

CHAOS DAEMONS™ RULES UPDATE BOOKLET FREE INSIDE

WHITE DWARF™

GAMES WORKSHOP'S MONTHLY MAGAZINE
WD391 August 2012



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WARHAMMER







The walls between our reality and the next grow thin and, through cracks in space and time, malevolent monsters peer through. No, I'm not talking about our neighbours here in the Design Studio, but about the latest wave of Chaos Daemons unleashed from the very depths of the Warp this month.

Of course, we're not only releasing miniatures for existing units, but introducing a few new things too, including the terrifying chariot-meets-combine harvester, the Hellflayer of Slaanesh. You can find all the official rules you'll need to field these units in both Warhammer and Warhammer 40,000 in the handy little booklet that accompanies this very issue.

One of the aspects of the background to our games that I've always been fascinated with is how the Daemons of Chaos exist in both Warhammer and Warhammer 40,000. This is really brought home with the new rules, as the Soul Grinder can now be taken in Warhammer too! As if Greater Daemons weren't scary enough, the huge clanking Daemon Engine that is a Soul Grinder is going to make a huge dent in a Warhammer battleline, that's for sure.

We put the Daemons through their paces later in the issue, chaining Simon to a Realm of Battle whilst Matt and I take it in turns to try to defeat him on the battlefield in our two battle reports. I won't spoil the ending here, but will let it be noted that you should never let an Exalted Seeker Chariot charge your units. Never.

But that's not all, of course, for we take a closer look at the sorts of things you might do in Warhammer 40,000 with the Allied Detachment rules, we return to the Arena of Death and John Blanche is back with more of his insights.

Andrew Kenrick, Editor

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White Dwarf: Phil Cowey, Simon Grant, Andrew Kenrick, Matthew Hutson, Jim Shardlow, Kris Shield. **US Coordinator:** Nicole Lewandowski.

US Contributors: Brendan Bell, Tom Chiple, Desiree Dorsey, Chad Elder, Andrew Hall, Chris Hill, Matt Lewandowski, Megan Lochte, John Shaffer, and Ryan Zulkiewicz.

Contributors: Dave Andrews, Steve Bowerman, Robin Cruddace, Jon Flindall, Andy Hall, Jervis Johnson, Phil Kelly, Mark Latham, Glenn More, Chad Mierzwa, Chris Peach, Duncan Rhodes, Adam Troke, Jeremy Vetock, Sarah Wallen, Matthew Ward. **Citadel Design Team:** Mike Anderson, Giorgio Bassani, Samir Battistotti, Steve Buddle, Trish Carden, Ed Cottrell, Juan Diaz, Martin Footitt, Michael Fores, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Nic Ho, Matt Holland, Israel Laborda, Neil Langdown, Darren Latham, Aragorn Marks, Aly Morrison, Brian Nelson, Gavin Newton, Oliver Norman, Seb Perbet, Alan Perry, Michael Perry, Edgar Ramos, Dale Stringer, Dave Thomas and Tom Walton. **'Eavy Metal:** Simon Adams, Neil Green, David Heathfield, Matt Kennedy, Kornel Kozak, Joe Tomaszewski, Anja Wettergren, Tom Winstone.

Art: John Blanche, Alex Boyd, Kevin Chin, Paul Dainton, Mark Holmes, David Gallagher, Neil Hodgson, Nuala Kinrade, John Michelbach, Pedro Nuñez.

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The background of the entire page is a detailed, dark, and fiery illustration of various Chaos Daemons from the Warhammer 40,000 universe. At the top, a large, dark, multi-limbed daemon looms over a scene of destruction. Below it, a large, green, multi-headed daemon with many mouths is shown in a state of intense rage. In the foreground, several smaller, grotesque daemons are depicted, some with multiple eyes and mouths, others with more complex, mechanical-looking features. The overall color palette is dominated by reds, oranges, and yellows, suggesting fire and hell. The text is overlaid on this artwork.

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A Smith

CHAOS DAEMONS™

To the followers of Slaanesh, savage pain is an emotion to be savoured as readily as pleasure, something their cruelly barbed war machines embody on the battlefield. This month sees three new Chaos Daemon chariot options released in plastic.

SEEKER CHARIOT/HELLFLAYER OF SLAANESH

This new multi-part plastic chariot kit can be assembled in one of two ways – as a Seeker Chariot or a Hellflayer of Slaanesh. The Seeker Chariot superficially resembles the chariots of mortal races, except that it is pulled to battle by unnatural Steeds of Slaanesh and crewed by cruel Daemonettes. The chariot is covered in barbs, its wheels more akin to a threshing mechanism than cart wheels.

The kit can instead be assembled as a Hellflayer of Slaanesh which comprises a rather more vicious array of whirling spikes and blades along its entire length.

The frame features six different Daemonette heads and a variety of claws, all of which are interchangeable with both the Daemonettes and Seekers of Slaanesh kits. The kit also includes the option to build a Herald of Slaanesh to mount on the Seeker Chariot.



The Seeker Chariot can be chosen as a mount for a Herald of Slaanesh.

SEEKER CHARIOT

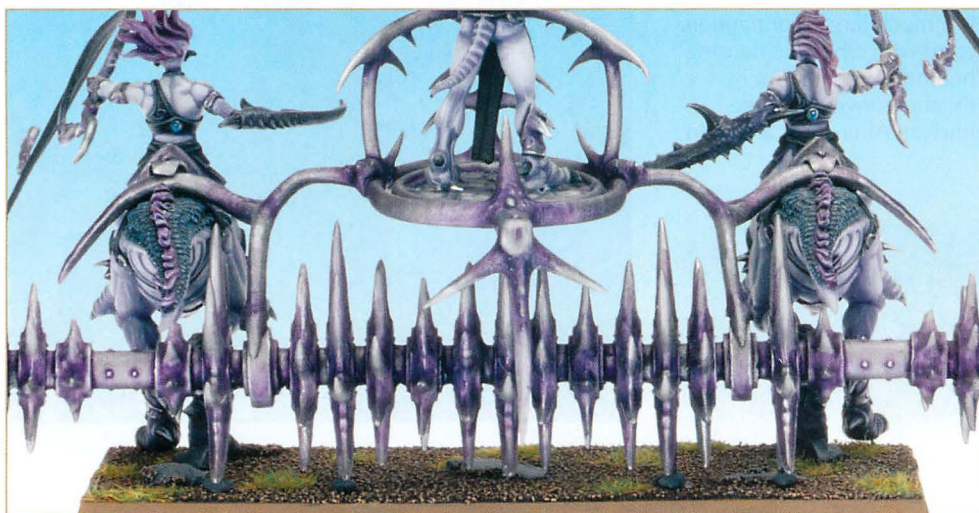


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WARHAMMER

WARHAMMER 40,000

Daemons are unique in that they can be fielded in both Warhammer and Warhammer 40,000. The following pages show newly released Daemon miniatures on both round and square bases – this is because you get both types of base in the box sets, and it is entirely up to you whether you base your models for Warhammer or Warhammer 40,000.



The Hellflayer of Slaanesh's wicked array of threshing blades.

SEEKER CHARIOT OF SLAANESH

Product code: 99129915012
Sculpted by Alex Hedström and
Nic Ho.

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HELLFLAYER OF SLAANESH



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EXALTED SEEKER CHARIOT OF SLAANESH

Only available for a limited time, the Exalted Seeker Chariot of Slaanesh combines two Seeker Chariot/Hellflayer of Slaanesh kits to build a huge and deadly chariot to bear some of the deadliest of Slaanesh's Daemons to battle.

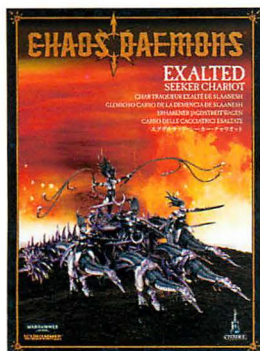
Not only does the Seeker Chariot/Hellflayer of Slaanesh kit make the aforementioned chariots, but combining two kits allows you to make a third option – the terrifying Exalted Seeker Chariot of Slaanesh. This box set includes two frames to do just that.

The Exalted Seeker Chariot is a much larger contraption, combining a sturdy central structure with a horrific flensing array of whirling blades towed behind it. The chariot is pulled by four Steeds of Slaanesh, and crewed by three Daemonettes and a choice of either an Alluress or a Herald of Slaanesh.

SEE THE CHAOS DAEMONS
BOOKLET FOR RULES FOR
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**EXALTED SEEKER CHARIOT
OF SLAANESH**
Product code: 99129915011
Sculpted by Alex Hedström and
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Grandfather Nurgle is the Chaos God of plague and decay, and his Daemons spread his virulent gifts in the material world. Garrulous in the extreme, Plaguebearers and Nurglings delight in infecting their foes with noxious poxes and pestilence.

PLAGUEBEARERS OF NURGLE

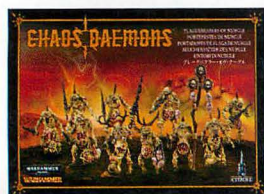
The Plaguebearers of Nurgle kit allows you to assemble 10 of these foetid Daemons, which form the rank-and-file of the Daemon army in both Warhammer and Warhammer 40,000. The kit contains the components to assemble a command group, including a Plagueridden, a musician and a standard bearer. The frame includes a choice of two different banner tops – one shown below, the other a stylised fly, shown right. The models are all covered in humorous details, such as Nurglings peering from distended bellies or dangling from intestines. The kit also includes ten Nurglings and piles of festering maggots to decorate the bases of your Plaguebearers.



Musician



Standard Bearer



PLAGUEBEARERS OF NURGLE
Product code: 99129915008
Sculpted by Mike Anderson and Gavin Newton.

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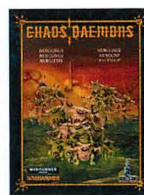
SEE MORE EXAMPLES OF THIS KIT ON PAGE 96.

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NURGLINGS

This box set contains enough parts to make three bases of Nurglings. Each swarm of Nurglings comprises three pieces – a front rank, a back rank and a middle rank – that can be assembled in any combination, giving you a great deal of variety. In fact, with three different designs for each rank, there are 27 different combinations to be had! As if that's not enough, there are loads of individual Nurglings included on the frame as well, which can be used on any of the bases or even on models in the rest of your army.



NURGLINGS

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NEW RELEASES

Although none of the daemonic servants of the Chaos Gods could be considered normal, those that serve the God of Change, Tzeentch, are particularly strange, as both the new plastic Screamers and Flamers of Tzeentch prove.

SCREAMERS OF TZEENTCH



This box set contains three plastic Screamers of Tzeentch, glimmering sky-sharks that hunt the prey of their master in great shoals. There are three different Screamer bodies, each covered in dozens of eyes, fins, bristling spines and gaping maws. The kit also contains several different tail options, crests and fangs, offering a great deal of variety in a unit. There's even a distinctly shark-like fin to add to one of your Screamers!



SCREAMERS OF TZEENTCH
Product code: 99129915009
Sculpted by Aly Morrison.

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FLAMERS OF TZEENTCH



The Flamers of Tzeentch are amongst the strangest-looking of the Daemons of Chaos, their long, tubular torsos sprouting heads, maws and other orifices that constantly gout flame. The plastic Flamers of Tzeentch box set contains three of these Daemons, each with a different body. The kit also contains all manner of extra bits, such as strange leech-like tentacles, to adorn your models. There is also a more elaborate head and an extra arm, allowing you to assemble one as the Flamer's champion, a Pyrocaster.



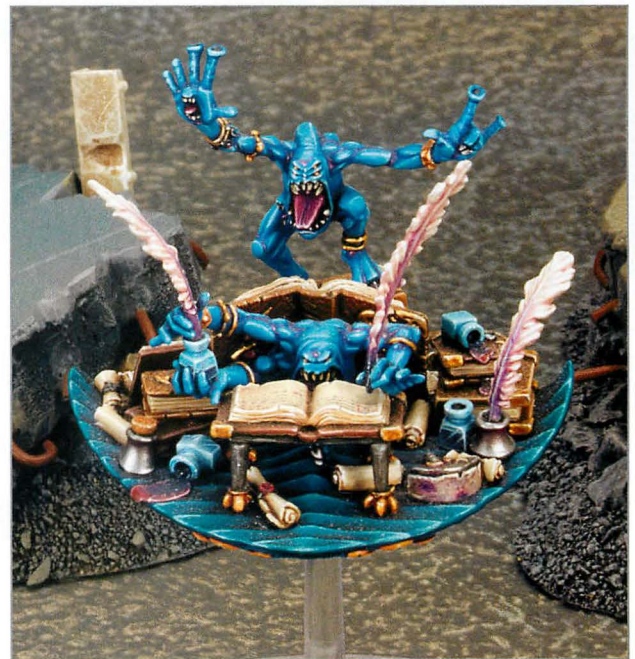
FLAMERS OF TZEENTCH

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Sculpted by Trish Carden and Colin Grayson.

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THE BLUE SCRIBES



The Blue Scribes are a pair of Blue Horrors tasked by Tzeentch with recording every known spell no matter where it might be found. The Blue Scribes are available in Citadel Finecast, mounted atop their Disc of Tzeentch and depicted bickering even as they go about their monumental task. The model is adorned with all manner of characterful details, from the stacks of parchment, scrolls and grimoires to the spilled ink wells leaking all over their work.

CITADEL FINECAST

THE BLUE SCRIBES

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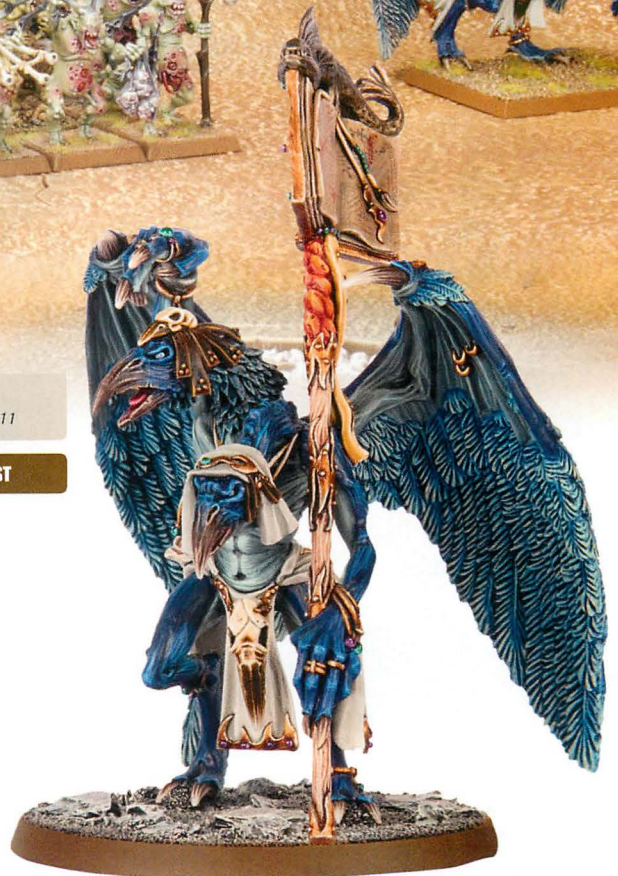


KAIROS FATEWEAVER
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BEAST OF NURGLE

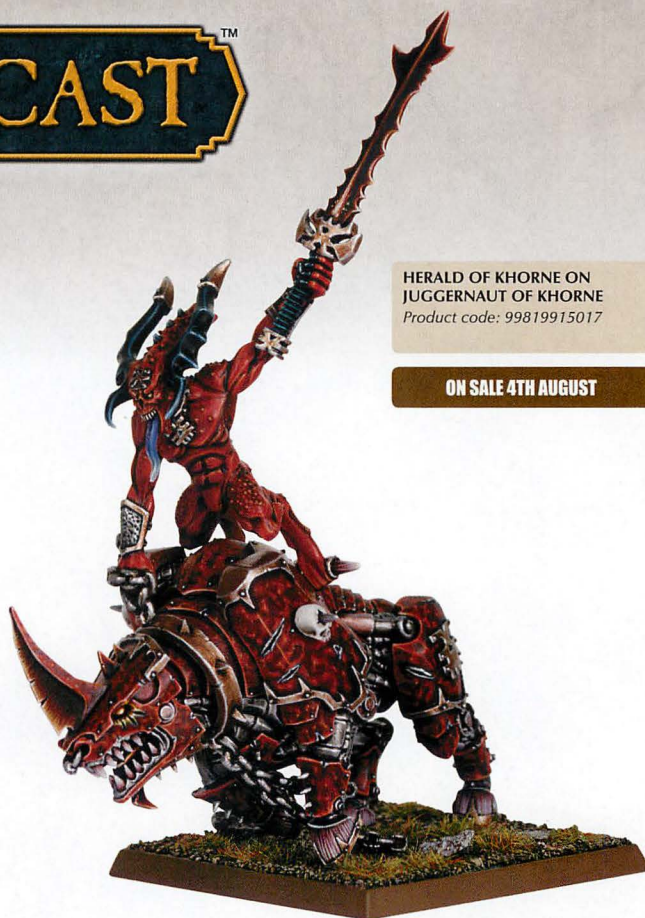
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WARHAMMER® BEASTMEN

Daemons are not the only children of Chaos to be unleashed this month, for there are new Beastmen released as well. With a new plastic Great Bray-Shaman and loads of miniatures released in Citadel Finecast, the Beastmen hordes are ready for war!

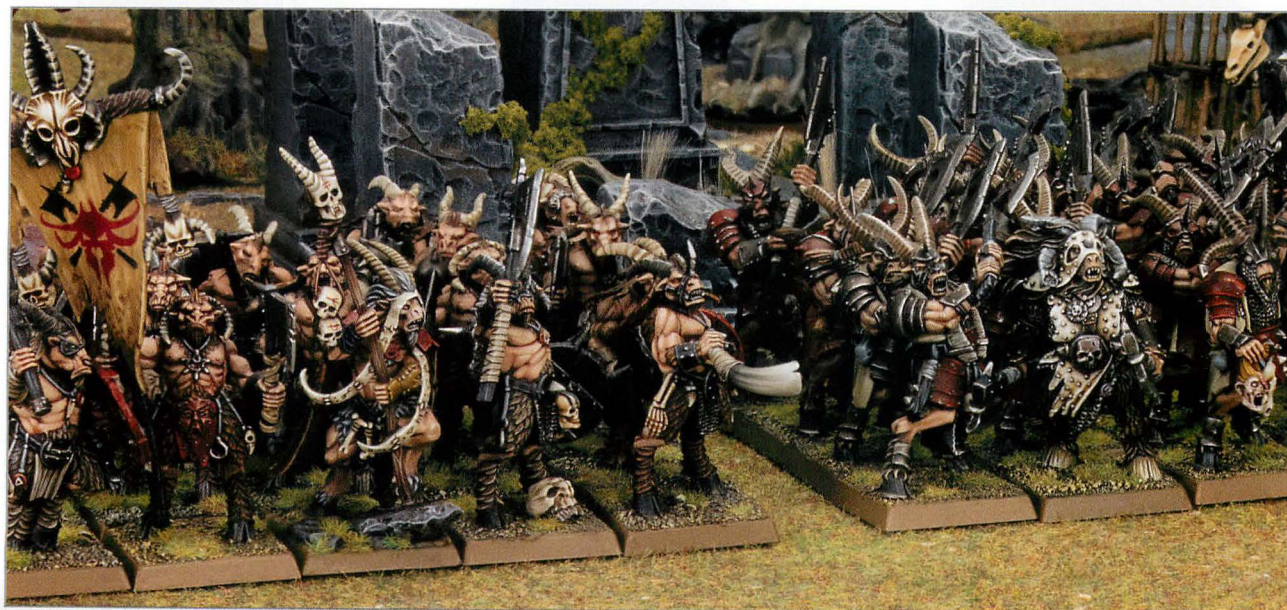
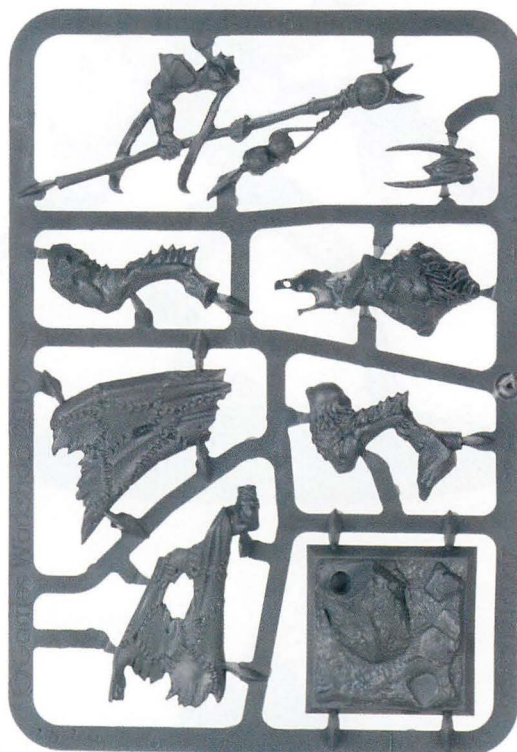
GREAT BRAY-SHAMAN



GREAT BRAY-SHAMAN
Product code: 99070216001
Sculpted by Mike Anderson.

ON SALE 18TH AUGUST

The plastic Great Bray-Shaman stands proud atop a rocky outcrop on his scenic base, brandishing his mighty stave. The braystaff is adorned with skulls, including the skull of another Beastman – perhaps that of his predecessor – and other grisly trophies decorate his belt, whilst the cloak flapping out behind him is made from a patchwork of skin.



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CITADEL® FINECAST™

As well as a selection of High Elves made available in Citadel Finecast this month also sees the release of a much-loved, classic Citadel miniature – Jes Goodwin's sculpt of Teclis, High Loremaster of the White Tower of Hoeth.



SHADOW WARRIORS

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TECLIS

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CITADEL® FINECAST™

More miniatures are released in Citadel Finecast each month so make sure you check our website for the latest releases. Amongst those released this month are miniatures for The Lord of the Rings, a selection of which are shown below.



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Exclusive Extract from *Priests of Mars*

'That's not a servitor,' said Kul Gilad.

Hawkins waved two of his men to come forwards with him, following the Black Templars as they escorted Archmagos Kotov towards the downed Servitor.

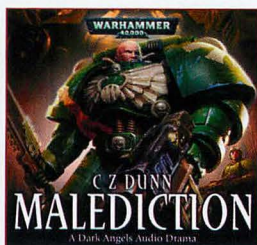
'Ommissiah's bones,' hissed Kotov, making a penitent symbol of the Cog Mechanicus over his chest. 'What has happened here?'

At first, Hawkins wasn't sure why Kotov was reacting so badly, but then he saw the shreds of skin that flapped loose on the remains of the servitor's skull. Kul Gilad knelt beside the creature and took hold of a wide strip of waxen skin. He peeled it back, revealing muscle, sinew and organic tissue, exactly as would be expected.

But Hawkins's eyes widened as he finally grasped the nature of the creature's physiognomy; the jutting lower jaw and protruding tusks, the battered porcine snout. Hawkins had to fight the ingrained urge to draw his pistol and put a pair of bolt rounds in its chest to make sure it was dead.

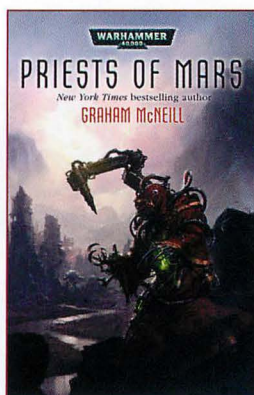
The servitor was an Ork.

THIS MONTH:



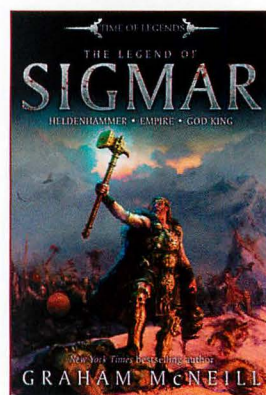
A great hero of the Imperial Guard recounts his tales of bravery and glory fighting alongside the Space Marines of the Dark Angels Chapter, but all might not be as it first seems...

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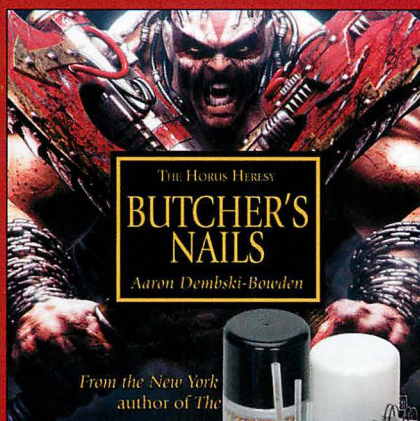
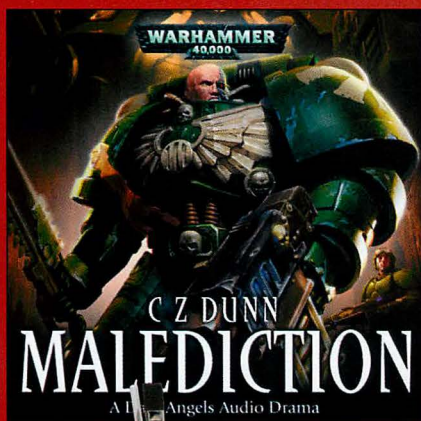
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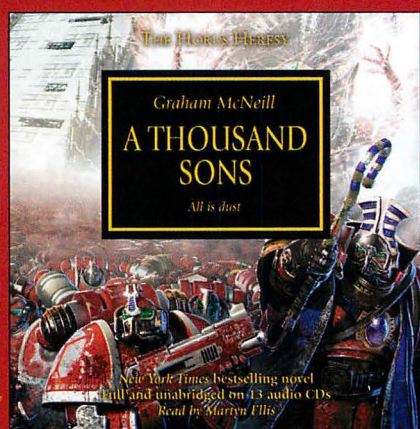
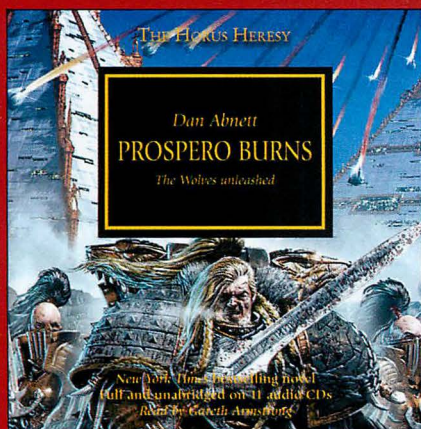


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THE HOBBIT

AN UNEXPECTED JOURNEY



Unless you have been hiding in a Hobbit-hole, you'll know the epic movie, *The Hobbit: An Unexpected Journey*, reaches cinemas in December. We are tremendously excited about the forthcoming tabletop battle game and range of new miniatures based on *The Hobbit: An Unexpected Journey*, and the opportunity to continue the exploration of Middle-earth that began with *The Lord of the Rings™* Strategy Battle Game.

