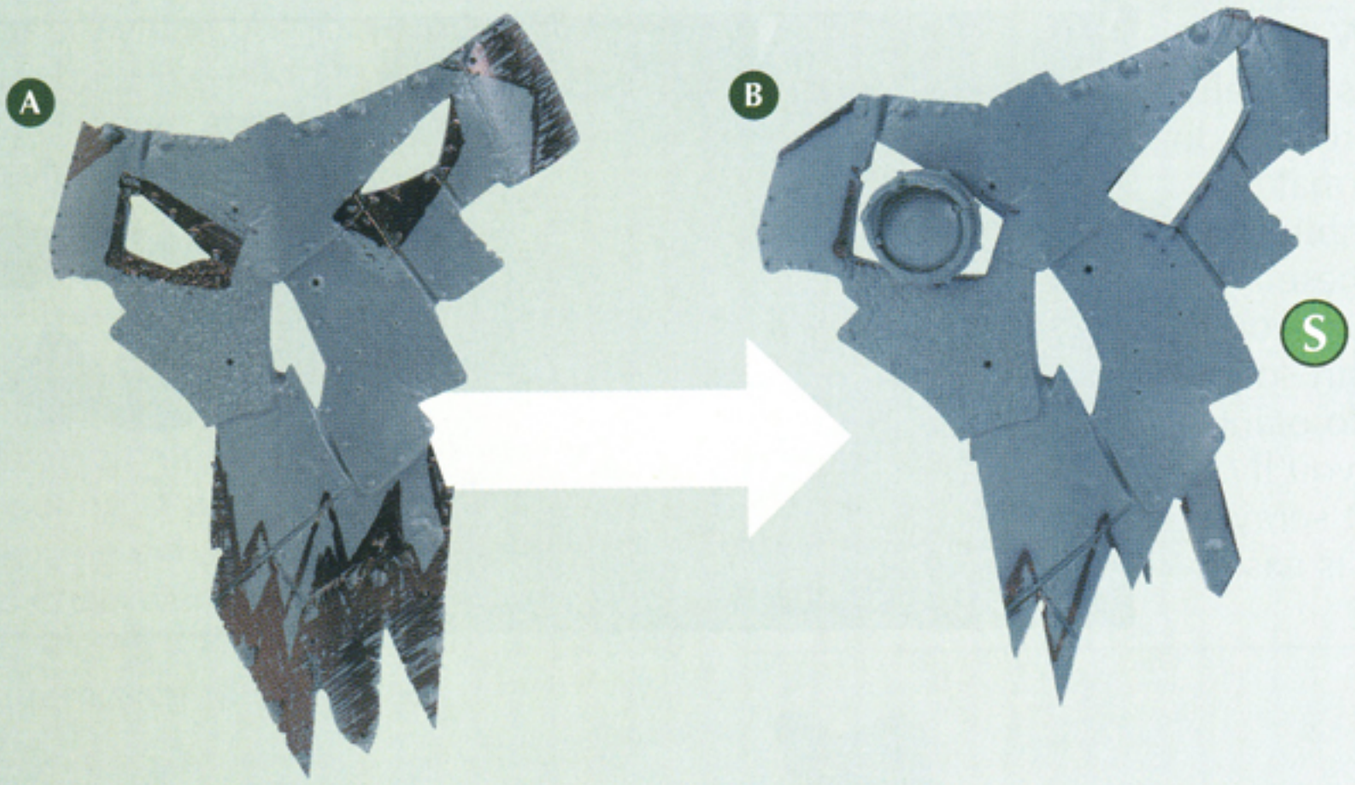
The largest section of the platform was made from textured plasticard that has a small square grid on. This is available from specialist model shops. When painted, it looks like a metal plate.



Adding the Krew Platform

The platform at the rear was created with a spare armour plate from the kit, textured plasticard and a piece of card. These were placed level with the hatch to make an extended platform. The support girders underneath the platform were made from pieces of plastic frame. They were added at ad-hoc angles, as though an Ork Mek had hastily cobbled them together.

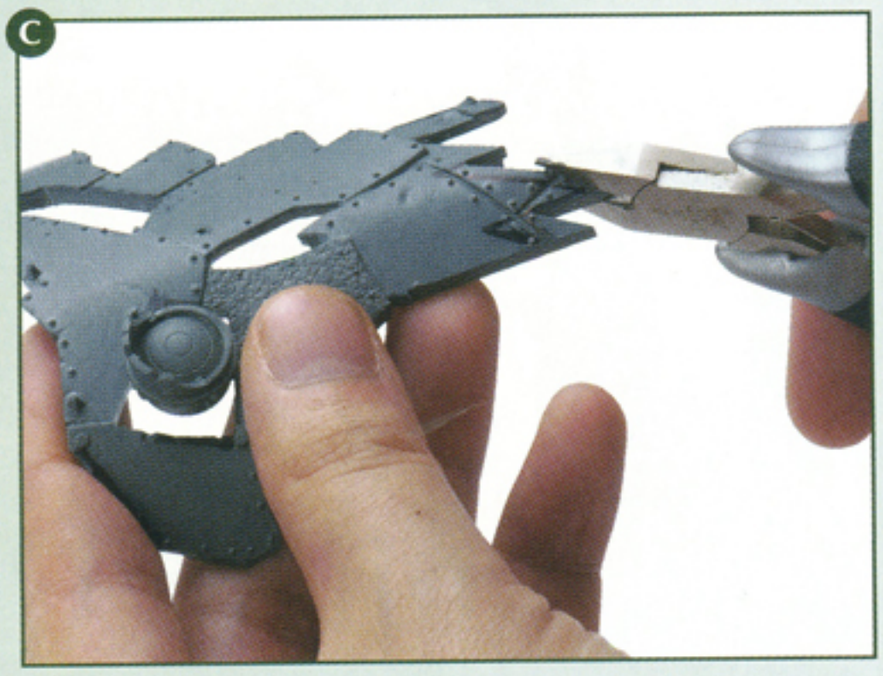
11 Boss Plate



Modifying the Boss Plate

Mark wanted a very stark, angular look for the boss plate. He blacked out the areas he wanted to cut away with a marker pen (A) and then set about whittling the plastic down with Plastic Cutters and a Hobby Knife. This is quite a labour-intensive process, so make sure you work carefully and safely, and use a cutting mat so you don't mark the dining room table! Once the right eye was enlarged enough the spotlight was inserted (B). The teeth were formed into a more jagged shape with the Plastic Cutters (C). Finally, Mark filed down all the rough edges (D).

The right eye was enlarged with the aid of the plastic cutters. The Stompa's spotlight was then wedged inside the right eye to give the visage an even fiercer aspect. This mimics the 'evil eye' look that Mark made on the Stompa's face, adding symmetry to the model.

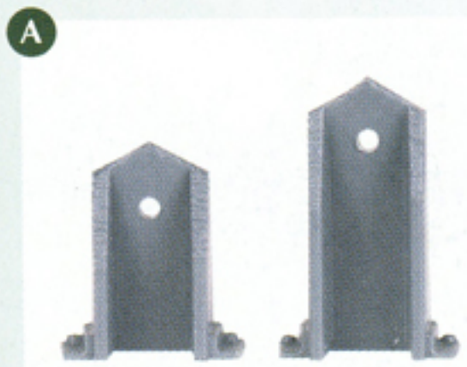




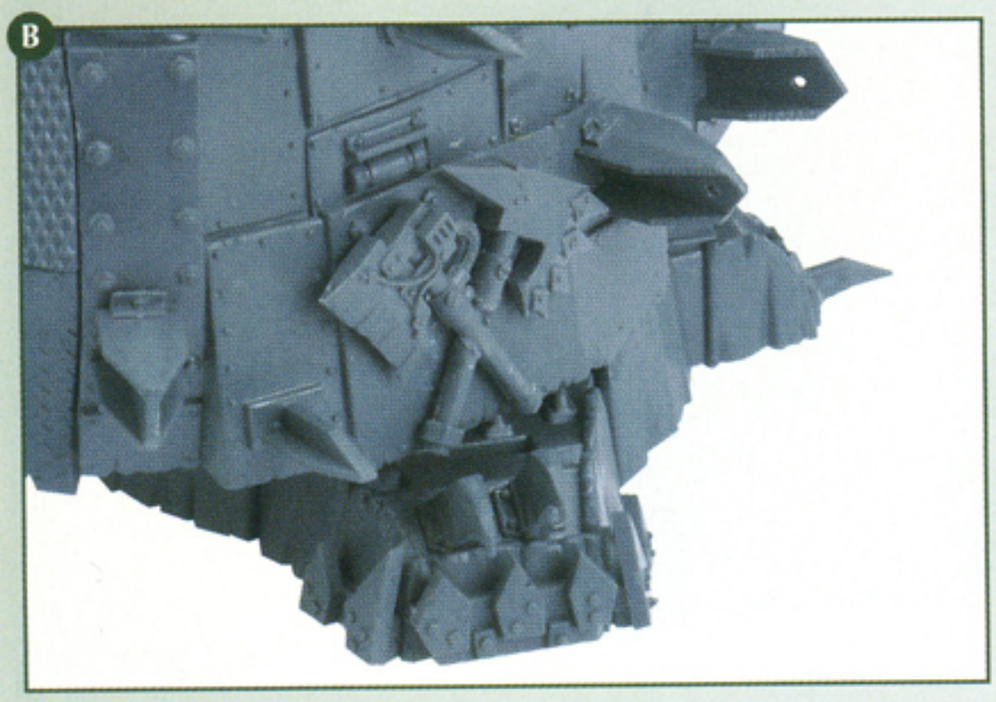
12 Razor Wire

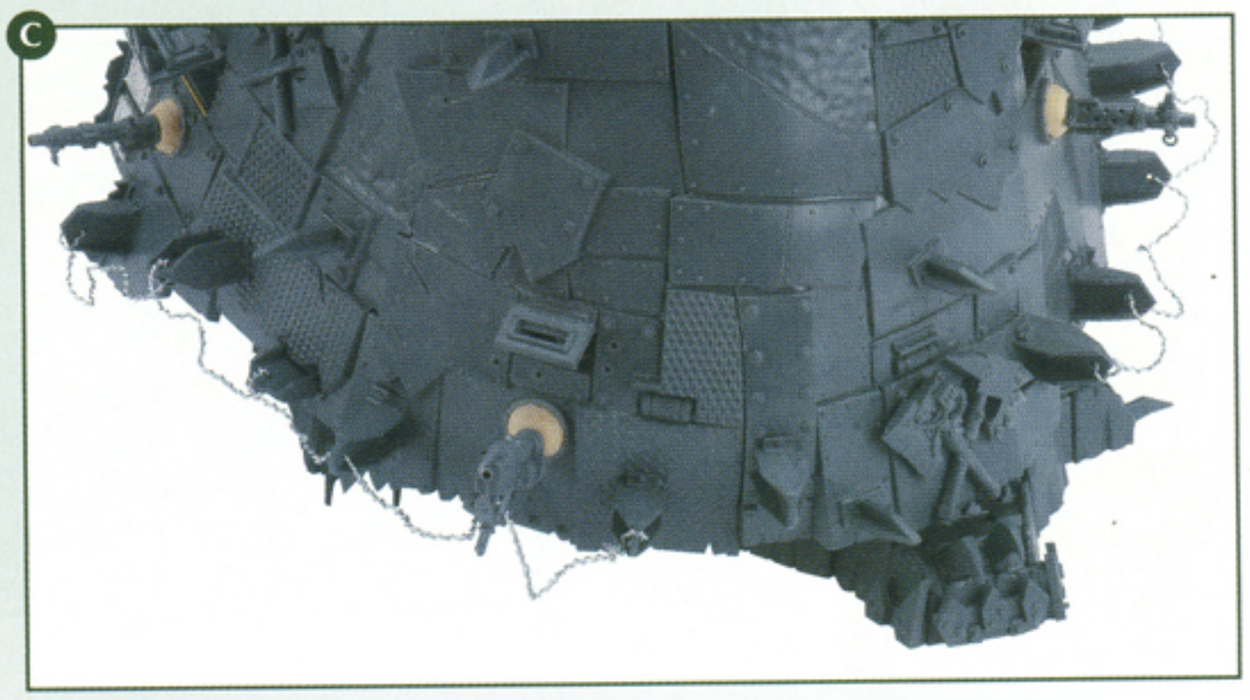
Adding Spikes and Razor Wire

Mark used the hobby drill to make holes at the end of the hull spikes (A) that come with the kit. The ridged spikes were placed around the base of the Stompa at regular intervals (B). Mark then got a pack of razor wire and threaded it through the struts (C) twisting it as he went to create a makeshift barrier that would prevent persistent enemies from clinging onto or climbing the hull.



Each of the spike struts had a sizeable hole drilled through the end so the razor wire could be threaded through.



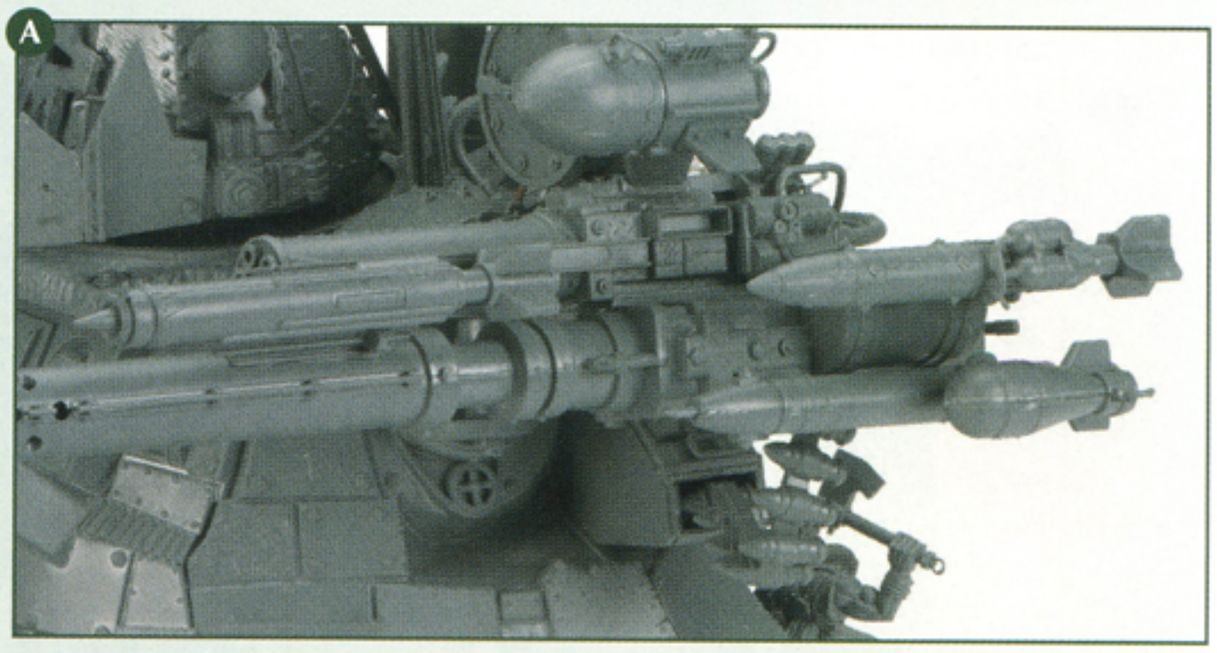


13 Final Details

Adding the Supa-Rokkits and Krew

With Mark adding so many extra details it was actually quite a challenge to find a place for the supa-rokkits. In the end he added them on the gun arm as normal (A).

It was then time to combine the sub-assemblies to create the Stompa. It's very tempting to glue these permanently in place but you must resist this, as you'll need to be able to take the sub-assemblies apart so you can access the entire model when you come to paint it. When it comes to undercoating the model you'll need to make sure the contact points don't get sprayed, as plastic glue won't adhere to the paint. This is easily avoided by masking off these areas with tape.





The dangling Gretchin was just tacked on at this stage with a light dab of superglue.

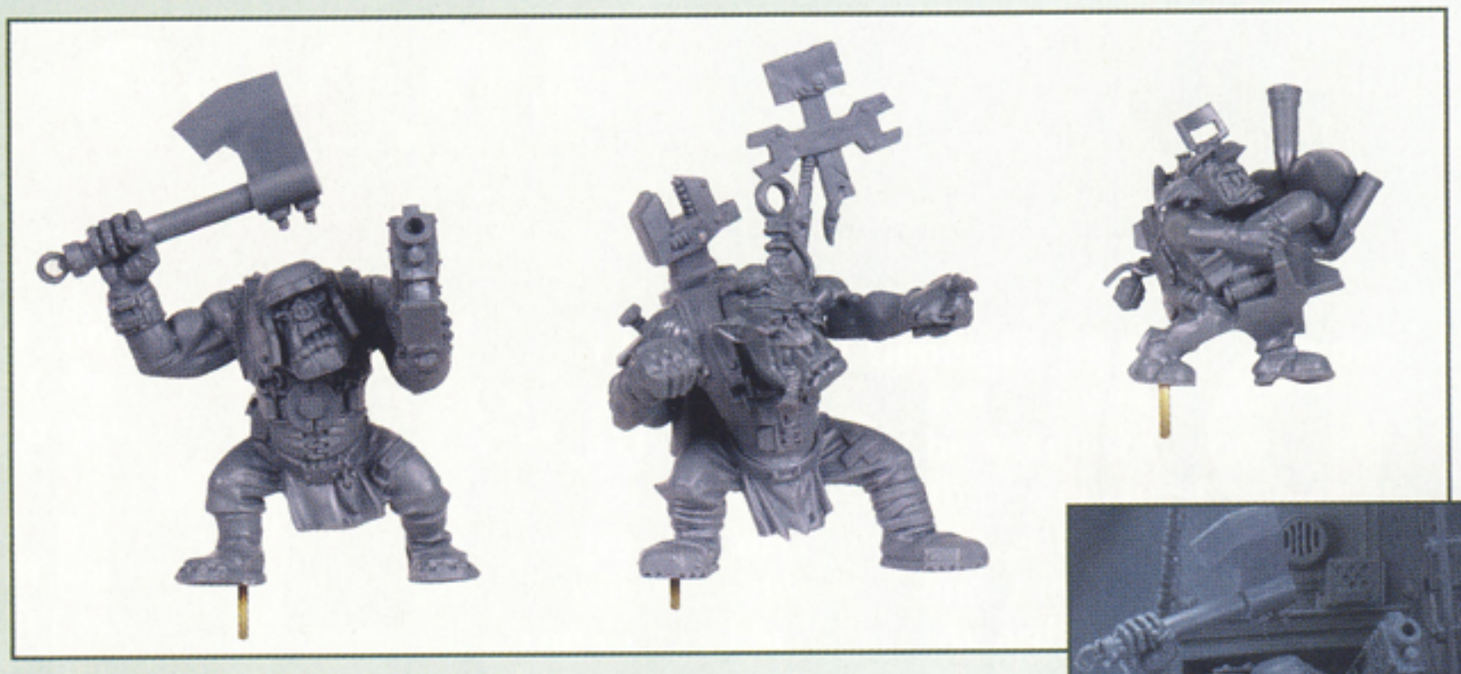
Like the other arm, the head and gun arm haven't been glued in place and remain sub-assemblies.

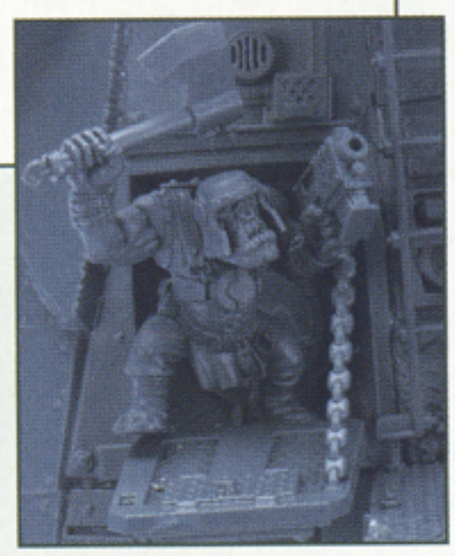
The boss plate is also kept separate at this stage so Mark can get to the armour plates behind it with his paintbrush.

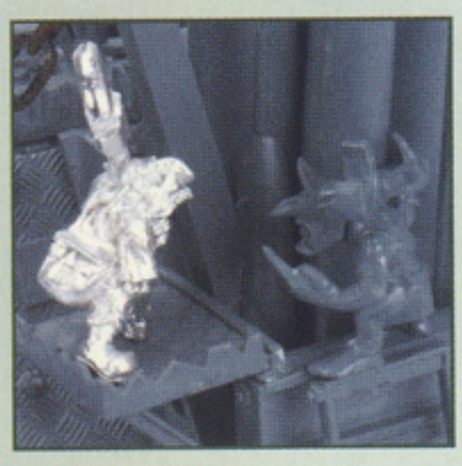
The chainfist arm has been temporarily affixed to the body and remains a sub-assembly so it can be removed for painting.

The krew can be placed anywhere you like, but Mark didn't want to just scatter them about. He was keen to create mini-narratives and give solid reasons why each Rigger or Ork was out and about on the Stompa's hull.

