Exhibit B
<table>
<thead>
<tr>
<th>Chapterhouse Accused Products</th>
<th>Games Workshop New Allegedly Infringed Works</th>
<th>Pre-Existing Reference Materials and Notes</th>
</tr>
</thead>
</table>
| Abbithan Banshees Guardswoman 28mm figures – 10 | Whole set  
Games Workshop product arms and weapons used in promotional images | The basic figure created by GW is a common representation of near future infantry soldiers from pre-existing works. |
| ![](image1.png) | ![](image2.png)  
Imperial Guard Cadian Heavy Weapons Squad  
http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?catId=cat440249a&prodId=prod1080043  
Sculpted by Brian Nelson and Tim Adcock  
Released September 2003 | ![](image3.png)  
Kill Zone, Grenadier Models (1993) |
Robert Heinlein (1987)

Examples of Differences between CHS and GW Works:

- gender of figures
- proportions of legs
- cuffs on fatigues
- tightness of fatigues
- design of faces
- decoration of helmets
<table>
<thead>
<tr>
<th>125</th>
<th>Large Oval Sandworm Base</th>
</tr>
</thead>
</table>
| ![Image](image1.png) | This is a single large resin base that matches the same outside dimensions as the Games Workshop Monster Oval Base. 
This base features rocky terrain and alien sand worms. 
This product is sold unpainted and should be washed in cool, soapy water prior to painting. |
| | There are no IP concerns with this base. |

<p>| side profile of helmets proportions of torsos |  |  |</p>
<table>
<thead>
<tr>
<th>126</th>
<th><strong>TRU-Scale Knight Praetorius Conversion Kit – 6</strong></th>
<th><strong>Space Marines</strong></th>
<th>The Space Marine characters identified by GW in this entry are derived from a plethora of prior sources, including:</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="http://chapterhousestudios.com/index.php?route=product/product&amp;product_id=204" alt="Image" /></td>
<td><strong>Figure 5 - Sculpted by Jes Goodwin</strong></td>
<td><strong>Released October 1998.</strong></td>
<td></td>
</tr>
<tr>
<td><img src="http://chapterhousestudios.com/index.php?route=product/product&amp;product_id=204" alt="Image" /></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Figure 5 - Sculpted by Jes Goodwin**

Released October 1998.
### Examples of Differences between CHS and GW Works:

**LEGS**
- overall stance
- decoration of upper thigh plates
- number of articulating folds at crotch
- decoration of codpiece
- width of sole of boot
- toe articulation joint directly below greaves
- boot cutout in greaves
- overall length of greaves relative to sole
- shape of back of greaves
- number and spacing of greave studs

**TORSOS**
- relative height of rander/gorget
- shape of rander/gorget
- shape of belt bucket fastener
- nubbins on cuirass
- shape of abdominal decoration (allows vs does not follow ribs)
- abdominal decoration (muscular vs mechanical design)

**POWERPACKS**
- overall shape
- orientation of vents
- absence of heat shrouding
- absence of decoration
- number of exhaust ports on sides
- shape of exhaust ports on sides
- number of bolts
- plate-based construction
- thickness of rear vent tube
- number of vent grills
SHOULDER PADS
rounded vs oblong shape
spikes vs nubbins
simple banding vs a variety of banding types
width of shoulder pad base

NOTE
painted figure creates through shading the appearance of similarities in boot sole design that do not exist in the figure
greave design clearly different
knee pad design clearly different
boot design clearly different
shoulder pad design clearly different
torso design clearly different
backpack design clearly different
depth of rander/gorget different

127 Wheels – 4
These are just wheels; we have no issue with these.
**Hotshot Lasgun Pack**

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. This product is sold unpainted and some cleaning may be required.

**Gun muzzle**

‘Lasguns’ are the standard weapon of the Imperial Guard infantryman. A key identifying feature of ‘las’ weapons is the angled end to the muzzle.

