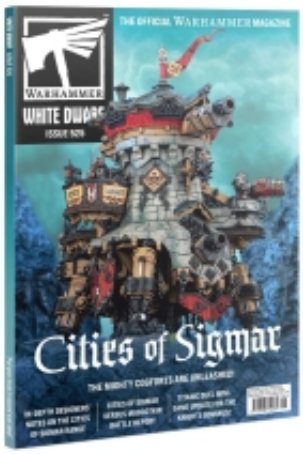
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Link do produktu: https://www.moriongames.pl/white-dwarf-525-p-13214.html




# WHITE DWARF 525

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|---|---|
| Cena | **32,00 zł.** |
| Dostępność | **Dostępny** |
| Czas wysyłki | **24 godziny** |
| Numer katalogowy | **000665** |
| Producent | **Games Workshop** |

## Opis produktu

WHITE DWARF 525

White Dwarf to oficjalny magazyn Warhammer, pełen niesamowitych treści co miesiąc – w tym nowych zasad i tła, opowiadań, stałych felietonów, gości specjalnych i nie tylko.

Oto, czego możecie się spodziewać w czerwcowym numerze:

WARHAMMER 40,000

Worlds of Warhammer: War Zones
We take a look at some of the galaxy's infamous war zones and why they're so important to the setting.

Escalating Conflict: Building a Strike Force
The next part of our army-building series for Warhammer 40,000. This time, we reach the 1,500-point mark.

Visions of War: Operation Deathblow
Pict-captured evidence of a covered-up assassination. But why the secrecy?

Titanic Duel
Bring out the big guns! Rules for Dominus and Tyrant-class Knights in our Knight-duelling mini-game.

WARHAMMER AGE OF SIGMAR

Ghosts and Gunpowder
Where would you rather live – in a city covered in soot or ash, or one surrounded by ghosts? Greywater Fastness or Lethis? Tough call...

Cities of Renown
Rules for fielding Armies of Renown from Greywater Fastness and Lethis.

Designers Notes: Sigmar's Faithful
A deep dive into the design of the Cities of Sigmar, plus everything you need to know about the new kits, including the Cogfort.

Fantastic War Hosts: Cities of Sigmar – Part 2
Reinforcements have arrived! The second instalment of our Cities of Sigmar feature showcasing loads of lovely miniatures.

Paint Splatter: Greywater Fastness
Ready your paintbrushes, soldier – we've got a stage-by-stage painting guide for you. Plus tips for painting Cogforts.

A Tale of Four Warlords: Age of Sigmar
Weary from their travails, our four warlords approach their penultimate painting challenge. Keep going – you're nearly there,

team!

Battle Report: The Dawner's Gambit
The armies of the Cities of Sigmar invade one of Grandfather Nurgle's swamps.