

**IN THE UNITED STATES DISTRICT COURT
FOR THE NORTHERN DISTRICT OF ILLINOIS
EASTERN DIVISION**

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Exhibit 1

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IN THE UNITED STATES DISTRICT COURT
NORTHERN DISTRICT OF ILLINOIS
EASTERN DIVISION

| | | |
|-----------------------------------|---|----------------------|
| GAMES WORKSHOP LIMITED, |) | Docket No. 10 C 8103 |
| Plaintiff, |) | |
| vs. |) | |
| CHAPTERHOUSE STUDIOS LLC, et al., |) | Chicago, Illinois |
| Defendants. |) | March 30, 2011 |
| |) | 9:30 o'clock a.m. |

TRANSCRIPT OF PROCEEDINGS - MOTION
BEFORE THE HONORABLE MATTHEW F. KENNELLY

APPEARANCES:

For the Plaintiff: FOLEY & LARDNER
BY: MR. SCOTT RICHARD KASPAR
MR. AARON J. WEINZIERL
321 North Clark Street, Suite 2800
Chicago, IL 60610
(312) 832-5396

For the Defendant: WINSTON & STRAWN
BY: MR. ERIC JONATHAN MERSMANN
35 West Wacker Drive
Chicago, IL 60601
(312) 558-3236

Court Reporter: MS. CAROLYN R. COX, CSR, RPR, CRR, FCRR
Official Court Reporter
219 S. Dearborn Street, Suite 1854-B
Chicago, Illinois 60604
(312) 435-5639

10:09:18 1 (The following proceedings were had in open court:)

10:09:18 2 THE CLERK: 10 C 8103, Games Workshop v.
10:09:24 3 Chapterhouse.

10:09:38 4 THE COURT: Good morning.

10:09:39 5 MR. WEINZIERL: Good morning, your Honor; Aaron
10:09:41 6 Weinzierl on behalf of the plaintiff Games Workshop.

10:09:44 7 MR. KASPAR: Good morning, your Honor; Scott Kaspar
10:09:45 8 on behalf of the plaintiff Games Workshop.

10:09:47 9 MR. MERSMANN: Good morning, your Honor; Eric
10:09:49 10 Mersmann on behalf of defendant Chapterhouse.

10:09:51 11 THE COURT: You don't need to lean into that thing.
10:09:55 12 I could hear you if you were standing ten feet away from it.
10:10:00 13 The reason I held it for last is I looked at the motion to
10:10:04 14 dismiss and the memorandum, reread the complaint. Thanks for
10:10:08 15 the redlined version. I looked at that and went back and
10:10:12 16 looked at the original one and the briefs that were filed on
10:10:14 17 that, and I guess I just want to kind of talk it through.

10:10:17 18 The first question would be for the plaintiff's
10:10:21 19 lawyers. So let's just assume for purposes of discussion that
10:10:24 20 you ended up winning the motion to dismiss. I think it's fair
10:10:28 21 to assume that you would get fairly quickly an interrogatory
10:10:32 22 from the defendants that basically says, Give me the stuff
10:10:35 23 that I wanted in the motion to dismiss that Kennelly wouldn't
10:10:39 24 give me. What are you going to do at that point?

10:10:42 25 MR. KASPAR: Well, your Honor, actually we have

10:10:44 1 served -- last week we served -- plaintiff served
10:10:47 2 interrogatories and document requests trying to find out what
10:10:50 3 Chapterhouse, and, in particular, Chapterhouse's principal or
10:10:58 4 owner -- which Games Workshop publications and materials he
10:11:03 5 has --

10:11:03 6 THE COURT: Okay.

10:11:05 7 MR. KASPAR: -- which would help me narrow down this
10:11:07 8 universe.

10:11:07 9 THE COURT: I understand. And I understand the
10:11:09 10 allegations made in the complaint is that, you know, we can't
10:11:12 11 tell -- we publish a lot of stuff and we can't tell you
10:11:15 12 exactly which publications you infringed until we see what you
10:11:20 13 looked at. I get that. But if you were to get an
10:11:24 14 interrogatory now that you had to answer in, you know, three
10:11:29 15 weeks or four weeks that said, okay, tell us -- and I am going
10:11:32 16 to take this right out of the memorandum in support of the
10:11:36 17 motion to dismiss; let me just find the right place here --
10:11:44 18 tell us which ones you think got infringed, I mean, you must
10:11:49 19 have some idea; otherwise, you wouldn't have filed the
10:11:51 20 lawsuit. And you mentioned either three or four specific
10:11:54 21 products in there now --

10:11:56 22 MR. KASPAR: Right.

10:11:56 23 THE COURT: -- but not a whole lot more than that.
10:12:00 24 So what would you -- how would you go about answering it? Not
10:12:06 25 what your answer would be, but how would you go about

10:12:08 1 answering it?

10:12:11 2 MR. KASPAR: Sure. What we have done in paragraph 30
10:12:14 3 of the amended complaint where we have broken down the
10:12:16 4 examples --

10:12:16 5 THE COURT: That's the A, B, C, D examples?

10:12:20 6 MR. KASPAR: Right. Like 30-A I think is a really
10:12:22 7 good example. You know, that's taking one specific character
10:12:28 8 that, you know, that we allege to be infringed, and we've
10:12:31 9 mapped out where it's shown in the different -- the Tyranid
10:12:36 10 Codex, which is one book, and then also the Warhammer 40,000
10:12:41 11 Tyranid book which is another book. It could also be in some
10:12:45 12 of the other codexes. Each of those books -- I have a few if
10:12:51 13 you're interested looking at them, but on each of them --

10:12:54 14 THE COURT: I am not a gamer, so I don't know
10:12:57 15 anything about these games other than what I read in your
10:12:59 16 complaint and the motion.

10:13:00 17 MR. KASPAR: Sure. I imagine what we would do is for
10:13:03 18 each of the 106 products that Chapterhouse is making, we would
10:13:07 19 have to map out all of that. We would expect that would come
10:13:13 20 out in contentions and other sort of --

10:13:15 21 THE COURT: And just so you know, I mean, if that's
10:13:18 22 the way it ends up going -- and there is a view out there that
10:13:20 23 a lot of people hold, including some judges, that you don't
10:13:23 24 have to answer contention interrogatories until the end. I am
10:13:26 25 not one of those judges. You'd be having to answer that at

10:13:30 1 the beginning, so you'd have to do that. The question is why
10:13:33 2 shouldn't I make you do that in your complaint? That's
10:13:37 3 essentially the question that's posed by this motion to
10:13:39 4 dismiss.

10:13:40 5 And I grant you that with regard to what you've put
10:13:42 6 in the -- the new stuff that you've put in, you've given with
10:13:46 7 regard to at least some limited universe of the 106, or
10:13:51 8 however many products, you have given a decent amount of
10:13:54 9 detail, and I think the way I assess this is that, okay, the
10:13:59 10 defendant is saying this is a small part of the universe --
10:14:02 11 and I don't mean universe in terms of your make-believe
10:14:06 12 universe; I mean the universe of what the claims are -- but we
10:14:10 13 are entitled to know the whole thing and we're entitled to
10:14:14 14 know it in the complaint. So basically why shouldn't -- so
10:14:19 15 the question is why shouldn't I make you do it in the
10:14:21 16 complaint.

10:14:22 17 MR. KASPAR: Well, your Honor, at this stage of the
10:14:25 18 pleading, I mean, it's our understanding that it's really just
10:14:30 19 satisfying, you know, the notice function of the complaint,
10:14:34 20 and by having paragraph 12, I think we list all of the works,
10:14:38 21 12 through 14, we list all of the works.

10:14:40 22 THE COURT: Right.

10:14:41 23 MR. KASPAR: And we have also, you know, alleged that
10:14:45 24 all 106 of their products are infringing.

10:14:50 25 THE COURT: Okay.

10:14:51 1 MR. KASPAR: I think that conveys the adequate
10:14:53 2 notice. And certainly going forward, we would -- you know,
10:14:57 3 through discovery, we'd expect that all of this would be
10:15:00 4 developed.

10:15:01 5 THE COURT: So Mr. Mersmann, here is my question for
10:15:03 6 you -- and I don't know whether this is being handled out of
10:15:06 7 the San Francisco office or here, but you're here so I am
10:15:09 8 going to ask you the question. So basically, what I am
10:15:13 9 getting from the plaintiff's side is that, look, yeah, there
10:15:18 10 is a lot of products, there's a lot of ways that people could
10:15:22 11 infringe, we shouldn't make the judge hire a pack animal to
10:15:26 12 carry the complaint up to the courtroom, which is what we'd
10:15:29 13 have to do if we put everything in there right now. We've
10:15:32 14 given them enough to kind of get the ball rolling. Why
10:15:35 15 shouldn't that -- at least for the complaint, why shouldn't
10:15:37 16 that be good enough?

10:15:39 17 MR. MERSMANN: Your Honor, again, I think as
10:15:42 18 plaintiff's attorney said, that paragraph 30-A is a good
10:15:46 19 example. There's nothing in that paragraph that alleges that
10:15:54 20 Carnifex Tervigon conversion kit infringes a particular
10:15:59 21 copyright, infringes a copyright in the Tervigon character.
10:16:03 22 This is the first I have heard of a copyright protecting the
10:16:07 23 Tervigon character particularly. You know, this is a classic
10:16:11 24 example of a scattershot complaint that is really insufficient
10:16:17 25 to put our client on notice of what products of his they're

10:16:23 1 alleging infringe and what particular copyrights they're
10:16:25 2 alleging those products infringe.

10:16:27 3 THE COURT: So how is this different, though, from a
10:16:29 4 case -- it's not particularly unusual for lawsuits for -- in
10:16:33 5 lawsuits, rather, for the plaintiff to say in the original
10:16:36 6 version or iteration of the complaint that you did a bad thing
10:16:41 7 to me and these are the bad things you did to me, and then in
10:16:44 8 discovery, people find out that more bad things were done and
10:16:47 9 they add on to that, and that's fairly normal for litigation.
10:16:51 10 Why is this any different?

10:16:52 11 MR. MERSMANN: I read the case as if there were facts
10:16:55 12 alleged in this complaint that were sufficient to carry like
10:17:02 13 even the notice requirements of copyright infringement, but
10:17:06 14 those facts simply haven't been pled here.

10:17:09 15 THE COURT: The way I guess I kind of see this is
10:17:13 16 where this is all headed -- what this all filters down to is
10:17:16 17 argument 3. What you're hoping to do is to have them -- what
10:17:22 18 you think might happen is that they plead enough that you can
10:17:24 19 come back to me and make an argument this is actually B-3,
10:17:29 20 none of this stuff is copyrightable. You are never going to
10:17:32 21 get that in a motion to dismiss. The case you cite there, I
10:17:36 22 think it's a decision by Judge Cost, Fasa, F-a-s-a, v.
10:17:41 23 Playmate, it was a summary judgment rule, and I recognize that
10:17:44 24 you cite some more recent ones including a decision by Judge
10:17:48 25 Kendall. I read that one too. I didn't think it was

10:17:50 1 particularly comparable. Those kinds of issues about whether
10:17:54 2 particular elements are protectable or not -- and I am not
10:17:57 3 going to claim that we get a lot of copyright cases, but we
10:18:01 4 don't, and I have had my share of them. It's never a notice
10:18:05 5 to dismiss issue, it's always going to be a summary judgment
10:18:07 6 issue.

10:18:07 7 I guess my take on this is I think that you've got
10:18:10 8 enough in the new stuff that's been alleged to get you going,
10:18:14 9 and the alternative would be to require them to really -- to
10:18:22 10 draft a complaint that would be longer by several multiples
10:18:27 11 than those pro se complaints I referred to a few minutes ago,
10:18:31 12 like I got a 56 and 55 page complaint. I think we have
10:18:38 13 reached the point here where the further detail is
10:18:41 14 appropriately gained in discovery. I think you have enough
10:18:43 15 notice of enough of the claim that it satisfies Rule 8 and
10:18:46 16 it's specific enough. So for that reason, I am going to deny
10:18:50 17 the motion to dismiss.

10:18:52 18 But here's the deal. And you don't have to do this
10:18:57 19 if you don't want to. But my advice to you is get an
10:19:02 20 interrogatory served or a set of interrogatories immediately
10:19:05 21 that includes, okay, tell us which products, which parts are
10:19:11 22 infringed by what exact things. And as I said, I am not -- I
10:19:16 23 am going to overrule the objection that this is a premature
10:19:18 24 contention interrogatory, so you make the objection if you
10:19:21 25 want to make a record, but don't bother even getting past the

10:19:25 1 37.2 conference on that. Then we will see where we get. And
10:19:28 2 I mean, I am not expecting -- I am not necessarily
10:19:31 3 guaranteeing that you're going to get a complete answer to
10:19:34 4 that right away, but I think you are going to get more than
10:19:37 5 you've gotten here and you are going to get enough to kind of
10:19:39 6 get things going.

10:19:40 7 So the answer to the complaint is to be -- to the
10:19:44 8 amended complaint is to be filed within 21 days. That's the
10:19:47 9 20th of April. We are going to have to deal with Mr. Paulson.
10:19:50 10 I have now gotten a motion from him asking me to appoint a
10:19:53 11 lawyer. And I guess what I wanted -- before I go saddling
10:19:59 12 somebody with, you know, representing a pro se defendant --
10:20:05 13 and I recognize that he is alleged to have a role in this, but
10:20:10 14 have you given thought as to how necessary it is to have him
10:20:14 15 as a party to the case as opposed to somebody whose deposition
10:20:17 16 you take at some point? I am just asking.

10:20:20 17 MR. KASPAR: Your Honor, we have reached out to Mr.
10:20:22 18 Paulson on a number of occasions, you know, with the goal of
10:20:32 19 settling with him and --

10:20:35 20 THE COURT: I mean, I tell you what I think.

10:20:37 21 MR. KASPAR: He is a witness.

10:20:38 22 THE COURT: What I think I would do in this situation
10:20:40 23 is I'd tell him, look, you know, we understand -- we read your
10:20:45 24 financial affidavit, we understand you don't have a lot of
10:20:47 25 money, we need to know what happened. We'd like to sit down

10:20:50 1 with you and talk to you. You can tell us what happened and
10:20:52 2 we will probably have to take your deposition at some point.
10:20:55 3 And if you were going to do something along those lines, I'd
10:20:59 4 be comfortable about keeping his part of the case on pause. I
10:21:03 5 mean, you know, this is -- appointing somebody in a case like
10:21:06 6 this, given the volume involved, is not the same thing as
10:21:09 7 appointing somebody in a -- you know, in a police excessive
10:21:13 8 force case where it's something that happened over the course
10:21:15 9 of five minutes and they take three depositions and it's done.
10:21:18 10 It's a big deal and I am sort of loathe to do that until I
10:21:21 11 think it's really necessary. So that's what I'm going to
10:21:24 12 advise you to do.

10:21:26 13 What I am going to do for now is set the case for
10:21:29 14 status about a month out. What I'd like you to do is talk
10:21:32 15 about a discovery schedule and -- no, we have a discovery
10:21:35 16 schedule. Never mind. I am going to set it for a status
10:21:41 17 about six weeks out, and I am figuring by then that you will
10:21:44 18 have served this interrogatory. It may -- the answer may be
10:21:47 19 due or it may be about to be due, but the main thing I want
10:21:51 20 you to do is give me a better sense of where you're going with
10:21:54 21 Mr. Paulson. So mid May, Augie.

10:21:57 22 THE CLERK: May 11th.

10:21:58 23 THE COURT: Is that date okay, 9:30?

10:22:00 24 MR. MERSMANN: Yes, your Honor.

10:22:00 25 THE COURT: I will see you then. Thanks.

10:22:03

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MR. WEINZIERL: Thank you, your Honor.

10:22:03

2

MR. KASPAR: Thank you, your Honor.

3

(Which were all the proceedings had in the above-entitled
4 cause on the day and date aforesaid.)

5

I certify that the foregoing is a correct transcript from
6 the record of proceedings in the above-entitled matter.

6

7

Carolyn R. Cox
Official Court Reporter
Northern District of Illinois

Date

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/s/Carolyn R. Cox, CSR, RPR, CRR, FCRR

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Exhibit 2

**IN THE UNITED STATES DISTRICT COURT
FOR THE NORTHERN DISTRICT OF ILLINOIS
EASTERN DIVISION**

| | | |
|----------------------------------|---|---------------------------|
| GAMES WORKSHOP LIMITED, |) | |
| |) | |
| Plaintiff, |) | |
| |) | Case No. 1:10-cv-08103 |
| v. |) | |
| |) | |
| CHAPTERHOUSE STUDIOS LLC and JON |) | |
| PAULSON d/b/a PAULSON GAMES, |) | |
| |) | Judge Matthew F. Kennelly |
| Defendants. |) | |

**DEFENDANT CHAPTERHOUSE STUDIOS LLC'S REQUEST FOR
INTERROGATORIES TO GAMES WORKSHOP LIMITED SET ONE**

PROPOUNDING PARTY: DEFENDANT CHAPTERHOUSE STUDIOS LLC

RESPONDING PARTY: PLAINTIFF GAMES WORKSHOP LIMITED

SET: ONE

Pursuant to Rules 26 and 33 of the Federal Rules of Civil Procedure, Defendant Chapterhouse Studios LLC ("Chapterhouse") requests that Plaintiff Games Workshop Limited respond to the interrogatories below, within thirty (30) days of the date of service.

INSTRUCTIONS

1. In answering these interrogatories, furnish all information, including information contained in or on any document, that is known or available to you, including all information in the possession of your attorneys or other persons acting on your behalf or under your attorney's employment or direction.

2. For any information that is withheld on claim of privilege or other legal protection, state the basis for the claim, and without revealing information itself privileged or protected, describe the nature of the information sufficiently to enable Chapterhouse to assess the applicability of the claim. Include the identity of each person whom you believe has knowledge of such information.

3. If you cannot answer the interrogatory fully and completely after exercising due diligence to make inquiries and secure information necessary to do so, so state, and answer the interrogatory to the full extent you deem possible, specify the portion of the interrogatory that you claim you are unable to answer fully and completely; and state what knowledge, information and belief you have concerning the unanswered portion of the interrogatory.

4. The obligation to respond to this interrogatory is continuing and requires further answer and amendment from now until the time of hearing or trial, as provided by Federal Rule of Civil Procedure 26(e).

DEFINITIONS

1. The terms "you" or "your" refer to Plaintiff Games Workshop Limited and includes any persons controlled by or acting on behalf of that entity.

2. The terms "your work" or "your works" refer to literary, pictorial, graphic, sculptural, or other works, as well as characters, in which Games Workshop Limited claims copyright.

3. The term "Chapterhouse" refers to Defendant Chapterhouse Studios LLC as well as its officers, directors, employees, and authorized representatives.

4. The words "or" and "and" shall be read in the conjunctive and in the disjunctive wherever they appear, and neither of these words shall be interpreted to limit the scope of the interrogatory.

5. As used herein, the term "identify" requires the following information:

- (a) With respect to a natural person, provide: full name; any aliases; present or last known business address, telephone number, and email address; occupation and business position or title held; present or last known U.S. residence address, telephone number, and email address (or, if not a U.S. resident, present foreign residence address, telephone number, and email address and last known U.S. residence address).

- (b) With respect to an entity (corporation, company, partnership, joint venture or other entity which is not a natural person), provide: full name; place of incorporation or organization (if any); street address of principal place of business; and principal telephone number.
- (c) With respect to a “copyright,” identify the work and specify whether it is literary, pictorial, graphic, sculptural, a character, or other (and if “other” what type of work); the author; the date of creation; the current owner; any current exclusive licensee; the U.S. copyright registration or application number if any; and in the case of multi-page works, the specific page and textual passage or passages, if any, of the work alleged to be infringed.

INTERROGATORIES

INTERROGATORY NO. 1:

Identify each infringement of your copyrights for which you claim Chapterhouse is liable, by identifying (a) the copyright infringed; (b) the allegedly infringing product or products; (c) the exclusive right or rights of the copyright owner, as set forth in 17 U.S.C. section 106, that you claim has been infringed; and (d) the specific conduct that constitutes the infringement.

INTERROGATORY NO. 2:

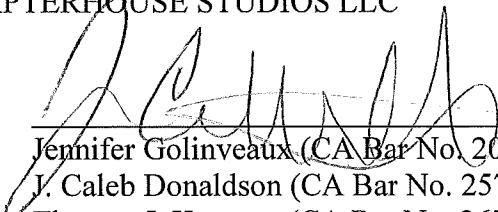
For each of the one hundred and six Chapterhouse products that you allege infringes your copyrights, identify (a) each of your copyrights that you allege the product infringes; (b) the exclusive right or rights of the copyright owner, as set forth in 17 U.S.C. section 106, that you claim has been infringed; and (c) the specific conduct that constitutes the infringement.

Dated: April 1, 2011

Respectfully submitted,

CHAPTERHOUSE STUDIOS LLC

By:


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CERTIFICATE OF SERVICE

I hereby certify that on April 1, 2011, I provided service to the person or persons listed below by the following means: First Class Mail.

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Date: April 1, 2011

SF:306656.1

Exhibit 3

**IN THE UNITED STATES DISTRICT COURT
FOR THE NORTHERN DISTRICT OF ILLINOIS
EASTERN DIVISION**

GAMES WORKSHOP LIMITED,

Plaintiff,

v.

CHAPTERHOUSE STUDIOS LLC and JON
PAULSON d/b/a PAULSON GAMES

Defendants.

Civil Action No. 1:10-cv-8103

**PLAINTIFF'S RESPONSES TO CHAPTERHOUSE STUDIOS'
FIRST SET OF INTERROGATORIES**

Pursuant to Fed. R. Civ. P. Rule 26 (a)(1), , Pursuant to Fed.R.Civ.P. Rule 33, plaintiff, Games Workshop Limited ("Games Workshop") responds as follows to the First Set of Interrogatories of Defendant Chapterhouse Studios LLC ("Chapterhouse"), served by email on April 1, 2011.

INTERROGATORIES

INTERROGATORY NO. 1:

Identify each infringement of your copyrights for which you claim Chapterhouse is liable, by identifying (a) the copyright infringed; (b) the allegedly infringing product or products; (c) the exclusive right or rights of the copyright owner, as set forth in 17 U.S.C. Section 106, that you claim has been infringed; and (d) the specific conduct that constitutes the infringement.

RESPONSE

Games Workshop objects that this interrogatory is a premature contention request and that, as set forth in the complaint herein, calls for production of information in the possession of

defendant. Games Workshops' characters and story-lines for its Warhammer and Warhammer 40,000 series of works are present in a vast number of works authored by Games Workshop, and only defendant knows which of the foregoing works (including the twenty works identified in the complaint) defendant accessed and consulted as inspiration for his 106 works in issue.

Without prejudice to or waiver of the foregoing objections, (a) Games Workshop has identified the following as works to which it believes Chapterhouse likely had access: Warhammer 40,000 rule book (editions one through five); Space Marine Collectors' Guide (editions one and two); Warhammer 40,000 Tyranids (editions one through five); Warhammer 40,000 Space Marines (editions one through four); Warhammer 40,000 Dark Angels (editions one through three); Warhammer 40,000 Chaos Space Marines (editions one through four); Index Astartes II, January 2002; Index Astartes III, February 2004; Index Astartes IV, June 2005; The Horus Heresy Collected Visions, June 2007; The Art of Warhammer 40,000, January 2006; White Dwarf Magazine 249, September 2000; How to Paint Space Marines, April 2005; Soul Drinkers, September 2002; Games Workshop Complete Catalog & Hobby Reference 2006-2007; (b) Games Workshop believes all 106 of Chapterhouse's products incorporate and its entire website collecting and presenting the same incorporate elements copied from Games Workshop's copyrighted works; (c) Games Workshop contends that Chapterhouse has, without limitation, reproduced copies of the copyrighted works, has prepare derivative works based upon the copyrighted works and has distribute copies thereof to the public by sale or other transfer of ownership; and (d) Games Workshop contends that Chapterhouse has infringed its copyright by copying, producing, manufacturing and selling the subject goods.

Attached hereto as Exhibit A is a summary of Games Workshop's current understanding of at least some of the likely sources of Chapterhouse's works in issue.

INTERROGATORY NO. 2:

For each of the one hundred and six Chapterhouse products that you allege infringes your copyrights, identify (a) each of your copyrights that you allege the product infringes; (b) the exclusive right or rights of the copyright owner, as set forth in 17 U.S.C. Section 106, that you claim has been infringed; and (c) the specific conduct that constitutes the infringement.

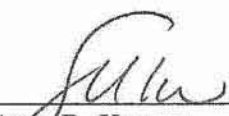
RESPONSE

Games Workshop objects that this interrogatory is needlessly cumulative and repetitive of Interrogatory 1.

Without prejudice to or waiver of the foregoing objections, Games Workshop incorporates by reference herein its responses to the foregoing Interrogatory No. 1.

Dated: May 4, 2011

Respectfully submitted,

By: 

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Attorneys for Plaintiff Games Workshop Limited

CERTIFICATE OF SERVICE

I, Scott R. Kaspar, an attorney, hereby certify that on May 4, 2011, I caused a copy of the foregoing **PLAINTIFF'S RESPONSES TO CHAPTERHOUSE STUDIOS' FIRST SET OF INTERROGATORIES** to be served on the interested parties by causing copies of this document to be served *via* United States Mail in a sealed envelope with the postage prepaid to the following:

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Scott R. Kaspar

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|--|--|
| 1 | Eagle Thunder Hammer for Space Marine | Games Workshop sells Thunder Hammers, a power weapon used by Space Marines. <i>See, e.g.</i> , Space Marine Collector's Guide 2003, page 14. High Elf and Empire are both Warhammer fantasy armies. |
| 2 | Shoulder Pad w/ Shield & Studs for Space Marine – Tactical | Forge World sell Mark V Heresy Space Marines Chaos Space Marines are a Warhammer 40,000 army. The Black Templars are a Space Marine Chapter. Their Chapter colours are black and white. The Chapter's icon is a black cross with a skull at its centre. <i>See, e.g.</i> , Index Astartes II 2003, page 45; Warhammer 40,000 Space Marine Land Speeder 1998, page 5. |
| 3 | Skull or Chaplain Head Bit for Space Marines | Chaplains are a rank within the Space Marines army. Their iconography heavily features skulls. <i>See, e.g.</i> , Space Marine Chaplain with skull helmet available on the Games Workshop website. |
| 4 | Shoulder Pads for Blood Eagle – Tactical | The Blood Ravens are a Space Marine Chapter for the Dawn of War computer game (produced under licence from Games Workshop). <i>See, e.g.</i> , The Art of Warhammer 40,000 2006, page 71. Forge World sells a Blood Raven decal/transfer sheet on its website - Decals are used to decorate Space Marines, including shoulder pads. The Blood Angels are a Space Marine Chapter. Their iconography includes blood drops. <i>See, e.g.</i> , Index Astartes II 2002, page 31. |
| 5 | Shoulder Pads for Blood Eagle – Terminator | The Blood Ravens are a Space Marine Chapter for the Dawn of War computer game (produced under licence from Games Workshop). <i>See, e.g.</i> , The Art of Warhammer 40,000 2006, page 71. Terminator refers to a type of Space Marine armour. Games Workshop sells Space Marines in Terminator armour. |
| 6 | Celestial Lions Left Arm Shoulder Pad Bit - Tactical | The Celestial Lions is a Space Marine Chapter. <i>See, e.g.</i> , White Dwarf magazine issue 249, page 33. The Celestial Lions Chapter symbol is the head of a Lion on a blue or black background. |
| 7 | Celestial Lions Right Arm Shoulder Pad Bit - Tactical | Celestial Lions/Lions Rampant – See product 6 |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|--|--|
| 8 | Shoulder Pads for Deathwatch or Dark Angels - Tactical | <p>The Dark Angels is a Space Marine Chapter. <i>See</i> Index Astartes I 2002, page 19.</p> <p>The Death Watch is a Space Marine Chapter. <i>See</i> Index Astartes II 2002, page 42.</p> <p>The Inquisition is a Warhammer 40,000 army.</p> |
| 9 | Shoulder Pads for Deathwatch or Dark Angels - Terminator | <p>Image shows 3 arches: middle arch contains a Long Sword; right arch contains an angel wing - these are Dark Angel icons. It looks like the left arch contains a storm bolter (a type of Space Marine gun).</p> <p>The Dark Angels Chapter colours are bone white and green. Their iconography includes images of angel wings, broadswords and figures in hooded cassocks. Triptychs (three panelled artwork) also form a part of their iconography.</p> <p>Triptychs are shown on the central character's belt and also the gun being fired at the bottom of the artwork.</p> <p>Death Watch and Inquisition – <i>see</i> product 8</p> |
| 10 | Power Armour Pad for Exorcist | <p>Games Workshop's Space Marine Chapter is called Exorcists in the plural. Their icon is a skull with horns curving downwards. <i>See</i> White Dwarf magazine issue 249, page 33.</p> <p>Librarian is a rank in the Space Marine army.</p> |
| 11 | Terminator pad for Exorcist Space Marine | Exorcists & Librarians - <i>see</i> product 10 |
| 12 | Sawblade Shoulder Pad & Jewel | <p>The Flesh Tearers are a Space Marine Chapter. Their icon is a circular saw blade with a blood drop in the centre. The Chapter's colours are black and red. <i>See</i> Index Astartes II, page 49.</p> <p>Games Workshop sells Flesh Tearers shoulder pads.</p> |
| 13 | Terminator Shoulder Pad for Flesh Tearers | Flesh Tearers - <i>see</i> product 12. |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|---|---|
| | | Terminator – <i>see</i> product 5. |
| 14 | Howling Griffon Shoulder Pads for Space Marines | <p>The Howling Griffons are a Space Marine Chapter. Their icon is a griffon and their Chapter colours are red and yellow.</p> <p><i>See</i> The Art of Warhammer 40,000 2006, page 71.</p> |
| 15 | Shoulder Pads for Imperial Fist – Tactical Marines | <p>Loyalist refers to the Space Marine Chapters that fight for the Imperium of Mankind. The Imperial Fists are a Space Marines Chapter. Their icon is a clenched hand. The hand is always shown in a gauntlet (armoured glove). Their Chapter colour is yellow. <i>See</i> Index Astartes II 2002, page 13.</p> <p>Games Workshop sells Imperial Fists shoulder pads.</p> <p>The Crimson Fists are a Space Marines Chapter. Their icon is also a clenched hand in a gauntlet. Their Chapter colours are red and blue. <i>See</i> Index Astartes IV 2004, page 39.</p> <p>Games Workshop sells Crimson Fists shoulder pads The Second Founding is when the Space Marine Legions (First Founding) were first split down into Chapters (Second Founding).</p> <p>Tactical - <i>see</i> product 54.</p> |
| 16 | Shoulder Pad for Imperial Fist – Terminator Marine | <p>Loyalist – <i>see</i> product 15.</p> <p>Imperial Fist – <i>see</i> product 15.</p> <p>Crimson Fist – <i>see</i> product 15.</p> <p>Second Founding – <i>see</i> product 15.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 17 | Shoulder Pads for Serpent or Iron Snakes - Tactical | <p>The Iron Snakes are a Space Marine Chapter used in the Games Workshop Black Library novels. <i>See</i> The Art of Warhammer 40,000 2006, page 70.</p> <p>The Iron Snakes icon is a snake facing left with its mouth open and its body</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
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| | | arched. |
| 18 | Shoulder Pads for Serpent or Iron Snakes - Terminator | Iron Snakes – <i>see</i> product 17. Terminator – <i>see</i> product 5. |
| 19 | Shoulder Pad w/ Studs and Skull for Space Marine - Tactical | The shoulder pad shown is based on Mk V Heresy armour – <i>see</i> product 2. Loyalist – <i>see</i> product 15. Chaos Space Marine – <i>see</i> product 2. The Legion of the Damned is a Space Marine Chapter. \ <i>See</i> How to paint Space Marines 2004, page 85. They use the skull emblem on their shoulderpads. Games Workshop sells Legion of the Damned models on its website. Tactical – <i>see</i> product 54. |
| 20 | Shoulder Pad w/ Skull and Flames for Space Marines - Tactical . | Space Marines show their Chapter icon on their left shoulder. <i>See</i> Warhammer 40,000 Chaos Space Marines 2007, page 21. The Sanctified is a Chaos Space Marine Legion. It has a flaming skull as its icon. Loyalist – <i>see</i> product 15. Chaos Space Marine – <i>see</i> product 2. Legion of the Damned - <i>see</i> product 19. Tactical – <i>see</i> product 54. |
| 21 | Shoulder Pad Star Fox / Luna Wolves Tactical | The Star Fox is a fan created Space Marine Chapter. The Luna Wolves are a Space Marine Legion. Their Legion icon incorporates a black wolf's head shown face on. <i>See</i> Index |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|--|--|
| | | <p>Astartes IV, 2004, page 3.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 22 | Shoulder Pad Star Fox / Luna Wolves Terminator | <p>Star Fox/Luna Wolves – <i>see</i> product 21.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 23 | Shoulder Pads for Chalice or Soul Drinker - Tactical | <p>The Soul Drinkers are a Space Marine Chapter used in the Games Workshop Black Library novels. <i>See</i> Soul Drinkers 2002, front cover.</p> <p>The Soul Drinkers Chapter colour is purple and their icon is a gold chalice with spikes rising up from the bowl of the cup.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 24 | Shoulder Pads for Chalice or Soul Drinker - Terminator | <p>Soul Drinkers – <i>see</i> product 23.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 25 | Dragon or Salamander Icon Shoulder Pad Bit - Tactical | <p>The Salamanders are a Space Marine Chapter. Their iconography is a crested lizard head and they use scales as armour decoration. The Chapter's colours are green and black. <i>See</i> Index Astartes IV, 2004, page 19.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 26 | Dragon or Salamander Icon Shoulder Pad - Terminator . | <p>Salamanders – <i>see</i> product 25.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 27 | Dragon or Salamander Power Fist | <p>Salamanders – <i>see</i> product 25.</p> <p>A power fist is a Space Marine weapon. Forge World sells a power fist A lightning claw is a Space Marine weapon. Games Workshop sells lightning claws.</p> <p>Terminator – <i>see</i> product 5.</p> <p>Power armour – <i>see</i> product 3.</p> |
| 28 | Dragon or Salamander Storm Shield Diamond Scales | <p>Salamanders – <i>see</i> product 25.</p> <p>Space Marines use Storm Shields. Games Workshop sells these on its website - High Elf – <i>see</i> product 1.</p> <p>Power armour – <i>see</i> product 3.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 29 | Dragon or Salamander Storm Shield - Smooth no skull | <p>Storm shield – <i>see</i> product 28.</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|---|---|
| | | <p>Index Astartes IV 2004, page 19.</p> <p>Example of scales shown on Salamanders Space Marines.</p> <p>High Elf – <i>see</i> product 1.</p> <p>Power armour – <i>see</i> product 3.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 30 | Dragon or Salamander Storm Shield - Smooth w/ skull | <p>Salamanders – <i>see</i> product 25.</p> <p>Storm shield – <i>see</i> product 28.</p> <p>High Elf – <i>see</i> product 1.</p> <p>Power armour – <i>see</i> product 3.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 31 | Dragon or Salamander Thunder Hammer | <p>Thunder hammer – <i>see</i> product 1.</p> <p>Power weapon – <i>see</i> product 1.</p> <p>Salamanders – <i>see</i> product 25.</p> <p>High Elf and Empire – <i>see</i> product 1.</p> |
| 32 | Salamander, Alpha Legion or Dragon Conversion Kit for Land Raider | <p>The Land Raider is a Space Marine vehicle. Games Workshop sells Land Raiders on its website.</p> <p>Salamanders – <i>see</i> product 25.</p> <p>Forge World sells a Salamanders conversion kit for the Land Raider on its website.</p> <p>The Alpha Legion is a Space Marine Legion. Its icon is a creature that has the body of a snake and three horned dragon heads. The colour of the icon is bright green.</p> <p>Index Astartes IV, 2004, page 31.</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|----------------------------------|---|
| | | Forge World sells an Alpha Legion Land Raider conversion kit on its website. Heavy bolter and Assault cannon are Space Marine weapons. |
| 33 | Vehicle Icons for Flesh Tearers | <p>Flesh Tearers – <i>see</i> product 12.</p> <p>Rhinos, Land Raiders, Drop pods and Land Speeders are Space Marine vehicles.</p> <p>A Dreadnought is a type of Space Marine. Games Workshop sells Dreadnoughts.</p> |
| 34 | Combi Weapon Magnetic Kit | <p>Each of the weapons is a GW weapon by name and look.</p> <p>A combi weapon is a weapon such as a rifle or pistol which can have a second weapon mounted on to it.</p> <p>A melta gun fires a wave of energy that heats up the target, causing it to explode. A plasma gun fires a ball of super heated energy.</p> <p>In the Warhammer 40,000 background, Space Marines can use combi-weapons. In the game’s rules this is represented by the Space Marine player having the option of arming his models with one of three types of combi-weapon: melta, plasma or flamer. The rules also provide the option of attaching a grenade launcher to the Space Marine’s combi-weapon. <i>See</i> Warhammer 40,000 Space Marines, page 97.</p> |
| 35 | Farseer Jetbike Seer Council Kit | <p>A Farseer is a character from the Eldar army. Games Workshop sells Eldar Farseers on its website - Oval shaped gems are frequently used on Eldar clothing, weapons and vehicles.</p> <p>A jetbike is an Eldar army vehicle. Games Workshop sells Eldar jetbikes on its website.</p> <p>The Seer Council are a unit in the Eldar army. Games Workshop sells the Seer Council on its website.</p> |
| 36 | Warlock Jetbike Seer Council Kit | <p>Jetbike – <i>see</i> product 35.</p> <p>Seer Council – <i>see</i> product 35.</p> <p>The Warlock is a character from the Eldar army. Games Workshop sells Warlocks on its website.</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|---|---|
| 37 | Conversion kit for Tyranid Tervigon | Tyranids are a Warhammer 40,000 army. The Tervigon is a type of Tyranid creature. <i>See</i> Warhammer 40,000 Tyranids 2009, page 52. The Termagants and Trygon are also creatures from the Tyranid army. |
| 38 | Lashwhips - Tyrant Size | The Tyrant is a Tyranid creature – <i>see</i> product 37. The lashwhip is a weapon used by Tyranid creatures, including the Tyrant. The lashwhip forms part of the creature’s arm rather than it being held in its hand. Games Workshop sells the Tyrant on its website. |
| 39 | Lashwhips - Warrior Size | Tyranids – <i>see</i> product 37. Lashwhip – <i>see</i> product 38. A Warrior is a type of Tyranid creature. Games Workshop sells Tyranid Warriors. |
| 40 | Tyrant Bonesword Arms for Tyranids | A bonesword is a weapon used by Tyranid creatures. It forms part of the creature’s arm rather than being held in its hand. <i>See</i> Codex Tyranids 2009, page 66. A Swarmlord is a Tyranid creature. See the ‘Guide to the Warhammer 40,000 Universe’. Warhammer 40,000 Tyranids 2009, page 56. |
| 41 | Warrior Bonesword Arms for Tyranids | Bonesword – <i>see</i> product 40. Warrior – <i>see</i> product 39. |
| 42 | Ymgarl Heads for Tyranid Genestealers - Set | Genestealers are creatures in the Tyranid army. The Ymgarl is a variant of a Genestealer. As part of the Tyranid Genestealer boxed set, Games Workshop included a head component which can convert a Genestealer model into a Genestealer Ymgarl. The components are © Games Workshop 2004. Warhammer 40,000 Tyranids 2010, page 61. |
| 43 | SXV-141 Super-Heavy Assault Walker SAW | The Tau refers to the Tau Empire, a Warhammer 40,000 army. The Tau Empire use rail guns as weapons on their vehicles. The Tau decorate their clothing, weapons and vehicles with the Tau Empire symbol. <i>See</i> Tau |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|---|---|
| | | <p>Empire decal sheet, 2001.</p> <p>An Imperial Titan is a large walking weapons platform used by Imperial forces such as the Space Marines or Imperial Guard.</p> |
| 44 | Assault Shoulder Pad for Space Marine with number 7 | <p>Assault is a type of Space Marine squad. An Assault squad will have an 'X' symbol and their squad number shown on their right shoulder pads. The squad number will be between 1-10.</p> <p>Games Workshop sells assault squad shoulder pads.</p> <p>Power armour – <i>see</i> product 10.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 45 | Assault Shoulder Pad for Space Marine with number 8 | <p>Assault – <i>see</i> product 46.</p> <p>Power armour – <i>see</i> product 10.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 46 | Assault Squad Shoulder Pad for Space Marine - Plain | <p>Assault – <i>see</i> product 44.</p> <p>Power armour – <i>see</i> product 10.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 47 | Crested Pad for Space Marine | <p>Space Marine Captain has a crested shoulderpad with 'rivets' along the edge where the crest attaches to the pad</p> <p>Loyalist – <i>see</i> product 16.</p> <p>Chaos Space Marine – <i>see</i> product 2.</p> <p>Tactical – <i>see</i> product 54.</p> |
| 48 | Devastator Shoulder Pad for Space Marine - Plain | <p>Devastator is a type of Space Marine squad. A Devastator squad has an inverted 'V' symbol on their right shoulder pads. <i>See</i> Warhammer 40,000 Space Marines 2004, page 70.</p> <p>A Devastator squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10. The colors on the shoulder pad refer to a Chapter colour, <i>i.e.</i>, blue and gold are the colours of the Ultramarines Space Marine Chapter. <i>See</i> Index Astartes III 2003, page 23</p> <p>Power armour – <i>see</i> product 3.</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|--|---|
| 49 | Devastator Shoulder Pad for Space Marine with number 9. | Devastator – <i>see</i> product 48. Tactical – <i>see</i> product 54. |
| 50 | Devastator Shoulder Pad for Space Marine with number 10. | Devastator – <i>see</i> product 48. Tactical – <i>see</i> product 54. |
| 51 | First Squad or I Shoulder Pads - tactical. | Loyalist – <i>see</i> product 15. Tactical – <i>see</i> product 54. |
| 52 | Generic Power Armour Shoulder Pad for Space Marine - Plain | Games Workshop’s Sci-Fi Shoulder pad has the unique characteristics of <ul style="list-style-type: none"> ○ Covering from start of shoulder to above the elbow ○ Large border around outer edge ○ Left shoulder pad – squad markings ○ Right shoulder pad – Chapter symbol |
| 53 | Smooth Shoulder Pad for Space Marine - no raised areas | <i>See</i> 52 above. |
| 54 | Tactical Shoulder Pad for Space Marine | Tactical is a type of Space Marine squad. A Tactical squad will have an upward pointing arrow symbol on their right shoulder pad. A Tactical squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10. The colours on the shoulder pad refer to a Chapter colour, <i>i.e.</i> , red and gold are the colours of the Blood Angels Space Marine Chapter. <i>See</i> product 4. Games Workshop sells Tactical shoulder pads. |
| 55 | Tactical Shoulder Pad for Space Marine with number 1. | Tactical – <i>see</i> product 54. |
| 56 | Tactical Shoulder Pad for Space Marine with number 2 | Tactical – <i>see</i> product 54. |
| 57 | Tactical Shoulder Pad for Space Marine with Number 3 | Tactical – <i>see</i> product 54. |
| 58 | Tactical Shoulder Pad for Space Marine with Number 4. | Tactical – <i>see</i> product 54. |
| 59 | Tactical Shoulder Pad for Space Marine with number 5 | Tactical – <i>see</i> product 54. |
| 60 | Tactical Shoulder Pad for Space Marine with number 6 | Tactical – <i>see</i> product 54. |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
|-----|--|--|
| 61 | Salamanders or Dragon Drop Pod Armor or door panel | A drop pod is a Space Marine vehicle. Games Workshop sells drop pods on its website –The icon on the Chapterhouse door is based on the Salamanders Chapter icon – <i>see</i> product 25. |
| 62 | Salamander Dragon Skull Shoulder Pad Bit –Tactical | The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – <i>see</i> product 25. |
| 63 | Salamander Dragon Skull Shoulder Pad - Terminator | The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – <i>see</i> product 25. Tactical – <i>see</i> product 54. Terminator – <i>see</i> product 5. |
| 64 | Salamander Dragon Thunder Hammer - Smooth | The icon on the left side of the head on the far left hammer is based on the Salamanders Chapter icon – <i>see</i> product 25. Power weapon and thunder hammer – <i>see</i> product 1. Terminator – <i>see</i> product 5. High Elf and Empire – <i>see</i> product 1. |
| 65 | Dragon Salamander Head Bit Space Marine | Salamanders – <i>see</i> product 25. This is based on a Space Marine Mk 7 helmet. <i>See</i> Warhammer 40,000 Space Marines 2008, page 71. Noted characteristics: <ul style="list-style-type: none"> • Rectangular open vent on top of helmet • Shape of eyes • Two tubes entering the jawline on each side • Box shape covering ear section |
| 67 | Cog Shoulder Pad - Power Armor . | Iron Hands – <i>see</i> product 68. The Adeptus Mechanicus are an organisation in the Warhammer 40,000 background. Their icon is a skull within a cog. The Art of Warhammer 40,000 2006, page 201. Techmarines are a rank within the Space Marines army. They are the mechanics of the army and are strongly associated with the Adeptus Mechanicus and |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
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| | | technology. |
| 68 | Shield for Iron Hands | <p>The Iron Hands are a Space Marine Chapter. Index Astartes 2003, page 3.</p> <p>The Iron Hands Chapter icon is a gauntleted left hand, shown palm downwards. Index Astartes III 2003, page 3.</p> <p>The Chapter is strongly associated with technology - cogs and power cables feature on their armour and vehicles.</p> <p>Index Astartes III 2003, page 3.</p> <p>Power armour – <i>see</i> product 3.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 69 | Shoulder Pad for Iron Hands Power Armor | Iron Hands – <i>see</i> product 68. |
| 70 | Shoulder Pad for Iron Hands Terminator armor | <p>Power armour – <i>see</i> product 3.</p> <p>Iron Hands – <i>see</i> product 68.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 71 | Banded Armor Terminator Pad | <p>This is Mk1 Space Marine Armour – <i>see</i> 66 above.</p> <p>Iron Hands – <i>see</i> product 68.</p> <p>Terminator – <i>see</i> product 5.</p> |
| 72 | Banded Power Armour Shoulder Pads | <p>This is Mk1 Space Marine Armour – <i>see</i> 66 above.</p> <p>Power armour – <i>see</i> product 3.</p> <p>Iron Hands – <i>see</i> product 68.</p> |
| 73 | Studded Rimmed Shoulder Pad MKV | <p>Mk V armour – <i>see</i> product 2.</p> <p>Loyalist – <i>see</i> product 15.</p> <p>Chaos Space Marines – <i>see</i> product 2.</p> |

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| No. | Chapterhouse Product | Games Workshop |
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| | | Tactical – <i>see</i> product 54. |
| 74 | Five (5) Heresy Era Jump Packs for Space Marines | Space Marines use jump packs. Heresy refers to the type of jump pack used during the Horus Heresy. <i>See</i> The Horus Heresy – Collected Visions 2007, page 284. |
| 75 | Masked Heresy Heads for Space Marines – 4 | Heresy refers to Mk V Heresy armour – <i>see</i> product 2. |
| 76 | MK I Heresy Era for Space Marine “Thunder Armor” Shoulder Pad | Thunder armour is the alternative name for Mk 1 Space Marine armour. <i>See</i> product 68. Loyalist – <i>see</i> product 15. Chaos Space Marines – <i>see</i> product 2. Tactical – <i>see</i> product 54. |
| 77 | Spikey Heresy Heads for Space Marines | Heresy refers to Mk V Heresy armour – <i>see</i> product 2. |
| 78 | Studded Power Armor Pad for MK 5 | Mk V armour – <i>see</i> product 2. Power armour – <i>see</i> product 3. |

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| No. | Chapterhouse Product | Games Workshop |
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| 79 | Rhino Conversion Kit for Space Wolves | <p>A Rhino is a Space Marine vehicle used by the Space Wolves Chapter. <i>See</i> Codex Space Wolves 2000, page 19.</p> <p>The Space Wolves Chapter's iconography includes wolf skulls, wolf tails and fangs.</p> <p>Space Marine Collector's Guide 2003, page 32.</p> <p>Forge World sells a Space Wolves conversion pack for the Rhino.</p> |
| 80 | Storm Combat Space Tech Shield for Wolves | <p>Space Wolves are a Space Marine Chapter . Index Astartes II 2002, page 3. Sons of Russ is a reference to Leman Russ, the Space Wolves founder (Primarch).</p> <p>Storm shields and combat shields are used by Space Marines.</p> <p><i>See</i> 79 above for further information about Space Wolves.</p> |
| 81 | Generic Hammer 2 | <p>Thunder hammers – <i>see</i> product 1.</p> <p>Empire – <i>see</i> product 1.</p> |
| 82 | Imperial or Eagle Storm Shield | <p>High Elf and Empire – <i>see</i> product 1.</p> <p>Storm shields – <i>see</i> product 28.</p> <p>Power armour – <i>see</i> product 1.</p> |

EXHIBIT A

| No. | Chapterhouse Product | Games Workshop |
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| 83 | “Heresy” Armoured Drop Pod Door | <p>Terminators – <i>see</i> product 5.</p> <p>Drop pod – <i>see</i> product 63.</p> <p>Heresy is a reference to Mk V Space Marine armour – <i>see</i> product 2. <i>See also</i> Mk 1 Space Marine armour.</p> |
| 84 | Armoured Rhino for Space Marine Tank Door & Armor Kit | <p>The pattern on these components is Mk 1 type Space Marine armour – <i>see</i> product 66.</p> <p>Rhino – <i>see</i> product 79.</p> <p>Heresy – <i>see</i> product 2.</p> |
| 85 | Rhino Tank Conversion Kit for Space Marine Dragon or Salamander | <p>Rhino – <i>see</i> product 79.</p> <p>Salamanders – <i>see</i> product 25.</p> <p>Two pieces have the Salamanders Space Marine Chapter icon on them. Two others join together to make a Salamanders icon.</p> <p>Index Astartes IV, 2004, page 19.</p> |
| 86 | Mycetic Spore for Tyranids | <p>Tyranids and Carnifex – <i>see</i> product 37.</p> <p>A Mycetic spore is a Tyranid creature. It is used to transport other Tyranid creatures from vessels in orbit onto a planet. Warhammer 40,000 Tyranids 2009, page 54.</p> <p>Gaunts are a type of Tyranid creature.</p> <p>The two Tyranid miniatures in Chapterhouse’s image are a Carnifex (with Chapterhouse’s Tervigon components attached) and a Games Workshop Termagaunt.</p> |
| 87 | Pre-Heresy Scarab Shoulder Pads for Thousand Sons Marines – Term | <p>The Thousand Sons are a Chaos Space Marine Legion. Index Astartes 2003, page 41.</p> <p>Scarabs were featured on their armour prior to and during the Horus Heresy. The Horus Heresy – Collected Visions 2007, page 90.</p> |

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| No. | Chapterhouse Product | Games Workshop |
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| 88 | Scarab Shoulder Pad for Thousand Sons - Power Armor | Thousand Sons - <i>see</i> product 87. |
| 89 | Starburst Shoulder Pad for Thousand Sons Marines - Power Armor | The Thousand Sons Chapter icon was originally a circle with eight points. The Horus Heresy – Collected Visions 2007, page 48. |
| 90 | Shoulder Pad for Mantis Warriors Marines - Power Armor (1) | The Mantis Warriors are a Space Marine Chapter. White Dwarf 101 1988, page 72. |
| 91 | | |
| 92 | Shoulder Pad for Blood Ravens Marines - Terminator | Blood Raven/Blood Angles – <i>see</i> product 4. |
| 93 | Shoulder Pad for Blood Ravens Marines - Power Armor | Blood Raven/Blood Angles – <i>see</i> product 4. |
| 94 | Dragon or Salamander Variant Rhino Door Kit | Space Wolves – <i>see</i> product 79. Rhino – <i>see</i> product 79. Alpha Legion – <i>see</i> product 32. The side door components are decorated with Salamanders Chapter icons – <i>see</i> product 25. |
| 95 | Rhino Conversion #2 kit For Space Wolves | Space Wolves - <i>see</i> product 79. The Space Wolves Chapter decorates its vehicles with wolf's heads shown face on. <i>See</i> Warhammer 40,000 Space Wolves 2009, page 78. |
| 96 | Tactical Rhino Doors with Skulls Kit | Games Workshop sells products decorated with piles of skulls. |
| 97 | Rhino Tank Conversion Kit for Iron Snakes | The three components on the top row have Iron Snakes icons. <i>See</i> product 17. |

EXHIBIT A

Exhibit 4

EXHIBIT A to Games Workshop Ltd.'s Answer to Interrogatory No. 1

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
|-----|--|---|
| 1 | <p>Eagle Thunder Hammer for Space Marine (12)</p> <p>This is a hammer sculpted with a Eagle or Feather theme in mind. It can be used as a power weapon or a thunder hammer. It is well suited as a Imperial Thunder Hammer for 40k or even used in Imperial Fantasy Armies. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit.</p> | <p>Games Workshop sells Thunder Hammers available on its website. http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400033&rootCatGameStyle= http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060025&rootCatGameStyle=</p> <p>Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas. The Thunder Hammer is a power weapon used by Space Marines. A power weapon is a close combat weapon such as a hammer or sword with a power generator built into it to produce an additional combat effect.</p> <p>40K is the generally accepted abbreviation for Warhammer 40,000. It is registered as a CTM in classes 9, 16 and 28, and in the US in class 28.</p> <p>Space Marines use eagles as part of their iconography.</p> <p>Space Marine Collector's Guide 2003, page 14</p> <p>High Elf and Empire are both Warhammer fantasy armies.</p> |
| 2 | <p>Shoulder Pad w/ Shield & Studs for Space Marine – Tactical (3)</p> <p>This is a studded shoulder pad a shield on the side. This is similiar to the Heresy era shoulder pads that early space marines used. This shoulder pad works well with any loyalist or chaos Space Marine® armies, works especially well with black templars. This is a pewter model that fits on tactical Space Marine® models as well as other sci-fi models.</p> | <p>The Heresy era is a period of history in Warhammer 40,000 called the Horus Heresy. It is also a type of Space Marine armour – Mk V Heresy armour.</p> <p>Forge World sell Mark V Heresy Space Marines available on its website http://www.forgeworld.co.uk/Warhammer-40000/Space_Marines/Space_Marine-Infantry-Accessories/MK-V-HERESY-ARMOUR.html</p> <p>Models designed by Will Hayes and Phil Stutcinkas, Chaos Space Marines are a Warhammer 40,000 army.</p> <p>The Black Templars are a Space Marine Chapter. Their Chapter colours are black and white. The Chapter's icon is a black cross with a skull at its centre.</p> <p>Index Astartes II 2003, page 45 (NH663 / NH672 / Neil Hodgson / 2000)</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
|-----|--|--|
| | | <p>Warhammer 40,000 Space Marine Land Speeder 1998, page 5 (NH002 / Neil Hodgson / 1998)</p> <p>Tactical refers to a type of Space Marine squad.</p> |
| 3 | <p>Skull or Chaplain Head Bit for Space Marines (23)</p> <p>This is a unique sculpt of a skull power armor head for 28 mm scale. Tired of the same old chaplain Space Marine® head, we decided to do our own. Scaled for use with GW power armor figures.</p> | <p>Chaplains are a rank within the Space Marines army. Their iconography heavily features skulls.</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>This is just one example of a Space Marine Chaplain with skull helmet available on the Games Workshop website: http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050244&rootCatGameStyle=</p> <p>Power armour refers to the type of armour Space Marines use.</p> |
| 4 | <p>Shoulder Pads for Blood Eagle – Tactical (2)</p> <p>This is a shoulder pad with a Eagle or Blood raven on the face, the wings of the bird are surrounding an inverted blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size Space Marine® Tactical Marine shoulder pad cast in pewter.</p> | <p>The Blood Ravens are a Space Marine Chapter for the Dawn of War computer game (produced under licence by THQ) - http://www.dawnofwargame.com/us/game/index/gameId/1</p> <p>The Art of Warhammer 40,000 2006, page 71 (NH Blood Raven / Neil Hodgson / 2005)</p> <p>The Blood Raven's icon is a raven with outstretched wings (like the Aquila, double headed eagle) with a blood drop centred on its torso.</p> <p>Forge World sell a Blood Raven decal/transfer sheet on its website: http://www.forgeworld.co.uk/Warhammer-40000/BLOOD-RAVENS-TRANSFER-SHEET.html</p> <p>Decals are used to decorate Space Marines, including shoulder pads.</p> <p>(Blood Raven Transfer / Paul Rudge / 2010)</p> <p>The Blood Angels are a Space Marine Chapter. Their iconography includes blood drops.</p> <p>(NH Angels Graph Paper/ Neil Hodgson / 2001)</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | | <p>(WE322 Blood Angels Icon / Wayne England / 1995)</p> <p>Index Astartes II 2002, page 31</p> |
| 5 | <p>Shoulder Pads for Blood Eagle – Terminator (2)</p> <p>This is a shoulder pad with a Eagle or Blood raven on the face, the wings of the bird are surrounding an inverted blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size Space Marine® Terminator shoulder pad cast in pewter.</p> | <p>Blood Ravens – see product 4</p> <p>Terminator refers to a type of Space Marine armour. Games Workshop sells Space Marines in Terminator armour: http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060028</p> <p>Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas.</p> |
| 6 | <p>Celestial Lions Left Arm Shoulder Pad Bit - Tactical (2)</p> <p>This is a Lion Shoulder pad for the left arm, can be used for Celestial Lions or Lions Rampant. This is the standard size Space Marine tactical shoulder pad cast in pewter.</p> | <p>The Celestial Lions is a Space Marine Chapter.</p> <p>White Dwarf magazine issue 249, page 33 (NH672c celestial lions/ Neil Hodgson / 2000)</p> <p>The Celestial Lions Chapter symbol is the head of a Lion on a blue or black background.</p> <p>The Lions Rampant is a fan created Space Marine Chapter.</p> <p>Tactical – see product 56</p> <p>This product is designed to be used with other Games Workshop Products and to fit within the Warhammer 40,000 Universe. It is of a size and scale to fit with Games Workshop products. The product description uses Games Workshop terms: Celestial Lions & Tactical.</p> |
| 7 | <p>Celestial Lions Right Arm Shoulder Pad Bit - Tactical (2)</p> <p>This is a Lion Shoulder pad for the Right arm, can be used for Celestial Lions or Lions Rampant. This is the standard size Space Marine® tactical shoulder pad cast in pewter.</p> | <p>Celestial Lions/Lions Rampant – See product 6</p> <p>Tactical – see product 56</p> <p>This product is designed to be used with other Games Workshop Products and to fit within the Warhammer 40,000 Universe. It is of a size and scale to fit with Games Workshop products. The product description uses Games Workshop marks: Celestial Lions & Tactical.</p> |
| 8 | <p>Shoulder Pads for Deathwatch or Dark Angels - Tactical (2)</p> | <p>The Dark Angels is a Space Marine Chapter.</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | <p>This is shoulder pad is sculpted with a number of gothic style icons on the face of the shoulder pad. It would look good in any deathwatch, inquisition or dark angels themed army. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>Index Astartes I 2002, page 19 (NH703C Dark Angel Variant 2/ Neil Hodgson / 2000)</p> <p>The Death Watch is a Space Marine Chapter.</p> <p>The product description uses Games Workshop marks: Death Watch, Dark Angels and Tactical.</p> <p>Index Astartes II 2002, page 42 (NH Grey Knights Death Watch / Neil Hodgson / 2001)</p> <p>The Inquisition is a Warhammer 40,000 army.</p> |
| 9 | <p>Shoulder Pads for Deathwatch or Dark Angels - Terminator (2)</p> <p>This is shoulder pad is sculpted with a number of gothic style icons on the face of the shoulder pad. It would look good in any deathwatch, inquisition or dark angels themed army. This is the standard size space marine® terminator shoulder.</p> | <p>The product includes 3 arches: middle arch contains a Long Sword; right arch contains an angel wing - these are Dark Angel icons. The left arch may contain a storm bolter (a type of Space Marine gun).</p> <p>The Dark Angels Chapter colours are bone white and green. Their iconography includes images of angel wings, broadswords and figures in hooded cassocks. Triptychs (three panelled artwork) also form a part of their iconography.</p> <p>(DG1019_DA_OC / Dave Gallagher / 2006)</p> <p>Triptychs are shown on the central character's belt and also the gun being fired at the bottom of the artwork.</p> <p>Death Watch and Inquisition – see product 8</p> |
| 10 | <p>Power Armour Pad for Exorcist (2)</p> <p>This power armor sized shoulder pad has a demon skull sculpted on the front as well as a raised rim with the word "perdition" etched into it. Styled after the Exorcist Space Marine® chapter. Looks good as a pad for Librarians as well.</p> | <p>Games Workshop's Space Marine Chapter is called Exorcists in the plural. Their icon is a skull with horns curving downwards.</p> <p>White Dwarf magazine issue 249, page 33 (NH672c Exorcists/ Neil Hodgson / 2000)</p> <p>Librarian is a rank in the Space Marine army.</p> |
| 11 | <p>Terminator pad for Exorcist Space Marine (2)</p> <p>This terminator sized shoulder pad has a demon skull sculpted on a pentagram as well as a raised rim with the word "perdition" etched into it. Styled after the Exorcist space marine® chapter. Looks good as a</p> | <p>Exorcists & Librarians - see product 10</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | pad for Librarians as well. | |
| 12 | <p>Sawblade Shoulder Pad & Jewel (1)</p> <p>This is a shoulder pad that fits is about the same size a GW shoulder pad. It has a sawblade on it and we also include a seperate jewel drop. This looks great as an evil sun or if you use the jewel drop, looks spectacular for "Fleshtearer" Space Marine® shoulder pads. Supplied in pewter.</p> | <p>The Flesh Tearers are a Space Marine Chapter. Their icon is a circular saw blade with a blood drop in the centre. The Chapter's colours are black and red.</p> <p>Index Astartes II, page 49 (NH672c Flesh Tearers/ Neil Hodgson / 2000)</p> <p>Games Workshop sells Flesh Tearers shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod550012a&rootCatGameStyle=</p> <p>The Orks are a Warhammer 40,000 race. Evil Sun(z) is an Ork clan. Their icon is a circle with 'sun rays' extending outwards.</p> <p>Codex Orks 1994, page 36 (WE258C Ork Evil Sunz Icon/ Wayne England / 1994)</p> |
| 13 | <p>Terminator Shoulder Pad for Flesh Tearers (2)</p> <p>This is a shoulder pad that fits is about the same size a GW terminator shoulder pad. It has a stone sawblade on it adorned with a jeweled drop and 2 smaller drops in the corner. This pad looks spectacular on "Fleshtearer" Space Marines®.</p> | <p>Flesh Tearers - see product 12</p> <p>Terminator – see product 5</p> |
| 14 | <p>Howling Griffon Shoulder Pads for Space Marines (2)</p> <p>If you are searching for Howling Griffon shoulder pads, you have come to the right website. These work perfectly for Howling Griffons space marines or any other chapters that use Griffons as their chapter symbol. This fits standard space marine® armored shoulders and should fit in with any standard space marine® model shoulder pads. This is a single shoulder pad - quality cast in pewter.</p> | <p>The Howling Griffons are a Space Marine Chapter. Their icon is a griffon and their Chapter colours are red and yellow.</p> <p>The Art of Warhammer 40,000 2006, page 71 (NH Howling Griffon / Neil Hodgson / 2005)</p> |
| 15 | Shoulder Pads for Imperial Fist – Tactical Marines (2) | Loyalist refers to the Space Marine Chapters that fight for the Imperium of Mankind. |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | <p>This is a shoulder pad with mailed fist on it, the fist has a wreath of flame or leaves along the top. This shoulder pad works well with any loyalist or Imperial Fist (Crimson Fist) or second founding space marine® chapter. This shoulder pad would look especially good on Imperial Fist Space Marines®. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>The Imperial Fists are a Space Marines Chapter. Their icon is a clenched hand. The hand is always shown in a gauntlet (armoured glove). Their Chapter colour is yellow.</p> <p>Index Astartes II 2002, page 13 (NH Imperial Fist Graph/ Neil Hodgson / 2001)</p> <p>Games Workshop sells Imperial Fists shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1110187&rootCatGameSt yle=</p> <p>The Crimson Fists are a Space Marines Chapter. Their icon is also a clenched hand in a gauntlet. Their Chapter colours are red and blue.</p> <p>Index Astartes IV 2004, page 39 (KK289 SM Crimson Fist Pads/ Karl Kopinski/ 2003)</p> <p>Games Workshop sells Crimson Fists shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod330003a&rootCatGameSt yle=</p> <p>The Second Founding is when the Space Marine Legions (First Founding) were first split down into Chapters (Second Founding).</p> <p>Tactical - see product 56</p> |
| 16 | <p>Shoulder Pad for Imperial Fist – Terminator Marine (2)</p> <p>This is a shoulder pad with mailed fist on it, the fist has a wreath of flame or leaves along the top. This shoulder pad works well with any loyalist or Imperial Fist (Crimson Fist) or second founding space marine® chapter. This shoulder pad would look especially good on Imperial Fist Space Marines®. This is a pewter model that fits on terminator space marine® models as well as other sci-fi models.</p> | <p>Loyalist – see product 15</p> <p>Imperial Fist – see product 15</p> <p>Crimson Fist – see product 15</p> <p>Second Founding – see product 15</p> <p>Terminator – see product 5</p> |
| 17 | <p>Shoulder Pads for Serpent or Iron Snakes - Tactical (2)</p> <p>This is a Serpent or snake in a Greek style, the edges of the pads have chains on them. This is the standard size space marine® tactical shoulder pad cast in pewter. This shoulder pad fits well with any greek, serpent or iron snakes themed army.</p> | <p>The Iron Snakes are a Space Marine Chapter used in the Games Workshop Black Library novels. http://www.blacklibrary.com/</p> <p>The Art of Warhammer 40,000 2006, page 70 (NH Iron Snakes / Neil Hodgson / 2005)</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | | <p>(CL Bro of Snake / Clint Langley / Black Library / 2007)</p> <p>The Iron Snakes icon is a snake facing left with its mouth open and its body arched.</p> |
| 18 | <p>Shoulder Pads for Serpent or Iron Snakes - Terminator (2)</p> <p>This is a Serpent or snake in a Greek style, the edges of the pads have chains on them. This is the standard size space marine® terminator shoulder pad cast in pewter. This shoulder pad fits well with any greek, serpent or iron snakes themed army. This pad is meant for the right arm.</p> <p>There are two variants of this pad that ship out, one with a scroll and another with a tooth (not available for individual order).</p> | <p>Iron Snakes – see product 17</p> <p>Terminator – see product 5</p> |
| 19 | <p>Shoulder Pad w/ Studs and Skull for Space Marine - Tactical (2)</p> <p>This is a shoulder pad with a skull on it, the rest of the shoulder pad has armored studs. This shoulder pad works well with any loyalist or chaos space marine® army. Would work great for legion of the damned marines. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>The shoulder pad shown is based on Mk V Heresy armour – see product 2</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marine – see product 2</p> <p>The Legion of the Damned is a Space Marine Chapter.</p> <p>How to paint Space Marines 2004, page 85 (NH Legion of the Damned/ Neil Hodgson / 2005)</p> <p>Their armour colour is black. They use the skull emblem on their shoulderpads.</p> <p>Games Workshop sells Legion of the Damned models on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod380007a&rootCatGameStyle=</p> <p>Tactical – see product 56</p> <p>Miniatures designed by Juan Diaz Ramos.</p> |
| 20 | Shoulder Pad w/ Skull and Flames for Space Marines - Tactical (2) | Space Marines show their Chapter icon on their left shoulder. |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | <p>This is a shoulder pad with Skull on it, the skull has flames coming out of the top. This shoulder pad works well with any loyalist or chaos space marine® army. This shoulder pad would look especially good on legion of the damned armies. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>Warhammer 40,000 Chaos Space Marines 2007, page 21 (NH CH_Sanct / Neil Hodgson / 2007)</p> <p>The Sanctified is a Chaos Space Marine Legion. It has a flaming skull as its icon.</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marine – see product 2</p> <p>Legion of the Damned - see product 19</p> <p>Tactical – see product 56</p> |
| 21 | <p>Shoulder Pad Star Fox / Luna Wolves Tactical (2)</p> <p>This is a stylized fox or wolf head shoulder pad. This is the standard size tactical space marine® shoulder pad cast in pewter. This pad works well with fox, or luna wolves style armies.</p> | <p>The Star Fox is a fan created Space Marine Chapter.</p> <p>The Luna Wolves are a Space Marine Legion.</p> <p>Index Astartes IV 2004, page 3 (NH lunar wolves / Neil Hodgson / 2004)</p> <p>Their Legion icon incorporates a black wolf's head shown face on.</p> <p>Index Astartes IV, 2004, page 3 (NH lunar wolves icon / Neil Hodgson / 2004)</p> <p>Tactical – see product 56</p> |
| 22 | <p>Shoulder Pad Star Fox / Luna Wolves Terminator (2)</p> <p>This is a stylized fox or wolf head shoulder pad. This pad works well with fox, or luna wolves style armies.</p> <p>This is the standard size space marine® terminator shoulder pad cast in pewter. This sculpt to be used as a right arm pad.</p> | <p>Star Fox/Luna Wolves – see product 21</p> <p>Terminator – see product 5</p> |
| 23 | <p>Shoulder Pads for Chalice or Soul Drinker - Tactical (2)</p> <p>This is a shoulder pad with a grail or chalice sculpted on the face, the upper ridge has a raised face with details sculpted along the edge. This shoulder pad works well with Soul Drinker themed armies. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>The Soul Drinkers are a Space Marine Chapter used in the Games Workshop Black Library novels. http://www.blacklibrary.com.</p> <p>Soul Drinkers 2002, front cover (PAS030C Soul Drinker / Adrian Smith / Black Library / 2002)</p> <p>The Soul Drinkers Chapter colour is purple and their icon is a gold chalice with</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | | <p>spikes rising up from the bowl of the cup.</p> <p>Tactical – see product 56</p> |
| 24 | <p>Shoulder Pads for Chalice or Soul Drinker - Terminator (2)</p> <p>This is a shoulder pad with a grail or chalice sculpt on the face, the upper ridge has a raised face with details sculpted along the edge. This shoulder pad works well with Soul Drinker themed armies. This is the standard size space marine® terminator shoulder pad cast in pewter.</p> | <p>Soul Drinkers – see product 23</p> <p>Terminator – see product 5</p> |
| 25 | <p>Dragon or Salamander Icon Shoulder Pad Bit - Tactical (2)</p> <p>This is a Dragon or Salamander flat icon on a scaled background. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>The Salamanders are a Space Marine Chapter.</p> <p>Index Astartes 2004, page 19 (NH Salamander Graph / Neil Hodgson / 2004)</p> <p>Their iconography is a crested lizard head and they use scales as armour decoration. The Chapter's colours are green and black.</p> <p>Index Astartes IV, 2004, page 19 (NH Salamander Icon / Neil Hodgson / 2004)</p> <p>Games Workshop sells Salamanders shoulder pads – http://www.forgeworld.co.uk/Warhammer-40000/SALAMANDERS-TERMINATOR-SHOULDER-PADS.html</p> <p>Models designed by Simon Egan Tactical – see product 56</p> |
| 26 | <p>Dragon or Salamander Icon Shoulder Pad - Terminator (2)</p> <p>This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® terminator shoulder pad cast in pewter. This sculpt to be used as a right arm pad.</p> | <p>Salamanders – see product 25</p> <p>Terminator – see product 5</p> |
| 27 | <p>Dragon or Salamander Power Fist (2)</p> <p>A left arm that can be used as a power fist or lightning claw on regular infantry size miniatures, works well on terminator or power armor.</p> | <p>Salamanders – see product 25</p> <p>A power fist is a Space Marine weapon. Forge World sells a power fist as part of this pack - http://www.forgeworld.co.uk/Warhammer-40000/SPACE-MARINE-</p> |