**Imperial Guard Cadian Shock Troops**

http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod2070014

Miniatures designed by Brian Nelson

**Lasgun with attached scope**

p38 Codex Imperial Guard 2008 (DH051 / Des Hanley / 1995 )
Hot-shot lasguns/Hot-shot Laser Power pack
Hot-shot lasguns are lasguns which are able to fire more powerful shots due to being attached to a power pack.

**Science Fiction Analog (1976)**
| Iconoclast Conversion kit for Space Marine Land | Whole set | The basic design for this Warhammer 40,000 vehicles is |

Examples of Differences between CHS and GW Works:

- length of weapons
- thickness of barrels
- relative length of flash hider/muzzle brake
- underside of flash hider/muzzle brake
- design of stock
- buttplate of stock (with scallops vs without)
- design of pistol grip
- pistol grip pommel
- length of exposed barrel
- design of upper sight
- GW features detachable box magazines
- GW features decoration on forend stock
- design of powerpack
- GW powerpack cables attach to pistol grip
- CH powerpack cables attach to lower receiver
derived from World War I tanks like the Mark V and Mark VII tanks.
In particular, a GW Land Raider bears a striking resemblance to a British Mark V tank:
This resin kit consists 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 consists 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.

The Iconoclast conversion kit is designed to be fully compatible with all plastic versions of Games Workshop’s Space Marine Land Raider. As this kit will require modification of the sponson weapons to attach to the drum weapon mounts, modeling experience is recommended.

Examples of Differences between CHS and GW Works:
- sponson tapers end square vs in a point
- sponson shows rivets
- sponson turret is oriented for horizontal vs vertical weaponry
- sponson depth differs
| Land Raider modell shown is not included and is displayed to illustrate use of the conversion kit and compatibility. Components sold unpainted and unassembled. |
|---|---|
| **Magnetic Turret Kit for the Storm Raven** |
| **Whole Set** |
| The Stormraven Gunship is a Space Marine flying vehicle which comes with a selection of turret options. |
| sponson access plates differ central hull turret differs in profile, shape and position of weaponry |
| **Examples of Differences between CHS and GW Works:** |
| turrets are manned vs unmanned turrets function to shield weaponry vs have external weaponry turret shrouding conceals sides of weapons |

| 131 Magnetic Turret Kit for the Razorback | Whole Set | See analysis of GW weapons in report

**Examples of Differences between CHS and GW Works:**

- turret shrouding extends to conceal sides of weapons
- turret top shrouding is slip to the targeting array
- rear of turret shrouding differs in profile
Open-Fisted Power Claws compatible with Games Workshop Space Marine model

Whole set

The CHS product and GW claws are significantly dissimilar on their face. The GW product uses 4 claws, mounted over the knuckle of the hand, while CHS uses 2 claws, mounted further back near the wrist.

GW’s product is also recognizable as derivative of the following:
<table>
<thead>
<tr>
<th>Examples of Differences between CHS and GW Works:</th>
</tr>
</thead>
<tbody>
<tr>
<td>number of claws</td>
</tr>
<tr>
<td>point on glove from which claws extend</td>
</tr>
<tr>
<td>power cable goes to glove vs to claws</td>
</tr>
<tr>
<td>power cable fixes to elbow vs to upper arm</td>
</tr>
<tr>
<td>inside of elbow design</td>
</tr>
<tr>
<td>shape of power cable</td>
</tr>
<tr>
<td>number of segments of power cable</td>
</tr>
<tr>
<td>shape of segments</td>
</tr>
<tr>
<td>decoration on rear of glove</td>
</tr>
<tr>
<td>exposed lower piston assembly on arm</td>
</tr>
<tr>
<td>articulating folds of inner elbow</td>
</tr>
<tr>
<td>power cable connection assembly on glove</td>
</tr>
</tbody>
</table>

Space Marine Terminator Close Combat Squad
http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1060025
Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas.