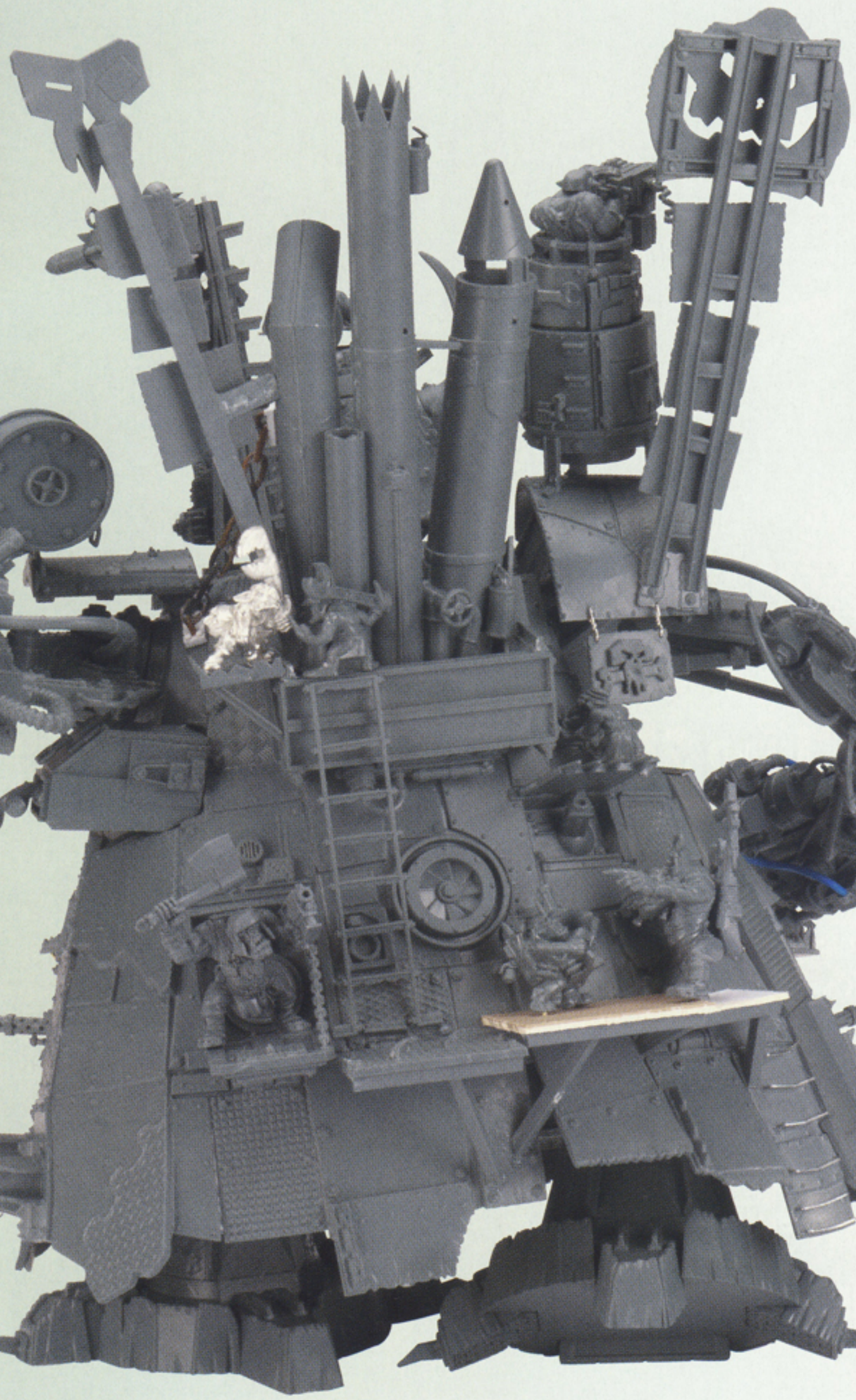
The Ork Boy was placed by the hatch to suggest the Stompa's transport compartment was full. The converted Mek was located on the platform, shouting at a Grot, while the Riggers near the exhausts were busy arguing. All crew were pinned through their feet but weren't stuck down, so they could be removed for painting.







Two Grot Riggers are about to come to blows over which one has got to do the job.



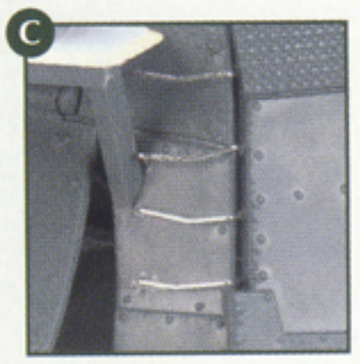


An Ork Mek is telling off an already busy Grot Rigger. While above, an Ork Boy takes a glance out of the hatch to see what's going on.



Mark took the end off this Grot's drill and then placed him flush against the hull so it looked like he was in the process of making field repairs.

C



The rungs were made from staples. When they had been stuck down they were bent slightly out of shape with pliers.

Next issue, Mark shows you how to paint the Stompa

WARHAMMER® 40,000™

BATTLEFIELDS

13th–14th June 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- You must bring a 3000 point army from which you will be required to create smaller legal forces for the various scenarios you will face – see event pack for details.
- You must be at least 16 years of age to enter this event.
- Event pack now available to download from **www.warhammerworld.org**

WHAT DOES THE TICKET COVER?

- Six games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- **Tickets cost £55 per player.**

TICKETS NOW AVAILABLE FROM MAIL ORDER • 0115 91 40000

www.warhammerworld.org

WARHAMMER WORLD

GAMES WORKSHOP®

The Beating of Wardrums

A common view is that our games are all about competitive tournament play; this is true for a lot of hobbyists and is the sole reason we have such a vibrant and dynamic tournament scene here in the UK. However, tournaments are not the only way to enjoy Warhammer 40,000. You only have to take a look at the success of the Tempus Fugitives gaming club and their events to see that tournaments are not the only way of enjoying some challenging games with a group of like-minded enthusiasts.

Warhammer World prides itself on running high quality tournaments and gaming events in our Warhammer-themed Wargaming Arena. They are the result of a lot of feedback, interaction and input from the wargaming community and Games Workshop, all of which is used to further develop our event formats.

A common question we're asked is 'Why do you only run tournaments?' The simple answer is that we don't. We currently have three event formats that we promote:

- **Grand Tournaments** – Competitive gaming events with a clear structure and level playing field to determine who the best player is.
- **Doubles Events** – Social team events where you and a friend partner up to see who can come up with the best allied force. With more people playing, the emphasis is very much on a relaxed tournament atmosphere.
- **Battlefields Events** – Neither tournament nor campaign, Battlefields offer players a way of exploring the game via the use of larger armies, scenarios and alternate rule sets, focussing on delivering a very social and unique hobby experience that they can't replicate elsewhere.

Most importantly, Battlefields are not tournaments. The whole point of the event is the focus on the taking part, not the winning. Prizes are awarded for individual achievements within given categories:

- **Bloodiest Game** – Most Victory Points scored by both players in one game.
- **Most Bloodthirsty General** – Most Victory Points scored by one player over the weekend.
- **Closest Run Thing** – The smallest victory points difference between both players in one game.
- **Biggest Victory** – The player with the largest points margin over their opponent in a single game.
- **The Colonel Schaeffer Award** – The general who gave his troops every opportunity to die a glorious death.

There is still a competitive element to it when you take part in the different scenarios, but everyone who attends will walk away with a certificate showing who they fought and how they did against the armies they faced.

Additionally, you are not just restricted to a single 1000 or 1500 point army; we encourage the use of much larger armies (the largest being 3000 points). This provides a further challenge by having a master army from which you can draw smaller forces for specific scenarios you will be playing in, all of which must be legal in their own right.

While Grand Tournaments and Doubles Events follow a strict principle that all competing armies must be taken from current codexes or army books still in print, Battlefields is not restricted in the same way; the fact that expansions such as Apocalypse and Forge World's Imperial Armour are permitted means that players can make use of more of their model collection as well as the wider selection of special rules that these expansions provide.

We even try to include, wherever possible, alternate sources such as past Chapter Approved articles and other out of print Games Workshop publications such as Eye of Terror. Providing the rules are compatible with the current 40K rules, we can be more flexible in accommodating players, because the central focus of the event is sociable gaming, not surgically precise rules clarifications. This allows players to play the type of games that they may not be able to under normal circumstances. Anything from playing massive Apocalypse Doubles games at 6000 points a side until late into the evening, to playing a challenging scenario-based game on some of the tables and scenery that you may have seen in the pages of this very magazine.

So, if this sounds like something you'd be interested in, or you'd like to know more about the event, then please, get in touch with us via Warhammer World Events at:

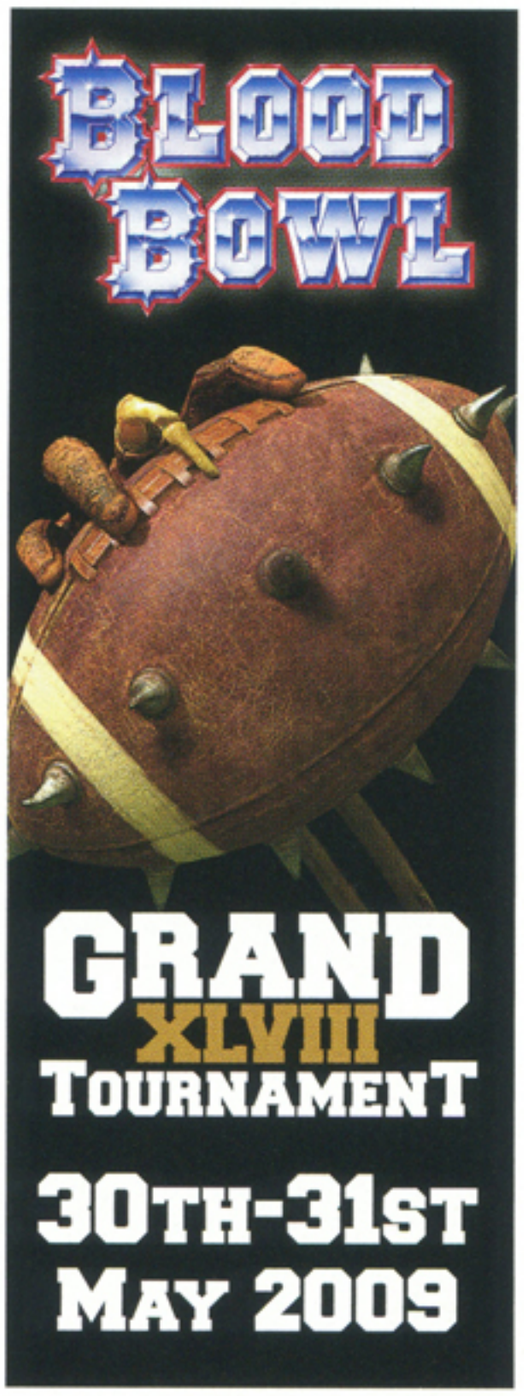
whworldevents@games-workshop.co.uk



Event Calendar

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





March

14th Warhammer 40,000 Throne of Skulls Final

Date: 14th–15th March, 2009
Venue: Warhammer World, Nottingham
Details: This weekend Warhammer World will be hosting the Warhammer 40,000 Throne of Skulls Grand Final. If you are planning a visit, please contact Warhammer World to check availability of gaming tables.
Contact: whworldevents@games-workshop.co.uk

29th The Great Devourer

Date: 29th March, 2009
Venue: Newbury Racecourse, Berkshire
Details: Games Workshop invites you to our largest tournament in the country in which 500 hobbyists will battle in games of Warhammer, Warhammer 40,000 and The Lord of the Rings to achieve greatness.

To play you will need either a 2000 point Warhammer army, a 1750 point Warhammer 40,000 army or a 600 point The Lord of the Rings force following the lists provided in the Legions of Middle-earth supplement.
Tickets: Tickets cost £25, available from all Games Workshop stores.
Contact: GW Reading – 0118 959 8693

21st The Great War Against Chaos

Date: 21st–22nd March, 2009
Venue: Warhammer World, Nottingham
Details: It is the year 2302 and the forces of Chaos are massing under the banner of Asavar Kul. Far to the West the Dark Elves have risen against their brethren in Ulthuan while in Lustria, Skaven and Daemon battle the ancient Lizardmen. Meanwhile, in the Old World, a divided Empire must trust a new leader and rely on old allies or all will be lost and the Realm of Chaos will rule the world!

The Tempus Fugitives invite you to take part in this Warhammer Campaign Weekend that charts a dark time that would come to be known as The Great War Against Chaos.

This exciting campaign weekend promotes story-driven gaming in a relaxed setting. Full details can be found in the campaign pack, available to download from the Tempus Fugitives' website.
Tickets: Tickets cost £50 and include six games over the weekend as well as lunch on both days and an evening meal on the Saturday night.
Contact: tfevents@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk

April

4th On Wings of Fire

Date: 4th April, 2009
Venue: Warhammer World Store
Details: Every Saturday throughout March the Warhammer World store will be running games of Warhammer 40,000 Apocalypse at 11am, charting the birth and rise of their own Space Marine Chapter.

These events will culminate on Saturday April 4th with the biggest battle yet as the newly-forged Space Marines of Warhammer World stride into battle against the traitors of Jericho IV. With Titans and shooting aplenty, bring your armies along to join in!
Contact: GW Warhammer World on 0115 916 8410

4th Storm Over Stirling

Date: 4th April, 2009
Venue: Ochil Community Centre, Stirling
Details: Stirling Wargamers would like to invite you to compete in its annual Warhammer tournament, held at the club's regular venue in Stirling. To take part you will need a fully painted 2250 point army.
Tickets: Tickets cost £12 and includes three games, a pizza buffet lunch, tea and coffee all day and doughnuts upon arrival.
Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

In Stores this Easter

Throughout the Easter break, no matter whether you play Warhammer, Warhammer 40,000 or The Lord of the Rings, our Hobby Centres will be a hive of activity.

As the forces of the Old World come to terms with the new Lizardmen army, Stompas face super-heavy Imperial tanks in Apocalyptic battle and the hosts of Middle-earth line up to do battle using the new War of The Ring rules...

There's something for everyone! Here's just an example of what will be going on:

Junk Yard Assembly Line
- Our staff show you how to assemble and paint your new Ork Stompa.

Apocalyptic Battles
- Just when the Orks thought they had the upper hand with their awesome new Stompas, six new super-heavy Imperial Guard tanks are deployed... the fearsome Shadowsword being just one of them! Join us in huge Apocalypse battles where every man and war machine is needed!

War of The Ring Demonstration Games
- Our staff show you the new rules and help you put together a battle-winning army.

Don't miss out... Call your local store for details and to book your place.

www.games-workshop.com



THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Art and Design Exhibition

6th April–18th May
As armies mass to take part in war on a whole new scale, Warhammer World explores Games Workshop's long relationship with The Lord of the Rings and presents a rare opportunity to see original The Lord of the Rings artwork.



May

2nd Irish Warhammer GT

Date: 2nd–3rd May, 2009
Venue: Clarion Liffey Valley Hotel, Dublin
Details: Compete in this year's Irish Warhammer Grand Tournament and fight your way through six blood-soaked rounds of battle to the very top.

To enter you will need a fully painted 2000 point Warhammer army. Full details can be found in the Warhammer Throne of Skulls pack for on the Warhammer World blog.
Tickets: €60/£40
Contact: GW Dublin – 00353 1872 5791
Tournament Pack: www.warhammerworld.org

30th Blood Bowl XLVIII Grand Tournament

Date: 30th–31st May, 2009
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete to become the winning coach in this prestigious Blood Bowl Grand Tournament. You will need a fully painted Blood Bowl team following all the restrictions detailed in the event pack. You will play six games over the weekend and the top two players in the final round will compete for the Blood Bowl Cup.
Tickets: Tickets cost £55 and include lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

GAMES DAY & GOLDEN DEMON 2009

COMING SOON
TO THE BIRMINGHAM NEC

CALL **0115 91 40000** FOR DETAILS

STORE FINDER

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



GAMES WORKSHOP® Hobby Centres

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

Full range of products

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

In-store order point

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

Gaming Rooms

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

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free beginners programme

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

OPENING TIMES

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

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

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

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

www.games-workshop.com

GAMES WORKSHOP Independent Stockists

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

IN YOUR LOCAL AREA
With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

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

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

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

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

Store Directory

AVON

GW BRISTOL:
87 The Horsefair, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

• **GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 0162 863 1747
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Waterstones:
Tel: 01344 488124
NEWBURY, Toycraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
• **GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174
GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
KIDDERMINSTER, TJ Models:
Tel: 01562 747002
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Eden, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2, 504 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
MILTON KEYNES, Jazy Crafts:
Tel: 01908 565578
NEWPORT PAGNELL, Doodles
Tel: 01908 610496

CAMBRIDGESHIRE

• **GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 052
ST NEOTS, Gamers:
Tel: 01480 217 443
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Rift:
Tel: 01733 341007
WISBECH, Poppycraft:
Tel: 01945 475596

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHESHIRE

• **GW CHESTER:**
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
• **GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre, SK11 6AR
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop
Tel: 0151 647 9067
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Jac in a Box:
Tel: 01270 581 118
CREWE, Jac in a Box:
Tel: 01270 581 118
ELLESMERE PORT, W Homer Cycles:
Tel: 0151 3552130
MARPLE, Marauder Games:
Tel: 0161 4274949
NANTWICH, HobbyCraft:
Tel: 0845 051 6537
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 47740
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
STOCKPORT, HobbyCraft:
Tel: 0161 429 5400
HYDE, Goslings Toymaster:
Tel: 0161 427 2099
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

• **GW MIDDLESBROUGH:**
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01642 481888

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, More Value:
Tel: 01288 352 362
CALLINGTON, GMS Games:
Tel: 01579 384 837
CAMBORNE, Exit:
Tel: 01209 610224
CAMBORNE, Kernow Model Rail Centre:
Tel: 01209 714099
FALMOUTH, Kernow Toymaster:
Tel: 01326 312 571
FRADDON, Kingsley Village:
Tel: 01726 861111
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012
HELSTON, Exit:
Tel: 01326 565117
LISKEARD, Trago Mills:
Tel: 01579 348 877
NEWLYN, Newlyn Post Office:
Tel: 01736 364592
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848
WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

• **GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 0132 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

• **GW CARLISLE:**
Unit 2, Earls Lane, CA1 1DP
Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KENDAL, Aireys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
WORKINGTON, ToyTown:
Tel: 01900 873 322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NR
Tel: 0133 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 01298 24203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shawes:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

• **GW EXETER:**
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121
GW TORQUAY:
12 Market Street, TQ1 3AQ
Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
BIDEFORD, The Tarka Train Company:
Tel: 01237 424 807
BRIXHAM, Mainly Miniatures:
Tel: 01803 882555
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXETER, Eldritch Games:
Tel: 08458389856
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON , Honiton Toy Shop:
Tel: 01404 43741
ILFRACOMBE, KJ Hobbycrafts:
Tel: 01271 879502
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
NEWTON ABBOT, Dragon's Cave:
Tel: 01626 334999
PAIGNTON, Paignton Model Shop:
Tel: 01803 555882
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TIVERTON, Banbury's:
Tel: 01884252627
TORQUAY, Action Model Centre:
Tel: 01258 480999
TORRINGTON, Toyzone:
Tel: 01805 624 790
TOTNES, Finishing Touches:
Tel: 01803 862244

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 0120 231 9292
• **GW POOLE:**
Unit 12 Towngate Centre, BH15 1ER
Tel: 0120 268 5634
BLANDFORD FORUM, Inspirations:
Tel: 01258 480999
BOURNEMOUTH, Boscombe Precinct Post Office:
Tel: 01202 390706
BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
CHRISTCHURCH, Christchurch Post Office:
Tel: 01202 485511
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHAFTESBURY, Hardings:
Tel: 01747 858295
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 040
WEYMOUTH, Razzamataz:
Tel: 01305 780 601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FD
Tel: 0124 549 0048
GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3,
Lakeside Shopping Centre, RM20 2ZJ
Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
BASILDON, HobbyCraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346
CLACTON ON SEA, This N That:
Tel: 01255 431 433
COLCHESTER, 4TK Gaming:
Tel: 01206 756300
FRINTON ON SEA, Game On:
Tel: 01255 672900
HARLOW, Marquee Models:
Tel: 01279 423 334
HORNCHURCH, Tole Haven:
Tel: 01708 475051
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 986
MALDON, Colin Bliss Models:
Tel: 01621 851 327
RAYLEIGH, Toys N Tuck:
Tel: 01268 775 50

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street, GL52 2LJ
Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street, GL1 1EA
Tel: 0145 250 5033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686
GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STOW ON THE WOLD, Cleaver Models:
Tel: 0145830424
STROUD, Antics:
Tel: 01453 764 487
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 0125 646 6050
GW PORTSMOUTH:
34 Arundel Street, PO1 1NL
Tel: 0239 287 6266
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 033 1962
GW WINCHESTER:
35 Jewry Street, SO23 8RY
Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01420 542 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
FARNBOROUGH, Dark Star:
Tel: 01252 545019
GOSPORT, JC Books:
Tel: 02392 580 931
HAVANT, HobbyCraft:
Tel: 0845 051 6554
LYMINGTON, HE Figgures:
Tel: 01590 672002
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
Tel: 01425 617 805
PETERSFIELD, Folly Models:
Tel: 01730 267 932
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHSEA, Southsea Models:
Tel: 02392 733 208
WATERLOOVILLE, Forever Toys Ltd:
Tel: 02392 266 253
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259 186