Keep up to date with all the movie news and trailers at the hobbit-movie.com, and find out all about Games Workshop's new releases in the months to come in the pages of *White Dwarf* and the Games Workshop website, games-workshop.com.



Daemons Everywhere!

The Daemons of Chaos feature in both Warhammer and Warhammer 40,000. As much as they share a common heritage (if being a daemonic creature spawned from esoteric energy can be considered 'common'), Daemons work slightly differently in accordance with each game. Read on to learn about how the Chaos Daemons operate in both games.

The Scions of the Dark Gods have been unleashed once more to drown the material realm beneath an endless daemonic tide. Simon Grant introduces the dread Daemons of Chaos.

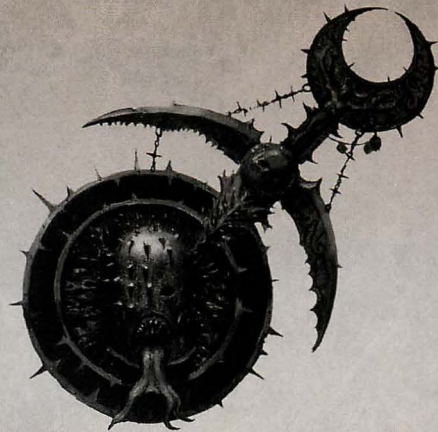
Beyond the boundaries of reality, from a warped plain of existence where time has no meaning, the Chaos Gods watch the worlds of mortals with ancient, hungry eyes. Anathema to all that is pure and natural, the Dark Gods represent the very worst attributes of Mankind's base emotions and instincts – war, lust, murder, treachery, debauchery and greed; the list is as endless as the hatred that the Chaos Gods bear for Mankind. And so do they send forth their unholy servants to reap the souls of mortals, feeding their insatiable thirst for mayhem and death.

Spawned as an incarnation of Mankind's worst nightmares, Daemons are the deadly servants of the four Great Powers of Chaos. Under the command of gigantic Daemons of incalculable might, these warlike fragments of divine will are loosed upon the domains of mortals. Chaos Daemons are destruction incarnate, beings of pure energy that exist only to tear civilisations asunder for the amusement of their infernal masters. Where the Daemons of Chaos walk, anarchy is loosed, reason collapses and carnage untold visited upon the mortal universe.



Khorne is the Blood God, the Lord of Skulls and Battle. He is the mightiest of the Chaos Gods, perceived as an angry, raging god of bestial fury and matchless battle prowess. Khorne is patron to those who seek the strength to win glory on the battlefield and defeat their enemies through martial skill alone.

At the heart of the barren, blood-soaked wasteland that forms Khorne's realm lies an impregnable brass citadel of titanic proportions. In a vast chamber deep within the fortress's central keep, Khorne sits atop a mighty brass throne at the summit of a vast pile of skulls. The Blood God's body is broad and armoured in ornate plate of brass and obsidian. At his side rests a dread two-handed sword, a symbol of Khorne's might and mastery of war.



Slaanesh, the Dark Prince of Chaos, is master of cruel passions, hidden vices and seductive temptations. To worship the Lord of Pleasure is to surrender one's soul to a life of avarice, vainglory and debauchery, becoming a slave to Slaanesh's slightest whim. The Dark Prince is a master of subverting dreams to lure a mortal's corruptible mind to serve him and revels in both their worship and their weakness.

Of all the Dark Gods, Slaanesh is divinely glamorous: long-limbed and elegant, with a haunting androgynous beauty. From his seemingly paradisiacal Palace of Pleasure, the Dark Prince views the mortal realm as a source of playthings, a fertile domain from which to ensnare fresh souls in his web of excess.



Nurgle, the Great Lord of Decay and the father of all pestilence, presides over physical corruption and morbidity. Nurgle's great delight is in the circle of existence – in life, atrophy and death. Thus do those seeking to prolong their lives or overcome afflictions gravitate towards the worship of the Plague God, for only he can ease their suffering.

Grandfather Nurgle, as he is often known, is a corpulent creature bloated with corruption and disease. His skin is greenish in hue, but leathery and necrotic, its surface pock-marked with weeping sores, swelling boils and numerous signs of infestation. It is said that within his immense, pestilential body lies the source of every plague and infection ever inflicted upon the mortal realm.



Tzeentch is known by many names. To some, he is the God of Magic and Sorcery; to others, he is the Weaver of all Fates or the Great Conspirator. From the heart of the Impossible Fortress, Tzeentch's labyrinthine stronghold, the Changer of Ways perceives all. The petty plots and schemes of mortals are as transparent as glass to the Master Manipulator, and thus does he hold sway over those that seek to gain advancement through politicking or yearn for forbidden knowledge.

Unlike his brother Chaos Gods, Tzeentch maintains no single form, his skin ever in a state of flux and crawling with leering faces that sneer and mock those brave or foolish enough to gaze upon such a paradoxical manifestation and invite irrevocable madness.



DAEMONS OF KHORNE



Bloodletter of Khorne

The Daemons of Khorne are savage manifestations of the Blood God's fury and ascendancy in the art of combat. As such, Khorne's minions are amongst the deadliest of fighters, wielding hell-forged weapons that can slice through armour, flesh and bone with equal ease. Khorne despises ranged combat, thus do his daemoniac servants charge headlong through enemy fire to engage them in bloody melee, where their berserk ferocity and brutal combat skills can be unleashed to lethal effect. When the slaughter is over, they are on the hunt once more, seeking ever more skulls to claim for their master.

Slaughter Amongst the Stars

In Warhammer 40,000, the Daemons of Khorne are rightly feared for the deadly Hellblades they carry. These vicious

weapons count as power swords, their AP3 ensuring that only the very heaviest armour can resist their blows.

Bloodletters are the foot soldiers of Khorne's legions and are a Troops choice in a Chaos Daemons army. Their Hellblades, 2 Attacks and Weapon Skill 5 ensures that Bloodletters can happily slaughter their way through a full squad of Space Marines in a single Assault phase. Their elite kin, the Bloodcrushers, are deadlier still, mounted upon great monsters of brass and iron called Juggernauts gifted with greater hitting power and resilience by their ferocious daemoniac steeds.

The Flesh Hounds are Khorne's relentless hunters who, as Beasts, are able to rapidly close on their chosen quarry and tear them to pieces. Despite lacking the armour penetration of a Hellblade, Flesh

Hounds nonetheless pack a deadly punch for a relatively cheap Fast Attack unit.

But the king of Khorne's Daemons is the mighty Bloodthirster. These merciless slaughterers are equally at home swatting aside tanks, squads of enemy infantry, or even characters in a challenge. As a Flying Monstrous Creature, they can close on the enemy with terrifying speed, making Vector Strikes as they do so before plunging into the fray.

Battlefields of Blood

The Hellblades of the Bloodletters and Bloodcrushers in Warhammer combine with their combat skills to grant them the Killing Blow special rule, making them effective against heavily armoured infantry, cavalry or enemy characters alike. But even without this ability, the Daemons of Khorne

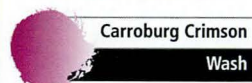
all have a minimum Strength of 5, ensuring that they can reap a bloody harvest. Their master's hatred of magic also grants his Daemons a degree of Magic Resistance, increasing their save against enemy spells.

Bloodletters are a Core choice and are especially effective when fielded in large horde units for extra attacks. Bloodcrushers and Flesh Hounds are rarer, but harder to bring down and their speed enables them to close on the enemy at a much faster rate.

In Warhammer, a Bloodthirster is even more intimidating. Even without any Daemonic Gifts to augment its combat ability, a Bloodthirster is capable of slaying the most powerful characters and monsters. However, the addition of a few upgrades such as Immortal Fury (re-rolls To Hit in combat) or the Armour of Khorne (a 3+ save) make a Bloodthirster truly terrifying.



Painting Daemons of Khorne





DAEMONS OF SLAANESH



Daemons of the Dark Prince mirror their divine master's seductive grace and disturbing allure. They cavort across the battlefield, drinking in the sensations of their mortal victims' heightened emotions before tearing them to shreds in an orgy of bloodshed with their wracking claws. The slender, epicene frames of Slaanesh's Daemons belies their veiled lethality, for within each of these creatures lies the essence a ruthless murderer that revels in the suffering of its victims. Such is their unnatural speed and agility that they can easily dance between the clumsy blows of their foes as they lash out with vicious talons to rend and disembowel their hapless opponents.

Though not as overtly warlike as the Daemons of Khorne, the daemonic servants of Slaanesh are deadly close combat

fighters, relying instead on speed and distraction than brute strength alone. None personify this dark beauty more than the Daemonettes, beguiling yet repulsive killers that delight in inflicting pain and torment.

A Galaxy of Sin

In Warhammer 40,000, the Daemonettes' murderous grace is evidenced by their Initiative of 6 and 3 Attacks, as well as their Aura of Acquiescence, which counts as both offensive and defensive grenades in combat. Another crucial attribute of the Daemonettes is that their attacks have Rending, giving them the ability to overwhelm even the toughest opposition. Mounted on equine Steeds, Seekers of Slaanesh share the same strengths as the Daemonettes, but with the added benefits of a bonus Attack and 12" movement.

Fiends of Slaanesh are also very swift, but strike with 6 Rending Attacks at Strength 5 on the charge, and can then take advantage of their Soporific Musk to immediately disengage as a Hit & Run.

Slaanesh's favoured servants often ride to war upon fast chariots, whose graceful, bladed forms embody their master. These Seeker Chariots and Exalted Seeker Chariots can unleash an enormous number of Strength 4 Hammer of Wrath hits on the turn they charge, the Exalted Seeker Chariot in particular potentially striking 24 times.

Fields of Pleasure and Pain

In Warhammer, Slaanesh chariots have the hitting power to break a regiment. Again, the Exalted Seeker Chariot exemplifies this with 2D6+1 Impact Hits!

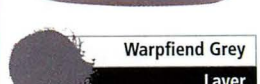
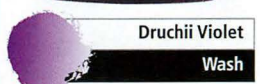
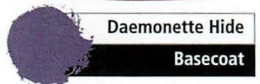
Units of Daemonettes are Core choices in Warhammer and are especially deadly against light infantry, where their 2 Armour Piercing Attacks combined with a high Initiative and Weapon Skill will take a heavy toll. Against stronger opposition, the inclusion of a Herald of Slaanesh will compel them to Always Strike First.

The Seekers and Fiends of Slaanesh have an enormous Movement value of 10, meaning that they can comfortably reach the enemy by Turn 2, where they excel at harassing the flanks.

A Keeper of Secrets is the Greater Daemon of choice for those without a shred of mercy. Able to keep pace with the Seekers and Fiends, a Keeper of Secrets has the Always Strikes First special rule and Initiative 10 for re-rolls to hit.



Painting Daemons of Slaanesh





DAEMONS OF NURGLE



Plaguebearer of Nurgle

The Daemons of Nurgle share their foul master's corpulent physique, harbouring all manner of disease and within their tortured frames. Filth-encrusted innards are exposed, trailing from gaping holes in their distended bellies, whilst others feature gaping maws that gibber and gnash with vile sentence. Despite their playful mannerisms, each and every one of Nurgle's daemon children is a pox-ridden carrier of disease whose merest touch can corrupt and infect with fatal consequence. Nurgle's daemon children also share an incredible physical resistance to harm, the rotten meat of their bodies impervious to all but the most brutal or proficient blows.

The most common of the Plague God's minions are the Plaguebearers, the Tallymen of Nurgle, their essence formed from souls of mortals that died of Nurgle's Rot.

Pustulent Planets

In Warhammer 40,000, these shambling Daemons are Toughness 5 and have the Feel no Pain special rule, making them by far the most survivable of the Lesser Daemons of Chaos. In addition, their rancid Plagueswords grant them the Poisoned (4+) special rule in combat and the ability to bring down the toughest opposition.

The diminutive Nurglings feature on many of the Nurgle Daemon miniatures, either as decorations on a base or peering out from inside a larger Daemon's open and decomposing wound. However, Nurglings can fight in both games as a swarm of Daemons in their own right, where their multiple Wounds and Attacks can easily overwhelm an unprepared opponent.

Beasts of Nurgle are ugly, putrid, but excitable creatures that are something of a

menace on the battlefield and very difficult for an opponent to overcome. On the battlefields of the 41st Millennium, Beasts of Nurgle are extremely resilient, able to shrug off a great deal of injury.

Great Unclean Ones are the mightiest Daemons of Nurgle, great obese and plague-filled monsters in the shape of Nurgle himself. They are amongst the most resilient units in either game. A Great Unclean One is by far the toughest of the Greater Daemons (at T6) and its Noxious Touch will wound any enemy on a 2+.

Realms of Ruin

In Warhammer, the Daemons of Nurgle are tough to bring down, striking with Poisoned Attacks and – with the addition of a Herald – Regeneration. In games of Warhammer,

Nurgling Swarms also have Poisoned Attacks and have the option to be deployed as Scouts.

Beasts of Nurgle have a high Toughness, Regeneration and 4 Wounds. The horrible slime trail discharged by these foetid Daemons also denies combat bonus for attacking in the flank or rear, making them exceptional units for holding up the enemy.

10 Wounds and a Toughness of 6 ensure that only the most determined opponent will stand a chance of killing a Great Unclean One, but just to be on the safe side, the Trappings of Nurgle Daemonic Gift can further augment its fortitude with a 4+ armour save and Regeneration! In addition to being a powerful fighter, a Great Unclean One can also be made into a powerful Level 4 Wizard.



Painting Daemons of Nurgle



Deathworld Forest
Basecoat



Athonian Camoshade
Wash



Nurgling Green
Layer



Screaming Skull
Layer



DAEMONS OF TZEENTCH



Pink Horror of Tzeentch

As the God of Magic and Change, Tzeentch bestows the power of sorcery and mutability on all his daemonic legions. Arcane Warpfire sprouts from their every orifice, searing everything it touches or transmuting their victims into new aberrations according to Tzeentch's whim. The most powerful of these daemonic creatures wield even more potent forms of esoteric sorcery, casting down walls or incinerating dozens of foes with the merest thought.

The Daemons of Tzeentch are many-limbed and ever changing in shape and hue. New appendages grow even as others are drawn back into the Daemons' body and flesh melds together or parts to form a gaping maw that gibbers maniacally. To look upon the Daemons of Tzeentch is to know madness in its purest form.

No two Daemons of Tzeentch are alike, from the gibbering, luminiscent Pink Horrors whose form changes even as they engage in battle, to the leaping, bounding, tubular Flamers that constantly burp and spout magical, animated flames.

Fate is Written in the Stars

The aspect of Tzeentch's Daemons that is immediately noticeable in Warhammer 40,000 is that their invulnerability save is better than that of the other Daemons of Chaos, making them tough to kill.

Pink Horrors and Flamers command Warpfire in Warhammer 40,000 – a powerful ranged attack with the power of a heavy bolter – making them superb anti-infantry units. Alternatively, Flamers can unleash the Breath of Chaos, a template attack that allows no armour or cover saves!

The avian Lords of Change are the masters of the Tzeentchian hosts, powerful mystics beyond the measure of mortal ken. They are Monstrous Flying Creatures, allowing them to swoop and glide across the battlefield whilst blasting the enemy asunder with a choice of devastating powers, such as the Strength 8, AP1 Bolt of Tzeentch. With a few choice Daemonic Gifts, a Lord of Change can summon an additional power and even split its fire between several enemy units.

Scions of Sorcery

In Warhammer, the Daemons of Tzeentch command potent magical powers. Lords of Change, for example, are powerful spellcasters that know all the spells from the Daemon Lore of Tzeentch, and even

units of Pink Horrors in Warhammer can cast spells, their Wizard Level dependent on the number of models in the unit. In fact, a unit of 36 or more Horrors is a Level 4 Wizard in its own right!

Flamers of Tzeentch can each unleash D6 Flaming Attacks in the Shooting phase to devastate, even annihilate, an enemy regiment in a single burst of fiery death.

The manta-like Screamer Daemons of Tzeentch can swoop over the heads of their victims in the Movement phase, using their Slashing Attack to wrack them with fangs as barbed tails as they do so, or swoop down to tear small units to shreds in combat with their handful of attacks. Alternatively, they can use their vicious Lamprey's Bite to inflict Multiple Wounds (D3) on Large Targets.



Painting Daemons of Tzeentch – Pink Skin





THE PANTHEON OF CHAOS



Daemon Prince

The Daemons of Chaos are many and varied, not all existing purely by the will of one of the four major Chaos Powers. Such creatures can nonetheless be found accompanying a host of Daemons belonging to one or more of the Chaos Gods, drawn to the realm of mortals as a moth to a flame. Indeed it is rare for a daemonic host to comprise entirely of servants of one Chaos God, for though they are fierce rivals in the Immaterium, the Dark Gods will often put aside their differences and act with one purpose, if only briefly, should the opportunity to lay waste to the mortal realm present itself.

Should such a pact be struck between the Chaos Gods, notoriously fickle as they are, there will inevitably be repercussions. The ends, however, will often justify the means as the strengths of one of the Great

Powers can complement the weaknesses of another. The battle-hungry belligerence of Khorne's daemoniac generals can oft benefit from the insightful counsel of Tzeentch's prescient oracles, as can the shambling legions of Nurgle be greatly bolstered by the swift and nimble Daemons of Slaanesh. In this manner, an army of Chaos Daemons can be far greater than the sum of its individual parts.

Of the unaligned Daemons that can be found amongst the ranks of a larger daemoniac invasion, the most commonly sighted are the dread Daemon Princes, the clanking Daemon Engines known as Soul Grinders and winged, imp-like Furies.

Daemon Princes were once mortal, great champions and warlords of men who were blessed with great power and the gift of immortality after a lifetime of



slaughter in service to the Dark Gods. Daemon Princes are Heavy Support units in a Chaos Daemons army, deadly Monstrous Creatures that have an enormous choice of upgrades available, from Daemonic Flight (making them Flying Monstrous Creatures) to deadly ranged attacks such as Daemonic Gaze or Breath of Chaos. It is even possible to dedicate a Daemon Prince to one of the Dark Gods with a Mark of Chaos, opening up a greater choice of Daemonic Gifts.

In a Daemons of Chaos army, Daemon Princes are Lord choices, acting as mighty daemonic generals second only to the Greater Daemons in power and esteem. Warhammer Daemon Princes can also be granted the gift of wings, a mastery of magic or mark of one of the Chaos Gods.

Soul Grinders are brutal daemonic war machines, a terrible fusion of metal and

Daemon flesh. In Warhammer 40,000, Soul Grinders are Walkers that combine high armour values with a deadly ability in close combat. The phlegm and tongue upgrades also provide a dangerous anti-tank or anti-infantry ranged attack to choose from. Excitingly, although perhaps not for the denizens of the Warhammer world, with the official update booklet Soul Grinders can now be fielded in a Daemons of Chaos army. These brutal monsters can withstand horrendous punishment and crush entire regiments beneath their clanking feet.

Finally, Chaos Furies provide Daemon armies for both games with a great choice of cheap, fast-moving unit (or Jump Infantry in the case Warhammer 40,000). Chaos Furies are daemonic scavengers and work extremely well when performing a similar role on the battlefield.

Painting Daemons of Tzeentch – Blue Skin



Caledor Sky

Basecoat



Drakenhof Nightshade

Wash



Hoeth Blue

Layer

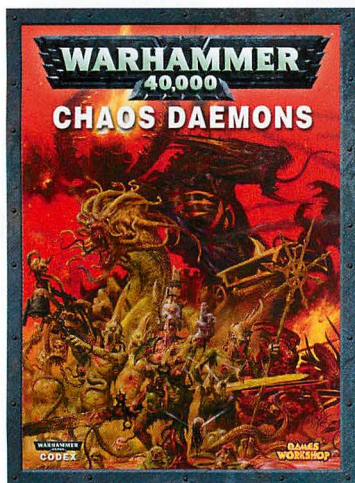


Fenrisian Grey

Layer



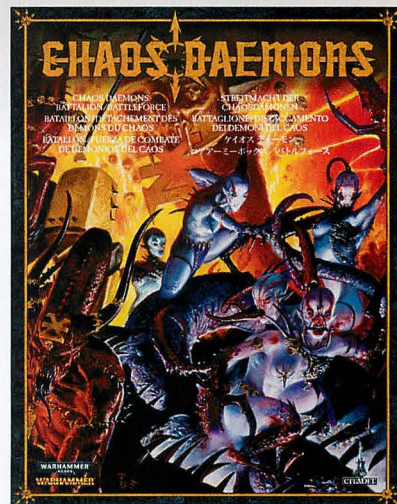
CHAOS DAEMONS



CODIX: CHAOS DAEMONS

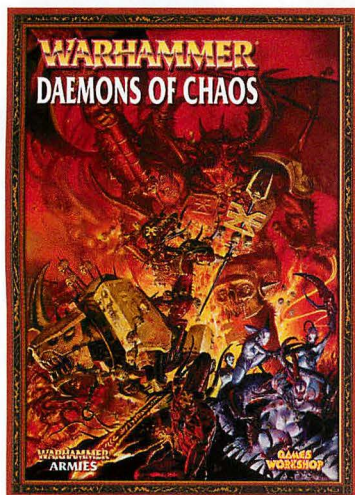
This 88-page Codex details the rules for using the Warp-spawned Chaos Daemons in the 41st Millennium, including how they burst from beyond the veil of reality to attack their foes with their Daemonic Assault special rule. The book also includes a timeline of famous daemonic incursions, a detailed bestiary for each unit and an impressive 'Eavy Metal gallery.

Product Code: 60030115001



Chaos Daemons Battalion/Battleforce
Contains 20 Bloodletters, 5 Seekers,
10 Horrors and 10 Daemonettes.

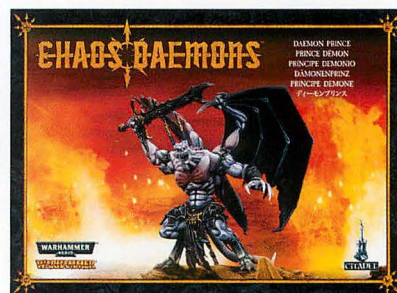
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WARHAMMER ARMIES: DAEMONS OF CHAOS

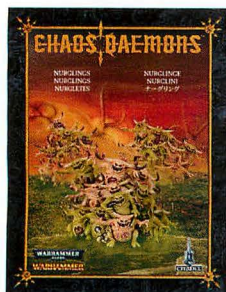
Warhammer Armies: Daemons of Chaos is a 96-page army book that encompasses the rules for unleashing the Daemons of Chaos on the battlefields of the Warhammer world, including a huge range of powerful Daemonic Gifts and spell lists for the Daemon Lores of Tzeentch, Nurgle and Slaanesh. Warhammer: Daemons of Chaos also features a bestiary for the daemonic servants of the Dark Gods and an 'Eavy Metal miniatures showcase.

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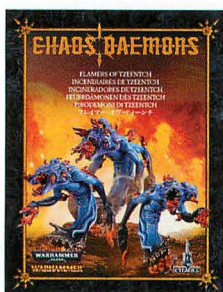
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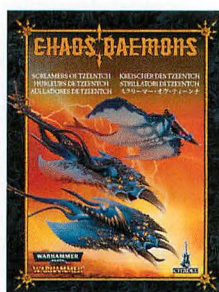
Nurglings
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of Nurglings.

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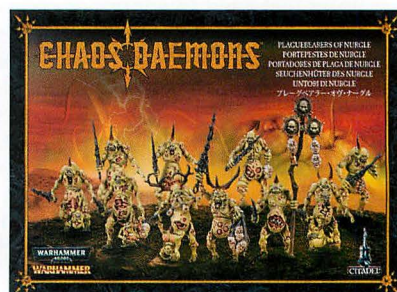
Flamers of Tzeentch
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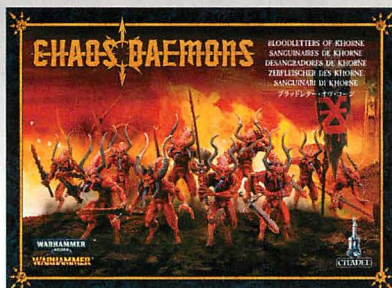
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The Chaos Daemons range includes a growing host of multi-part plastic kits, all of which are displayed below. These box sets are available to buy now in Hobby Centres and online – you can see the complete range of models on our website.



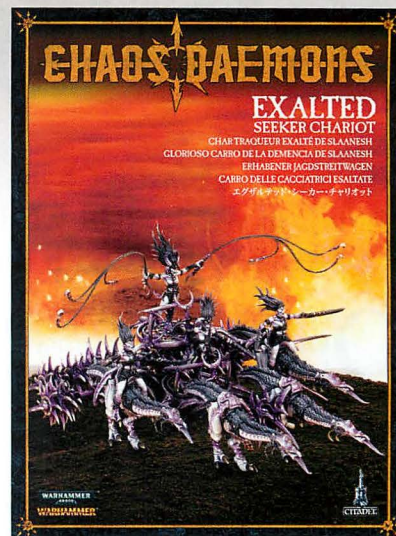
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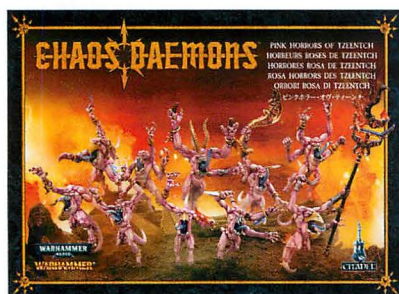
Bloodletters of Khorne
Contains 10 Bloodletters of Khorne, including command group.

