

WHITE DWARF™

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

THE HOBBIT:
AN UNEXPECTED JOURNEY™

NOVEMBER 2013

£5.50 / €8 / 70 kr / 60 dkr / 25 zł / 50 rmb / ¥1000

DARK ELVES

REINFORCEMENTS RIDE IN



TRIUMPH & TREACHERY

MULTIPLAYER BATTLES AND MERCENARIES IN WARHAMMER



WHITE DWARF

NOVEMBER 2013

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Registered in England and Wales
- Company No. 01467092.

Product code: 1324999395
ISSN: 1532-1312

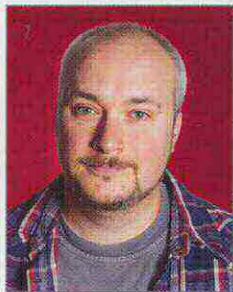


MEET THE WHITE DWARF TEAM

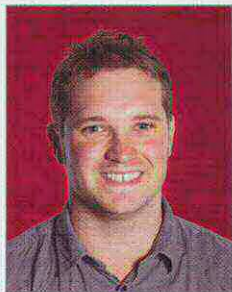
A new month brings with it a host of fresh releases and news from the Games Workshop hobby. The White Dwarf team is on hand to guide you through what's new and exciting once again.



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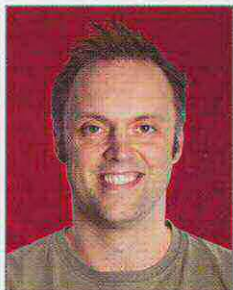
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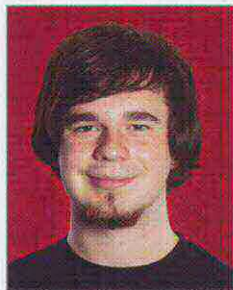
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"WHITE DWARF", ISSN "1532-1312", is published Monthly, 12 times per year, by "Games Workshop c/o USACAN Media Dist. Serv. Corp." at 26 Power Dam Way Suite S1-S3, Plattsburgh, NY 12901. Subscription price is \$100us/\$110can for 12 issues. Periodicals Postage paid at Plattsburgh, NY 12901.

POSTMASTER: Send address changes to White Dwarf c/o Games Workshop, 6211 East Holmes Road Memphis, Tennessee 38141.

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WHITE DWARF

OPENING SALVO



Jes Bickham
Editor

Not content with unleashing the likes of the Kharibdyss and the Bloodrack Shrine on us in the last issue of White Dwarf, the Dark Elves return with fresh reinforcements this month in the shape of spectacular models such as the nightmarish Doomfire Warlocks, the Black Guard of Naggarond and the Scourgerunner Chariot. Who will stand against the legions of Naggaroth?

Well, we all had a go this month as November also sees the release of a terrific new expansion for Warhammer: Triumph & Treachery. Allowing up to five armies to play in the same game, and adding rules for taking mercenaries in your battles, it's had the White Dwarf team collecting, painting and gaming all month long. You can see how the game works – and how the new Dark Elves perform under Adam's leadership – over on page 62, where five Dwarfers take to the field of war in a Triumph & Treachery-based Battle

Report. Hopefully you'll see just why it's such a hugely enjoyable (and significantly different) way of playing Warhammer. We also talk to Jervis Johnson, one of the designers behind the expansion, in This Month in the Design Studio on page 146.

You hopefully can't help but notice the extraordinary feats of painting performed by the 'Eavy Metal team every month in the pages White Dwarf; we've got a very special Parade Ground on page 104, as members of 'Eavy Metal past and present (plus some other special guests) paint some truly extraordinary miniatures for us. It's a feast for the eyes and inspirational stuff. And alas! now I am out of room and must bid you farewell, until next month. Enjoy the rest of the hobby goodness we've got lined up for you in this issue of White Dwarf!

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NEW RELEASES

The legions of Naggaroth strike forth into battle once more this month, as a host of new Citadel miniatures for Dark Elves collectors are unleashed upon the world. There is also a new supplement for Warhammer in Triumph & Treachery, a Warhammer 40,000 Codex supplement for the Black Legion, books from Black Library and a whole lot more besides. Come and take a look, there is plenty to see.

With our focus on Dark Elf releases this month, we'll be looking at a host of new Citadel miniatures for Dark Elf collectors. There is also a new supplement for Warhammer in Triumph & Treachery, a Warhammer 40,000 Codex supplement for the Black Legion, books from Black Library and a whole lot more besides. Come and take a look, there is plenty to see.



ARMY OF THE MONTH DUNCAN RHODES' SONS OF HORUS

Army of the Month is the place that showcases the best painted armies. The kind of collection that have been assembled and used to change your mind and inspire you. This month we showcase the Sons of Horus army of Duncan Rhodes. Duncan Rhodes has won some of Britain's best of what is known as the 'Fang' competition and he has a lot to say about his collection that goes to a whole new level of excellence. We'll be looking at his collection and how he put it together. We'll be looking at his collection and how he put it together. We'll be looking at his collection and how he put it together.

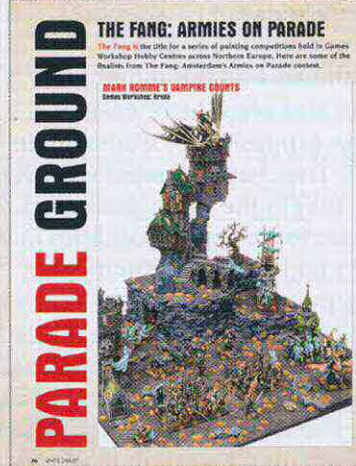
It's our chance to see the best of the best. This month we're looking at Duncan Rhodes' Sons of Horus army. Duncan Rhodes has won some of Britain's best of what is known as the 'Fang' competition and he has a lot to say about his collection that goes to a whole new level of excellence. We'll be looking at his collection and how he put it together. We'll be looking at his collection and how he put it together.



BATTLE REPORT BLOODED AND BETRAYAL



CITADEL HALL OF FAME



PARADE GROUND THE FANG: ARMIES ON PARADE



PARADE GROUND

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94

Over the past year John has shared with us some of the many miniatures made by himself and his sculptors, this issue he introduces a pair of boards made by Neil Reed that the group have used to play a skirmish campaign of Warhammer 40,000 on.

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White Dwarf: All work and no play makes you a servitor! Thankfully, here in the White Dwarf bunker there have been hobby projects and games aplenty. Come inside the bunker and take a look.

The Design Studio: We catch up with the latest from the Studio with interviews from the designers of the new Dark Elf kits and some pearls of wisdom from Triumph & Treachery author Jervis Johnson.

Forge World: There's always something new and exciting growing in the beautiful resin jungles of Forge World – we take a trip down to see the latest.

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NEW RELEASES



The legions of Naggaroth stride forth into battle once more this month, as a host of new Citadel miniatures for Dark Elves collectors are unleashed upon the world. There is also a new supplement for Warhammer in *Triumph & Treachery*, a Warhammer 40,000 Codex supplement for the Black Legion, books from Black Library and a whole lot more besides. Come and take a look; there is plenty to see.

With Dark Riders and Doomfire Warlocks riding as the vanguard, a host of Dark Elf warriors sallies forth to gather slaves and glory for their vile masters.



DARK ELVES

DOOMFIRE WARLOCKS

The **Doomfire Warlocks** are cursed by Malekith to a fate worse than death – their souls forfeit to Slaanesh. To keep the Dark Prince at bay, the Doomfire Warlocks seek out others to sacrifice to Slaanesh in their stead.

DARK ELVES

DOOMFIRE WARLOCKS

Ancient prophecy has it that the Witch King's reign will be ended by a male sorcerer. Wary of such a thing coming to pass, Malekith cursed the sorcerers of Hag Graef with the worst curse imaginable to an Elf – their souls are forfeit to Slaanesh, unless they can somehow sacrifice others in their place. So it is that they seek out victims to satiate Slaanesh's hunger, capturing those pure of soul or mighty of heart to sacrifice in their dark rituals.

The Doomfire Warlocks are lithe, sinister hunters mounted on horrific Dark Steeds that have been twisted by millennia of dark magic. There's an unsettling, haunted quality to the models; their faces – runes carved into their foreheads – are contorted into anguished expressions, their eyes hollow and their hair twisting, almost serpent-like, behind them. Their weapons are wickedly sharp scimitars, the Master of Warlocks – the unit champion – wielding a particularly nasty looking scissor-like blade. **AK**



The face of the Master of Warlocks is hidden beneath a brass mask, but the anguish and torment of his existence are still evident.









DARK ELVES

DARK RIDERS

Dark Riders are ravagers and scouts, black-cloaked horsemen that harass the battlelines of enemy forces, picking off lone heroes and targeting the crews of war machines. Terror and discord are their weapons, panic and confusion their prize.

The Dark Riders have a choice of different heads – a mixture of bare, cowled and helmeted, with enough parts to equip the whole unit the same. They're each armed with spears, with the exception of the Herald, who can be assembled with his repeater crossbow drawn or armed with a hand axe. Each of the Dark Steeds ridden by the Dark Riders is an ugly-looking beast, clearly bred for malevolence over looks, and each is branded with a different Elven rune on its haunches.

The kit is packed with components and accessories to add to your Dark Riders, with saddle bags, holstered crossbows and scabbards all giving the impression that these are scouts used to spending weeks behind enemy lines. **AK**



Dark Riders are versatile cavalry, riding into battle with a variety of equipment. The kit includes spears, shields and holstered crossbows.



DARK ELVES
DARK RIDERS

Black-cloaked harbingers of the Dark Elf armies, Dark Riders range ahead of the main battleline harrying the enemy force with their missile weapons and sowing discord amongst the foe. They delight in preying on the weak and vulnerable.





- 1 Units of Dark Riders and Doomfire Warlocks fight in the vanguard of the Dark Elf army.
- 2 The unit champion – the Herald – is equipped with a barbaric-looking hand axe instead of a spear.
- 3 The kit includes the option of assembling all of the Dark Riders with helmeted heads.
- 4 The Dark Riders' steeds are laden down with equipment, including holstered repeater crossbows, as befits warriors that spend weeks operating behind enemy lines.
- 5 Instead of helmets, the kit also allows you to assemble the entire unit with bare heads, instead swathed in cloth.



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- 6 The Master of Warlocks is armed with this two-pronged, cruel-looking blade.
- 7 There are six different faces on the kit – including a brass mask for the champion – as well as six blades, each of a subtly different but no less wicked design.
- 8 The Dark Steeds ridden by both Dark Riders and Doomfire Warlocks are twisted, malicious-looking creatures.
- 9 Each of the Dark Steeds has been branded with a sorcerous rune.



DARK ELVES

HAR GANETH EXECUTIONERS

The Executioners of Har Ganeth are sinister, faceless warriors and cold-hearted killers without peer. They pride themselves on their efficiency and ability to kill any creature with one blow, every swing of their blade a carefully calculated decapitating strike.



1

Unique among the Dark Elves, the Executioners favour stylised skull masks instead of helms, marking them out as the sacred enforcers of Khaine's will. Even the Draich Master – the unit champion – wears one to preserve his anonymity. The most eye-catching aspect of these miniatures, though, are their draichs – double-handed swords with heavy heads designed for cutting through necks. Clad in ornate armour, their bodies protected by heavy pauldrons and ornamented breastplates, the Executioners are a fearsome sight.

A clever feature of this multi-part plastic kit is how the models are assembled. The majority of the Executioners comprise just five components, with the join between the front and back of the torso concealed beneath a heavy cape. The ten models in the kit can all be built as rank-and-file troops, though there are options to make a command section including a standard bearer, musician and a Draich Master, who carries a severed Elven head – a clear sign that even his kin aren't safe from an untimely death. **DH**



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- 1 At the head of a Dark Elf host, the Har Ganeth Executioners prepare to pass bloody sentence on a regiment of State Troops from Talabecland.
- 2 The unit musician carries a drum shaped like a long, bladed amphora, on which he beats out an ominous executioner's drum roll.
- 3 The severed head of the Draich Master's latest victim.
- 4 The regimental banner is embellished with a sculpted border and is capped with the crossed draichs that are the emblem of the Executioners.
- 5 The Executioners wield their draichs left-handed – an indication of their unusual and adaptive fighting style.
- 6 The impassive skull masks mimic the shape of the icon of Khaine.



1

1 The implacable Black Guard of Naggarond stand firm against the White Lions of Chrace.

2 The Black Guard wear tall collars behind their heads – a separate component that marks them out from the Executioners.

3 The Tower Master's sword has an ornate hilt, while the blade features a stylised skull.

4 There are two arms holding jagged knives in the kit.

5 There are five halberd designs, all of which are subtly different.

6 The gauntlet grasping a crescent moon is an iconic symbol of Naggarond, the capital city of the Dark Elves.

7 The drummer has a grim expression as he drums out a marching beat.



2



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7

The Black Guard wear tall, bladed helmets that bear the rune of Sendai, the symbol of sacrifice and a sign of their devotion to the Witch King. This, combined with their armoured collars, heavy bladed halberds and long flowing plumes gives them a taller, more heavily built appearance and a distinctly different silhouette to the Executioners, despite being made from the same plastic kit.

Even the command section is different – the standard bearer holds the unit banner in his other hand to match the stance of the warriors around him and the banner pole is capped with the moon and gauntlet symbol of Naggarond. The unit champion, known as a Tower Master, has a choice of arms, allowing you to build him in a variety of ways. The gesticulating hand has been a popular choice in the Studio army and he can be armed with a halberd or a double-edged sword – the symbol of a minor noble and a warrior much-favoured by Malekith. **DH**

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



DARK ELVES

BLACK GUARD OF NAGGAROND

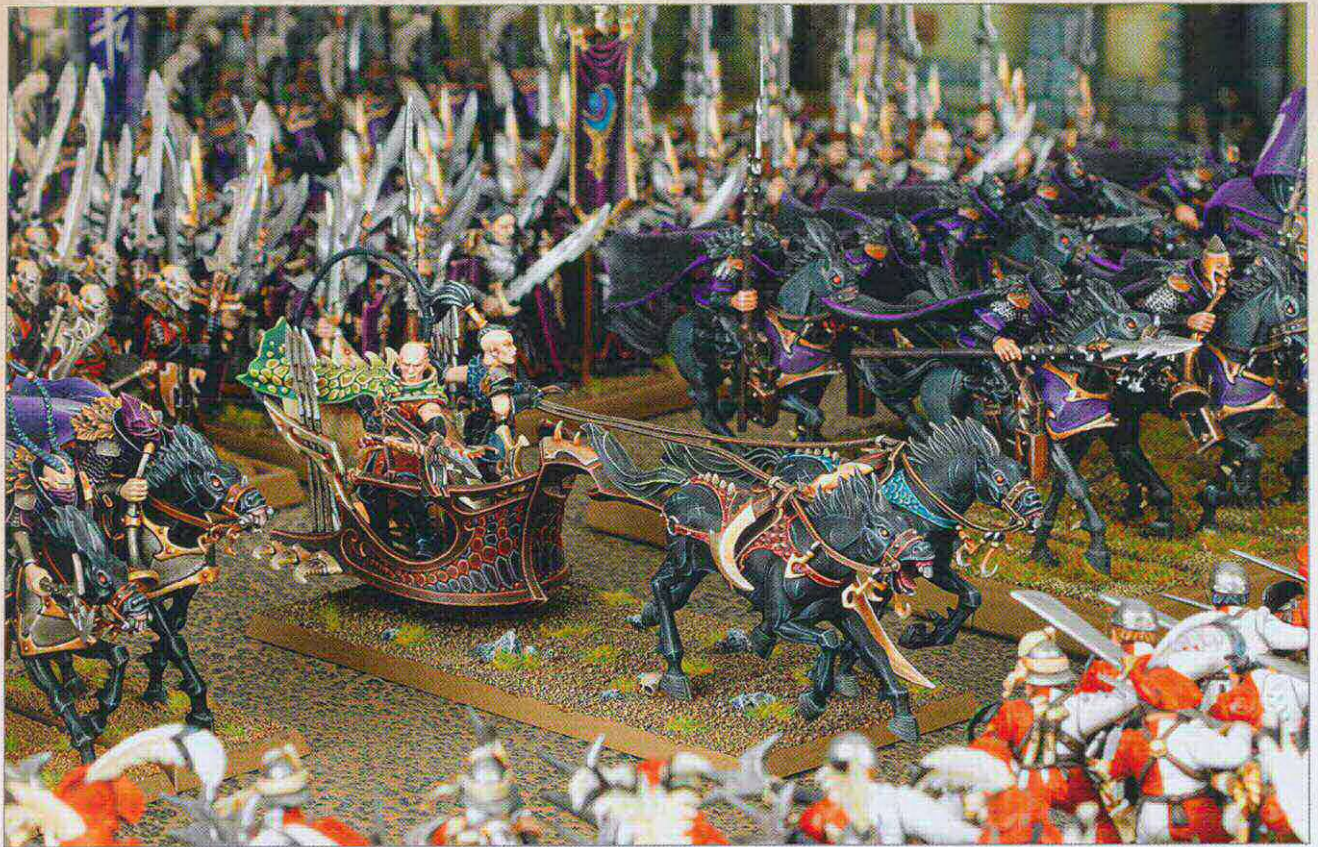
The **Black Guard** of Naggarond are Malekith's personal army of elite warriors. Their lives are spent perfecting the art of war and murder, for if they serve the Witch King well for two hundred years they will be rewarded with great wealth and power.



DARK ELVES

SCOURGERUNNER CHARIOT

Designed to hunt monsters on the plains of Naggaroth, the Scourgerunner Chariots serve equally well on battlefields where swift Dark Steeds can bring the beasts of the enemy to bay, and the ravager harpoon can ensnare its victims with barbed bolts.



1 **Every bit of** the Scourgerunner Chariot exemplifies the Dark Elves' penchant for cruelty and enslavement. The Dark Steeds pulling the chariot are covered in a latticework of wicked lash-marks, implying a lifetime of cruelty and subjugation, and the weapon racks on the chariot itself are filled with vicious items – barbed spears and a man-catcher pole. Even the driver, pulling on the reins with one hand, is readying her scourge to drive her steeds ever onward. There is also the option to assemble one crew member as a grizzled High Beastmaster, complete with a cloak made from Sea Dragon scales.

The Scourgerunner Chariot itself has an unusual design that features a large single wheel upon which the whole vehicle is carefully balanced. Cutaway sections in the hull enable the crew to manoeuvre within and aim their ravager harpoon gun, mainly used for hunting monsters, mounted on the integral rail. The hull and harnesses of the steeds are decorated in the hide of the crew's monstrous victims, with horns and talons jutting out like scythes. **AT**



- 1 Racing alongside the Dark Riders, a High Beastmaster guides a Scourgerunner Chariot into the heart of the foe.
- 2 The Scourgerunner crew are garbed like Dark Elf Beastmasters with tunics of animal scale. This one wields a cruelly barbed whip to drive her steeds on.
- 3 The kit also contains the parts to replace one of the crew with a High Beastmaster, complete with flowing Sea Dragon cloak and a scarred face.



1

- 1 A Cold One Chariot crashes into the elite of a High Elf army.
- 2 Within the kit there are two helmeted heads and a bare head, which can be swapped between the two riders.
- 3 The chariot driver has a choice of three weapons, either a spear, sword or war pick – the ornate sword shown here would be a great choice for a magic weapon, if you wanted your Cold One Chariot to be driven into war by a Dreadlord or Master.



2



3

Cold One Chariots are prized gifts from the Witch King to his finest knights, earned through exceptional deeds in battle. They rush out in daring counter-attacks to support the Dreadspear and Bleakword regiments and deliver devastating charges alongside the Cold One Knights.

The design of the Cold One Chariot reflects the traditions of the Dark Elves, from enslaving dangerous creatures and using them to do their bidding (such as the Cold Ones yoked either side of the bladed prow running the length of the model) to nautical raids – it's surely no coincidence that the hull of the Cold One Chariot appears to glide above the ground like the hull of some raiding ship from ancient myth. Lastly, and perhaps most importantly for a deadly vehicle of war, the Cold One Chariot is covered in blades. It's easy to imagine this single-wheeled weapon tearing through tightly pressed ranks of men, lopping off limbs like wheat before the harvester's sickle. **AT**

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



DARK ELVES
**COLD ONE
CHARIOT**

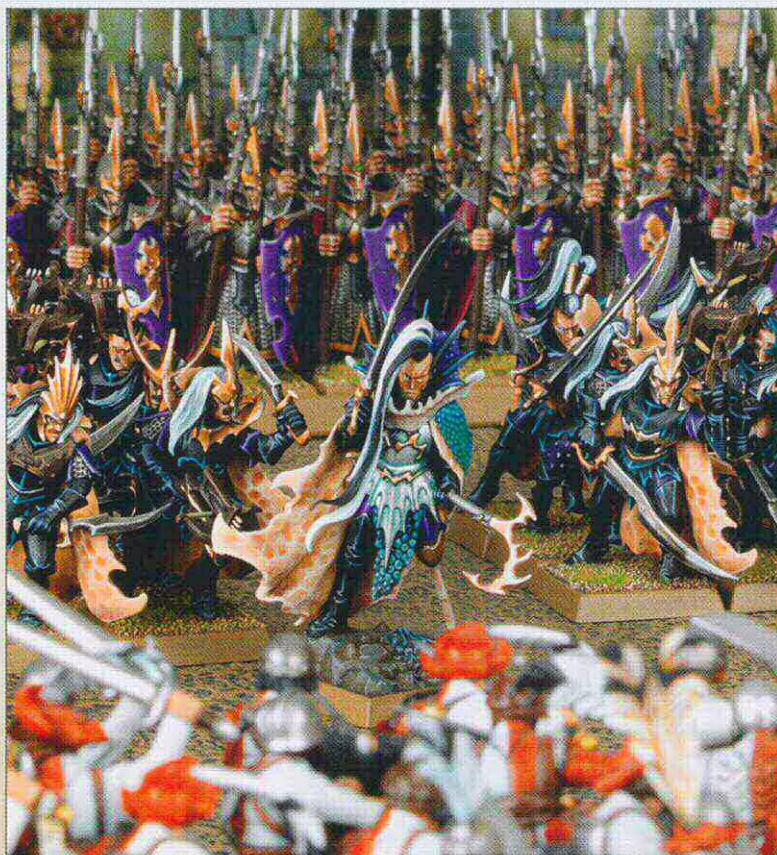
Pulled by bloodthirsty Cold Ones, and ridden into battle by Dark Elf Knights, these chariots are not elegant weapons intended for stealth or guile, but a deadly bludgeon with which to crush and scythe down the foe in a welter of blood and broken bones.

DARK ELVES

FLEETMASTER

The Dark Elf fleets depend upon the skill and cunning of their Fleetmasters, dread individuals renowned as much for their vicious tempers and ruthless nature as their ability to orchestrate daring raids or triumph in bloody duels. A Fleetmaster is equally deadly whether directing an invasion fleet from the deck of his Black Ark, or leading a triumphant charge down blood-slicked streets.

As the commander of a Dark Elf raiding force, the new plastic Fleetmaster shares the visual stylings of the Black Ark Corsairs, wearing their hallmark Sea Dragon cloak and a breastplate forged to resemble a shard of coral. A particularly nice touch for the model is the serrated spike jutting from his leg stump; it's as cruel and malicious a walking aid as is possible to imagine, which aptly sums up the nature of this Dark Elf commander. **AT**



- 1 A raiding party of Black Ark Corsairs comes ashore, led by a Dark Elf Fleetmaster.
- 2 The Fleetmaster's face bears a stern and haughty expression.
- 3 The Fleetmaster's collar is made from the jawbone of a ferocious sea creature.
- 4 The scenic base has tiny shells and seaweed modelled onto it – just right for a warrior who leads shore raids.

1

4

THE WHITE DWARF 2014

The mighty White Dwarf returns once again, this time as Grombrindal, vampire hunter. Combining the classic imagery of the lustrously bearded White Dwarf with the flamboyant apparel of an Empire Witch Hunter (buckled boots and all), this mini-diorama is a character-filled delight.

It's emblematic of Warhammer's often cheeky sense of humour, with the living ancestor of the Dwarfs atop a casket containing the malign shape of a Goblin 'Vampire'. With his steam-powered hammer raised high, ready to drive the rune-topped stake into the heart of his foe, Grombrindal looks set to his task, his grimace fixed as surely to slaying a vaudevillian Goblin as to killing the true green-skinned foes of all Dwarf-kind. **AT**

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



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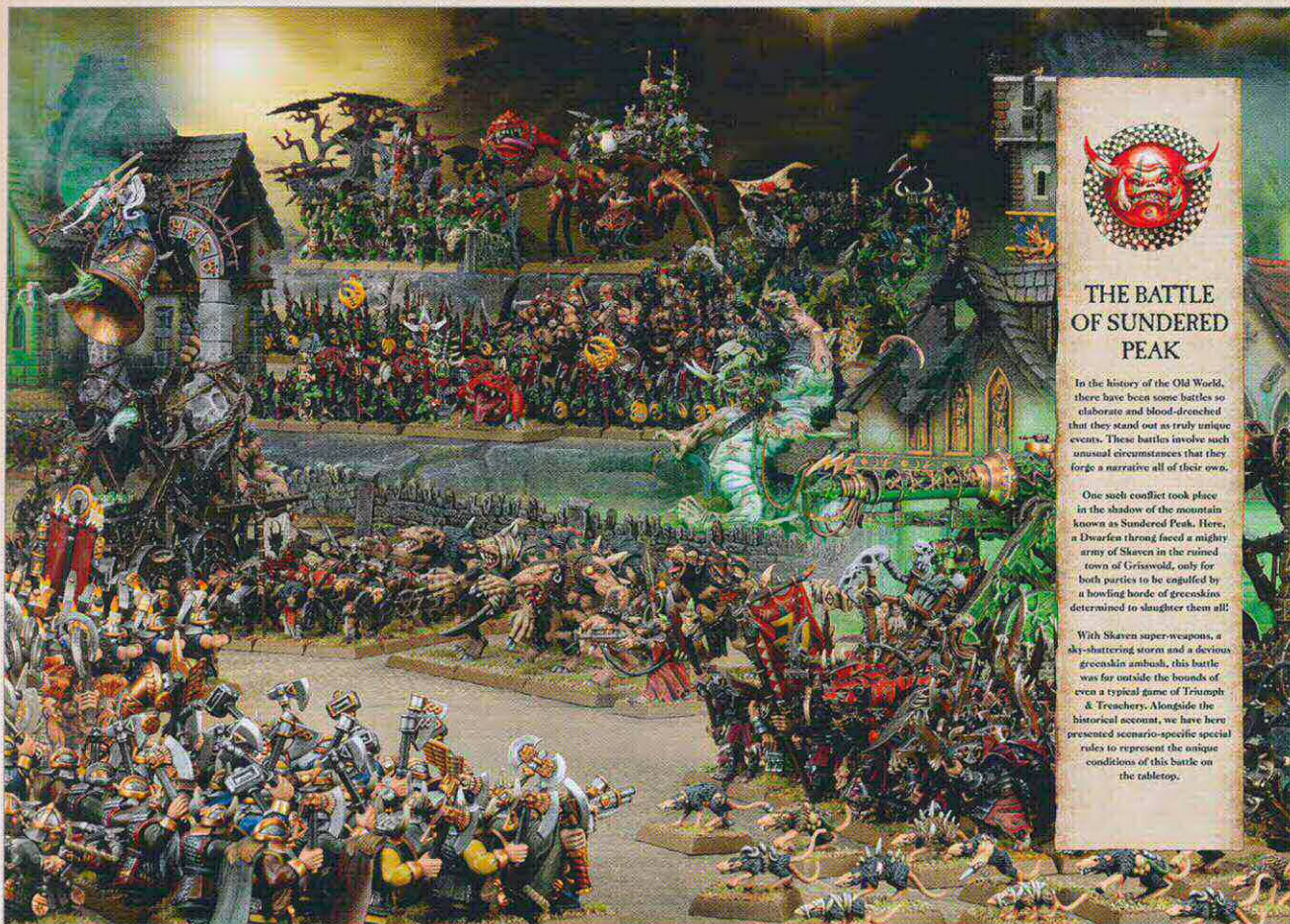
- 1 From within the marble coffin, the vampiric Goblin reaches out vainly to grasp the White Dwarf. Note also the ancestor rune sculpted onto the end of the White Dwarf's specially prepared stake.
- 2 The White Dwarf wields a steam-powered hammer against the creatures of undeath.
- 3 With gems in his beard and golden buckles on his shoes, even as an Empire Witch Hunter, the White Dwarf is resplendent.
- 4 The vampire Goblin's casket is set upon a wooden table – one leg of which has collapsed under the weight of the White Dwarf's fearless assault... clearly it was not made by Dwarfs!
- 5 Jolted by the ructions of the White Dwarf battling the undead Goblin, a goblet of blood is knocked spinning.



WARHAMMER

TRIUMPH & TREACHERY

In the brutal and vicious business of war, alliances are broken, treaties are torn to shreds and the victor claims the spoils. Triumph & Treachery is an expansion for Warhammer where three or more players each vie for supremacy, but only one can win...



THE BATTLE OF SUNDERED PEAK

In the history of the Old World, there have been some battles so elaborate and blood-drenched that they stand out as truly unique events. These battles involve such unusual circumstances that they forge a narrative all of their own.

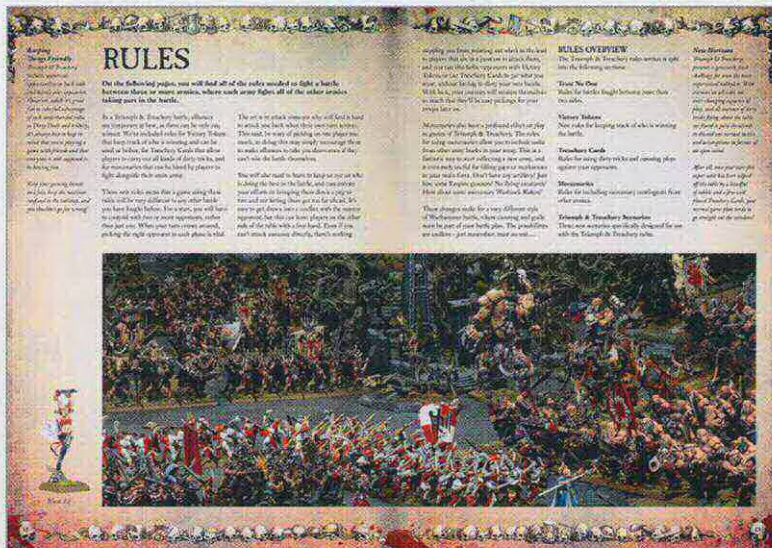
One such conflict took place in the shadow of the mountain known as Sundered Peak. Here, a Dwarfkin throng faced a mighty army of Skaven in the ruined town of Griswold, only for both parties to be engulfed by a howling horde of greenskins determined to slaughter them all!

With Skaven super-weapons, a sky-shattering storm and a devious greenskin ambush, this battle was far outside the bounds of even a typical game of *Triumph & Treachery*. Alongside the historical account, we have here presented scenario-specific special rules to represent the unique conditions of this battle on the tabletop.

The expansive history of the Warhammer world is filled with accounts of epic battles – many of which were fought not only by more than one army, but for more than one cause. From the bitter battle for dominance of Karak Eight Peaks between the Dwarfs, Night Goblins and Skaven, to the Time of Three Emperors that saw the Empire torn apart in a vicious power struggle, Warhammer is rich with such examples. *Triumph & Treachery* is all about these multi-faction showdowns, with 96 pages detailing many famous battles, and providing the rules to bring such battles to your games of Warhammer (with riotous and entertaining results).

Triumph & Treason is presented in a decorative slip case that slides open to reveal the hardcover *Triumph & Treason* book, a deck of special game cards and a small pouch containing lots of thick card Victory Tokens in the shape of Imperial currency. Opening up the case and getting ▶

- 1 The Battle of Sundered Peak is one of the epic battles described in *Triumph & Treachery* – each contains stories, orders of battle and rules to recreate them.
- 2 The rules for *Triumph & Treachery* are plain and simple, easily fitting onto a few pages. Simple doesn't mean dull, however – they have a light, fun feel to them.



TRIUMPH & TREACHERY



TREACHEROUS TIMES

In the Warhammer world, duplicity and contrivance run deep. Many a general has fallen foul of a poisoned chalice or a knife in the back, and just as many armies throughout history have been led to their doom through deception and guile.

For many of the races who fight for supremacy in this war-torn world, treachery is more than just a means to an end, it is a way of life. However, even the purest and most noble of warriors will do what must be done when victory is on the line, relying on the lies their victories will have to have their consciences when the battle is done.

From the bloody fields of the north to the smoldering jungles of the south, armies meet in conflict on a grand and constant scale.

That multiple factions find themselves battling for the same coveted prize. Mercenaries march to war alongside those who have bought their allegiance, their loyalty as finite as the wealth spent to secure it.

Throughout the Warhammer world, generals vie for victory by any means necessary, and battles are won not so much as glorious triumphs as they are through bitter treachery.

► to grips with the contents is a delight – it has the feel of a special presentation case, with its printed inner tray and black pouch containing the coins. The cover art is impressive too, with a Dwarf Lord squaring off against a Chaos Warrior, while a Dark Elf Assassin lurks nearby, ready to strike. That personifies the spirit of Triumph & Treachery perfectly – stab the enemy in the back while they are busy, and steal victory for yourself!

The contents of the book are neatly divided between stories and history, the rules for playing games of Triumph & Treachery, and a gallery of expertly painted miniatures with a strong mercenary theme. A special mention must go to the new artwork throughout – especially the vignettes that depict heroes of the Warhammer world. The image representing General Ledigar with his hammer slung over his shoulder is the personification of a doughty hero.

The book contains three in-depth examples of battles, and these really are one of the highlights of Triumph & Treachery. Each has a story that explains how the battle came about, and then the battle is recounted with impressive photographs of Citadel miniatures locked in combat – it's the kind of feature one can happily spend hours poring over, comparing the account to the photographs and reading the orders of battle for each of the fighting forces involved.

Finally, I must mention the rules – which are an absolute pleasure to read. They are short, concise and full of chatty, witty asides, with rules for 3-5 player games, buying off the enemy and adding mercenaries to your army. We use these rules for our Battle Report this month – check out page 64 for an in-depth look at how Triumph & Treachery works. **AT**

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

FLAYHEART'S REAVERS

The great fleet of Kaalbeth Flayheart is feared from the Black Coast of Naggaroth to the desert sands of Arrth. An army of fearless corsairs, this host of murderers would let nothing stand between them and the treasures of Lothar.

ASCENT FROM DARKNESS

Even within the cursed waters of the Dark Elves is no one so unscrupulous as the crew and captain of one from which the cities of Naggaroth have, individually rising or falling with meteoric speed. Kaalbeth Flayheart's name is spoken with dread by a wide variety of the outcasts of Naggaroth, for he was sold for the sake of gold and put to work labouring in the lightless depths below the Great City.

The floggers of slaves consigned to that city's hellish mines is believed to moan, yet with a noble word here and a favour well there, the young Dark Elf might support amongst slaves and gentry alike, facing the flames of rebellion. When the discontent erupted into two bloody rebellions, Kaalbeth climbed to freedom from the bloodied corners of his terrible followers.

Abandoning several hundred dead in his wake, Flayheart stole a sword and oar for the city and his helm, then-estranged Karnod Kar.

RISE OF A CORSAIR PRINCE

The extended Malkin family were a powerful force in Karnod Kar. Lord Malkin possessed vast wealth and power, owning legions of slaves and an extensive fleet of the city's ships. Chief amongst these was the warship, Hekkarth Blackgate, a powerful enchantress with whom Flayheart shared a passionate and twisted history. Blackgate's displeasure at the loss of her captain had been considerable. Lord Malkin had no forethought the sorcerer's plot by providing a few lines of slaves for her amusement. The resentment of Kaalbeth Flayheart, however, rendered such playthings obsolete, and Blackgate

FIENDS OF CLARONARD

Flayheart's father, known as Blackaron, was famed for his cunning. He led a band of High Elves in the battle of Hekkarth's Gate, on the banks of the bloody river, the Great Ingle Lathmar. After, each side claimed a great victory and the war was left behind in a quiet, bloody stalemate of strategy. During the High Elf's operations, however, Blackaron realised he had the element of surprise, by putting the warship Hekkarth Blackgate to sea, and sailing straight for the city.

The Flayheart family, however, were not so easily deceived. Blackaron's actions were not only a betrayal of the city, but also a betrayal of the city's people. The great warship, Hekkarth Blackgate, was not only a symbol of the city's power, but also a symbol of the city's unity. Blackaron's actions had shattered the city's unity, and the people of Naggaroth were left to fend for themselves.