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| | <p>There are scales sculpted onto the forearm.</p> | <p>CHARACTER-CONVERSION-SET.html</p> <p>Model designed by Phil Stutcinkas,</p> <p>A lightning claw is a Space Marine weapon. Games Workshop sells lightning claws on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400026&rootCatGameStyle=</p> <p>Miniatures designed by Jes Goodwin.</p> <p>Terminator – see product 5</p> <p>Power armour – see product 3</p> |
| 28 | <p>Dragon or Salamander Storm Shield Diamond Scales (2)</p> <p>A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space marine models.</p> <p>The front of this shield has dragon skull on the top and diamond scales sculpted onto the front, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER.</p> | <p>Salamanders – see product 25</p> <p>Space Marines use Storm Shields – a type of shield. Games Workshop sells these on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400033&rootCatGameStyle=</p> <p>High Elf – see product 1</p> <p>Power armour – see product 3</p> <p>Terminator – see product 5</p> <p>Miniature designed by Jes Goodwin.</p> <p>The Chapterhouse shield is designed to be used with Games Workshop products. The product description uses Games Workshop marks Salamanders and Storm Shield.</p> |
| 29 | <p>Dragon or Salamander Storm Shield - Smooth no skull (2)</p> <p>A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space marine® models.</p> <p>The front of this shield has dragon head and scales sculpted onto it, the rear of the shield has a hand hold that enables power armor marines to</p> | <p>Storm shield – see product 28</p> <p>Index Astartes IV 2004, page 19 (NH Salamanders / Neil Hodgson / 2004)</p> <p>High Elf – see product 1</p> <p>Power armour – see product 3</p> |

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| | hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER. | Terminator – see product 5 |
| 30 | <p>Dragon or Salamander Storm Shield - Smooth w/ skull (2)</p> <p>A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space marine® models.</p> <p>The front of this shield has dragon head and scales sculpted onto it as well as as skulls, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in white metal</p> | <p>Salamanders – see product 25</p> <p>Storm shield – see product 28</p> <p>High Elf – see product 1</p> <p>Power armour – see product 3</p> <p>Terminator – see product 5</p> |
| 31 | <p>Dragon or Salamander Thunder Hammer (2)</p> <p>This is a hammer sculpted with a dragon or salamander theme in mind. It can be used as a power weapon or a thunder hammer. It can be used for dragon or salamander space marine® armies. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit.</p> | <p>Thunder hammer – see product 1</p> <p>Power weapon – see product 1</p> <p>Salamanders – see product 25</p> <p>High Elf and Empire – see product 1</p> |
| 32 | <p>Salamander, Alpha Legion or Dragon Conversion Kit for Land Raider (1)</p> <p>Our Flagship conversion kit for landraider tanks, its composed of 9 resin components and 4 pewter components. Included in this package are 2 Front side armor panels, 2 Rear side armor panels, 2 front track guards, 2 dragon head lascannon sponson covers, 1 dragon head Heavy Bolter/Assault Cannon cover and 2 Pewter Braziers.</p> | <p>The Land Raider is a Space Marine vehicle. Games Workshop sells Land Raiders on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1580015&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin.</p> <p>Salamanders – see product 25</p> <p>Forge World sells a Salamanders conversion kit for the Land Raider on its website - http://www.forgeworld.co.uk/Warhammer-40000/SALAMANDERS-LAND-RAIDER-DOORS.html</p> <p>Models designed by Simon Egan,</p> |

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| | | <p>The Alpha Legion is a Space Marine Legion.</p> <p>Index Astartes IV 2004, page 31 (NH Alpha Legion / Neil Hodgson / 2004)</p> <p>Its icon is a creature that has the body of a snake and three horned dragon heads. The colour of the icon is bright green.</p> <p>Index Astartes IV, 2004, page 31</p> <p>Forge World sells an Alpha Legion Land Raider conversion kit on its website - http://www.forgeworld.co.uk/Warhammer-40000/ALPHA-LEGION-LAND-RAIDER-DOORS.html</p> <p>Models designed by Simon Egan Heavy bolter and Assault cannon are Space Marine weapons.</p> |
| 33 | <p>Vehicle Icons for Flesh Tearers (2)</p> <p>This kit consist of 7 pairs of sawblade/drops cast in resin.</p> <p>Large icons measure 31 mm diameter (good for Land Raiders or Rhino top hatches)</p> <p>Two medium icons measure 23.5 mm diameter (good for Rhino fronts and Land Raider side doors)</p> <p>Four small icons measure 16 mm diameter (droppods, dreadnoughts, landspeeders, etc).</p> | <p>Flesh Tearers – see product 12</p> <p>Rhinos, Land Raiders, Drop pods and Land Speeders are Space Marine vehicles.</p> <p>A Dreadnought is a type of Space Marine. Games Workshop sells Dreadnoughts - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1080088&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin.</p> |
| 34 | <p>Combi Weapon Magnetic Kit (1)</p> <p>This kit consist of one bolter combi-weapon body, one combi flamer attachment, one grenade launcher attachment, one combi plasma gun attachment and one combi melta gun attachment. We also include 5 rare-earth magnets that fit in the pre-drilled holes on the main body and on each attachment.</p> <p>This is a pewter kit that allows you to switch out your special weapon choices anytime you want. The magnet has the strength to keep the</p> | <p>Each of the weapons is a GW weapon by name and look.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1560135&rootCatGameStyle=</p> <p>A combi weapon is a weapon such as a rifle or pistol which can have a second weapon mounted on to it.</p> <p>A melta gun fires a wave of energy that heats up the target, causing it to explode. A</p> |

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| | <p>attachments from falling off with pretty heavy handling. Coupled with our unique fitting design, there is little chance of losing the attachments when on the mini.</p> <p>This is a pewter kit, see our pictures for size detail</p> <p>One of the first projects I had in mind were completely interchangeable combi-weapons. If you are anything like me, you magnetize your army to save money and headaches.</p> <p>One of the best options out there for imperial armies is combi-weapons. Alas, combi-weapons are very rare in any plastic form, and the ones you do see go for thier weight in gold.</p> <p>Enter the Chapterhouse Studios Combi-weapon Magnetic kit.</p> <p>As you can see, it is a standard weapon stock and barrel (could be a bolter, could be a heavy MG), we designed some useful tracks and grips so the different combi-weapon parts will fit nice and smooth. To add to the ease of use, we also have holes pre-drilled and include the correct size rare-earth magnets with the kit (5 total).</p> <p>So in essence we have:</p> <ol style="list-style-type: none"> 1) base ranged weapon 2) flame thrower attachment 3) grenade launcher attachment 4) plasma gun attachment 5) melta gun attachment 6) 5 rare earth magnets to fit in predrilled holes. | <p>plasma gun fires a ball of super heated energy.</p> <p>In the Warhammer 40,000 background, Space Marines can use combi-weapons. In the game's rules this is represented by the Space Marine player having the optin of arming his models with one of three types of combi-weapon: melta, plasma or flamer. The rules also provide the option of attaching a grenade launcher to the Space Marine's combi-weapon. See Warhammer 40,000 Space Marines, page 97.</p> <p>The Space Marine model shown is made from a combination of Games Workshop Space Marine components and Chapterhouse Studios Salamanders components.</p> |
| 35 | <p>Farseer Jetbike Seer Council Kit (1)</p> <p>Games Workshop Jetbike kit not included - necessary to assemble as seen</p> <p>This is a 12 piece resin conversion kit that when added to a Games Workshop Eldar jetbike will form the model shown. It is perfect for converting a regular jetbike kit into a Farseer on Jetbike model.</p> <p>Each Farseer Jetbike Rider kit comes with 2 weapon choices, 1 left</p> | <p>A Farseer is a character from the Eldar army – see the ‘Guide to the Warhammer 40,000 Universe’ document. Games Workshop sells Eldar Farseers on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060019&rootCatGameSt yle=</p> <p>Miniature designed by Jes Goodwin and Martin Footit</p> <p>Oval shaped gems are frequently used on Eldar clothing, weapons and vehicles (see models above and below).</p> |

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| | <p>arm, 2 upper torso choice (male or female), 1 lower torso, 1 Farseer head, 1 control panel, 2 shield generators and 2 bike accessories.</p> | <p>There is an icon on the component under the sword second from left – it may be one of the Eldar runes Games Workshop has created but we can't get a clear image of it.</p> <p>A jetbike is an Eldar army vehicle. Games Workshop sells Eldar jetbikes on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1090102&rootCatGameSt yle=</p> <p>Miniature designed by Jes Goodwin The Seer Council are a unit in the Eldar army. Games Workshop sells the Seer Council on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060064&rootCatGameSt yle=</p> <p>Miniatures designed by Jes Goodwin and Adam Clarke</p> <p>The Chapterhouse kit can make a complete rider model, plus additional components to decorate the Games Workshop Eldar Jetbike.</p> |
| 36 | <p>Warlock Jetbike Seer Council Kit (1)</p> <p>Games Workshop Jetbike kit not included - necessary to assemble as seen</p> <p>This is a 11 piece resin conversion kit that when added to a Games Workshop Eldar jetbike will form the model shown. It is perfect for converting a regular jetbike kit into a Warlock on Jetbike model.</p> <p>Each Warlock Jetbike Rider kit comes with 2 weapon choices, 1 left arm, 1 top torso, 1 lower torso, 1 Warlock head, 1 control panel, 2 shield generators and 2 bike accessories.</p> | <p>Jetbike – see product 35</p> <p>Seer Council – see product 35</p> <p>The Warlock is a character from the Eldar army – see the 'Guide to the Warhammer 40,000 Universe' document. Games Workshop sells Warlocks on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060088&rootCatGameSt yle=</p> <p>Miniature designed by Jes Goodwin</p> <p>The Chapterhouse kit can make a complete rider model, plus additional components to decorate the Games Workshop Eldar Jetbike.</p> |
| 37 | <p>Conversion kit for Tyranid Tervigon (1)</p> <p>This resin set contains 5 high detail modular components that fit with the current Games Workshop Carnifex kit. Once assembled, it can be used as a Tyranid® Tervigon. Please note this set does NOT include a</p> | <p>Tyranids are a Warhammer 40,000 army. The Tervigon is a type of Tyranid creature.</p> <p>Warhammer 40,000 Tyranids 2009, page 52 (AB930_Tervagon / Alex Boyd / 2009)</p> <p>Chapterhouse's components are designed to fit on Games Workshop's Tyranid</p> |

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| | <p>Games Workshop Tyranid Carnifex.</p> <p>Each kit contains 5 pieces:</p> <p>Top Center Torso Spine piece (fits in between the two side torsos of the carnifex)</p> <p>Central Armor and Spine Bank (fits on top of the upper torso)</p> <p>Head mount piece</p> <p>Lower abdomen containing birth sacs and embryonic termagaunts</p> <p>Standard Size Oval base (matches Trygon base diameter).</p> <p>Please note while this kit is sculpted to fit a carnifex kit with no modification to either kit, some modification may be necessary to the minute variations that are present in both GW and Chapterhouse Kits.</p> | <p>Carnifex model – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050178&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>Games Workshop has characters and details in its books.</p> <p>Nick Villacci states on Warseer:</p> <p>“RE: TERVIGON CONVERSION KIT FOR TYRANID CARNIFEX FROM CHAPTERHOUSE STUDIOS nvillacci 19/09/2010 - 19:52</p> <p>Hmm,, maybe tell me why you think it is lazy?</p> <p>My goal was to make a kit that is similiar to GWs single illustration of the Tervigon.</p> <p>The other part of that goal was not to charge alot for a kit and to let people use the unused carnifexes we all have stockpiled since the new codex.</p> <p>Another benefit of our kit is that it still conforms to GWs 50% rule for conversions in GW events.”</p> <p>http://www.warseer.com/games_news/tervigon_conversion_kit_for_tyranid_carnifex_from_chapterhouse_studios</p> <p>The Termagants and Trygon are also creatures from the Tyranid army.</p> |
| 38 | <p>Lashwhips - Tyrant Size (1)</p> <p>This is a single pewter Lashwhip created by Chapterhouse Studios for Tyranid® monsters, it is sized to be used with Tyrants and other Large size models. Sculpted so it can be used on the right or left arm socket, it is also bendable due to the sculpting. These Lashwhips hold the foes still so a killing strike may be inflicted.</p> | <p>The Tyrant is a Tyranid creature – see product 37.</p> <p>The lashwhip is a weapon used by Tyranid creatures, including the Tyrant. The lashwhip forms part of the creature’s arm rather than it being held in its hand.</p> <p>Games Workshop sells the Tyrant on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050112&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> |

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| | | The lashwhip is in the model's left hand above. |
| 39 | <p>Lashwhips - Warrior Size (1)</p> <p>This is a single pewter Lashwhip created by Chapterhouse Studios for Tyranid® monsters, it is sized to be used with warriors and other medium size models. Sculpted so it can be used on the right or left arm socket, it is also bendable due to the sculpting. These Lashwhips hold the foes still so a killing strike may be inflicted.</p> | <p>Tyranids – see product 37</p> <p>Lashwhip – see product 38</p> <p>A Warrior is a type of Tyranid creature. Games Workshop sells Tyranid Warriors - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050114&rootCatGameStyle=</p> <p>Miniatures designed by Jes Goodwin</p> |
| 40 | <p>Tyrant Bonesword Arms for Tyranids (1)</p> <p>This is a pair of Chapterhouse Studios resin Bonesword arms for Tyranid® Hive Tyrant or other monstrous creatures. Works great for converting a Swarmlord Each pair consist of 1 left and 1 right arm scaled for the larger tyranid® creatures. Sculpted with details showing the symbiotic weapons of the Tyranid® race, the swords have bio-organic crystalline growths that enable the weapons to inflict death on anyone they strike.</p> | <p>A bonesword is a weapon used by Tyranid creatures. It forms part of the creature's arm rather than being held in its hand.</p> <p>Codex Tyranids 2009, page 66</p> <p>Miniature designed by Jes Goodwin</p> <p>A Swarmlord is a Tyranid creature – see the 'Guide to the Warhammer 40,000 Universe' document for further information. Games Workshop has not made a model for the Swarmlord.</p> <p>Warhammer 40,000 Tyranids 2009, page 56 (PD518_Swarmlord / Paul Dainton / 2009)</p> |
| 41 | <p>Warrior Bonesword Arms for Tyranids (1)</p> <p>This is a pair of Chapterhouse Studios resin Bonesword arms for Tyranid® Warriors. Each pair consist of 1 left and 1 right arm scaled for Tyranid® warriors. Sculpted with details showing the symbiotic weapons of the Tyranid® race, the swords have bio-organic crystalline growths that enable the weapons to inflict death on anyone they strike.</p> | <p>Bonesword – see product 40</p> <p>Warrior – see product 39</p> |
| 42 | <p>Xenomorph 28mm Head bits for Tyranids (1)</p> <p>This is a six (6) piece set of 28mm resin heads. You will receive three(3) of Head A and three(3) of Head B. These heads are sculpted in the style of the classic "Aliens" xenomorphs. They work</p> | Chapterhouse's products use Games Workshop's marks: Tyranid, Tyranid Warrior and Genestealer. |

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| | great on many of the Tyranid® bodies, gaunts, genestealers and tyranid warriors. | |
| 43 | <p>Ymgarl Heads for Tyranid Genestealers - Set (1)</p> <p>This is a 6 piece set of pewter Alien Heads. These are scaled for 28mm heroic miniatures. You can use them as Cthulhu or Ymgarl heads on your models. We have many customers that use these on their Tyranid® Genestealers® to represent Ymgarl Genestealers® .</p> <p>Each set of 6 heads includes 3 different variants, you will receive 2 of each head in this set. There are almost no mold lines on these heads, so minimal clean-up is required. Superglue is recommended for assembling metal bits on plastic kits.</p> <p>We developed these in 2009 as variant heads that would be useful on Tyranid® Genestealers® . When GW released the new Tyranid® codex, the Ymgarl Genestealers® look incredibly like these heads! We have dated post and concept art to prove our idea came first.</p> <p>Regardless, these heads will set your miniatures apart from the rest of the crowd!</p> | <p>Genestealers are creatures in the Tyranid army. The Ymgarl is a variant of a Genestealer.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050149</p> <p>As part of the Tyranid Genestealer boxed set, Games Workshop included a head component which can convert a Genestealer model into a Genestealer Ymgarl. The components are © Games Workshop 2004.</p> <p>Miniature designed by Jes Goodwin and Mark Harrison</p> <p>Chapterhouse say in their description opposite that the Ymgarl Genestealers from Games Workshop's new Tyranid codex look like their heads. There have been no new Games Workshop Ymgarl Genestealer miniatures released since 2004. The only new visual material from the latest Warhammer 40,000 Tyranids book for the Ymgarl was the artwork below. This artwork was created in 2009 and was based on the 2004 Games Workshop model above.</p> <p>Warhammer 40,000 Tyranids 2010, page 61 (DG1192_Ymgarl_Stealer/ Dave Gallagher / 2009)</p> |
| 44 | <p>Female Heads - Imperial Guard 28mm (1)</p> <p>This is a sprue of 6 unpainted resin female Imperial Guard heads. These are scaled for 28mm heroic miniatures. Perfect additions to any miniature line, and look great on imperial guard figures.</p> | <p>Chapterhouse's products use Games Workshop's Imperial Guard mark.</p> <p>The Imperial Guard is a Warhammer 40,000 army.</p> |
| 45 | <p>SXV-141 Super-Heavy Assault Walker SAW (1)</p> <p>Our first vehicle kit, we decided to go crazy on Tau.</p> <p>This is a resin model kit consisting of over 50 parts, weighing in at approximately 2kg and standing almost 30cm tall when complete. The kit components are supplied "as cast" and require cleanup, assembly</p> | <p>The Tau refers to the Tau Empire, a Warhammer 40,000 army.</p> <p>The Tau Empire use rail guns as weapons on their vehicles.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1090208</p> |

