

WHITE DWARF™

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

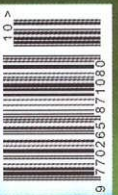
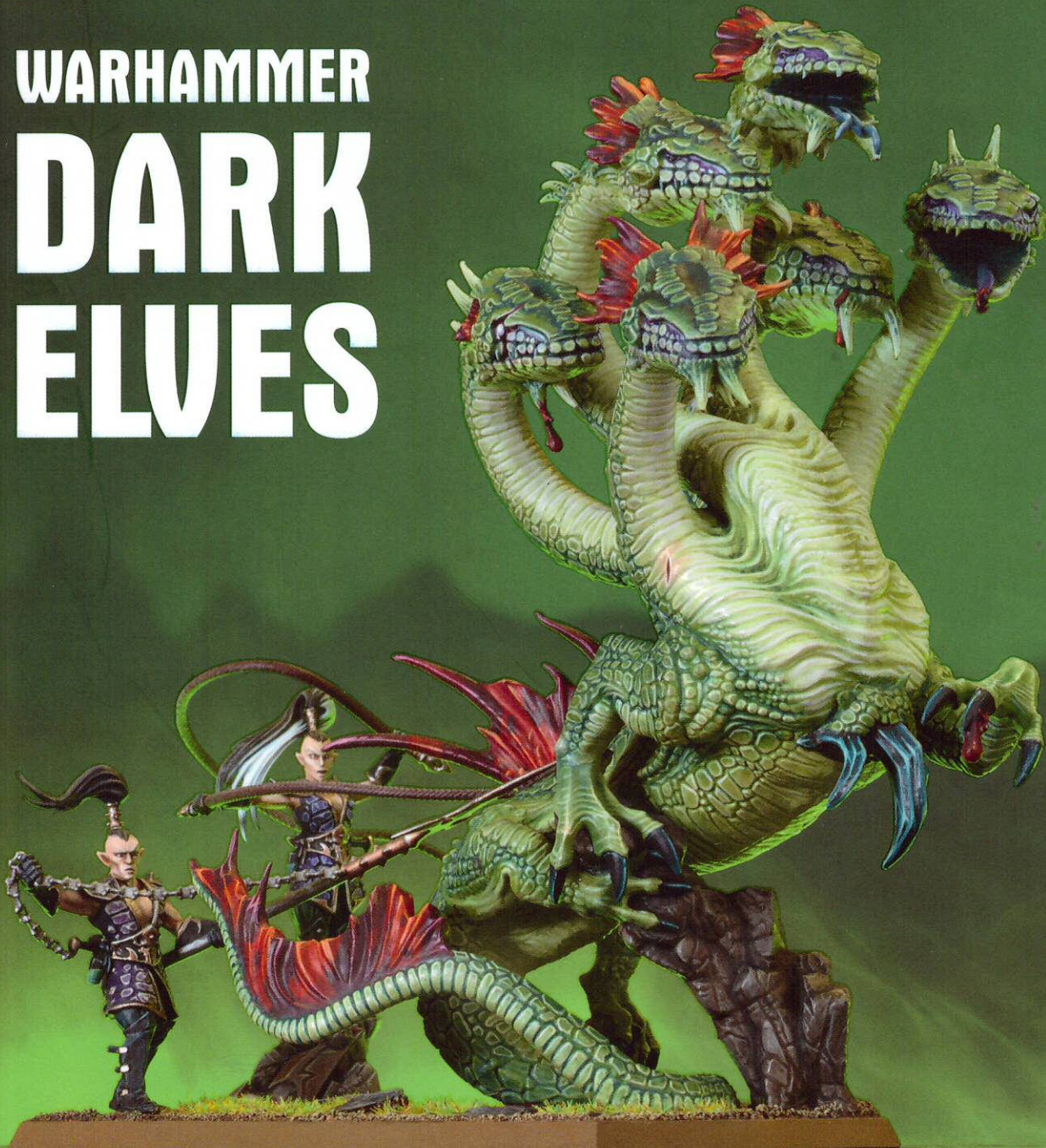
CITADEL MINIATURES

THE HOBBIT:
AN UNEXPECTED JOURNEY*

OCTOBER 2013

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WARHAMMER DARK ELVES



WHITE DWARF

OCTOBER 2013

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MEET THE WHITE DWARF TEAM

Please welcome a new addition to the team this month: Mel Roberts, our new Digital Editor, who through the use of forbidden technology (and not a little sorcery) creates the iPad edition of the magazine.



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GAMES WORKSHOP



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**WHITE
DWARF**

OPENING SALVO



Jes Bickham
Editor

Back in May the High Elves of Ulthuan were reinforced in their fight against the evil things of the Warhammer world with a host of new miniatures; now it's time for their dark kin to retaliate...

Not to be outdone by their glittering brothers, the Dark Elves of Naggaroth surge forth from their Black Arks to raid and pillage with some startling new additions to their ranks. First and foremost, a brand new Cauldron of Blood towers over all, and introduces something new to the Dark Elves in its alternative build; the Bloodwrack Shrine, a dread pulpit from which the hideous Bloodwrack Medusa delivers a gore-soaked sermon of death. These imposing kits are rivalled by a splendid new plastic War Hydra which can also be constructed as a hitherto unseen monster for the Dark Elf Beastmasters to press to war – the Kharibdyss, a behemoth from the deep brought ashore to rend and destroy.

You can see these new models in all their glory – plus much, much more – in our New Releases section starting on page four.

Elsewhere in the issue you'll find a leap to the grim darkness of the far future as Adam talks to Alan Bligh, the mastermind behind Forge World's new Horus Heresy supplement, the aptly title Horus Heresy: Massacre. It's a fascinating new chapter in the creation myth of Warhammer 40,000. We also showcase our War Diary participants' final Armies on Parade entries on page 80; be prepared for some utterly splendid armies and boards rich with invention and inspiration. Plus there's a staggeringly huge Army of the Month on page 44, two Parade Grounds stuffed with great miniatures, and much more besides. Enjoy the issue!



NEW RELEASES



From the dread land of chill the Dark Elves come to reave and slaughter in the name of their dark gods. This month the Dark Elves are released with a gobsmacking selection of new plastic miniatures including new monsters, warriors and more. There is also a new Dark Elf book to sink your teeth into, novels from Black Library, and new miniatures for Warhammer and the Horus Heresy from Forge World.

From the dimly lit caverns beneath Clar Karond a Dark Elf army surges forth to bring ruination upon the weakling realms of the Old World.



DARK ELVES

CAULDRON OF BLOOD

Beneath a morbid effigy of Khaine simmers the Cauldron of Blood, a magically sustained font of vitae that imbues the Dark Elves with unnatural vigour and a bloodlust that drives them to feats of murderous prowess.

DARK ELVES

CAULDRON OF BLOOD

Khaine is the Elven god of murder and destruction and his adherents worship him with grisly sacrifices, slaking his debauched thirst with the blood of their victims. It is a statue of this cruel deity that looms over the gore-filled basin of the Cauldron of Blood, with blades jutting from its arms and legs, and a bleeding heart (the sigil of the bloody-handed Murder Lord) clasped in its fist.

Around the cauldron curve a pair of staircases, each step carved with Elven runes, and upon these a pair of Witch Elves skulk. These devotees of Khaine are posed so that one can be positioned on each side of the stairs, creating a pleasing symmetry with hair billowing around them. The third member of the crew is the Death Hag offering a libation to her god with a blood-spattered goblet held high. The Death Hag can be swapped for Crone Hellebron, the greatest of the Dark Elf Witches. Each of these is a delicate piece and shares fittings with the new plastic Witch Elves (see page 12). **AT**

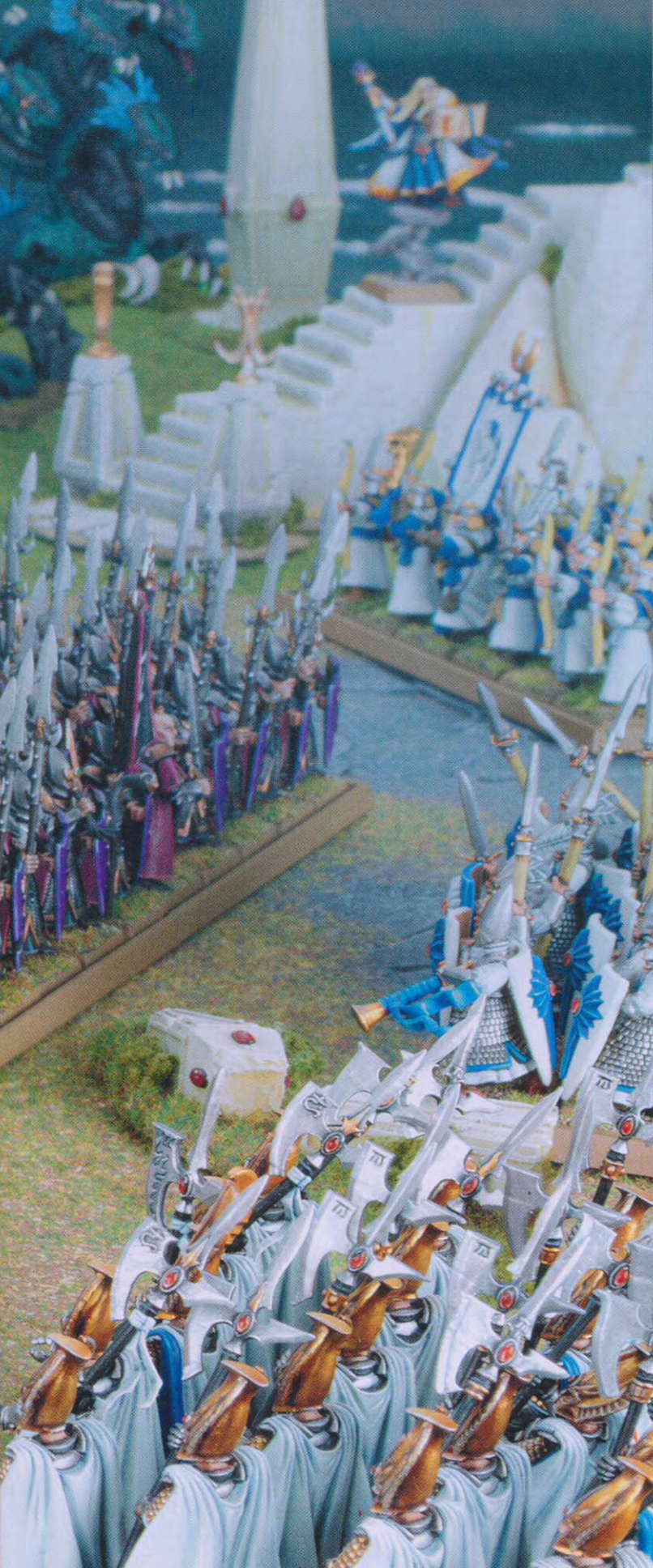


Hellebron can be positioned in various places on the Cauldron of Blood – the Studio model has her perched on the rim of the bowl itself.









DARK ELVES

BLOODWRACK SHRINE

This impressive army centrepiece tells a real story. A Bloodwrack Medusa is so cursed by the Dark Elf goddess Atharti that she can kill with a look, so the Dark Elves have erected a mirror behind her to keep her from turning her baleful stare upon her supposed allies. Likewise, the Shrine Keepers who guard the staircase to their deadly charge are themselves protected by mirrored masks – not so much a defence from physical harm as a guarantee that the Medusa's gaze will not linger long upon them.

The focal point of this towering plastic model is the monstrous Bloodwrack Medusa rising, spear in hand, from a bowl of blood. Such is the agony of her torture that blood seeps from between her scales, and her fangs are bared in a shriek. The symbol of Atharti (who cursed these blighted creatures) is a masked figure entwined by serpents, and so it is fitting that venomous snakes writhe from the Medusa's scalp and tail; reminders of a goddess' cruelty. **AT**



The Bloodwrack Medusae were cursed for their arrogance by the Dark Elf goddess Atharti. Now to meet their gaze is to die in bloody agony.



DARK ELVES
BLOODWRACK SHRINE

From atop its towering shrine, the cursed Bloodwrack Medusa looms over the Dark Elf army. Her merest gaze causes blood to spurt from her victim's every pore, slaying her foes in agonising gouts of crimson.

1 The cauldron is supported by a statue; a faceless slave abased beneath the shrine above it.



2 The Shrine Keepers wear mirrored masks that keep the Bloodwrack Medusa from attempting to look upon them.



3 Each Shrine Keeper has a long spear, both to fend off enemies attacking the Bloodwrack Shrine, and also to keep the Medusa herself in line.



4 Behind the Bloodwrack Medusa is a fabulously ornate mirror, carved with the stylised silhouettes of Elven maidens – perhaps an echo of the past life of the Bloodwrack Medusae. Positioning the mirror behind the Medusa helps to prevent a truculent Bloodwrack from turning her withering gaze upon her so-called allies.



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5 The statue of Khaine, the bloody-handed god of the Elves, towers over the Cauldron of Blood, a potent reminder of the Dark Elves' patron.

6 The cauldron itself contains a pool of blood that will never overflow, no matter the quantities of gore offered into it. It is as if the metal itself has an unquenchable thirst.

7 The guardians of the Cauldron are lithe, beautiful killers, utterly dedicated to Khaine.

8 Each Witch Elf guardian is armed with a pair of serrated daggers.



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- 9 Hellebron wears a striking war crown, displaying her rank as the Blood Queen of Har Ganeth.
- 10 All of the Dark Elf Witch Elves have long flowing hair; Hellebron's is the grandest and most flamboyant of them all.
- 11 The Death Hag is holding aloft a goblet of blood, which is overflowing across the brim in runnels of crimson.
- 12 Hellebron, the Blood Queen of Har Ganeth, comes with the Cauldron of Blood kit – she can either be mounted on the shrine itself, or on the base provided to enable her to lead the Witch Elves into battle.
- 13 The Death Hag can also be modelled to fight on foot, in which case the kit contains a small skull so that she can balance her raised foot properly.
- 14 If you build the kit as a Cauldron of Blood, you also get a fearsome monster to join the ranks of your Dark Elf host – the Bloodwrack Medusa. This can be mounted on the base provided in the box.
- 15 The needle-sharp talons of the Medusa's gauntlet flense the flesh of her victims. Both of her weapons look deliberately archaic and ancient.
- 16 The Bloodwrack Medusa's tail is coiled around under her, lifting her body high into the air. From the scales of her hide run thick, viscous strings of blood; an outer manifestation of her inner pain and torment.
- 17 Writhing around the Bloodwrack Medusa's head, like a poisonous crown, is a mane of venomous snakes sprouting straight from her scalp.



DARK ELVES

WITCH ELVES

Known as the Brides of Khaine, Witch Elves are the priestesses and devotees of the Dark Elf God of Murder. Before a battle, the Witch Elves imbibe chalices of blood laced with potent drugs, driving them into a murderous frenzy on the battlefield.



1

Most devoted servants of Khaine, the Witch Elves are the cruellest and most malevolent of their kind – no small feat, for the Dark Elves are the cruellest of all the races in the Warhammer world. On the battlefield Witch Elves take the worship of Khaine to new heights of excess, indulging in a frenzy of bloodshed and an orgy of violence.

These new plastic Witch Elves really evoke the image of frenzied warriors, as each miniature is sculpted to be lunging and leaping towards the enemy with a pair of wickedly curved daggers. Their faces are all contorted into savage war cries and leering grins, clearly gleeful at the carnage.

The kit makes a unit of ten Witch Elves, including all the components to assemble a command group too. There are five different bodies, each of them sculpted on a scenic base to allow for a really dynamic pose – you'll notice that none of the miniatures have both their feet on the ground; in fact, some of them barely have one foot on the ground. **AK**



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- 1 The Brides of Khaine pour forth from their temple to confront their hated kin.
- 2 The kit includes two different banner tops, including this one featuring a stylised heart.
- 3 The Witch Elf Hag has a more elaborate war crown to denote her as the unit champion.
- 4-5 There are five different heads, each with savage expressions and shouts on their faces. Each of the Witch Elves has long, flowing hair, which forms a separate plastic component on the frame.
- 6 The musician even has a horn that can be used as a weapon – note the bladed edge.
- 7 The bases of the models are all decorated with the detritus of past battles and fragments of Elven masonry.

1-2 The Sisters of Slaughter hide their faces behind leering, grotesque masks. There are eight different designs of mask included on the frame.



3 The whips are made from the shaved and braided hair of the wielder and tipped at both ends with cruel hooks and bars.



4 Each of the bodies is posed dramatically and dynamically – there are five different designs.



5 Even the gladiatorial-style shields wielded by the Sisters of Slaughter are edged with sharpened blades.

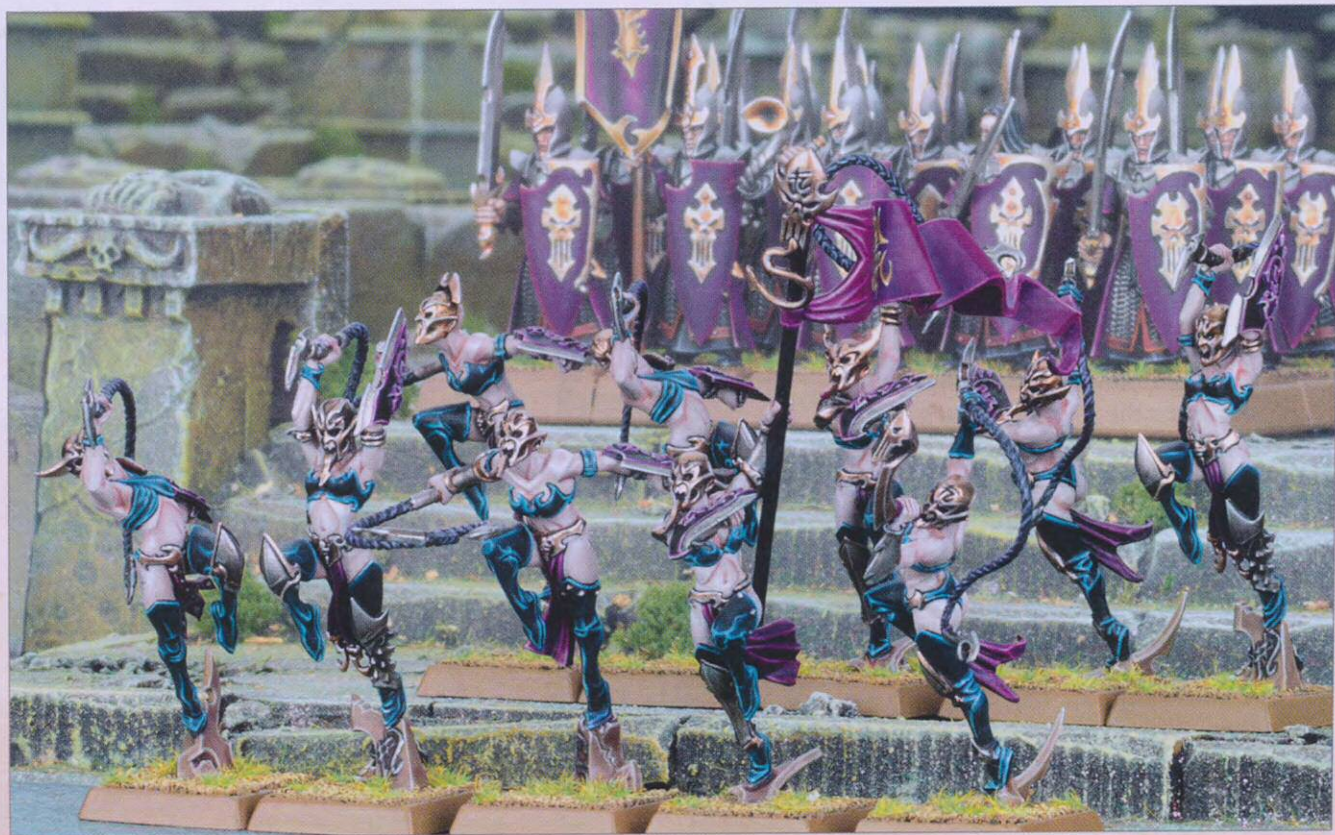


6 The models are all mounted on elaborate scenic elements, allowing for exciting poses but still providing a stable platform to glue the model to the base.

Sisters of Slaughter are brutal gladiatrices that do battle with a grace that belies their cruelty. They fight with the weapons of the arena – barbed whips tipped with sharp hooks and small, elegant bucklers strapped to their forearms.

This kit allows you to make ten plastic Sisters of Slaughter. Each of the miniatures is full of motion, really giving a sense of their deadly grace. The background for the Sisters of Slaughter in the army book describes them as leaping over shieldwalls and into the midst of enemy units, and it's easy to imagine the miniatures doing this on the battlefield, as each of them is posed as though leaping and running.

The kit contains five different designs of body and eight different heads, the faces of which are each hidden behind an iron mask. In fact, the leering, almost daemonic design of the masks – combined with the shaven heads – give the models a really sinister aspect that makes them stand apart from the other female models in the Dark Elf range. **AK**





DARK ELVES

SISTERS OF SLAUGHTER

The **Sisters of Slaughter** were once the dispossessed daughters of a fallen noble house, thirsty for revenge. Now, their vengeance long sated, they are the queens of the gladiatorial arenas, savage warriors whose quicksilver fighting is born of instinct and malice.



DARK ELVES

DREADSPEARS

The armies of Naggaroth are swollen by the serried ranks of Dark Elf warriors, seasoned fighters with a vicious hatred of all lesser beings. Whether fighting with spears, swords or cruelly ingenious repeater crossbows these are vicious, vindictive and most of all skilled soldiers.

The **Dark Elf Dreadspears** box set is a versatile kit of 10 plastic miniatures that enables you to build one of three different types of Dark Elf regiment. First and foremost it enables you to make the Dreadspears, Dark Elf warriors armed with tall spears and shields. These are the undeniable core of a Dark Elf army, featuring in countless stories and famous battles. A Dark Elf army that features regiments of these in tightly ordered ranks certainly looks the part. The kit contains all of the options that you might expect too – with two alternative heads for you to mark out your unit champion (or a grander helmet crest, should yours prefer to go into battle fully protected), a musician and standard bearer.

The kit also contains the weapon options to make two other regiments of Dark Elf warriors: the Bleakswords and Darkshards. The first of these is a unit choice that has been absent from the Dark Elf army for many years and now makes a welcome return – essentially swapping out the long, serrated spears of the Dreadspears with



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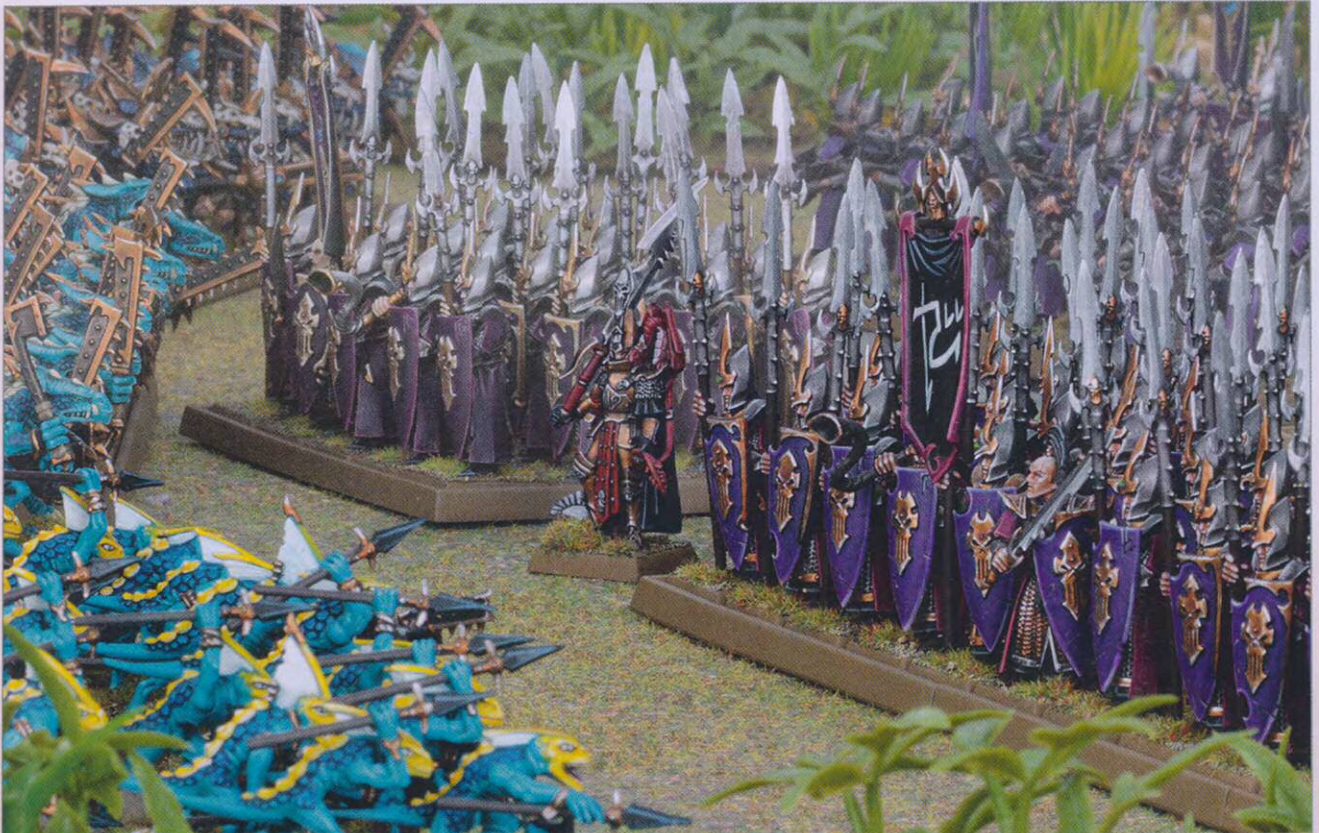


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- 1-2 The Dreadspears set contains two bare heads for your unit champion. We especially like the head with the topknot and scar.
- 3 The regiment contains the option for a musician, in the form of this elaborate war horn.
- 4-5 There is a wide variety of facial expressions among the Dreadspears, which creates a pleasing sense of variety within the unit. The heads form a single piece with the body and legs, making assembling large units straightforward.
- 6 From behind you can see the overlapping layers of plate armour the Dreadspears wear over their slender frames.
- 7 In a clearing deep in the jungles of Lustria the Dreadspears prepare to butcher the crude guardians of the Lizardman temple-cities.



7

- 1 The kit contains a more impressive helmet crest intended to denote the regiment's champion.
- 2-4 There are enough components to build the entire regiment as Darkshards, including some aiming their repeater crossbows and others reloading bolts.
- 5-6 There is also the option of building the models as Bleakswords, each armed with a sleek stylised Dark Elf blade – each of the ten in the set is subtly different.
- 7 Repeater crossbows are capable of unleashing withering hails of bolts... as these Saurus are about to discover.
- 8 The Dreadspears box set enables you to build the core of a Dark Elf army, a force of cruel killers ready to unleash the murderous wrath of Khaine upon the world.



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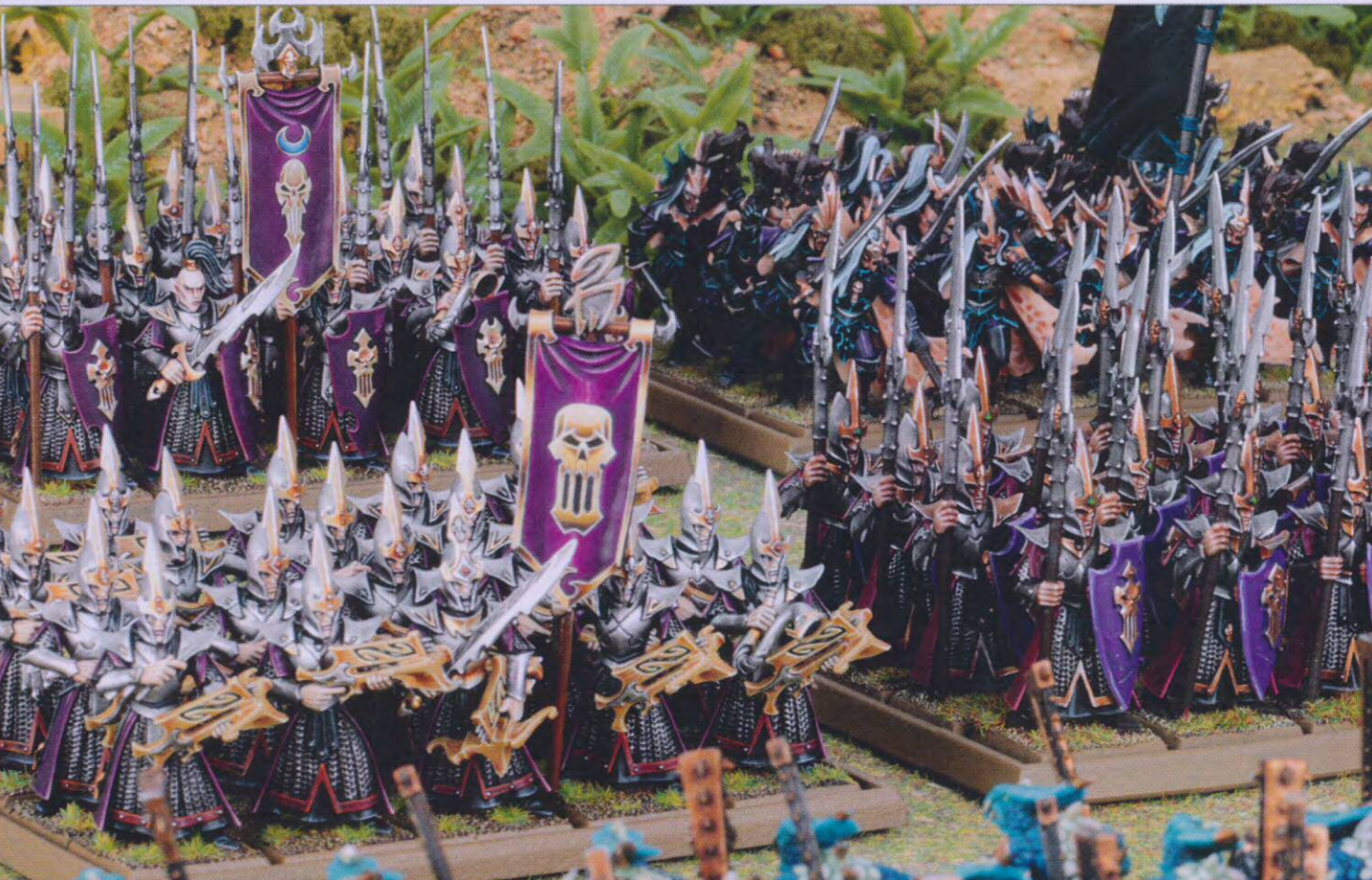


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► curved swords. It's a small change really, simply replacing an arm holding a spear for one bearing a sword, but it has a profound effect on the appearance of the unit as a whole – likewise the Darkshards, which swap both weapon and shield for the Dark Elves' signature ranged weapon, the repeater crossbow. All of these options are easily applied – the models come with body, head and legs as a single piece, and you simply fit the weapon option that you wish onto that, add a helmet crest and the miniature is complete. One model, designed to be the champion, has a separate head, but you can build it as a helmeted warrior if you're not looking to include a unit leader.

The variety of units this kit enables, alongside the simplicity of assembly, is the real strength of this multi-part plastic kit, and when you weigh that exceptional level of functionality alongside the large numbers a typical army will include, it becomes a very good thing indeed. **AT**

Full details for this month's releases are on page 38.





7





DARK ELVES

KHARIBDYSS

Beneath the roiling waves of uncharted seas there are many unnatural predators, but few are as horrific as the Kharibdyss. As it lumbers into battle, its serrated fins dripping with venom, it emits a keening wail that strikes terror in its foes, leaving them easy prey for its many voracious maws.



1

Of the many kits out this month, the Kharibdyss is surely the strangest – a bizarre fusion of undersea creature and dragon-like monster. Crushing a rocky protrusion beneath its webbed feet, the Kharibdyss towers over the Beastmasters behind it and, when viewed in profile, it evokes the image of a tidal wave, its necks curling forward like waves about to crash down upon the shore. The most disturbing feature of this multi-part plastic miniature is undoubtedly its head. Six beady eyes sit in its snarling face above a gaping mouth, its elongated jaw spooling out to create a ring of vicious serrated teeth.

The Kharibdyss also has four further tentacles protruding from its body on long sinuous necks. While they may lack eyes, each of them features a fleshy maw ringed with fangs and claws, which they use to grapple and tear at the enemy. The Kharibdyss is a weird, unsettling monster that oozes character and will make for an excellent painting experience. **DH**

Full details for this month's releases are on page 38.



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- 1 The Kharibdyss is a creature of the sea and it takes a particularly brave (or arrogant) Beastmaster to hunt one down and coax it onto dry land.
- 2 A collar of serrated blades and scaly plates frame the Kharibdyss' disturbing face.
- 3 A claw-ringed maw sits in the Kharibdyss' chest, yet another reminder that this creature is anything but ordinary.



1

- 1 The Dark Elves spearhead their beach landing with a War Hydra.
- 2 The female Beastmaster stands atop a rock, her whips swirling about her as she lashes at the War Hydra to keep it moving forward.
- 3 Each of the Hydra's six heads is different. Where one has a bony crest, another has spines. Some feature scars or missing eyes, while yet others have venom dripping from their tongues.



2



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The Dark Elves press many horrifying creatures into battle, but few are as feared as the War Hydra. Perched on a fallen pillar of rock, it looms over the battlefield, its many heads arced back ready to lunge at its foes. Despite coming from the same multi-part plastic kit as the Kharibdyss, the War Hydra is significantly different, featuring long fins along its tail and back instead of bony crests, plus six unique heads, several of which feature the scars of previous battles. The scarring continues on the War Hydra's chest and forelimbs, which are criss-crossed with deep wounds – evidence of a life of constant warfare.

Behind the coiled form of the War Hydra stand its handlers. While the male Beastmaster jabs at the back of the Hydra with a wickedly curved halberd, the female stands bolt upright, her long whips curling about her. They both wear light sea dragon tunics, relying on natural agility instead of armour to protect them from the Hydra's lashing tail and poison-tipped claws. **DH**

Full details for this month's releases are on page 38.



DARK ELVES
WAR HYDRA

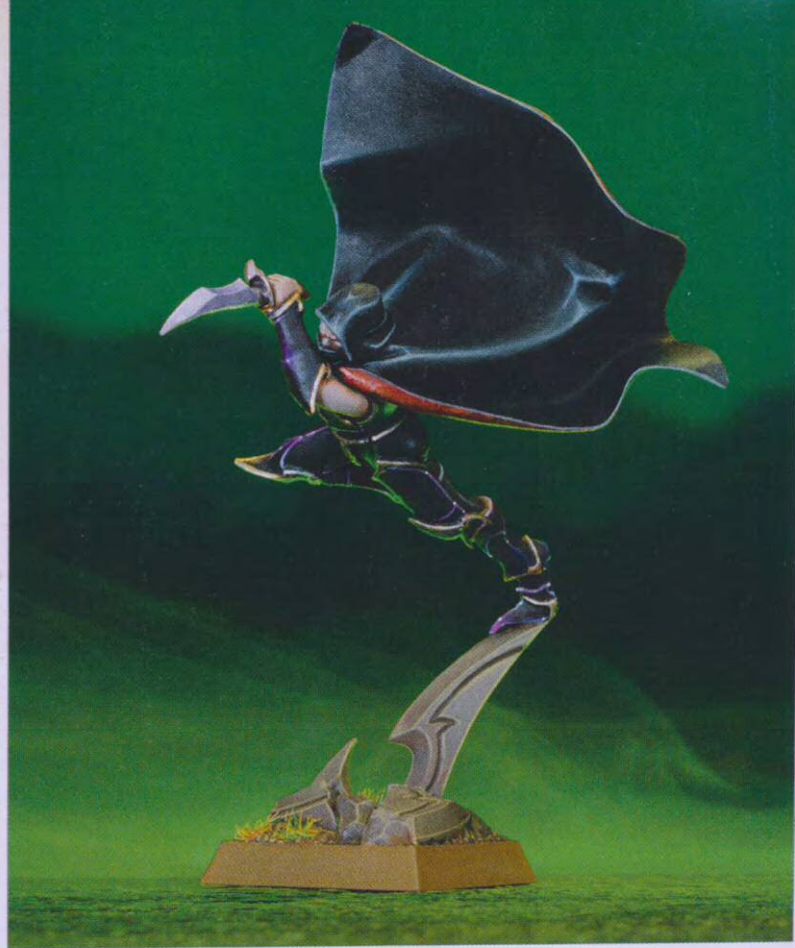
Selectively bred and imbued with dark enchantments, the War Hydras of Naggaroth are among the most terrifying and powerful creatures in the world. Goaded into battle by their handlers, they are as likely to tear their foes limb from limb as burn them to a cinder with their fiery breath.

DARK ELVES

SHADOWBLADE

The name **Shadowblade** is mentioned in hushed whispers, for he is death that walks unseen, the hidden blade in the darkness and an assassin without peer. No mark is beyond his ability and no one has ever seen his face and lived to tell the tale.