LEGIONS OF THE SORROWTHORN

When Kaalbeth Flayheart made landfall on the Tarnabek Coast, he brought with him the most notorious and knowledgeable of his followers. Having a reputation for fighting the Sorrowthorns and the Ashbringers, he was known to all. Flayheart did not come alone, for he had brought with him the most notorious and knowledgeable of his followers. He had brought with him the most notorious and knowledgeable of his followers.

Indeed, in the case of many Dark Elves, Flayheart kept the war machines and the weapons of his followers close at hand. Bringing the others to fight at his side, Flayheart and his crew were the most feared of the island made for Naggaroth. He had brought with him the most notorious and knowledgeable of his followers. He had brought with him the most notorious and knowledgeable of his followers.

Though for some time the Sorrowthorn had been a name of dread to all, it was not until Flayheart's arrival that the name of Sorrowthorn in all forms, they would be able to see the Sorrowthorn's true power. Flayheart's arrival and the power of his followers was a name of dread to all. It was not until Flayheart's arrival that the name of Sorrowthorn in all forms, they would be able to see the Sorrowthorn's true power.

was quick to offer him all to her old patronage. Between the Sorrowthorn's previous abuse and the plotting of Flayheart, the Sorrowthorn's lower class of Karnod Kar were soon adding their own weight to Kaalbeth's cause.

When Flayheart's message finally came, it was swift and unexpected. Leading a force of warships drawn from across Karnod Kar's vast families, he launched a daring attack upon the ships of the city. Flayheart, having his feet on the decks with a crew of his, Flayheart commanded Hekkarth Blackgate to trap them in a raging ring of shot, sorcerer's flame. As it occurred the day, the Sorrowthorn's fleet left Lord Malkin's followers only two choices - burn in the sea, or flee to the city. With the day's end, and his family's soldiers either burning or drowning, Kaalbeth Flayheart led his Sorrowthorn followers onto the decks of the mighty Black Ark, Sorrowthorn. Taking command of the ancient fortress, the great-voiced Dark Elf turned Sorrowthorn's reputation from that of the very ocean where Lord Malkin still dwelt. Howling with wild laughter, Flayheart ploughed his newly acquired craft into the sea, sending the water into the frothy waves along with his former inhabitants.

Lord Malkin was chosen to lead the Black Ark's warship, but his family's power base was left in ruins. The victorious Kaalbeth Flayheart then turned his newly acquired craft to face the open ocean and made good his escape, leaving the great ships in the hands of several vicious Sorrowthorn lords for good measure. As dawn broke bloody and wreathed in smoke, the speed of Kaalbeth Flayheart's great fleet was seen.

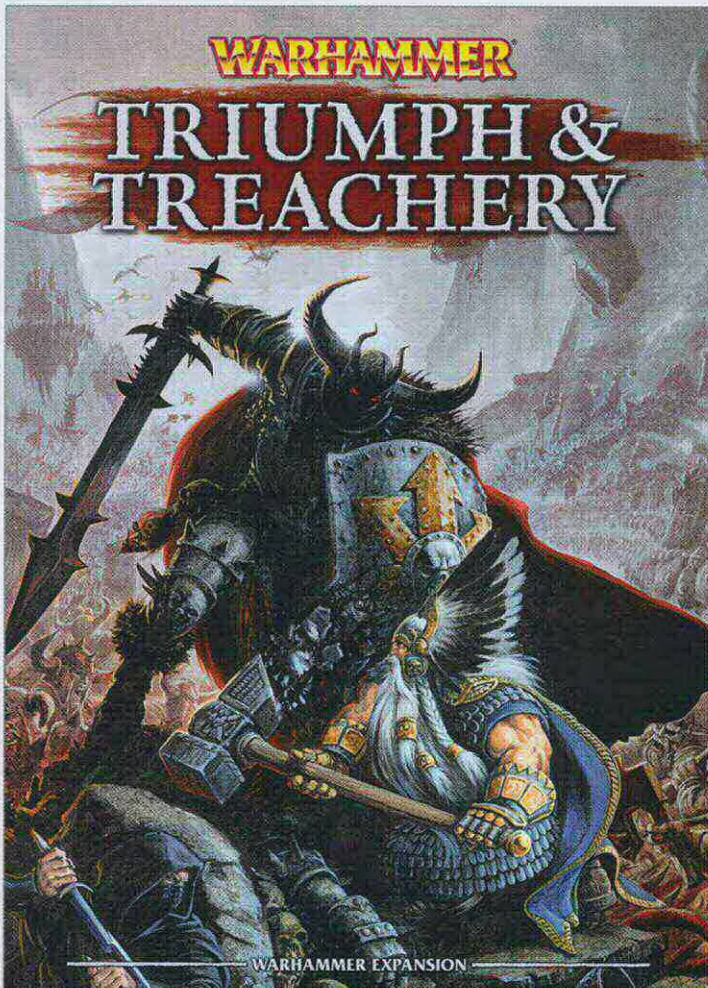
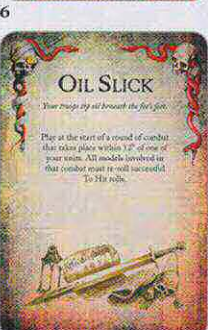
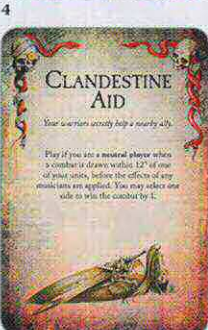
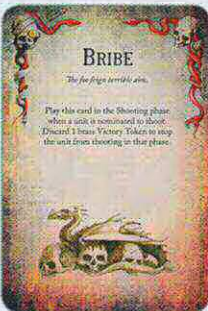
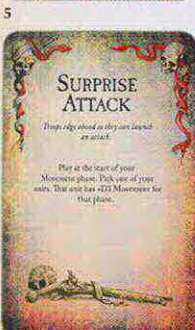
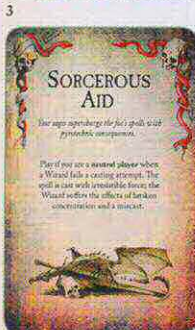
MASTER OF THE WAVES

After that first night of fire and madness, Kaalbeth Flayheart built a reputation as a fearless fighter and an accomplished leader. Without exception, the Dark Elves of Karnod Kar who followed him onto the decks of the Sorrowthorn named from their former allegiance, so impressed with Flayheart's leadership and the fact that he was a Dark Elf, they were quick to follow him. Flayheart's reputation as a leader was such that he was able to attract a following of his own.

Over the years that followed, tales of Flayheart's violent exploits and his willing followers took on a steady stream, eager to share in the pirate's reflected glory. After his humiliating defeat at the hands of the Ashbringers, Flayheart was sought out and sworn allegiance to the great Lord of the Knights known as The Phoenix of Kar-Yareth. During a bloody string of raids against the Sorrowthorn coastline that saw the Sorrowthorn being driven from the coast of Naggaroth, Flayheart gained the enthusiastic support of the numerous Hopanarke and the Dark Riders known as the Swiftblades. As the dread reputation of Kaalbeth Flayheart spread across the waves, after Dark Elf corsairs began to follow his bloody wake and, in time, the Sorrowthorn became the infamous flagship of a dreaded pirate fleet.

By 2154, Flayheart had taken to prowling the waters south of Lothar in search of High Elf patrol fleets upon whom his Sorrowthorn followers delighted in preying. It was on one such raid that sharp-eyed lookouts from the Hekkarth's Guard first sighted the sails of General Lathmar's fleet on the horizon, and Kaalbeth Flayheart found his predatory company joined.

- 1 This action-packed illustration was painted by veteran studio artist Dave Gallagher.
- 2 Each of the three infamous battles is accompanied by a detailed history of the forces involved.
- 3 In Triumph & Treachery each player is assigned one of five different Player Turn Cards – these are used to determine the order of play during the game.
- 4-8 Triumph & Treachery contains 36 Treachery Cards, which players can use throughout the game to bamboozle their foes or help themselves.
- 9 The glorious cover for Triumph & Treachery, also by Dave Gallagher.



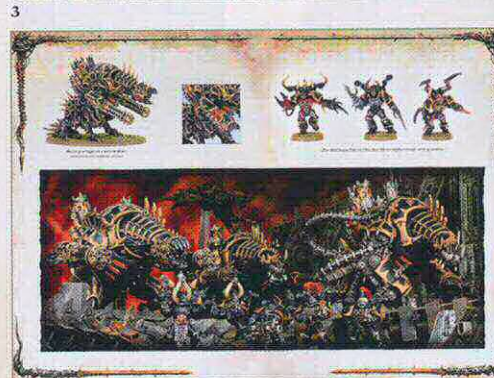
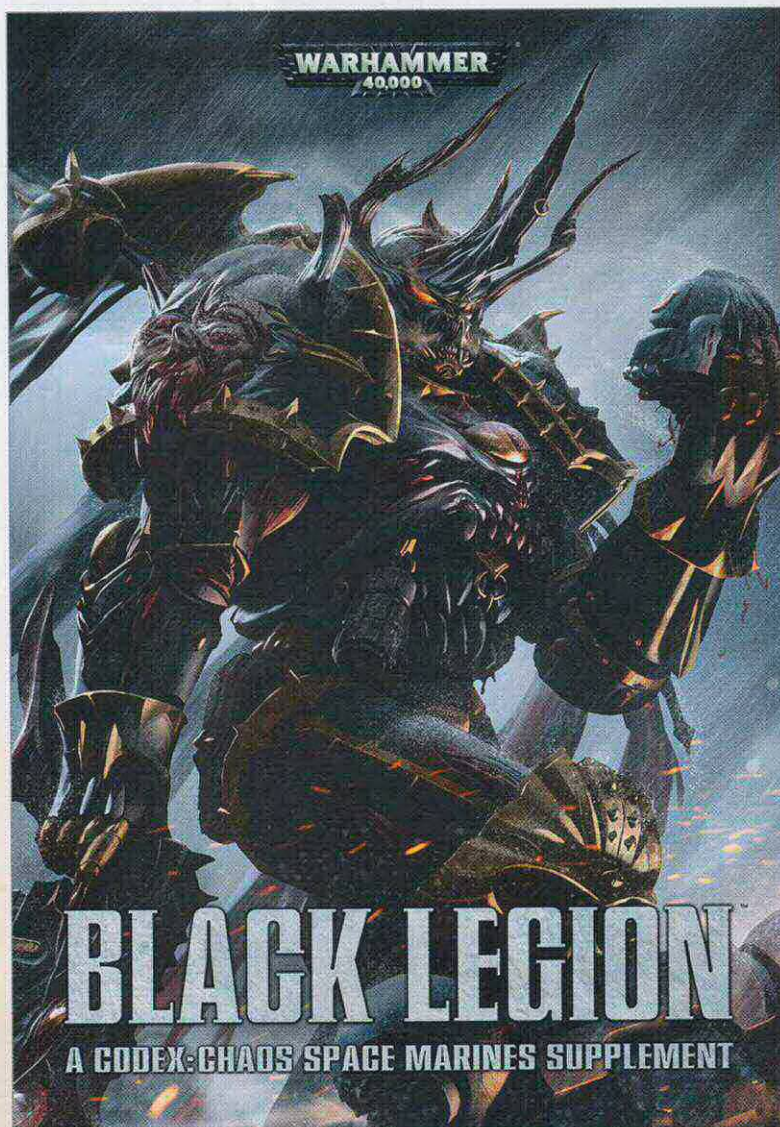
BLACK LEGION

The latest Warhammer 40,000 Codex supplement deals with the galaxy's most notorious traitors, the Black Legion. Originally released as a digital edition, Black Legion is now available as a hardback book, and also a limited edition (see the Games Workshop website for more details). In it you will find the comprehensive background of the Black Legion, from their origins as the Luna Wolves to their renaming as the Sons of Horus, their role in the Horus Heresy and their reforging into the Black Legion at the hands of Abaddon the Despoiler.

The background material contained within provides a fascinating insight into the vicious leadership and far-reaching plans of Abaddon, and how he rallied the remnants of Horus' Legion to become what many consider the greatest menace in the history of the Imperium. There are historical accounts, a detailed timeline and descriptions of many of the warbands that exist within the Black Legion.

The book also includes gaming content and scenarios to recreate some of the Black Legion's most infamous battles. **AT**

- 1 Kai Lim's cover for Black Legion shows a Chaos Space Marine clutching the severed head of an Ultramarines warrior.
- 2 The sullied history of Horus' sons is recounted in unflinching detail.
- 3 Within the Black Legion many warbands exist – this book details the most notorious.
- 4 The book contains an impressive gallery of Black Legion models.



THE CHAOS COLLECTION

Strictly limited to only 500 copies worldwide, the Chaos Collection is the ultimate luxury for followers of the Dark Gods in the 41st Millennium. Presented in a sleek, matte-black case the Chaos Collection gathers four hardback volumes, rebound with stunning new cover art.

Upon opening the sturdy outer case you are confronted by Codex: Chaos Space Marines, Codex: Chaos Daemons, Codex Supplement: Black Legion and a small unnamed folio inside which are three art prints of the original covers for the volumes in the Chaos Collection.



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1 The Chaos Collection is bound within a lavish presentation case, magnetically sealed to keep the proscribed contents within from escaping. The outer case is detailed with the icons of Chaos Space Marines and the Black Legion.

2-4 In contrast to the outer case, which represents the forces of Chaos from the material universe, the books within are blessed by the imagery of the powers within the Warp. Each book is decorated with a different aspect of the Daemonic Mandala – and the four can be combined to create the full image in all its blasphemous glory.

WHITE DWARF ARMIES OF RENOWN

Each month White Dwarf features a glorious army of Citadel miniatures that has been collected, assembled and painted by a passionate hobbyist. For many readers, Army of the Month is the high point of our magazine as they see the dedication, enthusiasm and skill that has gone into each collection.

Armies of Renown gathers together the first 12 of Army of the Month features and presents them, along with additional images, in a hardbound volume worthy of a place in any hobbyists' collection. **AT**



ARMIES OF RENOWN

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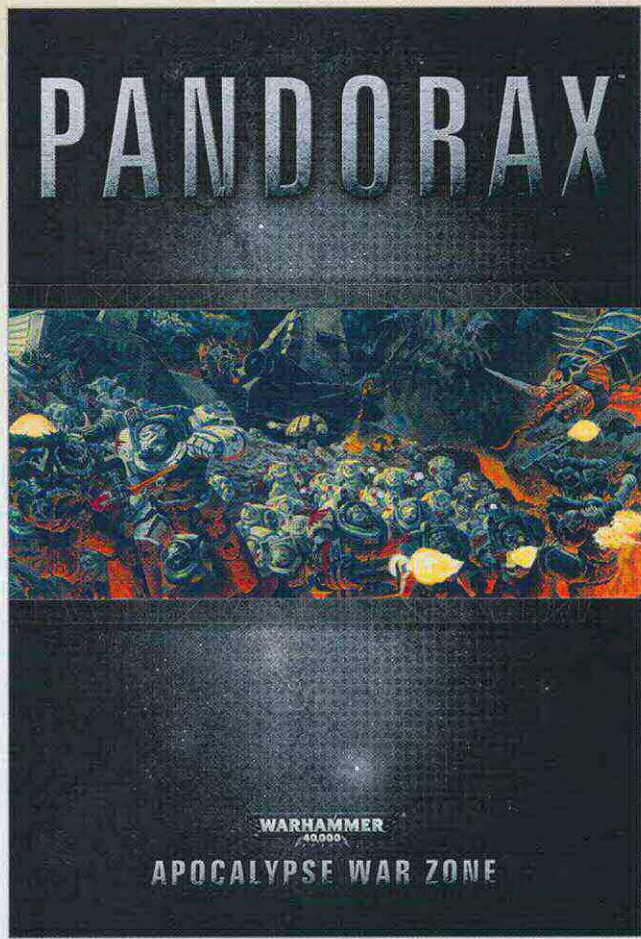
5 The cover of Armies of Renown features one of our favourite Armies of the Month: Mark Bedford's Blood Angels.



WARHAMMER 40,000 APOCALYPSE

WAR ZONE: PANDORAX

In 951.M41 Abaddon and the Black Legion launched an offensive of unparalleled fury against the Pandorax system. With Imperial Guard forces and their Grey Knight allies stretched to the limit, it falls to the Dark Angels to deliver Pandorax from the hands of the Chaos Space Marines.



Pandorax is an Apocalypse War Zone expansion that details the bloody conflict between the Black Legion and their allies, and the forces of the Imperium. It contains 68 pages filled with background exploring the events of the Pandorax invasion and rules to recreate it, from new Datasheets and Strategic Assets to scenarios and rules for fighting in the death jungles of Pythos.

Reading through Pandorax, a real high point of the book is the evocative story that describes in detail the events and characters involved. There are so many nuggets of information within the book that it is almost impossible to put down, with information on the ships involved in the space battles, biographies of notable protagonists, artwork of campaign badges and banners and even a four-page appendix covering topics from Catachan combat blades to Chaos invasion fleets. It's classic, exciting Warhammer 40,000 fare, and I earnestly endorse all of it. **AT**

- 1 In War Zone: Pandorax the full bloody history of the Black Legion invasion of the Pandorax system is laid bare, with detailed accounts of the battles and forces involved.
- 2 There are lots of new rules in War Zone: Pandorax including 19 Apocalypse Datasheets.
- 3 The hardback cover of War Zone: Pandorax, illustrated by Studio artist Kevin Chin.
- 4 The Dark Angels attack the asteroid base of the Black Legion and their Red Corsair allies.



SPECIAL EFFECTS PAINTS

The **Special Effects Paints** are formulated to help you create unique effects on your models. From blood splatters to rust streaks, these six new paints are a great addition to any painter's arsenal.

Blood for the Blood God is a glossy red paint with the appearance of freshly spilled blood. By applying it in different ways you can create a range of gory effects that will transform a spotless warrior into a blood-splattered berserker.

Ryza Rust and Typhus Corrosion are rust paints and they give the best results when used together. Typhus Corrosion is a wash that contains a fine grit that turns metallic areas a murky brown colour when applied. Ryza Rust is a bright orange, just like real rust. Drybrushed over Typhus Corrosion, it's perfect for representing dried, flaky rust. A heavier stippling leaves the model looking thoroughly corroded.

Nihilakh Oxide is a pale green wash that simulates the effect of weathered copper, more commonly known as verdigris. A light wash into the recesses of copper, bronze or brass coloured areas gives the effect of acid-damaged metal. A heavy coat, or several thin applications to the same area leaves a pale, blotchy patina.

Nurgle's Rot is a shiny green paint with a distinctly putrid appearance. Its gloopy consistency makes it perfect for painting on to weapons or areas of liquid to give the impression of venom or leaking pus.

Agrellan Earth is a basing paint. It's designed to break apart as it dries, leaving behind a spider's web of cracks and lines that look like parched earth.

You can find out more about how to use these Technical Paints on pages 112-115 of **Paint Splatter**. **DH**

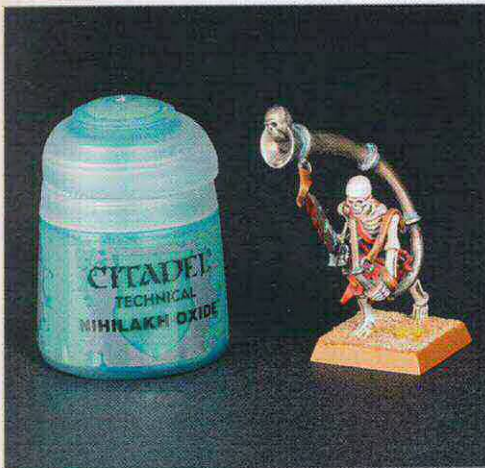




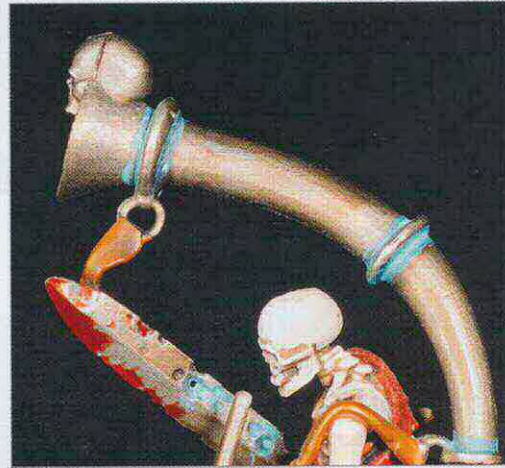
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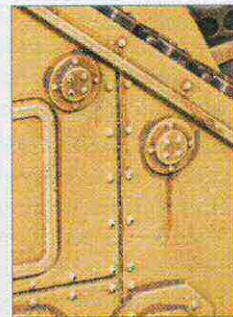


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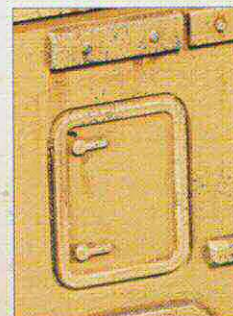


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- 1 A light streak of Blood for the Blood God on a sword gives the impression of a swift slash, while a thicker application stippled on to a hammer or a fist would show serious (possibly fatal) blunt force trauma.
- 2 A smattering of gore suggests that this blade has been well used.
- 3 Nihilakh Oxide is the perfect way to paint verdigris. It's a cloudy wash that sits in the recesses to give a weathered effect.
- 4 This Skeleton Warrior has had Nihilakh Oxide applied to its brass horn – exactly the kind of corrosion you'd expect on a long-dead Skeleton.
- 5 A wash of Typhus Corrosion into the recesses of a model gives the impression of wet, oily steel or accumulated dirt.
- 6-7 This Leman Russ Battle Tank has had Typhus Corrosion painted onto the metalwork and washed into the recesses between armour panels. It has even been used to represent streaks of dirt.



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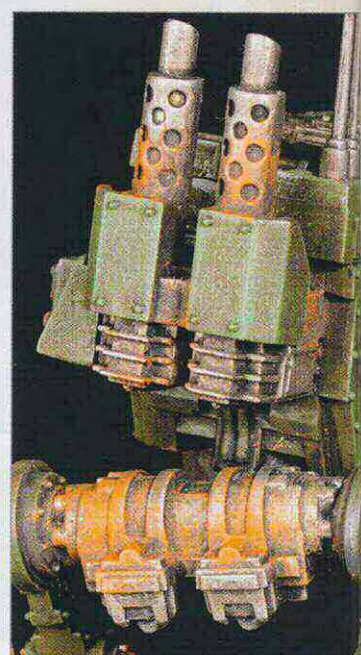
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SPECIAL EFFECTS PAINTS

- 1 Ryza Rust looks great stippled over metal to give the impression of heavy corrosion. Multiple applications to the same area allow you to build up the layers of rust and create a realistic, totally weather-worn effect.
- 2 The power unit and hip joint of this Sentinel have become seriously corroded due to a lack of maintenance.
- 3 The primary use for Agrellan Earth is on the bases of models.
- 4 A thick layer of Agrellan Earth produces a cracked effect that looks like a sun-scoured wasteland. It can also be used as a base paint on large models such as tanks and buildings. The fractured, spidery effect can then be painted over using other colours in the Citadel Paint Range.
- 5 Venom, poison, acid, intestinal ooze; Nurgle's Rot is the perfect paint for creating all these disgusting effects.
- 6 On models such as Plaguebearers, this thick, glossy, putrid green paint adds a new level of depth to their vileness.



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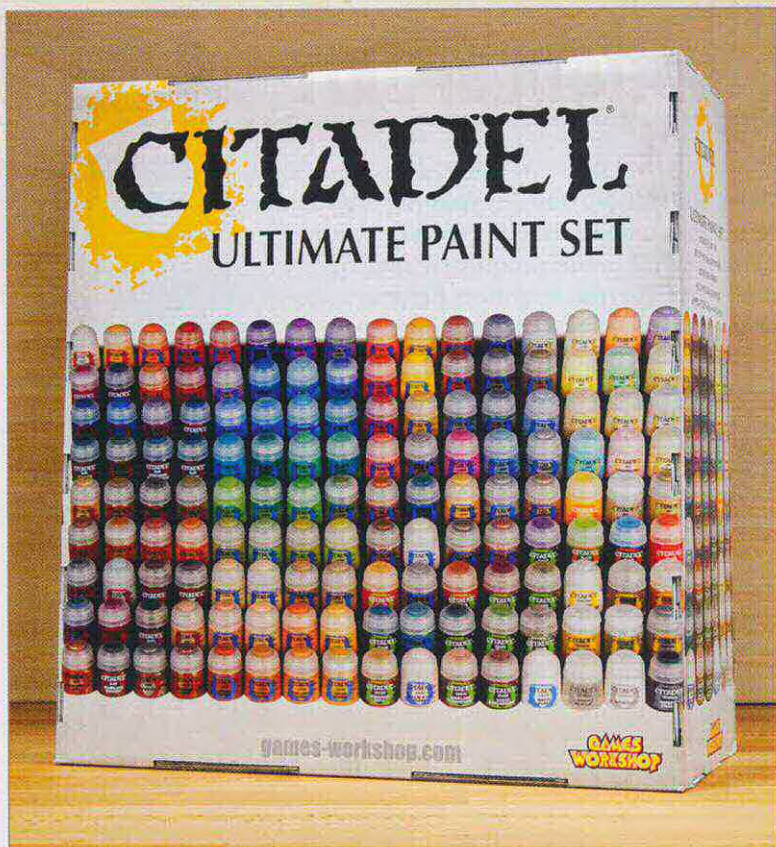
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CITADEL

ULTIMATE PAINT SET

Within the Ultimate Paint Set you'll find 144 Citadel paints, including each of the Base, Layer, Shade, Glaze and Texture paints, and the three most commonly used Technical paints.

On its own, this gargantuan supply of paints is enough to get any painter's brushes quivering with excitement, but the storage box it comes in is also a real boon. Fabricated from sturdy cardboard, the unit has six drawers which each hold 24 pots. The outside of each draw is marked with the colours contained within, so they're easy to find (provided you put them back in the right place after use). The reverse side of each drawer is left blank, so you can attach the enclosed stickers to it, should you prefer to reorder the paints to a system that suits you better. This is an ideal feature if, like me, you find yourself using certain colours regularly. **AT**



WARHAMMER 40,000

CHAOS DICE CUBES

Out this month are perhaps the most colourful sets of dice Games Workshop has ever released – five Chaos Dice Cubes, one for each of the great gods of Chaos, Khorne, Nurgle, Tzeentch and Slaanesh, plus a fifth that gives you a mix of all four (for those hobbyists who wish to appease all the Chaos Gods equally). The dice all sport an eye-catching marbled effect on their surface, with colours chosen to reflect their respective deity – with blood red cubes inset with brazen brass dots for Khorne or bright, pearlescent white dice with inset black for his rival Slaanesh. Our favourites are the putrid, pus-coloured green Nurgle dice.

Each cube contains 25 six-sided dice, as well as a scatter and artillery dice, packaged in a black plastic cube that is also a dice (albeit one marked with the eight-sided star of Chaos). **AT**



MUNITORUM BATTLEPACK

The new Munitorum Battlepack is designed to help you get your miniatures, rulebooks and accessories to your hobby events safely, while proudly displaying your loyalty to the mightiest fighting force in the entire galaxy – the Imperial Guard.

Fashioned from green canvas and bearing the symbol of the Imperial Guard, the Munitorum Battlepack has enough room inside to fit a figure case, as well as all the books and templates you might need, while the pockets on the sides can store dice, tape measures, psychic cards and so on. If you're like me, and you want to take the accessories to your club each week, it's very handy to load everything into the Munitorum Battlepack and keep it stored in a convenient place (my hobby go-bag is kept in the understairs cupboard).

While eminently practical, the Munitorum Battlepack is also rife with characterful details. There's a stern warning not to mis-pack it (for threat of transfer to a penal battalion) and a list of required supplies to keep your lasgun functioning. Another nice touch is the pair of metal badges that come with it – one is the regimental cap badge of the Tanith First and Only while the other proclaims allegiance to Chaos with a skull set into an eight-sided star. **AT**



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1 The Munitorum Battlepack comes with two badges, including an eight-sided star of Chaos, a blasphemous icon that declares allegiance to the dark gods. The Battlepack also has advisory text printed upon it, warning against misuse and listing required wargear.

2 The Battlepack also includes the a regimental badge of the Tanith First & Only – also known as Gaunt's Ghosts. This pewter-finish cap badge was stamped at the time of their founding, and has been preserved, despite the regimental tradition of defacing them.

3 You can fit a standard figure case into the Battlepack easily, with room to spare for your Codex, templates and other materials you might need – while the roomy side pockets will hold dice and tape measures ready for your games.



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FIREBASE SUPPORT CADRE

The Tau believe that warfare should be fought at range, where their superior firepower can devastate their foes before they get too close. The Tau Firebase Support Cadre comprises an elite XV104 Riptide Battlesuit and six XV88 Broadside

Battlesuits. With multiple weapon options and support systems for all seven of these multi-part plastic kits, the Tau Firebase Support Cadre can be equipped to deal with any enemy, from hordes of Orks to squadrons of tanks. **DH**



ELDAR

GHOST WARRIORS

As the Eldar race fights for survival, its armies have become increasingly reliant on Ghost Warriors to battle with them. The Eldar Ghost Warriors collection is one such force and consists of a Wraithknight, two Wraithlords and 15 Wraithguard, all of

which come with a variety of weapons to equip them. Whether you're into dimension-shattering wraithcannons or glittering ghostglaiives, this host of multi-part plastic miniatures is a great way to start a new Eldar collection. **DH**



SPACE MARINES

ADEPTUS ASTARTES STORMWING

The **Space Marines** are masters of lightning warfare, launching surprise attacks to destroy the enemy before they can mobilise their defences. Stormraven Gunships allow elite squads of Space Marines to deploy from orbit right into the

heart of an enemy battleline, escorted through hostile airspace by Stormtalons. The Adeptus Astartes Stormwing bundle contains three multi-part plastic Space Marine strike craft: a Stormraven Gunship and two Stormtalon Gunships. **AK**



CREATURES OF THE CHAOS WASTES

From the warp-cursed north come monstrous horrors with an insatiable appetite for slaughter and the flesh of their foes. When these beasts of Chaos march to war, the armies of Men, Dwarfs and Elves nervously await their doom.

Combining the warped flesh of no less than ten monstrous creatures, including a Slaughterbrute, a towering Giant, six Dragon Ogres and a pair of Chaos Spawn, this bundle provides some serious muscle for Warriors of Chaos collectors. **AT**



WARHOST OF NAGGAROTH

Naggaroth is a land constantly ready for war – whether to defend itself from any foolish enough to trespass upon its soil or, as is more often the case to launch deadly forays against the weak nations of the world in search of plunder and slaves.

This mighty warhost, commanded by a Black Ark Fleetmaster, contains plenty of vile Dark Elves, including 20 Dreadspears, 20 Black Ark Corsairs, a regiment of five Cold One Knights and a choice of either a Scourgerunner or Cold One Chariot. **AT**



VAMPIRE COUNTS

THE RESTLESS DEAD

Skeleton Warriors make up the ranks of many Vampire Count armies. They march tirelessly and fight far beyond the endurance of many foes, wearing the enemy down in a war of attrition before adding their freshly dead corpses to their

ever-expanding horde. This force consists entirely of multi-part plastic models, including 20 Skeleton Warriors, 10 Grave Guard, 5 Black Knights (which can alternatively be built as Hexwraiths) and a Wight King to lead them into battle. **DH**



CRYPT SCAVENGERS

The creatures that inhabit the graveyards and crypts of the Warhammer world are degenerate, twisted monsters, their minds so broken and befouled that their will is held at the mercy of the Necromancer that commands them. Including 20 Crypt

Ghouls, three Crypt Horrors (which can also be built as fearsome Vargheists), a Necromancer and a Garden of Morr scenery set, the Crypt Scavengers set is the perfect way to start, or expand upon, a horde of fearsome undead minions. **DH**





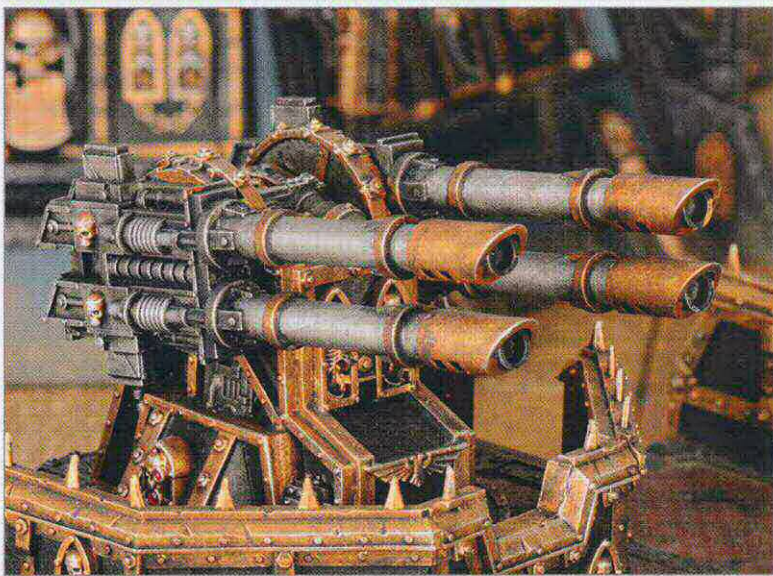
WALL OF MARTYRS

TEMPESTUS FIREBASE

A **Tempestus Firebase** is an impregnable bulwark of plascrete and steel, a redoubt behind which the defenders rain fiery death upon their foes. Boasting more firepower than many armies possess, anyone facing a Tempestus Firebase must reckon with some of the mightiest weapons in the 41st Millennium.



1



2



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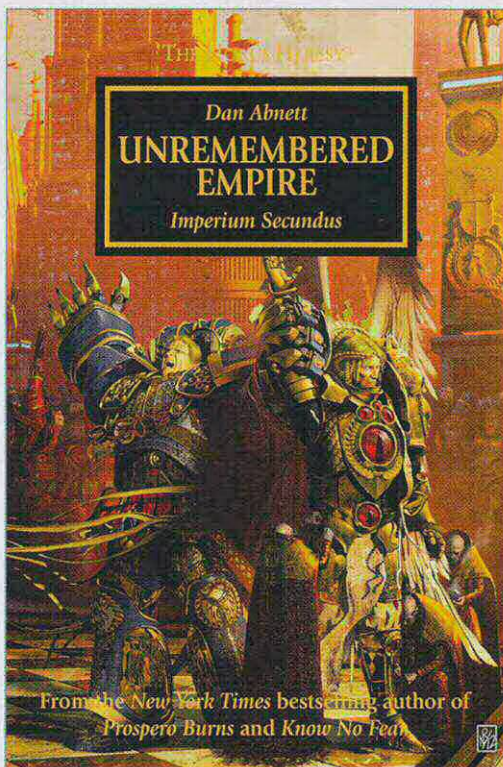
- 1 The Aquila Strongpoint is the undeniable centrepiece of the Tempestus Firebase, with its massive macro cannon towering over the rest of the structures.
- 2 A Firestorm Redoubt is a formidable anti-aircraft weapon, easily capable of blasting enemy fliers from the skies with its quad Icarus lascannons.
- 3 The Vengeance Weapon Battery – consisting of two gun emplacements – can be armed with either battle cannons or punisher gatling cannons for anti-infantry firepower.

Containing a host of terrain from the Wall of Martyrs range of scenery, the Tempestus Firebase boasts two Firestorm Redoubts, a Vengeance Weapon Battery, an Imperial Defence Emplacement kit and an Aquila Strongpoint. Because each of these are elements from the Wall of Martyrs scenery range, there is a great deal of compatibility within the set; the breastworks of the Imperial Defence Emplacement can be used to join the Firestorm Redoubts to the Aquila Strongpoint, creating a continuous defensive position to secure a vital area of the battlefield. This is a good way to add a formidable set of fortifications to your collection all at once, and with all those guns, it promises to be a lot of fun. **AT**

BLACK LIBRARY

UNREMEMBERED EMPIRE

By Dan Abnett, hardback, 400 pages



As the Horus Heresy ravages the galaxy, Roboute Guilliman enacts a controversial plan of his own.

Roboute Guilliman is the Primarch of the Ultramarines Legion, a post-human lord possessed of one of the greatest minds in the galaxy. His domain spans 500 worlds, where order and discipline prosper despite the ravages of the Horus Heresy and the tempest raging among the stars known as the Ruinstorm. This is the tale of Guilliman's actions during the Age of Darkness – when the truth of Horus' betrayal was yet hidden behind veils of lies and distrust. Among the loyalist Primarchs who have survived, none know the extent of Horus' betrayal, how many of their brothers live or indeed if Terra has already fallen to the traitors.