HEREFORDSHIRE

GW HEREFORD:
40 Eign Gate, HR4 0AB
Tel: 01432 355 040
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, HP1 1EF
Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, AL3 4EB
Tel: 0172 786 1193
BARNET, Toys Toys Toys:
Tel: 0208 449 0966
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDEN, Felicitations:
Tel: 01582 767 811
HITCHIN, Mainly Models:
Tel: 01462 422 204
LETCHWORTH, Model Images:
Tel: 01462 684 859
STEVENAGE, HobbyCraft:
Tel: 0845 051 6553
STEVENAGE, KS Models:
Tel: 01438 746 616
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391 319
WATFORD, HobbyCraft:
Tel: 0845 051 6538

ISLE OF MAN

DOUGLAS, Toymaster:
Tel: 01624 622 154
RAMSEY, Creativity and Craft:
Tel: 07624 436345

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013

NEWPORT, Cheap Thrills:
Tel: 01983 530 570
NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater, DA9 9SQ,
Tel: 0132 242 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane, CT1 2HN
Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane, ME14 1PA
Tel: 0162 267 7435
GW TUNBRIDGE WELLS:
36 Grosvenor Road, TN1 2AP
Tel: 0189 252 5783
ASHFORD, GZ Computers Ltd:
Tel: 01233 663996
BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
Tel: 01843 866 006
CHATHAM, Maynes:
Tel: 01634 400 031
CRAYFORD, HobbyCraft:
Tel: 01580 713298
DOVER, Turners Models:
Tel: 01304 203 711
FAVERSHAM, Abacus Toys:
Tel: 01795 591 203
FOLKESTONE, Penkraft:
Tel: 01303 279292
GRAVESEND, Steve's Collectables and Models:
Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
Tel: 01474 534 166
HASTINGS, Hastings Hobbies:
Tel: 01424 200021
HERNE BAY, Spearings:
Tel: 01227 374 049
HYTHE, Apple Jax
Tel: 01303 262 602
MAIDSTONE, HobbyCraft:
Tel: 01622 623 750
ORPINGTON, JH Lorimer:
Tel: 01689 823193
SEVENOAKS, JH Lorimer:
Tel: 01732 452 840
SEVENOAKS, Manklows;
Tel: 01732 454 952

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, FY1 1DU
Tel: 0125 375 2056
GW BOLTON:
Unit 14 (1st floor), Crompton Place, BL1 1DF
Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, PR1 2QY
Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 0125 458 700
BOLTON, HobbyCraft:
Tel: 01204 374 300
BURNLEY, Compendium
Tel: 01282 457 060
BURY, Conways Toymaster:
Tel: 01617 616 209
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01200 423 587
KIRKHAM, RK Boyes:
Tel: 01772 671 900
LANCASTER, Micro Markets:
Tel: 01524 840 486
LEIGH, Toymaster:
Tel: 01942 671 116
MORECAMBE, Micro Markets:
Tel: 01524 416 306
ORMSKIRK, Taylors:
Tel: 01695 573516
ROSSENDALE, Rossendale Models:
Tel: 01706 250 007
PRESTON, HobbyCraft:
Tel: 01772 661 200
THORNTON-CLEVELYS, Toy2save Collectables:
Tel: 01253 855 905
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2,16/20 Silver Street, LE1 5ET
Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street, LE11 1UA
Tel: 0150 923 8107
LEICESTER, Gifts For Geeks:
Tel: 07743 424063
LOUGHBOROUGH, Wargames Inc:
Tel: 01509 235505
LOUGHBOROUGH, ZX Gamer:
Tel: 07977 503723
MELTON MOWBRAY, Cobwebs:
Tel: 01664 500700
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate, DN31 1LB
Tel: 0147 234 7757
GW LINCOLN:
Unit SUA, Saltergate,
(outside of Waterside Centre), LN2 1AP
Tel: 0152 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102
GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592 001
LOUTH, Castaline:
Tel: 01507 602 149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 328
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SPALDING, Mason's Models:
Tel: 01775 722 456
STAMFORD, Stamford Models and Hobbies:
Tel: 01780 767934

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall, Brent Cross Shopping Centre, NW4 3FE,
Tel: 0208 202 4979
• GW BROMLEY:
Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 33, The Market, WC2E 8BF
Tel: 0207 240 5106
GW CROYDON:
Unit 35, Drummond Centre, Keeley Road, CR0 1TF
Tel: 0208 680 4600
GW EPSOM:
8 High Street, KT19 8AD
Tel: 01372 751881
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, W8 4EH
Tel: 0207 937 7011
GW KINGSTON ON THAMES :
33 Fife Road, KT1 1SF
Tel: 0208 549 5224
GW LONDON (Oxford St):
Unit F10, The Plaza Shopping Centre, 1st Floor,116-128 Oxford Street, W1D 1LT
Tel: 0207 436 0839
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140
GW STAINES:
8 Clarence Street, TW18 4SP
Tel: 0178 446 0675
GW SUTTON:
Unit 26, Times Square Shopping Centre, SM1 1LF
Tel: 0208 770 9454
• GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre, UB8 1LN
Tel: 0189 525 2800
GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre, WD1 2TB
Tel: 01923 245388
GW WOOD GREEN:
Unit 93, The Mall Wood Green, High Street, N22 6BA
Tel: 0208 8891079
BARNET, Clever Toys:
Tel: 0208 275 8683
BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192
BLOOMSBURY, Just Games:
Tel: 0207 323 3080
CLAPHAM, Russ:
Tel: 0207 228 6319
DULWICH, The Art Stationers:
Tel: 0208 693 5938
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
GREENFORD, HobbyCraft:
Tel: 0208 747 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9955
LEYTON, Ditchfields
Tel: 0208 5392821
PUTNEY, Toystop:
Tel: 0208 785 9555
RUISLIP, John Sanders:
Tel: 01895 634 848
WIMBLEDON, Elys:
Tel: 0208 946 9191

MANCHESTER AREA

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9896
GW MANCHESTER (Central):
Unit R35, Marsden Way South, Arndale Centre, M4 3AT
Tel: 0161 834 6871
GW TRAFFORD CENTRE:
Unit L40c Trafford Centre, M17 8BN
Tel: 0161 755 0065
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
ECCLES, Amazon Miniatures:
Tel: 0161 788 7650
NORTHENDEN, Stelorac:
Tel: 0161 946 1759

MERSEYSIDE AREA

• GW LIVERPOOL:
13b Central Shopping Centre, Ranelegh Street, L1 1QE
Tel: 0151 703 0963
GW SOUTHPORT:
Unit 2, The Edge, 7 Hoghton St, PR9 0TE
Tel: 0170 450 1255
WALLASEY, Wirral Model Shop
Tel: 0151 200 8355
WIRRAL, Thingwall Garden Centre
Tel: 0151 6480281

MIDDLESEX

EAST SHEEN, Play Inside Out:
Tel: 02088 765 229
EAST SHEEN, Pandemonium:
Tel: 02088 780 866
ENFIELD, Jennings Stores:
Tel: 0208 804 1804
ENFIELD, Pearsons:
Tel: 0208 373 4200
HARROW, Toy and Nursery
Tel: 0208 4222610

NORFOLK

GW NORWICH:
12-14 Exchange Street, NR2 1AT
Tel: 0160 376 7656
CROMER, Cromer Furniture:
Tel: 01263 515153
EAST DEREHAM, Starlings Toymaster:
Tel: 01362 697 769
EAST DEREHAM, Youngsters World:
Tel: 01362 698 350
GREAT YARMOUTH, Kerrisons:
Tel: 01493 853891/01493 850039
HOLT, Starlings Toymaster:
Tel: 01263 713 101
HUNSTANTON, The Card Box:
Tel: 01485 834466
HUNSTANTON, Pavilion Toymaster:
Tel: 01485 533 108
NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Langleys:
Tel: 01603 621959
NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, S P Models:
Tel: 01953 887878
SHERINGHAM, Starlings Toymaster:
Tel: 01263 822 368
TAVERHAM, Norvic Models Ltd:
Tel: 01603 865213
THETFORD, Berties Crafts:
Tel: 01842 766297
WROXHAM, Point House Toyshop:
Tel: 01603 706 804

NORTHAMPTONSHIRE

• GW NORTHAMPTON:
24-26 Abington Square, NN1 4AA
Tel: 01604 636 687
DAVENTRY, The Games Vault:
Tel: 01327 310541
KETTERING, Green Angel Cards & Games:
Tel: 01536 359 248
NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
NORTHAMPTON, Project Hydra:
Tel: 01604 639966
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440 861

NORTHUMBERLAND

ASHINGTON, Blue Box Models:
Tel: 01670 521279
CORBRIDGE, The Village Square:
Tel: 01434 634 056
HEXHAM, Robbs:
Tel: 01434 602 151
MORPETH, TG Allan:
Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34a Friar Lane, NG1 6DQ
Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton, NG7 2WS
Tel: 0115 916 8410
MANSFIELD, The Games Emporium:
Tel: 01623 640 022
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6249
WEST BRIDGFORD, Inspirations
Tel: 0115 982 1200
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn Hall Street, OX1 2DH
Tel: 01865 242 182
ABINGDON, Just Toys:
Tel: 01235 524 333
BANBURY, Trinder Bros:
Tel: 01295 262 546
CARTERTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
THAME, Pied Pedaller:
Tel: 01844 260 022
WALLINGFORD, Pettits of Wallingford:
Tel: 01491 835 253
WITNEY, Dentons:
Tel: 01993 704 979

PEMBROKESHIRE

HAVERFORDWEST, Emry's:
Tel: 01437 779 646

RUTLAND

OAKHAM, Rutland County Museum:
Tel: 01572 758436

SHROPSHIRE

• GW SHREWSBURY:
6 Market Street, SY1 1LE
Tel: 0174 336 2007
TELFORD, Questing Knight Games:
Tel: 01952 417 747
TELFORD, Sanda Games:
Tel: 01952 676 722
BRIDGENORTH, Hobby Horse:
Tel: 0174 6 766 659
OSWESTRY, Funfayre:
Tel: 01691 670 646

SOMERSET

• GW BATH:
5-10 Westgate Buildings, Avon Street, BA1 1UN
Tel: 0122 533 4044
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789 281
CLEVEDON, Just For Fun:
Tel: 01275 341 819
FROME, The Ellenbray Press:
Tel: 01373 462 139
FROME, Frome Model Centre:
Tel: 01373 465295
GLASTONBURY, Pedalers Toymaster:
Tel: 01458 834 562
GLASTONBURY, PC's PC's:
Tel: 01458 833900
MINEHEAD, Minehead Toys & Models:
Tel: 01643 705 550
SHEPTON MALLET, Toymaster Shepton Mallet:
Tel: 01749 872030
TAUNTON, Krackers:
Tel: 01823 335 057
TAUNTON, Hatcher & Sons:
Tel: 01823 272 277
WELLS, Wells Models and Toys:
Tel: 01749 675 262
YEOVIL, Yeovil Collectors Centre:
Tel: 01935 433 739
YEOVIL, Witch Engine:
Tel: 01935 427077

STAFFORDSHIRE

• GW BURTON ON TRENT:
Unit B, Union Court, Union Street, DE14 1AA
Tel: 0128 353 5865
GW STOKE:
27 Stafford St, ST1 1JU
Tel: 0178 220 5287
ALSAGER, Alsager Toys and Models:
Tel: 01270 882 871
BURTON, Blue Grove Racing:
Tel: 01283 512731
LICHFIELD, Digital Dragons:
Tel: 07941 637793
NEWCASTLE UNDER LYME, Sundowner Models:
Tel: 01782 610 606
STAFFORD, SLD Models:
Tel: 01785 258 731
STAFFORD, Stafford Games:
Tel: 01785 255577
STAFFORD, Too Fat Goblinz:
Tel: 01785 244 499
STOKE-ON-TRENT, Battlezone Games & Collectables:
Tel: 01782 833 633
TAMWORTH, Hobbycraft:
Tel: 01827 300 800

SUFFOLK

• GW IPSWICH:
63 Westgate Street, IP1 3BJ
Tel: 01473 210 031
BECCLES, Toy Box:
Tel: 01502 712 785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646
FELIXSTOWE, Wizards Workshop:
Tel: 01394 277 233
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
LOWESTOFT, Annatar:
Tel: 01502 513477
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 466 060
SUDBURY, Tinetty's Toys:
Tel: 01787 372238
WOODBRIDGE, Toytown:
Tel: 01394 383 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Tunsgate, GU1 3QT
Tel: 0148 345 1793
GW WOKING:
Unit 3, Cleary Court, 169 Church Street East, GU21 6HJ
Tel: 0148 377 1675
GW WORTHING:
2 Bath Place, Worthing, BN11 3BA
Tel: 01903 213 930
CAMBERLEY, Morning Star:
Tel: 01276 685160
CATERHAM, Modeller's Loft:
Tel: 01883 341 818
COULSDEN, Taylors Toys and Sports:
Tel: 0208 666 00710
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
PURLEY, JH Lorimer Ltd:
Tel: 0181 660 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123
REIGATE, The Toy Shop:
Tel: 01737 245 300
RICHMOND, Toy Station:
Tel: 0208 940 4896

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions, BN1 1HW
Tel: 0127 320 3333
GW CRAWLEY:
11 Broadway, RH10 1DX
Tel: 0129 355 2072
GW EASTBOURNE:
33 Cornfield Road, BN21 4QG
Tel: 0132 364 1423
BOGNOR REGIS,
Trains Models and Hobbies:
Tel: 01243 864 727
BURGESS HILL, Kid's Stuff:
6Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
EASTBOURNE, Phantasia:
Tel: 01323 723 388
EAST GRINSTEAD, Martells of Sutton
Tel: 01342 321303
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Waterstones:
Tel: 01403 268 088
HOVE, Kids Dreams:
Tel: 01273 420 666
ST LEONARDS ON SEA, Silverhill Models and Toys:
Tel: 01424 431 133
STEYNING, The Dollhouse Shop:
Tel: 01903 816812
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398

TYNE AND WEAR AREA

• GW NEWCASTLE (Central):
Unit 6, Newgate Shopping Centre, NE1 5PY
Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950
GW SUNDERLAND:
253B High Street West, Sunderland, SR1 3DH
Tel: 01915 100 434
GATESHEAD: HobbyCraft
Tel: 0191 482 7410
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196
WHITLEY BAY, Alan's Model Shop:
Tel: 0191 253 3682

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, CV1 1LL
Tel: 0247 622 7311
GW LEAMINGTON SPA:
32 Regent Street, CV32 5EG
Tel: 01926 435771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
NUNEATON, Heart of England Co-op:
Tel: 02476 382 331
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STRATFORD-UPON-AVON,
Much ado about toys:
Tel: 01789 295 850
WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE

GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463100
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MALMESBURY, SPS Malmesbury:
Tel: 01666 824440
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SALISBURY, Salisbury Model Centre:
Tel: 01722 334757
SHAFTESBURY, Harding's:
Tel: 01747 858295
SWINDON, HobbyCraft:
Tel: 0845 051 6551
SWINDON, SPS Swindon:
Tel: 01793 878 170
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
Tel: 01373 825 825

WORCESTERSHIRE

• GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza, WR1 2QS
Tel: 0190 561 6707
DROITWICH, HobbyCraft:
Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
REDDITCH, Hobby Hut:
Tel: 01527 540 840
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 092

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW
Tel: 0127 473 9430

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(•) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

NE ELITE STORE
Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

** To be sure they have what you want in stock, we recommend calling the store first.*

GW DONCASTER:
26 High Street, Doncaster, DN1 1DW
Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade, HG1 1TT
Tel: 0142 356 4310
GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834
GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots), S9 1EN
Tel: 0114 256 9836
• **GW WAKEFIELD:**
96 Kirkgate, The Ridings Centre, WF1 1TB
Tel: 0192 436 9431
GW YORK:
13A Lendal, YO1 8AQ
Tel: 0190 462 8014
BARNSLEY, Janco Toys:
Tel: 01226 208654
BEVERLEY, Game Invader:
Tel: 01482 881961
BRIDLINGTON, Icy Tea Ltd:
Tel: 01626 403 059
GOOLE, Pursuits4You:
Tel: 01405 760944
GUISBOROUGH, Stokelds Toy Centre:
Tel: 01287 632 935
HALIFAX, Conways Toymaster:
Tel: 01422 353 986
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
HULL, Archeron Games Workshop:
Tel: 01482 221011
KEIGHLEY, Conways Toymaster
Tel: 01535 604045
LEEDS, Hobbycraft:
Tel: 0113 389 3020
MALTON, World Wide Shopping Mall:
Tel: 01653 602880
NORTH HUMBERSIDE, Game Invader:
Tel: 01482 881961
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
SCARBOROUGH, Games Centre 2:
Tel: 01723 369444
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, A1 Sports and Toys:
Tel: 01757 705 115
SHEFFIELD, Imp Miniatures:
Tel: 07773 029388
SHEFFIELD, Subnet & Games:
Tel: 01142 309390
SHEFFIELD, Wargames Emporium:
Tel: 01142 754 826
SKIPTON, Craven Model Centre:
Tel: 01756 797414
THIRSK, Thirst Art Store:
Tel: 01845 574457
WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213

WALES

GW CARDIFF:
31 High Street, CF10 1PU
Tel: 0292 064 4917
GW CWMBRAN:
30 The Parade, Cwmbran, Gwent, NP44 1PT
Tel: 01633 874 070
• **GW NEWPORT:**
25 Skinner Street, NP20 1HB
Tel: 0163 325 6295
GW SWANSEA:
53 Kingsway, SA1 5HF
Tel: 0179 246 3969
CARDIGAN, Helm's Deep:
Tel: 01239 621 621
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 617 836
BANGOR, Acme Games:
Tel: 01248 371 457
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
BRIDGEND, Joust for Fun:
Tel: 01656 767 680
CARMARTHEN, Good News:
Tel: 01267 237 789
CARMARTHEN, Hardings:
Tel: 01267 237 774
CEREDIGION, Yokemon Battles:
Tel: 01239 615346
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
COLWYN BAY, Hippo Toys:
Tel: 01492 534 169
CONWAY, Hippo Toys:
Tel: 01492 534 169
DOLGELLAU, Mars Vs Venus:
Tel: 01341 423 407
LLANDRINDOD WELLS, The Manor:
Tel: 01597 829111
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118
MACHYNLLETH, The Toy Box:
Tel: 01654 703 901
NEWPORT, HobbyCraft:
Tel: 0845 051 6540
PEMBROKE, Dragon Alley:
Tel: 01646 621 456
PONTYPRIDD, Sugar and Spice:
Tel: 07879 221 379
PORTHCAWL, Game ltd:
Tel: 01656 784 428
PORTHMADOG, Alma Figures:
Tel: 01766 830269
RHYL, Lightfoot Models:
Tel: 01745 331 564
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
WREXHAM, Brite Ideas Toymaster:
Tel: 01978 261 244

SCOTLAND

• **GW ABERDEEN:**
Unit 1, 12-14 Upper Kirkgate, AB10 1BA
Tel: 0122 464 9779
GW AYR:
Unit 2, Lorne Arcade, 115 High Street, KA7 1SB
Tel: 01292 285 895
GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
• **GW GLASGOW:**
81 Union Street, G1 3TA
Tel: 0141 221 1673
GW LIVINGSTON:
26 Almondvale Centre, EH54 6NB
Tel: 01506 443256
HADDINGTON, Model Mania:
Tel: 01620 825 931
ABERFELDY, Freaders Books:
Tel: 01887 829 519
ARBROATH, Haqs:
Tel: 01241 872195
ARGYLL, Alba:
Tel: 01631 563645
AYR, Toy Town:
Tel: 01292 282945
BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586
BRECHIN, Gardiners:
Tel: 01356 622 265
CRIEFF, Happy Craft Company:
Tel: 01764 653706
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 731 116
DUNFERMLINE, Fife Council Libraries:
Tel: 01383 602 208
DUMFRIES, Toytown:
Tel: 01387 264884
EDINBURGH, Marionville Models:
Tel: 01313 177 010
EDINBURGH, Toys Galore:
Tel: 0131 447 1006
ELGIN, Junner's Toymaster:
Tel: 01343 542 492
FORFAR, Haqs:
Tel: 01307 463263
FORT WILLIAM, The Granite House:
Tel: 01397 703 651
GLASGOW, Static Games:
Tel: 0141 552 9785
INVERCLYDE, Arts Crafts & Hobbies:
Tel: 01475 785 204
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
KINROSS, The Hope Chest:
Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
LANARKSHIRE, Figures in Comfort:
Tel: 01236 870 740
LARGS, Bus Stop Toy Shop Ltd:
Tel: 01475 689892
ORKNEY, Cycle Orkney:
Tel: 01856 875777
PERTH, Millars Models:
Tel: 0173 856 1835
PERTH AND KINROSE, Freaders Books:
Tel: 01887 829 519
PETERHEAD, George Donald Ltd:
Tel: 01779 474 737
PETERHEAD, Unique:
Tel: 01779 472 705
SHETLAND, Harrys Dept Store:
Tel: 01595 693 097
STIRLING, Abacus:
Tel: 01786 478 784
STONEHAVEN, Toymaster Toyland:
Tel: 01569 766333
THURSO, Durrans:
Tel: 01847 893 169
TURRIFF, E Rae and Son:
Tel: 01888 562 610

