WHITE DWARF™

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WARHAMMER 40,000

WARHAMMER

CITADEL

THE HOBBIT: AN UNEXPECTED JOURNEY™

AUGUST 2013

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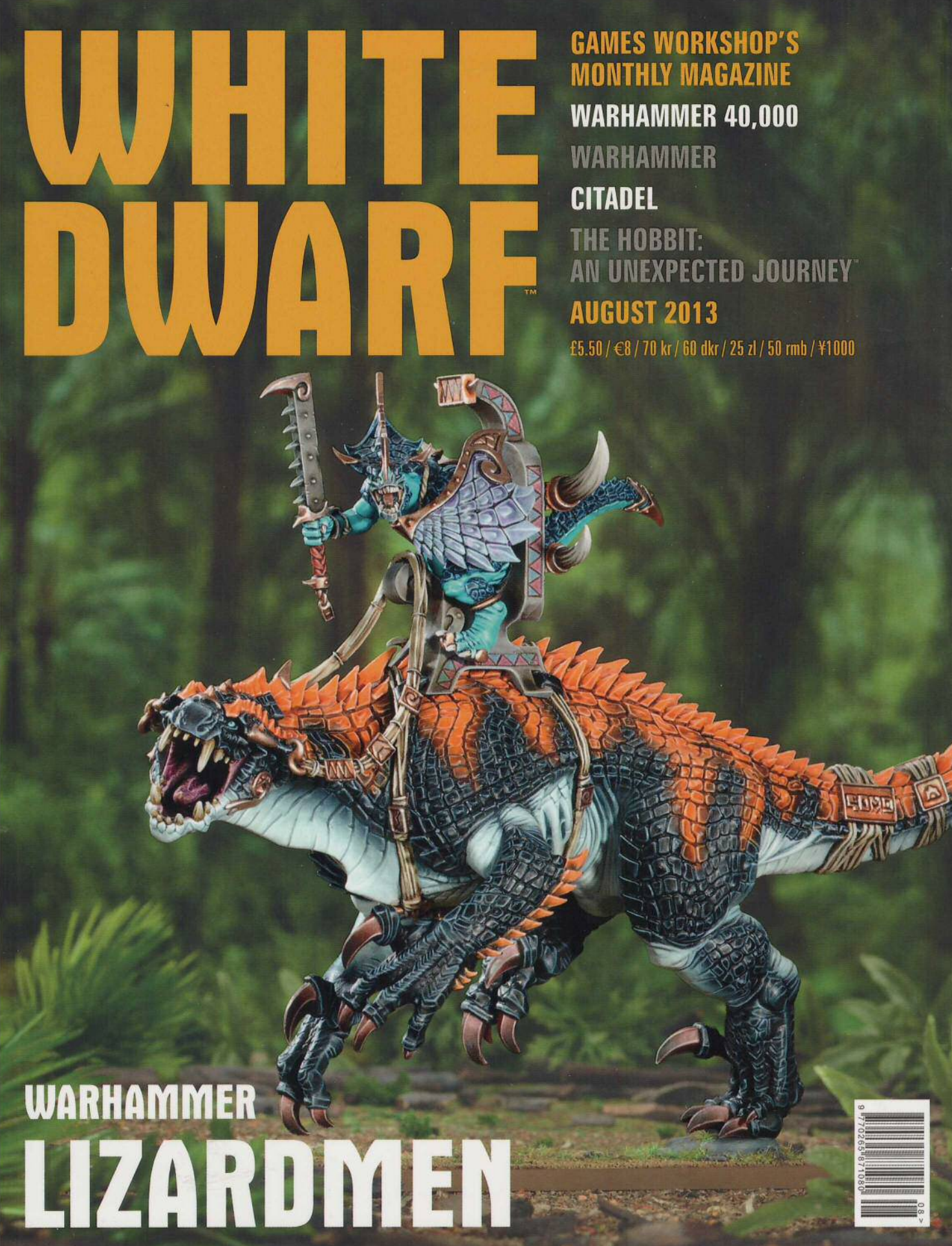

WARHAMMER LIZARDMEN

WHITE DWARF

AUGUST 2013

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MEET THE WHITE DWARF TEAM

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

Andrew Kenrick
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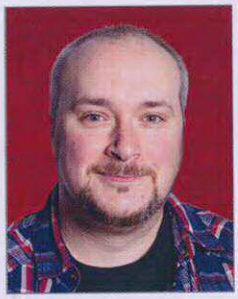

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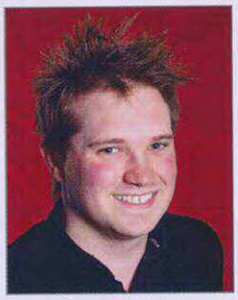

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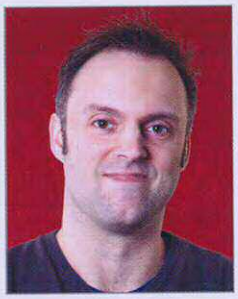

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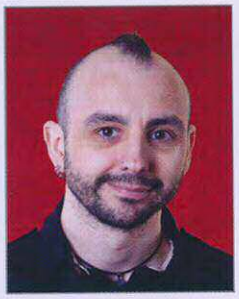

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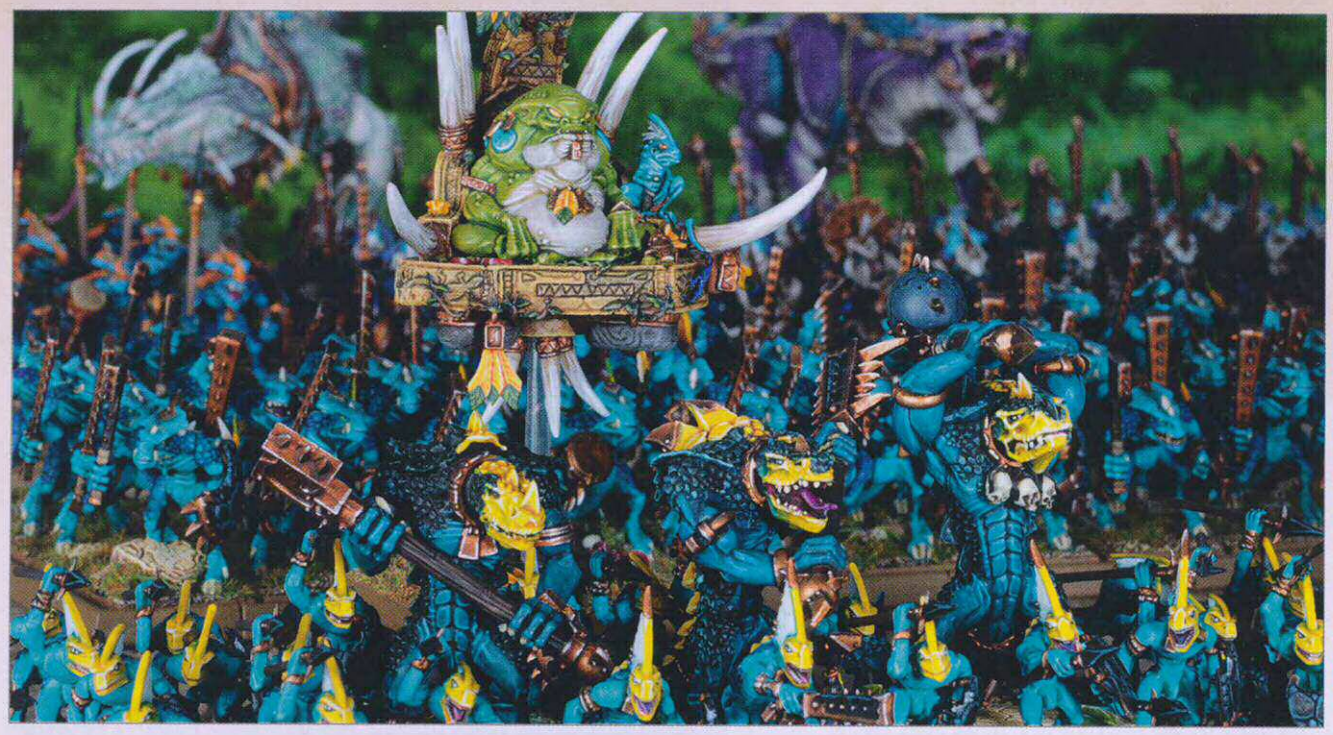

WHITE DWARF OPENING SALVO

Jes Bickham
Editor

From the steaming depths of Lustria they come, a race of ancients striving to piece together the forgotten knowledge of their forebears in order to halt the predations of Chaos... the Lizardmen are here, and the very earth shakes at their coming.

And shake it most definitely should, as the the Lizardmen are reinforced this month with a new army book and some truly mighty beasts of war capable of crushing entire regiments under their razor-taloned claws. The new Carnosaur kit, for instance, is one of the finest and most inspiring monsters ever to spring forth from the fingers of the talented sculptors in the Citadel Design team (and that's saying something, given past form like the fantastic Ogre Kingdoms Stonehorn or the magnificent Arachnarok Spider). From page 4 onwards you'll be able to revel in their glory, and over on page 50 Adam takes the new Lizardmen to war against Andrew's Tomb Kings in an epic Battle Report overflowing with giant reptilian monsters clashing with towering animated constructs. (Also, check out Beth's Bastiladon on page 141 – Lizardmen fever really gripped the White Dwarf team this month.)

Elsewhere in this issue you'll find an inspiring Battleground (p74) that goes behind the scenes on the Spyral Prime Hive City board (which you can actually play on in Warhammer World), a look at Chaos Space Marine kit bashes on page 104 and a truly epic Army of the Month from Jamie Farquhar on page 42. It's safe to say I've never seen quite so many Iron Warriors before; it's spectacular stuff and a perfect example of how you can theme an army and make it uniquely yours.

I hope you enjoy the issue!

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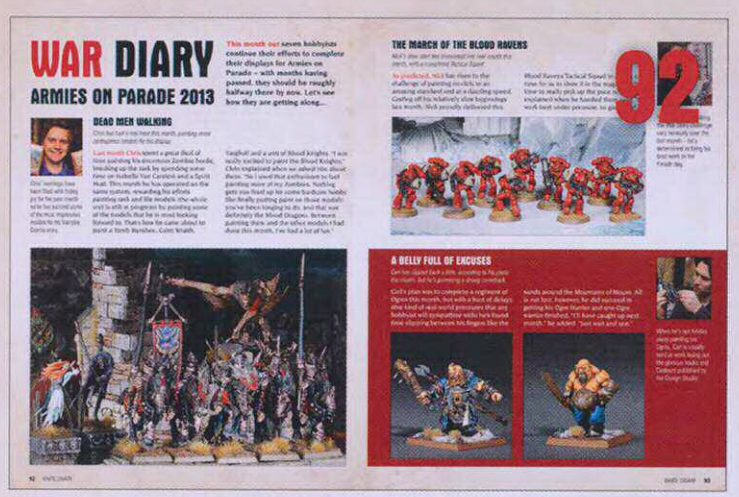

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White Dwarf: There's always lots going on in the White Dwarf bunker. Come take a look at our hobby month, including the very short game that would have been the Battle Report, and lots of lovely painted miniatures.

The Design Studio: Jeremy Vetock spills the beans on writing the new Lizardmen book, while there's more behind-the-scenes action on sculpting the new miniatures.

Forge World: What fresh treasures has Erik and Adam's monthly delve into the Forge World resin mines brought forth?

Black Library: Aaron Dembksi-Bowden joins us in the bunker for a chat about *Armageddon*.

AUGUST HOBBY CALENDAR 157

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

NEW RELEASES

Within the perilous jungles of Lustria reside the ancient Lizardmen. Created by the Old Ones to enact their mysterious, ancient plans, the Lizardmen are enemies of Chaos, cold-blooded killers who harness reptilian titans and deadly magic to crush their foes. As well as new Lizardmen Citadel miniatures, this month there also new novels from Black Library and models from Forge World. Join us and take a look.

Allowing no trespass in the sacred land of Lustria, the mighty Lizardmen warhost sallies forth to crush the impudent invaders from the Old World.

LIZARDMEN

TROGLODON

Known as the Pale Death, Troglodons are powerful predators who track down their prey using scent and motion. Only Skink Oracles can bond with the Troglodons, riding them in their quest to recover the lost plaques that will reveal the great plans of the Old Ones.

LIZARDMEN

TROGLODON

Troglodons are deadly cave-dwelling predators. Completely bereft of sight, they emerge from their dank, subterranean lairs to hunt by scent and sound, crippling their prey with deadly poison before bringing it down and crunching its bones with their long, crocodilian jaws. Troglodons are dangerous and untameable – only Skink Oracles can approach them. Both creatures bear the mark of a forked tale, a sign that they are blessed by the Old Ones, according to the Skink Priests.

Once paired with a Skink Oracle, the Troglodon will join its rider in his quest to recover the lost relics of the Old Ones, with the Skink steering his giantic mount by the ornate golden reins attached to its thick collar. The bodies of both mount and rider are decorated with icons and plaques that hint at their mystical quest: the Skink even wears a plaque on his back inscribed with runic script of the Old Ones. The Oracle has the option for either a Lustrian javelin or a divining rod, an item of office he's only allowed to wield once he's found such a revered and holy relic. **AT**

The Skink Oracle is tasked with seeking out and recovering lost Old One artefacts. Here he is clutching a magically sensitive divining rod.

LIZARDMEN

CARNOSAUR

Only the greatest Saurus can master the savagery of a Carnosaur to ride it into battle, and this terrific miniature lives up to that idea – the model portrays the shared ferocity of rider and mount, both roaring out a warcry in unison. Just look at the cavernous maw on the Carnosaur, packed with massive fangs; it's my favourite aspect of this multi-part plastic kit, making the Carnosaur look as though it could tear ragged chunks out of any foe, no matter the size.

The Saurus riding the Carnosaur is no less impressive than his illustrious mount. He sits high on a throne fashioned from carved rock, leering down at his victims. There is a choice of two heads for the Saurus, and three weapons: spear, halberd and sword. The model is also equipped with an impressive shield made from the thick armoured hide of some jungle creature, trimmed with decorative gold banding. Should you decided to build a Skink Oracle on Troglodon rather than a Carnosaur, though, enough pieces are included to build a Saurus hero on foot to lead your infantry to battle. **AT**

The Saurus Oldblood has three weapon options, each a jagged combination of metal and stone fashioned in the manner of the Lizardmen.

LIZARDMEN

CARNOSAUR

When a Saurus Oldblood unites his deadly skill with the towering muscle and blood frenzy of a Carnosaur, he is all but unstoppable. The pair fight as one, an avalanche of razor-sharp teeth and claws; a single-minded onslaught against which few can hope to survive.

LIZARDMEN

KROQ-GAR

Riding on the legendary Carnosaur Grymloq, Kroq-Gar is the greatest champion of the Slann, the famed Last Defender of Xhotl. For millennia this battle-scarred Saurus has fought with blade, tooth and claw against Chaos, and any who threaten the great plan of the Old Ones.

Kroq-Gar is the mightiest and oldest of his kind, spawned centuries before the Great Catatrophe. Atop the Carnosaur Grymloq, Kroq-Gar ruthlessly exterminates all those who fall outside of the Great Plan.

Kroq-Gar's legendary standing in the armies of the Lizardmen is apparent through his golden armour, ornate throne and the eldritch weaponry he wields, which was gifted by the great Slann Mage-Priest Lord Mazdamundi. The arcane gauntlet known as the Hand of Gods is particularly worthy of note, outstretched as if to sear an enemy to the bone with sorcerous light. An alternative build made from the Carnosaur kit, Kroq-Gar on Grymloq is the perfect centrepiece to build an army around, and has me thinking long and hard about the denizens of Lustria and enacting my own Great Plan. **AT**

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

1

2

1 Kroq-Gar's left hand is encased within the Hand of Gods – a powerful relic of the Old Ones with curious runes carved into its golden surface.

2 Grymloq is even more decorated than other Carnosaurs, with metal banding fixed to his thickly scaled brow.

3 Kroq-Gar and Grymloq lead at the forefront of the Lizardmen army, taking on the hulking might of a Slaughterbrute in a clash of titans.

3

LIZARDMEN

BASTILADON

Clad head to toe in thick plates of rock-hard bone, the Bastiladon is a living fortress, protected from predators by its natural armour. Its hide is so resilient that the Bastiladon can safely carry to battle the most dangerous war machines of the Lizardmen: the Ark of Sotek and the Solar Engine.

The Bastiladon is a massive reptilian monster covered in impenetrable armour and tough hide. The model looks like a walking tank, as even the relatively soft underbelly looks thick and gnarled. There are two different head options, as well as optional armour plates to make the Bastiladon look more aggressive. But it's not the monster itself that draws our eye, but the devices mounted on its back.

The first of these is the Solar Engine, a massive crystal housed within an ornate container inscribed with astrological symbols. I love the amount of thought that the sculptor, Seb Perbet, has put into the mechanics of the Solar Engine – when you look closely at it you can almost see how it works. There's a large crystal, focusing prisms and a sequence of mirrors within the device itself to redirect its rays into a searing, fiery beam. My favourite part is how it is activated; on the back of the ▶

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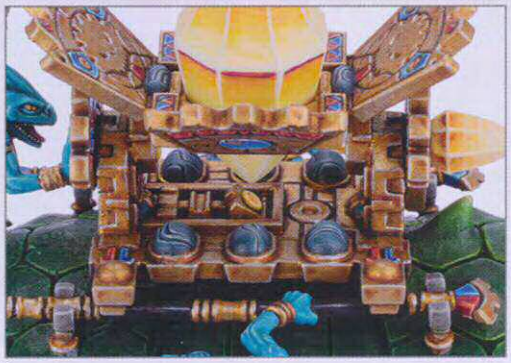

2

1 The Solar Engine is activated by inserting a hand into the switch on the back of the device – note how the switch has space for five fingers, but the Skink only has four.

2 The mechanisms of the Solar Engine's interior have been intricately designed, from the tiny lens to the carved stones that look uncannily like those on the underside of a Slann's palanquin.

3 The Bastiladons provide a mighty bulwark amongst the Lizardman line, bolstering the surrounding warriors.

3

BASTILADON

▶ device is a hand-shaped switch, into which the Skink operator has placed his own hand. The brilliant little detail – and one that sums up the tragedy of the Lizardmen – is that while the switch has space for five fingers, the Skink only has four.

Whereas the Solar Engine appears to be a technological marvel of the Old Ones, the Ark of Sotek looks altogether more primitive; a stone device from which enraged snakes surge to swarm over any nearby foes. They're coaxed into a state of rage by the Skink attendants, who hold burning brands under the device. As with the Solar Engine, it's this attention to detail that really creates a story which suggests how it might really work. **AK**

1

1 The Ark of Sotek looks as though it has been carved from stone in the form of stylised serpents.

2 When roused by the Skink attendants' burning brands, swarms of angry snakes pour from the Ark of Sotek.

3 Protected by thick slabs of chitinous plate, the Bastiladon's armour is proof against almost any weapon, making them the ideal monster to lead the Lizardmen charge.

3

2

2

NEW RELEASES

LIZARDMEN

TERRADON RIDERS

Skinks long ago mastered the art of riding Terradons, adopting the role of messengers, scouts and troops on the battlefield. While they are lightning-swift airborne killers, the true strength of a Terradon lies in dropping heavy stones on the enemy, shattering bone and pulverising flesh.

1

Terradons are lithe arboreal predators with broad wings, cruel, sharp beaks and tiny Skink riders directing them into battle. The Terradons clutch hefty carved boulders in their sinewy talons, weapons inscribed with mysterious Lizardmen designs that are used as primitive bombs; dropped from a height they reduce enemy soldiers to naught but bloodied ruins of flesh and bone.

The Skink riders, meanwhile, can be armed with either javelins or fireleech bolas, and there is a helmeted head so that you can mark one of them apart as a Sky Leader (the unit champion). The fireleech bolas are a brilliantly original and entertaining concept – denizens peculiar to the hostile ecosystem of Lustria, the swamp-dwelling fireleeches combust when removed from water. The Skinks use this dangerous evolutionary quirk in battle, tying the fireleeches to strips of leather and hurling them like a flaming slingshot at the enemy. Truly, the Terradon Riders are a terror from the skies, and a striking addition to any Lustrian warhost. **AT**

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1 Scouting ahead of the main Lizardman army, the Terradon Riders guide their mounts over the Warriors of Chaos, where their boulders can unleash devastation.

2 Each Terradon (there are three in the box) carries a hefty carved boulder.

3 The kit contains parts to make a Sky Leader.

4 The Terradon Riders can be armed with fireleech bolas or poisoned Lustrian Javelins.

5 The Terradons each have a thick metal collar, which the Skinks cling to for balance in flight.

6 The set contains base toppers that are modelled in the style of ruined and overgrown Lustrian architecture.

7 A fireleech bolas. Examined closely, you can see the creature's tiny screaming mouth.

1

The Ripperdactyls are a multi-part plastic kit that exchange the winged grace of a Terradon for a blunter, more brutal means of attack. The Ripperdactyls are equipped with the means to kill their prey quickly and violently; sickle-shaped claws, perfect for slashing open throats, protrude from their wings, while at the end of their short legs are fearsome talons. Their most obvious distinguishing feature is their large underbite, a hooked jaw that looks more than equal to the task of gutting anything unfortunate enough to be caught in their attack.

Just as the Ripperdactyls are suited to fighting up close and personal, so are the Skinks that ride on their backs. In a way they are reminiscent of primitive knights, with metal helms, small shields and spears (with a feathered crest for the Brave who leads them). Those options make them distinct from the Terradon riders, which is remarkable considering that they share many common components. **AT**

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

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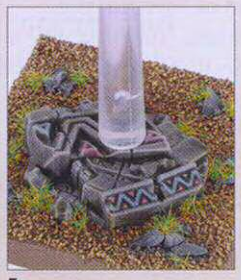

7

1 Goaded on by their riders, the Ripperdactyls swoop down upon the Warriors of Chaos.

2-3 Each Ripperdactyl has a different head, each featuring the wicked sharp-toothed underbite.

4 Ripperdactyl Riders can be led by a Brave, marked out by crest of feathers protruding from his helm.

5 A Lustrian Blot Toad is included in the box – these hated creatures feed on Ripperdactyl eggs. Their scent is enough to drive a Ripperdactyl into an insane frenzy, so Skink scouts will often plant a Blot Toad within the ranks of the foe to make them fight even more fiercely.

6-7 The chunks of broken masonry make the bases look like the tumble-down ruins of an ancient Lustrian temple city.

LIZARDMEN

RIPPERDACTYL RIDERS

Ripperdactyls are vicious sky predators, carnivorous creatures who plummet down upon their foes to rend them with their razor-sharp beaks. When they strike, they do so in a flurry of wings and claws, gobbling down the still-warm flesh of their victims before swooping off to find fresh targets.

LIZARDMEN

TIKTAQ'TO

Tiktaq'to is the undisputed master of aerial warfare. Riding upon his faithful Terradon Zwup, he dives through clouds of arrows to strike the foe, bearing the Blade of Ancient Skies as a sign of his rank.

The options for this plastic miniature are included in the Terradon Riders box set, enabling you to build a Terradon Rider in the set as the famed Master of Skies. Tiktaq'to is marked out by his distinctive Mask of Heavens, a golden helm with intricate detailing upon its crest, and by the curved blade he carries – the aforementioned Blade of Ancient Skies. This cruelly hooked weapon is reputed to be fashioned from the jawbone of a long-dead sky predator – and it looks very much like the jaw of a Ripperdactyl. Formerly, Tiktaq'to was only available as a Citadel Finecast miniature, but now you get him in any box of Terradons. **AT**

1

2

1 Tiktaq'to wears the Mask of Heavens, a blessed item that enables the Skink to join his mind with his mount. In his hand he clutches the Blade of Ancient Skies, which can cleave through armour as if it were not even there.

2 In profile you get a good idea of how detailed the Terradons are, from the muscles around its jaw or stomach, to the sharp, heavily scaled sternum spur that protrudes from its chest.

LIZARDMEN

SKINK CHIEF

The greatest Terradon and Ripperdactyl riders are quickly picked out for their audacity and viciousness and tasked with leading their spawn-mates into battle. Their skill, paired with the savagery of their mount, makes a formidable hunter-killer, ideal to seek out isolated foes and swiftly slay them.

As with Tiktaq'to, the versatile Terradon Riders box set gives you another character choice; the option to build one of your models as a Skink Chief – a Hero of the Lizardmen army – riding either a Terradon or Ripperdactyl. Holding a toothed axe aloft, he looks suitably commanding leading a unit of flying monsters into the enemy ranks, his expression one of grim determination as he plays his part in the Great Plan. **AT**

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

1

2

1 A Skink Chief is easily marked out by the golden axe he carries into battle.

2 On the back of a vicious Ripperdactyl a Skink Chief dives into the massed ranks of Empire State Troops.

LIZARDMEN

SKINK HIGH PRIEST

Skink High Priests are the greatest sorcerers of their kind, capable not only of interpreting the will of the Slann when they awake from their meditative slumber, but also harnessing the Winds of Magic to unleash devastating spells in defence of their temple cities.

Following in the tradition of other highly detailed single-frame plastic characters such as the Necromancer and the Nurgle Chaos Lord, the Skink High Priest is possessed of a detail and depth that belies its tiny stature. He is alighting a small ruined staircase on his base, gesturing towards an unseen target with a clawed hand. Pendants, bracelets and multiple elaborate feathers combine to offer an exotic silhouette; there's no mistaking the High Priest's importance. **AT**

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1 From his perch in the ruins, the Skink High Priest guides his minions.

2 Skinks offer grisly blood sacrifices – this High Priest has a ceremonial dagger tucked in his belt.

3 The stone steps on the base are carved with Lustrian glyphs.

LIZARDMEN

TETTO'EKO

Called the Astromancer of Constellations, Tetto'eko is unique among Skinks. He has an incredible gift for reading the stars to grant him foresight; predicting enemy movements, scrying possible futures and bringing victory through his astromancy.

Tetto'eko is a very unusual model indeed – a tiny Skink sat on the massive stone palanquin of a Slann Mage-Priest. Some may see this as a heresy, but the truth is the Tetto'eko is so revered that he has been afforded the same status as his ancient leaders. In Tetto'eko's hand he holds the Stellar Staff, an artefact topped with a celestial orrery that is capable of changing the course of comets. In front of him is the Eye of the Old Ones – another mystical device that bespeaks both the aged Skink's status and power. **AT**

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

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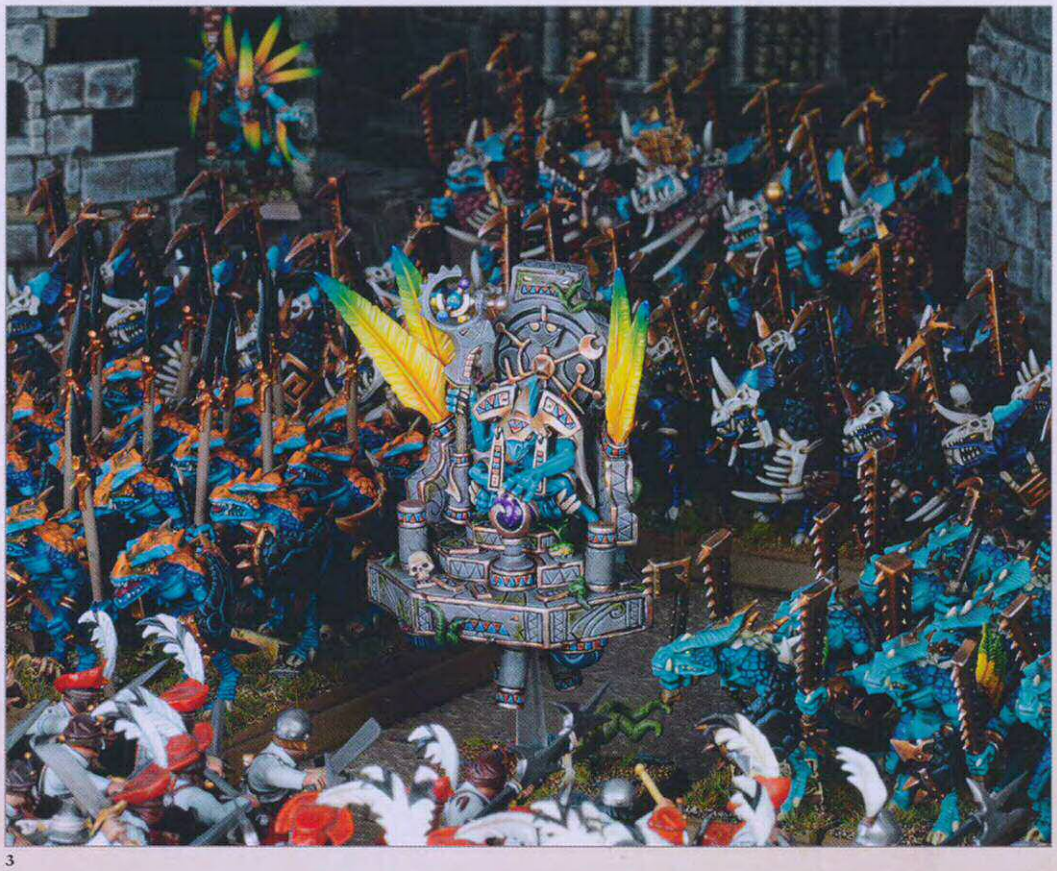

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1 Tetto'eko gazes into the Eye of the Old Ones to scry the future.

2 The tip of Tetto'eko's staff contains an orrery revealing the alignment of the heavens.

3 Upon his palanquin, Tetto'eko guides the Lizardmen to victory.

LIZARDMEN

GOR-ROK

Amongst the Lizardmen, those creatures spawned with albino skin are destined for greatness. And so it was with the great white Saurus Gor-Rok, the mightiest warrior of the Lizardmen and the veteran of countless battles. He is an unflinching bulwark in the Lizardmen battle line, his scarred body a testament to hard-won victories in the service of the Lizardmen.

Gor-Rok is a towering Citadel Finecast miniature who stands a full head taller than the Saurus Warriors he leads into battle. The scars and notches in his scaly skin make him look as though he's a veteran of many brutal combats, complete with a missing eye and livid scars across his face and arms. He's visibly tougher too, with sturdier features such as a scalier crest and extra armour plating sculpted onto his chest, suggesting that he really has been spawned for greatness. **AK**

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1 Gor-Rok bellows a challenge to a Chaos Lo of Khorne.

2 The Shield of Aeons, carved with symbols of the ancients.

3 Gor-Rok bears trophies from his past victims.

LIZARDMEN
BATTALION

The Lizardmen Battalion contains four regiments of warriors, the perfect starting point for a Lizardmen collection, or indeed ideal reinforcements for an already-established army of cold-blooded warriors. Within the box you'll find 16 Saurus Warriors, 12 Skinks (skirmishers or a cohort, your choice), 10 Temple Guard and eight Cold One Riders – between them that's enough scaly scions of the Old Ones to keep you painting, modelling and gaming for quite some time. **AT**

WARHAMMER BATTLE MAGIC
LIZARDMEN

This pack of eight magic cards contains all of the information on the magical powers available to the Lizardmen through the Lore of High Magic. They are an ideal resource for keeping track of your spells in the middle of a tense battle. With Slann Mage-Priests being such powerful magic, this pack of cards is perhaps more useful than ever. As ever, these are available for a limited time only, so don't delay. If you want them, pick them up right away. **AT**

WARHAMMER

LIZARDMEN

Warhammer: Lizardmen is the definitive guide to the scions of the Old Ones, a 96 page volume filled with evocative history alongside jaw-dropping artwork and models. Within its pages the plans of the Old Ones are revealed, and the great task of the Lizardmen is laid bare.