As befits the master of assassins, the new Shadowblade miniature is a dynamic whirlwind of death – the incarnation of lithe, controlled aggression. Every aspect of this plastic miniature is beautifully simplistic, yet perfectly suited to his sinister role. His cape is unadorned and features no seams or emblems, yet it billows out behind him in a realistic manner that is a joy to paint. His blades and armour are similarly plain, though elegant in their austerity, the miniature relying on its dynamism and fluid grace to give it a defining presence on the battlefield. **DH**



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- 1 Catching his prey by surprise, Shadowblade ends the incantations of Elrion of Saphery.
- 2 The most captivating part of the miniature are Shadowblade's chilling eyes, which can just be glimpsed beneath his hood, his gaze firmly set on his next victim.
- 3 Shadowblade is sculpted so that his whole body is twisting with the effort of his next strike.

ALSO AVAILABLE

Alongside the new units you also have access to the formidable Cold One Knights and Black Ark Corsairs.

DARK ELVES

COLD ONE KNIGHTS

Cold One Knights are one of the most enduring and iconic units in Warhammer. Each of the five knights in this multi-part plastic kit wears plate mail armour and carries a lance tipped with a vicious harpoon-like blade, though there are enough components to build three of the models as a standard bearer, a musician and a Dread Knight Champion. **DH**



DARK ELVES

BLACK ARK CORSAIRS

Black Ark Corsairs are fearsome coastal reavers clad in sea dragon cloaks, equipped for brutal close-quarter fighting. The ten models in this multi-part plastic kit can be built with a variety of weapons including serrated blades, boarding hooks and repeater handbows. There are also parts to make a command group including a standard bearer and a musician. **DH**





WARHAMMER

DARK ELVES

The history of the Dark Elves is laced with treachery and endless warfare. Warhammer: Dark Elves is the essential companion for Dark Elves collectors, explaining the origins of this unforgiving race, introducing its greatest champions and providing rules for using the army in your games.



THE LORDS OF NAGGAROTH

In the chill land of Naggaroth lies a realm steeped in malice. This is the home of the Dark Elves, the outcast children of Ulthuan. They watch the world with malice and envy, for it is in their birthright to rule and the destiny of others to serve—if they are permitted to survive at all. Yet the Dark Elves know that they cannot claim their glorious inheritance until the hated High Elves end. They are two halves of a race sundered long ago, separated by the greatest betrayal ever to occur in all the ages of the world. Even should every other land bow to their rule, the Naggaroth will not rest until they have brought ruin to Ulthuan, toppled its temples and driven the High Elves into the sea. On that day, the Witch King of Naggaroth will finally claim a throne long denied him, and the rule of the Dark Elves will spread to every corner of the world.

The sinister Dark Elves are the cruellest of all the creatures to inhabit the Warhammer world. Once part of the great Elven empire of Ulthuan, now they are sundered from their kin, exiled and given over to bitterness and plans of vengeance. The Dark Elves are vicious and murderous, driven to their depraved acts by their bloody past, and the urgings of their malign gods. Warhammer: Dark Elves is the essential guide that describes the army, culture and heroes of this embittered and dangerous race.

The book is written by Mat Ward, who also penned Warhammer: High Elves, and there is a strong theme that runs between the two – like the dark and light sides of a yin-yang symbol. The Dark Elves book tells the story of a people who descend into tragedy. With the death of Aenarion the Defender, the first Phoenix King of the Elves, his heir is spurned by the council of Ulthuan and so the seeds of the great

1 This new piece of art by Alex Boyd depicts a Dark Elf army clashing with their hated foes, the High Elves and serves as the introduction to the expansive history section.

2 Within the book the history of the Dark Elves is unfurled in glorious detail. Here you can learn about the many victories and defeats of the Witch King's armies.

THE AGE OF ENDLESS GLORY

(1) 800 (The Great Games, 800 to 810)

The Elven races were but a single one that lived in quiet and contentment under the guidance of Ulthuan. One working and the others, and they passed time of their Golden Age. What the great the spirit of the Old One, who had a conscience that was not to be trifled with, and a will that was not to be broken. The Elven races were divided into two, the High Elves and the Dark Elves. The High Elves were the more noble and the Dark Elves were the more vicious. The High Elves were the more noble and the Dark Elves were the more vicious. The High Elves were the more noble and the Dark Elves were the more vicious.

Though Aenarion and his growing band of warriors fought valiantly to defend Ulthuan, the Dark Elves were not to be deterred. In the end, Aenarion was slain, and the Dark Elves were left to their own devices. They were left to their own devices. They were left to their own devices. They were left to their own devices.

THE DOOM OF KHANIN

The Khanin had been a great power for many years. They were a people of great strength and courage. They were a people of great strength and courage. They were a people of great strength and courage. They were a people of great strength and courage.

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THE GREAT RITUAL

The Great Ritual was a time of great significance. It was a time when the Dark Elves were united in a common purpose. It was a time when the Dark Elves were united in a common purpose. It was a time when the Dark Elves were united in a common purpose.

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**THE
MERCILESS
HOST**

Dark Elves are no strangers to war: their heartless credo is that the strong take whatever they wish, and that the weak choke on their own blood. There is no truce that has not suffered the predations of their sorcerers, or the blood-mad march of Khaine's acolytes. Every victory against the barbarians of relative flesh strengthens the battle against the hated High Elves, whether by an influx of fresh slaves, the looting of battle-kill or simply the culling of the weak from the Dark Elf ranks.

In this section you will find details for all the different troops, horses, mounts and war machines used in the army of the Dark Elves. It provides the background, imagery, characteristic profiles and rules necessary to use all the elements of the army, from Core troops to special characters, and from the Lore of Dark Magic to the magic items used by their most notorious horses.

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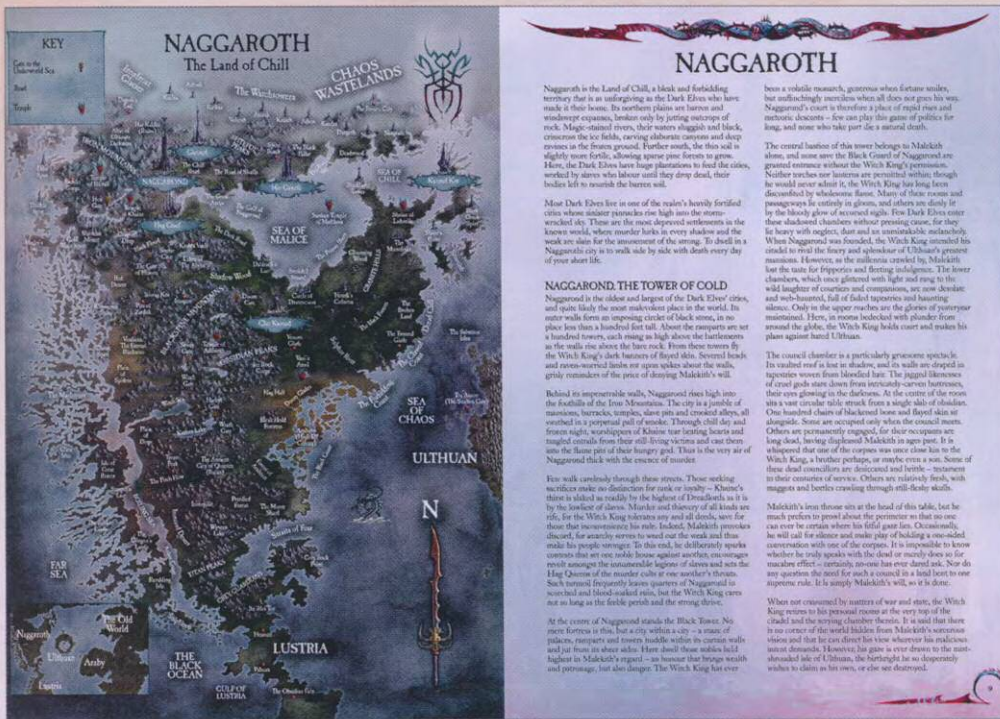
► division between High Elves and Dark Elves are sown. This is all told from the perspective of the Dark Elves, which gives a surprising insight into their machinations and more sinister acts. This history section, titled the Lords of Naggaroth, also includes a gazetteer of Naggaroth and a timeline highlighting the great wars and conquests of the Dark Elves. This is not just dry and dusty information either, but rather captivating stories and nuggets of information. The timeline entry titled The Year of Blades is my favourite, and shows the treachery of the Dark Elves weighed against their own brand of loyalty. Many of these tie in with tales told elsewhere, such as Warhammer: High Elves, albeit recounted with a distinctly Dark Elf bias.

The Merciless Host section of the book contains bestiaries for each of the units in the army. It gives you a strong flavour for how the army fights, and what it means to be a soldier in the merciless hosts of

Naggaroth. Impressive artwork depicts all of the units described in this section, and throughout the book. Every page has bordering and artwork that creates a very strong Dark Elf theme for the book. New images sit alongside classic Dark Elf art and the sum is a book that is richly decorated – it's fair to say that it's the best-looking Dark Elf army book so far.

Saving the best until last, the gallery of Citadel miniatures – titled The Glory of the Elves – provides a glorious showcase, combining background and art to provide inspiration, not just for individual paint jobs, but entire thematic regiments and even armies. Fancy a Dark Elf force from a specific region or sworn to a particular deity? There are plenty of examples to guide you – it's a worthy example of how miniatures and background together can be really exciting. **AT**

Full details for this month's releases are on page 38.



- 1 This classic piece of art by Paul Dainton serves as the introduction to the extensive bestiary section of the book.
- 2 A new, colour map of Naggaroth contains more locations, details and information than ever before.
- 3 The timeline section not only contains fascinating information on intrigues and battles, but also looks great, with evocative new artwork throughout.
- 4 The bestiary section combines background, rules and artwork to give you a full picture of the more sinister acts...
- 5 Paul Dainton's fantastic new cover.

NAGGAROTH

Naggaroth is the Land of Chill, a bleak and forbidding territory that is unforgiving to the Dark Elves who have made it their home. Its northern plains are barren and wind-swept wastes, broken only by jagged mountains of rock. Magic-stained rivers, their waters black and black, cross the ice fields and salt-battered coasts and deep crevices to the frozen ground. Further south, the soil is slightly more fertile, allowing sparse pine forests to grow. Here, the Dark Elves have huge plantations to feed the cities, working vast lands where slaves toil day and night, their bodies laid to rest in the frozen soil.

Major Dark Elven cities are the result of heavily fortified citadels whose stony spires rise high into the snow-washed sky. These are the most advanced settlements in the known world, where murder licks at every shadow and the weak are slain for the amusement of the strong. To dwell in a Naggaroth city is to walk side by side with death every day of your short life.

NAGGAROTH, THE TOWER OF GOLD
Naggaroth is the oldest and largest of the Dark Elven cities, and quite likely the most powerful place in the world. Its spire will form an imposing circle of black stone, no place less than a hundred feet tall. About the spire are set a hundred towers, each rising as high above the battlements as the walls rise above the rock. From these towers fly the Witch King's dark banners of furred skin. Severed heads and roars-murdered lads are spun whirled about the walls, grimly reminding us of the price of drinking Mallick's wine.

Behind its impenetrable walls, Naggaroth rises high into the foothills of the Iron Mountains. The city is a jumble of mansions, barracks, temples, great pits and crowded alleys, all washed in a perpetual pall of mist. Through chill day and frosty night, workshops of Khaine tap beating hammers and magical crystals from their still, forcing waxes and use them into the flame pit of their burgery. That is the very art of Naggaroth: thick with the crucible of murder.

For walls carefully through their streets. These necking edifices make no distinction for rank or nobility – Khaine's thirst is satisfied by the highest of Drowkiths as it is by the lowliest of slaves. Murders and thievery of all kinds are rife, for the Witch King desires any and all deeds, save for those that necessitate his rule. Indeed, Mallick provides counsel for exactly how to meet out the weak and thus make his people stronger. To this end, he deliberately sows seeds that are only to be sown against necessity, encouraging the unmitigated legions of slaves and sinners of the mountain to the city's very heart.

Such torments frequently leaves quarters of Naggaroth to scorch and blood-soaked rain, but the Witch King cares as little as he does for the folk he breeds and the strong drive. At the centre of Naggaroth stands the Black Yarn. No pure fortress is this, but a city within a city – a maze of palaces and towers tucked within its curtain walls and just as impenetrable as the rest. Here dwell those who have the highest in Mallick's regard – an honour that brings wealth and patronage, but also danger: The Witch King has ever-

been a volatile monarch, generous when fortune smiles, but unforgivingly merciless when all does not go as he will. Naggaroth's crown is therefore a place of rapid rise and meteoric decline – few see play this game of politics for long, and some who take part die a natural death.

The central location of this meeting place Mallick's own, and none save the Black Council of Naggaroth are granted entrance without the Witch King's permission. Neither riches nor lanterns are permitted within, though he would never admit to the Witch King for his own disquieted by wholesome flame. Many of these rooms and passages are entirely lit by glow, and others are dimly lit by the bloody glow of evocative light. For Dark Elven cities these shadowed chambers without pleasing care, for they are heavy with magic, dark and so unmitigably melancholy. When Naggaroth was founded, the Witch King intended his citadel to be the finest and splendid of Ulthuan's greatest mansions. However, as the millennia crept by, Mallick's low taste for Pippin's and fretting indulgence. The lower chambers, which were glittered with light and rang the wild laughter of courtiers and companions, are now desolate and rock-hewn, full of faded tapestries and haunting silence. Only in the upper reaches are the glories of yesteryear maintained. Here, in rooms bedecked with plunder from around the globe, the Witch King holds court and makes his plans against hand Ulthuan.

The council chamber is a particularly gruesome spectacle. Its vaulted roof is set in shadow, and its walls are draped in tapestries woven from bleached hair. The ragged lines of red gold stare down from intricately-carved battlements, their eyes glowing in the darkness. At the centre of the room sits a vast circular table strewn from a single slab of obsidian. One hundred chairs of blackened bone and furred skin sit around it. Some are occupied only for the council members. Others are permanently empty, for their occupants are long dead, being disciplined Mallick in some past life. It is whispered that one of the corpses was once close to the Witch King, a brother perhaps, or maybe even a son. Some of these dead councillors are dissected and sewn – testament to their creature's service. Others are relatively fresh, with mangers and bottles crawling through evil-Slayer skulls.

Mallick's iron throne sits at the head of this table, but he much prefer to preside at the perimeter so that no one can ever be certain when his first gasp. On occasions he will be obliged to make some show of holding a one-sided conversation with one of the corpses. It is impossible to know whether he truly speaks with the dead or merely does so for macabre effect – certainly no one has ever dared ask. No one asks questions the least for a council in a land born to one impure rule. It is simply Mallick's will, so it is done.

When not consumed by matters of war and state, the Witch King retreats to his personal rooms at the very top of the citadel and the morning chamber there. It is said that there is no corner of the world hidden from Mallick's watchful vision and that he can direct his eye wherever his malice is most demanded. However, he gives a few doors to the most-shouldered elite of Ulthuan, the Nightingale as a depository wish to claim as his own, or at least destroyed.

VII.10 The Plunder in the Jungle
The Dark Elf army of Naggaroth has been victorious in its campaign against the Chaos Wastelands. The army has returned to the city of Naggaroth, bringing with it a vast amount of plunder. The army has also captured a large number of slaves, who will be used to work the mines and plantations of Naggaroth.

VII.11 The Black Ship's Return
The Black Ship has returned to Naggaroth, bringing with it a large amount of plunder. The ship has also captured a large number of slaves, who will be used to work the mines and plantations of Naggaroth.

VII.12 The Tower of Gold
The Tower of Gold has been completed. The tower is a masterpiece of architecture, and it will be the most powerful structure in Naggaroth. The tower will be used to store the army's weapons and armor, and it will also be used as a place of residence for the army's leaders.

COLD ONE KNIGHTS

SPECIAL RULES (When a Cold One Knight is slain, the player who killed it may take the knight's equipment as a trophy. If the knight was slain in combat, the player may also take the knight's armor as a trophy. If the knight was slain in a non-combat situation, the player may also take the knight's armor as a trophy.)

Weapon	Melee	Ranged	Special
Greatsword	1	0	0
Longsword	1	0	0
Shortsword	1	0	0
Warhammer	1	0	0
Staff	1	0	0
Wand	1	0	0
Staff of Power	1	0	0
Staff of Sorcery	1	0	0
Staff of Magic	1	0	0
Staff of Wisdom	1	0	0
Staff of Knowledge	1	0	0
Staff of Strength	1	0	0
Staff of Dexterity	1	0	0
Staff of Constitution	1	0	0
Staff of Intelligence	1	0	0
Staff of Charisma	1	0	0
Staff of Luck	1	0	0
Staff of Fate	1	0	0
Staff of Destiny	1	0	0
Staff of Fortune	1	0	0
Staff of Prosperity	1	0	0
Staff of Wealth	1	0	0
Staff of Power	1	0	0
Staff of Sorcery	1	0	0
Staff of Magic	1	0	0
Staff of Wisdom	1	0	0
Staff of Knowledge	1	0	0
Staff of Strength	1	0	0
Staff of Dexterity	1	0	0
Staff of Constitution	1	0	0
Staff of Intelligence	1	0	0
Staff of Charisma	1	0	0
Staff of Luck	1	0	0
Staff of Fate	1	0	0
Staff of Destiny	1	0	0
Staff of Fortune	1	0	0
Staff of Prosperity	1	0	0
Staff of Wealth	1	0	0

BLACK GUARD OF NAGGAROTH

SPECIAL RULES (When a Black Guard of Naggaroth is slain, the player who killed it may take the guard's equipment as a trophy. If the guard was slain in combat, the player may also take the guard's armor as a trophy. If the guard was slain in a non-combat situation, the player may also take the guard's armor as a trophy.)

Weapon	Melee	Ranged	Special
Greatsword	1	0	0
Longsword	1	0	0
Shortsword	1	0	0
Warhammer	1	0	0
Staff	1	0	0
Wand	1	0	0
Staff of Power	1	0	0
Staff of Sorcery	1	0	0
Staff of Magic	1	0	0
Staff of Wisdom	1	0	0
Staff of Knowledge	1	0	0
Staff of Strength	1	0	0
Staff of Dexterity	1	0	0
Staff of Constitution	1	0	0
Staff of Intelligence	1	0	0
Staff of Charisma	1	0	0
Staff of Luck	1	0	0
Staff of Fate	1	0	0
Staff of Destiny	1	0	0
Staff of Fortune	1	0	0
Staff of Prosperity	1	0	0
Staff of Wealth	1	0	0

CODEX SUPPLEMENT

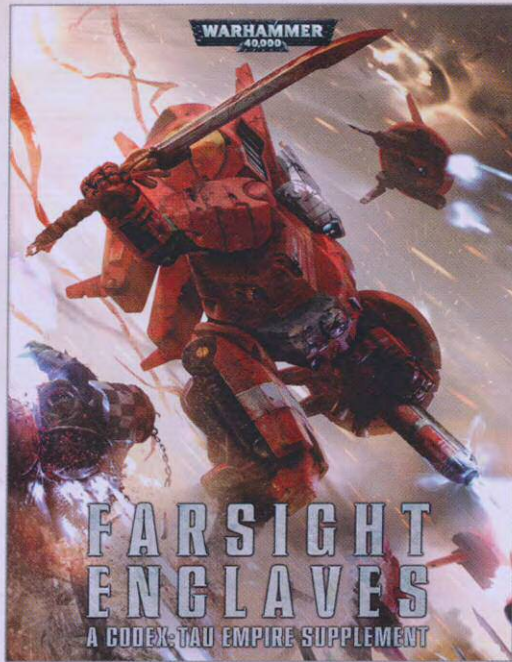
FARSIGHT ENCLAVES

Commander Farsight is a controversial figure within the Tau Empire, a dynamic military leader whose courage and heroism is legendary. But in the fires of battle, Farsight turned his back on the teachings of the Ethereals who govern the Tau, apparently defying the Greater Good.

This 72 page hardbound book is an expansion for Codex: Tau Empire. Within it we learn how a once-beloved military leader began the rebellion that forged the Farsight Enclaves. It contains details on the forces and worlds of the Enclaves, new artwork, galleries of Citadel miniatures and new rules to use in your games. **AT**



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WARHAMMER

DARK ELVES LIMITED EDITION

For those truly devoted to the Witch King's cause, the limited edition of Warhammer: Dark Elves is available this month in very restricted numbers. This book is presented within a glossy dust jacket with wraparound artwork, with a second cover depicting a blood-splattered Witch Elf image printed directly onto the hard cover itself. The icing on the cake of this limited edition volume is an elegant black envelope containing an official numbered certificate of authenticity – owning this book makes you one of a very elite band of Dark Elf supporters. **AT**



4

1 It was on the battlefields of Arkunasha that Commander Farsight faced his first great test. In the fires of battle against the Orks, he proved his worth as a true successor to the greatest Tau generals. This artwork by Kai Lim is the cover for Farsight Enclaves and depicts O'Shovah leaping into battle against his bitterest enemies.

2 The Eight are a near-mythical band of warriors who fight at O'Shovah's side. Farsight Enclaves contains background on each of the legendary members of this warrior band, as well as an order of battle explaining their weapons and wargear and an Altar of War scenario pitting them against the ravaging Tyranid hordes.

3 Brand-new photography showcases Farsight and his forces at war.

4 The Limited Edition of Warhammer: Dark Elves comes bound in a striking outer sleeve featuring this artwork by Paul Dainton and Alex Boyd.

LICENSED GAMES

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

BLOOD BOWL: STAR COACH

This month we talked to Camille Lisoir from Cyanide Studio to find out about the Blood Bowl: Star Coach computer game.

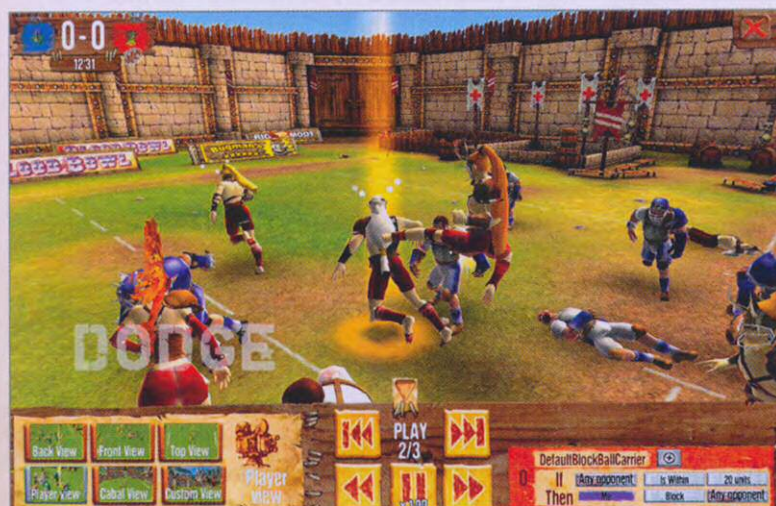
Camille: Blood Bowl: Star Coach is a tactical multiplayer team-building computer game available for a range of different platforms. You build a team of seven players and create your own tactics. Your team then competes against others from around the world with the aim of clawing (and punching, biting and kicking) its way to the top of the pile! The more matches you win, the more you can improve your players' skills. The same goes for the complexity and depth of team tactics. A 'Cabalvision' replay mode allows players to live out the blow-by-blow match in 3D. The game can even be played between players playing on the different platforms. **AK**



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- 1 There are six different races to choose from – Orcs, Humans, Dwarfs, Skaven, Wood Elves and Chaos.
- 2 As the coach for a Blood Bowl team, each player sets the tactics and playstyles for their team in their Playbook, as well as buying new players for their roster.
- 3 The Cabalvision replay mode allows players to watch each of their games play out and see exactly how their tactics worked out.

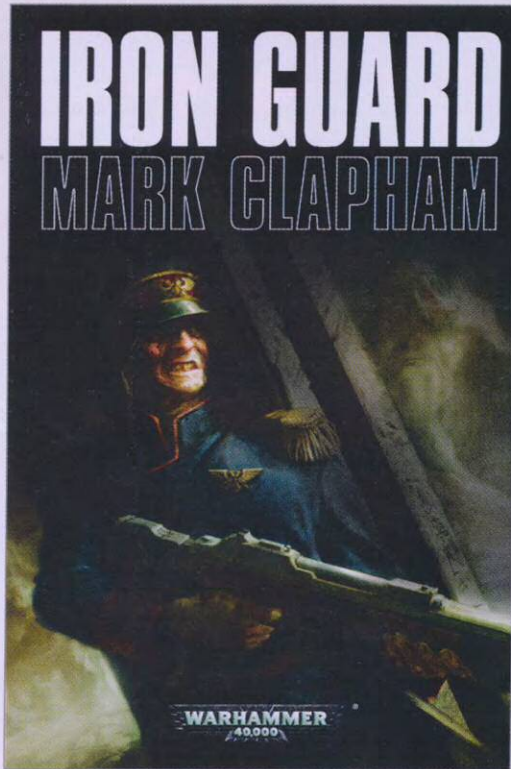
Blood Bowl: Star Coach is available now to play for free on PC via Steam, as well as on Mac, iOS and Android tablets. To find out more go to:

bloodbowl-starcoach.com

BLACK LIBRARY

IRON GUARD

By Mark Clapham, paperback, 416 pages



The Mordian Iron Guard must draw on their famed resolve to defeat the creatures of the night.

Across the length and breadth of the Imperium, the Mordian Iron Guard are renowned for rigid discipline and an unbending stoicism. Mordian is an unusual world with a massive population; on the one side of the planet not scorched lifeless by blazing heat, its citizens live crammed into soaring hive cities, where overpopulation, gang violence and poverty are rife. Imperial Guard press gangs offer the only real escape.

Iron Guard follows the fortunes of Guardsman Hool, beginning with the unfortunate events that find him drafted into the ranks of the Mordian 114th

Regiment, the Unbreakables. During this opening part of the story Mark Clapham does a truly spectacular job making Hool's surroundings in the hive city seem entirely believable and exciting. All too soon, however, our young hero is whisked into the world of the Imperial Guard – and right into the action, which barely lets up for the remainder of the novel. Not that Hool's transition to fully fledged Guardsman is a bad thing, in fact the battle scenes and vicious close quarters combat are well wrought, and give a strong flavour of what the Mordians are all about. It's just that Clapham does such a good job of portraying life in the hive in those first pages, that I really wanted more. I wanted more on Hool's time in boot camp too.

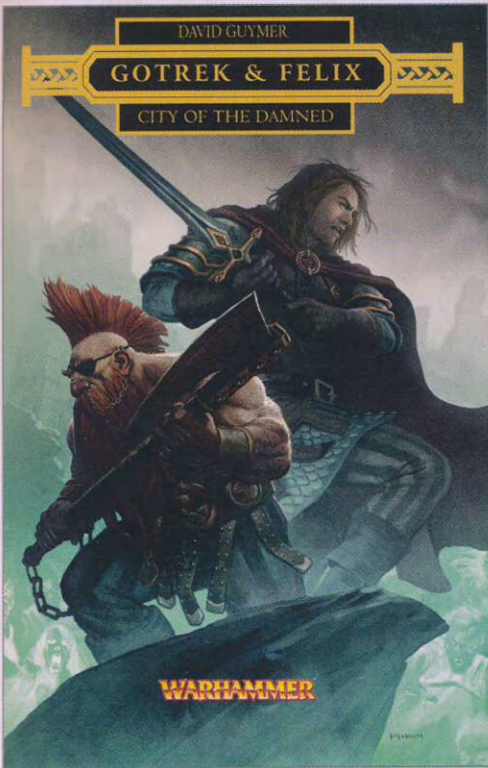
As one might expect from a regiment of Imperial Guardsmen, we meet many other characters throughout this story, and some in particular stand from the crowd. Sergeant Essler, known as 'Smoker' to the men, is a brilliant bit of character creation – a gruff, hardened killer who has had his face almost entirely rebuilt with augmetics. Clapham's description of Smoker the first time you meet him is spot on, creating a vivid image that makes the dour Sergeant leap from the pages. I was similarly entertained by Commissar Tordez. In a regiment known for its unflinching discipline life must be fairly trying for a Commissar, and the scene in which the grim Tordez turns his ire upon the perpetrator of an infraction was a salutary '40K' moment. It was a good reminder that, in the Imperial Guard, the only suitable punishment for failure is death.

As for the story itself, it takes a surprising journey, from fighting renegades, to hunting down night-dwelling maniacs to... other things. I won't spoil it. But if heroism under fire, steadfast gun lines and a surprising, entertaining adventure are your cup of tea, give *Iron Guard* a go. **AT**

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

GOTREK AND FELIX: CITY OF THE DAMNED

David Guymer, paperback, 416 pages



Warhammer's most famous duo travel to the City of the Damned in their latest adventure.

Gotrek and Felix are back and looking for trouble in *City of the Damned*, their latest full-length novel. Like many of the recent stories in the Gotrek and Felix saga, this novel does not have a direct predecessor, so if you haven't read the previous books then don't panic, you won't be jumping ahead of yourself.

The first thing I noticed was how dark this novel is compared to previous Gotrek and Felix adventures. If you enjoy light-hearted romps through the countryside interspersed with regular action scenes then this isn't the book for you – it's weird, creepy and genuinely unnerving in places.

Something I was keen to experience was Guymer's portrayal of the two characters, which have been around so long that they're almost a household name. Felix feels more world-weary than he used to – there's a wonderful moment where he lends another character his trademark red cape and remarks "that cloak and I have been through an awful lot together... and most of it really was awful." Guymer's portrayal of Gotrek is excellent too and there's a clear dichotomy between the consistently headstrong Dwarf and the increasingly miserable human.

The story begins with the troublesome twosome arriving in the Empire province of Ostermark. Guymer paints a bleak picture of the place, which gives you a real sense of how thoroughly depressing and miserable it actually is. Sadly the in-depth descriptions (much like the mists that cover the Ostermark moors) are a little cloying at times and there were points early on when I found myself in need of an altercation to liven things up.

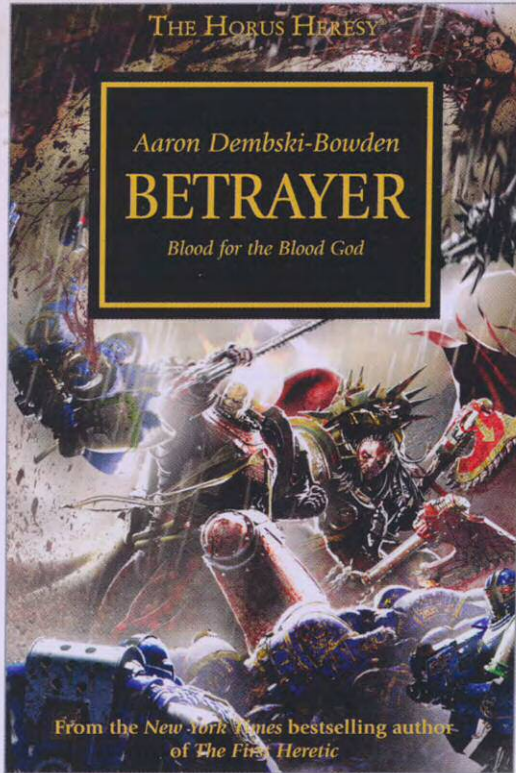
Fortunately there are plenty of them, especially when our heroes make their way into the City of the Damned, hot on the heels of The Beast – an unidentified but powerful adversary. The description of the city itself is incredible and really quite terrifying – think seventh level of hell and you're getting close. The city's history is also alluded to throughout the book, enabling you to piece together the events that have happened there over the last 500 years. In many ways the City of the Damned overshadows the characters and I found myself desperate to read more about this utterly unholy, seriously demented place rather than about the dramatis personae. I don't think that's a bad thing though and I certainly didn't feel cheated out of an adventure – there's still plenty of action and Dwarfen belligerence to keep you entertained. **DH**

FURTHER READING

Prior to *City of the Damned*, David Guymer wrote the Audio Drama *Curse of the Everliving*, which also features Gotrek and Felix. Chris Fairbank plays the inquisitive Felix, complete with regional Empire accent, while David Timson gives voice to the gruff Dwarf. Despite Gotrek's limited speaking role, Timson conveys the Dwarf's constant frustration at the frailty of the human race perfectly and really brings the battle scenes to life with all the snarls, grunts, war cries and bellowing that you'd expect from the world's most unsuccessful (depending on your point of view) Slayer.

BETRAVER

By Aaron Dembski-Bowden, paperback, 416 pages



In the wake of the Battle of Calth, Lorgar and Angron push forwards to devastate Ultramar.

To whom does *Betrayer* refer? It's not who you're thinking of, for while the infamous figure of Khârn plays a considerable role, the title can be applied to a number of characters in this compelling 24th instalment of the Horus Heresy series... but to say any more would spoil some splendid surprises.

Rich with action and set-pieces aplenty – fans of Titans will have a field day here – *Betrayer* triumphs most thoroughly in detailing the complex relationships between two pairs of mirrored characters; Angron and Lorgar, and their subordinates Khârn and Argel Tal, the latter a Word Bearer possessed by the Daemon Raum. In particular, the World Eaters are gifted with an unsuspected amount of depth, and the essential tragedy behind Angron comes as quite the surprise. Here we have a Primarch who was never granted the largesse of his more fortunate brothers; a

broken, mutilated demigod cast into captivity, who can never overcome the grief and rage of being ripped away from his slave-brothers at a crucial moment by the Emperor. In Dembski-Bowden's hands, Angron is a ruined creature, unable to achieve his almost divine potential and slipping gradually but inexorably into animalistic fury. This tragedy is compounded by the fact that the World Eaters have willingly followed him into darkness, the horrific gift of the Butcher's Nails at once providing their greatest strength and most terrible flaw. Kharn himself is a paragon of these awful developments; an honourable, articulate man trapped in dreadful circumstances. Further reflection of the World Eaters' reduced nature is provided in the viewpoint character of Lhorke, the Dreadnought-interred former Legion Master of the War Hounds, who in his periodic awakenings is only too aware of the devolution of the World Eaters.

The Word Bearers are no less intriguing, and it's fascinating to see Lorgar's labyrinthine plans come to fruition. What's more intriguing is the mapping of the man behind the Heresy; while the invasion of Ultramar is the main thrust of *Betrayer*, events are largely driven by the primarch's apparent concern for Angron. Lorgar understands only too well his brother's pain, and knows that the Nails are killing him; it is his intention to save the World Eater. Such compassion between the villains of the piece is unexpected and enticing, lending the book an emotional undercurrent that explains the strange brotherhood between the World Eaters and Word Bearers. Of course, it's hard to trust everything Lorgar says or does...

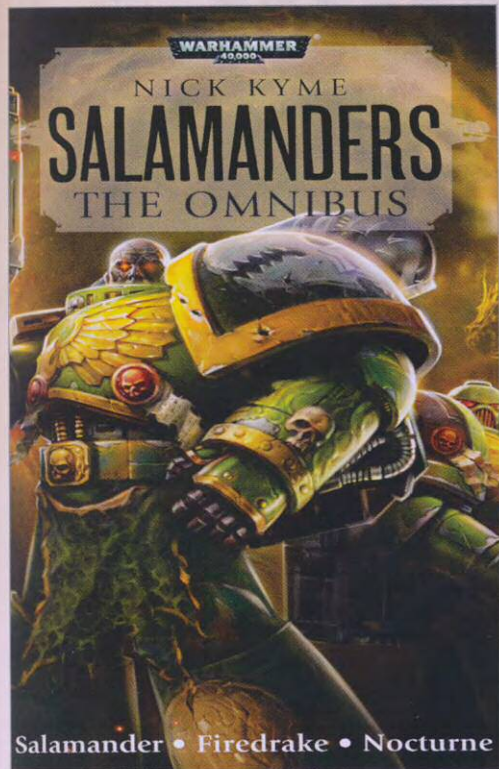
Beyond the intricate character studies, *Betrayer* also recounts dramatic events that forever alter the course of the Heresy, and sports some fantastic cameo appearances of figures of note (not least Roboute Guilliman himself), all leading up to a climax dripping with revelation and twists. Here we see Aaron Dembski-Bowden at the height of his powers, servicing both cast and set pieces with aplomb, telling a tale that churns with emotional richness. **JB**

FURTHER READING

Betrayer isn't Aaron Dembski-Bowden's only entry in the Horus Heresy series; he also scribed the limited-edition novella *Aurelian*, the audio drama *Butcher's Nails*, and the novel *The First Heretic* (book number 14 in the series), which details how Erebus and Lorgar set the events of the Horus Heresy in motion.