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| | <p>and painting for the finished product.</p> <p>Needless to say I think the Imperial Titans will have their hands/fist full.</p> <p>http://chapterhousestudios.com/index.php?route=product/product&path=59&product_id=201</p> | <p>The rail gun is the long gun which is shown firing on the model above.</p> <p>The Tau decorate their clothing, weapons and vehicles with the Tau Empire symbol.</p> <p>Tau Empire decal sheet, 2001</p> <p>Miniature designed by Jes Goodwin</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1620020</p> <ul style="list-style-type: none"> • Geometric grooves on hull and weapons • Circular hatches • Geometric grooves on the hatches • Large oval vents on the hull • Long thin 'nose' section of the hull • Geometric Grooves on the nose • 'X' marks on power/ammo packs • Rail gun weapon • Burst Cannon weapon <p>The Chapterhouse Walker hull fits snugly underneath the Tau Hammerhead hull with the circle sections lining up to the rear.</p> <p>Games Workshop's rail gun design.</p> <ul style="list-style-type: none"> • Rectangular shape. • Two separate sections to the 'barrel' • Barrel joined by a coupler mid-way down the length • Square block nozzle with vents • Short under-slung cylinder connecting the barrel to the power source <p>Cover Art, Codex: Tau ©2001 AS098 Tau Codex detail cropped from larger original)By Adrian Smith</p> <p>At the end of the Tau guns there is a circle with diagonal line design.</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------|--|----------------------|-------------|--|------|------|--|------|----|----|----|--------|-------|-----|----|---------|---------------------|------|----|---|--|---------------------------|------|---|---|---------------------|--------------------|-----|---|---|-----------|---------------------------------|-----|---|---|---------------------------------------|------------------------------|-----|---|---|--|-----------------------------------|-----|---|---|--|------------------------------------|-----------|---|---|--|---|--|--------|-------|-------------|------|----|------------|----|----|----|----|------|
| | <p style="text-align: center;">SXV-141 SUPERHEAVY ASSAULT WALKER</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>SAW</th> <th>BS</th> <th>FRONT</th> <th>SIDE</th> <th>REAR</th> </tr> </thead> <tbody> <tr> <td></td> <td>3(4)</td> <td>14</td> <td>13</td> <td>13</td> </tr> </tbody> </table> <p>POINTS: 750 SUPER HEAVY WALKER STRUCTURE POINTS: 2</p> <p>WEAPONS AND EQUIPMENT HEAVY RAIL CANNON X 2 HEAVY SMART MISSILE RACK (6 X PENETRATOR, 6 X CLUSTER) LONG BARRELLED BURST CANNON TARGETING ARRAY (INCLUDED), MULTI TRACKER, UPGRADED DISRUPTION POD, NETWORKED MARKER LIGHTS X 5, BLACK SUN FILTER, POSITIONAL RELAY, TACHYON MARKER, TARGET LOCKS</p> <p>OPTIONS: SENSOR SPINES 20 FTS FLECHETTE DISCHARGERS 40FTS</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>WEAPON</th> <th>RANGE</th> <th>STR</th> <th>AP</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>RAIL CANNON (SOLID)</td> <td>120"</td> <td>10</td> <td>1</td> <td>DESTROYER. EACH CANNON MAY FIRE INDEPENDENTLY (SHELL TYPE AND TARGET NOMINATED BEFORE ROLLING)</td> </tr> <tr> <td>RAIL CANNON (SUBMUNITION)</td> <td>120"</td> <td>7</td> <td>3</td> <td>APOC ELAST TEMPLATE</td> </tr> <tr> <td>HEAVY BURST CANNON</td> <td>36"</td> <td>5</td> <td>5</td> <td>ASSAULT 6</td> </tr> <tr> <td>HEAVY MISSILE RACK (PENETRATOR)</td> <td>48"</td> <td>8</td> <td>3</td> <td>NO LOS NEEDED- TREAT AS SMART MISSILE</td> </tr> <tr> <td>HEAVY MISSILE RACK (CLUSTER)</td> <td>48"</td> <td>5</td> <td>4</td> <td>ASSAULT 8, NO LOS NEEDED- TREAT AS SMART MISSILE</td> </tr> <tr> <td>NETWORKED MARKER LIGHTS (NWML X5)</td> <td>36"</td> <td>/</td> <td>/</td> <td></td> </tr> <tr> <td>TACHYON MARKER X1 (FORWARD FACING)</td> <td>UNLIMITED</td> <td>/</td> <td>/</td> <td>OPERATES IN THE SAME WAY AS A NETWORKED MARKER LIGHT AND IS USED IN CONJUNCTION WITH THE RAIL CANNONS (ONLY 1 MARKER LIGHT HIT CAN BE GENERATED BY THE TACHYON MARKER)</td> </tr> </tbody> </table> | SAW | BS | FRONT | SIDE | REAR | | 3(4) | 14 | 13 | 13 | WEAPON | RANGE | STR | AP | SPECIAL | RAIL CANNON (SOLID) | 120" | 10 | 1 | DESTROYER. EACH CANNON MAY FIRE INDEPENDENTLY (SHELL TYPE AND TARGET NOMINATED BEFORE ROLLING) | RAIL CANNON (SUBMUNITION) | 120" | 7 | 3 | APOC ELAST TEMPLATE | HEAVY BURST CANNON | 36" | 5 | 5 | ASSAULT 6 | HEAVY MISSILE RACK (PENETRATOR) | 48" | 8 | 3 | NO LOS NEEDED- TREAT AS SMART MISSILE | HEAVY MISSILE RACK (CLUSTER) | 48" | 5 | 4 | ASSAULT 8, NO LOS NEEDED- TREAT AS SMART MISSILE | NETWORKED MARKER LIGHTS (NWML X5) | 36" | / | / | | TACHYON MARKER X1 (FORWARD FACING) | UNLIMITED | / | / | OPERATES IN THE SAME WAY AS A NETWORKED MARKER LIGHT AND IS USED IN CONJUNCTION WITH THE RAIL CANNONS (ONLY 1 MARKER LIGHT HIT CAN BE GENERATED BY THE TACHYON MARKER) | <p>p.9 Codex: Tau Empire ©2005 PD116 Tau Castes & Contact (detail cropped from larger original) By Paul Dainton This Tau pilot wears the design on his chest and arm.</p> <p>Games Workshop's Tau rules.</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th></th> <th>Points</th> <th>Front</th> <th>Armour Side</th> <th>Rear</th> <th>BS</th> </tr> </thead> <tbody> <tr> <td>Hammerhead</td> <td>90</td> <td>13</td> <td>12</td> <td>10</td> <td>3(4)</td> </tr> </tbody> </table> <p>Front, side and rear armour values are given as well as the Ballistic Skill (BS) of the vehicle.</p> <p>'Structure points' are used for Super Heavy vehicles in the game of 'Warhammer 40,000 Apocalypse'</p> <p>'Str' stands for 'Strength' of the weapon. 'AP' stands for 'Armour Penetration' of the weapon. 'Assault 3' means the weapon can be fired 3 times.</p> <p>The list of weapons and equipment for the Super Heavy Walker fits the lists of Tau weapons and equipment from pp.25-31 Codex: Tau Empire ©2005 corresponding text copied below.</p> <p>Railgun: The Tau battlesuit railgun uses linear accelerator technology to project a solid projectile at hypervelocity. It is capable of punching through the thickest armour and of taking down the largest of enemies. Range: 72" Str: 10 AP: 1</p> <p>Smart missile system: The smart missile system fires self-guiding missiles with the intelligence of a drone, which first search for then hunt down the target, passing around any blocking terrain. Range: 24" Str: 5 AP: 5</p> <p>Burst cannon: The burst cannon finds use across the Tau military, primarily mounted on battlesuits and vehicles. Utilising the plasma induction technology found in the pulse rifle and other systems, the burst cannon is a multi-barrel weapon able to sustain high rates of</p> | | Points | Front | Armour Side | Rear | BS | Hammerhead | 90 | 13 | 12 | 10 | 3(4) |
| SAW | BS | FRONT | SIDE | REAR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3(4) | 14 | 13 | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WEAPON | RANGE | STR | AP | SPECIAL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RAIL CANNON (SOLID) | 120" | 10 | 1 | DESTROYER. EACH CANNON MAY FIRE INDEPENDENTLY (SHELL TYPE AND TARGET NOMINATED BEFORE ROLLING) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RAIL CANNON (SUBMUNITION) | 120" | 7 | 3 | APOC ELAST TEMPLATE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HEAVY BURST CANNON | 36" | 5 | 5 | ASSAULT 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HEAVY MISSILE RACK (PENETRATOR) | 48" | 8 | 3 | NO LOS NEEDED- TREAT AS SMART MISSILE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HEAVY MISSILE RACK (CLUSTER) | 48" | 5 | 4 | ASSAULT 8, NO LOS NEEDED- TREAT AS SMART MISSILE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NETWORKED MARKER LIGHTS (NWML X5) | 36" | / | / | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TACHYON MARKER X1 (FORWARD FACING) | UNLIMITED | / | / | OPERATES IN THE SAME WAY AS A NETWORKED MARKER LIGHT AND IS USED IN CONJUNCTION WITH THE RAIL CANNONS (ONLY 1 MARKER LIGHT HIT CAN BE GENERATED BY THE TACHYON MARKER) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Points | Front | Armour Side | Rear | BS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hammerhead | 90 | 13 | 12 | 10 | 3(4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| | | <p>fire. Range: 18" Str: 5 AP: 5 Assault 3</p> <p>Targeting array: Targeting arrays assist the vehicle gunner's aim by adjusting for the target's range and speed. Add 1 to the vehicle's BS</p> <p>Multi-tracker: The vehicle-mounted multi-tracker is combined with advanced stabilisers enabling a vehicle to fire as if it were a fast vehicle.</p> <p>Distribution pod: A distribution pod throws out distorting images in both visual and magnetic spectra, making it hard to target at range.</p> <p>Networked markerlights: A networked markerlight is a specialised version of the standard system, but it is larger and less common.</p> <p>Blacksun filter: This advanced optical filter enables the user to double the distance rolled for determining how far they can see when fighting at night.</p> <p>Positional relay: This records detailed battlefield data and relays it in a tight-band, encrypted burst to a single unit operating as a strategic reserve.</p> <p>Target lock: The target lock identifies potential targets and plots fire plans to counter them, granting the vehicle gunner far more choice about the targets to be engaged.</p> <p>Sensor spines: Sensor spines are used to feed data to an advanced ground-following flight control system.</p> <p>Flechette discharger: Powerful clusters of reactive charges are attached to the hulls of many Tau vehicles. If the enemy approach, they fire off vicious clouds of high velocity flechettes.</p> |

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| 46 | <p>Assault Shoulder Pad for Space Marine with number 7 (4)</p> <p>This is a number 7 Assault Shoulder pad for regular power armor, it has raised crossed arrows on the pad with a roman numeral 7 above the arrows. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>Assault is a type of Space Marine squad. An Assault squad will have an 'X' symbol and their squad number shown on their right shoulder pads. The squad number will be between 1-10.</p> <p>Games Workshop sells assault squad shoulderpads – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1110190&rootCatGameStyle=</p> <p>Power armour – see product 10</p> <p>Tactical – see product 56</p> |
| 47 | <p>Assault Shoulder Pad for Space Marine with number 8 (4)</p> <p>This is a number 8 Assault Shoulder pad for regular power armor, it has raised crossed arrows on the pad with a roman numeral 8 above the arrows. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Assault – see product 46</p> <p>Power armour – see product 10</p> <p>Tactical – see product 56</p> |
| 48 | <p>Assault Squad Shoulder Pad for Space Marine - Plain (4)</p> <p>See 46 above</p> <p>This is a unmarked Assault shoulder pad for regular power armor, it has raised arrows on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>Assault – see product 46</p> <p>Power armour – see product 10</p> <p>Tactical – see product 56</p> |
| 49 | <p>Crested Pad for Space Marine (4)</p> <p>This is a shoulder pad with a raised crest on it. This shoulder pad works well with any loyalist or chaos space marine® army. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> <p>See 46 above</p> | <p>This Space Marine Captain has a crested shoulderpad with 'rivets' along the edge where the crest attaches to the pad - http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat440176a&prodId=prod1060070&rootCatGameStyle=</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>Loyalist – see product 16</p> <p>Chaos Space Marine – see product 2</p> <p>Tactical – see product 56</p> |

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| 50 | <p>Devastator Shoulder Pad for Space Marine - Plain (4)</p> <p>This is a unmarked Devestator shoulder pad for regular power armor, it has a raised arrow on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Devastator is a type of Space Marine squad. A Devastator squad has an inverted 'V' symbol on their right shoulderpads.</p> <p>Warhammer 40,000 Space Marines 2004, page 70 (NH SM Pads/ Neil Hodgson / 2004)</p> <p>A Devastator squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10. The 'X' on this pad indicates this is Devastator squad 10.</p> <p>The colours on the shoulderpad refer to a Chapter colour, ie, blue and gold are the colours of the Ultramarines Space Marine Chapter.</p> <p>Index Astartes III 2003, page 23 (NH Ultramarines Graph / Neil Hodgson / 2001)</p> <p>Power armour – see product 3</p> |
| 51 | <p>Devastator Shoulder Pad for Space Marine with number 9 (4)</p> <p>This is a number 9 Devestator Shoulder pad for regular power armor, it has raised arrow on the pad with a roman numeral 9 embossed into the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Devastator – see product 50</p> <p>Tactical – see product 56</p> |
| 52 | <p>Devastator Shoulder Pad for Space Marine with number 10 (4)</p> <p>This is a number 10 Devestator Shoulder pad for regular power armor, it has raised arrow on the pad with a roman numeral 10 embossed into the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Devastator – see product 50</p> <p>Tactical – see product 56</p> |
| 53 | <p>First Squad or I Shoulder Pads - tactical (4)</p> <p>This is a shoulder pad with a roman numeral "1" or an I on the face, it is stylized and has more detail then the typical I shoulder pad. This shoulder pad works well with any loyalist space marine® armies. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi</p> | <p>Loyalist – see product 15</p> <p>Tactical – see product 56</p> |

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| | <p>models.</p> <p>See 46 above</p> | |
| 54 | <p>Generic Power Armour Shoulder Pad for Space Marine - Plain (4)</p> <p>Just a regular Space Marine® Power Armor pad, similiar to the standard one with raised edges.</p> <p>See 46 above</p> | <p>This is Games Workshop's unique expression of a Sci-Fi Shoulderpad, including the following unique characteristics:</p> <ul style="list-style-type: none"> ○ Covering from start of shoulder to above the elbow ○ Large border around outer edge ○ Left shoulderpad – squad markings ○ Right shoulderpad – Chapter symbol |
| 55 | <p>Smooth Shoulder Pad for Space Marine - no raised areas (3)</p> <p>Another regular Space Marine® shoulder pad, this one has no raised areas, perfectly smooth for something different.</p> <p>Single pewter bit.</p> <p>See 46 above</p> | See 54 above |
| 56 | <p>Tactical Shoulder Pad for Space Marine (3)</p> <p>This is a Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical is a type of Space Marine squad. A Tactical squad will have an upward pointing arrow symbol on their right shoulder pad.</p> <p>Games Workshop sells Tactical shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1110189&rootCatGameStyle=</p> <p>A Tactical squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10.</p> <p>The colours on the shoulder pad refer to a Chapter colour, ie, red and gold are the colours of the Blood Angels Space Marine Chapter.</p> <p>See product 4.</p> |
| 57 | <p>Tactical Shoulder Pad for Space Marine with number 1 (3)</p> <p>This is a number 1 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 1 inlaid in the</p> | Tactical – see product 56 |

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| | <p>arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | | | |
| 58 | <p>Tactical Shoulder Pad for Space Marine with number 2 (3)</p> <p>This is a number 2 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 2 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | Tactical – see product 56 | | |
| 59 | <p>Tactical Shoulder Pad for Space Marine with Number 3 (3)</p> <p>This is a number 3 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 3 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | Tactical – see product 56 | | |
| 60 | <p>Tactical Shoulder Pad for Space Marine with Number 4 (3)</p> <p>This is a number 4 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 4 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | Tactical – see product 56 | | |
| 61 | <p>Tactical Shoulder Pad for Space Marine with number 5 (3)</p> <p>This is a number 5 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 5 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | Tactical – see product 56 | | |

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| 62 | <p>Tactical Shoulder Pad for Space Marine with number 6 (3)</p> <p>This is a number 6 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 6 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> |
| 63 | <p>Salamanders or Dragon Drop Pod Armor or door panel (1)</p> <p>This is a highly detailed resin armored panel that fits on the Drop Pod Kit door. It is a single piece that fits over the standard door, this is sculpted with a dragon or salamanders icon in the center, surrounded by scales. This is a single door. We recomend buying a set of 5 for the regular drop pod model kit.</p> | <p>A drop pod is a Space Marine vehicle. Games Workshop sells drop pods on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1560026&rootCatGameSt yle=</p> <p>Miniature designed by Tom Watton</p> <p>The icon on the Chapterhouse door is based on the Salamanders Chapter icon – see product 25.</p> |
| 64 | <p>Salamander Dragon Skull Shoulder Pad Bit –Tactical (2)</p> <p>This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® terminator shoulder pad cast in pewter. This sculpter to be used as a right arm pad.</p> | <p>The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – see product 25.</p> |
| 65 | <p>Salamander Dragon Skull Shoulder Pad - Terminator (2)</p> <p>This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® tactical shoulder pad cast in pewter. We are not concerned about copyright in this product, just trademark use.</p> | <p>The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – see product 25</p> <p>Tactical – see product 56</p> <p>Terminator – see product 5</p> |
| 66 | <p>Salamander Dragon Thunder Hammer - Smooth (2)</p> <p>This is a hammer sculpted with a dragon or salamander theme in mind. It can be used as a power weapon or a thunder hammer. It can</p> | <p>The icon on the left side of the head on the far left hammer shown opposite is based on the Salamanders Chapter icon – see product 25</p> <p>Power weapon and thunder hammer – see product 1</p> |

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| | <p>be used for dragon or salamander space marine® armies. This is our new "smooth" salamander hammer. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit.</p> | <p>Terminator – see product 5</p> <p>High Elf and Empire – see product 1</p> |
| 67 | <p>Dragon Salamander Head Bit Space Marine (3)</p> <p>This is a pewter bit of the Dragon Special Character resin kit head. We have had many request for just the head so have made these available. A single pewter space helmet in the dragon or salamander style.</p> | <p>Salamanders – see product 25</p> <p>Chaplains are a rank within the Space Marines army. Their iconography heavily features skulls.</p> <p>Miniature designed by Jes Goodwin</p> <p>This is just one example of a Space Marine Chaplain with skull helmet available on the Games Workshop website. http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050244&rootCatGameStyle=</p> <p>This is based on a Space Marine Mk 7 helmet.</p> <p>Warhammer 40,000 Space Marines 2008, page 71 (AB835_SM_Techmarine / Alex Boyd / 2008)</p> <p>Note the following characteristics:</p> <ul style="list-style-type: none"> • Rectangular open vent on top of helmet • Shape of eyes • Two tubes entering the jawline on each side • Box shape covering ear section |
| 68 | <p>Banded Tech Power Armor Pad (4)</p> <p>This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consist of horizontal plates or "bands" of armor similiar to older MK 1 armor. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular power armor figures.</p> | <p>Mk1 refers to a type of Space Marine armour. Games Workshop sells a Mk1 armoured Space Marine – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1140240&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>The Horus Heresy - Collected Visions 2007, page 139 (3086 LemanRuss/ Franz Vohwinkel / Black Library / 2004)</p> |

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| | | <p>Chapterhouse's shoulder pad looks most like the right hand pad on the grey armoured Space Marine above.</p> <p>Iron Hands – see product 70</p> <p>Power armour – see product 3</p> |
| 69 | <p>Cog Shoulder Pad - Power Armor (3)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a cog. The shoulder pad itself is armored strips similiar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad or even as Adeptus Mechanicus or Techmarines. Sized to fit regular power armor figures.</p> | <p>Iron Hands – see product 70</p> <p>The Adeptus Mechanicus are an organisation in the Warhammer 40,000 background. Their icon is a skull within a cog.</p> <p>The Art of Warhammer 40,000 2006, page 201 (WE274C Titan Icon / Wayne England / 1995)</p> <p>Techmarines are a rank within the Space Marines army. They are the mechanics of the army and are strongly associated with the Adeptus Mechanicus and technology.</p> <p>The Chapterhouse product is designed and of a size and scale to be used with Games Workshop products and to fit within the Warhammer 40,000 Universe. The product description uses Games Workshop Trademarks: Iron Hands, Adeptus Mechanicus and Techmarines.</p> |
| 70 | <p>Shield for Iron Hands (2)</p> <p>A high detail shield based on the Iron Hands chapter theme, useful for fantasy models as well as Iron Hand or other hand based space marine® models.</p> <p>The front of this shield has mailed hand and scales sculpted onto a round shield with power cables around the edges, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in white metal.</p> | <p>The Iron Hands are a Space Marine Chapter.</p> <p>Index Astartes 2003, page 3 (NH Iron Hands Graph/ Neil Hodgson / 2001)</p> <p>The Iron Hands Chapter icon is a gauntleted left hand, shown palm downwards.</p> <p>Index Astartes III 2003, page 3 (NH Iron Hands Icon Neil Hodgson / 2001)</p> <p>The Chapter is strongly associated with technology - cogs and power cables feature both functionally and decoratively on their armour and vehicles.</p> <p>Index Astartes III 2003, page 3 (NH Iron Hands Graph/ Neil Hodgson / 2001)</p> <p>Power armour – see product 3</p> |

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| | | Terminator – see product 5 |
| 71 | <p>Shoulder Pad for Iron Hands Power Armor (2)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a mailed hand on it in a clawing motion. The shoulder pad itself is armored strips similiar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular power armor figures.</p> | Iron Hands – see product 70 |
| 72 | <p>Shoulder Pad for Iron Hands Terminator armor (2)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a mailed hand on it in a clawing motion. The shoulder pad itself is armored strips similiar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular terminator armor figures.</p> | <p>Power armour – see product 3</p> <p>Iron Hands – see product 70</p> <p>Terminator – see product 5</p> |
| 73 | <p>Banded Armor Terminator Pad (3)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It consist of horizontal plates or "bands" of armor similiar to older MK 1 armor. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular terminator armor figures.</p> | <p>This is Mk1 Space Marine Armour – see 68 above</p> <p>Iron Hands – see product 70</p> <p>Terminator – see product 5</p> |
| 74 | <p>Banded Power Armour Shoulder Pads (3)</p> <p>This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consist of horizontal plates or "bands" of armor similiar to older MK 1 armor. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular power armor figures.</p> | <p>This is Mk1 Space Marine Armour – see 68 above</p> <p>Power armour – see product 3</p> <p>Iron Hands – see product 70</p> |
| 75 | <p>Studded Rimmed Shoulder Pad MKV (3)</p> <p>This is a shoulder pad with a raised crest on it. This shoulder pad works well with any loyalist or chaos space marine® army. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>Mk V armour – see product 2</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marines – see product 2</p> <p>Tactical – see product 56</p> |

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| 76 | <p>Five (5) Heresy Era Jump Packs for Space Marines (1)</p> <p>This is a set of FIVE (5) Resin and Metal Jump Pack for Space Marines®. It is sculpted to fit in with the Heresy Style Jump Packs. The main Jump Pack is Resin and the control flaps are metal. Designed to fit on the standard Space Marines® back. Suitable for any other 28mm scale miniatures as well.</p> | <p>Space Marines use jump packs. Heresy refers to the type of jump pack used during the Horus Heresy.</p> <p>The Horus Heresy – Collected Visions 2007, page 284 (2121 assault squad/ James Brady / Black Library / 2005)</p> <p>Back pack designed by Aly Morrison</p> |
| 77 | <p>Masked Heresy Heads for Space Marines – 4 (2)</p> <p>This is a resin sprue of 4 "Heresy" style heads for space marines® with rebreather mask. Each sprue comes with 4 heads.</p> | <p>Heresy refers to Mk V Heresy armour – see product 2.</p> |
| 78 | <p>MK I Heresy Era for Space Marine “Thunder Armor” Shoulder Pad (3)</p> <p>This is a shoulder pad with armored plates on it, commonly known as "Thunder Armor" or Mk I space marine power armor. This shoulder pad works well with any loyalist or chaos space marine® army. Perfect for Heresy era armies. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>Thunder armour is the alternative name for Mk 1 Space Marine armour. See product 68.</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marines – see product 2</p> <p>Tactical – see product 56</p> |
| 79 | <p>Spikey Heresy Heads for Space Marines (2)</p> <p>This is a resin sprue of 4 "Heresy" style heads for space marines®.</p> | <p>Heresy refers to Mk V Heresy armour – see product 2.</p> <p>p111 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Justin Norman</p> <p>p197 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low</p> <p>p309 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low</p> |

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| 80 | <p>Studded Power Armor Pad for MK 5 (3)</p> <p>This is a studded power armor shoulder pad. It works well as a MK V shoulder pad. Dimensions are equivalent to current GW plastic pads.</p> | <p>Mk V armour – see product 2</p> <p>Power armour – see product 3</p> |
| 81 | <p>Celtic Wolf Shield for Space Wolves (3)</p> <p>This is a celtic style round Storm or Combat shield with a wolf on the front, it utilizes the same handles as our other shields (seperate component for the hand grip). It looks great for Space Wolf (Space Wolves) armies or any other Sons of Russ Space Marine® Chapter.</p> <p>Cast in pewter. Diameter of shield is 22 mm.</p> | <p>Space Wolves are a Space Marine Chapter.</p> <p>Index Astartes II 2002, page 3 (NH Space Wolves Graph / Neil Hodgson / 2001)</p> <p>Sons of Russ is a reference to Lemman Russ, the Space Wolves founder (Primarch).</p> <p>Storm shields and combat shields are used by Space Marines.</p> <p>Chapterhouse's products use Games Workshop's marks: Space Wolves and Space Marines.</p> <p>Miniatures in the Warhammer 40,000 game are based on a 28mm scale.</p> |
| 82 | <p>Rhino Conversion Kit for Space Wolves (2)</p> <p>This is a resin conversion kit for the games workshop rhino kit. It consist of 2 side doors, 1 front panel, and 1 top hatch. The style incorporates wolf totems, furs, and viking like icons. Looks great when used for space wolf armies.</p> | <p>A Rhino is a Space Marine vehicle used by the Space Wolves Chapter.</p> <p>Codex Space Wolves 2000, page 19 Miniature designed by Bob Naismith</p> <p>The Space Wolves Chapter's iconography includes wolf skulls, wolf tails and fangs - http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat440177a&prodId=prod260002a&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin, Martin Footit and Juan Diaz Ramos</p> <p>Space Marine Collector's Guide 2003, page 32 Miniature designed by Jes Goodwin</p> <p>Forge World sells a Space Wolves conversion pack for the Rhino - http://www.forgeworld.co.uk/Warhammer-40000/SPACE-WOLVES-RHINO-DOORS-AND-FRONT-PLATE.html</p> |

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| | | Miniature designed by Simon Egan |
| 83 | <p>Storm Combat Space Tech Shield for Wolves (3)</p> <p>This is a Storm or Combat shield with a Tech-Wolf on the front, it utilizes the same handles as our other shields (seperate component for the hand grip). It is a light weight white metal bit. It looks great for Space Wolf (Space Wolves) armies or any other Sons of Russ Space Marine® Chapter. Supplied unpainted.</p> | See 81 & 82 above for information about Space Wolves, storm shields and Sons of Russ |
| 84 | <p>Celtic Storm or Combat Shield (3)</p> <p>This is a white metal combat or storm shield for 28 mm figures. It works great on space marines® or any fantasy models. We have designed a circular celtic shield, this is more suitable for a power armor marine, vs a Terminator marine (it would look a bit small for the larger armor). It includes a seperate grip guard. Supplied unpainted.</p> | <p>Storm shield and combat shield – see product 81</p> <p>This shield does not incorporate any Games Workshop Copyright.</p> <p>Power armour – see product 3</p> <p>Terminator – see product 5</p> |
| 85 | <p>Generic Hammer 2 (2)</p> <p>This is a Generic Thunder or Power hammer. Sold as a single white metal pewter bit. Works well with fantasy or sci-fi 28mm figures. Looks great on Empire models or on Space Marines®.</p> | <p>Thunder hammers – see product 1</p> <p>Empire – see product 1</p> |
| 86 | <p>Imperial or Eagle Storm Shield (2)</p> <p>A high detail shield based on an eagle theme, useful on high elf or emperor fantasy models as well as space marine® models. The front of this shield has an eagle head and feathers sculpted, the rear of the shield has a hand hold that enables power armor marines to hold the shield. It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER.</p> | <p>High Elf and Empire – see product 1</p> <p>Storm shields – see product 28</p> <p>Power armour – see product 1</p> <p>Terminators – see product 5</p> |
| 87 | <p>“Heresy” Armoured Drop Pod Door (1)</p> <p>This is a highly detailed resin armored panel that fits on the Drop Pod Kit door. It is a single piece that fits over the standard door, this is sculpted to resemble an "heresy era" armored panel. This is a single door. We recomend buying a set of 5 for the regular drop pod model kit.</p> | <p>Drop pod – see product 63</p> <p>Heresy is a reference to Mk V Space Marine armour – see product 2. The pattern more closely resembles Mk 1 Space Marine armour.</p> |

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| 88 | <p>Armoured Predator Armour Kit – side (1)</p> <p>This is a new Armoured Predator kit for Space Marines®, it includes 3 strips of Reactive armor that can be cut to size as well as ONE heavily armored "off-centered cockpit" Fits the standard Games Workshop Space Marine® Predator kit.</p> <p>This is our answer to the silly idea that a more heavily armored predator tank has the same front as a flimsy rhino tank. This is a Resin kit.</p> | <p>A Predator is a Space Marine Tank. It is a variant of the Space Marine Rhino tank.</p> <p>Games Workshop sells Predator tanks – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1660001&rootCatGameSt yle=</p> <p>Miniature designed by Jes Goodwin and Tim Adcock Rhino - see product 28</p> <p>Chapterhouse's products use Games Workshop's marks: Predator, Space Marines, Games Workshop, and Rhino.</p> |
| 89 | <p>Armoured Predator Kit - Centred (1)</p> <p>This is a new Armoured Predator kit for Space Marines®, it includes 3 strips of Reactive armor that can be cut to size as well as a heavily armored "centered cockpit" Fits the standard Games Workshop Space Marine® Predator kit.</p> <p>This is our answer to the silly idea that a more heavily armored predator tank has the same front as a flimsy rhino tank. This is a Resin kit.</p> | <p>Predator – see product 88</p> <p>Rhino – see product 28</p> <p>Chapterhouse's products use Games Workshop's marks: Predator, Space Marines, Games Workshop, and Rhino.</p> |
| 90 | <p>Armoured Rhino for Space Marine Tank Door & Armor Kit (1)</p> <p>This is an new and original Armoured Space Marine® Rhino kit, it includes 2 side doors, 2 rear armor panels, 2 front armor panels, 2 top hatch armored panels and a front armored cockpit panel. Fits the standard Games Workshop Space Marine® Rhino kit. This is very similiar to MK I Space Marine® armor and would fit well with an Heresy era army.</p> | <p>The pattern on these components is Mk 1 type Space Marine armour – see product 68.</p> <p>Rhino – see product 82</p> <p>Heresy – see product 2</p> |
| 91 | <p>Brazier – Dragon / Serpent - 2 pieces (1)</p> <p>This is a stylized dragon or snake brazier, it comes in 2 pieces (flat backing and the front) and is pewter. It is approximately .63 millimeters tall and .36 millimeters at its widest. This is perfectly designed to add to any vehicles, we include it with our Salamanders Landraider kit. Looks great on dreadnoughts and any other vehicles with flat areas.</p> | <p>Salamanders – see product 25</p> <p>Land Raiders – see product 32</p> <p>Chapterhouse's products use Games Workshop's marks: Salamanders, Land Raider and Dreadnought.</p> |

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| 92 | <p>Brazier – Eagle – 2 pieces (1)</p> <p>This is a stylized eagle brazier, it comes in 2 pieces (flat backing and the front) and is pewter. It is approximately .62 millimeters tall and .33 millimeters at its widest. This is perfectly designed to add to vehicles, we include it with our Salamanders Landraider kit. Looks great on dreadnoughts and any other vehicles with flat areas.</p> | <p>Salamanders – see product 25</p> <p>Land Raiders – see product 32</p> <p>Chapterhouse’s products use Games Workshop’s marks: Salamanders, Land Raider and Dreadnought.</p> |
| 93 | <p>Mark I Rhino Conversion Kit (1)</p> <p>This is an new and original Mark I or Heresy Era Rhino conversion kit, it includes 2 side doors, 2 Left Side Engine Grates, 2 Right side Engine Grates, 2 choices for the front cockpit armor panel, and one old style bolter cuppola cover. Fits the standard CURRENT Games Workshop Space Marine® Rhino kit.</p> | <p>Heresy – see product 2</p> <p>Rhino – see product 82</p> <p>Mk 1 – see product 68</p> <p>A bolter is a Space Marine weapon.</p> <p>Warhammer 40,000 Wargear 2005 (NK020K Bolter / Nuala Kinrade / 1998)</p> <p>Chapterhouse’s products use Games Workshop’s marks: Rhino and Games Workshop.</p> |
| 94 | <p>Rhino Tank Conversion Kit for Space Marine Dragon or Salamander (1)</p> <p>The rhino accessory kit is composed of doors, front panels and armor sections to accessorize the current space marine® rhino model kit. Themed in a dragon or salamander style also good for alpha legion. It currently includes - 1 front armor panel, 2 side door, 2 top hatch panels, and 4 scaled armor panels. This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Rhino – see product 82</p> <p>Salamanders – see product 25</p> <p>Index Astartes IV, 2004, page 19 (NH Salamander Graph/ Neil Hodgson / 2004)</p> |
| 95 | <p>Mycetic Spore for Tyranids (1)</p> <p>We have our first cast in of our Mycetic Spore, available here, as you can see it could realistically transport a carnifex ora brood of gaunts. This is a 4 piece model and will be selling for \$30.00. We will have another set that will come with a base for \$34.50 in the near future. This is Chapterhouse Studios version of the Mycetic Spore. The spore</p> | <p>Tyranids and Carnifex – see product 37</p> <p>A Mycetic spore is a Tyranid creature. It is used to transport other Tyranid creatures from vessels in orbit onto a planet.</p> <p>Warhammer 40,000 Tyranids 2009, page 54 (AB929 Mycetic Spore / Alex Boyd / 2009)</p> |

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| | <p>is a highly detailed 4 piece resin model which includes an option weapon arm (that can have a tyranid weapon glued on the end). It is easily assembled (coming in 2 halves and a top piece).</p> <p>Each spore is large enough to realistically hold a swarm of models or even a large monstrous creature like the carnifex.</p> <p>The Mycetic Spore is approximately 6 inches tall and 4.5 inches in diameter.</p> <p>We have this item in limited stock and will ship out as they are produced.</p> | <p>Games Workshop has not made a model of a Mycetic.</p> <p>Gaunts are a type of Tyranid creature.</p> <p>The two Tyranid miniatures in Chapterhouse's top right image are a Carnifex and a Games Workshop Termagaunt.</p> |
| 96 | <p>Pre-Heresy Scarab Shoulder Pads for Thousand Sons Marines – Term (1)</p> <p>These shoulder pads are designed to replace the current era Space Marine® Terminator Shoulder Pads. Each pad is in the pre-heresy style and has a scarab sculpted onto the surface. These pads work well with any egyptian themed army, and is similar to those worn by heresy era Thousand Sons Space Marines®. Sold in pairs or a right and left pad.</p> <p>Two shoulder pads cast in pewter.</p> | <p>The Thousand Sons are a Chaos Space Marine Legion.</p> <p>Index Astartes 2003, page 41 (NH Thousand sons / Neil Hodgson / 2003)</p> <p>Scarabs were featured on their armour prior to and during the Horus Heresy.</p> <p>(2374_TS_tacsqd / Chris Trevas / Black Library / 2007)</p> <p>The Horus Heresy – Collected Visions 2007, page 90</p> |
| 97 | <p>Scarab Shoulder Pad for Thousand Sons - Power Armor (1)</p> <p>This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consists of an Egyptian Style Scarab on a shoulder pad. This pad works well with any egyptian themed army, and is similar to those worn by heresy era Thousand Sons Space Marines® shoulder pad. Sized to fit regular power armor figures.</p> <p>Single Pad Cast in pewter.</p> | <p>Thousand Sons - see product 96.</p> |
| 98 | <p>Starburst Shoulder Pad for Thousand Sons Marines - Power Armor (1)</p> <p>This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consists of a Starburst on a shoulder pad. This pad is similar to those worn by heresy era Thousand Sons Space Marines® shoulder pad. Sized to fit regular power armor figures.</p> <p>Single Pad Cast in pewter.</p> | <p>The Thousand Sons Chapter icon was originally a circle with eight points.</p> <p>(2107_Devastators1 / Ralph Horsley/ Black Library / 2003)</p> <p>The Horus Heresy – Collected Visions 2007, page 48</p> |
| 99 | <p>Shoulder Pad for Mantis Warriors Marines - Power Armor (1)</p> | <p>The Mantis Warriors are a Space Marine Chapter.</p> |