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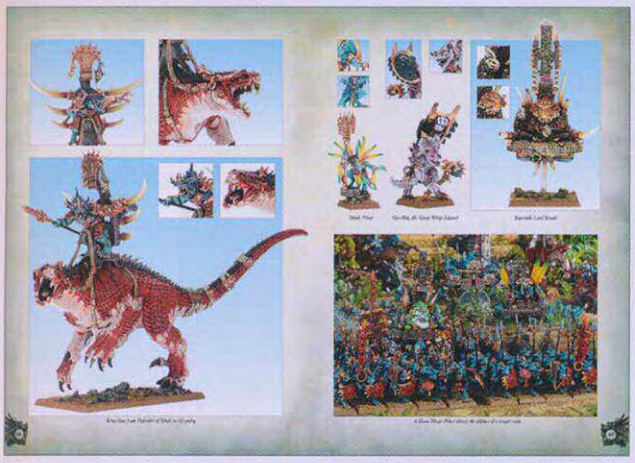

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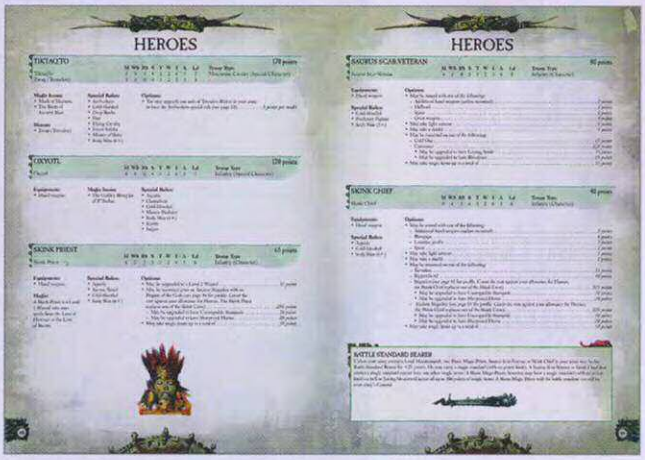

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Warhammer: Lizardmen is the indispensable guide to collecting and playing with the Lizardmen army in Warhammer. Written by Jeremy Vetock, who has been responsible over the past few months for some blindingly exciting Codexes (most recently Dark Angels and Tau Empire), Lizardmen keeps true to form, as Vetock delivers a book filled to bursting with the history, culture and stories of the Lizardmen.

This comprehensive background section not only explains the origins of the Lizardmen, created by the will of the ancient Old Ones, but also frames them within the conflicts that ravage the Warhammer world and makes it clear exactly why they wage endless war against the legions of Chaos. For those who are new to Warhammer, or Lizardmen in particular, this is crucial information; it places them within the context of the ancient Warhammer world and explains ▶

1 The homeland of the Lizardmen, Lustria, is explored in great detail.

2 Each of the new units has its own unit entry in the bestiary.

3 The showcase section features all of the heroes of the Lizardmen.

4 The army list contains everything you need to use them in your games.

5 The book is packed with gorgeous, full-colour photography of the Lizardmen at war.

5

LIZARDMEN

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▶ just why they fight to preserve the Great Plan of the Old Ones. Hobbyists familiar with the Lizardmen army will find a wealth of new material too, fresh details of battles ancient and modern and a greater insight into the destiny of the Lizardmen than ever before. This historical context really sets the tone for the whole book – the stories, historical incidents and accounts paint the Lizardmen as more than unthinking reptiles, but great champions in the War against Chaos.

The next portion of the book is a bestiary of the Lizardmen army – the warriors and monsters of Lustria. This is great stuff, and the descriptions of the various creatures ooze with character and vary between the grim realities of such a savage army, and touches of genuine humour (the Ripperdactyl entry has spawned jokes about Toad Rage all month in the White Dwarf bunker – see the Ripperdactyl on page 16 for more). Each bestiary entry has beautiful artwork depicting the warriors in the book battling through their jungle home. On the subject of artwork, the book really does boast some incredible pieces – just look at the battle shown above, with an Oldblood riding a Carnosaur towering over the Chaos Warrior invaders; there is rich inspiration for a game of Warhammer right there. Even the header graphics and incidental images throughout the book are loaded with logographs, shrunken heads and the bizarre imagery of Lustria.

As ever, the book contains a showcase featuring beautifully painted Citadel miniatures. The Lizardmen are a vibrant and colourful army and this gallery of models boasts a wealth of colour schemes, showing example colours for different Saurus and Skink spawnings, as well as myriad ideas on how to paint the titanic reptilian monsters that join them in battle.

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

2

1 Warhammer: Lizardmen contains fantastic full-colour pieces of art throughout, showing the servants of the Old Ones in battle.

2 The might of the Studio's Lizardmen army depicted in the book.

3 The showcase section features all of the monsters in the Lizardmen army, including variant colour schemes to inspire your own painting.

4 The army list is illustrated with great photographs of the Lizardmen army.

5 Paul Dainton's fantastic illustration of a mighty Saurus Oldblood adorns the front cover.

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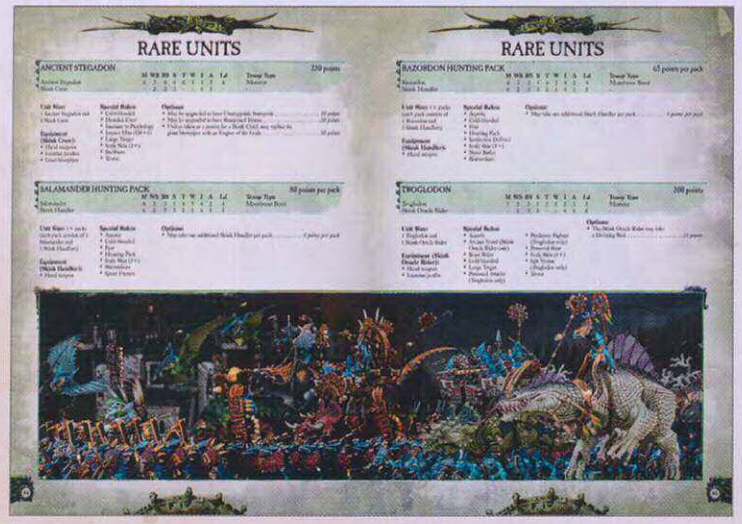
"The comprehensive background section explains why the Lizardmen wage endless war against the Legions of Chaos."



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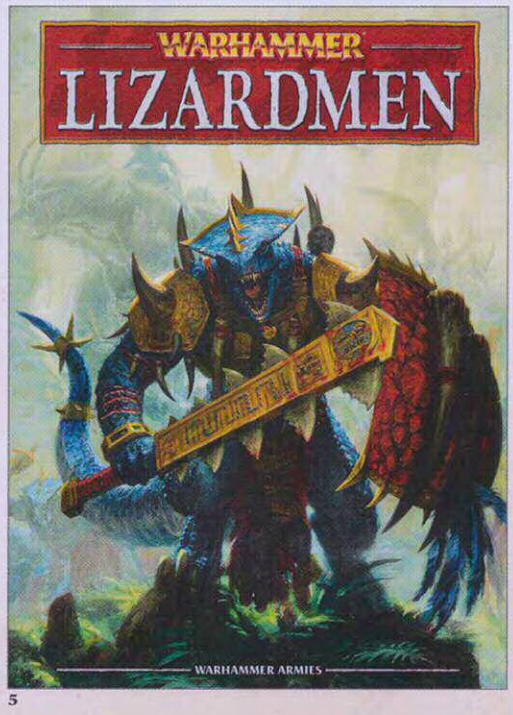

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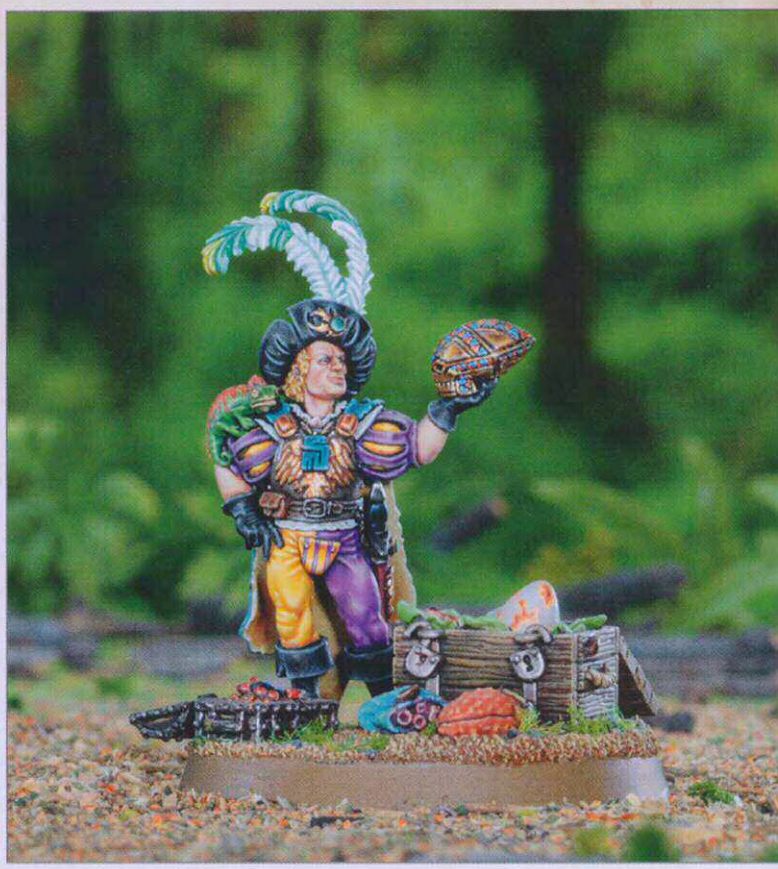
GAMES DAY 2013

MARCO COLOMBO

Marco Colombo is a renowned explorer of the Warhammer world and many scholars credit him with the discovery of Lustria. With the release of the Lizardmen this month, he was the perfect choice for this year's Games Day miniature.

As befits a man of Estalia, Marco Colombo is wonderfully flamboyant. His cuirass is emblazoned with a golden eagle; a lizardskin cape hangs from his broad shoulders and two massive feathers sprout from his hat, which sits jauntily on his head. Every detail, from his noble face and lustrous blond curls to the chameleon sitting on his shoulder are beautifully rendered in Citadel Finecast resin, while scattered around him are the plundered treasures of Lustria including gold, jewels, and a precious egg packaged in a crate. **DH**

This model is exclusively available at Games Day.



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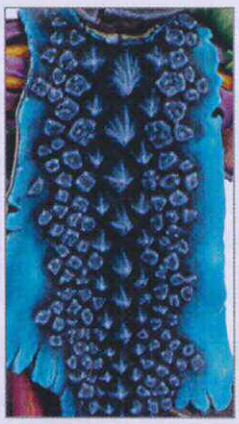

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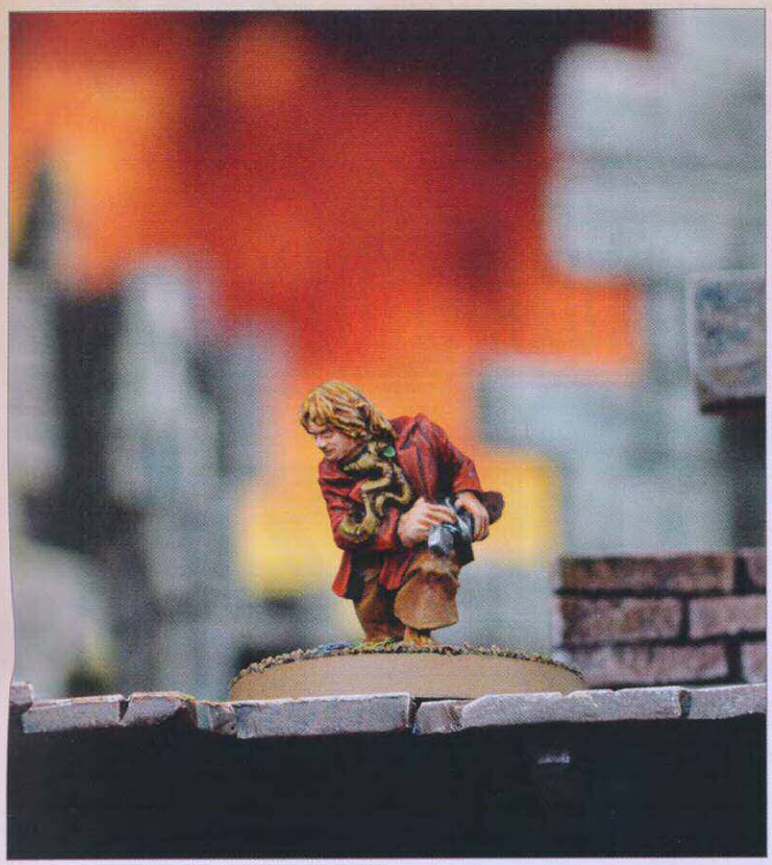
1 The treasure chests on the base of the model feature plenty of jungle fauna, including this minuscule lizard.

2 The dangers of Lustria can even be found within treasure chests – there is a poisonous snake lying among the pile of gold and gems.

3 Marco Colombo hasn't exactly been making friends on his journey – he's wearing a Saurus skin cloak.

4 Nestled within one of the wooden chests, carefully packed in with jungle leaves is a giant egg – does this mean an angry Carnosaur is hot on his heels?

5 Marco clutches a curious golden relic, inlaid with red and blue stones. Is this the gold-plated skull of an Old One?



THE HOBBIT: AN UNEXPECTED JOURNEY

BILBO BAGGINS™ WITH STING

Bilbo Baggins is the hero of *The Hobbit: An Unexpected Journey*, a diminutive fellow whose curiosity leads him on a long and daring quest with Thorin's Company. Although *Bilbo Baggins* is kindly and gentle (and not given overmuch to adventures of any sort), when called upon to fight alongside his friends on the quest to Erebor he readily stands at their side, whatever the danger.

The word miniature has seldom been more appropriate than with this tiny model of *Bilbo Baggins*. Our plucky little hero is racing forwards, while ducking low to the ground. At his side is the Elven blade *Sting*, and he is reaching around to draw it, while his head is ducked low, as if dodging beneath the boughs of a tree or the swing of an enemy sword. **AT**

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1 *Bilbo Baggins* is looking up from beneath his brow, sizing up his foe even as he draws *Sting* from its sheath.

2 Bilbo Baggins rushes into combat to prove his worth, in the climactic events of *The Hobbit: An Unexpected Journey*.

WORLD TOUR 2013

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

GAMES DAY MEMPHIS

FINISHED!

Cook Convention Centre, Memphis Tennessee, USA

GAMES DAY COLOGNE

11TH AUGUST

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

GAMES DAY BIRMINGHAM

29TH SEPTEMBER

National Indoor Arena, Birmingham, UK

GAMES DAY MODENA

20TH OCTOBER

Fiera di Modena, Viale Virgilio, 41123 Modena, Italy

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

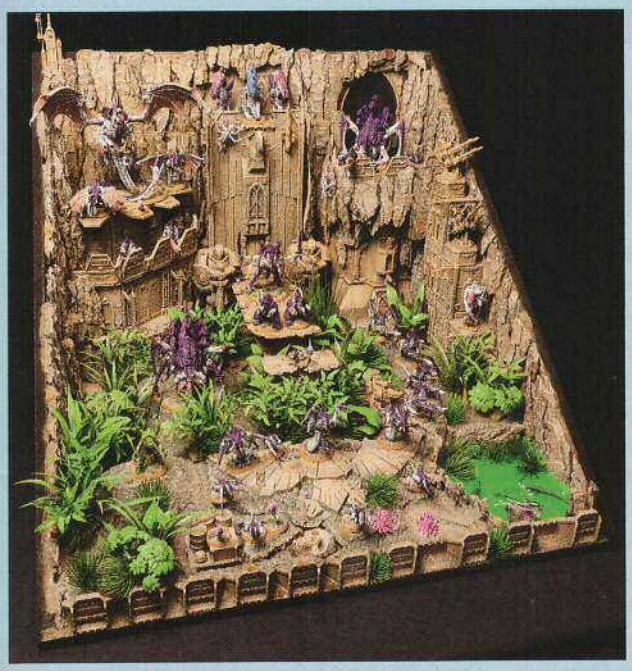
games-workshop.com

GAMES DAY EXCLUSIVES

As well as the chance to meet the sculptors and designers behind Citadel miniatures, model makers from Forge World and authors from Black Library and quiz them all about their latest work, you'll also be able to get your hands on exclusive products that are only available to buy on the day, including this year's Games Day miniature, Marco Colombo (see page 29 to find out more about this great miniature), and access to the the complete range of Games Workshop products.

ARMIES ON PARADE

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



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

GOLDEN DEMON

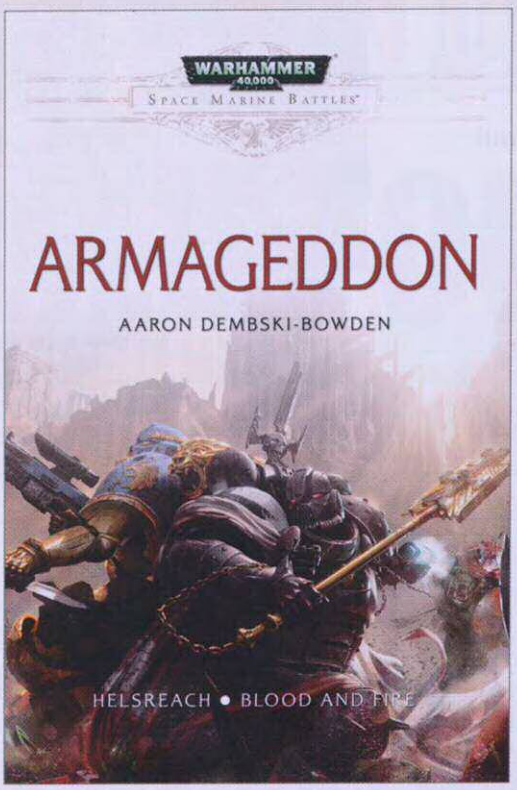
Golden Demon is the world's biggest painting competition, held at each of the Games Days around the world and featuring some of the world's best painted miniatures. Taking part in the contest is the highlight of many a painter's calendar, and the chance to view all the entrants ensures that it's a highlight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

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

BLACK LIBRARY

ARMAGEDDON

By Aaron Dembski-Bowden, hardback, 416 pages



The Black Templars battle against hordes of Orks in this compilation of novel and novella.

On the hive world of Armageddon the Ork Waaagh! led by Ghazghkull Thraka smashes into the combined forces of Space Marines and Imperial Guard with unrelenting savagery. It is a war zone that resonates strongly with fans of the 41st Millennium, and many of the Imperium's greatest heroes have earned themselves a place in legend fighting upon its blood soaked earth.

The book, *Armageddon*, compiles two tales set upon that war torn world – both by Aaron Dembski-Bowden. The first is the novel *Helsreach*, first published back in 2010. This was among the first of the Space Marine Battles novels, and it tells the gore-splattered tale of Reclusiarch Grimaldus and the tenacious defence of an embattled Imperial hive. Grimaldus and his coterie of Black Templars are the focus of the novel, and through them the traditions and heroism of these fervent crusaders are revealed. Grimaldus, newly raised to Reclusiarch (the highest ranking Chaplain in the Chapter) must rationalise his desire to be constantly on the offensive alongside the responsibilities and considerations of defending a hive with a vast population. While the Space Marines are the stars of the show, there are many secondary characters who provide an alternative perspective in the story. Through Imperial Guardsmen such as grenadier Andrej, we see how mere mortals handle total war, while the crew of the Titan Stormherald let us see through the eyes of a god-machine.

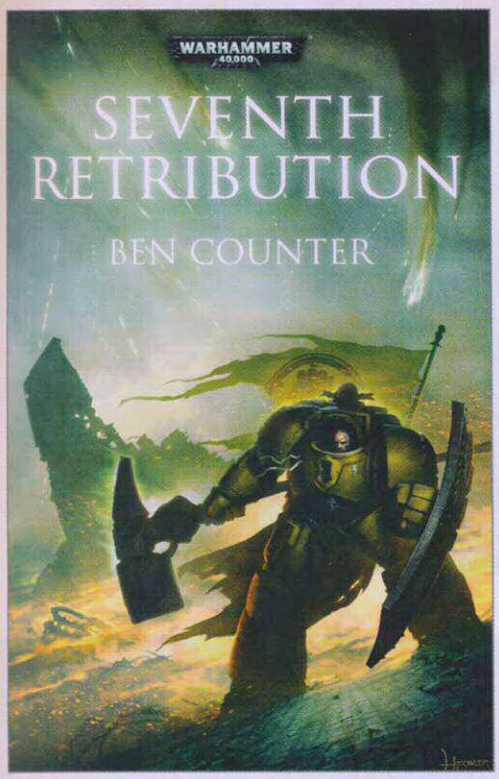
The battle for Helsreach is enshrined in the background of Warhammer 40,000, it's where Grimaldus cements his reputation and it is considered a turning point for the Third War for Armageddon. This book does the subject justice. Through every vicious, dust and blood choked step of the battle, Dembski-Bowden paints a vivid portrait of what it is to fight and die in the name of the Emperor.

Blood and Fire is a new novella that tells another story of Armageddon, that of the doomed Celestial Lions. They are a Chapter on the brink of annihilation, reduced to fighting strength of less than 100 Space Marines. As fellow sons of Dorn, they turn to Grimaldus for aid, and the battle that follows is nothing short of epic, a stirring tale of brother fighting alongside brother, and the courage and loyalty that a hero such as Grimaldus can inspire. I absolutely loved *Blood and Fire*, so much so that it has inspired me to paint some Celestial Lions of my own. **AT**

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

SEVENTH RETRIBUTION

By Ben Counter, paperback, 416 pages

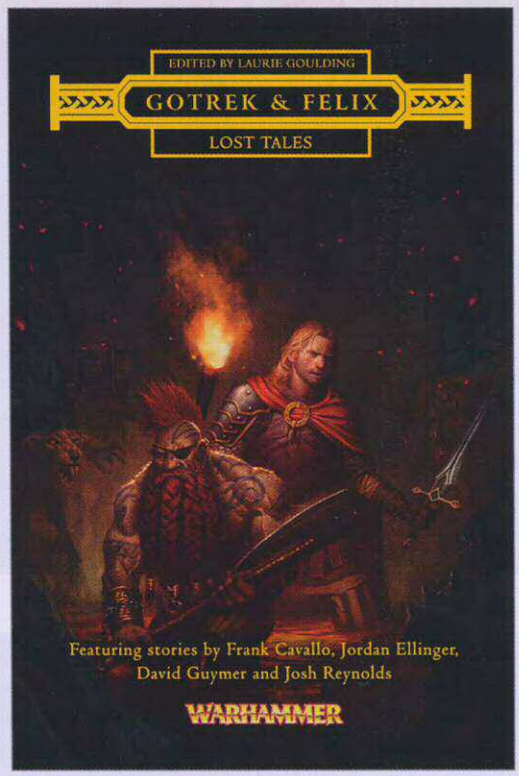


The world of Opis is torn apart as the Imperial Fists and the Imperial Guard battle the forces of Chaos.

Ben Counter is back doing what he does best in Seventh Retribution: pure, unadulterated carnage. Within a dozen pages someone has died messily and by the time you're a couple of chapters in the death toll is into the thousands. I'd go so far as to say that this novel is his best action writing to date – the phrase 'corpse liquor' made me grimace and chuckle in equal measure. The book is deeper than pure violence though, and there are many excellent interactions between the Imperial Fists and the Imperial Guard throughout. Lysander is portrayed just how I imagine him, too – emotionless, stoic and utterly uncompromising. **DH**

GOTREK & FELIX: THE LOST TALES

Edited by Laurie Goulding, paperback, 416 pages



This new collection of novellas all star Gotrek and Felix out for adventure in the Old World.

My first encounter with Gotrek and Felix was as part of an early Warhammer anthology, *Wolf Riders*, so it was good to see the release of a new anthology devoted to these iconic heroes. *Lost Tales* contains four novellas: 'Charnel Congress', by Josh Reynolds; 'The Reckoning', by Jordan Ellinger; 'Into the Valley of Death', by Frank Cavallo; and David Guymer's 'Curse of the Everliving'. The stand-out one for me was 'Charnel Congress', which sees Gotrek and Felix hunting a Necromancer across Hel Fenn. The running battle through the swamp with seemingly endless hordes of Undead makes for a great opener that never once lets up. **AK**

ALSO AVAILABLE

BLOOD IN THE MACHINE

By Andy Smillie, CD, running time 72 minutes

On the war-torn world of Armageddon, the Flesh Tearers and their Inquisition allies seek a mighty prize… But can Chapter Master Seth trust the agents of the Ordos or do they plot his downfall?

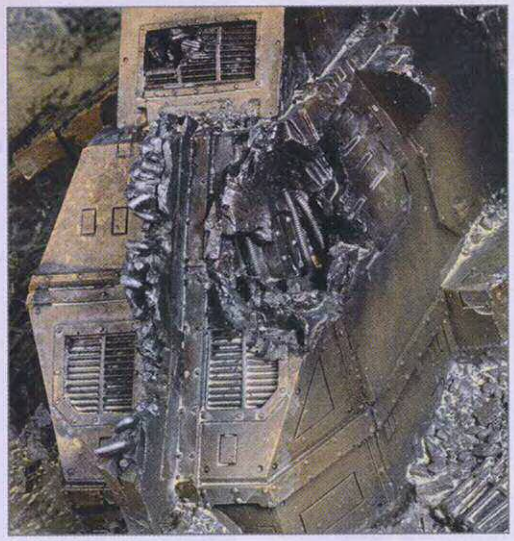
FORGE WORLD LATEST

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

REALM OF BATTLE CRASHED THUNDERHAWK

Should a Thunderhawk be brought down by the enemy, the warriors of the Space Marines will fight bitterly to retrieve its remains, for the materiel contained within, and most importantly of all, the precious geneseed of its crew, are beyond price.

This Realm of Battle tile, depicting the smashed wreckage of a stricken Thunderhawk, is truly an objective worth fighting for, providing cover for your warriors and adding an instant search and rescue theme to your battlefield. The tile fits in seamlessly with any Realm of Battle Gameboard and is the perfect size to use as the presentation board for an Armies on Parade display. **AT**



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1 The Thunderhawk's thick armour is split open, revealing its innards.

2 The tile measures 2' by 2', the same size as a Realm of Battle Gameboard tile.

3 The Ultramarines and Re Corsairs battle over the smashed remains of a Minotaurs Chapter Thunderhawk Gunship.

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

3

2

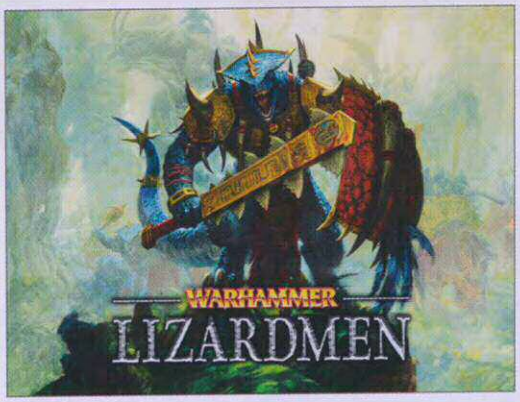
DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Below is just a selection of what's available; check out the Digital Products page at www.games-workshop.com for more.

Available on the App Store

Available on the iBookstore

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



WARHAMMER: LIZARDMEN

This month sees two Lizardmen-themed digital products available for your iPad:

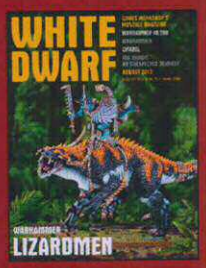
Warhammer: Lizardmen

This contains all the content from the physical edition of the book plus key additional features, such as a 360° miniature gallery for certain units in the army book and pop-out boxes that give you quick reference for rules. Also, when new updates and FAQs come out, your copy will be automatically updated.

How to Paint Citadel Miniatures: Lizardmen

This product contains 11 painting guides covering every new plastic Lizardmen kit featured in this issue of White Dwarf, such as the Carnosaur and Bastiladon, plus other key units like Saurus Warriors, Temple Guard, Skinks and Stegadons. How To Paint Citadel Miniatures: Lizardmen also includes advice on alternative colour schemes for your Lizardmen army.

WHITE DWARF iPAD EDITION



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

BLACK LEGION – A CODEX: CHAOS SPACE MARINES SUPPLEMENT

This is the definitive background for the Black Legion: the most ruthless of all the Chaos Space Marine Legions and the gene-sons of the arch traitor Horus. It contains a detailed timeline of major historical battles and events, additional rules for your Chaos Space Marine collection (lead your forces in a Black Crusade!), a miniatures gallery showing off Citadel Miniatures painted in the colours of the Black Legion, and more besides. You'll also find a 360° miniature gallery for the key units in the supplement, and pop-out boxes give you quick rules, reference for special rules and wargear in the Black Legion's arsenal.

LICENSED GAMES

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

SPACE HULK

This month we caught up with Thomas Hentschel Lund of Full Control to find out all about the Space Hulk computer game:

Thomas: We are huge fans of the Space Hulk boardgame, as well as the original video game, so it's been great to work on a new version. At the core of the new game is the board game, complete with the Sin of Damnation campaign. The difference is you can play it solo against a Genestealer AI, against a friend on the same device or even cooperatively in online multiplayer mode across different platforms. That's the bit I enjoy the most, teaming up with a friend to face down the xenos scum! I love seeing the game come to life too. My favourite moment is the one captured in the screenshot shown below – when Zael fires his heavy flamer at the encroaching hordes. That's a real wow moment for me, and I hope for everyone else too. **AK**

1

1 Space Hulk will be released on PC, Mac and iPad, and players will be able to join battle either with their friends cooperatively or head to head across platforms.