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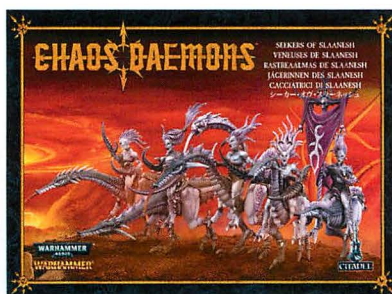
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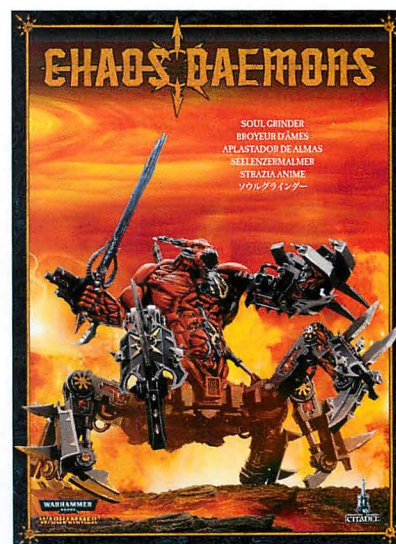
Pink Horrors of Tzeentch
Contains 10 Horrors of Tzeentch, including command group.

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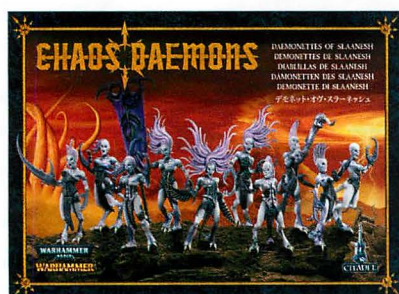
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MODELLING WORKSHOP

THE WARP FORGE

This month's plastic Chaos Daemons release has excited many of us here in the Studio, so we thought we'd have a snoop about their paint stations to see what they've been doing with the new plastic kits.

One of the great aspects of plastic Citadel miniatures that many hobbyists enjoy is the opportunity for conversion and kit-bashing that they present. Many of our kits are cross-compatible, allowing simple head and weapon swaps – as well as more ambitious conversions – to be readily undertaken. As most of the Chaos Daemon range is now available in plastic, there are innumerable options for mixing and matching components across your army to help you create that ideal pose or combination.

We didn't have to wander far within the Studio to see examples of kit-bashing and converting taking place, from the Hobby Team's Chad Mierzwa and his converted Soul Grinder to editor Andrew Kenrick's cheeky use of the spares from his Plaguebearers kit on his Death Guard Chaos Space Marines.

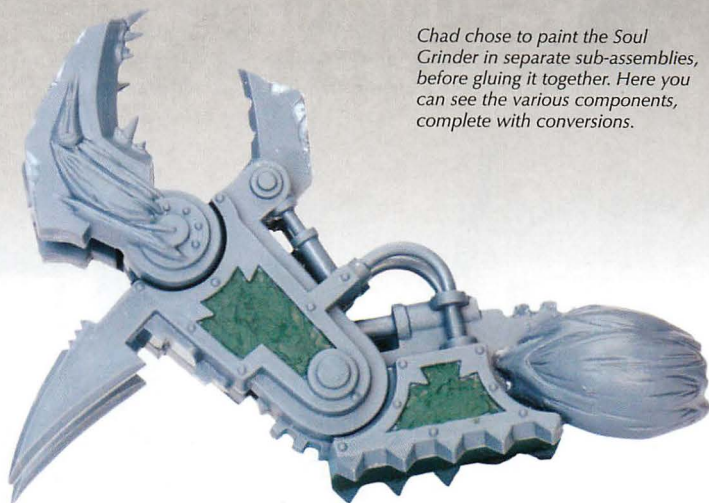
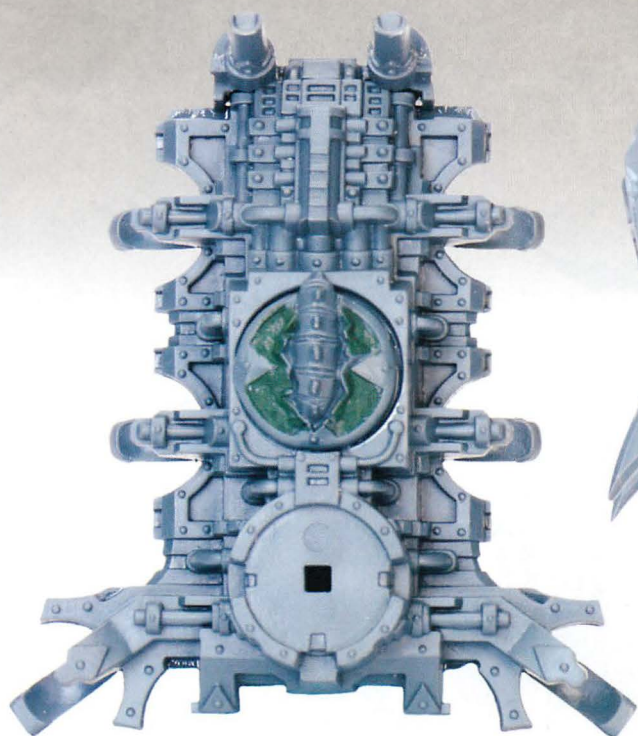
Soul Grinder of Nurgle

Chad converted and painted this Soul Grinder to match the Plaguebearers in the rest of the Hobby Team's army. He stippled on a coat of Liquid Green Stuff to the armour plates to give a rough, worn finish. He then added small balls of Green Stuff to look like pustules, and a tongue from the Chaos Spawn kit to make it look sick and mutated.



This huge, distended tongue is a spare component from a Chaos Spawn kit that Chad had lying around.





Chad chose to paint the Soul Grinder in separate sub-assemblies, before gluing it together. Here you can see the various components, complete with conversions.



The flat armour plates have been given a rough finish using Liquid Green Stuff, which Chad stippled on with a Stippling Brush. He then painted it to look like rusted metal.

While the Liquid Green Stuff was still drying, Chad prodded it with the blunt end of his paintbrush to create pock marks. He then added little balls of Green Stuff, painted up as pustules.

Seeker Chariot of Slaanesh

Matt assembled both a Hellflayer and Seeker Chariot for his new Chaos Daemon army, but had enough parts left over to make a Herald of Slaanesh on foot as well. He still has some spare heads left on the frame too, which he plans on scattering through his Daemonettes and Seekers.

Matt's Hellflayer of Slaanesh.



After assembling the Hellflayer, Matt had enough components to make a Herald of Slaanesh on foot.

Matt plans on using the spare heads and riders to add variety to the rest of his Slaaneshi units.

Plaguebearers and Nurglings

Andrew already has a Death Guard army – Chaos Space Marines devoted to the Plague God, Nurgle – and is busy adding an allied detachment of Chaos Daemons to the army with the new Plaguebearers. But, he got carried away and couldn't help adding spare components to some of the Chaos Space Marines, as well as scattering Nurglings – taken from both the Plaguebearers kit and the Nurglings box set – everywhere he could.



The Aspiring Champion (left) brandishes the decapitated heads and a spare Plaguesword from the Plaguebearers kit. The Nurgling on the Chaos Space Marine's backpack (right) mimics the shape of his horns.

The Death Guard icon bearer (left) has been equipped with a spare icon leftover from the Plaguebearer kit. You can also see the spare death's heads from the kit that Andrew has hung from belts.



Andrew intends to use his Plaguebearers as allies for his Death Guard, so painted their bases to match.



Andrew added Nurglings to his Forge World Nurgle Dreadnought, as well as a pile of maggots to the base.



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WARHAMMER 40,000

BATTLE REPORT

EYE OF THE WARP STORM



Battle Facts:

SCENARIO: Big Guns Never Tire

POINTS VALUE: 2000 points

ARMIES: Eldar & Dark Eldar vs. Chaos Daemons

PLAYERS: Matt Hutson vs. Simon Grant

In the first of this month's battle reports, aspiring Herald of the Gods Simon Grant unleashes an army of Chaos Daemons upon Matt Hutson's Eldar and Dark Eldar alliance. The highly advanced weaponry and rightly famed combat skills of the Eldar and their depraved kin will be put to the ultimate test against the dread Warp-spawned legion of the Dark Gods set against them.

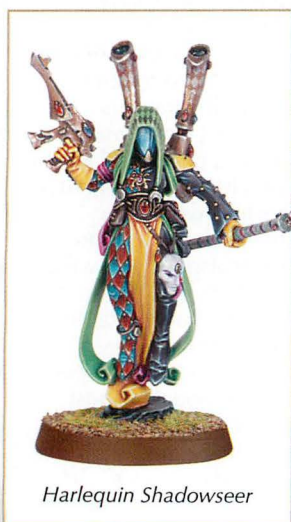
The relationship between the Eldar and Dark Eldar is a complicated one, at first seemingly at odds with their respective ways of life. However, their ancestral kinship is nonetheless as unyielding as adamantium and, should a situation arise that threatens (or works to the advantage of) both races, they will gladly join forces against their common enemy. As such, the two armies are Battle Brothers in Warhammer 40,000's Allies Matrix, counting as friendly units for all intents and purposes.

For this battle report, just such a situation has arisen, necessitating the mediation of the Harlequins to unite the war effort of their kin against the threat. Chaos Daemons are wreaking havoc on an Eldar maiden world that has been wracked by a ferocious Warpstorm. Such a predicament would normally leave a world isolated and at the mercy of the storm until it abated, but interstellar travel is redundant to those that can traverse the webway. And so a combined force of Eldar and Dark Eldar has emerged from the webway to drive off the daemonic invaders before they can gain a foothold in realspace and wreak carnage on the planet's population.

Both players agreed on a sizable 2000-point game as this would allow Simon to field a number of the new Chaos Daemon models, whilst enabling Matt to include a decent selection of Dark Eldar units as part of his allied detachment.



SAIM-HANN CRAFTWORLD



Harlequin Shadowseer

Matt: The Eldar are arguably the best all-round army in Warhammer 40,000. Not even the Space Marines can field squads as specialised as the Eldar Aspect Warriors (well, not without paying an enormous premium in points anyway). This allows Eldar players to adapt to any opponent and make expert use of the perfect weapons and wargear to kill them.

Against an army of Chaos Daemons, there is only one thing to do – field as many guns as you can get your hands on. Not just any guns, mind, but preferably ones that can churn out as many shots as possible. Every Chaos Daemon has a 5+ invulnerable save and the Eternal Warrior special rule, meaning that squads such as Fire Dragons are far less effective against them. Units equipped with shuriken weapons, on the other hand, will prove to be far deadlier.

I selected the Eldar Craftworld with the largest number of shuriken weapons in its collection and set about writing an army list that would fit as many of them in as possible. Two squads of Dire Avengers, each led by an Exarch with Bladestorm should give Simon's Daemons a good kicking, especially when supported by a large unit of 20 Guardians. They have enough firepower to wipe out an entire squad of Daemons in a single volley, but even if Simon gets the jump on them, their Overwatch fire will still be pretty brutal.

To support these squads, I selected a pair of Vypers with shuriken cannons and included a Farseer to lead the army. Cunning use of his *Guide* and *Doom* psychic powers (granting re-rolls To Hit and To Wound) will make my Dire Avengers and Guardians even more of a threat.



A Wraithlord with bright lance will provide me with some anti-tank punch, as I know that Simon is a big fan of Soul Grinders. Dark Reapers may seem a bit overkill, as the low AP value of their reaper launchers will have no effect against the invulnerable saves of the Chaos Daemons. However, they are still great for dealing with tougher or more heavily armoured enemies such as Greater Daemons, Daemon Princes or Bloodcrushers.

My allied detachment of Dark Eldar have been armed with a nasty selection of splinter weaponry. The Poisoned (4+) profile of these weapons will make a mockery of even the toughest Daemons, and my two Venoms can unleash up to eight of these shots a turn. As such, they will be my roving attack dogs, swiftly relocating to wherever they are needed to

annihilate Simon's army. Chaos Daemons are not renowned for their ability to put out much in the way of firepower, preferring to engage their enemies in assault. My Wyches, Hekatrix Bloodbrides and Succubus travelling aboard the Venoms will therefore be able to engage the Daemons without much risk of being shot to bits before they reach combat, where their 4+ invulnerable Dodge save will be even better than that of the Daemons themselves!

Finally, I couldn't select a combined army of Eldar and Dark Eldar without the intermediaries that are the Harlequins. That just wouldn't be right. Not that they're a burden; far from it in fact – Harlequins are awesome! They have an Initiative of 6, a Weapon Skill of 5, and a minimum of 4 Attacks each on the charge. These guys can take on any Daemons and win comfortably.

HQ

Illanor the Augur

Farseer with runes of warding, runes of witnessing, spirit stones, and the *Doom* and *Guide* psychic powers.

145 points

TROOPS

The Scions of Asurmen

9 Dire Avengers including Exarch with power weapon, shimmershield and Bladestorm Exarch power.

150 points

The Brotherhood of Asuryan

9 Dire Avengers including Exarch with two shuriken catapults and Bladestorm Exarch power.

140 points

Fithvaél's Sentinels

20 Guardians with starcannon heavy weapon platform and Warlock with *Destructor* psychic power.

220 points

ELITES

The Laughing Circus

7 Harlequins with two Harlequin's Kiss, Troupe Master, Death Jester and Shadowseer.

194 points

FAST ATTACK

The Wind Riders

2 Vypers with shuriken cannons.

100 points

HEAVY SUPPORT

The Revered

Wraithlord with bright lance and wraithsword.

140 points

Harvesters of Sorrow

5 Dark Reapers including Exarch with tempest launcher and Fast Shot Exarch power.

227 points

ALLIED DETACHMENT

Vielle, the Queen of Murder

Succubus with electrocorrosive whip and haywire grenades.

90 points

The Blood Coven

5 Wyches with hydra gauntlets and Hekatrix with blast pistol and agoniser, mounted in a Venom.

160 points

Vielle's Sirens of Death

4 Hekatrix Bloodbrides with shardnet and impaler, mounted in a Venom.

117 points

The Harpies of Scorn

6 Scourges with splinter cannon and Solarite.

152 points

Starblade

Razorwing Jetfighter with disintegrator cannons and four shatterfield missiles.

165 points

TOTAL: 2000 points

DENIZENS OF THE WARP



Nurplings

Simon: *Harken to me, and cower in fear mortals! The time has come to lay waste to this pathetic world. The skies will burn and your cities will lie in ruins. Beg your petty gods for salvation, but they will not hear you, for now is the time of Chaos!*

OK, now that I've got that out of my system, it's time to discuss what I've included in my army of Chaos Daemons and what fiendish plans I have concocted to mastermind a glorious victory. After all, I am duty-bound to claim the souls of as many Eldar as possible for the greater glory of the Dark Gods – Slaanesh in particular wouldn't have it any other way.

However, in order to do so I will need to weather the terrifying amount of firepower that Matt's army will have at its disposal. If there's one thing that everyone has to respect about the Eldar it's that

they can field the perfect weapon for any opponent they will face. They can destroy enemy armour with impunity using bright lances and fusion guns, or, against infantry-heavy armies such as Chaos Daemons, they can scythe them down with scatter lasers and shuriken fire. And I haven't even mentioned the combat prowess of their elite assault units, let alone the Harlequins.

With that in mind, I needed to include a number of tough, durable Chaos Daemon units that can take their licks and keep fighting. This is especially important as the army's Daemonic Assault rule means that only half of my army will be available in the first turn of the game, whilst Matt will be able to concentrate his entire force against them until the remaining units arrive as deep striking reserves. A strong Nurgle presence seemed like the



HQ

The Blightfather

Great Unclean One with Cloud of Flies, Aura of Decay and Unholy Might.
200 points

Lustfury, Queen of Avarice

Herald of Slaanesh with Pavane of Slaanesh mounted on Exalted Seeker Chariot.
150 points

The Blue Scribes

130 points

TROOPS

The Children of Khorne

10 Bloodletters of Khorne with Chaos Icon.
185 points

The Brides of Sin

14 Daemonettes of Slaanesh.
196 points

Nurgle's Rotten Brotherhood

10 Plaguebearers of Nurgle.
150 points

The Incandescent Myriad

10 Pink Horrors of Tzeentch with the Changeling.
175 points

The Plague Swarm

3 Nurgling swarms.
39 points

ELITES

The Soulfire Trivium

3 Flamers of Tzeentch.
105 points

Khorne's Bronze Behemoths

3 Bloodcrushers of Khorne.
120 points

The Plaguespaw

3 Beasts of Nurgle.
105 points

FAST ATTACK

Slaanesh's Murderkin

5 Seekers of Slaanesh.
85 points

HEAVY SUPPORT

Fellclaw

Soul Grinder of Chaos with Phlegm.
160 points

Killfrenzy

Soul Grinder of Chaos with Phlegm.
160 points

The Soulreaper

Seeker Chariot.
40 points

TOTAL: 2000 points

best solution, their high Toughness and Feel No Pain special rules offering great survivability. A Great Unclean One and three Beasts of Nurgle with some awesome new Plaguebearers and Nurglings fitted the bill nicely. I added a pair of Soul Grinders, whose high armour value and 4 Hull Points also make them tough to destroy.

With a tough core of survivable units ready to go, I looked to include some harder hitting Daemons to take the fight to the Eldar. I began by including a unit of Troops from each of the other Chaos Gods, as they would provide me with a selection of units that could either hold objectives or be employed to counter Matt's units. The AP 4 Warpfire of the Pink Horrors is anathema to units such as Dire Avengers and Warp Spiders, and Daemonettes are one of the few units in the game that can

match Harlequins in combat. Meanwhile, Bloodletters are excellent against more heavily armoured targets like Dark Reapers. I added the Changeling and the Blue Scribes to my unit of Horrors partly because I love the models, but the Blue Scribes also constitute a fantastic multi-purpose ranged unit, able to blast apart enemy armour or devastate infantry with equal ease.

A Seeker Chariot should add a bit of punch to an assault from one of my weaker units and, as such, will shadow the Beasts of Nurgle to help give them the edge and run down any fleeing Eldar should I win the combat. My Herald of Slaanesh on Exalted Seeker Chariot, however, should be able to plough through a unit on her own. Her Pavane of Slaanesh Daemonic Gift will also help to manoeuvre her prospective victims into place before riding them down.

FROM THE WARP THEY COME TURNS 1-2

Simon rolled to reveal that there would be three Primary Objectives. The battle would also be fought using a diagonal Vanguard Strike deployment, with Matt winning the roll-off to deploy first. He claimed the south-west corner, though with Simon's army not arriving until his first turn, Matt's *Princes of Deceit* Warlord Trait (allowing him to redeploy some of his units) was less useful. Matt had no enemy to engage in his first turn, so moved to cover as much ground as possible with his *Vypers* and *Venoms* as his *Dark Reapers* advanced to claim the western objective, revealing it to be a handy *Targeting Relay*.

Simon's *Daemons* arrived, though he rolled a 2, meaning that he would begin the game with the wrong half of his *Daemon* army. Worse still, his *Soul Grinder* suffered a *Deep Strike Mishap* and was destroyed, earning Matt a *Victory Point* for *First Blood*! Simon eventually had some success, incinerating four *Scourges* with his *Flamers*.

Taking advantage of Simon's unlucky start, Matt blasted the *Flamers* apart with his newly arrived *Razorwing Jetfighter*. Two *Bloodcrushers* fell to the combined fire of the *Venoms* and *Dark Reapers* before Matt charged the *Bloodletters* and *Daemonettes*. Turn 2 also saw Simon's Warlord, *Slaanesh Chariots* and *Beasts of Nurgle* *Deep Strike* behind Matt's army in the south-west.



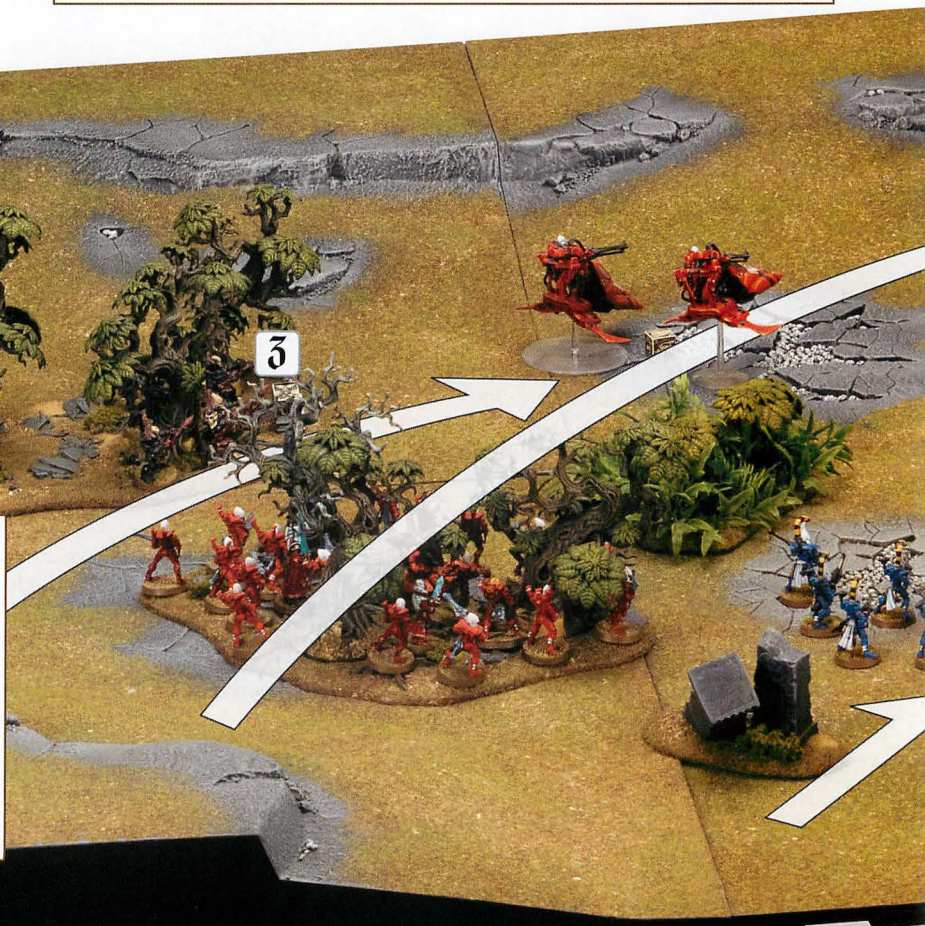
Khorne cares not whence the Blood Flows

Matt's second turn saw the *Bloodletters* subjected to a devastating combined assault from the *Wyches*, *Hekatrix Bloodbrides* and the *Succubus*. Two of the *Daemons* fell to splinter fire before Matt's deadly gladiators launched their assault, killing another five. But the three remaining *Bloodletters* fought on, slaying four *Wyches* in return.

End of Chaos Daemons Turn 1

Heavy Metal

In the *Big Guns Never Tire* mission, D3+2 Primary Objectives are placed after the terrain has been established. Each Primary Objective is worth 3 *Victory Points*. Under normal circumstances, only *Troops* units can control these objectives, but in this mission, *Heavy Support* units can also claim them. However, destroying an enemy *Heavy Support* unit yields a bonus *Victory Point* in this scenario, making the loss of Simon's *Soul Grinder* all the more painful.





Over in the Blink of an Eye

The Harlequins leapt into combat with the Daemonettes, deftly somersaulting over the wild undergrowth in the way. Blows were struck faster than the mortal eye could follow, both sides fighting with quicksilver reflexes as they tore each other to pieces in bloody melee. Every

combatant fought simultaneously with their Initiative of 6, but the superior Weapon Skill of the Harlequins combined with their Furious Assault and bonus Attack for charging gave them a crucial edge. The Daemonettes were wiped out, but not before killing four Harlequins.



End of Turn 2 VPs

Eldar &
Dark Eldar

Chaos
Daemons

6

3

TURN OF THE DAEMONIC TIDE TURNS 3-4



Deny the Witch!

Matt's Farseer attempted to cast *Doom* on Simon's Warlord, the Blightfather. This deadly psychic power would allow his units to re-roll all of their failed To Wound rolls against the Great Unclean One. However, Simon passed his 6+ Deny the Witch roll, foiling Matt's attempt.

Daemon Gifts such as Aura of Decay, however, are not psychic powers so Matt was unable to prevent them from affecting his units.

Matt's first plan of action was to deal with the swarm of Nurglings that held the eastern objective (a Skyfire Nexus), moving his remaining Scourges and Harlequins north-east. They opened fire, but only managed to cause a single wound. However, Matt promptly unleashed a Bladestorm with his Dire Avengers, leaving them with one wound remaining instead.

Meanwhile the Wraithlord climbed atop the Shrine to Chaos, laughing off the effects of the sabotaged objective and blasting a Hull Point from Simon's Soul Grinder with its bright lance. The last Bloodcrusher, having smashed a Venom into scrap last turn, was shot down by Matt's vengeful skimmers. Despite casting *Guide* on his Guardians for re-rolls To Hit, Matt failed to harm the Great Unclean One. The Dire Avengers fared better, causing one wound.

The Pink Horrors of Tzeentch, complete with the Changeling and the Blue Scribes, finally arrived this turn. Simon immediately launched a ferocious counter-attack on Matt's army, first annihilating a squad of Dire Avengers with the Horrors' Warpfire, before withering three Guardians with his Great Unclean One's Aura of Decay.

The Herald of Slaanesh used Pavane of Slaanesh to draw a squad of Dire Avengers into her path before scything them down with her Exalted Seeker Chariot. 20 Hammer of Wrath hits resulted in seven dead Aspect Warriors, the Herald killing even more in combat. Nearby, the Blightfather cut down the Warlock in a challenge as the Beasts of Nurgle and Seeker Chariot butchered a handful of Guardians. The Dark Reapers also fell to the Seekers of Slaanesh and Soul Grinder.

Still reeling from the devastation wrought by the Chaos Daemons last turn, Matt attempted to regroup and launch a counter-attack of his own. He finished off the last of the Nurglings with his Harlequins, before firing every weapon he could muster at the Horrors of Tzeentch that had done him so much harm. The combined firepower of the Vypers and Venom accounted for six Horrors, but they still posed a significant threat to his army.

Banking south with his Razorwing Jetfighter, Matt unleashed a devastating fusillade of shatterfield missiles and disintegrator cannon fire at the Exalted Seeker Chariot. This resulted in three penetrating hits, but Simon passed all of his daemonic invulnerable saves. In the centre, the last of the Bloodletters was finally cut down in combat with the Wyches.