NORTHERN IRELAND

GW BELFAST:
20A Castle Court, BT1 1DD (towards the back of the centre)Tel: 0289 0233684
ARMAGH, Kidzone Toymaster:
Tel: 028 37515166
ARMAGH, Rennicks Model Tune:
Tel: 028 38330555
BALLYMENA, Camerons:
Tel: 028-25648821
BANBRDGE, Toymaster Banbridge:
Tel: 028-40622225
BANGOR, Replay Games:
Tel: 028-91452210
BELFAST, The Basement:
Tel: (028) 9046 0484
ENNISKILLEN, Hannas Toyworld Toymaster:
Tel: 028-66322367
ENNISKILLEN, Modellers Corner:
Tel: 028-66322367
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
OMAGH, White's Toymaster:
Tel: 028-82242427

INTERNATIONAL ACCOUNTS

LISTED ALPHABETICALLY

BELGIUM

GW ANTWERP:
Vleminckstraat 10, Antwerp, Antwerpen2000
Tel: 0032 3485 8627
BRUGGE, Fair Play:
Tel: 050 38 51 83
ANTWERPEN, Celtic Cross:
Tel: 03 288 81 65
DEURNE, The Gamestore:
Tel: 033 25 55 35
HASSELT, Oberonn:
Tel: 011 351 358
LEOPOLDSBURG, NV Moestermans:
Tel: 011 39 38 46
MECHELEN, De Spelfanaat:
Tel: 015 34 59 07
OOSTENDE, King Arthur:
Tel: 059 51 57 56
ROESELARE, Black Border:
Tel: 051 20 82 50
AALST, Hermelijn:
Tel: 053 41 48 66
AALST, Plays2Be:
Tel: +32 (53) 41 93 85
BLANKENBERGE, De Speelhoek:
Tel: 50 41 49 23
BRUSSEL, Intertoys Anderlecht:
Tel: 025 23 84 73
BRUSSEL, The Brothers Workshop:
Tel: 0477532647
BRUSSEL, Intertoys Laken:
Tel: 022 68 71 41
DENDERMONDE, Utopia Games:
Tel: 052 52 31 99
GENT, Betty Boop:
Tel: +32 (09) 222 05 76
GENT, Intertoys Gent:
Tel: 092 24 42 86
HALLE, Mishra's Playground:
Tel: 023 61 58 53
HALLE, Top 1 Toys:
Tel: 023 56 04 03
HAMME, Dagbladhandel Vermeire bvba:
Tel: 052477040
IXELLES, Intertoys Ixelles:
Tel: 025 14 17 03
KOKSIJDE, Penel Tronix:
Tel: 58 51 30 14
KORTRIJK, Albion:
Tel: 056 32 43 07
LEUVEN, The Dicepool:
Tel: 016 29 49 94
NEERPELT, 't Spellenhuis:
Tel: 011 74 49 79
OVERIJSE, Intertoys Overijse:
Tel: 026 87 42 53
SCHELLE, Van de Velde:
Tel: +32 (0486) 53 17 58
TOURNAI, Intertoys Tournai:
Tel: 069 21 42 22
VILVOORD, Boekcenter BVBA:
Tel: +32 (02) 251 20 05
WESTKERKE, What Ever:
Tel: +32 (0473) 77 16 41

BRAZIL

CAMPINAS, Legends do Brasil:
Tel: 19 3234 3343
CURITIBA, Itiban Comics Shop:
Tel: 41 3232 5367
JUIZ DE FORA, Magazine Taberna do Dragão:
Tel: 32 3234 5757
PORTO ALEGRE, Jambô:
Tel: 51 3226 1426
SÃN PAULO, Lududeria Bar Café:
Tel: 11 3253 8452
SÃN PAULO, Moonshadows:
Tel: 11 3266 3916
SÃN PAULO, Taverna do Ogro Encantado:
Tel: 11 3061 9842
SÃN PAULO, Terramédia:
Tel: 11 2127 8787
VILA GILDA, Hobby Depot Santo Andre:
Tel: 11 4438 5880
VINHEDO, Hobby Depot Vinhedo:
Tel: 19 3826 1580

BULGARIA

SOFIA, Magic Worlds:
Tel: 359 2 986 6858
SOFIA, Black Citadel:
Tel: +359 885539771
SOFIA, Moria:
Tel: 360 2 986 6858

CHINA

BEIJING, Maelstrom:
Tel: 0086 10 64060878
SHANGHAI, Zark:
Tel: 86 (21) 57631665
SHANGHAI, Zhanchui Store:
Tel: 86 21 52360900

CROATIA

OSIJEK, Land of Magic:
Tel: 385 31 275 794
OSIJEK, Land of Magic:
Tel: 385 31 368 412
RIJEKA, Game Master:
Tel: 385 51 371 308
SPLIT, Land of Magic:
Tel: 385 21482249
VARAZDIN, Land of Magic:
Tel: 385 42200161
ZAGREB, Land of Magic:
Tel: 385 14870077
ZAGREB, Land of Magic:
Tel: 38514923917

CYPRUS

NICOSIA, ANT Comics:
Tel: 00 357 22 660384
NICOSIA, Megaland:
Tel: 00 35 7224 56622
KATO PAPHOS, Cyprus Crusade:
Tel: +357 976 49072

CZECH-REPUBLIC

BRNO, Cerny Rytír:
Tel: +420541214860
CESKE BUDEJOVICE, Chaotit:
Tel: +420602489158
HARADEC KRALOVE, Knihkupectví Valhalla:
Tel: +420495522009
KOPRIVNICE, Magic:
Tel: +420495522009
LIBEREC, Battle Games-Obchodní Pavilion:
Tel: +420777526154
OSTRAVA, Matrix (knihkupectví):
Tel: +420774 404 024
PRAHA, Ogrí Doupe:
Tel: +420224934811
PRAHA, Cerny Rytír:
Tel: +420222312461
PRAHA, Cerny Rytír:
Tel: +420222312461
VSETIN, Atlantis:
Tel: +420571411697

DENMARK

GW KØBENHAVN:
Frederiksborggade 5KL, 1360,
Tel: 0045 33 12 22 17
AALBORG, Dragons Lair:
Tel: 98 12 16 18
AARHUS C, Dragons Lair:
Tel: 86 19 00 63
HILLERØD, Hobby & Fritid:
Tel: 48 25 26 16
KØBENHAVN K, Faraos Cigarer:
Tel: 33 32 22 11
KØBENHAVN NV, Arena København:
Tel: 38 33 57 00
NÆSTVED, Arena Næstved:
Tel: 55 54 67 00
ODENSE C, Dragons Lair:
Tel: 65 91 97 01
RØDOVRE, MR Games:
Tel: 36 72 02 55
ROSKILDE, Fanatic Roskilde:
Tel: 46 36 35 48
LYNGBY, Faros Cigarer:
Tel: 32 10 23 23
HELSINGØR, Hobby og Fritid:
Tel: 49 21 45 42
HERNING, Færges Kælder:
Tel: 35 10 18 97
VORDINGBORG, Legekæden Vordingborg:
Tel: 55 34 04 31
AABENRÅ, Legekæden Aabenrå:
Tel: 74 62 24 05
AALBORG, Aalborg Hobby Service:
Tel: 98 12 13 15
AALBORG, Bog & idé Aalborg:
Tel: 98 11 66 11
AALBORG SV, B.O. Bøger Aalborg:
Tel: 98 79 15 45
AARHUS C, Goblin Gate:
Tel: 86 19 43 11
AARS, Ting og sager:
Tel: 98 62 45 52
ASNÆS, Bog & Ide Asnæs:
Tel: 59 65 00 14
ESBJERG, Bunkeren:
Tel: 75 18 11 99
ESBJERG, Adventure Corner:
Tel: 35 11 11 56
ESBJERG, B.O. Bøger Esbjerg:
Tel: 75 12 11 77
ESPERGÆRDE, B.O. Bøger Espergærde:
Tel: 49 13 19 46
FREDERICIA, Bog & Ide Fredericia:
Tel: 76 24 59 69
FREDERIKSBERG, Legekæden Frederiksberg:
Tel: 38 19 70 25
FREDERIKSSUND, Legekæden Frederikssund:
Tel: 47 38 39 59
GILLELEJE, Lillys Legetøj:
Tel: 48 30 30 90
GORLEV, Sparetime:
Tel: 58 85 80 83
GRENÅ, Bog & idé Grenå:
Tel: 86 32 19 33
GREVE, B.O. Bøger Hundige:
Tel: 43 90 60 08
HELSINGE, B.O. Bøger Helsinge:
Tel: 48 79 40 01
HERNING, Buddy Legetøj:
Tel: 97 22 05 52
HILLERØD, Legekæden Hillerød:
Tel: 48 24 61 61
HJØRRING, Hjørring Hobby:
Tel: 30 68 40 33
HOLBÆK, Storkfelt Bog & idé:
Tel: 59 43 00 74
HOLTE, Legetøjsbutikken:
Tel: 45 46 17 82
HORSENS, Legekæden Horsens:
Tel: 75 61 60 11
HORSENS, MYCLIX Miniatures:
Tel: 0045 75626233
HØRSHOLM, GAD Hørsholm:
Tel: 45 86 04 08
HUMLEBÆK, Rodes:
Tel: 49 19 12 20
KALUNDBORG, Koch's Bøger & Papir:
Tel: 59 51 00 54
KJELLERUP, Ide & Hobby:
Tel: 86 88 13 26
KØBENHAVN K, Fantask:
Tel: 33 93 85 38
KOLDING, B.O. Bøger Kolding:
Tel: 75 50 38 34
KOLDING, Good Games:
Tel: 75 50 03 04
KØGE, Sema:
Tel: 56 63 07 04
LYNGBY, B.O. Bøger Lyngby:
Tel: 45 87 04 45
NYKØBING F, Hundehuset:
Tel: 54 86 08 46
NYKØBING M, Morsø Boghandel:
Tel: 97 72 07 00
ODDER, Legekæden Odder:
Tel: 86 54 42 76
ODENSE SØ, B.O. Bøger Rosengårdscentret:
Tel: 66 15 99 28
RANDERS, Bog & Ide Randers:
Tel: 86 43 08 10
RANDERS, Byrge Sørensen Hobby:
Tel: 86 42 58 14
RANDERS, Randers Hobby Import:
Tel: 86 43 39 23
RINGKØBING, Buddy Legetøj:
Tel: 97 32 08 06
RINGSTED, Bog & Ide Ringsted:
Tel: 57 61 00 10
RINGSTED, Buddy Legetøj:
Tel: 57 67 14 80
RØDOVRE, B.O. Bøger Rødovre:
Tel: 36 41 04 85
RØNNE, Dorthe's Hobbystue:
Tel: 56 95 94 49
ROSKILDE, Ønskeleg:
Tel: 46 32 34 63
ROSKILDE, B.O. Ro's torv:
Tel: 45 46 34 12
SKAGEN, Legekæden Skagen:
Tel: 98 44 54 63
SKANDERBORG, Schmidt Bog & idé:
Tel: 86 52 00 27
SKIVE, Jydsk Boghandel:
Tel: 97 51 25 99
SLAGELSE, Uldtotten:
Tel: 58 53 50 35
ST HEDDINGE, Hobbystalden:
Tel: 56 50 86 10
SVENDBORG, Farve & Hobby Hjørnet:
Tel: 62 21 31 31
SVENDBORG, B.O. Bøger Svendborg:
Tel: 62 17 22 90
TÅSTRUP, Genbrugsbøger:
Tel: 43 71 61 15
THISTED, Buddy Legetøj:
Tel: 97 92 19 33
VEJLE, B.O. Bøger Vejle:
Tel: 75 82 05 44
VIBORG, Battle Bunker:
Tel: 86 60 17 40

EIRE

GW BLANCHARDSTOWN:
Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 01 822 3868
GW DUBLIN:
Unit 3, Lower Liffey Street.
Tel: 01 872 5791
CORK, Other Realms:
Tel: 021 4279508
DUBLIN, Models Inc.:
Tel: 01 879299392
GALWAY, Model World:
Tel: 091 765655
ATHLONE, Valhala Games:
Tel: 087-9210030
BALINA, World of Wonder Balina:
Tel: 096 76676
CAVAN, Apex Games:
Tel: 049 4326504
COBH, Toytown Toymaster:
Tel: 021 4814 562
CORK, Murphy's Toymaster:
Tel: 00353 24 93520
CORK, Toytown Toymaster:
Tel: 021 4814 162
DOUGLAS, Art and Hobby:
Tel: 021 436 3580
DROGHEDA, Art and Hobby:
Tel: 041 987 3270
DUBLIN, Art and Hobby Jervis Centre:
Tel: 018 745 312
DUBLIN, Joe Mannions Newsagents:
Tel: 01 4392387

Do you want to become an

INDEPENDENT STOCKIST?

Games Workshop is the largest and the most successful tabletop fantasy and futuristic battlegames company in the world. For more information on how to become an Independent Stockist, contact one of our dedicated specialists on 08700 134411 or visit our website:

www.games-workshop.com

DUBLIN, Models Inc.:
Tel: 01 8735001
DUBLIN, Toymaster Banba Dublin:
Tel: 01 872 7100
DUBLIN, The Toy Store:
Tel: 01 6774420
DUN LAOGHAIRE, Toymaster Banba Dun Laoghaire:
Tel: 012 804 011
DUN LAOGHAIRE, Art and Hobby:
Tel: 012805047
DUNGARVAN, Toymaster Murphys:
Tel: 058 41376
ENNIS, World of Wonder Ennis:
Tel: 065 684 8697
KERRY, Cabal's Toymaster:
Tel: 00353 66 7121847
KILLKENNY, The War Forge:
Tel: +353 87 6602992
LAOIS, Grahams Toymaster:
Tel: 057 862 1081
LIMERICK, Art and Hobby:
Tel: 061 309757
LIMERICK, The Gathering:
Tel: 061 315133
LOUTH, Kidzone Toymaster:
Tel: 00353 42 9330318
LOUTH, The Wargamers:
Tel: +353 86 8382159
MACROOM, Toymaster Marys:
Tel: 026 42491
MULLINGAR, Stars & Bows Hobbies and Crafts:
Tel: 044 9396839
MULLINGAR, Stars and Crafts:
Tel: 00 353 879402799
NEWBRIDGE, Art and Hobby:
Tel: 045 450280
NAVAN, Game Bandits:
Tel: 046 9075099
NEWRY, Murphy's Toys:
Tel: 028 30264978
OFFALY, Kelly's Toymaster:
Tel: 00353 57 9351505
SANTRY, Art and Hobby:
Tel: 01 862 4500
STILLORGAN, Toymaster Nimble Fingers:
Tel: 01 2880788
TIPPARARY, RB Models:
Tel: 00353 52 24803
WATERFORD, Tall Tales Bookshop:
Tel: 051 873 967
WEXFORD, Toymaster Play and Learn:
Tel: 053 23788
WEXFORD, WOW New Ross:
Tel: 051 421473
WICKLOW, Toymaster Hopkins:
Tel: 040 467225
WILTON, Art and Hobby Wilton:
Wilton, Tel: 021 434 7207

FALKLANDS

STANLEY, Falkland Collectibles:
Tel: 0050021174

FINLAND

GW HELSINKI:
Simonkatu 9, 00100,
Tel: 09 75 15 45 25
HELSINKI, Fantasiapelit Helsinki:
Tel: 09 65 0803
LAHTI, Puolenkuun Pelit:
Tel: 03 751 5151
ESPOO, Puolenkuun Pelit Espoo:
Tel: 094129941
PORVOO, Puolenkuun Pelit Porvoo:
Tel: 019 5348377
TURKU, Fantasiapelit Turku:
Tel: 02 232 8413
ESPOO, Pelimesta:
Tel: 09 813 3283
JOENSUU, Fantasiapelit Joensuu:
Tel: 013 284 314
JYVÄSKYLÄ, Fantasiapelit Jyväskylä:
Tel: 014 21 6629
KUOPIO, Fantasiapelit Kuopio:
Tel: 017 3611148
LAPPEENRANTA, Fantasiapelit Lappeenranta:
Tel: 05 541 1375
OULU, Fantasiapelit Oulu:
Tel: 08 37 4906
TAMPERE, Fantasiapelit Tampere:
Tel: 03 222 5200
ÄHTÄRI, Honkaniemen Kirjakauppa:
Tel: 06 553 0027
HÄMEENLINNA, Lelushoppi:
Tel: 03 682 3950
HEINOLA, Talousmuovi ja lelu:
Tel: 03 715 3905
HYVINKÄÄ, Royal Toys:
Tel: 050-5235836
IMATRA, Kirja-Lahja Alex Ky:
Tel: 05 431 9555
JAKOBSTAD, Toys 4 Fun:
Tel: 016 723 2880
JÄMSÄ, Jaakko Saari:
Tel: 014 7497215
JÄRVENPÄÄ, Askartelutarvikeliike Taitaville:
Tel: 050 413 4760
KARJAA, Bå Lådan:
Tel: 019 23 3494
KERAVA, Antikvariaatti Kersa:
Tel: 09 294 4210
KLAUKKALA, Karuselli:
Tel: 09 879 2697
KOTKA, Eagle Card:
Tel: 05 21 4238
KOUVOLA, Muoviepox:
Tel: 05 311 7955
LAPPEENRANTA, Antikvariaatti Suma:
Tel: 05 541 1760
MAARIEHAMN, Dillen:
Tel: 018 15578
MÄNTSÄLÄ, Papado:
Tel: 019 688 1911
MIKKELI, Muppela:
Tel: 015 36 1611
OULU, Lelu-tapuli:
Tel: 08 375 241
PORI, Porin Askartelu:
Tel: 02 632 6671
RAAHE, Raahen Astartelu ia Paperi:
Tel: 08 223 6825
RAUMA, TT-Pop:
Tel: 02 823 4840
RIIHIMÄKI, Royal Toys:
Tel: 050-5235836
ROVANIEMI, Liigacenter Jässi:
Tel: 016 356 0545
SALO, Salon Harraste:
Tel: 026 356 0545
SAVONLINNA, Savonlinnan Antikvariaatti:
Tel: 015 53 4412
SEINÄJOKI, Fantasialinna:
Tel: 040 561 6338
TAMMISAARI, Kungsbookhandeln:
Tel: 019 246 1028
TAMPERE, Pelimaa:
Tel: 040 7697879
TAMPERE, Info Koskikeskus:
Tel: 03 225 1850
TERVAKOSKI, Tervakosken Coconut:
Tel: 019 754 129
TORNIO, Peliketut:
Tel: 016 44 6266
VAASA, Pelimies:
Tel: +358 6 312 5111
VAIKEAKOSKI, Koskiviide:
Tel: 03 584 7917
VANTAA, VPD Kauppakeskus Tikkuri:
Tel: 09 230 2288
VANTAA, Mirkun Kirja:
Tel: 09 230 2288

GREECE

ATHENS, Avalon Games:
Tel: 0030 210 8016041
ATHENS, Fantasy Shop:
Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi:
Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Exarcheia:
Tel: 0030 210 3828877
ATHENS, Fantasy Shop: Kallithea:
Tel: 0030 210 959 2922
ATHENS, Fantasy Shop: Pagrati:
Tel: 0030 210 7560780
ATHENS, Hobby Planet:
Tel: 0030 210 6042816
ATHENS, Kaissa Amarousiou:
Tel: 0030 210 6141675
ATHENS, Kaissa Glyfadas:
Tel: 0030 210 8982 057
ATHENS, Kaissa Halandriou:
Tel: 0030 210 6898485
ATHENS, Kaissa Kallidromiou:
Tel: 0030 210 366488
ATHENS, Kaissa Monokeros:
Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Filadelfias:
Tel: 00 30 210 9817944
ATHENS, Kaissa Neas Smimis:
Tel: 00 30 210 9317944
ATHENS, Kaissa Pagratiou:
Tel: 00 30 210 7218 318
ATHENS, Strategy Hall:
Tel: 00 302104135757
CHANIA, Kaissa Chanion:
Tel: 0030 2821088996
CRETE, Fantasy Shop: Herakleion:
Tel: 0030 2810 301312
HALKIDA, CD Corner:
Tel: 0030 2221 087315
LARISA, Kaissa Larisas:
Tel: 0030 2410 538555
LARMIA, Kaissa Lamias:
Tel: 00 30 22310 24393
NAFPLIO, Miniature Shop:
Tel: 00 30 2752024884
PALLINIS, Hobby Planet:
Tel: 210 6042 816
PATRAS, Kaissa Patras:
Tel: 0030 2610625632
PERISTERIO, Kaissa Peristeriou:
Tel: 0030 2105786707
THESSALONIKI, Kaissa Kalamaria:
Tel: 0030 2310 449377
THESSALONIKI, Kaissa Thessalonikis:
Tel: 00 30 2310 257 397
THESSALONIKI, Underworld:
Tel: 0030 2310 2401 93
VOLOS, Fantasy Shop:
Tel: 0030 24210 28782

HONG KONG

HONG KONG, Fun Atelier:
Tel: (852) 2866-4870

HUNGARY

BUDAPEST, Kristalcsarnok:
+36 209 251 030
BUDAPEST, Silverland:
Tel: 0036 12 504157
MISKOLC, Deron:
Tel: 0036 46 411528
SZEKESFEHERVAR, Legendak Csarnoka:
Tel: 0036 70 3857926
SZEGED, Csillagveg:
Tel: 0036 20 3571501

ICELAND

REYKJAVIK, Nexus:
Tel: 552 9011

INDONESIA

JAKARTA BARAT, Comics N Games:
Tel: 021 5696-3855
JAKARTA SELATAN, Fantasy N Games:
Tel: 031-600-50343
SURABAYA, Fantasy N Games:
Tel: 031-600-50343
SURABAYA, Fantasy N Games:
Tel: 031-740-2475