2 Here is a brand-new screenshot from the game itself, exclusive to White Dwarf.

Find out more at **spacehulk-game.com**

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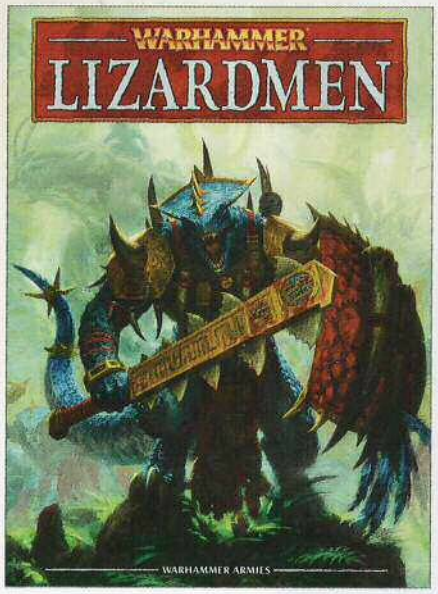
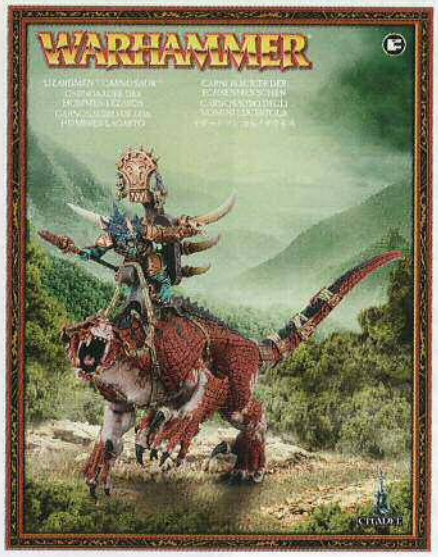
FULL RELEASE LISTINGS

The products on these pages are available to pre-order now, and will be released on Saturday 3rd August unless otherwise noted. For more details visit: www.games-workshop.com

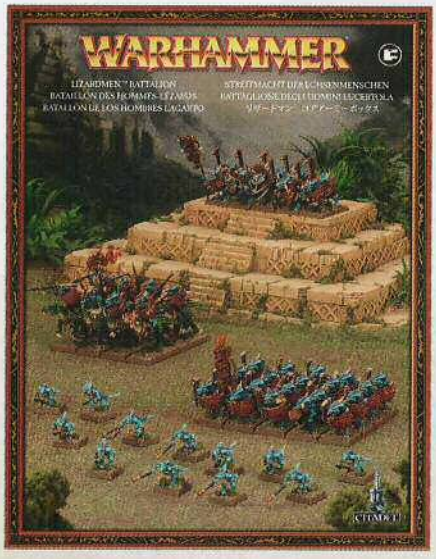


WARHAMMER: LIZARDMEN
By Jeremy Vetock
96 pages
£30, €39, 300dkr, 380skr, 380nkr, 150zł, USA $49.50, Can $59.50, 300rmb, ¥6800



LIZARDMEN CARNOSAUR/ TROGLODON/KROQ-GAR
Sculpted by Seb Perbet
1 model
£50, €65, 500dkr, 600skr, 550nkr, 250zł, USA $85, Can $100, 500rmb, ¥8000

LIZARDMEN BASTILADON
Sculpted by Alex Hedström and Aly Morrison
1 model
£35, €46, €47NLD, 350dkr, 420skr, 410nkr, 175zł, USA $60, Can $70, 350rmb, ¥7500



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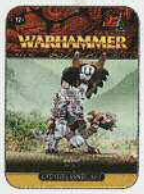

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High Chaplain Grimaldus stands back to back with one of the few remaining Celestial Lions against the Ork onslaught on the cover of Armageddon *– illustrated by Imaginary Friends Studios.*

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With all the new Lizardmen miniatures released this month, you might want to see what else is available for the armies of Lustria. At www.games-workshop.com you'll find everything in the Lizardmen collection, from the latest plastic kits to alternative heroes and a selection of Bitz packs.

SKINK PRIEST

SKINK PRIEST WITH FEATHERED CLOAK

SKINK CHIEF WITH SWORD AND SHIELD

KROXIGOR

CHAKAX

SLANN MAGE PRIEST

LORD KROAK

SAURUS SCAR VETERAN WITH BATTLE STANDARD

ARMY OF THE MONTH

JAMIE FARQUHAR'S IRON WARRIORS

Army of the Month is our feature that showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. This month's Iron Warriors army was painted by Jamie Farquhar, an exceptional painter, inspirational modeller, unlucky dice roller and all-round thoroughly nice chap. Over the last 12 years Jamie has collected six Iron Warrior armies, each one being rebuilt and assimilated into the next to create one mighty collection. Jamie has truly dedicated himself to Perturabo.

Jamie is a fanatical hobbyist with an insatiable hunger for converting and painting. He is also a keen gamer and to date his Iron Warriors have fought in over 600 battles around the UK.

Jamie: The inspiration for my Iron Warriors has come from many different sources over the years. John Blanche's conversion sketches from the second edition Chaos Space Marine Codex and the conversion gallery in White Dwarf 202 (going back a bit, I know) were the sparks that set everything off. I initially started with the Black Legion, but my interest in historical siege warfare quickly swayed me towards the Iron Warriors. Black Library novels, particularly the Ultramarine series by Graham McNeill, have been a constant source of inspiration over the years.

Building and converting miniatures is one of my favourite parts of the hobby and every model in this army is converted, whether it's a simple head-swap or a full-blown kit-bash. For me, converting models is a way to personalise my miniatures and make every one stand out from the crowd. Across the army you'll see components ranging from Ork armoured loincloths and Kroot bags and knives, to Techmarine servo arms and even spare aerials from Battlefleet Gothic ships. ▶

1

2

3

1 "Ultramarines feature prominently on my trophy racks," says Jamie. "Blue has become something of a spot colour across my army."

2 "I have three large squads of Iron Warriors, each with their own transport vehicle, Squad Apocalypse (seen on the right) and their Champion, Kroege Santarr, have a habit of getting themselves into close combat, so it seemed only right to dedicate them to Khorne. A liberal splattering of blood on their weapons and armour makes them look far more bloodthirsty than their battle-brothers."

3 "A spare head from the Zombie Dragon kit turned a standard Vindicator into the fearsome Ferrum Draco – my most feared siege engine. I've found the addition of the skull gives it an evil, almost sentient, appearance."

1

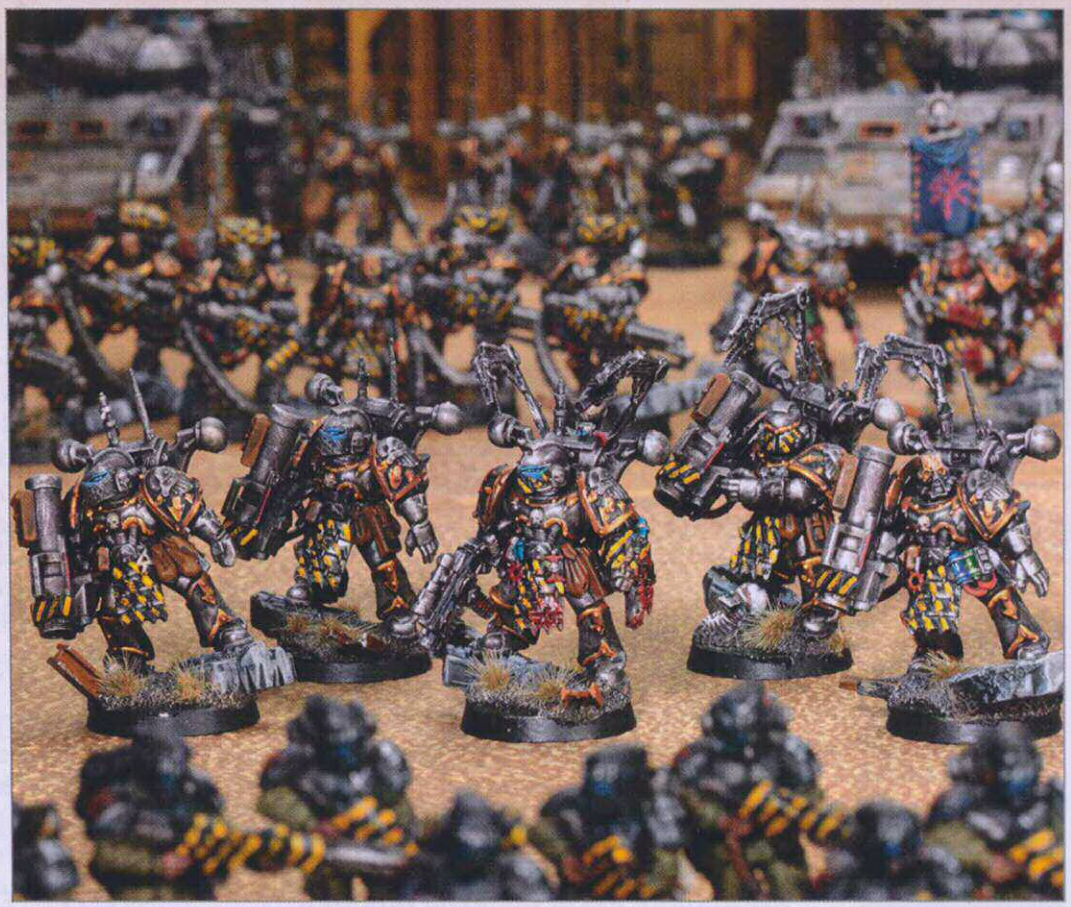
1 "The Forgefiend and the Warpsmith fit perfectly with the background of the Iron Warriors. I converted this Forgefiend to have its ectoplasma cannons firing over its shoulders as if they were aiming at the battlements of an enemy fortress."

2 "Abhorred Riddick was once a Warpsmith, though he has now become a fearsome Daemon Prince. His second in command, and lieutenant of the 5th Grand Company, is Narach Delau – a Terminator Lord who has distinguished himself in many battles."

2

3 "Havoc Squad Demens has been converted using a mix of Chaos Space Marine and Space Marine parts – namely the missile launchers from the Tactical squad. I also converted an Apothecary to lead them in battle. While the Traitor Legions don't have Apothecaries in their army list, I recall reading about them in the novel *Storm of Iron* and I like the idea that there are still some of them around harvesting gene-seed to make new Chaos Space Marines. It seemed like a great conversion opportunity."

4 "Drath Khatir is the Grand Company's Standard Bearer. I normally use him as my objective marker in The Emperor's Will battle mission," comments Jamie. "On the banner you can see a parchment covered in battle honours – campaigns that my Grand Company have fought in. Notable wars include the 13th Black Crusade and Medusa V."



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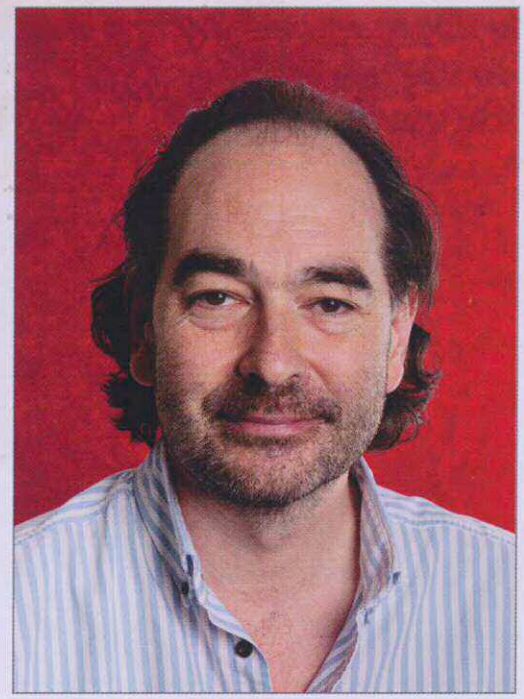
4

▶ One of my favourite ways to convert models is to add trophies to them, but every trophy has to be won on the field of battle – it's not just a meaningless trinket mounted on a spike. Every Tyranid skull, Eldar head or Ultramarine helmet represents a battle that I have fought with my army and there's a story behind every one of them, reminding me of the games I've played and the fun times I've had using my army. I've even had hobbyists come up to me at Throne of Skulls events and point out the kill trophies that represent a game I fought against them, which inevitably leads to us reminiscing about the battle. Curiously, many of them actually seem pleased to have their army represented as a grisly trophy on one of my models.

I don't think that I will ever be finished with my Iron Warriors collection. Forge World have just released the Legion Breacher Siege Squad and I've got my eyes on the Armenneus Valthex model, which I plan to turn into a Warpsmith. Truly, the Long War never ends. **DH**

JERVIS JOHNSON



In this month's column, improbably tall games designer Jervis Johnson bends his prodigious brain towards thinking in new ways about scenery, and the impact is has on your hobby and your games.

One thing I've become aware of recently is a sea-change in the way that we think about scenery and terrain in our games (and by we, I mean all of us hobbyists, not just the designers in our ivory-towered Studio). I'm interested in how our high quality Citadel scenery plastic kits have changed the way that scenery is viewed as part of a player's *collection*.

When I started out in the hobby, scenery was seen as quite distinct from the miniatures in one's collection. Most scenery was scratch-built, and you made do with a couple of polystyrene hills, some rocks from the garden, and maybe a cardboard building or two. In my first games I used to cover piles of paperback books with a blanket to make a hilly landscape, and used more piles of paperback books to represent the buildings my miniatures would fight over!

There were some hobbyists – the Dave Andrews of that early pre-Citadel age – that were renowned for the quality of their scratch-built terrain, but for most of us finely detailed battlefields were completely beyond our skills, and so we made do with what we could. Fast-forward to the present day, and the landscape has changed completely [*Groan... One more pun like that, Johnson, and you're fired!* – Ed]. Gone are blankets ripped from your bed and books raided from your parents bookcases, and in their place are Realm of Battle gaming boards, magnificently sculpted Citadel Woods, and awesome pieces of architecture like Witchfate Tor. Everyone can have a battlefield for their games that looks like it has been transported from the Warhammer world, Middle-earth, or the war-torn planets of Warhammer 40,000.

The effect of this change is profound, and not just limited to the appearance of the battlefields over which we fight our battles. On a deeper level, it has moved scenery from being a rather specialised aspect of the hobby, and right to its heart. This means that thinking carefully about your collection of Citadel scenery has become as important for all of us as thinking about our collections of Citadel miniatures. We're all used to thinking very deeply about the miniatures we add to our collections, carefully selecting models to expand our armies, or that allow us to perform new strategies and tactics in our games. However, the huge range of Citadel scenery that is now available means that you should be thinking just as carefully about your collection of terrain, and taking just as much pride in it, as you do about the miniatures in your armies.

I tend to think of my scenery collection in three different ways. The first of these is what I call the 'traditional' way of thinking about a collection of terrain – this means that I want to have the right scenery in my collection to allow me to build a varied set of battlefields that look as much as possible like places from worlds on which the games I play are set. So I want to be able to make my tabletop look like a small part of the Warhammer world, for example

rather than just plonking down bits of scenery in an abstract (if tactically challenging) pattern. This is a bit like collecting a themed army, in that I think of my scenery collection as a number of different sets, either for use in different games (my Warhammer set and my 40K set, for example), or for different locations for the same game (the Empire, the Chaos Wastes and so on). Secondly, I make sure my collection has scenery that will make for varied and tactically interesting games. This means that I consider things like having scenery that can block lines of sight, or give troops places where they can gain 'the high ground', and that I have enough scenery to vary the density of terrain from rolling open landscapes that suit vehicles and cavalry, to densely packed battlefields that favour infantry and light troops, and anything in between.

"It requires time and effort to build up an army and a scenery collection, and this is something we should accept and revel in rather than regret."

By now some of you will be thinking, "it will take me years and years to build up a scenery collection like that!" Well, that's true, but then I think long-term thinking like this is part and parcel of our hobby; it requires time and effort, both to build up an army, and also to build up a scenery collection, and this is something we should accept and revel in rather than regret, because when you achieve a long-term goal, there is no feeling quite like it! In any case, as with most other aspects of the hobby, you can always start small. The trick, just like when collecting an army, is to do your best to plan carefully, and try and build up a coherent collection of scenery. This calls for a certain amount of discipline, just as it does to build up an army, but the effort is well worth it and for exactly the same reasons. Another useful short-cut is to combine your efforts with your friends, so that your combined scenery collections complement each other. Just as it makes sense for the members of a group to collect different armies, it makes sense for you and your friends to collect different sets of scenery, so that you don't end up duplicating your efforts. Even a small group of hobbyists can very quickly build up an impressive scenery collection if they co-ordinate.

By now some eagle-eyed readers will have spotted that I said there were *three* things I think about when collecting terrain, and I have only mentioned two of them. This was deliberate on my part because the third thing I think about is really quite a new aspect of the hobby, and that is thinking about collecting pieces of scenery as part of one of my armies, rather than solely in order to create an immersive and challenging battlefield to fight over. Until recently it wasn't really possible to do this, but the advent of things like the Fortification rules in Warhammer 40,000 are set to make it an important reason for collecting certain pieces of Citadel scenery. The ability to include things like Aegis Defence Lines and Skyshield Landing Pads in an army offer up a wealth of opportunities to add miniatures that will enhance the theme of an army, or allow an army to try out new tactics it simply could not have used before. It's also an excellent way to start a scenery collection, as just having one or two pieces will make a lot of different to the games you play.

And with that I will leave you in peace for another month. I hope that this month's column has inspired you to look at your collection of scenery in a new light.

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

BATTLE REPORT

A CLASH OF SCALE AND BONE

The Slann Mage-Priest Quezunka has woken from his slumber to declare war on the Tomb Kings of the Naqqara dynasty. As the ground trembles beneath the lumbering advance of titanic monsters and legions of Saurus Warriors, the invasion of Nehekhara begins.

Adam: The Lizardmen's desire to enforce the wise and glorious plan of the Old Ones provides the perfect excuse for a great game of Warhammer. Throughout Lustria Slann Mage-Priests meditate in their temples, deciphering the ancient wisdom of their almighty forebears and their history is filled with tales of Mage-Priests ordering vast armies to war to recover lost treasures, thwart the plans of Chaos or simply because things are different to how the Old Ones left them. Of course, when such a determination is made, the armies of the Lizardmen act with a cold-blooded ruthlessness. Which is how a horde of Saurus Warriors and massive jungle beasts comes to rampage through Andrew's very own corner of Nehekhara, where the evil Naqqara dynasty make their home: the ruminations of Slann Mage-Priest Quezunka have revealed the Naqqara dynasty must be eradicated.

For this battle, I shall be championing the Lizardmen, using the Studio army painters' beautiful collection of models, while Andrew will be commanding his faithful Tomb Kings army. May the best Lizard win.

In a clash of cold and calculating killers the merciless and unrelenting Lizardmen march against the implacable, undying legions of the Tomb Kings.

BY THE WILL OF THE OLD ONES

Adam's dim and murky past reveals a penchant for the Lizardmen that saw him command hordes of Skinks and Salamanders in a Studio campaign and a swathe of playtests. The question is, can he bring his old knowledge to the new army?

I contest that the Lizardmen army is the most colourful and flexible force in Warhammer. There are lots of truly fantastic models to choose between and each one offers a different tactical option on the tabletop. A Lizardmen force can be tailored to suit almost any type of warfare, from magical bombardment to hit-and-run ambushes or even horde assaults. The new book adds even more monsters into the mix, and the tactical opportunities these colossal beasties present are too tempting to pass up.

My plan is to showcase how effective the Lizardmen are when used as a relentless, super-aggressive horde, simply because the image of massive blocks of Saurus Warriors stomping forwards is irresistible. I'm including two big regiments of 30 of these, which will bludgeon to death any regiments of Skeletons on the battlefield. I'm going to support these with the new Bastiladons, one with a Solar Engine and one with an Ark of Sotek. The Solar Engine will be increasing the Initiative of my (incredibly sluggish) Saurus Warriors, while the Ark of Sotek will nibble away at the enemy with its wriggling, biting snakes.

Continuing the theme of monstrous support, I've had my eye on a Saurus Oldblood riding a Carnosaur since the model came roaring into the bunker. Not only is it my new favourite Warhammer model, it's also deadly in a fight. Oldbloods have loads of Attacks, and Carnosaurs hit so hard that they can kill even the toughest foes in short order. Thi deadly pair will range ahead of my main battle line, seeking out prime targets anc killing them off – it will be interesting to see how it stacks up alongside the undea constructs Andrew is sure to be taking.

The Troglodon is a weirder fish; I'm still working out how to get the best from it. It a nasty critter in a fight, which is a start, and it has a powerful shooting attack whe it spits venom at the enemy. I think I'll be best off keeping it out of harm's way until it has used its Primeval Roar ability – which reminds me: many of the models i a Lizardmen Army are labelled 'Predator Fighters'. This represents their ability to gnash, slash, bite and rend their enemy i battle, and it's very good in a fight. When these models score a 6 To Hit in combat, they get a bonus attack for free. The Primeval Roar of the Troglodon increases this to a 5 or 6 for a single Combat phase – so when the fighting is thickest I'll be unleashing that little beauty.

On the Skink front, I've shied away from my usual blocks of skirmishers, opting fo the more aggressive Skink Cohorts with Kroxigor support. I've packed in six Terradons to kill off a prime target by dropping massive rocks on it (this is a ve handy ability indeed). There's also a Stegadon in there, these faithful beasts able to kill with Impact Hits and then a Thunderstomp too – that's a lot of potential damage, especially if it goes int a fight alongside another monster or regiment. I also have a Salamander Pack, must-have unit of fire-breathers who can play merry hell against large regiments.

Finally, the army will be ably led by a Slann Mage-Priest, who will try out the Lore of High Magic (I have my eye on Hand of Glory and Walk Between Worlds for some dirty tactics).

The Carnosaur is the undisputed king of the Jungle, able to slaughter even large foes thanks to its savage combat prowess.

THE GLITTERING HOST OF AXLOTL

LORDS

Quezunka the Ponderous
Slann Mage-Priest with Becalming Cogitations.

Gorbok and Renda
Saurus Oldblood with light armour and shield, riding on a Carnosaur.

HEROES

Rokorok
Saurus Scar Veteran with Ironcurse Icon and battle standard.

CORE

The Defenders of Axotl
30 Saurus Warriors with Spawn Leader, standard bearer and musician.

The Blazing Spears
30 Saurus Warriors with spears and Spawn Leader, standard bearer and musician.

The Blessed Spawning
28 Skinks with Skink Brave and 3 Kroxigor.

SPECIAL

Sotek's Wrath
Bastiladon.

Light of Ancient Suns
Bastiladon with Solar Engine.

Zlantan Stoneskin
Stegadon.

The Poisonous Swarm
3 Jungle Swarms.

Kit'iko's Sky Raiders
6 Terradons.

RARE

Nineun and Slorgon
Troglodon.

The Firelungs
3 Salamander Hunting Packs.

RISE AND RISE AGAIN

Beneath his incredibly life-like face mask, Andrew is fashioned from nought but bone and solid gold, which explains why he clinks as he shuffles about the office.

Wait just a moment! I've got a bone to pick with Adam. In his introduction, he claims that the dynasty of Naqqara is an evil one, but that could not be further from the truth. We're wise, humble and honourable, but merely want to reclaim the empire that has been taken from them over the millennia. And if that happens to be land now occupied by other, lesser races, well that's just too bad. And who do these Lizardmen think they are anyway, marching into our deserts and telling us we should not be here, with their armies covered in gold... Mmm, gold.

So, the armies of the Golden Scarab march to war once more to defend the proud dynasty of Naqqara from greedy invaders riding giant lizards, in a game I'm greatly looking forward to playing. I never fail to have a good time when playing against Adam, and I'm sure this time will be no exception. I do have a confession though: I've never played against Lizardmen before, only knowing what a read of the army book can tell me. They're tough, hit hard and don't run away, and they have giant monsters aplenty. Sounds a lot like my own army, which will make for an interesting match-up.

The key to victory with the Tomb Kings lies with their characters, as they allow you to turn (frankly mediocre) Skeletons into unstoppable killing machines, whether through Augment spells or the My Will B Done special rule. King Nekhenaten (the fifth of his name, and probably not the last, I'm sorry to say) wields the Destroye of Eternities, which gives him Heroic Killing Blow and a good chance of chopping down one of Adam's big monsters. He's backed up by both a Prin with the Fencer's Blades (giving his unit WS10) and a Battle Standard Bearer with the Standard of the Undying Legion, to keep my big unit of Spearmen at full strength throughout the game.

I've taken two Wizards, both with the Lor of Nehekhara to allow me to keep castin those all-important Augment spells and keep raising Skeletons. The Lizardmen h hard so I've got to win the war of attrition with magical help. I've given my Hierophant both an Earthing Rod and the Talisman of Preservation to stop her dyin to either a miscast or a lucky shot from something.

The army is centred around two big bloc of infantry. The horde of Archers are there to sit at the back, protect the Wizards and generally pepper the Lizardmen with an unholy amount of arrows. The Spearmen are my main defensive unit, hosting both Tomb King and Battle Standard Bearer ar hopefully slowing down either a monster or a big block of Saurus long enough for my own monsters to join in. If I see the opportunity, I'm not above charging with these too.

Horsemen, Tomb Guard, Chariots and a Necrolith Colossus (converted by Nick Bayton) provide further options, but flanking these units is all the fun stuff in my army: my Warsphinx on one side, and my Necrosphinx on the other. The Warsphinx is going to buddy up with the Tomb Guard to take on any hordes Adam might have, while the Necrosphinx intend to kill any and all monsters it can get its claws into. I'm determined to show who's the real apex predator in the desert.

The Khemrian Warsphinx is a formidable threat to big ranked-up units of infantry, as it can exchange all of its attacks for a single Thundercrush attack that hits with a small template instead.

THE ARMY OF THE GOLDEN SCARAB

LORDS

King Nekhenaten V
Tomb King with Destroyer of Eternities, Dragonhelm and Seed of Rebirth.

The Red Witch
Level 4 Liche High Priest with Lore of Nehekhara, Earthing Rod and Talisman of Protection.

HEROES

Red Sara
Level 2 Liche Priest with Lore of Nehekhara.

Prince Neher
Tomb Prince with Fencer's Blades and Dragonbane Gem.

Phunibonh
Battle Standard Bearer with Standard of the Undying Legion.

CORE

The Lions of Naqqara
30 Skeleton Warriors with spears, shields, light armour, musician, standard bearer and Master of Arms.

The Fangs of Ptra
30 Skeleton Archers with Master of Arrows.

Ddab's Desert Raiders
10 Skeleton Horsemen with light armour, musician, standard bearer and Master of Horse.

The Gold Riders
3 Skeleton Chariots with musician, standard bearer and Master of Chariots.

SPECIAL

Guardians of the Underworld
19 Tomb Guard with musician, standard bearer with Razor Standard and Tomb Captain.

Usirian's Sting
Tomb Scorpion.

Sakhmet's Wards
3 Ushabti with great weapons.

The Buried
3 Sepulchral Stalkers.

The Fist of Asaph
Warsphinx with Envenomed Sting and Fiery Roar.

RARE

The Long Arm of Djaf
Screaming Skull Catapult with Skulls of the Foe.

Accursed One
Necrosphinx.

The Shield of Neru
Necrolith Colossus.

SCENARIO AND SET-UP

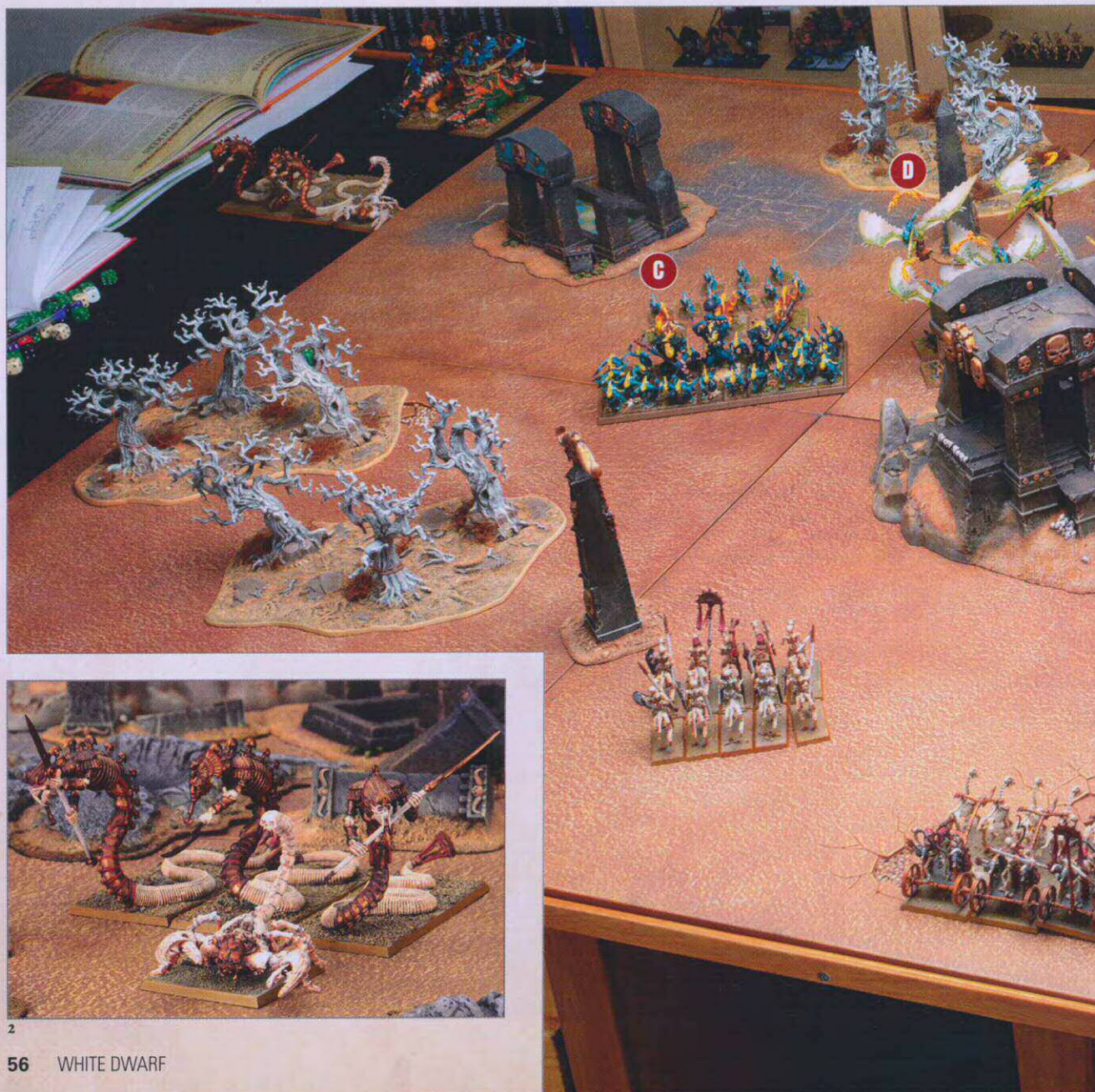
1 Two of Adam's units were delayed as part of the scenario, entering the game on Turn 1.

2 Some of Andrew's units began the game Entombed Beneath the Sands, appearing anywhere on the board from Turn 2 onwards. These could provide valuable reinforcements on a weakened flank, or a dangerous threat from an unexpected angle.

Andrew: Adam and I decided to roll for a the standard mission out of the Warhammer rulebook, getting Meeting Engagement: the winner is the player who scores the most victory points. There is also a chance that some of your units will be delayed, entering play in your first turn instead of starting on the battlefield.

I should point out that we fought this battle twice. In the first game, I deployed my army very aggressively, as did Adam, and we ended up just over 12" apart. Wh followed was a bloodbath, with Adam more or less wiping me out by the end o Turn 2. If you want to read more about that, hop quickly to page 138 and see ho it went down. It really was great fun, but was over so fast, we reset and started again – and I was a little more cautious.

I deployed my army as a bastion on the hill in my deployment area, guarding my flanks with the edge of the board and my



2

Animated Constructs [**A**]. My Hierophant was safely hidden in my unit of 30 Skeleton Archers [**B**] and also able to affect most of my army with her spells.

Adam had a little trouble with some units being delayed, with the Bastiladon with Solar Engine and the Stegadon failing to arrive on time and thus being deployed as normal. The Lizardmen massed as close to my army as the scenario allowed, with the Skinks, Salamander Hunting packs [**C**] and Terradons [**D**] guarding his flank. Finally, Adam rolled to seize the initiative, but failed. The Tomb Kings were going first…

1

A

B

OPENING MOVES

While the Tomb Kings hold court on the hill, the Lizardmen advance inexorably towards them.

Andrew: With a defensive set-up, I had no real reason to move the bulk of my army so I stayed put on the hill. The Chariots and the Skeleton Horsemen moved forwards as fast as they could, however, looking to hunt down both the Salamanders and the Terradons – who had both made me pay a heavy price in the previous game. The winds of magic blew softly, and the Slann dispelled my Heirophant's only successful spell, and my shooting, at this range, served only to kill a Skink. Not exactly a deadly first turn, but I was happy with my position.