It is against this tapestry of confusion that the Primarch of the Ultramarines enacts a plan of his own, a contingency that would see the fate of humanity preserved, with Macragge at the heart of a new empire rising from the ashes of the old. For his plan to succeed, however, Guilliman will need the support of others – and that is the true heart of this story as the master of the Ultramarines must gather support to his cause. As one might imagine, all does not run smoothly in that regard, for events conspire to bring many other factions to the golden light of Macragge, and Guilliman's loyalty is called into question. Revelations within this book come thick and fast, while threads from a number of short stories and other novels in the Horus Heresy series are tied together.

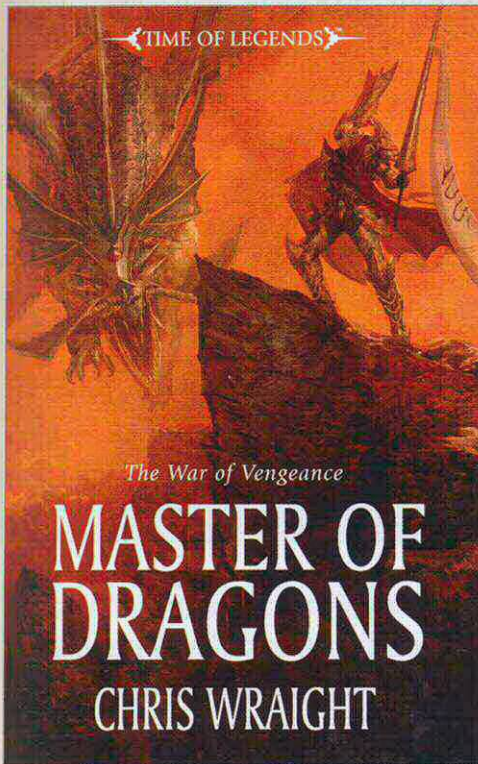
As ever, Abnett does a sterling job with the actual story telling in this novel, and within only the first few pages I found myself totally enthralled. Much of the story is told from the perspective of Guilliman himself, and he is realised in such a convincing manner that I found myself enjoying him, despite the fact that when it comes to Primarchs, my loyalty lies elsewhere. Seeing these post-human warlords portrayed at loggerheads with one another, wrestling with the rights and wrongs of preserving the Emperor's realm is very satisfying indeed. Against the backdrop of these titans, the plot moves at a breakneck pace, unearthing more of the truths surrounding the galactic conspiracy within the Heresy.

The excellent cover of the book, by Neil Roberts, depicts Guilliman and Sanguinius in a scene of triumph, or so it seems at first. This image is fascinating in the information that it conveys when you look at the details, but I won't spoil it by explaining it – other than to say events in *Unremembered Empire* culminate in shocking galaxy-shaking revelations. **AT**

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

MASTER OF DRAGONS

Chris Wraight, paperback, 416 pages



The War of the Beards between the Elves and the Dwarfs continues in Chris Wraight's latest.

Way back in November, when the world was a younger, more innocent place, and the White Dwarf team's lustrous beards were less flecked with grey, I reviewed *The Great Betrayal* by Nick Kyme, the first book in the War of Vengeance series. This month sees the release of the second in the series, *Master of Dragons* by Chris Wraight, continuing the story of the war between the Elves and the Dwarfs, but this time switching point of view from the Dwarfs to the Elves.

Rather than retell the same events, albeit from a different perspective, *Master of Dragons* picks up where *The Great Betrayal*

left off, finding the Dwarfs bereft of an heir, the Phoenix King Caledor returning triumphantly, if prematurely, to Ulthuan and the Dark Elves continuing to stir up the bad blood between the two races. The two books feature the same cast of characters as one another, but Wraight instead takes Elves that were merely bit players in *The Great Betrayal* and raises them up to be major protagonists.

So we have Imladrik, younger brother to the Phoenix King, and the Dragon master of the book's title. We first met him on a diplomatic mission to the court of the Dwarfs, but in Wraight's book we first encounter him in rather more dramatic circumstances: single-handedly rescuing an Elf ship from an entire squadron of Dark Elf corsairs... well, *almost* single handedly.

We also catch up with Drutheira, Kaitar and Sevekai, the Dark Elf warband stranded behind Dwarfen lines, and who plan on upping the ante in the war by breaking an ancient evil from its Dwarfen prison; and Liandra, a Dragon rider left in the Old World for whom vengeance against the Dark Elves has been replaced with vengeance against the Dwarfs.

Wraight has a great knack for portraying Elven society, still scarred from the Sundering, yet riven with political scheming and rivalry. The action alternates between politics at home and the long, drawn-out war in the Old World, with Imladrik torn unwillingly between the two.

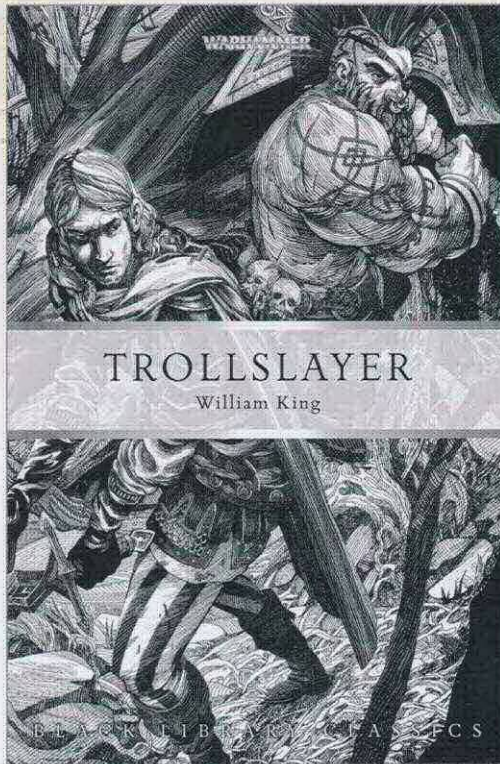
Switching racial viewpoints for the second book in the series proves to be a clever narrative trick, and one that Wraight and Kyme have clearly worked closely to pull off, weaving the narratives together in such a way that they become greater than the sum of their parts. I'm eagerly looking forward to see what the pair do together with the next two books in the series. **AK**

FURTHER READING

Before you start reading *Master of Dragons*, make sure you see how the War of Vengeance began with Nick Kyme's novel, *The Great Betrayal*. This book is also released in a new paperback format – to match *Master of Dragons* – this month so it's a great time to pick them both up at the same time.

TROLLSLAYER

By William King, paperback, 416 pages



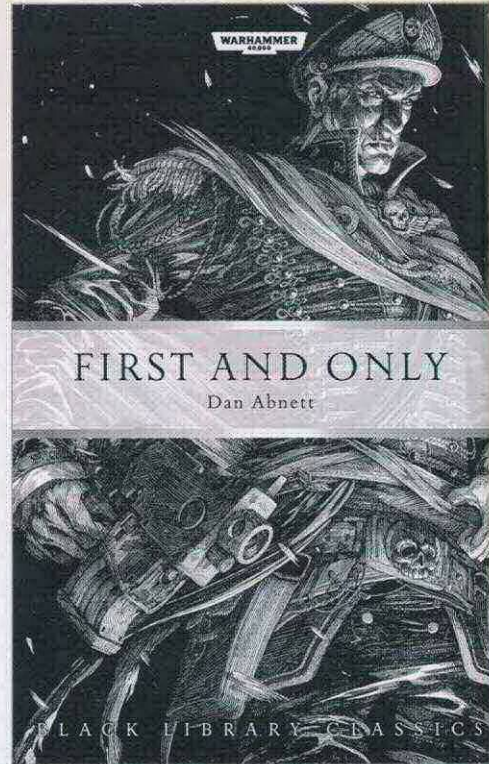
Relive the action and adventure of *Trollslayer*, the very first Gotrek and Felix novel by William King.

It hardly seems possible that *Trollslayer* – the first Warhammer novel published by Black Library – was released almost 15 years ago. Now it's been re-released as part of Black Library's new Classics range, complete with a new front cover featuring the adventure-seeking duo.

The book comprises seven chapters, each a short story in its own right. They detail the first adventures of Gotrek, a disgraced Dwarf seeking a glorious death; and Felix, a poet turned political activist and now Gotrek's rememberer, having sworn a drunken oath to record his fate. Each chapter reveals a little more about the two companions, such as why Felix was on the run from the authorities, how he came to be carrying the mighty sword Karaghul and how Gotrek lost his eye. The story is fast-paced, but incredibly in-depth, the action backed up with a healthy dose of humour mayhem. **DH**

FIRST AND ONLY

By Dan Abnett, paperback, 416 pages



The first Warhammer 40,000 novel under the Black Library imprint is now a Black Library Classic.

First and Only is the first story about the Imperial Guard regiment known as 'Gaunt's Ghosts' and their charismatic Colonel-Commissar Gaunt. It's a strongly character-driven tale that follows Gaunt's Ghosts as they do battle with the forces of Chaos, overcome treachery and find a way to survive dire political machinations. The action is plentiful and exhilarating, the characters are believable and the dialogue is delightfully witty. This is Warhammer 40,000 storytelling at its finest.

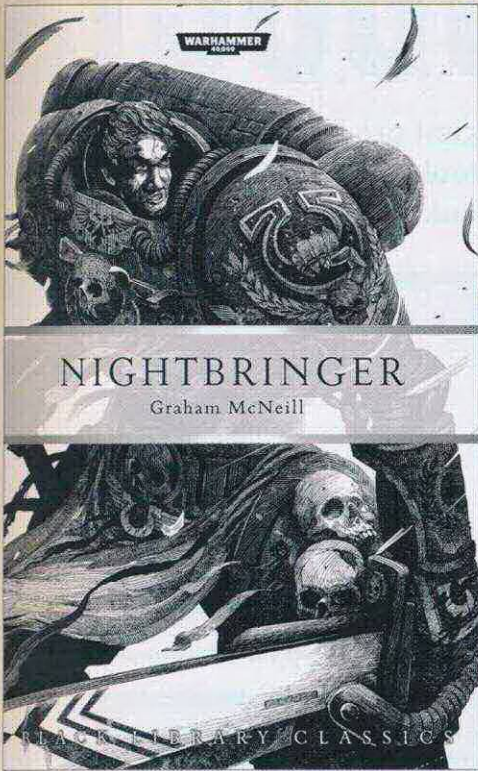
First and Only is a great story, but it's also so much more than that. As Black Library's first Warhammer 40,000 novel, it set the tone for the spectrum of 40K novels that have come in its wake, creating new terms and ideas. The lexicon we now accept as normal in 40K novels started here (vox-caster, long las, hellgun, lho, amasec). This is a real classic, and it belongs in any serious Black Library collection. **AT**

FURTHER READING

The Gotrek and Felix saga now spans 16 novels, an audio drama and several short stories, many of which are available as omnibuses or eBooks from blacklibrary.com. If you're desperate to continue the saga, make sure you pick up *Skavenslayer*, which is easily my favourite book in the series. Having travelled to Nuln, the two heroes find themselves embroiled in a devilish plot concocted by Grey Seer Thanquol to destroy the city. The writing alternates between Thanquol's and Felix's point of view and every page is highly entertaining. It's funny, gritty and sinister from start to finish.

NIGHTBRINGER

By Graham McNeill, paperback, 416 pages



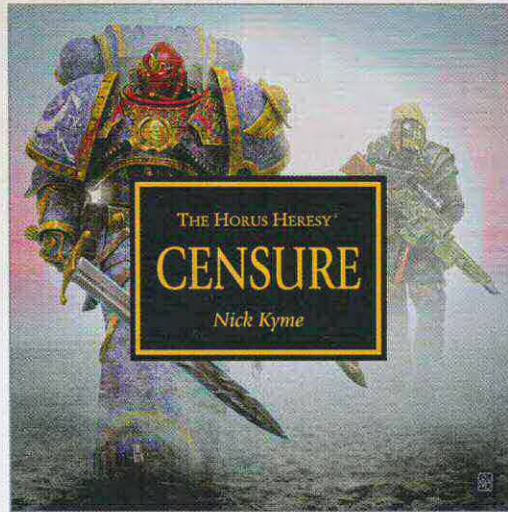
Uriel Ventris travels to Pavonis on his first mission as Captain of the Ultramarines 4th Company.

As a newly appointed Captain, Uriel Ventris is sent to the world of Pavonis to escort an Adept of the Administratum as he goes about his business. However, it's not long before the adept's true mission is revealed and Ventris finds himself battling against insurrectionists and Dark Eldar raiders. While the climactic battle against the eponymous Nightbringer is brilliantly depicted, my favourite part of the novel has to be the Dark Eldar 'experiments' – McNeill went to some very dark places when he wrote those scenes.

The action is backed up by thought-provoking insights into Ventris' persona, a rare treat when it comes to Space Marines. Of particular note is his point of view on the Codex Astartes and how, at times, he finds himself torn between stricture and adaptation. It's a viewpoint that McNeill handles well, and one that shapes Ventris' character in future novels. **DH**

CENSURE

By Nick Kyme, CD, 72 minutes



In the battle-scarred arcologies of Calth, an unlikely duo risk all to thwart the Word Bearers Legion.

Ultramarine Aeonid Thiel is considered reckless by the standards of his Legion, a maverick willing to use unconventional means. First appearing in the Horus Heresy novel *Know No Fear*, Nick Kyme's *Censure* continues his grim tale.

Calth is a radiation-scoured wasteland where ragged survivors of the Ultramarines and Word Bearers Legions battle for the last scraps of glory and honour. Hiding from the lethal rays of the sun in immense underground arcologies, the survivors fight on – and in this setting Thiel finds himself confronting a dire Word Bearers conspiracy to enable the Daemons of Chaos to invade the material world. As the traitor attack begins, Thiel is left with the down-to-earth Raud, an Imperial Army soldier, as his only ally. This is where the skill of Kyme's storytelling really comes into its own in this engrossing drama – while Thiel is a Space Marine and a veritable god of war, Raud is but a man. The interplay and dialogue between the two is engaging and, in places, quite moving as they come to rely on one another. The story whips along at a brisk pace, with plenty of action, and the sound effects and voice acting are all thoroughly enjoyable. It was perfect listening material while I was painting. **AT**

FURTHER READING

Censure continues the story arc begun in the excellent novel *Know No Fear*. Now, that's not the first novel in the Horus Heresy series, but we in the White Dwarf bunker agree it is one of the very best. It's Ultramarines versus Word Bearers all the way in a fight to the death. If you like your action exceptionally bloody and violent, and you'd like to know more about Aeonid Thiel from *Censure*, you really need to read this book.

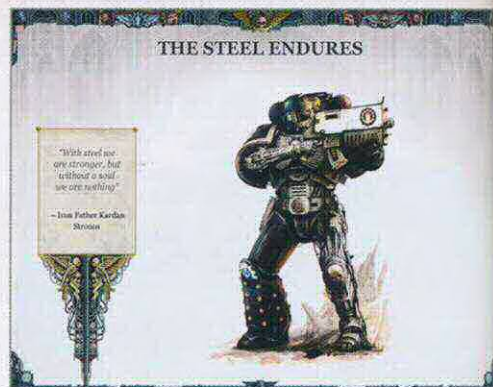
DIGITAL PRODUCTS

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.

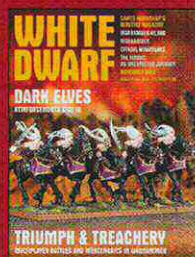
Available on the
App Store

Available on the
iBookstore

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



WHITE DWARF IPAD EDITION



With high-resolution photographs, extra pictures, text and video content – plus audio extracts – the iPad edition of White Dwarf contains all the great content of its paper sibling and more besides. But you'll know that if you're reading this on your iPad, right?

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.

Clan Raukaan: A Codex: Space Marines Supplement

Each of the Iron Hands' companies is named after one of the ten great clans of Medusa, and of these Clan Raukaan is the most prominent in the 41st Millennium. Under the leadership of Iron Father Kardan Stronos, Clan Raukaan has been at the forefront of many of the Iron Hands' victories, perhaps even changing the fate of the Chapter through their actions.

This new Codex Supplement for Codex: Space Marines contains the most definitive background on the Iron Hands yet published, as seen through the lens of its most aggressive and proactive clan, including their battles with the Chapter's nemesis, the Slaaneshi Daemon Prince the Sapphire King. The book contains a detailed timeline of major historical battles and events, additional rules for fielding an Iron Hands Space Marines army from Clan Raukaan such as Warlord Traits and Chapter Relics, as well as brand-new Apocalypse datasheets, stratagems for games of Planetstrike and Cities of Death, and a set of Altar of War scenarios especially for the Iron Hands.

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: Sisters of Battle

Full background, rules and an army list for the Sisters of Battle.

Munitorum

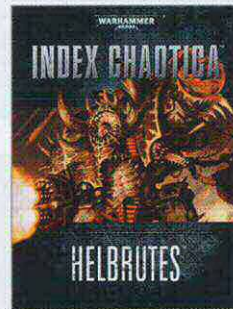
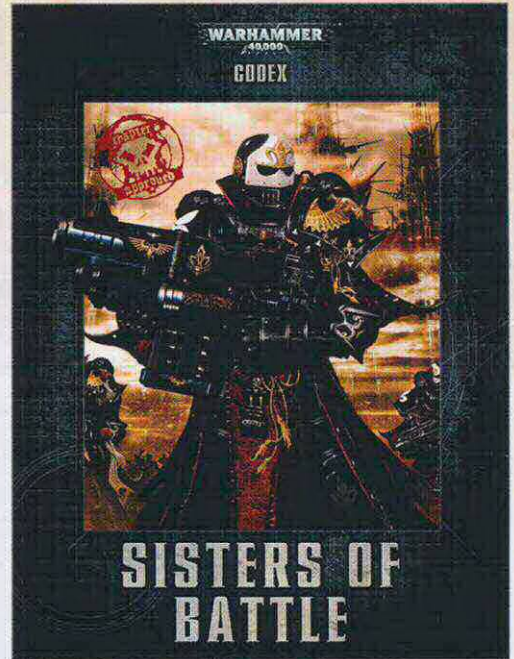
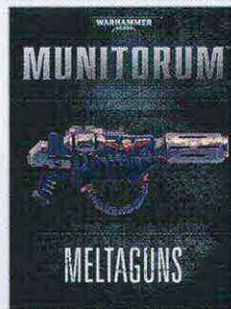
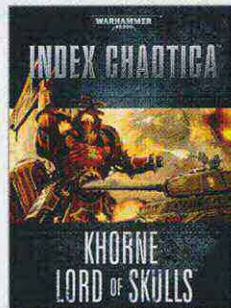
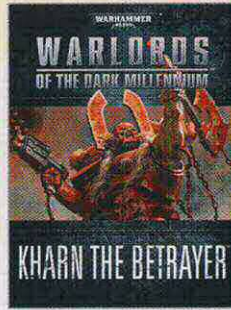
Each Munitorum describes a different piece of wargear, including background and rules. This month's releases include the melta gun, hellblade, zzap gun and mindshackle scarabs.

Index Chaotica

Each Index Chaotica article focuses on a different aspect of the dark powers. This month you can find out more about the Khorne Lord of Skulls, Hellflayers of Slaanesh, Helbrutes and the Eye of Terror.

Warlords of the Dark Millennium

Each of the Warlords of the Dark Millennium articles describes one of the heroes or villains of the 41st Millennium. This month you can read about Fabius Bile and Khâm the Betrayer.



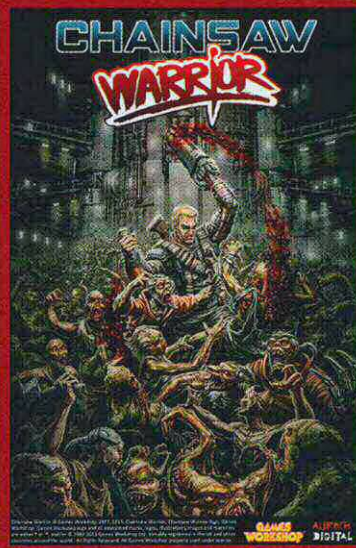
To find out more about Games Workshop eBook products and to download them, visit blacklibrary.com/games-workshop-digital-editions.

LICENSED GAMES

CHAINSAW WARRIOR

Older readers might remember the Chainsaw Warrior board game released by Games Workshop over 25 years ago, a fondly remembered classic game of the 80s, notable for being a board game designed to be played by a single player. Well, this month Auroch Digital have released Chainsaw Warrior as a videogame for the iPad, iPhone and Android devices, that sees the eponymous Chainsaw Warrior battling it out against both the clock and the forces of darkness – zombies, demons, mutants and all – that are besieging New York City. To find out more, go to the game's website at chainsawwarrior.net.

Games Workshop has a number of partners who work tirelessly to produce great games.



- 1 Chainsaw Warrior is a computer game available for iPhone, iPad and Android devices, with PC and Mac versions coming later in the year.
- 2 In the game the player must battle a variety of terrible foes, including zombies and mutants, before the time runs out.

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.

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

LEGION SICARAN BATTLE TANK

At the outbreak of the Horus Heresy the Sicaran Battle Tank was just being phased into the armouries of the Space Marine Legions. With treachery in mind, and fully aware of this new tank's efficacy, Horus Lupercal ensured that the Legions pledged to his cause received a generous supply of Sicarans prior to his rebellion.

The Sicaran fits somewhere between a Land Raider and Predator tank in terms of its armament and general bulk, and it takes a number of design cues from both. The rear part of the hull and tracks are built in the familiar lozenge shape of the Space Marine Land Raider, which gives the

heavily armed turret a raised firing position. The front end has the sloped armour typical of vehicles designed to resist incoming fire, with spaced armour revealing exposed track work.

The main gun of the Sicaran is a turret-mounted, twin-linked Herakles pattern accelerator autocannon. That's quite a mouthful, but it's also quite the weapon, with large ammunition drums feeding directly into a pair of long-barrelled cannons. Sat between the guns is an advanced targeting suite that enables the accelerator cannon to accurately track highly mobile targets in battle. **AT**

1 An Iron Warriors Sicaran Battle Tank scours the ruins of Isstvan V for loyalist forces.



With Triumph & Treachery out this month, you might want to see what else is available for mercenary forces to use in Warhammer, such as these Ogre Maneaters. At games-workshop.com you'll find everything you need, from the latest plastic kits to classic heroes and a selection of special characters.



**OGRE KINGDOMS
FEMALE MANEATER**



**OGRE KINGDOMS
ARABY MANEATER**



**OGRE KINGDOMS
PAYMASTER MANEATER**



**OGRE KINGDOMS
PIRATE MANEATER**



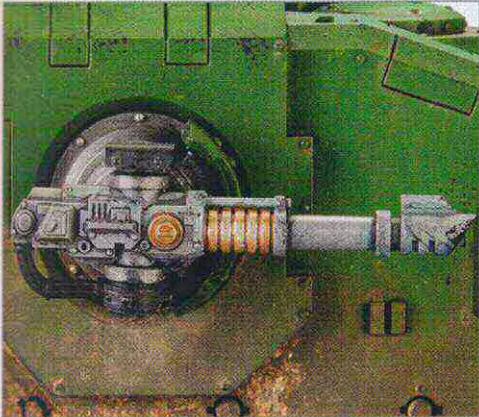
**OGRE KINGDOMS
IMPERIAL MANEATER**



**OGRE KINGDOMS
NINJA MANEATER**



- 2 The Herakles pattern accelerator autocannons are highly accurate weapons, with a punishing rate of fire.
- 3 The Sicaran has mountings for sponson weapons, and comes with both a pair of lascannons and a pair of heavy bolters that can be swivelled and pivoted to find targets.
- 4 The Sicaran's driver is protected by an armoured cockpit, with viewport and escape hatch.

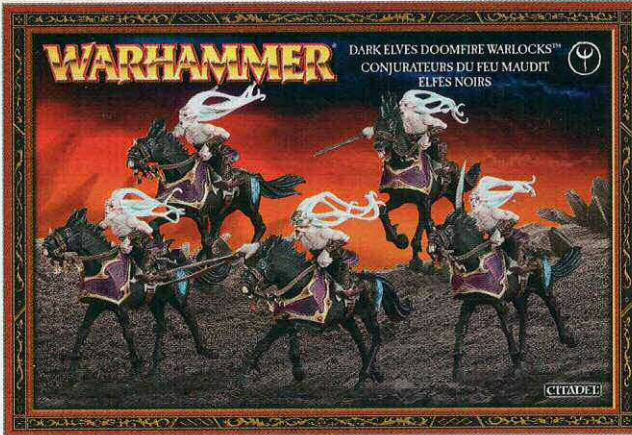


- 5 A Legion Sicaran Battle Tank painted in the colours and livery of the Salamanders Legion. The Sicaran is armed with a pair of lascannons as sponson weapons, and has a heavy bolter recessed within its hull.



FULL RELEASE LISTINGS

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



DARK ELVES DOOMFIRE WARLOCKS/DARK RIDERS

Sculpted by Mike Anderson

5 models

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Sculpted by Giorgio Bassani and Steve Buddle

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£30, €40, 300dkr, 360skr, 330nkr, 150zł, USA \$50, Can \$60, 300rmb, ¥5500

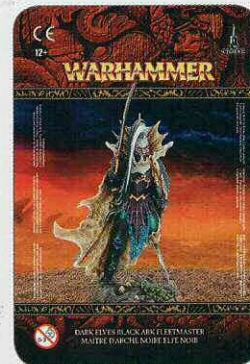


DARK ELVES SCOURGERUNNER CHARIOT/COLD ONE CHARIOT

Sculpted by Oliver Norman

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Sculpted by Brian Nelson

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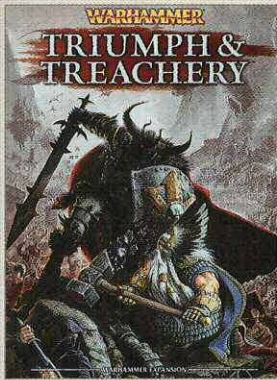


THE WHITE DWARF 2014

Sculpted by Juan Diaz

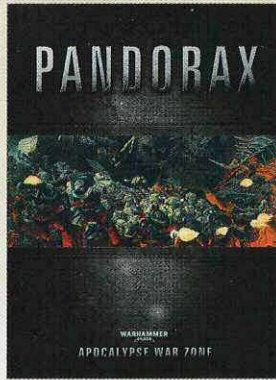
1 model

£20, €25, 200dkr, 240skr, 220nkr, 100zł, USA \$35, Can \$40, 200rmb, ¥3000



WARHAMMER: TRIUMPH & TREACHERY

By Jervis Johnson & Andy Clark
Box containing book and accessories
£50, €65, 500dkr, 600skr, 550nkr,
250zt, USA \$85, Can \$100, 500rmb,
¥11,500



APOCALYPSE WAR ZONE: PANDORAX

By Jervis Johnson
68 pages
£20, €26, 200dkr, 240skr, 220nkr,
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¥4500



BLACK LEGION

Out 16/11/13
(ONLINE ONLY)
By Owen Barnes and Simon Grant
72 pages
£30, €39, 300dkr, 380skr, 380nkr,
150zt, USA \$49.50, Can \$59.50,
300rmb, ¥6800



ARMIES OF RENOWN

Out 16/11/13
(ONLINE ONLY)
By White Dwarf
96 pages
£30, €39, 300dkr, 380skr, 380nkr,
150zt, USA \$49.50, Can \$59.50,
300rmb, ¥6800

Also available this month:

LIMITED EDITION BLACK LEGION: A CODEX CHAOS SPACE MARINES SUPPLEMENT

Out 16/11/13
By Owen Barnes and Simon Grant
72 pages
£50, €65, 500dkr, 600skr, 550nkr, 250zt, USA \$85, Can \$100, 500rmb, ¥11,500

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Out 23/11/13
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3 books and an art folio in a slipcase.
£175, €235, 1750dkr, 2100skr, 1950nkr, 875zt, USA \$290, Can \$350, 1750rmb, ¥28000

UNREMEMBERED EMPIRE

Out now
By Dan Abnett
Hardback novel
£20, €25, 200dkr, 240skr, 240nkr, 100zt, USA \$30, Can \$35, 220rmb, ¥2600

MASTER OF DRAGONS

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By Chris Wright
Paperback novel
£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zt, USA \$14, Can \$16, 85rmb, ¥1150

TROLLSLAYER

Out now
By William King
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FIRST AND ONLY

Out now
By Dan Abnett
Paperback novel
£12.99, €15.99, 135dkr, 165skr, 165nkr, 64.95zt, USA \$17.50, Can \$20, 105rmb, ¥1500

NIGHTBRINGER

Out now
By Graham McNeill
Paperback novel
£12.99, €15.99, 135dkr, 165skr, 165nkr, 64.95zt, USA \$17.50, Can \$20, 105rmb, ¥1500

CENSURE

Out now
By Nick Kyme
Audio drama
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ARMY OF THE MONTH

DUNCAN RHODES' SONS OF HORUS



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 showcase the fantastic Sons of Horus – a Heresy-era army painted by Duncan Rhodes. You may have seen some of Duncan's Sons of Horus featured in Parade Ground and Kit Bash over the past year, but his collection has grown to a truly prodigious size of late so we had to show it all together for the first time. But are his Sons of Horus a force loyal to the Emperor, or to their Warmaster?



Formerly an army painter in the Studio's Hobby Team, Duncan now works with White Dwarf TV to produce fantastic videos. As well as his Sons of Horus he has a huge Bretonnian army.

Duncan: My interest in the Sons of Horus began after I read the first three Horus Heresy books. When I started reading the books, I expected the Sons of Horus to be evil and cruel, like the Black Legion; but they're not, they're actually really honourable and noble, which makes their fall from grace such a tragedy. It's what makes Loken such a great character as he's a real hero caught up in all the betrayal. Everyone has turned bad around him but he's refusing to give in, he's defiant and standing for his principles. The end of those books makes for an amazingly powerful sequence.

My army is themed about the time just before the Legion goes to Davin. Horus has just been named Warmaster and the Legion renamed in his honour. I like to think that they're still the 'good guys', but they're covered in what will soon become an evil symbol: the Eye of Horus.

Finding the right colour scheme took quite a while. I wanted them to look like they did in the old Index Astartes book, with a ▶



1



3



- 1 The first three Horus Heresy novels are told from Loken's point of view, and it's this tragic arc that really drew Duncan in.
- 2 Duncan's Cataphractii Terminators. "All the gold trim and pteruges make them look regal. They're not Veterans though – they're part of the regular company alongside the other Tactical squads."
- 3 "I've got two Tactical Support squads, but the one equipped with plasma guns is by far the deadlier. It's been known to wipe out entire squads while overwatching."
- 4 Abaddon leading Duncan's first unit of Justaerin Terminators. "I see the 1st Company as being an army within an army – the true precursors to the infamous Black Legion."





1 The Assault squad is entirely equipped with Mark 4 armour, as it's Duncan's favourite mark of power armour.

2 "I had a great deal of fun posing and building my Contemtor – he's just such a cool model."

Note also the second Tactical Support squad, which apparently performs rather less well in battle than the first... so much so that its members have a reputation with Duncan's opponents for being terrible shots.

3 As well as most of a company of infantry, Duncan has also amassed a large armoury. The Deimos-pattern Predators are my favourite vehicles in the army, as you can tell from the markings I painted on them all. In battle they've proven to be invulnerable... so far."

▶ ghostly green, but once I'd cracked it – and found it so straightforward – there was no stopping me. It's a basecoat of Mechanicum Standard Grey, then Dawnstone, followed by a glaze of Biel-Tan Green and Lahmian Medium, and then highlighted with grey again. So it's not really green at all; it's all in the greys.

When I started the army I imagined them to be good guys, but as Forge World release more miniatures and progress the timeline, they get more and more evil and it's inevitable that my army will reflect that. The core of the army – a company's worth of Sons of Horus – are going to have Imperial iconography all over them, but I can use them as either traitors or loyalists. But my 1st Company are all black, and I love the thought of them being an army within an army; as my army progresses, they'll be the real bad guys. I'm going to paint a Contemtor in black for them, as well as a unit of Reavers and Cataphractii. They're led by Abaddon, who acts as a nice counterpoint to Loken; the two sides of the schism at the heart of the Legion. **AK**





JERVIS JOHNSON



This month venerable games designer Jervis Johnson explores the significance of one of his favourite pieces of hobby paraphernalia: the humble blast marker, pondering why it is we use them with such relish.

As long-time readers of my column will know, I have something of an obsession with the paraphernalia used in our games: things like dice, tape measures and movement trays, which are not strictly a part of your army, but are nonetheless an important part of your collection. I've talked before about some of these things, and this month I thought I would turn my attention to another part of any hobbyist's armoury, the ubiquitous template used for explosions or flaming attacks. If you are anything like me, you will have a wide collection of these and, what's more, amongst them will be both favourites and those that you only keep to lend to friends who have forgotten theirs. I really like the Warhammer template set, which looks like it has come directly from the workbench of an Empire engineer, and I am really pleased with the Apocalypse Barrage template, for reasons I will explain.

As you will know, all of the different templates and markers in our games serve the same purpose: they are used to see how many models are hit by 'area effect' attacks, such as an exploding frag missile, a dragon's fiery breath or the stomping foot of an Imperial Titan. Now, as a game designer and a player, I must admit I have something of a love-hate relationship with markers and templates. On the one hand they are an intuitive and logical way of resolving an area effect attack; they show in a very physical way the area affected by an explosion or a torrent of fire. On the other hand, they often create rules problems, and it can be hard to judge exactly how many models are actually under the template. In the past this has led me to dabble with rules mechanics that do away with templates and markers altogether. For example, instead of using a blast marker, I would say that the attack would hit D6 models, or 2D6 models if it was a very large explosion, and so on. However, while this had the advantage of being a very robust rule that was easy to write and caused few rules issues, it lacked the tactile joy of using a marker, and I soon decided against using such rules, and the soulless efficiency they represented. In any case, they didn't achieve one of the things that templates and markers do very well, which is to apply a penalty to players that 'bunch' their models too closely together (in 40K), or to act as a counter to very large units of models (in Warhammer

I am sure that most of you will be overjoyed to know that templates and markers are here to stay, and not just because of the tactical options that they provide. The fact of the matter is that what once started out as simply being clear bits of plastic, have over the years transformed into iconic items of gaming equipment. When I first started wargaming, I used to make my own templates, cut from plastic acetate, and marked out with an indelible ink marker pen. This is a tradition that continues to this day, and just about all of the newly shaped templates and markers we introduce for our games start out as a crude, home-made constructs of this type. However, like the Warhammer templates mentioned above, these things are now

quickly transformed by our talented hobby team designers into objects that not only serve a gaming function, but also tell you something about the 'world' where the game is set. There is a huge amount of difference between the baroque templates used for Warhammer and the futuristic ones used for 40K, for example, to the extent that using templates designed for one game for the other would just feel wrong.

“They are aesthetically pleasing objects that help avoid abstract game rules, and are fun to play with too.”

Aside from their aesthetic appeal, the actual physical size and shape of a template is important too. The shape of a flamer template conjures up images of gushing flames, for example, and I can remember the looks of awestruck wonder when I showed staff the Apocalyptic blast marker, just before we released the first edition of Apocalypse. “Call this a blast marker?” I said, holding up a large blast marker from 40K. “No, THIS is a blast marker!” I said, triumphantly revealing the new Apocalyptic blast marker. Quite apart from getting in a reference to a cheesy movie, that new marker, all on its own, told our staff more about Apocalypse than me blathering on would ever do! If you've seen the latest edition of Apocalypse, you will see we've pulled a similar trick this time round too, by introducing the Apocalyptic Mega-blast marker.

However, the marker I'm most pleased with is the new Apocalypse Barrage marker. This is something of a homage to the old Thudd Gun template we made waaaay back in the day (the late eighties, I think), and which has long been one of my favourite ever gaming templates. Anyway, the reason I liked the old Thudd Gun template was that it had the tactile and evocative elements of the other sorts of template, and combined them with this

interesting modifiable format. I always enjoyed twisting it into new shapes, so that I could try and get as many enemy models under the template as possible. Unfortunately the old Thudd Gun template was one that you really had to make yourself, and out of cardboard to boot. For ever such a long time, trying to make a plastic version has been somewhat beyond our capabilities, and so when I suggested we tried to make one for the 2nd edition of Apocalypse, it was more in hope than expectation. Luckily for me – and for all of you too! – those talented designers I mentioned earlier on were able to come up with a way of making the template in plastic, with the result that I have a new 'favourite template' to add to my collection. I couldn't be more pleased!