SALAMANDERS: THE OMNIBUS

By Nick Kyme, paperback, 1024 pages

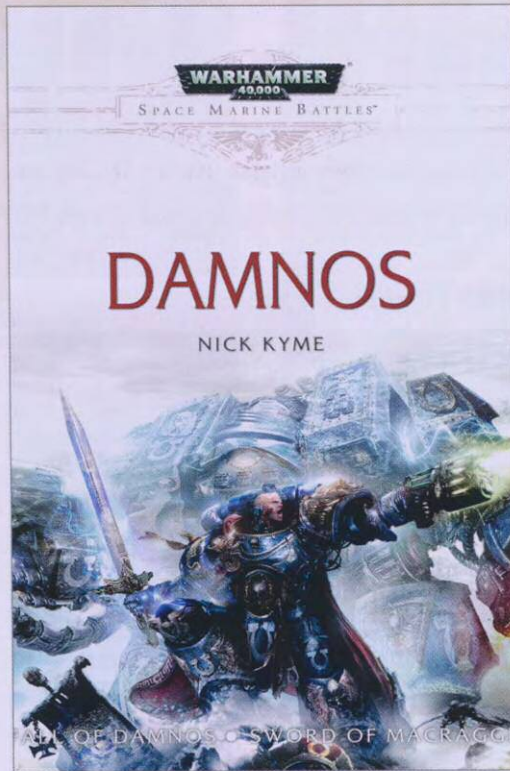


The entire Salamanders Tome of Fire trilogy collected in one place for the first time.

It's no secret that I am a huge fan of the Salamanders; of all the Space Marine Chapters, there's always been something about their nobility and compassion that has captured my imagination, and in this new omnibus, you'll see why. Compiling the novels from the Tome of Fire trilogy – *Salamander*, *Firedrake* and *Nocturne* – along with ten short stories that tie in with the series, there is some serious action awaiting you within this mighty volume. The novel follows the trials of Sergeant Dak'ia and the 3rd Company, starting with a bang, literally, as their Captain is brutally murdered by the Dragon Warriors in the first few pages. These savage Chaos Space Marines act as a dark mirror to the noble Salamanders, as their commander, Nihorash, is a renegade Salamander, and it's their mutual quest for revenge that forms the central arc of the series. In this series, Kyme really captures the unique feel of the Salamanders. **AK**

DAMNOS

By Nick Kyme, hardback, 448 pages



An ancient evil has awoken beneath Damnos. Only the Ultramarines can save the day.

The second of Nick Kyme's releases this month collates an earlier Space Marine Battles novel with a brand-new novella, *Fall of Damnos* and *Sword of Macragge* respectively. 'Fall of Damnos' tells the story of the Damnos Incident, one of the Ultramarines' more infamous campaigns, fought after Necrons awaken beneath the surface of the planet. What's particularly great about the novel is how it tells the story of the invasion from so many different viewpoints, really taking in the sweep of the war; from a mineworker caught in the initial invasion and the planetary governor facing the extinction of his world to a host of Ultramarines heroes, including Chief Librarian Tigurius and Captain Cato Sicarius, who must confront a tragic fate on the surface. The new novella, *Spear of Macragge*, is a companion piece, telling the story from the point of view of Sergeant Chronus, so expect some fantastic tank battles. **AK**

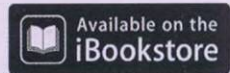
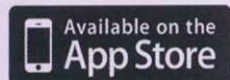
FURTHER READING

There are now over a dozen books and ebooks available in the Space Marine Battles series, each one telling the story of the one of the most famous wars of the Adeptus Astartes. Particular favourites here in the office include *Wrath of Iron* by Chris Wright, featuring the Iron Hands, and *Armageddon* by Aaron Dembski-Bowden, reviewed a couple of months back in August's issue.

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital products available on a variety of devices. Check out the Apple Newsstand and iBookstore for iPad products and blacklibrary.com/games-workshop-digital-editions for eBook editions.

Digital products, including White Dwarf, are only available in English.



IPAD EDITIONS

iPad editions are designed specifically to work on iPads and include interactive features, and are only available from Apple Newsstand and the iBookstore – these are available in the App Store.

Warhammer: Dark Elves

The new Warhammer: Dark Elves is released this month, containing all the content from the physical book, including the amazing art, fantastic background, photography and rules as the print version, as well as 360° showcases, interactive galleries and pop-up boxes that provide quick reference for the rules.

How to Paint Citadel Miniatures: Dark Elves

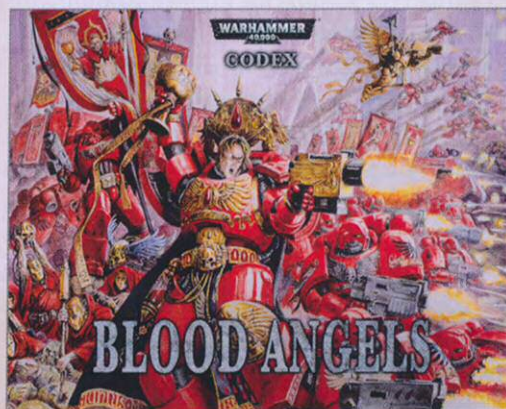
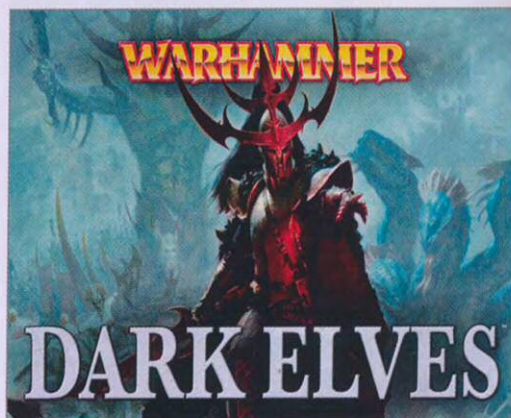
This product contains painting guides for loads of the new Dark Elf kits featured in this issue, such as the War Hydra and Cauldron of Blood, as well as Cold One Knights and Dreadlords. How to Paint Citadel Miniatures: Dark Elves is the ultimate reference guide to have on hand when you're painting your own army.

Codex: Sisters of Battle

Available as a standalone product for the first time, Codex: Sisters of Battle includes all the background, photography and rules (all updated for Warhammer 40,000 6th edition, including Warlord Traits) you need to begin a collection of Adeptus Sororitas, the formidable warriors of the Ecclesiarchy.

Codex: Blood Angels

Codex: Blood Angels also gets a release as an iPad Edition this month too, including brand-new 360° galleries, easy to navigate chapters, rules reference boxes and stunning showcase photography. What's more, when new updates and FAQs come out, your copy will update automatically.



WHITE DWARF IPAD EDITION



With high-resolution photographs, extra pictures, text and video content the iPad edition of White Dwarf is available as single issues and yearly subscriptions from Apple Newsstand. But you'll know that if you're reading this on your iPad, right?

EBOOK EDITIONS

eBook editions are designed to work with most current-generation mobile devices, tablets and eReaders, including Android, Kindle and iBook devices. All you need to do is download them from the Black Library website.

Codex: Space Marines

Codex: Space Marines is released in eBook format this month, bringing all the background, art, rules and showcase photography to your mobile devices.

Index Astartes: Volume 1

Index Astartes focuses on different aspects of the Space Marines, from their units to the vehicles. Index Astartes: Volume 1 compiles a great selection of the Index Astartes articles into one place, including Dreadnoughts, Predators, Chaplains, the Codex Astartes, Tactical Dreadnought armour, the Death Company, Battle Barges, Centurions, Apothecaries and more besides.

Munitorum

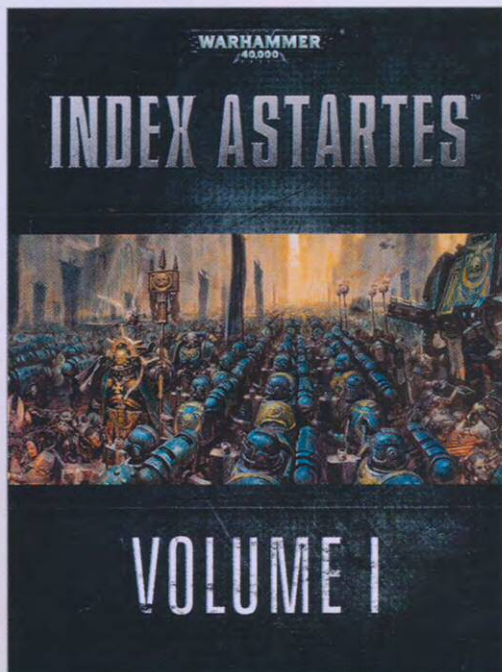
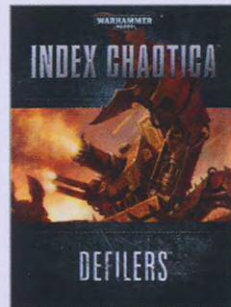
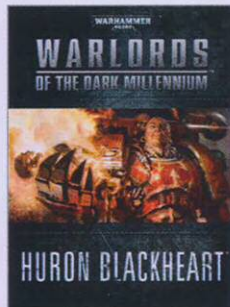
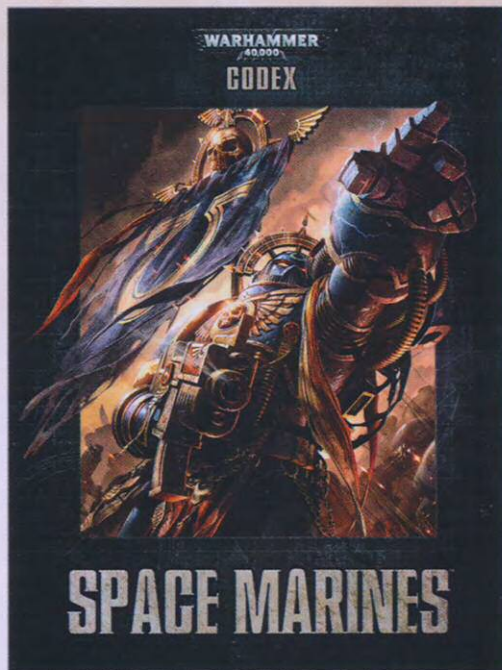
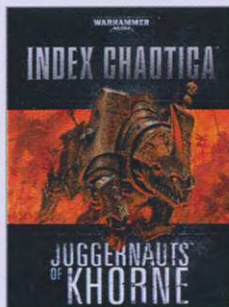
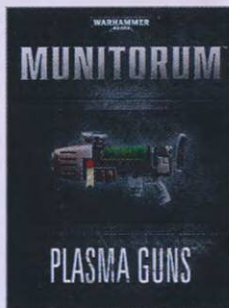
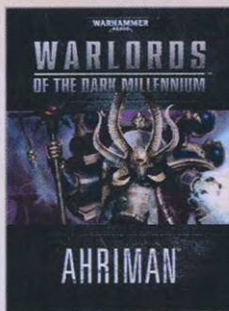
If you've ever wanted to know more about the weapons of the 41st Millennium, then the Munitorum series is for you. Each one describes a different piece of wargear, including background and rules. This month's releases include the plasma gun, the blight grenade, the rail gun, the shadow field and the warscythe.

Index Chaotica

Each Index Chaotica article focuses on a different aspect of the dark powers of the Warp, from the servants of the Chaos Gods to foul Daemon Engines, in more detail than ever before. This month you can find out more about Possessed Chaos Marines, the Garden of Nurgle and Defilers.

Warlords of the 41st Millennium

The 41st Millennium is home to brave heroes and dread villains, and each of the Warlords of the Dark Millennium articles describes the legends of one of them. This month you can read all about Ahriman, exiled Chaos Sorcerer of the Thousand Sons, and Huron Blackheart, leader of the Red Corsairs and Tyrant of Badab.



To find out more about Games Workshop eBook products and to download them, visit blacklibrary.com/games-workshop-digital-editions.

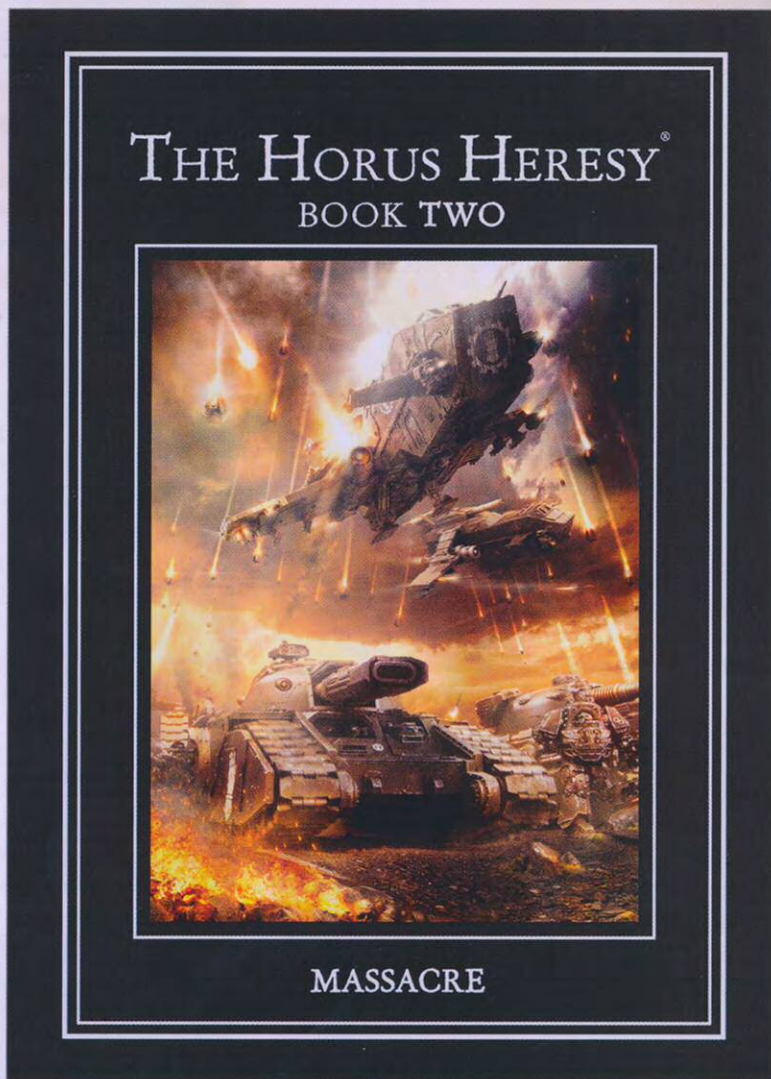
FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Each month they have lots of exciting new releases – here's a look at some of their most recent additions.

THE HORUS HERESY BOOK 2: MASSACRE

The **Dropsite Massacre** at Istvan V is one of the pivotal moments in the history of Warhammer 40,000. It is the battle where Horus and his followers strike their first definitive blow against those loyal to the Emperor and when it is over, three entire Legions are shattered and broken.

Primarily this book is concerned with describing the forces involved in the Istvan Dropsite Massacre and the events of the intense battle itself, recounted in an atmospheric and evocative style. The battle is a tragic affair, marked by bitter and cruel betrayal. All of this is evocatively recounted and accompanied by exceptional art and photographs depicting the uniforms and vehicles of the forces involved. There are also rules and scenarios that add to those presented in Horus Heresy Book 1: Betrayal. **AT**



New information and illustrations contain hitherto unknown information about the mysterious Mechanicum, Legio Cybernetica and the Ordo Reductor.

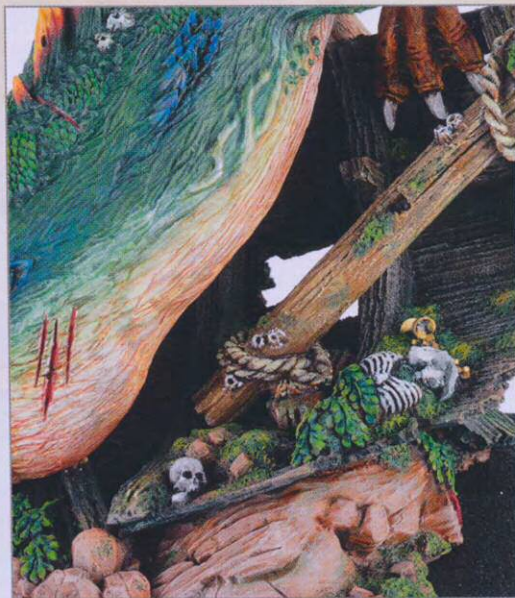


Uniform guides and background provide insight into the uniforms, weapons and history of the Salamanders, Iron Hands, Night Lords and Word Bearers Legions.

MERWYRM

Ancient creatures distantly related to Dragons, Merwyrms dwell deep in the oceans of the Old World. Hunger or sorcerous pacts can draw them up to the surface where they prove surprisingly dextrous, hunting down prey to satisfy their unending appetite for fresh meat.

The Merwyrms is a barnacle-encrusted monstrosity, with a physique somewhere between a snake and a naked mole rat. It is sculpted atop a rocky outcrop, with its long, finned tail coiled around a spar that juts out of a shipwreck. It's an odd-looking beast, a horror from the underworld with gaping maw, gills and a dorsal fin that looks unnervingly like a sea anemone. **AT**



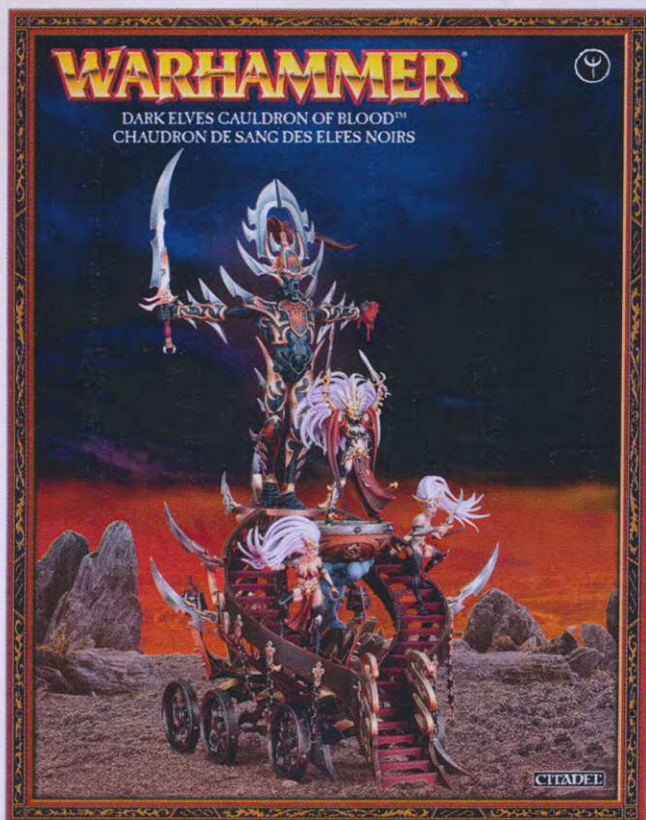
- 1 The Merwyrms is clambering over the broken hull of a ship, the inside of which is littered with rocks, the bones of the slain, a broken spar and plenty of seaweed.
- 2 Merwyrms live in the deepest chasms and trenches of the oceans of the Warhammer world – they are one of the few creatures that is a natural predator of the dreaded Kraken. Trish Carden, the sculptor of this model, so enjoyed it that she also painted the model shown here, her first paint job in more than a decade.



FULL RELEASE LISTINGS

The products on these pages are available to pre-order now, and will be released on Saturday 5th October unless otherwise noted. For more details visit:

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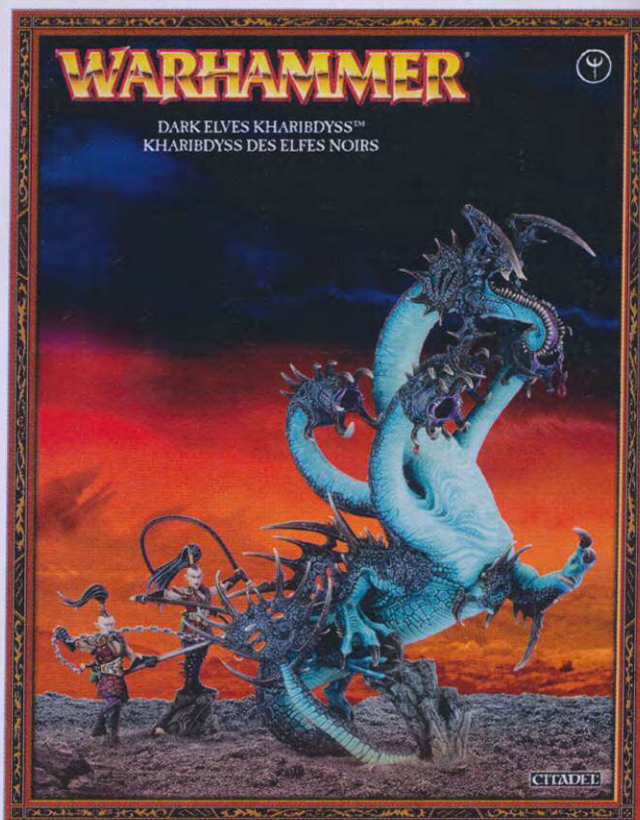


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Sculpted by Aragorn Marks, Dale Stringer and Tom Walton

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Neil Langdown

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100zł, USA \$35, Can \$40, 200rmb,
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SHADOWBLADE

Sculpted by Brian Nelson

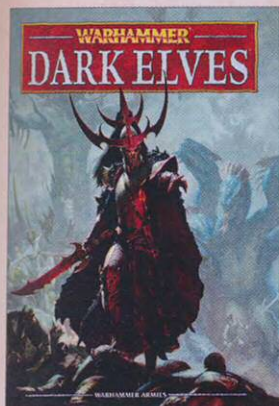
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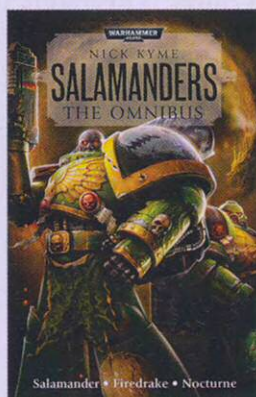


DARK ELVES: LIMITED EDITION (ONLINE ONLY)

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SALAMANDERS: THE OMNIBUS **OUT NOW**

By Nick Kyme

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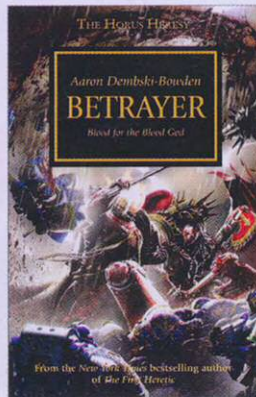


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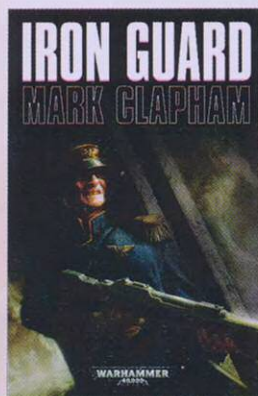


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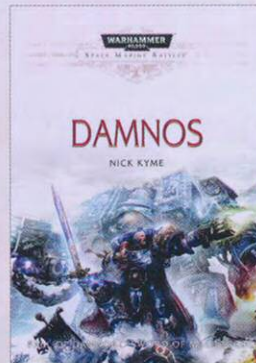


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With new plastic Dark Elves out this month, you might want to see what else is available for the twisted kin of the High Elves. At games-workshop.com you'll find everything in the Dark Elves range, from the latest plastic kits to classic Dark Elf heroes and a selection of special characters.



DARK ELF REAPER BOLT THROWER



DREADLORD WITH GREAT WEAPON



LOKHIR FELLHEART



MORATHI



SUPREME SORCERESS

GAMES DAY & GOLDEN DEMON 2013

WORLD TOUR 2013

Games Day is a worldwide celebration of collecting Citadel miniatures, an opportunity for hobbyists to come together to experience the full splendour of the Games Workshop hobby. This year the Games Day World Tour is off to four different venues, two of which have already happened:



GAMES DAY MEMPHIS

Cook Convention Centre, Memphis Tennessee, USA

FINISHED!



GAMES DAY COLOGNE

Gürzenich Köln, Martinstraße 29-37, 50667 Cologne, Germany

FINISHED!



GAMES DAY BIRMINGHAM

National Indoor Arena, Birmingham, UK

29TH SEPTEMBER



GAMES DAY MODENA

Fiera di Modena, Viale Virgilio, 41123 Modena, Italy

20TH OCTOBER

Visit your local Hobby Centre or our website to keep up to date with the latest information:

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GAMES DAY EXCLUSIVES

As well as the chance to meet the sculptors and designers behind Citadel miniatures, model makers from Forge World and authors from Black Library and quiz them all about their latest work, you'll also be able to get your hands on exclusive products that are only available to buy on the day, including this year's Games Day miniature, the famous Estalian explorer Marco Columbo, and access to the the complete range of Games Workshop products.



ARMIES ON PARADE

The final of Armies on Parade takes place at Games Day, providing beautifully painted miniatures and scenery displayed on glorious boards. Visitors are given the chance to vote on their favourite display. But to be in with a chance of displaying your own Armies on Parade at Games Day, you'll need to win the Parade Day at your local Hobby Centre first!



Jimmy Graham's Armies on Parade winner from Games Day UK 2012.

GOLDEN DEMON

Golden Demon is the world's biggest painting competition, held at each of the Games Days around the world and featuring some of the world's best painted miniatures. Taking part in the contest is the highlight of many a painter's calendar, and the chance to view all the entrants ensures that it's a highlight of many a hobbyist's Games Day too.



Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.



ARMY OF THE MONTH

GARETH ETHERINGTON'S ULTRAMARINES



Army of the Month is our feature that showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. This month we were lucky enough to get our hands on Gareth Etherington's gorgeous, not to mention massive, Ultramarines army, which comprises not one, but two and a half companies. Read on to find out what Gareth has to say about his Ultramarines, and if you want to find out how he painted them, make sure you check out Paint Splatter on page 116.



Gareth Etherington is a prolific painter. When he's not painting Ultramarines, he's painting Tyranids, and when he's not painting Tyranids he's writing lots about painting on his website.

Gareth: I've collected many armies over the years, but the Ultramarines is the one I've stuck with the longest. They're the army I work on between other projects, the ones I keep coming back to, and even though I've painted over 200, I can't see me stopping any time soon. I've collected so many armies – Space Wolves were my favourite army for such a long time – but I've always found that my painting style moves on and I leave the army behind. I've collected pretty much everything, from 1500-point armies that I've painted and then moved on from, up to 3000-point collections. The Ultramarines are the largest collection I've ever had though.

I'm not entirely sure what it is about the Ultramarines that made me stick with them. I think it might be because they are quite straightforward to paint, yet there's the potential to do some challenging freehand painting on them in the form of heraldry, shoulder pads and so on. I'm always trying new things when it comes to painting, trying to push myself. I switched to red weaponry on some of my Scouts ▶



1



3



- 1 Gareth converted these Scouts to match Sergeant Telion, hence the stalker-pattern boltguns and the kneepads. Note also their mohawks – a nod to the original plastic Scouts from Advanced Space Crusade.
- 2 “The Ironclad Dreadnought has been through the wars a bit, he’s got all rusty and covered in dust,” says Gareth.
- 3 This Sternguard squad is made up of classic Veteran models, including Tyrannic War Veterans.
- 4 Sergeant Chronus – seen here in the lead Predator from the Assassin Squadron – has not been glued in, allowing Gareth to place him in any of his (many) tanks.





- 1 Uriel Ventris, Captain of the Ultramarines 4th Company, and his Command squad. Gareth painted the banner by hand, based on the design in the Codex.
- 2 The fully painted interior of the Thunderhawk.
- 3 The Thunderhawk is the centrepiece to Gareth's army. "It took me about two months to build, and then about three months to paint. I used a hairdryer to heat up the resin and bend it into place, strapping the bits together so I got a really clean join."

1

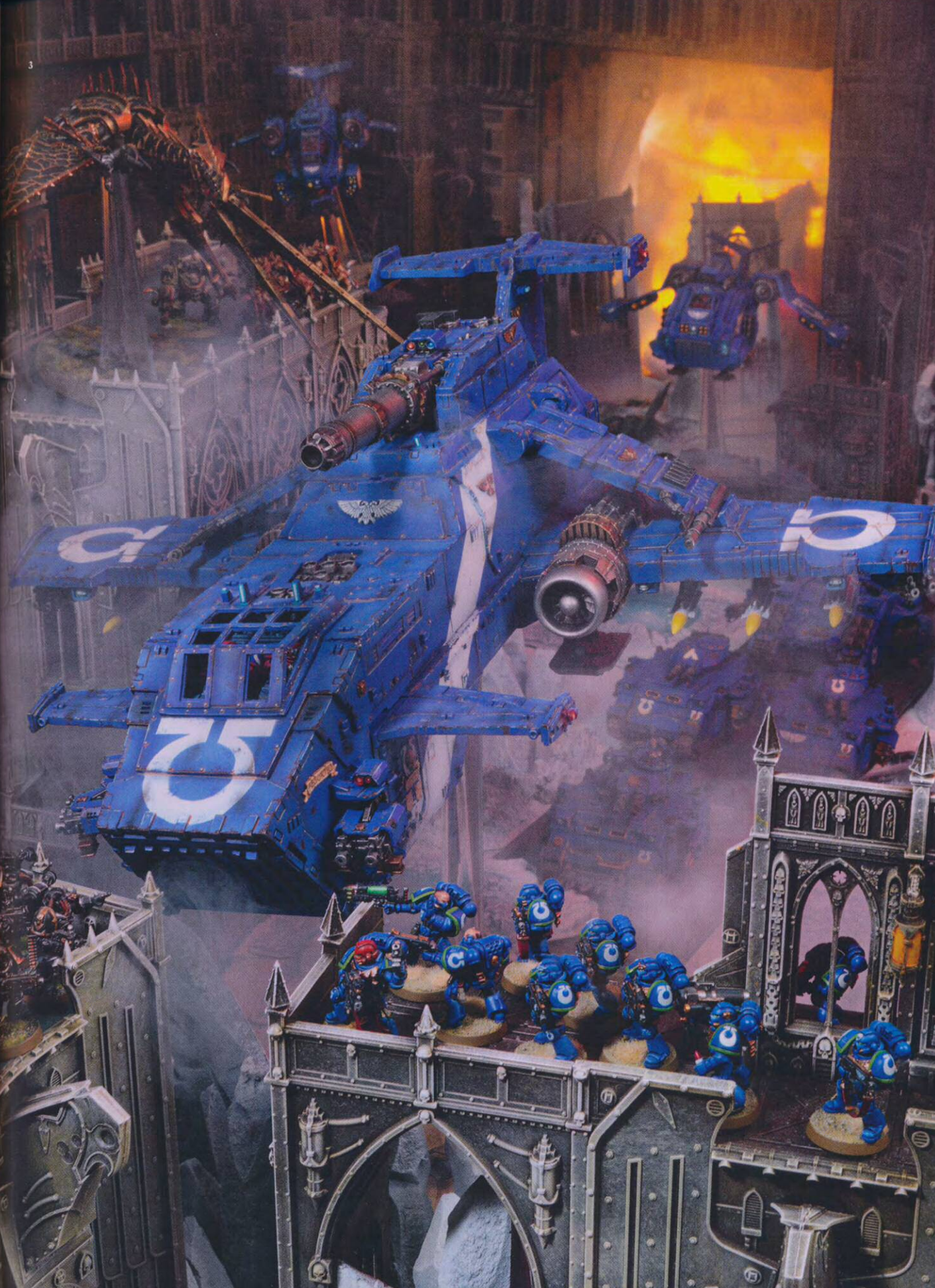
► recently, for example, and I think I prefer it to the black I've used across the whole of the rest of the army. It's something most people suffer from I think – do you stick with how you've painted from the word go, or do you evolve it? I think with such a large collection I can afford to evolve it – I've certainly no intention of going back to repaint what I've already done.

I build my army around Apocalypse formations, so I have formations of Vindicators, Predators, Land Raiders and so on. It's an easy way of collecting the army, but it's also because I use it to play with too. It's nice having a huge collection to draw on when you're playing a game. The most substantial formations in my collection is the 1st Company and the 4th Company. There's an inordinate sense of accomplishment about finishing a company. The first one was the 4th Company, and that got me really going.

I picked the 4th Company after reading Graham McNeill's Ultramarines novels. I have the whole of the 1st Company too. It ►



2



1 "I've used the Space Hulk Terminators and repainted them as Ultramarines. It wasn't too much work, using Forge World brass etch in places. They're my favourite squad in the company," says Gareth.

2 The Captain of the 1st Company, Captain Severus Agemman.

3 All of the Terminators from the 1st Company arrayed for battle. "I didn't want to paint all of the 1st Company in Terminator armour, because the background has it that the Ultramarines only have 60 or so suits."



1



3

► looks absolutely amazing when it's all set out – all those Terminators! I started collecting the 1st Company without realising it – it suddenly dawned on me that I'd painted 20 Terminators, and in my head I went 'that's 1/5th of the company', rather than 'that's 80 left to do'.

At Games Workshop Thurrock I had the joy of fielding the entire 1st Company alongside loads of the customers' Ultramarines, against 15,000 points of Tyranids to recreate the battle for the polar fortresses of Macragge. We said that all the Ultramarines had to do to win was have one model surviving at the end of the game, but true to the background they were wiped out to a man.

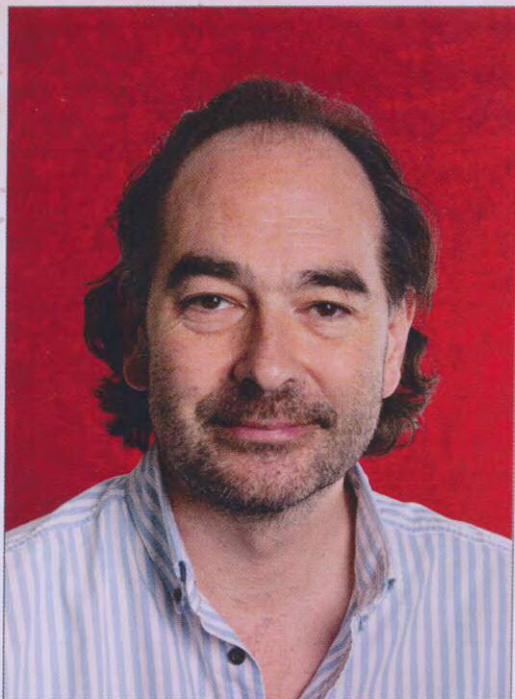
What's next for the Ultramarines? Well, I definitely want to finish the Scout Company – I'm halfway through that already – and after that I might paint the Devastator Company or the Assault Company. This is a long-term, lifetime project. It'll keep on going so long as new Space Marines keep getting released! **AK**



2



JERVIS JOHNSON



Following on from his theme last month, veteran games designer Jervis Johnson continues to delve into how he goes about creating new rules and scenarios, using the background to our games as the inspiration for his designs.

Last month I talked about some of the principles I use when writing rules. This month I am going to use one of the missions for the second volume of the Space Marines Altar of War to illustrate what I mean.

The basic idea with an Altar of War mission is that each mission is based on an aspect of the background of an army. When I start work on an Altar of War book, I read up on as much of the background material as I can for the army, and then I create a list of things I would like to evoke in the missions. As I was doing this, I realised that one of the things I hadn't yet touched upon was that Space Marines are equipped and trained to fight in space. My imagination fired by thoughts of a battle taking place in the hard vacuum of deep space, I decided that one of the new missions should be based on this idea.

The next step was to put a bit of flesh on the bare bones. Each Altar of War mission is meant to fit onto a couple of pages so this doesn't leave a lot of room for lots of special rules; I knew in advance that I would have to show some restraint. I proceeded to jot down all of the things I *could* write rules about: the lack of air, the low gravity, lunar landscapes, the effect of the environment on weapons, solar flares and asteroid strikes, craters, the lack of vegetation, difficulty in communication, how compromising hull integrity could affect the crew of a vehicle, and so on. It was quite a long list, I can tell you! Looking through it, I quickly decided to discount things to do with the actual terrain for the game. After all, players that wanted to model a lunar landscape would do so without any prompting from me, while players without the terrain would feel frustrated if this stopped them using the mission. That said, it was clear that this mission would need some rules to reflect the environment, so I decided to focus on things like the low gravity, lack of air and how fighting a battle on a small sphere would mean that targets could easily be below the horizon if they were far enough away, all of which were things that didn't limit the models the players could use in the game. The other thing I decided that the mission should show was just how expert the Space Marines were at fighting in this environment; after all, they must be called Space Marines for a reason!

I now needed some rules that would be evocative of these things, fun to use and straightforward to understand. My first port of call in such circumstances is the special rules section in the rulebook; if I can find an appropriate rule there, I will use it in preference to inventing a new rule. This is because I know that the special rules are well understood by players, which makes them clear, and we know from experience that they are fun to use as well. I decided to say that in this mission all attacks had the Rending rule, to reflect the dangers of getting a cut in your pressure suit or a breach in the hull of a vehicle. I also decided to say that all Infantry models had the Jump unit type, to reflect the low gravity, and that the Night Fighting rule

applied, to reflect the closeness of the horizon and the darkness of deep space. I was pleased with this: they evoked the background, were clear and easy to use, and I knew that the combination of rendering, night fighting and lots of jump infantry would make for an exciting game.

“The rules emerge from the background of our games rather than being an end in themselves.”