Adam's Movement phase was a stark contrast, as pretty much his whole army marched forwards as fast as it could, eager to get all those predatory creatures into combat. In the Magic phase I shut down his attempt to cast Walk Between Worlds with all the dispel dice I could muster: that spell always presages some kind of dirty trick. This did let him use his Solar Engine with impunity, however, and it killed seven of my Horsemen. The Salamanders killed another two, leaving me with just the Master of Horse remaining in the temple.

Adam: In the second turn of the game Andrew stayed true to his intention to keep space between our armies, actually backing away with his Chariots. The Sepulchral Stalkers emerged from beneath the sands to harrow my Skinks with their Transmogrifying Gaze (see pic 3). He also bombarded me with arrows from his archers and an accurate shot from his Screaming Skull Catapult directly onto my Slann Mage-Priest, but I was very lucky with saves and casualties were very light.

In reply I charged Gorbok and his Carnosaur into the Ushabti, who realised just how powerful a Carnosaur could be. They were torn to ribbons. The Skink Cohort charged against Andrew's Charioteers, and did well too – reducing the unit to a single, wounded model. At last the fighting had started in earnest.

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1 The Bastiladon equipped with the Solar Engine unleashes a fiery beam towards the Skeleton Horsemen on the Temple of Skulls. The resultant blaze and accompanying fire from friendly units leaves only the unit Champion alive...

2 ...Who belligerently ignores the carnage and calls upon the power of the temple's gods (and receives +1 Weapon Skill for his troubles).

3 The Sepulchral Stalkers emerge from the sand to slay three Skinks and a Kroxigor, turning their scaly hides to dust.

4

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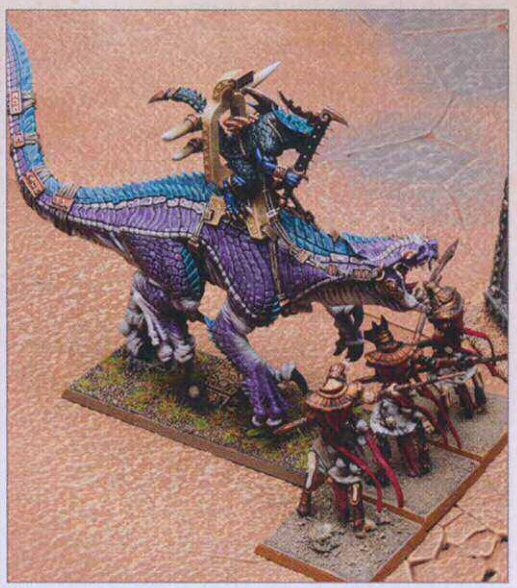

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4 The Screaming Skull Catapult hits the Slann Mage-Priest, whose arcane protections keep him safe from harm.

5 The Blessed Spawning battle the Golden Riders, smashing one to kindling. Another crumbles before their eyes.

6 Gorbok and Renda smash the Ushabti, but before the last one dies to combat resolution it inflicts two Wounds on the Carnosaur.

7 As Turn 2 draws to a close the Tomb Kings' battle line remains strong.

7

MIDGAME

Where the Tomb Kings counter-attack and the Lizardmen must use all their cunning.

Andrew: I had felt all along that the Necrosphinx was my best chance of killing the Carnosaur, so when I saw it was wounded I threw Accursed One into battle. My Warsphinx charged the Saurus Warriors armed with spears to avoid being double-teamed by them and the Stegadon; and the Necrolith Colossus took on the Troglodon, hoping to earn a quick kill and overrun to help the Warsphinx.

My Magic phase started in good form too, as I irresistibly cast the more powerful version of Incantation of Righteous Smiting, providing all those key combatants with +1 Attack, and also raising a Chariot too for good measure.

In Combat the Warsphinx killed a couple of Saurus with its breath weapon and a couple more with a Thunderstomp, but crucially it missed with its Thundercrush attack. The Saurus then wounded it twice in return. The prize fight was Necrosphinx vs. the Carnosaur. With its attacks inflicting Multiple Wounds, the Carnosaur posed a real threat, but luckily for me, Adam fluffed his rolls and did it nothing. In return I killed the Old Blood and the Carnosaur turned and fled, only to be caught by the winged statue.

Adam: The worst thing about losing the Carnosaur like that is that I didn't get to demonstrate how awesome it can be in a fight. I rolled really poorly, and now I had lost my most deadly unit and was on the backfoot. Dazed and disheartened, the Lizardmen reformed (literally, in the case of one of my units, with the Slann leaving to hopefully spare them more harm if Andrew continued shooting at it). While the Necrosphinx rampaged through my poor old Terradon Riders (another unit murdered before they got the chance to shine) the Salamanders charged the Sepulchral Stalkers and wiped them out. The high point of my Turn 3 was the Stegadon, who charged the flank of the troublesome Warsphinx harassing my ▶

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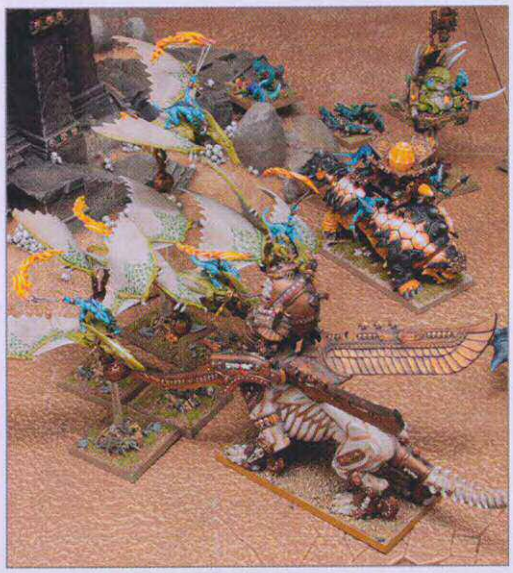

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1 In a true clash of the titans, the Necrosphinx charges into Gorbok an his Carnosaur. The construct scores a killin blow against Gorbok, a then slaughters the confused Carnosaur as turns to flee.

2 The Necrosphinx overru straight into the Terradons, who are wip out in the subsequent Combat phase.

3 The Warsphinx charges into the Blazing Spears, who hold their ground, while the Necrolith Colossus (carrying the shield) cuts great chun from the Troglodon.

Charge of the Stegadon

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4 The Stegadon charges the flank of the Warsphinx, smashing it into splinters...

5 ...And then crashes on into the Necrolith Colossus, mortally wounding it, but not before the bone-construct can deal the final blow to the poor Troglodon.

6

6 The lay of the land at the end of Turn 3, with the Lizardmen closing in on the Tomb Kings' 'castle'. Note the Necrosphinx's final position after charging through both the Carnosaur and Terradon Riders, and the Skink Cohort preparing to flank.

▶ Saurus Warriors and smashed it to bits, before storming on into the Necrolith Colossus. That fight went my way too, but not before the Troglodon died – I had really wanted to use that Primeval Roar ability too. Curse you Tomb Kings!

Andrew: Going into the fourth turn everything seem to be balanced on a knife-edge, but after my successes last turn I felt buoyed: my Necrosphinx was on a rampage, and I'd managed to diminish Adam's Saurus. I tried to finish the Saurus off with my Tomb Guard, but they failed their charge and exposed their flank to the Stegadon. Boo. The Tomb Scorpion arrived from beneath the sands, emerging in such a way as to stop the Skink Cohort charging my Screaming Skull Catapult. I tried to bolster my army in preparation for the inevitable charges by casting Incantation of Protection, but Adam (with a re-roll from his Slann's Becalming Cogitations) dispelled it. Just. I did cast Incantation of Righteous Smiting on the Archers, giving them 46 shots against the Saurus, but only one measly lizard died.

Adam: This turn was going to decide the game – and I confess I spent quite a while weighing up exactly what needed to fight what for me to have a chance at victory. I began by hurling the trusty Stegadon into the Tomb Guard. The Bastiladon and Saurus charged the massive unit of Skeleton Warriors in the centre and the Skinks took on the newly arrived Tomb Scorpion. It was all in the planning, really. While the Stegadon bullied the nobility of Khemri, relatively safe from harm, the Skinks and their Kroxigor kicked the dust out of the Tomb Scorpion and overran… right into the flank of the Skeletons. The resultant combat was nothing short of butchery. Thanks to Hand of Glory, cast by my Slann, the Saurus struck before the Skeletons (actually, including the Solar Engine they had Initiative 4) and killed a full rank of 10. The blows continued to rain in, with Kroxigor smashing skulls and even the Bastiladon killing four with a Thunderstomp. When the killing was done, everything was (actually) dead, including the Tomb King and his Battle Standard! Victory was at hand.

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1 Andrew's Tomb Guard f their charge against the Lizardmen, so the Spearmen turn round to form a new battleline.

2 The Tomb Scorpion emerges from beneath the sand in front of the Screaming Skull Catapu preventing the Skink Cohort from charging th war machine next turn.

3 The Saurus Warriors an the Bastiladon charge into the Spearmen, whi the Tomb Scorpion is charged by the Skink Cohort. Because of the angle, the Skink Cohort then overruns into the side of the Spearmen.

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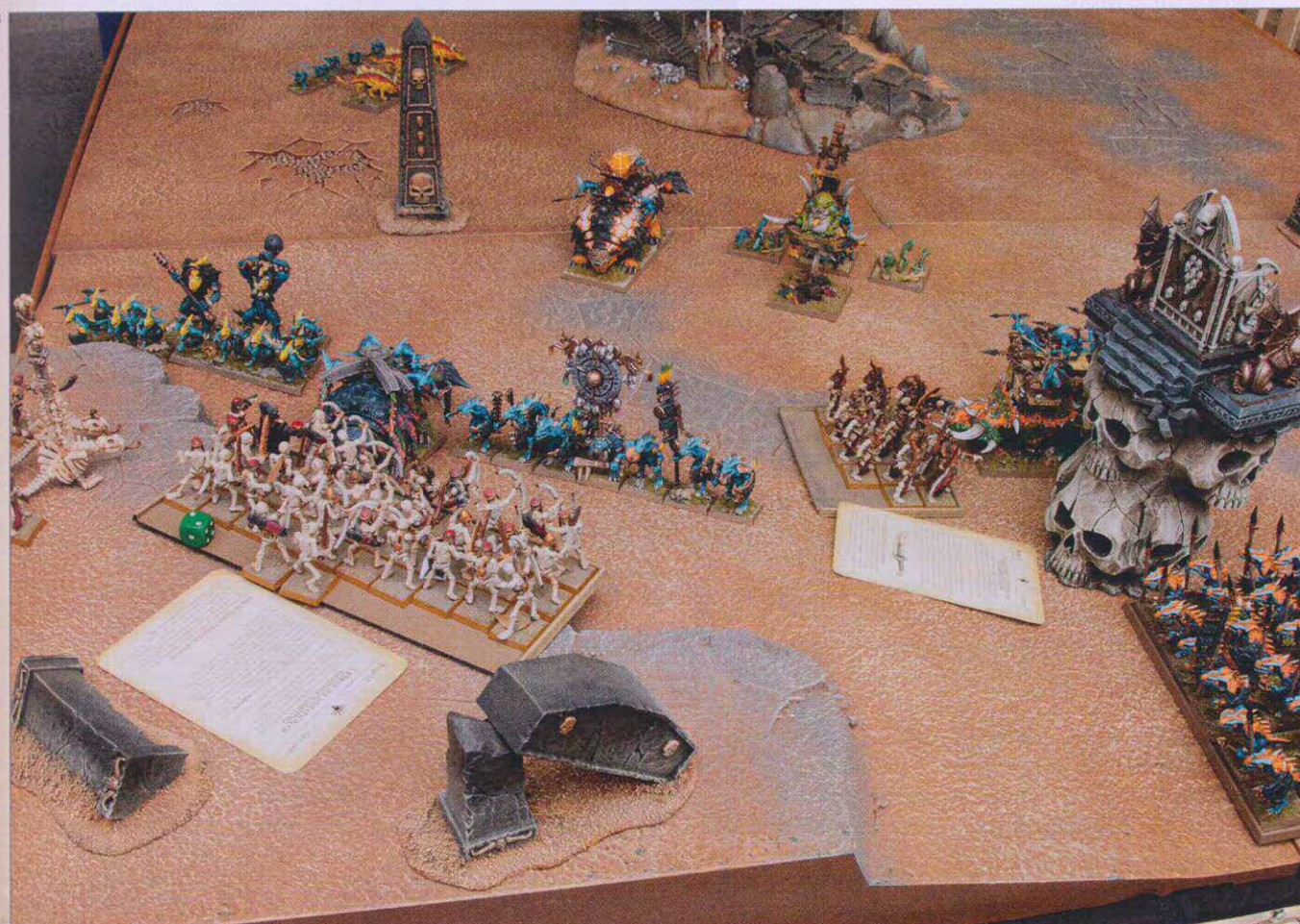

4 The Saurus and the Bastiladon inflict so many wounds on the Lions of Naqqara that the Spearman unit crumbles – along with the King and the Battle Standard Bearer. The Curse unleashed by the death of Nekhenaten kills a Saurus and wounds both Bastiladon and Kroxigor, but this doesn't stop the Bastiladon overruning into the Archers.

5 The battlelines at the end of the fourth turn. Note the Skink Cohort has reformed after fighting in the flank of the Spearmen, adopting a narrower formation to threaten the Screaming Skull Catapult next turn.

ENDGAME

In which a king falls and the Lizardmen prepare to eradicate the lions of Nehekhara.

Andrew: Just as with the combat between the Necrosphinx and Carnosaur, the combat with the Skeleton spearmen and Saurus Warriors proved to be key. Whoever won it could lay claim to victory, but it was not to be – my King lay dead (again) and my Hierophant had been charged by a lumbering primeval monster. Things did not look rosy, it's fair to say.

Still, it was not entirely over. I still had my Necrosphinx, who charged the Bastiladon in the rear, while the lone horseman charged the Jungle Swarm, both aiming for the Slann. I tried to give myself a fighting chance in the battle to come, and replenish some wounds, by casting Incantation of Righteous Smiting on full power, but Adam dispelled it with all his dice. I did, however, manage to cast Incantation of Cursed Blades on the Skeleton Horseman, giving him back some friends once more.

In combat the Necrosphinx hit with all of its attacks, but thanks to the ridiculously tough hide of the Bastiladon I only scored a single wound. Not enough, especially with its dangerous tail attack. The Stegadon trampled the Tomb Guard some more, while the Horsemen who had just got back up died, leaving the champion alone once more. Still, at least my Hierophant was still alive…

Adam: With a roar, the battered remains of my army put an end to the Hierophant once and for all. The Blessed Spawning cut its way through the Screaming Skull Catapult to join the fight against the Skeleton Archers and, bolstered by the Saurus, they butchered them. My Bastiladon was in base contact with the Hierophant, so I had cast Hand of Glory on it to increase its chances and with a massive thwack of its bony tail, it obliterated the priestess. As she fell, the spell binding the undead legions began to unravel and more bodies dropped to the ground. The battle was over.

Death on The Hill

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1 Again Adam managed to pull off a double attack with his Skink Cohort. Newly reformed into a narrower shape they charged the Screaming Skull Catapult and destroyed it…

2 …Before overrunning straight into the flank of the archers to join the Bastiladon and Saurus in taking down the Heirophant and her Skeleton Archers.

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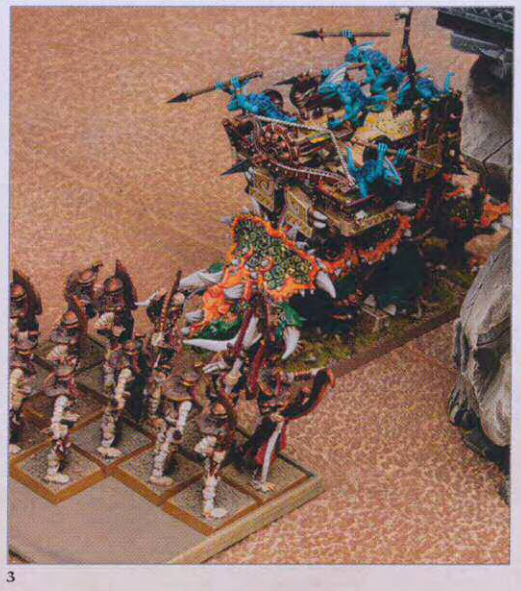

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3 The Tomb Guard were perhaps the last great bastion of strength left among the hosts of Naqqara. Through bloody-minded stubbornness the Stegadon slowly began to wear them down, largely thanks to lucky Thunderstomp rolls. Fortunately for him, Andrew's prince survived the game, which makes the dynastic succession easier in the wake of his slain Tomb King.

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4 The Necrosphinx finds that attacking a Bastiladon from behind is no easy feat, and it faces the mighty bludgeoning tail and some very thick armour indeed. The charge of Adam's Salamanders nearly spelled doom for the animated construct, but in the end it survived with a single Wound. In the background, the remnants of the Jungle Swarm continue to fight against the sole surviving Skeletal Horseman, his resurrected comrades dead once more.

5 At the end of the battle the Tomb Kings were reduced to a few scattered pockets of resistance (and a very nervous Tomb Prince facing off against an angry Stegadon). Both sides had sustained terrible losses.

TOMB KINGS DEAD AND BURIED: LIZARDMEN VICTORY!

HIGHLIGHTS OF THE GAME

As the carrion descend to pick clean the bones of the slain, Adam and Andrew discuss their favourite moments.

With two cracking games behind them, Adam and Andrew will readily admit that Battle Reports are definitely one of the best parts of spending time in the White Dwarf bunker.

Andrew: The game seemed to revolve around two key combats fought in different locations. The first, which went my way, was the clash between the Carnosaur and the Necrosphinx. I don't think either of us has expected that to be so one-sided, but Killing Blow can sometimes do that. The other fight was between the Saurus Warriors and my big block of Skeleton Spearmen. I thought I had done enough by whittling down your Saurus. They had really scared me in our first game, so I made a point of shooting at them a lot, but you managed to pick the fight carefully enough that you tipped the odds back in your favour with devastating effect.

Adam: You're right of course – I spent a long time mulling over exactly how to make it work. It's great to play a nice, relaxed game where you can really dissect the battlefield and work out how to get things to go 'just right'. My contemplations were probably Slann-like in their duration, but it worked out in the end.

Andrew: The game had lots of exciting moments aside from those big fights too. I really enjoyed wreaking havoc with the Sepulchral Stalkers. They transmogrified some hapless lizards and then positioned themselves for even more devastation before your Salamanders cut their day in the sun sadly short. For me, the fun parts were where my Tomb Kings did what the do best: namely using a combination of magical powers and the might of the Tom Kings to turn humble 5 point Skeletons into stone-cold killers.

The most fun that I had in this game was the visual appeal of it all – monsters running amok, smashing into ranks of enemy troops and having titanic struggle across the battlefield. When three of the biggest monsters in Warhammer charge into battle in the same turn, you know you're having a fun game.

Adam: I couldn't agree more. For me, the stand-out memory was the Stegadon racing to the rescue of the Troglodon. It was a Pyrrhic victory, because he arrived too late to do anything other than avenge his fallen ally, but it looked perfect and it was really fun to 'nearly' pull off quite a tricksy little manoeuvre.

I think that sums up the game for me. The Lizardmen are really enjoyable to use an with some careful forethought they can b absolutely devastating. There is such synergy between the units too – the Bastiladon with Solar Engine making my cold-blooded warriors fight faster, the Lo of High Magic increasing the fighting potential of my Saurus Warriors, even litt things like the way that the Skink Cohort embodies tiny Skinks teaming up with massive Kroxigor. It's as much fun visually as it is to play with, and I found that very satisfying.

Andrew: The final word probably wants to go to our all-too-brief first game. Those two turns that we did play were packed fu of some really fun moments (and you can read about them later). Rather than put u off, that fired our enthusiasm for a remato which turned into a tense deathmatch: tw games for the price of one.

THE POST-BATTLE REVIEW

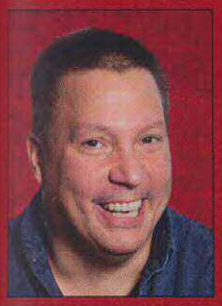
A trio of pundits comment on the game: Tomb Kings author Robin Cruddace, Lizardmen writer Jeremy Vetock and White Dwarf Editor Jes Bickham. Behold their words!

As the author of Warhammer: Tomb Kings, Robin was swaddled in sand-blasted rags and waving a dusty femur in support of Andrew.

As a big collector of Tomb Kings I was rooting for Andrew in this one but alas, it wasn't to be. I think Adam's Slann Mage-Priest proved a real thorn in Andrew's side, Quezunka's prowess at dispelling all those Nehekharan augment powers a subtle but important factor throughout the game.

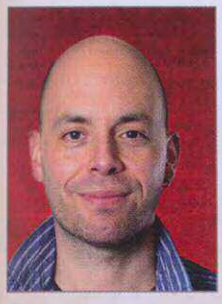
But the Lizardmen didn't have it all their own way. There were giant dinosaur-monsters aplenty, but more than one rampage was halted on the ends of Khemrian blades or the Necrosphinx's claws. For me, these hulking statues remain the premiere monster killers in Warhammer, the combination of high Toughness, Killing Blow and Decapitating Strike special rules a terrifying prospect for any opponent.

All credit to Adam, he kept hacking away at the Tomb Kings until all resistance was crushed. The way he set up the charge that destroyed King Nekhenaten was brilliant, then using Hand of Glory and the Solar Engine to out-augment the Skeletons, beating them at their own game. Revenge now falls upon the shoulders of Prince (or should I say King) Neher. The King is dead! Long live the King!



As well as writing Warhammer: Lizardmen, Jeremy is no stranger to White Dwarf Battle Reports.

First off, I knew Adam was going to win. I felt this way partly because he's a tactically formidable general, but mostly because he named his Slann Mage-Priest Quezunka. I mean, c'mon, that's a powerful name! I was planning on offering insight, strategy and design intentions in my commentary, probably using words like 'flexible' or 'synergy', but I think Adam's play highlights these better than any words. Just looking over the sledgehammer of an army list Adam put together had me feeling sorry for Andrew before the battle even began. At least Andrew was quick enough to stop the Terradons from dropping rocks and the Troglodon from unleashing its roar, or it would've been worse. As the players say themselves, regardless of victor, a game between sporting opponents is made of win. And a game replete with giant monsters clashing? Well that's even better. Without reverting to exaggeration or hyperbole, I say now to all non-Lizardmen players: go ahead, start soiling yourself and running away in fear. It's over: the Age of Reptiles has returned (cue Carnosaur roaring and fade to black).



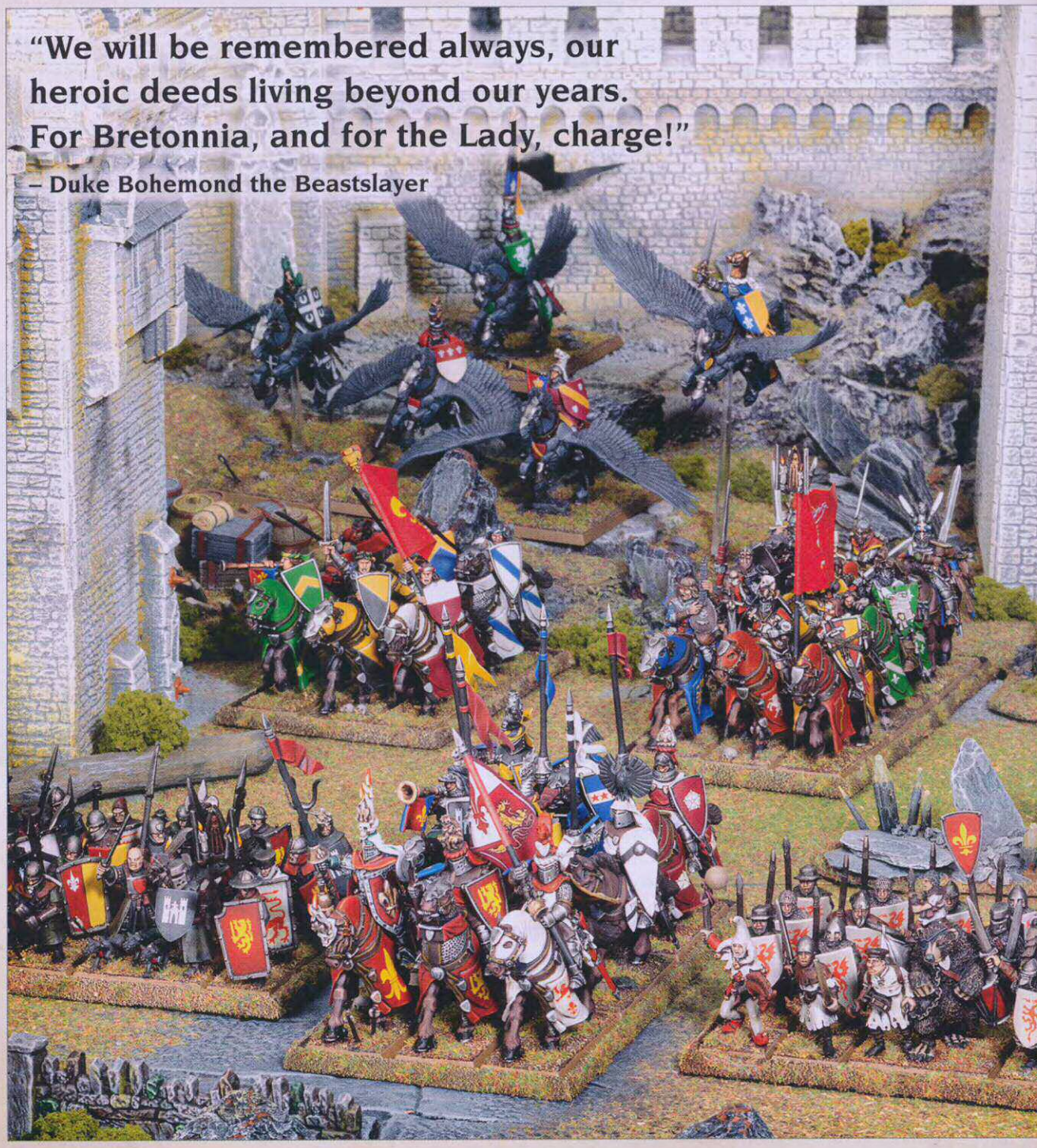
Having not had much luck in Battle Reports recently, Jes was keen to foist the 'curse of the White Dwarf Editor' onto Andrew's shoulders…

The most disconcerting moment in the Battle Report for me was not the brutal initial game that saw Adam smash Andrew's forces in two brief turns, but walking into the Hobby Room to see the participants demonstrating how a Bastiladon's tail attack works; there was rather too much waggling of bottoms for my liking. But this aside, what a terrific clash this was to watch; utterly brutal stuff that saw a pleasing mix of foot troops and giant monsters go at each other with no quarter asked nor given. (That it was played by two sporting gentlemen – Andrew and Adam being civil, polite types – made it all the more enjoyable.)

It was a shame we didn't get to see what the Carnosaur and Troglodon can really do, but Adam's canny generalship meant that losing two such big hitters didn't forfeit him the game. By the same token, the Terradons didn't really shine either; when used effectively, they can devastate units by dropping rocks on them. Nevertheless, there was enough drama on display elsewhere to more than make up for any such small disappointments.

ARMCHAIR GENERAL

Honour, pride and glorious charges: this is why Duncan Rhodes loves his Bretonnian arm Having stabled his horse, Duncar shows us his gorgeously-painted army and tells us why he's so enamoured with the Lady.



"We will be remembered always, our heroic deeds living beyond our years. For Bretonnia, and for the Lady, charge!"

– Duke Bohemond the Beastslayer

Duncan: For me, Warhammer really came alive about a year ago when I ran a campaign for my friends using the Blood in the Badlands rules. I decided to use my Bretonnian army in the campaign, but up until then I'd only got a small army painted. Over the course of the campaign I not only found myself with many more painted, but also with an army replete with stories and characters.

Bretonnia has always been my favourite Warhammer army, from both a visual and a background standpoint. The Bretonnians have this thing going on in that each of their characters is a noble, each of their knights is a noble, and they all have a different bunch of retainers, and when they go to battle they'll either leave those retainers back at the castle looking after their lands or bring them with them. And that started me thinking about making different characters, and then about who they'd bring with them to battle. It's that same methodology that informs how I built my army. The army has grown by me painting knights, and then peasants to accompany each one, forming them up into units as I go – if you look closely at the peasants and the knights, you'll see that each of the peasants shares their heraldry with one of the knights. I imagine it's how a Bretonnian army would muster for war in the background, with the knights summoning their peasants to battle. I imagine that the knights wouldn't pay any attention to the peasants on the battlefield either, so I don't pay much attention to what the peasants are doing. They're completely expendable.

There are two important rules that I stick to when playing a game. The first – and most important – rule is that no peasant unit is allowed to charge before a knightly unit. That's a dishonour as far as I'm concerned, so my peasants will simply stand there and not charge until one of my units of knights has charged. And of course, when it comes to declaring charges with my knights, the general is the most important of these, so he gets the honour of declaring the first charge, and then everyone else follows suit. ▶

Duncan is one of the army painters in the Studio's Hobby Team, painting rank upon rank of fantastic miniatures for his day job. But that never stops him painting furiously in the evenings too.

1 I always try to charge a powerful enemy unit with two units of knights at the same time, to maximise the chances of victory.

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▶ My second rule is to do with the Blessing of the Lady, which I always opt to use because it's brilliant. But part of the rule is that if you voluntarily flee with a knightly unit, you lose the blessing, which as far as I'm concerned is a huge dishonour. Sure, some of the knights might want to flee, but when they see their comrades staying they'll stay too as they are afraid of losing face to the other nobles. So in my army the knights always stand their ground. Sometimes this means the game goes horribly wrong, but on the other hand it means that when they do hold their ground and win the fight, it's that much more memorable. The peasants, on the other hand, can flee whenever they want. They're just peasants, after all.

When I fight a battle, I always have two units of knights and a horde of Men-at-arms, plus the General and the Battle Standard Bearer. Usually they'll go in separate units of knights, but they'll deploy next to each other and they'll aim for the same unit. With units of knights, it's really important to break a unit on the turn you charge, as they don't have the numbers for a long, drawn-out fight. If I've prayed to the Lady and I've got a little bi of luck on my side, which I tend to do when I pray to the Lady, I'll do so many Wounds that the enemy will lose its Steadfast bonus and run. But I need to cause a huge amount of damage to do thi which is no sure thing with only a single charging unit. But if you've got two units i there, you'll hit them twice as hard, and between them they'll got the staying power to survive. Now, they won't always both get in at the same time, but if you ca think ahead and prevent the enemy getting a flank charge in on you on his tur using the peasant hordes to get in the wa and delay the enemy from charging you f at least one turn, that means on your nex turn the second unit of knights can charge in and they can usually do enough damag between them to overwhelm the foe.

I use my peasants towards the flanks or in the middle, and they'll generally try to do holding actions while my knights try to overwhelm units on the other flank.

1 I really like the Pegasus Knights – they help put that little bit of Warhammer weirdness into the Bretonnian army. I've done quite a lot of converting to the models, to make them look more dynamic on the battlefield. In games I dispatch them to hunt down enemy war machines or lone characters.

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2 The Questing Knights are quite different to the other knightly units. They're there for a static, drawn-out fight, in comparison to most Bretonnian knights, who rely on breaking the enemy unit on the charge. I really like them because of their questing aspect; they, more than any of the other knights, have to prove their worth by performing acts of heroic self-sacrifice. As a result they usually get killed in each game, but sometimes they survive, such as when they held their ground against a charging unit of Ironguts.