ISRAEL

HAIFA, Kitaro:
Tel: 00972 48503232
HERZLIA, Freak:
Tel: 00972 99589077
RAMAT HASHARON, Tapuah:
Tel: 00972 35404713
TEL AVIV, Freak:
Tel: 00972 36961826
TEL AVIV, Kitaro:
Tel: 00972 36299320

LATVIA

RIGA, Barin:
Tel: +371 29505135
RIGA, Sia Prata Speles:
Tel: +371 67334034

LITHUANIA

VILINIUS, D6 Necona:
Tel: 00 370 5 2133269

KINGDOM OF BAHRAIN

ISA TOWN, Carousel World of Imagination:
Tel: 00 973 3967 3635

MALAYSIA

KOTA KINABALU, Sabah, Just Wargame:
Tel: 6013 - 865 5269
KUALA LUMPUR, Comics Mart:
Tel: 03 - 2287 0626
KUALA LUMPUR, MySciFiFan Outpost:
Tel: (6) 016 - 982 1506
PENANAG, Comics Mart:
Tel: 04 - 226 2588
PETALING JAYA, Wolf's Game Shop:
Tel: 012 2599952
PETALING JAYA Selangor, The Games Circle:
Tel: 6 016 - 451 0940
SHAH ALAM, SELANGOR, Dakka Dakka Games:
Tel: 6 017 -292 0525

MALTA

MALTA, Forbidden Power:
Tel: 00356 21 227999
MALTA, K Hobbies Ltd:
Tel: 00356 21 895423

MEXICO

NAUCALPAN, Quest Hobbies and Games:
Tel: 0052 555 598 92 78
PUEBLA, La Fortaleza:
Tel: 0052 222 409 50 30

THE NETHERLANDS

GW AMSTERDAM:
Rokin 36, 1012 KT,
Tel: 020 622 3863
GW DEN HAAG:
Schoolstraat 12B, 2511 AX,
Tel: 070 392 7836
GW ROTTERDAM:
Van Oldenbarneveldplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem:
Tel: 026 370 2028
DEN BOSCH, De Dobbelsteen:
Tel: 073 614 5530
LEEUWARDEN, Spellekijn:
Tel: 058 213 1112
LEIDEN, Vliegershop:
Tel: 071 513 2783
MAASTRICHT, Vlieg-er-uit:
Tel: 043 325 1653
TILBURG, De Dobbelsteen:
Tel: 013 544 3700
ZWOLLE, Games-n-Stuff:
Tel: 038 421 6385
ALKMAAR, Bookers & Strippers:
Tel: 072 512 1213
ALMERE HAVEN, Fantasia:
Tel: 036 531 6017
AMERSFOORT, Spellenwinckel:
Tel: 033 470 0322
ASSEN, Plok:
Tel: 059 231 3292
BERGEN OP ZOOM, Big Boys Toys:
Tel: 0164 25 0848
DEN HAAG, Spellenhuis:
Tel: 070 364 4782
ENSCHEDE, Pijplines:
Tel: 053 430 5727
GRONINGEN, Krikke's Hobbyshop:
Tel: 050 312 9314
HAARLEM, Spellenhuis:
Tel: 023 53 13 188
MIDDELBURG, De Burcht:
Tel: 011 8650048
NIJMEGEN, Moenen & Mariken:
Tel: 024 323 6119
UTRECHT, Whoops:
Tel: 030 230 4123
VENLO, Modelbouw Luthart:
Tel: 077 354 2688
WORMERVEER, Mini-Wonders:
Tel: 075 640 1617
ZOETERMEER, RC-Pitstop:
Tel: 079 316 0560
ALMELO, Somberg Modelbouw:
Tel: 054 681 2981
ALPHEN AAN DEN RIJN, Top 1 Toys Arie vd Panne:
Tel: 0172 47 2254
AMSTELVEEN, Het Ganzenbord:
Tel: 020 641 2552
APELDOORN, Top 1 Toys – De Kinderdroom:
Tel: 055 5761098
APELDOORN, Villa Wammus:
Tel: 055 5766 741
BARENDRECHT, Peter's Posttrein:
Tel: 0180 619539
BEILEN, Top 1 Toys:
Tel: +31 593 54 17 50
BERGEGK, Wouters Technohobby:
Tel: 049 755 0248
BREDA, De Dobbelsteen:
Tel: 076 5284700
DELFT, Top 1 Toys Speldorado:
Tel: 015 213 4516
DEVENTER, Knibbel Comics:
Tel: 057 061 6879
DORDRECHT, Hobby Modelbouw Dordrecht:
Tel: 078 631 2711
EDE, Tinnen Soldaat:
Tel: 0318 65 3296
EINDHOVEN, Gameforce Eindhoven:
Tel: 040 2447030
EMMEN, Spirithoes:
Tel: 0591 645787
ETTEN-LEUR, Van Der Doelen Speelgoed:
Tel: +31 (412) 64 50 88
GORINCHEM, Netten Modelbouw:
Tel: 018 363 6000
GOUDA, Intertoys v/d Wal:
Tel: 018 251 3525
GRONINGEN, Wirwar:
Tel: 050 314 8424
HARDERWIJK, Top 1 Toys Volgers Spel & Hobby:
Tel: 0341 412985
HEEMSKERK, Bob Hes:
Tel: +31 (0251) 24 19 99
HEERHUGOWAARD, Huider Modeltreinen:
Tel: 0725714157

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(•) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

NE ELITE STORE
Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

** To be sure they have what you want in stock, we recommend calling the store first.*

HEERLEN, De Houten Sleutel:
Tel: +32 (045) 54 91 428
HOOFDDORP, Modelsport:
Tel: +31 (023) 565 44 42
HOOFDDORP, Spellenwinkel Walhalla:
Tel: 06 501 207 09
HOORN, De Spellenhoorn:
Tel: +31 (0229) 29 55 65
LEIDEN, Freetime Warrior:
Tel: +31 71 51 30 522
LEIDEN, Tolkienwinkel:
Tel: 071 541 2324
LELYSTAD, Mr. Bully Inc.:
Tel: +31 (06) 18 355 466
LELYSTAD, RE Mind Creations:
Tel: +31(0)320244003
MAASTRICHT, Hounjet:
Tel: 043 363 6778
NUENEN, Schellens Speelgoed:
Tel: 040 283 2984
OUD-BEIJERLAND, Mourits Model-Hobby:
Tel: 0186 62 1931
ROERMOND, Bloemboetiek Hermien:
Tel: 047 531 6824
ROSMALEN, Top 1 Toys Jovi:
Tel: +31 (73) 5212409
ROOSENDAAL, Top 1 Toys Jadin:
Tel: 0165 55 7964
ROTTERDAM, AVS Gameshop:
Tel: 0624440300
ROTTERDAM, Eternal War:
Tel: 0619910057
ROTTERDAM, Metal Dragon Shop:
Tel: 0633961326
ROTTERDAM, Rogue Trader:
Tel: 010 2709233
SCHIEDAM, BTS:
Tel: 010 473 8755
SCHIJNDEL, Top 1 Toys Anniek:
Tel: 073 5477758
SCHOONHOVEN, Modelbrouwers.nl:
Tel: +31 (0182) 38 17 87
SITTARD, Atomik:
Tel: 046 4515074
SPIJKENISSE, Lord of Magic:
Tel: 0181 619061
TIEL, Goblincave:
Tel: 0344 654 689
UDEN, Goblin:
Tel: 041 327 0662
UTRECHT, Subcultures:
Tel: 030 2311122
UTRECHT, Labyrinth:
Tel: 030 281 7157
UTRECHT, Never Never Land (Wieder & Kugant):
Tel: 030 233 2293
VEGHEL, Van Der Dolen Speelgoed:
Tel: +31 (412) 64 50 88
WASSENAAR, Top 1 Toys Kouwenhoven:
Tel: 070 511 0211
WEERT, Djinn's Pure Magic:
Tel: +31 (495) 533620
WINTERSWIJK, Top 1 Toys Winterswijk:
Tel: 054 351 2827
ZWOLLE, Boekenhalte:
Tel: 038 422 1077

NORWAY

GW OSLO:
Møllergata 7, 0179,
Tel: 22 33 29 90
BERGEN, Outland Bergen:
Tel: 553 14 822
KRISTIANSAND, Hobby Huset:
Tel: 380 203 10
TRONDHEIM, Gotham:
Tel: 731 985 54
ÅLESUND, Kremmerhuset:
Tel: 701 437 70
ARENDAL, Norli Arendal:
Tel: 220 043 80
BODØ, Underholdningsmagneten:
Tel: 755 250 70
DOKKA, Yes!:
Tel: 611 120 90
DRAMMEN, Drammen Spillforening
DRAMMEN, Outland Drammen:
Tel: 328 934 00
FAGERNES, Leksenter Fagernes:
Tel: 613 606 92
FREDRIKSTAD, Leketorvet:
Tel: 693 156 30
GJØVIK, Ringo Lekeolsen:
Tel: 611 082 10
GOL, Yes!:
Tel: 920 749 70
HAMAR, Lekehuset Maxi:
Tel: 625 338 08
HAUGESUND, Norli Haugesund:
Tel: 527 213 33
HORTEN, Notabene Sjøsiden:
Tel: 330 403 60
KONGSBERG, Ringo Rolf Liane:
Tel: 327 311 61
KRAGERØ, Brio Karis Hobby:
Tel: 359 804 84
KRISTIANSAND, Outland:
Tel: 380 994 20
KROKSTADELVA, Brio Helmax:
Tel: 328 799 10
LANGESUND, Notabene:
Tel: 359 736 62
LARVIK, Yes! Sokratis:
Tel: 331 854 37
MANDAL, Ringo Lekehuset Mandal:
Tel: 382 657 20
MO I RANA, Ringo Lekehjørnet:
Tel: 751 517 17
MOLDE, Yes! Lekejørnet:
Tel: 712 193 63
MOSJØEN, Hobbysenteret:
Tel: 751 701 70
MYSEN, Ringo Mysen:
Tel: 695 201 10
NARVIK, Ringo Barnas Verden:
Tel: 769 465 05
NESBRUN, Ringo Holmensenteret:
Tel: 667 794 10
OSLO, Notabene Lambertseter:
Tel: 222 805 51
OSLO, Outland Paleet:
Tel: 223 304 10
OSLO, Outland Vestbanehallen:
Tel: 221 770 10
SANDNES, Osaeland Hobby:
Tel: 516 615 09
SANDNESSJØEN, Ringo Sandnessjøen:
Tel: 750 418 80
SANDVIKA, Hobby Larsen:
Tel: 675 401 07
SKIEN, Sokratis Hobby Gården:
Tel: 355 287 64
SOLA, Ringo Sola Gaver Og Leker:
Tel: 516 517 63
STAVANGER, Outland Stavanger:
Tel: 518 617 11
TROMSØ, Tromsø Bruktbokhandel:
Tel: 776 869 74
TRONDHEIM, Outland Trondheim:
Tel: 735 205 45
TRONDHEIM, Tronderfrim:
Tel: 735 208 40
TØNSBERG, Brio Bamse Farmanstredet:
Tel: 333 167 90
TØNSBERG, Gledeshuset:
Tel: 922 517 07
TYNSET, Ringo Tynset Bokhandel:
Tel: 624 800 38

PHILLIPINES

QUEZON CITY, Neutral Grounds:
Tel: 00 11 63 2634 8982

POLAND

BIALYSTOK, Department Gier:
Tel: 0048 857443360
BIELSKO BIALA, Gnom:
Tel: 0048 33 8213432
BIELSKO BIALA, Warg:
Tel: 0048 601242666
BYDGOSZCZ, Wszystko Gra:
Tel: 0048 608641909
CZESTOCHOWA, Strateg:
Tel: 0048 601877787
GDANSK, GameOx:
Tel: 0048 58 346 1221
GDANSK, Iskra:
Tel: 0048 58 5201952
GDANSK, Rebel Centrum Gier:
Tel: 0048 58 3470204
GDANSK, Spider Games:
Tel: 0048 58 5119333
GDYNIA, Futurex:
Tel: 0048 501563066
JAWORZNO, Mgla:
Tel: 0048 501377771
KATOWICE, Bard:
Tel: 0048 32 2571817
KIELCE, Wargamer:
Tel: 0048 501439335
KRAKOW, Bard:
Tel: 0048 126320735
KRAKOW, Imperium Gier:
Tel: 0048 696116930
KRAKOW, Sklep Smok:
Tel: 0048 12 4330110
LEGNICA, Skelp Feniks:
Tel: 0048 694606618
LODZ, E-link:
Tel: 0048 42 6821326
LODZ, Gamelord:
Tel: 0048 42 6311161
LUBLIN, Krzys:
Tel: 0048 81 5320193
OPOLE, HMS Computers II:
Tel: 0048 77 4547413
OSTROW WIELKOPOLSKI, Centrum Gier Arena:
Tel: 0048 694877877
PILCHOWICE, Imperator FF:
Tel: 0048 662250291
POZNAN, Bard:
Tel: 0048 61 8538277
POZNAN, Bard:
Tel: 0048 61 8536195
POZNAN, Wilczek:
Tel: 0048 503652888
POZNAN/TORUN, Bitewniaki:
Tel: 00 48 603873135
RADOM, Wargamer:
Tel: 0048 48 3816835

"I WANT A STORE!"

EARN YOURSELF A BATTALION OR BATTLEFORCE

Following the ongoing success of the 'I want a Store' promotion, we have decided to widen our net, and are now in search of potential stockists across the ENTIRE WORLD.

In particular, we would love to hear from you if you live in the following countries:

Argentina	**Brazil**
Chile	**China**
Croatia	**Czech Republic**
Greece	**Hong Kong**
Hungary	**Israel**
Mexico	**Poland**
Portugal	**Romania**
Russia	**Singapore**
Slovakia	**Slovenia**
South Africa	**South Korea**
Taiwan	**Turkey**
Ukraine	**United Arab Emirates.**

So, if you know of a store in your country that you would like to carry our products, why don't you let us know about it?

Simply send us an e-mail or write to the address below with up to five suggested stores. If one of your suggested stores starts carrying our products, and you're the first person to suggest that store, we will reward you with a free Battalion or Battleforce of your choice.

E-mail us at:

emsales@games-workshop.co.uk

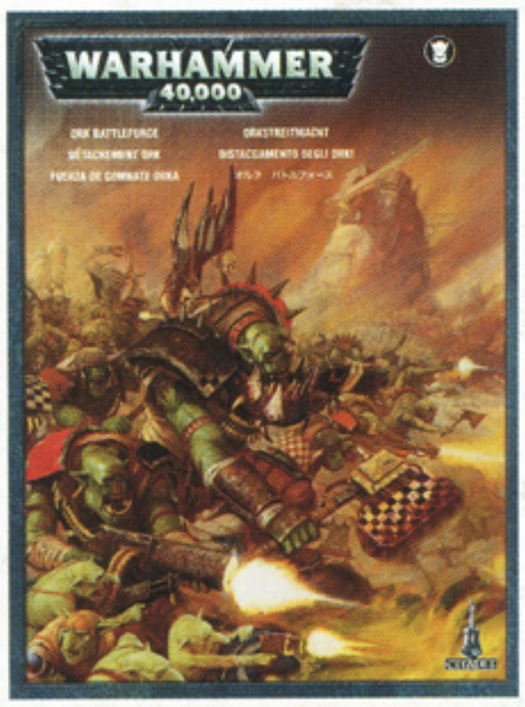
Or write to us at:

I want a Store!
Games Workshop
Willow Road, Lenton
Nottingham, England
NG7 2WS





Lizardmen Battalion



Ork Battleforce

Terms and Conditions

1. The 'I want a Store' promotion is a limited offer provided by Games Workshop Limited gratuitously and on such terms as it deems appropriate. Games Workshop Limited reserves the right to amend the terms of this promotion at any time and in its absolute discretion, and no part of this promotion by itself shall form any binding contract or relationship between Games Workshop Limited and any third party.
2. Only Persons aged 12 years or over are eligible and you must be resident in the following countries to take advantage of this promotion: Argentina, Brazil, Chile, China, Croatia, Czech Republic, Greece, Hong Kong, Hungary, Israel, Mexico, Poland, Portugal, Romania, Russia, Singapore, Slovakia, Slovenia, South Africa, South Korea, Taiwan, Turkey, Ukraine, United Arab Emirates.
3. Games Workshop staff may give away products to persons it deems to have appropriately satisfied the requirements of this promotion in its absolute discretion.
4. An individual may only take advantage of this promotion once. Therefore, any individual may only receive one product in connection with this promotion.
5. This promotion will commence on February 1st 2009 and will terminate on April 30th 2009.
6. No employees of the Games Workshop group of companies or members of their family may take advantage of this promotion.

SWIDNIK, Monolith Icon:
Tel: 0048 664995277
SWIEBODZIN, Czempioni:
Tel: 0048 606229457
SZCZECIN, Fenix:
Tel: 0048 695934995
TORUN, Sklep Papierniczy:
Tel: 0048 56 6522593
WARSZAWA, Faber i Faber:
Tel: 0048 22 8491265
WARSZAWA, Graal Blue City:
Tel: 0048 22 3117627
WARSZAWA, Graal CF Skorosze:
Tel: 0048 22 8827595
WARSZAWA, Graal Galeria Mokotow:
Tel: 0048 22 5413318
WARSZAWA, Hobbyt:
Tel: 0048 22 8340206
WARSZAWA, Komikslandia:
Tel: 0048 22 6541066
WARSZAWA, Modelarski Dom Handlowy Chematic:
Tel: 0048 22 8649917
WARSZAWA, Modelarski Dom Handlowy Chematic:
Tel: 0048 22 6432718
WARSZAWA, Morion:
Tel: 0048 22 4239120
WARSZAWA, Panda Zabawki:
Tel: 0048 22 8264461
WARSZAWA, Pelta:
Tel: 0048 22 8276614
WARSZAWA, Replikator.pl:
Tel: 0048 22 4855220
WARSZAWA, SiS:
Tel: 0048 22 8269100
WARSZAWA, Skladnica Harceerska SKAUT:
Tel: 0048 601242666
WARSZAWA, Stary Swiat:
Tel: 0048 22 8992976
WARSZAWA, Wargamer:
Tel: 0048 22 6224296
WROCLAW, Bard:
Tel: 0048 713417472
WROCLAW, Ogryn:
Tel: 0048 71 3771872
WROCLAW, Pracownia Fantastyczna:
Tel: 0048 71 3544344
ZIELONA GORA, Level:
Tel: 0048 603235160
ZYWIEC, Model-Fan:
Tel: 0048 600630805

PORTUGAL

LISBOA, Homem Azul:
Tel: 00351 213 62 93 82
LISBOA, Lojas Arena:
Tel: 00351 213 15 55 80
PORTO, Lojas Arena:
Tel: 00351 222 01 13 88
PORTO, Mundo Fantasma:
Tel: 00351 226 09 14 60
SINES, Galeria BT:
Tel: 00351 269 63 25 11

ROMANIA

BUCHAREST, Hobby Games:
Tel: 00 40 21 3231 431

RUSSIA

KRASNODAR, Alegris-Jug (South):
Tel: 70959283337
MINSK, Valahanovich ent:
Tel: 008029 6358212
MINSK, Valahanovich ent:
Tel: 008029 6548426
MOSCOW, Alegris:
Tel: +7(495)628 337
MOSCOW, Alegris:
Tel: +7(495)137 5868
MOSCOW, Alegris:
Tel: +7(499)261 5075
MOSCOW, Club TM:
Tel: +7(495)933 6441
MOSCOW, Detskiy Mir:
Tel: +7(495)291 2221
MOSCOW, Detskiy Mir:
Tel: +7(495)730 7731
MOSCOW, Detskiy Mir:
Tel: +7(495)783 8511
MOSCOW, Detskiy Mir:
Tel: +7(495)229 8692
MOSCOW, Detskiy Mir:
Tel: +7(495)938 2655
MOSCOW, Detskiy Mir:
Tel: +7(495)550 0761
MOSCOW, Detskiy Mir:
Tel: +7(495)405 6294
MOSCOW, Hobby and Tabletop Games:
Tel: +7(495)772 5675
MOSCOW, Little Genius:
Tel: +7(495)291 2147
MOSCOW, Mr Hobby:
Tel: +7(495)661 8893
MOSCOW, Urfin Juice:
Tel: +7(495)784 6355
MOSCOW, Wonderful World:
Tel: +7(495)793 4433 *132
NORLISK, Na Styke Mirov:
Tel: 008029 6548426
NOVOSIBIRSK, Icehummer:
Tel: 70957076664
SARATOV, Detskiy Mir:
Tel: 64 5840
ST PETERSBURG, Art-Miniatures:
Tel: +7(812)633 3395
TAMBOV, Hobby and Igrushki:
Tel: 0075 2728811

SERBIA-MONTENEGRO

BELGRADE, ANET Hobbystore:
Tel: 00 381 11 3612 525
BELGRADE, ANET Hobbystore:
Tel: 00 381 11 2652236
BELGRADE, EXIT Hobby store:
Tel: 00381 11 62 78 27
BELGRADE, White Dragon:
Tel: 00 381 63827222
NOVI SAD, Dragon:
Tel: 00 381 11 636 24038
NOVI SAD, Valhala:
Tel: 00 381 21315538
PODGORICA, Neutron Podgorica:
Tel: 00 381 69 060 669
ZREJANIN, Takeda:
Tel: 00 381 2364572