Although this month's column has been rather a whimsical one, I think that it does touch upon something that lies right at the heart of our hobby; you'll notice that I've used words like 'tactile' and 'physical' quite a lot while I've been talking about templates. This is quite deliberate. You see, if there is one thing that differentiates our hobby from other types of gaming hobbies, like roleplaying games or computer gaming for example, it's that it is based firmly in the 'real'. Ours is a hobby about collecting real, physical objects (aka Citadel miniatures), making and painting them, and then picking them up and moving them about to play a game. There's no 'abstraction' involved, or at least very little, and if there is one thing I've learnt over the years, it's that if I write game rules that are heavily abstracted, like rolling a D6 to see how many models get hit by an explosion rather than using a marker, then they just don't seem all that popular with the people that play our games. Blast markers and flamer templates express this really well: they are aesthetically pleasing objects that help avoid abstract game rules, and which are fun to pick up and play around with to boot. Who could possibly ask for more?

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

BLOODSHED AND BETRAYAL

Five mighty armies go to war to control the Valley of Sorcery in this month's Battle Report, as the White Dwarf team try their hand at Triumph & Treachery. Expect duplicity, fierce competition and plenty of bloodshed as five players see who can emerge as top dog.



Adam: One of the best things we get to do each month in White Dwarf is play a Battle Report, and with *Triumph & Treachery* available this month, we embarked on a five-player extravaganza. Of course, finding volunteers willing to join the melee in these parts was easy enough. We recruited four members of the White Dwarf team (yes, Andrew, Matt and myself) and one Dwarf-friend in the form of Duncan Rhodes – a regular contributor to the magazine, you may have seen his glorious Bretonnian army in the August White Dwarf's Armchair General article.

With our protagonists chosen, all we needed to do was work out what the fight would be all about. *Triumph & Treachery* is brimming over with tales of vicious multi-way battles, so we scoured the timeline and stories for ideas. Erik, our photographer, set the battlefield with a Witchfate Tor, Dreadstone Blight and plenty of mysterious forests on it. Thus the overgrown ruins of the Valley of Sorcery were born: a place of potent magical energy which five competing armies are fighting tooth and nail to capture and claim for their own.

Upon the bloodslicked soil of the Valley of Sorcery five rival armies fight to the death. In a battle where none can be trusted and betrayal lurks in every shadow, there can be only one victor.



TRIUMPH AND TREACHERY: HOW IT WORKS



Adam Troke explains how a game of Triumph & Treachery works, and what to expect from our Battle Report.

Adam: There is quite a lot that separates a game of Triumph & Treachery from an ordinary game of Warhammer, so before we get into our battle report it's worth explaining some of the basics.

When you select your army in Triumph & Treachery, each player is allocated an extra 100 points for every 500 points in their force that they can either spend on mercenary units, or keep as Victory Tokens to use in the game (more on this later). We decided to use 1500 point forces, so each of us gets a free 300 points to spend in this way. These mercenaries can be chosen from any army book: it's just a matter of selecting a character to lead them and then choosing regiments, war machines or monsters freely from the army list. I'm taking Lizardmen mercenaries for my Dark Elves, so I've picked a Skink Chief as the character, and then my favourite unit: a Salamander Hunting Pack. As you can see in my army list on the right, I've not spent all my points on mercenaries, which will let me start the game with a brass coin, worth 50 Victory Points.

Playing a multi-player game of Warhammer presents situations you don't normally have in a two-player game (how do you fight a combat with several sides, what happens if you 'accidentally' hit multiple foes with a stone thrower, etc). Triumph & Treachery solves all of these issues: first off the order in which the players act is randomly determined every turn. Each player is assigned a Player Card and, at the start of each turn these are shuffled and the top card is drawn – the player whose card comes up first takes the first turn. Once they are done, the next card is drawn and that player goes... and so on. This means you can never quite judge when you are going to get your go (it's even possible to go last in one turn and first in the next, or vice versa).

Another important element to the game is the way in which you fight and interact with the other players in the game. You must nominate a single opponent in each phase

of your turn to be your enemy and you can only act against that player's army (so you ignore any 'neutral' units completely). Imagine you're giving orders to your men to 'focus on the Ogres', if that helps. Choosing the 'right' opponent each phase is a big tactical aspect of the game; you need to make sure you're choosing the place where you can do (or avoid) the most damage – this is always the source of lots of wheedling and bartering between players as they strive to avoid being targeted. You can choose a different opponent in each phase – you can choose to charge one opponent in the Movement phase, then fire at a different opponent in the Shooting phase, for example – so with a bit of cunning you can target the wrath of your warriors in the right place each turn.

A significant addition to the game are the Treachery Cards that each player draws throughout the game. These simulate the intrigue and duplicity of war by helping your warriors in battle or hindering the enemy. There's a huge variety of cards and effects, from Sabotage, which prevents a war machine from firing, to Oil Slick, which forces all participants in a fight to re-roll successful hits.

Finally, Triumph & Treachery uses Victory Tokens (see the sidebar), and the player that has the most of these at the end of the game is the winner. At the end of each phase, if you have scored any Victory Points, these are converted into Victory Tokens and added to your paychest. In addition to scoring points for killing things there are also bonus tokens issued each phase for killing an enemy general, capturing banners and even a bonus 50 every time you win a combat. Additionally if one player earns more Victory Tokens in a phase than any other, they get a bonus brass coin. Throughout the game you can use Victory Tokens like currency by bribing other players (or their mercenaries) not to attack you and to activate certain Treachery Cards. Just don't spend too many – the winner is the player who has the most at the end of the game.

Victory Tokens

Victory in Triumph & Treachery goes to the player who has the most Victory Tokens. At the end of each phase of the game each player is awarded Victory Tokens equal to the number of Victory Points they have scored (rounding down to the nearest 50). As well as determining the winner of the game, these also enable you to bribe mercenaries, potentially stopping them from attacking you, and also activate abilities contained on the Treachery Cards. Players can barter, swap and give away Victory Tokens during the game, but remember: whoever has the most at the end is the winner, so don't be careless with them!

ADAM TROKE: THE REAVERS OF SHAGRATH



DARK ELVES

LORDS

Eliya Vilesoul
Level 3 Dark Elf Supreme
Sorceress with Lore of Death.
185 points

HEROES

Kaeros the Blade
Khamite Assassin with
additional hand weapon.
92 points

CORE

Koraesh's Soul Reavers
30 Dark Elf Dreadspears with
musician, standard bearer
and Lordling.
300 points

The Bloodwife Coven
20 Witch Elves with
musician, standard bearer
and Hag.
250 points

SPECIAL

Shagrath's Vengeance
Cold One Chariot.
115 points

The Beast Hunters
Scourgerunner Chariot.
150 points

Many-headed Death
War Hydra.
160 points

RARE

Scaelagon the Damned
Bloodwrack Medusa.
90 points

Deep Slaughter
Kharibdyss.
160 points

TOTAL 1502 points

MERCENARIES

Tein' Huak Cloudbane
Skink Chief with light armour,
shield and spear, riding on
Ripperdactyl.
86 points

The Fireheart Lizards
2 Salamander Hunting Packs
with one extra Skink Handler.
164 points

TOTAL 250 points

DUNCAN RHODES: CARCASSONNE'S GLORY



BRETONNIA

HEROES

Huehald the Brave

Paladin with barded warhorse, shield, Gromril Great Helm and Grail Vow.

127 points

Sir Culs D'Sac

Paladin with battle standard, barded warhorse and Enchanted Shield.

92 points

Lynne Gerie

Level 1 Damsel with barded warhorse and Lore of Beasts.

80 points

CORE

Sir Flavian's Host

8 Knights of the Realm with musician, standard bearer and Gallant.

216 points

Flavian's Dutiful Retainers

40 Men-at-arms with musician, standard bearer and Yeoman Warden.

227 points

The Mud-grovellers

20 Peasant Bowmen with musician, standard bearer and Villein.

140 points

SPECIAL

The Questing Blades

7 Questing Knights with musician, standard bearer and Paragon.

223 points

The Soaring Host

5 Pegasus Knights with musician, standard bearer and Gallant.

305 points

RARE

The Lady's Woe

Field Trebuchet.

90 points

TOTAL

1500 points

ANDREW KENRICK: THE KUL



WARRIORS OF CHAOS

LORDS

Lord Kraw
Level 4 Sorcerer Lord with Mark of Nurgle, Talisman of Protection and Charmed Shield, mounted on barded Chaos steed.

324 points

CORE

The Crow Brotherhood
15 Chaos Warriors with Mark of Tzeentch, hand weapons, shields, standard bearer, musician and Champion.

285 points

The Carrion Brotherhood
30 Marauders with shields, light armour, standard bearer, musician and Champion.

270 points

The Flylords
5 Marauder Horsemen.

70 points

SPECIAL

Brutehorn
Gorebeast Chariot with Mark of Khorne.

140 points

The Old Tusks
3 Dragon Ogres with great weapons and Shartak.

204 points

Many-headed Death
War Hydra.

160 points

RARE

Bound in Blood
Slaughterbrute, bound by magicks most foul to Sorcerer Lord Kraw.

205 points

MERCENARIES

Red Sara
Liche Priest with Lore of Nehekara.

70 points

The Fist of Asaph
Warsphinx with Fiery Roar.

230 points

TOTAL 1498 points

TOTAL 300 points

MATT HUTSON: THE WARDENS OF HOETH



HIGH ELVES

LORDS

Loremaster Korhedron
Loremaster of Hoeth with
Talisman of Preservation and
Book of Hoeth.
330 points

HEROES

Lathain Stormweaver
Level 2 Mage and Lore of
High Magic.
120 points

CORE

Silverhelms of Saphery
8 Silverhelms with shields,
High Helm, musician and
standard bearer.
214 points

Watchers of Saphery
15 Archers with Hawkeye,
musician and standard
bearer.
180 points

Heralds of Cindermane
5 Ellyrian Reavers with bows,
spears and Harbinger.
105 points

SPECIAL

The Shining Guard
20 Swordmasters of Hoeth
with Bladelord, musician and
standard bearer with the
Banner of the World Dragon.
340 points

Swift Vengeance
Tiranoc Chariot.
70 points

RARE

Drakira's Vengeance
Eagle Claw bolt thrower.
70 points

The Heavens Awoken
Eagle Claw bolt thrower.
70 points

TOTAL 1499 points

MERCENARIES

Korhedron the Highborn
Wood Elf Highborn with Har-
row of Doom Arrow and a
Lamentation of Despairs.
200 points

TOTAL 200 points

JES BICKHAM: THE BLOODY MAW



THE OGRE KINGDOMS

HEROES

Grangrar the Ravenous
Bruiser with great weapon
and heavy armour. 120 points

CORE

The Eternal Feast
11 Ironguts with standard
bearer and musician.
493 points

SPECIAL

The Blasters
8 Leadbelchers. 344 points

**The Slaughtering
Slaughterers**
4 Mournfang Cavalry with
standard bearer and musician,
heavy armour and ironfists.
300 points

RARE

Mountain Smasher
Stonehorn. 250 points

TOTAL 1507 points

SCENARIO AND SET-UP

- 1 The lie of the land after all the players have placed their armies. Duncan's Bretonnians are stuck between the Ogres and Dark Elves, while the High Elves are staring down the Warriors of Chaos.
- 2 Witchfate Tor conceals Adam's Cold One Chariot, which he used to force Duncan's Bretonnians to deploy further away from the rest of the Dark Elves.

Adam: Triumph & Treachery contains three new scenarios designed for multiplayer games. We rolled Right of Conquest, which sees the armies battling out for control of six objectives, each worth 100 Victory Points at the end of the game (A). Each of us placed one marker, with Andrew, the winner of a roll-off, deciding where the sixth objective marker went. We then began placing our armies, again with Andrew going first. Each of us took it in turns to alternate deployment until

everything was on the board, keeping our whole army confined to a single tile of our Realm of Battle Gameboard, and with no models within 12" of any enemy. This took on a lively air as we vied for position.

Andrew chose a corner tile (B) and positioned his regiments ready to march out against Matt's High Elves (C) and my Dark Elves (D) as early as possible. Matt placed his Eagle Claw Bolt Throwers within the ruins of Dreadstone Blight, and used



his Ellyrian Reavers and Silver Helms to hold back the armies around him. This hampered Jes' Ogres (E) and Duncan's Bretonnians (F) as they found themselves driven right back into their deployment areas by the arrogant High Elves – so much so that Duncan (admittedly also hemmed in by my own Dark Elves) had to hold his Pegasus Knights back in reserve, as he ran out of space to deploy everything.

With all the armies deployed, each player was dealt two Treachery Cards. We then shuffled the Player Turn Cards and picked one each... my Elves would be going first.



2



TURN ONE

With the armies arrayed for battle, the treachery and backstabbing begin almost immediately.

Adam

Adam got the first turn and tried to pick Andrew as his opponent in the Movement phase so he could charge with his monsters, but Andrew used the Alliance card to force him to choose Duncan instead. Duncan, who felt rightfully threatened by Adam's aggression, bribed the mercenary Salamanders (or rather, their herders) not to attack him, but the Cold One Chariot had no such qualms and routed the Men-at-arms.

Jes

Jes' Ironguts charged the fleeing Men-at-arms regiment, scaring them into running back the way they came. His Leadbelchers fired at the Knights of the Realm and, although they unleashed 33 shots, only three Knights died.

Duncan

There were few surprises when Duncan picked Jes as his enemy, both the Knights of the Realm and Questing Knights charged into the Ironguts in what would definitely be an "eggs in one basket" combat. Terrible duplicity unfolded in the Magic phase, as Duncan's Damsel attempted to cast the Savage Beast of Horros on his Paladin. Firstly, Jes used the Trickster's Ring card to cause the Damsel to miscast, and then Matt was bribed a brass coin to dispel the spell, despite earlier assurances given to Duncan. The Calamitous Detonation killed four of the Knights of the Realm, but this was not enough to stop the Knights riding roughshod over the Ironguts, running them down as they fled.

Matt

Matt turned his attention on Andrew, his Highborn unleashing a Hail of Doom arrow at the Gorebeast Chariot, reducing it to a single Wound.

Andrew

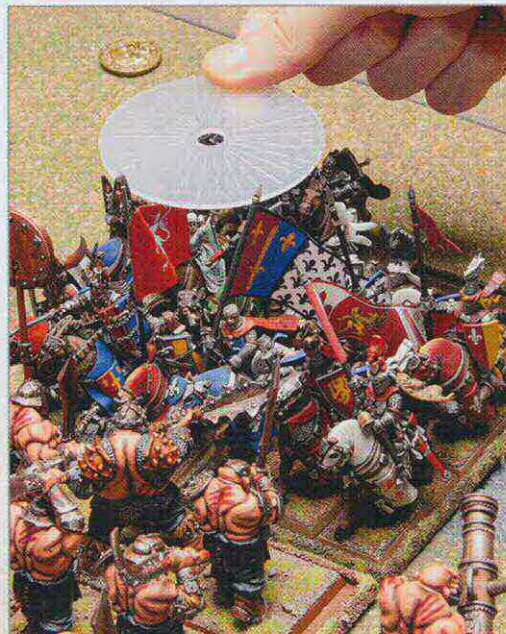
Andrew spent most of his turn rearranging his battleline to face the High Elves.



1

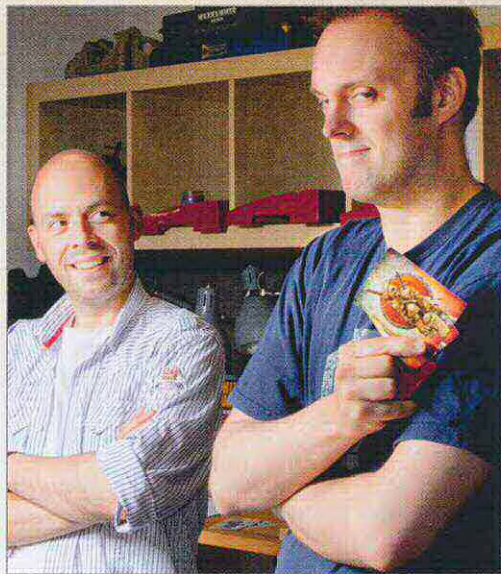


2



3

- 1 Adam's Cold One Chariot makes the first charge of the game, slamming into Flavian's Dutiful Retainers and killing several. They duly broke and fled, but ran far enough away to escape and deny Adam any Victory Tokens.
- 2 Duncan's Questing Knights and Knights of the Realm launch a glorious charge against Jes' Ironguts.
- 3 Unfortunately for the Bretonnians, Jes uses the Trickster's Ring Treacher Card upon the Damsel as she cast Savage Beast of Horros, causing her to miscast and accidentally kill several of her allies in a magical explosion.



4 From their vantage point within Dreadstone Blight Matt's High Elves and Wood Elf mercenary lord rain arrows and bolts down on Andrew's Gorebeast Chariot.

5 Jes looks on warily as Matt considers whether or not to unleash one of his Treachery Cards.

6 In a stand off of monstrous proportions, the War Hydra, Kharibdyss and Khemrian Warsphinx embark in a lengthy staring contest.



7 At the end of the first turn things are just starting to hot up. Duncan and Jes in particular are both heavily engaged, and both Matt and Adam have large numbers of troops facing off against Andrew's army. Jes's Stonehorn is also stomping its way around towards Matt's rear.

Note also how Andrew's mercenary Liche Priest is ensconced within Witchfate Tor, giving her access to all of the spells in the Lore of Nehekara.



| THE PAYCHEST | |
|--------------|-----|
| Duncan: | 850 |
| Jes: | 700 |
| Matt: | 250 |
| Adam: | 100 |
| Andrew: | 0 |

TURN TWO

In which the battlelines of the Warriors of Chaos and High Elves clash in earnest.

Adam

Suspiciously, Adam went first again, and sought to engage the Bretonnians, but the Dreadspears failed their charge and Duncan paid the Skink Chief not to charge with a single brass coin. Adam's Supreme Sorceress killed the Trebuchet with Spirit Leech, but as he prepared to flame the Peasant Bowmen with his Salamanders, Duncan used the Paranoia card to force him to target someone else.

Andrew

The Marauders and Gorebeast Chariot charged into the High Elves (but the Chaos Warriors failed to reach the Sword Masters). Andrew then declared Adam his enemy in the Shooting phase, killing eight Witch Elves with his Warsphinx's fiery breath. The Marauders sent the Elven cavalry packing, but Matt played the Riches card to halve the Marauders' pursuit move, helping his cavalry escape.

Matt

The Swordmasters charged the Chaos Warriors while his fleeing cavalry rallied. Matt tried to finish the wounded Gorebeast Chariot off with his Bolt Thrower, but Andrew played the Bribe card to stop it from firing.

Jes

Jes' Stonehorn charged the Silverhelms, who promptly fled (again). Adam used the Ambush Fire card to allow his Salamanders to fire at Duncan, Jes' enemy, promptly killing nine Peasant Bowmen and putting the unit to flight. Jes' own shooting was less effective, the Leadbelchers only killing a single Knight thanks to Matt's Secret Raid card, which forces re-rolls on successful hits.

Duncan

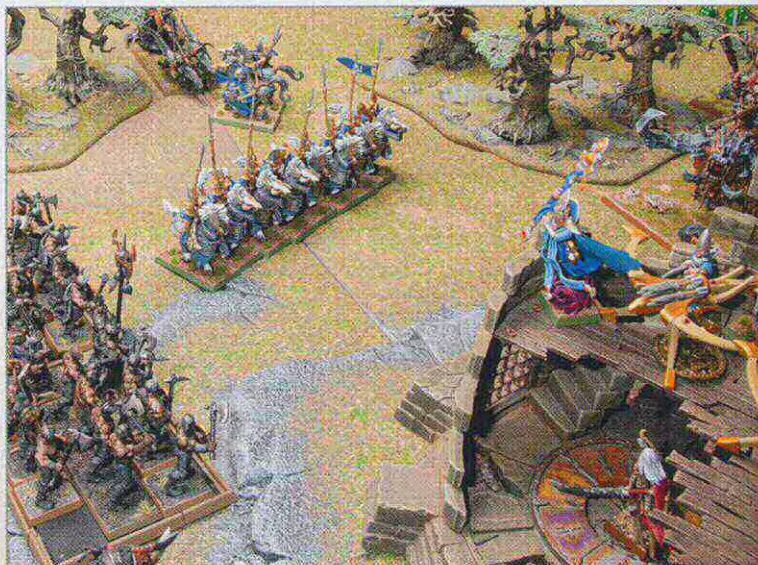
Duncan's Pegasus Knights arrived from reserve and flew directly towards the Leadbelchers while the Knights wheeled to face the Mournfang Cavalry.



1

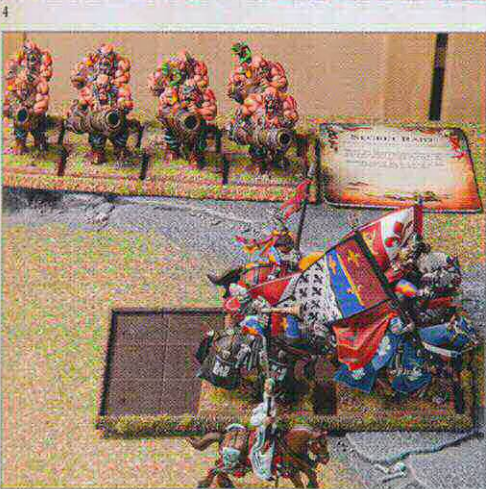


2



3

- 1 Adam ups the ante on his flank against Andrew's Chaos Warriors and Tom's Kings allies, menacing him with a pair of monsters and a whole regiment of Witch Elves.
- 2 Andrew's Marauders charge both the Silver Helms and Ellyrian Reavers, while the Gorebeast Chariot smashes the Tiranoc Chariot into kindling.
- 3 Having lost and broken against the Marauders, the Silver Helms and Ellyrian Reavers rout only to rally between the Stonehorn and Cold One Chariot.



4 The Crow Brotherhood take on the Sword Masters in a grinding combat that sees both sides take grievous losses – but neither break from the fight.

5 Jes' Leadbelchers turn their mighty guns on Duncan's knights.

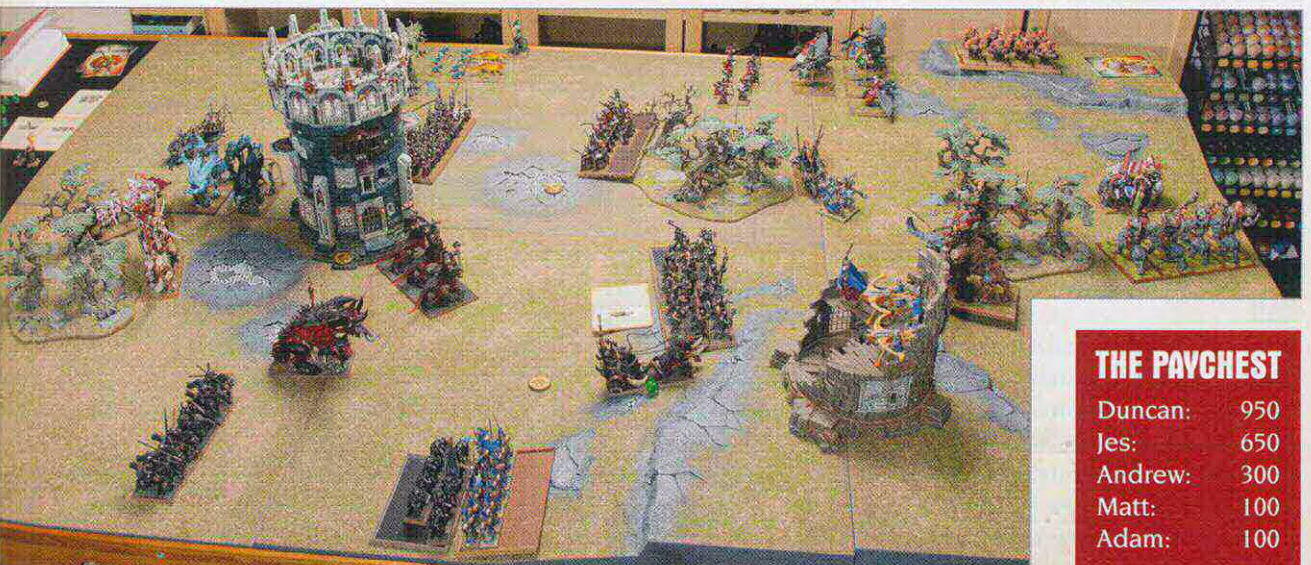
6 Having survived the fury of the Ogres, Duncan reforms his remaining knights to face the Mournfang Cavalry...

7 ...And brings Pegasus Knights on from reserve to take revenge against the massive unit of Leadbelchers.



8 At the end of the second turn casualties are really beginning to mount up for most players. Duncan and Jes especially have worn one another down, and Matt and Andrew's regiments are beginning to get sorely battered by their continued fighting.

Adam is without a doubt the least damaged of the players, but is also lagging at the bottom of the paychest leaderboard with Matt. Are the Elves too far behind at this point to make a successful comeback or are they timing it just right?



THE PAYCHEST

| | |
|---------|-----|
| Duncan: | 950 |
| Jes: | 650 |
| Andrew: | 300 |
| Matt: | 100 |
| Adam: | 100 |

TURN THREE

Wherein the armies of the Ogre Kingdoms and the Bretonnians are all but destroyed.

Adam

Something fishy was clearly afoot, as Adam got to go first again! He tried to turn his attention to Andrew's flank, but Andrew had kept hold of the Ancient Enmity card to guard against just such an eventuality. Picking Duncan instead, Adam's Dreadspears killed the Men-at-arms.

Jes

Jes began his turn by charging the Marauders with the Stonehorn, its Impact Hits killing four and the Ogre another three. The Marauders for their part wounded the monster back twice and, although they lost the combat, they held.

Andrew

Denied the chance to choose the High Elves (by Matt's Paranoia card) Andrew instead charged his Gorebeast Chariot into Jes' Stonehorn. He picked Adam in the Magic phase, killing three Witch Elves with Rancid Visitations, but the spell was cast with irresistible force, and the magical backlash killed two Marauder Horsemen and the whole unit fled the board!

Duncan

Duncan concentrated his efforts exclusively on Jes' Ogres. In his Magic phase he attempted to bolster his Paladin with the Savage Beast of Horros, but Jes used the Misdirection card so the Damsel cast it on herself instead – much less useful. The Pegasus Knights beat the Leadbelchers and ran them down. The Knights of the Realm were less successful, however, and were slaughtered by the Mournfang Cavalry as they broke and ran.

Matt

The High Elf Mage failed to cast Soul Quench on the Gorebeast Chariot, until Adam played the Sorcerous Aid card, which turned the attempt into irresistible force and caused a miscast. The Mage promptly forgot all the spells he knew from the ensuing Power Drain.



1



2



3

- 1 Adam sends his Dreadspears to finish what the Cold One Chariot started. The Bretonnian Men-at-arms are slaughtered.
- 2 Adam and Andrew's cold war finally runs hot as the Khemrian Warsphinx breathes on the Witch Elves, killing eight in a cloud of fiery death.
- 3 Adam retaliates by moving his monsters past the Warsphinx to face off against the units at the centre of Andrew's army. Suddenly a cordial peace accord is about to become open warfare.

Monster Mash Up

4 Jas decides to test his Stonehorn against the massed ranks of Andrew's Marauders. Unfortunately (for Jas) the Stonehorn doesn't cause enough damage to dislodge the Marauder horde, who reform their ranks...

5 ...Creating space for Andrew to send his Gorebeast Chariot into the fray. Between the armoured muscle of the Gorebeast and the Marauders, the Stonehorn is slain.



4



5



6



7

6 Jes chooses Andrew as the enemy in his Movement phase, so Duncan's knights are free to charge the Mournfang cavalry. Though glorious and brave, this costs them their lives.

7 Duncan also charges the Pegasus Knights into the Leadbelchers. This combat goes better, and the gun-toting Ogres are run down and destroyed.

8 The battlefield at the end of the turn. Duncan and Jes still lead in terms of the paychest, but both are also running dangerously low on warriors left in the fight.



8

THE PAYCHEST

| | |
|---------|------|
| Duncan: | 1350 |
| Jes: | 1050 |
| Adam: | 850 |
| Andrew: | 750 |
| Matt: | 600 |

TURN FOUR

In which the grudging truce between the Forces of Destruction comes to a bloody end.

Jes

Jes went first this turn, charging the Mournfang Cavalry into the flank of the Pegasus Knights, killing three and catching the fourth as he broke and ran.

Adam

The fragile peace between the Dark Elves and Chaos Warriors was utterly shattered as the Kharibdyss and War Hydra double teamed the Slaughterbrute, the Cold One Chariot charged the Marauders and the Witch Elves charged the Warsphinx. Adam had mixed success in the Combat phase, the Marauders and Slaughterbrute were beaten and run down, but the Witch Elves were massacred by the Warsphinx.

Andrew

Andrew retaliated immediately by charging the Dragon Ogres at the Dreadspears, while the Warsphinx caused the Scourgerunner to flee in terror. A Dark Elf Assassin challenged the Shartak to a challenge, but was smashed to a bloody pulp for his troubles. The Dreadspears easily slew the other two Dragon Ogres, even as the Shartak escaped.

Matt

Matt's Swordmasters charged into the Kharibdyss, carefully avoiding the adjacent War Hydra. Matt turned his war machines towards Adam as well, but a combination of Scratching Powder and a Secret Raid played by Adam and Jes meant they only slew three Dreadspears. The Swordmasters, bolstered once more by the Loremaster, wounded the Kharibdyss twice for no Wounds in return, chasing the monster down as it fled.

Duncan

The flower of Bretonnia had been all but trampled underfoot, so Duncan's turn remained brief, rallying his Peasants and manoeuvring his Damsel out of sight behind the Mournfang Cavalry. Duncan had a plan...



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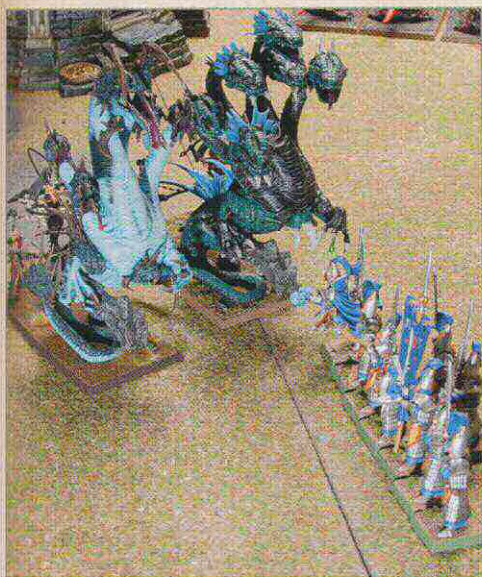


2



3

- 1 Flushed with the joy of victory after their fight with the Leadbelchers, the Soaring Host are caught in the flank and wiped out by the Mournfang Cavalry.
- 2 Adam's Cold One Chariot risked crashing through the woods to charge the leftover Marauders. The fight was one-sided, and the Dark Elves swiftly broke the Chaos worshippers and ran them down as they fled.
- 3 The War Hydra and Kharibdyss gang up on the Slaughterbrute and massacre it in a single bloody combat.



4



5

- 4 The Sword Masters charge the Kharibdyss, fresh from fighting the Slaughterbrute. A little luck sees them victorious.
- 5 The Dragon Ogres take on the Dreadspears. Adam and Andrew both use Treachery Cards to tip the odds in their favour. The Dark Elves triumph, but fail to catch the fleeing Dragon Ogre Shartak.
- 6 Duncan's Damsel tries desperately to stay alive.
- 7 The War Hydra panics and flees from the death of the Kharibdyss.
- 8 The battlefield at the end of Turn 4.



6



7



8

| THE PAYCHEST | |
|--------------|------|
| Adam: | 1700 |
| Jes: | 1400 |
| Duncan: | 1350 |
| Andrew: | 1200 |
| Matt: | 800 |

TURN FIVE & SIX

In which the Dark Elves begin to prove why they are the masters of treachery and deceit.

Matt

Matt picked Adam as his enemy, his Reavers charging the Dreadspears and his Silverhelms charging the Medusa. The Bolt Throwers wounded the Cold One Chariot three times, and the Medusa, Silver Helms and the Dreadspears were destroyed in the Combat phase.

Duncan

Duncan's plan turned out to be less cunning and more foolhardy, his Damsel casting the Savage Beast of Horros and charging into the Mournfang Cavalry. As plucky as this move might have been, it ended with the Damsel beaten to death.

Adam

The Salamanders turned their attention on the Liche Priest, slaying her and causing the Warsphinx to begin to crumble.

Jes

Duncan's Peasants desperately wanted to flee before the Mournfang Cavalry's charge, but the Forgery card forced them to stay – and be wiped out.

Andrew

Andrew's Warsphinx lost another Wound, while his Shartak continued to flee.

Jes

Jes simply moved his Mournfangs onto the nearby objective.

Andrew

Andrew's Warsphinx crumbled to dust, but his Shartak rallied at least.

Matt

Matt's Sword Masters charged the Shartak, hoping to claim the Victory Points for the whole unit, but they couldn't slay it.

Adam

The final act of the game saw the Salamanders flame both of the Reavers, but, incredibly, Matt made all his saves...



1



2



3

1 The Silverhelm Knights lower their lances and charge at the Bloodwrack Medusa in one of the funniest fights of the game. Striking simultaneously, both the Bloodwrack Medusa and High Elves hit with all their attacks and end up killing one another.

2 Matt's Ellyrian Reavers fare better than the Silverhelms did, crashing into the side of the Dreadspears and, in an impressive display, cut down two Dark Elves. Caught in their flank, the Dreadspears are routed and flee, only to be run down by the High Elves.

3 Matt's Reaper Bolt Throwers were the target of several Treachery Cards in the final turns of the game, keeping them from inflicting a bloody toll on Adam and Andy's nearby warriors. The mercenary Wood Elf, however, did manage to snipe off Adam's Cold One Chariot with a lucky shot from his longbow.

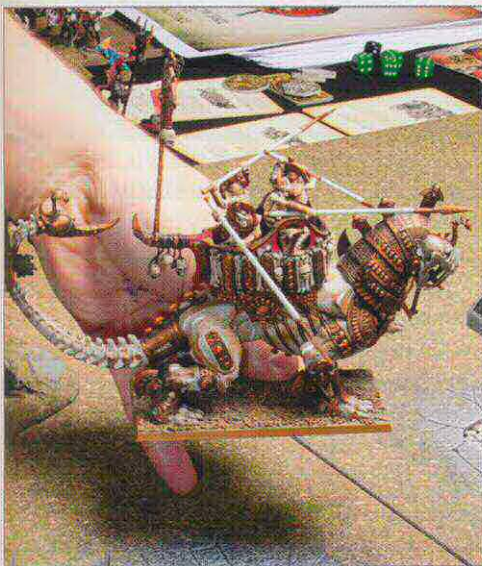
4 Duncan gambled with his Damsel and charged the back of the Mournfang Cavalry, hoping to bolster her chances with Savage Beast of Horros. The spell made no difference, however, and the Ogres squashed her like a bug.



4



5

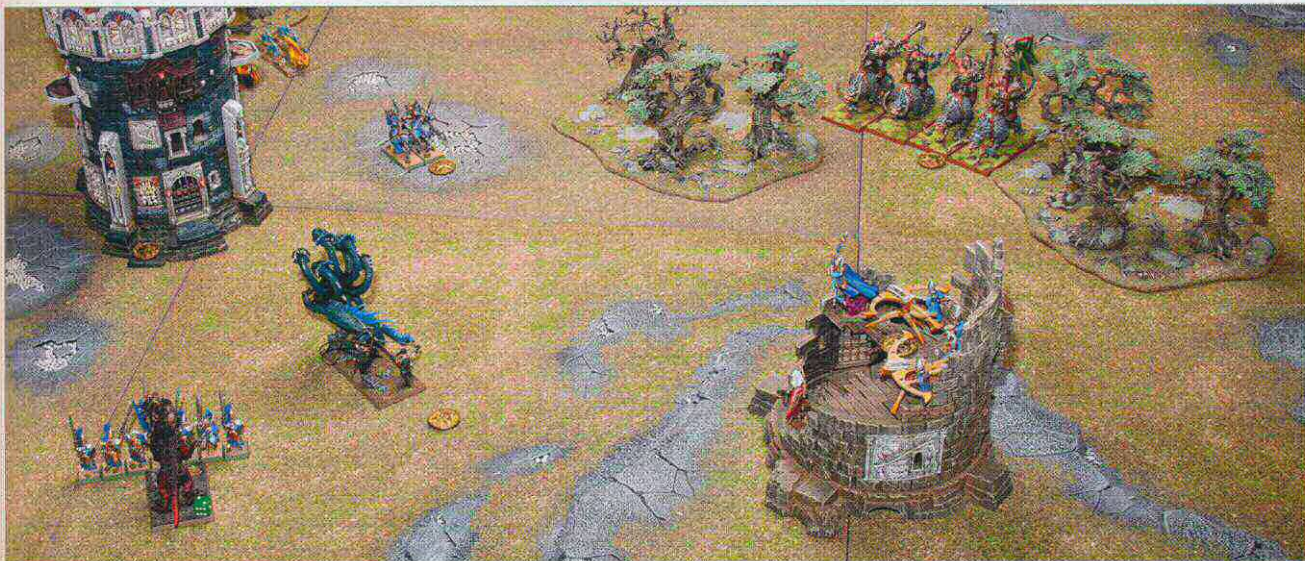


6



7

- 5 With the Damsel of the Lady dead, Jes moves the Mournfangs to claim an objective marker before the game comes to a finish.
- 6 Adam kills Andrew's Liche Priest, causing the Khemrian Warsphinx to crumble into dust.
- 7 Desperate for more Victory Points, the Sword Masters take on the wounded Shartak, who duels the Loremaster to a bloody draw.
- 8 As the game comes to a finish, the players claim objectives and work out the winner.