However, try as I might, I couldn't find a rule that reflected the Space Marine's expertise at fighting in space. Most of the rules I could use would have made the Space Marines better than on a planet, which didn't seem quite right. In the end I decided to say that all non-Space Marines were -1 Weapon Skill and -1 Ballistic Skill, but to compensate they received 3 bonus Victory Points. With my intent clear, I needed to make the rule crystal clear. This took a bit of work, and made the rule rather longer than I would normally like, but I felt that in this case clarity was more important than brevity. I also had to make some hard decisions about who the rule did, and did not, apply to. For example, most armies have some troops that probably would not be affected by fighting in space, but listing them all out separately would make the rule very long and unwieldy. In the end, I decided to list the Codexes that the rule didn't apply to, rather than individual unit types, as the best compromise between making the rule evocative, and making it fun and clear to use. Here is the final version of the rule so you can judge for yourself:

Difficult Conditions: All enemy models and Space Marine allies must subtract 1 from the Weapon Skill and Ballistic Skill on their profile, to a minimum value of 1. To compensate for this advantage, the enemy player adds 3 Victory Points to his total at the end of the game.

Exception: Enemy models and Space Marine allies from the following Codexes do not lower their

Weapon Skill or Ballistic Skill. In addition, if the enemy's Primary Detachment is chosen from one of the following Codexes, then the enemy player does not receive the Victory Point bonus: Space Marines, Chaos Space Marines, Space Wolves, Dark Angels, Blood Angels, Grey Knights and Necrons.

And with that, I was done with my rules writing... almost. One thing all new rules need is a review. This allows them to be tested, edited, looked at by other game designers, and it also gives me a second chance to look at them before they go to print. This last point is an important one: in my experience, it really helps to review a new rule a week or two after you've written it. This gives you a chance to look at it again with fresh eyes. I'm always surprised by how much I spot!

In this case the review showed that although the mission was OK, it really needed an extra *something* to make it stand out so I decided to add in a rule to allow an asteroid or two to come crashing down onto the battlefield. Ideally these asteroids would hit a random location, but such things are very difficult to write watertight rules for, so instead I made them a randomly available attack, a bit like a naturally occurring orbital strike that had a very high chance of scattering. The overall effect was very similar to selecting a random location on the tabletop, but the rule is much easier to write and to use.

With this rule in place, the mission was complete. If you're interested you can find it in its finished form in *Altar of War: Space Marines II*. I hope that I've given you some insight into how I write rules, on how they emerge from the background of our games rather than being an end in themselves, and how I try to ensure that they are both clear and fun to use. As ever, I would be fascinated to know what you think of these things, so please get in touch.

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

BATTLE REPORT

DEATH IN THE LAND OF CHILL

In the blasted wastes north of Naggaroth, the mighty Waaagh! Skragtoof rampages towards the Monoliths of Cytharai, an ancient temple devoted to the Dark Elf gods. Dreadlord Koraesh and the warhost of Shagrath prepare to slaughter the filthy invaders.



Adam: In this month's battle report we are hurling the Dark Elves into the maelstrom of battle to see all the new kits in action, and get a feel of what it was like to try out all their new rules. After a short (and vicious) scramble for command, the pleasure of using the new Dark Elves fell to me, so I busied myself poring over the glorious army to concoct a force that would be both fun to use and effective on the battlefield. Dan volunteered to step into the breach as the opposition, readying a massive horde of Orcs and Goblins to test the mettle of the scions of Naggaroth.

For our game, Dan and I spent a while chatting about the various battles of the Dark Elves, and their wars with their foes around the world. We decided that Dan's greenskin horde had set off in search of glorious adventure (and hopefully some really big fights), ending up in the northern regions of Naggaroth, bypassing the watchtowers in the north and advancing on the powerful arcane monuments beyond. The Dark Elves will not suffer the Orcs to approach their hallowed altars, so Dreadlord Koraesh musters his army for a war of extermination.

Marching forth from Shagrath, the warhost of Dreadlord Koraesh journeys into the north to battle against the Orcs intruding on their domain.



THE WARHOST OF DREADLORD KORAESH



Adam Troke is more commonly seen fighting for the Children of Ulthuan than as the commander of a Dark Elf army. He's more than happy to dabble with their dark kin for the sakes of our Battle Report however.

Adam plans to use the Witch Elves as the lynchpin of his army, hunting down and killing Dan's most powerful units. The Cauldron of Blood will augment their already-formidable abilities to an incredible level.

I have the singular pleasure of using the Studio's Dark Elf army for this game, a really gorgeous selection of models painted by the talented band of Studio army painters. There's plenty to choose from in the collection, which is just as well, because the new Warhammer: Dark Elves book gives Dark Elves players plenty to think about. Not only are there several new units available, but the army also benefits from new special rules. All Dark Elves have the Always Strike First special rule, and a new ability called Murderous Prowess (which lets you re-roll any rolls of a 1 To Wound). I have a hunch this is going to be a potent mix.

Weighing up the various units available, I've opted to base the army around three large regiments of Dark Elf Core infantry: Dreadspears, Darkshards and Witch Elves. A massive cohort of 40 Dreadspears not only looks ace, but should also be a pretty sturdy force on the battlefield: fighting in three ranks I'll get plenty of chance to see Murderous Prowess at work. Meanwhile, the Darkshards should be able to pincushion most units that come close enough – repeater crossbows get two shots each, so I'll be firing a whopping 40 bolts a turn. The real heavy hitters in my starting lineup are definitely the Witch Elves, however. These beautiful, brutal devotees

of Khaine have lots of Poisoned Attacks, which can circumnavigate the high Toughness of the Orcs and (hopefully) spell doom for any greenskins willing to match blades against them. To get the best out of these nasty ladies, I'm adding the new Cauldron of Blood too.

Thematically the towering shrine to the bloody-handed god of the Dark Elves is too good to pass up. It's also really good in the game, protecting the unit that it is with through dark magic, and making them even more frenzied. I'll place this within the Witch Elf regiment and drive straight into the heart of the Orcs with it! I'll be backing these foot-sloggers with some Cold One Knights for some heavy, lance oriented action.

I'm really taken with the monsters available to the Dark Elves too, so I'm including a High Beastmaster, riding on a Manticore and a Dreadlord riding a Black Dragon. These will be my fast-moving strike team. I'm itching to see what they do as a pair, especially as the Beastmaster can make nearby monsters fight even harder. On the subject of monsters, I'm including two more in the form of the new War Hydra model and a Bloodwrack Medusa. The War Hydra is incredibly dangerous in a fight, dealing out a high number of attacks and able to regain lost Wounds its suffered in battle – kind of like an improved regeneration. I'll be looking for flank charges against Orc mobs if I get the chance. The new Cauldron of Blood includes a Bloodwrack Medusa, so it makes sense for me to include one of them too. Her Bloodwrack Stare is a handy shooting attack, and will help against nuisances such as Goblin Fantatics.

I'm skimming on magic, and only taking a single Sorceress – all of the spells in Lord of Dark Magic look deadly but, quite frankly, I wanted more monsters to play with. I don't mind which spells I end up with, I just want to have a go with them – and hopefully try out the Lore Attribute, which can cause bonus damage on enemy units I cast spells upon.





THE BLOODY FLAYERS OF FAR SHAGRATH

LORDS

Dreadlord Koraesh

Dreadlord with heavy armour and shield, riding a Black Dragon.

449 points

Nikkor the Subjugator

High Beastmaster riding Manticore.

300 points

HEROES

Elliya Vilesoul

Level 2 Dark Elf Sorceress with Talisman of Preservation.

160 points

Laerish Bloodwife

Death Hag with Witchbrew riding a Cauldron of Blood.

305 points

CORE

Koraesh's Soul Reavers

40 Dark Elf Dreadspears with musician, standard bearer and Lordling.

390 points

The Spite Shards

30 Dark Elf Darkshards with musician, standard bearer and Guardmaster.

390 points

The Bloodwife Coven

30 Witch Elves with musician, standard bearer with Razor Standard and Hag.

405 points

SPECIAL

The Riders of Shagrath

10 Cold One Knights with musician, standard bearer and Dread Knight.

330 points

Many-headed Death

War Hydra with Fiery Breath.

180 points

RARE

Scaelagon the Damned

Bloodwrack Medusa.

90 points

TOTAL

2999 points

WAAAGH! SKRAGTOOF



While he's known in the office as an Empire collector, Dan has always had a soft spot for the Orcs and Goblins. Armed with a choppa and a bag of Squigs, he was more than willing to give da pointy ears a run for their money.

Dan loves Black Orcs and was keen to field a unit of them in the battle. Part of his Kunnin' Plan is to hold up enemy units with the Savage Orcs while the Black Orcs charged them in the flank or rear to win the combat.

Orcs and Goblins were the first Warhammer army that I ever collected, though admittedly that was 20 years ago during the fourth edition of Warhammer when Goblin spears were considered to be offensive weapons and Grom the Paunch was a cardboard cut-out. For this Battle Report, however, I'll be using the huge Orcs and Goblins army painted by the Studio Hobby Team, which is substantially larger than my mini-horde.

My initial thought was to field wave after wave of Night Goblins with as many Fanatics hiding among them as possible. But there are three problems with that. Firstly, Night Goblins Fear Elves, making them terrible against them in combat. Secondly, my experience with Fanatics is that they tend to come back and cause as much damage to my army as to the enemy. Thirdly, and most importantly, it was exactly what Adam was expecting me to do (I overheard him scheming and plotting with Matt before the game).

So I left the Night Goblins on the shelf in favour of a highly mobile Orc force including as many boar riders (Savage and 'civilised') as I could fit into 3000 points. A massive horde of Savage Orcs will hold the centre of the battleline and keep Adam's main units busy, while Black Orcs and Orc

Boyz line themselves up for flank charges on either side of them. Because Dark Elves have the Always Strikes First special rule, they will undoubtedly cause a lot of damage in close combat and even with so many Orcs I know that I will struggle to beat them in a fair fight. But who said I had to play fair?

My Kunnin' Plan is to keep my army mobile and strike Adam's weaker units while avoiding his main regiments. He's bound to include a unit of Witch Elves in the army and I intend to avoid them at all costs as the number of attacks they can churn out will rival the Savage Orcs. I also have a feeling that Adam will field the new Cauldron of Blood in the same unit – he's a sucker for impressive models and it will boost the Witch Elves to near-supernatural levels. If I can avoid them and fight Adam's other units I should be able to kill enough elves to swing a victory in my favour.

Part two of Da Kunnin' Plan is to counter Adam's magic. Dark Magic is notoriously deadly and Dark Elf Sorceresses are highly skilled in the dark arts, so for this reason I chose a Savage Orc Great Shaman to counter Adam's spellcasters. I also gave him and my General talismans to make them resistant to magic, thereby protecting my two most-valuable (and therefore most likely to be targeted) units. I'm also hoping to roll Hand of Gork as one of my spells, which will make outmanoeuvring Adam's Dark Elves incredibly easy. I can simply pick up a unit and drop it behind his lines for a rear charge the following turn.

Alongside the Orcs I also took two units of Spider Riders to hunt down Darkshards and Repeater Bolt Throwers, plus an Orc Boar Chariot, a Giant and an Arachnarok Spider to smash apart enemy monsters and charge into unsuspecting units. Hopefully Adam will concentrate on my larger, more threatening units and, when his Elves get bogged down, I will fling the monsters into the flanks and overwhelm them. That's the plan, anyway...





DA GREEN HOST OF SKRAGTOOF DA MIGHTY

LORDS

Skragtoof Da Mighty
Savage Orc Warboss with great weapon and the Obsidian Lodestone.
201 points

Gazmaw Squigsqueeza
Level 4 Savage Orc Great Shaman with war boar, Lucky Shrunk Head and the Obsidian Amulet.
309 points

HEROES

Redskull
Black Orc Big Boss with battle standard.
115 points

CORE

Irongob's Choppaboyz
15 Orc Boyz with Boss, musician, standard bearer and additional hand weapons.
140 points

Littlegreen's Meatshields
20 Goblins with standard bearer and short bows.
80 points

Da Blueskinz
40 Savage Orc Big'unz with Boss, musician and standard bearer, extra hand weapons and a big stabba.
495 points

Da Sneaky Scuttlers
10 Forest Goblin Spider Riders with Boss, musician and standard bearer.
160 points

Da Scuttling Sneakers
10 Forest Goblin Spider Riders with Boss, musician and standard bearer.
160 points

SPECIAL
Krumpa's Pigwagon
Orc Boar Chariot.
85 points

Da Ironskinz
20 Black Orcs with musician, Boss and standard bearer.
275 points

Wuney's Pigboyz
11 Savage Orc Boar Boyz with Boss, musician, standard bearer and additional hand weapons.
255 points

Iron'ead's Pigg'unz
10 Boar Boyz with musician, boss, standard bearer, spears and shields.
235 point

RARE
Loadsa Legs
Arachnarok Spider.
290 points

Big Red
Giant.
200 points

TOTAL: 3000 points

SCENARIO AND SET-UP

- 1 We agreed that the Arcane Fulcrum (A) in the centre of the board would represent a Sorcerous Portal. It would also be treated as an obstacle rather than impassable terrain (otherwise our main units would never reach each other).
- 2 The Black Dragon and the War Hydra made for a monster-heavy flank on Adam's side of the table.

Adam: Dan and I decided to fight a Pitched Battle from the Warhammer rulebook for our game, and rolled on the table to see which we'd be playing, scoring a 2 for Dawn Attack. This scenario recreates your armies being somewhat unready for battle, and units can end up far away from where you want them, as you roll for every unit you deploy to determine if it's set up in the centre or on a flank. I deployed first, and found my Dark Elves thoroughly muddled up – clearly the

march to intercept the Orcs and Goblins had been more fraught than expected. I ended up with my Witch Elves and Manticore holding the centre (B), while the General and his Dragon ended up on the far right of the battlefield, along with the War Hydra and Dreadspears (C). The Darkshards also rolled up a centre deployment, which was a little frustrating since there would be less targets to fire at. The Cold One Knights got the far right flank, which I was very happy about. Dan



was perplexed by the deployment of his army. He had a strong but crowded centre around his Savage Orcs, Arachnarok Spider and Giant (D). But his Boar Boyz and Black Orcs (E) were way out on the left (which frustrated him a little, since his Battle Standard was with the Black Orc regiment, which meant it was now out of position). Dan's right flank was a little weaker, with only the Boar Chariot out there all alone.

The battle would go to the player who scored the most victory points in the game – so slaughtering the other army was definitely the order of the day.



2



THE BEGINNING

Where the armies advance, and the first blood of the battle is shed.

Adam: First turn was mine, which meant that I would get a turn to manoeuvre before Dan did. Winning was really going to rely on me choosing where the fights in this battle took place, so I was fairly, perhaps uncharacteristically, cautious at this stage. I pushed forwards with my Cold One Knights and Manticore on my right flank, defying Dan to advance, while in the centre I mostly held, moving the Witch Elves and Darkshards only a little. The Dreadspears on the right were more confident, alongside the monsters – I wanted to push hard on that flank, so that in later turns I could bring those units crashing in towards the centre.

The rest of my turn was entertaining. The Sorcerous Portal granted my Witch Elves Wyssan's Wyld Form, but had little effect. I cast Word of Pain on the Boar Boyz (reducing their Weapon Skill and Initiative by 1). I also fired a salvo of bolts at the Savage Orcs with my Darkshards, but the few shots that found a mark had no effect on the thick leathery Orc skin.

Dan: I was a little miffed about my army's deployment, especially with Redskull (the Battle Standard Bearer) out on the flank and so many unit crammed into the centre. To remedy this I wheeled my battleline, moving the Spider Riders onto the Temple of Skulls with the intention of distracting the Manticore. Iron'ead's Pigg'uns redeployed too, while the Ironskin headed towards the Cold One Knights, their choppas at the ready.

On the right flank the Giant ran full tilt at the Dreadspears, Loads-a-Legs – the Arachnarok Spider – scuttled into the trees and the Chariot made a surprise charge on the Hydra. Krumpa clearly didn't listen to my Kunnin' Plan. Both my Magic and Shooting phases were unremarkable – Gazmaw failed to cast his first spell while the Goblins squabbled with each other. Combat saw the Chariot do a Wound to the Hydra before it was smashed to kindling.



- 1 Adam placed the Cauldron of Blood squarely in the unit of Witch Elves – essentially this was an ‘all his eggs in one basket’ approach, but he was confident the protective power of the shrine to Khaine would keep his models safe from Dan’s mischief.
- 2 Dan scores the first charge of the game, hurling Krumpa’s Pigwagon straight into the waiting War Hydra. The Chariot isn’t exactly lucky, however, and only causes a single Wound before the War Hydra crushes it to kindling with its jaws.
- 3 Dan romps the Arachnarok Spider into the Blood Forest on the right flank. He wasn’t just concerned with the fun the Forest Goblins on its back would be having though, he wanted to make life difficult for anything that risked charging into the woods.



2



3

- 4 The battlefield at the end of the first turn. Dan’s Orcs and Goblins have rushed forwards far more aggressively than Adam’s Dark Elves, all but ensuring that Turn 2 will be rife with bloody combat; especially on the right, where Big Red, the Giant, looms over the

Dreadspears and at the Temple of Skulls where two regiments of Spider Riders face off against Nikkor and his Manticore.

A keen eye will spot the sneaky silhouette of Scaelagon the Damned, lurking in one of the Arcane Ruins.



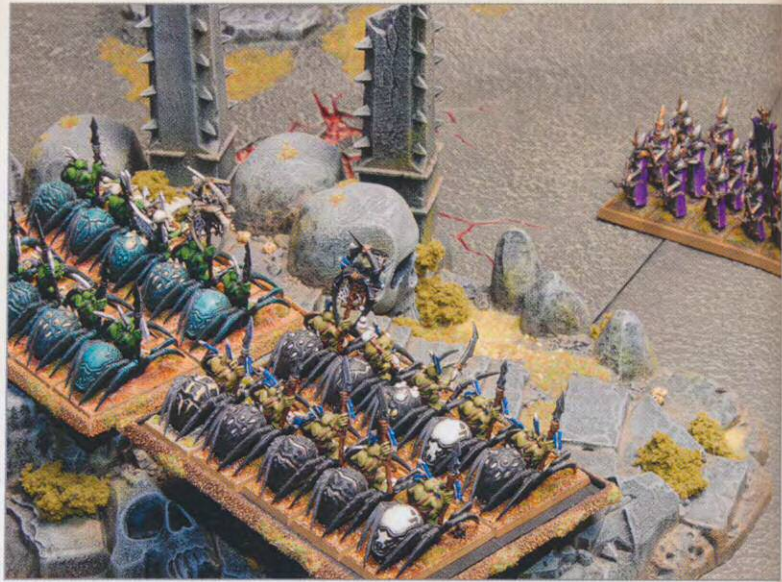
THE MIDDLE

Where battle begins in earnest and the cunning of the Dark Elves meets the savagery of the Orcs.

Adam: My second turn started with some real fun, as Nikkor called on the power of the Dark Gods atop the Temple of Skulls. They answered his pleas with a +3 Strength bonus. My next port of call was to restrain the units in my army with Frenzy from haring off after unlikely targets, which I duly did, thanks to the delightfully high Leadership value of the Dark Elves, and the 18" Inspiring Presence of a General on a monster, in this case as my Black Dragon.

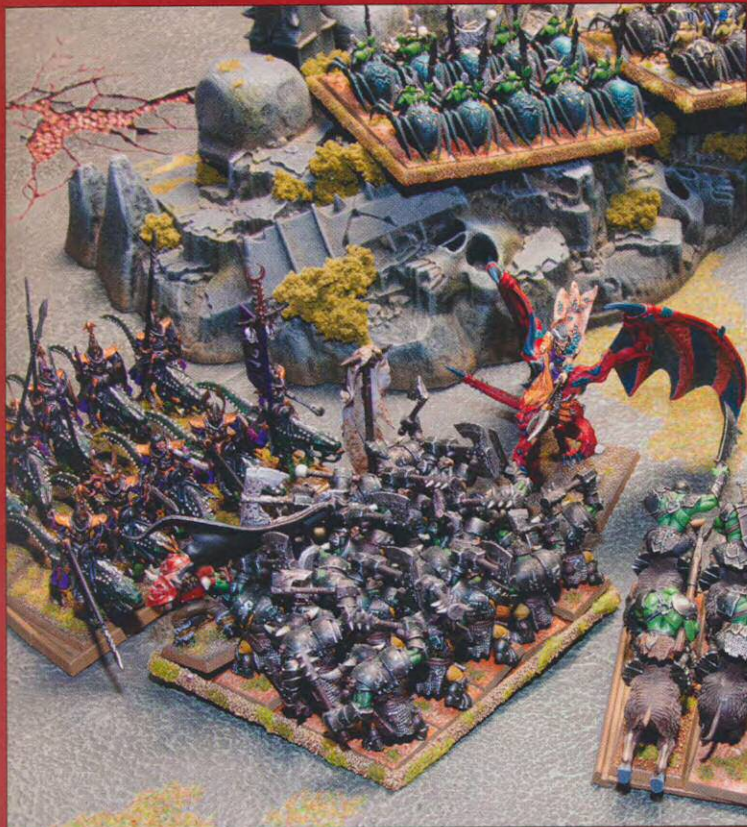
Next, I pondered a series of charges, trying to make sure that I did everything in exactly the right order to avoid bungling what could be a very dangerous turn indeed. Nikkor started out by goading his Manticore into charging straight over the Spider Riders and into the flank of the Black Orcs – only to be joined a moment later by the Cold One Knights, who slammed into their front. On the opposite side of the battle Koraesh's Soul Reavers and the War Hydra charged the lumbering Big Red, and my Dreadlord on Dragon entered the forest to battle against Dan's Arachnarok Spider.

In the Magic phase the Sorcerous Portal was a nuisance, as it fireballed and killed two Witch Elves. My Sorceress managed to cast Word of Pain on the Giant (my plan was to reduce its Initiative low enough that my Hydra would strike first and, hopefully, kill it). The Spiteful Conjuraton Lore Attribute gave me a handful of additional hits on the Giant, but they failed to have an impact. When it came to the Shooting phase, my Darkshards killed three Spider Riders, but it was the Combat phase where the real action was. The Blood Forest erupted as a titanic struggle broke out between Black Dragon and Arachnarok Spider, and nearby the Dreadspears and War Hydra fought a bloody duel against the Giant. On the right it was a bloodbath as the Manticore and Cold One Knights massacred the Black Orcs and then took advantage of an overrun move straight into the Boar Boyz.



- 1 Confused with the disappearance of the Manticore, the Spider Riders hunker down in the ruins as the Darkshards pepper them with crossbow bolts.
- 2 Scaelagon advances warily, determined not to get charged by the Savage Orc Boar Boyz.
- 3 Braving the trees, Koraesh and his Black Dragon descend upon the Arachnarok Spider, blithely unaware of the venomous stinger in its tail. Dan is unable to roll any hits, however, leaving the Dreadlord and his Dragon unscathed.





4

Cold Blooded Killers

- 4 Dan had hoped to distract the Manticore with the Spider Riders, but Adam didn't take the bait. Leaping over them, Nikkor the Subjugator descends upon the Black Orcs at the same time as the Cold One Knights hit them in the front. The resulting combat wipes out the Black Orcs.
- 5 To make matters worse, both the Knights and the Manticore then overrun into Iron'ead's Pigg'uns!



5



6

- 6 The War Hydra and Koraesh's Soul Reavers take the bull by the horns and charge into Big Red da Giant. Even though Word of Pain lowers the Giant's Initiative so low that even the War Hydra attacks first, the Dark Elves can't quite slay the lumbering brute, despite inflicting several bloody wounds on it.

In reply, Big Red decides to Yell and Bawl, waving his meaty fists and bellowing in such a manner as to make the massed ranks of Dreadspears quail (and automatically wins the combat by two points). Thankfully, with Koraesh nearby upon his Black Dragon, the Dark Elves hold their nerve and the fight continues.

► **Dan:** That wasn't what I expected to happen at all! The combination of Always Strikes First, Murderous Prowess and the Beastmaster's special rules are horrific. On the plus side though, my Spider Riders were now free to charge the Darkshards following the sudden disappearance of the Manticore. But, just as my Kunnin' Plan was about to unfold, a bout of Animosity caused the Spider Riders to hurl stones and insults at each other, causing a few casualties and ruining the charge. To make matters worse Da Blueskins failed their charge on the Darkshards too, leaving them a prime target for the Witch Elves, which was exactly what I didn't want.

At the other end of the battlefield my Savage Orc Boar Boyz were more successful and tore into the Dreadspears fighting Big Red.

Yet again the Winds of Magic waned in my turn and Gazmaw was only able to fling a unit Spider Riders across the table using Hand of Gork, positioning them ready to charge the flank of Adam's Darkshards in the following turn. Disappointed with his spellcasting, Gazmaw challenged the Dark Elf Sorceress to single combat, who chose to accept rather than fight the frenzied Pigboyz. As the fight erupted, Gazmaw proved to be as inept in combat as he was with magic, leaving the Sorceress unharmed while the Savage Orcs pulverised a quintet of Dark Elves for only a couple of losses. Big Red also lost his last Wound to the Dreadspears and fell into the unit, killing more in death than he did in life and winning the combat for the Orcs. Sadly the Dark Elves stood their ground, but the War Hydra fled the scene.

The rest of the combats went very much in Adam's favour. Iron'eads Boar Boyz barely readied their weapons before they were crushed between the Manticore and the Cold One Knights, which both reformed to face the rear of my rapidly crumbling battle line. Meanwhile in the depths of the Blood Forest, Loads a Legs tried once again to kill the Black Dragon and finally wounded it. Sadly it suffered more Wounds than it dealt out, but its Stubborn mentality kept it in the fight.



1



6



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4



5

- 1 A swirling melee ensues as Wuneye's Pigboyz lose all self-control and pile in beside Big Red.
- 2 Having been beaten bloody in the previous round of combat, the Giant is easy prey for the Dreadspears. Sadly for Adam (happily for Dan) he falls on his foes when he dies, killing eight of them.
- 3 The mounting casualties see the Orcs win the combat. The Hydra turns tail and flees...
- 4 ...Leaving the Dreadspears to face the Savage Orcs alone.
- 5 On the other side of the battlefield, the Sneaky Scuttlers are carried off by a magical green hand, ready to charge the Darkshards in the flank.
- 6 At the end of Turn 2 the battle is well under way. Both players have yet to commit their most powerful units.



THE END

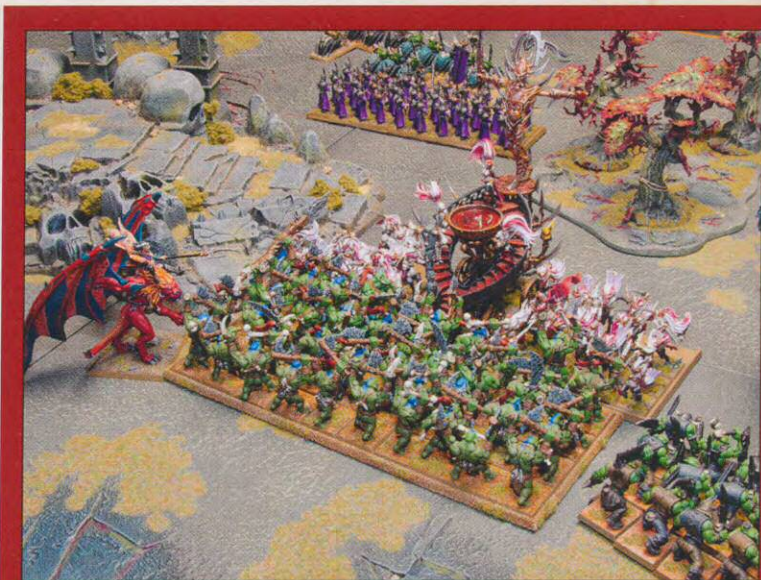
Where the Savage Orcs and Witch Elves clash, and the battle draws to a bloody conclusion.

Adam: Turn 2 had gone really well for the Dark Elves – but with my Dreadspears embattled against the Savage Orc Boar Boyz and the Witch Elves staring down the massive Savage Orc regiment nothing was certain yet. There was only one thing for it, so my Witch Elves hurled themselves into the Savage Orc mob. To tip the odds in my favour I brought the Manticore crashing into the side of the Savage Orcs too.

Elsewhere my War Hydra rallied from its run-in with the Savage Orcs and Giant and the Bloodwrack Medusa finally committed to the fight, slithering into battle against the Savage Orc Boar Boyz to help the Dreadspears out. The Cold One Knights chased the Spider Riders from the Temple of Skulls, who then fled and panicked Dan's second regiment of Spider Riders into the bargain! The Darkshards reformed to face them in case they rallied.

I attempted to cast Word of Pain on the Arachnarok Spider, reasoning that because it was in a Blood Forest the trees might hurt the eight-legged monster before it could kill my much-Wounded Black Dragon. Dan dispelled it.

The Combat phase basically decided the game – the Dreadspears, with the help of the Bloodwrack Medusa, won out against the Savage Orc Boar Boyz, and chased them down. The Dreadspears then crashed into the woods to join the fight against the Arachnarok, which was duly slain by the Dark Elves and the Dreadlord. The big combat in the centre was the decider – the Witch Elves, spurred on by the Cauldron of Blood, unleashed the most vicious slaughter I've ever seen. With their attacks, and those of the Manticore, every Savage Orc was slain, leaving only the Warlord, who passed his Break test (thanks to Dan's Insane Courage roll) and fought on gamely. This victory really signified the defeat of Dan's army, and the remainder of Turn 3 (and 4) were spent hunting down the few surviving Orcs.



1



2

Da Biggest Fight

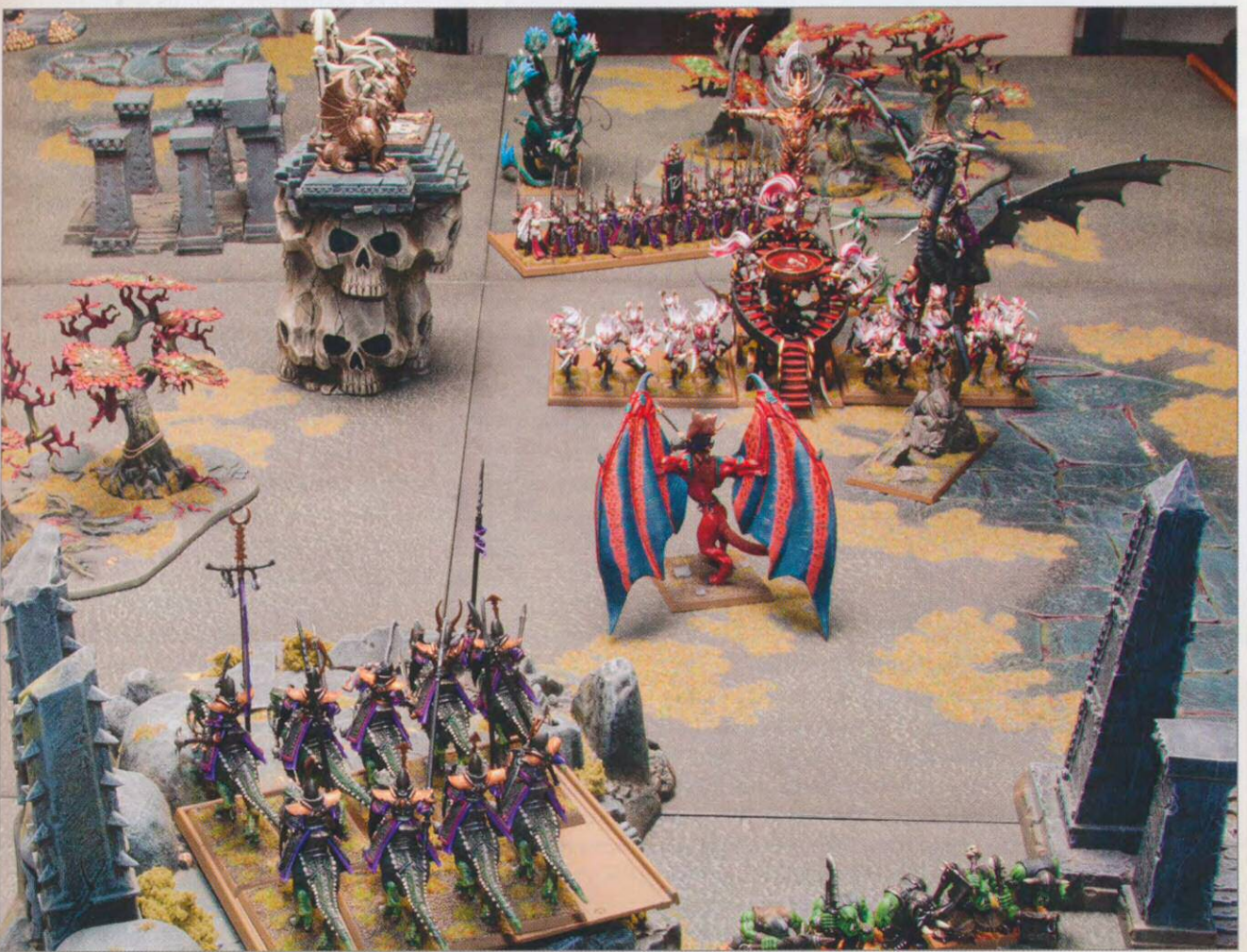
- 1 The Witch Elves are unleashed and charge into the Savage Orcs. The High Beastmaster joins them, charging into the flank. The resulting combat is a massacre, and while Skragtoof kills the Death Hag in a challenge, every other Orc is sliced, stabbed or stomped to death.
- 2 Skragtoof doesn't care, however, and fights on anyway... until he meets his fate at the claws of the Beastlord's Manticore.



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- 3 No sooner do the Witch Elves and Manticore kill off the Savage Orcs, than they are attacked in the flank by a mob of Orc Boyz – a costly mistake, as the Orcs bungle their attacks and are chopped to ribbons in response.
- 4 Flushed with victory, the Witch Elves charge the remaining Goblins, crushing them between the Black Dragon and Medusa!
- 5 At the end of the battle the few greenskin survivors limp for safety, while the Dark Elves survey the field.



DARK ELVES MAJOR VICTORY

HIGHLIGHTS OF THE GAME

The Dark Elves are triumphant and the Orcs slain (for now), but what did Adam and Dan think of the game?



Dan, showing that even in the face of defeat he is a cheery and gracious fellow, congratulates Adam on a hard fought and entertaining game of Warhammer.

Adam: What a bloodbath! Even though Matt had told me to be confident with the Witch Elves and their Cauldron of Blood, I never imagined they would be so ruthless.

Dan: I... how? Where? I don't even know what happened. One moment my Savage Orcs were alive, the next they were the victims of a pointy-eared, many-bladed hair-frenzy. Up until that fight the Dark Elves had caused a reasonable amount of damage and I was beginning to fear the Always Strikes First and Murderous Prowess combo. The fight between the Witch Elves and the Savage Orcs (if you could call it a fight) really showed it to its full deadly potential.

Adam: I have to agree – the Cauldron of Blood magnified their Murderous Prowess dramatically (re-rolling all failed To Wound rolls), and the net result was horrific for the poor Orcs. If there's a lesson to learn from the Witch Elves and Cauldron of Blood combination, it's to shoot it (or magic it) to death pronto – something your Orcs were sadly unable to do.

Dan: Yeah, I had bad luck with my magic in this game. I wanted to Foot of Gork them to death, but sadly, between bad casting

rolls, successful dispels and getting killed in close combat, my Shaman only cast a single spell in the entire game and it wasn't Foot of Gork. He did make up for it in the combat against the Dreadspears though and, if it wasn't for that blasted Medusa, I would have won that fight and possibly run them down. Knowing your luck, though, the nearby Dreadlord (who should have been spider-food by that point) would have kept them in the fight.

Adam: The Dreadlord and his Black Dragon's Leadership bonus were a game changer, and they were also very fortunate against the Arachnarok. I had completely forgotten about the big spider's Venom Surge, so think I got lucky there. Overall I was quite happy with the monsters I took – the Black Dragon got bogged down, but surely saved the Dreadspears from an absolute mauling if the Arachnarok Spider had reached them. The War Hydra showed its quality against the Chariot and later helped out against the Giant. The High Beastmaster on Manticore was amazingly useful too – I might have invested a lot of points in monsters but I think it paid off.

Dan: Yep, I was expecting you to go magic-heavy so I was totally caught off-guard by the three monsters. I had a feeling you would use the new War Hydra, but not the other two. The Manticore was especially brutal. The combination of an elite, murderous rider with a Frenzied mount was deadly, and the Strength bonus you got for him when he beseeched the gods on the Temple of Skulls made him even better. I think it's worth noting that the Cold One Knights fighting alongside him were also pretty vicious, taking out both the Black Orcs and the Boar Boyz. Their efforts were somewhat overshadowed by the mid-battlefield butchery enacted by the Witch Elves.

Adam: Everything was overshadowed by that! A suitable, bloody high point for a fun game of Warhammer. ☠

THE POST-BATTLE REVIEW

The sounds of battle emanating from the hobby room drew in three of White Dwarf's faithful to observe the game. Here's what Warhammer veterans Jes, Matt and Andrew made of the game.

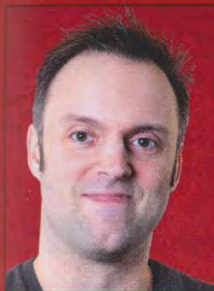


Jes has developed quite the reputation in the White Dwarf team as a canny Warhammer general – his Ogre Kingdoms army is a force to be feared.