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:
Tel: 6883 2724
SINGAPORE, Comics Mart PTE Ltd:
Tel: 6836 9069
SINGAPORE, Comics Mart PTE Ltd:
Tel: 65 6462 2751
SINGAPORE, Forgeworks Hobbies:
Tel: 65 6438 5975
SINGAPORE, Paradigm Infinitum Pte Ltd:
Tel: 65 6734-3858

SLOVAKIA

KOMARNO, Jonako SRO:
Tel: +36704550489
KOSICE, Draco:
Tel: +421557296557; +421905518060
SPISSKA NOVA VES, War Gaming:
Tel: +421903219195

SLOVENIA

LJUBLIJANA, Crna Luknja:
Tel: 00386 59031220
LJUBLIJANA, Pri Goblinu:
Tel: 00386 40833230

SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 8688
BLOEMFONTEIN, The Games Dungeon:
Tel: 0027 51 446 5090
CAPETOWN, Pastimes Retail:
Tel: 0027 21 421 1191
CAPETOWN, Wizards Books and Games:
Tel: 0027 21 683 0360
CAPETOWN, World of Wargames:
Tel: 0027 21 701 4649
DORINGKLOOF, Battle Planet:
Tel: 00 27 8245 93933
DURBAN, The Hobby Specialists:
Tel: 0027 31 566 4806
EAST LONDON, Slaters Toy Magic:
Tel: +27 43 7265762
EDENVALE, Plastiks:
Tel: 0027 82 783 1489
GAUTENG, The Underground:
Tel: +27 11 795 3946
JOHANNESBURG, Esswex Retail:
Tel: 0027 11 8883619
JOHANNESBURG, Outer Limits Johannesburg:
Tel: 0027 11 482 3771
JOHANNESBURG, Outer Limits Pretoria:
Tel: 0027 12 342 4360
JOHANNESBURG, Wizards Book and Games:
Tel: 0027 11 890 9253
JOHANNESBURG, Warfair:
Tel: 0027 82 431 2242
JOHANNESBURG SOUTH, Dragons Den:
Tel: 0027 11 432 3996
MENLYN, Top CD:
Tel: 0027 12 361 3122
PIETERMARITZBURG, Games Direct:
Tel: +27 33 342 9978
RUSTENBURG, Warcry:
Tel: 0027 72 910 2608
UMLANGA, The Hobby Specialists:
Tel: 0027 31 566 4806

SOUTH KOREA

SEOUL, Orc Town:
Tel: 026 402 5946

SWEDEN

GW GÖTEBORG:
Drottninggaten 52, 411 07,
Tel: 031 133958
GW STOCKHOLM:
Regeringsgatan 30, 111 53,
Tel: 8 213 840
GÄVLE, Hobbyshopen:
Tel: 26186299
KARLSTAD, Spel och Fantasi:
Tel: 054 15 10 70
NORRKÖPING, Lekhuset:
Tel: 011287070
UMEÅ, Fantasia:
Tel: 090770360
GOTEBORG, Wizard Games:
Tel: 031514150
KRISTIANSTAD, Spel på Vallgatan:
Tel: 044 101091
SKELLEFTEÅ, Lek & Hobby:
Tel: 091012980
STOCKHOLM, Dragons Lair:
Tel: 08 654 60 50
STOCKHOLM, Science Fiction Bokhandeln:
Tel: 08215052
SUNDSVALL, Orionspel och böcker:
Tel: 060155947
UPPSALA, Prisfyndet:
Tel: 018106607
VÄSTERÅS, Zetterlunds:
Tel: 021 10 44 91
VÄXJÖ, Helges Håla:
Tel: 047 02 18 60
ÄNGELHOLM, Brio:
Tel: 0431 80527
ARVIKA, Perry Data:
Tel: 057010669
ASARUM, Lek & Fritid:
Tel: 0454329906
AVESTA, Vega Video:
Tel: 022680078
BROMMA, Boink!:
Tel: 0826 8808
DALARÖ, Butiken Svanen:
Tel: 0709625205
ENKÖPING, Nallens Leksaker:
Tel: 0171 32750
ESKILSTUNA, Barnens Hus:
Tel: 016481138
ESKILSTUNA, Lasses Leksaker:
Tel: 016130335
FALKENBERG, Brio:
Tel: 346 807 60
FALUN, Tv-spelsbörsen:
Tel: 02327775
FRITSLA, Fritsla Hobby:
Tel: 0320 70166
GÄLLIVARE, Brio:
Tel: 097066502
GISLAVED, Brio:
Tel: 037110733
HALMSTAD, Brio:
Tel: 035159175
HAPARANDA, Barnens Hus:
Tel: 09 22 36 600
HUDIKSVALL, Albins Leksaker:
Tel: 0650595082
JÖNKÖPING, Play Planet:
Tel: 036122834
KALMAR, Kalmar Lek & Hobby:
Tel: 048024717
KARLSHAMN, Brio:
Tel: 045410381
KARLSKOGA, Leklådan:
Tel: 058633333
KARLSKRONA, Brio:
Tel: 045524082
KATRINEHOLM, Brio:
Tel: 0150 79720
KIRUNA, Brio:
Tel: 098082550
KÖPING, MD Hobby:
Tel: 0736426178
KUNGÄLV, Lek & Hobby:
Tel: 030313940
KUNGSBACKA, Brio:
Tel: 030014136
LAHOLM, Brio:
Tel: 043010069
LIDKÖPING, Game Maniacs:
Tel: 0705 190274
LINKÖPING, Alltilek:
Tel: 013101970
LINKÖPING, Sagoland:
Tel: 013122290
LJUNGBY, Brio:
Tel: 037213481
LULEÅ, Barnens Hus:
Tel: 0920220095
LUND, Spel på Clemenstorget:
Tel: 046127810
MALMÖ, Spel pa Djäknegatan:
Tel: 040 120410
MORA, Lek & Hobby:
Tel: 025071628
NACKA, Amusar:
Tel: 086440540
NORRKÖPING, Hobbyhörnan:
Tel: 011162120
NYKÖPING, Laka TV-spel:
Tel: 0155281000
NYNÄSHAMN, Svens Lek Och Hobby:
Tel: 08 520 10 991
ÖREBRO, Brio:
Tel: 0196114983
ÖREBRO, Modellex AB:
Tel: 019 611 15 34
ORMINGE, Happies:
Tel: 087152501
ÖRNSKÖLDSVIK, Lajbans:
Tel: 066083100
OSKARSHAMN, Brio:
Tel: 0491 170 66
ÖSTERSUND, Hobbyboden:
Tel: 063513310
PITEÅ, Barnens Hus:
Tel: 091119910
SÄFFLE, Bergers Lek & Bosättning:
Tel: 053310345
SALA, Elons Leksaker:
Tel: 022410314
SKOVDE, Partaj:
Tel: 051079499
STENUNGSUND, Brio:
Tel: 030380384
STOCKHOLM, Arcane på Hagagatan:
Tel: 08 22 25 22
STOCKHOLM, Brio:
Tel: 087491146
STOCKHOLM, Happies Hammarby Sjöstad:
Tel: 0852244800
STOCKHOLM, Fidelur:
Tel: 08 5002 0270
STRÖMSTAD, Kjells Lek & Hobby:
Tel: 052615989
STRÖMSTAD, Leksaksbutiken:
Tel: 052640333
SVEDALA, Brio:
Tel: 040400318
TÄBY, Hobby & Prylar:
Tel: 0851050426
TOMELILLA, Alfs Leksaker:
Tel: 041710008
TROLLHÄTTAN, Partaj:
Tel: 052079499
TUMBA, Leksakskungen:
Tel: 0853038000
TUMBA, Kom & Lek:
Tel: 0853060011
UDDEVALLA, Partaj:
Tel: 052289188
UPPLANDS VASBY, Barnen Hus:
Tel: 086269940
VÄLLINGBY, Hobby för Alla:
Tel: 0707523724
VARBERG, Norrgatans Spel:
Tel: 0340678610
VÄSTERÄS, TV-Spelsborsen:
Tel: 021 113 0014
VÄSTERÄS, Zetterlunds Erikslund:
Tel: 021 104 390
VÄSTERVIK, Brio:
Tel: 049036171
VÄSTRA FRÖLUNDA, Toys:
Tel: 031459401
VETLANDA, Brio:
Tel: 038319990
VIMMERBY, Brio Vimmerby:
Tel: 049231188
VISBY, Lekstugan:
Tel: 0498215050
YSTAD, Tv Spelshörnan:
Tel: 041166680

TAIWAN

TAIWAN 806, Games 'R' Us:
Tel: 001164 9489 2750

THAILAND

BANGKOK, Fantasia(TS Toys):
Tel: 66 8 9773 1379

UKRAINE

DNEPROPETROVSK, Book Shop (Goblin):
Tel: 00 380 675 648 558
DONETSK, Maugli:
+38 044 4567671
KHARKOV, Aladdin Toy Store:
Tel: 00 380 577 157 738
KIEV, Budinok Igroshek:
Tel: 00 380 4457 851121
KIEV, Budinok Igroshek:
Tel: 00 380 445 733 979
KIEV, Budinok Igroshek:
Tel: 00 380 445 821 385
KIEV, Budinok Igroshek:
Tel: 00 380 442 308 150
KIEV, Budinok Igroshek:
Tel: 00 380 444 567 671
KIEV, Charge:
Tel: 00380444567671
KIEV, Kinder Land:
+38 044 4567671
KIEV, Novi Skazka:
Tel: 00 380 442 872 702
ODESSA, Mashtabniye Modell:
+38 044 4567671
ODESSA, Models:
Tel: 00 380 505 622 277
SEVASTOPOL, Sevmodel:
Tel: 00 380 953 965 400
VINITSA, Spellscape:
Tel: 00 380 634 409 001

UNITED ARAB EMIRATES

DUBAI, Bishops Trading:
Tel: 00971559487870

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(•) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

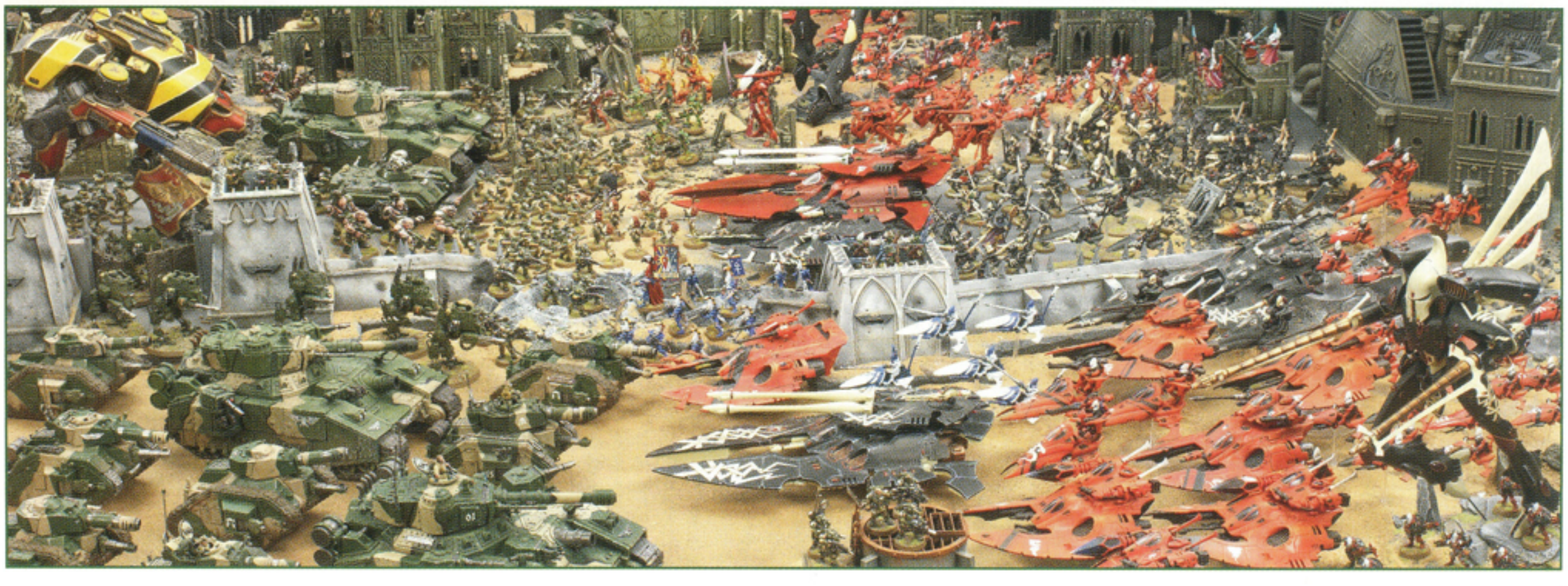
NE ELITE STORE
Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

** To be sure they have what you want in stock, we recommend calling the store first.*



Club Directory

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT *WWW.GCNM.ORG.UK*

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

AVON

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1559297
E-mail: gladiator64uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Currey
E-mail: d.currey@talk21.com

GCN MAIDENHEAD,
MAD Gamers:
Contact: Francis Jose
E-mail: fsjose@limey.plus.com

GCN READING,
The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.co.uk

BIRMINGHAM

GCN DUDLEY,
Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360

GCN SOLIHULL,
Toll Road Gamers:
Contact: Mark Simkin
Tel: 0790 418 7517
E-mail: tollroadgamers@blueyonder.co.uk

GCN SUTTO COLDFIELD,
The Immortals:
Contact: Geraint Osborn
Tel: 07854 023 152
E-mail: geraint-osborn@hotmail.com

GCN WALSALL,
Warlords of Walsall:
Contact: Martyn Furnival
Tel: 07717 475047
E-mail: martynfurnival@blueyonder.co.uk

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 507 551
E-mail: daboyzklub@googlemail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE,
Armageddon Inc.:
Contact: James Schofield
Tel: 01494 865 905

CHANNEL ISLANDS

GCN BRELADES,
Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
E-mail: noelwarlock@aol.com

CHESHIRE

GCN CHESTER,
Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris_fry@fryupfilms.com

GCN CHELTENHAM,
Hyde Clarendon Strategy Games Club:
Contact: Paul Mather
E-mail: paul.mather@tameside.ac.uk

GCN MACCLESFIELD,
Maccwargames:
Contact: Duncan Harradine
Website: www.maccwargames.org.uk
E-mail: harradine2002@yahoo.co.uk

GCN STOCKPORT,
Stockport Slayers:
Contact: Laura Keily
E-mail: marplemaraudlers@hotmail.com

GCN WARRINGTON,
Spawn:
Contact: Anthony Spiers
Tel: 0779 313 3077
E-mail: anthony.spiers@btinternet.com

GCN WARRINGTON,
Warrington Warlords Gaming Club:
Contact: Paul Tennant
Tel: 01244 676 449
E-mail: paultennant@hotmail.com

CLEVELAND

GCN CLEVELAND,
East Cleveland Warsmiths:
Contact: James Adams
Tel: 07964771754
E-mail: james-borders@live.co.uk

GCN MIDDLESBROUGH,
Middlesbrough Gamers Club:
Contact: Paul Crosby
Tel: 07909714774
E-mail: xlblaze@gmail.com

GCN REDCAR,
Redcar Ironbeards:
Contact: Ian Widdowson
Tel: 01642 503207

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
E-mail: celtofkernow@aol.com

GCN CORNWALL,
West Cornwall Games Club:
Contact: Neil Sharp
E-mail: neilasharp@aol.com

CUMBRIA

GCN WINDERMERE,
North West Warriors:
Contact: Adam or Davinia Turner
Tel: 07825 511 867
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: awbl@btinternet.com

GCN DERBY,
Derby Wargames Society:
Contact: Ben Curry
Tel: 07909 704 565
E-mail: bencurry@derbywargamessociety.co.uk

DEVON

GCN PLYMOUTH,
Cross Swords Gaming Club:
Contact: Anthony Cross
Tel: 01752 837 133
E-mail: enquiries@cross-swords.co.uk

GCN PLYMOUTH,
Plymouth Association of Wargamers:
Website: www.plymouthwargamesr.co.uk

DORSET

GCN POOLE,
Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescar.co.uk

GCN BOURNMOUTH,
Wessex Wyverns:
Contact: Christian Williams
Tel: 01202 574 298
E-mail: christian@wessexwyverns.org.uk

ESSEX

GCN CHELMSFORD,
Chelmsford Bunker:
Contact: Gareth Williams
Tel: 01245 38542
E-mail: cdgareth@sky.com
Website: www.bunkerassault.co.uk

GCN ESSEX,
Essex Warhounds:
E-mail: jamescukd@aol.com

GCN COLCHESTER,
Colchester Games Club:
Contact: Colin Wilson
E-mail: info@colchestergamesclub.org.uk

GCN SOUTHEND,
Southend Toy Soldiers Club:
Contact: Paul Gayner
Tel: 07891 666 641
E-mail: clubenquiries@holttum.com

GCN SOUTHEND,
Warzone: Southend:
Contact: Michael Ryan
Tel: 01269 694805
E-mail: warzonesouthend@sky.com

GCN THURROCK & ROMFORD,
Tempus Fugitives:
Contact: Stuart Mackaness
Tel: 07809 154020
Website: www.tempusfugitives.co.uk

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muppets Society:
Contact: David Offen-James
E-mail: david@sadmuppets.org

GCN PORTSMOUTH,
Hammer N Ales:
Contact: Daniel Few
E-mail: sonofmy@hotmail.co.uk

GCN PORTSMOUTH,
Shadowspawn:
Contact: Gary Donaldson
Tel: 07882 360669

GCN PORTSMOUTH,
Solent Warriors:
Contact: Ben Calvert-Lee
Tel: 0798 507 9932

HEREFORDSHIRE

GCN HEREFORD,
Spread Eagle Wargamers Society:
Contact: Tim Hill
Tel: 07748 18 9929
E-mail: sixtysixsnow@aol.com

KENT

GCN ASHFORD,
Stanhope Gaming Group:
Contact: Simon Cannon
Tel: 01233 663 996
E-mail: s.cannon@ap-ac.co.uk

GCN TUNBRIDGE WELLS,
Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 0175 340 0211
E-mail: colin@castone.freeserve.co.uk

LEICESTERSHIRE

GCN ARNESBY,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 0796 816 3471
E-mail: pwfost@yahoo.co.uk

GCN LEICESTER,
Leicester Fat Kats:
Contact: Antony Evans
Tel: 07903391227
E-mail: anton970@yahoo.com

GCN LEICESTERSHIRE,
S.Q.U.I.G.:
Contact: Adam Hutchinson
Tel: 0797 050 7179
E-mail: ah154@leicester.ac.uk

GCN LOUGHBOROUGH,
Loughborough 1st and Only:
Contact: Matt Sully
E-mail: zeemaus@aol.com

LINCOLNSHIRE

GCN LINCOLN,
Gobstyks:
Contact: Chris Simmons
Tel: 07748 102 616
E-mail: brucecally@hotmail.com

LONDON

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Thomas Petit
Tel: 07966 969 309
E-mail: info@claphamwargamers.org.uk

GCN COVENT GARDEN,
Cross Gaming Club:
Contact: Karl McWilton
Tel: 07859858838
E-mail: madmackarl5791@aol.com

GCN LONDON,
Brent Cross Imps:
Contact: Daniel Hompage
Tel: 07801 776890
E-mail: mouse_of_danger@hotmail.com

GCN WANSTEAD,
Tanelorn Wargames Club:
Contact: Martin Turner
E-mail: martin.turner@hess.com

GCN WATFORD,
Watford Wargames Federation:
Contact: Bob Long
Tel: 020 89306756

MERSEYSIDE

GCN LIVERPOOL,
Liverpool Gaming Guild:
Contact: Leon Lynch
E-mail: club.leon@hotmail.co.uk

GCN RUNCORN,
Halton Daemons:
Contact: Janette Fleming
Tel: 01928 715 351
E-mail: janette.flemming@halton.gov.uk



The Woodford Green Library gaming club were invited to put on a participation game at this year's Games Day in which anyone could drop by and join in.