Forge World Lightning Claws from the “Space Marine Terminator Weapon Set”
| 133 | **Close-Fisted Power Claws compatible with Games Workshop Space Marine model** | Whole set | See Product Entry #132

**Examples of Differences between CHS and GW Works:**

- number of claws
- point on glove from which claws extend
- power cable goes to glove vs to claws
- power cable fixes to elbow vs to upper arm
- inside of elbow design
- shape of power cable
Space Marine Terminator Powerfist from the Space Marine Terminators set

- number of segments of power cable
- shape of segments
- decoration on rear of glove
- exposed lower piston assembly on arm
- articulating folds of inner elbow
- power cable connection assembly on glove
- position of thumb on 2nd vs 3rd index finger joint
<table>
<thead>
<tr>
<th></th>
<th>Pilum Imperial Attack Jet Bike</th>
<th>Whole Set – see also 121</th>
</tr>
</thead>
<tbody>
<tr>
<td>134</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

p10 Warhammer 40,000 Compilation 1991. Simon Smith

Emperor’s Children Space Marine Jet Bike Squad. This shows a Space Marine Jet Bike from the Horus Heresy era.


The Chapterhouse bike is copied from the artwork in Horus Heresy: Collected Visions using elements from the current Space Marine Bike model sold by Games Workshop. Artwork – 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. Bike Model (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.

Examples of Differences between CHS and GW Works:
- cow catcher style grill vs no grill
- weapons front vs rear mounted
- one has wheels
- one has headlight
- one has fenders
- one has exposed exhaust pipes
- one has handlebars on risers vs no risers
- one has fin assembly
- The rules options for Space Marine attack bikes allow 2 weapon choices: Multimelta or Heavy Bolter.

- The model riding the bike is wearing Space Marine power armour.

<table>
<thead>
<tr>
<th>135</th>
<th>Alternative Heads for Tau Crisis Suits - Set #1</th>
<th>Head</th>
<th>Most mech-related anime created prior to these GW product heads are comparable to the GW products.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Games Workshop product body used in promotional images</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Head</strong></td>
<td><strong>Head</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Games Workshop product body used in promotional images</strong></td>
<td><strong>AV-98T</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Tau XV8 Crisis Battlesuit</strong></td>
<td><strong>AV-98T</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sculpted by Jes Goodwin</td>
<td>Mobile Police Patlabor (1989)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Released 2001</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Examples of Differences between CHS and GW Works:

- number of antennae
- position and number of “eyes”
- shape of head

Tau Crisis Battlesuit Commander (re-released in 2012 as ‘Tau Battlesuit Commander Upgrade Pack’)

http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?catId=cat440287a&prodId=prod1620079a

Sculpted by Jes Goodwin and Mark Harrison
Released 2006

Sculpted by Jes Goodwin and Mark Harrison
Released 2006
| 137 | Heresy-Era Shoulder Pads for Terminators Type E - 2 pads | Whole set  
Games Workshop product used in promotional images  
Pre-Heresy and Heresy Era Terminator shoulder pads | See analysis of GW shoulder pad products in report |
This is a set of 2 pewter shoulder pads designed to fit on Games Workshop 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.

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).

Pre-Heresy and Heresy Era Terminator shoulder pads
‘Cataphractii’ Space Marine Terminator concept sketch p189 ‘Horus Heresy: Collected Visions’
John Blanche

Void Praetorians with Shotguns
I-Kore (2001)

Examples of Differences between CHS and GW Works:
leather straps with rivets and reinforced ends vs cloth straps
two plates vs one plate in illustration
high arch on overlapping plate vs no high arch
decoration on plates vs none
| 138 | Heresy-Era Shoulder Pads for Terminators Type D - 2 pads | Whole set Games Workshop product used in promotional images Pre-Heresy and Heresy Era Terminator shoulder pads | See Product Entry #137