Having avoided the worst of Matt's firepower with some very fortunate invulnerable saving throws, Simon continued to pour on the pressure. The Soul Grinder's phlegm accounted for two Hekatrix Bloodbrides, causing the survivors to flee. The Horrors of Tzeentch hurled incandescent Warfire at the Venom, but Matt evaded both glancing hits. The Blue Scribes showed them how it was done, blasting a Vyper from the sky with a searing Bolt of Tzeentch.

After a valiant performance against a veritable tide of Daemons, the courage of Matt's Guardians finally gave out when the Great Unclean One tore their Farseer limb from limb, though they deftly escaped pursuit. Atop the Chaos Shrine, Matt's Wraithlord was wounded by the wracking claws of the charging Seekers of Slaanesh.

A Legend is Made

Simon had rolled the Legendary Fighter Warlord Trait for his Great Unclean One. The Blightfather would therefore earn Simon a Victory Point for each character he cut down in a challenge. Having butchered the Warlock last turn, the Blightfather then earned his third Victory Point by killing the Farseer to win his second challenge of the battle and complete the Slay the Warlord Secondary Objective.



End of Turn 4 VPs

Eldar & Dark Eldar	Chaos Daemons
6	8

THE FALL OF THE ELDAR

TURN 5

Things were looking increasingly grim for Matt's Eldar and he was starting to run out of units with which to strike back at Simon's rampaging Daemons. One trump card he still had in play was the Razorwing, which he sent, guns blazing, to attack the Horrors of Tzeentch. However, six wounds translated into only a single dead Horror as Simon's luck continued to hold. To add insult to injury, the Horrors then proceeded to pass all of their invulnerable saves to survive incoming fire from the Harlequins, Scourges, Venom and Vyper! Matt had better luck in the Assault phase, his Wraithlord emerging from combat unscathed to slay a Seeker.

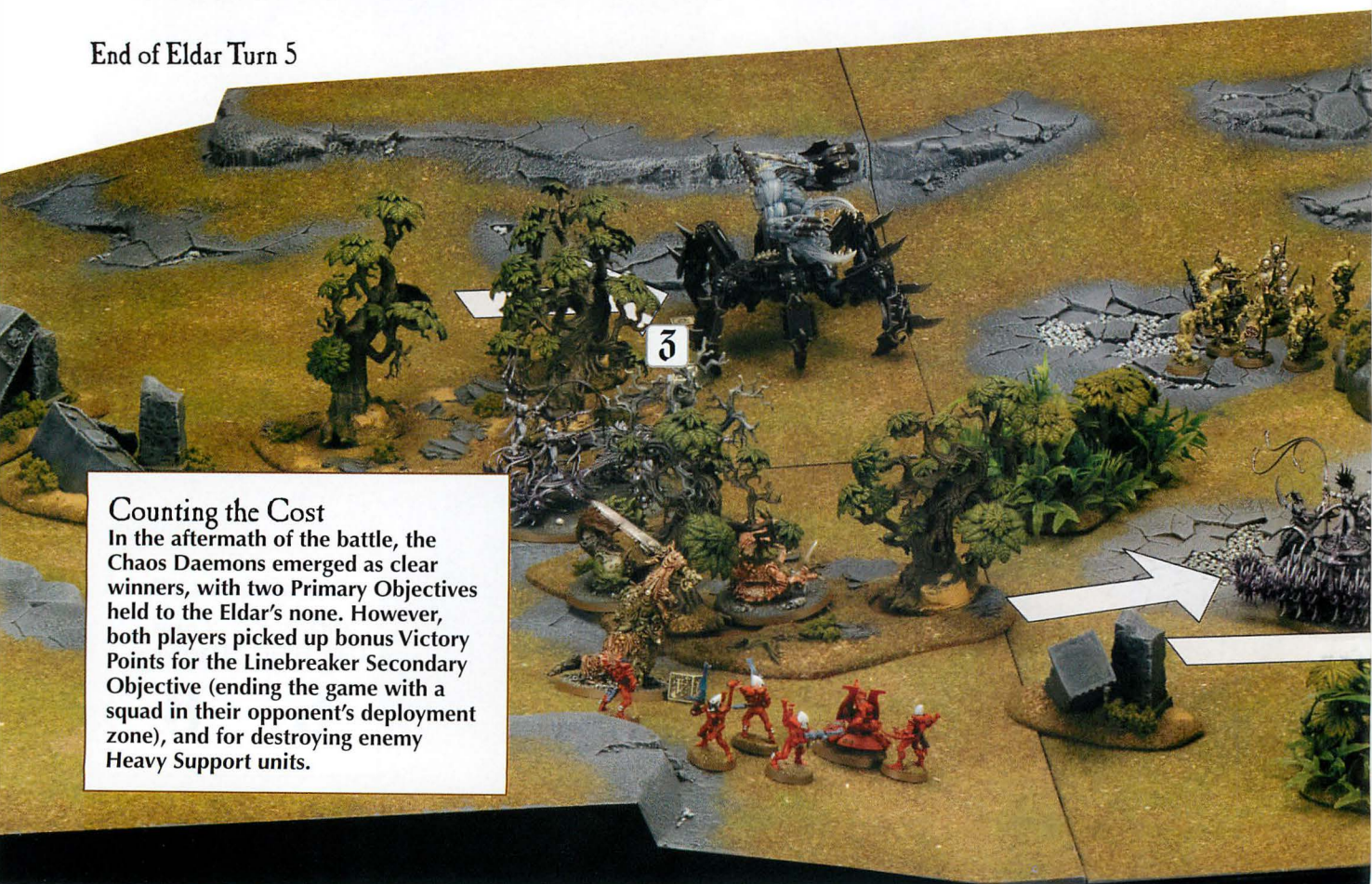
Not in any mood to let Matt off the hook, Simon brought his Plaguebearers into play. Having held up the Wraithlord with the Seekers last turn whilst his tardy Plaguebearers finally arrived, Simon moved them to deliver the finishing blow this turn in a bid to claim the central objective. The Blue Scribes smashed apart Matt's other Vyper with a Bolt of Tzeentch as the Horrors incinerated the Scourges. With canny use of Pavane of Slaanesh, Simon's Herald of Slaanesh cut down the rallied Hekatrix Bloodbrides even as the Great Unclean One and Beasts of Nurgle slaughtered the fleeing Eldar Guardians.



Battle for the Chaos Shrine

In the last turn, the Wraithlord battled valiantly against the darting tongues and rending claws of the Seekers of Slaanesh. However, the arrival of the Plaguebearers and their Poisoned (4+) Plagueswords proved too much for the mighty wraithbone construct and it was destroyed, ceding control of the objective to the Daemons of Nurgle.

End of Eldar Turn 5



Counting the Cost

In the aftermath of the battle, the Chaos Daemons emerged as clear winners, with two Primary Objectives held to the Eldar's none. However, both players picked up bonus Victory Points for the Linebreaker Secondary Objective (ending the game with a squad in their opponent's deployment zone), and for destroying enemy Heavy Support units.

CHAOS REIGNS SUPREME

Better Late than Never

Simon: Well it was good of my Daemons to finally show up and get their game faces on. I feared the worst when the Chaos Gods decided to grant me the opposite half of the army that I had planned to start the game with, but they ever send their champions trials that they may prove themselves worthy.

Matt's early successes really had my heavily outnumbered army on the ropes, but in Turn 2, I was able to Deep Strike in force behind his lines whilst distracting his forward units to leave him badly out of position. The Warlord Trait rolled by my Great Unclean One turned out to be a real blessing too (I knew the Chaos Gods hadn't abandoned me!), as he was able to keep my Victory Points slowly ticking over as the game progressed.

For me, the real stars of the show were the Herald of Slaanesh on Exalted Seeker Chariot for her devastating assault on the Dire Avengers; the seemingly invincible Horrors of Tzeentch with the Blue Scribes; and the Plaguebearers, whose late arrival in Turn 4 helped me to finally deal with Matt's Wraithlord.

Mourning the Lost Souls

Matt: Today is a sad day, for Slaanesh will have feasted on the souls of many dead Eldar. Simon was lucky on too many occasions for my liking. Any claims he may have made of using 'cunning plans' or 'tactics' are lies, I can assure you – it was luck, plain and simple!

If I could write my army list again, however, I would have definitely made a few changes. The first would have been to take a Dark Eldar army with an allied detachment of Eldar instead. That way, I could have included more Poisoned weapons and, more importantly, a second Razorwing Jetfighter. Simon didn't really have anything that could deal with my Flyer, short of manning the eastern objective (which turned out to be a Skyfire Nexus) with one of his few ranged units.

Secondly, I would have replaced my Dark Reapers with some Warp Spiders. I didn't really have enough weapons that could damage Simon's Slaanesh chariots. Their armour value of 11 may have been impervious to shuriken fire, but death spinners would have shredded them.

Man of the Match

Simon: Or should that be Woman of the Match? It's difficult to be sure with Slaanesh Daemons. Let's just settle for Daemon of the Match.

Lustfury, my Herald of Slaanesh on Exalted Seeker Chariot, was death incarnate. Not only that, but she survived the battle without so much as a scratch, despite bearing the brunt of a Razorwing Jetfighter's many guns and a pair of shatterfield missiles. You've got to love those invulnerable daemonic saves!

The crushing impact of 4D6 Hammer of Wrath attacks proved too much for anything in Matt's army to handle. When combined with Lustfury's Pavane of Slaanesh Daemonic Gift, enabling her to move a single unit D6" in any direction, even units in cover could be seduced out into the open only to be sliced apart beneath her scythed wheels.



End of Turn 5 VPs

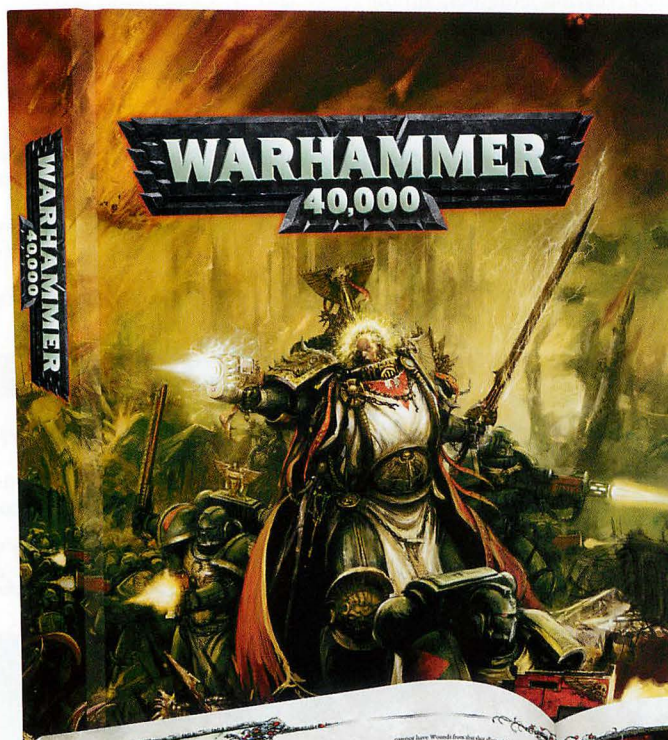
Eldar & Dark Eldar	Chaos Daemons
3	12



WARHAMMER[®] 40,000

APPARATUS OF WAR

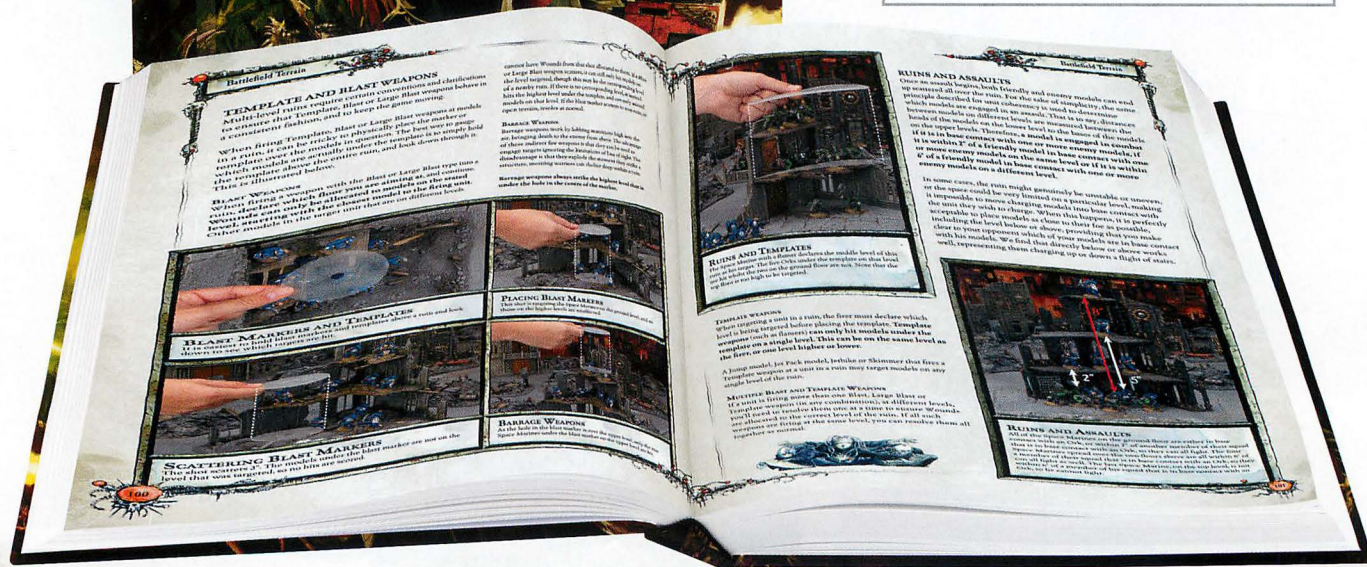
Last month saw the release of a brand-new edition of the Warhammer 40,000 rulebook alongside an assortment of handy gaming aids for use on the battlefield. We present a selection here, but check online for the full range.

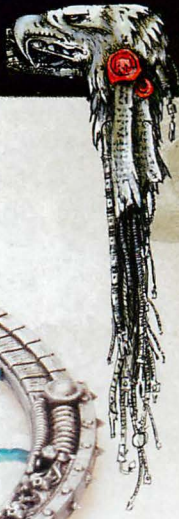


The Warhammer 40,000 rulebook is a vast tome of knowledge, bound within thick hardback covers. The rulebook comprises five sections: the Rules, explaining how to fight battles set in the Warhammer 40,000 universe; the 41st Millennium, which introduces the Imperium of Man, its myriad armed forces and many enemies; an incredible miniatures showcase courtesy of the 'Eavy Metal team; the Hobby section, offering guidance on how to assemble and paint your miniatures; and finally, the Battles section, showcasing some awe-inspiring battlefields created specially for the rulebook to inspire hobbyists at home to make and play their own scenarios.

Warhammer 40,000 Rulebook
A 452-page, full-colour hardback guide introducing the 41st Millennium and explaining how to fight battles set in the grim darkness of the far future.

Product Code: 60040199026





MUNITORUM TEMPLATES

Three stylised and intricately detailed plastic templates that define the damage radius of certain battlefield weapons, ranging from hand flamers to ordnance blasts.

Product Code: 99220199047



PSYCHIC POWER CARDS

A deck of 35 large-format cards that contain all of the powers from the five psychic disciplines introduced in the Warhammer 40,000 rulebook.

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MUNITORUM BATTLEFIELD OBJECTIVES

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BATTLE BROTHERS

In this article, we take a look at the rules for including allies in your Warhammer 40,000 armies, as well as showcasing the armies of some of the Studio's hobbyists who have done just that with their own forces.



One of the exciting elements of Warhammer 40,000 is the ability to include allies in your army, allowing you to field an army comprising miniatures from a couple of different Codexes.

There are many reasons that you might want to do so. Countless are the times when a combined army of the Imperium – Space Marines of a myriad Chapters, Imperial Guard regiments, Sisters of Battle and more – marches to war against an otherwise unassailable foe. Likewise there are plenty of examples in the background of instances where desperate commanders forge an unlikely alliance to fight a mutual foe.

Or, you might like to include allies in your army for more pragmatic reasons. You might have a contingent of

models in your collection too small to field on their own, but the perfect size to include as an allied detachment alongside your regular army.

The rules for including allied detachments are very straightforward – for every primary detachment, you can include an allied detachment too (see the Force Organisation chart on the right). All the units in the allied detachment must be chosen from the same Codex, and there are a couple of compulsory choices you need to make, as normal.

Apart from that, your only constraints are the allies matrix in the Warhammer 40,000 rulebook – defining which armies can ally with which – your collection of miniatures and your imagination!



444.M41

The First War for Armageddon

The space hulk *Devourer of Stars* appears in the Armageddon system and disgorges a vast Chaos horde led by Angron, Daemon Primarch of the World Eaters Legion. The Chaos horde – an unholy union of rage-filled Chaos Space Marines and frenzied Daemons of Khorne – initially makes great gains, taking control of Armageddon Prime and threatening Armageddon Secundus. However, the defences of the lower continent are held, chiefly due to the valour of Logan Grimnar, his Space Wolves and their Imperial Guard allies. Their alliance holds back the Chaos invaders long enough for a contingent of Grey Knights to arrive, carrying the battle to Angron himself and ultimately winning victory.



FORCE ORGANISATION CHART

PRIMARY DETACHMENT (Required)



COMPULSORY

1 HQ
2 Troops

OPTIONAL

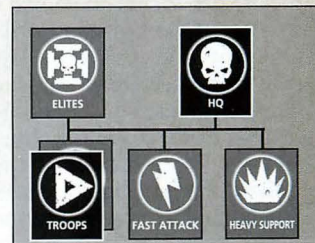
1 HQ
4 Troops
3 Elites

OPTIONAL

3 Fast Attack
3 Heavy Support



FORTIFICATION (Optional)



ALLIED DETACHMENT (Optional)



Victory needs no explanation; defeat allows none.

PHIL KELLY'S IMPERIAL GUARD & SPACE WOLVES



Phil: This army is the Midgard 144th Imperial Guard, accompanied by the Company of the Lightning Wolf, a contingent of Space Wolves led by Harald Deathwolf. In essence, this is my large collection that I've just continued to add to over the years, and the allies rules allows me to use them all in my games.

The Imperial Guard are all festooned with bearded heads, wolf tail trophies and transfers from Harald Deathwolf's Transfer Sheet, tying what is quite a disparate collection of models in together with their Space Wolf allies.



Primary Detachment: Imperial Guard

Company Command
Squad Graegor

227 points

Primaris Nikolai Santus

70 points

Priests Uriah Sage,
Detlef Geiss and
Morgen Ralatov

180 points

Techpriest Grelorian

190 points

Squad Blitzern

Psyker Battle Squad mounted
in Chimera.

150 points

The Canteen Crew

3 Ogryns.

130 points

Squad Donnerun

10 Storm Troopers.

195 points

Infantry Platoon Ursteig

Command Squad and
2 Infantry Squads.

245 points

Sergei's Scalps

Penal Legion Squad.

80 points

Sleipnir

Valkyrie Assault Carrier.

145 points

Godspear Squadron

3 Armoured Sentinels.

228 points

Fellclaw

Leman Russ Battle Tank.

180 points

Allied Detachment: Space Wolves

Harald Deathwolf

Wolf Lord.

225 points

The Lightning Brotherhood

Wolf Guard Pack in
Drop Pod.

298 points

Slyaxe's Swiftbites

10 Grey Hunters in Rhino.

240 points

Soergar's Icerunners

9 Grey Hunters in Rhino.

220 points

The Thunderfists

5 Thundewolf Cavalry.

355 points

Pugilis

Vindicator

125 points

Total 3483 points

We live in the Darkest Hour of Mankind.

WADE PRYCE'S WORLD EATERS & CHAOS DAEMONS



Wade: I've not included an Allied Detachment of Daemons in my Chaos Space Marine army to leverage any rules advantage, they're not there to combat any perceived weaknesses. No, they're there because I like painting red – specifically Khorne units – and the opportunity to use them all in the same army pleases me. As I said last month, for me it's the only way to field an army – a combination of hellblade and chain-axe to murder, slay and slaughter the enemy as violently as possible.



Primary Detachment: Chaos Space Marines

Chapter Master Bane

Chaos Lord with Mark of Khorne.

145 points

Brother-Slayer Cairne

Chaos Lord with Terminator armour and Mark of Khorne.

130 points

The Devourers

8 Chaos Terminators.

355 points

The Hearteaters

8 Chaos Terminators.

340 points

Megrim's Ravagers

8 Khorne Berzerkers.

213 points

Ghorlen's Ravagers

8 Khorne Berzerkers.

213 points

Bale's Slaughterers

8 Khorne Berzerkers.

233 points

Kaon's Lifetakers

8 Khorne Berzerkers.

203 points

Gryndal

Chaos Spawn.

40 points

Sword of Angron

Chaos Predator.

105 points

Allied Detachment: Chaos Daemons

Khargenthul

Bloodthirster.

300 points

The Tide of Iron

2 Bloodcrushers of Khorne.

90 points

Rendwrack's Teeth of Death

8 Bloodletters of Khorne.

148 points

Heartfiend's Skull Cohort

8 Bloodletters of Khorne.

143 points

Hunters of Blood

6 Flesh Hounds of Khorne.

100 points

Khorsen Skullbringer

Daemon Prince.

230 points



Total 2988 points

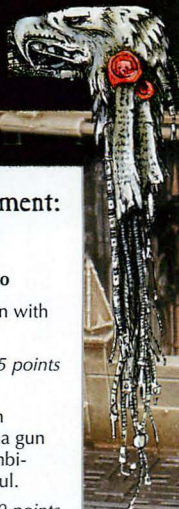


The truly heroic trust in blind faith.

ROBIN CRUDDACE'S HOWLING GRIFFONS & GREY KNIGHTS



Robin: When the Grey Knights came out, I thought they were so cool that I had to paint some. I originally painted them for a Doubles Tournament, which left me with quite a small force of my own – too small to field on their own (yet), but just the right size to use as an Allied Detachment for my Howling Griffons. The Grey Knights complement the Space Marines nicely – the Interceptor Squad and the Assault Marines work well together, as do the two squads of Terminators, whilst the Purgation Squad adds to the sheer firepower of the rest of the army.



Primary Detachment: Space Marines

Brother-Chaplain Strabo

Space Marine Chaplain with jump pack.

115 points

Tactical Squad Neron

10 Space Marines with plasma cannon, plasma gun and Sergeant with combi-plasma and power maul.

210 points

Tactical Squad Adamas

10 Space Marines with heavy bolter and plasma gun.

180 points

Brother-Dreadnought Titus

Dreadnought with assault cannon.

115 points

Terminator Squad Apollo

5 Terminators with assault cannon and chainfist.

235 points

Assault Squad Abraxus

10 Assault Marines with 2 plasma pistols and Sergeant with thunder hammer and combat shield.

255 points

Wrath of Mancorra

Predator Annihilator with lascannon sponsons and storm bolter.

175 points

Allied Detachment: Grey Knights

Brother-Librarian Morvael

Grey Knights Librarian with Nemesis force halberd and Vortex of Doom.

160 points

Terminator Squad Lorgan

5 Terminators with psilencer.

215 points

Interceptor Squad Artus

5 Grey Knights with Nemesis Daemon hammer and incinerator.

160 points

Purgation Squad Draca

5 Grey Knights with 4 psyccannons.

180 points



Total 2000 points

THE LIBRARIANS OF TZEENTCH

The bickering Blue Scribes of Tzeentch are sometimes called Tzeentch's Librarians, for they seek to find every lost spell and scrap of wisdom for their master. In this article Mat Ward unearths some background about them from the *Liber Malefic*.



The Liber Malefic

It was while crusading in Araby that Marius Hollseher, Elector Count of Stirland, uncovered the *Mirror of Nightmares* and inadvertently travelled through it into the Realm of Chaos. The Chaos Gods allowed the Count to return to the mortal world unmolested, where he wrote an account of his journey in the *Liber Malefic* (shortly before being burned at the stake. Copies of his book remain, hunted by witch and Witch Hunter alike.

"Drawn by the sound of squabbling, I crested the crystalline rise and there saw two diminutive Blue Horrors fighting over a scroll. Back and forth they tumbled, a blur of blue against the glittering landscape, gouging and kicking wherever opportunity presented itself. As I watched, one Daemon succeeded in prying the prize from the other's grip and darted away. But the other was not so easily thwarted, and pounced with such force that both went sprawling.

It was then my eye was drawn to the Disc that hovered silently in the background. Upon its back lay scrolls and tomes beyond counting, and in its eyes I gleaned the weariness of a being who had for too long suffered the company of fools. After a few more moments of watching the quarrel, the Disc rose up and roared, the sound echoing curiously from its many

maws. Instantly, the blue Daemons froze in place, a perfect tableau of battle. One, the current bearer of the scroll, was pinned against the ground, the other was perched atop his opponent, fingers poised to inflict a painful eye-gouge. Their contest halted, the Horrors turned to look at the Disc, as if trying to gauge what level of wrath its bristling fins and glowering eyes conveyed.

They came to a decision almost instantly. The uppermost Horror jumped off his downed companion, raised him to his feet and dusted him down. The other then bowed low and politely proffered the scroll, which was soon snaffled with a yelp of glee. Quarrel forgotten, the pair then vaulted onto the Disc's back and flew off toward the eye-watering horizon. None the wiser as to what I had witnessed, I continued on".

WARHAMMER®

	M	WS	BS	S	T	W	I	A	Ld
The Blue Scribes	1	3	0	3	3	3	2	3	7

P'tarix, Xirat'p and their Disc are represented by one combined profile as shown above.

SPECIAL RULES

Daemonic, Fly, Flaming Attacks.

Energy Syphon. P'tarix can steal a portion of the power enemies use to cast spells. Whenever an enemy successfully casts a spell (including Bound Spells, etc) the Daemons of Chaos player may put a dice to one side. Any dice collected in this way are added to his pool of Power dice in the next friendly Magic phase.

Scrolls of Sorcery. Xirat'p can cast one spell from one of the eight Lore in the Warhammer rulebook during each of his own Magic phases. The controlling player may choose which Lore the spell is to be cast from, but must randomly determine which spell is cast. If there is no viable target or the controlling player chooses not to cast the spell that has been rolled, Xirat'p does not cast a spell that turn. Spells cast by Xirat'p are treated as Bound Spells with a power level equal to their casting value.