NORFOLK

GCN NORTH WALSHAM,
Blackfish:
Contact: Dave Hicks
Tel: 07877 312 874

GCN NORWICH,
Aftermath:
Contact: Lee Lowe
Tel: 07921 859 581
E-mail: lee.aftermath@btinternet.com

GCN OLD BUCKENHAM,
Old Buckenham Bone Crushers:
Contact: Paul Girling
Web: www.banhamandthebucks.co.uk/wargames

GCN WYMONDHAM,
Wymondham Wanderers:
Contact: Barry McCarthy
Tel: 07960 995 982
E-mail: xanda1@msn.com

NORTHAMPTONSHIRE

GCN NORTHAMPTON,
Northampton Warlords:
Contact: Mark Peat
Tel: 077 010 482 57
E-mail: markysparky30@hotmail.com

GCN RUSHDEN,
Phoenix Gaming Club:
Contact: Carl King
Tel: 07979 281350
E-mail: carlking1@btinternet.com

NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild:
Contact: Mark Anderson Coulter
Tel: 0772 766 7398
E-mail: baldyorc@hotmail.co.uk

NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD,
K.I.A:
Contact: David Laithwaite
E-mail: inquisitormefisto@yahoo.co.uk

GCN NOTTINGHAM,
Da Wot Notts:
Contact: Scott Miskin
Tel: 07815 449875
E-mail: scott.miskin@btopenworld.com

GCN NOTTINGHAM,
1st Company Veterans:
Contact: Stephen Watson
E-mail: swato2004@hotmail.com

GCN SUTTON IN ASHFIELD,
Last Bastion Gaming Club:
Contact: Lee Groves
Tel: 07814 025 722
E-mail: bastion.gaming@ntlworld.com

OXFORDSHIRE

GCN OXFORD,
Oxford Gaming Club:
Contact: Mike Sharp
Tel: 07802 764143
E-mail: mike.sharp4@btopenworld.com

SHROPSHIRE

GCN SHREWSBURY,
Gatekeepers Wargames Club:
Contact: James Sherry
E-mail: info@gatekeepers.me.uk

GCN TELFORD,
S.T.A.G.S Telford:
Contact: Carl Evans
Tel: 01952 597927
E-mail: phoenix22@blueyonder.co.uk

SOUTHPORT

GCN Southport,
Lost Boys Wargaming Club:
Contact: Paul Heron
Tel: 0796 300 1468
E-mail: hez14badkarma@blueyonder.co.uk

STAFFORDSHIRE

GCN CANNOCK,
Games Club Cannock:
Contact: Richard Bryce-Nye
Tel: 01543 459 229
E-mail: lornrich@bricenye.fsnet.co.uk

GCN TAMWORTH,
TGC:
Contact: Phil Hannigan
Tel: 01827 287446
E-mail: philhannigan2002@yahoo.co.uk

SUFFOLK

GCN ASSINGTON,
Suffolk and Essex Gamers:
Contact: Mark Aldhouse
Tel: 01440 785589

GCN BECCLES,
Crypt Keepers:
Contact: Christine Worster
Tel: 07913 606 549 (after 6pm)

GCN BECCLES,
Curious Dwarf:
Contact: Giles Robinson
Tel: 079222 36600
E-mail: gizartious@tiscali.co.uk

GCN IPSWICH,
Swarmm Wargames Club:
Contact: Matt Holden
Tel: 01473 827 208
E-mail: matt@holdenhouse.freeserve.co.uk

GCN NEWMARKET,
Newmarket Dwarf Wargames Society:
Contact: Mark Haynes
E-mail: mark.haynes@capegemini.com

SURREY

GCN GUILDFORD,
Guildford Games Club:
Contact: Ben Lee
Tel: 07799 691188
E-mail: ben@plasticman.biz

GCN MITCHAM,
Mitcham Marauders:
Contact: Jason Fowler
Tel: 0776 3403472
E-mail: mitchammarauders@hotmail.co.uk

GCN TOLWORTH,
Tolworth First Founding:
Contact: Peter Corps
Tel: 07788 790136

GCN WOKING,
1st Founding:
Contact: Ashley Homewood
Tel: 0193 278 7445

SUSSEX

GCN BOGNOR REGIS,
BRGA:
Contact: Frank Hill
Tel: 07896 319 683
E-mail: mrfrankhill@yahoo.com

GCN BRIGHTON,
Brighton Warlords:
Contact: Peter Cooke
Tel: 0797 409 4240
E-mail: peter.cooke423@ntlworld.com

GCN BRIGHTON,
Gambit Games UK:
Contact: Gareth Wynn
E-mail: gareth.wynn808@ntlworld.com

GCN LANCASHIRE,
Coppull & Chorley Knights:
Contact: Jonathan Taylor-Yorke
Website: www.cack-wargamesclub.org.uk

GCN CRAWLEY,
Crawley Magic and Tabletop Games:
Contact: Mark Lane
Tel: 07921 555 129
E-mail: mark.templar@googlemail.com

GCN HASSOCKS,
Clayton Warlords:
Contact: Roger Smith
Tel: 0771 556 296
E-mail: roger_gs_smith@hotmail.com

GCN EASTBOURNE,
Eastbourne Elemental:
Contact: Luke May
Tel: 0787 790 9125
E-mail: lukes.weatherlight@gmail.com

GCN WALBERTON,
Walberton Wargamers:
Contact: Mike Roddham
Tel: 01245 554185
E-mail: walbertonwargamers@yahoo.co.uk

WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866 707 127

WILTSHIRE

GCN CALNE,
Calne Gaming Club:
Contact: David Powers
Tel: 07901 684 865

GCN SWINDON,
SWAT:
Contact: John Hext
Tel: 01793 692 938
E-mail: jfhext@btinternet.com

GCN SWINDON,
Swindon and District Wargamers:
Contact: Paul Nettle
Tel: 01793 700609
E-mail: nettle.tribe@ntlworld.com

YORKSHIRE

GCN HALIFAX,
Pennine Raiders:
Tel: 0142 236 9834
E-mail: hardpin@tiscali.co.uk

GCN HARROGATE,
Harrogate & Ripon District Gamers:
Contact: Patrick Stoddart
Tel: 07810 317 456
E-mail: pat_maximus@hotmail.com

GCN HUDDERSFIELD,
Cellar Dwellars:
Contact: Richard Ambler
Tel: 07984 11 3974
E-mail: ubersquack@yahoo.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN LEEDS,
Leeds Games Club:
Contact: Bob McPherson
Tel: 0783 149 5512
E-mail: ramcph@tiscali.co.uk

GCN OSSETT,
Ossett Wargames Club:
Tel: 0192 426 4064
E-mail: paulmgrace@btinternet.com

GCN SHEFFIELD,
Dysartes:
Contact: Nick Johnson
Tel: 07743 388081
E-mail: webmaster@dysartes.com

GCN YORKSHIRE,
York Garrison:
Contact: Robey Jenkins
Tel: 0796 727 7994
E-mail: precinctomega@btopenworld.com

SCOTLAND

GCN CAITHNESS,
Northern Knights:
Contact: Dave Yeomans
Tel: 0784 976 0048
E-mail: recceboss@btinternet.com

GCN DUNFIRMLINE,
Dunfirmline Wargaming and Roleplay Fellowship:
Contact: Brian Forrester
E-mail: dwarfclub@aol.com

GCN EDINBURGH,
Edinburgh League of Gamers:
Contact: Andy Meechan
E-mail: leagueofgamers-owner@yahoogroups.co.uk

GCN FIFE,
The Gaming Kingdom:
Tel: 07834699774
E-mail: the_gaming_kingdom@yahoo.co.uk

GCN GLASGOW,
St Aidens Warriors Club:
Contact: Alan Hobbs
E-mail: macdonald317@hotmail.com

GCN INVERNESS,
Da Klub:
Contact: Stephen Miller
Tel: 07876 571222
E-mail: steveindex@aol.com

GCN KIRRIEMUIR,
Kirriemuir Wargames Club:
Contact: David Tulloch
E-mail: david.tulloch1@tesco.net

GCN RENFREW,
WPAS:
Contact: Andy Thompson
Tel: 0141 886 2466
E-mail: athompson@jags24.freeserve.co.uk

GCN STIRLING,
Stirling Wargamers:
Contact: Paul Brooks
Tel: 01786 450 062
E-mail: paul@treeandleaf.plus.com

WALES

GCN BRIDGEND,
Bridgend YMCA Gamers Club:
Contact: Bill Evans
Tel: 0165 676 6134
E-mail: billdragon1@tiscali.co.uk

SAFETY IN THE COMMUNITY
GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

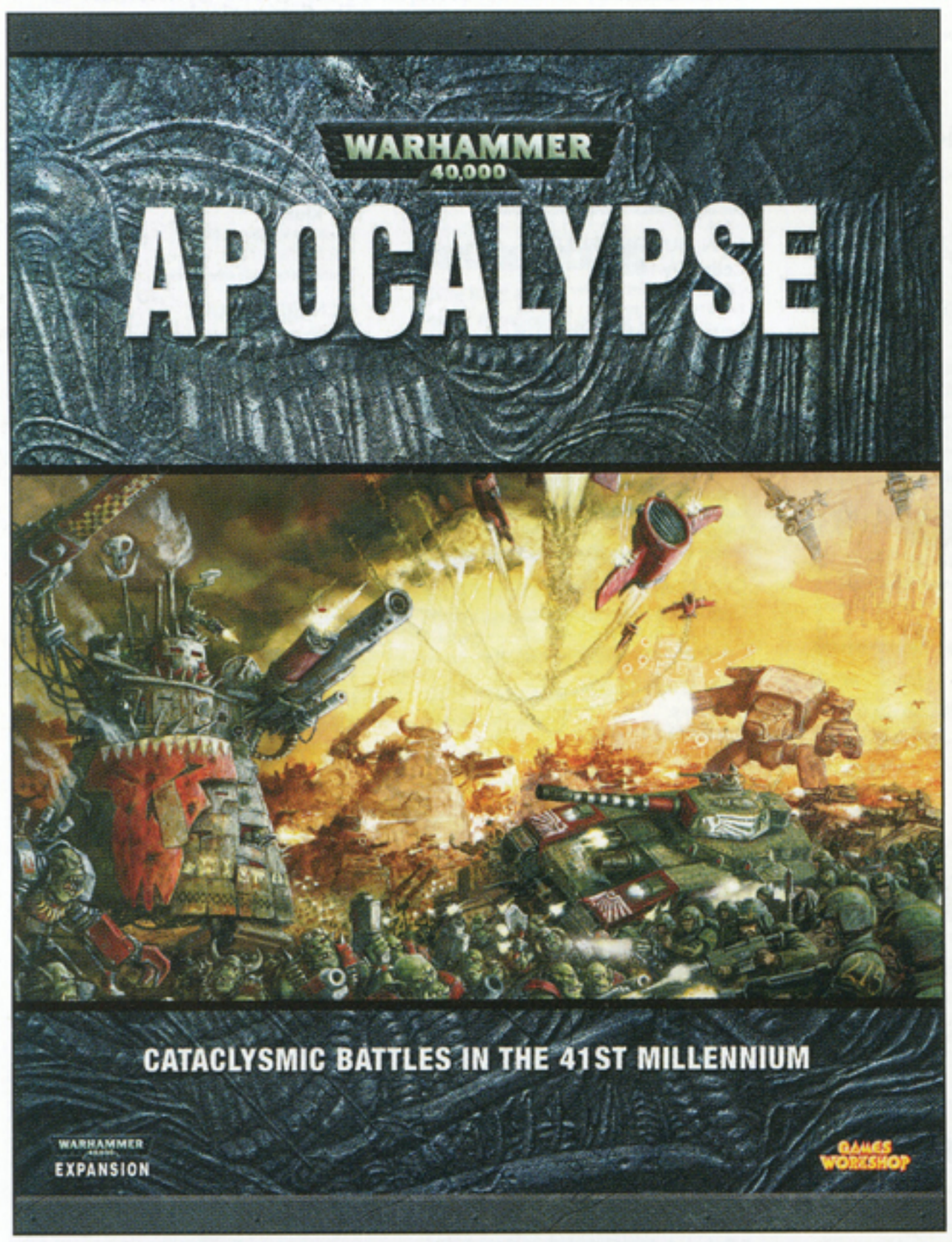
AVAILABLE TO ORDER



If you want to grow your army to a truly apocalyptic size, then you need look no further than your local Hobby Centre or our online store. We've got everything you need: models, books, templates, scenery and even a complete battlefield to battle on!

You can buy our products from the following sources

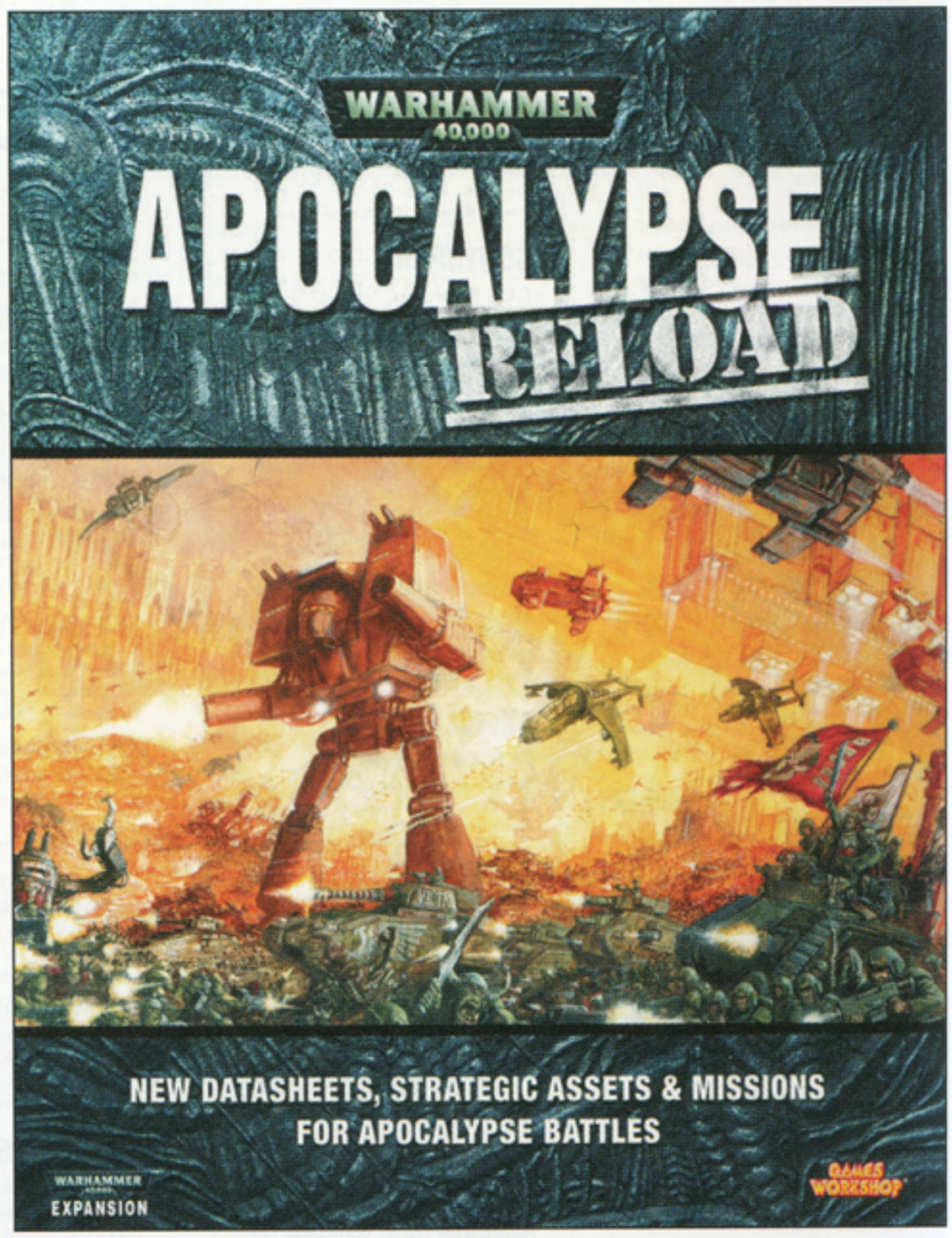
- Games Workshop stores — Page 113
- GW Online store — Page 127
  www.games-workshop.com
- Games Workshop Direct — Page 127
- Independent Stockists — Page 113



APOCALYPSE – WARHAMMER 40,000 EXPANSION
60040199018 £30, €50, 350dkr, 400skr/nkr

Apocalypse allows you to take your battles to a whole new level. Take command of legions of troops, entire armoured companies, giant war machines and super-heavy tanks. This expansion for Warhammer 40,000 shows you how to fight massive battles on an unprecedented scale!

The Apocalypse expansion is a hardback, large-format, 200-page book including four stunning gatefold spreads.



APOCALYPSE: RELOAD – WARHAMMER 40,000 EXPANSION
60040199022 £15, €22.50, 175dkr, 200skr/nkr

Apocalypse: Reload is a supplement to the hugely popular Apocalypse expansion. Its 88 pages are crammed full of more than 50 exciting new datasheets, new army-specific strategic assets and an Apocalypse battle report that has to be seen to be believed! There's advice and tactics for gaming with large armies and a whole host of optional rules to further enhance your games.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.å

AVAILABLE TO ORDER

IMPERIAL GUARD BANEBLADE

MULTI PART PLASTIC KIT



IMPERIAL GUARD BANEBLADE
99120105023 £60†, €95, 750dkr, 850skr/nkr

The Baneblade is one of the most powerful war machines in the galaxy. In one round of shooting alone it can bring to bear the mighty Baneblade cannon, a demolisher cannon, two lascannons, and three twin-linked heavy bolters. This devastating firepower, coupled with its thick armour, makes the Baneblade the pride of the Emperor's armies.

The Baneblade is a massive plastic kit with 7 frames and over 250 components!





Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

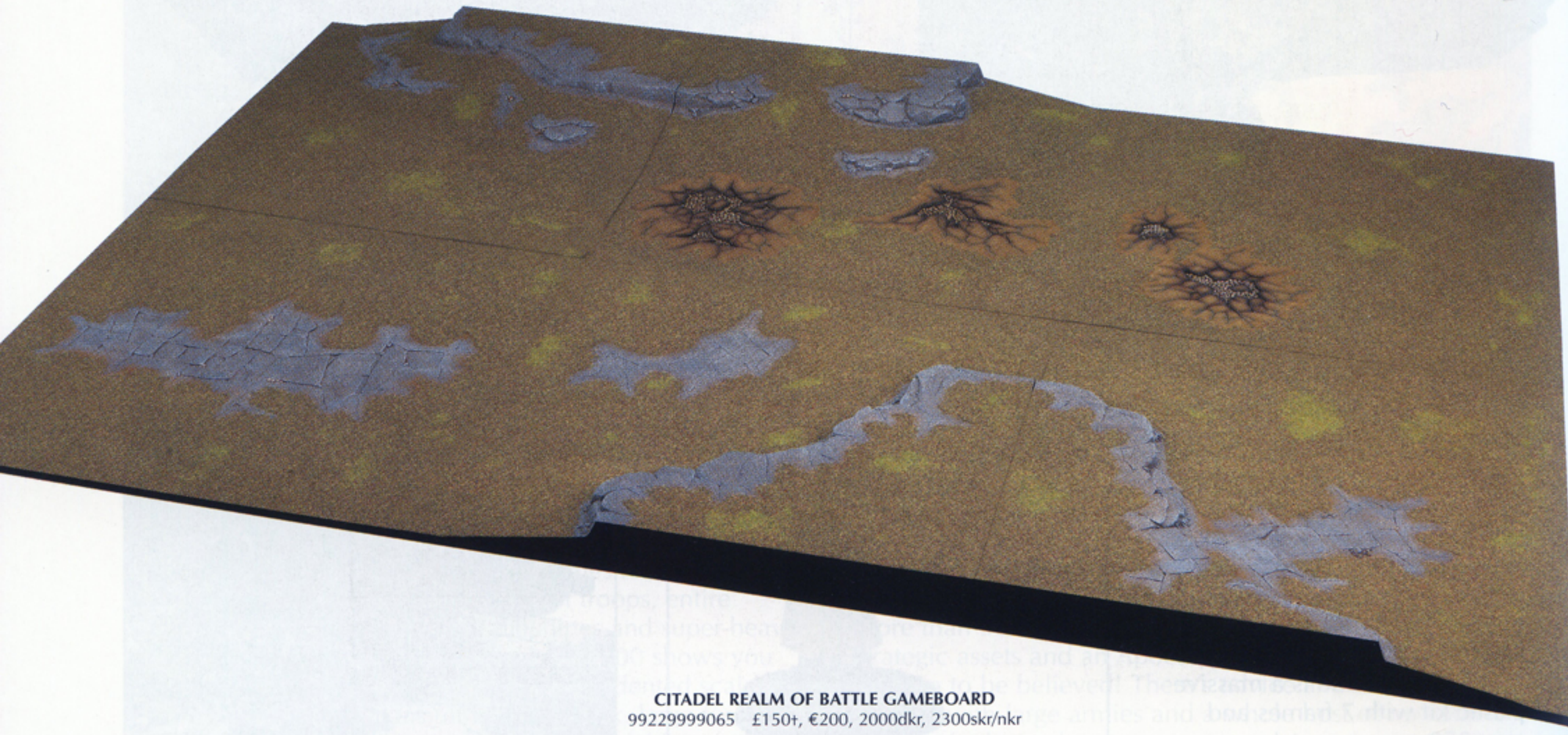
Accessories



APOCALYPSE TEMPLATES
99220199035 £12†, €20, 140dkr, 170skr/nkr

Realm of Battle Gameboard

The Citadel Realm of Battle Gameboard is a highly detailed, extremely sturdy board designed by expert model-maker Dave Andrews. The board can be assembled in many combinations, and consists of six 2' by 2' tiles made from the same plastic as our miniatures. The set of boards comes in its own handy canvas bag, making it easy to transport. If you and a friend both have a set they can be assembled together in any shape to create the ultimate Apocalypse battlefield.