**Examples of Differences between CHS and GW Works:**

rivet size and spacing
proportion of raised edges
profile of larger piece |
<table>
<thead>
<tr>
<th><strong>Heresy-Era Shoulder Pads for Terminators Type B - 2 pads</strong></th>
<th><strong>Whole set</strong>&lt;br&gt;Games Workshop product used in promotional images</th>
<th><strong>See Product Entry #137</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>This is a set of 2 pewter shoulder pads designed to fit on Games Workshop 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. 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).</td>
<td>p78, Horus Heresy Collected Visions&lt;br&gt;Franz Vohwinkel&lt;br&gt;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.</td>
<td>profile of smaller piece&lt;br&gt;illustration shows fringe as part of arm and not shoulder pad&lt;br&gt;fabric fringe vs leather straps with rivets and rings&lt;br&gt;illustration shows pads chained across chest</td>
</tr>
</tbody>
</table>
This is a set of 2 pewter shoulder pads designed to fit on Games Workshop Space Marine® Terminator figures. Each pad is designed in a style that will fit in with Heresy Era collections and the pad has armor studs on the 2 upper armor surface and on the leather straps.

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).

Pre-Heresy and Heresy Era Terminator shoulder pads

Examples of Differences between CHS and GW Works:
- pad functions as rander/gorget
- thickness of pad
- material of pad
- leather straps and rivets vs none
- pads in illustration chained together
  spaced rivets vs decorative rivets
- decoration
  edging and rivets on edging
| 140 | Heresy-Era Shoulder Pads for Terminators Type C - 2 pads | Whole set  
Games Workshop product used in promotional images | See Product Entry #137  
Examples of Differences between CHS and GW Works:  
- banded vs non-banded pads  
- raised and riveted edging  
- cloth straps vs leather straps with rivets |

These Heresy-era Terminator shoulder pads feature the bold studs that characterize Heresy era armour. They represent bolts that have been used to repair battered armour during the Heresy. See MKV power armour.  

pp103 and 268 Horus Heresy Collected Visions  
Ralph Horsley (left) and Kari Christensen (right)
This is a set of 2 pewter shoulder pads designed to fit on Games Workshop 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.

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).
Heresy-Era Shoulder Pads for Terminators Type A - 2 pads

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

Whole set
Games Workshop product used in promotional images

p274 Horus Heresy Collected Visions
Andrea Uderzo

See Product Entry #137

Examples of Differences between CHS and GW Works:
- banded vs non-banded pads
- cloth straps vs segmented metal straps
- pad functions as rander/gorget
<table>
<thead>
<tr>
<th>142</th>
<th><strong>TRU-Scale Knight Praetorius “Order of the Empress’s Tears” Conversion Kit – 6</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Whole set&lt;br&gt;Games Workshop product used in promotional images&lt;br&gt;Yellow armour with black and white checked patterns is the colour scheme of the Lamenters Space Marine Chapter. They were created from the Blood Angels Chapter and so also use blood drop iconography.</td>
</tr>
</tbody>
</table>

See Product Entry #126

**Examples of Differences between CHS and GW Works:**

See Product Entry #126
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 Kin’rth attack against the Empress and her closest advisors. Because of this sacrifice, the Empress renamed the unit and the unit’s heraldry includes the “red tears” of the empress as its main standard.

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. Please note it is necessary to purchase heads, arms, weapons and bases to assemble as shown. 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.

Examples of assembled and painted models by Worthy Painting Artist Alistair Armes are available here.

143 TRU-Scale Knight Praetorius Conversion Kit -6
See product 126
The model in the image comprises parts from:
- ‘TRU-Scale Knight Praetorius Conversion Kit -6’ (126),
- ‘Open Fisted Power Claws Compatible with Games Workshop Space Marine Model’ (321)
- ‘Spikey Marine Heads’ (79)
- ‘Combi Weapon Magnetic Kit’ (34)

See Product Entry #126 and 142
Examples of Differences between CHS and GW Works:
See Product Entry #126 and 142
Werecroc 1

“our first entry into the fantasy world line for Chapterhouse Studios.”