It's no secret that I've had a rum run of Battle Report results, starting with my ignominious defeat in the November 2012 issue of White Dwarf, where my Ogre Kingdoms army was annihilated by the forces of Chaos by the fourth turn of the game. As such, I was in an excellent place to console poor Dan, who here suffered a quite extraordinary drubbing – mostly at the hands (and knives) of the Witch Elves and the Cauldron of Blood. It was belief-begging to see just how many dice Adam was picking up and rolling (and re-rolling!) when they got stuck in to the Savage Orcs. He could have done with a bucket.

Dan of course took it in his cheerful stride, however, and actually fared better than in the initial stab at this Battle Report. Our Battle Reports are usually honest, 'first take' affairs, but Dan's Orcs were ripped apart by Turn 2 so we thought it was best to start again!

All credit must go to Adam, though, for playing a great game and understanding just how nasty the new Dark Elves can be. I'm very much looking forward to seeing how the Ogre horde of Barjarr Redfist handle the forces of Naggaroth; those Witch Elves will make a fine dinner...



Matt is a keen Dark Elves general – in fact he has Dark Elves, High Elves and Wood Elves armies of his own.

This game really showed how ferocious the Dark Elves can be when used aggressively, which is exactly how Adam played them. Adam had the initiative throughout the game, and Dan just couldn't wrestle it from him (it wasn't through want of trying though). In the end all he could do was react to Adam's plan. The Witch Elves combined with the Cauldron of Blood were absolutely unstoppable. I've been wracking my brains as to how Dan could have dealt with them with the forces at his disposal. The only way would have been a flank charge but Dan really couldn't get

into a position to do this as Adam had good control of the flanks. To take Witch Elves on in a direct frontal assault you really need a unit with good armour and a high saving throw, such as Chaos Warriors or Ironbreakers, so that you can weather the storm of poisoned attacks.

I can't wait to try out the new Cauldron of Blood and Witch Elves combo myself, although of course everyone in the White Dwarf bunker now knows what they are capable of, and I'm sure they are already concocting a plan to deal with them.



Andrew has found himself waging war in battle reports many times before – what does he reckon about the reasons for Adam's victory?

As someone who has been on the recent receiving end of a Battle Report drubbing by Adam, I could only wince as Dan's Orcs and Goblins were slaughtered by the Dark Elves. I've fought Dark Elves on many an occasion – including in my first ever Battle Report, where my High Elves fared little better than Dan's army – and can testify just how nasty they can be. I'm not sure either my Warriors of Chaos or my Tomb Kings would have fared any better, although I'm confident my Chaos Warriors would have stood a chance against the Witch Elves. And it was defeating that unit

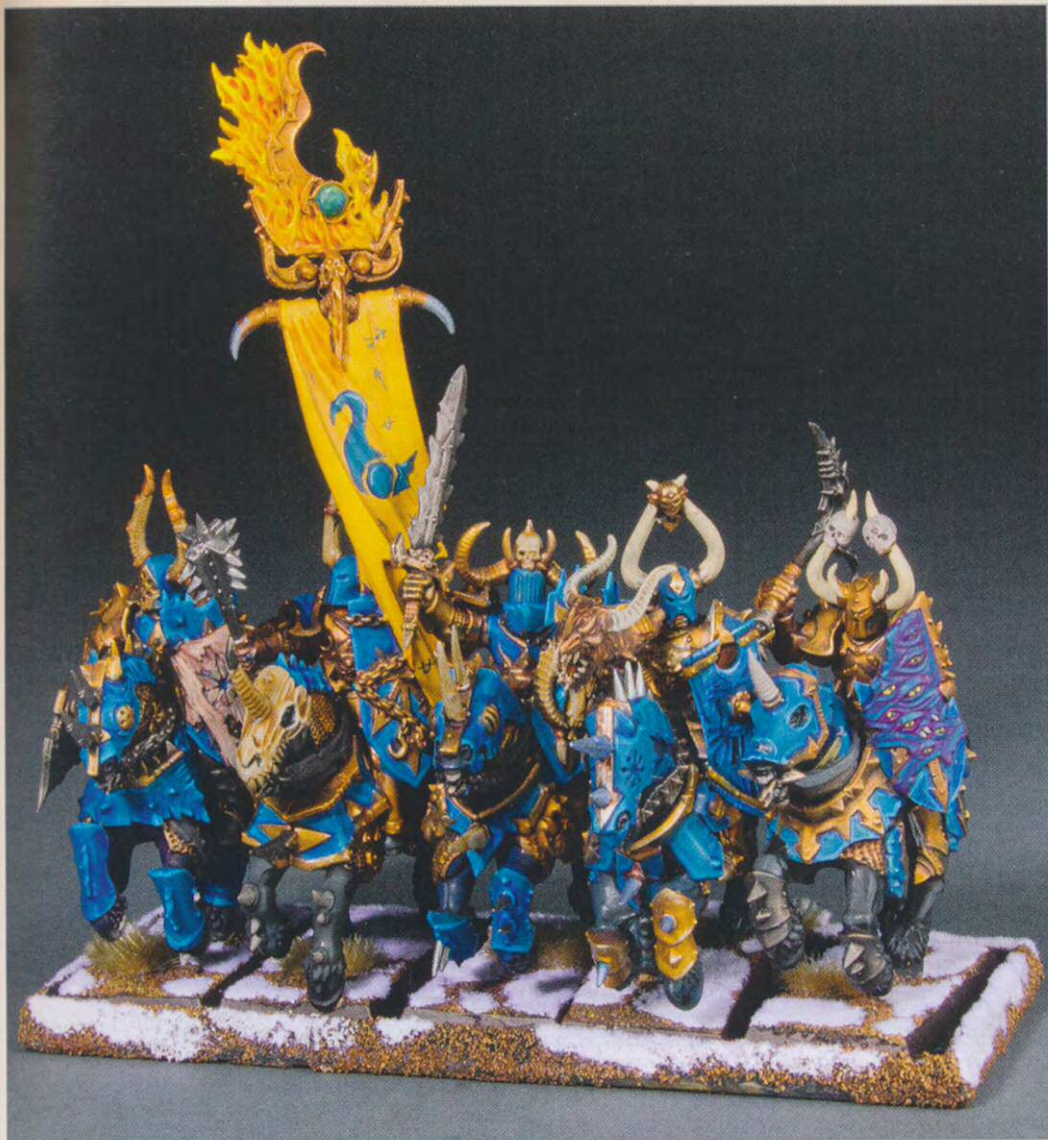
that was the key to winning the game – if Dan could have dealt with it, somehow, the rest of Adam's army wouldn't have posed such a threat, but he only ever attacked it piecemeal. I think a coordinated charge of the Savage Orcs, the Savage Orc Boar Boyz and the Chariot would have split Adam's attacks and given Dan a chance to strike back. More missile troops, more magic and more Fanatics would have helped too, forcing Adam onto the backfoot. But a great game was had and there was a certain charm to seeing Adam roll quite so many dice.

PARADE GROUND

WARHAMMER THRONE OF SKULLS

Back in April, Glenn and Erik attended the Warhammer Throne of Skulls hobby event at Warhammer World. Here we follow up our showcase from last month with more of the great models they found on the day.





- 1 Chaos Warriors regiment, led by Villitch the Curseling. Painted by Dave Palmer.
- 2 Chaos Knights regiment, painted by Dave Palmer.
- 3 Orcs and Goblins Night Goblins regiment, painted by Mark Wildman.
- 4 Converted Orcs and Goblins Wolf Riders regiment by Gareth Hamilton.





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- 1 Converted Vampire Counts Zombies by Ian Matthewson.
- 2 Skaven Hell Pit Abomination, painted by Andy Barker.
- 3 Skaven Clanrats, painted by Andy Barker.
- 4 Forge World Chaos Spawn, painted by Colin Viall.



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1 Wood Elf Eternal Guard regiment, painted by Phil Davey.

2 Converted Vampire Counts Necromancer, by Doug Cameron.



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3 Nagash, painted by Doug Cameron.

4 Beastmen Gor Regiment (with plenty of additional classic Citadel Minotaurs), painted by Ashley Isherwood.





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- 1 Wood Elf Dryads, painted by Phil Davey.
- 2 Vampire Counts Skeleton Warriors regiment, by Doug Cameron.
- 3 Orcs & Goblins River Trolls regiment, painted by Gareth Hamilton.
- 4 Forge World Chaos Dwarf Bull Centaur Renders regiment, by Ben Curry.

WAR DIARY

ARMIES ON PARADE 2013

Over the past few months seven intrepid hobbyists have been striving to collect, assemble and paint a display board for the 2013 Armies on Parade Competition. After months of effort, we can finally share the complete entries.

NICK BAYTON - DAWN OF WAR

If you've ever seen the intro video for the computer game Dawn of War, you'll recognise this display.



Nick looked like a very tired man on the day our War Diary participants brought their display boards to the White Dwarf bunker. "Four months ago I was full of bravado and grand ideas," he says. "But, as anyone who knows me well will agree, I am a hobby butterfly who skips from one project to another all too easily.

"Since I started this Armies on Parade project, I went off on so many tangents that, when the final days started closing in, I still had a lot of models to paint," he confesses. "That led to a few nights of burning the midnight oil to get everything completely finished. I don't regret any of it

though," Nick admits with a grin. "I never turn down a hobby challenge and doing the War Diary with the other entrants made for a really enjoyable experience. If you've got a group of friends who all enjoy the hobby, I really recommend trying a challenge like this – maybe try preparing for a hobby weekend or painting competition together."

After all the last-minute painting, one might expect Nick to take a break from challenges, but that's just not his style. "Yesterday I also painted a Wraithguard model, and I loved it," he says. "I'm going to try an Iyanden army next."



Nick is the master of the last-minute painting project. He has spent the past couple of weeks cloistered away frantically finishing off his display.



1 In the corner of Nick's display board there is a small cluster of Orks - Nick has used these to help create the imagery from Dawn of War's intro, where the Space Marines attack an Ork-held strongpoint.

2 Nick has used the Wall of Martyrs Imperial Defence line for his trenchline. He's carefully weathered the terrain, making it look dusty and dirty in a very natural manner.

3 Viewed from the opposite angle, Nick's board really does look like a faithful recreation of the Dawn of War intro, where the grizzled sergeant leads his warriors in a forlorn charge up the hill.

4 Nick has gone so far as to model the Wall of Martyrs into his display board using filling plaster and modelling sand.

5 Across the battle-damaged terrain Nick has modelled on some old Forge World terrain from his collection, including the generator and heavy bolter emplacement.



CARL DAFFORN — OGRE INVASION

From the icy wastes, Carl's army of ravenous Ogres now advances across a frigid river.



When Carl volunteered to join our War Diary feature he did so knowing that he was going to be participating in a Battle Brothers hobby weekend a few months later with his mate Jon – the War Diary challenge was just the incentive he needed to focus his efforts and get himself an Ogre Kingdoms army ready for battle. “I’ve found myself doing something for the display almost every night,” Carl explains.

“Even if I’ve only had a few minutes spare, I’ve applied a layer of highlights or glued some sand to a base,” he continues. “What this really shows is the value of nibbling away at a project, and I reckon if I can get

it done with kids to put to bed and a dog to walk, anyone can. It helps to plan out the task before you start it though. My friend Jon and I wrote out all the colours, stages and techniques we were going to use on our combined Battle Brothers army, so I could refer to that whenever I was working on my Ogres. If you’re on a lengthy project such as this, you owe it to yourself to keep notes so you don’t forget later.”

The end result was something we were all really impressed by. Carl shared our sentiments entirely. “I’m delighted and relieved with the finished result,” he says. “It makes all the effort worthwhile.”



With his army complete, Carl now plans to get some practice in before taking it to a hobby weekend in Warhammer World.



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- 1 Lumbering in the rear of the board near the river is Carl’s bright blue Warhammer Giant. Carl decided that ‘Gurt Blu’ is busily hurling unfortunate Empire soldiers into the river in a cruel, Ogre-style game of skimming stones.
- 2 Carl has modelled trees from the Citadel Wood onto his display board. These are held in position by locator pins, so that he can remove them to safely transport it all.
- 3 Skullvane Manse looms large in the rear of Carl’s display. Carl has taken the same care painting and detailing this as everything else in his Ogre Kingdoms army.
- 4 The icy river flowing through the board is littered with detritus, such as skulls and barrels. It even has a dead body floating in it.

DAN HARDEN – THE ARMY OF OSTERMARK

Dan's display shows the muster of Ostermark gathered within a snowbound Empire village.



If you ask Dan how he feels about his Armies on Parade Display right now, his answer is "My hand hurts." Having continued painting his entry up till the very last minute available, Dan is glad to finally be finished.

"This is the most models I've ever painted for a Warhammer army," says Dan, proudly surveying his troops on their bespoke display board. "The army is not complete though – my Armies on Parade entry is just the tip of the iceberg. When I was gathering ideas for the display, I looked through Uniforms and Heraldry of the Empire and the information in there fired

my imagination. Since then I've also scoured Warhammer: The Empire and even Warhammer Fantasy Roleplay supplements searching for information and stories about the soldiers of the Empire. Every regiment in my army has an identity; a history and a name of its own and as I grow the army, that will continue. Even the *City of the Damned*, the Gotrek and Felix novel I read this month gave me ideas for more men from Ostermark.

"Next, I need to start planning for 2014," Dan enthuses. "This is my third Armies on Parade entry in a row. Who knows what I'll paint next year?"



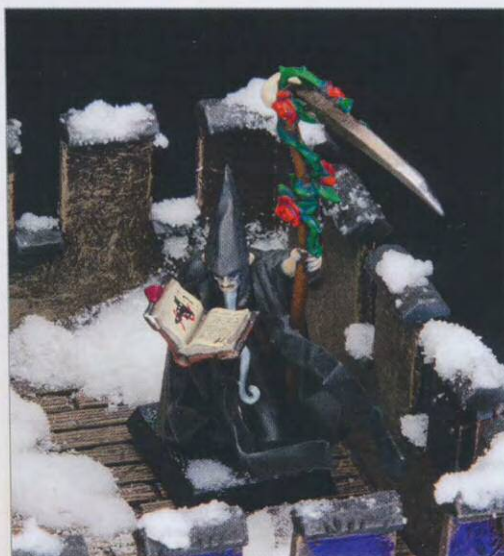
Dan has so many hobby projects on the go, it's a miracle any of them get done. But, unbound by mortal concerns, Dan is, in fact, a painting machine.



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- 1 Dan's Helblaster Volley Gun is pushed up against a snow-covered wall, the crew ready to open fire.
- 2 At the foot of the tower Dan's Handgunners take aim on a distant target, while the Gold Wizard works on a conjuration.
- 3 The Knights of the Order of the Everlasting Light canter down the road.
- 4 The snow across Dan's board may look liberally applied, but it actually took him more than an hour and a half to cover the buildings and terrain.
- 5 The solitary Amethyst Wizard is perched on the tower, peering into his ominous book of spells.

DOMINIC MURRAY — TAU EMPIRE RECON FORCE

Around the wreckage of a crashed Aquila Lander, a Tau recon force secures the area.



Dominic not only completed this impressive Armies on Parade display as part of our War Diary challenge, but also set up a Facebook group to keep himself and his fellow painters motivated throughout their efforts.

"Sharing painting and modelling ideas with other hobbyists, and looking at the models in their collections is one of my favourite parts of the Games Workshop hobby," Dominic explains. "So, looking at all the progress the other guys in War Diary were making every week provided me with all the inspiration I needed to pick up a brush and get to work in the

evenings on my own board. Our little group also developed a real sense of friendly competition, which was really good for me, since it made sure I didn't run out of energy.

"Now that my Armies on Parade entry is done I am really pleased to have the beginnings of a new Tau Empire collection at my disposal," Dominic adds. "I don't think this will be the end of it either. For a start, I'd like to paint the rest of the Realm of Battle. A whole battlefield built and painted in the style of my board would be good to play on – although I'll probably want more Tau to play on it too."



Dominic has not only completed his Armies on Parade display, but also goaded, cajoled, encouraged and mocked his fellows into completing theirs too.



- 1 Dominic has modelled the Aquila Lander into the board, making it look as though it has ploughed into the ground and become partially buried.
- 2 This Fire Warrior team hunker down in the lee of a ruin, modelled using left over parts from the Sanctum Imperialis.
- 3 Dominic's Tau Piranha is positioned in the centre of a Moonscape crater.
- 4 The Tau Stealth Team and Fire Warriors secure the homing beacon amid the wreckage of the crashed Aquila Lander.



JON FLINDALL — THE GARDEN OF NURGLE

A host of Daemons marches through the ruins of an Empire village blighted by the gifts of Nurgle.



Jon is clearly delighted with the finished result on his Armies on Parade entry – his beaming grin as he carried it in to us was evidence enough of that. “It’s nice to finally see it all together,” Jon explains. “I’m really satisfied with the end result. My fiancé was very patient with my obsession, and even lent her advice when it came to flocking and basing the army.”

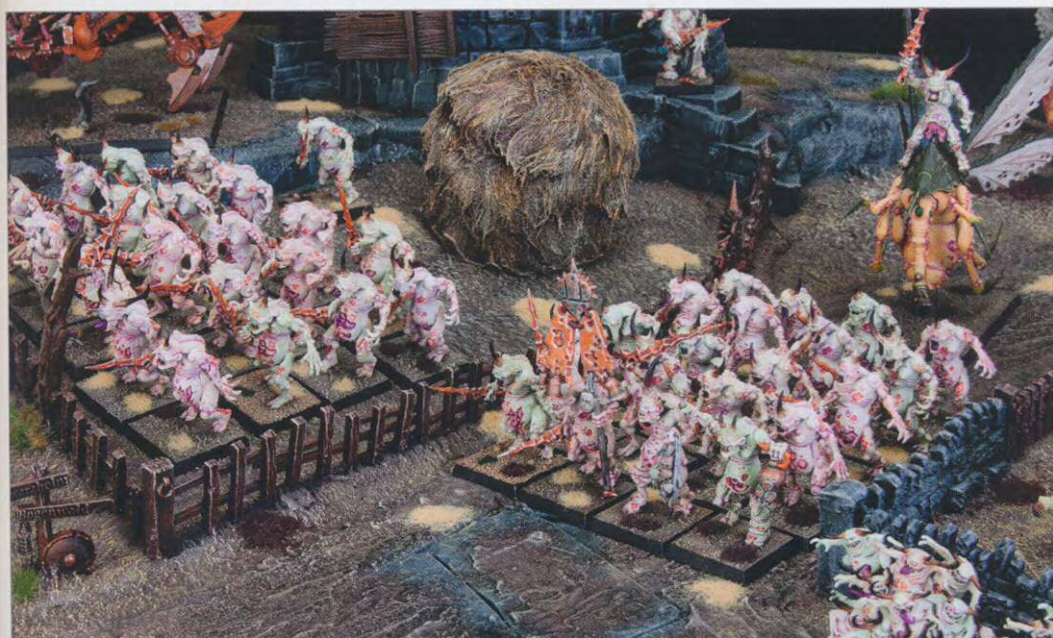
One of the reasons Jon chose to paint a Nurgle Daemons army for the display was because he hasn’t started a new Warhammer army for years. “I’ve got an Empire army that I’ve had for a long time. It’s my old faithful army and I regularly add

to it,” he says, “but it has been years since I’ve started anything that is completely new. I have several friends who are also working on new Warhammer armies, so I am sure there will be some battles when the Parade Day has been and gone.”

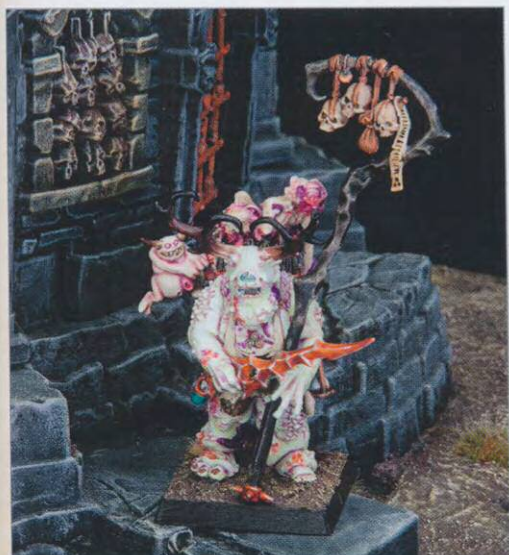
Jon’s favourite parts of his complete display are the gigantic windmill and the Plague Hulk. “The Plague Hulk has a forbidding presence on the board, and I’m really pleased with how it turned out,” he says. “I was fairly nervous that I didn’t mess up such a good kit. The Windmill was just really fun to make – the result of lots of sawing and gluing.”



Though Jon has painted an army of Daemons, it’s not a mark of devotion – his first loyalty is to the holy ordos of the Imperial Inquisition.



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- 1 An aged statue of Sigmar stands sentinel over a rundown graveyard.
- 2 A Nurgling gambols around the filthy cart loaded with dead bodies. The horse tasked with pulling it has clearly seen better days too.
- 3 Ranks of Plaguebearers march down the muddy road. In the background you can see the mouldy bales of hay that Jon made from small pieces of teddy bear fur.
- 4 One of Jon’s two Heralds of Nurgle – this one is a conversion based on Festus the Leechlord.
- 5 One of the last things Jon did for his display was a regiment of three Plague Drones, which are buzzing along grimly behind the serried ranks of Plaguebearers.

CHRIS BILEWICZ — THE VAMPIRE COUNTS OF SYLVANIA

Amid the crumbling splendour of Sylvania a mighty army of Undead warriors gathers.

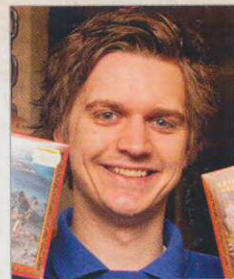


Chris is probably the cheeriest hobbyist you could ever meet, and he has an irrepressible enthusiasm for collecting and painting new models. "The funny thing about completing my entry for Armies on Parade, is that it hasn't really altered my hobby habits at all," he confesses.

"I paint new miniatures for my collection almost every night, so nothing really changed," Chris explains. "I did have to get to grips with making scenery though. I've not really assembled or painted very much terrain in the past, so the towers on my display board are my first proper terrain project. The Hobby Saw became my most

valuable tool as I chopped up the various plastic components and then reassembled them like a jigsaw puzzle.

"Now this is finished, I have already commenced work on a new hobby crusade, of sorts," Chris adds. "I'm collecting up an Emperor's Children army for the Horus Heresy. Right now I am working on a Legion Fellblade, which is a really great kit to work on. I'm also thinking about a display board I'd like to make for next year's Armies on Parade – I've got a hankering to build an Ork outpost, complete with Mek's workshop, and then populate it with loads of greenskins."



Chris hasn't found the War Diary challenge at all difficult, in fact it has simply whetted his appetite for his next hobby project, which is already underway.



- 1 A Varghulf and Tomb Banshee appear to have escaped the ironbound door that leads to the dungeons beneath Chris's ominous towers.
- 2 Chris has put a lot of effort into painting the whole battlefield – check out the verdigris on the statue or the dry mud on the steps leading up to the porticulis.
- 3 Chris has painted a display that has so many impressive features that it's hard to single out one particular centrepiece. If there was one, however, the towering Mortis Engine at the centre of display board would probably be it. The glowing effect Chris has painted on the ghosts swirling around the reliquary, and on the flaming skeletons, drag the attention to the top of the piece, where the baleful artefact is stored.

EDDIE ECCLES — THE GUARDIANS OF THE BLACK LIBRARY

Inspired by the Eldar Harlequins from The Masque of Vyle, Eddie brought the imagery to life in this display.



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Looking across the force gathered on his display board, it's clear that Eddie has really enjoyed converting and customising his models. "My favourite models in the army are the Wraithlords," Eddie says. "I found them to be incredibly versatile and fun to work with. There's something very cool about robots piloted by ghosts."

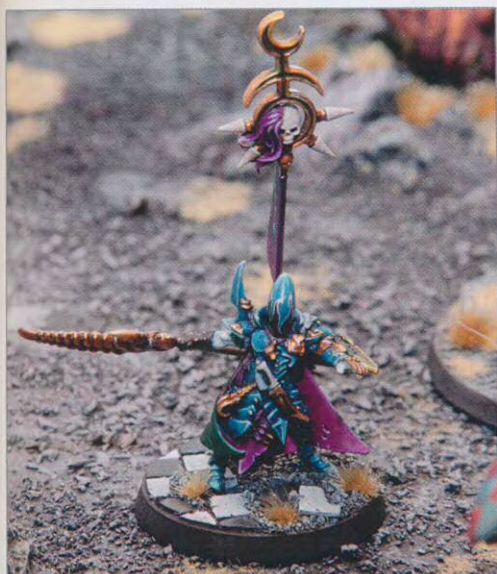
"Looking back at the project after its completion, there are a few things I would do differently," Eddie adds. "Firstly I'd plan out the board and build it much earlier in the process. As I neared completion I began to get a bit anxious that everything was going to fit on the

board OK – that there would be enough space for the scenery I had planned, and that I wouldn't have empty spaces. It turned out well in the end, so I'm really happy. Next time I would save myself some anxiety later in the process though."

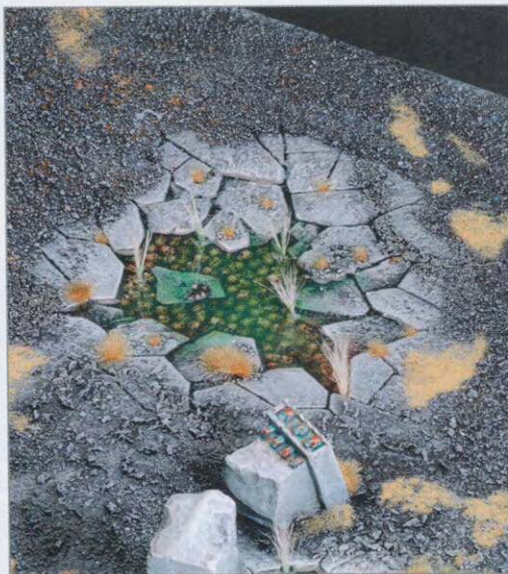
When we asked Eddie what he had in store for his next hobby project, his answer entertained us. "My favourite part of the Games Workshop hobby is painting new armies and then showing them to people," he said with a grin. "So I'm looking forwards to the Parade Day, and I'll go to some Warhammer World events, but it won't be long before I start a new project."



Eddie Eccles is a name synonymous with madcap conversions and beautifully painted armies – but even so, we think he's outdone himself this time.



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- 1 This Wraithknight has been treated to some extensive conversion work and a really elaborate paint job.
- 2 The focal point of Eddie's display is the Temple of Skulls, which he has modelled to look like some kind of inter dimensional portal – an eldritch gateway to the Black Library.
- 3 This model is Eddie's representation of a Solitaire, the Harlequin responsible for playing the role of Slaanesh in the great dances the Harlequins reenact.
- 4 The pit of skulls has been filled with Water Effects to make it look like a macabre pool.
- 5 Eddie plundered his extensive bits box to make this disturbing scenery piece.
- 6 Converted Harlequin warriors dance between statues depicting ancient Eldar gods, all paved in dizzying chequerboard.

CITADEL

HALL OF FAME

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



KAPTIN BADRUKK

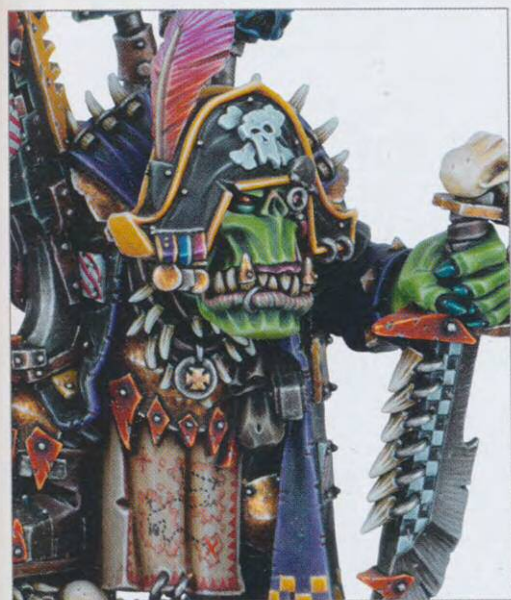
SCULPTED BY MARTIN FOOTITT
NOMINATED BY OLIVER NORMAN



As a member of the Citadel design team, Oliver Norman has a keen eye for expertly sculpted models.

Oliver: When I was much younger, I remember very vividly the first time I saw a piece of Warhammer 40,000 artwork. It was a picture of Ork Freebooterz by Paul Bonner. I was fascinated by the idea of these grizzled monsters, with massive guns and piratical attire. Years later, I still really like that image, and I think that the Kaptin Badrukk miniature embodies the same ideas it conveys. He's a striking and unusual character figure, but still undeniably an Ork all the same. The attention to the background of the Orks in sculpting this model is really quite

inspiring too – it's a witty take on Ork 'kultur', seen through the lens of a space-faring pirate (and his cheery retainers). Badrukk is rich beyond belief, so he is festooned with loot such as the crate of teef spilling out beneath his iron boot, and the decorative teef hanging from his cutlass and around the collar of his frock coat. The skull on his boss pole has an eye patch and, funniest of all, so does his bionic eye! Badrukk and his attendant Grots are obviously models that Martin had a lot of fun sculpting, and this comes through in the finished result.



- 1 "Martin has sculpted Badrukk with an impressive sense of depth," says Oliver. "Essentially Badrukk has four levels from front to back: cutlass, face, gun and boss pole. This makes the model look more substantial, with a greater overall presence."
- 2 "I really like the gag Martin plays with Badrukk's foot up on a chest," says Oliver. "Instead of a wooden treasure chest full of dubloons, it's an ammo box spilling out the Ork currency – teef!"

Martin: I'm honoured that Oliver nominated Badrukk to the Hall of Fame. Sculpting the good Kaptin was one of the most enjoyable 'tasks' I've ever undertaken in the Citadel design team. While he's an Ork, and a real menace to the galaxy, Badrukk is also really quite funny – just the idea of Ork Freebooterz is pretty hilarious, and it spurred me on to make a model that conveyed some of that cheeky Ork humour. When I was working on this model I was mindful to make sure he and his Grots were really flashy. Some of this is done through the sheer wealth

Badrukk has on display, with the teef Oliver has already mentioned. He also wears a bicorn hat with medals dangling from it and even decorated with that most un-Orky of accessories, a delicate feather.

I remember steeping myself in all the Orky lore I could find to make sure I included lots of pertinent Ork details, from the icons on Badrukk's banner pole to those on the Grots' crates. I especially like the comedy aspect of Gretchin doing a Chuckle Brothers to-me-to-you routine with a wobbly stack of highly-explosive crates. ☛

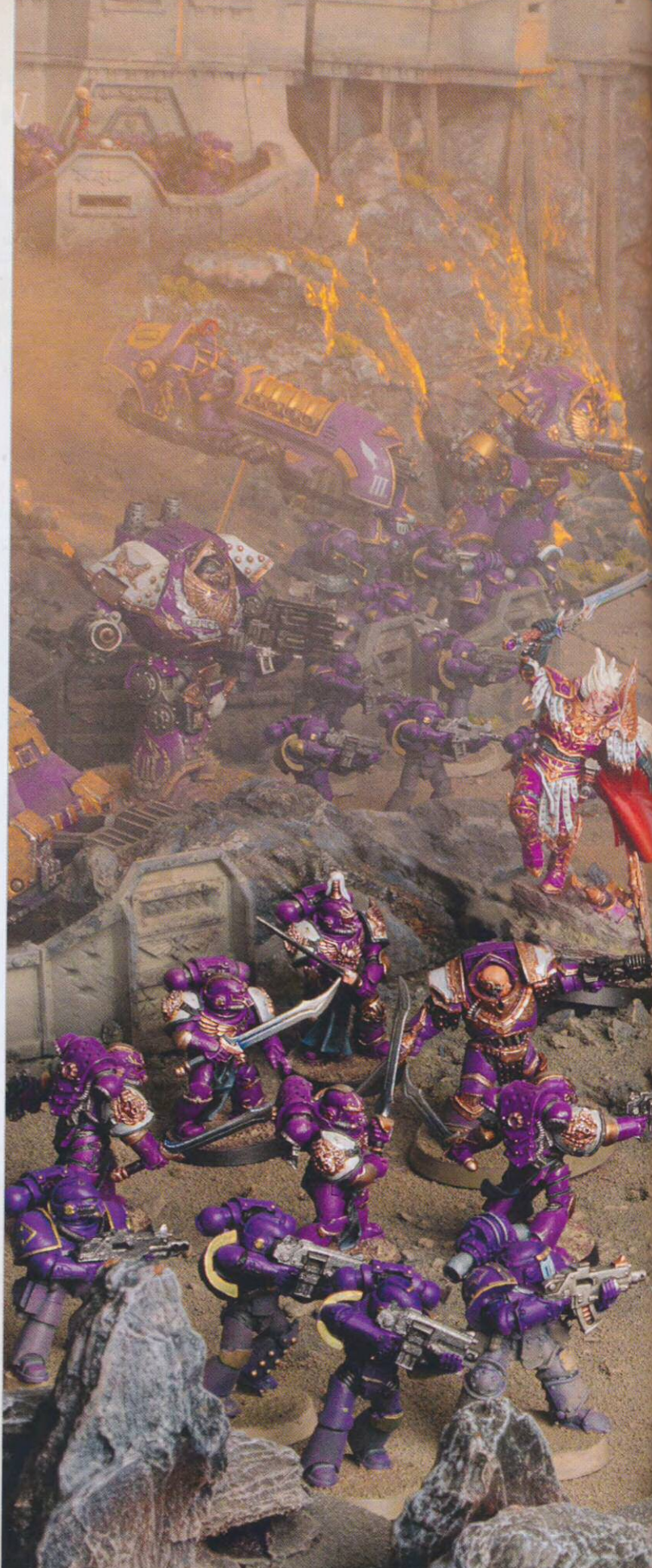


For a man of such extraordinary talents, Martin Footitt was modest about the sculpting of this model.

THE **HORUS** HERESY

“As I speak to you, the false Emperor has dispatched his forces to attack us. We face the most awesome concentration of military might the galaxy has ever seen. Fully seven Space Marine Legions are heading to us from Terra. The Emperor and his weakling supporters believe they will triumph over us, that his army will crush us and that we shall be destroyed...”

—Warmaster Horus





THE HORUS HERESY: MASSACRE

A year has passed since Forge World unleashed Horus Heresy: Betrayal. Now the war continues.



Alan Bligh is the architect behind the narrative sweep of Forge World's Horus Heresy series.

"Horus Heresy: Massacre covers explicitly the three deadly hours of the Isstvan V conflict, where hundreds of thousands of Space Marines die," says Alan. I'm sat with him in Bugman's bar, hunched conspiratorially over an early copy of Forge World's latest book. This new volume, which Alan has literally just finished work on, continues the tale laid out in *Horus Heresy: Betrayal*, focussing around the events that lead up to the Isstvan Dropsite Massacre.

"It is, without a doubt, the single greatest loss of Space Marine lives in the history of the Imperium so far," Alan says ominously, "and it serves as a crux point for the Horus Heresy that hurls the Imperium into chaos. On the soil of Isstvan V the glorious age of Imperial truth ends, the light of reason is snuffed out and darkness and suspicion begin their ten millennia reign."

Talking to Alan about his involvement in the Massacre project is fascinating. He's steeped in the background of the events that led up to this pivotal battle. "In *Betrayal* we unravelled the tale of how the first four Traitor Legions purged themselves of any elements thought loyal to the Emperor. It was a vicious plan," Alan explains carefully. "But thanks to some extraordinary heroes some of the schemes planned on Isstvan III were stymied. Captain Garro escaped aboard the *Eisenstein* to take warning of the Warmaster's plans, and a retaliation was put into action. On Isstvan V there is a reckoning between those who have cast their lot in with the traitor Warmaster and the loyalist force sent to bring them to justice – except, through the cunning of the Warmaster and the machinations of those who serve him, all is not as it first seems within the retaliation force.





2

"As hundreds of thousands of Space Marines make landfall, we see bitter rivalries and simmering jealousy unfurled," Alan says, referring to the extensive background history contained within Massacre. "Foremost among these festering enmities is the sundered brotherhood of Fulgrim of the Emperor's Children and Ferrus Manus of the Iron Hands. Fulgrim's hopes to use the fraternal love that Ferrus Manus bore him to turn the master of the Iron Hands to the Warmaster's cause before the rebellion were dashed. Now one of the mightiest Primarchs and his Legion of indefatigable warriors lead the mission to bring the traitors to justice.

"The relationships between the Primarchs is something that Massacre explores closely," Alan adds, pointing me towards the sections within the book that describe the Iron Hands, Salamanders, Night Lords and Word Bearers Legions in greater detail than ever before. "This volume tackles the forces at the very forefront of the Dropsite Massacre and reveals their motivations.

For example, Ferrus Manus will stop at nothing to wreak personal vengeance on Fulgrim. Even within the ranks of those who side with Horus, there are subtle agendas – the Word Bearers, for instance, have their own secret, occult, agenda.