WARHAMMER® 40,000

	WS	BS	S	T	W	I	A	Ld	Sv
The Blue Scribes	2	4	3	3	2	4	3	10	4+

Unit Type:

Jump Infantry.

Daemonic Gifts:

We are Legion, Master of Sorcery, Bolt of Tzeentch, Boon of Mutation, Daemonic Gaze, Breath of Chaos, Pavane of Slaanesh, Aura of Decay, Warpfire.

Special Rules:

Daemon, Independent Character.

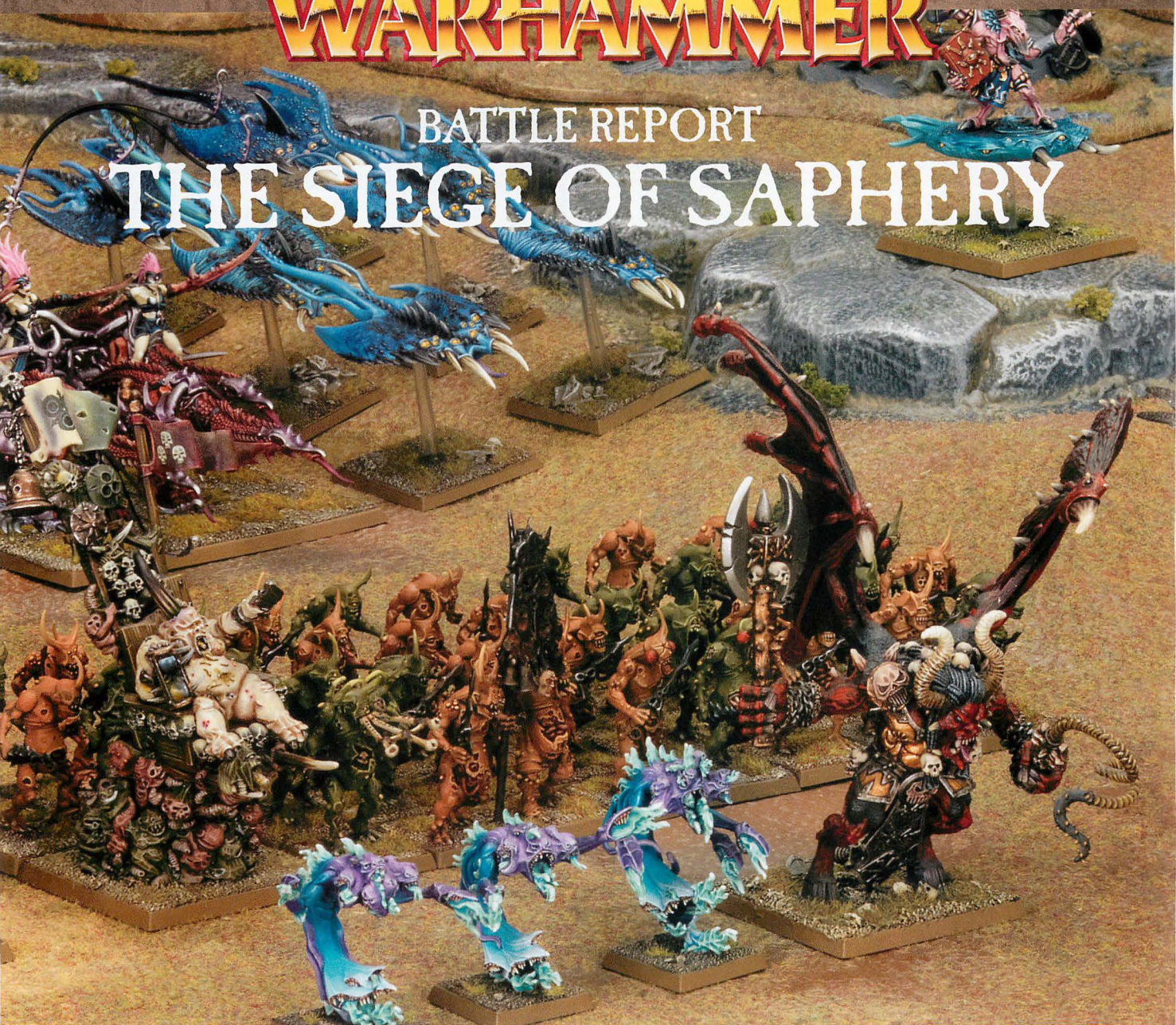
Watch This! The endless arguments of the Blue Scribes often result in petty squabbles about the best way to cast a spell, making them somehow unreliable... In their Shooting phase, before using their second ranged attack, roll a dice. On a 4-6 they proceed as normal. On a 1-3 they will use once again the same power they have just used.



WARHAMMER

BATTLE REPORT

THE SIEGE OF SAPHERY



Battle Facts

SCENARIO: Meeting Engagement

POINTS VALUE:
3500 points

ARMIES: Daemons of Chaos vs. High Elves

PLAYERS: Simon Grant vs. Andrew Kenrick

SCRIVENER:
Andrew Kenrick

Simon had no time to rest on his laurels of victory from the first battle report before he was thrust back onto the field of battle, this time to wage war upon the Warhammer world. Once again he would command the armies of the Daemons of Chaos – after all, the Chaos Gods had selected him as their eternal champion, and this was not a gift easily put aside for such excuses as ‘I’m tired’ or ‘I have work to do, Andrew.’

Two years ago precisely, we pitched the Daemons of Chaos into battle against the evil Dark Elves, so for this month’s battle report we thought we’d match them up against one of their oldest enemies, the High Elves. The High Elves have a long and bitter history against the Daemons, the martial and mystical efforts of the Asur the only thing that stopped the Dark Gods of

Chaos from dominating the world many thousands of years ago. Such a triumph came at a price, however, and the aftermath of this victory saw the High Elves’ destiny forever tainted with bloodshed and war. Despite this, the High Elves remain one of the staunchest foes of the daemoniac legions, marching forth to do battle whenever the servants of the Chaos Gods threaten the world.

As well as the idea of a classic grudge match, there was a certain delicious irony to forcing Simon into battle against his beloved High Elves (he has a rather large army of the Asur, after all). Instead I would be taking command of the defence of Saphery – I also have an army of High Elves – and plan on taking delight at facing down Simon’s servants of Chaos. But would the High Elves emerge victorious this time?



The wind changed direction, gusting from the south and bringing with it the scent of smoke and ash. Although he could not yet see their armies, Teclis could sense their presence; no more than a pungent tang on the breeze, an unnatural buzz in the air and a pain at the back of his mind that had not quite manifested as a headache, but no doubt would by the time all this was done.

The Daemons had entered Ulthuan through a rift in the walls of the material realm, high up in the Annulii Mountains in Yvresse where the peaks were wreathed in raw magic prone to such breaches. The daemonic host had carved a bloody path south for four days now, relentless as the tides in their march. Armies had been mustered, levies and militia raised and the citizens rallied to stop this most ancient of enemies, but one by one the forces of Ulthuan had fallen.

It had not taken long to determine their destination – Teclis had fathomed it at once as soon as he had scried their presence – the White Tower of Hoeth itself, in the heart of Saphery. Treasures too great to count, tomes and artefacts remembered only in legends, all existed

within the libraries of Hoeth. That the Dark Gods should desire its contents came as no surprise to Teclis, but the sense of purpose and strength of arms arrayed against the tower was unprecedented. For the tower's defences to be breached and its ancient archives plundered would be a disaster by any foe, but by the hands of a Daemon it would be a catastrophe of monumental gravity.

The skies in the distance had begun to darken, even though the midday sun was high overhead, and eldritch lightning of incandescent hues played amidst the clouds. The sounds of hideous piping and drumming could be heard as a rabble of baying and howling monsters appeared on the horizon. Beneath him, arrayed along a ridge, stood his own proud warriors, rank upon serried rank of High Elves wearing glittering armour, magical glimmers sparkling in the sunlight.

Teclis took a deep breath, wincing as the presence in his head flared into pain, and set off down the steps to where his generals stood waiting. As mighty as the defenders of Hoeth might be, he knew that this battle would not be won with swords and spears alone.

THE BLOODHOST



The Blue Scribes

Simon: *Harken to me, and cower in fear mortals! The time has come to lay waste to this pathetic world. The skies will burn and your cities will lie in ruins... hang on. I think I said that before. [insert another overblown rant about death, dismemberment and the inevitability of a glorious Chaos victory.]*

Anyway, it is no secret that I am a massive fan of the noble High Elves and have a large army of my own that I regularly field in battle. Sadly, this fact makes what I have to do all the more heartbreaking, for to play in character I must now butcher Andrew's army without remorse and offer up the souls of the slain to the infernal Chaos Gods. Oh, well.

Being something of a disciple of Khorne when I'm not using my High Elves, I wouldn't be able to forgive myself if I didn't lead my army with a mighty Bloodthirster.

I upgraded him with Immortal Fury for re-rolls To Hit in combat and a Firestorm Blade for an extra pip of Strength and armour penetration.

I'm a firm believer that any Daemon of such power should have a Herald to accompany him and declare the inevitable demise of those that oppose his daemonic host. A Herald of Khorne was therefore next on the list. I mounted him on a Juggernaut of Khorne and gave him a large horde of Bloodletters to lead, the better to take the fight to (and mercilessly butcher) the High Elves as he will inspire Hatred in the unit with his Locus of Khorne special rule. The Speed of Asuryan special rule may well ensure that the High Elves strike first in combat, but by the Blood God they're going to suffer when my enraged Bloodletters hit them back!



LORDS

Gorefiend the Executioner
Bloodthirster with Firestorm Blade, Immortal Fury and Armour of Khorne.
515 points

HEROES

The Blue Scribes of Tzeentch
81 points

Epidemius, Tallyman of Nurgle
135 points

Doombringer
Herald of Khorne with Armour of Khorne mounted on Juggernaut of Khorne.
165 points

The Azure Oracle
Herald of Tzeentch with Power Vortex, mounted on Disc of Tzeentch, using the Daemon Lore of Tzeentch.
165 points

CORE

The Wrathborn
37 Bloodletters of Khorne with musician, standard bearer with Icon of Endless War and Bloodreaper.
499 points

Epidemius' Plaguekeepers
36 Plaguebearers of Nurgle with musician, standard bearer with Standard of Seeping Decay and Plagueridden.
487 points

The Transient Host
21 Horrors of Tzeentch with musician, standard bearer and Iridescent Horror.
282 points

SPECIAL

The Blood Pack
5 Flesh Hounds of Khorne.
175 points

The Cerulean Rays
6 Screamer of Tzeentch.
180 points

RARE

The Conflagration
3 Flamers of Tzeentch with Pyrocaster.
120 points

The Viceherd
3 Fiends of Slaanesh.
165 points

Dreadclaw
Nurgle Soul Grinder of Chaos with Phlegm Bombardment.
310 points

The Serene Caress
Exalted Seeker Chariot of Slaanesh.
220 points

TOTAL: 3499 points

I know that Andrew is planning on taking Teclis in his army, so I'll definitely be up against it in the High Elves' Magic phases. One of Teclis' most underrated abilities, however, is that he generates an additional D3 dice to his army's dispel pool as well as his power pool. When combined with his auto-dispelling Scroll of Hoeth and hefty +5 bonus to any dispel attempts for being a High Elf Archmage, Teclis can easily shut down most enemy Magic phases. But this is where the Blue Scribes come in. For every successful spell Andrew casts (and I expect that there will be many considering Teclis unleashes spells with irresistible force on any roll of a double!), the Blue Scribes will syphon enough latent magical energy to generate an additional power dice in my next Magic phase. This will hopefully enable my Herald and Horrors of Tzeentch

to overwhelm even Teclis' formidable magical defences.

My next two inclusions were an Exalted Seeker Chariot of Slaanesh (2D6+1 Impact Hits against High Elves? Yes please!) and a (Warhammer!) Soul Grinder to scuttle forwards and spit phlegm at Andrew's large ranked-up units. As a High Elf player, I can assure you that being hit by stone throwers or their like is an unpleasant experience at best. In addition, the Soul Grinder's high Toughness should enable it to counter any White Lions Andrew takes.

My final selections revolved around Epidemius leading a large unit of Plaguebearers – a tough, reliable unit to join the Bloodletters in their headlong charge into the thick of the fighting – and a flexible supporting cast of Fiends, Flamers, Screamers and Flesh Hounds.

THE DEFENDERS OF HOETH



Teclis

Andrew: I'm hoping that the litany of woe that is my battle report history (a history that might not rival that of Jervis', admittedly – I've got some way to go) can be reversed against my frequent foe, Simon. I certainly hope I fare better with the High Elves than I did last time I played with them, when I was soundly defeated by the Dark Elves.

Anyway, enough with getting my excuses in early, on with the army. We decided to play quite a large game, which gave me the opportunity to field one of my favourite characters – Teclis, High Loremaster of Hoeth. Teclis is the greatest (living) Wizard in Warhammer, commanding the entirety of a Battle Magic Lore (Light, naturally, as I'm fighting Daemons) as well as a wide array of magic items and rules that mean I can count on him for all my magical needs.

Although I can rely on Teclis to control both mine and Simon's Magic phase, I don't want him to be the only Wizard. You can't go far wrong with a Dragon Mage – sure, they're only Level 2, but that bonus power dice every time they cast a spell means that they can do a lot of damage with only a few power dice. Plus, he's on a Dragon.

Finally, I've chucked in an ever-dependable Prince on a Griffon. They might not have the raw brutality of a Chaos Lord or Daemon Prince, but their superior Weapon Skill, Initiative and Always Strikes First rule means they'll be hitting with most of their attacks, most of the time. I think Prince Althran will be my best chance of taking down a Greater Daemon, even though it'll be a bit of a gamble. Apart from a ward save from his magical gauntlets, he'll be relying purely on his own wits.



LORDS

Teclis

Using the Lore of Light.

475 points

Prince Althran

Prince with Temakador's Gauntlets, lance and heavy armour, riding a Griffon.

392 points

HEROES

Sylamor Fireborn

Level 2 Dragon Mage of Caledor with Guardian Phoenix and the Gem of Sunfire, using the Lore of Fire.

435 points

CORE

Tyrael's White Company

30 Spearmen with musician, standard bearer and Sentinel.

295 points

Evaenarion's Silver Spears

30 Spearmen with musician, standard bearer and Sentinel.

295 points

The Archers of Eagle Gate

20 Archers with musician, standard bearer and Hawkeye.

245 points

Torvaél's Emerald Guard

10 Lothorn Sea Guard with shields, musician, standard bearer and Sea Master.

155 points

SPECIAL

Faelar's Swordbrethren

10 Sword Masters of Hoeth with musician, standard bearer and Bladelord.

180 points

Brotherhood of the Phoenix

20 Phoenix Guard with musician, standard bearer with Banner of Eternal Flame and Keeper of the Flame.

340 points

The Lion Host

20 White Lions of Chrace with musician, standard bearer with Lion Standard and Guardian.

355 points

Riders of the Dawn

5 Ellyrian Reavers with bows, musician, standard bearer and Harbinger.

133 points

RARE

Eye of Asuryan

Repeater Bolt Thrower

100 points

Spear of Kurnous

Repeater Bolt Thrower

100 points

TOTAL:

3500 points

My favourite part of the High Elf army is not its characters, however, but its Special units – in particular the White Lions, the Sword Masters and the Phoenix Guard. Each of these is awesome at what they do, and I put my trust in them to face down any daemonic foe Simon might send my way. Sword Masters can fight brutally in a small formation, so will be able to hold one end of my battleline against Simon's flanking units. The Phoenix Guard, with their 4+ ward save, will make for an excellent bodyguard for Teclis, whilst the White Lions can chop down anything big that comes their way. As for Simon's rank and file, well that's where my big units of Spearmen and Archers come in. In combat, every warrior in both hordes of Spearmen can strike (first, normally with a re-roll to hit), giving me a distinct edge over daemonic hordes.

Now for the tricky part – tactics. I'm never one for thinking too far ahead, preferring to react with events as they unfold on the battlefield. That's probably why I don't win so much, on reflection.

I intend to form a sturdy battleline and let the Daemons come to me. My White Lions and Phoenix Guard will form the centre of my line, anchored by the hordes of Spearmen and Archers. On one flank will be the Sword Masters, facing one of Simon's elite units. On the other will be my own fast flankers – my Prince, the Dragon Mage and my Ellyrian Reavers.

As Simon advances (as he'll be forced to, Daemons not being well known for their long-range abilities) I'll pepper him with arrows, bolts and magical firepower, so by the time he hits my lines his forces will be reduced. At least, that's the plan...

IN DEFENCE OF THE WHITE TOWER TURNS 1-2

End of High Elves Turn 1



High Loremaster

Teclis ranks amongst the most powerful Wizards in Warhammer, commanding the entirety of his chosen Battle Magic Lore and generating an additional D3 power or dispel dice each turn. In the first couple of turns, this allowed Andrew to dominate the Magic phase, often having more dispel dice than Simon had power dice and easily stopping the Daemons' spellcasting.

Simon took the first turn, but could do little other than advance towards the High Elves.

Hoping to stop the Daemons from encircling his line, Andrew's Sword Masters charged the Flesh Hounds whilst Prince Althran, the Dragon Mage and the Ellyrian Reavers flanked to the right. Andrew unleashed a hail of arrows in the Shooting phase, felling four Bloodletters and wounding the Bloodthirster twice with a brace of bolts. The Combat phase was less glorious, as the Sword Masters failed their Fear test and only killed one Flesh Hound. Six Elves were slain in return, but they held.

The Daemons' second turn began with the Fiends and the Bloodletters charging the Spearmen, and the Bloodthirster ploughing into the Lothern Sea Guard. Teclis thwarted the magic of the Daemons, using the Scroll of Hoeth to destroy the Herald of Tzeentch's

Bolt of Change spell. The Sea Guard were swept aside by the Bloodthirster, who ploughed on into the Bolt Thrower.

Seeing the Greater Daemon swooping down upon the hapless crew, Prince Althran charged into its flank, issuing a challenge. Teclis cast *Speed of Light* on Prince Althran with irresistible force. Because this was his first miscast of the turn, Teclis could ignore it. But Andrew was loath to waste his power dice so cast *Banishment* on the Plaguebearers, miscasting a second time. The spell obliterated 10 Plaguebearers and Teclis got away with a Wound suffered.

In the Combat phase, Althran inflicted two wounds on the Bloodthirster and his Griffon inflicted another. The Bloodthirster then tried to slay the Griffon, but could only wound it three times, losing the combat.



The Blood Shall Flow

Simon: There can be few more intimidating foes to charge in Warhammer than a horde of High Elf Spearmen – they're all able to fight due to their Martial Prowess rule, and get to re-roll missed hits thanks to their Always Strikes First rule. Yet, a horde of

Bloodletters fears nothing. The Herald of Khorne wasted no time in decapitating the High Elf champion and, although the High Elves managed to kill 8 Bloodletters, the Daemons of Khorne reaped a mighty 22 Spearmen in return! The remaining High Elves fled and the Bloodletters overran into the adjacent Spearman horde.

MONSTERS FALL

Turns 3-4

Kill it with Fire!

Flamers of Tzeentch are nasty little critters able to unleash a veritable torrent of magical fire to destroy the High Elves with impunity. It was for this reason that Andrew targeted them fairly early on, casting a Flamestorm at them as well as swooping in to kill them with his Dragon. Unfortunately, the Dragon Mage and his noble steed got more than they bargained for as the Daemons slew both!

The Soul Grinder charged the White Lions but the Exalted Seeker Chariot failed their charge – Simon could only roll a 5, even on three dice!

Simon rolled a double-6 for the Winds of Magic, but Teclis was gifted with almost as many dispel dice, so once more kept the Daemons' foul magic at bay.

The Spearmen fared a little better against the Bloodletters than their comrades had last turn, felling 12. 14 were killed in return and the Spearmen fled the field. The White Lions wounded the Soul Grinder, but the Daemon Engine stomped five. They stubbornly remained in the fight, however.

Althran and his Griffon could not repeat last turn's successes, but the Bloodthirster fared no better. Simon failed to hit the Griffon, whilst Althran saved all four Wounds inflicted upon him.

In the High Elves' turn, the Soul Grinder slew three White Lions, but the sturdy axemen inflicted two wounds on the clanking monstrosity, winning the combat. The Bloodthirster finally slew the Griffon although Althran remained alive.

The following turn saw something of a reversal for the rampaging Bloodletters as they fought the Archers. Although the Herald slew the Hawkeye in a challenge, the Archers slew all nine of the Bloodletters, causing the Herald to pop out of existence due to his Daemonic Instability rule. The White Lions overcame the Soul Grinder, before reforming to face the Bloodthirster even as the Greater Daemon slew Althran.

On Andrew's fourth turn, the Archers continued their success, defeating the Fiends in combat and the Bloodthirster was finally brought down by the White Lions.





End of Turn 4 VPs

Daemons of Chaos	High Elves
2427	1614



A Light Snack

The last place Andrew wanted Teclis to end up was in combat but on Turn 4 the worst happened as the Plaguebearers finally charged and Epidemius gobbled Teclis down in one. Andrew's magical dominance had come to an abrupt halt.



Squabbling Scribes

The Blue Scribes are nothing if not unpredictable, able to cast a random spell each turn from one of the Battle Magic Lore. Simon shrewdly picked the Lore of Life, casting useful augment spells like *Regrowth* on his big monsters, prolonging their role in the battle.

A FORLORN HOPE

TURN 5-6

Simon kicked off his fifth turn unconventionally, charging the Pink Horrors into combat with the Archers, who were successfully fending off the Fiends. Although not renowned for their combat expertise, the Pink Horrors triumphed where the Bloodletters had failed, killing 5 Archers and causing them to flee. Epidemius killed the Phoenix Guard's Keeper of the Flame, but the Phoenix Guard finished off his Plaguebearer escort.

In their turn, the White Lions charged into combat with the Exalted Chariot – rolling a double-6 to charge – but found themselves outmatched and routed by the crew! Epidemius proved a difficult foe to beat, stubbornly refusing to die or succumb to instability, whilst Andrew's efforts to claim victory points for the Flesh Hounds and Flamers failed too.

The final turn was swift for both sides, the Phoenix Guard finally ridding themselves of Epidemius only to find their ranks swamped by the Pink Horrors. The Blue Scribes cast *Cascading Fire Cloak* on the Pink Horrors, causing three Wounds on the Phoenix Guard, whilst the Herald cast *Gift of Chaos* and slew another two. The Screamer's sliced the Bolt Thrower's crew to pieces in combat and the Pink Horrors ran down the last of the High Elves.



Charge or be Charged

Reasoning that he'd be better off charging the Exalted Chariot rather than allowing it to charge, Andrew declared a charge with his White Lions as soon as he got the chance. The Daemonettes crewing the chariot, however, had pent up frustration to unleash, murdering five of the White Lions and gleefully running down the survivors!

End of Daemons of Chaos Turn 5



DAEMONIC INCURSION

Glory to Chaos

Simon: Phew! Believe it or not, that game was a lot closer than it looked towards the end. By that, of course, I mean something along these lines: *Another glorious victory for the Dark Gods! Blood will rain from the skies to honour such a bountiful harvest of souls!*

Ahem. Sorry about that. Yes, that could have gone either way in the last few turns. My lone Flamer and Flesh Hound had been reduced to a single wound apiece, and had Andrew finished them off, would have gained a healthy chunk of victory points. And how my Exalted Seeker Chariot survived the charge of the White Lions, let alone defeated them, I'll never know.

Even though each of the Chaos Gods was fairly evenly represented in my army selection (despite my predilection for Khorne and the glory of close combat), my Tzeentchian contingent outperformed them all. The Horrors defeated two units in combat, the Flamers brought down the Dragon Mage and the Blue Scribes were simply awesome, all the more so after Teclis' ignominious demise.

The Litany of Woe Continues

Andrew: All is lost! The defences are breached! The Tower is taken!

Actually, it's not all that bad. Sure, my army was utterly annihilated, but up until Turn 4 or so the game was really going my way. Teclis dominated both Magic phases, as I knew he would, blasting a dozen or more Daemons apart with spells all the while stopping Simon from spellcasting. Althran held the Bloodthirster off long enough for the White Lions to take it down, after they'd dealt with the Soul Grinder, of course. And the Archers – oh the Archers! – defeated the Bloodletters in combat, to the dismay of Simon and the delight of everyone else.

But then the Plaguebearers got stuck into the Phoenix Guard and Epidemius tucked in to Teclis, and it all fell apart. Suddenly I was at the mercy of the Daemons' magical onslaught, and it showed, and my remaining units got picked apart piecemeal from all directions. I nearly had it, and it really did come down to the last couple of turns. A great, close game all round!

Teclis' vision swam in and out of focus, his every bone aching and his skin burning as though on fire. A figure clad in a white fur cloak leant down to help him up.

"We thought you were lost, my lord." The White Lion said. "Consumed by that obese Plaguebearer. Had to cut you out of its belly, once it had been slain." The White Lion handed him his staff. "Your staff got stuck in its throat. If I might make a suggestion, I'd clean it before you use it again."

Smoke billowed from the outbuildings surrounding the Tower of Hoeth and something monstrously huge had buckled the doors inwards.

"The Tower, is it lost?"