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| | <p>We also have a rather nice Mantis Warriors space marine pad set, these were done for a customer. They turned out great and he allowed us to use his painted pads to showcase the new releases. We were able to do a Power Armor and a Terminator piece.</p> <p>This is a shoulder pad with a Praying Mantis head on the surface, with added chains sculpted on the edges . This shoulder pad works well with Mantis Warrior space marine armies®. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>One pewter pad.</p> | <p>White Dwarf 101 1988, page 72 (Mantis Warrior / Gary Chalk / 1988)</p> |
| 100 | <p>Shoulder Pad for Mantis Warriors Marines – Terminator (1)</p> <p>This is a shoulder pad with a Praying Mantis head on the surface, with added chains sculpted on the edges . This shoulder pad works well with Mantis Warrior space marine armies®. This is the standard size space marine® terminator armor shoulder pad cast in pewter.</p> <p>One pewter pad.</p> | <p>The Mantis Warriors are a Space Marine Chapter.</p> <p>Chapterhouse’s products use Games Workshop’s marks: Space Marine; Terminator & Mantis Warriors.</p> |
| 101 | <p>Shoulder Pad for Blood Ravens Marines - Terminator (1)</p> <p>Lastly for the pads, we resculpted the Blood Ravens shoulder pads to have a blood drop instead of an inverted drop. The previous pads will be listed as Blood Eagle pads, while the updated sculpts will be listed as Blood Ravens pads.</p> <p>This is our NEW shoulder pad with a raven on the surface, the wings of the bird are surrounding a blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size space marine® terminator armor shoulder pad cast in pewter.</p> <p>Single Pewter Pad.</p> | <p>Blood Raven/Blood Angles – see product 4</p> |
| 102 | <p>Shoulder Pad for Blood Ravens Marines - Power Armor (1)</p> <p>This is our NEW shoulder pad with a raven on the surface, the wings of the bird are surrounding a blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size space marine® Tactical Marine shoulder pad cast in</p> | <p>Blood Raven/Blood Angles – see product 4</p> |

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| | <p>pewter.</p> <p>Single Pewter Pad.</p> | | |
| 103 | <p>Dragon or Salamander Variant Rhino Door Kit (1)</p> <p>We also have 3 new Rhino Conversion Kits for the Space Wolves, Dragon based Chapters, and a Tactical Door kit with skulls (click on photos for product page).</p> <p>The rhino accessory kit is composed of 2 side doors and 1 front panel to accessorize the current space marine® rhino model kit. Themed in a dragon or salamander style also good for alpha legion.</p> <p>This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Space Wolves – see product 82</p> <p>Rhino – see product 82</p> <p>Alpha Legion – see product 32</p> <p>The components are decorated with Salamanders Chapter icons – see product 25</p> | |
| 104 | <p>Rhino Conversion #2 kit For Space Wolves (1)</p> <p>This is a resin conversion kit for the games workshop rhino kit. It consist of 2 side doors, 1 front panel, and 1 top hatch and extra armor. The style incorporates wolf totems, furs, and viking like icons. Looks great when used for space wolf armies.</p> <p>8 piece resin kit.</p> | <p>Space Wolves - see product 82.</p> <p>The Space Wolves Chapter decorates its vehicles with wolf's heads shown face on.</p> <p>Warhammer 40,000 Space Wolves 2009, page 78.</p> <p>(NH821 SW Filler/ Neil Hodgson / 2009)</p> | |
| 105 | <p>Tactical Rhino Doors with Skulls Kit (1)</p> <p>The rhino accessory kit is composed of 2 side doors and 1 front panel to accessorize the current space marine® rhino model kit. Sculpted with the standard Tactical Arrow and integrating skulls..</p> <p>This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Games Workshop sells products decorated with piles of skulls.</p> <p>Basilica Administratum - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1095506&rootCatGameStyle=</p> <p>Miniature designed by Dave Andrews Realm of Battle board - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod730814&rootCatGameStyle=</p> <p>Product designed by Dave Andrews</p> | |

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| 106 | <p>Rhino Tank Conversion Kit for Iron Snakes (1)</p> <p>The rhino accessory kit is composed of 2 side doors, 1 top hatch, 1 front panel and 4 scaled armor sections to accessorize the current space marine® rhino model kit. Themed in a greek and snake style with shields and spears this kit makes a great Iron Snake Rhino. This kit is composed completely of unpainted resin-plastic, designed to fit on a standard Games Workshop Rhino kit.</p> | <p>The components have Iron Snakes icons on them. See product 17.</p> |
| 107 | <p><u>28mm Spartan Heads released this week - Friday, 18 February 2011 05:58</u></p> <p>Spartan Heads compatible with Space Marine® models</p> <p>This is a single pewter sprue of 5 different spartan armored heads that are scaled to be compatible with Games Workshop Space Marine® models.</p> <p>The "<u>Spartan Heads compatible with Space Marines</u>" consist of a sprue of 5 pewter heads. Each head is different and this set sells for \$5.50.</p> <p>Original sculpt and painted by Tomas Fiertek.</p> | <p>Chapterhouse's products use Games Workshop's marks.</p> |
| 108 | <p><u>Doomseer Iyanar Model Released</u></p> <p>Friday, 29 April 2011 19:22</p> | <p>http://www.dakkadakka.com/dakkaforum/posts/list/60/347567.page See post by Nick Villacci at 19.58.36 on 29/04/2011 referring to this model as "New Female Farseer Stand-in model from ChapterhouseStudios.com - Doomseer Iyanar"</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/90/347567.page See post by Nick Villacci at 21.30.26 referring to the product being an Eldar model.</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/150/347567.page See post by Nick Villacci at 14.23.09 on 30.04.11 comparing this model to GW Eldar models</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/180/347567.page</p> <p>See image from Dawn of War shown on a Relic wiki</p> |

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| | <p>Just added a new model to the website. This model is special for us in a few ways. Its our first full metal miniature, not just an accessory piece. We also have recently hired Angel Giraldez as a painter for many of our pieces.</p> <p>If you have ever wanted a female HQ model for your army, this may be your lucky day. So with no more delays...</p> <p>Doomseer Iyanar-Duanna</p> <p>Doomseer Iyanar-Duanna is cursed with the ability to forsee the slow death of her race. She shares the ability of all seers, to see the path of her race, but is only able to see the deaths of her people and nothing else. She was psychically scarred when she witnessed the death of an entire world-ship, she is now doomed to spend every moment of her life tracking down the creature responsible.</p> <p>The "Doomseer" is only available from Chapterhouse Studios. The unpainted 28mm scale pewter model consist of 5 pieces - body and 4 variant arms. A 25mm slotted base is included.</p> | <p>http://wiki.reliccommunity.com/index.php?title=Farseer_Taldeer</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/210/347567.page See post by Nick Villacci at 22.23.28 on 02/05/2011 confirming that he is trying to fill in the blanks in the GW range.</p> <p>Similarities to Games Workshop's Eldar models include:</p> <ul style="list-style-type: none"> • Icons on the helmet and the back of robes • Shape of the sword • All Eldar models have spirit stone, usually on the chest. She also has one on her back. • Clad in robes • Singing Spear • Shape of the helmet and cut out face <p>http://www.games-workshop.com/gws/content/article.jsp?categoryId=&pIndex=1&aId=9000012a&start=2</p> <p>Standard Eldar Helmet. Miniature designed by Jes Goodwin</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat440239a&prodId=prod1060055</p> <p>Miniature designed by Mike McVey Eldar Farseer helmet which elaborates on the standard helmet design by adding:</p> <ul style="list-style-type: none"> • two side extensions topped with stones, and <p>a design on the forehead featuring a triangle with a lower triangular stem, a central eye-like circle and lines coming out of the sides of the triangle.</p> |
| 109 | <p><u>June Releases out today!</u></p> <p>Tuesday, 14 June 2011 00:15</p> <p>A release that is due this month is our wheeled conversion kit for the Games Workshop Imperial Guard Chimera APC Kit. Call it a "rapid response" variant if you want. This resin kit is designed to replace the</p> | <p>Chapterhouse's products use Games Workshop's marks: Imperial Guard, Chimera.</p> <p>Imperial Guard Chimera http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1140040a</p> <p>Model designed by Adrian Wild</p> |

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| | <p>side hull and treads of the rugged Chimera APC with All Terrain Tires and a hazard-clearing front bumper. It consist of 9 resin parts and is in final stages of production.</p> <p>This month we have a few items that are for sale starting today.</p> <p>First off is this nice conversion kit for the Imperial Guard Chimera. Call it a rapid-response variant if you want, we just refer to is a the "Wheeled Chimera Conversion Kit". This kit is composed of 9 highly-detailed resin pieces and easily replaces the tracked side pieces on the Games Workshop Imperial Guard Chimera. MSRP will be \$13.50.</p> <p>Rapid Response Wheeled Kit for Chimera</p> <p>This highly detailed resin conversion kit will convert the normal Games Workshop Imperial Guard Chimera (or any other vehicle that shares that chassis) into a Rapid Response Wheeled vehicle.</p> <p>Each kit consist of 9 highly detailed resin pieces, Games Workshop Chimera (or other vehicle that shares same hull) required to assemble as seen.</p> <p>Shown assembled model uses Games Workshop Imperial Guard Chimera which is not a Chapterhouse Studios product.</p> <p>Designed by Jeffrey Nagy.</p> | |
| 110 | <p>Some things in the work, we are continuing to expand our "space elf" line that many players may enjoy. If you have ever wondered what male Eldar Howling Banshees may look like in a warped universe, you may like what is in the works here. I think a little more work is due for the concept. The sculptor has dubbed them "Hell Hounds".</p> | <p>The Eldar army is an army of 'Space Elves'.</p> <p>They are using our ELDAR trademark</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1160111a</p> <p>Miniature by sculpted by Juan Diaz Ramos from a Jes Goodwin design Eldar Howling Banshee model.</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | | <p>Howling Banshee Warriors have:</p> <ul style="list-style-type: none"> • Eldar conical style helmet with hair coming out of the back • Segmented armour plates over a bodysuit • Grid-like mouth <p>Long loin cloths held up by circular stones</p> |
| 111 | <p>TRU-Scale Conversion Kit for Space Marine Storm Raven.</p> <p>We are also releasing a much-needed (in this humble hobbyist opinion) TRU-Scale Conversion kit for the Games Workshop Space Marine Storm Raven. This resin kit expands the hull of the Storm-Raven making it much longer and actually makes it realistic to think the Storm-Raven can carry the troops it is supposed to carry. We also included a grapple for carrying dreadnoughts (easily magnetized if you want to actually mount your walkers on the transport) as well as a hatch to cover the turret mount if you are inclined. MSRP \$17.50 for the 9-piece resin kit. Availability in 2 weeks.</p> | <p>The Chapter House product is a conversion kit for Games Workshop's 'Stormraven Gunship'.</p> <p>Miniature by sculpted by Dale Stringer from a Jes Goodwin design</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod900149a</p> |
| 112 | <p>Conversion Kits.</p> <p>Next up are three smaller conversion kits. First is a set of five resin "gun-halberds" for 28mm scale models (or Heroic Scale). These weapons are composed of a power halberd that incorporates a bolter at the head. These may be a good match for "Grey Knight" players or for those custom made custodes models. Each 5 weapon set MSRP is \$6.00.</p> | <p>Games Workshop sells Halberds</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1570033</p> <p>'Custodes' are the personal guard of the Emperor of Mankind. Games Workshop does not yet sell miniatures of Custodes but they are depicted in artwork in <i>Horus Heresy: Collected Visions</i> ©Games Workshop Limited 2007. Custodes are armed with halberds with built in 'bolters' at the head.</p> <p><i>Horus Heresy: Collected Visions</i>, ©Games Workshop Limited 2007, p152. (Legio Custodes / Sam Wood / 2004)</p> <p>Grey Knights are a Space Marine Chapter that fight using Halberds.</p> <p>Miniature by sculpted by Martin Footit from a Jes Goodwin design</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1160008a</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 113 | <p>Conversion Beamer Servo Harness Kit for Space Marine Model</p> <p>This resin kit sculpted and designed by Stephen Smith consist of 5 resin components. The kit fits on a standard Games Workshop Space Marine model. The design of the servo-backpack and conversion beamer weapon allow the model to hold the weapon under-slung on either arm.</p> <p>Next we have a conversion-beamer and servo arm backpack set that is sculpted to work seamlessly with Games Workshop Space Marine models. If you are an aspiring tech-marine and are tired of trying to put together your very own conversion-beamer, this kit may save you some headaches. Consisting of 4 resin pieces, this easily poseable and magnetized kit MSRP's for \$9.50.</p> | <p>A 'Conversion Beamer' is a Space Marine weapon of great power and can be used as a weapon option for a Space Marine Master of the Forge. The conversion beamer was included in <i>Codex Space Marines</i> ©Games Workshop Limited 2008, p70. Chapter House released their product after the Codex description was released.</p> <p><i>Codex Space Marines</i> ©Games Workshop Limited 2008, p70. (DG551 Conversion Techmarine/ Dave Gallagher / 2002)</p> <p>VALTHEX ASTRAL CLAWS MASTER OF THE FORGE</p> <p>Miniature designed by Mark Bedford http://www.forgeworld.co.uk/Home/Search-Results.html?filter_type=6&filter_Action=0&filter_name=SearchTerm&submit=GO&filter_value=conversion+beamer</p> <p>Contemptor Heavy Conversion Beamer</p> <p>Miniature designed by Will Hayes http://www.forgeworld.co.uk/Home/Search-Results.html?filter_type=6&filter_Action=0&filter_name=SearchTerm&filter_value=valthex</p> |
| 114 | <p>Death Angel Doors for Space Marine Land Raider kit</p> <p>The Death Angel Land Raider door kit was designed to replace the standard doors on the Games Workshop Space Marine Land Raider. Incorporating original art work, each piece allows you to add further detail to your model by adding images of the Grim Reaper or the Dark Angel.</p> <p>Each piece was sculpted by and and designed by Tomas Fiertek.</p> | <p>This kit uses the trademarks Games Workshop, Space Marine, Land Raider and Dark Angel.</p> <p>The 'death angel' on the left carries a Heavy Flamer which is a Games Workshop weapon. http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod350007a</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>The 'death angel' on the right carries a gun which looks like Games Workshop's Assault Cannon. This style of barrelled machine gun is not unique to Games Workshop but does fit with the Warhammer 40,000 range http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400034</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works | |
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| | <p>Kit consist of 6 finely sculpted resin components.</p> <p>Lastly we have a new door kit for Games Workshop's Land Raider vehicle. This 6 piece resin kit consist of 4 doors, 1 set of wings (for side door) and one chain of ammo (for same door). The set features grim-reaper or death angels in various battle poses. Whether you are a Dark Angel fan or just like the gloominess of grim-reapers, this set adds a personal touch to the already awesome Games Workshop Land Raider plastic kit. This kit simply replaces the standard doors that come with the GW model. MSRP is \$11.500.</p> <p>The Death Angel Land Raider door kit was designed to replace the standard doors on the Games Workshop Space Marine Land Raider. Incorporating original art work, each piece allows you to add further detail to your model by adding images of the Grim Reaper or the Dark Angel.</p> <p>Each piece was sculpted by and and designed by Tomas Fiertek.</p> <p>Kit consist of 6 finely sculpted resin components.</p> | | |
| 115 | <p>SCAR & Sniper Rifle 28mm Pack - 8</p> <p>A set of 8 Various SCAR and Sniper Rifles cast in resin. Each set includes 8 highly detailed 28mm weapons modeled after present day weapons. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>Set contains: 2 SCAR Autoguns, 2 SCAR Autoguns with Grenade Launchers, 2 SCAR Lasguns, 2 Sniper Rifles</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> | <p>Combo pack. See products 116-118</p> <p>Chapterhouse's products use Games Workshop's marks: Imperial Guard.</p> | |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 116 | <p>SCAR Drum Magazine Autoguns Resin 28mm - 6</p> <p>A set of 6 SCAR Drum Magazine Autoguns cast in resin. Each set includes 6 highly detailed 28mm weapons modeled after present day SCAR rifles. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> <p>Painted by Jason Phillips</p> | <p>An 'autogun' is a gun in the Warhammer 40,000 universe. P49, <i>Necromunda Rulebook</i> 1995.</p> <p>(DH049K Autogun / Des Hanley / 1995) Escher Ganger with Autogun, p119 <i>Necromunda Rulebook</i> 1995. Now sold in a set under the product name 'House Escher Troops Booster Pack'</p> |
| 117 | <p>SCAR Lasguns Resin 28mm - 6</p> <p>A set of 6 SCAR Lasguns cast in resin. Each set includes 6 highly detailed 28mm weapons modeled after present day SCAR rifles with laser modifications. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> <p>Painted by Jason Phillips</p> | <p>'Lasguns' are the standard weapon of the Imperial Guard infantryman. A key feature of 'las' weapons is the angled end to the gun rifle.</p> <p>Imperial Guard Cadian Shock Troops http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod2070014</p> <p>Miniatures designed by Brian Nelson</p> |
| 118 | <p>Javelin Class Jet Bike.</p> <p>It has been a little while since our last release. We have been hard at work at Chapterhouse Studios, looking for the next toy to release for the Heresy Era 40k players. I am happy to show the Javelin Class Jet Bike.</p> <p>This multi-part customizable resin kit contains 8 resin components. We have included 2 engine options, this will allow you to make a regular</p> | <p>Emperor's Children Space Marine Jet Bike Squad. p15, <i>Horus Heresy: Collected Visions</i> ©2007 This shows a Space Marine Jet Bike from the Horus Heresy era.</p> <p>Space Marine Bike Sprue (2034_Jet Bike Squad / Eric Ren / 2003) The bike is copied from the artwork in <i>Horus Heresy: Collected Visions</i> using elements from the current Space Marine Bike model sold by Games Workshop.</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | <p>and a scout version of the Javelin Jet Bike. We also included 2 different bolt gun mounts that will allow the addition of different special weapons (plasma, melta, grenade launchers etc). These conveniently fit our combi-weapon conversion bits.</p> <p>Also included in the kit are a set of legs and arms that will allow you to use other companies torsos and heads to model a rider. Flight stand will be included.</p> <p>Our target price for the Javelin Jet Bike is \$14.00 and the release will be on November 5th.</p> <p>Kit is shown with Chapterhouse Studios helmets and torso (not included).</p> <p>Concept sketches from designer posted on DakkaDakka http://www.dakkadakka.com/dakkaforum/posts/list/335180.page</p> | <p><u>Artwork</u> – Distinctive front grill in large straight vertical lines with the chassis protruding underneath out in front of the bike. Two boltguns on top of the front of the bike. Two exhaust pipes on the side of the bike.</p> <p><u>Bike Model</u> (See sprue comparison below) – the tank (section below handle bars) has been copied as the shape, trim and circle decoration are the same. Three tubes lead into engine below the tank. The Space Marine arms are identical in design.</p> <p>The model riding the bike copies several key features of a Space Marine:</p> <ul style="list-style-type: none"> • Leg Armour <ul style="list-style-type: none"> ○ Flared with angled edges to match width of boots ○ Cut at bottom of leg around shape of boot ○ Joints at hips and back of knee are joined by grooved sections • Shoulderpads <ul style="list-style-type: none"> ○ Covering from start of shoulder to above the elbow ○ Large border around outer edge ○ Large round studs on the shoulder pads are a feature of Mark V Space Marine armour worn during the Horus Heresy period. <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060092</p> <p>Miniature designed by Jes Goodwin</p> |
| 119 | <p>Death Angel Storm Shield</p> <p>This is a single pewter combat or storm shield for 28 mm figures. This oval shaped shield has an image of a grim reaper or dark angel standing on a pile of skulls.</p> <p>If to be used on Games Workshop models, this is more suitable for a terminator model as opposed to a space marine model (it would look a bit large for the smaller armor).</p> <p>http://chapterhousestudios.com/webshop/component/virtuemart/?page=shop.product_details&category_id=15&flypage=flypage.tpl&product_id=127&vmcchk=1</p> | <p>see 28 for Storm Shield</p> <p>see 1 for Terminators with Storm Shield</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 120 | <p>Armana'serq Warrior Priestess</p> <p>Monday, 29 August 2011 01:37</p> <p>Today our second complete miniature figure is released for sale.</p> <p><i>The gods have always demanded worship and sacrifice but in return they grant their most zealous followers with supernatural strength and skills. Serqitet, goddess of the scorpion protects her followers through her warrior priestess. Armed with sword and pistol, Armana'serq leads her fellow warrior-priest into combat through stealth and subterfuge.</i></p> <p>This unpainted 28mm scale pewter model consist of 6 components - body and 5 variant arms. A 25mm slotted base is included. Armana'serq is available here for \$13.50</p> <p>Look for our exciting TRU-Scale Storm Raven Extension kit next week!</p> <p>Nick- Chapterhousestudios.com</p> | <p>This model has been copied from Jes Goodwin's sketches:</p> <p>http://eldar.arhicks.co.uk/miniatures/craftworld/craftworld_striking_scorpions_squad_1.php</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/240/347567.page</p> <p>There is discussion that these are Eldar on this thread confirming confusion.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1160108a</p> <p>Eldar Striking Scorpions</p> <ul style="list-style-type: none"> • Plate armour • Chainswords • Thick locks of hair coming from the top of the head • “The signature attack of the Striking Scorpion is made by the weapon pods housed on either side of the warrior's helmet, known as mandiblasters. These are short-ranged laser weapons used to deliver a deadly energy sting in close combat.” P.33 <i>Codex Eldar</i> ©2006. The Chapter House model has a similar device either side of the jaw. • Striking Scorpions are stealthy infiltrators. P.33 <i>Codex Eldar</i> ©2006. <p>P.81 <i>Codex Eldar</i> ©2006</p> <p>A unit champion known as an ‘Exarch’ can be armed with special weapons. One is the ‘Scorpion’s claw’, a pincer claw with a mounted gun attachment. The other is a ‘Biting blade’, which is a long two handed chainsword. Both these weapons are available with Chapterhouse’s model.</p> |
| 121 | <p>Abbithan Banshees Guardswoman 28mm figures – 10</p> <p>This resin conversion kit contains 12 torsos, 12 legs, 12 heads, 12 backpacks and enough bases to assemble a 12 woman unit of Abbithan Banshees Guardswoman. Models are scaled for 28mm wargames.</p> | <p>Imperial Guard Cadian Shock Troops</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod2070014</p> |

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| | <p>Models do not come with arms and weapons.</p> <p>Display models shown assembled with Games Workshop Cadian Imperial Guard arms and weapons for compatibility purposes.</p> <p>(Chapterhouse Studios recommends Games Workshop Imperial Guard weapons and arms, in particular Cadian Imperial Guardsman arms: http://chapterhousestudios.com/index.php?route=product/product&path=77&product_id=163)</p> | <p>The arms and weapons from this kit have used on the Chapter House 'Abbitan Banshees'</p> |

Exhibit 5

EXHIBIT A to Games Workshop Ltd.'s Answer to Interrogatory No. 1

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 1 | <p>Eagle Thunder Hammer for Space Marine (12)</p> <p>This is a hammer sculpted with a Eagle or Feather theme in mind. It can be used as a power weapon or a thunder hammer. It is well suited as a Imperial Thunder Hammer for 40k or even used in Imperial Fantasy Armies. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit.</p> | <p>Games Workshop sells Thunder Hammers available on its website. http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400033&rootCatGameStyle=</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060025&rootCatGameStyle=</p> <p>Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas. The Thunder Hammer is a power weapon used by Space Marines. A power weapon is a close combat weapon such as a hammer or sword with a power generator built into it to produce an additional combat effect.</p> <p>p10, Warhammer 40,000 Compilation, 1991 p101, Codex Space Marines 2008 p45, Index Astartes IV 2004</p> <p>40K is the generally accepted abbreviation for Warhammer 40,000. It is registered as a CTM in classes 9, 16 and 28, and in the US in class 28.</p> <p>Space Marines use eagles as part of their iconography.</p> <p>Space Marine Collector's Guide 2003, page 14</p> <p>High Elf and Empire are both Warhammer fantasy armies.</p> <p>The Heresy era is a period of history in Warhammer 40,000 called the Horus Heresy. It is also a type of Space Marine armour – Mk V Heresy armour.</p> <p>Forge World sell Mark V Heresy Space Marines available on its website http://www.forgeworld.co.uk/Warhammer-40000/Space_Marines/Space_Marine-Infantry-Accessories/MK-V-HERESY-ARMOUR.html</p> <p>Models designed by Will Hayes and Phil Stutinskas. Chaos Space Marines are a Warhammer 40,000 army.</p> <p>The Black Templars are a Space Marine Chapter. Their Chapter colours are black</p> |
| 2 | <p>Shoulder Pad w/ Shield & Studs for Space Marine – Tactical (3)</p> <p>This is a studded shoulder pad a shield on the side. This is similar to the Heresy era shoulder pads that early space marines used. This shoulder pad works well with any loyalist or chaos Space Marine® armies, works especially well with black templars. This is a pewter model that fits on tactical Space Marine® models as well as other sci-fi models.</p> | <p>The Black Templars are a Space Marine Chapter. Their Chapter colours are black</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 3 | <p>Skull or Chaplain Head Bit for Space Marines (23)</p> <p>This is a unique sculpt of a skull power armor head for 28 mm scale. Tired of the same old chaplain Space Marine® head, we decided to do our own. Scaled for use with GW power armor figures.</p> | <p>and white. The Chapter's icon is a black cross with a skull at its centre.</p> <p>Index Astartes II 2003, page 45 (NH663 / NH672 / Neil Hodgson / 2000)</p> <p>Warhammer 40,000 Space Marine Land Speeder 1998, page 5 (NH002 / Neil Hodgson / 1998)</p> <p>p20 Codex Space Marines 2008</p> <p>Cover art, Codex Black Templars 2005</p> <p>This shows a Space Marine shoulder pad with a shield chained across it.</p> <p>Tactical refers to a type of Space Marine squad.</p> <p>Chaplains are a rank within the Space Marines army. Their iconography heavily features skulls.</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>This is just one example of a Space Marine Chaplain with skull helmet available on the Games Workshop website: http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050244&rootCatGameStyle=</p> <p>p6 Codex Space Marines 2004</p> <p>p58 Codex Space Marines 2008</p> <p>Power armour refers to the type of armour Space Marines use.</p> |
| 4 | <p>Shoulder Pads for Blood Eagle – Tactical (2)</p> <p>This is a shoulder pad with a Eagle or Blood raven on the face, the wings of the bird are surrounding an inverted blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size Space Marine® Tactical Marine shoulder pad cast in pewter.</p> | <p>The Blood Ravens are a Space Marine Chapter for the Dawn of War computer game (produced under licence by THQ) - http://www.dawnotwar.com/us/game/index/gamed/1</p> <p>The Art of Warhammer 40,000 2006, page 71 (NH Blood Raven / Neil Hodgson / 2005)</p> <p>The Blood Raven's icon is a raven with outstretched wings (like the Aquila, double headed eagle) with a blood drop centred on its torso.</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 5 | <p>Shoulder Pads for Blood Eagle – Terminator (2)</p> <p>This is a shoulder pad with a Eagle or Blood raven on the face, the wings of the bird are surrounding an inverted blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size Space Marine® Terminator shoulder pad cast in pewter.</p> | <p>Forge World sell a Blood Raven decal/transfer sheet on its website: http://www.forgeworld.co.uk/Warhammer-40000/BLOOD-RAVENS-TRANSFER-SHEET.html</p> <p>Decals are used to decorate Space Marines, including shoulder pads.</p> <p>(Blood Raven Transfer / Paul Rudge / 2010)</p> <p>The Blood Angels are a Space Marine Chapter. Their iconography includes blood drops.</p> <p>(NH Angels Graph Paper/ Neil Hodgson / 2001)</p> <p>(WE322 Blood Angels Icon / Wayne England / 1995)</p> <p>Index Astartes II 2002, page 31</p> |
| 6 | <p>Celestial Lions Left Arm Shoulder Pad Bit - Tactical (2)</p> <p>This is a Lion Shoulder pad for the left arm, can be used for Celestial Lions or Lions Rampant. This is the standard size Space Marine tactical shoulder pad cast in pewter.</p> | <p>Blood Ravens – see product 4</p> <p>Terminator refers to a type of Space Marine armour. Games Workshop sells Space Marines in Terminator armour: http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060028</p> <p>Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas.</p> <p>The Celestial Lions is a Space Marine Chapter.</p> <p>White Dwarf magazine issue 249, page 33 (NH672c celestial lions/ Neil Hodgson / 2000)</p> <p>The Celestial Lions Chapter symbol is the head of a Lion on a blue or black background.</p> <p>The Lions Rampant is a fan created Space Marine Chapter.</p> <p>Tactical – see product 56</p> <p>This product is designed to be used with other Games Workshop Products and to fit within the Warhammer 40,000 Universe. It is of a size and scale to fit with Games</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 7 | <p>Celestial Lions Right Arm Shoulder Pad Bit - Tactical (2)</p> <p>This is a Lion Shoulder pad for the Right arm, can be used for Celestial Lions or Lions Rampant. This is the standard size Space Marine® tactical shoulder pad cast in pewter.</p> | <p>Workshop products. The product description uses Games Workshop terms: Celestial Lions & Tactical.</p> <p>Celestial Lions/Lions Rampant – See product 6</p> <p>Tactical – see product 56</p> |
| 8 | <p>Shoulder Pads for Deathwatch or Dark Angels - Tactical (2)</p> <p>This is shoulder pad is sculpted with a number of gothic style icons on the face of the shoulder pad. It would look good in any deathwatch, inquisition or dark angels themed army. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>This product is designed to be used with other Games Workshop Products and to fit within the Warhammer 40,000 Universe. It is of a size and scale to fit with Games Workshop products. The product description uses Games Workshop marks: Celestial Lions & Tactical.</p> <p>The product implicates trademark issues only, not copyright.</p> |
| 9 | <p>Shoulder Pads for Deathwatch or Dark Angels - Terminator (2)</p> <p>This is shoulder pad is sculpted with a number of gothic style icons on the face of the shoulder pad. It would look good in any deathwatch, inquisition or dark angels themed army. This is the standard size space maine®terminator shoulder.</p> | <p>The product includes 3 arches: middle arch contains a Long Sword; right arch contains an angel wing - these are Dark Angel icons. The left arch may contain a storm bolter (a type of Space Marine gun).</p> <p>The Dark Angels Chapter colours are bone white and green. Their iconography includes images of angel wings, broadswords and figures in hooded cassocks. Triptychs (three panelled artwork) also form a part of their iconography.</p> <p>(DG1019_DA_OC / Dave Gallagher / 2006)</p> <p>Triptychs are shown on the central character's belt and also the gun being fired at the bottom of the artwork.</p> <p>Death Watch and Inquisition – see product 8</p> |
| 10 | <p>Power Armour Pad for Exorcist (2)</p> <p>This power armor sized shoulder pad has a demon skull sculpted on the front as well as a raised rim with the word "perdition" etched into it. Styled after the Exorcist Space Marine® chapter. Looks good as a pad for Librarians as well.</p> | <p>Games Workshop's Space Marine Chapter is called Exorcists in the plural. Their icon is a skull with horns curving downwards.</p> <p>White Dwarf magazine issue 249, page 33 (NH672c Exorcists/ Neil Hodgson / 2000)</p> <p>Librarian is a rank in the Space Marine army.</p> |