"On the soil of Istvan V," Alan continues, "the tales of the Primarchs join together into an utterly climactic, apocalyptic battle where hundreds of thousands of Space Marines, tanks, war machines and Titans unleash absolute devastation. Depending on your measure, 11 Primarchs are involved in the fighting and, by the time the dust settles, one is dead, another missing and three Legions are shattered.

"For fans of the Horus Heresy, this all represents the dawn of a new phase, not just in the knowledge we now have, but also in the armies and models that are available for the Legions," Alan adds. "We have detailed histories, game rules and new models for four Legions (Iron Hands, Salamanders, Word Bearers and Night Lords). All this will increase the size and ▶

1 At the vanguard of the Loyalist attack, an Iron Hands Relic Contemptor Dreadnought ploughs into the ranks of the Death Guard. The initial attack on Istvan V was spearheaded by the Iron Hands and, until the reinforcements in the form of Word Bearers, Night Lords, Iron Warriors and Alpha Legion arrived was considered to be a great success.

2 The Forge World studio has worked tirelessly to produce new vehicles and warriors for the armies of the Horus Heresy. "The Legion Javelin Attack Pattern Land Speeder is a great example of the ongoing work by the model makers," Alan says. "They have ensured it shares design cues, such as the prow shape and engine, with existing Legion vehicles, such as the Legion Scimitar-pattern Jetbike."

Character Series

Alongside the ranks of the Space Marine Legions, and formidable armoured fighting machines that Forge World have unleashed so far, there are also a collection of remarkable heroes and villains available. These characters include the Primarchs Angron and Fulgrim, and renowned and influential personalities such as Garviel Loken, Ezekyle Abaddon and First Chaplain Erebus.

With the addition of Horus Heresy: Massacre to Forge World's canon, it's only a matter of time before still more famous names from the epic stories surrounding the Heresy are unveiled.

► scope of the Crusade armies presented in *Horus Heresy: Betrayal*. Doing this has caused us to stop and examine the heroes and villains of the battle, many of which fans of the Black Library novels will already recognise. Characters such as Gabriel Santar, First Captain of the Iron Warriors or the Gal Vorbak, the first daemonically possessed Chaos Space Marines. Followers of the four Legions detailed in *Betrayal* won't be disappointed either – each of those also gets their time in the sun, with characters such as Khâr, First Captain of the World Eaters and Commander Eidolon of the Emperor's Children, or Typhon of the Death Guard.”

All this talk of Legionary reinforcements is exciting, but Alan isn't done. “The *Horus Heresy* doesn't just divide the Space Marines,” he adds knowingly. “It shakes the foundations of the Imperium to their bedrock. The Imperial Army and the Mechanicum are both sundered as loyalties and alliances are claimed. As organisations within the bounds of the Imperium, they are also a part of the Great

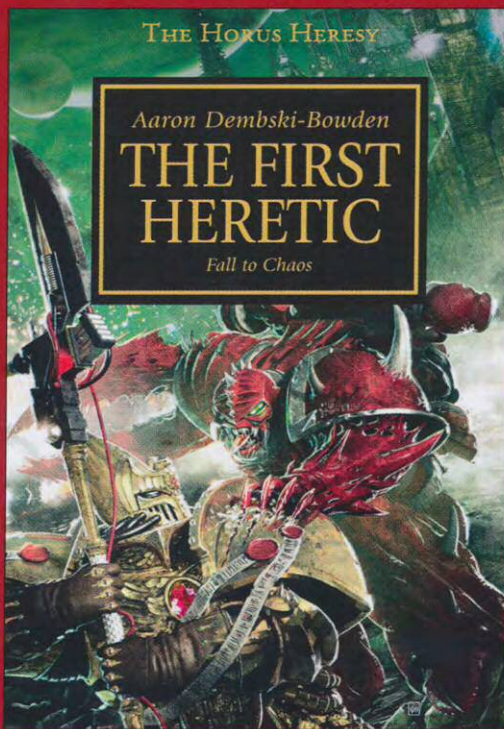
Crusade, with fighting forces of their own bound to the Legions. Across the Imperium, as news of the Warmaster's betrayal spreads, planets and organisations pledge their support one way or another – worlds with particular ties to a specific Space Marine Legion typically side with them. In *Massacre* we detail more of these elements. Of specific excitement to many readers will be the ranks of the Legio Cybernetica, which have been the subject of a great deal of work by Will Hayes and Mark Bedford.

“In the Great Crusade, Mechanicum Cohorts were split and attached to different crusade fleets or expeditions,” Alan says. “Many of these will have simply sided wherever their masters laid their loyalty – so, as one might expect, many of these remain loyal to the Legion forces they are serving with. Mechanicum units such as Titan Legions or the Legio Cybernetica thus arrive to Istvan V ready to serve on both sides of the fighting – a blueprint for the conflict throughout the remainder of the *Horus Heresy*.” **AT**

HORUS HERESY NOVELS

The events of the Istvan Dropsite Massacre are also recounted in the pages of several Black Library novels, giving insights on the characters and forces involved from a number of perspectives. In *Fulgrim*, Graham McNeill expertly unveils the full tragedy of the feud between the Phoenician and the Gorgon – portraying the emotional descent from beloved brothers to hated enemies, and the culmination of that enmity in personal combat.

First Heretic traces the journey of Lorgar and his Word Bearers into heresy and to the fires of Istvan V. Here, Aaron Dembski-Bowden unravels the machinations and conspiracies of the Word Bearers Legion, unfurling a dark agenda that perhaps not even the Warmaster fully realises. Both of these plots are continued and expanded upon within *Horus Heresy: Massacre*.



First Heretic by Aaron Dembski-Bowden portrays the Emperor's censure of the Word Bearers legion for their religious observations during the great crusade. Through the scheming of First Chaplain Erebus and Lorgar's loyal lieutenant Kor Phaeron the Primarch of the Word Bearers begins to understand the nature of Chaos.

At Istvan V, the Word Bearers are perhaps further along on the road to damnation than any of the traitor Legions – and for the first time the Gal Vorbak, the daemonically possessed Space Marines pictured upon the cover, are unleashed upon the battlefield.



1



2

3 Horus knew well the bitter hatred that Ferrus Manus felt at the decision of Fulgrim and the Emperor's Children to turn against the Imperium. Horus Hery: Massacre describes how the Warmaster used this knowledge to lure the Iron Hands heedlessly into an ambush by placing the Emperor's Children right at the front of the traitor formations. Despite the fury of the Iron Hands, Emperor's Children warriors – such as the Palatine Blades shown here – reaped a bloody toll on the implacable sons of the Gorgon.



3

- 1 Horus Hery: Massacre describes four Legions in unflinching detail. For the Loyalists these are the Iron Hands, shown here advancing through the rubble of Isstvan, and the Salamanders – each has exhaustive background material and specific rules that update the Crusade Legion lists found in Horus Hery: Betrayal.
- 2 The Night Lords were among the so-called reinforcements that betrayed the loyalists. They are presented in detail in Massacre, along with the warriors of the Word Bearers Legion.

THE HORUS HERESY: MECHANICUM

Not all of the warriors who fought in the Horus Heresy were Space Marines...



Will Hayes (top) and Mark Bedford have been hard at work creating the first models for the Legio Cybernetica cohorts.

"The Mechanicum is integral to the military might of the Imperium," Mark Bedford says, when I ask him and Will about their work on the new Legio Cybernetica models. "They have treaties and alliances with the Imperium that cause them not only to supply the vast armies of the Emperor with wargear and munitions, but also to fight alongside the crusade armies. Will and I have been concentrating on the imagery and feel of the Mechanicum for a while now, poring over classic art and models from as far back as the Rogue Trader rulebook to get the 'look' nailed down for the models we are making."

"The Thallaxii were the first of these new Mechanicum models," Will explains, holding one up as an example. "They are cyborg shock troops, a collusion of ingenious engineering and macabre science to create sentient warriors unfettered by fear and the frailties of flesh and blood. Behind the armoured helmet is the remainder of the mortal it once was, but everything else is the manufacture and design of the Mechanicum. We took cues

from the established imagery from Adeptus Mechanicus (the descendant of the Mechanicum) units from Warhammer 40,000 – such as the Titans – and also from much older sources. Those familiar with the original Imperial Battle Robots will see some very old ideas repeated here. Back jointed legs and curved armour on the carapace create a common design for the Mechanicum forces, so that things such as the Castellax Battle-Automata and the Thallaxii fit in thematically with the likes of Warhound Titans."

"One of the aspects of the design we have concerned ourselves with is the weaponry used by the Mechanicum units," Mark adds. "What they make and supply to others, they don't necessarily use themselves – you can imagine them keeping the rarest and most special weapons for themselves, things such as lightning guns, power fields and fusion reactors. You'll see weapons on these models that aren't always available elsewhere – he who controls the weapons controls the galaxy, right?" **AT**

1 When commencing on their design work, Mark and Will were very much inspired by the illustrations of John Blanche. The picture on the right is one that John painted for inclusion in the current edition of Warhammer 40,000 – Mark used it as a reference guide for his Magos Dominus.

"The imagery for the Mechanicum and Adeptus Mechanicus accounts for some of the weirdest, darkest and most distinctive visuals in Warhammer 40,000 and the Horus Heresy," Mark says. "They embody a disdain for the physical form, the superiority of technology and an almost necromantic obsession with reusing the body parts of the dead. It's disgustingly brilliant."



1



2 A Magos Dominus leads a maniple of Castellax Battle-Automata from the Legio Cybernetica into battle. The Legio Cybernetica is a specific organisation within the Mechanicum granted the right to build combat automata, which are then supplied to the forces of the Imperium, controlled by a Magos.

3 An Ordo Reductor Thallax Cohort secures the flanks of the Iron Hands advance.

Thallaxii feature the cerebral cortex of a human that has been hard-wired into an advanced cyborg body. These were provided to Imperial forces during the Great Crusade, and many continued to fight alongside their assigned allies, regardless of which side of the Horus Heresy they took.

THE FANG PAINTING COMPETITION

Last April, Dan travelled to the Netherlands to attend The Fang, the popular painting competition held at our Amsterdam Hobby Centre. Here is a selection of the best-painted models he found on the day.





- 1 Forge World Chaos Siege Giant, painted by Mark Blaauwgeers. Finalist, Open Competition.
- 2 Tyranid Tervigon, painted by Karin Nijkamp. Third place Warhammer 40,000 Large Model.
- 3 Orks Grot Mob, painted by Jorik Den Braber. Third place Warhammer 40,000 Squad.





1



3



- 1 Forge World Death Korps of Krieg, by Peter Rietdijk. Finalist Warhammer 40,000 Squad.
- 2 Dark Elves Cold One Knights, painted by Wojciech Syruc. Third place Warhammer Regiment.
- 3 Converted Skaven Warp Lightning Cannon, by Robert Markus. Finalist Open Competition.
- 4 Converted Skaven Warplock Jezzails, by Pascal Rooze. First place Warhammer Regiment.





1
 1 Daemonettes of Slaanesh vs Imperial Guard, by Bas Van Der Schaaf. First place Diorama.

2
 2 Space Wolves Venerable Dreadnought, painted by Nico Alpaerts. Finalist Warhammer 40,000 Vehicle.



2



- 3 Chaos Space Marine Kranon the Relentless, painted by Pascal Rooze. 3rd place Warhammer 40,000 Single Miniature.
- 4 Warhammer Chaos Lord of Nurgle, by Cris Vegers. Third place Warhammer Single Miniature.
- 5 Converted Ork vs Shadow Captain Korvidae, by Gert D'Hollander. Third place Duel and Overall Competition Winner.
- 6 Gert has done a fantastic job painting Captain Korvidae with pallid flesh tones. His painting serves to highlight the exceptional level of detail on the model's face.
- 7 The converted Savage Orc Warboss (now a feral Ork) has such exquisite flesh tones that the green skin seamlessly blends into the pinky flesh of the Ork's gums and lips.



5

7

PAINT SPLATTER

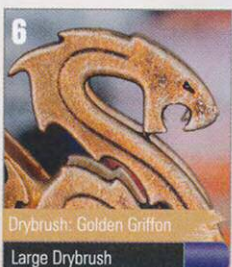
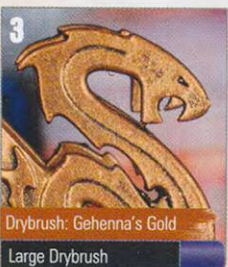
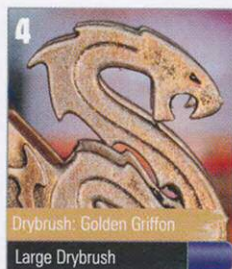
Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

CAULDRON OF BLOOD

(as seen on pages 6-9)

The **Cauldron of Blood** is an impressive centrepiece model with a wealth of painting opportunities. Because of the size and intricacy of the kit, Dan decided to paint it in six sub-assemblies: the main chassis, the statue holding up the cauldron, the statue of Khaine and the three Witch Elves. While all the Cauldron parts were undercoated with Chaos Black Spray, Dan chose to undercoat the Elves with Skull White to make painting their pale skin easier (see page 112).

Brass



Dan painted this Cauldron of Blood using colour schemes inspired by the 'Eavy Metal team and the Studio Hobby Team. The two statues use the 'Eavy Metal colours, while the brass is a Hobby Team colour scheme.

The statue of Khaine standing at the top of the Cauldron of Blood looms over a Dark Elf army and deserves a suitably intimidating colour scheme. The 'Eavy Metal team painted theirs in an eye-catching jade with glowing runes carved into the chest, head and knees. Keen to

emulate it, Dan asked them how they went about painting it and got several other painting tips, which you can see below. It's worth noting that all the brass and wood areas of the Cauldron of Blood were completed first before the details were painted in.

Wood



Marble Statue



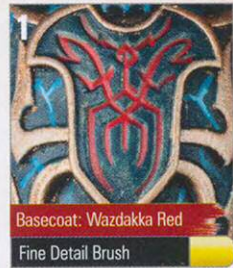
Blood



Jade Statue



Inner Fire



WITCH ELVES

(as seen on pages 54-71)

The **Witch Elves** are a light, colourful unit, a strong contrast to the rest of the Dark Elf army. Because of their pale skin and white hair, Dan undercoated them with Skull White Spray and used the Citadel Shades

to paint the skin and hair before highlighting them with Layer paints. It's a very quick technique – so quick, in fact, that Dan spent more time watching the paint dry than he did applying it.

Skin



Hair



Leather

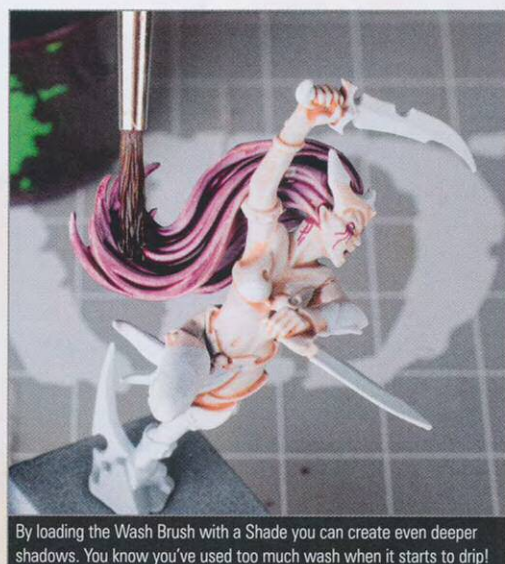
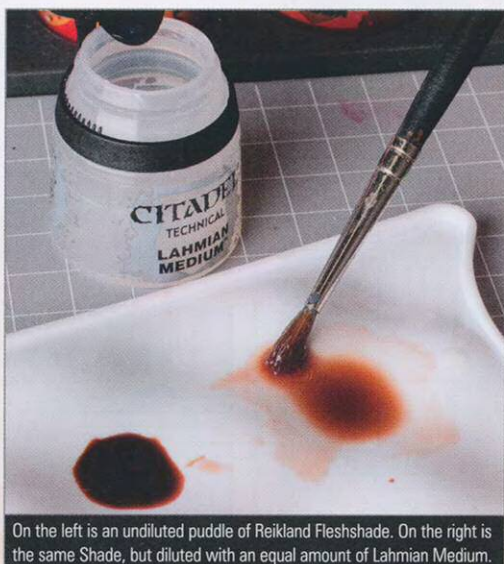


Metal



Awash with Paint...

Citadel Shades are designed to shade areas of a model, making recesses darker and accentuating raised areas. Applying it neat over a Skull White Undercoat would stain the model – not something we wanted to do with the Witch Elves. By adding Lahmian Medium, the Shade can be diluted and more thinly applied across the model.



KHARIBDYSS

The *Kharibdyss* is an otherworldly sea-monster and yet another great centrepiece model for the Dark Elves. The *Kharibdyss* painted by the Studio team has a very distinctive aquatic colour scheme that

(as seen on pages 20–21)

emphasises its strangeness and will really make it stand out on the battlefield. Washes and Glazes were used to subtly alter the skintone of the monster and blend the skin and scale textures together.

Water or Medium?

Lahmian Medium is, essentially, colourless paint. You can use it to weaken the pigment of a paint without altering the properties of the paint itself, allowing you to create subtler shades. On the other hand, water dilutes both paint and pigment, turning an opaque paint into a translucent glaze, which will tint the whole area, not just shade the recesses.

Skin



Scales



BLOODWRACK MEDUSA

(as seen on pages 54-71)

Thick not Thin

By leaving a pool of Coelia Greenshade on his palette to dry out for 15 minutes, Dan found that he was able to create a thicker Shade, which he used to carefully paint the mottles on the Medusa's skin. This technique also works well with Nuln Oil, which, when thickened, can be used to paint lines of text on purity seals and parchment.

Dan: When it came to painting the Medusa I wanted it to be very green. I imagine it's pretty wet and slimy in the caves beneath the Spiteful Peaks and that the Medusae have started to blend with their surroundings. I also wanted the upper half of the model to be very pale (no sun underground, you see) so I opted for a Skull White undercoat to help achieve the washed-out skin tone. This allowed me to paint the skin in just a few layers, giving me more time to concentrate on the blend between the torso and the tail. By applying Waywatcher Green to specific areas of the model, such as the transition between skin and scales and the area around the eyes, I was able to give the skin a greenish luminescence that hints at magical power.

Scales



Skin



MATT'S DARKSHARDS

Matt: I've been collecting Dark Elves for years and I've found that the secret to building a sizeable army is a simple colour scheme that can be easily replicated across the whole army. This is especially important when it comes to your Core troops, which will often make up the majority of your miniatures.

My existing Dark Elves were painted in a black and red colour scheme, and I wanted to paint the new models in a similar way, but using the current Citadel Paint Range. After a little experimentation I managed to get my test model (seen on the right) finished in just eight stages.

Having painted the skin of the model, I edge highlighted all the armour panels in Khorne Red, a stark contrast to the Chaos Black undercoat. After painting the hands and faces with Cadian Flestone and highlighting the tips of the armour with the same colour (another time-saving technique), I then gave all the armour panels a coat of Bloodletter Glaze. It may seem weird to paint a thin red Glaze over black, but it does subtly tint the black armour while subduing the bright highlights, tying the two colours together. Make sure you don't drown the model with the Glaze though – they may look like Shades, but they don't work in quite the same way and will ruin your hard work if you put it on too thick.



Matt's unit of Darkshards took him just two evenings to paint – that's around six or seven hours of work in total.

GARETH ETHERINGTON'S ULTRAMARINES

(as seen on pages 44-51)

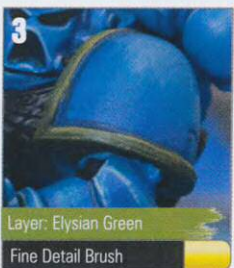
Gareth: I'm always trying to improve my painting style, and over the course of collecting the Ultramarines the way I paint my Space Marines has changed since I first started the army. The way I currently paint

the blue is to paint the basecoat and layers in several watered-down coats, and then I apply Kantor Blue to the recesses. I keep the edge highlights really subtle, and only on the upper edges of the model.

Armour



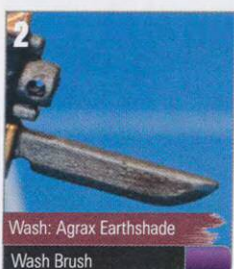
Shoulder Trim



Gold



Metal



Black



While transfers are great for applying fast, consistent-looking icons to your army, I find that they tend to look a little too neat in contrast to a hand-painted miniature. So instead I paint the iconography and

heraldry on by hand, which enables me to apply them to any area, at any size. It takes a bit of patience, a steady hand and watered-down paint so that the paint flows from the brush where you want it to.

Green Lenses



Purity Seals



Ultramarine Symbol



Tactical Symbol



A Guide to our Techniques

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

JEREMY VETOCK



Does something sinister lurk in the shadows? What is it that goes bump in the night? With the approach of his favourite holiday, Jeremy Vetock lauds the creepy and the macabre, claiming it makes for a great wargame.

All Hallow's Eve approaches! Every year around October time I feel inspired to put on a special scenario. Each year the game system or backstory might change, but the battle will have a horror theme. What follows are a few tips that I have learned from my years of running such events.

Horror Theme: The background of our games are full of terrifying elements that can be turned into an evening's game. In fact, inventing the story for the battle is part of the appeal to such an evening. For Warhammer, the dead could rise to overwhelm an Empire village; the wounded survivors of a battle might attempt to escape the filthy clutches of Ghouls that have descended to feast, or the creatures from the Imperial Zoo of Aلدorf could break free to rampage through the city. Warhammer 40,000 opens such possibilities as cleansing the decks of

a space freighter after it returns compromised from Warp travel, fleeing from an entire hive city turned into plague zombies, or a deadly standoff where rival Inquisitor bands fight to halt cultist activities while simultaneously attempting to find out if their allies are 'corrupted'.

Game Format: As a break from ongoing campaigns or competitive play, it is a nice change to take part in a one-off, horror themed battle. These special scenarios can be one-on-one games, but as that is what my gaming groups normally play, I find the camaraderie of a multi-player scenario best. Most scenarios tend to run along the lines of 'who can make it out alive?' A few special rules are great – but keep them simple and evocative. You don't want to have the action bogged down by complications.

As an example, one of my favourites is: every player controls a few Space Marines and they must retreat across a table filled with plague zombies. For special rules I ignore model coherency and give a bit of personality to each model: Brother Sergeant Sloan might be wounded and slow, while Brother Uziel might be a dead eye shot, but running low on ammo. The zombies are controlled by the games master (or players whose Space Marines have been slain) and move 2D6" each turn (rolling once, so all zombies might be fast or slow, making that dice roll a tense moment each phase). A few more rules specify how new zombies turn up as well as rules for recycling dead ones (including the Space Marines!). As the zombies 'run' towards the nearest living being, this sets up spectacular moments of teamwork and heroic self-sacrifice. Can any Space Marines survive long enough to reach their Thunderhawk? And, in the vein of Hollywood thrillers, further troubles surprise our desperate protagonists. Will the repairs be done so the ship can take off? Has Brother O'Reilly caught the plague? Is that a stowaway Nurgling?

Backstory: I find a little scene setting the best way to set up any scenario. With these games, you establish a mood that brings the horror to the tabletop. Ideally

this should be read out to players before the game, although those with less dramatic flair can simply print it out. Again, short is best. And by short I mean no more than a few hundred words. It is possible your gaming groups are different to mine, but I feel like a 20-page short story will bludgeon the mood rather than stoke a spooky atmosphere.

“I feel like a 20-page short story will bludgeon the mood rather than stoke a spooky atmosphere.”

You want the players to imagine the claustrophobic corridors within a space hulk or feel the paranoia over which of their allies might be harbouring an abominable Daemon? Build up the setting accordingly – what is it that lurks in the dark woods? Are the superstitious Old World villagers correct? Here is a humorous, but horrible example of a backstory I've used before playing a game in which players each control a small patrol of Empire soldiers:

“The good citizens of Harckam were poor but honest. The rows of half-timbered homes were shambolic, and the narrow winding streets would soon be empty, for it was Geheimnisnacht and darkness was coming. On that night only armed patrols dared walk the streets.

Hans Needermeyer hurried home, mindful of the rapidly setting sun. Although not as superstitious as most, Hans was hoping to be behind a locked door and shuttered windows soon. But as he passed the dilapidated old manse of the Harckam Asylum, Hans heard something strange.

In the centre of Harckam stood the village's largest building, an asylum. There, the deranged were thrown behind walls, never to be seen again – although shrieks were regularly heard. However, Hans had never heard anything like this. A group just beyond the asylum's high wall was chanting. “Thirty one, thirty one, thirty one,” they squealed over and over, accompanied by the buzzing of flies.

*Curious, Hans pulled himself up against the wall, seeking the gap he knew to be there. No sooner had Hans strained forward, lining up his vision by placing his forehead against the cold stone, when a pus-laden finger jabbed forcefully through the hole. Hans fell back, both hands clasped over where his eye had been, and the chanting began anew...
“Thirty two, thirty two, thirty two.”*

At sunset the Plagued Ones bored of this game and burst forth to terrorise the town.”

The Empire patrols must attempt to survive until daybreak, fighting their way out of a town overrun by Plaguebearers, Nurglings, plague zombies and perhaps worse (all depending on if I can borrow a Greater Daemon of Nurgle, really).

The Models: There are two ways to gather the Citadel miniatures and terrain required for such a one-off scenario. It is an excellent excuse to collect and paint some interesting models or purpose-build specific scenery. The truly inspired can convert horrible things – plague zombies, corrupted Space Marines, and so on. The Harckam Halberdiers Night Watch can fit right into your Empire army, or even be the start of a new collection.

As nice as it is to have a bespoke of models for a game, this can prove impractical. For myself, I want them all, but have realised I can think of more great scenarios than I'll have time to supply all the models for. So, in order to play lots of scenarios, I have learned to rope others into lending a hand (or at least their miniatures). Daemon and Undead players prove especially popular this time of year.

So what are you waiting for? Start planning your own spooky, gore-filled evening of gaming. A great scenario, with accompanying beverages and snacks, will give you a fantastic game. And then you'll have a whole 12 months to dream up ways to top it for next year!

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

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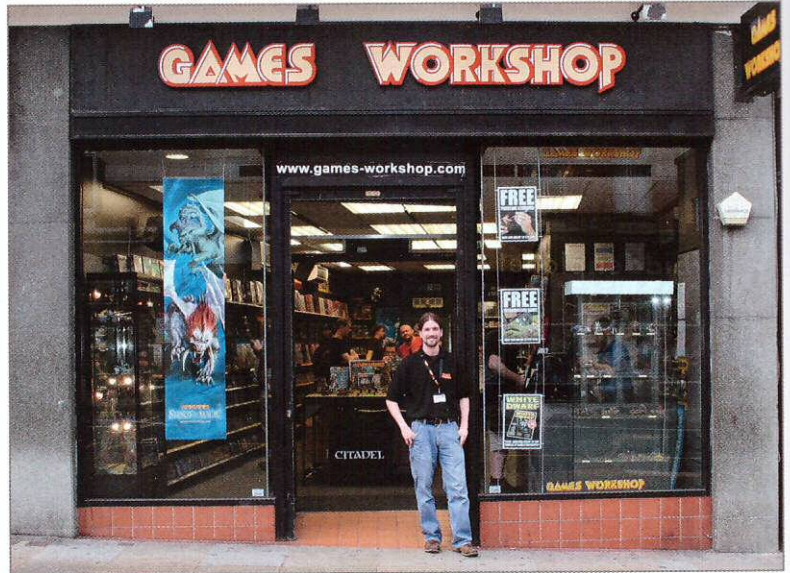
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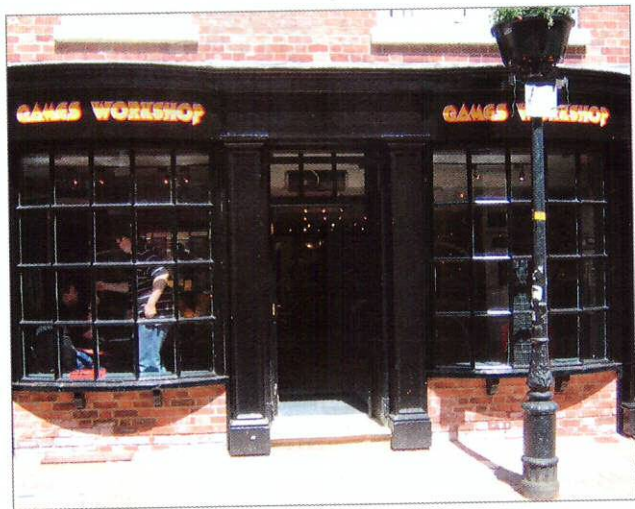


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Facebook: GWAyr

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Facebook: GWBasingstoke

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

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

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

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U052B Upper Thames Walk, Bluewater Shopping Centre, Greenhithe, Kent, DA9 9SQ.
Tel: 01322 427880. Facebook: GWBluewater

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Facebook: GWBoston

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Tel: 01274 739430. Facebook: GWBradford

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

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Tel: 0117 9251533. Facebook: GWBristol

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

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Tel: 01392 490305. Facebook: GWExeter

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Tel: 01782 205287. Facebook: GWSStoke

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Tel: 01423 564310. Facebook: GWHarrogate

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117 Marlowes, Hemel Hempstead, HP1 1BB.
Tel: 01442 249752. Facebook: GWHemelHempstead

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Facebook: GWWLeamingtonSpa

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9668. Facebook: GWTuggeranong

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Games Workshop Sydney City

222 Clarence Street, Sydney, NSW, 2000. Tel: (02) 9267 6020.

Facebook: GamesWorkshopSydney

Games Workshop Wollongong

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Facebook: GWWollongong

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

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Shop 2, 138 Centro Galleria, Old Collier Road, Morley, WA, 6062. Tel: (08) 9375 6294. Facebook: GamesWorkshopMorley

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

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

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Shop 230 Westfield Shoppingtown, Cnr Gympie & Hamilton Roads, Cherside, QLD, 4032. Tel: (07) 3350 5896. Facebook: GWCherside

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Facebook: GWMtGravatt

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Shop 25 City Centre Arcade, 145 Rundle Mall, Adelaide, SA, 5000. Tel: (08) 8232 7611.

Facebook: GWAdelaide

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Shop 2 Westfield Shoppingtown, 976 North East Road, Modbury, SA, 5092. Tel: (08) 8265 4680.

Facebook: GWTeaTreePlaza

Games Workshop Warradale

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

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Games Workshop Wien 2

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Games Workshop Kingsway Garden Mall

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

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

Games Workshop Square One

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

Games Workshop Victoria

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

Games Workshop West Edmonton

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

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

Games Workshop Winnipeg

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Games Workshop Yonge and Lawrence

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

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Games Workshop Huangpu

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Games Workshop Pudong

Unit KJ025, MS City, Shanghai Science and Technology Museum Subway Station, Pudong.

DENMARK



Games Workshop København

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FINLAND



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Games Workshop Amiens

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

Games Workshop Avignon

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

Games Workshop Bordeaux

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

Games Workshop Caen

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

Games Workshop Clermont Ferrand

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Games Workshop Dijon

48 Rue Beribsey, 21000, Dijon. Tel: 03 80 49 87 66. Facebook: GWDijon

Games Workshop Grenoble

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

Games Workshop Le Havre

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Games Workshop Lille

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

Games Workshop Limoges

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

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Games Workshop Lyon 2

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Games Workshop Marseille

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

Games Workshop Metz

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

Games Workshop Montpellier

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Games Workshop Mulhouse

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

Games Workshop Nancy

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

Games Workshop Nantes

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

Games Workshop Nice

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

Games Workshop Nâmes

5 rue des Fourbisseurs, 30000, Nâmes. Tel: 04 66 21 37 09. Facebook: GWNimes

Games Workshop OriÇans

12 rue des Carmes, 45000, OriÇans. Tel: 02 38 62 80 12. Facebook: GWOrleans

Games Workshop Paris 06

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

Games Workshop Paris 08

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

Games Workshop Paris 12

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

Games Workshop Paris 14

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

Games Workshop Paris 15

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

Games Workshop Pau

6 rue Bordenave d'Abâre, 64000, Pau. Tel: 05 59 05 22 85. Facebook: GWPau

Games Workshop Perpignan

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

Games Workshop Reims

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

Games Workshop Rennes

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

Games Workshop Rouen

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

Games Workshop Strasbourg

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

Games Workshop Toulouse

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

Games Workshop Tours

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

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GERMANY



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JAPAN



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Games Workshop Den Haag
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3927836. Facebook: GWDenHaag

Games Workshop Dordrecht
Voorstraat 386G, 3311CX. Tel: 078 6119040.
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Games Workshop Eindhoven
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2800268. Facebook: GWRotterdam

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Facebook: Games-Workshop-Auckland

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Games Workshop St. Lukes
Shop S208 Westfield Shoppingtown, St Luke's
Square, St Luke's Rd, St Luke's, North Island,
1025. Tel: 649 815 3547. Facebook:
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Games Workshop Wellington
Shop T5b Courtenay Central, 80 Courtenay
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Games Workshop Deu i Mata
Deu i Mata, 96 (esquina Prat d en Rull),
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Games Workshop Gaudi
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GWARguelles

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Games Workshop Tres Aguas
Centro Comercial Tres Aguas, Av. de América
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Roger de Lauria 11, València, 46002.
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Games Workshop Coles Crossing
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Games Workshop Columbia Palace
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Games Workshop Cool Springs Village
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Games Workshop Copperwood Village
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Games Workshop Deerwood Village
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Games Workshop Denton Town Crossing
1931 S Loop 288, #120, Denton, TX, 76205. Tel: (940) 484-5400. Facebook: GWDentonTownCrossing

Games Workshop Eastport Plaza
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Games Workshop Empire Shopping Center
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Games Workshop Entrada De Oro
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Games Workshop Forest Plaza
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NEW STORES!

Games Workshop Hobby Centres are fantastic focal points for the hobby in communities the world over, and in our quest to make the hobby even more convenient, we're opening more Hobby Centres in areas near you.

NEW HOBBY CENTRES COMING TO A TOWN NEAR YOU

Over the past year we've opened even more Games Workshop Hobby Centres in towns and cities near you, so it's now even easier to enjoy your favourite hobby. Our mission to bring the Emperor's Guiding Light to the far reaches of the galaxy (well, your local high street) will never cease, and so far this year we've opened four brand new Hobby Centres.

In the UK, new Hobby Centres sprang up in Inverness in the Scottish Highlands, South Shields in the North-east of England and in the London borough of Barnet. Meanwhile, Amsterdam in The Netherlands celebrates its new store.

Staffed by friendly and knowledgeable hobby experts, these new stores stock the entire range of Citadel miniatures, games and hobby supplies. Each of them is also equipped with an in-store Order Point, so if there's ever anything you can't get your hands on there and then, you can easily order it online and have it shipped to the store, post free.

Bring a Friend

Each of the four new Hobby Centres will be holding a special Grand Opening event to which you are, of course, invited. Full details of what you can expect as well as dates and times can be found on each of the stores' Facebook pages – just follow the links below.

The Grand Opening events are sure to be a huge celebration, so make sure you bring your friends along and introduce them to the worlds of Warhammer, Warhammer 40,000 and Middle-earth!

Your local Hobby Centre runs exciting events and activities all year round, so you can be sure that whenever you visit, there will always be something you can get involved with. These activities vary from store to store, so to get the latest on what's going on keep an eye on your local Hobby Centre's Facebook page or simply drop in!

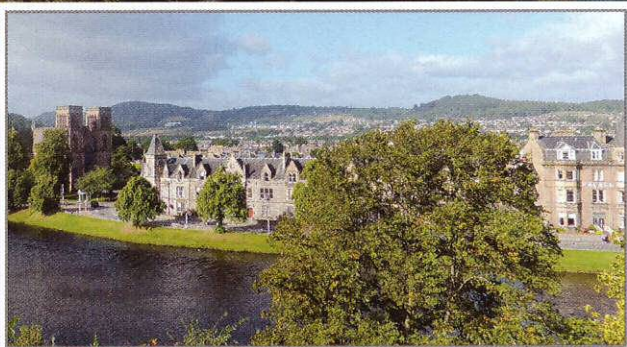
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WARHAMMER® WORLD

CAMPAIGN WEEKEND

THE SIEGE OF GREY SLAB

The sacred Shrine of Grimmir holds. The enemy are massing for another assault. By Grimmir's oath we shall stand firm! They will learn the folly of attacking the Ironbreakers under the gaze of our warrior god!

Grung Grudgebringer

They flooded from the sewers, thousands of them. They tore the city apart and none were spared. Their corrupted steel slew the innocent and the warrior alike. We must push them back into the filth or we are lost!

Arthax Brewmaster

The Silos burn, there will be no Troll Brew leaving Gray Slab for at least three seasons, the taint burns my eyes and singes my beard. Our allies are dying as we fight, but fight we shall! I will meet you in the hall of the ancestors my friend.
FOR GREY SLAB!

Azgal Kinlost

The assault pushes the Eastern Gate to the limits, we are holding but only just. They will break through unless we are reinforced! Send aid, by the gods of my ancestors send anybody!