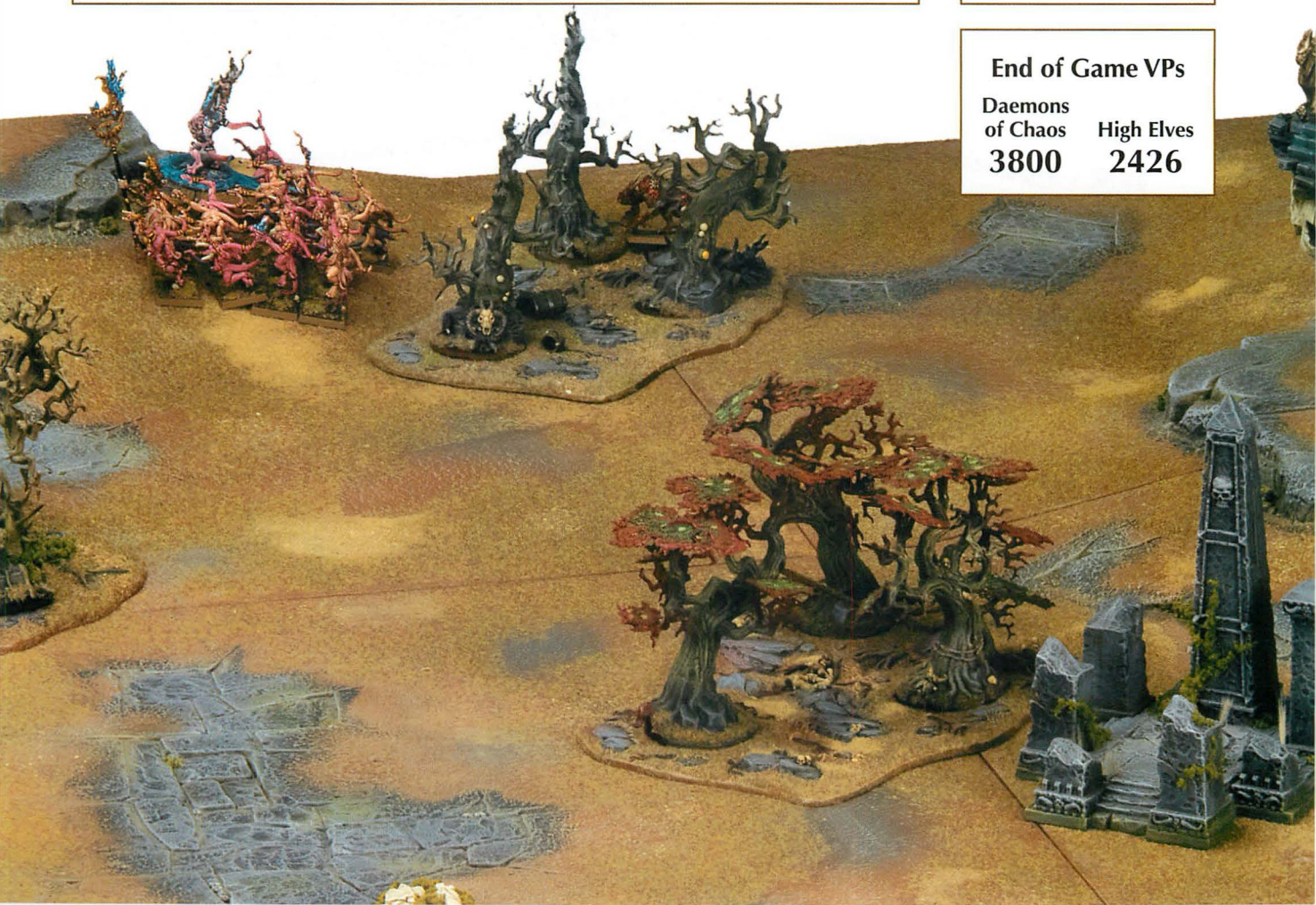
"No my lord, the Daemons breached our lines but no sooner had they gained ingress than the magic that held them broke and they faded away."

"Either that or they found what they were looking for."

Somewhere high over head, as though in reply, Teclis was sure that he heard the sound of Daemons, squabbling, and the sky began to rain scraps of parchment.

End of Game VPs

Daemons of Chaos	High Elves
3800	2426



WARHAMMER

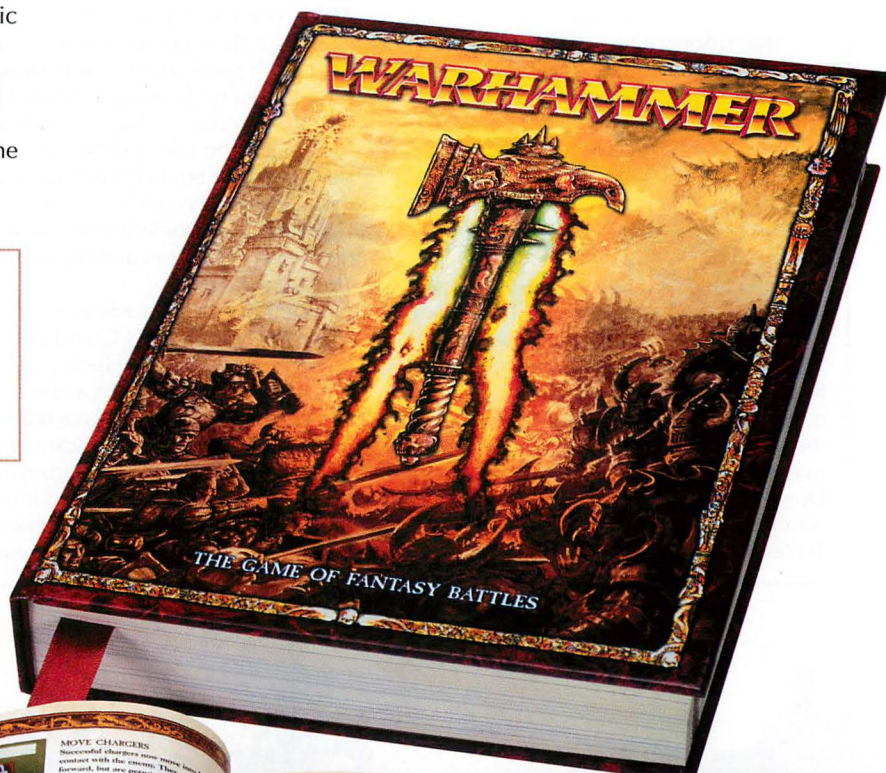
If you want to venture into the fantastical realm of the Warhammer world and fight for glory, honour or conquest, look no further than the majestic tome that is the Warhammer rulebook and handy gaming aids displayed below.

The Warhammer rulebook is your ultimate guide to immersing yourself in the dramatic and evocative background of the war-torn Warhammer world. Within its hardback covers are 528 full-colour pages saturated with Warhammer lore, from the complete set of game rules to a detailed history of the cataclysmic events and great battles that have shaped the destiny of the world.

Warhammer Rulebook

A full colour, 528-page hardback book including the complete set of game rules and an introduction to every race that dwells within the Warhammer world.

Product Code: 60040299031





Warhammer Battle Magic

This deck of 56 large-format cards contains all of the spells for the eight lores of magic featured in the Warhammer rulebook, including their signature spells and lore attributes.

Product Code: 60220299005



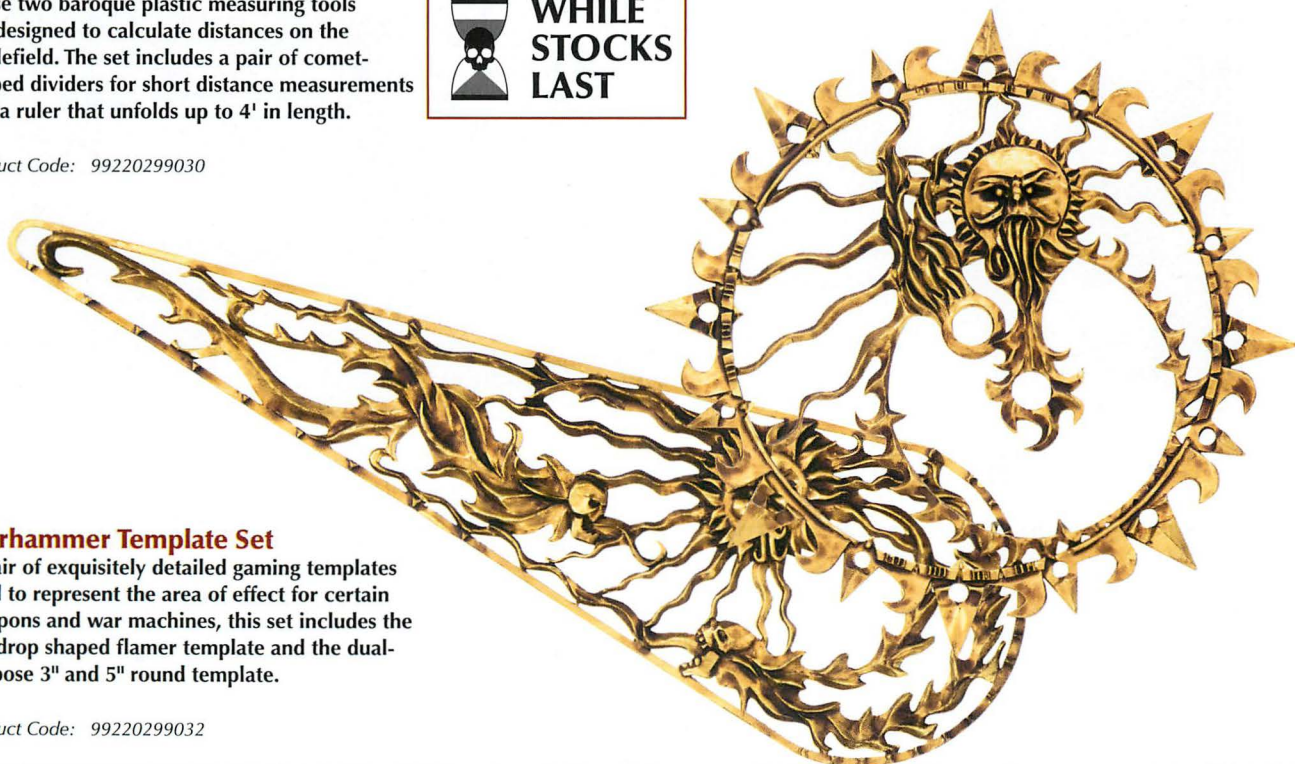
Engineer's Ranging Set

These two baroque plastic measuring tools are designed to calculate distances on the battlefield. The set includes a pair of comet-shaped dividers for short distance measurements and a ruler that unfolds up to 4' in length.



**WHILE
STOCKS
LAST**

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Warhammer Template Set

A pair of exquisitely detailed gaming templates used to represent the area of effect for certain weapons and war machines, this set includes the teardrop shaped flamer template and the dual-purpose 3" and 5" round template.

Product Code: 99220299032

ARENA OF DEATH



Empire Captain VS Saurus Oldblood



Andrew: Way back last September Matt and I decided to fight a battle to decide whether the Saurus Oldblood or Nurgle Chaos Lord was better. Well, since then there have been even more plastic characters released, but how do they fare in battle? Well we thought we'd pitch them against one another to see how they'd fare in the brutal melee of the arena. Are you brave enough to enter the ARENA OF DEATH?

Matt and I each picked three characters and equipped them with wargear and magic items to an agreed points limit (we settled on 125 points). We then

randomised which hero would face which hero and pitted them against one another in one-on-one combat, playing for the best of three each time. There was no prize to the winner – only bragging rights over the loser!

First up was the champion of the last Arena of Death, the Saurus Scar-Veteran, pitched against the Empire Captain. This was an interesting match-up – at first glance, the Scar-Veteran has the edge, with better characteristics and a Scaly Skin save. But, the Empire Captain is 25 points cheaper and can be tooled up with some fine kit.



WINNER: EMPIRE CAPTAIN
The humble Captain wins out over the ferocious Saurus.

Blood on the Streets

Knowing that the Captain would almost certainly be outmatched, Matt equipped him with Van Horstmann's Speculum, allowing him to swap his Strength, Toughness and Attacks with an opponent. In round 1, the Saurus failed to hit, whilst the Captain slowly wore the Lizardman down. Round 1 to Matt!

In the second round, Andrew charged in first once more, wounding the Captain twice. The Captain managed a single hit, before thinking better of it and fleeing. Uncharacteristically fast for a Lizardman, the Saurus ran the Captain down. Round 2 to Andrew!

In the final round, the Saurus wounded the Captain but his Seed of Rebirth saved him. The Captain struck the Saurus a dolorous blow in return, slaying him! Round 3 to Matt and the Empire Captain!

It's been almost a year since our last Arena of Death, pitching Warhammer heroes into deadly one-on-one combat to see who is the hardest, so we thought it high time to try it again with a new crop of miniatures.

Wight King VS Savage Orc Big Boss

Andrew: The second game was between Matt's favourite model – the Wight King – and the hugely imposing Savage Orc Big Boss. With a great weapon boosting his Strength to 6 and an innate 6+ ward save, the Savage Orc doesn't need much in the way of magical equipment to pose a threat to any foe. I gave him a Talisman of Preservation to boost his save to a 4+ all the same, just to make sure.

The Wight King is similarly tough, his Killing Blow special rule potentially allowing him to decapitate any Hero he faced with a roll of a 6 To Wound.

Matt chose to equip the Wight King with the Helm of Discord, forcing an opponent to pass a Leadership test or else be rendered helpless. He also gave him a shield, heavy armour and a Luckstone, giving him a 4+ armour save and a re-roll to his first failed save. Midway through his bout against the Big Boss, Matt decided that this combination really wasn't working (the Luckstone wasn't much use when the Savage Orc was strong enough to ignore most of his armour) and, because I'm nice, allowed Matt to swap in an Enchanted Shield.

Battle in the Barrows

Andrew rolled highest to see who went first, charging his Big Boss into the Wight King. The Wight King's sneaky Helm of Discord worked its magic on the Savage Orc, causing him to stop, transfixed to the spot. The Wight King then rolled a 6 To Wound – a Killing Blow! – but the Orc's Talisman of Preservation saved him. The Wight King lost the round and a Wound to instability, and in the following turn the Savage Orc cut him down. Round 1 to the Savage Orc.

In Round 2, grumbling that his magic items were not proving as useful as planned, Matt swapped them for an Enchanted Shield and the Sword of Antiheroes. This combination proved better, and after trading a Wound apiece, the Savage Orc lost the combat and ran away – the Wight King chopped him down as he fled. Round 2 was won by the Wight King.

In Round 3 the Wight King charged once again, but this time could not injure the gnarled Savage Orc. The Big Boss had no such trouble, cleaving the Wight King and inflicting two Wounds on him. Game 2 to the Orc!

WINNER: SAVAGE ORC BIG BOSS

Big axes won out over brittle old bones.



Beastman Bray-Shaman VS Goblin Shaman



Andrew: I'll admit, we rigged the draw so that the two Wizards were pitched against one another in a duel of sorcery. Magic-wise, both Wizards were roughly equal, whilst the Bray-Shaman had the slight edge should the duel turn rather more violent in melee.

When it came to magic, the two Shamans had very different lores at their disposal. The Spells of the Little Waaagh! are mostly augments and hex spells, meaning that Matt might have to play a little sneakier if he was to win, perhaps even nobbling the Beastman in melee once he'd gained the edge.

The Lore of the Wild, however, is a little more direct. Most of its spells directly inflicted damage to the foe, with a couple of notable exceptions. *Mantle of Chorok* upped the Bray-Shaman's Strength and Attacks by D6 – more than enough to swat

the pesky Goblin – whilst my favourite spell, *Savage Dominion*, summoned a huge monster to the Shaman's aid. I made sure that the 'Eavy Metal Ghorgon was lurking nearby in the gaming area, just in case I had the opportunity to unleash this, my sneakiest of tricks, upon Matt,

The first thing Matt spent his points on was upping the Goblin Shaman to Level 2, before splashing out on a Seed of Rebirth to give him a save against my more offensive magic. As a Goblin Shaman is so cheap, he could also buy another sneaky trick in the form of the Trickster's Shard, which would let him slay my Bray-Shaman with a burst of magical feedback.

For my part I kept things simple, just making my Wizard Level 2 and giving him the Channelling Staff to increase the dice at his disposal.



Starting with a Bang

The first round began with Andrew winning the roll-off to go first. His Bray-Shaman kept his distance and attempted to cast *Viletide* on the Goblin Shaman, but it was dispelled. He then cast the *Mantle of Chorok*, boosting his Strength and Attacks by 4. The Goblin then declared a charge, before casting *Curse of the Bad Moon* at point-blank range, managing to miscast in the process. The ensuing dimensional cascade wounded the Beastman and sucked the Goblin Shaman into the Realm of Chaos. Round 1 to Andrew and the Beastman Bray-Shaman!





Uninvited Guests

Andrew won the roll-off and to go first and decided to try a cunning tactic to outwit his Goblin counterpart (by which we mean the Shaman, not Matt, who is decidedly more Orc-like than goblinoid). Rolling as many dice as he could muster, the Beastman Shaman cast *Savage Dominion* and from somewhere off the edge of the battlefield, a Ghorgon charged into play. Matt had read the small-print of the spell, however, and knew that if he could slay the Beastman before the Ghorgon could reach him, he'd be alright. Sure enough, a casting of *Vindictive Glare*, which the Beastman failed to dispel, and three Wounds later and the Bray-Shaman was done. Round 2 went to the Goblin.



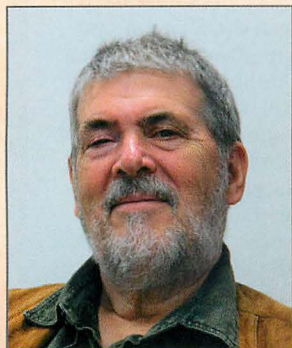
If Looks Could Kill

Once again Andrew ended up with *Savage Dominion* in his repertoire of spells, so hoped to survive long enough to a) cast it and b) get the summoned Ghorgon into combat and tread on the Goblin. Once again the Beastman went first and, sure enough, after *Devolve* was dispelled, a Ghorgon came lumbering out of the forest aimed straight for the Gobbo. But he'd seen it all before, and the Goblin stood his ground as he cast *Vindictive Glare*. Despite throwing four dice at the dispel, Andrew could not stop the spell. The spell inflicted four wounds on the defenceless Bray-Shaman, killing him and causing the Ghorgon to once again wander off into the woods. Round 3 belonged to the Goblin Shaman and Matt!

WINNER: GOBLIN SHAMAN

In the duel between the Wizards, the Goblin Shaman prevailed.

BLANCHITSU



Lately, I've found myself becoming more and more fixated with the modelling and painting of the plastic Warhammer character miniatures. The individual character that the sculptors have transferred into these miniatures is astonishing. As someone who can't resist tinkering with a model to get the desired look when I get an idea in my head, I am continually impressed by the versatility of these models.

Last year at Golden Demon UK, I couldn't help but notice that there were loads of converted Nurgle Chaos Lords

that had been entered into a number of different painting categories. It later dawned on me that I had absentmindedly converted and painted a handful of my own versions as well and it got me thinking as to why the Nurgle Chaos Lord miniature in particular is so appealing. The model is really fat, featuring huge areas of skin and there are so many different ways to paint it, particularly with the rotting flesh of a Nurgle character. Anyway, I'll let the miniatures do the talking, so here is a selection of miniatures that have impressed me and some that I've painted as well.

Darren Latham

After a 10-year stint with the 'Eavy Metal team, Golden Demon judge Darren Latham has been a Citadel Miniatures designer for over a year now. This Nurgle Chaos Lord was actually the first character model that Darren painted using the new Citadel paint range.



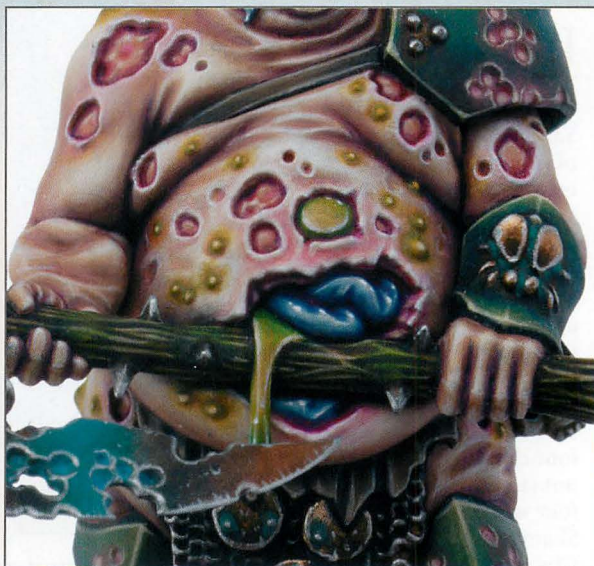
Darren: As the Chaos Lord is one of Brian Nelson's sculpts, I looked to other models that he had sculpted for a suitable head swap. I used one of the Zombie heads from the Corpse Cart kit, which fitted perfectly.



Darren: The axe was weathered with bright verdigris to contrast with its darker, rusty tone.



Darren: I painted the armour plates as if they were a living part of the model, rotting and decaying.



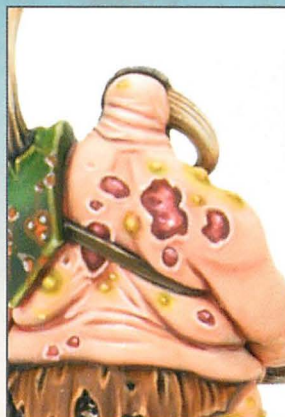
Darren: I opted for a contrasting palette of warm and cold colours, from the dark green of the model's armour to the vibrant shade of the pustules and putrid slime leaking from his ruptured stomach.



Dave: I wanted the image of the character's physical corruption to be internal, contained largely within his body and visible through the open sores and wounds, so I used more natural flesh tones on his skin.

Dave Perryman

One of the 'Eavy Metal team's newest recruits, Dave Perryman has over 15 years painting experience under his belt. He painted this miniature in preparation for his 'Eavy Metal interview after having been inspired by Darren Latham's version of the model.



Dave: The green pustules are a sign of the infection and contagion that is rife within the character's body.



Dave: I used thin fishing line for the dripping gore, layered with Citadel Water Effect and Bloodletter Glaze.

Neil Green

As a stalwart veteran of the 'Eavy Metal team, Neil Green has been painting miniatures of the highest standard for the last 15 years. He was inspired to paint this miniature after seeing a number of different examples from other painters around the Studio.



Neil: This Nurgling was sculpted from scratch as a miniature version of the Nurgle Chaos Lord.

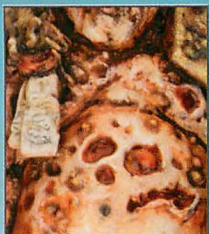


Neil: I painted the slimy, luminous green of the model's innards to contrast with its dry, crusty skin.



Neil: The black of the models' armour worked to counter the brighter tones that I had used elsewhere on the model, specifically on the skin, axe blade and exposed internal organs.

John Blanche



The purity seal hints at an Imperial heritage.

This converted character uses components from a Forge World Contemptor Dreadnought as well as the head, power pack and cable arm of an Imperial Servitor.

Peter Hudson



A faint aquila tattoo on the model's bruised flesh.



When not painting miniatures, Peter Hudson works as a civil servant. This Nurgle Chaos Lord has been extensively converted to act as a member of an Inquisitorial warband, complete with appropriate Imperial iconography.

Jakob Nielsen



Ragged parchments and purity seals are prevalent.

Jakob is a teacher and an industrial designer, but in his spare time, he is renowned for his modelling and painting skills, having won countless Golden Demon trophies and the UK Slayer Sword twice.

John Blanche



A panel from the Empire Luminark of Hysh.



On this miniature, John added a few details from the Empire Luminark of Hysh, including a shoulder-mounted telescope as an archaic targeting system. The model also incorporates an Imperial Servitor head.

Mike Anderson

Mike has been painting miniatures for over twenty years, having started at the tender age of seven. Since then, he has gone on to win a staggering 18 Golden Demon trophies. After a brief painting hiatus, the Nurgle Chaos Lord inspired Mike to pick up his brushes once again.



Mike: The night before starting this miniature, I was inspired by a surgical procedure on a television programme that revealed the yellowy colour of the subcutaneous fat found beneath the skin.



Mike: I painted details such as liver spots on the flesh to make it look as disgusting as possible.



Mike: The antlers represent a gift from Nurgle, mimicking those found on the Plaguebearers.

Scott Weightman



Scott Weightman works in a manufactory but is a fanatical painter during his free time and a regular participant at UK Golden Demon.



The helmet has rotted away, exposing the tortured flesh underneath.



The green pus leaking from the exposed organs looks suitably revolting.



Scott painted the model's open sores to look raw and bloody.



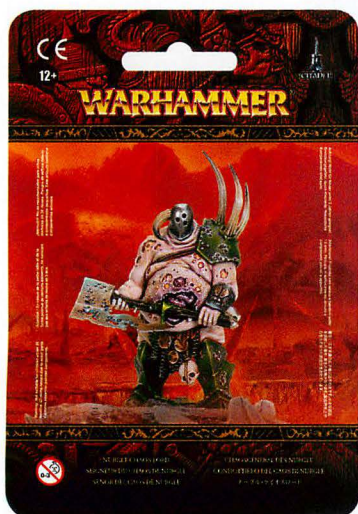
Scott mounted his model on the Chaos star from the Chaos Terminator Lord kit.

As you can see, the model has a versatility far beyond its original concept and has been used as much to create a character for Warhammer 40,000 as it has for the Warhammer game the miniature was designed for. I'm off to see what else I can conjure up from this model, but I shall return soon to continue my investigation into the many uses of the plastic Warhammer characters.

JOHN

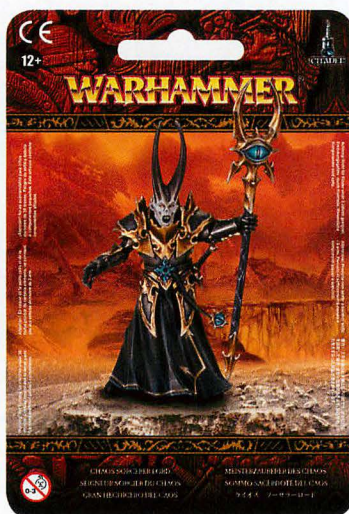
WARHAMMER

There are now loads of plastic Warhammer heroes available, each of which is a characterful Citadel miniature covered in great little details. These models make for great army centrepieces and awesome painting projects.