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| 11 | Terminator pad for Exorcist Space Marine (2) This terminator sized shoulder pad has a demon skull sculpted on a pentagram as well as a raised rim with the word "perdition" etched into it. Styled after the Exorcist space marine® chapter. Looks good as a pad for Librarians as well. | Exorcists & Librarians - see product 10 |
| 12 | Sawblade Shoulder Pad & Jewel (1) This is a shoulder pad that fits is about the same size a GW shoulder pad. It has a sawblade on it and we also include a separate jewel drop. This looks great as an evil sun or if you use the jewel drop, looks spectacular for "Fleshtearer" Space Marine® shoulder pads. Supplied in pewter. | The Flesh Tearers are a Space Marine Chapter. Their icon is a circular saw blade with a blood drop in the centre. The Chapter's colours are black and red. Index Astartes II, page 49 (NH672c Flesh Tearers/ Neil Hodgson / 2000) Games Workshop sells Flesh Tearers shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod550012a&rootCatGameStyle= The Orks are a Warhammer 40,000 race. Evil Sun(z) is an Ork clan. Their icon is a circle with 'sun rays' extending outwards. Codex Orks 1994, page 36 (WE258C Ork Evil Sunz Icon/ Wayne England / 1994) |
| 13 | Terminator Shoulder Pad for Flesh Tearers (2) This is a shoulder pad that fits is about the same size a GW terminator shoulder pad. It has a stone sawblade on it adorned with a jeweled drop and 2 smaller drops in the corner. This pad looks spectacular on "Fleshtearer" Space Marines®. | Flesh Tearers - see product 12 Terminator – see product 5 |
| 14 | Howling Griffon Shoulder Pads for Space Marines (2) If you are searching for Howling Griffon shoulder pads, you have come to the right website. These work perfectly for Howling Griffons space marines or any other chapters that use Griffons as their chapter symbol. This fits standard space marine® armored shoulders and should fit in with any standard space marine® model shoulder pads. | The Howling Griffons are a Space Marine Chapter. Their icon is a griffon and their Chapter colours are red and yellow. The Art of Warhammer 40,000 2006, page 71 (NH Howling Griffon / Neil Hodgson / 2005) |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 15 | <p>Shoulder Pads for Imperial Fist – Tactical Marines (2)</p> <p>This is a shoulder pad with mailed fist on it, the fist has a wreath of flame or leaves along the top. This shoulder pad works well with any loyalist or Imperial Fist (Crimson Fist) or second founding space marine® chapter. This shoulder pad would look especially good on Imperial Fist Space Marines®. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 16 | <p>Shoulder Pad for Imperial Fist – Terminator Marine (2)</p> <p>This is a shoulder pad with mailed fist on it, the fist has a wreath of flame or leaves along the top. This shoulder pad works well with any loyalist or Imperial Fist (Crimson Fist) or second founding space marine® chapter. This shoulder pad would look especially good on Imperial Fist Space Marines®. This is a pewter model that fits on terminator space marine® models as well as other sci-fi models.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 17 | <p>Shoulder Pads for Serpent or Iron Snakes - Tactical (2)</p> <p>This is a Serpent or snake in a Greek style, the edges of the pads have chains on them. This is the standard size space marine® tactical shoulder pad cast in pewter. This shoulder pad fits well with any greek, serpent or iron snakes themed army.</p> | <p>The Iron Snakes are a Space Marine Chapter used in the Games Workshop Black Library novels. http://www.blacklibrary.com/</p> <p>The Art of Warhammer 40,000 2006, page 70</p> <p>(NH Iron Snakes / Neil Hodgson / 2005)</p> <p>(CL Bro of Snake / Clint Langley / Black Library / 2007)</p> <p>The Iron Snakes icon is a snake facing left with its mouth open and its body arched.</p> |
| 18 | <p>Shoulder Pads for Serpent or Iron Snakes - Terminator (2)</p> <p>This is a Serpent or snake in a Greek style, the edges of the pads have chains on them. This is the standard size space marine® terminator shoulder pad cast in pewter. This shoulder pad fits well with any greek,</p> | <p>Iron Snakes – see product 17</p> <p>Terminator – see product 5</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| | <p>serpent or iron snakes themed army. This pad is meant for the right arm.</p> <p>There are two variants of this pad that ship out, on with a scroll and another with a tooth (not available for individual order).</p> | |
| 19 | <p>Shoulder Pad w/ Studs and Skull for Space Marine - Tactical (2)</p> <p>This is a shoulder pad with a skull on it, the rest of the shoulder pad has armored studs. This shoulder pad works well with any loyalist or chaos space marine® army. Would work great for legion of the damned marines. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>The shoulder pad shown is based on Mk V Heresy armour – see product 2</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marine – see product 2</p> <p>The Legion of the Damned is a Space Marine Chapter.</p> <p>How to paint Space Marines 2004, page 85</p> <p>(NH Legion of the Damned/ Neil Hodgson / 2005)</p> <p>Their armour colour is black. They use the skull emblem on their shoulderpads.</p> <p>Games Workshop sells Legion of the Damned models on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod380007a&rootCatGameStyle=</p> <p>Tactical – see product 56</p> <p>Miniatures designed by Juan Diaz Ramos.</p> |
| 20 | <p>Shoulder Pad w/ Skull and Flames for Space Marines - Tactical (2)</p> <p>This is a shoulder pad with Skull on it, the skull has flames coming out of the top. This shoulder pad works well with any loyalist or chaos space marine® army. This shoulder pad would look especially good on legion of the damned armies. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> | <p>Space Marines show their Chapter icon on their left shoulder.</p> <p>Warhammer 40,000 Chaos Space Marines 2007, page 21</p> <p>(NH CH_Sanct / Neil Hodgson / 2007)</p> <p>The Sanctified is a Chaos Space Marine Legion. It has a flaming skull as its icon.</p> <p>Loyalist – see product 15</p> <p>Chaos Space Marine – see product 2</p> |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 21 | Shoulder Pad Star Fox / Luna Wolves Tactical (2) | Legion of the Damned - see product 19 Tactical – see product 56 There are no IP issues with this product other than the shape/design of the underlying shoulder pad. |
| 22 | Shoulder Pad Star Fox / Luna Wolves Terminator (2) | There are no IP issues with this product other than the shape/design of the underlying shoulder pad. |
| 23 | Shoulder Pads for Chalice or Soul Drinker - Tactical (2) This is a shoulder pad with a grail or chalice sculpted on the face, the upper ridge has a raised face with details sculpted along the edge. This shoulder pad works well with Soul Drinker themed armies. This is the standard size space marine® tactical shoulder pad cast in pewter. | The Soul Drinkers are a Space Marine Chapter used in the Games Workshop Black Library novels. http://www.blacklibrary.com . Soul Drinkers 2002, front cover (PAS030C Soul Drinker / Adrian Smith / Black Library / 2002) The Soul Drinkers Chapter colour is purple and their icon is a gold chalice with spikes rising up from the bowl of the cup. |
| 24 | Shoulder Pads for Chalice or Soul Drinker - Terminator (2) This is a shoulder pad with a grail or chalice sculpted on the face, the upper ridge has a raised face with details sculpted along the edge. This shoulder pad works well with Soul Drinker themed armies. This is the standard size space marine® terminator shoulder pad cast in pewter. | Tactical – see product 56 Soul Drinkers – see product 23 Terminator – see product 5 |
| 25 | Dragon or Salamander Icon Shoulder Pad Bit - Tactical (2) This is a Dragon or Salamander flat icon on a scaled background. This is the standard size space marine® tactical shoulder pad cast in pewter. | The product implicates trademark issues only, not copyright. |
| 26 | Dragon or Salamander Icon Shoulder Pad - Terminator (2) This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® terminator shoulder pad cast in pewter. This sculpt to be used as a right arm pad. | The product implicates trademark issues only, not copyright. |

| No. | Chapterhouse Product and Website Description | Games Workshop Works |
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| 27 | Dragon or Salamander Power Fist (2) A left arm that can be used as a power fist or lightning claw on regular infantry size miniatures, works well on terminator or power armor. There are scales sculpted onto the forearm. | Salamanders – see product 25 A power fist is a Space Marine weapon. Forge World sells a power fist as part of this pack - http://www.forgeworld.co.uk/Warhammer-40000/SPACE-MARINE-CHARACTER-CONVERSION-SET.html Model designed by Phil Stutinskas, A lightning claw is a Space Marine weapon. Games Workshop sells lightning claws on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400026&rootCatGameStyle= |
| 28 | Dragon or Salamander Storm Shield Diamond Scales (2) A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space marine models. The front of this shield has dragon skull on the top and diamond scales sculpted onto the front, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER. | Miniatures designed by Jes Goodwin. Terminator – see product 5 Cover art, Warhammer 40,000 – Codex Imperialis 1993 Raised power fist Power armour – see product 3 |
| 29 | Dragon or Salamander Storm Shield - Smooth no skull (2) A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space | The product implicates trademark issues only, not copyright |

| No. | Chapterhouse Product and Website Description | Games Workshop Works | |
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| | <p>marine® models.</p> <p>The front of this shield has dragon head and scales sculpted onto it, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER.</p> | | |
| 30 | <p>Dragon or Salamander Storm Shield - Smooth w/ skull (2)</p> <p>A high detail shield based on dragon theme, useful on high elf or emperor fantasy models as well as dragon or salamanders space marine® models.</p> <p>The front of this shield has dragon head and scales sculpted onto it as well as as skulls, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in white metal</p> | <p>The product implicates trademark issues only, not copyright</p> | |
| 31 | <p>Dragon or Salamander Thunder Hammer (2)</p> <p>This is a hammer sculpted with a dragon or salamander theme in mind. It can be used as a power weapon or a thunder hammer. It can be used for dragon or salamander space marine® armies. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit.</p> | <p>Thunder hammer – see product 1</p> <p>Power weapon – see product 1</p> <p>Salamanders – see product 25</p> <p>High Elf and Empire – see product 1</p> | |
| 32 | <p>Salamander, Alpha Legion or Dragon Conversion Kit for Land Raider (1)</p> <p>Our Flagship coversion kit for landraider tanks, its composed of 9 resin components and 4 pewter components. Included in this package are 2 Front side armor panels, 2 Rear side armor panels, 2 front track guards, 2 dragon head lascannon sponson covers, 1 dragon head Heavy Bolter/Assault Cannon cover and 2 Pewter Braziers.</p> | <p>The product implicates trademark issues only, not copyright.</p> | |

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| 33 | <p>Vehicle Icons for Flesh Tearers (2)</p> <p>This kit consist of 7 pairs of sawblade/drops cast in resin.</p> <p>Large icons measure 31 mm diameter (good for Land Raiders or Rhino top hatches)</p> <p>Two medium icons measure 23.5 mm diameter (good for Rhino fronts and Land Raider side doors)</p> <p>Four small icons measure 16 mm diameter (droppods, dreadnoughts, landspeeders, etc).</p> | <p>Flesh Tearers – see product 12</p> <p>Rhinos, Land Raiders, Drop pods and Land Speeders are Space Marine vehicles.</p> <p>A Dreadnought is a type of Space Marine. Games Workshop sells Dreadnoughts - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1080088&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin.</p> |
| 34 | <p>Combi Weapon Magnetic Kit (1)</p> <p>This kit consist of one bolter combi-weapon body, one combi flamer attachment, one grenade launcher attachment, one combi plasma gun attachment and one combi melta gun attachment. We also include 5 rare-earth magnets that fit in the pre-drilled holes on the main body and on each attachment.</p> <p>This is a pewter kit that allows you to switch out your special weapon choices anytime you want. The magnet has the strength to keep the attachments from falling off with pretty heavy handling. Coupled with our unique fitting design, there is little chance of losing the attachments when on the mini.</p> <p>This is a pewter kit, see our pictures for size detail</p> <p>One of the first projects I had in mind were completely interchangeable combi-weapons. If you are anything like me, you magnetize your army to save money and headaches.</p> <p>One of the best options out there for imperial armies is combi-weapons. Alas, combi-weapons are very rare in any plastic form, and the ones you do see go for thier weight in gold.</p> <p>Enter the Chapterhouse Studios Combi-weapon Magnetic kit.</p> <p>As you can see, it is a standard weapon stock and barrel (could be a bolter, could be a heavy MG), we designed some useful tracks and</p> | <p>Each of the weapons is a GW weapon by name and look.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1560135&rootCatGameStyle=</p> <p>p87 Codex Space Marines 2008. Combi-melta p49 Codex Dark Angels 2006. Combi-plasma p90 'Imperial Armour 9: The Badab War Part 1' 2010 Combi-flamer</p> <p>A combi weapon is a weapon such as a rifle or pistol which can have a second weapon mounted on to it.</p> <p>A melta gun fires a wave of energy that heats up the target, causing it to explode. A plasma gun fires a ball of super heated energy.</p> <p>In the Warhammer 40,000 background, Space Marines can use combi-weapons. In the game's rules this is represented by the Space Marine player having the option of arming his models with one of three types of combi-weapon: melta, plasma or flamer. The rules also provide the option of attaching a grenade launcher to the Space Marine's combi-weapon. See Warhammer 40,000 Space Marines, page 97.</p> <p>The Space Marine model shown is made from a combination of Games Workshop Space Marine components and Chapterhouse Studios Salamanders components.</p> |

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| 35 | <p>grips so the different combi-weapon parts will fit nice and smooth. To add to the ease of use, we also have holes pre-drilled and include the correct size rare-earth magnets with the kit (5 total).</p> <p>So in essence we have:</p> <ol style="list-style-type: none"> 1) base ranged weapon 2) flame thrower attachment 3) grenade launcher attachment 4) plasma gun attachment 5) melta gun attachment 6) 5 rare earth magnets to fit in predrilled holes. <p>Farseer Jetbike Seer Council Kit (1)</p> <p>Games Workshop Jetbike kit not included - necessary to assemble as seen</p> <p>This is a 12 piece resin conversion kit that when added to a Games Workshop Eldar jetbike will form the model shown. It is perfect for converting a regular jetbike kit into a Farseer on Jetbike model.</p> <p>Each Farseer Jetbike Rider kit comes with 2 weapon choices, 1 left arm, 2 upper torso choice (male or female), 1 lower torso, 1 Farseer head, 1 control panel, 2 shield generators and 2 bike accessories.</p> | <p>A Farseer is a character from the Eldar army – see the ‘Guide to the Warhammer 40,000 Universe’ document. Games Workshop sells Eldar Farseers on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060019&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin and Martin Footit</p> <p>Oval shaped gems are frequently used on Eldar clothing, weapons and vehicles (see models above and below).</p> <p>There is an icon on the component under the sword second from left – it may be one of the Eldar runes Games Workshop has created but we can't get a clear image of it.</p> <p>A jetbike is an Eldar army vehicle. Games Workshop sells Eldar jetbikes on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1090102&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>The Seer Council are a unit in the Eldar army. Games Workshop sells the Seer Council on its website - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060064&rootCatGameStyle=</p> <p>Miniatures designed by Jes Goodwin and Adam Clarke</p> <p>p28 Codex Eldar 2006</p> |

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| 36 | <p>Warlock Jetbike Seer Council Kit (1)</p> <p>Games Workshop Jetbike kit not included - necessary to assemble as seen</p> <p>This is a 11 piece resin conversion kit that when added to a Games Workshop Eldar jetbike will form the model shown. It is perfect for converting a regular jetbike kit into a Warlock on Jetbike model.</p> <p>Each Warlock Jetbike Rider kit comes with 2 weapon choices, 1 left arm, 1 top torso, 1 lower torso, 1 Warlock head, 1 control panel, 2 shield generators and 2 bike accessories.</p> | <p>p37 Codex Eldar 2006 p40 Codex Eldar 2006</p> <p>The Chapterhouse kit can make a complete rider model, plus additional components to decorate the Games Workshop Eldar Jetbike.</p> <p>Jetbike – see product 35</p> <p>Seer Council – see product 35</p> <p>The Warlock is a character from the Eldar army – see the ‘Guide to the Warhammer 40,000 Universe’ document. Games Workshop sells Warlocks on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060088&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>The Chapterhouse kit can make a complete rider model, plus additional components to decorate the Games Workshop Eldar Jetbike.</p> |
| 37 | <p>Conversion kit for Tyranid Tervigon (1)</p> <p>This resin set contains 5 high detail modular components that fit with the current Games Workshop Carnifex kit. Once assembled, it can be used as a Tyranid® Tervigon. Please note this set does NOT include a Games Workshop Tyranid Carnifex.</p> <p>Each kit contains 5 pieces:</p> <p>Top Center Torso Spine piece (fits in between the two side torsos of the carnifex)</p> <p>Central Armor and Spine Bank (fits on top of the upper torso)</p> <p>Head mount piece</p> <p>Lower abdomen containing birth sacs and embryonic termagaunts</p> <p>Standard Size Oval base (matches Trygon base diameter).</p> <p>Please note while this kit is sculpted to fit a carnifex kit with no</p> | <p>Tyranids are a Warhammer 40,000 army. The Tervigon is a type of Tyranid creature.</p> <p>Warhammer 40,000 Tyranids 2009, page 52 (AB930_Tervagon / Alex Boyd / 2009)</p> <p>Chapterhouse’s components are designed to fit on Games Workshop’s Tyranid Carnifex model – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050178&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>Games Workshop has characters and details in its books.</p> <p>Nick Villacci states on Warseer:</p> <p>“RE: TERVIGON CONVERSION KIT FOR TYRANID CARNIFEX FROM CHAPTERHOUSE STUDIOS nvillacci 19/09/2010 - 19:52</p> |

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| | <p>modification to either kit, some modification may be necessary to the minute variations that are present in both GW and Chapterhouse Kits.</p> | <p>Hmm,, maybe tell me why you think it is lazy? My goal was to make a kit that is similar to GW's single illustration of the Teravgon. The other part of that goal was not to charge alot for a kit and to let people use the unused carnifexes we all have stockpiled since the new codex. Another benefit of our kit is that it still conforms to GW's 50% rule for conversions in GW events." http://www.warseer.com/games_news/teravgon_conversion_kit_for_tyranid_carnifex_from_chapterhouse_studios The Termagants and Trygon are also creatures from the Tyranid army.</p> |
| 38 | <p>Lashwhips - Tyrant Size (1) This is a single pewter Lashwhip created by Chapterhouse Studios for Tyranid® monsters, it is sized to be used with Tyrants and other Large size models. Sculpted so it can be used on the right or left arm socket, it is also bendable due to the sculpting. These Lashwhips hold the foes still so a killing strike may be inflicted.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 39 | <p>Lashwhips - Warrior Size (1) This is a single pewter Lashwhip created by Chapterhouse Studios for Tyranid® monsters, it is sized to be used with warriors and other medium size models. Sculpted so it can be used on the right or left arm socket, it is also bendable due to the sculpting. These Lashwhips hold the foes still so a killing strike may be inflicted.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 40 | <p>Tyrant Bonesword Arms for Tyranids (1) This is a pair of Chapterhouse Studios resin Bonesword arms for Tyranid® Hive Tyrant or other monstrous creatures. Works great for converting a Swarmlord Each pair consist of 1 left and 1 right arm scaled for the larger tyranid® creatures. Sculpted with details showing the symbiotic weapons of the Tyranid® race, the swords have bio-</p> | <p>The product implicates trademark issues only, not copyright.</p> |

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| 41 | <p>Warrior Bonesword Arms for Tyranids (1)</p> <p>This is a pair of Chapterhouse Studios resin Bonesword arms for Tyranid® Warriors. Each pair consist of 1 left and 1 right arm scaled for Tyranid® warriors. Sculpted with details showing the symbiotic weapons of the Tyranid® race, the swords have bio-organic crystalline growths that enable the weapons to inflict death on anyone they strike.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 42 | <p>Xenomorph 28mm Head bits for Tyranids (1)</p> <p>This is a six (6) piece set of 28mm resin heads. You will receive three(3) of Head A and three(3) of Head B. These heads are sculpted in the style of the classic "Aliens" xenomorphs. They work great on many of the Tyranid® bodies, gaunts, genestealers and tyranid warriors.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 43 | <p>Ymgarl Heads for Tyranid Genestealers - Set (1)</p> <p>This is a 6 piece set of pewter Alien Heads. These are scaled for 28mm heroic miniatures. You can use them as Cthulhu or Ymgarl heads on your models. We have many customers that use these on their Tyranid® Genestealers® to represent Ymgarl Genestealers®.</p> <p>Each set of 6 heads includes 3 different variants, you will receive 2 of each head in this set. There are almost no mold lines on these heads, so minimal clean-up is required. Superglue is recommended for assembling metal bits on plastic kits.</p> <p>We developed these in 2009 as variant heads that would be useful on Tyranid® Genestealers®. When GW released the new Tyranid® codex, the Ymgarl Genestealers® look incredibly like these heads! We have dated post and concept art to prove our idea came first.</p> <p>Regardless, these heads will set your miniatures apart from the rest of the crowd!</p> | <p>Genestealers are creatures in the Tyranid army. The Ymgarl is a variant of a Genestealer.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1050149</p> <p>As part of the Tyranid Genestealer boxed set, Games Workshop included a head component which can convert a Genestealer model into a Genestealer Ymgarl. The components are © Games Workshop 2004.</p> <p>Miniature designed by Jes Goodwin and Mark Harrison</p> <p>Chapterhouse say in their description opposite that the Ymgarl Genestealers from Games Workshop's new Tyranid codex look like their heads. There have been no new Games Workshop Ymgarl Genestealer miniatures released since 2004. The only new visual material from the latest Warhammer 40,000 Tyranids book for the Ymgarl was the artwork below. This artwork was created in 2009 and was based on the 2004 Games Workshop model above.</p> |

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| 44 | <p>Female Heads - Imperial Guard 28mm (1)</p> <p>This is a sprue of 6 unpainted resin female Imperial Guard heads. These are scaled for 28mm heroic miniatures. Perfect additions to any miniature line, and look great on imperial guard figures.</p> | <p>Warhammer 40,000 Tyrannids 2010, page 61 (DG1192_Ymgarl_Stealer/ Dave Gallagher / 2009)</p> |
| 45 | <p>SXV-141 Super-Heavy Assault Walker SA W (1)</p> <p>Our first vehicle kit, we decided to go crazy on Tau.</p> <p>This is a resin model kit consisting of over 50 parts, weighing in at approximately 2kg and standing almost 30cm tall when complete. The kit components are supplied "as cast" and require cleanup, assembly and painting for the finished product.</p> <p>Needless to say I think the Imperial Titans will have their hands/first full.</p> <p>http://chapterhousestudios.com/index.php?route=product/product&path=59&product_id=201</p> | <p>The Tau refers to the Tau Empire, a Warhammer 40,000 army.</p> <p>The Tau Empire use rail guns as weapons on their vehicles.</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1090208</p> <p>The rail gun is the long gun which is shown firing on the model above.</p> <p>The Tau decorate their clothing, weapons and vehicles with the Tau Empire symbol.</p> <p>Tau Empire decal sheet, 2001</p> <p>p40 Codex Tau Empire 2005</p> <p>p17 Codex Tau 2001</p> <p>p. 158-59 Warhammer 40,000 Apocalypse 2007</p> <p>Miniature designed by Jes Goodwin</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1620020</p> <ul style="list-style-type: none"> • Geometric grooves on hull and weapons • Circular hatches • Geometric grooves on the hatches • Large oval vents on the hull • Long thin 'nose' section of the hull • Geometric Grooves on the nose • 'X' marks on power/ammo packs |

No.

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SXV-141 SUPERHEAVY ASSAULT WALKER

| SAW | BS | FRONT | SIDE | REAR |
|-----|------|-------|------|------|
| | 3(4) | 14 | 12 | 13 |

POINTS: 750
 SUPER HEAVY WALKER
 STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

HEAVY RAIL CANNON X 2
 HEAVY SMART MISSILE RACK (6 X PENETRATOR, 6 X CLUSTER)
 LONG BARRELLED BURST CANNON
 TARGETING ARRAY (INCLUDED), MULTI TRACKER, UPGRADED DISRUPTION POD,
 NETWORKED MARKER LIGHTS X 5, BLACK SUN FILTER, POSITIONAL RELAY, TACHYON
 MARKER, TARGET LOCKS

OPTIONS:
 SENSOR SPRING 20 PFS
 FLECHETTE DISCHARGERS 40PFS

| WEAPON | RANGE | SIR | AP | SPECIAL |
|---------------------------------------|-----------|-----|----|---|
| RAIL CANNON (SOLID) | 120" | 10 | 1 | DESTROYER, EACH CANNON MAY FIRE INDEPENDENTLY (SHELL TYPE AND TARGET NOMINATED BEFORE ROLLING) |
| RAIL CANNON (SUBMUNITION) | 120" | 7 | 3 | APOC BLAST TEMPLATE |
| HEAVY BURST CANNON | 36" | 5 | 5 | ASSAULT 6 |
| HEAVY MISSILE RACK (PENETRATOR) | 45" | 8 | 3 | NO LOS NEEDED- TREAT AS SMART MISSILE |
| HEAVY MISSILE RACK (CLUSTER) | 45" | 5 | 4 | ASSAULT 8, NO LOS NEEDED- TREAT AS SMART MISSILE |
| NETWORKED MARKER LIGHTS (NWML XS) | 36" | | | |
| TACHYON MARKER X1 (FORWARD FACING) | UNLIMITED | | | OPERATES IN THE SAME WAY AS A NETWORKED MARKER LIGHT AND IS USED IN CONJUNCTION WITH THE RAIL CANNONS. ONLY 1 MARKER LIGHT HIT CAN BE GENERATED BY THE TACHYON MARKER |

- Rail gun weapon
- Burst Cannon weapon

The Chapterhouse Walker hull fits snugly underneath the Tau Hammerhead hull with the circle sections lining up to the rear.

Games Workshop's rail gun design.

- Rectangular shape.
- Two separate sections to the 'barrel'
- Barrel joined by a coupler mid-way down the length
- Square block nozzle with vents
- Short under-slung cylinder connecting the barrel to the power source

Cover Art, Codex: Tau ©2001

AS098 Tau Codex detail cropped from larger original)By Adrian Smith

At the end of the Tau guns there is a circle with diagonal line design.

p.9 Codex: Tau Empire ©2005

PD116 Tau Castes & Contact (detail cropped from larger original) By Paul Dainton

This Tau pilot wears the design on his chest and arm.

Games Workshop's Tau rules.

| | Points | Front | Side | Rear | BS |
|------------|--------|-------|------|------|------|
| Hammerhead | 90 | 13 | 12 | 10 | 3(4) |

Front, side and rear armour values are given as well as the Ballistic Skill (BS) of the vehicle.