Haugrim Fearsfield



The city will fall. Gray Slab will become ash. Will you join the defenders as they make their last stand or pillage the noble settlement for the secrets of Troll Brew?

In January 2014 you will help to decide the fate of Grey Slab, the exclusive producer of the legendary Troll Brew. Only your victories can decide the fate of this mountain city. With unique missions, unfolding story line and varying sized games, this will be an event that all Warhammer players will not want to miss!

Tickets are on sale from 2nd October 2013 and are available from www.games-workshop.com

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WARHAMMER 40,000 THRONE OF SKULLS

18TH – 19TH JANUARY



Warhammer World's premier gaming Event, Throne of Skulls gives its attendees a chance to play five fun games against like-minded hobbyists over the course of a given weekend. Whether it's the opportunity to play against fully painted armies, or the chance to display your latest hobby project in glorious battle, Throne of Skulls is a popular choice for both brand new hobbyists and stoic veterans alike. 2014 will see the beginning of a new Throne of Skulls season, with lots of events on the calendar. We will reward those who are stout of heart and spirit, who treat their opponents with respect and dignity, as well those whose gaming acumen brings victory to the table. Could you be the next person to have your name immortalised on the winners' boards in the hallowed Bugmans Bar?

Tickets on sale from 2nd October, make sure you don't miss out.



CITADEL MINIATURES HALL

We love celebrating what you collect and paint, and at Warhammer World we often showcase the work of talented hobbyists. After seeing his Tyrannids at the Warhammer 40,000 Throne of Skulls in May, we invited John Beech to display his amazing work in the Citadel Miniatures Hall. You can see his awesome army from now until November 29th.

UNTIL 29TH NOVEMBER

PLAN YOUR VISIT

To find out more about Warhammer World, log into the Games Workshop website and click the Warhammer World button under the Warhammer 40,000 tab. You can contact us to find out more about an event, reserve a gaming table, or any other information.

Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

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Event Date:
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71 Station Road, BH25 6HY.
Tel: 01425 617805

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

Petersfield, Academy Arts and Crafts Centre
2 Winton Road, GU32 3HA.
Tel: 01730 261 642

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

Romsey, Roundabout
17 The Hundred, SO51 8GD.
Tel: 01794 512145

Ryde, The Sports & Model Shop
9 Union Street, PO33 2DT.
Tel: 01983 563836

Shanklin, The Sports and Model Shop
69 - 71 Regent Street, PO37 7AE.
Tel: 01983 866824

Southsea, Southsea Models
69 Albert Road, PO5 2SG.
Tel: 02392 733208

Waterlooville, Debbins News
144 Park Avenue, Purbrook, PO7 5HF.
Tel: 02392 251 780

HEREFORDSHIRE

Hereford, Hereford Model Shop
4 Commercial Road, HR1 2BB.
Tel: 01432 352 809

Ledbury, Little Shop of Wonders
44 Bye Street, HR8 2AA.
Tel: 01531 632206

HERTFORDSHIRE

Berkhamsted, Hamlins of Berkhamsted
33 Lower Kings Road, HP4 2AB.
Tel: 01442 864642

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

Chestant, Creative Thinking
10 Newham Parade, College Road, EN9
9NU.
Tel: 01992 622333

Harpenden, Lorna's
4 Piggotshill Lane, AL5 1LH.
Tel: 01582 769204

Hatfield, Cuthberts Toys
55 The Galleria, Comet Way, AL10 0XR.
Tel: 01707 273 228

Hitchin, Pops Of Art Ltd
55 Bancroft, SG5 1LL.
Tel: 01462 420 265

Letchworth Garden City, A + M Motorcycles Ltd
1 Diamond Industrial Centre, Works Road,
SG6 1LW. Tel: 01462 483 211

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

KENT

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

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

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

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

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

Folkestone, Xpress Games
Unit 2 Town Walk, CT20 2AD.
Tel: 01303 488474

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

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

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

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

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

Ramsgate, Groovy Frog
4C York Street, CT11 9DS.
Tel: 0184 359 5177

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

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

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

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

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Ashton-Under-Lyne, Rewind Collectables and Games
10 Wellington Street, OL6 6AJ.
Tel: 01613 396 116

Lancaster, Warrmonger Miniatures
The Assembly Rooms, King Street, LA1
1JN.
Tel: 07585 667666

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

Blackburn, Mercers Toys
47 Darwen Street, BB2 2BL

Burnley, Battlzone One
Unit 1 Halls Street, BB11 1JQ.
Tel: 01282 416 161

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

Burnley, Games Arena Ltd
9 St James Street, BB11 1QL.
Tel: 01282 416 161

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

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

Fleetwood, The Model Exchange
1 Wood Street, F17 7PX.
Tel: 01253 874247

Leigh, Storktown Limited
3-5 Silk Street, WN1 1AW.
Tel: 01924 671116

Ormskirk, Taylors of Ormskirk
21-25 Moor Street, L39 2AA.
Tel: 01695573516

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

Ramsbottom, Clark Crafts
Empire Works Railway Station, BLO 9AL.
Tel: 01706 826749

LEICESTERSHIRE

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

Ashby-De-La-Zouch, Steve's Models
Bulls Court Yard, Mill Lane Mews,
LE65 1HP. Tel: 01530 416 827

Coalville, Mad 4 Collectables
113 Belvoir Road, LE67 5BS.
Tel: 01153 0588 033

Hinckley, Game World
18 The Borough, LE10 1NL.
Tel: 01455 617 600

Leicester, Table Top Tyrant
66b Bedford Street South, LE1 3JR.
Tel: 0116 2533954

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

LINCOLNSHIRE

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

Gainsborough, D I Gifts
10 North Street, DN21 2HP.
Tel: 01427 238 263

Grantham, W Boyes & Co. Ltd Grantham
12 High Street, NG31 6PN.
Tel: 01723 582 181

Grimsby, W Boyes & Co. Grimsby
221 - 229 Freeman Street, DN23 9DW.
Tel: 01472 358 588

Horncastle, Toy Castle
11 North Street, LN9 5ER.
Tel: 01507 523 872

Scunthorpe, R A Models
182 Ashby High Street, Ashby, DN16
2JR.

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

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

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

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

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

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

Harrow, Toy Galaxy
178-180 Station Road, HA1 2RH.
Tel: 0208 4240309

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

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

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

Staines Upon Thames, The Missing Geek
12 Church Street, TW18 4EP.
Tel: 01724 557 007

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

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Manchester, Travelling Man
4 Dale Street, M1 1JW.
Tel: 01612 371 877

Manchester, Fanboy Three Ltd
17 Newton Street, M10 1FZ.
Tel: 01422 378532

MERSEYSIDE

Brimstange, Wargame Store
The Forge, Brimstange Road, CH63 6JD.
Tel: 0151 3421233

Liverpool, The Scythe and Tea Cup Gamer Cafe
61a Kempson Street, GU9 7PB.
Tel: 01512 981665

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

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

NORFOLK

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

Corleston, Boundless Realms
7 Baker Street, Great Yarmouth, NR31
60T.
Tel: 07788 727 490

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

Great Yarmouth, Kerrisons
21 King Street, NR30 2NZ.
Tel: 01493 853 891

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

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

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

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

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

Watton, Edwards Newsagents
50 High Street, IP25 6AE.
Tel: 01953 881 234

NORTHAMPTONSHIRE

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

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

Wellingborough, Software Seller
12 Silver Street, NN8 1BQ.
Tel: 01933 440861

NOTTINGHAMSHIRE

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

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

Mansfield, Dreamlike Gaming Ltd
Unit 45 Block 7, Old Mill Lane Industrial
Estate, NG19 9BG. Tel: 0162 361 1112

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

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

Shirebrook, Prints Charm-ing
2 Patchwork Row, NG20 8AL.
Tel: 01623 749 985

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

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Banbury, Trinder Bros Ltd
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Tel: 01295 262546

Bicester, Bicester Toys and Nursery
66 - 68 Sheep Street, OX26 6JW.
Tel: 01869 323946

Carterton, Giles Sports, Toys & Cycles
1 Alvescot Road, OX18 3JL.
Tel: 01993 842396

Chipping Norton, Harpers (Home and Garden) Ltd
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Tel: 01608 642 832

Cowley, Toy Galaxy
39-41 Pound Way, Templars Way
Shopping Centre, OX4 3XX
Tel: 01865 773 188

Oxford, Hoyle's Games Ltd
72 High Street, OX1 4BA
Tel: 01865 203 244

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

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

Newport, Chichester
71 High Street, TF10 7AU.
Tel: 01952 814354

Oswestry, Marcher Toys and Hobbies
7-9 Leg Street, SY11 2NL.
Tel: 01691 554535

Shrewsbury, Totally Games Ltd
26 Clairmont Street, SY1 1QG.
Tel: 01691 688994

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

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Bridgwater, Insane Games
7 East Quay, TA6 5AZ.
Tel: 01278 433554

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

Frome, Frome Model Centre
2 Catherine Street, BA11 1DA.
Tel: 01373 465295

Midsomer Norton, Signals
Unit 8, Holly Court, High Street, BA3 2DB.
Tel: 01761 402484

Minehead, Daisy Chain
10 Park Street, TA24 5NQ.
Tel: 01643 705 578

Portishead, Careys Home and Garden
17 High Street, BS20 6AE.
Tel: 01275 398930

Somerton, Somerton Hobbies
Unit 4, Half Moon Park, TA11 6QQ.
Tel: 01458 273755

Street, Insane Games
Unit 9 Crispin Centre, BA16 0HP.
Tel: 01458 441443

Taunton, Hatcher & Sons Ltd.
Unit 3a, The Monarch Centre, Off Venturo
Way, Priorswood, TA2 8RX.
Tel: 01934 622141

Taunton, Krackers
5 Bath Place, TA1 4ER.
Tel: 01823 335057

Wells, Insane Games
2 St. Cuthbert Street, BA5 2AW.
Tel: 01749 679911

Weston-Super-Mare, M.T Games Limited
21-23 Meadow Street, BS23 1QQ.
Tel: 01934 429959

Yeovil, Atomic Comics & Games
Unit 1, Glovers Walk, BA20 1LH.
Tel: 01935 432 639

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Burton On Trent, Midco Toys (Toy Planet)
169 High Street, DE14 1JE.
Tel: 01332 347734

Cannock, Cooks Newsagent
54 Market Street, WS12 1AG.
Tel: 0154 3422 647

Fenton, Guys That Game
301-303 City Road, ST4 20A.
Tel: 02081338048

Leek, Old Skool
Unit 10, Smithfield Centre, ST13 5JV.
Tel: 01538 383 161 (07536106627)

Lichfield, Digital Dragons
15 Lombard Street, WS13 6DT.
Tel: 07941 637793

Lichfield, Titan Games Ltd
5 Bore Street, WS13 6LJ.

Longton, A N Miniature Models
21 Commerce Street, Longton, ST3 1NV.
Tel: 01782 321 790

Newcastle Under Lyme, The Games Pad
3 York Place, ST5 2AH.
Tel: 01782 660 343

Rugley, A E Wargaming
Unit 16 A/B, 14-16 Brewery Street,
WS15 2DY.

Stafford, Salter Street Toys And Models
4-5 Salter Street, ST16 2JY
Tel: 01785 245 959

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

Stafford, Too Fat Gobkins
Unit 3, The Colonnade, East Gate Street,
ST16 2NQ.
Tel: 01785 244499

Stoke on Trent, Big Boy Toy
Station Road, Barlaston, ST12 9DH.
Tel: 01782 372 014

Wombourne, Maypole Toys Ltd
4 Maypole Street, WV5 9JB.
Tel: 01902 895 770

SUFFOLK

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

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

Felixstowe, Wizards Workshop
14 Undercliff Road West, IP11 2AW.
Tel: 01394 272233

Leiston, Acecom Solutions
14 Sizewell Road, IP16 4AB.
Tel: 01728 830 630

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

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

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

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

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

SURREY

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

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

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

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

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

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

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

Guildford, 1st Class Computers Ltd
61 Fairlands Avenue, GU3 3NB.
Tel: 01483 511 551

Oxted, J.H. Lorimer Ltd. (Oxted)
129-131 Station Road East, RH8 0OA.
Tel: 01883 715905

Sutton, The Games Shop
51 Stonecot Hill, SM3 9HJ.
Tel: 02088 446660

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

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

Burgess Hill, Woody's Models & Collectables
Unit 20 Market Place, RH15 9NP.
Tel: 07796 842 422

Bognor Regis, Wicar Models
9 The Precinct, PO21 5SB.
Tel: 01243 837941

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

Chichester, Shell Toys & Gifts
High Street, East Withering, PO20 8BL.
Tel: 01243 627353

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

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

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

Horsham, Battleguess Games
28 carfax, RH12 1EE.
Tel: 01403 242003

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

Uckfield, Kid's Stuff
2 Bell Walk, TN22 5DQ.
Tel: 01825 768398

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Gateshead, Graham's Wuerkshoppe
Unit 1 & Stonehills Business, Complex,
Pelaw, NE10 0HW. Tel: 01914 690745

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

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

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

Sunderland, Colosseumrx
12A Derwent Street, SR1 3NU.

WARWICKSHIRE

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

Bedworth, Fun Fancy Dress Ltd
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Tel: 02476 313111

Leamington Spa, Avon Toys
77-79 Warwick Street, CV32 4RR.
Tel: 01926 339 920

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

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

Rugby, Shadow Games Ltd
66 Church Street, CV21 3PT.
Tel: 07788 794 3151

Warwick, Shakespeares News
26 Shakespeares Avenue, CV34 6JR.
Tel: 01926 491 259

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Coventry, Antics Model Shop
1A City Arcade, CV1 3XH.
Tel: 0247 6551155

Coventry, Escape Games Ltd
8 City Arcade, CV1 3HW.
Tel: 02476 559 979

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

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

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

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

Swindon, Spot On Models & Games
49 Fleet Street, SN1 1RE.
Tel: 01793 617 302

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

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

Deaby Dale, Springfield Hobbies
367 Wakefield Road, Huddersfield, HD8 8RP.
Tel: 01484 860 086

Doncaster, Zone UD
24 netherhall Road, DN1 2PW
Tel: 01302 810 285

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

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

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

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

Huddersfield, IQ Games
23 Byram Street, HD1 1DR
Tel: 01484 511 019

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

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

Hull, Hobby Fortress
Unit 2, 14-18 Grimston Street, HU1 3HG
Tel: 07798 606 397

Keighley, Sabre Wargames
The Trading Post, 25 Kirk Gate, BD20 0AJ.
Tel: 07794 010 760

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

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

Leeds, Patriot Games Leeds
Unit 4 Citsipace, 11 Regent Street, LS2 7QN.
Tel: 01132 433 352

Leeds, Travelling Man
32 Central Road, LS1 6DE
Tel: 01132 436 461

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

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

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

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

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

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

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

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

Whitby, W Boyes & Co Ltd Whitby
Station Square, YO21 1DU.
Tel: 01947 604403

Whitby, John Anderson - Toymaster
4 Bridge Street, YO22 4BG.
Tel: 01947 602213

York, Travelling Man
54 Goodram Gate, YO1 7LF
Tel: 01334 236 461

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

ISLE OF MAN

Port Erin, The Rowan
3 Balmoral Buildings, The Promenade, IM9 6AG.
Tel: 01624 834 686

THE CHANNEL ISLANDS

Guernsey, Carousel
36 Commercial Arcade, St. Peters Port, GY1 1LB.
Tel: 01481 721721

Saint Sampson, Aladdin's Cave
Le Canus Road, Capelles, GY2 4UJ.
Tel: 01481 728 469

St Helier, Bambola Toymaster
6 The Parade, JE2 3QP.
Tel: 01534 722 489

NORTHERN IRELAND

Ballymena, Camerons
23 Broughshane Street, BT43 6EB.
Tel: 02825648821

Banbridge, Roger's Toymaster
7 Bridge Street, Banbridge, BT32 3TL.
Tel: 018206 22225

Bangor, Replay Games
97 High Street, Bangor, Down, BT20 5BD.
Tel: 02891 452210

Belfast, Mousher Book Belfast
Unit 20 Boucher Retail Park, Boucher Crescent, BT12 6HU.
Tel: 02890 260 853

Belfast, Nerdtopia Coffee Limited
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Tel: 07955 016570

Coleraine, Tabletop Craft
22A New Road, Co. Londonderry, BT52 1AF.
Tel: 0784 041 3823

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

Enniskillen, Modellers Corner
22 Darling Street, Enniskillen, BT74 7EW.
Tel: 02866 322367

Larne, The Black Knight Gaming Centre Ltd
Unit 31 Ledcom Industrial Estate, BT40 3AW.
Tel: 07586 264 062

Newcastle, Smyths Newsagents
12 Railway Street, Co. Down, BT33 0AL.
Tel: 02843 722 762

Newtownards, North Down Wargaming Centre
Ground Floor, Unit 2, Jubilee Road, Co. Down, BT23 4YH.
Tel: 07934 396 885

Portadown, Rogers Toymaster
8 Mandeville Street, Co. Armagh, BT62 3NZ.
Tel: 02838 350 889

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Aboyne, George Strachans Ltd
Main Road, AB34 5HT.
Tel: 01339 886 080

Angus, Mac's Model Railroading
4-8 Reform Street, DD8 4BS.
Tel: 01575 572397

Balloch, Loch Lomond News Ltd
Unit 3A1 Loch Lomond Shores, Alexandria, G83 8DL.
Tel: 01389 756 966

Banchory, Nano Toy Shop
Shop 2, 77 High Street, AB31 5JT.
Tel: 01330 824545

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

Dunbar, Lothian Computers
98 High Street, EH42 1JJ.
Tel: 01368 864 500

Dunfermline, Abbey Models
2 May Gate, Dunfermline, KY12 7NH.
Tel: 01383 731116

Dunfermline, Walkers Opticians
Moray Way North, Dalgety Bay, KY11 9NH.
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401. Tel: 06-4961-3003

Sapporo Shi, Mokeiya
1 Jo 6 Chome 2-8 Maeda Teine Ku,
Hokkaido, 006-0811.
札幌市 模型屋
日本, 手稲区前田1条6丁目2-8, 北海道,
006-0811. Tel: 011-213-9456

Tokyo, Giant Hobby
Kumano 4-7-17, Suginami Ku Koenji
Minami 4-7-13, 166-0003.
東京都 シェアアクトホビー
杉並区高円寺南4-7-13 久万乃ビル2階
Tel: 03-5913-8911

Tokyo, Yellow Submarine Akihabara RPG Shop
Kogure Bldg.7F, Chiyodaku Sotokanda
1-11-6, 101-0021.
東京都 イエローサブマリン 秋葉原RPGシ
ョップ
千代田区外神田 1-11-6 小暮ビル7階
Tel: 03-5297-5402

Yokkaichi, Mao No Mori
Suwa Sakae Machi 22-3, Mie, 510-0086.
三重県 魔王の森
四日市市 諏訪栄町22-3
Tel: 090-8338-5891

Yoshino Gun, MokeiShap
Yasuragi Bldg 1F, Ohaza Shimobuchi 68-4,
Nara, 638-0821.
奈良県 模型ショップR
吉野郡 大淀町下河68-4 やすらぎビル1階
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LATVIA

Riga, Games Shop
Puces str., 47-3B.
Tel: 0371 2700390



LITHUANIA

Kaunas, Hobby D6 Games
Tel: 00 370 6 5286997

Vilnius, Hobby D6 Games
J. Turmo-Vaizpantog, 7
Tel: 00 370 5 2133269



MACAU

Macau, Game Fun Table Games Shop
Tel: +853 66698427



MALAYSIA

Georgetown, Gameforce
98-3-2A, Prima Tanjung Business Center,
Penang, 11200.
Tel: 04 8900831

Kota Damansara, Petaling Jaya, Hobby Forge
NW-02-29 Cova Square, Jalan Teknologi,
Selangor, 47810.
Tel: 017 6126670

Kota Kinabalu, Just Wargame
No.26-1, Block F, 1st Floor, Ruang Pokok
Kayu Manis 1, Damai Plaza Phase 4,
Sabah, 88000.
Tel: 010 9510187

Kuala Lumpur, Borders Mid Valley
3rd Floor, The Gardens Mall, Mid Valley
City, WP, 59200.
Tel: 03 22874530

Kuala Lumpur, Borders Mont Kiara
Level 2, 1 Mont Kiara, Mont Kiara, WP,
50480.

Kuala Lumpur, Comics Mart
3rd Floor, Mid Valley Megamall, Mid
Valley City, WP, 59200.
Tel: 03 22870626

Kuala Lumpur, Times Bangsar
2nd Floor, Bangsar Shopping Center
Jalan Maarof, Bangsar, WP, 59000.
Tel: 03 20953509

Kuala Lumpur, Times Pavilion
Level 6, Pavilion K1, Jalan Bukit Bintang,
WP, 55100.
Tel: 03 21488813

Kuala Lumpur, Warp Space Games
10C, Faber Plaza, Jalan Desa Jaya, WP,
58200.
Tel: 012 2016600

Petaling Jaya, The Games Circle
Selangor, 47400.
Tel: 016 4510940

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300.
Tel: 03 78779805

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Malta, Forbidden Power
83, Misrah il-Barrieri, Msida, MSD 1108.
Tel: 00 35 6212 27999



Malta, K Hobbies Ltd
Hompesh Road, Fgura, PLA 13.
Tel: 00 35 6218 95423

MEXICO

AguaCalientes Aqs, Tienda Omega
Eduardo J. Correa #141Nte, Col. Centro.
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Cancun U.Roo, Gamers S Den
Tel: 0052 998 898 08 03

Celaya GTO, Zona Otaku
Tel: 0052 461-206-0851

Edo. de Mexico, Dark Dragon's Lair
Av. Alcanforos #60 Local EB, Col.
Praderas de San Mateo.
Tel: 0052 55 53 43 54 59

Merida, Yucatan, Animegames
Calle 59 No. 56 Local 15, Col. Centro.

Mexico D.F, IMP Comics
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Mexico D.F, Kallisti
Tel: 0052 55 56 80 03 73

Mexico D.F, Minas Tirith
Tenorios #36 Local 16, Col. Ex Hacienda
Coapa. Tel: 00521 55 4390 6246

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Mexico D.F. Troll Market
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Tel: 0052 1 551107 8684

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Monterrey, NL, Imperial Fleet
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Circuito del Sol Sur No. 2912-D, Col.
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Bergeijk, Top 1 Toys Wouters
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Bergen Op Zoom, BOZ Spellen
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Beverwijk, BMM Games
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Deift, Speldorado
Hippolytusbuurt 21-25, 2611 HM.
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Den Haag, Gameshop - Loosduinen
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Den Haag, Gameshop - Schoolstraat
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Dordrecht, Hobby Modelbouw Dordrecht
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Eindhoven, Gameforce
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Emmen, Gameshop Play-It Emmen
Marktplein 110, 7811 BA.
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Groningen, Purperen Draak
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Leiden, Tafelidder
Oude Herengracht 11 a, 2312 LN.
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Brusselsestraat 70, 6211 PG.
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Plein 1940, Nr 5, 4331 LG.
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Van Weldenstraat 70, 6511 MP.
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Odessa, Nils Ester Modelbouw
Fabrykswei 25, 9216 WR.
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Oudenbosch, Top 1 Toys Kouwenhoven
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Rijswijk, Ted's RC Shop
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Roermond, Bloemboetiek Hermien
Nassastraat 66, 6043 ED.
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Rotterdam, Gamers of the West
Jonker Franstraat 122-a, 3031 AX.
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Rotterdam, Magic United
Bergweg 41A, 3037 EA.
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Schiedam, Gamestart
Hoogstraat 9a, 3111 HB.
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Schoonoord, Scillas Winkel
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Sliedrecht, De Gruiter Sliedrecht
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Tegelen, Extra Modelbouw
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Uden, Goblin
Julianstraat 6, 5401 HD.
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Utrecht, Labyrinth Fantasy
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Tel: +31 (0)302 81 71 57

Utrecht, Subcultures
Oude Gracht 19A (Kelder), 3511 NR.
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Utrecht, Whoops
Springweg 1, 3511 VH.
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Venlo, Intertoys Langen-Driessen
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Waddinxveen, Van der Wall Speelgoed
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Wageningen, Movie Max Wageningen
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Winterswijk, Top 1 Toys Winterswijk
Misterstraat 60, 7101 EX.
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Warmerveer, Music & More
Zaarnweg 101, 1521 DP.
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Dronningens Gate 12, 4606.
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Munkegata 58, 7011.
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Trondheim, Tronderfrim
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Tel: 073520840

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Binan, Zuran Gaming Center
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Tel: 63916 8305040

Makati City, Neutral Grounds Glorietta
Tel: 819 5800

Mandaluyong City, Neutral Grounds Mesagall
Tel: 425 0275

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Quezon City, Neutral Grounds Galleria
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Quezon City, Neutral Grounds Trinoma
Tel: 916 5078

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Tel: 0048 33 8106797

Bielsko-Biala, Gnom
Ul. Szkolna 15, 43-300.
Tel: 0048 33 8213432

Bydgoszcz, Pegaz Centrum Gier
Pod Blankami 6/1a, 85-034.
Tel: 0048 085 39174

Cieszyn, Jaskinia Trolia
Ul. Michejdy 18, 43-400.
Tel: 0048 503020589

Czestochowa, Bard M1 Czestochowa
Centrum Handlowe M1, Ul.
Kisielewskiego 8/16, 42-200.
Tel: 0048 79 8837213

Gdansk, Modelmania
Dronningens Gate 12, 80-288.
Tel: 0048 58 7418712

Gdansk, Rebel Centrum Gier
Ul. Matejki 6, 80-232.
Tel: 0048 58 3470204



Gdynia, Futurux
Ul. Waleriana Szeftki 2D/B8, 81-572.
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Gdynia, Shaga
Ul. Morska 173, 81-222.
Tel: 0048 609879601

Gdynia, Vademecum - ksiegarnia
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Krakow, Agtom
Ul. Wladyslaw Jagiellowy, 31-711.
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Centrum Handlowe M1, Al. Pokoju 67,
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Krakow, Dragonus
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Lodz, Przysta!
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Tel: 0048 502015658

Lodz, Stagaf Studio
Ul. Plantowa 1, 91

Rzeszow, W&W Sklep Modelarski Hobby
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Ul. Powstancow 15, 41-103.
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Szczecin, Fenix
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Tel: 0048 69 5934995

Szczecin, Safari
Ul. Bohaterow Warszawy 40, 70-342.
Tel: 0048 914846156

Torun, Grafjer
Ul. Mostowa 19, 87-100.
Tel: 0048 609752796

Warszawa, AM76
Ul. Pachnaca 83, Lokal E, 02-790.
Tel: 0048 507894091

Warszawa, Faber i Faber
Ul. Pulawska 11, 02-515.
Tel: 0048 22 8491265

Warszawa, Graal Blue City
Al. Jerolimskie 179, Pawilon 57,
02-222.
Tel: 0048 22 3117627

Warszawa, Graal Dzwarcz Centralny
Al. Jerolimskie 54, 00-024.
Tel: 0048 696501053

Warszawa, Graal Janki
Centrum Handlowe Janki, Ul.
Mszczonowska 3, lokal A02, 05-090.
Tel: 0048 022 7113149

Warszawa, Graal KEN Centre
Ul. Ciszewskiego 15, 02-777.
Tel: 0048 22 2089090

Warszawa, Graal Skorosze
Ul. Slawoja-Skladkowskiego 4, lok. R23,
Centrum Familijne Skorosze, 02-497.
Tel: 0048 22 8827595

Warszawa, Morion
Al. Wladyslawa Reymonta 12, Lokal 9,
01-842. Tel: 0048 602272619

Warszawa, Paradox Cafe
Ul. Anielewiczka 2, 00-157.
Tel: 0048 785179838

Warszawa, Rivendell
Al. Jana Pawla II, 43a, lokal 24b, 01-008.
Tel: 0048 22 6354805

Warszawa, Superserie
Al. Gen. Chruscielca 79, 04-414.
Tel: 0048 22 6110374

Wroclaw, Wszystko Dla Uznia
ul. Promienna 18, 67-800.
Tel: 0048 54 237 93 45

Wroclaw, Bard Wroclaw
Ul. Szweska 31, 50-139.
Tel: 0048 71 3417472

Wroclaw, Bolter
Ul. Sokolnicza 7/17, Pawilon 32, 53-676.
Tel: 0048 502279969

Wroclaw, Feniks
Ul. Szweska 95/97, SDH Feniks, 4 pietro,
50-121. Tel: 0048 694606618

Wroclaw, Planszowiczka
DH Astra, stoisko nr 144, Ul.
Horbaczewskiego 4-6, 54-130.
Tel: 0048 792301796

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Viseu, Kool Games
Rua Eng. Beirão do Carmo lote 110,
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Lisboa, Kuit Games
Rua Pinheiro Chagas, Nº78 C, 1050-180.
Tel: +351 213 555 499

Barreiro, Player's Spot
Centro Comercial Piramides, Loja 12,
2830-365. Tel: +351 211 823 432

Almada, Player's Spot
Centro Comercial M. Bica, piso 0 loja 6,
2800-000. Tel: +351 211 823 433

Matosinhos, FNAC Mar Shopping
AV. DR. Oscar Lopes, Loja 1.43, 4450.
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Lisboa, FNAC Colombo
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Lisboa, Lojas Arena
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Lisboa, Myrdinn's Magic, Lda
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Lisboa, Homem Azul
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Tirgu-Mures, Le & Le Games
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Moscow, Alegris
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Volokolamskoye shosse, 3, m. Sokol,
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Perm, Petropavlovskiy
Kryshcheva st., 36, "Petropavlovskiy"
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Saint Petersburg, Hobbyt
Kolomenskaya st., 33/40
m. Ligovskiy prospekt, 191119.
Tel: +7 (812) 315-77-63

Saint Petersburg, Art Miniatures
Goncharovaya st., 18, m. Ploshad
Vosstaniya, 191036.
Tel: 8 (812) 633 3395

Tver, Armada
Gor'kogo st., 124, 1700007.
Tel: 8 (910) 531 7659

Voronezh, Ilya Murovets
Sredne-Moskovskaya st., d. 32, Poisk
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SAUDI ARABIA



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North Bridge Road. Tel: +65 6338 5778

Fusionopolis, Paradigm Infinitum
Unit 02-05/06, 1 Fusionopolis Way,
Connexis Tower. Tel: +65 6466 6771

ION Orchard, Prologue Bookstore
Unit 04-16, ION Orchard, 2 Orchard Turn.
Tel: +65 6465 1477

Midpoint Orchard, Paradigm Infinitum Pte Ltd
Unit 03-01, Midpoint Orchard, 220
Orchard Road. Tel: +65 6734 3858

Plaza Singapura, Comics Connection Pte Ltd
Unit 06-04, Plaza Singapura, 68 Orchard
Road. Tel: +65 6337 8300

Seren Centre, Toy Station
Unit 02/09/10/11, Serene Centre,
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Poljanska 19, 1000.
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Ljubljana, Dierendaj Citypark
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Tel: 00386 45768030

SOUTH AFRICA



Belville, The Battle Bunker
Mega Gaming Store, Tyger Valley
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Bloubaerg Strand, The Battle Bunker
Shop C7A, Leonardo Park, Parklands,
7441.
Tel: 27 215662425

Claremont, Wizards Books & Games
Stadium On Main, Main Road, 7700.
Tel: 27 216830360

Durban, Destiny Books & Games
Shop L18, Windemere Centre, 4001.
Tel: 27 313128271

Durban, The Unseen Shoppe
Westville. Tel: 27 832806227

Durbanville, The Battle Bunker
Shop 4, Murray Louw Building
Main Road, 7550. Tel: 27 219790506

Johannesburg, The Grot Shop
35 Langerman Drive, Kensington, 2101.
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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, the miniatures designers stopping by for a chat or Forge World's most recent creations. We take a peek behind the curtain.



White Dwarf: In addition to putting together the magazine, the White Dwarf Team have been beavering away building new Warhammer 40,000 kill teams.



The Design Studio: A visit from the Citadel miniatures design team reveals enticing details about the new Dark Elves plastic kits.



Design Studio: Mat Ward, author of the new Warhammer: Dark Elves book, sheds a little light upon the mysteries contained within it.

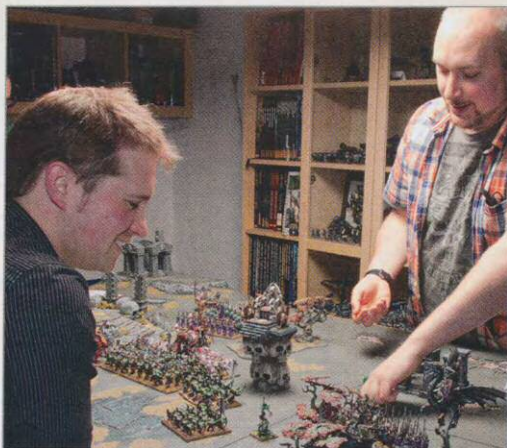


Forge World: The talented folks in the Forge World studio made an amazing display board for the Horus Heresy weekender – and we got our hands on it.

THIS MONTH IN

WHITE DWARF

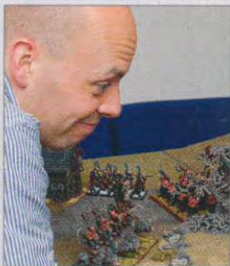
This month in the bunker we've had a glorious mixture of hobby fun, with plenty of games taking place and lots of painting and modelling too. Here you can read all about what we've got up to when we haven't been slaving away making the magazine...



- 1 Adam and Dan lock horns in the Battle Report. Once again Adam sneaks a sudden victory.
- 2 Dan's Empire take to the field for the first time ever against Jes' Ogre Kingdoms. Here the Stonehorn crushes Dan's regiment of Halberdiers.
- 3 Dan's converted War Altar makes short work of Jes' precious Ironguts.
- 4 The Great Cannon crew are devoured by a Gorgor.

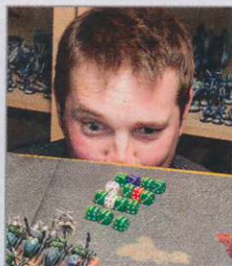


OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Jes Bickham

Jes attended the Warhammer 40,000 Throne of Skulls event this month and had an absolute blast. He also managed to lose every one of his games in grand style, but even then he came back a winner – with an Artisan's Apprentice certificate for a best-painted army nomination, and an Emperor's Laurels award for most sporting player. He's quite chuffed.



Dan Harden

When not cooking up madcap plans with Orcs and Goblins, Dan spent his time on last minute additions to his Armies on Parade entry, which you can see in our War Diary feature. He does have a concern about his display, however: "There aren't enough moustaches in my army," he muses. "As founder of the Hochland moustache-growers convention, this troubles me."



Matt Hutson

With all the new Dark Elves models released this month, Matt has been like a Witch Elf on Death Night, revelling in the new miniatures and already trying his hand at building and painting lots of the new models. As well as painting a Kharibdyss for Paint Splatter, he's completed ten Darkshards. Over the next few months Matt has high hopes to add all of the new units to his collection.



Andrew Kenrick

"Everything looks better when it is covered in rust," says Andrew, if you ask him about his latest hobby goings on. His palette is awash with Troll Slayer Orange as he weathers his new Chaos Renegades. "There's no way these traitors would be acceptable to the Adeptus Mechanicus, or even the most basic kit inspection. I think they probably shot their Commissars long ago."



Glenn More

This month started out well for Glenn as he also attended the Warhammer 40,000 Throne of Skulls event. He says his highlight was meeting lots of the friendly faces who contribute models to the magazine for Parade Ground and Kit Bash. "I really enjoy the social aspect of Warhammer World's hobby weekends," Glenn explained. "I've made new friends and some great memories."



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WHITE DWARF AT WAR

Our gaming table has seen hard use this month, positively groaning under the strain of armies large and small, as battles have raged through lunch breaks (and, yes, the occasional afternoon – it's all work, honest).

Adam and Dan's first attempt to fight a Battle Report worthy of legend ended with much hilarity, as Dan's Orcs (and Goblins) were butchered past the point of return in under two hours – Animosity forcing him to make reckless charges that cost him three units in a single turn. Thankfully, Dan is the world's cheeriest man, and the second game was a much better fight.

Later, Dan tried his Empire army out in their inagural battle against Jes' Ogre Kingdoms. Their game (played over the course of a couple of lunch breaks) was a raucous affair that drew most of the team in to watch as Dan's plucky soldiers stabbed and shot the bloated Ogre hordes into submission.



Erik Niemz

Poor old Erik is feeling like "not enough butter spread over too much bread," a result of taking on ever more hobby projects. Not only is he heroically painting Space Marines for his Iron Hands Kill Team, but he's also trying to complete a fledgling Orcs and Goblins army for a Battle Brothers event with Jes. Just don't mention his half-finished Heresy-era Emperor's Children army...



Mel Roberts

The newest addition to our team, Mel has taken to life in the White Dwarf bunker like a duck to water. Mel's current hobby project is a Cauldron of Blood, which she has been working on at home in the evenings. "It's one of the most impressive Citadel miniatures I've ever built," she says about it. "I've had a tough time deciding whether to mount Hellebron or the Death Hag on it though."