8

HIGHLIGHTS OF THE GAME

The battle might be over, but there is still plenty to discuss, as our players relive the highlights of the game.



Throughout the game there were plenty of fun moments of duplicity and good-natured treachery. Here Jes attempts to finish off Duncan's remaining Bretonnians while Matt leans in for a closer look at the action.

Andrew: Well, even though I came dead last, I had tremendous amounts of fun throughout the game. Throughout the day, we never stopped enjoying ourselves, with high spirits from start to finish.

Duncan: I agree, it was loads of fun – lots of duplicity and double-dealing kept us all on our toes throughout the game and created some memorable moments, such as when Matt promised that the High Elves and Bretonnians would stick together, only to start dispelling my spells in the first turn (paid off by Jes' brass coins no less), leaving me high and dry.

Andrew: I really like that element of the game too. There was a lot of tongue-in-cheek diplomacy, as we used physical bribes (coins or cards) to win temporary alliances, and other times simply offered threats or promises to keep things going the way we wanted them to. It added a strong element of human interaction to the proceedings, with lots of laughs and banter – more so than even a normal game of Warhammer. I can see Triumph & Treachery being a great way to play Warhammer with a close-knit gaming club, where friendly rivalries and grudges already exist.

Adam: That's exactly how I feel about it too. Triumph & Treachery is a real social occasion. In addition to presenting a tactical challenge, it has the chicanery and silliness of Treachery Cards throwing plans out of kilter. That certainty that no matter what promises players make or what they offer, everyone is out for themselves.

Andrew: It's certainly not a team game. As we found, Adam, alliances are only fleeting, and if I hadn't frustrated your attacks on my flank with Treachery Cards in the early game, we might have been fighting each other much sooner. Those Treachery Cards add an interesting dynamic to the way the game is played. Holding the Ancient Enmity card meant that I could attack the High Elves safe in the knowledge that, if you tried to break our 'accord', I could stop you for a turn.

Duncan: Yes! I love the moments when you have the perfect card to activate a cunning plan, and you're just waiting for the right time to use it. When Adam's Sorceress killed my Trebuchet with magic, I was able to use my Ambush Fire card to get revenge on him – my Peasant Bowmer riddled his Skink Chief with arrows. Ah, sweet revenge.

THE FINAL PAYCHEST

| | |
|---------|------|
| Adam: | 2650 |
| Jes: | 1950 |
| Matt: | 1900 |
| Duncan: | 1450 |
| Andrew: | 1400 |

Andrew: Poor Peasants. They spent the whole game running away from something. The one time running away would have been useful, Matt used the Forgery card to force them to hold in the face of a rampaging herd of Mournfang Cavalry.

Matt: I believe it's fair to say I am the one who most fully embraced the backstabbing and treachery of the game. The cards were my main device to do this, and having a steady flow of them throughout the game meant we always had something to concentrate on, even when it wasn't our turn or our troops weren't under attack.

Jes: My favourite moment of the game also revolves around a Treachery Card too – as your Damsel prepared to cast Savage Beast of Horros on your general I used the Trickster's Ring card to dramatically increase her chances of suffering a Miscast (but not Irresistible Force). When the inevitable Calamitous Detonation occurred, she killed four knights. That was a sweet moment of victory.

Duncan: Only a fleeting moment though, as despite being peppered with the remains of their magically exploded comrades, my Knights still smashed through the Ironguts and ran them down, putting me right in the lead of the paychest tally very early in the game.

Adam: The paychest is an interesting aspect of the game – a physical sign of who is winning the game, and throughout the early turns I was all too aware that I was lagging behind. With so many units dying, I was starting to think that there wouldn't be enough Victory Points' worth of enemies to kill for me to close the gap. Never leave it too late to strike in Triumph & Treachery... it's not good for your blood pressure.

Andrew: The paychest is a fascinating mechanic for the game, because the coins you have in it are how you win the game, but spending them is also the key to tipping the odds in your favour. Is it worth spending some brass to activate a Treachery Card and stop a war machine from firing? Do you bribe a mercenary unit to keep it from charging you? Whenever

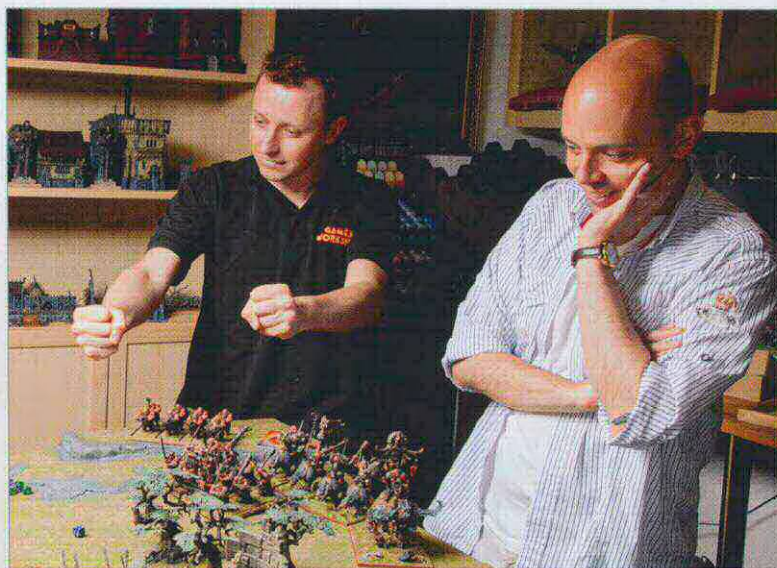
you make these decisions, you have to weigh reducing your paychest temporarily against the long-term gain. Matt was very spend-heavy in the early game (which may have cost him second place), while Adam didn't have enough coins in the early game to do anything – and Duncan could pay off his mercenaries at will.

Adam: Mercenaries are fun too. Arguably my favourite unit in Warhammer is the Salamander Hunting Pack... but I spent so many points hiring them that Duncan could keep them at bay in the early stages of the battle with paltry bribes. Later on, once people started becoming more wary about preserving their paychest they had free rein. One regret was not paying off Andrew's Warsphinx and nipping around it to fight his Chaos Warriors instead.

Jes: Triumph & Treachery is a different looking game too. The table was covered with five armies, unlike any game of Warhammer I've played in before. We were so close together that the fighting got started straight away and didn't stop until the end of the battle – and nobody was left out of the action, because as soon as someone looked strong (or weak) everyone else pounced on them.

Andrew: It's a telling sign of how much fun we've had with Triumph & Treachery that almost everyone in the office is currently painting Warhammer models. ☛

Moments of success (or failure) were gleefully celebrated by all. Here Duncan performs the inappropriately named 'Knightly Grind' as his troops laugh off a salvo of Leadbelcher fire. Jes just looks incredulous.



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.



AHRIMAN

SCULPTED BY JES GOODWIN
NOMINATED BY DAVE THOMAS



Dave Thomas is part of the Citadel design team, a Golden Demon winner and former 'Eavy Metal painter.

Dave: Several years ago I nominated Gui le Gros to the Citadel Hall of Fame. That nomination was based on the strength of his character as a miniature, achieved through understated simplicity. Ahriman is at the opposite end of the spectrum, in terms of complexity. He is a great painter's model that features varying areas of tight, textured detail and expansive plains of cloth. He's a canvas that attracts the full range of a painter's skill. Since I am the kind of hobbyist who is excited first and foremost by the challenges and joys of painting, nominating him is a pleasure.

Ahriman is one of the first models I ever purchased. He came at a time that I consider to be a golden age of character design for Jes – Abaddon, Khârn the Betrayer, the Phoenix Lords, Ragnar Blackmane and many others. These were exemplars of designing character models to be cast in metal and many, such as Ahriman, remain in pride of place within the Citadel range nearly twenty years later. I've painted him twice so far during my hobby-life, and I have a third on my desk, waiting for the muse to strike me with inspiration again.



- 1 "Ahriman is a masterpiece of miniatures composition," says Dave. "The flowing lines of his robe draw the eye up towards his face, which is hung with skull pendants. These in turn create layers, that evoke a sense of depth between the model's face and chest."
- 2 "Ahriman features several key Tzeentchian elements that I designed onto him at the concept stage," says Jes. "He has a third eye set into his brow, antelope horns instead of the bull horns of Khorne or mono-horn of Nurgle and the accoutrements of a sorcerer in the tall staff with its leering faces."

Jes: As Dave points out, Ahriman was sculpted at a time when we were creating a lot of the characters for Warhammer 40,000. He came about from conversations I was having with the writers about the exemplars of the different Chaos Space Marine Legions. I wanted to create a Chaos Sorcerer that was identifiable immediately as both a warp-dabbler and Chaos Space Marine. So, there are elements of both in this model – he has the bolt pistol, shoulder pads and backpack one expects of a Space Marine, but the gloves, flowing robes and staff give him a 'wizards' look.

I am pleased that Dave likes the depth on this models, especially since Ahriman was one of our earlier models that came in several pieces – most of the models that preceded him were only made from one or two pieces – but with Ahriman I was able to split down the backpack, head and staff to provide those layers.

Some of my best friends are painters, so I am always mindful when I sculpt of what the figure will be like to paint – it has been a long time since I sculpted Ahriman, but I am still very fond of him, even now.



Jes Goodwin is a miniatures design legend, a name synonymous with Citadel miniatures.

PARADE GROUND

THE FANG: ARMIES ON PARADE

The Fang is the title for a series of painting competitions held in Games Workshop Hobby Centres across Northern Europe. Here are some of the finalists from The Fang: Amsterdam's Armies on Parade contest.

MARK ROMME'S VAMPIRE COUNTS

Games Workshop: Breda

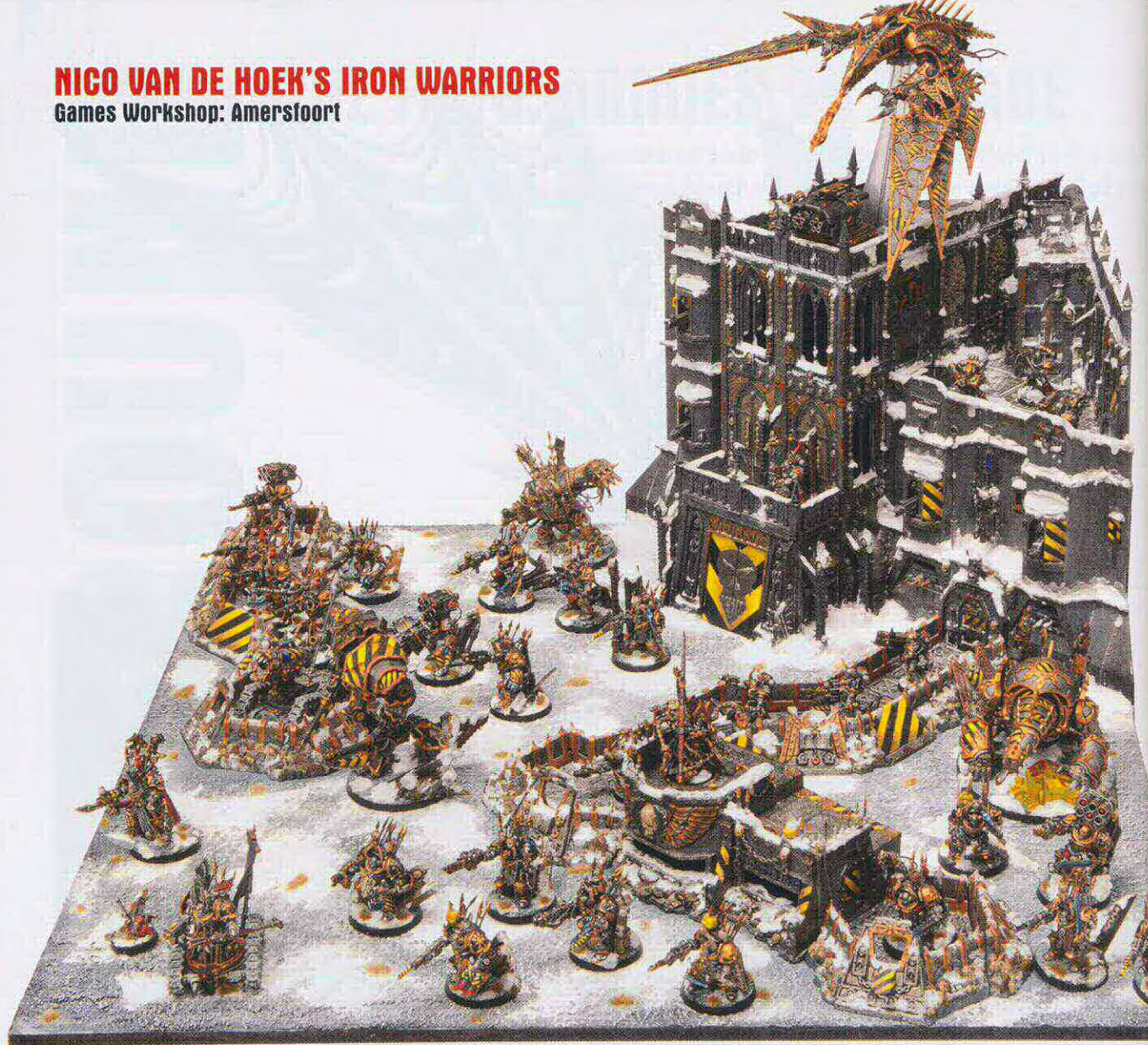




- 1 Atop a Zombie Dragon Mark's Vampire Lord surveys the undead legions below him.
- 2 The spirits around this Mortis Engine have been painted with an ethereal blue glow, which contrasts with the green of the eldritch flames in the braziers. Note also how Mark has used spares from his kits, such as the Vampiress, to add extra spirits.
- 3 Mark has converted a Manfred von Carstein model into a Vampire riding an Abyssal Terror.

NICO VAN DE HOEK'S IRON WARRIORS

Games Workshop: Amersfoort



1



2



- 1 Nico's army features a dazzling number of conversions, such as this Warpsmith, whose head and weapon have both been swapped over.
- 2 This converted model uses the track unit from a Thunderfire Cannon and has a spare smokestack from a Forgefiend as its exhaust. Note also the blasphemous tome held in front of the model in the jaws of a servo arm.
- 3 The centrepiece of this army is the Forge World Chaos Decimator Daemon Engine. The burned and rusted Chaos star on the Decimator's shoulder armour looks particularly striking.
- 4 At the highest point of Nico's display, a Helderake soars over the Iron Warrior's fortress. Even this is converted, with the fire from a Burning Chariot of Tzeentch billowing out from the Helderake's bale flamer.



PETER ZUIDGEEST'S EMPEROR'S CHILDREN

Games Workshop: Eindhoven





2

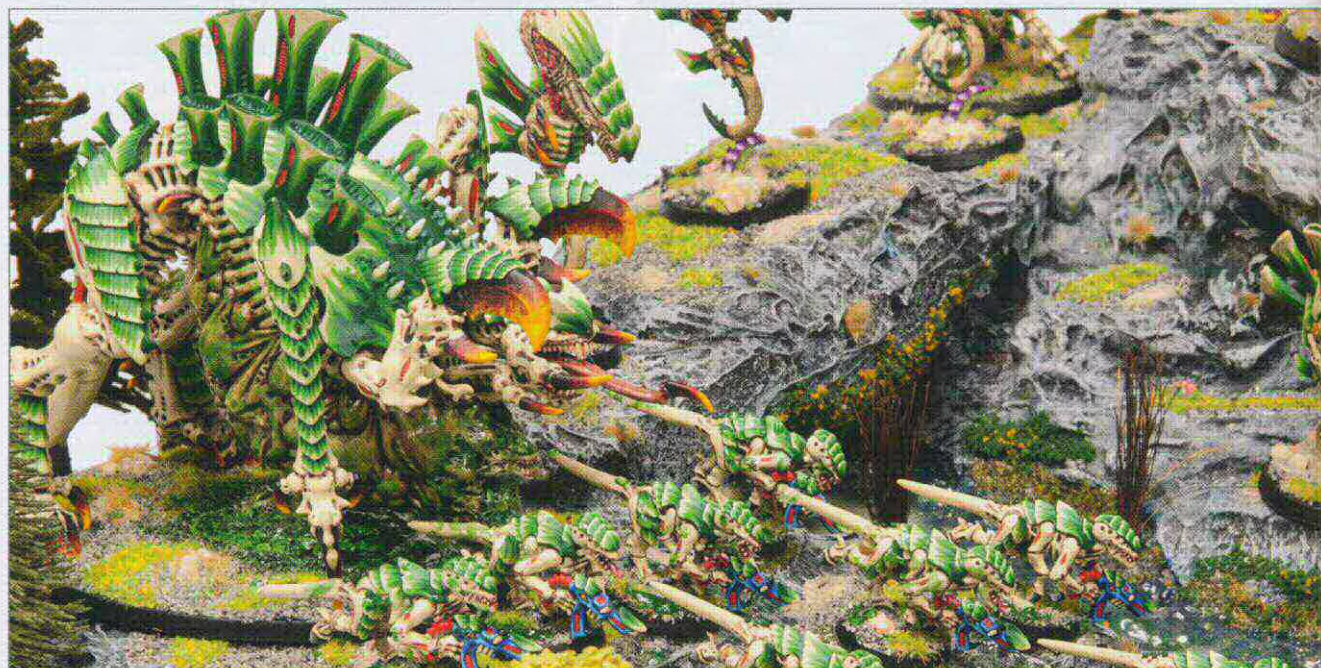


3

- 1 Peter's Emperor's Children display is painted to an exceptional standard, with convincing glow effects painted around power weapons, plasma cooling cores, lights and lenses. The Deimos Pattern Predator in particular has very realistic weathering effects, with dust in the recesses of the armour and plenty of chips on the edges of the hull.
- 2 This Storm Eagle features an ingenious conversion in the form of the eagle head from the Shrine of the Aquila scenery kit mounted onto its nose. This gives the model a very different overall appearance, and suits the imagery of the Emperor's Children, who had the right to wear the aquila on their armour, perfectly.
- 3 Peter's display must have taken a lot of planning. All of the infantry models have a space for their base sunk into the board.

JELLE OPSTAL'S TYRANIDS

Games Workshop: Alkmaar





1 Jelle's Tyrvid lurks at the back of his Tyravid display, spawning forth ever more Termagants. The sticky, shiny, green mush on the Tyrvid's base is especially unpleasant.

2 The Trygon's base has been modelled into the display, creating the impression that it has actually burrowed out of the ground.

3 Jelle's Hive Tyrant is balanced on the long curved tale from the Winged Hive Tyrant, creating the impression that it is leaping through the air with its bone swords raised up ready to strike.





B LANCHITSU

John Blanche is one of Games Workshop's visionaries, responsible for inspiring hobbyists the world over. Over the past year John has shared with us some of the many miniatures made by himself and his acolytes; this issue he introduces a pair of boards made by Neil Reed that the group have used to play a skirmish campaign of Warhammer 40,000 on.



Neil: I grew up reading White Dwarf and looking at the amazing terrain and dioramas by the legendary Dave Andrews. The thing that always stood out for me was that the dioramas always told a story so it's been a long-held dream to build my own fantastical terrain. John Blanche's art is another major source of inspiration. The city board overleaf – Yggdrassillium – is an attempt to capture the darker, dystopian aspects of 40k, paying homage to the visionary artwork of John. I tried to capture an adumbral Chiaroscuro vision of 40k using the 'ruined splendour' analogy.

I draw a huge amount of inspiration from video games. Multiplayer maps are a good source of inspiration for wargames terrain, especially small skirmish games. The areas have to be playable so I design at least three routes from each board edge and make sure there's plenty of cover. I want the terrain to hint at a story.

I see terrain and models as two parts of a whole. Models give terrain life and terrain gives models purpose. When visualising new terrain projects I try to see the board as a cinematographer might – it has to work from any angle, and both from afar and upclose. I try to make all the parts contribute to the whole, but they must also work independently.



2



3



4

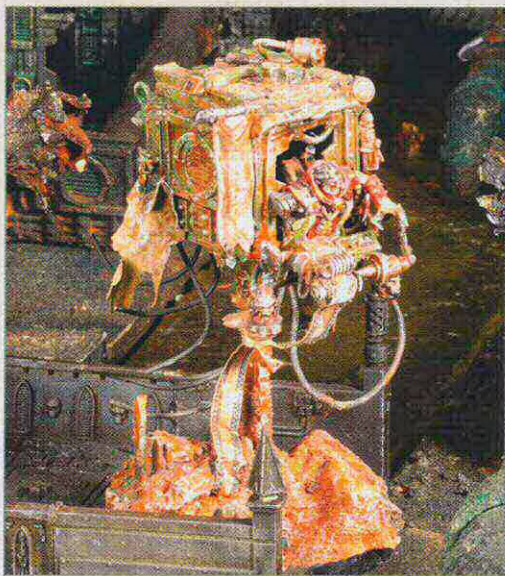


1 The Ice moon Fellixus IV. "It's a place that has real gravitas as it's part of an ongoing campaign we're playing," says Neil.

2-3 "I really like the habitation units – I wanted to capture a classic sci-fi feel. I discovered some drainpipes in my local hardware shop that were perfect for this."

4 "The challenge with the ice moon was to try and capture snow and ice as realistically as possible whilst keeping it as a viable gaming board."

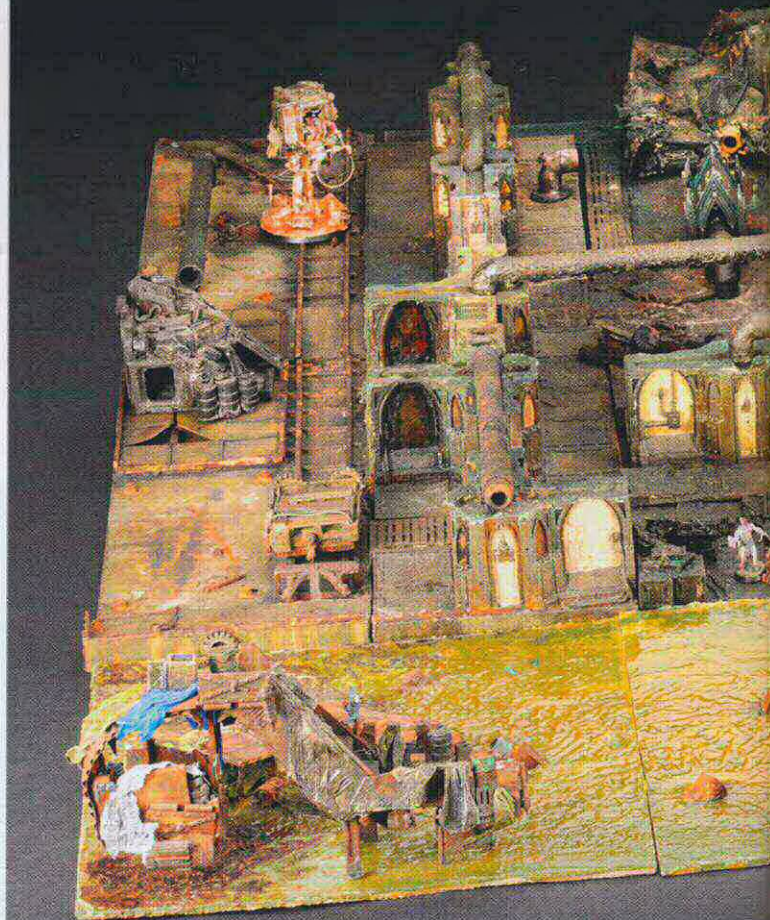




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1 The Administratum Ordinate Oracle, converted by Neil but painted by John Blanche.

2 Neil's watch word for this board was 'ruined splendour', encapsulated in the crumbling friezes.

3 "The crusty sump water is my favourite part – it took over a month to dry. Even though it doesn't look as I intended it to, I find myself drawn to its patterns."

4-5 Inquisitorial warbands scour the depths of Yggdrassillium for foul heresy and forgotten archaeotech.



4



The Yggdrassillium board is supposed to be a small part of a huge collection of space hulks and planetary bodies called the Arkke, a ghost ship that flits between the Warp and reality, containing all manner of chaos, human and xenos monstrosities drawn from John Blanche's macabre imagination. It was a challenge as I needed to make a board that was four foot by four foot, that could be taken on public transport so I could bring it up to Warhammer World for an event I was organising. Designing the board so that it could come apart into sections for storage and yet could be put back together easily, without too many obvious seams was the most difficult and time consuming aspect of the build. ☛

KIT BASH

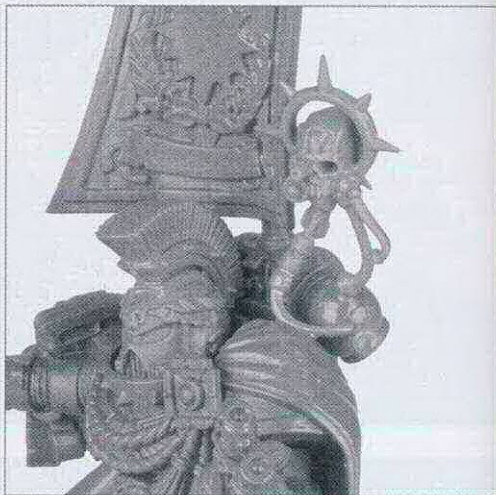
SPACE MARINE HEROES

Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month we look at some examples of converted Space Marine heroes.

ULTRAMARINES CAPTAIN

Glenn More

Glenn always goes out of his way to make sure that his character models have as many extra bits and pieces on them as possible to mark them as the leaders in his force. "With my Captain I went overboard, adding a helmet crest and servo skull, and the axe from the Vanguard Veteran Squad," Glenn says. "There's even a purity seal on the axe, and an extra Ultramarines symbol on the banner top."



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1 Glenn took the Space Marine helmet with the crest from the Sternguard for his Captain. "I wanted him to have more pomp and ceremony than the other models in my army," he says.

2 "The purity seals in the Grey Knights kit are slightly longer than most," says Glenn. "They're good for adding when you want it to look like they are flowing on the breeze, like I have on this power axe."

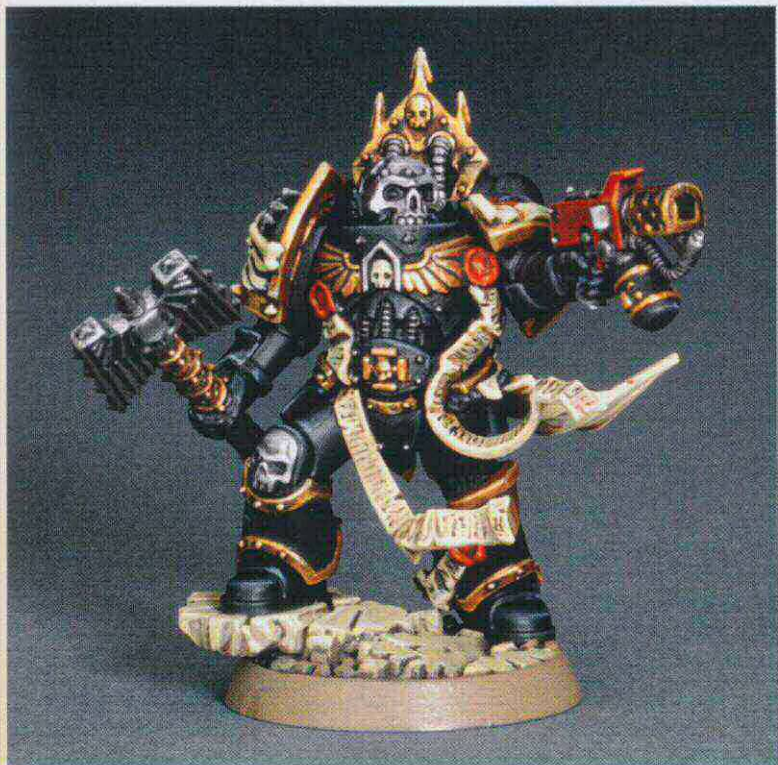


BLOOD ANGELS CAPTAIN

Mike Fores

Mike is a Citadel miniatures designer with a mighty collection of Blood Angels. This Captain is one of his newest recruits.

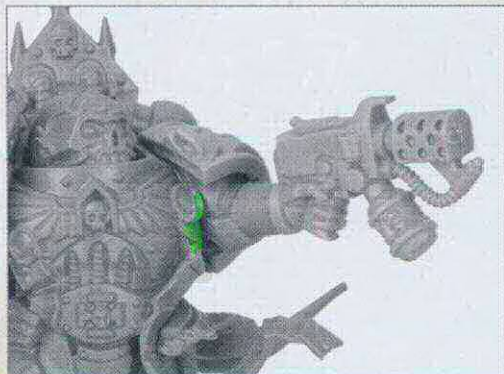
"I love the work that Darren Latham did sculpting this miniature, and had no desire to change anything other than to give the model a Blood Angels helmet," Mike says. "I pivoted the head so that he is looking along the blade of his sword, but otherwise it's just how it comes."



BLOOD ANGELS CHAPLAIN

Mike Fores

"My Blood Angels Chaplain has had both of his arms swapped," Mike says, explaining this conversion. "I have swapped the crozius to his right hand, using a spare Sanguinary Guard arm, and given him a hand flamer in his left using a spare from the Death Company. Cutting the left arm away required a tiny bit of repair work on the purity seal."





SONS OF ORAR LIBRARIAN

Keith Robertson

Keith is a Forge World model maker and a masterful converter. "I've taken parts from the Grey Knights kit to transform a Sternguard Veteran into a Librarian," he explains. "I've used the arms, hands, back of a torso, head and weapon from the Grey Knight set. They fit together seamlessly, although I have sculpted new armoured flexible ribbing to make the hand look like he is using his power."



SONS OF ORAR CAPTAIN

Keith Robertson

"The Sternguard and Vanguard Veteran kits are very versatile," says Keith, addressing his Sons of Orar Captain. "Really all I have done here is swap around some parts from the Sternguard and Vanguard kits, choosing a head that makes him look like a tough, gnarled old general and then posed the model in such a way as to make him look 'important'. The kits have done the hard work really."



WHITE SCARS CAPTAIN

Kornel Kozak

Kornel's White Scars Captain draws from several Space Marine kits. "I've used the Tactical squad kit for the Space Marine's body and legs and a bolt pistol from the Vanguard Veteran kit," Kornel explains. "I wanted to play up the aspect of the White Scars as trophy takers and huntsmen, so I used the Grey Knight sword impaling the Daemon head, and clipped off a trophy belt from a Space Wolf Terminator."



ASTRAL CLAWS CAPTAIN

Mark Bedford

Mark has an ever-growing Astral Claws army, which he simply can't help adding to. "I wanted to try something different with this model," he explains. "Using a bare Blood Angels head angled to the side and a Vanguard Veteran's thunder hammer completely changes his appearance." Compare the model to either Glenn's or Mike's to see how different a small change makes it look.

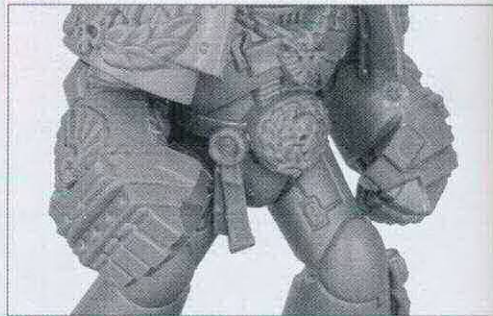




STORM HERALDS CAPTAIN

Mike Fores

"I have several Space Marine armies in my collection," Mike says of his Storm Herald's Captain. "I invented the Storm Herald's as a force to fight alongside my Black Templars army, and this character is my latest addition. I deliberately used at least one piece from each of the recently released plastic Space Marine kits. I wanted a strong, dominant pose, so I gave him the paired power fists, one from the Tactical squad and one from the Vanguard Veterans kit. The head, chest and shoulder pads are all from the Sterneguard kit, while the legs are from the Tactical squad."



BLOOD ANGELS VETERAN SERGEANT

Mike Fores

"My Blood Angels army is my largest Space Marine force, and I am always adding new models to it," Mike says. "This Veteran Sergeant is carrying a different combination of weapons to the others in the army. He is made from a mixture of Sterneguard, Vanguard and Tactical squad kits. I have tried to echo the spirit of John Blanche's 2nd edition Warhammer 40,000 cover with this distinctive pose."



ASTRAL CLAWS CAPTAIN

Mark Bedford

"Something I am trying to do with my Astral Claws army is collect models to represent the Chapter through the ages," Mark says. "This model represents the Astral Claws at their most noble, before the actions of Huron. Using parts from the Sternguard and Vanguard Veterans kits as the basis for the model, I've added a pelt from the Space Wolves kit, using Green Stuff to sculpt on extra details like the fur that hangs over his shoulder."



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1 "The Sternguard kit contains an amazing selection of bare heads," says Mark. "The one with the beard is the perfect head for a noble, loyal Space Marine hero."

2 "I'm lucky enough to sit next to Simon Egan, who sculpted Forge World's Lugft Huron model," Mark says. "He had plenty of spares that he let me trade for – so I could give this Captain a lion head on his shoulder plate. The shield you can see here is an upgrade from a Forge World Tartaros Pattern Terminator kit."

3 Mark has used a Space Wolf pelt to give the Captain a lion cloak, using Green Stuff to sculpt over where the wolf head used to be.

4 The two-headed axe is from the Blood Angels Sanguinary Guard kit – note how Mark has filled over the blood drops sculpted into the blade.



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DESIGN STUDIO PAINTING CHALLENGE

A merry band of expert painters from within the Design Studio joined forces for a one-off painting challenge. Each had one month to paint a character model of their choice – the results are stunning.

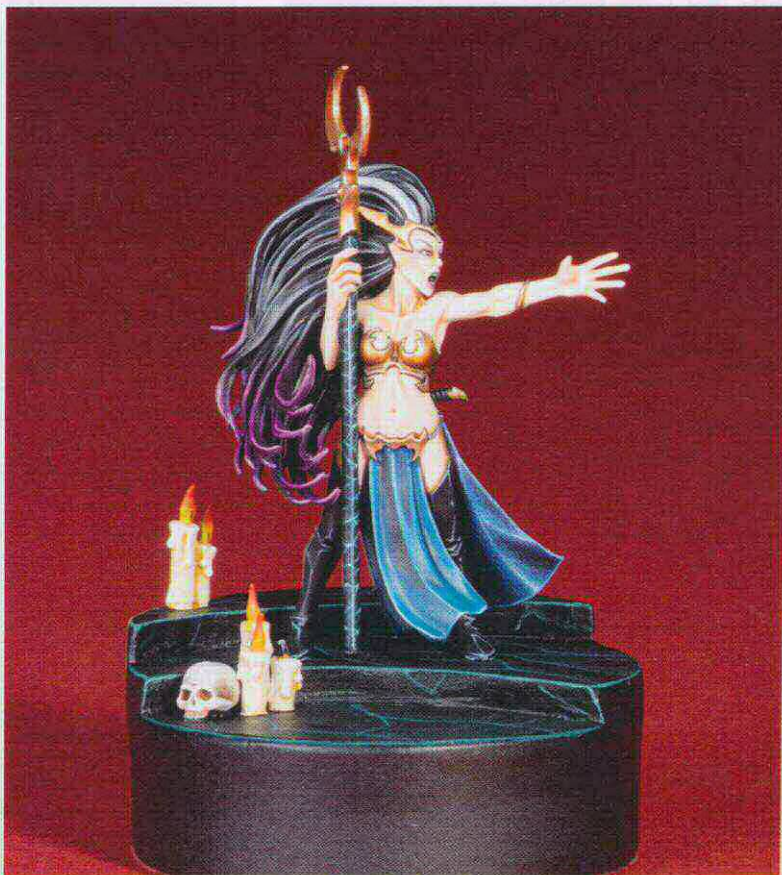
DARK ELF SORCERESS

Aidan Daly

If you ask him, Aidan will admit to going through something of an 'Elf phase' at the moment. This Dark Elf Sorceress is his most recent addition to his collection. Aidan's plan with this model was to paint the model to be clean and unfussy, and he has achieved this beautifully, concentrating on smooth blending on the Dark Elf's skin and loin cloth. If you carefully examine the cloth, you can see that Aidan has simulated the appearance that the cloth at the front and back are woven from different materials. "The front is supposed to be silky and smooth," Aidan points out, "While the back is woven from a coarser weave."