3 My General is Sir Raison d'Etre. He was a Grail Knight but is now a bit of a hermit and a reluctant hero, so he doesn't have that many followers. The honour of declaring the first charge each turn falls to him, and he'll always challenge the most powerful enemy hero he faces. He'll join the Questing Knights.

I usually have a spattering of smaller units of knights too, such as Knights Errant, and they're there to delay the enemy. The overall strategy for my whole army is really to deliver a right-hook or left-hook blow to the enemy army.

I like the fact with the Bretonnians that the knights are really really good, and the peasants are really really bad, and there's nothing in between. I think that's an important aspect of what makes the army special. Having that gap in between them is what makes them different from the Empire. I can't rely on a solid infantry unit to hold the line. Instead I need to charge with my knights, not hold back and defend. It's like an interesting character in a movie; they're defined by their flaws, not by their strengths. If they were good at everything, there wouldn't be a challenge, and the interest would go for me.

It wasn't until we started the campaign that I really got into the swing of the army. The campaign began to create stories and ▶

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▶ encouraged the players to play scenarios that are a little bit different. So the game started to come alive in that we started creating characters with personality and background. And as it tends to in a campaign, these characters began to form alliances – and rivalries – amongst one another. So my friend Andy had an Ogre Hunter, Narek Greyback, who became the nemesis for one of my knights on foot, Sir Lavie. We developed this story that grew on its own. They started out as a bit of brotherhood, allying against Chris Peach's Vampire Counts, but then Narek stabbed him in the back. Eventually Narek killed him, so I brought in his son, Sir Latrine, who'd go hunting him on the map. He started out as a Knight Errant, until he defeated Narek in combat and became a Knight of the Realm. We had a joust to celebrate and everything, during which Narek escaped.

And that's why I love playing Warhammer so much; not to see who wins and who loses, but for all the great stories that you're left with. ☠

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1 The Knights Errant are only a small unit, but they can still pack a punch when they charge. I use them to delay the enemy.

2 Sir Latrine has the Virtue of Empathy, which allows any peasant units within 12" to use his Leadership. I make sure that he's right in the centre of my peasant lines, to stop them fleeing at the drop of a hat. The idea behind this unit is that it's Sir Latrine's entourage while he's out on his quest. He's killed a Dragon, hence the skull and his choice of heraldry.

3 We did find that during the course of the campaign that troops would create their own personalities. So Concord, the champion of my Peasant Bowmen, through some bizarre twist of luck, always did amazingly in games. He managed to kill a Hell Pit Abomination in close combat once, through sheer fluke of course.

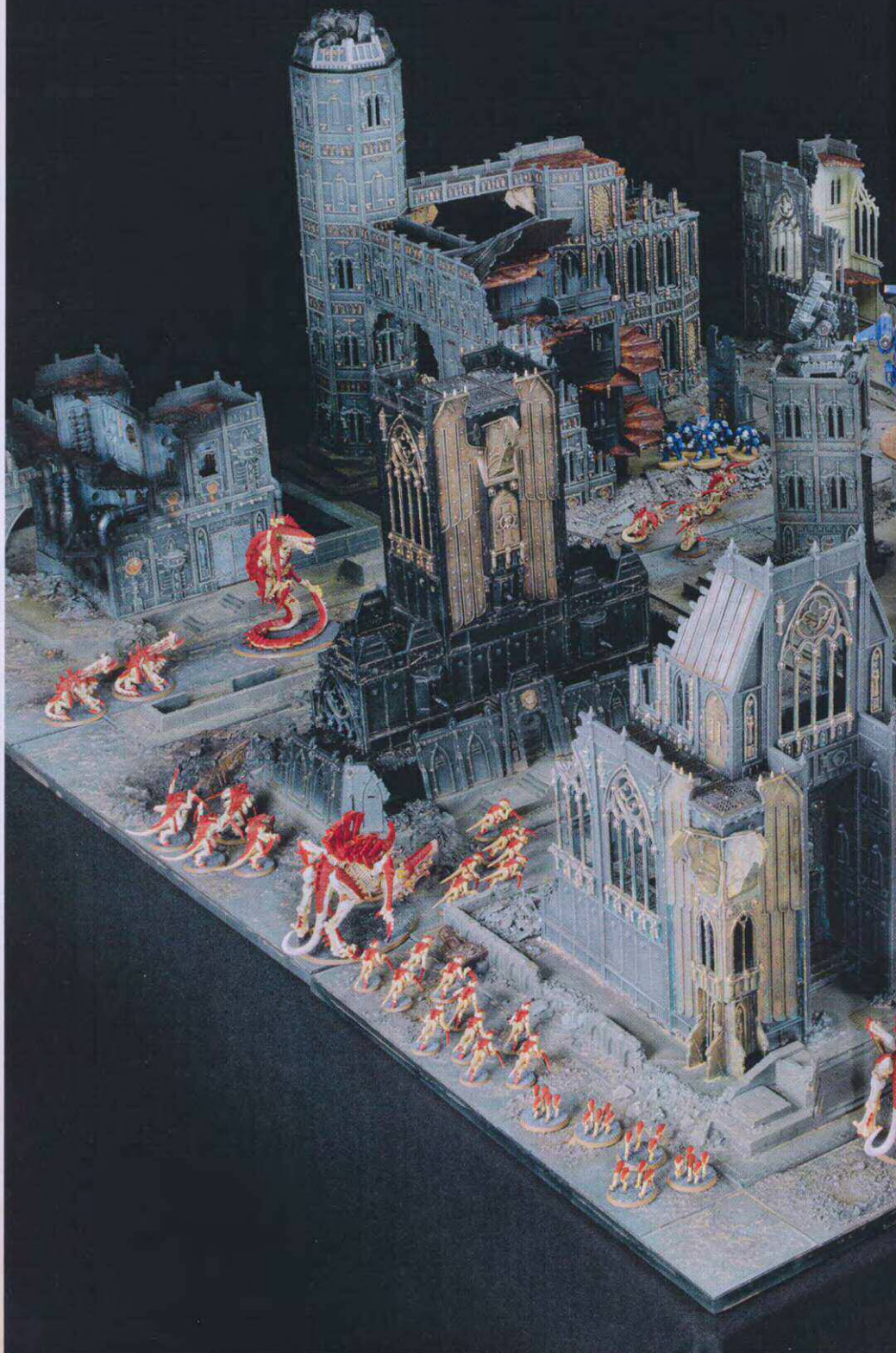
4 This unit is made up of Bertrand le Brigand and his retinue. I use them to bait out charges, as well as to save the damsel in distress if there is one.

5 This is the combined peasant levy of my original unit of Knights of the Realm. I wanted them to look like a rabble, as I imagine the knights who provide them don't care how many there are or what gear they carry so the models have random shields, weapons and armour. The back ranks are the worst equipped with pitch forks and other makeshift tools. Characters never join this unit, as I consider them to be completely expendable. They are usually obliterated, but I love them to bits because they provide so much entertainment in a game.

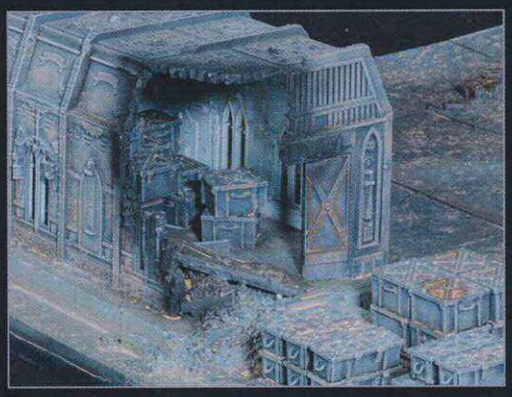
BATTLEGROUND

SPYRAL PRIME HIVE CITY

Warhammer World is home to some of the most inspirational battlefields in the world and the Spyral Prime Hive City is no exception. Ray Dranfield and his team of battlefield architects tell us more about how they built this war-torn metropolis.



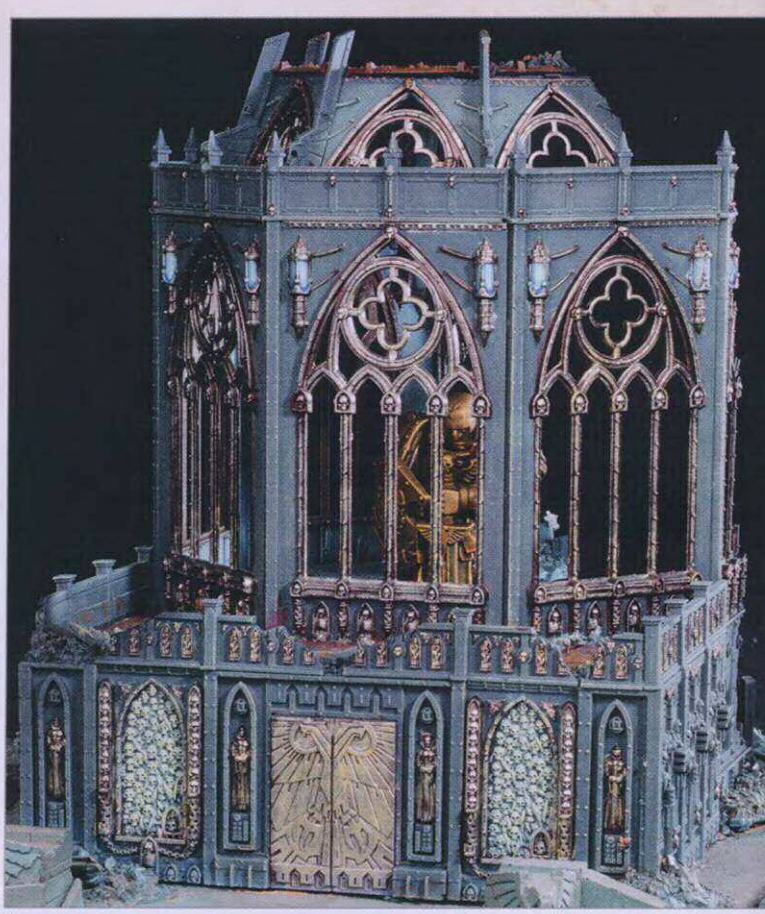
This warehouse has been blown open to reveal stacks of ammunition boxes. Extra girders have been used to reinforce the roof and make the building appear more heavily armoured.



By cutting up the ruined wall sections, Ray and his team made the buildings look as though they had suffered serious collateral damage.

"Every building has to be unique," says Ray. "That was my brief to the guys when we set to work on this board. There's so much you can do with the Warhammer 40,000 building kits and we wanted to show how versatile they are." Listening to Ray and his team talk about their latest project, it becomes clear that planning was crucial to the construction of the board. "We were using the Forge World city tiles," comments Mick Cudworth, "so every building had to sit on its own plinth. We planned every building very carefully to ensure they would fit properly."

Each building has a story behind it too – a role to play in the Imperium. "It was important to use the right parts and not just a mismatch of bits to create them," explains Gareth Williams, "otherwise we'd end up with buildings that looked visually incoherent." Cohesion, it seems, was the buzz-word of the project as Ray and his team worked tirelessly to ensure that all the buildings worked together in harmony, including their various colour schemes (which you can see more of in Paint ▶



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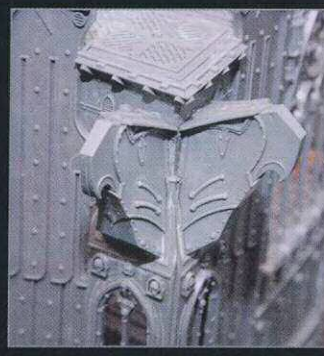
1 Every building on the table is a slightly different colour. "It would have been easy to paint them all grey," points out Mick, "but that would have been boring. Instead we came up with several colour palettes that were all slightly different, but would still look cohesive."

2 "Gareth was mad for attempting an octagonal building," jokes Ray, "but the end result is very impressive. Before you start an ambitious conversion like this it's important to get your angles right as one wrong cut would have lead to a very wonky chapel."

3 "This pumping house was great fun to build," says Gareth. "I feel that the interior of a building should receive just as much attention as the exterior, so I filled it with pipes, ladders and half-floors, just like the inside of a real industrial building would be."

Nothing went to waste on these buildings. The off-cuts from the buttresses (seen below) were used to make the ornate roof.



The double-headed eagle is one of the most recognisable symbols of the Imperium. By combining two wall sections from the Shrine of the Aquila, Ray was able to build this impressive and very imposing Administratum building, which looms over the street below.

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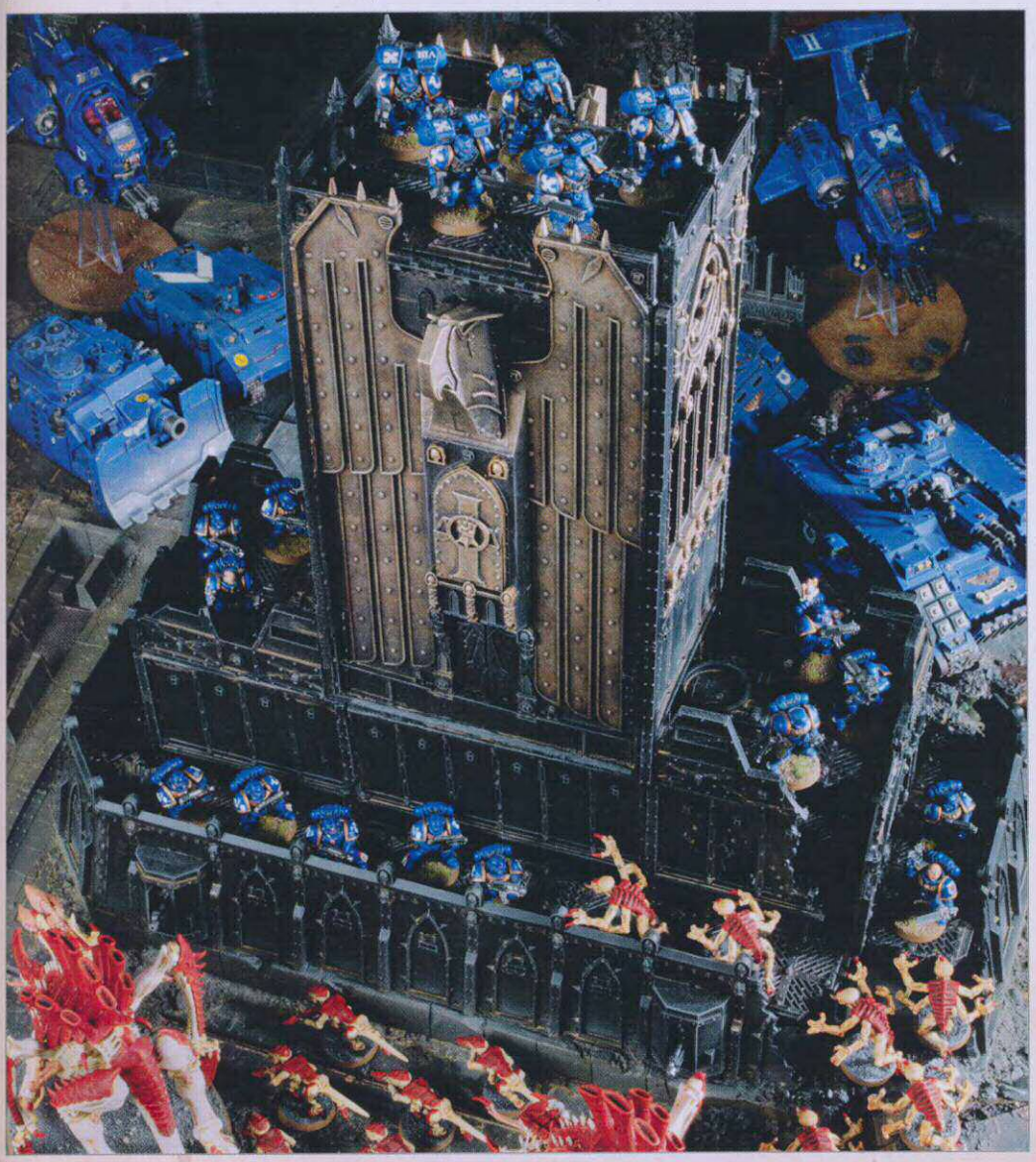

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1 "The icon for the Adeptus Arbites is a clenched fist holding a set of scales," explains Mick. "Using a bit of plasticard and a Crimson Fists symbol, I was able to make a fairly accurate rendition of it on the wall of the building."

2 "We wanted the precinct house to be heavily armoured on the ground floor," comments Ray, "to make it look like it could withstand a riot – a regular occurrence in any Imperial city. The curtain walls from the Fortress of Redemption are sombre and functional and looked ideal for the job. We imagined Arbitrators firing out of the weapon ports and into the frenzied crowds – it's a wonderfully bleak image of the future."

3 The Adeptus Arbites precinct was painted a sinister black – the only building on the board to be painted that colour. "Painting it black makes it stand out from the other buildings," says Mick. "It's a visual reminder to the population to obey the law at all times."

All the off-cuts from the buildings were saved and used as rubble. The sand gives the impression of smaller bits of masonry.

Modular movement trays are idea for making roofs. Support girders glued across the joins strengthen the joins and provide detail.

Splatter on pages 116-117). "It's all very well making a unique building, but if it doesn't fit thematically with the rest of the terrain it will just look out of place," says Ray. "Another challenge was battle damage – the board had to look realistic, with rubble and fallen masonry littering the streets, but it also had to be functional for gaming on – getting the right amount of debris is a challenge in its own right."

Looking over the sprawling metropolis it's clear that Ray's team really pushed the boundaries of scenery making. "The kits are designed to be assembled in straight lines and right-angles,"explains Mick, "but Gareth insisted on making octagonal buildings – he really showed what you could do if you put your mind to it." Not to be outdone, some of Mick's buildings also took on strange shapes – the landing pad in particular. "It's actually an inverted missile bastion from the Fortress of Redemption with the Skyshield Landing Pad on top." The end result is a board covered in unique conversions, but ones that aren't as difficult to do as you might think. "My advice," concludes Ray, "is to decide what your building is, plan out how it will look and then start building. Given enough time, a saw and a little courage, you can create anything." **DH**

1 This pipe-covered edifice is Ray's favourite building. "The plinth on this board tile was an odd shape, so I came up with an equally odd-shaped building to sit on it," explains Ray. "Originally the building was hollow, but I managed to fit a few pipes inside and liked the look of it, so I filled all the rooms with pipes. On a practical note I have no idea how people would get into the rooms to inspect the pipes, but that's part of the fun – it's meant to be strange and impractical, just like the Imperium."

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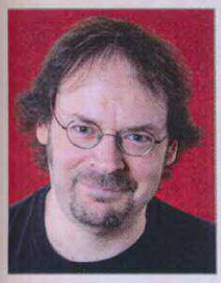
Forge World

HALL OF FAME

This month we are proud to welcome our first ever nominee to the Forge World Hall of Fame, a sister collection to the Citadel Hall of Fame. Each entrant will be chosen by elite designers, artists and painters.

DARK ELDAR TANTALUS

SCULPTED BY DAREN PARRWOOD
NOMINATED BY STUART WILLIAMSON



Stuart has designed loads of Forge World's amazing kits, and has worked alongside Daren many times in the past.

Stuart: The Dark Eldar Tantalus is a really eye-catching model. I remember when Daren was sculpting it very clearly, because Daren and I were working quite closely at the time – both sculpting Dark Eldar models, as it happens. While I was sculpting the somewhat smaller Dark Eldar Reaper, Daren had the unenviable task of bringing all the qualities of the Dark Eldar vehicles to a much larger kit. As it took shape I was really impressed at the graceful, flowing lines that Daren incorporated into the shape of its hull and sail in particular.

This 'flowing' can be seen in the way that the hull curves around into a sweeping blade that makes the wings at the rear of the vehicle or the bridge that passes over the two sides of the hull, for the sail to sit upon. It really does look very elegant, and that's no easy task for a large model made of resin such as the Tantalus. With this model, I think Daren has proved that bigger does not have to mean bulkier or clumsier – it has all the menacing elegance of the rest of the excellent Dark Eldar range and I happily nominate it to the Hall of Fame.

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1 "The sail on the Tantalus is especially good – I really like the crispness of the cutaways in the centre and at the edges," says Stuart. "The Tantalus is a pleasing combination of war machine and work of art."

2 "Usually working in resin makes things more straightfoward, I think," says Daren, "but the Dark Eldar Raider and Ravager have detailed plastic decking plates for the floor, and you can't make something that fragile in resin. The solution, as it happens, was to make a specially cut brass etch flooring section instead."

Daren: I'm grateful to Stuart for nominating the Tantalus to the Hall of Fame – the first ever Forge World miniature to receive the accolade. It's interesting that he chose this one too, since designing it became a very involved task for me.

As a model maker, whenever you are called to work on something that is based upon the designs of another, there is always a certain weight on your mind that you do it justice – and that's how I felt working on the Tantalus. Jes Goodwin and the Citadel miniatures team in the Design Studio have created a strong look for the Dark Eldar and their vehicles, so I wanted to produce something that integrated with them seamlessly that not only pleased collectors, but also respected the source material. To ensure that loyalty to the source, it involved not only a lot of conceptual work, but also a great deal of time ensuring the shapes, lines and curves has the correct Dark Eldar 'look'.

It's an honour to see a model that I worked so hard on and am so proud of nominated to the Hall of Fame.

Daren has been a part of the Forge World studio for a decade, designing everything from tanks to jetbikes.

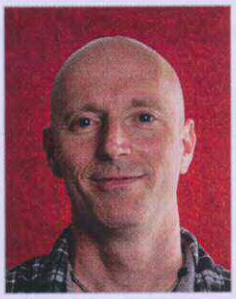
MAKING MONSTERS

"Over the aeons, the Lizardmen have developed or learned to harness the fearsome predators of Lustria, using them both as beasts of burden and as devastating shock troops in war. From the bloodthirsty roar of the Carnosaur to the undulating shriek of the Troglodon, the jungles are filled with the primordial sounds of reptilian monsters."

– Warhammer: Lizardmen

MAKING MONSTERS: REPTILIAN EVOLUTIO

Seb Perbet, Matt Holland and Alex Hedström explain the evolution of the new Lizardmen beasts of war.



Seb, Matt and Alex have spent the last few months splicing gene-pools to create the new Lizardmen monsters – towering reptilian beasts overflowing with the indefinable essence of Warhammer.

Seb Perbet: I was the first designer to start work on the LIzardmen project and, unashamedly, my first thoughts were of dinosaurs. It's no stretch of the imagination to see the influence that the triceratops had on the existing Stegadon kit and how well it fits with the Lizardmen range, so that's where I started looking for ideas.

I wanted to create a range of monstrous creatures that would set the Lizardmen apart from all the other races in the Warhammer world. We already had a few smaller beasts such as the Salamander and the Terradon, while the Stegadon and the Carnosaur fulfilled the role of larger monsters, but I wanted to create an even broader range of megalithic meta-lizards to fight alongside their smaller cousins. My first port of call was the Carnosaur, which I felt needed beefing up. As the apex predator of the jungle I just didn't feel that it was big enough. I had a chat to Trish Carden who sculpted the original model t find out where she got her inspiration – it certainly didn't look like any creature tha could find. It turns out that it wasn't directly influenced by anything; it was on of those models that came fully-formed from her subconscious. "It just felt right," she said. I liked how the Carnosaur appeared to be quite evolved – more lik a mammal than a lizard – with proportion forearms and a smaller head (unlike a T-Rex, for example) and I continued that theme when I sculpted the new model, making the front arms bigger and more muscular, the neck shorter and the head proportionally smaller. For the Troglodon wanted a monster with a different personality to the Carnosaur, one that wa less aggressive and more creepy; something that even other Lizardmen would look at and say "what is that thing?

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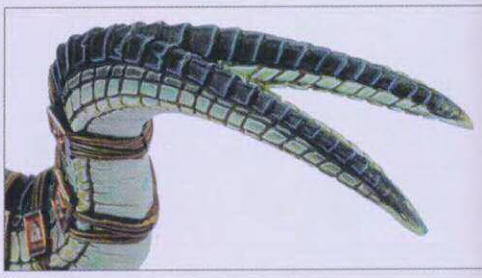

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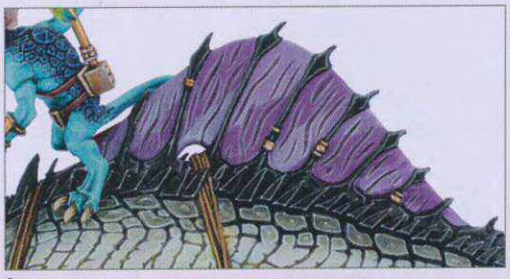

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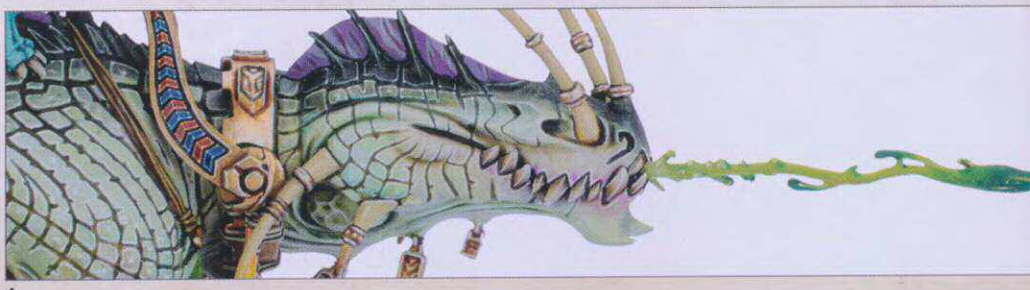

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1 "I imagine the gold plaques are dedications given to the Oracle by other Lizardmen out of respect for this holy beast," explains Seb.

2 The forked tail shows that the Troglodon is blessed by Sotek the Serpent God.

3 "The bladed sail along the Troglodon's back gives it more sinuous profile tha that of the Carnosaur," comments Seb.

4 The Troglodon can spit a vile gob of poison. This i an alternative piece to th forked tongue.

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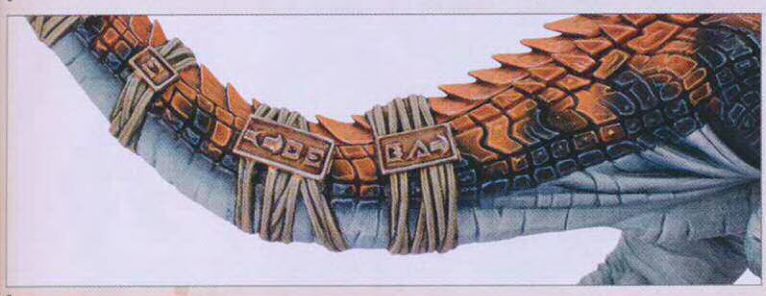

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5 The Carnosaur towers over other beasts – it's the true king of the jungle.

6 There are two Carnosaur heads in the kit – this one and an alternative one for Grymloq, Kroq-Gar's legendary mount.

7 The transition from leathery skin to armoured hide is the perfect place to apply a pattern to the Carnosaur. This one has been painted using a striking combination of grey, black and orange.

8 The dedications to the Carnosaur are made out of fear rather than respect and tied around its tail by the Oldblood rider.

9 The Carnosaur's 'hands' feature vicious talons for gripping their prey while they rip them apart with their powerful jaws.

▶ Matt Holland: There's a definite feel of the Lizardmen's serpent god Sotek about it, what with the long neck and the forked tongue and tail.

Alex Hedström: I think it's got something of a catfish look to it with all the quills on it's head. I get the impression that it flicks them out to feel its way around the subterranean caves where it lives.

Seb: The head, particularly its mouth, was also heavily inspired by crocodiles. Their teeth overlap in a really menacing way and their mouth is contorted into a wicked smile. I also smoothed over the eyes to make it blind. In terms of evolution this is something that really does happen to cave-dwelling creatures that never see the light of day, so it made sense. I changed the Troglodon's profile even further by adding a large bladed sail and a forked tail to mark it out as a holy creature. The albino colour scheme fit it perfectly – troglofauna often lack pigmentation to their skin and white-skinned Lizardmen are revered among their race.

Alex: The combination of creatures was something that really appealed to me about this project. Working from Seb's concept sketches I built upon the idea of the Bastiladon, which incorporated lots of different ideas from all over the place.

Matt: The base design could be likened to an ankylosaur, what with the big mace tail but that's where the similarity ends.

Alex: Yeah, the ankylosaur is boring – it isn't 'Warhammer' enough. I had in my mind a living tank – a battering ram with a face. Armadillos, tortoises and all manner of microscopic creatures made their way into the design, some of which are utterly terrifying when you see them magnified. You'll also notice how the carapace on the front has grown into warlike scythes – everything in the world of Warhammer is designed for war and the Bastiladon is no exception. I can just imagine it barging into an enemy unit with jaw snapping, feet stomping and snakes flying out of the ark on its back while the poor Skinks on its back hold on for dear life.

1 Kroq-Gar joins an ever-growing family of special characters being made into plastic kits.

2 Grymloq wears an ornate golden headdress to distinguish him from other Carnosaurs.

3 Grymloq's scales are a deep red and black, the perfect colour for such an aggressive beast.

4 A sickle-shaped talon is raised, ready to impale an unlucky foe.

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FIRST AMONG MONSTERS

It was 16 years ago when the Stegadon, sculpted by Trish Carden, was released. "It was one of the biggest models at the time," comments Trish, "and a landmark in miniature making. I recall using elements from a triceratops, a rhino and an elephant in its design." When the Stegadon was reborn in 2009 at the capable hands of Dave Thomas and Martin Footitt, it had a distinctly more Warhammer feel to it. "This was one of the first large plastic monster kits for Warhammer," says Dave "My first thought was to evolve the head, to make it smaller, more aggressive and more warlike – the beak was inspired by a terrapin of all things." While Dave worked on the beast, Martin sculpted the iconic howdah. "I made it in several platforms so that it would roll with the movements of the Stegadon," adds Martin. "The spars that hold it up are rammed into the tough scales on the Stegadon's back – I don't think that bothers it too much."

The Stegadon comes with a staggering number of options, including different heads, horns, crests, howdah weapons and a choice of two heroes – a Skink Chief and a Skink Priest – to ride it into battle.

1 "I wanted to give the Terradon riders a ranged attack," says Matt about the Lizardmen's flying cavalry. "A sling with a rock in it didn't feel exciting enough and, after a little tinkering, I settled on flaming leeches. Not only was it an opportunity for a bit of fun, but it adds a unique texture to the models (fire!) and gives them a really dynamic action pose."

2 "I imagine the Bastiladon to be incredibly aggressive and bad-tempered," says Alex. "When I was designing it I could see it charging forward, low to the ground and head down. The force of its armoured body would pulverise enemy warriors on contact and those that didn't die would find themselves covered in a tidal wave of snakes. I picture it as a 'crush first, ask questions later' kind of monster."

▶ Matt: That's a good point about the Skinks actually, and something that I was acutely aware of when I was designing the Terradons and the Ripperdactyls. It may be a sweeping statement, but in Warhammer the good races generally work in harmony with their mounts, while the evil races tend to bind them into slavery. The Lizardmen straddle that line.

Seb: While the Skinks have a harmonious relationship with their mounts, the Saurus tend to beat theirs into submission. That's why the Cold One riders and the Carnosaur Oldblood have saddles and mounted Skinks don't. The collar on the Troglodon is only there for the Oracle to hold on to so it doesn't fall off.