Nurgle Chaos Lord

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Chaos Sorcerer Lord

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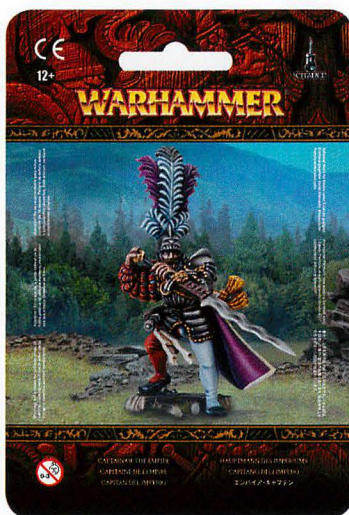
Sorcerer Lord of Tzeentch

Product Code: 99070201002



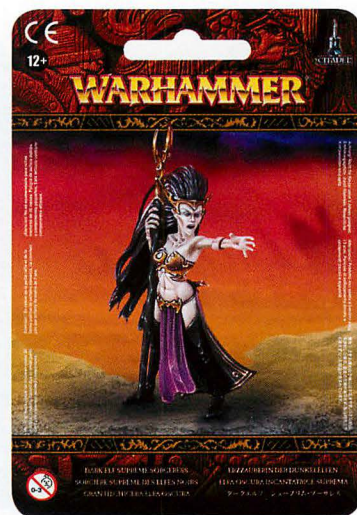
Empire Master Engineer

Product Code: 99070202002



Captain of the Empire

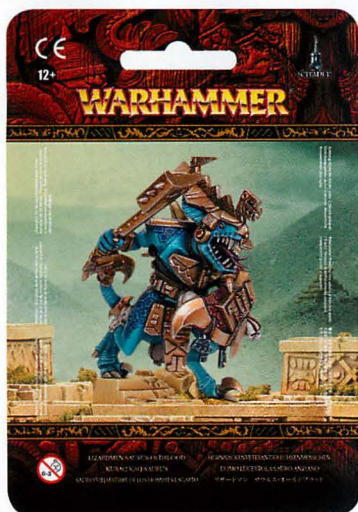
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Dark Elf Supreme Sorceress

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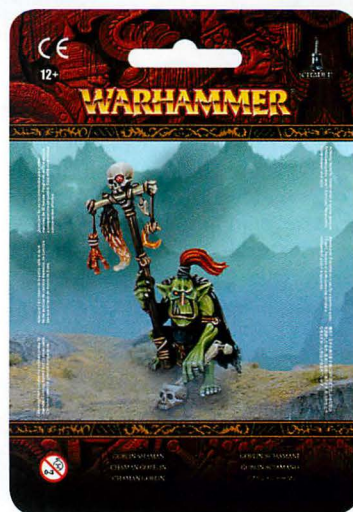
Lizardmen Saurus Oldblood

Product Code: 99070208001



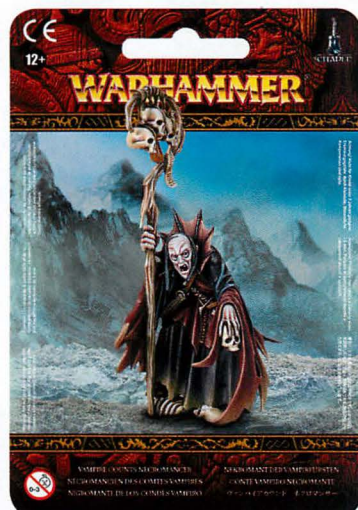
Savage Orc Big Boss

Product Code: 99070209002



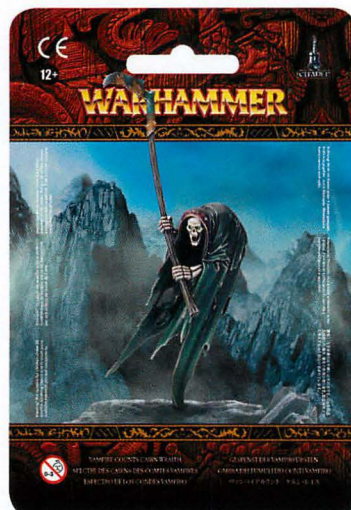
Goblin Shaman

Product Code: 99070209001



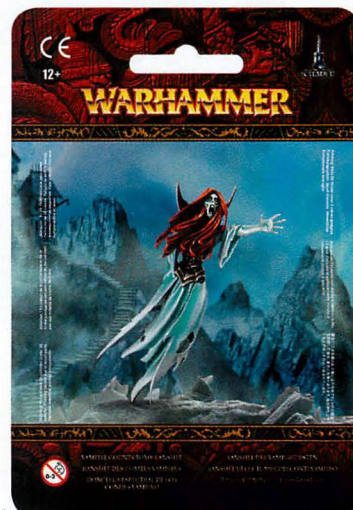
Vampire Counts Necromancer

Product Code: 99070207001



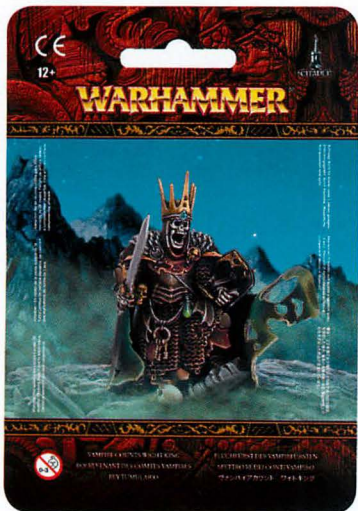
Vampire Counts Cairn Wraith

Product Code: 99070207002



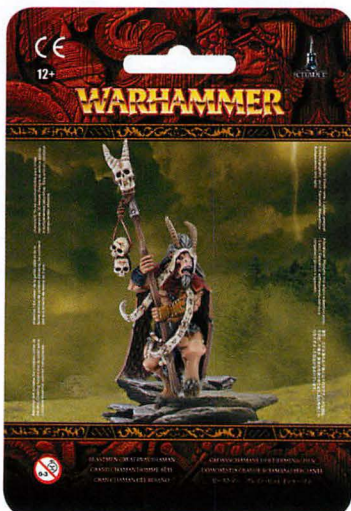
Vampire Counts Banshee

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Vampire Counts Wight King

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Beastmen Great Bray-Shaman

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CITADEL® FINECAST™

WORKING WITH CITADEL FINECAST

Citadel Finecast is Games Workshop's highly detailed range of resin miniatures. Here we discuss a number of useful ways to model and assemble Citadel Finecast miniatures, and present the best tools for performing each technique.

USEFUL TOOLS



PLASTIC CUTTERS

The flat bottom edge of Plastic Cutters ensures a neat cut when removing components from frames.

CITADEL EMERY BOARDS

Three high-quality emery boards with two grades of grain (course and fine) for filing and polishing.



HOBBY KNIFE

An important tool for tidying up components that have been clipped from their frame.



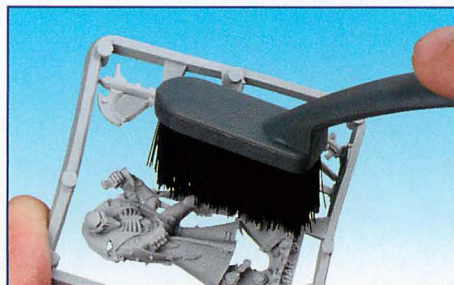
CITADEL CLEAN-UP KIT

A Flash Brush and Mouldline Scraping Tool, used to remove light resin debris and flash.

Preparation

The Citadel Finecast range contains a host of fantastically detailed models – ideal centrepieces for your collections of Citadel miniatures. All Citadel Finecast miniatures are made from resin, which

requires different preparation from plastic, and perhaps most significantly, must be assembled with super glue. Below, we explain the basic methods for cleaning up your resin components before assembly.



First, use a Citadel Flash Brush to buff the model. This will remove any flash left over from the moulding process with no ill effects to the detail on the model.



Just as with plastic miniatures, each component must be removed from its frame prior to assembly. Use a pair of Plastic Cutters to clip the pieces from the frame.



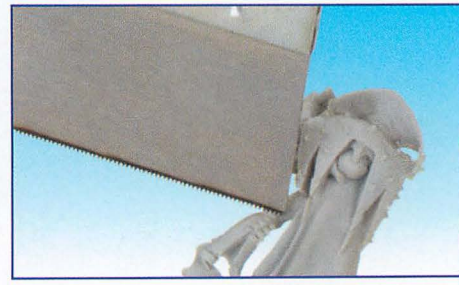
For more delicate components, you may wish to carefully cut them from the sprue with a Hobby Knife, but watch out for your fingers!



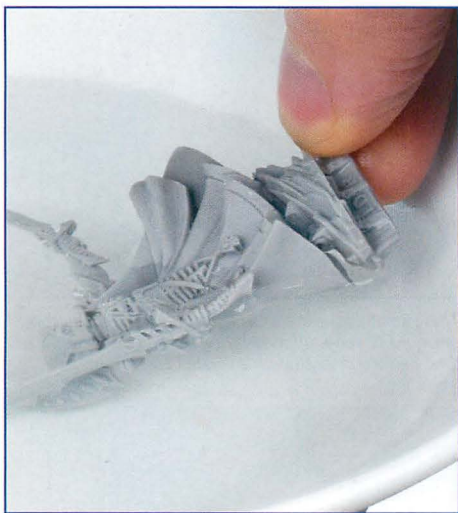
Use the Citadel Mouldline Scraping Tool to remove the mouldlines on your miniature, carefully drawing the tool along the mouldlines to scrape them away.



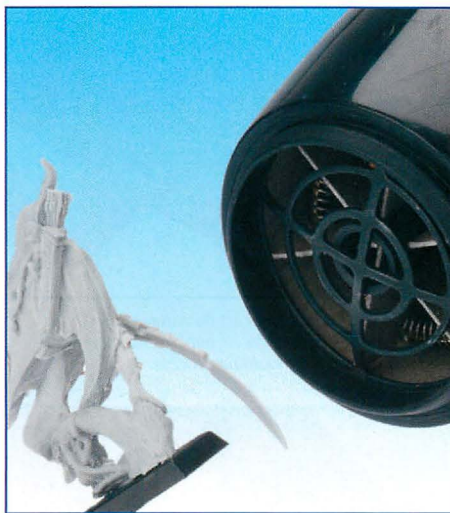
Use a Citadel Emery Board to file down any small imperfections created when you cut a component from its frame for a perfect finish.



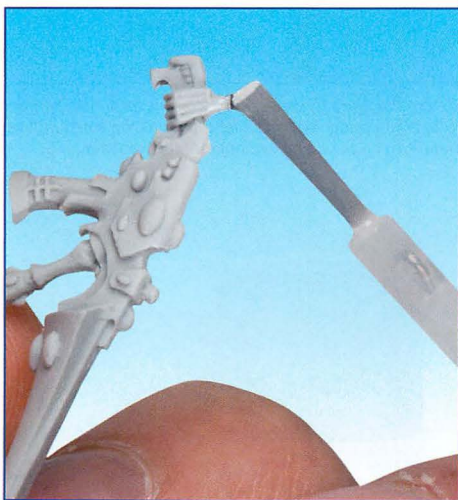
For more advanced conversion work, use a Razor Saw to make a precise cut, taking care not to catch any other parts of the model with the saw's blade.



If any components are slightly warped, fill a bowl with warm water from the tap and hold the affected parts in it. This should help the resin return to its original shape.



Alternatively, you can use a hair dryer to heat a warped component and gently bend the part into its correct position by hand, then let the miniature cool naturally.



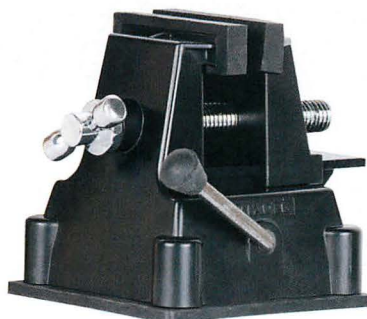
Super Glue Thin has a built-in brush applicator and is well suited to assembling delicate or thin Citadel Finecast components.



Super Glue Thick's denser formula creates an especially strong bond between resin components when dry, but make sure you test fit the pieces before applying glue.

HOBBY VICE

A Hobby Vice is a small but incredibly useful tool for helping you to hold a miniature in place when using a Hobby Drill or Razor Saw. Its rubberised clamps will hold a miniature firmly in place without risk of damaging the detail on the model. The base of the Hobby Vice is also made from rubber, giving it a firm grip on almost any surface and allowing you to work without fear of the vice slipping at a crucial moment.



MORE TOOLS



RAZOR SAW

Certain conversion projects may require you to cut a model in half at the waist, or perhaps remove and reposition a limb to achieve the desired look. In these situations, look no further than a Razor Saw. This handy tool enables you to neatly cut through a Citadel Finecast model with minimal damage to the surrounding area.



SUPER GLUE

As resin models, Citadel Finecast miniatures need to be assembled with Super Glue – as the name suggests, Plastic Glue simply isn't designed for this purpose. However, the porous nature of resin helps Super Glue to create an exceptionally strong bond, just take care not to overly saturate the area with glue.

SCULPTING & FILLING



GREEN STUFF

Green Stuff is a two-part modelling putty that, when mixed together, forms a malleable putty designed for filling in gaps on models and sculpting additional details.



SCULPTING TOOL

The Citadel Sculpting Tool is used for modelling Green Stuff. The twin-ended tool has a knife edge at one tip for shaping the putty and a round edged end at the other for smoothing it.



LIQUID GREEN STUFF

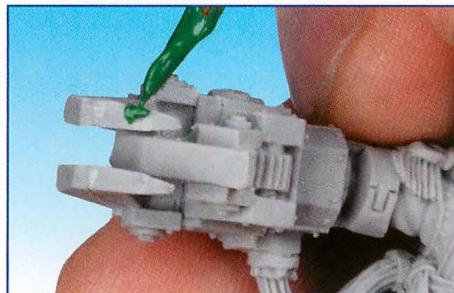
Usable straight out of the pot with no mixing required, Liquid Green Stuff can be painted into recesses to fill in any gaps or unsightly join lines.



On occasion, Citadel Finecast miniatures can suffer small blemishes caused by air bubbles trapped in the resin mix during the moulding process.



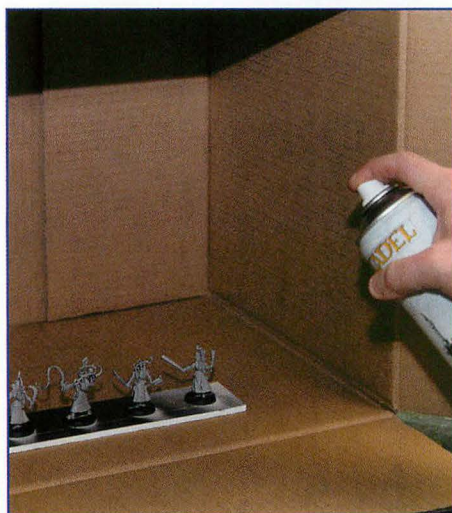
When some larger Citadel Finecast components are glued together, there may be a small gap where the join has been made.



These small cavities are easily filled by applying a spot of Liquid Green Stuff. When dry, Liquid Green Stuff can then be filed smooth with a Citadel Emery Board.



In this situation, Green Stuff can be pressed into the gap with a Sculpting Tool and blended in to the surrounding details to conceal any evidence of the join line.



Undercoat Sprays

Before you begin painting your Citadel Finecast miniatures, you will want to prime them. This process, known as undercoating, provides a smooth surface for you to paint onto. Easily the fastest and most effective way to undercoat your models is to use Chaos Black or Skull White Spray.



Basing your Miniatures

Most Citadel Finecast miniatures will need to be mounted on bases, and it is therefore as important to make a model's base look good as it is the miniature itself. Thankfully, there are a number of ways to achieve this, from the customised resin and brass accessories in the Citadel Warhammer and Warhammer 40,000 Basing Kits, to the Citadel Texture paints, which can provide a base with a realistic effect – especially

when finished off with some grass tufts to fit in with the army's basing theme.

In the case of the two Citadel Basing Kits, they are best applied to a miniature's base after it has been fully assembled but before undercoating it. Conversely, applying a Citadel Texture paint and any subsequent grass tufts will often be the finishing touches to painting your Citadel Finecast miniature.

PAINTING CITADEL FINECAST MINIATURES

The Citadel Paint range includes a huge variety of Base, Shade, Layer, Dry, Glaze, Texture and Technical paints, each specially formulated for applying a particular technique to paint Citadel miniatures. Each of these painting methods is described in detail in the How to Paint Citadel Miniatures guide, which even includes a lengthy DVD to demonstrate them first hand.



BASING



PVA GLUE

PVA Glue is ideal for adding details to the bases of your miniatures. It comes in a handy tube for easier and more precise application.



GRASS TUFTS

The Middenland Tufts and Mordheim Turf basing kits are great for adding a dash of colour and realism to your bases. Each pack holds 200 individual grass tufts of varying sizes, specifically designed to stand up straight, adding a little extra height to the bases of your models.

**FOR THE FULL CITADEL RANGE PLEASE VISIT OUR WEBSITE:
WWW.GAMES-WORKSHOP.COM**

CITADEL®

TOOLS OF THE TRADE

Our range of hobby tools and accessories has been specifically designed to provide you with everything you need to assemble and model your Citadel miniatures.



MODELLING FILES

Product Code: 99120101059



HOBBY DRILL

Product Code: 99239999040



HOBBY KNIFE

Product Code: 99239999036



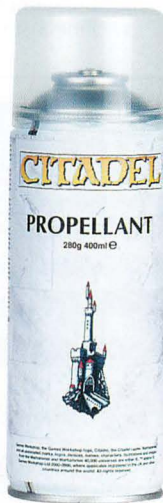
PLASTIC CUTTERS

Product Code: 99239999041



CLEANUP KIT

Product Code: 99239999058



PROPELLANT

Product Code: 99209999030



CITADEL SPRAY GUN

Product Code: 99239999047



SUPER GLUE THICK

Product Code: 99219999019



SUPER GLUE THIN

Product Code: 99219999018



PLASTIC GLUE THICK

Product Code: 99219999016



PLASTIC GLUE THIN

Product Code: 99219999017



RAZOR SAW

Product Code: 99239999038



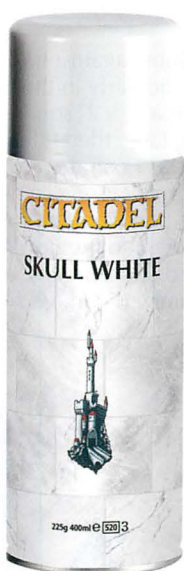
SCULPTING TOOL

Product Code: 99239999039



CHAOS BLACK SPRAY

Product Code: 99209999012



SKULL WHITE SPRAY

Product Code: 99209999011



PURITY SEAL

Product Code: 99209999027



WATER EFFECTS

Product Code: 99120101059



PVA GLUE

Product Code: 99219999022



GREEN STUFF

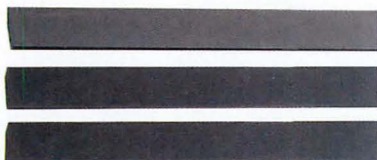
Product Code: 99219999027



TOOL SET

Contains Hobby Knife, Modelling Files, Hobby Drill, Plastic Cutters, Hobby Vice, Razor Saw, Cleaning Kit, Emery Boards and a Sculpting Tool in a durable Citadel case.

Product Code: 99239999060



CITADEL EMERY BOARDS

Product Code: 99239999057



HOBBY VICE

Product Code: 99239999037



LIQUID GREEN STUFF

Product Code: 99189956004

ARMIES ON PARADE

Armies on Parade is a chance for hobbyists to paint an army, display it on a 2' x 2' board and proudly show it off at their local Hobby Centre's Parade Day. Everyone in the store gets to vote for their favourite entrant of all, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate champion is crowned.

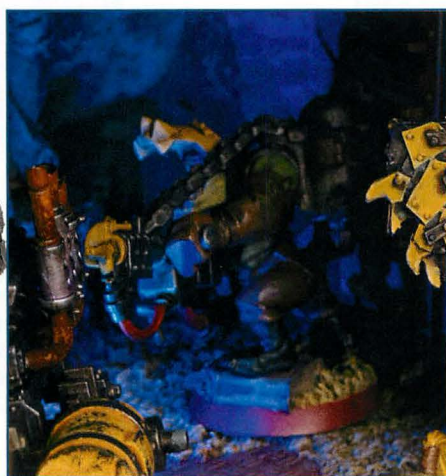
MATT SPENCER'S ORK ARMY

This fantastic Bad Moonz Ork entry won Edinburgh Hobby Centre's Parade Day in 2011. We caught up with aspiring Big Mek Matt Spencer to find out how he created it.

Matt: Going against traditional Orky character, one of the things I did early in the process was a bit of preparation. I marked a 2' x 2' square on my dining room table with masking tape, then filled the space with as many Orks and vehicles as I could cram into it. This gave me a rough idea of how many models I needed to paint and what the final composition would be. As the project continued I added some height to the display by building up the board with some old cereal boxes, a Skyshield Landing Pad and, finally, a 'kustomized' Ork version of a Stormraven Gunship!



This Ork Flyer was converted from a Stormraven Gunship.



Matt even rigged up blue LEDs for atmospheric lighting.

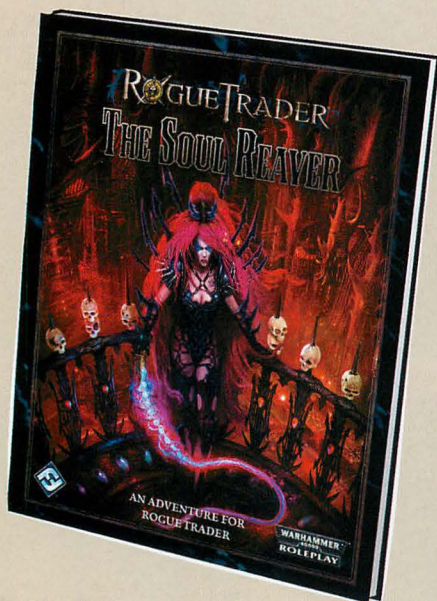


Ork Boy with improvised helmet.



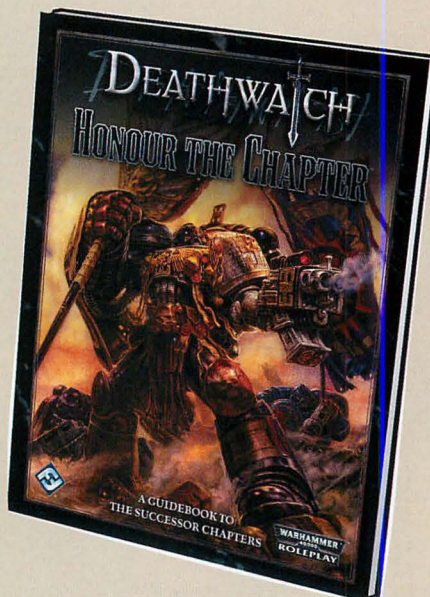
Matt's army includes a converted Grot Mega Tank from Forge World.

ROGUE TRADER THE SOUL REAVER



The Dark Eldar are a plague upon the Koronus Expanse. Do you have the courage to face them in the name of the Emperor? In the Soul Reaper, an adventure for Rogue Trader, daring Explorers can look deep into the twisted heart of Dark Eldar society, where they'll attempt the greatest heist of their careers!

DEATHWATCH HONOUR THE CHAPTER



For ten millennia, Space Marines from a thousand Chapters have fought and died in the name of the Emperor. Honour the Chapter provides a wealth of options for players interested in Death Watch characters drawn from Chapters created during the Second or subsequent Foundings.



Gen Con and PAX

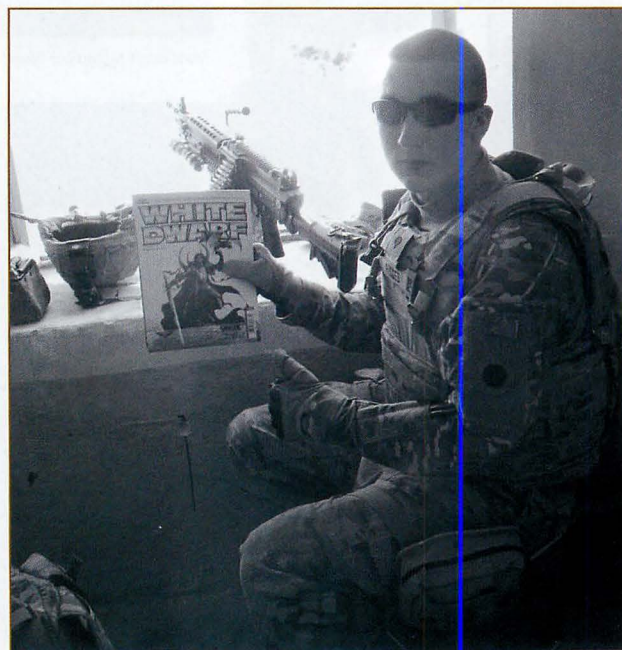
Mighty forces unite with Games Workshop, Forge World, and Black Library attending the Gen Con and PAX Prime events this year!

Come see what Forge World has in store and get your product shipped home for free! What will Black Library release and which author will make an appearance? Meet recruiters from the Games Workshop team and see what direct product is available.

We're excited to join the fun! Visit our booth at the show and feel free to Waaagh your face off!

Gen Con - August 16th-19th, Indianapolis, IN

PAX Prime - August 31st-Sept 2nd, Seattle, WA



Photos from the Field: Specialist John Rhodes, a part of the 1-125 Scout platoon, is in an overwatch position in Northern Afghanistan with his *White Dwarf* magazine.

GAMESDAY & GOLDEN DEMON 2012

2012 Event Coverage

We'll be gathering all the photos from the July 28th Games Day event and posting them on Facebook!



- **Golden Demon painting competition winning models**
- **Community tables and events**
- **Conversion Contest winners**
- **Costume and Banner champions**
- **Art Contest winners**
- **AND MORE!**

www.facebook.com/GamesDayNAmerica



BIRTHDAY CELEBRATIONS

AT GAMES WORKSHOP HOBBY CENTERS

August 2012

KINGSWAY GARDEN MALL

August 4th
Edmonton, AB • (780) 474-7166

CHICAGO BUNKER

August 4th
Downers Grove, IL
(630) 426-0120

COLUMBIA PALACE

August 4th
Columbia, MD • (410) 772-3988

MARYSVILLE

August 4th
Marysville, WA
(360) 658-7300

WINNIPEG

August 11th
Winnipeg, MB
(204) 254-4864

SQUARE ONE DENVER

August 18th
Glendale, CO • 303-759-5400

GOVERNOR'S SQUARE

August 18th
Bear, DE • (302) 832-1229

STONERIDGE MALL

August 25th
Pleasanton, CA • (925) 463-1481

SCARBOROUGH TOWN CENTRE

August 25th
Scarborough, ON
(416) 290-0041

PRAIRIE RIDGE

August 25th
Pleasant Prairie, WI
(262) 697-0471

September 2012

TOWN MALL OF WESTMINSTER

September 8th
Westminster, MD
(410) 857-9420

ORLAND SQUARE

September 15th
Orland Park, IL • (708) 226-9563

DURHAM CENTRE 1

September 22th
Ajax, ON • (289) 372-3042

SEATTLE BUNKER

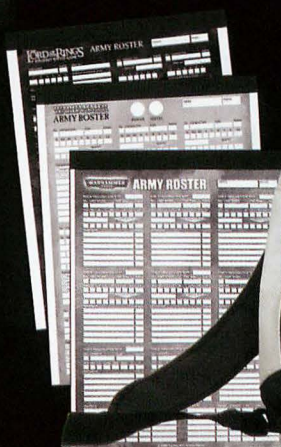
September 22th
Bellevue, WA • (425) 562-2300

UNION LANDING

September 29th
Union City, CA • (510) 429-1759

CITY WALK

September 29th
Sandy Springs, GA
(404) 256-6439



LIMITED EDITION MERCHANDISE

* Actual items may differ from those pictured.