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- 1 Aidan has painted the face with such skill that the Sorceress' eye shadow and rouged cheeks look incredibly realistic. The skin tones on the model are also absolutely beautiful – it's clear Aidan has spent hours blending the layers of paint for the Sorceress' flesh to an exacting finish.
- 2 Aidan has presented the model on a simple display base, painted with a black marbled effect. The addition of a single skull and some candles from some bits packs gives the impression that the Sorceress is enacting some dark ritual.

ELDAR FARSEER

Darren Latham

"I was working alongside Jes Goodwin when he was sculpting this model," Darren says, explaining why he chose to paint it for this article. "I remember thinking at the time it was a great 'painter's figure' and that some day I would have to paint one."

"Years ago I converted an Eldar Farseer and painted it in the same colours as this model, and I really fancied doing a new paintjob on this model," Darren adds.

"Aside from a weapon change, switching the Farseer's singing spear for a staff head, I haven't changed anything with it, focusing instead on using it as a canvas to express my painting on."



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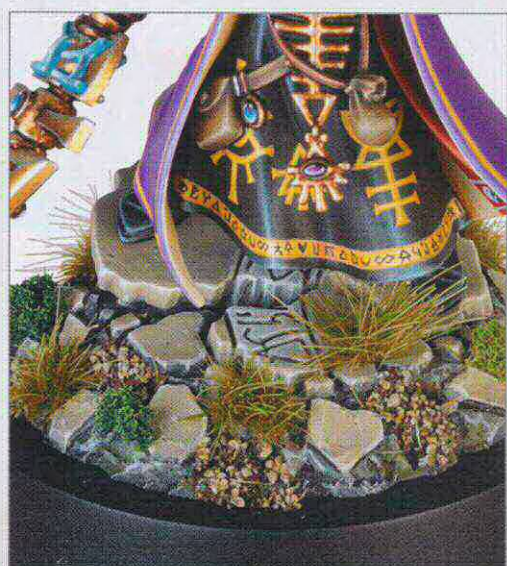
- 1 "Jes has left plenty of clean and smooth open spaces for painters to demonstrate freehand skills," Darren says.
- 2 Darren has modelled the Farseer's scenic base into the display for his model, using grass tufts and clump foliage for detail.
- 3 The Farseer's runes and the palm of his hand glow with an eerie light. Note also the super smooth blending on the large purple gem stone.
- 4 Darren's freehand skills are also in evidence on the Farseer's robes. "These were a challenge for myself, just to see if I could do it," he says.



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LORD OF CHAOS

David Heathfield

It was Dave's idea for this elite group of painters to get together for this article. "This Chaos Lord is possibly my favourite ever miniature," Dave says, explaining his enthusiasm. "The plastic characters designed by the Citadel miniatures design team are of such incredible quality that I often find myself wanting to paint them, just for the enjoyment of it.

"The Chaos Lord has a really bestial visage, that I actually played on that by sculpting on a small ring through his nose," Dave continues. "Otherwise, I treated the model as a chance to practice non-metallic metals and strong reflections."



1 "I love the Chaos Lord's face," Dave says. "It's got a furious intensity and a bestial form that is very pleasing to the eye."

2 Dave modelled the display base that the Chaos Lord comes on onto a plinth using wood putty. Once it was set he detailed it with spare Skeleton Warriors plastic skulls from his bits box.

3 "This model was an enjoyable challenge for me to use my non-metallic metal and high reflection painting skills on," Dave says.

4 Dave has painted a freehand Chaos star on both sides of the cloak.

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LORD EXECUTIONER

Steve Bowerman

Steve Bowerman is an avid fan of the Blood Ravens Space Marines, first introduced in the Dawn of War computer games, and took this challenge as an excuse to paint the Lord Executioner in their colours. "I think the cream and deep red of the Blood Ravens' colour scheme contrast brilliantly.

"For this model I made a couple of changes. The Lord Executioner's head is separate, so it was easy to replace with a spare helmet from the Tactical squad set and I also swapped his jump pack for one with less detail, so I could give him some purity seals and an Iron Halo badge."



- 1 "The Lord Executioner is a really moody, brooding model, Steve says. "I love his menacing pose, so I tilted his head, giving him a disdainful air."
- 2 "In spite of the amount of detail on the model I stuck to a limited palette to stop it from being confusing when you look at it," Steve says.
- 3 The axe blade features tiny scratches, painted on with Runefang Steel.
- 4 "I used a spare backpack from an Assault Marine (who now has a very fancy jump pack indeed) to keep the focus on the Space Marine himself," Steve explains.



ELDAR SPIRITSEER

Maxime Pastourel

Maxime has a reputation for converting and tinkering with almost every model he adds to his collection. His Spiritseer is no different. "I am collecting an Eldar army," Maxime points out. "I want them to be really dark and macabre with a leaning towards the ghost warriors of the Eldar. So I used the plastic Farseer as the basis for a Spiritseer as plastic is the best material for converting. He is floating above the ground, like a phantom. Of course, I cannot defy gravity," Maxime adds, "so he is held aloft on a pillar of bones that connect to his seer staff. He's very fragile. I chose colours that make him look spectral, and his helmet glows eerily."



- 1 Maxime painted the helmet grey and then added a mottled effect using blues and purples.
- 2 Careful conversion work makes the Spiritseer look like he is levitating above the ground.
- 3 A series of glittering stars adorn the Spiritseer's robes. "They are the children of the stars, aren't they," Maxime says with a smile.
- 4 "I wanted it to look like the Spiritseer's power came from his staff," Maxime says. "It's got a skull in it, which I know is very odd for the Eldar."



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NURGLE CHAOS LORD

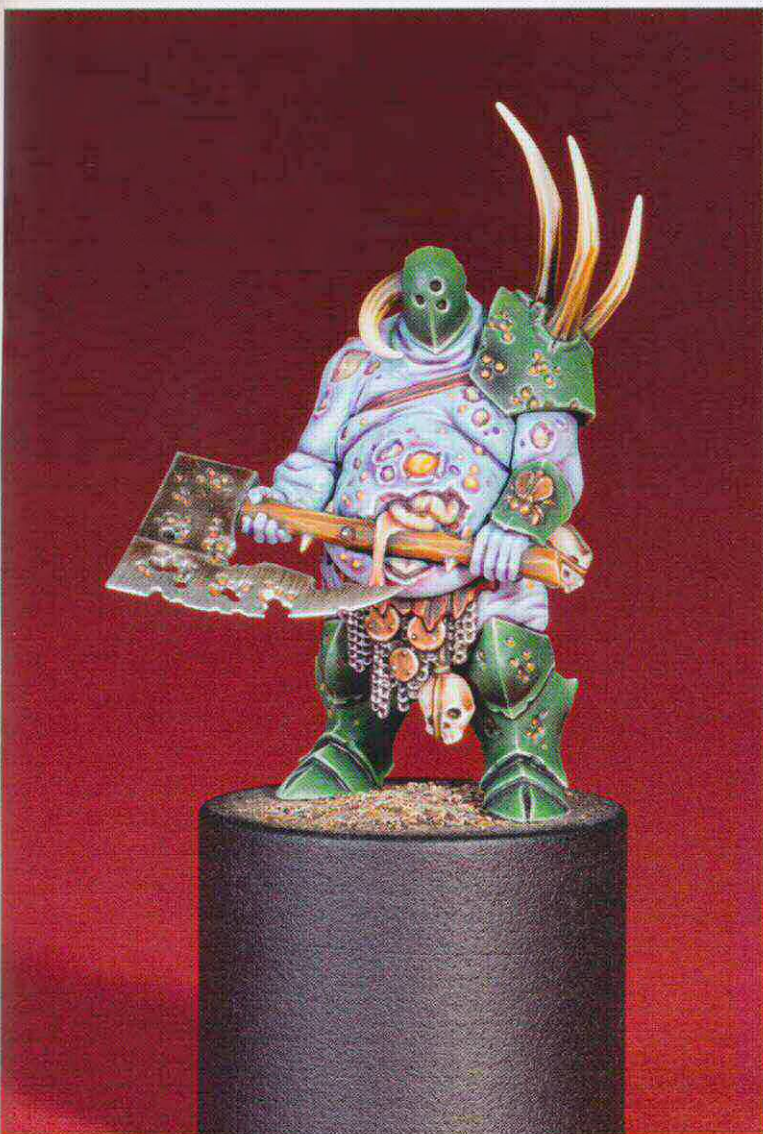
Kornel Kozak

"I've seen the Nurgle Chaos Lord painted in almost every colour except blue, so I decided that would be my personal challenge for painting this model," says Kornel, when we asked him about his model. "This miniature has such amazing flesh with all the folds and wrinkles that it begs to be painted, and seeing as how I'd seen it rendered in flesh tones, greens and yellows, I wanted to do something different. I basecoated the model with The Fang, building up layers with lots of blending. To keep it from looking too 'blue' though, I used Citadel Shades in the recesses, giving the model purple and pink tones within the folds."



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- 1 "I painted the armour in a traditionally Nurgle green using the same recipe of paints I use when I am painting Dark Angels," says Kornel.
- 2 Kornel's Chaos Lord is purely a display piece to display in his collection.
- 3 "People have asked me about the texture on the plinth," Kornel says. "I smeared on some Green Stuff and then plucked at it with the flat part of a sculpting tool to make it lumpy and bumpy."
- 4 Kornel has used muted browns and yellows on the pustules to provide contrast colours to the blue and green.



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SKINK PRIEST

Maxime Pastourel

"From the first time I saw this model I knew that I wanted to paint it," says Maxime of the Skink Priest. "It has such great posing and so many tiny, crisp details that I wanted to paint it, even though it's not for a particular army or force within my collection."

"I usually convert every model I paint," Maxime adds, "but part of my desire to paint the Skink Priest was to give it to Alex Hedström (the sculptor) as a gift. I have painted it with very bright colours, drawing inspiration from the most vivid feathers in nature. I have also tried to make the Skink look old and wizened."



- 1 Maxime used the brightest colours he could find for the feathers.
- 2 The finished Skink Priest – this is just how Maxime presented it to Alex Hedström as a gift.
- 3 "I kept the scales on the Skink dark, contrasting with the pale skin on the arms, legs, and face," Maxime explains. "A little red on places such as the elbows, knees and nose helped to make the skin look a little more natural."
- 4 "I paint far more Warhammer 40,000 models than Warhammer ones," says Maxime, "but I couldn't resist tackling this characterful fellow."



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TAU EMPIRE CADRE FIREBLADE

Simon Adams

"I wanted to join in the painting challenge laid down by Dave, and ever since seeing the Cadre Fireblade in the Studio collection I've fancied having a go at it," Simon says. "I didn't get to paint that first one, but I definitely felt like it was a model I wanted to paint for myself. I really like the striking Tau imagery, with their alien script and the potential to paint camouflage patterns on their armour."

"Something I have tried to do with this model is paint the Tau's face so that he looks older, and more grizzled than an ordinary Fire Warrior, with purples and blues as shade colours," he adds.



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- 1 Simon's Cadre Fireblade sports subtle details, such as the object source lighting at his collar.
- 2 The Fireblade, mounted on a display plinth.
- 3 "I've painted Tau script at the base of the cloak, the bonding knife, and on the scabbard," Simon points out. "This was my favourite part of painting the model."
- 4 "The Tau have a strong ultra-modern military feel, which lends itself to painting cool camouflage patterns," Simon says. "I've painted a splinter-style effect on the gun, shoulder plate and cloak."



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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.

BLACK GUARD AND EXECUTIONERS

(as seen on pages 10-13)

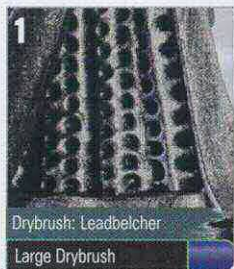
The **Black Guard** are a beautifully simple kit to build and paint, and a very rewarding hobby project. Both the Studio Hobby Team and the guys in 'Eavy Metal chose to paint them with purple cloaks and gold details, giving them a very regal appearance befitting of their status as Malekith's elite warriors. Having painted an inordinately large number of miniatures purple over the last few months, Dan was the ideal hobbyist to try out the colour scheme for Paint Splatter.

There are two main textures on the Black Guard – armour and cloth. While the armour is predominantly drybrushed, the cloth is carefully layered and edge highlighted, which emphasises the different textures of the two materials.

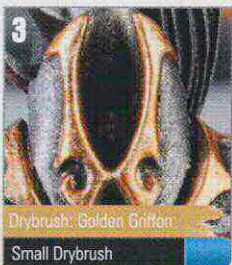
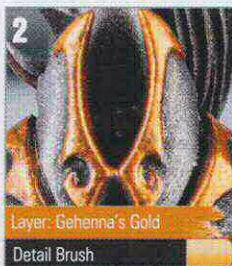
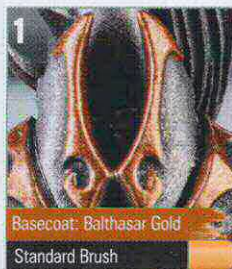
While Dan worked on the Black Guard, Matt got out his red paint and set about painting a regiment of Executioners to add to his steadily growing force of Dark Elves. You can see the finished unit on page 141.

Both Dan and Matt used the same stage-by-stage guide for the silver armour on their models. Dan then used purple as his main colour while Matt chose red.

Metal



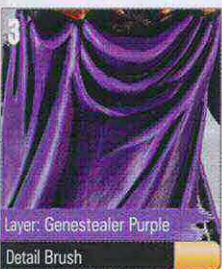
Gold



The Studio Dark Elves feature a lot of purple – you can see it on shields, helmet plumes, robes and even magical effects. Yet wooden shields and cloth robes have different textures, and a good way to show this is to paint the two areas with subtly different shades of purple. As an example,

Dan used Naggaroth Night as the basecoat for both the hair and the cloaks on the Black Guard, but used different highlights to emphasise the textures. Matt has taken the same approach with the vibrant red capes on his Executioners compared to the dark red armour of his Dreadspears.

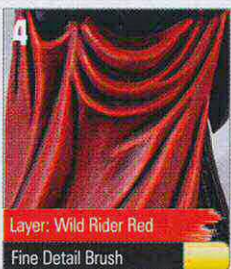
Purple Capes



Purple Plumes



Red Capes



Bone Masks



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.

RYZA RUST AND TYPHUS CORROSION

This month sees the release of six new paints: the Special Effects paints. Each of these can be used to create a wide variety of fantastic-looking effects – over the next four pages we'll be showing you how to use them in more detail.

Andrew: Fond as I am of Nurgle, with a Death Guard army and a nascent force of Renegade Militia dedicated to the God of Decay, I spend a lot of time painting rust and decay onto my models. Typhus Corrosion and Ryza Rust make my job even easier, as they complement each other so well.

Typhus Corrosion acts like a Shade, and when applied gives the impression of oily, greasy metal work. I apply it to both metalwork, really dulling it down, as well as to the paintwork to make it look like it's grimy. Ryza Rust works like a Dry paint, and when drybrushed over Typhus Corrosion looks like realistic rust.

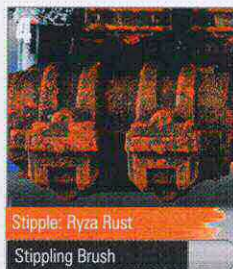


1 Real-world examples of rust are a great way to establish how it should look on a miniature. Dan has a particularly rusty latch on his garden gate – the perfect example of accumulated rust. You can see how the metal is dark and pitted (just like the effect achieved with Typhus Corrosion) with orange rust applied around the less frequently handled areas.



2 Lighter areas of rust can be applied using a light drybrush of Ryza Rust, but for heavier patches use the Stippling Brush to stipple the paint on.

3 This Renegade Militia Sentinel has not been well maintained – its metalwork is caked in rust and verdigris, and its paintwork smeared with dirt and grime – also applied using Typhus Corrosion.



BLOOD FOR THE BLOOD GOD

Painting **blood onto** miniatures can be immense fun and a great way to show that your warriors have been in the thick of the carnage. Jes was keen to 'bloody-up' his Ogres, including slash damage, smeared

blood and blunt impact damage combined with splattered gore. With Blood for the Blood God, the more you use, the thicker and gorier the blood will look, drying shiny for that freshly spilt effect.

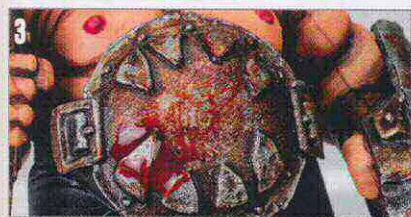
Smear



Apply a large blob of Blood for the Blood God to the bottom edge of the gut plate using a Standard Brush.



Use your finger to smear the blood across the area.



Add a little extra blood in the bottom corner to show where the blood has pooled.

Slash



Apply Blood for the Blood God in thin streaks radiating from the edge of the blade.



Repeat the effect on the other side of the blade.



Add a little extra blood to the edge of the blade to show the point of impact.

Splatter



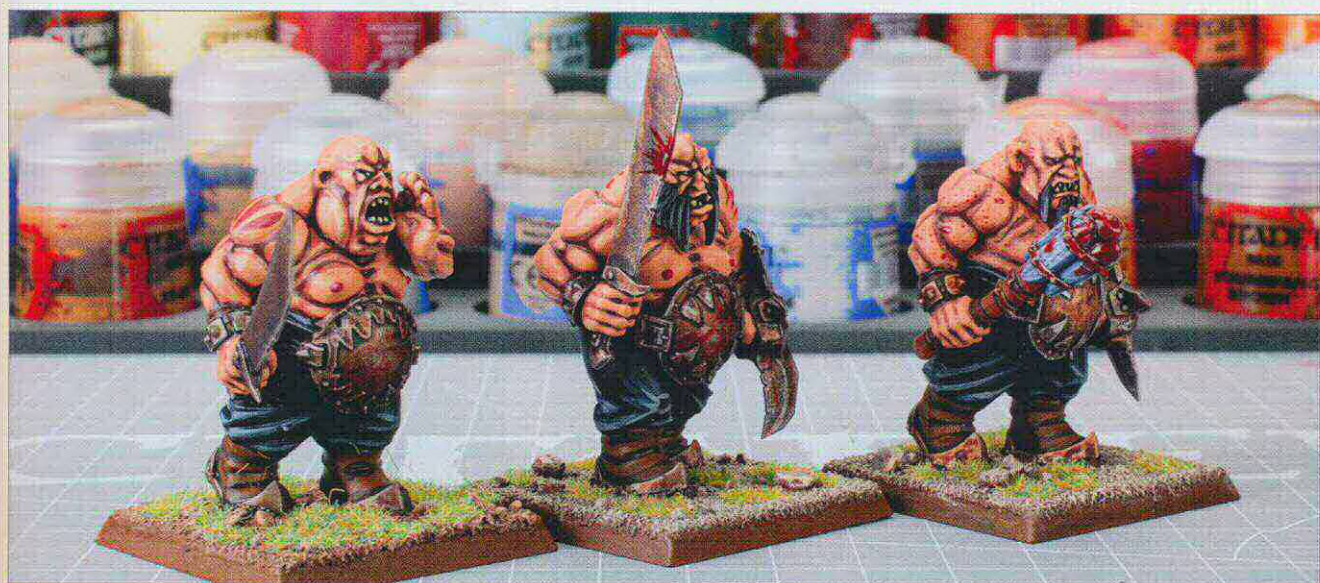
Apply a liberal coat of Blood for the Blood God to the head of the Ogre's club.



Load a Small Drybrush with paint and flick it at the club and the Ogre's shoulder.



The result is an Ogre smattered with gore.



NURGLE'S ROT

Adam: It's not every day that you're delighted to see pus, but when it comes to the new Special Effects paint Nurgle's Rot, that's entirely the case. Nurgle's Rot has a glossy finish, so that it dries shiny, with a translucent green colour. It's downright disgusting and thus perfect for everything from the vomitous saliva of River Trolls to the weeping sores of Plaguebearers and much more besides.

Applying Nurgle's Rot really couldn't be any more straight forward – choose your brush according to the size of your target area (I've used a Detail Brush in the examples on the right), and then paint it on as you would any other paint. In truth you can be fairly generous with Nurgle's Rot, since it will become semi-transparent as it dries. Once applied, it takes around half an hour to set completely, although if you apply it thickly it might take longer. If there are strong colours underneath the pus when you paint it on, a little of their tone will show through the Nurgle's Rot.



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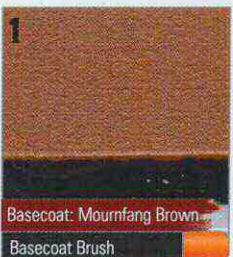
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- 1 Nurgle's Rot is painted on like any other paint. It is fairly viscous, but it will run on sloped surfaces, so don't apply it too thickly – instead build up layers in areas such as this.
- 2 As Nurgle's Rot dries it becomes translucent, allowing the colours beneath to show.
- 3 Nurgle's Rot is ideal for making slathering beasts look additionally slathering. Here Adam has painted it liberally within the River Troll's mouth, teeth and gums.
- 4 A coat of Nurgle's Rot into the slime pits on Adam's bases turns them into something really unwholesome.
- 5 Adam has applied Nurgle's Rot into the open wounds and weeping sores of his Plaguebearers.

AGRELLAN EARTH

Dan: Agrellan Earth is a new kind of paint with an unusual property – it cracks as it dries. A thin layer on a base will leave loads of tiny lines behind when it dries. Having experimented with Agrellan Earth, I found that a thicker layer gives an even more impressive result, leaving behind larger cracks that give the impression of ruined, sun-parched dirt. One suggestion that I do have, if you're planning to paint a lot of bases with this paint, is to paint them first and glue the models on later, especially if they're wearing long robes that hang close to the ground, which can get in the way of a paint-laden brush. It's also worth painting a basecoat onto the base first (any dark brown works well), which will then show through the cracks when the Agrellan Earth dries.

Another use for Agrellan Earth is along the flanks and tracks of tanks. Once dry it will look like caked on dirt that has dried and cracked in the heat. A light drybrush will serve to highlight the cracks and crevices.



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- 1 Agrellan Earth works perfectly for dusty, barren landscapes such as Khemri.
- 2 A patch of dry grass from the Mordheim Turf set complements the cracked earth perfectly.

NIHILAKH OXIDE

Andrew: When iron is poorly maintained, it reacts with moisture and rust is formed on its surface. But not all metal reacts like this – when copper, brass or bronze are exposed to air or saltwater, verdigris is formed on their surface instead. Verdigris is instantly recognisable for its bright blue-green hue – the Statue of Liberty is probably the best example of verdigris – and it looks great when applied to the metalwork on your models.

Nihilakh Oxide, one of the new Special Effects paints, makes applying verdigris really straightforward. It acts in a similar way to a Shade, so can be washed over an area of copper. If you do so indiscriminately, it will pool in the recesses, as heavier accretions of verdigris, and stain the surface with an almost milky patina. If you want copper to show through, you can either apply the verdigris to the recesses alone, wash the whole area and wipe a little away with a cloth, or – as I've done here – paint patches with the metallic paint again.



- 1 Leigh Woosey got his hands on the Special Effects paints and wanted to try them all out on a single model, so picked the Sartosan Vampire as his ideal candidate.
- 2 Leigh applied verdigris in the recesses on the Vampire's armoured shoulder pad.
- 3 The metal spur on which the Vampire stands is rusted and worn.
- 4 Andrew's finished Death Guard Chaos Space Marine, complete with verdigris and rust.
- 5 Andrew applied both rust and verdigris to his Death Guard, reasoning that the different types of metal would decay differently.
- 6 A close-up of the worn and decayed Chaos Space Marine backpack. Surely it's time he had it replaced?

VETOCK JEREMY



It is Jeremy Vetock's contention that painting armies is not a sprint or a marathon, but rather an odyssey. And what better way to keep track of your meandering brushwork than by recording them in a painting journal?

At the beginning of the year I decided to start tracking the number of models I was painting. I proudly announced my intentions to my friends and co-workers, and even mentioned it in this very column. Eschewing spreadsheets, I started a logbook. I began just scribbling tally marks but my inner statistician found this system lacking in detail. I have since added dates, and divided the tracked models into game systems. Hardly revolutionary stuff, but I admit it has been cool to keep tabs on how much I'm adding to my armies.

I made the mistake of showing my logbook to my gaming buddies and was soundly abused. The mocking fell into one of two categories: first, a general razzing about my obsession, and secondly, about half my friends had already been doing this for years. The best thing about good-natured abuse is that it allows you to laugh at the

truth. Indeed, both camps were correct: I *am* obsessed with collecting and painting Citadel miniatures, and I *am* following in the footsteps of countless hobbyists and bloggers who record their progress.

My idea to record what I painted was made purely out of self-interest. I began with no goal in mind. I was not enacting a New Year's Resolution, nor was I seeking to publish my list. I was simply curious about how much I could achieve in a year.

After many years in the hobby I have amassed a large collection, but I'm more of a slow-and-steady type – finishing up models at a regular pace. I have some friends that can really crank out painted miniatures, turning up with new units in a week, new armies in a matter of a few months. I can ramp it up – should I have an upcoming event or some windfall of free time – but those times are the exceptions, not the rule. Some of my more competitive pals offered to join me and turn it into some sort of challenge – with the person who had painted the most at the end of the year declared the winner. I declined.

I like deadlines – nothing motivates me more than painting for an upcoming battle or a grudge-match against a rival. However, I enjoy the act of painting models and, while I won't win any painting awards, I like putting forth my best efforts. I don't want to rush a project simply to outpace my friends. Seeing my armies build in size and detail is a reward unto itself. This is a part of the hobby that is hardest to explain to those not similarly afflicted. "But you already have so many," they say, "why do you want more?" No matter how much I explain, I don't think they ever truly understand the satisfaction of adding another painted model to a collection.

Before I go any further, I must clarify. Although I write a tally mark to track my newly painted models, I confess to another, unspoken ritual. After touching up a miniature's base edges and letting it dry, I then place it in my display case. At first I look at it individually, before stepping back – just as a connoisseur in a fine arts gallery would do. While I have shelves of

models I painted just because they look cool, on the whole I'm an army painter. The individual soldier, while pleasing, is part of a greater whole. So a new model can't be judged properly unless it is in situ. This is true for a regular trooper stood way in the back, or a centrepiece hero model that stands at the front. The various parts that make up a painted collection have a pleasing, almost indefinable quality that transcends the appreciation of each individual model. I think those who have attempted to paint an army themselves are even more appreciative. After all, we know well the painstaking effort that goes into selecting, buying, assembling, priming and painting.

"Finishing up the third Space Marine in a Tactical squad is good, but placing that tenth one is triumphal!"

The placing of a newly painted miniature is particularly gratifying when it completes a rank or squad. Non-believers will laugh, even mock, when I try to explain the rush I get while sliding that just-completed Orc standard bearer into his regiment, filling in that last gap in the movement tray. Finishing up the third Space Marine in a Tactical squad is good, but placing that tenth one is nothing less than triumphal! For many weeks I will proceed to point out newly finished additions to my wargaming friends or (in desperation) to my only-casually-interested family. When the new model makes it onto the table for a game, I will point that out too.

For the first few months of 2013 I pointed out a lot of new models. I began tracking my hobby endeavours during the heady days of a post-Christmas holiday. There I was, basking amidst an oasis of free time, happily whiling away long hours with my frenzied brushstrokes. I got off to a great start – buoyed largely by how swiftly I churned through all my models for *The Hobbit: An Unexpected Journey*. At this

point, I admit, I was a bit sorry that I hadn't taken my friends up on their competition.

By the end of February I had produced over a hundred painted models – an average of almost two finished models per day. This pace was unnaturally quick due to an increase in free time and the quick-to-paint Goblins from *Escape from Goblin Town*. But, giddy with success, I began to project what these kinds of numbers might mean spread over the year – I could add that armoured Battlewagon division to my Ork force; I could finish a whole new army.

Naturally I was brought back to reality. My production slowed as I worked on my Tau throughout March, April and May. I had chosen a complex and time-consuming three-colour camouflage pattern. I enjoyed the process of painting this, but I admit, there were several nights when I just had to take a break. And then came my true downfall: busy work and home life usurped my hobby time. Game nights were missed and my log fell silent.

When things were going well, my regular painting bred good habits – I kept my paint station orderly, I knew where everything was located and picked up right where I left off from the last session. Conversely, a long dry spell of painting caused more troubles. In a dash to get any painting in, I'd left my Tau Light Ochre paint pot open for several days until it dried out; broken models from game nights started to pile up as I no longer repaired them. Days turn to weeks, weeks to a month. Hobbies – even the most obsessive ones – need time to flourish.

Recently, a few more tallies have been going into my log, a few more models into my cabinet. I'm thinking about next year: maybe I'll track models assembled, conversions completed and new models bought. And my total of painted models? Well, surely I can top that 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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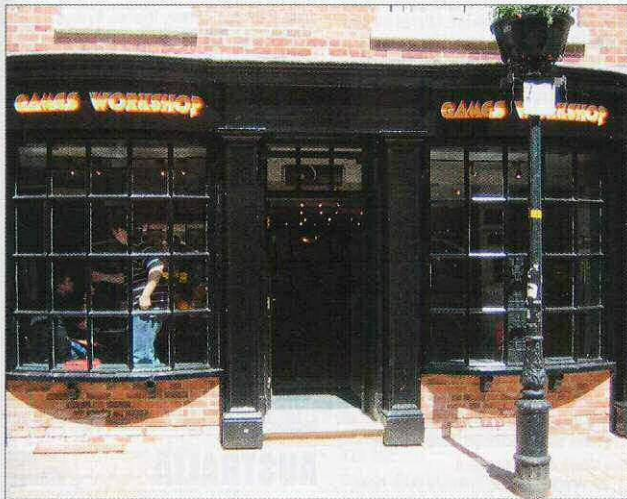


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Shop 226 Castle Mall, 4-16 Terminus Street, Castle Hill, NSW, 2154. Tel: (02) 9894 8284
Facebook: GWCastleHill

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

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

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

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

Games Workshop Joondalup
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Facebook: GWJoondalup

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

Games Workshop Maroochydore
Shop 7, 2 Ocean Street, Maroochydore, 4558. Tel: (07) 5443 2882
Facebook: GWSunshine

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

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

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

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

Games Workshop Newcastle
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Facebook: GWNewcastleNSW

Games Workshop Oakleigh
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Facebook: GWOakleigh

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

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

Games Workshop Preston
519 High Street, Preston, VIC, 3072. Tel: (03) 9478 0540
Facebook: GWNorthland

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

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

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

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

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

Games Workshop Warradale
241 Diagonal Road, Warradale, SA, 5046. Tel: (08) 8298 1620.
Facebook: GWWarradale

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

Games Workshop Wollongong
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Facebook: GWWollongong

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

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

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

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

CANADA



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Facebook: GWChinook

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

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

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

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

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

Games Workshop Montreal-EC
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Facebook: GWMontrealEC

Games Workshop Square One
100 City Centre Drive, Unit 1-854, Mississauga, ON, L5B 2C9. Tel: (905) 281-8695.
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Games Workshop Victoria
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Games Workshop West Edmonton
8882 170th Street, Unit 1782, Edmonton, AB, T5T 4J2. Tel: (780) 486-3332.
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Games Workshop White Oaks Mall
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Games Workshop Winnipeg
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Games Workshop Pudong
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Games Workshop Nantes
9 Rue du Moulin, 44000, Nantes.
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Games Workshop OrLéans
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Tel: 02 38 62 80 12. Facebook: GWOreans

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Tel: 01 46 33 20 01. Facebook: GWParis06

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Tel: 01 44 70 00 60. Facebook: GWParis08

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Tel: 01 45 45 72 03. Facebook: GWParis14

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Tel: 02 99 79 11 80. Facebook: GWRennes

Games Workshop Rouen
23/25 Rue Alsace Lorraine, 76000, Rouen.
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Games Workshop Strasbourg
5 Rue des FrCres, 67000, Strasbourg.
Tel: 03 88 32 08 06. Facebook: GWStrasbourg

Games Workshop Toulouse
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Tel: 05 61 22 52 57. Facebook: GWToulouse

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Tel: (030) 88683691. Facebook: GWBerlin1

Games Workshop Berlin 2
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Tel: (030) 29049390. Facebook: GWBerlin 2

Games Workshop Berlin (Spandau)
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Tel: (030) 53674909. Facebook: GWSpandau

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

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Tel: (0231) 141001. Facebook: GWDortmund

Games Workshop Düsseldorf (Drakenburg)

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

Games Workshop Dresden

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

Games Workshop Duisburg

Sonnenwall 39, Duisburg, 47051.
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Games Workshop Erfurt

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

Games Workshop Essen

Kettwiger Straße 45, Essen, 45127.
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Games Workshop Frankfurt

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Tel: (069) 26010466. Facebook: GWFrankfurt

Games Workshop Freiburg

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Games Workshop Hamburg 2

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Games Workshop Karlsruhe

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Games Workshop Kassel

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

Games Workshop Kiel

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

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Games Workshop Köln 2

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

Games Workshop Krefeld

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

Games Workshop Leipzig

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

Games Workshop Lübeck

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

Games Workshop Mannheim

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

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Tel: (02161) 302577. Facebook: GWGladbach

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Tel: (0208) 65634018. Facebook: GWMülheim

Games Workshop München

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Games Workshop Nürnberg

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Tel: (0911) 2004506. Facebook: GWNuernberg

Games Workshop Oberhausen

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Games Workshop Oldenburg

Markt 2-3, Oldenburg, 26122.
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Games Workshop Paderborn

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Games Workshop Pforzheim

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Tel: (07231) 9385753. Facebook: GWPforzheim

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Friedrich-Ebert-Str. 114a, Potsdam, 14467.
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Tel: (0212) 22662154. Facebook: GWSolingen

Games Workshop Stuttgart

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Tel: (0711) 2294860. Facebook: GWStuttgart

Games Workshop Trier

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Games Workshop Ulm

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Games Workshop Wiesbaden

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Games Workshop Wuppertal

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Tel: 011 5628472. Facebook: gwtorino

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Tel: 06 7017609. Facebook: gwroma

Games Workshop Frascati

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

Games Workshop Modena

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

Games Workshop Brescia

Via Cavallotti, 28, 25121, Brescia, Lombardia.
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Games Workshop Monza

Via Giuliani, 10/A, 20052, Monza, Lombardia.
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Games Workshop Padova

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Games Workshop Roma

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Tel: 06 8549821. Facebook: gwroma3

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

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

Games Workshop Verona

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

Games Workshop Ferrara

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JAPAN



Games Workshop Jinbocho

Jinbocho 1-1 1F, Chiyoda-ku Kanda, Tokyo.
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東京都千代田区神田神保町1-1 1F

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

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Games Workshop Den Haag

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Games Workshop St. Lukes

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Games Workshop Wellington

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Games Workshop Roger de Llúria

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Facebook: GWRogerdeLluria

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Facebook: GW8thStreetGreenwichVillage

Games Workshop Appleby Village

491 Appleby Line, Unit #9, Burlington, ON, L7L 2Y4. Tel: 905-634-4584.
Facebook: GWApplebyVillage

Games Workshop Baysore

Shopping Centre, 100 Bayshore Drive, Unit T-59, Nepean, ON, K2B 8C1. Tel: 613-721-9604
Facebook: GWBaysore

Games Workshop Blue Ridge Crossing

4279 Sterling Ave, Kansas City, MO, 64133
Tel: (816) 313-6492.
Facebook: GWBBlueRidgeCrossing

Games Workshop Blue Diamond Crossing

6270 Blue Diamond Rd, Suite #04, Las Vegas, NV, 89139. Tel: 702-432-3008.
Facebook: GWBBlueDiamond

Games Workshop Bowie Bunker

6820 Race Track Rd, Bowie, MD, 20715
Tel: (301) 464-4651. Facebook: GWBowie

Games Workshop Buena Vista

1187 Huntington Drive, Duarte, CA, 91010.
Tel: (626) 303-1199. Facebook: GWBuenaVista

Games Workshop Capella Centre II

8653 Sancus Blvd, Columbus, OH, 43240.
Tel: (614) 846-2270. Facebook: GWCapellaCentre

Games Workshop City Walk
227 Sandy Springs Place, Suite #108, Sandy Springs, GA, 30328. Tel: (404) 256-6439. Facebook: GWCityWalk