Matt: It's the same with the Terradons – the Skinks and the Terradons have a mutual respect for each other, which was something that I wanted to convey with the models. The design of them was already well-established but I wanted the Terradons to be bigger and the riders more muscular and athletic than their predecessors to make them stand out as being from a unique spawning. I also wanted their ability to drop rocks to look more premeditated, as if the Skinks had been training their mounts to drop specially crafted stone orbs on the enemy

Where the Terradon is avian in appearance, the Ripperdactyl is more piscine. My original idea was to make a flying piranha and I'm pleased to say that the idea survived all the way to the final sculpt – the vicious underbite with the bladed teeth and the staring mad eyes give the Ripperdactyl a very different appearance to the Terradons. They may have come from the same evolutionary tree once, but they've diverged so far as to be almost unrecognisable from each other

Seb: That's the exciting thing about the Lizardmen army for me – the massive breadth of the monsters now marching (or flying) alongside them into battle. It make for a unique and rewarding painting challenge and a very exciting spectacle on the battlefield. **DH**

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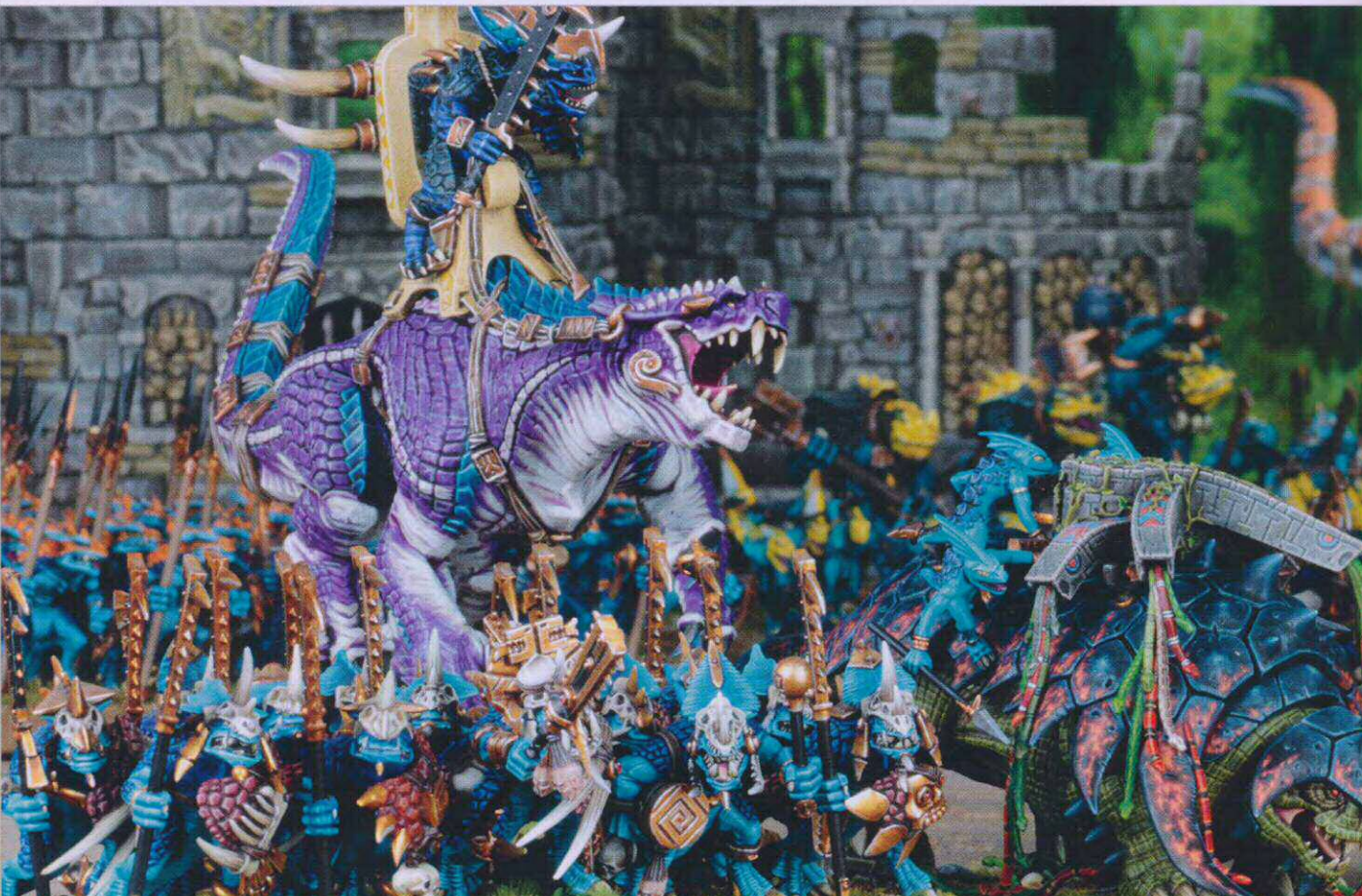

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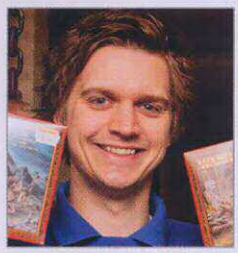
WAR DIARY

ARMIES ON PARADE 2013

This month our seven hobbyists continue their efforts to complete their displays for Armies on Parade – with months having passed, they should be roughly halfway there by now. Let's see how they are getting along...



Chris' evenings have been filled with hobby joy for the past month as he has painted some of the most impressive models for his Vampire Counts army.

DEAD MEN WALKING

Chris has had a real treat this month, painting some centrepiece models for his display.

Last month Chris spent a great deal of time painting his enormous Zombie horde, breaking up the task by spending some time on Isabella Von Carstein and a Spirit Host. This month he has operated on the same system, rewarding his efforts painting rank and file models (the whole unit is still in progress) by painting some of the models that he is most looking forward to. That's how he came about to paint a Tomb Banshee, Cairn Wraith, Varghulf and a unit of Blood Knights. "I wa really excited to paint the Blood Knights," Chris explained when we asked him abou them. "So I used that enthusiasm to fuel painting more of my Zombies. Nothing gets you fired up for some hardcore hobb like finally putting paint on those models you've been longing to do, and that was definitely the Blood Dragons. Between painting them and the other models I had done this month, I've had a lot of fun."

THE MARCH OF THE BLOOD RAVENS

Nick's slow start has blossomed into real results this month, with a completed Tactical Squad.

As predicted, Nick has risen to the challenge of painting models to an amazing standard and at a dazzling speed. Casting off his relatively slow beginnings last month, Nick proudly delivered this Blood Ravens Tactical Squad in plenty of time for us to show it in the magazine. "It's time to really pick up the pace now," he explained when he handed them over. "I work best under pressure, so game on!"

Nick has started taking the War Diary challenge very seriously over the last month – he's determined to bring his best work to the Parade day.

A BELLY FULL OF EXCUSES

Carl has slipped back a little, according to his plans this month, but he's promising a strong comeback.

Carl's plan was to complete a regiment of Ogres this month, but with a host of delays (the kind of real-world pressures that any hobbyist will sympathise with) he's found time slipping between his fingers like the sands around the Mountains of Mourn. All is not lost, however, he did succeed in getting his Ogre Hunter and one Ogre warrior finished, "I'll have caught up next month," he added. "Just wait and see."

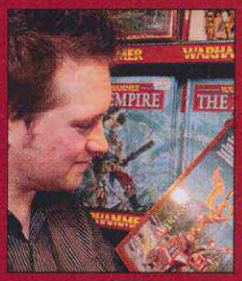
When he's not hidden away painting his Ogres, Carl is usually hard at work laying out the glorious books and Codexes published by the Design Studio.

Eddie's spent so much time painting Harlequins this month that he now sees chequerboard patterns when he sleeps. We think they look great.

ONCE MORE INTO THE WEBWAY

Between Jetbikes and Harlequins, it's clear as day that Eddie has been a very busy man.

"I think I may have bitten off more than I can chew," Eddie responded, when asked how long the chequerboard pattern on his Harlequins has taken him. "It's not that it's a very difficult technique to accomplish, it just requires a lot of patience to get it right." Well, as far as we're concerned, the effort has been well worth it – we'll try and get him to show how it's done in a Paint Splatter article soon.



Dan has been an unstoppable hobby machine this month, finding time to paint plenty of Tau models, in addition to his efforts for the War Diary.

THE EMPIRE RISES TO GLORY

The army of Ostermark gets reinforcements in the form of Empire Pistoliers and a Witch Hunter.

Dan has actually spent quite a lot of his time this month working on his 2' display board, incorporating a Realm of Battle tile and two Fortified Manors. In among all the scenery assembly, Dan still found time to paint a new unit of Pistoliers and a Witch Hunter. "While the Pistoliers are in the colours of my Ostermark army," Dan says, "the Witch Hunter is painted red to match the Death's Heads I painted last month."

THE RELENTLESS ADVANCE OF NURGLE

Jon's mouldering hordes swell once again, as he adds more of Nurgle's Tallymen to his ranks.

"I've actually painted far more this month than you can see here," Jon said, when he gave us this month's submission for the War Diary. "On my painting station I've got a partly painted Herald of Nurgle and a Forge World Plague Hulk that have taken up a fair bit of time." We're keen to see the rest of his Armies on Parade display, but for now we're suitably impressed by his new Beast of Nurgle and Plaguebearers.

Jon Flindall maintains that, just like the plans of Father Nurgle, there is much more going on behind the scenes than you can necessarily see on the surface.

STEALTH TEAM SIGHTED

Dom's plans for a Tau recon force have continued to advance with the addition of a Stealth Team.

Dom's plan has been to get at least one unit painted each month for his display, and this time around it has been the turn of the Stealth Team. Because he completed them without any real trouble, Dom also assembled and basecoated some Crisis Battlesuits ready for next month's efforts. Whilst they are few in number, we're all really impressed at the clean bright colours on these models.

Dom has a theory that a model should always have three dominant colours, in this case he's chosen bright red and yellow and then black as a contrast.

PARADE GROUND

Parade Ground is our feature that showcases fantastically painted miniatures, each a gallery united by a particular theme. This month we look at Warhammer 40,000 squads and their accompanying transports.

XXVII COMPANY, SONS OF HORUS

Duncan Rhodes

Duncan is no stranger to White Dwarf (he's even sharing his thoughts on his Bretonnian army in this issue's Armchair General), and his current hobby obsession is expanding his mighty Sons of Horus army. This Horus Heresy-era army is really expanding at an extraordinary pace, and so far every infantry squad in the entire force has its own vehicle with matching unit markings.

Although Duncan is using primarily Forge World models within this force, there are lots of components from across the Warhammer 40,000 range used as well, From the Company Standard taken from the Space Marine Command Squad to the power mace from the Dark Angels accessories kit to the hooded Grey Knights head worn by the veteran sergeant. It all goes to show how compatible the Forge World Space Marines are with the Citadel Space Marines range.

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1 This Legion Apothecary wears the sea green of his battle-brothers, his white robes and wargear denoting his specialist status.

2-3 Each of the models in Duncan's army has the correct Legion, company and speciality markings.

4 The XXVII Company Command Squad – the squad features a mix of Forge World and Citadel Space Marines.

5 Legion Support Squad VI alongside their Rhino APC. On the side of the Rhino you can clearly see the transfers Duncan has used from the Forge World Sons of Horus Transfer Sheet.

THE SONS OF DECAY

Maxime Pastourel

Maxime is one of the latest additions to the Citadel miniatures design team and he was keen to share some of his amazing models with us. When it comes to models, Maxime is an inveterate tinkerer, and as these models show he has quite the flair for crazy conversions.

The conversions in this unit are so impressive, it's almost possible to overlook the remarkable job Maxime has done painting them, with smooth creamy whites on the armour plates, marred only by oil seeping from their joints and the patches of orange-brown rust.

1

1 Maxime's vehicle features a host of intriguing conversions, including this barrel chimney, complete with rusty banding, jutting from the cupola.

2 When Maxime handed these models over to us, he explained that one thing he enjoyed doing with the squad's customised transport (converted from an Imperial Guard Chimera) was building it so that all of the models in the squad can actually be positioned inside.

2

THE GREY REAVERS

Will Hayes

Will Hayes painted his Carcharodon army at the time when the Forge World books detailing the Badab War were being written and his force fought in a number of campaigns around the Forge World studio.

Carcharodon Tactical squads have the option to exchange their bolters for close combat weapons, so Will has modelled vicious chainblades for five of the models in the squad – so that when it splits into two separate Combat Squads one can offer fire support, alongside the Razorback, while the other charges forwards to get to grips with the enemy.

1

1 The Carcharadons have a tribal culture and often sport tatoos on their skin to mark their allegience to the Chapter. Will has painted a detailed design on the front of his Razorback that must have taken considerable patience to complete.

2 "Carcharodons have a reputation for bloody close combats and vicious assaults, so I splattered mine with the blood of their enemies," Will says of his models. "I also modelled them on urban bases, since they were fighting in cities throughout much of the campaign."

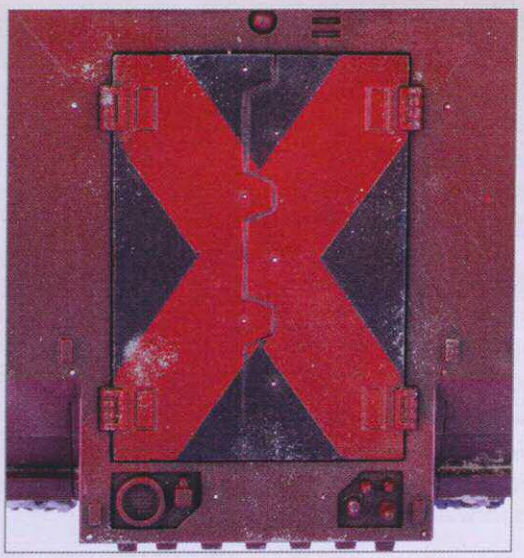
2

FLESH EATERS DEATH COMPANY

Steve Whitehead

When he's not sculpting models for the Forge World studio, Steve seems to spend plenty of his spare time painting Space Marines. He has been slowly building up a Flesh Eaters army for some time now, using models from the Blood Angels range, and sculpting his own details for their shoulder pads.

The dark red armour contrasts well with Steve's chosen detail colours, such as the white robes and wings, the purity seals and the freehand painted fangs. All this combines to make models that look dark, even brooding, but definitely not dull.



1

1 The symbol of the Dea Company is a red coss upon black armour – t Rhino has it painted upon the roof to show who its occupants are

2 The Death Company a their Rhino – Steve ha plans to eventually increase the unit size to 10 models, or mayb even more. Even at the time of writing he has three more in progress on his desk.

2

THE SHRINE OF THE BURNING DRAGON

Chris Pritchard

Chris is a regular opponent of White Dwarf's own Dan, and this unit has fought against him in many games. The Wave Serpent is painted in the blue and white of Chris' own invented Eldar Craftworld Ctho, while the Fire Dragons wear the traditional bright reds and oranges of their shrine.

Chris has a very neat painting style and he has used it to paint freehand flame patterns on the helms of the Fire Dragons, as well as the prow of the Wave Serpent. Chris has kept the colours bold and strong, and the lines very crisp indeed.

1

1 Chris has painted the flame pattern on his Wave Serpent to flow around the force field projector vanes.

2 These Fire Dragons are a regular fixture in Chris' games of Warhammer 40,000 – and they have earned quite a reputation for busting open enemy vehicles with their fusion guns while their Wave Serpent mows down enemy infantry with its shuriken cannons.

2

THE SWORDS OF PURITY

Mark Bedford

Mark is probably the most prolific painter in the known universe – and certainly he had more than a few squads and vehicles to contribute to the cause. We chose this mighty Grey Knights Land Raider Redeemer and squad of Grey Knight Terminators. They are actually part of a larger Grey Knights army that boasts plenty of models from the Forge World range, such as the Redeemer shown here.

All of the models, especially the Land Raider, have been weathered, making them look dirty and battle worn in high use areas, such as gun barrels and tracks.

1

1 Mark's Land Raider Redeemer has Forge World doors that proudly declare its allegiance.

2 The Swords of Purity are among the army's shock troops – in battle they surge forward, protected by their Land Raider, to hurl themselves straight into the fray.

2

Readers' Parade Ground

Every month we receive photos of people's models in our inbox - and we love to share them in our Parade Ground and Kit Bash articles. As these models show, there are some extraordinarily talented hobbyists out there with beautifully painted models to show off. This month we feature Imperial Fists by Tom Moore and an Inquisitorial retinue and transport by Damien Pedley.

1

2

3

1-2 This Imperial Fists Tactical squad and Rhino was painted by Tom Moore, a prolific painter who regularly submits pictures of his models to White Dwarf Daily by email. The Squad has all the correct markings, and even has script painted on to the armour and purity seals.

3 Damien Pedley is also a frequent sight on the pages of White Dwarf and White Dwarf daily – this Inquisitor retinue has a nice combination of small, intricately painted models and a weather-worn vehicle. We especially liked the converted Servitors.

KIT BASH

VETERANS OF THE LONG WAR

Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month we're looking at a selection of Chaos Space Marine squads.

1

NIGHTLORDS SQUAD SOMNUS

John Bracken

John is one of the talented folks behind the hobby weekends and gaming events in Warhammer World. As such, he's also a keen hobbyist who is never far away from his next project. Inspired by the Spyral Prime board the Warhammer World scenery team made (see page 74), and by reading the Horus Heresy novels, John decided he wanted to start a new Chaos Space Marine army of his own to get stuck into some urban combat.

That's how Squad Somnus came into being – the start of a new Night Lords army who would specialise in fighting in an urban environment. To fit that role, John has given the warriors of Squad Somnus plenty of short-ranged weapons, especially vicious close assault ones such as chainswords and lightning claws.

The many parts for these models were sourced from a variety of kits, including the Space Marines Tactical squad, Chaos Warriors and Chaos Space Marines Raptor/ Warp Talons box set. An advantage of keeping hold of all the spare components in a kit is that you'll gradually build up an impressive selection of useful bits like John has.

1 John's painted Squad Somnus, a formidable squad of Chosen Chaos Space Marines of the Night Lords Legion. They have a huge amount of small conversions and spare parts used across the squad, making them really stand out as a specialist unit.

2

3

4

5

7

2 This model has a lightning claw and helmet from the Warp Talons set, and an ordinary Space Marine bolter, customised with a new drum magazine.

3 The large shoulder pad on this model is taken from the Chaos Knight set, while the chains are from the Chaos Lord on Manticore – the shield is part of the Von Carstein upgrade pack.

4 Bat wings are a popular motif among the Night Lords Legion – these ones come from the High Elf Prince and Noble kit.

5 A little bit of Green Stuff and some careful modelling has joined a Dark Elf Corsair's cloak to a Space Marine backpack.

6 These paired lightning claws are from a Warp Talon (who was obviously built as a Raptor instead). The head is from the Chaos Warrior box, with bat wings looted from (of all places) the Vampire Lord on Zombie Dragon.

7 John has plundered Dark Elf Corsairs for the scale cloaks. On this one, he has added yet more chains, again taken from the Chaos Lord on Manticore (there are quite a lot of chains in the kit, in fairness).

1

THE SHADOW REAVERS

Adam Snook

The Shadow Reavers were inspired by the novel *Deliverance Lost*, by Gav Thorpe. In that story, Adam really enjoyed reading about the squad of Alpha Legionnaires who literally steal the faces of the enemy to infiltrate enemy formations. Riffing on that idea, Adam created a squad who steal armour and equipment of their foes to sow confusion, and then attack from an unexpected quarter.

This squad is the first unit of what Adam hopes will become a fully fledged army, and it features parts taken from across his collection of Citadel miniatures, from Warp Talons to a Terminator squad and the Sanguinary Guard. The chunks of masonry are spares from a Manufactorum kit that Adam built a while ago.

2

1 The Shadow Reavers are modelled to look like they are advancing through a broken and damaged urban battlescape.

2 Adam wanted to create the image of the squad as alpha predators, attacking the enemy from unseen quarters.

3

4

3 The metal struts are taken from the Manufactorum kit, and are spares Adam had after building the model.

4 Adam has combined the head of a model from the Blood Angels Sanguinary Guard kit with parts form the Chaos Space Marine Raptors/Warp Talons box.

5

6

5 This model, wearing the mask of a Sanguinary Guard, is leaping into battle from the broken wall of a Manufactorum – Adam has done a fantastic job of combining the beatific components of the Blood Angels with the twisted armour of the Warp Talons.

6 This model even has the striking winged jetpack of the Sanguinary Guard.

1

THE BROTHERHOOD OF PAIN

Steve Harris

Steve embarked on painting Night Lords Chaos Space Marines after reading the Night Lords novels by Aaron Dembski-Bowden. He found them so inspiring that he converted and painted a squad of Terminators initially and has since added many more models to the fold. This is the latest unit to join his burgeoning army – a Havoc squad to provide the rest of his army some much-needed fire support.

Drawing on his horde of bits, gathered through years of collecting various Space Marines, he has mixed all manner of parts to customise the squads, including legs from the Sanguinary Guard set, the Tactical squad kit and more besides. Steve is always careful to deface any markings of a differing allegiance, however.

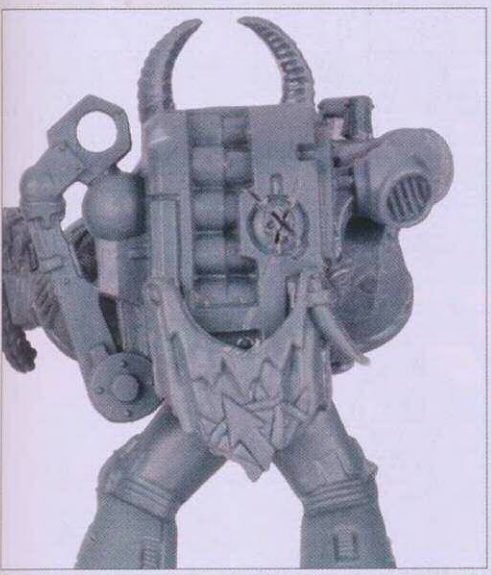
2

1 Steve's painted Brotherhood of Pain follow the guide for painting blue in How to Paint Citadel Miniatures.

2 This Havoc uses parts from the Devastator kit. Note the defaced Imperial markings on the gun.

3

4



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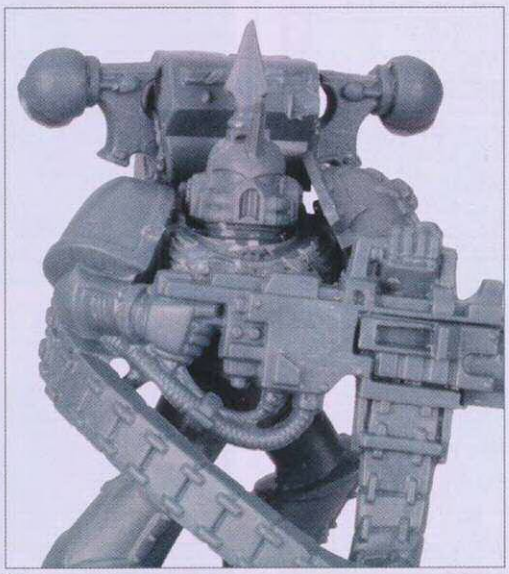

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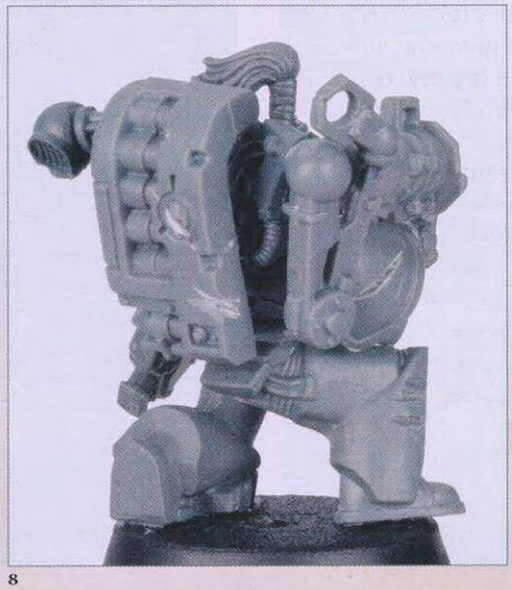


8

3-4 The Aspiring Champion has legs from the Sanguinary Guard kit, and a combi-plasma from the Space Marine Captain.

5 This missile launcher backpack is found in the Space Marine Devastator squad kit – Steve has combined with a Chaos Space Marine backpack.

6 Additional spikes from various Chaos Space Marine kits help to mark this model's loyalty to Chaos – also, if you look closely you can see the mutilation of the Imperial Eagle on his chest.

7 Steve has added a lot of battle damage to this model, using a Hobby Knife – an eternity of war has not been kind to his power armour.

8 This Havoc with missile launcher uses the kneeling down legs found in the Devastator squad set.

PAINT SPLATTER

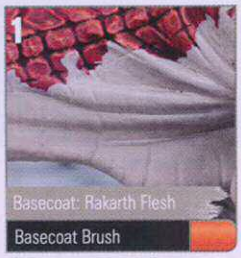
Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

KROQ-GAR ON CARNOSAUR

(as seen on pages 8-9)

When painting Kroq-gar, Dan decided to paint the model in four parts – Kroq-gar attached to his saddle, Grymloq and the two reins. This meant that he could paint the Carnosaur quickly without getting paint on the other parts of the model.

Flesh



Red Scales

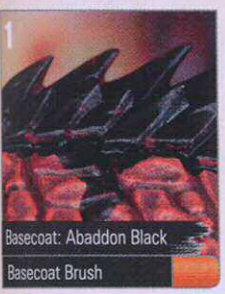
After painting the four components, Dan carefully glued them together with Super Glue.

KROQ-GAR ON CARNOSAUR DETAILS

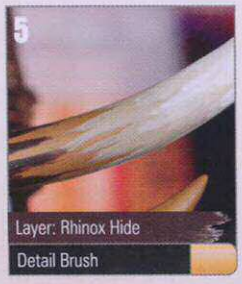
(as seen on pages 8-9)

Drybrushing is the perfect technique for painting Lizardmen as it picks out the rough scales and gives a weathered appearance to stone and gold. It's important to do your drybrushing early in the painting process – before you get on to the fine details, as it can be a messy process and there's nothing worse than getting the wrong colour on something you've already painted.

Black Scales

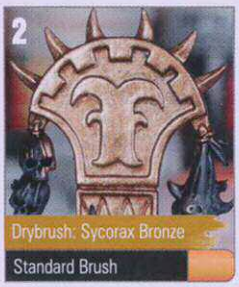


Horns and Spines



Stone

Gold



Drybrushing

Drybrushing is a technique that's useful for painting textured areas on miniatures such as Lizardmen scales, chainmail armour, scenery and bases. The less paint you use when drybrushing, the subtler the effect you will get. Most painters use a paper towel or a piece of cloth to wipe off most of the paint on their drybrush, leaving the bristles barely coated with paint. By lightly dragging the brush across the area you want painted, you can subtly highlight the model, creating natural shadows in the recessed areas at the same time.

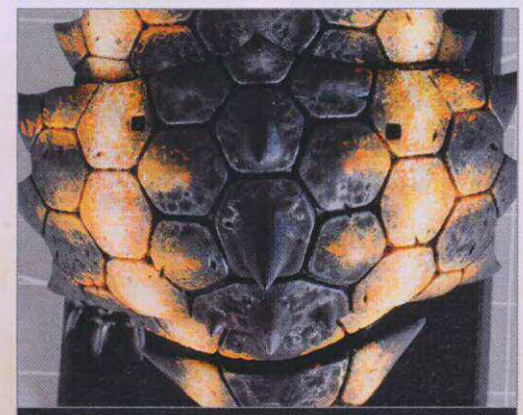
BASTILADON

(as seen on pages 48-65

"A Lizardmen army is the perfect opportunity to use some really bright colours on your models," says Hobby Team painter Chris Peach. "The black and yellow colour scheme on the Bastiladon's carapace was actually inspired by a wasp – we've come to recognise black and yellow hazard stripes to mean 'danger!' and that's just what you should expect from the Bastiladon."

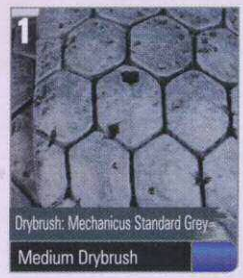
"Plan your colour scheme before you start so that you know what colours will work together and what ones will clash," says Chris.

"The pattern was inspired by a sound recording," explains Chris. "A Small Drybrush was used to stipple on the peaks and troughs."

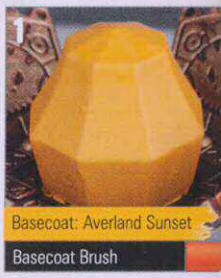


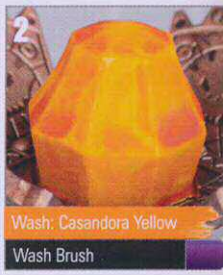
"The pattern doesn't have to be perfectly symmetrical," adds Chris, "but it's best to paint both sides at the same time so they look similar."

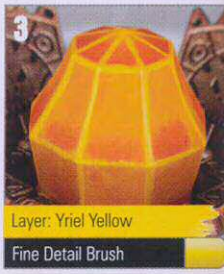
Armour Markings



Crystal





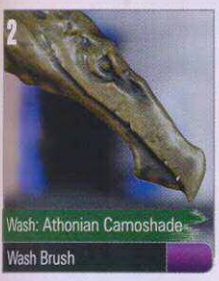


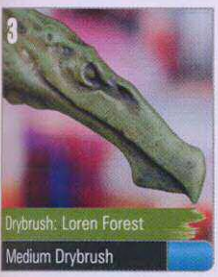
TERRADONS

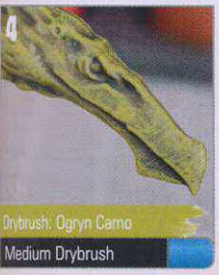
(as seen on pages 48-65)

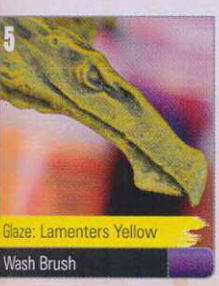
The Terradons' natural habitat is the verdant green jungle canopy of the Lustrian rainforest, so painting them in naturalistic greens and subdued blues makes a great deal of sense – you can paint yours in any colour you like, of course. We painted ours to match the bright green colours of the Hobby Team's Terradon Riders, starting with a Chaos Black undercoat.

Skin

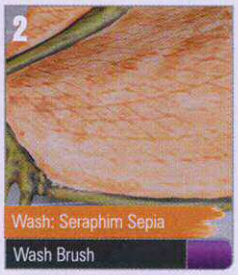


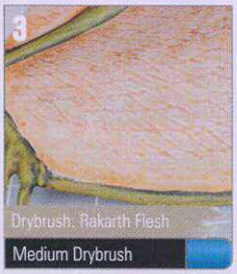


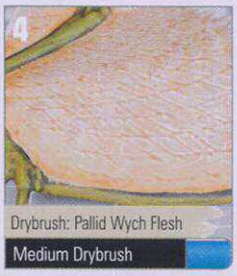




Wings







From above you can see the mottled pattern spread across the wing membrane.

Markings were painted onto the skin using White Scar.

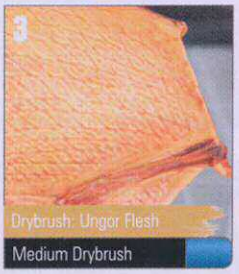
RIPPERDACTYLS

(as seen on pages 16-17

Unlike the naturalistic colours of the Terradons, Ripperdactyls tend towards brighter, more aggressive tones, suggesting aggression and danger. We painted ours in a similar colour to the 'Eavy Metal Ripperdactyl Riders. The brave Skink rider himself was painted separately using the techniques and colours described elsewhere in this article, before being superglued on at the end.