GAMES WORKSHOP

THE AUGURY

A Directory of everything you need to get involved in the Games Workshop hobby community!

Throne of Skulls 108-113

- **2011 Throne of Skulls Coverage**

See who the 2011 Throne of Skulls champions are!

- **Army Features**

See some of the armies from the 2011 Throne of Skulls tournament including the Best Painted Army winner.

The Events Diary 114-117

- **Events Calendar**

Find out what's happening when and where in the Games Workshop hobby community with this list of unmissable dates of tournaments, campaigns and more.

Store Information 118-119

- **Games Workshop Hobby Centres**

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

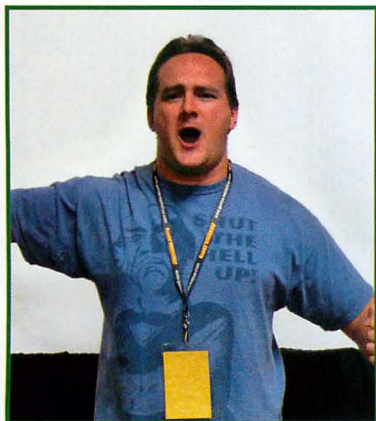
- **Store Finder**

Find the newest of the Independent Retailers listed here. All the Games Workshop stockists are listed online, so wherever you are, you can always search for a Games Workshop and Citadel Miniatures retailer.



THRONE OF SKULLS™

Champions • June 2011 • Las Vegas, NV



40K Overall Champion - George Mason (Blood Angels)



40K Skulltaker - Matthew Cassidy (Grey Knights)



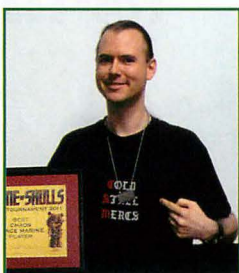
40K Best Painted - Marshall Reeves (Imperial Guard)



Best Blood Angels - George Mason



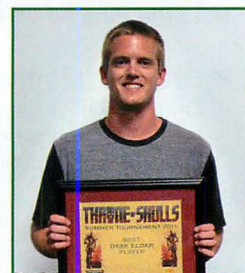
Best Chaos Daemons - Dustin Poston



Best Chaos SM - Ragnar Arneson



Best Dark Angels - Patrick Haynes



Best Dark Eldar - Nicholas Card



Best Eldar - Adam Gati



Best Grey Knights - John Hermann



Best Imp. Guard - Michael Somerville



Best Necrons - Kevin McPherson



Best Orks - Douglas Johnson



Best Space Marines - Gary Lawrence



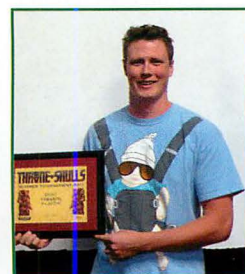
Best Sisters of Battle - Simon Leen



Best Space Wolves - Tony Kopach



Best Tau Empire - Greg Paradis



Best Tyranids - Cooper Waddell



Warhammer Overall Champion - Lincoln Tidwell (Dwarfs)



Warhammer Skulltaker - Adam Parente (Dark Elves)



Warhammer Best Painted - Bob Felix (Skaven)



Best Beastmen - Scott Holcomb



Best Bretonnia - Anthony Shields



Best Daemons of Chaos - Brian Moyer



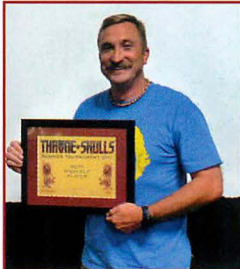
Best Dark Elves - Adam Parente



Best Dwarfs - Lincoln Tidwell



Best Empire - Alex Davy



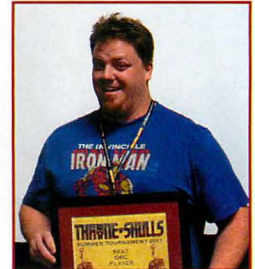
Best High Elves - Mike Paginini



Best Lizardmen - Brad Feliz



Best Ogre Kingdoms - Ian McAleese



Best Orcs & Goblins - Nicholas Walters



Best Skaven - Justin Rusk



Best Tomb Kings - Dan Miner



Best Vampire Counts - Ed Philips



Best Wood Elves - Frank Delanghe



LoTR Best Good Player - Chris Thomas



The Lord of the Rings Overall - Richard Osborne (Evil)

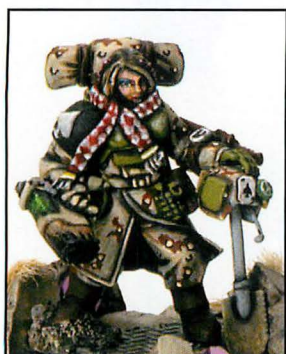


Lord of the Rings Skulltaker - Eric Adams (Good)



The Lord of the Rings Best Painted - Ty Finocchiario (Elves)

THRONE OF SKULLS ARMY FEATURE



Marshall Reeves
Imperial Guard
Best Painted 40K Army



GAME WORKSHOP

THRONE-OF-SKULLS™ ARMY FEATURE



Bob Felix
Skaven
Best Painted Warhammer Army

THRONE OF SKULLS™ ARMY FEATURE



Ty Finocchiaro
Elves

Best Painted The Lord of the Rings Army



GAMES WORKSHOP

THRONE OF SKULLS™ ARMY FEATURE



Left: Steve Hall's 40K Space Wolves

Center: Scott Morgan's Warhammer Daemon Army

Bottom: Tom Keegan's The Lord of the Rings Dol Amroth Army



EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.



Upcoming Events

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing, or price of events not organized by Games Workshop.

Events diary abbreviation guide

WH	Warhammer
40K	Warhammer 40,000
WOTR	War of The Ring
LOTR	The Lord of The Rings
BB	Blood Bowl
WM	Warmaster
MORD	Mordheim
NEC	Necromunda
Epic	Epic Armageddon
GW	Games Workshop
GT	Grand Tournament



August 2012

CA - Friday Nights

YOUNG GENERAL

Date: Friday Nights

Venue: End Game,
921 Washington St,
Oakland, CA, 94607

Details: Friday nights aren't just a good time for grownups to unwind - they're a great time for kids too! A full-time EndGame staff member is on hand to teach the game, run some fun team games, and help kids learn the

principles of good sportsmanship. The cost for this event is \$5, which comes back to every participant in store credit. Credit is carried over from week to week so kids can save up for the models they want. Parents should drop their kids off at 6pm and pick them up no later than 8:45.

Contact: Anthony,
(510) 465-3637,
anthony@endgameoakland.com,
www.endgameoakland.com

CA - August 4th

GAME EMPIRE 40K TOURNAMENT

Date: August 4th

Venue: 7051 Clairemont Mesa Blvd , Suite 306, San Diego, CA

Details: Warhammer 40K, 1500 points, 3 rounds, sign-ups

begin at 10am, games begin at 11am. Players will be scored on sportsmanship and painting as well as battlescores.

Contact: 858-576-1525,
sangerkhan@juno.com,
www.gameempire.com/forum/

CA - August 4th

40K MONTHLY MEGA BATTLE

Date: August 4th

Venue: Gameology, 9742 Central Ave, Montclair, CA 91763

Details: Join us for our Monthly

40k Mega Battle. All are welcome no matter how big your collection is! We will be using the Apocalypse rules and will be playing special mega battle scenarios. Stop by to sign up!

Contact: Kevin, 909-626-6926

CA - August 11th

MONTHLY WH FANTASY MEGA BATTLE

Date: August 11th

Venue: Gameology, 9742 Central Ave, Montclair, CA 91763

Details: Please join us for our Monthly Warhammer Fantasy Mega Battle. All are welcome no

matter how big your collection is! Will you stem the tide of the Chaos Horde invading the Old World or will you side with Destruction? Please stop by the store to sign up today!

Contact: Kevin, 909-626-6926

CA - August 11th

GAME EMPIRE 40K SHOWDOWN TOURNAMENT

Date: August 11th

Venue: Game Empire,
1795 East Colorado Blvd,
Pasadena, CA,

Details: 9:30am start, \$10 entry, 3 Rounds, Points Vary. There will be prizes for Best Overall, Best Sportsman, and Best Army. Contact the store for details!

Contact: 626 304 9333,
www.gameempirepasadena.com,
travis@gameempirepasadena.com

CA - August 18th

WH FANTASY SHOWDOWN TOURNAMENT

Date: August 18th

Venue: Game Empire,
1795 East Colorado Blvd,
Pasadena, CA, 91107

Details: 9:30am, \$10 entry, 3 Rounds, Points Vary, Prizes for Best Overall, Best Sportsman, and Best Army.

Contact: 626 304 9333,
www.gameempirepasadena.com,
travis@gameempirepasadena.com

CA - August 18th

WARHAMMER FANTASY

Date: August 18th

Venue: At Ease Games,
12373 Poway Road,
Poway, CA 92064

Details: Bring a 2,400 point Warhammer Fantasy army! \$10 entry fee Prizes for Best General, Best Sportsman, Best Painted, Best Overall. Space is limited - reserve your spot now.

Contact: Ron Kent, 858-679-3273, ateasegames@att.net, www.ateasegames.com

CA - August 18th

WARHAMMER 40K TOURNAMENT

Date: August 18th

Venue: Gameology, 9742 Central Ave, Montclair, CA

Details: Please join us for a 2,000 Point Warhammer 40,000 Tournament! We will be using Swiss Pairing at a 3 rounds minimum. Starts at noon. Space is limited please contact us today!

Contact: 909-626-6926

CA - August 25th

WH FANTASY TOURNAMENT

Date: August 25th

Venue: Gameology, 9742 Central Ave, Montclair, CA

Details: Please join us for a 2,000 Point Warhammer Tournament! We will be using Swiss Pairing at a 3 rounds minimum. Starts at noon. Space is limited please contact us today!

Contact: 909-626-6926

GA - EVERY Tuesday Night

FATHER & SON MINIATURE PAINTING CLASSES

Date: EVERY Tuesday Night

Venue: Jungle Jake's Hobbies & Games, 321 West Memorial Drive, Hinesville, GA, 31313

Details: Join us each week for painting, modelling, and

hobby classes. Tuesday nights at 6 pm we will host "Father & Son Night". Cost is \$5 and includes a free model. Moms and daughters are welcome too. We just thought it was a catchy title. Come paint with us or check us out on Facebook for more info!

Contact: (912) 344-1338,
junglejakes@gmail.com

IL - August 18th

DEATH WORLD BIRTHDAY TEAM TOURNAMENT

Date: August 18, 2012

Venue: Wargamer's Cave, 3665 Nameoki Rd, Granite City, IL

Details: It's our birthday weekend! And we would like to give some players the presents. Room for 8 teams of 2 players. A combined 2,500 point force. There will be prizes for best paint (voted on by store staff and a secret ballot from participants), and the overall winner and the team that does the worst. This will be a tournament based on the Death World missions of WD 387. By now you've seen the missions, but what hazards will there be? Sign up will be \$10 per player, not per team.

The deciding factor to determine the winner will be Kill Points. Get your army list in to me (us) by 8/11 for a bonus 5 points. Painting will be a needed. Come in to the store for some time to yourself. We have room fit many people.

Tentative schedule:

12:00 - 12:30 sign in

12:30 - 3:00 Game 1

3:00 - 3:15 Break

3:15 - 5:45 Game 2

5:45 - 6:30 Dinner Break

6:30 - 9:00 Game 3

Contact: Ray Runge, 618-560-4348, ray@wargamerscave.com, www.wargamerscave.com

IN - August 1st, 8th, & 15th

BLOOD IN THE BADLANDS CAMPAIGN

Date: August 1, 8, & 15

Venue: Sinclair Comics & Games 524 Professional Way Kendallville IN 46755

Details: Wednesdays in August we will be holding a Blood in

the Badlands Campaign. We will using the campaign rules out of the Blood in the Badlands book. This Campaign will last all summer. The campaign will go from 7pm - Midnight.

Contact: (260)347-2995, hite@sinclairbooks.com

IN - August 5th

WH BATTLES \$200.00 PYRAMID

Date: August 5th

Venue: Sinclair Comics & Games 524 Professional Way Kendallville IN 46755

Details: This is your last chance to get to the top of the pyramid.

Your army for this league must be 2,500 points. The league will go until Aug 5. At the end of the league the player who is on to of the pyramid will win \$200.00. This Session of the league will start at noon,

Contact: (260)347-2995, hite@sinclairbooks.com

MN - August 11th

THE DOOM OF MYMEARA

Date: August 11th

Venue: Source Comics & Games 2057 Snelling Avenue, Roseville, MN 55113

Details: 40K Apocalypse campaign using Imperial Armour Book #11, The Doom of Mymeara. Everyone welcome;

any army size from 500 points up. All skill levels welcome and any size army (500 - 5000) allowed. Get great hobby and painting tips too. 12 Noon Start
Contact: Travis Winter; raistlyn_merkur@hotmail.com (must put Games Workshop in subject line) or text (763) 489-8033 or Store at 651.645.0386

TN - August 11th

40K FEAST OF BLADES AT DICEHEAD GAMES

Date: Saturday August 11, 2012 10:00 AM

Venue: Dicehead Games and Comics 200 Paul Huff Pkwy #710 Cleveland, TN 37312

Details: Come be part of the Feast of Blades in a 2000 Point Qualifier Event!

Contact: Details are listed at www.feastofblades.com

NJ - August 11th and 12th

GAMERS GROTTO 40K ESCALATION LEAGUE

Date: August 11th and 12th

Venue: Gamers Grotto 309 Hackensack St Carlstadt NJ 07072

Details: Please join us for our 40k league! We are playing at 1400 points for the game on 08-11-12 and 1700 points for the game on 08-25-12; and will be

increasing by 300 points every third game! Scheduled game days are every other Saturday. We will play a Tournament once we reach 2000 points! Everyone is welcome to join and play even if you have never played before! Please stop by or call for more details.

Contact: 201-340-4298, 201-341-8712, gamersgrotto@gmail.com

TX - August 18th

BATTLE FOR THE ASYLUM VIII

Date: August 18th

Venue: The Comic Asylum 905 N. Jupiter Rd. #170 Richardson, TX 75081

Details: Warhammer 40k 750 points Tournament

Contact: www.comicasylum.com or find us on Facebook

UT - August 18th

40K APOCALYPSE MEGA-BATTLE

Date: August 18th

Venue: Gajo Games, 9341 S 1300 East Sandy UT 84094

Details: 2000 points; contact Jeremy for details

Contact: Jeremy Tyrrell 801-563-5956 gajominis@aol.com www.gajominis.com

VA - August 4th

WH ROGUE TRADER TOURNAMENT

Date: August 4th

Venue: Tower of Games, 1400 Kempsville Rd. Ste 133, Chesapeake, VA 23320

Details: We will be doing 2500

points. No Special Characters. Changes: Folding Fortress - May only be 3 stories at most. Registration starts at noon, tournament starts at 1pm.

Contact: Nathan Frantz, 757-819-7913, www.towerofgames.com

WI - Every Tuesday 4pm-9pm

SSHAG - 40K ESCALATION LEAGUE

Date: Every Tuesday 4pm-9pm

Venue: Silver Spring Hobby & Games, 1935 W. Silver Spring Drive STE #1, Glendale, WI

Details: 40k Bring and Battle a 500, 1000, 1500, or 1850 point

list 40k Army to this 4pm-9pm. We will teach new players, Unpainted Figures are OK! Weekly Tuesday Night Event. Escalation League. Win Door Prizes or Free Pizza!

Contact: (414) 352 3000, 40K@SilverSpringHobby.com, www.SilverSpringHobby.com



September 2012

CA - Friday Nights

YOUNG GENERAL

Date: Friday Nights

Venue: End Game, 921 Washington St, Oakland, CA, 94607

Details: Friday nights aren't just a good time for grownups to unwind - they're a great time for kids too! A full-time EndGame staff member is on hand to teach the game, run some fun team games, and help kids learn the

principles of good sportsmanship. The cost for this event is \$5, which comes back to every participant in store credit. Credit is carried over from week to week so kids can save up for the models they want. Parents should drop their kids off at 6pm and pick them up no later than 8:45.

Contact: Anthony, (510) 465-3637, anthony@endgameoakland.com, www.endgameoakland.com

CA - September 1st

40K MONTHLY MEGA BATTLE

Date: September 1, 2012

Venue: Gameology, 9742 Central Ave, Montclair, CA, 91763

Details: Please join us for our Monthly 40k Mega Battle. All are

welcome no matter how big your collection is! We will be using the Apocalypse rules and will be playing special mega battle scenarios. Please stop by the store to sign up today!

Contact: Kevin, 909-626-6926

CA - September 1st

GAME EMPIRE WARHAMMER FANTASY TOURNAMENT

Date: September 1, 2012

Venue: Game Empire, 7051 Clairemont Mesa Blvd, Suite 306, San Diego, CA, 92111

Details: Warhammer Fantasy, 2500 points, 3 rounds, sign-ups begin at 10am, games begin at 11am. Players will be scored on composition, sportsmanship, and painting as well as battlescores.

Contact: Bob Felix, 858-576-1525, sangerkhan@juno.com, www.gameempire.com/forum/

CA - September 8th

GAMEOLOGY'S MONTHLY WH MEGA BATTLE

Date: September 8, 2012

Venue: Gameology, 9742 Central Ave, Montclair, CA, 91763

Details: Please join us for our Monthly Warhammer Fantasy

Mega Battle. All are welcome no matter how big your collection is! Will you stem the tide of the Chaos Horde invading the Old World or will you side with Destruction! Please stop by the store to sign up today!

Contact: Kevin, 909-626-6926

CA - Sept 15th

WARHAMMER 40K TOURNAMENT

Date: September 15, 2012

Venue: Gameology, 9742 Central Ave, Montclair, CA, 91763

Details: Please join us for a 2,000 point 40K Tournament! We will be using Swiss Pairing at a 3 rounds minimum. Starts at noon. Space is limited!

Contact: Kevin, 909-626-6926

CA - Sept 22nd

WARHAMMER 40K

Date: September 22, 2012

Venue: At Ease Games, 12373 Poway Road, Poway, CA, 92064

Details: Bring a 2,000 point Warhammer 40K army! \$10 entry fee Prizes for Best General, Best Sportsman, Best Painted, Best Overall. Space is limited.

Contact: Ron Kent, 858-679-3273, ateasegames@att.net, www.ateasegames.com

CA - September 22nd

WH TOURNAMENT

Date: September 22, 2012

Venue: Gameology, 9742 Central Ave, Montclair, CA, 91763

Details: Please join us for a 2,000

Point Warhammer Tournament! We will be using Swiss Pairing at a 3 rounds minimum. Starts at noon! Space is limited please contact us today!

Contact: Kevin, 909-626-6926

GA - EVERY Tuesday Night

FATHER & SON MINIATURE PAINTING CLASSES

Date: EVERY Tuesday Night

Venue: Jungle Jake's Hobbies & Games, 321 West Memorial Drive, Hinesville, GA, 31313

Details: Join us each week for painting, modelling, and

hobby classes. Tuesday nights at 6 pm we will host "Father & Son Night". Cost is \$5 and includes a free model. Moms and daughters are welcome too. We just thought it was a catchy title. Come paint with us or check us out on Facebook for more info!

Contact: (912) 344-1338, junglejakes@gmail.com

MN - September 8th

THE DOOM OF MYMEARA

Date: Sept 8th, 12 Noon Start

Venue: Source Comics & Games, 2057 Snelling Avenue, Roseville, MN, 55113

Details: 40K Apocalypse campaign using Imperial

Armour book #11, The Doom of Mymeara. All skill levels welcome and any size army (500 - 5000) allowed. Get great hobby and painting tips too.

Contact: Travis Winter, 651-645-0386, raistlyn_merkur@hotmail.com (must put Games Workshop in subject line)

NJ - Sept 8th and 22nd

40K ESCALATION LEAGUE & TOURNAMENT

Date: September 8th and 22nd

Venue: Gamers Grotto, 309 Hackensack St, Carlstadt, NJ, 7072

Details: It is not too late to join us for our 40k league! We are playing at 1700 points for

the game on 09-08-12 and concluding the league with a 2000 point Tournament on 09-22-12! Everyone is welcome to join and play even if you have never played before! Please stop by or call for more details.

Contact: 201-340-4298, 201-341-8712, gamersgrotto@gmail.com

TX - Sept 22nd

BATTLE FOR THE ASYLUM IX

Date: September 22, 2012

Venue: The Comic Asylum, 905 N. Jupiter Rd. #170, Richardson, TX, 75081

Details: Warhammer 40k 1,500 points Tournament

Contact: www.comicasylum.com

UT - Sept 15th

WH TOURNAMENT

Date: September 15, 2012

Venue: Gajo Games, 9341 S 1300 East, Sandy, UT, 84094

Details: 2,000 points; contact Aaron for details

Contact: Aaron Tyrrell, 801-563-5956, gajominis@aol.com, www.gajominis.com

VA - September 1st

WH ROGUE TRADER TOURNAMENT

Date: September 1, 2012

Venue: Tower of Games, 1400 Kempsville Rd. Ste 133, Chesapeake, VA, 23320

Details: We will be doing 2500

points. No Special Characters. Changes: Folding Fortress - May only be 3 stories at most. Registration starts at noon, tournament starts at 1pm.

Contact: Nathan Frantz, 757-819-7913, www.towerofgames.com

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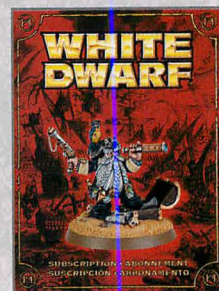


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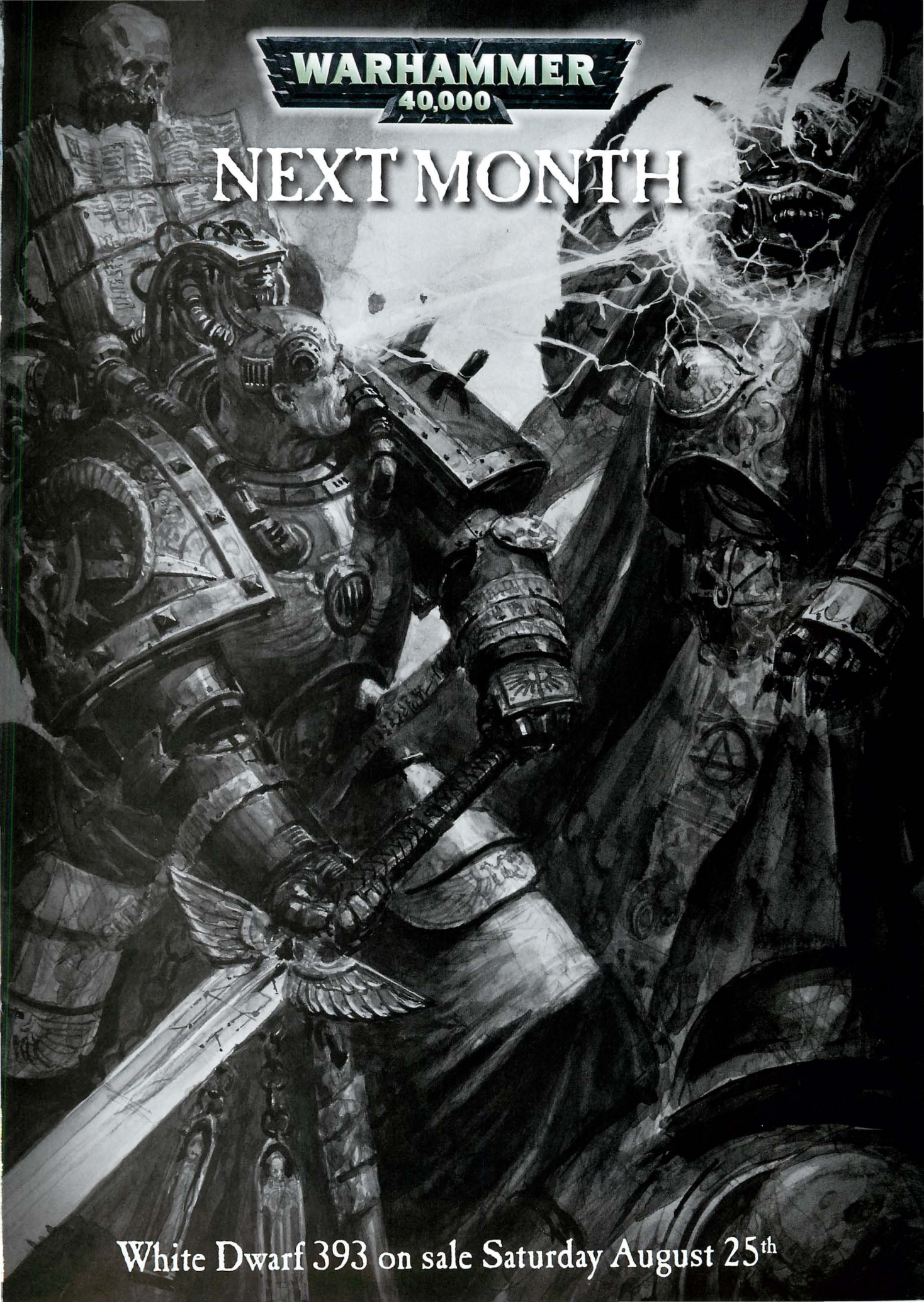
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