Games Workshop Coles Crossing
24120 Northwest Fwy, Cypress, TX, 77429. Tel: (281) 256-9266. Facebook: GWColesCrossing

Games Workshop Columbia Palace
8775 Centre Park Drive, Suite 9, Columbia, MD, 21045. Tel: (410) 772-3988. Facebook: GWColumbiaPalace

Games Workshop Cool Springs Village
1945 Mallory Lane, Suite #155, Franklin, TN, 37067. Tel: 615 778-3280. Facebook: GWCoolSprings

Games Workshop Copperwood Village
6807 Highway 6 North, Houston, TX, 77084. Tel: (281) 858-0085. Facebook: GWCopperwood

Games Workshop Cottman Avenue
2141 Cottman Avenue, Suite B, Philadelphia, PA, 19149. Tel: (215) 722-6187. Facebook: GWCottman

Games Workshop Deer Grove
605 East Dundee Road, Palatine, IL, 60074. Tel: (847) 963-1434. Facebook: GWDeerGrove

Games Workshop Deerwood Village
9978-3A Old Baymeadows Road, Jacksonville, FL, 32256. Tel: 904-656-9241. Facebook: GWDeerwoodVillage

Games Workshop Denton Town Crossing
1931 S Loop 288, #120, Denton, TX, 76205. Tel: (940) 484-5400. Facebook: GWDentonTownCrossing

Games Workshop Eastport Plaza
4104 SE 82nd Ave, Suite 350, Portland, OR, 97266. Tel: 503-788-7643. Facebook: GWEastportPlaza

Games Workshop Empire Shopping Center
5867-D Lone Tree Way, Antioch, CA, 94531. Tel: (925) 706-7310. Facebook: GWEmpireShoppingCenter

Games Workshop Entrada De Oro
7925 North Oracle Road, Suite 101, Oro Valley, AZ, 85704. Tel: (520) 742-7320. www.facebook.com/GWEntradaDeOro

Games Workshop Fair Oaks Mall
11935-U Fair Oaks Mall, Fairfax, VA, 22033. Tel: (703) 218-1881. Facebook: GWFairOaks

Games Workshop Farmington Center
1994 Exeter, Germantown, TN, 38138. Tel: 901-754-6194. Facebook: GWFarmingtonCenter

Games Workshop Forest Park
4711 Forest Dr, Suite #20, Suite #20, Columbia, SC, 29205. Facebook: GWFForestPark

Games Workshop Forest Plaza
6219 E. State Street, #B-08, Rockford, IL, 61108. Tel: (815) 397-0234. Facebook: GWFForestPlaza

Games Workshop Freeway V
20101 44th Avenue West, Suite D, Lynnwood, WA, 98036. Tel: (425) 775-0107. Facebook: GWFreewayV

Games Workshop Fountain Place
12557 Castlemoor Drive, Eden Prairie, MN, 55344. Facebook: GWFountainPlace

Games Workshop Geneva Commons
1052 Commons Drive, Geneva, IL, 60134. Tel: (630) 232-2929. Facebook: GWGenevaCommons

Games Workshop Gig Harbor
4641 Point Fosdick Drive, Suite 400, Gig Harbor, WA, 98335. Tel: (253) 858-2477. Facebook: GWGigHarbor

Games Workshop Governor's Square
901A Governors Place, Bear, DE, 19701. Tel: (302) 832-1229. Facebook: GamesWorkshopGovernorsSquare

Games Workshop Hampton Village
2929 S Rochester Road, Suite 112301, Rochester Hills, MI, 48307. Tel: (248) 844-2627. Facebook: GWHamptonVillage

Games Workshop Hill Country Plaza
4079 N Loop 1604 W, #104, San Antonio, TX, 78257. Tel: (210) 764-2200. Facebook: GWHillCountryPlaza

Games Workshop Hilltop East Shopping Center
1564 Laskin Rd. Unit 172, Virginia Beach, VA, 23451. Tel: 757-962-5259. Facebook: GWHilltopEast

Games Workshop Hyde Park Plaza
3870 Paxton Avenue, Suite B, Cincinnati, OH, 45209. Tel: (513) 321-1104. Facebook: GWHydeParkPlaza

Games Workshop Kent Station
438 Ramsey Way, Suite 111, Kent, WA, 98032. Tel: (253) 850-6062. Facebook: GWKentStation

Games Workshop Lake Crest Village
1042 Florin Road, Sacramento, CA, 95831. Tel: 916-392-1495. Facebook: GWLakeCrestVillage

Games Workshop Lake Shore
4155 Mountain Road, Pasadena, MD, 21122. Tel: (410) 255-0596. Facebook: GWLakeShore

Games Workshop Larwin Square
650 East 1st Street, Tustin, CA, 92780. Tel: (714) 731-3304. Facebook: GWLarwinSquare

Games Workshop Layton Plaza
7497 West Layton Avenue, Greenfield, WI, 53220. Tel: (414) 325-2990. Facebook: GWLaytonPlaza

Games Workshop Man O War Place
115 North Locust Hill Drive, Suite 106, Lexington, KY, 40509. Tel: 859-266-0245. Facebook: GWManoWar

Games Workshop Morningside Plaza
1018 East Bastanchury Road, Fullerton, CA, 92835. Tel: (714) 255-9801. Facebook: GWMorningsidePlaza

Games Workshop Northern Heights Plaza
8272 Old Troy Pike, Huber Heights, OH, 45424. Tel: 937-237-2280. Facebook: GWNorthernHeightsPlaza

Games Workshop Oak Park
1000-C Lake Street, Oak Park, IL, 60301. Tel: (708) 660-0095. Facebook: GWOakPark

Games Workshop Oakbrook Plaza
1724 E. Avenida de los Arboles, Unit D, Thousand Oaks, CA, 91360. Tel: (805) 492-8800. Facebook: GWOakbrookPlaza

Games Workshop Oakridge Mall
925 Blossom Hill Road, Space 1025, San Jose, CA, 95123. Tel: (408) 227-0025. Facebook: GWOakridge

Games Workshop Olney Village
18157 Village Center Drive, Olney, MD, 20832. Tel: (301) 774-3361. Facebook: GWOlneyVillage

Games Workshop Park Plaza
1385 West Park Western Drive, San Pedro, CA, 90732. Tel: (310) 547-3400. Facebook: GWParkPlaza

Games Workshop Pincrest Pointe
9101 Leesville Rd, Suite #119, Raleigh, NC, 27613. Tel: (919) 848-2958. Facebook: GWPincrestPointe

Games Workshop Plaza Rancho Penasquitos
9995 Carmel Mountain Road, Suite B-5, San Diego, CA, 92129. Tel: 858-484-3074. Facebook: GWPlazaPenasquitos

Games Workshop Portola Plaza
27676 Santa Margarita Parkway, Mission Viejo, CA, 92691. Tel: (949) 457-1664. Facebook: GWPortolaPlaza

Games Workshop Prairie Ridge
9740 76th Street, Space 106, Pleasant Prairie, WI, 53158. Tel: (262)697-0471. Facebook: GWPrairieRidge

Games Workshop Preston Ridge
3231 Preston Road, Suite #14, Frisco, TX, 75034. Tel: (214) 618-9788. Facebook: GWPrestonRidge

Games Workshop Riverchase Promenade
1705-1735 Montgomery Hwy, Unit 19, Birmingham, AL, 35244. Facebook: GWRiverchase

Games Workshop Quail Spring Village
13801 N. Penn, Suite F, Oklahoma City, OK, 73134. Tel: (405) 286-0033. www.facebook.com/GWQuailSpring

Games Workshop Red Top Plaza
1314 S Milwaukee Ave, Libertyville, IL, 60048. Tel: (847) 573-1547. Facebook: GWRedTopPlaza

Games Workshop Renaissance Center
303 East Altamonte Springs Drive, #1060, Altamonte Springs, FL, 32701. Tel: (407) 830-0101. Facebook: GWRenaissanceCentre

Games Workshop River Pointe
203 S Randall Road, Algonquin, IL, 60102. Tel: (847) 658-2943. Facebook: GWRiverPointe

Games Workshop Riverchase Promenade
1705-1735 Montgomery Hwy, Unit 19, Birmingham, AL, 35244. Facebook: GWRiverchase

Games Workshop Royal Oaks
11803 Westheimer Road, Suite 700, Houston, TX, 77077. Tel: (281)556-5542. Facebook: GWRoyalOaks

Games Workshop Scottsdale Towne Center
15678 N Frank Lloyd Wright Blvd, Suite C-2, Scottsdale, AZ, 85260. Tel: (480) 767-2078. Facebook: GWSScottsdaleTowneCenter

Games Workshop Seattle Bunker
3540 Factoria Blvd., Bellevue, WA, 98006. Tel: (425) 562-2300. Facebook: GWSSeattleBunker

Games Workshop Silas Creek Crossing
3290 Silas Creek Parkway, Unit 54, Winston Salem, NC, 27103. Tel: (336) 765-5476. www.facebook.com/GWSilasCreek

Games Workshop Square One Denver
1112 South Colorado Blvd, Glendale, CO, 80246. Tel: (303)759-5400. Facebook: GWSquareOneDenver

Games Workshop St. Thomas
9902 Reisterstown Road, Owings Mills, MD, 21117. Tel: (410) 998-9223. Facebook: GWSStThomas

Games Workshop Stoneridge Mall
1466 Stoneridge Mall Road, Pleasanton, CA, 94588. Tel: (925) 463-1481. Facebook: GWSStoneridgeMall

Games Workshop Stony Brook East
9150A Taylorsville Road, Louisville, KY, 40299. Tel: 502-499-9120. Facebook: GWSStonyBrookEast

Games Workshop Sugarland Crossing
47100 Community Plaza, Suite 110, Sterling, VA, 20164. Tel: (703) 421-5560. Facebook: GWSugarland

Games Workshop Sunrise Village
10228 156th Street E., Suite 106, Puyallup, WA, 98374. Tel: (253) 848-5670. Facebook: GWSunriseVillage

Games Workshop Supermall
1202 Supermall Way, Unit 104, Auburn, WA, 98001. Tel: (253) 288-7630. Facebook: GWSupermall

Games Workshop Tacoma Place
1909 S. 72nd Street, Suite A7, Tacoma, WA, 98408. Tel: (253) 471-5359. Facebook: GWTacomaPlace

Games Workshop The Gateway at Sawgrass
117 NW 136th Ave., Sunrise, FL, 33325. Tel: (954) 846-9415. Facebook: GWGatewayAtSawgrass

Games Workshop Tomball Crossing
22503 Tomball Parkway, Suite 100, Houston, TX, 77070. Tel: (281) 251-0031. Facebook: GWTomballCrossing

Games Workshop Tower Center
6810 Bland St., Springfield, VA, 22150. Tel: 703-644-4532. Facebook: GWTowerCenter

Games Workshop Union Landing
30977 Courthouse Drive, Union City, CA, 94587. Tel: (510) 429-1759. Facebook: GWUnionLanding

Games Workshop Ventura Village
5722 Telephone Road, Suite 14-B, Ventura, CA, 93003. Tel: (805) 339-9580. Facebook: GWVenturaVillage

Games Workshop Village Center
23730 Westheimer Pkwy, Suite P, Katy, TX, 77494. Tel: 281-347-0400. Facebook: GVVillageCenter

Games Workshop Westminster Center
6735 Westminster Blvd, Westminster, CA, 92683. Tel: 714-892-2973. Facebook: GWWestminsterCtr

Games Workshop Westwood Plaza
2808 S 123rd Ct., Omaha, NE, 68144, Tel: 402-330-4958. Facebook: GWWestminsterCtr

Games Workshop Willow Lake East
2502 Lake Circle Dr, Indianapolis, IN, 46268. Tel: (317) 228-9578. Facebook: GWWillowLake

Games Workshop Woodfield Mall
5 Woodfield Mall, D323, Schaumburg, IL, 60173. Tel: (847) 330-1187. Facebook: GWWoodfield

Games Workshop World of Battle
6211 East Holmes Road, Suite 101, Memphis, TN, 38141. Tel: (901) 541-7700. Facebook: GWWorldOfBattleGames

Workshop Square One Denver
1112 South Colorado Blvd, Glendale, CO, 80246. Tel: (303)759-5400. Facebook: GWSquareOneDenver

Games Workshop St. Thomas
9902 Reisterstown Road, Owings Mills, MD, 21117. Tel: (410) 998-9223. Facebook: GWSStThomas

Games Workshop Stoneridge Mall
1466 Stoneridge Mall Road, Pleasanton, CA, 94588. Tel: (925) 463-1481. Facebook: GWSStoneridgeMall

Games Workshop Stony Brook East
9150A Taylorsville Road, Louisville, KY, 40299. Tel: 502-499-9120. Facebook: GWSStonyBrookEast

Games Workshop Sugarland Crossing
47100 Community Plaza, Suite 110, Sterling, VA, 20164. Tel: (703) 421-5560. Facebook: GWSugarland

Games Workshop Sunrise Village
10228 156th Street E., Suite 106, Puyallup, WA, 98374. Tel: (253) 848-5670. Facebook: GWSunriseVillage

Games Workshop Supermall
1202 Supermall Way, Unit 104, Auburn, WA, 98001. Tel: (253) 288-7630. Facebook: GWSupermall

Games Workshop Tacoma Place
1909 S. 72nd Street, Suite A7, Tacoma, WA, 98408. Tel: (253) 471-5359. Facebook: GWTacomaPlace

Games Workshop The Gateway at Sawgrass
117 NW 136th Ave., Sunrise, FL, 33325. Tel: (954) 846-9415. Facebook: GWGatewayAtSawgrass

Games Workshop Tomball Crossing
22503 Tomball Parkway, Suite 100, Houston, TX, 77070. Tel: (281) 251-0031. Facebook: GWTomballCrossing

Games Workshop Tower Center
6810 Bland St., Springfield, VA, 22150. Tel: 703-644-4532. Facebook: GWTowerCenter

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30977 Courthouse Drive, Union City, CA, 94587. Tel: (510) 429-1759. Facebook: GWUnionLanding

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23730 Westheimer Pkwy, Suite P, Katy, TX, 77494. Tel: 281-347-0400. Facebook: GVVillageCenter

Games Workshop Westminster Center
6735 Westminster Blvd, Westminster, CA, 92683. Tel: 714-892-2973. Facebook: GWWestminsterCtr

Games Workshop Westwood Plaza
2808 S 123rd Ct., Omaha, NE, 68144, Tel: 402-330-4958. Facebook: GWWestminsterCtr

Games Workshop Willow Lake East
2502 Lake Circle Dr, Indianapolis, IN, 46268. Tel: (317) 228-9578. Facebook: GWWillowLake

Games Workshop Woodfield Mall
5 Woodfield Mall, D323, Schaumburg, IL, 60173. Tel: (847) 330-1187. Facebook: GWWoodfield

Games Workshop World of Battle
6211 East Holmes Road, Suite 101, Memphis, TN, 38141. Tel: (901) 541-7700. Facebook: GWWorldOfBattle

We are always opening new stores around the world. Check online for most up-to-date store listings. www.games-workshop.com

YOUR HOBBY CENTRE THIS CHRISTMAS

Christmas is just a few short weeks away and your local Hobby Centre stands ready to help make your gift buying as enjoyable and easy as possible.

Final Postage Dates

To make sure you get what you want for Christmas, it's worth making note of this year's final postage dates.

- Special Delivery
16th Dec
- First Class
18th Dec
- Second Class
16th Dec

Please note, our Customer Services support team will be closed on Christmas Day, Boxing Day and New Year's Day.

If you haven't started already, it will soon be time to begin your Christmas shopping, and all the friendly and cheerful staff at your local Games Workshop Hobby Centre will be only too delighted to help make the whole experience easy and enjoyable.

Expert Advice

Every member of staff at your local store is an expert hobbyist, and if you're struggling to find that perfect gift for the one you love or are having trouble telling your Dwarves from your Dwarfs, have a chat with the staff and they'll point you in the right direction.

Gift Guide

This year's Gift Guide aims to help make your Christmas shopping even easier by highlighting the biggest, best and most popular Citadel miniatures, scenery and hobby supplies available. If you're trying to decide what you want yourself this Christmas, have a flick through the Gift Guide, then simply fill out the Gift List on the back cover and then get that list to as many people as possible!

Alternatively, you can create an Online Gift List using your Hobby Centre's Order Point. The Online Gift List is great as you can share it with your friends and family and be sure that when you open your presents, you only get what you ask for. Similarly, why not look up your friends Online Gift Lists and choose something for them while you're there?

If you're shopping for a present for someone else, simply bring their Gift List with you or ask a member of staff to check if they have a copy. Gift Lists are great as you can be sure that anything you buy from their list is exactly what your loved one wants for Christmas!

Let Us Do The Hard Work

If you need a break from all your Christmas shopping, the staff at your local Hobby Centre will pick your list for you while you wait. Alternatively, if you need to get on and do other things, simply leave your Gift Lists with the staff and they'll bag it all up for you and have it ready and waiting for you to purchase when you return.





Christmas Activities

Your local Hobby Centre regularly runs activities and events, more so than ever at Christmas. Whether you are just starting out in the hobby, need some painting advice or want to try out your new force, there will be something for you. The great news is these in-store activities are absolutely free!

Check out the selection below of some of the many activities and events that might be on offer at your local Hobby Centre:

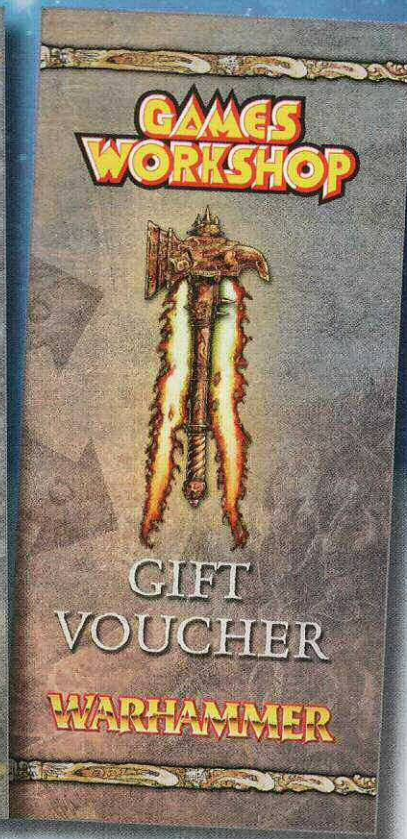
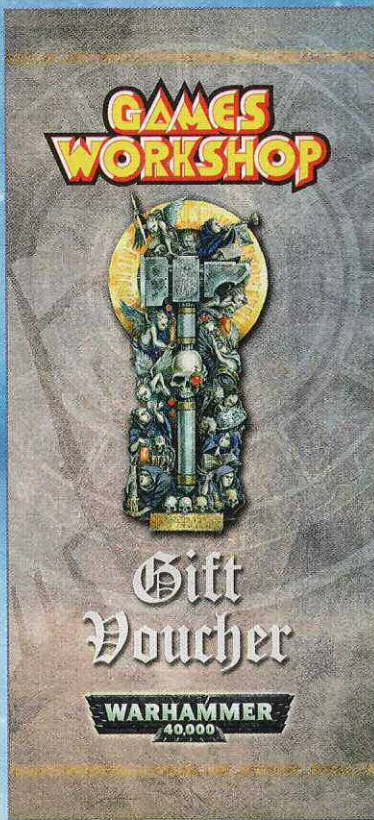
- Beginners classes
- Army building advice
- Painting and modelling tutorials
- Games nights
- And much more...

Simply talk to the staff at your local Hobby Centre or check their Facebook page to find out what activities are available near you, and add them to your diary.

Gift Vouchers

Do you want to put a big smile on someone's face this Christmas? Receiving a Games Workshop Gift Voucher is wonderfully exciting as they can be used in any of our Hobby Centres to buy the exact fantastic products that they have been dreaming of all year!

Complete with a free presentation card and envelope, Games Workshop gift vouchers are the perfect hassle-free present that they will love. All of our Hobby Centres have a variety of denominations of gift voucher available – ask in-store for details.



To find your nearest Games Workshop Hobby Centre, go to:
www.games-workshop.com

WARHAMMER WORLD

www.games-workshop.com
whworldevents@gwplc.com

WARHAMMER WORLD INVASION

These pictures from some of our previous Invasions show you what to expect when you visit. Ask your local hobby centre when their next Invasion is!

1) Your transport is arranged, so you get to chat hobby, relax and just enjoy the journey.

2) Whether you're playing Doubles or Singles, you'll get to play three action packed games in our Events Hall.

3) Even amid the competitive spirit, sportsmanship and friendly gaming are key to Invasions.



1

An **Invasion** event is a fun day of gaming and your chance to visit Warhammer World. Make war against other Hobby Centres to see who triumphs as the Invasion Champion.



2



3



4

4) Show off your favourite masterpiece or entire army in our painting competitions!

5) Cheers and certificates finish your Invasion day, to be proudly shown while telling your tales of war back home.



5

VISIT THE HOME OF THE HOBBY

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
Facebook: [Facebook.com/GWWarhammerWorld](https://www.facebook.com/GWWarhammerWorld) Twitter: [@GW_WHWorld](https://twitter.com/GW_WHWorld)



WARHAMMER

THRONE OF SKULLS

At a Throne of Skulls weekend you get to enjoy great painted armies and miniatures, and play five fun games against like-minded opponents. There's also plenty of other fun to be had like the Warhammer themed Pub Quiz.

With such a diverse weekend you can be assured that there's something for every Warhammer hobbyist.

6) Gaming with other Warhammer fans is a great opportunity to try your army against new opponents and flex your tactical mind.



6



7



8

Warhammer **Throne of Skulls** is one of Games Workshops' premier Warhammer gaming events. It's a weekend for you to indulge in your favourite hobby.

7) We're always producing new scenery to be used at Throne of Skulls – This is a peek at the floating Tzeentch shrine created specially for our events, will it hinder or help you in ascending the Throne of Skulls?

8) A battle in a marsh can easily end in disaster: the footing is unstable, the mud clings to weapons and many warriors drown. Here the Tomb Kings march into the swamps of our new marshlands to bring ruination to their enemies.

Events Calendar

Tickets Out Now

On sale 6th Nov 2013

Warhammer Throne of Skulls

Sat 8th - Sun 9th Feb 2014

Tickets Coming Soon

On sale 11th Dec 2013

Warhammer 40,000 Campaign Weekend

Sat 8th - Sun 9th Mar 2014

Warhammer 40,000 Throne of Skulls

Sat 22nd - Sun 23rd Mar 2014

GAMES WORKSHOP INDEPENDENT STOCKISTS

UK



BERKSHIRE

Slough, Warlord Workshop
915 Yeovill Road, SL1 4JG.
Tel: 01753 694171

Warfield, Promethean Games
Unit 9 Moss End Garden Village, Moss End, RG42 6EJ.
Tel: 07862 214908

Windsor, W. J. Daniels store
120-125 Peascoe Street, SL4 1DP.
Tel: 01753 862106

BIRMINGHAM

Birmingham, Waylands Forge
2 Fletchers Walk, B3 3HJ
Tel: 01216 830 078

Birmingham, Mikes Models
3-5 Brockwell Road, B44 9PF.
Tel: 01213 804 521

Stourbridge, Titan Games Ltd
31-33 Lower High Street, DY8 1TA
Tel: 01543 418 757

BRISTOL

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

Hotwells, Vanguard Gaming Ltd
188 Hotwell Road, BS8 4RP.
Tel: 0117 316 9826

BUCKINGHAMSHIRE

Amersham, The Record Shop Ltd
37 Hill Avenue, HP5 5BX.
Tel: 01494 433 311

Gerrards Cross, Howard Marshall
5 Station Road, SL9 8ES.
Tel: 01753 882952

Hazlemere, Childs Toys
36 Park Parade, HP15 7AA.
Tel: 01494 711425

Milton Keynes, Wargames Workshop (MK)
Unit 18 - 19 Kingston Quarter, Kingston, MK10 0BA.

CAMBRIDGESHIRE

Cambridge, Cambridge Toy Shop
15 Sussex Street, CB1 1PA.
Tel: 01223 309010

Ely, City Cycle Centre
7 Market Street, CB7 4PB.
Tel: 01353 663131

Huntingdon, Niche Comics
147 High Street, PE29 3TF.
Tel: 01480 352307

Peterborough, The Rift
22 Rivergate Centre, PE1 1EL.
Tel: 01733 341007

Wisbech, Prams and Toys
20-26 Hill Street, PE13 1BA.
Tel: 01945 584142

CHESHIRE

Altrincham, The Gaming Crypt Ltd
3 Fox Grove, WA16 8BD.
Tel: 07770 952075

Ellesmere Port, D & A Models
7 Enfield Road, CH65 8DA.
Tel: 01513 557949

Marple, Goslings Toymaster
3 Hollins Lane, SK6 6AW.
Tel: 01614 272099

Nantwich, Bliss IT Ltd
16A Pepper Street, CW5 5AB.
Tel: 01270 624 380

Northwich, The Model Shop
167 Witton Street, CW9 5EA.
Tel: 01606 47740

Penketh, Penketh Model Center
97-99 Maple Crescent, WA5 2LQ.
Tel: 01925 488 595

Warrington, Live Wire
Birchwood Library, Brock Road, WA3 7PT
Tel: 01925 827 491

Widnes, Wisdom Model and Craft Centre
49-51 Widnes Road, WA8 6AZ
Tel: 07860 313130

CLEVELAND

Guisborough, Excite Games
17 Market Place, TS14 6BN
Tel: 01287 637 777

Middlesborough, Vaughn Games
South Teens Business Centre, TS6 6TL.
Tel: 01642 292732

Normanby, PC Tech
33 Cleveland Street, TS6 0LT.
Tel: 01642 460704

Redcar, PC Tech Ltd
110a High Street, TS10 3DL.
Tel: 01642 461010

CORNWALL

Bodmin, Bricksells
3 Bell Lane, PL31 2JL.
Tel: 01202 77088

Bude, Upbeat Supervision
1 Granville Gardens, Belle Vue, EX23 8JL.
01288 252 261

Callington, GMS @ Sniphees
16 Church Street, PL17 7AN.
Tel: 01579 383900

Falmouth, Stans Games
1 Berkeley Court, TR11 3XE
Tel: 01326 211 397

Hayle, Blewetts of Hayle
19 Penpol Terrace, TR27 4BQ.
Tel: 01736 753012

Helston, Creations Art And Craft
Fore Street, Portleven, TR13 9HL.
Tel: 01326 555 777

Liskeard, Liskeard Railway Models
Station Road, PL14 4BX.
Tel: 01579 349 590

Liskeard, Trago Mills
Twowaters Foot, PL14 6HY.
Tel: 01579 348877

Newquay, The Book Shop
26 East Street, TR7 1BH.
Tel: 01637 873469

Penzance, Newlyn Post Office
The Strand, Newlyn, TR18 5HL.
Tel: 01736 364592

Pool, Bombadings and Skulduggery
Highburrow Lane, Off Wilson Way,
TR15 3BU. Tel: 01209 219555

Redruth, Barbs LL Shop
89 Fore Street, TR15 2BL.
Tel: 1209 213 827

St Austell, Mad for Miniatures
Unit 20 The Market House, Market Hill,
PL25 5QB. Tel: 01726 72259

St Ives, Dragons Hoard
2 Tre Pol Pen, Street An Pol, TR26 2DS.
Tel: 01736 798494

Truro, Mallett & Son Ltd
6-7 Victoria Square, TR1 2RT.
Tel: 01872 274 441

Wadebridge, Bricksells Toy & Nursery
11 Molesworth, PL27 7DD.
Tel: 01208 812615

COUNTY DURHAM

Bishop Auckland, Chips Bishop Auckland
137 Newgate Street, DL14 7EN.
Tel: 01388 606046

Consett, Chips Consett
2 John Street, DH8 5LA.
Tel: 01642 227348

Darlington, W Boyes Darlington
Blackwellgate, DL1 5PW.
Tel: 01325 460 951

Hartlepool, Coinote International Ltd
74 Elwick Road, TS26 9AP.
Tel: 01429 890 894

Seaham, Games of War
Station Road, SR7 0AA.
Tel: 0191 5817118

Stockton-on-Tees, Chips Stockton
26 Silver Street, TS18 1SX.
Tel: 01642 618 256

CUMBRIA

Barrow In Furness, Heaths
76 Dalton Road, LA14 1JE.
Tel: 01229 820435

Bowness-on-Windermere, Ernest Atkinson & Sons Ltd
Promenade Shop, Lake Road, LA23 3AP.
Tel: 01539 443047

Brampton, Hadrian's Hobbies
1 Market Place, CA8 1NW.
Tel: 07862 177904

Cockermouth, The Toy Shop
72 Main Street, CA13 9LU.
Tel: 01900 825855

Coniston, The Green Housekeeper Cafe
16 Yew Dale Road, LA21 8DU.
Tel: 01539 441 925

Penrith, Harpers Cycles
1/2 Middlegate, CA11 7PG.
Tel: 01768 864475

Whitehaven, This Could Be Massive
79 King Street, CA28 7LE.
Tel: 01946 695262

DERBYSHIRE

Belper, Children's Choice
14 Bridge Street, DE56 1AX.
Tel: 01773 825865

Burton On Trent, Portal Wargaming
Unit 7-8 Greenline Business Park,
Wellington Street, DE14 2AS.
Tel: 07794 441 418

Buxton, Knowles Toys & Models Ltd.
Bodmin, Bricksells
3 Bell Lane, PL31 2JL.
Tel: 01298 24203

Ilkerton, Malcs Models
1 Northgate Street, DE7 8FR.
Tel: 0778 689 6807

Matlock, Shaves Ltd
8 Bank Road, DE4 3AQ.
Tel: 01629 582482

DEVON

Exmouth, Collett's Models Of Exmouth
6B Albion Street, EX8 1JL.
Tel: 01395224608

Newton Abbot, Bekra Models
91 Queen Street, TQ12 2BG.
Tel: 01626 344884

Colton, Nanna's Toy Chest
62 Fore Street, SS6 7HL.
Tel: 01884 839317

Dartmouth, W.G. Pillar and Co.
1 Lower Street, TQ6 9AN.
Tel: 01803 832139

Exeter, Khaos Games Ltd
172 Sidwell Street, EX4 6RH.
Tel: 01392 680 2397

Ilfracombe, Kudos BMX Ltd
99a High Street, EX34 9NH.
Tel: 01271 862 422

Honiton, The Honiton Toy Shop
85-87 High Street, EX14 1PG.
Tel: 01400 443 741

Kingsbridge, The Trading Post
31 Fore Street, TQ7 1FG.
Tel: 01548 852923

Newton Abbot, Trago Mills
Liverton, TQ12 6JJ.
Tel: 01626 821611

Ottery St. Mary, Moving Pictures
3A Silver Street, EX11 1DB.
Tel: 01404 812 774

Paignton, Paignton Model Shop
60 Hyde Road, TQ4 5BY.
Tel: 01803 555882

Plymouth, Giants Lair
46-49 Faraday Mill Business Park,
Faraday Road, PL4 0ST.
Tel: 01752 220975

Plymouth, Antics Model Shop
30 Royal Parade, PL1 1DU.
Tel: 01752 221851

Tavistock, Games and Computers
23 Market Street, PL19 0HR.
Tel: 0182 2664 6288

Tavistock, Kaleidoscope
37 Brook Street, PL19 0HE.
Tel: 01822 615236

Teignmouth, Jackmans Toybox
9a Teign Street, TQ14 8EA.
Tel: 01626 788755

Tiverton, Banburys Dept Stores
1, 3 & 5 Gold Street, EX16 6DD.
Tel: 01884 252027

DORSET

Bridport, Frosts Toymaster
34 West Street, DT6 3QP.
Tel: 01308 422271

Christchurch, Simple Miniature Game
Unit 3 Rear of 60 Bridge Street,
BH23 1EB. Tel: 01202 489721

Dorchester, Dorchester Toys
South Street, DT1 1BY.
Tel: 01305 780601

Gillingham, Net Play
School Lane, SP8 4QW.
Tel: 01747 228 287

Lytchett Minster, Things 2 Do Toys And Puzzles
Unit 1+2 The House, The Courtyard Craft
Centre, BH16 6BA. Tel: 0120 2620943

Shaftsbury, The Toy Box Dorset Ltd
59-61 High Street, SP7 8JE.
Tel: 01747 850877

Wareham, Vortex Wargames
46 Holton Road, BH1 6LT.
Tel: 01202 580 474

Weymouth, Howleys Toymaster
5 Frederick Place, DT4 8HQ.
Tel: 01305 779255

ESSEX

Braintree, Blast Music
64A High Street, CM7 1JP.
Tel: 01376 060 807

Burnham on Crouch, FleurRail
Unit 6 & 7 Springfield Nursery Estate,
CM0 6TA. Tel: 01621 786198

Clacton On Sea, Clacton Art & Craft Centre
43 Jackson Road, CO15 1JA.
Tel: 01255 436346

Clacton On Sea, Chae
105 Station Road, CO15 1TW.
Colchester, 4TK Gaming
158 St. Johns Road,
Tel: 01206 861 549

Colchester, Mankim Models
213 Shrub End Road, CO3 4RN.
Tel: 01206 574 929

Harlow, Marquee Models
Unit 71, The Harvey Centre, CM20 1XS.
Tel: 01279 423334

Horchurch, Tole Haven
30 Roneo Corner, RM12 4TN.
Tel: 01708 475051

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

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

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

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

GLOUCESTERSHIRE

Cheltenham, Dodwells Ltd
168 Bath Road, GL53 7NF.
Tel: 01242 210 633

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

Cirencester, Brandyvine Books
8 Swan Yard, West Market Place,
GL7 2NH. Tel: 01285 658 197

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

Stroud, Antics Model Shop
49 High Street, GL5 1AN.
Tel: 01453 765 920

Stroud, Pink Planet Games Exchange
22 Merrywalks Shopping Centre,
GL5 1RR. Tel: 01453 755 555

HAMPSHIRE

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

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

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

Eastleigh, A C Models
7 High Street, SO50 5LD
Tel: 02380 610 100

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

Fordingbridge, All The Cool Stuff
64 High Street, SP6 1AX.
Tel: 01425 650696

Gosport, T D Books and Wargames
111 Stoke Road, PO12 1LR.
Tel: 07969 494855

Havant, The Bunker Games
37 Market Parade, PO9 1PY.
Lymington, Toys of New Milton
71 Station Road, BH25 6HJ.
Tel: 01425 617805

Newport, Cheap Thrills
Unit 3 Central Market, Scarrows 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 494444

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, Dobbins 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

Lathbury, Little Shop of Wonders
44 Bye Street, HR6 2AA.
Tel: 01531 632206

HERTFORDSHIRE

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

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

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

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

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

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

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

Leitchworth 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, Guild Hall Games Ltd
56 London Road, CT17 0SP
Tel: 07899 915 173

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

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

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

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

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

Burnley, Battlezone 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, Battlezone One
1 Hall Street, BB11 1JQ.
Tel: 01282 416 161

Clitheroe, Cowpills 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, FY7 7PX.
Tel: 01253 874247

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

Kirkby, Pocket Universe
Unit 59 Inshops, 11-14 Telegraph Way,
L32 8US. Tel: 01512 818 329

Ramsbottom, Clark Craft Products
Empire Works Railway Station, BLD 9AL.
Tel: 01706 826479

LEICESTERSHIRE

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

Ashby-De-La-Zouch, Steve's Models
Bullens Court Yard, Mill Lane Nevus,
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

Grimby, W Boyes & Co. Grimby
221 - 229 Freeman Street, DN23 9DW.
Tel: 01472 358 568

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

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

Skegness, Wardors 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

LONDON

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

East Sheen, Pandemonium
125 Sheen Lane, SW14 8AE.
Tel: 0208 8780865

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

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

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

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

MANCHESTER

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

Manchester, Fanboy Three Ltd
17 Newton Street, M11 1FZ.
Tel: 01422 378532

Stockport, Element Games
Hallam Business Centre, Hallam Street,
SK2 6PT. Tel: 07985 568 678

MERSEYSIDE

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

Liverpool, The Scythe and Tea Cup Gamer Cafe
61a Kempston Street, G9 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, Starlings Toymaster
10 Wrights Walk, NR19 1TR.
Tel: 01362 697769

Great Yarmouth, Boundless Reals
7 Baker Street, Great Yarmouth,
NR31 6QT. 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, Starlings-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, Starlings Toymaster
31-33 High Street, NR26 8DS.
Tel: 01263 822368

Wattton, 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, NN6 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 840022

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-ink
2 Patchwork Row, NG20 8AL.
Tel: 01623 748 985

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

OXFORDSHIRE

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

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

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

Chipping Norton, Harpers
(Home and Garden) Ltd
29 - 30 High Street, OX7 5AD.
Tel: 01608 642 832

Cowley, Toy Galaxy
39-41 Pound Way, Tempmars Way
Shopping Centre, OX4 3XX
Tel: 01865 773 186

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

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

SHROPSHIRE

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

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

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

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

SOMERSET

Bridgwater, Insnare 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 706 578

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

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

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

Wells, Insnare 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

STAFFORDSHIRE

Barton 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 2QA.
Tel: 02081338048

Leek, Old Skool
Unit 10, Smithfield Centre, ST13 5JW.
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 1NW.
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 2JU.
Tel: 01785 245 959

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

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

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

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

SUFFOLK

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

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

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

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 717015

Sudbury, Tinnety'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, Funtasia
3 Oakdene Parade, KT11 2LR.
Tel: 01932 867374

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

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

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

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

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

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 715305

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

SUSSEX

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, Wigor 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 672353

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

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

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

Horsham, Battleguest Games
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

TYNE AND WEAR

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

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

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

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

Sunderland, Colesseumrex
21A Derwent Street, SR1 3NU.