Skin

Wings



Feathers

The Skink was painted separately and glued on at the end.

The view from above shows the patterns on the wings.

SAURUS WARRIORS AND SKINKS

(as seen on pages 48-65)

Although the various monsters of Lustria are all manner of different colours, the Lizardmen themselves are overwhelmingly blue in colour. One thing that stood out about the Hobby Team's Lizardmen army, however, were the bright patternations and markings on their Skinks, which were applied after the blue skin, as you can see below. We also wanted to paint some of the iconic red-crested Skinks too.

Skin

Yellow Markings

Orange Markings

Red-crested Skinks

Scaly Skin

We painted the scales on the back of the Saurus and Skinks with a darker shade of blue. While you could just apply a wash, we applied a coat of Kantor Blue diluted slightly with Lahmian Medium.

The Saurus' shield was painted in the same way as the Carnosaur's scales.

PAINTING SPYRAL PRIME

Dan: Earlier in the issue you will have seen the latest battlefield to grace Warhammer World's gaming hall – the hive city of Spyral Prime. Here Ray explains how his team went about painting the buildings on their board.

Ray: We wanted all the buildings on this board to be slightly different colours but still look coherent together. Our solution was to pick six basecoat colours, six layers and three highlights. All the colours we chose were neutral colours, ranging from Rhinox Hide, Stormvermin Fur and Waaagh! Flesh for the basecoats to Dawnstone and Baneblade Brown in the mid-tones and Ushabti Bone and Ulthuan Grey for the highlights. Having sprayed a basecoat colour onto each building using the Citadel Spray Gun we then drybrushed a random mid-tone and a random highlight onto each of them. This gave us a range of different coloured buildings but they all shared a common paint palette.

A useful tip for drybrushing buildings is to use a Large Drybrush for the first layer and then use progressively larger brushes, such as the one in the Citadel Scenery Painting Pack (seen below), for the subsequent highlights. Because of its size the bristles on the large brush will only dust the top areas of the model and won't reach the recesses, giving your scenery greater depth and an excellent finish.

Brown Buildings

Basecoat: Skavenblight Dinge

Layer: Baneblade Brown

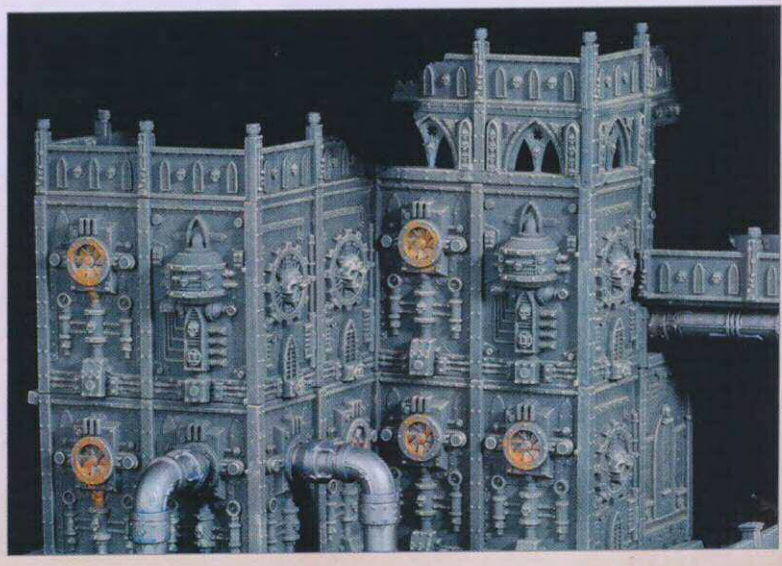
Layer: Screaming Skull

Grey Buildings

Basecoat: Skavenblight Dinge

Drybrush: Dawnstone

Drybrush: Ulthuan Grey



Rusty Pipes

Rust is a great way to add colour to a building and it's an easy effect to achieve too. A useful tip when painting rust is to look at real-life oxidised metal to see how the rust patterns form – dark patches will form in the recesses while brighter orange rust will appear on the raised areas (just like highlights on a model). The very edges are often characterised by bright patches of metal where the rust has chipped off revealing shining steel or iron beneath. All of the stippling stages to the right were applied using a Stippling Brush.

Basecoat: Rhinox Hide

Stipple: Mournfang Brown

Stipple: Troll Slayer Orange

Stipple: Leadbelcher

Stipple: Runefang Steel

Wash: Agrax Earthshade

Bronze Statues

"I've found that a wash of turquoise works really nicely for verdigris," explains Ray. "We mixed Kabalite Green and Mechanicus Standard Grey together and then watered it down to the consistency of milk before applying it to the whole statue. Once dry it gives the appearance of oxidised bronze in the recesses. Not only does the water help to thin down the paint to make it into a wash, but it also helps stain the model just like verdigris would stain a real statue."

Basecoat: Rhinox Hide

Wash: Mechanicus Standard Grey/Kabalite Green

Drybrush: Gehenna's Gold

JEREMY VETOCK

This month Jeremy alienates another of his gaming groups by talking about them behind their backs. In addition, he weighs in on how the universal truth of not being able to please everyone all the time applies to our hobby.

Maybe it's just me, but I find a great difference between understanding that time-worn adages are true and actually living through them. I had one of those moments when trying to give advice to a friend who was attempting to organise a battle for a group I occasionally play with. Due to distance, jobs, family and other necessary evils, this band of buddies meets only two to three times a year for a day of gaming. I look forward to these events as most often we play a special scenario replete with new armies and terrain provided by one of the rotating game masters.

Anyhow, the situation was thus: it was my friend's turn to run the battle and he had an idea, a Daemon battle for supremacy with each faction of the Chaos Gods duking it out. Instead of getting on with it, however, he proffered his plan to the group and asked for suggestions. He got a mix of recommendations, all of which took the game in an entirely different direction to his original idea, as the player who liked Blood Angels tried to add his favourite Chapter into the battle, while the Tau Empire fanatic tried desperately to get his army into the game, and so on.

As I watched my friend's strong theme get bounced around I couldn't help but give some advice of my own. It is possible to insert any number of great quotes about the futility of giving advice here and I'm afraid I could not resist.

"Many give advice, few profit by it."
– Publilius Syrus

My unsolicited advice was given based on something I have learned through hard work, pain and no little suffering, and that is this: you can't make everyone happy. I have learned and re-learned this lesson, but, like the heads of a Dark Elf Hydra, it is a fact that keeps sprouting up anew.

Of course my friend can add Blood Angels to his Daemon battle – there must be a million storylines that can be followed. But if he tries to make everyone happy it will turn from a themed battle with a clear-cut and easily grasped concept (Daemon factions battle for supremacy has a certain ring!) to an overly involved plot that might sound dangerously contrived. I think all players like their own armies best, but these special scenarios tell a story. When I join in such a game, I am suddenly put in that moment, commanding a legion of some force I may not be overly familiar with. While I may have chosen different troops or equipment, war is war, and a good general can make the most out of any warriors he's got. Sadly I rarely do, but that's beside the point – it's the challenge and the thrill of the new scenario that I find captivating. Plus, he's running the game; he should do something he wants.

As a guy who has run a fair few tournaments and scenarios in my time, I have learned to stay positive about friendly advice. Like any event runner, I have worked my tail off setting up tables,

sorting scores and the bajillion things that often go unseen (like scrounging all that terrain, bringing extra dice, etc.). No matter what happens, at event's end a barrage of advice will rain down: 'can we play 500 points more/less next time' or debates about including/not including: Forge World models, the Codex released this week, that one magic item no one likes, banning the guy that smelled bad, and so on. Everyone wants something a little different and is sure their viewpoint

"A spectrum of events allows players to try new things, and if someone has a preference, encourage them to run one."

is universally regarded as the best. It would be easy if all the advice was the same, but it is mostly scattergun, including loads of polar opposites (include special character/ban special characters). Thus have I learned, and you may wish to join in, 'you can't make everyone happy'.

The guy who organises the event gets to pick the rules. He might want to take suggestions, although he should probably do so warily. A spectrum of different events allows players to try new things and if someone has a huge preference, encourage them to run that event themselves! Enjoy the tactical challenges of the event for what they are. I personally miss the winter-themed events that were traditionally run before everyone went off for Christmas break, including such things like random Snow Troll attacks, frozen iceponds that might break at any moment, blizzard conditions and the dreaded, if somewhat childish, effusion of nutcracker jokes. Hooray!

The 'you can't make everyone happy' theme is perhaps nowhere more true than on the painting front. Show your favourite painted model to ten different individuals and ask each what you could do to make it better and you'll probably hear a wide spectrum of advice. Which is right? Some, none or all of them... maybe.

My most memorable painting adviser was one of my first – the best painter in our local scene and the first amongst us that could emulate the amazing models we saw each month in White Dwarf. This was the late '80s, and although the skill levels have been raised further these days, back then it was a revelation to see such well-detailed figures. Out of all our group of hobbyists, this guy alone had mastered blending. Naturally, we all sought his advice on our own brushwork.

Yet, skilled as he was, this guy's drive was more about being a celebrity, rather than offering help. As such, his tips on how we could improve were at best condescending, at worst scathing. The rarely issued compliment level of commentary included such gems as, "I almost see what you were trying to do there," or "at least you've got some of the right colours."

There were some amongst our number who took such harsh criticism to heart – coming to see their hard work as fodder for others' scorn. To be fair, some of our early attempts were pretty crude, but with practice and constructive tips garnered elsewhere, we all got better. I still run into a few of those painters and we all laugh when we recall such legendary criticism.

So, in the end what am I saying? Well, I'm not telling you to disregard your gaming group's advice, nor scorn those more experienced – but I am saying you won't be able to make everyone happy all the time. I actually think that the fact that ten different hobbyists would run ten different games, paint ten different models and build ten different armies is actually a great thing.

But then again, I don't necessarily expect you to agree with me...

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

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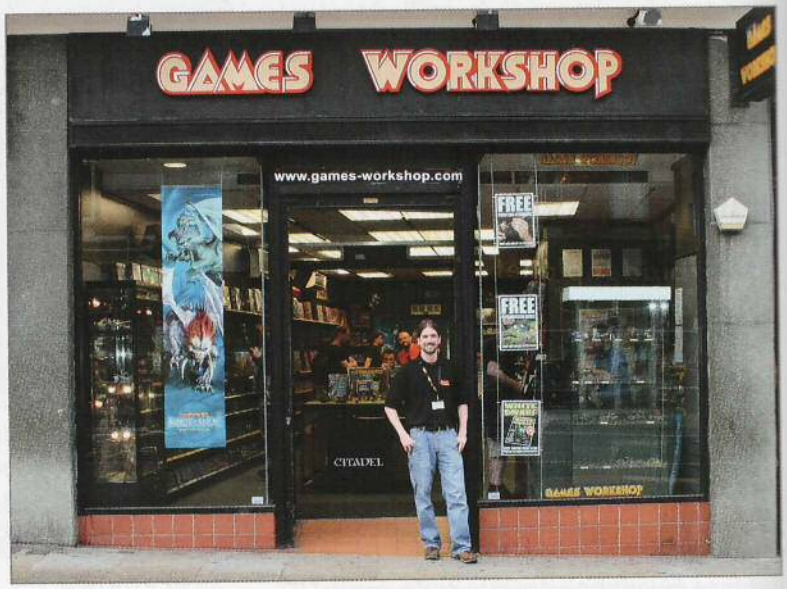

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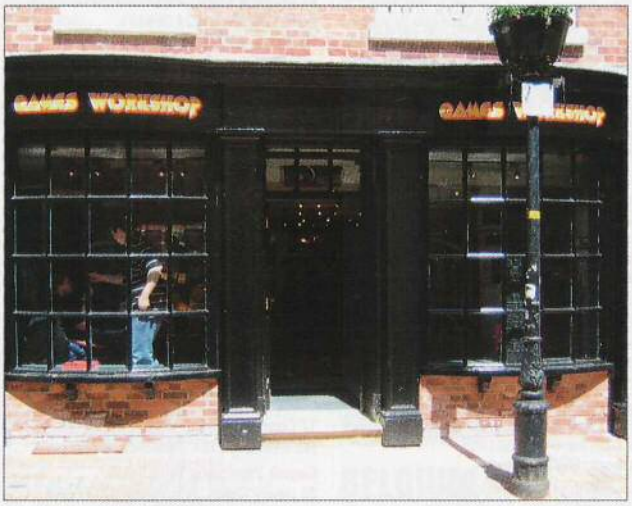

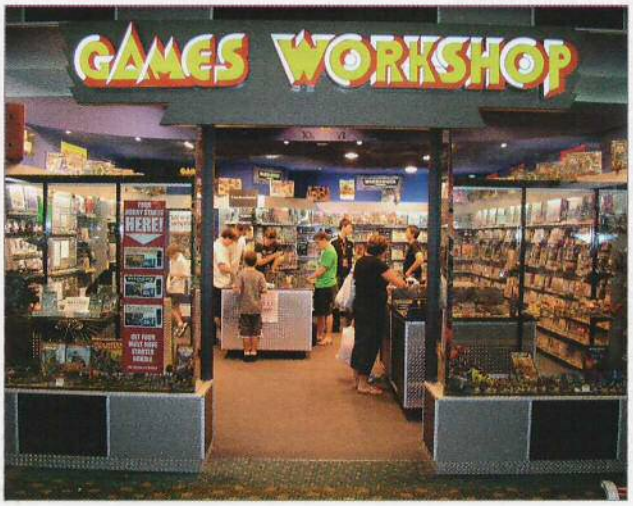

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Shop E9 Southern Cross Lane, Little Collins Street, Melbourne, VIC, 3000. Tel: (03) 9654 7086. Facebook: GWMelbourne

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

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

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

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

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

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

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

Games Workshop Brisbane
Shop 9&10 Ground Floor, Queen Adelaide Building, 90-112 Queen Street Mall, Brisbane, QLD, 4000. Tel: (07) 3831 3566. Facebook: GWBrisbane

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

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

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

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

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

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

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

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

AUSTRIA

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

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

BELGIUM

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

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

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

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

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

CANADA

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

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

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

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

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

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

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

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

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

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

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

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

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

CHINA

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

DENMARK

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

FINLAND

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

FRANCE

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Metz
52 En Fournirue, 57000, Metz. Tel: 03 87 74 66 20. Facebook: GWMetz

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

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

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

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

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

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

Games Workshop OrlÇans
12 rue des Carmes, 45000, OrlÇans. Tel: 02 38 62 80 12. Facebook: GWOrleans

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

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

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

Games Workshop Paris 14
13 Rue Poirier de Naráay, 75014, PARIS 14. Tel: 01 45 45 72 03. Facebook: GWParis14

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Berlin 1
Europacenter, Laden 30, Berlin, 10789. Tel: (030) 88683691. Facebook: GWBerlin1

Games Workshop Berlin 2
Frankfurter Allee 96, Berlin, 10247. Tel: (030) 29049390. Facebook: GWBerlin 2

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

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

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

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

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

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

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

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

Games Workshop Düsseldorf (Drakenburg)
Tonhallenstr. 14-15, Düsseldorf, 40211. Tel: (0211) 5402350. Facebook: GWDrakenburg

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

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

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

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

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

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

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

Games Workshop Hamburg 1
Gänsemarktpassage, Colonnaden 15, Hamburg, 20354. Tel:(040)35713164. Facebook:GWHamburg1

Games Workshop Hamburg 2
Heegbarg 4, Hamburg, 22391. Tel: (040) 18989247. Facebook: GWHamburg2

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

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

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

Games Workshop Kiel
Kehdenstr. 24, Kiel, 24103. Tel: (0431) 88786947. Facebook: GWKiell

Games Workshop Köln 1
Cäcilienstraße 42-44, Köln, 50667. Tel: (0221) 2577707. Facebook: GWKöln1

Games Workshop Köln 2
Köln-Arcaden, Einheit 1-26; Hauptstr. 55, Köln, 51103. Tel: (0221) 3592532. Facebook: GWKöln2

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Games Workshop Stuttgart
Königstraße 49, Stuttgart, 70173. Tel: (0711) 2294860. Facebook: GWStuttgart

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

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

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

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

IRELAND

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

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

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

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

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

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

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

Games Workshop Brescia
Via Cavallotti, 28, 25121, Brescia, Lombardia. Tel: 030 2808715. Facebook: gwbrescia

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

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

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

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

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

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

Games Workshop Ferrara
Via Contrari 31, 44121, Ferrara, Emilia Romagna. Tel: 0532 243061. Facebook: gwferrara

JAPAN

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

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

NORWAY

Games Workshop Oslo
Mollergata 5/9, 179, Oslo. Tel: 22 33 29 90 Facebook: GWOslo

NETHERLANDS

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

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

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

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

Games Workshop Den Haag
Schoolstraat 12B, 2511 AX. Tel: 070 3927836. Facebook: GWDenHaag

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

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

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

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

NEW ZEALAND

Games Workshop Auckland
Level 1, 108-110 Queen St, Auckland Central, North Island. Tel: 649 307 2262 Facebook: Games-Workshop-Auckland

Games Workshop Lower Hutt
Shop 10, Queens Arcade, 65-71 Queens Drive, Lower Hutt, North Island, 5045. Tel: 644 576 0588. Facebook: GWLowerHutt

Games Workshop St. Lukes
Shop S208 Westfield Shoppingtown, St Luke's Square, St Luke's Rd, St Luke's, North Island, 1025. Tel: 649 815 3547. Facebook: GWStLukes

Games Workshop Wellington
Shop T5b Courtenay Central, 80 Courtenay Place, Wellington, North Island, 6011. Tel: 644 382 9532. Facebook: GamesWorkshopWellington

POLAND

Games Workshop Warsaw
Unit 215, Złote Tarasy, ul. Złota 59 00-120, Warsaw. Tel: 022 222 0133 Facebook: GWWarsaw

SPAIN

Games Workshop Roger de Llúria
Roger de Llúria, 53 (entre Aragó y Consell de Cent), Barcelona, 08010. Tel: 93 272 69 76. Facebook: GWRogerdeLluria

Games Workshop Badalona
C/ Sant joaquim, 40, Badalona, Barcelona, 08911. Tel: 93 464 24 00. Facebook: GWBadalona

Games Workshop Deu i Mata
Deu i Mata, 96 (esquina Prat d_en Rull), Barcelona, 08029. Tel: 93 410 15 21. Facebook: GWDeuiMata

Games Workshop Gaudi
Avda. Gaudí 74 (frente al Hospital de Sant Pau), Barcelona, 08036. Tel: 93 436 87 82. Facebook: GWGaudi

Games Workshop Bilbao
Pérez Galdós 6, Bilbo, Bizkaia, 48010. Tel: 94 444 31 08. Facebook: GWBilbao

Games Workshop Girona
C/_Sant Joan Bautista de La Salle, 39 , Girona, 17004. Tel: 97 222 73 18. Facebook: GWGirona

Games Workshop Arguelles
Andrés Mellado, 3 (esquina Alberto Aguilera), Madrid, 28015. Tel: 91 544 22 92. Facebook: GWArguelles

Games Workshop Don Ramón
Don Ramón de la Cruz 31, Madrid, 28001, 91 577 21 87. Facebook: GWDonRamon

Games Workshop Rafael Salgado
Rafael Salgado 3, Madrid, 28036. Tel: 91 457 83 81. Facebook: GWSalgado

Games Workshop Tres Aguas
Centro Comercial Tres Aguas, Av. de América 7-9, local 256B, Alcorcón, Madrid, 28925. Tel: 91 610 16 50. Facebook: GWTresAguas

Games Workshop Palma
C/ Sant Joan de la Salle, 2, Palma de Mallorca, 07003. Tel: 971 75 84 79

Games Workshop Pamplona
Avenida Pio XII 6, Pamplona-Iruña, Navarra, 31008. Tel: 948 25 92 74. Facebook: GWPamplona

Games Workshop Sevilla
Delgado 4 (esquina Amor de Dios), Sevilla, 41002. Tel: 95 490 06 24. Facebook: GWSevilla

Games Workshop València
Roger de Lauria 11, València, 46002. Tel: 96 351 57 27. Facebook: GWValencia

Games Workshop Valladolid
Plaza Portugalete 4, Valladolid, 47002. Tel: 983 30 12 81. Facebook: GWValladolid

Games Workshop Zaragoza
Francisco de Vitoria 14 (esquina León XIII), Zaragoza, 50008. Tel: 976 21 57 42. Facebook: GWZaragoza

Games Workshop Málaga
C/ Don Cristian, 16, Málaga, 29007. Tel: 952 42 96 48. Facebook: GWMalaga

SWEDEN

Games Workshop Göteborg
Drottninggatan 52, 41107, Göteborg. Tel: 031-133958. Facebook: GWGoteborg

Games Workshop Stockholm
Mäster Samulesgatan 67, 11121, Stockholm. Tel: 08-21 38 40. Facebook: GWStockholm

USA

Games Workshop 8th St: Greenwich Village
54 East 8th Street, New York, NY, 10003. Tel: (212) 982-6314. Facebook: GW8thStreetGreenwichVillage

Games Workshop Blue Ridge Crossing
4279 Sterling Ave, Kansas City, MO, 64133 Tel: (816) 313-6492. Facebook: GWBlueRidgeCrossing

Games Workshop Blue Diamond Crossing
4270 Blue Diamond Rd, Suite #104, Las Vegas, NV, 89139. Tel: 702-432-3008. Facebook: GWBlueDiamond

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

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

Games Workshop Capella Centre II
8653 Sancus Blvd, Columbus, OH, 43240. Tel: (614) 846-2270. Facebook: GWCapellaCentre

Games Workshop Central Avenue
919 S. Central Avenue, Unit A, Glendale, CA, 91204. Tel: (818) 241-0068. Facebook: GWCentralAvenue

Games Workshop Chesterfield Crossing
1639 Clarkson Rd., Chesterfield, MO, 63017 Tel: (636) 536-6937. Facebook: GWChesterfieldCrossing

Games Workshop Chicago Bunker
1524-A Butterfield Road, Downers Grove, IL, 60515. Tel: (630) 426-0120. Facebook: GWChicagoBunker

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

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

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

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

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

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

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

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

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

Games Workshop Eastport Plaza
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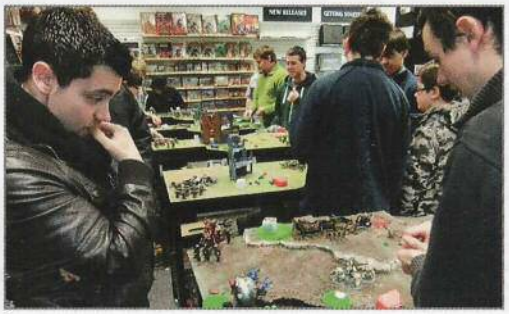
1

1 Lizzie's army of choice for the November 2012 Warhammer 40,000 Throne of Skulls event that took place in Warhammer World. It was at this event Lizze took home the Legendary Painting Competition award "Beast of Legend".

2 A queue of 77 people at Games Workshop Peterborough's landmark 25th Birthday celebration earlier this year.

3 Bringing people together. To book yourself on to activities that take your fancy, call or visit GW Peterborough for more information. Or you can visit the Peterborough Facebook page.

2



3

Games Workshop Peterborough is a great Hobby Centre that runs loads of awesome events and campaigns each month, and offers a fantastic selection of hobby activities for you to take part in, and they're all free! Booking a gaming, painting or other hobby activity of your choice couldn't be easier – just give the store a call or pop in and speak to the staff.

Lizzie, the manager, and the staff at GW Peterborough are all avid hobbyists, and have attended many events over the years and picked up more than a few awards along the way. So, if you're after a bit of tactical advice for your next game or are looking to improve your modelling or painting skills, there really is no one better equipped to help you get started. The Peterborough Hobby Centre is a hobby haven; pop in today and book a hobby activity for your next project.

CARDIFF

www.facebook.com/GWCardiff

02920 644917

1

Games Workshop Cardiff is a fantastic Hobby Centre, with display cabinets packed full of beautifully painted Citadel miniatures, and many superbly detailed gaming tables that you can book to play your games across.

Steve, the manager, is a stalwart hobbyist himself and a firm believer in getting other hobbyists off to a great start. Whether adding a new regiment to your collection, beginning a whole new army, or even if you're just starting out in the hobby, Steve and the staff are always ready to offer plenty of great advice and tips.

In fact, the Cardiff Hobby Centre is unique in that it has no fewer than 12 paint stations that you can book to have some one-on-one time with the staff! So, if you have grand designs for a new army or just want to try out a new unit on the battlefield, pop into GW Cardiff today.

3

4

1 Games Workshop Cardiff is filled with fantastic gaming tables that you can book to play on, and painting areas that you spend some one-on-one time with the staff.

2 Steve Smith, the manager of GW Cardiff is a hobbyist of 25 years!

3 Like all our Hobby Centres, the staff at Games Workshop Cardiff are there to help you, offering advice and suggestions for your army...

4 ...and making sure you have everything you need to further your collection of Citadel miniatures.

WARHAMMER WORLD

SETTING THE SCENE

1

There are three unsung heroes here at Warhammer World – a triumvirate of talent whose work you will marvel upon when you visit us in Nottingham. They are the Warhammer World Scenery Team; Gareth Williams, Mick Cudworth and team leader Ray Dranfield, and between them, they are responsible for all of the magnificent terrain in the gaming hall, including all of the sumptuous feature boards. It is no surprise that their work has appeared in many Citadel publications, including the Warhammer 40,000 rulebook, the Tomb Kings army book and Planetstrike as well as numerous White Dwarf articles over the years.

We managed to distract the tireless trio and sneak a few cheeky photos of what they're preparing for the gaming hall, and found some great bespoke terrain for upcoming events...

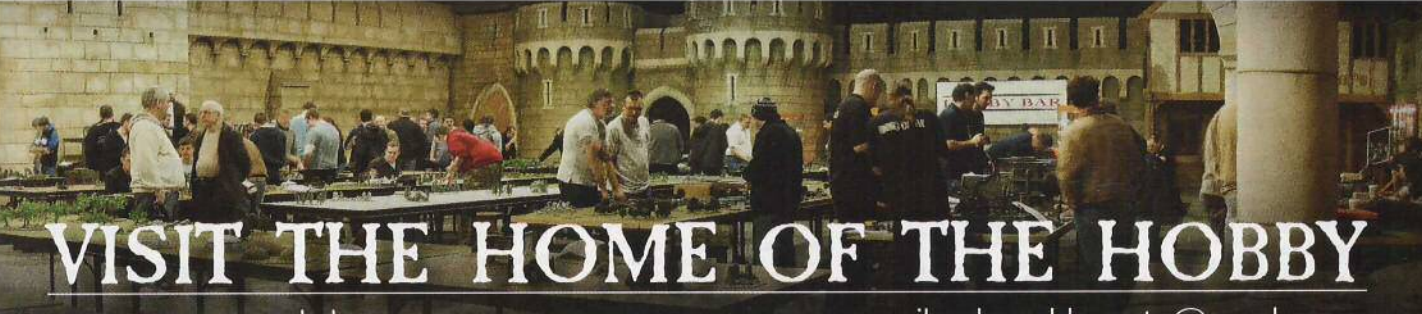
2

3

1 These unique Chaos Shrines, each dedicated to a particular Chaos God, will appear at a Warhammer World event coming very soon...

2 Gareth slaves away, painting a fully converted Shrine of Tzeentch, muttering something in a strange language. The Inquisition has been notified.

3 This is the beginnings of a custom-made Idol of Gork, which will feature at the Legendary Battlefield: Blackfire Pass event. The power of the Waaagh! will flow heavily that day...



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THRONE OF SKULLS

NOVEMBER 2013

Play five great games of Warhammer 40,000 over two days of pure hobby indulgence. Could you be the next person to lift the coveted Throne of Skulls trophy?

9TH–10TH NOVEMBER

WARHAMMER

BATTLE BROTHERS

Join up with your closest ally and spend two days fighting together for glory in the Old World. Glory, honour, and a thoroughly enjoyable weekend awaits!

16TH–17TH NOVEMBER

WARHAMMER 40,000

CAMPAIGN WEEKEND

VIDAR'S FATE: CARNAC

The Imperial planet of Carnac is under attack from a vile Xenos threat in this, the final part of our year-long Campaign. Which side will you fight for?

23RD–24TH NOVEMBER

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To find out more about Warhammer World, log into the Games Workshop website and click the Warhammer World button under the Warhammer 40,000 tab. You can contact us to find out more about an event, reserve a gaming table, or any other information. Call us on 0115 900 4994 or e-mail whworldevents@gwplc.com.

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TICKETS OUT NOW

7th August 2013

Warhammer 40,000 Throne of Skulls: November 2013
Event Date:
Sat 09/11/13 – Sun 10/11/13

Warhammer Battle Brothers: November 2013
Event Date:
Sat 16/11/13 – Sun 17/11/13

Warhammer 40,000 Campaign Weekend: Vidar's Fate – Carnac
Event Date:
Sat 23/11/13 – Sun 24/11/13

TICKETS COMING SOON

4th Sept 2013

Warhammer 40,000: Battle Brothers
Event Date:
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Petersfield, Academy Arts and Crafts Centre
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Tel: 01794 512145

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9 Union Street, PO33 2DT.
Tel: 01983 563836

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

Southampton, Bob and Sue's Models
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Southsea, Southsea Models
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Tel: 02392 733208

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Hereford, Hereford Model Shop
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Tel: 01582 769204

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Ashford, Xpress Games
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Tel: 01233 621710

Deal, John Roper
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Dover, Xpress Games
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Tel: 01304 449358

Folkestone, Xpress Games
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Tel: 01303 488474

Folkestone, Penkraft (Kent)
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Margate, Phoenix Fantasy
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Rochester, Rochester Games & Models
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Bolton, The Portcullis Wargames Emporium
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Ashby-De-La-Zouch, Steve's Models
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Gorleston, Boundless Realms
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Tel: 07788 727 490

Great Yarmouth, Platform 1 Model Shop
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Holt, Starlings-Toymaster
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Huntstanton, The Pavillion Toymaster
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Tel: 01485 533108

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

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

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Tel: 01263 822368

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Tel: 0154 3422 647

Fenton, Guys That Game
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Leek, Old Skool
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Lichfield, Digital Dragons
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Lichfield, Titan Games Ltd
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Newcastle Under Lyme, The Games Pad
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Tel: 01782 660 343

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

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

Stafford, Too Fat Goblins
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Tel: 01782 372 014

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62 Cornhill, IP33 1BE.
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Felixstowe, Wizards Workshop
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Stowmarket, D.J. Collectables
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Westbury, Triple Helix Wargames
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Tel: 01330 824545

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76 Main Street, FK17 8BD.
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Tel: 0131 3177010

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Tel: 01314 471006

Edinburgh, 6s To Hit
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Tel: 01312 37 2310

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Tel: 01970 617836

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Cardiff, Mr Mac's Magical Emporium Ltd
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Tel: 00 353 214 222 224

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Tokyo, Yellow Submarine Akihabara RPG Shop
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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.

White Dwarf: A peek behind the scenes of this issue's Battle Report, plus all the hobby the White Dwarf team have been up to this issue.

The Design Studio: Jeremy Vetock talks about writing the new Lizardmen book, while the Hobby Team tell us all about painting the new miniatures.

Forge World: Our agents infiltrate the secret confines of Forge World's studio to look at what their talented team of designers have been up to this month.