CITADEL REALM OF BATTLE GAMEBOARD
99229999065 £150†, €200, 2000dkr, 2300skr/nkr

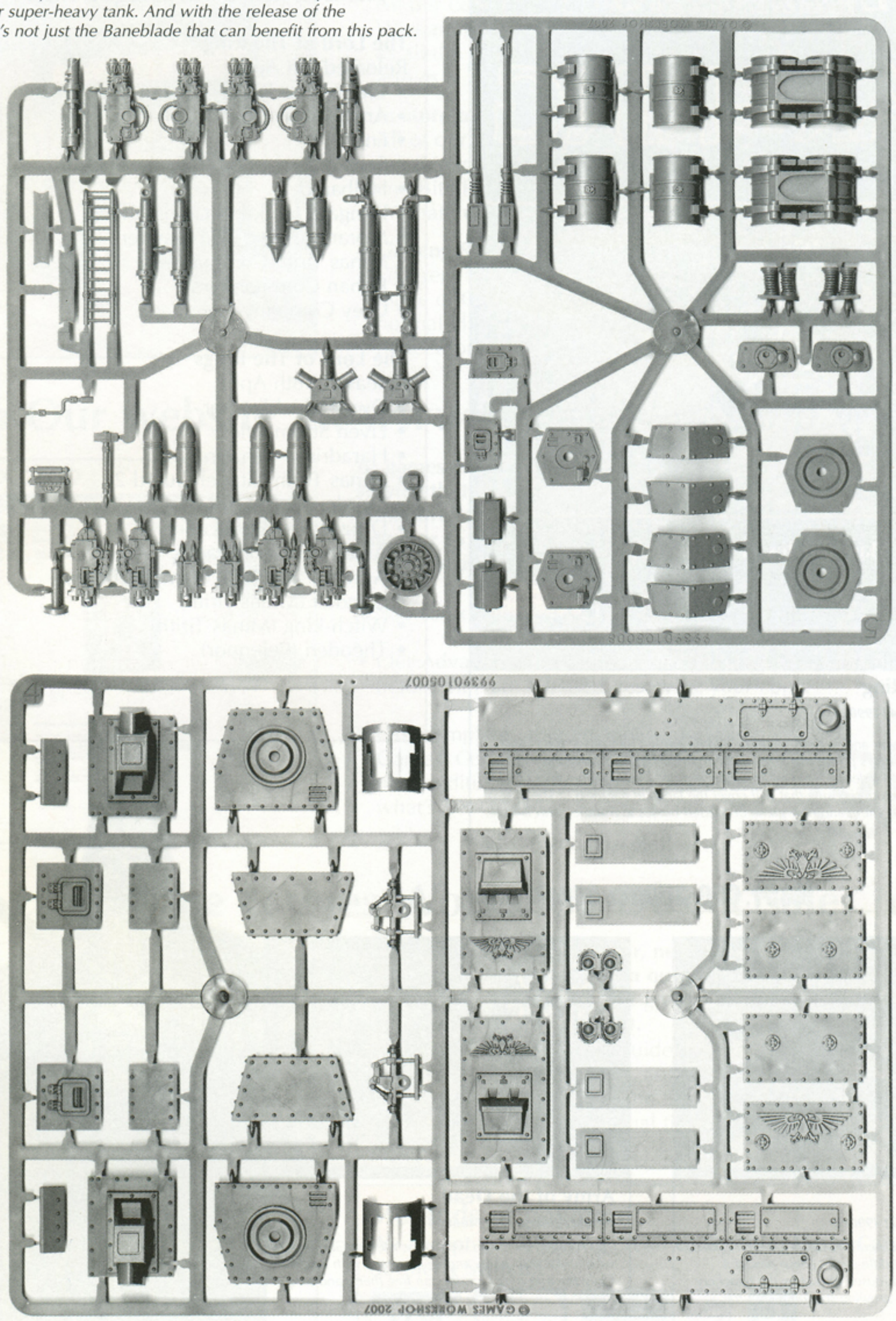
Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.å

Bitz Packs

Bitz Packs are for hobbyists who want to add that extra level of detail to their force, or create bespoke conversions. Here's the latest Bitz release – check the online store for more.

Baneblade Sponson and Armour Pack

If you want more than just one sponson on either side of your Baneblade then this pack is just for you. It also comes with extra armour plates to really bulk out your super-heavy tank. And with the release of the Shadowsword kit it's not just the Baneblade that can benefit from this pack.

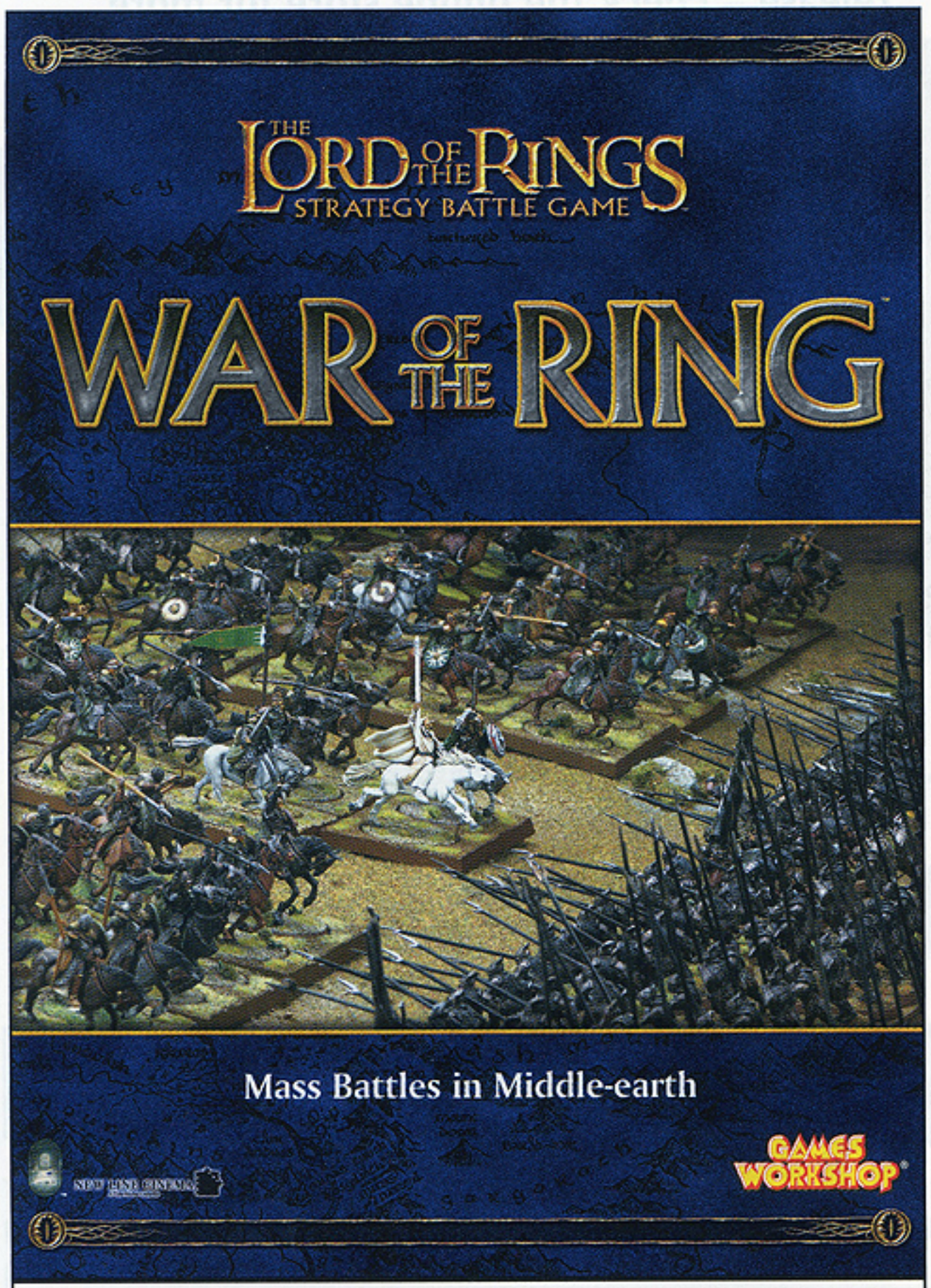


BANEBLADE SPONSON AND ARMOUR PACK
99120105031 £15†, €22.50, 175dkr, 200skr/nkr
This pack allows you to add an extra pair of sponsons to your Baneblade. Frames not shown at actual size.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ADVANCE ORDERS

Can't wait to get your hands on the latest releases? Then our Advance Order service is for you.



War of The Ring

Product Code: 60041499026

Now is the time of war and strife throughout Middle-earth. From out of the black lands of Mordor Sauron's power has grown, his iron rule has been too long unchallenged. His confidence is fed by the unbridled and ever-growing might that is his to command. A storm is rising that will cover the lands in darkness… The War of The Ring has begun. The brand new game of massed battles in Middle-earth is here.

Released: 04/04/09

£35†, €50, 350dkr, 400skr/nkr

- **Get the latest products delivered to your door on the day of release!**
- **Another great reason to have your orders delivered to your local store is that postage is FREE!**

The Lord of The Rings
Released 4th April
- War of The Ring
- Army of the Dead
- Ent
- Sons of Eorl (mounted)
- Halbarad
- Isengard Uruk-hai Commanders
- Morannon Orc Commanders
- Minas Tirith Commanders
- Rohan Commanders
- Grey Company Command

The Lord of The Rings
Released 18th April
- Dwarf Shieldbearer
- Elven Stormcaller
- Haradrim Hâsharin
- Minas Tirith Citadel Guard 2
- Mordor Uruk-hai 2
- Druzag, the Beastcaller
- Amdur, Lord of Blades
- Army of the Dead Standard Bearer
- Gandalf (Minas Tirith)
- Witch-king (Minas Tirith)
- Théoden (Pelennor)



Ent

Product Code: 99121499020

Within the ancient Fangorn Forest are the Ents, the tree-shepherds of Middle-earth. These peaceful creatures have been roused to war by the treachery of Saruman and the growing shadow of Sauron.

Released: 04/04/09

£15†, €22.50, 175dkr, 200skr/nkr



Army of the Dead

Product Code: 99121466004

The Army of the Dead were once Men of Gondor who broke their oaths and were cursed with unlife. Only the true King Gondor can free them, and until then they are a force to be reckoned with.

Released: 04/04/09

£15†, €22.50, 135dkr, 160skr/nkr



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

HOW TO ORDER

Our hobby range contains thousands of products, with more added every month. There are three ways to get your hands on GW products.

1 At Games Workshop Hobby Centres



- **Range of products**
  All our centres stock a large range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.
- **In-store order point**
  All of our stores have a Direct in-store order point which you can use to access our entire range, including Specialist Games, Collectors and Bitz Packs allowing you to individualise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.
- **Gaming Rooms**
  Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

2 On Our website at: *www.games-workshop.com*

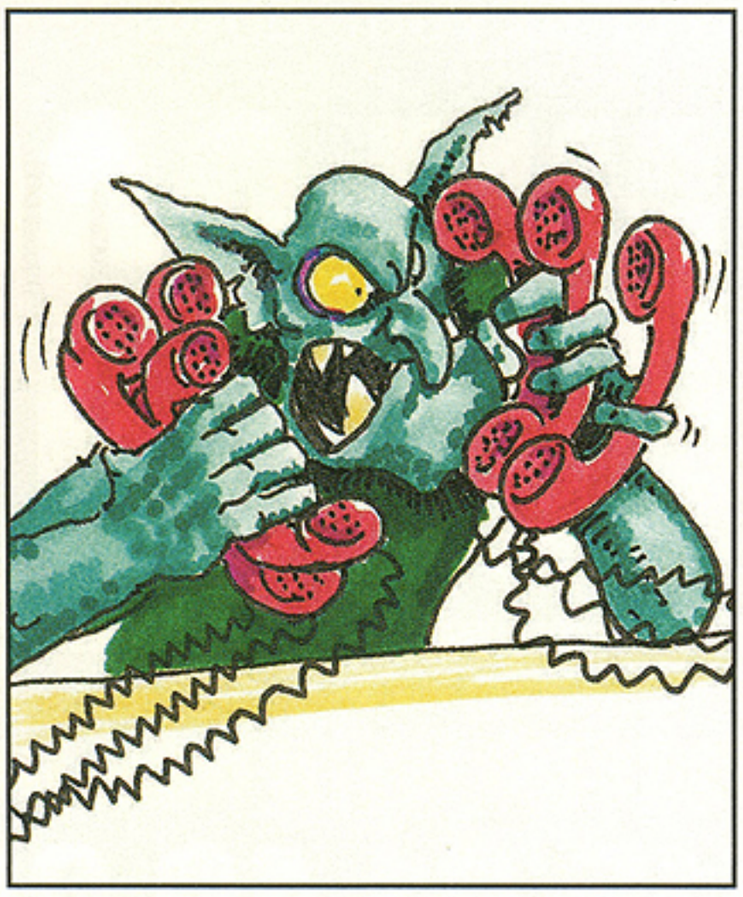


At games-workshop.com we offer a fast, accurate and convenient service that allows you to order anything from our entire range of miniatures and other hobby products and have them delivered to your home or to your local Hobby Centre.

- We aim to despatch all orders in three days, straight to your door.
- You can order ANY Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, reserving your copy.
- Our complete range includes Specialist Games, Collectors and Bitz Packs, with new additions every month! Check out what's new today.

VeriSign Secured™

3 By calling the Games Workshop Direct Sales team



If you want to place an order, need some hobby advice or have a question about Games Workshop, just give us a call on +44 (0)115 91 40000.

Our experienced team will guide you through the ordering process, answer any queries you may have, and are also on hand for any individual tips and advice you may require.

MAIL ORDER OPENING TIMES

Monday: .....10am – 6pm
Tuesday:.....11am – 6pm
Wed–Sat: .....10am – 6pm
Sunday: .....12pm – 4pm

Methods of payment

We accept the following credit cards: Visa, MasterCard, Maestro (formerly Switch).

VISA · MasterCard · VISA Electron · SOLO · SWITCH

We only accept the following cards in Northern Europe: Visa and Mastercard.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WHITE DWARF

SUBSCRIPTION OFFERS

Get your first 3 issues for only £5!

Continue your subscription for just £9 a quarter giving you a FREE magazine every 3 months!

☐ I would like to pay by Direct Debit
(I understand that £9.00 will be debited from my account every 3 months)

Originator's Identification Number
388464

Instruction to your Bank or Building Society to pay by Direct Debit.

DIRECT Debit

To the Manager (Bank Name) .....
Address .....
..... Postcode .....
Name(s) of account holder(s) .....
Branch sort code ☐☐ ☐☐ ☐☐
Bank/Building Society ☐☐☐☐☐☐☐☐
Ref No (Office use only)
☐☐☐☐☐☐☐
Signature(s) .....
Date .....

Please pay Games Workshop Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Games Workshop and, if so, details will be passed on electronically to my Bank/Building Society.

Banks and Building Societies may not accept Direct Debit Instructions for some types of account

DIRECT DEBIT MANDATE

I would like to subscribe to White Dwarf beginning with issue: WD☐☐☐

PERSONAL DETAILS

Title .....Forename .....
Surname .....
Address .....
Postcode .....Country .....
Telephone (inc STD code) .....
Email address .....

GIFT SUBSCRIPTION

The subscription is a gift for the person detailed below
Title .....Forename .....
Surname .....
Address .....
Postcode .....Country .....
Telephone (inc STD code) .....

POST YOUR ORDER

RETURN THIS FORM TO

Warners Group Publications plc, The Maltings, West Street, Bourne, Lincolnshire, PE10 9PH

TERMS AND CONDITIONS: The guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security is monitored and protected by your own Bank or Building Society. If the amounts to be paid or the payment date details change, Games Workshop will notify you 10 working days in advance of your account being debited or as otherwise agreed. If an error is made by Games Workshop or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid. You can cancel your Direct Debit at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us.

ALTERNATIVE SUBSCRIPTION OFFERS

ALTERNATIVE WAYS TO PAY

I would like to subscribe for:

☐ **1 YEAR** 12 issues (WDSUB1) **£40, €70, 550dkr, 650skr/nkr**
☐ **2 YEARS** 24 issues (WDSUB2) **£76, €125, 1000dkr, 1150skr/nkr**

☐ I am an existing subscriber ☐ I am a new subscriber (please tick a box)

CHEQUE AND CREDIT CARD PAYMENTS

☐ Postal Order (UK only)/Cheque (made payable to Games Workshop Ltd)

☐ VISA ☐ MasterCard ☐ VISA Electron ☐ Maestro ☐ SOLO

Card Number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Issue Number ☐☐ (Switch/Maestro Only) Valid From ☐☐ Expires ☐☐
Cardholder's Name .....
Signature .....Date .....
(signature of parent or guardian required if recipient is under 16 years of age.)
Reply by the 31/03/2009 to take advantage of this offer.

Games Workshop Limited. Registered in England and Wales – Company No. 01467092



SUBSCRIBE TO THE WORLD'S GREATEST HOBBY MAGAZINE TODAY!

WHY SUBSCRIBE?

- All the latest News and New Release information.
- Exclusive in-depth features about the Hobby.
- Savings off the cover price.
- Ensure that you never miss another issue of your favourite Hobby magazine.
- FREE delivery, early and direct to your door.

SAVE 33%

with our new Direct Debit offer

SUBSCRIBE WITH MAIL ORDER

0115 91 40 000

www.games-workshop.com

NEXT MONTH

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WAR OF THE RING™

It's finally here – the great battle of our time. The lands of Middle-earth are in peril; from Mordor the pall of Sauron expands, consuming all. Mighty battles must be fought to save the Free Peoples, or to enslave them to the Dark Lord's indomitable will.



ALSO IN NEXT MONTH'S WHITE DWARF:

WARHAMMER 40,000

PAINTING THE STOMPA

After showing you how to build and personalise your Stompa in this month's Modelling Workshop, next issue Mark Jones brings out the brushes to show you how to paint it. We'll be showing you how to get the best paint job, as well as how to add all manner of finishing touches.

WARHAMMER

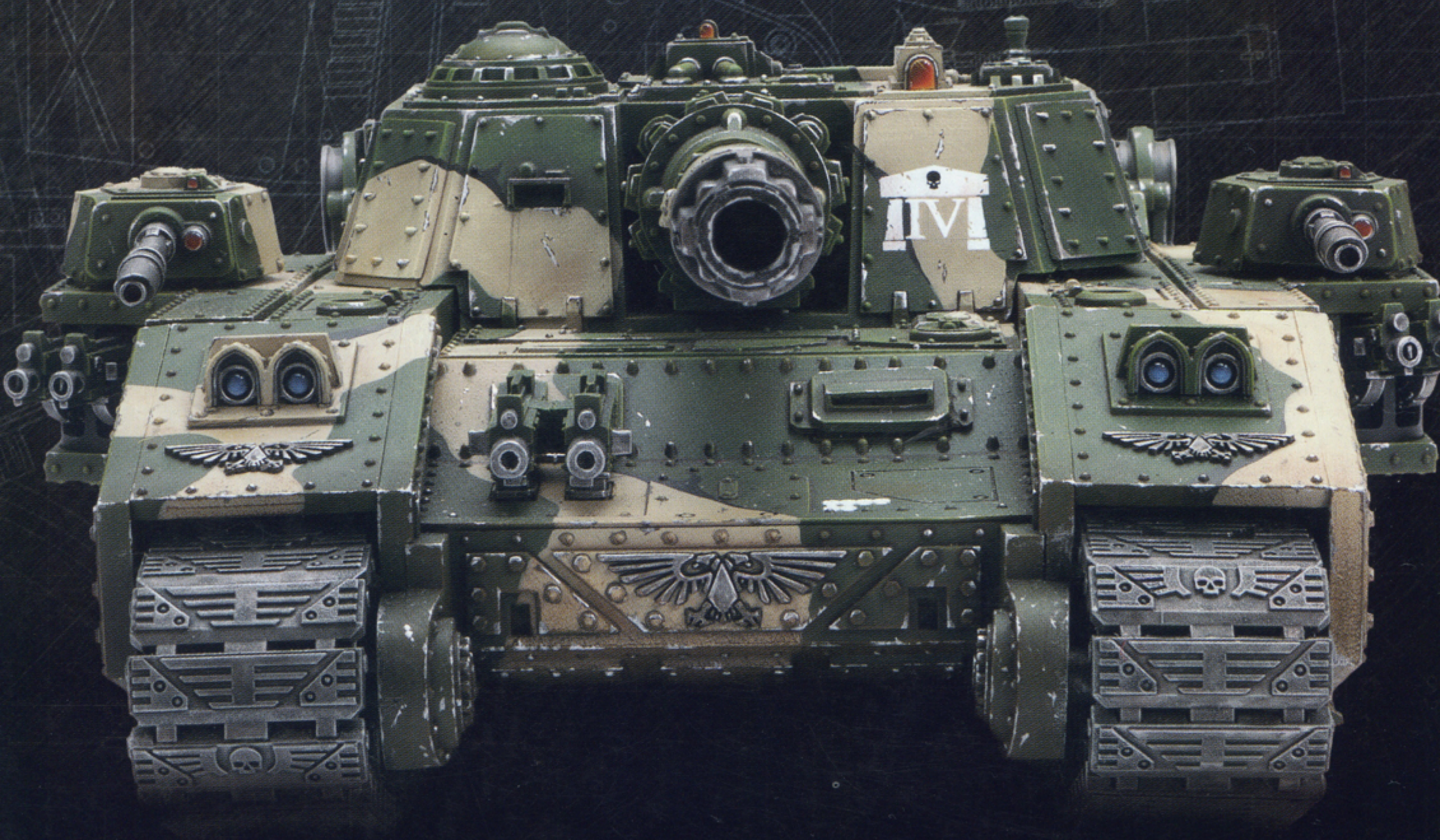
WISDOM OF THE ANCIENTS

In Part 2 of our guide to gaming with Lizardmen, the hobbyists offer tactical tips, and build an impressive Mighty Empires map of Lustria!



WARHAMMER® 40,000™

APOCALYPSE



WAR JUST GOT BIGGER!