Kris Shield

Wanting to add new models to his Chaos Space Marine army, but needing a break from painting blue, Kris has been painting a squad of Iron Warriors on his lunch break. "I decided to get as far away from the vivid blue of my Alpha Legionnaires and instead tackle some dark metals," Kris explained. "It all started when I painted a one-off Necron Lord. Who knows where it will stop."



Adam Troke

Having spent much of last month mithering over a colour scheme for his new Space Marine army, Adam finally made his choice. For the past few weeks he has been painting Space Marines from the Minotaur Chapter. His desk is buried under a mound of transfer sheets, etched brass and Space Marine kits. He reckons he'll have enough to join in next month's Kill Team games.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

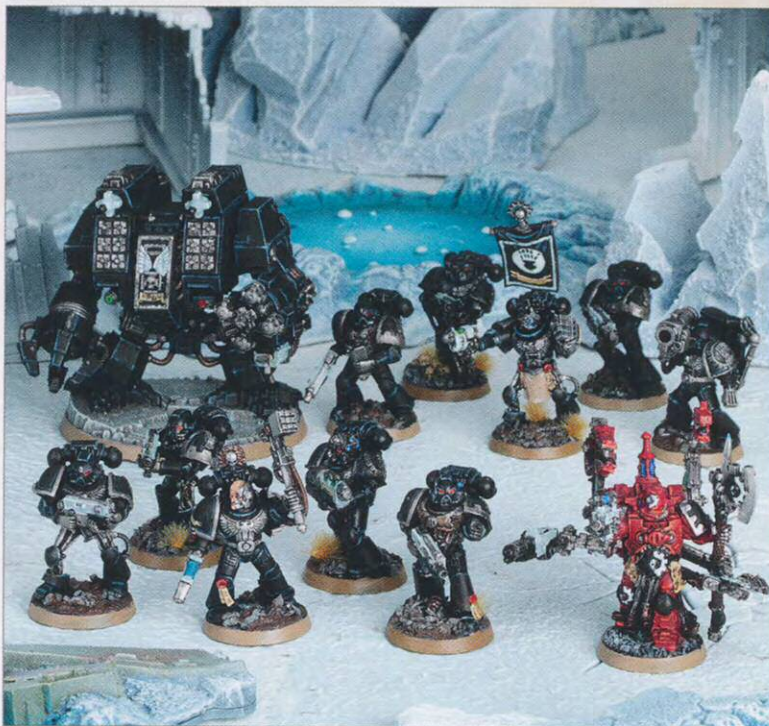
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THIS MONTH IN WHITE DWARF

BATTLEFORCE RECON

Over the past couple of months there have been battles fought at lunch times in our hobby room, using the Battleforce Recon mission found in the Warhammer 40,000 rulebook. That mission pitches two forces, each of 500 points (roughly the size of a Warhammer 40,000 Battleforce) in a game designed to take roughly an hour – perfect for the burgeoning lunchtime warfare.

So far Jes, Matt, Andrew and Erik have all painted a new force especially for these games, and other members of the team are also hard at work. Matt and Jes have already shared two hard-fought grudge matches, with Jes' Riptide and Fire Warriors carrying the day in the first of their battles and Matt getting revenge with his Heldrake in the second. While they are preparing for the rubber match, Andrew is readying his Chaos Renegades for their first battle against Erik Niemz's brand new Iron Hands.



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1 Erik started work on some Space Marines last month, when he got his hands on the new Tactical squad kit – and since then he's assembled an impressive task force of Iron Hands. He's used the Iron Hands Tactical Squad Upgrade Pack to decorate his models with plenty of bionics and skulls and slate from the Citadel Basing kits. His strike force is led by a Master of the Forge, which, considering the technological leanings of the Iron Hands Chapter, is a nice thematic touch.

2 These Renegade Militia are Andrew's latest offerings. He's wanted to collect a Chaos Renegade contingent for a long time, and he's been careful to paint them in a sympathetic colour scheme to his Death Guard army. He's enjoyed these models so much, he's already started work on a Hellhound and a mob of Chaos Ogryns too.



3

3 Matt's Thousand Sons were a project he first kicked off several months ago, adding the Heldrake and Chaos Cultists in the last few weeks to get it ready for some gaming action. He's chosen a quick and simple scheme for the Cultists, and managed to paint all of them in only three nights (while sat in front of the telly).

4 What began for Jes as an excuse to build and paint a Riptide Battlesuit has blossomed into a burgeoning Tau Empire army. His vivid colour scheme was inspired by the Crimson Hunter Dan painted in June's Paint Splatter – Jes used a Khorne Red basecoat, followed by a wash of Carroburg Crimson, which he then edge-highlighted with Screamer Pink and then Emperor's Children.



4

THIS MONTH IN

THE DESIGN STUDIO

With 14 designers having worked on the new Dark Elves, fitting them all into our hobby room to chat about the miniatures was an unenviable (and cramped) task for Dan. Adam, meanwhile, had a chat to Mat Ward in Bugman's about the army book.



FOR THE GLORY OF KHAINE

The designers tell us their thoughts on designing the new miniatures in a lengthy round-table discussion.

Neil Langdown: The Dark Elves project was a monumental team effort. There were around 14 sculptors working on the models for up to half a year, making it one of the biggest projects we've ever tackled. We had a strong desire in the sculpting team to completely re-imagine the design of the Dark Elves and create a range of stunning miniatures that would rival any other army in Warhammer for scope, diversity and awe. Only two units – the Cold One

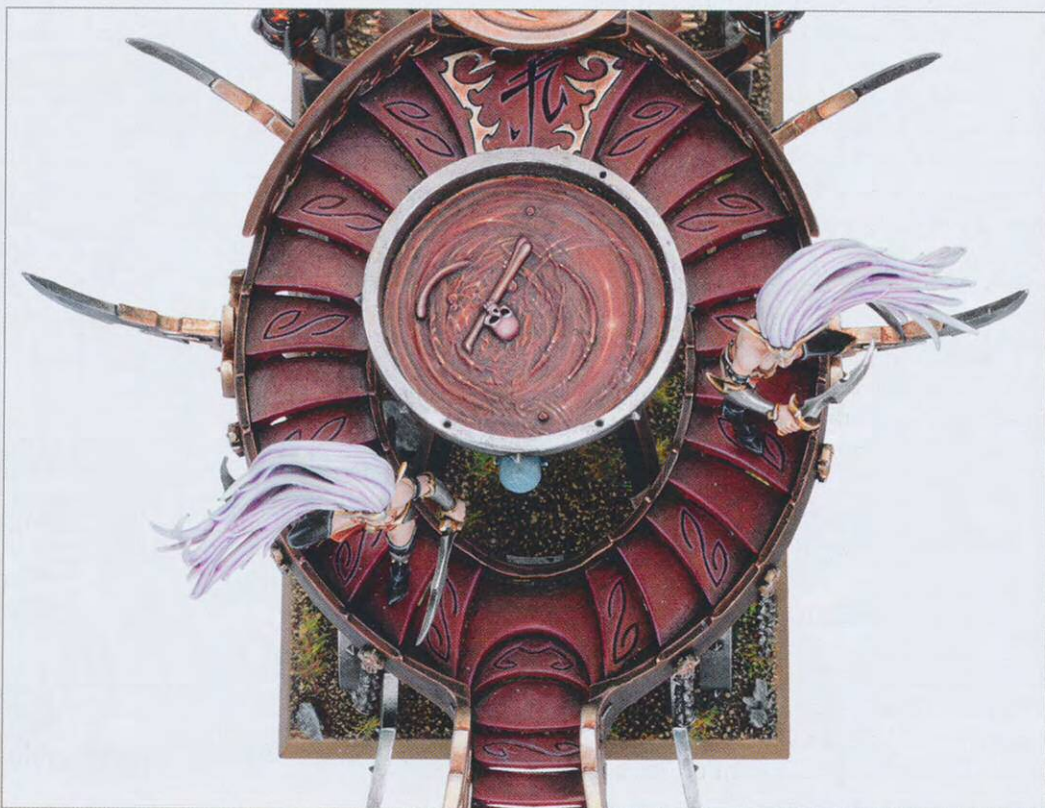
Knights and the Corsairs – were sacred, everything else went under the knife. Before we all dived in though, there was a lot of groundwork to be covered, which started with Seb's concept drawings.

Seb Perbet: I drew the concept design for the Cauldron of Blood about three years ago. I wasn't planning to work on the Dark Elves, I just wanted to draw something the way I imagined it in my head. Ironically I



Neil Langdown was the team leader on the Dark Elves project, while Seb Perbet drew several of the concept sketches that led to their re-imagining.

1 "I wanted the Cauldron of Blood to be very tall and imposing," comments Seb. "I had in my mind a Mayan Temple, where the steps are almost impossibly steep and the top is dominated by an altar. Because of the cauldron in the centre, Dale sculpted the steps to have a helical design so that they bend around it. When viewed from above they form an almost perfect circle around the cauldron."



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didn't actually get to work on any of the models in the end, I was just the concept artist on this project!

Neil: Seb also worked on a range of runes and symbols, which really helped define our direction with the Dark Elves. It may seem odd, but creating a dictionary of words and letters really helps to cement the feel of the race and keep the designs consistent. The High Elf runes, for example, are curved and elegant like the miniatures; the Dark Elf ones are angular and sharp. I used a lot of Seb's runes when designing the Dark Elf weapons and their shapes heavily influenced the design of the Cauldron of Blood.

Dale Stringer: I worked on the chassis of the Cauldron with Tom Walton and we were very keen to build the model with a lot of space between the components, giving the illusion of something very elegant and sleek despite the fact that it's actually huge and intimidating and probably very sharp to the touch. We incorporated a lot of Seb's runic shapes into the chassis design, along with serpentine shapes such as the helical staircase to visually tie the model to the Bloodwrack Medusa that could sit on top.

Aragorn Marks: We took a lot of inspiration from the really old Dark Elf miniatures from the 80s and 90s, including the original Cauldron of Blood. There was an interaction between the Hag Queen and the Cauldron that, along with the wheels, was lost in the last incarnation of the model that we really wanted to get back.

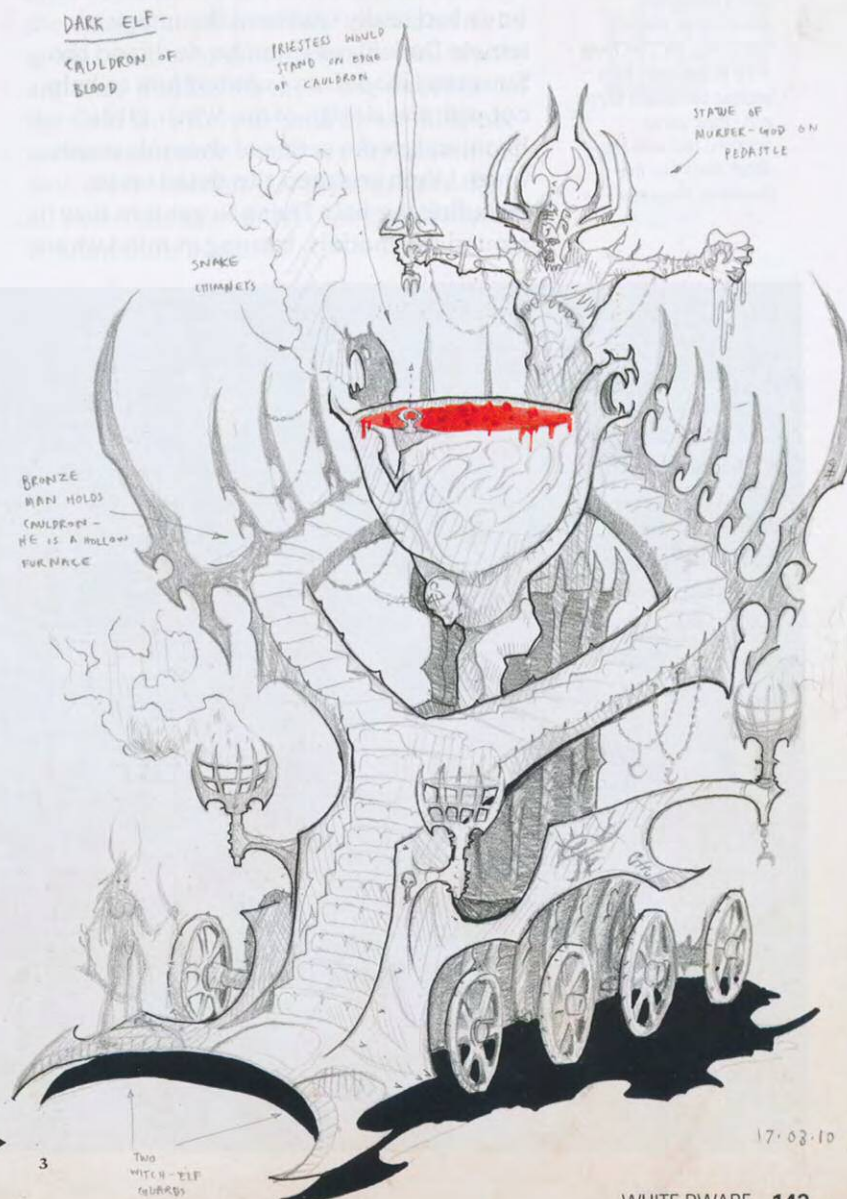
Neil: It was also a good opportunity to finally, after several decades, make a miniature for Crone Hellebron. We wanted her standing right on the front of the Cauldron, as only a nimble Elf could, mimicking the altar of Khaine behind her.

Seb: I'm glad Aragorn sculpted her on one of her good days though. We debated whether she should be a decrepit crone but decided she probably wouldn't leave Har Ganeth looking nothing less than radiant. Besides, who'd want to paint an old hag over a lithe beauty?



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- Viewed from the side you can see the spars that hold up the statue's dais. Their shape was inspired by Seb's runes and the arms from the Reaper Bolt Thrower.
- Seb's concept drawing is very similar to the final design. When quizzed on the statue of Khaine and its close resemblance to the Eldar Avatar, he said: "The Avatar is the embodiment of Khaine – that's what Khaine would look like if he were a corporeal being. The statue of Khaine on the Cauldron of Blood is no different – it's a physical representation of the same deity."



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THIS MONTH IN THE DESIGN STUDIO

1 "Witch Elves are an iconic part of the Dark Elves range," explains Neil, "and we really wanted to make them stand out from the rest of the army. The Witch Elf on the front cover of the fourth edition Dark Elves army book served as great inspiration for the models. Wild hair, snarling expression and two wicked-looking blades – what more could you ask for? When we handed the first casts over to the painters I showed them that picture and said 'paint the hair that colour – it'll really make them stand out.' I was a passionate advocate for injecting colour into the Dark Elves army to get away from endless blacks and silvers and I think we've achieved that with the Witch Elves and the Sisters of Slaughter."

► **Aragorn:** I really enjoyed sculpting the Witch Elves and the Bloodwrack Medusa on this kit. Because the Medusa would be replacing the statue of Khaine as the focal point of the model it needed to be suitably imposing. The snake body allowed me to make it much taller than a regular model and the forked spear added even more height. I worked closely with Brian and Neil on the design of the Witch Elves, especially their hair, which caused no end of issues for the team.

Brian Nelson: I sculpted the mock-ups for the Witch Elves, but I left the hair for Neil.

Neil: Yes, that was very generous of you! Brian had really captured the image of female Dark Elves when he designed the Sorceress model, so I wanted him to help out with the design of the Witch Elves. Brian sculpted a series of dynamic poses, which I then sculpted the detail on to, including the hair. Trying to get it to flow around the models, bearing in mind where

the weapons would be and the fact that the models would need to rank up, was easily the most time-consuming task in the whole project.

Brian: With the Witch Elves I wanted them to look how we'd portrayed them in our artwork but, due to moulding constraints, we'd never been able to achieve in miniature form. I wanted them to be slender and dynamic – the unit would look very chaotic with blades and hair all over the place – a direct contrast with the ordered ranks of the Dreadspears. Posing them all at different heights with some leaping off rocks added to the roiling madness of the unit and made ranking them up easier.

Seb: With the Witch Elves we wanted to create an alternative unit type for them too, which later evolved into the Sisters of Slaughter. When you look at a model the first things you look at are the faces and the weapons, and by changing these



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aspects you create a very different looking miniature. One of the defining features of the Witch Elves is their voluminous hair, so we cut it all off and gave them hideous masks instead of feminine faces.

Brian: We quickly came up with the idea of giving them whips, which really fitted with the acrobatic style of the miniatures. We imagined their whips were braided from the hair that they'd had shorn off. I know Seb was also very keen on a gladiatorial style unit, which then influenced the design of their creepy masks.

Neil: While Brian started work on the Witch Elves, I was working with Steve Buddle on the Dark Elves infantry. I'd achieved a simplicity of design with the Lothern Sea Guard in The Island of Blood boxed game that I wanted to replicate with these models. I was also really keen to give them helmet crests like the ones that Brian and Jes Goodwin had reintroduced on the Corsairs and Cold One Knights. They defined the silhouette of the Dark Elves in the late 80s and I wanted to bring it back.

Steve Buddle: I loved Neil's weapon concepts and I desperately wanted to give Dark Elves the option to take swords again. I was also very conscious that these models would form the bulk of many Dark Elves armies and as such they needed to be quick to assemble, relatively easy to paint en masse and have all the options available to them. It's a very packed sprue.

Neil: We also gave them robes again. When you look at the old Studio Dark Elves army, everything is black and silver – it's a very dark army. The addition of robes presented a great way to add a little colour to the army. Purple seems to be a popular choice among the painters.

Steve: The robes are a nice way to convey the splendour of an Elven host without going overboard on the details. Too lavish and they would look more impressive than the Cold One Knights and, as we all know, no Dark Elf noble would let his underlings look more ostentatious than he does. It's all about status and the rank and file need to know their place. **DH**

2 "One of my first tasks was to define the weapons used by the Dark Elves," comments Neil. "Every race, whether they're Orcs, Eldar or Space Marines, has a range of weapons that they use exclusively and which help define them. In the case of the Dark Elves they use curved single-edged swords, double-bladed spears and lances and repeater crossbows with horizontal limbs. This is deliberately opposite to the High Elves who have double-edged swords and vertical bows. Many of the sword designs that I sketched out were based on the shapes that Seb used when drawing the Dark Elf runes and which Steve then used when he sculpted the Bleakswords."



THIS MONTH IN THE DESIGN STUDIO



Trish has sculpted many War Hydras over the years, every one more monstrous (and with more heads) than the last. It seems they're evolving...

SIX HEADS ARE BETTER THAN ONE

Trish introduces us to the War Hydra and its watery cousin, the Kharibdyss.

Trish: We've always made War Hydras as skinny beasts, but I wanted to make something more brutish and nasty this time. The pose, rearing up on a rock, was one of Seb's suggestions and I liked it so much that I knew I had to use it.

The plan was to make two variations of the kit and I liked the idea of making a more aquatic beast. I began my research looking at drawings of prehistoric sharks and pictures of crustaceans. One of the creatures I found was the whorl shark, which had such a weird lower jaw that I knew I had to use it somehow. I wanted the Kharibdyss to look different to the Hydra so I merged the two central necks into one larger neck, giving the Kharibdyss just one head and one focal point. The other necks then became flailing tentacles with grasping maws, kind of like a squid's limbs but with clamp-like mouths on the ends instead of suckers.

I took a lot of inspirations from spider crabs. Really old crabs get pretty gnarly, with barnacles and spiked protrusions all over their exoskeleton. A series of chitinous plates worked nicely to frame the head and detail the tail and back of

the monster. I imagine that it fans them out when it feels threatened or uses them as a mating display (heaven forbid!). I find that references to the real world help to make such fantastical creatures more believable. Sure, it has loads of heads, but underneath the skin is a skeleton and a musculature that has been carefully planned out to make it plausible.

I wanted to evolve the War Hydra from its Dragon-like form towards a more serpentine creature. I moved away from the pointy Dragon-like heads, opting for broader, flatter snake heads. They're more sinister, which I think fits with the sinuous nature of the Hydra. I also wanted to give it more personality and gave each head its own look. Some are older heads with scars and crests, while others are freshly regenerated and so look young and, possibly, a little smug at their new-found youthfulness. Of course, having six heads can make a model very front-heavy, but Seb's idea of it rearing up on a rock made the model tall rather than long, allowing me to put more coordinated movement into the necks. The Hydra now looks like it's rearing back ready to strike, all six heads working together in harmony. **DH**

1 "They're hard to see, but the Kharibdyss does have eyes," laughs Trish.

"Sharks have beady eyes and massive mouths and I wanted to emulate that look with the Kharibdyss, which could easily swallow a human whole."

2 "The tail fin is a wide fan of chitinous bone inspired by coral, crustaceans and all manner of other flora and fauna. It was fun to make a model that doesn't normally live on dry land."



1



2

READING THE RUNES

The new Dark Elf transfer sheet features many of the symbols and runes that Seb designed.

"When Jes Goodwin worked on the High Elves all those years ago," begins Seb, "he came up with a lexicon of runes and symbols that helped define the race. I wanted to emulate that with the Dark Elves. The god runes are spiked and bladed and represent the nature of each god, while the city runes reflect the status, role and mentality of each city. These runes have been designed to fit on unit banners, while the smaller, more numerous ones are the right size to fit on blank shields."



The deities of the Elves are represented by runes on the Pantheonic Mandala (seen on page 148). To the left is the Dark Elf rune for Lileath the Maiden, while on the right you can see the High Elf version of the same rune. Both feature a hand holding a moon, but where it's held aloft in the High Elf version it's being grasped tight in the Dark Elf rendition, the elegant calligraphic curves substituted for aggressive slashes and sharp edges.

A City Runes. These symbols represent the six major cities of Naggaroth. From left to right they are: Naggarond, Ghron, Har Ganeth, Karond Kar, Hag Graef and Clar Karond. There are red versions of these runes in the bottom-right corner of the transfer sheet.

B Banner Icons. Each of these icons represents a different unit or aspect of the city they come from. The skull, for example, is a common symbol used by the Executioners of Har Ganeth.

C The God Runes. Four of the Dark Elves' most revered (or feared) gods are represented here. They are, from left to right: Khaine, Hekarti, Ereth Khial and Morai-Heg. These runes are featured in both white and red and would look great adorning a banner.

D The gauntlet and crescent moon – a symbol of Naggarond.

E Ghron lies just to the west of the Spiteful Peaks where the Bloodwrack Medusae make their lairs. The Medusa's head often features on their shields.

F The all-seeing eye of the city of Ghron.

DARK ELVES TRANSFER SHEET

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G The Hydra is a prominent image around the city of Clar Karond – the home of many Beastmasters.

H The Dark Pegasus is the gatekeeper to the underworld and a common motif among the armies of Hag Graef.

I Hag Graef also features the burning heart on many of its shields and banners.

J The bleeding heart clutched in an upraised gauntlet is a symbol of Har Ganeth.

K The Kraken is the personal emblem of Lokhir Fellheart, the current Krakenlord of Karond Kar.

L The Manticore is revered in Dark Elf society and often adorns the banners and shields of warriors from Naggarond.

M The serpent is a popular symbol among the Beastmasters of Clar Karond.

N Elven runescript represents complex actions or ideas as single runes. As you'd expect with Dark Elves, these runes represent pain, suffering, hatred and eternal war.

THIS MONTH IN THE DESIGN STUDIO



Dark Elves is Mat's second Elf book in a row – he's becoming quite the authority children of Asuryan.

DARK HISTORY, DARK GODS

From his hidden lair in the Land of Chill, Mat Ward talks about gods, imagery and changing perspective.

Mat Ward has shown himself to be the foremost authority on the strife between the Elves of Ulthuan and Naggaroth over the past few months, with writer credits for both Warhammer: High Elves and the new Warhammer: Dark Elves book released this month. Something that becomes clear, as he talks, is that Mat is passionate about the shared history of the Elves, forging a narrative that not only recounts the history of their races, but also tells the genesis and development of their race from their own perspective.

"My goal working on these two books was to weave together a strong, constant narrative for the Elves," Mat says. "I worked more or less simultaneously on the history of both High Elves and Dark Elves,

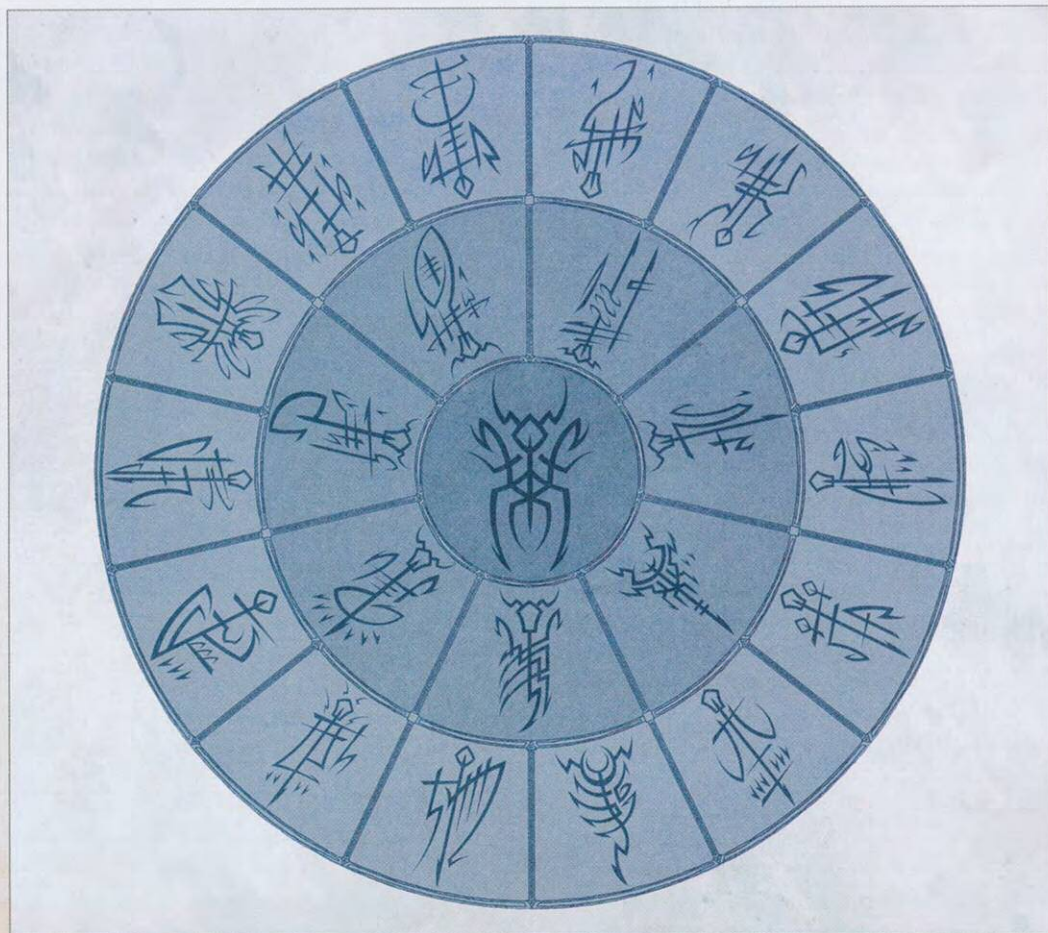
to ensure the ties that bind the two stories were as strong as possible. Rooted deep in the history of the High Elves and Dark Elves is a blood feud fought over the Phoenix Crown and their ancestral home. It all stems from the fact that Malekith was snubbed by the princes of Ulthuan, and the Phoenix Crown was denied to him. Viewed objectively, that does seem like a cruel decision. Malekith's father, Aenarion, delivered the Elves from the brink of annihilation, and Malekith did more than any other to further their empires outside of Ulthuan and forge their great alliance with the Dwarfs. Was it too much to ask that his father's crown pass to him?

"So my first goal was to tell this tragic story of betrayal from a uniquely Dark Elf

1 The Pantheonic Mandala shown here was designed by Studio illustrator Neil Hodgson, who liaised with Mat throughout the project.

"This image is a key to identifying the 22 Elven gods," Neil explains. "Portraying the pantheon from the perspective of the Dark Elves, the mandala grows darker the closer to the paramount god, who in their eyes is Khaine. The inner circle of gods, includes the Cytharai such as Hekarti, Atharti, Ereth Khial and so on, while the outer circle draws in those the Wood Elves or High Elves might venerate more."

"An interesting thing to note," he adds, "is that the different races of Elves would style the runes of the gods differently, thus a High Elf would see the rune of Khaine, shown in the centre here, and know exactly what manner of Elf had drawn it, and the implications behind it."



1

perspective," Mat continues. "I wanted to communicate why, and how, the Dark Elves embarked on the cruel and murderous path they are set upon. The first way to do this was emphasise the role of Malekith, not only in the events that caused the Sundering but also in the times that followed, as the Dark Elves build their strength within Naggaroth. Malekith was denied the rulership of Ulthuan, so he guards his dominion of Naggaroth with an incredible degree of paranoia. His jealousy and greed fuels those beneath him, and so the intrigues of the Dark Elves are every bit as Machiavellian as the High Elves, but with a decidedly murderous twist. They care nothing for the sanctity of life for either their lesser races or their rivals, and this is only enhanced by their relationship with their gods.

"Unlike the High Elves, the Dark Elves openly worship the Cytharai, the gods of the underworld," Mat says. "The Cytharai are the darker side of the Elven pantheon. This shapes the way they act and the things they will do. It makes them fearful and very violent. While the High Elves venerate Asuryan as the king of the gods, the Dark Elves consider him of less import than murderous Khaine, who they revere above all others. For the Elves these gods are not distant entities to be placated with stale observance, but all-powerful beings whose interactions and acts are tangibly felt by the citizens of Naggaroth. So when slaves are herded into the shrines of Khaine and offered as sacrifices, he notices and pours forth blessings.

"Perhaps the best example of this divine intervention takes place between a group of sorceresses from Ghroind and the goddess Atharti," Mat says. "They used magic and rituals to make themselves more and more beautiful, until they claimed they outshone the gods. Atharti, however, is the lady of desire, and took umbrage at their arrogance and cursed them. Now, they are the hideous Bloodwrack Medusae, stricken by endless pain. That is a potent example of the way the gods will involve themselves. Serve them, honour them and please them, and they will pour out their rewards." **AT**



2

2 "The Bloodwrack Witches were cursed directly by the goddess Atharti," Mat says. "They are a pertinent example of how the Cytharai are far more than distant objects of worship. The gods of the Dark Elves smite those who mock them, reward those who please them and bless those who champion their cause."

3 "The Altar of Khaine is an effigy glorifying the power of Khaine, the preeminent Dark Elf god," says Mat. "Every Elf acknowledges Khaine, and wishes for his favour, but the Dark Elves will go to drastic, monstrous lengths to please him."



3

THIS MONTH IN

FORGE WORLD

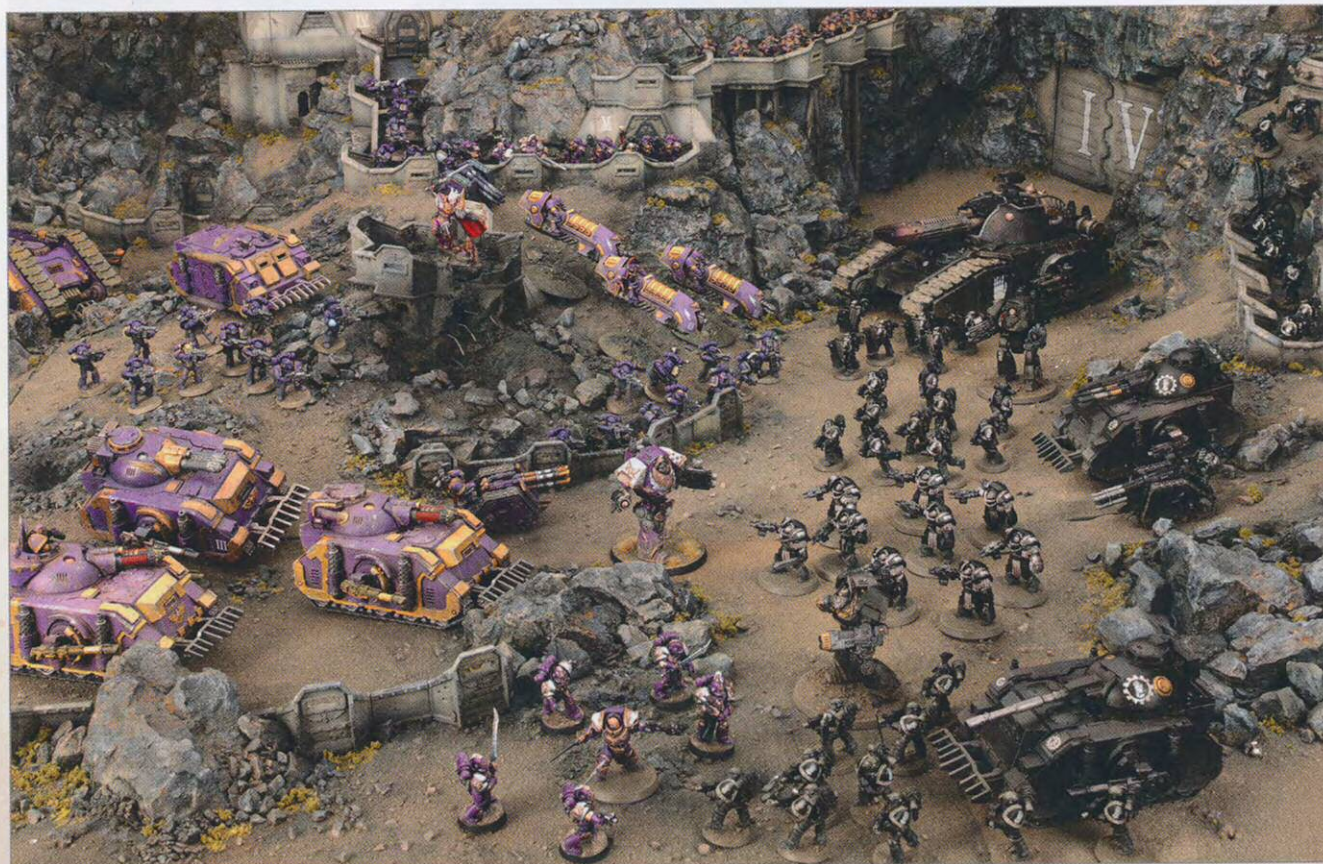
The Forge World studio is always a hive of activity as fantastic new resin kits swell the ranks of collections everywhere. As well as a cool new display board, Forge World have new models nearing completion for Warhammer and the Horus Heresy.

DROPSITE BATTLEFIELD

If you have already read the Horus Heresy feature on page 96 you'll have seen the stunning Isstvan V battlefield, originally built and painted by Forge World's scenery guru Blake Spence and his cadre of volunteers for the Horus Heresy Weekender. It's a terrific battlefield with many hidden details – a killing ground worthy of legend. The guys down in Forge World have invited us to fight a battle on the Isstvan 5 board, and when we do we'll be sure to show you the results in a future issue of White Dwarf.



- 1 The battlefield features the remains of a fortress commanded by Horus and his allies – the anvil against which the Loyalists are smashed.
- 2 The Forge World team have painted up truly epic amounts of Emperor's Children and Iron Hands models – this is barely the tip of the iceberg.



2

SONS OF HORUS REAVER ATTACK SQUAD

These new Sons of Horus Reavers are the handiwork of Alfonso Giraldes, a relative newcomer to the ranks of the Forge World studio. Since joining the team, Alfonso has wasted no time getting stuck into sculpting models for the Horus Heresy – these Reavers are amongst his first models.

Reaver Attack squads fight using tactics perfected by the barbarian tribes of Cthonia, quickly outflanking the enemy often with the use of Rhino APCs. As one might expect by their armament, when they close with the foe, they storm into combat with bolt pistols blazing.

3 The Reavers' armour bears icons symbolic to the Sons of Horus including the infamous Eye of Horus, the sigil of their master, and also Cthonian glyphs, akin to those worn by the gangs on their homeland.



3

TROLL MOTHER

If you have happened by Trish Carden's desk any time in the past month or two you can't help but have noticed the birth of her latest monstrous creation, the Troll Mother. This gigantic female River Troll, complete with locks of seaweed hair, is a matriarch for the dim-witted River Trolls that are commonly seen in the company of Greenskins.



4 The Troll Mother carries a fishing net filled with odd bits of food, bones, a treasure chest and even an octopus.

5 Trish is very fond of her latest creature. "Some people say she's ugly," Trish says, "but I think she's a rare beauty."



5

PARTING SHOT

“In the soul of a Dryad
there is neither room for
compassion nor mercy.”

– Warhammer: Wood Elves



HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Dark Elves pre-order	Games Day Birmingham 29 	30	October 1	2	3	4
Dark Elves released	6 APOCALYPSE DOUBLES WARHAMMER WORLD	7	8	9	10	11
	13	14	15	16	17	18
	20 Games Day Modena 	21	22	23	24	25
	27 	28	29	30	31	November 1
Dark Elves pre-order	26 September 28 White Dwarf November Issue On Sale 					
	5 APOCALYPSE DOUBLES WARHAMMER WORLD					
	12					
	19 					
	26 White Dwarf November Issue On Sale 					