'Structure points' are used for Super Heavy vehicles in the game of 'Warhammer 40,000 Apocalypse'

'Str' stands for 'Strength' of the weapon.
 'AP' stands for 'Armour Penetration' of the weapon.
 'Assault 3' means the weapon can be fired 3 times.

| No. | Chapterhouse Product and Website Description | | Games Workshop Works |
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| | | | <p>The list of weapons and equipment for the Super Heavy Walker fits the lists of Tau weapons and equipment from pp.25-31 Codex: Tau Empire ©2005 corresponding text copied below.</p> |
| | | | <p>Railgun: The Tau battlesuit railgun uses linear accelerator technology to project a solid projectile at hypervelocity. It is capable of punching through the thickest armour and of taking down the largest of enemies. Range: 72” Str: 10 AP: 1</p> |
| | | | <p>Smart missile system: The smart missile system fires self-guiding missiles with the intelligence of a drone, which first search for then hunt down the target, passing around any blocking terrain. Range: 24” Str: 5 AP: 5</p> |
| | | | <p>Burst cannon: The burst cannon finds use across the Tau military, primarily mounted on battlesuits and vehicles. Utilising the plasma induction technology found in the pulse rifle and other systems, the burst cannon is a multi-barrel weapon able to sustain high rates of fire. Range: 18” Str: 5 AP: 5 Assault 3</p> |
| | | | <p>Targeting array: Targeting arrays assist the vehicle gunner’s aim by adjusting for the target’s range and speed. Add 1 to the vehicle’s BS</p> <p>Multi-tracker: The vehicle-mounted multi-tracker is combined with advanced stabilisers enabling a vehicle to fire as if it were a fast vehicle.</p> <p>Distribution pod: A distribution pod throws out distorting images in both visual and magnetic spectra, making it hard to target at range.</p> <p>Networked markerlights: A networked markerlight is a specialised version of the standard system, but it is larger and less common.</p> <p>Blacksun filter: This advanced optical filter enables the user to double the distance rolled for determining how far they can see when fighting at night.</p> <p>Positional relay: This records detailed battlefield data and relays it in</p> |

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| 46 | <p>Assault Shoulder Pad for Space Marine with number 7 (4)</p> <p>This is a number 7 Assault Shoulder pad for regular power armor, it has raised crossed arrows on the pad with a roman numeral 7 above the arrows. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>a tight-band, encrypted burst to a single unit operating as a strategic reserve.</p> <p>Target lock: The target lock identifies potential targets and plots fire plans to counter them, granting the vehicle gunner far more choice about the targets to be engaged.</p> <p>Sensor spines: Sensor spines are used to feed data to an advanced ground-following flight control system.</p> <p>Flechette discharger: Powerful clusters of reactive charges are attached to the hulls of many Tau vehicles. If the enemy approach, they fire off vicious clouds of high velocity flechettes.</p> |
| 47 | <p>Assault Shoulder Pad for Space Marine with number 8 (4)</p> <p>This is a number 8 Assault Shoulder pad for regular power armor, it has raised crossed arrows on the pad with a roman numeral 8 above the arrows. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>Assault – see product 46</p> <p>Power armour – see product 10</p> <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13</p> |

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| 48 | <p>Assault Squad Shoulder Pad for Space Marine - Plain (4)</p> <p>See 46 above</p> <p>This is a unmarked Assault shoulder pad for regular power armor, it has raised arrows on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> | <p>Assault – see product 46</p> <p>Power armour – see product 10</p> <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13</p> |
| 49 | <p>Crested Pad for Space Marine (4)</p> <p>This is a shoulder pad with a raised crest on it. This shoulder pad works well with any loyalist or chaos space marine® army. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> <p>See 46 above</p> | <p>This Space Marine Captain has a crested shoulderpad with 'rivets' along the edge where the crest attaches to the pad - http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat440176a&prodId=prod1060070&rootCatGameStyle=</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>Loyalist – see product 16</p> <p>Chaos Space Marine – see product 2</p> <p>Tactical – see product 56</p> <p>p84 Codex Space Marines 2008 Shoulder pads with high rims.</p> |
| 50 | <p>Devastator Shoulder Pad for Space Marine - Plain (4)</p> <p>This is a unmarked Devastator shoulder pad for regular power armor, it has a raised arrow on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Devastator is a type of Space Marine squad. A Devastator squad has an inverted 'V' symbol on their right shoulderpads.</p> <p>Warhammer 40,000 Space Marines 2004, page 70 (NH SM Pads/ Neil Hodgson / 2004)</p> <p>A Devastator squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10. The 'X' on this pad indicates this is Devastator squad 10.</p> <p>The colours on the shoulderpad refer to a Chapter colour, ie, blue and gold are the colours of the Ultramarines Space Marine Chapter.</p> <p>Index Astartes III 2003, page 23 (NH Ultramarines Graph / Neil Hodgson / 2001)</p> |

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| 51 | <p>Devastator Shoulder Pad for Space Marine with number 9 (4)</p> <p>This is a number 9 Devastator Shoulder pad for regular power armor, it has raised arrow on the pad with a roman numeral 9 embossed into the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Power armour – see product 3</p> <p>Devastator – see product 50</p> <p>Tactical – see product 56</p> <p>Insignum Astartes 2002, page 13</p> <p>Codex Ultramarines, 1995, p28</p> |
| 52 | <p>Devastator Shoulder Pad for Space Marine with number 10 (4)</p> <p>This is a number 10 Devastator Shoulder pad for regular power armor, it has raised arrow on the pad with a roman numeral 10 embossed into the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Devastator – see product 50</p> <p>Tactical – see product 56</p> <p>Insignum Astartes 2002, page 13</p> <p>Codex Ultramarines, 1995, p28</p> |
| 53 | <p>First Squad or I Shoulder Pads - tactical (4)</p> <p>This is a shoulder pad with a roman numeral "1" or an I on the face, it is stylized and has more detail than the typical I shoulder pad. This shoulder pad works well with any loyalist space marine® armies. This could also be a chapter icon for the left shoulder. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models.</p> <p>See 46 above</p> | <p>There are no IP issues with this product other than the shape/design of the underlying shoulder pad</p> |
| 54 | <p>Generic Power Armour Shoulder Pad for Space Marine - Plain (4)</p> <p>Just a regular Space Marine® Power Armor pad, similar to the standard one with raised edges.</p> <p>See 46 above</p> | <p>This is Games Workshop's unique expression of a Sci-Fi Shoulderpad, including the following unique characteristics:</p> <ul style="list-style-type: none"> ○ Covering from start of shoulder to above the elbow ○ Large border around outer edge ○ Left shoulderpad – squad markings ○ Right shoulderpad – Chapter symbol |
| 55 | <p>Smooth Shoulder Pad for Space Marine - no raised areas (3)</p> | <p>See 54 above</p> |

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| | <p>Another regular Space Marine® shoulder pad, this one has no raised areas, perfectly smooth for something different.</p> <p>Single pewter bit.</p> <p>See 46 above</p> | |
| 56 | <p>Tactical Shoulder Pad for Space Marine (3)</p> <p>This is a Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical is a type of Space Marine squad. A Tactical squad will have an upward pointing arrow symbol on their right shoulder pad.</p> <p>Games Workshop sells Tactical shoulder pads - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1110189&rootCarGameStyle=</p> <p>A Tactical squad member will have their squad number shown on their right shoulder pads. The squad number will be between 1-10.</p> <p>The colours on the shoulder pad refer to a Chapter colour, ie, red and gold are the colours of the Blood Angels Space Marine Chapter.</p> <p>Insignium Astartes 2002, page 32</p> <p>See product 4.</p> |
| 57 | <p>Tactical Shoulder Pad for Space Marine with number 1 (3)</p> <p>This is a number 1 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 1 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13</p> <p>Codex Ultramarines, 1995, p42</p> |
| 58 | <p>Tactical Shoulder Pad for Space Marine with number 2 (3)</p> <p>This is a number 2 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 2 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13</p> <p>Codex Ultramarines, 1995, p 28</p> |

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| 59 | <p>Tactical Shoulder Pad for Space Marine with Number 3 (3)</p> <p>This is a number 3 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 3 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13 Codex Ultramarines, 1995, p 43</p> |
| 60 | <p>Tactical Shoulder Pad for Space Marine with Number 4 (3)</p> <p>This is a number 4 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 4 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13 Codex Ultramarines, 1995, p43</p> |
| 61 | <p>Tactical Shoulder Pad for Space Marine with number 5 (3)</p> <p>This is a number 5 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 5 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13 Codex Ultramarines, 1995, p43</p> |
| 62 | <p>Tactical Shoulder Pad for Space Marine with number 6 (3)</p> <p>This is a number 6 Tactical Shoulder pad for regular power armor, it has a raised arrow on the pad with a roman numeral 6 inlaid in the arrow. This is the standard size space marine® tactical shoulder pad cast in pewter.</p> <p>See 46 above</p> | <p>Tactical – see product 56</p> <p>Insignium Astartes 2002, page 13 Codex Ultramarines, 1995, p 28</p> |
| 63 | <p>Salamanders or Dragon Drop Pod Armor or door panel (1)</p> <p>This is a highly detailed resin armored panel that fits on the Drop Pod Kiti door. It is a single piece that fits over the standard door, this is</p> | <p>A drop pod is a Space Marine vehicle. Games Workshop sells drop pods on its website – http://www.games-workshop.com/gws/catalog/productDetail.jsp?productId=prod1560026&rootCatGameStyle=</p> |

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| | sculpted with a dragon or salamanders icon in the center, surrounded by scales. This is a single door. We recommend buying a set of 5 for the regular drop pod model kit. | Miniature designed by Tom Watton The icon on the Chapterhouse door is based on the Salamanders Chapter icon – see product 25. |
| 64 | Salamander Dragon Skull Shoulder Pad Bit –Tactical (2) This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® terminator shoulder pad cast in pewter. This sculpter to be used as a right arm pad. | The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – see product 25. |
| 65 | Salamander Dragon Skull Shoulder Pad - Terminator (2) This is a Dragon or Salamander Skull on a scaled background. This is the standard size space marine® tactical shoulder pad cast in pewter. | The icon on the Chapterhouse pad is based on the Salamanders Chapter icon – see product 25 Tactical – see product 56 Terminator – see product 5 |
| 66 | Salamander Dragon Thunder Hammer - Smooth (2) This is a hammer sculpted with a dragon or salamander theme in mind. It can be used as a power weapon or a thunder hammer. It can be used for dragon or salamander space marine® armies. This is our new "smooth" salamander hammer. Customers have also used this for high elf and empire fantasy armies. It is a pewter bit. | The icon on the left side of the head on the far left hammer shown opposite is based on the Salamanders Chapter icon – see product 25 Power weapon and thunder hammer – see product 1 Terminator – see product 5 High Elf and Empire – see product 1 |
| 67 | Dragon Salamander Head Bit Space Marine (3) This is a pewter bit of the Dragon Special Character resin kit head. We have had many request for just the head so have made these available. A single pewter space helmet in the dragon or salamander style. | Salamanders – see product 25 Chaplains are a rank within the Space Marines army. Their iconography heavily features skulls. Miniature designed by Jes Goodwin This is just one example of a Space Marine Chaplain with skull helmet available on the Games Workshop website. http://www.games- |

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| 68 | <p>Banded Tech Power Armor Pad (4)</p> <p>This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consist of horizontal plates or "bands" of armor similar to older MK 1 armor. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular power armor figures.</p> | <p>Mk1 refers to a type of Space Marine armour. Games Workshop sells a Mk1 armoured Space Marine – http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1140240&rootCatGameStyle=</p> <p>Miniature designed by Jes Goodwin</p> <p>The Horus Heresy - Collected Visions 2007, page 139 (3086 LemnRuss/ Franz Vohwinkel / Black Library / 2004)</p> <p>Chapterhouse's shoulder pad looks most like the right hand pad on the grey armoured Space Marine above.</p> <p>Iron Hands – see product 70</p> <p>Power armour – see product 3</p> |
| 69 | <p>Cog Shoulder Pad - Power Armor (3)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a cog. The shoulder pad itself is armored strips similar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad or even as Adeptus Mechanicus or Techmarines. Sized to fit regular power armor figures.</p> | <p>Iron Hands – see product 70</p> <p>The Adeptus Mechanicus are an organisation in the Warhammer 40,000 background. Their icon is a skull within a cog.</p> <p>The Art of Warhammer 40,000 2006, page 201 (WE274C Titan Icon / Wayne England / 1995)</p> <p>Techmarines are a rank within the Space Marines army. They are the mechanics of</p> |

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| 70 | <p>Shield for Iron Hands (2)</p> <p>A high detail shield based on the Iron Hands chapter theme, useful for fantasy models as well as Iron Hand or other hand based space marine® models.</p> <p>The front of this shield has mailed hand and scales sculpted onto a round shield with power cables around the edges, the rear of the shield has a hand hold that enables power armor marines to hold the shield (not shown in photo). It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in white metal.</p> | <p>the army and are strongly associated with the Adeptus Mechanicus and technology.</p> <p>The Chapterhouse product is designed and of a size and scale to be used with Games Workshop products and to fit within the Warhammer 40,000 Universe. The product description uses Games Workshop Trademarks: Iron Hands, Adeptus Mechanicus and Techmarines.</p> <p>The product implicates trademark issues only, not copyright.</p> |
| 71 | <p>Shoulder Pad for Iron Hands Power Armor (2)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a mailed hand on it in a clawing motion. The shoulder pad itself is armored strips similar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular power armor figures.</p> | <p>Iron Hands – see product 70</p> |
| 72 | <p>Shoulder Pad for Iron Hands Terminator armor (2)</p> <p>This is a shoulder pad that is about the same size as a GW shoulder pad. It has a mailed hand on it in a clawing motion. The shoulder pad itself is armored strips similar to older MK shoulder pads. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular terminator armor figures.</p> | <p>Power armour – see product 3</p> <p>Iron Hands – see product 70</p> <p>Terminator – see product 5</p> |
| 73 | <p>Banded Armor Terminator Pad (3)</p> | <p>This is MK1 Space Marine Armour – see 68 above</p> |

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| 74 | Banded Power Armour Shoulder Pads (3) This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consist of horizontal plates or "bands" of armor similar to older MK 1 armor. This pad looks spectacular as a "Iron Hands" space marine® shoulder pad. Sized to fit regular terminator armor figures. | Iron Hands – see product 70 Terminator – see product 5 p20 Warhammer 40,000 Compilation 1991 This is Mk I Space Marine Armour – see 68 above Power armour – see product 3 Iron Hands – see product 70 p32 Codex Space Marines 2008 |
| 75 | Studded Rimmed Shoulder Pad MKV (3) This is a shoulder pad with a raised crest on it. This shoulder pad works well with any loyalist or chaos space marine® army. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models. | Mk V armour – see product 2 Loyalist – see product 15 Chaos Space Marines – see product 2 Tactical – see product 56 |
| 76 | Five (5) Heresy Era Jump Packs for Space Marines (1) This is a set of FIVE (5) Resin and Metal Jump Pack for Space Marines®. It is sculpted to fit in with the Heresy Style Jump Packs. The main Jump Pack is Resin and the control flaps are metal. Designed to fit on the standard Space Marines® back. Suitable for any other 28mm scale miniatures as well. | Space Marines use jump packs. Heresy refers to the type of jump pack used during the Horus Heresy. The Horus Heresy – Collected Visions 2007, page 284 (2121 assault squad/ James Brady / Black Library / 2005) Back pack designed by Aly Morrison |
| 77 | Masked Heresy Heads for Space Marines – 4 (2) This is a resin sprue of 4 "Heresy" style heads for space marines® with rebreather mask. Each sprue comes with 4 heads. | Heresy refers to Mk V Heresy armour – see product 2. p111 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Justin Norman p197 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low p309 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low |

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| 78 | MK I Heresy Era for Space Marine "Thunder Armor" Shoulder Pad (3) This is a shoulder pad with armored plates on it, commonly known as "Thunder Armor" or Mk I space marine power armor. This shoulder pad works well with any loyalist or chaos space marine® army. Perfect for Heresy era armies. This is a pewter model that fits on tactical space marine® models as well as other sci-fi models. | Heresy refers to Mk V Heresy armour – see product 2. Thunder armour is the alternative name for Mk I Space Marine armour. See product 68. Loyalist – see product 15 Chaos Space Marines – see product 2 Tactical – see product 56 p20 Warhammer 40,000 Compilation 1991 |
| 79 | Spikey Heresy Heads for Space Marines (2) This is a resin sprue of 4 "Heresy" style heads for space marines®. | Heresy refers to Mk V Heresy armour – see product 2. p111 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Justin Norman p197 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low p309 <i>Horus Heresy: Collected Visions</i> ©2007 artwork by Kenson Low |
| 80 | Studded Power Armor Pad for MK 5 (3) This is a studded power armor shoulder pad. It works well as a MK V shoulder pad. Dimensions are equivalent to current GW plastic pads. | MK V armour – see product 2 Power armour – see product 3 |
| 81 | Celtic Wolf Shield for Space Wolves (3) This is a celtic style round Storm or Combat shield with a wolf on the front, it utilizes the same handles as our other shields (separate component for the hand grip). It looks great for Space Wolf (Space Wolves) armies or any other Sons of Russ Space Marine® Chapter. | The product implicates trademark issues only, not copyright |

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| | Cast in pewter. Diameter of shield is 22 mm. | |
| 82 | Rhino Conversion Kit for Space Wolves (2) This is a resin conversion kit for the games workshop rhino kit. It consist of 2 side doors, 1 front panel, and 1 top hatch. The style incorporates wolf totems, furs, and viking like icons. Looks great when used for space wolf armies. | A Rhino is a Space Marine vehicle used by the Space Wolves Chapter. Codex Space Wolves 2000, page 19 Miniature designed by Bob Naismith The Space Wolves Chapter's iconography includes wolf skulls, wolf tails and fangs - http://www.games-workshop.com/gws/catalog/productDetail.jsp?catId=cat440177a&prodId=prod260002a&rootCatGameStyle= |
| 83 | Storm Combat Space Tech Shield for Wolves (3) This is a Storm or Combat shield with a Tech-Wolf on the front, it utilizes the same handles as our other shields (seperate component for the hand grip). It is a light weight white metal bit. It looks great for Space Wolf (Space Wolves) armies or any other Sons of Russ Space Marine® Chapter. Supplied unpainted. | Miniature designed by Jes Goodwin, Martin Footit and Juan Diaz Ramos Space Marine Collector's Guide 2003, page 32 Miniature designed by Jes Goodwin Forge World sells a Space Wolves conversion pack for the Rhino - http://www.forgeworld.co.uk/Warhammer-40000/SPACE-WOLVES-RHINO-DOORS-AND-FRONT-PLATE.html |
| 84 | Celtic Storm or Combat Shield (3) This is a white metal combat or storm shield for 28 mm figures. It works great on space marines® or any fantasy models. We have designed a circular celtic shield, this is more suitable for a power armor marine, vs a Terminator marine (it would look a bit small for the | Miniature designed by Simon Egan p1, Codex Space Wolves 2009 See 81 & 82 above for information about Space Wolves, storm shields and Sons of Russ p34 Codex Space Wolves 1994 |
| | | The product implicates trademark issues only, not copyright. |

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| | larger armor). It includes a separate grip guard. Supplied unpainted. | |
| 85 | Generic Hammer 2 (2) This is a Generic Thunder or Power hammer. Sold as a single white metal pewter bit. Works well with fantasy or sci-fi 28mm figures. Looks great on Empire models or on Space Marines®. | The product implicates trademark issues only, not copyright. |
| 86 | Imperial or Eagle Storm Shield (2) A high detail shield based on an eagle theme, useful on high elf or emperor fantasy models as well as space marine® models. The front of this shield has an eagle head and feathers sculpted, the rear of the shield has a hand hold that enables power armor marines to hold the shield. It is designed to be modeled on either power armor marines or terminators. This highly detailed bit is cast in PEWTER. | The product implicates trademark issues only, not copyright. |
| 87 | "Heresy" Armoured Drop Pod Door (1) This is a highly detailed resin armored panel that fits on the Drop Pod Kit door. It is a single piece that fits over the standard door, this is sculpted to resemble an "heresy era" armored panel. This is a single door. We recommend buying a set of 5 for the regular drop pod model kit. | Drop pod – see product 63 Heresy is a reference to Mk V Space Marine armour – see product 2. The pattern more closely resembles Mk 1 Space Marine armour. |
| 88 | Armoured Predator Armour Kit – side (1) This is a new Armoured Predator kit for Space Marines®, it includes 3 strips of Reactive armor that can be cut to size as well as ONE heavily armored "off-centered cockpit" Fits the standard Games Workshop Space Marine® Predator kit. This is our answer to the silly idea that a more heavily armored predator tank has the same front as a flimsy rhino tank. This is a Resin kit. | The product implicates trademark issues only, not copyright. |
| 89 | Armoured Predator Kit - Centred (1) This is a new Armoured Predator kit for Space Marines®, it includes 3 strips of Reactive armor that can be cut to size as well as a heavily | The product implicates trademark issues only, not copyright. |

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| | <p>armored "centered cockpit" Fits the standard Games Workshop Space Marine® Predator kit. This is our answer to the silly idea that a more heavily armored predator tank has the same front as a flimsy rhino tank. This is a Resin kit.</p> | |
| 90 | <p>Armoured Rhino for Space Marine Tank Door & Armor Kit (1) This is an new and original Armoured Space Marine® Rhino kit, it includes 2 side doors, 2 rear armor panels, 2 front armor panels, 2 top hatch armored panels and a front armored cockpit panel. Fits the standard Games Workshop Space Marine® Rhino kit. This is very similar to MK 1 Space Marine® armor and would fit well with an Heresy era army.</p> | <p>The pattern on these components is Mk 1 type Space Marine armour – see product 68. Rhino – see product 82 Heresy – see product 2</p> |
| 91 | <p>Brazier – Dragon / Serpent - 2 pieces (1) This is a stylized dragon or snake brazier, it comes in 2 pieces (flat backing and the front) and is pewter. It is approximately .63 millimeters tall and .36 millimeters at its widest. This is perfectly designed to add to any vehicles, we include it with our Salamanders Landraider kit. Looks great on dreadnoughts and any other vehicles with flat areas.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 92 | <p>Brazier – Eagle – 2 pieces (1) This is a stylized eagle brazier, it comes in 2 pieces (flat backing and the front) and is pewter. It is approximately .62 millimeters tall and .33 millimeters at its widest. This is perfectly designed to add to vehicles, we include it with our Salamanders Landraider kit. Looks great on dreadnoughts and any other vehicles with flat areas.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 93 | <p>Mark I Rhino Conversion Kit (1) This is an new and original Mark I or Heresy Era Rhino conversion kit, it includes 2 side doors, 2 Left Side Engine Grates, 2 Right side Engine Grates, 2 choices for the front cockpit armor panel, and one old style bolter cupppola cover. Fits the standard CURRENT Games Workshop Space Marine® Rhino kit.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 94 | <p>Rhino Tank Conversion Kit for Space Marine Dragon or Salamander (1)</p> | <p>Rhino – see product 82</p> |

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| | <p>The rhino accessory kit is composed of doors, front panels and armor sections to accessorize the current space marine® rhino model kit. Themed in a dragon or salamander style also good for alpha legion. It currently includes - 1 front armor panel, 2 side door, 2 top hatch panels, and 4 scaled armor panels. This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Salamanders – see product 25 Index Astartes IV, 2004, page 19 (NH Salamander Graph/ Neil Hodgson / 2004)</p> |
| 95 | <p>Mycetic Spore for Tyranids (1) We have our first cast in of our Mycetic Spore, available here, as you can see it could realistically transport a carnifex ora brood of gaunts. This is a 4 piece model and will be selling for \$30.00. We will have another set that will come with a base for \$34.50 in the near future. This is Chapterhouse Studios version of the Mycetic Spore. The spore is a highly detailed 4 piece resin model which includes an option weapon arm (that can have a tyrandid weapon glued on the end). It is easily assembled (coming in 2 halves and a top piece). Each spore is large enough to realistically hold a swarm of models or even a large monstrous creature like the carnifex. The Mycetic Spore is approximately 6 inches tall and 4.5 inches in diameter. We have this item in limited stock and will ship out as they are produced.</p> | <p>Tyranids and Carnifex – see product 37 A Mycetic spore is a Tyrandid creature. It is used to transport other Tyrandid creatures from vessels in orbit onto a planet. Warhammer 40,000 Tyranids 2009, page 54 (AB929_Mycetic_Spore / Alex Boyd / 2009) Games Workshop has not made a model of a Mycetic. Gaunts are a type of Tyrandid creature. The two Tyrandid miniatures in Chapterhouse’s top right image are a Carnifex and a Games Workshop Termagaunt.</p> |
| 96 | <p>Pre-Heresy Scarab Shoulder Pads for Thousand Sons Marines – Term (1) These shoulder pads are designed to replace the current era Space Marine® Terminator Shoulder Pads. Each pad is in the pre-heresy style and has a scarab sculpted onto the surface. These pads works well with any egyption themed army, and is similar to those worn by heresy era Thousand Sons Space Marines®. Sold in pairs or a righth and left pad. Two shoulder pads cast in pewter.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 97 | <p>Scarab Shoulder Pad for Thousand Sons - Power Armor (1) This is a shoulder pad that is about the same size as a GW power armor</p> | <p>The product implicates only trademark issues and the shape/design of the underlying shoulder pad.</p> |

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| | <p>shoulder pad. It consist of a Egyptian Style Scarab on a shoulder pad. This pad works well with any egyption themed army, and is similar to those worn by heresy era Thousand Sons Space Marines® shoulder pad. Sized to fit regular power armor figures. Single Pad Cast in pewter.</p> | |
| 98 | <p>Starburst Shoulder Pad for Thousand Sons Marines - Power Armor (1) This is a shoulder pad that is about the same size as a GW power armor shoulder pad. It consist of a Starburst on a shoulder pad. This pad is similar to those worn by heresy era Thousand Sons Space Marines® shoulder pad. Sized to fit regular power armor figures. Single Pad Cast in pewter.</p> | <p>The product implicates only trademark issues and the shape/design of the underlying shoulder pad.</p> |
| 99 | <p>Shoulder Pad for Mantis Warriors Marines - Power Armor (1) We also have a rather nice Mantis Warriors space marine pad set, these were done for a customer. They turned out great and he allowed us to use his painted pads to showcase the new releases. We were able to do a Power Armor and a Terminator piece. This is a shoulder pad with a Praying Mantis head on the surface, with added chains sculpted on the edges. This shoulder pad works well with Mantis Warrior space marine armies®. This is the standard size space marine® tactical shoulder pad cast in pewter. One pewter pad.</p> | <p>The product implicates only trademark issues and the shape/design of the underlying shoulder pad</p> |
| 100 | <p>Shoulder Pad for Mantis Warriors Marines – Terminator (1) This is a shoulder pad with a Praying Mantis head on the surface, with added chains sculpted on the edges. This shoulder pad works well with Mantis Warrior space marine armies®. This is the standard size space marine® terminator armor shoulder pad cast in pewter. One pewter pad.</p> | <p>The product implicates only trademark issues and the shape/design of the underlying shoulder pad.</p> |
| 101 | <p>Shoulder Pad for Blood Ravens Marines - Terminator (1) Lastly for the pads, we resculpted the Blood Ravens shoulder pads to have a blood drop instead of an inverted drop. The previous pads will be listed as Blood Eagle pads, while the updated sculpts will be listed</p> | <p>Blood Raven/Blood Angles – see product 4</p> |

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| 102 | <p>as Blood Ravens pads.</p> <p>This is our NEW shoulder pad with a rave on the surface, the wings of the bird are surrounding a blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size space marine® terminator armor shoulder pad cast in pewter.</p> <p>Single Pewter Pad.</p> | <p>Blood Raven/Blood Angles – see product 4</p> |
| 103 | <p>Shoulder Pad for Blood Ravens Marines - Power Armor (1)</p> <p>This is our NEW shoulder pad with a rave on the surface, the wings of the bird are surrounding a blood drop or gem. This shoulder pad works well with Blood Raven or Blood Angel themed armies. This is the standard size space marine® Tactical Marine shoulder pad cast in pewter.</p> <p>Single Pewter Pad.</p> | <p>Space Wolves – see product 82</p> <p>Rhino – see product 82</p> <p>Alpha Legion – see product 32</p> <p>The components are decorated with Salamanders Chapter icons – see product 25</p> |
| 104 | <p>Dragon or Salamander Variant Rhino Door Kit (1)</p> <p>We also have 3 new Rhino Conversion Kits for the Space Wolves, Dragon based Chapters, and a Tactical Door kit with skulls (click on photos for product page).</p> <p>The rhino accessory kit is composed of 2 side doors and 1 front panel to accessorize the current space marine® rhino model kit. Themed in a dragon or salamander style also good for alpha legion.</p> <p>This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Space Wolves - see product 82.</p> <p>The Space Wolves Chapter decorates its vehicles with wolf's heads shown face on.</p> |
| 104 | <p>Rhino Conversion #2 Kit For Space Wolves (1)</p> <p>This is a resin conversion kit for the games workshop rhino kit. It consist of 2 side doors, 1 front panel, and 1 top hatch and extra armor.</p> | |

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| | <p>The style incorporates wolf totems, furs, and viking like icons. Looks great when used for space wolf armies.</p> <p>8 piece resin kit.</p> | <p>Warhammer 40,000 Space Wolves 2009, page 78. (NH821 SW Filler/ Neil Hodgson / 2009)</p> |
| 105 | <p>Tactical Rhino Doors with Skulls Kit (1)</p> <p>The rhino accessory kit is composed of 2 side doors and 1 front panel to accessorize the current space marine® rhino model kit. Sculpted with the standard Tactical Arrow and integrating skulls.</p> <p>This kit is composed completely of unpainted resin-plastic, sometimes parts must be cut down to fit due to the casting process.</p> | <p>Games Workshop sells products decorated with piles of skulls.</p> <p>Basilica Administratum - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1095506&rootCatGameStyle=</p> <p>Miniature designed by Dave Andrews Realm of Battle board - http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod730814&rootCatGameStyle=</p> <p>Product designed by Dave Andrews</p> |
| 106 | <p>Rhino Tank Conversion Kit for Iron Snakes (1)</p> <p>The rhino accessory kit is composed of 2 side doors, 1 top hatch, 1 front panel and 4 scaled armor sections to accessorize the current space marine® rhino model kit. Themed in a greek and snake style with shields and spears this kit makes a great Iron Snake Rhino. This kit is composed completely of unpainted resin-plastic, designed to fit on a standard Games Workshop Rhino kit.</p> | <p>The components have Iron Snakes icons on them. See product 17.</p> |
| 107 | <p><u>28mm Spartan Heads released this week - Friday, 18 February 2011 05:58</u></p> <p>Spartan Heads compatible with Space Marine® models</p> <p>This is a single pewter sprue of 5 different spartan armored heads that are scaled to be compatible with Games Workshop Space Marine® models.</p> <p>The "Spartan Heads compatible with Space Marines" consist of a sprue of 5 pewter heads. Each head is different and this set sells for \$5.50.</p> | <p>The product implicates trademark issues only, not copyright.</p> |

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| 108 | <p>Original sculpt and painted by Tomas Fierlek.</p> <p><u>Doomseer Iyanar Model Released</u></p> <p>Friday, 29 April 2011 19:22</p> <p>Just added a new model to the website. This model is special for us in few ways. Its our first full metal miniature, not just an accessory piece. We also have recently hired Angel Giraldez as a painter for many of our pieces.</p> <p>If you have ever wanted a female HQ model for your army, this may be your lucky day. So with no more delays...</p> <p>Doomseer Iyanar-Duanna</p> | <p>http://www.dakkadakka.com/dakkaforum/posts/list/60/347567.page See post by Nick Villacci at 19.58.36 on 29/04/2011 referring to this model as "New Female Farseer Stand-in model from ChapterhouseStudios.com - Doomseer Iyanar"</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/90/347567.page See post by Nick Villacci at 21.30.26 referring to the product being an Eldar model.</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/150/347567.page See post by Nick Villacci at 14.23.09 on 30.04.11 comparing this model to GW Eldar models</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/180/347567.page</p> <p>See image from Dawn of War shown on a Relic wiki</p> <p>http://wiki.reliccommunity.com/index.php?title=Farseer_Taldeer</p> <p>http://www.dakkadakka.com/dakkaforum/posts/list/210/347567.page See post by Nick Villacci at 22.23.28 on 02/05/2011 confirming that he is trying to fill in the blanks in the GW range.</p> |
| | <p>Doomseer Iyanar-Duanna is cursed with the ability to forsee the slow death of her race. She shares the ability of all seers, to see the path of her race, but is only able to see the deaths of her people and nothing else. She was psychically scarred when she witnessed the death of an entire world-ship, she is now doomed to spend every moment of her life tracking down the creature responsible.</p> <p>The "Doomseer" is only available from Chapterhouse Studios. The unpainted 28mm scale pewter model consist of 5 pieces - body and 4 variant arms. A 25mm slotted base is included.</p> | <p>Similarities to Games Workshop's Eldar models include:</p> <ul style="list-style-type: none"> • Icons on the helmet and the back of robes • Shape of the sword • All Eldar models have spirit stone, usually on the chest. She also has one on her back. • Clad in robes • Singing Spear • Shape of the helmet and cut out face <p>http://www.games-workshop.com/gws/content/article.jsp?categoryId=&pageIndex=1&aid=9000012a&start=2</p> <p>Standard Eldar Helmet. Miniature designed by Jes Goodwin http://www.games-workshop.com</p> |

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| <p>109</p> <p><u>June Releases out today!</u></p> <p>Tuesday, 14 June 2011 00:15</p> <p>A release that is due this month is our wheeled conversion kit for the Games Workshop Imperial Guard Chimera APC Kit. Call it a "rapid response" variant if you want. This resin kit is designed to replace the side hull and treads of the rugged Chimera APC with All Terrain Tires and a hazard-clearing front bumper. It consist of 9 resin parts and is in final stages of production.</p> <p>This month we have a few items that are for sale starting today.</p> <p>First off is this nice conversion kit for the Imperial Guard Chimera. Call it a rapid-response variant if you want, we just refer to is a the "Wheeled Chimera Conversion Kit". This kit is composed of 9 highly-detailed resin pieces and easily replaces the tracked side pieces on the Games Workshop Imperial Guard Chimera. MSRP will be \$13.50.</p> <p>Rapid Response Wheeled Kit for Chimera</p> | <p>55</p> <p>workshop.com/gws/catalog/productDetail.jsp?catId=cat440239a&prodId=prod10600</p> <p>Miniature designed by Mike McVey</p> <p>Eldar Farseer helmet which elaborates on the standard helmet design by adding:</p> <ul style="list-style-type: none"> two side extensions topped with stones, and <p>a design on the forehead featuring a triangle with a lower triangular stem, a central eye-like circle and lines coming out of the sides of the triangle.</p> <p>p26 Codex Eldar 2006 p7 Codex Eldar 1999 p23 Codex Eldar 2006. Eldar helmets are tall and have a depressed section cut into the face area p154 Warhammer 40,000 rulebook 2008</p> | |
| | <p>The product implicates trademark issues only, not copyright.</p> | |