WARWICKSHIRE

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

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

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

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

Rugby, Joto 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

WEST MIDLANDS

Coventry, Anics Model Shop
1 Coventry Arcade, CV1 3XH.
Tel: 0247 6551155

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

WILTSHIRE

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

Worcester, Worcester Wargames Ltd
2 Hopmarket, WR1 1DL.
Tel: 01905 613 599

YORKSHIRE

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

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

Bridlington, Darkstar Gaming
35A Quay Road, YO15 2AR.
Tel: 07846 656 504

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

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

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

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

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

Goole, Hall's Music
21 Pasture Road, DN14 6BP.
Tel: 01405 764919

Halifax, Halifax Modellers World
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Athens, Fantasy Shop Amarousiou
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Athens, Fantasy Shop Kallithea
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Athens, Fantasy Shop Glyfada
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Athens, Hobbyplanet
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Athens, Kaissa
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Athens, Kaissa
Tritis Septemvriou 118, 104 34.
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Athens, Leonbooks
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Kaissa, Doukissis Plakentias 18, 152 36.
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Peristeri, Athens, Kaissa
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Tel: 00 30 210 5722291

Piraeus, Warzone
Alkiviadou 138
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Letenyi Maros Utca 15, 8868.
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Hverfisgata 103, Pó Box 5085, 125.
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Jakarta Barat, Comics N Games
Tel: (021) 56963855

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Osaka, Brain Gameshop Higgaichi
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大阪府 プレイングームショップ ひがっち
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Osaka, Iconoclasm
Space Nanba 401, Naniwaku Nanbansu
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Kumano Bldg 2F, Suginami Ku Koenji
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東京都 ジャイアントホビー
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Tokyo, Yellow Submarine Akihabara RPG Shop
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Yasuragi Bldg 1F, Ohaza Shimobuchi 68-4,
Nara, 638-0821.
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Riga, Games Shop
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3rd Floor, The Gardens Mall, Mid Valley
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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.
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Kuala Lumpur, Times Pavilion
Level 6, Pavilion KL, Jalan Bukit Bintang,
WP, 55100.
Tel: 03 21488813

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

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

Petaling Jaya, Toybox
43A, Jalan 20/16, Selangor, 47300.
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Mexico D.F. Colecciones Colibri

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Trondheim, Trondertrim
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Tel: 0048 17 8528101

Siemianowice Slaskie, Jaga
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Tel: 0048 32 2290139

Szczecin, Foxix
Ul. Wojska Polskiego 7, 70-470.
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Szczecin, Safari
Ul. Bohaterow Warszawy 40, 70-342.
Tel: 0048 914846156

Torun, Grajfer
Ul. Mostowa 19, 87-100.
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Warszawa, AM76
Ul. Pachnaca 83, Lokal E, 02-790.
Tel: 0048 507894091

Warszawa, Faber i Faber
Ul. Pulawska 11, 02-515.
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Warszawa, Graal Blue City
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Warszawa, Graal Dworzec Centralny
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Al. Wladyslawa Reymonta 12, Lokal 9,
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Ul. Anielewicz 2, 00-157.
Tel: 0048 785179838

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Al. Jana Pawla II, 43a, lokal 24b, 01-008.
Tel: 0048 22 6354805

Warszawa, SuperSerie
Al. Gen. Chrusciewa 79, 04-414.
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Wroclawek, Wszystko Dla Ucznia
ul. Promienna 1b, 87-800.
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Wroclaw, Bard Wroclaw
Ul. Szewska 51, 50-139.
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Wroclaw, Feniks
Ul. Szewska 95/97, SDH Feniks, 4 pietro,
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Rua Pinheiro Chagas, Nº78 C, 1050-180.
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Barreiro, Player's Spot
Centro Comercial Píramides, 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

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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: The White Dwarf team has gone hobby mad, painting models for Warhammer and even attending events in Warhammer World.



The Design Studio: Dan and Adam speak to the designers of the new kits, and to Jervis Johnson, author of *Triumph & Treachery*.



Forge World: Down in Forge World we happened upon some sneak peaks of forthcoming models: the Legion Assault Claw and Deimos Pattern Vindicator.



Black Library: A nervous and excited Adam gave Black Library story-weaver Dan Abnett a phone call to learn all about *Unremembered Empire*.

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

- 1 The Troll with fish is Mel's favourite model. "I added some 'Ard Coat to make the fish's scales glisten."
- 2 Andrew painted his Chaos Hounds to give him a break from painting Gor and Bestigor.
- 3 According to the Orcs, blue is a lucky colour, which is why Adam daubed his Savage Orcs with blue warpaint.
- 4 Matt used plenty of Blood for the Blood God all over his Zombies.



2

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Jes Bickham

Spurred on by his successes at the Battle Brothers hobby event, Jes has continued adding models to his burgeoning Tau Empire army. It seems one weekend at Warhammer World wasn't enough either – as he's now readying for war alongside Erik later this month for the Warhammer event. "We need some practice games in," he says. "I've got a reputation to keep up."



Dan Harden

Dan has gone Apocalypse mad this month, making it his mission to add to both his Tau and his Eldar armies for an upcoming mega-battle that he's got planned. Sadly, painting all those edge highlights and glossy spirit stones has addled his brain somewhat and he keeps muttering something under his breath about "doing it for the Greater Good." Hopefully he'll recover soon.



Matt Hutson

It's been a trying time for Matt over the last month or so as he's found himself torn between collecting all the new Dark Elf releases and adding to his Vampire Counts army. In the end, he's compromised and is doing both. "My lunch breaks belong to Khaine," he says with a grin, "but at home I'm working on the undead. There is a horde of Zombies growing in my living room."



Andrew Kenrick

Playing in the Triumph & Treachery Battle Report has had a galvanising effect on Andrew, who has redoubled his efforts to paint more Beastmen. "They will make great allies for my Chaos Warriors," he explains. "Since we started playing Triumph & Treachery, there has been a real arms race – and I'm going to be at the forefront of it. My new Ghorgon is already built and basecoated."



Glenn More

Most of Glenn's hobby time this month has been spent on his Ultramarines Captain for our Kit Bash article on page 98, but that hasn't stopped him dabbling with some Dark Elves. "I've been talking to Mark Bedford from Forge World about the new Dark Elf kits, and we've cooked up some colour scheme ideas," he says. "Now all I need is enough hours in the day to paint them."

WARHAMMER MADNESS

One thing is for certain this month, playing *Triumph & Treachery* in the hobby room has spawned a lot of Warhammer hobby projects on the desks of the White Dwarf team.

Adam has finally taken the plunge on the Orcs and Goblins army that he has been considering for ages. With a big order of Savage Orcs, Trolls and more under his desk, he can be found sat at his desk beaver away before work every morning.

Mel has delighted the team with her River Troll, which is actually the first model she's ever painted for her own collection (which came as a shock to us all, considering how good it is).

Matt has cranked out a regiment of 20 battle-ready Zombies for his Vampire Counts (with unerring speed, it should be said) while Andrew has added to his growing Beastman warband with a pack of ravening Chaos Hounds.



Erik Niemz

Erik took a small Ork army to a Warhammer World gaming event this month, pitting kill teams against each other in a series of short games. While he took a beating or two, Erik's jovial nature won out and he was awarded three 'best game' nominations from his opponents. Full of fresh motivation, he's now spending his lunch breaks adding more Orcs to his growing Warhammer army.

Mel Roberts

Mel's latest hobby endeavour is a regiment of River Trolls, which she is half way through painting. "I think they are probably my favourite Warhammer kit," she says, explaining her choice. "Seb Perbet has squeezed so much character and such imaginative expressions and ideas into the models it's hard not to love them." So far one is complete, and we're excited to see the rest soon.

Kris Shield

Bits of Space Marines lie scattered across Kris' desk as he steadily builds up models for his latest projects. Over the last few weeks he has painted a model from the Iron Knights, Deathstrike and Black Dragons Chapters... but he seems to have settled on painting Angels of Absolution now. "Adam's Dark Angels were looking lonely," he explains. "They needed some friends."

Adam Troke

The hobby muse lies heavy upon Adam this month, as he has gone straight from painting a Minotaurs kill team to a brand new Orcs and Goblins army for Warhammer. "I've spent too long looking at River Trolls and Savage Orcs on the online store," he sighed wistfully. "I always fancied I'd make quite a good Orc Warboss..." All we know is, he better stop jabbering about Savage Orcs soon.

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

A WEEKEND AT WARHAMMER WORLD

The temporal vagaries of magazine production mean that, even though you'll be reading this at the end of October, the November issue was completed back in July – just as Dan and Jes had devoted an entire weekend to the hobby, spending a Saturday as guests at Warhammer World's Enter the Citadel event and then Sunday as Battle Brothers entrants – the latter a Warhammer 40,000 gaming doubles event.

“Enter the Citadel was terrific,” says Jes. “Dan and I got to talk to loads of White Dwarf readers and fans of Warhammer 40,000, and we even took along the Agrellan Refinery board (see the April 2013 issue) and our Tau and Tyranid armies to go on it. We also fared well at Battle Brothers, winning all our games and playing some terrific opponents who had splendid armies. Dan even won a coveted Beast of Legend certificate for his brilliantly-painted Wraithknight.”



1



2



1 Enter the Citadel was an event all about Warhammer 40,000; here, Jes speaks to a couple of readers at the White Dwarf stand.

2 Our Agrellan Refinery board, which you may remember was built especially for the April issue Battle Report. Dan and Jes even brought along their Tau and Tyranids to put on it – it proved to be a great talking point throughout the day.

3 Battle Brothers is a doubles event, where two players bring a 1500 point army between them. Jes and Dan brought a Tau/Eldar alliance – here are their first opponents, Ollie and Jim, who'd come up from London with a gorgeously painted Dark Eldar/Eldar force.

4 Jes managed to squeeze two Riptides into his half of the Team White Dwarf army; the last game of the day saw both of them fall in close combat to a rampaging Inquisitor Coteaz.

5 Dan's amazing Wraithknight won him a certificate for best-painted Monstrous Creature; a well-earned prize, as our plucky staff writer had painted all 352 bumps on the model as spirit stones!

6 The combined forces of Tau Inderdiction Force Or'es Shi and Lileath's Blade, the New Children of Mymeara, advance across the board against the Dark Eldar.



THIS MONTH IN

THE DESIGN STUDIO

The miniatures designers are back again to talk about Dark Elves. While Dan shoehorns them into the White Dwarf hobby room for a second month in a row, Adam tracks down Jervis Johnson to discuss the new Triumph & Treachery expansion.



Last month Steve Buddle told us all about the new Dark Elf Dreadspears that he'd been working on. This month he returns to talk about the Black Guard of Naggarond and the Har Ganeth Executioners.

AGGRESSION OR STOICISM?

Steve Buddle explains the differences between the sinister Executioners and the menacing Black Guard.

Steve Buddle: The starting block for both the Black Guard and the Executioners were the new Dreadspear models. Both the Black Guard and the Executioners are elite warriors, but not nobles. That's why they have subtle details and ostentations – more than the Dreadspears, but not so many as the Cold One Knights. I wanted the Black Guard to appear more imposing than the Dreadspears and, while they're physically no taller or broader, their armour is wider, their helms are taller and the high collars, plumes and heavy cloaks help add to their bulk. To make the Executioners appear different to the Black

Guard I had to get a bit abstract. Every miniature has a natural angle that you look at them from and, by turning the body of the model around 90°, I was able to give it a different appearance. The cape that was so prominent on the Black Guard is now hidden and their relaxed stance has changed into the more aggressive pose of the Executioner. The left-handed grip on their draichs evolved from this change of stance, further differentiating between the units. One of the most striking differences are their heads and I opted for a stylised mask to obscure their faces. I feel the anonymity adds to their air of menace.



1 "The Executioners are the mirror image of the High Elf Swordmasters," adds Steve. "While they are not traditional adversaries, I like the idea that they'd pair off against each other on the battlefield and start chopping each other to pieces. I wouldn't want to place bets on who would win."

YES, IT ONLY HAS ONE WHEEL

It's a question we've all been asking – why does the new chariot have one wheel? Ollie Norman explains.

Oliver Norman: When I work on a new kit I like to fully immerse myself in the race, culture and behaviours of the army I'm working on – I'm very much a method sculptor. With the Cold One Chariot I thought a lot about how the Dark Elves would build them and there was no doubt in my mind that speed, style and aggression were at the forefront of their minds when they designed it. The hull of the chariot is just like the hull of a ship, only one that sails across the ground. The shape of the hull was inspired by ancient Greek galleys and the traditional chariot yoke became more of a keel, running the length of the chariot, into the bodywork and up over the wheel. The single wheel was an extension of the idea of the chariot as a land yacht – I imagined it as the stabilising fin of the ship, or the wheel of a motorbike. When racing yachts, the competitors will use their own body to counter-balance the boat and ensure it

doesn't tip over, often leaning out an incredible distance to keep it upright. The same thing applies to motorbikes, the riders getting so low to the ground that they're almost riding horizontal. I reckon the Dark Elf Chariot is just the same, though the charioteers would have much finer control of it than a human ever could.

I imagine the Scourgerunner Chariot to be much swifter and sneakier than the Cold One Chariot; less of a mainline unit and more of a flanking force. That's why both the crew and the chariot are lighter armoured and they're armed with plenty of ranged weapons. Beastmasters spend a lot of their time out in the wild so they probably carry most of their equipment with them, hence all the barbed spears and weapon racks. There's even a repeater crossbow mounted in a holster on the keel spar just in case they need to shoot something that gets too close.

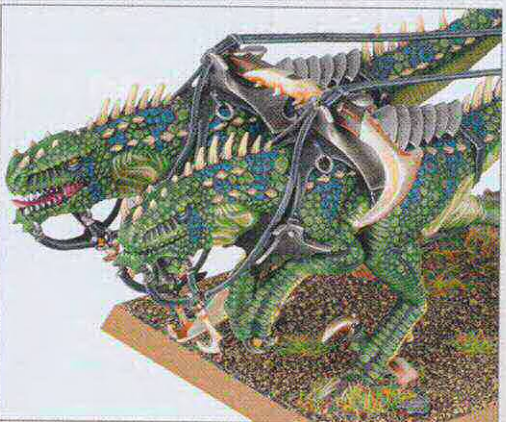


When he's not busy sculpting miniatures, Ollie likes to put on a pair of fake pointy ears and imagine what it's like to be an Elf. His philosophical musings brought about the design of the new Cold One Chariot.



2 "The prow of the Cold One Chariot features the Eye of Isha to ward off evil spirits," explains Ollie. "It was inspired by the eyes painted on to the hulls of ancient Greek triremes, but with a Warhammer twist."

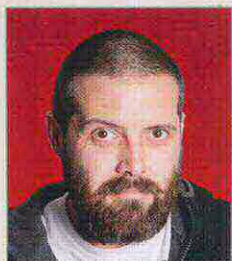
3 "The Scourgerunner Chariot, on the other hand, features stretched hides taken from captured lizards. It's no coincidence that they're painted to look like Carnosaur skin."



4 "The Cold Ones pulling the chariot have a different pose to the ones ridden by the Cold One Knights," explains Oli. "They run lower to the ground with their arms tucked in – they're all about speed."

5 "I like the fact that from the front the chariot appears to float above the ground. It's only when you come round the back that you notice the large wheel."

THIS MONTH IN THE DESIGN STUDIO



Mike Anderson has sculpted some creepy miniatures in his time, but there are few quite as disturbing as the Doomfire Warlocks.

DOOM AND DARKNESS

Mike Anderson has no qualms about cutting off unnecessary bits, as he explains below.

Mike Anderson: I'd wanted to redesign the Dark Riders for some time now, so when the opportunity came along I was head of the queue to work on them. My first thought was on how to make them more animated and convey a sense of motion. Looking at pictures of jockeys, I noticed how high they keep their legs, so I opted for a stirrup that sat under their knees rather than under their feet. I also wanted to give them billowing capes and scarves over their faces – a real highwayman feel that visually tied them to the Assassin models and the High Elf Shadow Warriors. I made a variant head wearing a cowl and everyone liked it so much that I added a set of them onto the frame. In total there are 14 different heads for the Dark Riders, giving you plenty of modelling opportunities. With the horses I decided to make them totally emaciated and feral.

I gave them spikes instead of fetlocks; sunken, lidless eyes to make them look crazed and I removed their upper lips to make them more disturbing. Beastmasters really don't treat their charges well.

With the Doomfire Warlocks I wanted to capture the feel of something that was once an Elf, but has degenerated beyond saving. I gave them bare arms and torsos and their weapons are a crude parody of Elven elegance – they are not weapons of finesse, but crude implements for hacking and stabbing. Their flowing hair was inspired, in part, by the Witch Elves, but I wanted it to look more straggly and unwholesome. I also wanted something that would flap in the wind to replace the Dark Rider's capes. Oh, and I removed the Warlock's eyelids too – who need eyelids when you've got empty, soulless eyes?

1 The Dark Riders wear the same high collars and capes as the High Elf Shadow Warriors, a deliberate visual link to tie these two clandestine units together.



LEADERS OF THE DARK ELVES

Brian Nelson explains his inspiration behind the new plastic heroes to join the ranks of the Dark Elves.

Brian Nelson: When we started work on the Dark Elves I was very keen to add one, if not two, plastic heroes to the range. The Black Ark Fleetmaster came about due to conversations that I'd had with several Dark Elf collectors, many of whom used Corsairs as their Core units and themed their collection around them. This inspired me to start work on a Corsair hero that used all the great imagery of the Corsairs, but more exaggerated. Everything that I couldn't fit onto the Corsair frame when I originally designed them went onto the Fleetmaster – the peg leg made from a harpoon, the long hair, the skeletal collar, the seaweed on the base and so on. I wanted this character to be really weird, totally off the normal scale and well into the realms of gothic fantasy. The artwork and design elements from the limited edition Dreadfleet game were particularly useful in establishing the creepy image that I was after.

The second character that I worked on was the new Shadowblade miniature, which I wanted to emulate the artwork in the bestiary entry for the Dark Elf Assassin. Dark Elf Assassins are fluid, dynamic characters and Shadowblade more so than any other. In the past (especially working with metal) our sculpts were often restricted by the limitations of the materials we were using. Not so with plastic – I could make Shadowblade as dramatic as I liked without fear of him falling over! I deliberately kept him very plain – he's all about stealth and not about being showy. There are distinct differences between the Dark Elf characters – the Fleetmaster is ostentatious and sinister, the Sorceress (who I sculpted a few years back) is nubile and dramatic, while Shadowblade is austere and full of energy. It's great fun creating characters for the different cults within Dark Elf society and making each of them an individual. **DH**

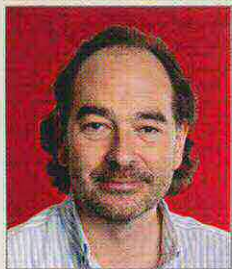


Brian Nelson pioneered the plastic hero kits for Warhammer a few years ago when Storm of Magic came out. His latest creations are the Dark Elf Fleetmaster and the death-defying Shadowblade, Master of Assassins.



- 2 Brian's three plastic heroes epitomise the diversity of the Dark Elf race and their chosen speciality is clearly evident in their design. Where the warrior Fleetmaster is heavily armed and armoured, the Sorceress relies on magic, her arm thrust out casting a spell. Shadowblade, on the other hand, is a whirlwind of death, an Assassin utterly committed to his surprise attack.

THIS MONTH IN THE DESIGN STUDIO



Jervis has been at the forefront of games design in the Design Studio for approaching 30 years, providing countless hours of fun for us all.

THE MASTER OF TREACHERY

Adam Troke talks with Jervis Johnson about designing the Triumph & Treachery expansion.

Jervis Johnson is a mild-mannered and genial man so it's surprising that the new expansion for Warhammer he has penned involves extreme skulduggery, scheming and backstabbing. "The idea for Triumph & Treachery certainly wasn't all my own," he points out with a grin. "The original germ of the idea came from friend and colleague Pete Foley, who regularly gets together with a group of Warhammer gamers, often with an uneven number in the group. This is a common scenario among gaming groups, including my own. Now, the standard Warhammer rules work really well when there are two sides for the battle, but there is, by necessity, a lot of compromise and finagling to be done when you have uneven sides. Who teams up with who, and what do you do about

uneven sides? Does anyone feel left out or ganged up on? Triumph & Treachery is the answer to that – it provides a simple and accessible set of rules where every player is out for themselves.

"With that goal in mind, we set about concocting a set of simple rules adjustments that met three all-important criteria," Jervis continues. "Firstly they had to be fun: everyone playing a game of Triumph & Treachery had to feel like they were having a good time, and nobody was left out of the action for too long. Secondly the rules had to be clear: we wanted the games to focus on tactics and fun, and not get bogged down in unravelling complicated instructions. Thirdly, and no less important, they needed to be

"The addition of mercenaries to Triumph & Treachery was an evolutionary process," says Jervis. "Our games led us to discussions of paying off each others regiments, and buying in help. Warhammer's history has lots of examples of that kind of thing. It was a simple matter from that thought process to the leap that anyone could include Mercenaries to supplement their main army."



Creating Coins

"Each of the Victory Tokens has an explanation behind it," says Leigh Woosey, the designer of the coins. "The gold ingot is pressed in the bank of Altdorf, while the silver shilling has clues such as the sailing ship and tricorne hat that link it to the famous trading port of Marienburg. The brass penny, on the other hand, has a much more macabre story. Each brass 'bit' has a hole stamped through its centre, a deliberate device so that a well-meaning friend can nail it into the eye socket of a dead man, speeding his way to the garden of Morr."



- 1 A brass penny, the lowest denomination coin within the Empire of Karl Franz.
- 2 A silver shilling. The weight of shillings is standardised across much of the Old World, a valued currency for mercenary companies.
- 3 The gold crown, wealth such that peasants will likely never hold one.
- 4 Altdorf gold ingots are rarely used, except as ransoms and bribes.

grounded in the wars and machinations of the Warhammer world – so that when you're playing you feel like your battle is part of the history and flavour of Warhammer's long and storied history.

"All that is how the rules such as the random turn order came about," Jervis adds, by way of explanation. "A random turn order in multiplayer games keeps everyone on their toes and the emphasis of the game on fun. We did experiment with a random phase order, but alternating that simply took too long, and was an unnecessary complication in the end. Another example of a tweak made in the spirit of fun are the Treachery Cards. We didn't want players to be sat idle and potentially bored if they weren't actively taking their own turn. By issuing all players with Treachery Cards there's always something to keep an eye out for – and it's fun clasping your card hand like a hard-bitten gambler and thinking up strategies. As the name suggests, those cards also add a great deal of double-crossing and betrayal into the mix, and we've found that to be very satisfying."

Having played a game of Triumph & Treachery in the White Dwarf bunker prior to speaking to Jervis, one of the things we really enjoyed was the addition of mercenaries to the game, so I asked Jervis about their place in the rules. "They fit into the dynamic of multi-way games of Warhammer very naturally," says Jervis, by way of an answer. "There are lots of stories

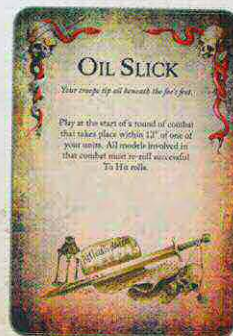
of mercenaries or uncertain allies joining forces in Warhammer. The Ogre Kingdoms are filled with them and they even have Golgfag, the most famous mercenary captain in the Old World. The system to include mercenaries is nice and simple (another of those golden rules), and frees people up to use favourite models from their collection, add a new model they have always fancied or even shore up a weakness in their force.

"Spawning out of the rules for mercenaries are the Victory Tokens each player earns during the game," Jervis continues. "They are a really enjoyable and tactile aspect of Triumph & Treachery. It's quite satisfying to have your little pile of tokens in front of you as the game progresses and see it shrink and grow, along with your fortunes on the tabletop. Perhaps most importantly of all, they give you a visual reminder of who is really winning and losing the battle on the tabletop – and since you can always see how many Victory Tokens your rivals have, they serve to sharpen your focus in the game.

"I really love the fact that we made tokens for them," Jervis adds. "We went to some very old Warhammer Fantasy Roleplay sourcebooks for information on currency in the Empire, with gold, silver and brass coins emerging. Leigh Woosey designed our Victory Tokens, and each of them tells a story – it's a beautiful way of bringing the background of Warhammer and the Old World into the games on the tabletop." **AT**

Treacherous Tools

"The Treachery Cards are an important part of keeping the game fun for all of the players involved," Jervis says, referring to the deck of 36 cards included with Triumph & Treachery. "Your hand of cards not only enables you to give yourself an advantage in the battle and feel involved in other players' turns, but they are highly tactile. Gamers love holding them in a sneaky manner and plotting how best to use them."



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. This month the Horus Heresy continues apace on the desks of their miniatures designers; here's a look at some of ongoing projects.

DEIMOS PATTERN VINDICATOR TANK

Phil Stutcinkas has been working on a new Space Marine Vindicator tank for some time now – modelling it after the Deimos Pattern already utilised on Predators and Rhinos in the Forge World range. Initially produced for the armies of the Great Crusade, a large number of Deimos Pattern vehicles remain in service at the outbreak of the Horus Heresy.

"I started by making a mock-up of what the Deimos Pattern Vindicator could look like," Phil says, lining the mock-up alongside his work-in-progress model. "Now I'm making subtle alterations as I build the finished tank."



- 1 From above you can see the level of detail Phil is putting into the construction of the Vindicator, with the rounded hatch distinctive to the Deimos, optical sights on the bolter and reinforced armour plates.
- 2 Phil's original mock-up (left) sits alongside the early stages of his work-in-progress tank (right). "The mock-up was about getting the shape," Phil says. "Now I am honing the details and making it a true Deimos Pattern tank."



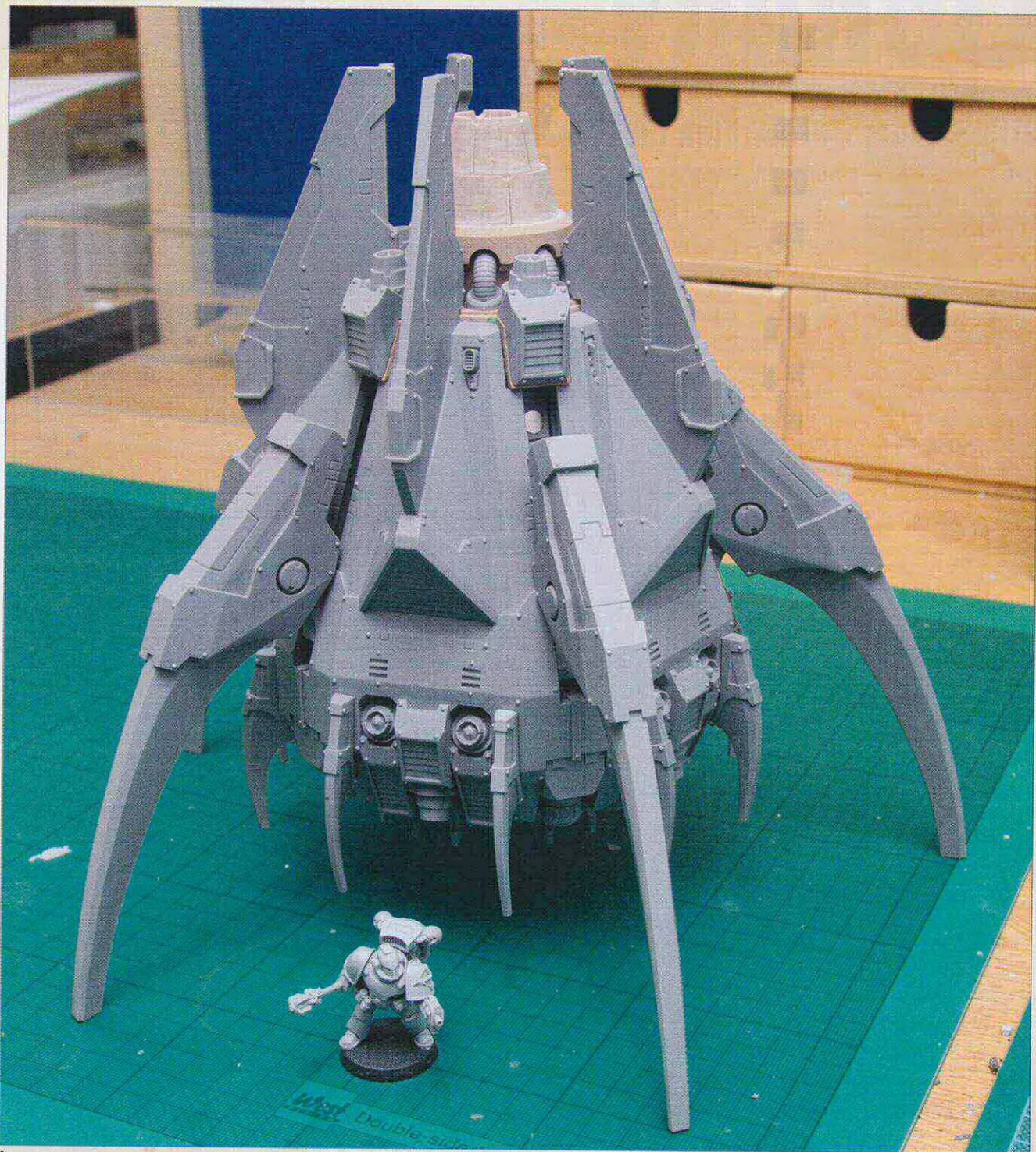
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LEGION ASSAULT CLAW

One of the projects that has been quietly rumbling away down in the Forge World studio is the new Horus Heresy-era Legion Assault Claw, sculpted by Will Hayes. "This model represents the next step in boarding actions," Will says. "It has a ring of melta-cutters around its base and it can

grip the hull of a space ship and burn an entry point for its crew. It's also capable of sustained flight in atmosphere too, with thrusters and anti-grav generators to keep it aloft. It's not finished though: next I am working on missile launchers, which will attach to the retractable legs."

3 Will's Legion Assault Claw work in progress -- all that remains is to fashion a series of missile launchers to enable the Assault Claw to unleash support fire, both in the air and once it has disgorged its crew.



THIS MONTH IN

BLACK LIBRARY

The release of the latest Horus Heresy book, *Unremembered Empire*, has caused quite a stir in the office; with conspiracy theories and heated discussions about the Primarchs abounding. Determined to learn the truth, Adam gave Dan Abnett a call.



Dan Abnett is a multiple New York Times bestselling author, renowned for his Gaunt's Ghosts, Eisenhorn and Ravenor series, as well as many Horus Heresy novels.

REBUILDING THE EMPIRE

Adam talks to Dan about Primarchs, loyalty and the scheming of Roboute Guilliman.

Having spent the past few nights devouring *Unremembered Empire* as quickly as I could, I was understandably excited to talk to Dan about it.

"The idea for this novel came to me when we were together as a group of authors, looking at the overall history and scheme of the Horus Heresy," Dan says, while I juggle pen, phone and notebook. "The history of the Horus Heresy was created a long time again and later documented, ordered and retold through the efforts of Alan Merrett for the artbooks that are now compiled in *The Horus Heresy: Collected Visions*. As we planned out the full sweep of the story to be told through the novels, it became increasingly clear there were major factions and locations that appear inactive for surprisingly long periods of time – and these aren't mere bit-parts, these are some of the most influential and dominant forces of the time.

"One of these apparently inactive factions are certainly the Ultramarines and their Primarch, Roboute Guilliman," Dan continues. "My experience of writing about the Ultramarines in *Know no Fear* made me very interested in telling the story of what occurred in the 500 Worlds of Ultramar, and to their Primarch. One of my desires was to balance out the events taking place on both sides of the galaxy. We're all aware that the Horus Heresy ravaged the entire Imperium of Man, and we knew precious little about what that meant for places like

Ultramar or, indeed, many of the other corners of the galaxy. These places aren't necessarily remote, they just don't lie on the path between Horus and Terra.

"One of the things that makes writing about Guilliman so compelling is the fact that he is, in many ways, the most successful of the Emperor's sons," Dan says, in a contentious tone. "Though many of the other Primarchs have military records at least as fine as Guilliman's, none are his equal when it comes to matters of state. In addition to prosecuting the Great Crusade in an exemplary manner, the Ultramarines have forged the 500 Worlds of Ultramar into something special, incredible even. Guilliman knew what it was to build empires, as well as conquer planets, and he was especially interested in continuing the legacy of his father. When civil war breaks out, and the heresy of his brethren is revealed, it is quite understandable that he wants to keep the eternal flame of hope burning.

"This can be read two ways though," Dan warns, giving a chuckle as I frantically write my notes. "Nobody is completely sure who is on whose side any more. The Ruinstorm, a galaxy-wide Warpstorm, has severed not just transport but also communication and now the brother Primarchs eye each other warily for signs of treachery, hoping that word will come from Terra that their father yet lives. And within all this, Guilliman enacts his own plans to preserve his

father's work – a contingency plan which could very possibly be seen as heretical in its own right.

“*Unremembered Empire* serves as a ‘node’, bringing together strands from a number of different stories, and send them off in new directions,” Dan says. “It also draws in a number of prominent characters. A glance at the cover art gives away a couple of the characters involved, but there are more than those two Primarchs alone. Writing the Primarchs is tremendous fun – I get to pick up a character and dabble with them. The Primarchs have a mixture of

mind sets that make them unique – jealousies, ambitions and ideologies which all contribute to their personal hubris. Guilliman considers himself perfectly loyal, but he is not so naive to believe that his brothers will see things the same way as he does.

“Within the story, it is revealed exactly what the *Unremembered Empire* was,” Dan says in conclusion. “Once it is revealed, it will colour your opinion of the protagonists one way or another. Just bear in mind: exceptional times call for exceptional measures.” **AT**

The cover of *Unremembered Empire* by Neil Roberts. This image captures the Primarchs Roboute Guilliman and Sanguinius celebrating as the attendant ranks of Ultramarines and Blood Angels voice their joy. A closer inspection of the figures in the rear ground gives a clear indication of some of the frictions that emerge in the novel.



PARTING SHOT

“Why should I fear the Daemon?
He has no power over me.”

– Codex: Grey Knights



HOBBY DIARY

| SATURDAY | SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|--|--|--------|---------|---|----------|------------|
| <p>Triumph & Treachery Pre-order</p> <p>October 26</p> | 27 | 28 | 29 | 30 | 31 | November 1 |
| <p>Triumph & Treachery On Sale</p> <p>2</p> | 3 | 4 | 5 |  <p>Tickets on Sale: • Warhammer Throne of Skulls</p> <p>6</p> | 7 | 8 |
| <p>9</p> <p> BATTLE BROTHERS. WARHAMMER WORLD</p> | <p>10</p> <p> BATTLE BROTHERS. WARHAMMER WORLD</p> | 11 | 12 | 13 | 14 | 15 |
| <p>16</p> <p> THRONE-SKULLS WARHAMMER WORLD</p> | <p>17</p> <p> THRONE-SKULLS WARHAMMER WORLD</p> | 18 | 19 | 20 | 21 | 22 |
| <p>23</p> <p> CAMPAIGN WEEKEND WARHAMMER WORLD</p> | <p>24</p> <p> CAMPAIGN WEEKEND WARHAMMER WORLD</p> | 25 | 26 | 27 | 28 | 29 |
| <p>30</p> <p>WHITE DWARF December Issue On Sale</p> <p>LEADY METAL MASTERCLASS WARHAMMER WORLD</p> | December 1 | 2 | 3 | 4 | 5 | 6 |