Black Library: Andrew talks to Armageddon author Aaron Dembski-Bowden about Black Templars, Chaplain Grimaldus and his own hobby.

THIS MONTH IN WHITE DWARF™

The White Dwarf bunker has resounded all month long to the sound of enthusiastic painting. Join us as we take a look at the latest models to be added to our collections, and see what happens when a Battle Reports ends faster than we expected...

1

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER

Beth Beynon-Hughes

Being a dyed-in-the-wool Lizardmen fan, Beth came over all unnecessary this issue when she first caught sight of the new miniatures. "I'm a big fan of leathery skin," she said, while stroking a Carnosaur. She's currently painting up a Bastiladon equipped with a Solar Engine to accompany her recently-completed Slann Mage Priest and Stegadon. Next up? A Troglodon.

Jes Bickham

It's taken a little time, but Tau fever has finally bitten Jes. After his trouncing in the April issue's Battle Report he's decided to join the Greater Good and is painting up a Tau Kill Team – a small 500 point force that incorporates a Riptide, two squads of Fire Warriors, a Stealth Team and a Cadre Fireblade, using the red paint scheme Dan devised for the Eldar Crimson Hunter.

Dan Harden

Dan's hobby time this month has mostly been consumed by working on his Empire Armies on Parade project, but after recently trouncing Erik's Orks with his Tau he's being drawn back to battlesuits. "I've already got three Riptides," he said, eyes rolling while mopping fevered sweat from his forehead, "but I want to do more. I could literally spend all my time assembling them."

Matt Hutson

Since bolstering his Black Templars with a triad of Land Raiders for Apocalypse last issue, Matt's Space Marine fervour has been re-ignited and he's been doing a lot of painting black armour and cream robes. Although, to be fair, his Space Marine fervour never actually went away: "If I could," he said, "I'd make my own suit of power armour out of toilet rolls and tin foil and never take it off."

Andrew Kenrick

Another team member who's had his passions fired by Apocalypse, Andrew's Death Guard second wind continues. He's currently painting up some Forge World Thalaxii, as he loves the models so much, reasoning that they're relics from the time of the Horus Heresy maintained by his Death Guard's Warpsmith. "It's my hobby and I'll do what I want," he said, mildly.

1 Gorbok and Renda prepare to charge the Khemrian Warsphinx, which they proceed to tear apart.

2 The Saurus Warriors charge into the unit of Tomb Guard, surprising Andrew with the ferocity of their attack.

3 Granted an additional 20" move, thanks to Walk Between Worlds, the Salamanders incinerate the Hierophant and her regiment of archers.

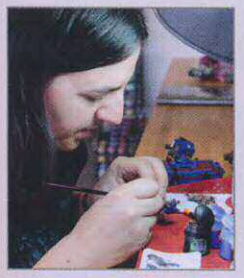
2

3

BATTLE REPORT ABORT!

Andrew and Adam's first stab at the Battle Report with the new Lizardmen was so quick and brutal that they both agreed a refight was in order. Both players lined up their models as close to one another as possible, and the resultant combats were devastating.

The game reached its climax in Turn 2, where Adam's Oldblood on Carnosaur smashed its way through Andrew's Khemrian Warsphinx and into his embattled block of Skeleton Spearmen, and (more importantly) the Slann Quezunka cast Walk Between Worlds to rush a herd of Salamanders through the centre of Andrew's army, where they lined up a shot down the flanks of the 30-strong regiment of Skeleton Archers. The three Salamanders wiped out the entire unit, which also included Andrew's Hierophant. Between that, and the Saurus triumphing over the Skeleton Spearmen in the centre, the battle was won for the Lizardmen.

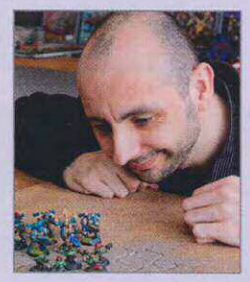


Glenn More

You may remember that last year Glenn painted up a small Ultramarines force for a Warhammer 40,000 doubles event. Now that he's content with his Eldar Ulthwé force for the time being, he's gone back to it to paint up some more Tactical Marines. "There's something very satisfying about painting that shade of blue," he said, while flicking his glossy locks in the manner of a TV advert.

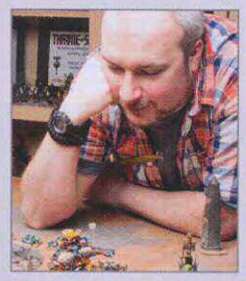
Erik Niemz

Nothing will sway Erik 'Sweet' Niemz from embiggening his Ork force, not even a crushing defeat at the hands of Dan's Tau. It wasn't a complete clean sweep though: the notorious Fear Squad, a unit of 10 legendary Gretchin, saw off Shadowsun in close combat. So what's up next on your paiting station, Erik? "Trukks and Boyz," he says. "You can never have enough of either."



Kris Shield

Having built a small shrine to Nurgle on his desk (consisting of some out-of-date yoghurt, an old sock and something unidentifiable from the back of his fridge), Kris has redoubled his efforts to paint reinforcements for his Chaos Space Marines army. His latest addition is a nice green Chaos Predator he calls 'Old Wheezy'. We have absolutely no idea why.



Adam Troke

Adam's continued to paint his Inquisitorial retinue this month, but the sheer wonder of the new Lizardmen models has drawn his eye. Rather disconcertingly, when talking about the Bastiladon he has started to shake his bum to illustrate how the beast attacks enemies behind it with its armoured tail – a move we like to call 'the Trokey Cokey'. We hope he stops doing it quite soon.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:

team@whitedwarf.co.uk

A FRENZY OF BRUSHWORK

It's amazing the White Dwarf team find the time to do their own hobby in between making the magazine, but so dedicated are they that we were overflowing with freshly painted treasures this month. Beth, in particular, forged ahead with additions to both her Dark Eldar and, fittingly, Lizardmen collections. Her new Talos Pain Engine is suitably fear-inducing and a Stegadon, Slann Mage-Priest and one of the new Bastiladons mean the Old World will tremble like never before when they march to war.

Jes, meanwhile, started a Tau collection with a Stealth Team (including a Marker Drone), while Andrew's dedication to all things Chaos saw both a squad of Death Guard Cultists and a corrupted Forge World Thalaxii ready for war. Kris was also caught worshipping the Dark Gods and his reward was a Chaos Predator with which to 'enlighten' the acolytes of the false Emperor. In the opposite corner, Adam painted up an Inquisitor and retinue – a project he's long had in mind – to combat the alarming proliferation of Chaos in the White Dwarf office. Finally, Erik's Orks were the recipients of three shiny red Deffkoptas with which he's hoping to smash Dan's Tau.

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1 Adam's so obessed with the Inquisition, he spends half his time wearing an Inquisition t-shirt. At last he's put his money where his mouth is, and painted up a retinue of his own.

2 Beth's Talos has vials filled with blood powering its engines – and a gory chain flail and cleaver. The blood is a mix of Nuln Oil and Mephiston Red painted onto the blades.

3 Kris' Predator features freehand painting on the roof and back door that represents the Hydra icon of the Alpha Legion.

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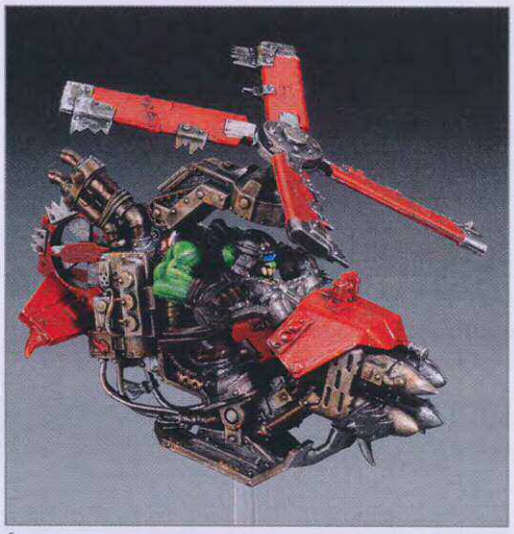

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4 Beth has been hard at work for ages on her Lizardmen army – this month she finally completed her Stegadon, as well as a Slann and a new Bastiladon. All her monsters have white warpaint on their scaly hides. Yayauhqui the Black Smoking-Mirror is her Slann Mage-Priest. She has a creepy skeletal pattern painted across her blubbery flesh.

5 These models were painted as test models for Jes' nascent Tau force. He enjoyed painting them so much he's now painting a Riptide and a squad of Fire Warriors.

6 Erik has played more games than anyone else in the White Dwarf team (by more than 2:1), so it's amazing that he's also managed to paint a squadron of Deffkoptas. "Sleep is for the dead," he says, helpfully.

7 Andrew has been adding to his Death Guard army once again – this time with some Chaos Cultists, and the first of his three Thalaxii. "I enjoyed painting the Cultists so much, I'm going to add some Forge World Renegade Militia to my army," he said.

THIS MONTH IN

THE DESIGN STUDIO

With the Design Studio a hotbed of Lustrian innovation, Adam and Dan braved the sacred temples of creation to learn more. While Adam gleaned wisdom from the book's author, Jeremy Vetock, Dan sought counsel from army painters and miniature designers.

Behind the cheery grin and gentle nature lies the mind of a Slann – during his meditative slumbers, Jeremy has foreseen truth behind the great plan of the Old Ones. Now he just needs to explain it.

THE WISDOM OF THE OLD ONES

Jeremy explains what is in Warhammer: Lizardmen, and why it's the most important book ever.

"At face value, Warhammer: Lizardmen is a book about amazing reptilian monsters and the horrors of their jungle domain," Says Jeremy, when asked about the latest Warhammer army book. "But nestled beneath the carnivorous plants and sentient quick-sand lies the truth behind the most pivotal army in the Warhammer world, the force that has become the ultimate enemies of Chaos.

"The book explains who the Lizardmen really are, and fully reveals their part in the history of the Warhammer world, as well as their potential for the future," he adds. "The Lizardmen are the scions of the Old Ones, mystical star-faring beings with godlike powers, who reshaped the Warhammer world to their liking. The Lizardmen were created to advance their cause. The Slann were to be their governors and administrators, the Saurus their military and the Skinks were to be their artisans. At least, that was the plan.

1

1 "The Lizardmen are the greatest practitioners of magic in the world," says Jeremy. "They even instructed the High Elves on how to harness the Winds of Magic. This picture shows Tetto'eko bringing about some tremendous celestial alignment – and for all his might, this is a mere trifling thing compared to the sublime power of the Slann Mage-Priests."

"The book tells of the terrible tragedy that befell the world, a cataclysm that forced the Old Ones to retreat and left their scions, the Slann, Saurus and Skinks, to forge on in their absence," Jeremy continues. "Except as part of that tragedy, the Daemons of Chaos invaded the world in tremendous numbers... a war to last thousands of years. Worse still, in all the destruction and warfare, many of the details of the Great Plan have been lost. So what we have in the Lizardmen is an army created by the greatest intelligences imaginable, the best hope for the world against Chaos. If they can just piece together enough of the great plan, they might just be able to turn back the tide, and save the world. I must be clear here, though – they would save the *world*, not necessarily it's inhabitants.

"All this background story is what makes the Lizardmen who and what they are," Jeremy says. "The Saurus are the perfect warriors, in many ways. They are all but

devoid of emotion, concerned only with following the instructions given to them by their masters – while the Oldbloods and Scar Veterans *can* plan out how to win a battle, they will only do so if ordered. The Slann, meanwhile, spend increasingly longer times meditating within their temples, hoping to fathom out the mysteries behind the Great Plan – and this leaves the poor old Skinks trying their darndest to hold everything together.

"One of the things we worked on in the book was to make sure that they played on the tabletop like they sound in the stories," Jeremy says, referencing the army list contained within the book. "The Lizardmen army featuring Saurus Warriors is tough, resilient and very hard hitting, while Slann Mage-Priests are the mightiest wizards in Warhammer. One interesting factor of the army is the use of mysterious technology. The Solar Engine, for instance, is a relic of the Old Ones, but the Skinks no longer know how to fully utilise it. So they strap it to a massive Bastiladon and unleash the beams of fiery energy through it at their foes – you can't help but wonder what it could do if they can only unlock the full potential of these relics. Perhaps they could reconquer the world again." **AT**

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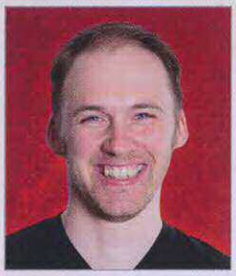
2 This illustration by Studio artist Mark Holmes gives a sense of the incredible scale and improbable nature of Lustria, and helps to contextualise the Lizardmen's home as a fantastical environment. The temple in the picture is very large, which makes the trees absolutely colossal.

3 Mark also painted this picture of two Bastiladons advancing through the jungle against meddlesome invaders. The picture highlights the weird weapons that the Lizardmen employ: in the background a solar engine fires a searing beam of light, while at the front an ark of Sotek unleashes a never-ending swarm of poisonous snakes.

THIS MONTH IN THE DESIGN STUDIO



Chris Peach and Steve Bowerman are two of the Studio's elite army painting team, a crack corps of hobbyists who produce large armies to amazing standards.

THE MULTICOLOURED HORDE

Chris and Steve painted a fantastic Lizardmen army for the Studio collection. We asked them about it.

Chris Peach: Steve and I wanted to paint a large Lizardmen army, with some big units of Saurus Warriors in it. The background talks about regiments formed of creatures all from the same spawning, so we spent a while looking at photographs of lizards and fish for inspiration on colours we could use to denote differing groups.

Steve Bowerman: So each regiment in the army has a colour of its own. The idea is to make sure the whole army is coherent, and this comes from the common use of blue for Lizardmen skin, as well as the trim colours on shields and metal. With that nailed down, Chris and I gave each regiment a different overall colour scheme, so there is a riot of colour.

Chris: Lustria and its inhabitants should look vibrant, so that's what we've tried to achieve here. Each regiment is a different spawning, so each has its own colour, shown on the armour plates and scales.

Steve: So the Temple Guard have light, bone-white plates. I was thinking about how they spend years upon years guarding the Slann within their temple complexes, and wanted to give them a musty look, with pale scales. There are links across the army too – the Saurus Oldblood matches the Temple Guard, as if he is drawn from their number.

Chris: In the case of Skinks and Kroxigor, who come from a joint spawning, for example, we've given them the same yellow detailing. Meanwhile, all the Skinks riding on the Stegadon and Bastiladon have the same orange stripe on their head crest, implying they are birthmates too. **DH**

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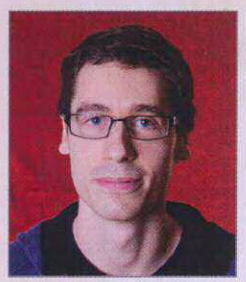
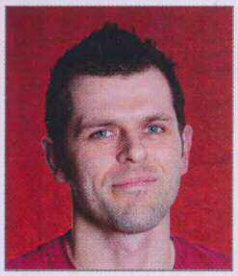
1 Even with all the bright colours across the different units and monsters in the army, the strong blue of the Lizardmen flesh and the gold of the metal unifies the collection.

2 A line-up of Lizardmen shows the difference between skin tones and scales. The Temple Guard on the end has darker skin than the others, but the edge highlights and the gem beside his helmet still tie him in strongly with the other Saurus and Skink.

3 Despite their size difference, Skinks and Kroxigor come from the same spawning – so this Kroxigor has the same bright yellow markings as the Skinks that fight alongside him.

4 Lustrian monsters can be any colour, so the guys chose colours that would sit well alongside the scales of the Saurus Warriors.





In the depths of Lustria Seb Perbet and Matt Holland have been hard at work creating new warriors to fight for the legacy of the Old Ones.

TIPPING THE SCALES

Having talked about monsters earlier in the issue, Seb and Matt turn to Lizardmen anatomy.

Seb Perbet: When I started work on the Lizardmen monsters I was keen to make the riders bigger than their predecessors. Lizardmen are spawned for a particular role in society, so it seemed only logical that those destined to lead armies and ride Carnosaurs would be the biggest.

Matt Holland: The same rule applies to the Skinks. The Skink infantry are quite large because they need to do a lot of fighting, while the ones that ride safely in howdahs are smaller. If you look at the Terradon riders you'll see that they're more athletic and muscular – I imagine they need to be quite buff to keep their mounts in check. The current Skink Chief models were sculpted by Juan Diaz and I was keen to emulate their design – they have shorter, blunter faces and their features are closer together, which emphasises their size.

Seb: It's anatomy rule 101 – a creature's facial features don't get bigger as they grow, otherwise they'd end up with massive heads. So while Kroq-Gar and the Oldblood may have considerably larger muscles, a thicker tail and a heavier crest on their head, their faces are the same size as other Saurus warriors. In many ways it makes them look meaner and more sinister with their beady eyes staring out from underneath their carapace.

Matt: They all have different faces too. It's all too easy to make every alien race or fantasy creature look the same, but we thought it was really important to give every model its own characteristics. You can see the difference clearly between Gor-Rok and Kroq-Gar or Tetto'eko and the Skink Oracle. It makes painting every model a unique experience. **DH**

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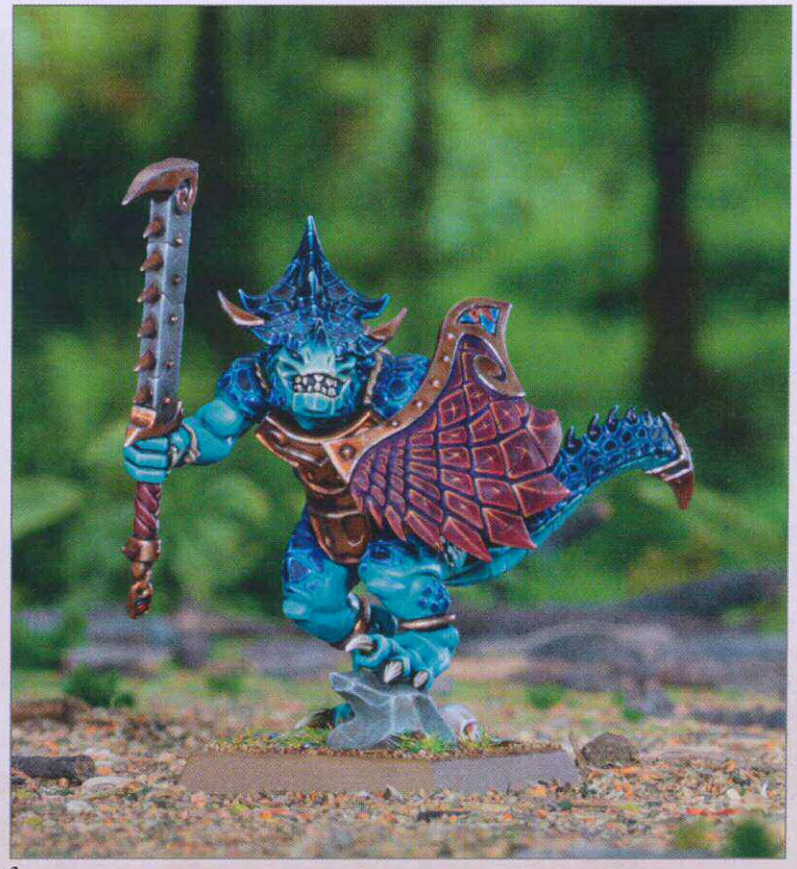

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1 The Carnosaur kit comes with three heads for the rider – one for Kroq-gar, one representing a Scar Veteran and one with a golden crest to signify a Saurus Oldblood (pictured).

2 There are also three different weapon options for the Oldblood, enabling you to equip your leader with a spear, a spiked stone club or a brutal halberd.

3 "I had a bit of space free on the frame when I was sculpting Kroq-gar," explains Seb. "It seemed a shame to waste it so I sculpted a pair of Saurus legs to fill the gap. That way if you build the main kit as the Troglodon (with the Oracle rider) then you will also have enough parts to make a Saurus hero on foot."

AROUND THE STUDIO

Our regular hobby round up of the Studio never fails to yield striking results.

When Duncan came up to tell us all about his Bretonnian army in this month's Armchair General, he mentioned the Mighty Empires map that his gaming group had used in their campaigns. Frankly, it's so well modelled and painted, we just had to borrow it to show off in the magazine – in fact, it's got the White Dwarf team thinking that we should start a campaign of our own soon. While we were talking to Duncan, we couldn't help but notice Chad (who works right beside him) has been painting more Necrons – hopefully we'll show the whole force soon. **AT**

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1 The blue spot details of Chad's Triarch Stalker seem to glow. "It's just a matter of highlighting from Lothern Blue up to White Scar," he says.

2 Each player in Duncan's campaign has made intricate army markers that show which force is fighting in the area. As the campaign continued, the different armies grew or shrunk in strength, gaining fearsome (or sometimes amusing) reputations among the various players.

3 Duncan's map is lavishly modelled using the Mighty Empires kit, with foliage marking great forests and cork bark for mountains. Duncan hangs it in pride of place in his gaming area.

THIS MONTH IN

FORGE WORLD

The Forge World studio is never short of a fantastic model or two, as we find each and every time we go down there. This month, when we stopped by to see what was new, we discovered a new Space Marine hero, elite swordsmen and a crashed Thunderhawk.

THE PALATINE BLADES

Last time we visited the Forge World studio, Steve Whitehead had nearly finished his work on an elite unit for the Emperor's Children, the Palatine Blades. "These are all expert swordsmen," said Steve, when we asked him to tell us about them. "Chosen warriors of their Primarch Fulgrim, with ceremonial armour that shows their loyalty to the Legion."

The three models that you can see here are the first of Steve's completed models, each armed with a charnabal blade and clad in armour that is decorated with the winged claw of their legion, as well as other, darker imagery, perhaps adopted in the wake of Fulgrim's fall.

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1 This Palatine Blade has his sword held in a two-handed pose. On his breastplate is a face contorted either in song or a deathly shriek.

2 Three completed Palatine Blades – these models were freshly back from being moulded, and Steve was only too happy to assemble them for us get a picture of them.

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LEGION PRAETOR

Hot on the heels of his Legion Praetor in power armour comes another Space Marine master from Edgar Skomorowski, this time clad in modified Cataphractii Pattern Terminator armour.

"I am really enjoying sculpting Space Marines," said Edgar. "From faces scarred by the Great Crusade to the exceptional wargear and armour they bear, I'm finding sculpting them really fulfilling." Judging by his work so far, it's clear he's having a blast. If you like what you can see here, there's more on the way; his desk is currently home to some terrific works in progress.

SHATTERED THUNDERHAWK

Paul Rudge has been painting a Death Guard army for Horus Heresy battles for a while now, and he wasted no time getting his hands on the new Realm of Battle Crashed Thunderhawk. He has painted it in the colours of his army, so that when he plays games he can use it as an objective for his force. "I'm looking forward to playing some games where my Death Guard fight to recover it," he said.

A selection of Paul's Death Guard gather around the shattered ruin of a downed Thunderhawk, defying their foes to claim it from them.

THIS MONTH IN

BLACK LIBRARY

This month we were lucky enough to have Aaron Dembski-Bowden swing by the White Dwarf bunker to talk to us about his latest book, *Armageddon*, what makes Chaplain Grimaldus tick and whether he prefers Warlord Ghazghkull or Commissar Yarrick.

Aaron Dembski-Bowden has written innumerable books for Black Library, including New York Times bestselling novel *The First Heretic*.

BURNING WORLDS

We sat down to find out what it is that fascinates Aaron Dembski-Bowden about Armageddon.

Andrew: What makes Armageddon such an iconic battlezone to write about?

Aaron: It's the iconic planetary invasion of the Time of Ending. At two minutes to midnight, the Imperium is fighting with all it has left, in the final hours of the Dark Millennium. Armageddon embodies that desperate time, with a crucial world falling to an overwhelming foe. A microcosm of the fate the entire Imperium will suffer at the hands of everything that threatens to delete humanity from the map.

AK: So why Helsreach, out of all the battles on Armageddon?

ADB: I had a crazy desire to write a novel about a siege, and the defence of Helsreach against Ork assault is about as brutal a siege as can be imagined. Insane casualties on both sides, and the enemy assault coming over land, sea, and air. The Orks topple the city walls; they march Gargants right in, and they land entire armies at the docks while the defenders are already pushed to the limit.

The other draw was getting to write Grimaldus and the Black Templars. These are Space Marines so hardcore that they chain their weapons to their armour. Where Grimaldus was concerned, a few lines in a Codex is one thing, but making a nuanced and realistic character is a different ball game. The Grimaldus I envisioned was a warrior believing himself doomed to die, leading a new command, and mourning his mentor; the man that raised him not only as a Space Marine, but as a Black Templar, and as a Chaplain. By the end, he comes to have a greater understanding of duty and sacrifice, and becomes the special character we all know from the tabletop. But it's a realisation that comes with the death of many of his own battle-brothers, and with thousands of slaughtered Orks.

AK: Where does the new novella fit in?

ADB: *Blood and Fire* is something of a sequel to *Helsreach*. It's set in the last days before the Black Templars leave Armageddon in pursuit of Ghazghkull. The rest of the Imperial forces are still locked in fighting, and the Celestial Lions happen to be among them. A Chapter of Rogal Dorn's gene-seed, the Lions are being hunted down and destroyed for daring to question the Inquisition's methods. Grimaldus answers their call for aid, to fight with them in their last stand against the Orks. He sees it as his duty to ensure the Chapter survives to fight another day, rather than die in glorious battle. It's a matter of pride against pragmatism.

AK: Ghazghkull or Yarrick?

ADB: Ghazghkull. All those years of playing Gorkamorka have put a rosy shine on the Green Tide.

AK: And we know you're a keen hobbyist – what are you currently painting?

ADB: OK, here's the list. I'm doing a Call to Arms with a few friends, raising Horus Heresy armies, and after ruining my test Space Wolves I'm now doing Blood Angels. I have a bunch of unpainted Dwarfs and Wood Elves screaming at me to be finished and fielded, and I was always more of a Warhammer player than a 40K one. Right now, my main army is my 40K army, The Aphotican Oath: Chaos Daemons, with Chaos Marine allies. I have a bad habit of writing a billion pages of army background for every squad, instead of knuckling down and painting them. **AK**

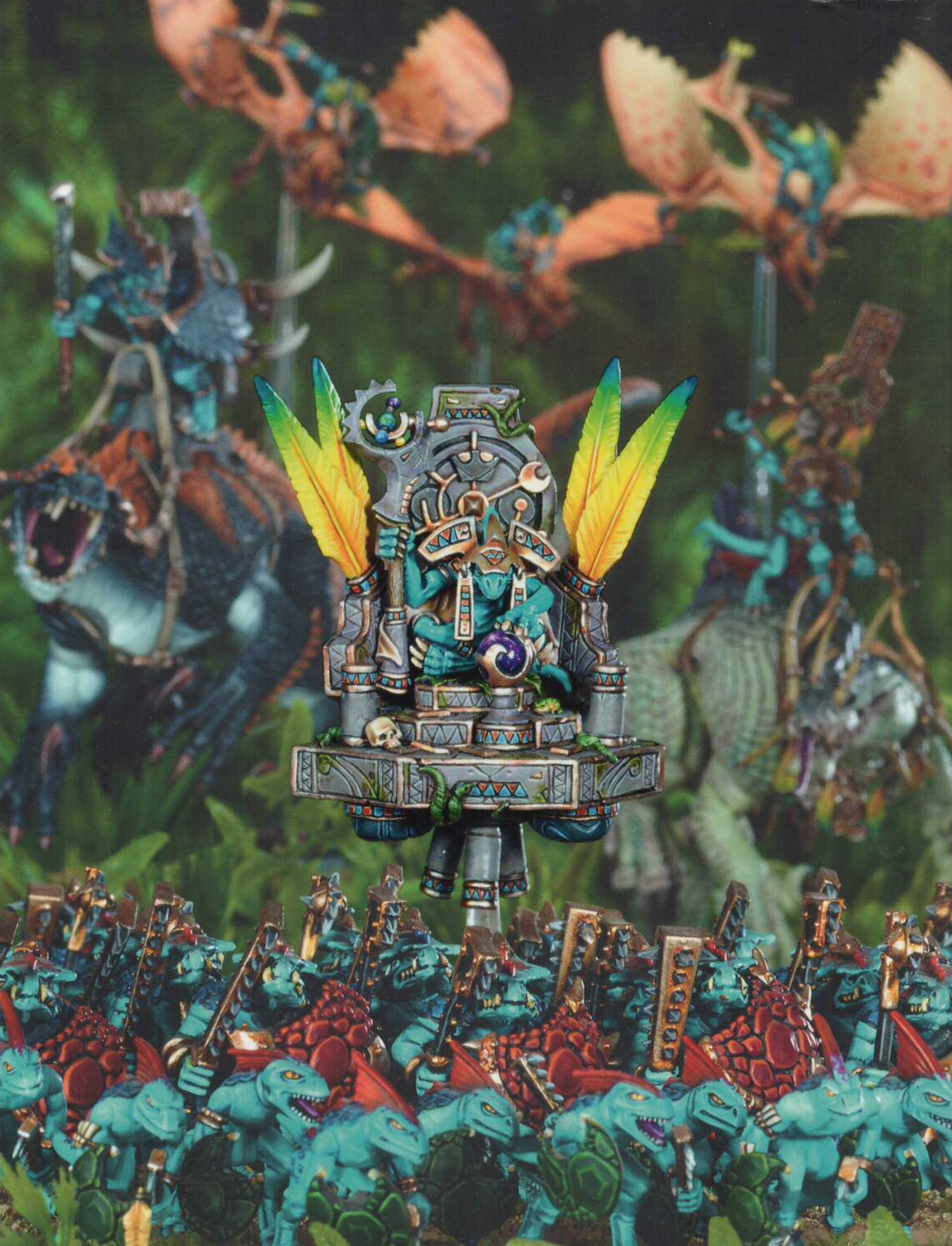
The original cover to *Helsreach* by Jon Sullivan, the Space Marine Battles novel now compiled in *Armageddon* along with a new novella.

PARTING SHOT

"Sometimes – you might think I'm crazy as a doom prophet – but sometimes I think those rats are watching me."

– Rat-catcher Ludwig Nusbaum

AUGUST 2013

HOBBY DIARY

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
July 27 Lizardmen pre-order *The Hobbit: An Unexpected Journey* miniatures pre-order COUNCIL OF WAR WARHAMMER WORLD	28 COUNCIL OF WAR WARHAMMER WORLD	29	30	31	August 1	2
3	4	5 COLLEGE OF ARTISANS 5TH–9TH AUGUST WARHAMMER WORLD	6	7 Tickets on Sale: • Warhammer 40,000 Throne of Skulls • Warhammer Battle Brothers • Warhammer 40,000 Campaign Weekend: Vidar's Fate – Carnac	8	9
10 YOUNGBLOODS THRONE OF SKULLS WARHAMMER WORLD	11 REALM OF BATTLE MASTERCLASS WARHAMMER WORLD	12 COLLEGE OF ARTISANS 12TH–16TH AUGUST WARHAMMER WORLD	13	14	15	16
17 YOUNGBLOODS THRONE OF SKULLS WARHAMMER WORLD	18	19	20	21	22	23
24 THE HORUS HERESY BETRAYAL WARHAMMER WORLD	25 THE HORUS HERESY BETRAYAL WARHAMMER WORLD	26	27	28	29	30
WHITE DWARF September Issue On Sale 31 LEGENDARY BATTLEFIELD WARHAMMER WORLD	September 1 LEGENDARY BATTLEFIELD WARHAMMER WORLD	2	3	4	5	6