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| 110 | <p>This highly detailed resin conversion kit will convert the normal Games Workshop Imperial Guard Chimera (or any other vehicle that shares that chassis) into a Rapid Response Wheeled vehicle.</p> <p>Each kit consist of 9 highly detailed resin pieces, Games Workshop Chimera (or other vehicle that shares same hull) required to assemble as seen.</p> <p>Shown assembled model uses Games Workshop Imperial Guard Chimera which is not a Chapterhouse Studios product.</p> <p>Designed by Jeffrey Nagy.</p> | <p>The Eldar army is an army of 'Space Elves'.</p> <p>They are using our EL D A R trademark</p> <p>http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1160111a</p> <p>Miniature by sculpted by Juan Diaz Ramos from a Jes Goodwin design Eldar Howling Banshee model.</p> <p>p51 Codex Eldar 1994. p31 Codex Eldar 2006</p> <p>Howling Banshee Warriors have:</p> <ul style="list-style-type: none"> • Eldar conical style helmet with hair coming out of the back • Segmented armour plates over a bodysuit • Grid-like mouth <p>Long loin cloths held up by circular stones</p> |
| 111 | <p>TRU-Scale Conversion Kit for Space Marine Storm Raven.</p> <p>We are also releasing a much-needed (in this humble hobbyist opinion) TRU-Scale Conversion kit for the Games Workshop Space Marine Storm Raven. This resin kit expands the hull of the Storm-Raven making it much longer and actually makes it realistic to think the</p> | <p>The Chapter House product is a conversion kit for Games Workshop's 'Stormraven Gunship'.</p> <p>Miniature by sculpted by Dale Stringer from a Jes Goodwin design</p> <p>http://www.games-workshop.com</p> |

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| | Storm-Raven can carry the troops it is supposed to carry. We also included a grapple for carrying dreadoughts (easily magnetized if you want to actually mount your walkers on the transport) as well as a hatch to cover the turret mount if you are inclined. MSRP \$17.50 for the 9-piece resin kit. Availability in 2 weeks. | workshop.com/gws/catalog/productDetail.jsp?prodId=prod900149a p37 Codex Grey Knights 2010 |
| 112 | Conversion Kits. Next up are three smaller conversion kits. First is a set of five resin "gun-halberds" for 28mm scale models (or Heroic Scale). These weapons are composed of a power halberd that incorporates a bolter at the head. These may be a good match for "Grey Knight" players or for those custom made custodes models. Each 5 weapon set MSRP is \$6.00. | Games Workshop sells Halberds http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1570033 'Custodes' are the personal guard of the Emperor of Mankind. Games Workshop does not yet sell miniatures of Custodes but they are depicted in artwork in <i>Horus Heresy: Collected Visions</i> ©Games Workshop Limited 2007. Custodes are armed with halberds with built in 'bolters' at the head. <i>Horus Heresy: Collected Visions</i> , ©Games Workshop Limited 2007, p152. (Legio Custodes / Sam Wood / 2004) Grey Knights are a Space Marine Chapter that fight using Halberds. Miniature by sculpted by Martin Footit from a Jes Goodwin design http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1160008a |
| 113 | Conversion Beamer Servo Harness Kit for Space Marine Model This resin kit sculpted and designed by Stephen Smith consist of 5 resin components. The kit fits on a standard Games Workshop Space Marine model. The design of the servo-backpack and conversion beamer weapon allow the model to hold the weapon under-slung on either arm. Next we have a conversion-beamer and servo arm backpack set that is sculpted to work seamlessly with Games Workshop Space Marine models. If you are an aspiring tech-marine and are tired of trying to put together your very own conversion-beamer, this kit may save you some headaches. Consisting of 4 resin pieces, this easily poseable and | A 'Conversion Beamer' is a Space Marine weapon of great power and can be used as a weapon option for a Space Marine Master of the Forge. The conversion beamer was included in <i>Codex Space Marines</i> ©Games Workshop Limited 2008, p70. Chapter House released their product after the Codex description was released. <i>Codex Space Marines</i> ©Games Workshop Limited 2008, p70. (DG551 Conversion Techmarine/ Dave Gallagher / 2002) VALTHEX ASTRAL CLAWS MASTER OF THE FORGE Miniature designed by Mark Bedford http://www.forgeworld.co.uk/Home/Search- |

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| | magnetized kit MSRP's for \$9.50. | <p>Results.html?filter_type=6&filter_Action=0&filter_name=SearchTerm&submit=GO&filter_value=conversion+beamer</p> <p>Contemptor Heavy Conversion Beamer</p> <p>Miniature designed by Will Hayes</p> <p>http://www.forgeworld.co.uk/Home/Search-Results.html?filter_type=6&filter_Action=0&filter_name=SearchTerm&filter_value=valthex</p> <p>p71 Codex Space Marines 2008. Servo arms</p> <p>p70 Codex Space Marines 2008</p> |
| 114 | <p>Death Angel Doors for Space Marine Land Raider kit</p> <p>The Death Angel Land Raider door kit was designed to replace the standard doors on the Games Workshop Space Marine Land Raider. Incorporating original art work, each piece allows you to add further detail to your model by adding images of the Grim Reaper or the Dark Angel.</p> <p>Each piece was sculpted by and designed by Tomas Fiertek.</p> <p>Kit consist of 6 finely sculpted resin components.</p> <p>Lastly we have a new door kit for Games Workshop's Land Raider vehicle. This 6 piece resin kit consist of 4 doors, 1 set of wings (for side door) and one chain of ammo (for same door). The set features grim-reaper or death angels in various battle poses. Whether you are a Dark Angel fan or just like the gloominess of grim-reapers, this set adds a personal touch to the already awesome Games Workshop Land Raider plastic kit. This kit simply replaces the standard doors that come with the GW model. MSRP is \$11.500.</p> <p>The Death Angel Land Raider door kit was designed to replace the standard doors on the Games Workshop Space Marine Land Raider.</p> | <p>This kit uses the trademarks Games Workshop, Space Marine, Land Raider and Dark Angel.</p> <p>The 'death angel' on the left carries a Heavy Flamer which is a Games Workshop weapon. http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod350007a</p> <p>Miniature designed by Juan Diaz Ramos</p> <p>The 'death angel' on the right carries a gun which looks like Games Workshop's Assault Cannon. This style of barrelled machine gun is not unique to Games Workshop but does fit with the Warhammer 40,000 range http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1400034</p> <p>p101 Codex Space Marines 2008. Heavy Flamer</p> <p>p101 Codex Space Marines 2008. Assault cannon</p> |

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| | <p>Incorporating original art work, each piece allows you to add further detail to your model by adding images of the Grim Reaper or the Dark Angel.</p> <p>Each piece was sculpted by and and designed by Tomas Fiertek.</p> <p>Kit consist of 6 finely sculpted resin components.</p> | |
| 115 | <p>SCAR & Sniper Rifle 28mm Pack - 8</p> <p>A set of 8 Various SCAR and Sniper Rifles cast in resin. Each set includes 8 highly detailed 28mm weapons modeled after present day weapons. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>Set contains: 2 SCAR Autoguns, 2 SCAR Autoguns with Grenade Launchers, 2 SCAR Lasguns, 2 Sniper Rifles</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 116 | <p>SCAR Drum Magazine Autoguns Resin 28mm - 6</p> | <p>The product implicates trademark issues only, not copyright.</p> |

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| 117 | <p>A set of 6 SCAR Drum Magazine Autoguns cast in resin. Each set includes 6 highly detailed 28mm weapons modeled after present day SCAR rifles. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> <p>Painted by Jason Phillips</p> | <p>'Lasguns' are the standard weapon of the Imperial Guard infantryman. A key feature of 'las' weapons is the angled end to the gun rifle.</p> <p>Imperial Guard Cadian Shock Troops http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod2070014</p> <p>Miniatures designed by Brian Nelson</p> <p>p38 Codex Imperial Guard 2008. Lasgun with attached scope.</p> |
| 118 | <p>SCAR Drum Magazine with Grenade Launchers Resin 28mm - 6</p> <p>A set of 6 SCAR Autoguns Drum Magazines with underslung grenade launchers cast in resin. Each set includes 6 highly detailed 28mm weapons modeled after present day SCAR rifles. Scaled for use with 28mm wargame minis (GW</p> | <p>The product implicates trademark issues only, not copyright.</p> |

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| 119 | <p>Imperial Guard).</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> <p>Painted by Jason Phillips</p> <p>Sniper Rifles Resin 28mm - 6</p> <p>A set of 6 Sniper Rifles cast in resin. Each set includes 6 highly detailed 28mm weapons modeled after present day sniper rifles. Scaled for use with 28mm wargame minis (GW Imperial Guard).</p> <p>This product is sold unpainted and some cleaning may be required.</p> <p>Master sculpt by Jeff Nagy.</p> <p>Painted by Jason Phillips</p> | <p>The product implicates trademark issues only, not copyright.</p> |
| 120 | <p>Lava World Bases</p> | <p>There are no IP concerns with these bases.</p> |
| 121 | <p>It has been a little while since our last release. We have been hard at work at Chapterhouse Studios, looking for the next toy to release for the Heresy Era 40k players. I am happy to show the Javein Class Jet Bike.</p> | <p>Emperor's Children Space Marine Jet Bike Squad. This shows a Space Marine Jet Bike from the Horus Heresy era. p15, <i>Horus Heresy: Collected Visions</i> ©2007</p> |

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| 122 | <p>This multi-part customizable resin kit contains 8 resin components. We have included 2 engine options, this will allow you to make a regular and a scout version of the Javelin Jet Bike. We also included 2 different bolt gun mounts that will allow the addition of different special weapons (plasma, melta, grenade launchers etc). These conveniently fit our combi-weapon conversion bits.</p> <p>Also included in the kit are a set of legs and arms that will allow you to use other companies torsos and heads to model a rider. Flight stand will be included.</p> <p>Our target price for the Javelin Jet Bike is \$14.00 and the release will be on November 5th.</p> <p>Kit is shown with Chapterhouse Studios helmets and torso (not included).</p> <p>Concept sketches from designer posted on DakkaDakka http://www.dakkadakka.com/dakkaforum/posts/list/335180.page</p> | <p>(2034_Jet Bike Squad / Eric Ren / 2003) The bike is copied from the artwork in <i>Horus Heresy: Collected Visions</i> using elements from the current Space Marine Bike model sold by Games Workshop.</p> <p><u>Artwork</u> – Distinctive front grill in large straight vertical lines with the chassis protruding underneath out in front of the bike. Two boltguns on top of the front of the bike. Two exhaust pipes on the side of the bike.</p> <p><u>Bike Model</u> (See sprue comparison below) – the tank (section below handle bars) has been copied as the shape, trim and circle decoration are the same. Three tubes lead into engine below the tank. The Space Marine arms are identical in design.</p> <p>The model riding the bike copies several key features of a Space Marine:</p> <ul style="list-style-type: none"> • Leg Armour <ul style="list-style-type: none"> ○ Flared with angled edges to match width of boots ○ Cut at bottom of leg around shape of boot ○ Joints at hips and back of knee are joined by grooved sections • Shoulderpads <ul style="list-style-type: none"> ○ Covering from start of shoulder to above the elbow ○ Large border around outer edge ○ Large round studs on the shoulder pads are a feature of Mark V Space Marine armour worn during the Horus Heresy period. <p>The main element of the Games Workshop heresy jet bike design that is missing from the Chapter house model is the swooping eagle design on the front. The concept sketch shows the swooping eagle design being removed from the bike.</p> <p>The product implicates trademark issues only, not copyright.</p> |

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| 123 | <p>Monday, 29 August 2011 01:37</p> <p>Today our second complete miniature figure is released for sale.</p> <p>Armana'serg Warrior Priestess</p> <p><i>The gods have always demanded worship and sacrifice but in return they grant their most zealous followers with supernatural strength and skills. Serqitiet, goddess of the scorpion protects her followers through her warrior priestess. Armed with sword and pistol, Armana'serg leads her fellow warrior-priest into combat through stealth and subterfuge.</i></p> <p>This unpainted 28mm scale pewter model consist of 6 components - body and 5 variant arms. A 25mm slotted base is included. Armana'serg is available here for \$13.50</p> <p>Look for our exciting TRU-Scale Storm Raven Extension kit next week!</p> <p>Nick- Chapterhousestudios.com</p> | <p>This model has been copied from Jes Goodwin's exarch sketches. Jes takes his old sketch books to Games Days and in the past has allowed people to take photographs from them. This image has been available on the internet, albeit it is grainy.</p> <p>Eldar Striking Scorpions</p> <ul style="list-style-type: none"> • Plate armour • Chainswords • Thick locks of hair coming from the top of the head • "The signature attack of the Striking Scorpion is made by the weapon pods housed on either side of the warrior's helmet, known as mandiblasters. These are short-ranged laser weapons used to deliver a deadly energy sting in close combat." P.33 <i>Codex Eldar</i> ©2006. • The Chapter House model has a similar device either side of the jaw. • Striking Scorpions are stealthy infiltrators. P.33 <i>Codex Eldar</i> ©2006. <p>p69 Warhammer 40,000 Compilation 1991</p> <p>p69 Warhammer 40,000 Compilation 1991</p> <p>Wrist mounted weapon on left arm.</p> |

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| 124 | <p>Abbithan Banshees Guardswoman 28mm figures – 10</p> <p>This resin conversion kit contains 12 torsos, 12 legs, 12 heads, 12 backpacks and enough bases to assemble a 12 woman unit of Abbithan Banshees Guardswoman. Models are scaled for 28mm wargames. Models do not come with arms and weapons.</p> <p>Display models shown assembled with Games Workshop Cadian Imperial Guard arms and weapons for compatibility purposes.</p> <p>(Chapterhouse Studios recommends Games Workshop Imperial Guard weapons and arms, in particular Cadian Imperial Guardsman arms)</p> <p>http://chapterhousestudios.com/index.php?route=product/product&path=77&product_id=163</p> | <p>p59 Warhammer 40,000 Compilation 1991</p> <p>A unit champion known as an 'Exarch' can be armed with special weapons. One is the 'Scorpion's claw', a pincer claw with a mounted gun attachment. The other is a 'Biting blade', which is a long two handed chainsword. Both these weapons are available with Chapter House's model.</p> |
| 126 | <p>TRU-Scale Knight Praetorius Conversion Kit – 6</p> <p>http://chapterhousestudios.com/index.php?route=product/product&product_id=204</p> <p>Product Code: TRU-Scale Knight Praetorius Conversion Kit – 6</p> <p>Please note we have had outstanding demand for this product and we are receiving new supply weekly any pre-orders placed will be priority before we stock any in the store. These are available for "pre-order" or pre-payment and this will</p> | <p>p28 Codex Space Marines 2008. Space Marine.</p> <p>Cover art, Codex Space Marines 2008. Space Marines</p> <p>p20 Codex Space Marine 2008 The Torso of MK8 armour is characterised by a high collar.</p> <p>p34 Warhammer 40,000 Compendium</p> |

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| <p>guarantee you a kit before any order that comes after you. Expected delay in shipping when ordered while on pre-order is 1-2 weeks.</p> | <p>The "Knights Praetorius" are the Empress' most loyal soldiers. Each is endowed with a touch of the Empress' psychic powers when admitted into the unit. While few in number, each is a match for 10 lesser men, the psychic unity with the Empress allows a measure of prescience as well as formidable endurance. Both men and woman are allowed to test to join the unit, but few survive this testing.</p> <p><i>In a future where knowledge and technology rule. Aliens and humans battle for resources over countless worlds in a race to the become the dominate power</i></p> | <p>MK6 armour, pointed helmet and shoulder studs.</p> |
| <p><i>Earth has been divided into two warring factions although each faction has claimed a whole system to rule over-, they continue to fight over who should rule over earth.</i></p> <p><i>Queen Eva Kimlar is the leader of the Valharian Empire, a powerful psyker that has merged psionics with technology. Kimlar is the manipulator of men and can influence their thoughts, it is almost impossible for a male to deceive her as she can see your innermost secrets in your eyes as if watching them play out on a screen. As a the strongest known psyker in existance she shares a link with her most loyal followers on a level a normal human could not comprehend.</i></p> <p><i>Her influence on peoples actions are stronger over men than women, thus she has to use her strong political skills and natural charisma to win over the female population.</i></p> | <p>Each resin kit comes unassembled and unpainted. The28 mm TRU-Scale kit comes with enough components to assemble a squad of 6 "Knight Praetorius" - 12 assorted armored pauldrons,</p> | |

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| | <p>6 torsos, 6 sets of legs and 6 equipment backpacks. <i>Please note it is necessary to purchase heads, arms, weapons and bases to assemble as shown.</i> Chapterhouse Studios Marine Heads and weapons are scaled appropriately for use with this kit. We recommend 28mm scale model kits for assembly with this kit.</p> <p>Examples of assembled and painted models by Stephen Smith and consist of numerous components from different manufactures for the weapons, arms, heads and weapon effects are available <u>here</u>.</p> | |
| 128 | <p>Hotshot Lasgun Pack</p> <p>This is a 2 piece metal model of a heavy laser and a power pack. Designed to be compatible with 28mm wargaming miniatures and can be used to convert Imperial Guard Storm Trooper models.</p> <p>This product is sold unpainted and some cleaning may be required.</p> | <p>Hot-shot lasguns/Hot-shot Laser Power pack</p> <p>Hot-shot lasguns are lasguns (see 119) which are able to fire more powerful shots due to being attached to a power pack.</p> <p>p21, 'Codex Imperial Guard' ©1995</p> |
| 129 | <p>Iconoclast Conversion kit for Space Marine Land Raider</p> <p>This resin kit consist of 12 components that when combined with the Games Workshop Space Marine® Land Raider will create a more heavily armored vehicle to transport your toy soldiers on the battlefield. The Iconoclast conversion kit consist of the following components - 2 side armored sponsons, 2 sponson upper components, 2 weapon mounts, 2 side hatches, 2 armored sensor units, 1 central hull and turret mount and 1 upper turret armor piece.</p> <p>The Iconoclast conversion kit is designed to be fully compatible with all plastic versions of Games Workshop's Space Marine</p> | <p>The product implicates trademark issues only, not copyright.</p> |

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| | <p>Land Raider. As this kit will require modification of the sponson weapons to attach to the drum weapon mounts, modeling experience is recommended.</p> <p>Land Raider model shown is not included and is displayed to illustrate use of the conversion kit and compatibility.</p> <p>Components sold unpainted and unassembled.</p> | |
| 130 | <p>Magnetic Turret Kit for the Storm Raven</p> <p>The Chapterhouse Studios "Magnetic Turret Kit for the Storm Raven" is a resin model kit that modifies the Games Workshop Storm Raven vehicle. It is composed of 13 pieces - 7 piece turret, 2 laser cannons, 2 plasma cannons, 2 assault cannons and 8 magnets. Our turret design allows you to easily switch between the lascannon, plasma cannon or assault cannon options available to the Storm Raven game piece according to the rules published by Games Workshop.</p> <p>Storm Raven model hull shown is not included and is displayed to illustrate use of the conversion kit.</p> <p>Components sold unpainted and unassembled.</p> | <p>See 111 for Storm Raven.</p> <p>p37 Codex Grey Knights 2010.</p> <p>p101 Codex Space Marines 2008.</p> <p>Assault Cannon.</p> <p>p101 Codex Space Marines 2008.</p> <p>Lascannon.</p> |
| 131 | <p>Magnetic Turret Kit for the Razorback</p> <p>The Chapterhouse Studios "Magnetic Turret Kit for the Razorback" is a resin model kit that modifies the Games Workshop Space Marine Razorback vehicle. It is composed of 17 pieces - 7 piece turret, 2 heavy bolt guns, 2 laser cannons, 2 heavy flamethrowers, 2 assault cannons, 2 plasma guns and 12</p> | <p>See 130 for lascannon.</p> <p>p5 Codex Space Marines 2004.</p> <p>Space Marine Razorback with twin-linked lascannon turret.</p> <p>p35 Codex Space Marines 2004.</p> <p>Razorback with twin-linked heavy bolter.</p> |

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| 132 | <p>Our turret design allows you to easily switch between the lascannon, lascannon with twin-linked plasma guns, heavy bolter, heavy flammers or the assault cannon options available to the Razorback tank game piece according to the rules published by Games Workshop.</p> <p>Razorback tank model shown is not included and is displayed to illustrate use of the conversion kit.</p> <p>Components sold unpainted and unassembled</p> | |
| 133 | <p>Open-Fisted Power Claws compatible with Games Workshop Space Marine model</p> <p>This is a pair of resin power claw arms for 28 mm figures. They are designed to be compatible with Games Workshop Space Marine models. Each set of claws come consist of 8 parts - 4 open-fisted power claws or blades, 2 armored arms and 2 power cables.</p> <p>The shoulder armor pieces are approximately the same size as the shoulder armor on a Games Workshop Terminator model and will easily accept any of our "Terminator Shoulder Pads". The shoulder armor can be easily cut down in size to accommodate any of our "Power Armor Shoulder Pads". These can be used as lightning claws or any sort of power blades.</p> <p>Components sold unpainted and unassembled.</p> <p>Released March 2012.</p> <p>Close-Fisted Power Claws compatible with Games Workshop Space Marine model</p> <p>This is a pair of resin power claw arms for 28 mm figures. They</p> | <p>p101 Codex Space Marines 2008. Lightning Claw.</p> <p>p92 Codex Space Marines 2008.</p> <p>p27 Codex Blood Angels 2009.</p> <p>p10 Warhammer 40,000 Compilation 1991.</p> <p>p53 Codex Ultramarines 1994.</p> <p>See 132.</p> <p>p101 Codex Space Marines 2008.</p> |

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| 134 | <p>Pilum Imperial Attack Jet Bike</p> <p>The shoulder armor pieces are approximately the same size as the shoulder armor on a Games Workshop Terminator model and will easily accept any of our "Terminator Shoulder Pads". The shoulder armor can be easily cut down in size to accommodate any of our "Power Armor Shoulder Pads". These can be used as lightning claws or any sort of power blades.</p> <p>Components sold unpainted and unassembled.</p> | <p>See 121 for jetbike comparison</p> |
| | <p>This multi-part customizable resin kit contains 21 resin components. This set includes our standard Javelin Jet Bike kit as well as 12 new components to upgrade it to an "attack" variant - the Pilum Jet Bike. Two side mounted weapon options are included - our Heavy Bolt Gun and a Heavy Melta Gun. This kit is specifically designed to allow the two heavy weapon options to be magnetized and this kit includes 6 magnets as well.</p> <p>We also included 2 different bolt gun mounts that will allow the addition of different special weapons (plasma, melta, grenade launchers etc). These conveniently fit our combi-weapon conversion bits.</p> <p>Also included in the kit are a set of legs and arms that will allow you to use other companies torsos and heads to model an armored rider. Flight stand will be included. Please note the peg hole is sized for Games Workshops flight bases, in order to use our bases you will have to widen the holes diameter slightly.</p> | <p>p101 Codex Space Marines 2008.</p> <p>The meltagun is identifiable by its unique muzzle, a long cylinder with heat vents marked into it. The multi-melta is the heavy weapon equivalent, incorporating two of these muzzles one above the other.</p> <p>p101 Codex Space Marines 2008.</p> <p>The heavy bolter is a heavy version of the Boltgun. It is recognisable by its large block body and round silver muzzle with a large hole in the side.</p> <p>-The rules options for Space Marine attack bikes allow 2 weapon choices: Multi-melta or Heavy Bolter.</p> |

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| | <p>(Riders Shoulder Pads, Torso and Head not included and sold separately)</p> <p>Models supplied unassembled and unpainted as always.</p> <p>I have a limited number of these kits on hand, and we will be getting more in next week, if you place a pre-order they will ship the week they arrive in.</p> <p>Till next time!</p> <p>Nick Villacci - Chapterhouse Studios LLC</p> | |
| 135 | <p>Alternative Heads for Tau Crisis Suits - Set #1</p> <p>A pewter set of 3 new alternative head sculpts designed to fit on the Games Workshop Tau Crisis or Broadside Battlesuits. Each set comes with 3 different robotic heads as well as a sprue of antenna to further modify the components.</p> <p>Games Workshop Tau Crisis Suit model is shown for scale and example of use only and not included.</p> <p>Components sold unpainted and unassembled.</p> | <p>Cover art, Codex Tau Empire 2005.</p> <p>p32 Codex Tau Empire 2005.</p> <p>p34 Codex Tau Empire 2005.</p> <p>p45 Codex Tau Empire 2005.</p> |
| 136 | <p>Alternative Heads for Tau Crisis Suits - Set #2</p> <p>A pewter set of 3 new alternative head sculpts designed to fit on the Games Workshop Tau Crisis or Broadside Battlesuits. Each set comes with 3 different robotic heads as well as a sprue of antenna to further modify the components.</p> <p>Games Workshop Tau Crisis Suit model is shown for scale and example of use only and not included.</p> | <p>See 135 above</p> |

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| | Components sold unpainted and unassembled. | |
| 137 | <p>Heresy-Era Shoulder Pads for Terminators Type E - 2 pads</p> <p>This is a set of 2 pewter shoulder pads designed to fit on Games Workshops Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and the pad itself has leather segments flowing down and 2 distinct armored sections on the upper armor.</p> <p>This component comes unpainted and is designed to fit on Games Workshop Space Marine® Terminator figures (figure shown for scale and one example of use only).</p> | <p>Pre-Heresy and Heresy Era Terminator shoulder pads</p> <p>p274 Horus Heresy Collected Visions</p> <p>These Heresy-era Terminator shoulder pads feature two layers of plate with metal ended hanging straps. The metal plates have a studded border and the top plate has a cut out section in the lower, outer corner.</p> |
| 138 | <p>Heresy-Era Shoulder Pads for Terminators Type D - 2 pads</p> <p>This is a set of 2 pewter shoulder pads designed to fit on Games Workshops Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and the pad has leather straps with metal rings on the ends flowing down and 2 distinct armored sections on the upper armor.</p> <p>This component comes unpainted and is designed to fit on Games Workshop Space Marine® Terminator figures (figure shown for scale and one example of use only).</p> | <p>Pre-Heresy and Heresy Era Terminator shoulder pads</p> <p>p78, Horus Heresy Collected Visions</p> <p>These Heresy-era Terminator shoulder pads protrude further out from the shoulders. The lower plate is mounted higher, level with the cut out section, rather than below it as seen in 137 above.</p> |
| 139 | <p>Heresy-Era Shoulder Pads for Terminators Type B - 2 pads</p> <p>This is a set of 2 pewter shoulder pads designed to fit on Games Workshops Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and</p> | <p>Pre-Heresy and Heresy Era Terminator shoulder pads</p> <p>pp103 and 268 Horus Heresy Collected Visions</p> <p>These Heresy-era Terminator shoulder pads feature the bold struds that characterise Heresy era armour. They represent bolts that have been used to</p> |

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| | <p>the pad has armor studs on the 2 upper armor surface and on the leather straps.</p> <p>This component comes unpainted and is designed to fit on Games Workshop Space Marine® Terminator figures (figure shown for scale and one example of use only).</p> | <p>repair battle-damaged armour during the Heresy. See MK V power armour.</p> |
| 140 | <p>Heresy-Era Shoulder Pads for Terminators Type C - 2 pads</p> <p>This is a set of 2 pewter shoulder pads designed to fit on Games Workshops Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and the pad has leather straps flowing down and 2 distinct banded armored sections on the upper surface.</p> <p>This component comes unpainted and is designed to fit on Games Workshop Space Marine® Terminator figures (figure shown for scale and one example of use only).</p> | <p>See 137 above for Pre-Heresy and Heresy Era Terminator shoulder pads</p> <p>See 68 for MK I power armour banded shoulder pads.</p> |
| 141 | <p>Heresy-Era Shoulder Pads for Terminators Type A - 2 pads</p> <p>This is a set of 2 pewter shoulder pads designed to fit on Games Workshops Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and the pad itself has draping armored segments flowing down and 3 distinct armored sections on the upper armor.</p> <p>This component comes unpainted and is designed to fit on Games Workshop Space Marine® Terminator figures (figure shown for scale and one example of use only).</p> | <p>See 137 above for Pre-Heresy and Heresy Era Terminator shoulder pads</p> <p>See 68 for MK I power armour banded shoulder pads.</p> |

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| 142 | <p>TRU-Scale Knight Praetorius "Order of the Empress's Tears" Conversion Kit - 6</p> <p>The "Knights Praetorius" are the Empress' most loyal soldiers. Each order has a history as well as heraldry that is unique to its ranks. The Order of the Empress's Tears is named so because of the near annihilation the order faced when they were the sole defense for the Empress when her Flagship came under assault during the Battle of Permidian. Isolated and without support, the order was annihilated to almost the last soldier before reinforcements had arrived. Only 2 soldiers survived the Kinrith attack against the Empress and her closest advisors. Because of this sacrifice, the Empress renamed the unit and the units heraldry includes the "red tears" of the empress as its main standard.</p> | <p>See 126 above.</p> <p>Yellow armour with black and white checked patterns is the colour scheme of the Lameters Space Marine Chapter.</p> <p>They were created from the Blood Angels Chapter and so also use blood drop iconography.</p> <p>p113 Imperial Armour Volume 9 The Badab War Part 1</p> <p>p35 Warhammer 40,000 Compendium 1989.</p> |
| 143 | <p>TRU-Scale Knight Praetorius Conversion Kit -6</p> <p>Each resin kit comes unassembled and unpainted. The28 mm TRU-Scale kit comes with enough components to assemble a squad of 6 "Knight Praetorius" - 12 assorted armored pauldrons, 6 torsos, 6 sets of legs and 6 equipment backpacks. <i>Please note it is necessary to purchase heads, arms, weapons and bases to assemble as shown</i>. Chapterhouse Studios Marine Heads and weapons are scaled appropriately for use with this kit. We recommend 28mm scale model kits for assembly with this kit.</p> <p>Examples of assembled and painted models by Worthy Painting Artist Alistair Armes are available here.</p> | <p>This kit comprises parts from other Chapter House products.</p> <p>Although they primarily produce 'bits' and conversion kits they now have enough of their own separate products to construct full models.</p> |

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| <p>allows a measure of prescience as well as formidable endurance. Both men and woman are allowed to test to join the unit, but few survive this testing.</p> <p><i>In a future where knowledge and technology rule. Aliens and humans battle for resources over countless worlds in a race to the become the dominate power</i></p> <p><i>Earth has been divided into two warring factions although each faction has claimed a whole system to rule over-, they continue to fight over who should rule over earth.</i></p> <p><i>Queen Eva Kimlar is the leader of the Valharian Empire, a powerful psyker that has merged psionics with technology. Kimlar is the manipulator of men and can influence their thoughts, it is almost impossible for a male to deceive her as she can see your innermost secrets in your eyes as if watching them play out on a screen. As a the strongest known psyker in existence she shares a link with her most loyal followers on a level a normal human could not comprehend. Her influence on peoples actions are stronger over men than women, thus she has to use her strong political skills and natural charisma to win over the female population.</i></p> <p>Each resin kit comes unassembled and unpainted. The 28 mm TRU-Scale kit comes with enough components to assemble a squad of 6 "Knight Praetorius" - 12 assorted armored pauldrons, 6 torsos, 6 sets of legs and 6 equipment backpacks. <i>Please note it is necessary to purchase heads, arms, weapons and bases to assemble as shown.</i> Chapterhouse Studios Marine Heads and weapons are scaled appropriately for use with this kit. We recommend 28mm scale model kits for assembly with this kit.</p> <p>Displayed model painted by Jose Veiga and incorporates kits from Chapterhouse Studios - <u>Spiky Marine Head</u>, <u>Open Fist Power Claws</u>, and <u>Combi-Flamer Component</u></p> <p><u>Examples of assembled and painted models by Stephen Smith</u></p> | | |

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| | and consist of numerous components from different manufactures for the weapons, arms, heads and weapon effects are available <u>here</u> . | |