Whole set

Lizardman Kroxigor

http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1610066a
Sculpted by Martin Footitt
Released February 2009

A kroxigor is a large lizardman, standing twice the height of a normal lizardman warrior. The Lizardmen race has strong influences from several Mesoamerican civilisations. This unique combination of a lizardman race and Mesoamerican culture is only found in Games Workshop’s Warhammer Fantasy universe.
Examples of Differences between CHS and GW

Works:
- aztec and polynesian weapons are what they are
- spikes on head
- placement of jewelry
- shape of head (snake vs lizard or dinosaur (eg tooth placement))
- length of neck
- shape of tail
- design of belly
- spiked vs non-spiked tail
- number of joints in foot/lower leg
A kroxigor is a large lizardman, standing twice the height of a normal lizardman warrior. The Lizardmen race has strong influences from several Mesoamerican civilisations. This unique combination of a lizardman race and Mesoamerican culture is only found in Games Workshop’s Warhammer Fantasy universe.

Examples of Differences between CHS and GW Works:
- Aztec and Polynesian weapons are what they are
- Spikes on head
- Placement of jewelry
- Shape of head (snake vs lizard or dinosaur (eg tooth placement))
- Length of neck
- Shape of tail
- Design of belly
- Spiked vs non-spiked tail
- Number of joints in foot/lower leg

Lizardman Kroxigor

http://www.games-workshop.com/gws/catalog/productDetail.jsp?prodId=prod1610066a

Sculpted by Martin Footitt
Released February 2009

A kroxigor is a large lizardman, standing twice the height of a normal lizardman warrior. The Lizardmen race has strong influences from several Mesoamerican civilisations. This unique combination of a lizardman race and Mesoamerican culture is only found in Games Workshop’s Warhammer Fantasy universe.
| 146 | **Iron Hand Nut Power Armor Pad** | **Size and shape of pad. Not surface decoration**  
Shoulder pad designed to fit on Games Workshop’s Space Marine Terminator figures, using the oversized dimensions of Games Workshop’s iconic shoulder pad design. It also uses the small central tab at the bottom of the pad which features on Games Workshop’s Terminator shoulder pads. | See analysis of Space Marine Shoulder pads in report.  
**Examples of Differences between CHS and GW Works:**  
See product entry # 126 |
This is a single pewter shoulder pad with a mechanical nut and cog teeth on the edge of the pad.

Designed to fit on Games Workshop Space Marine® figures.

| 147 | **Iron Hand Nut Terminator Pad** | Shoulder pad designed to fit on Games Workshop’s Space Marine Terminator figures, using the oversized dimensions of Games Workshop’s iconic shoulder pad design. It also uses the small central tab at the bottom of the pad which features on Games Workshop’s Terminator shoulder pads. | See analysis of Space Marine Shoulder pads in report. **Examples of Differences between CHS and GW Works:**

See product entry # 126 |
| 148 | **Winged Skull Power Armor Pad** | This is a single pewter shoulder pad with a mechanical nut and cog teeth on the edge of the pad. Designed to fit on Games Workshop Space Marine Terminator® figures. | See analysis of Space Marine Shoulder pads in report. **Examples of Differences between CHS and GW Works:**

See product entry # 126 |
This is a single pewter shoulder pad with fanged skull with wings on the surface.

Designed to fit on Games Workshop Space Marine® figures.

| 149  | **Hammer of Dorn Power Armor Pad** | **Whole set** | See analysis of Space Marine Shoulder pads in report.  

**Examples of Differences between CHS and GW Works:**  
See product entry # 126 |
<table>
<thead>
<tr>
<th>150</th>
<th><strong>Hammer of Dorn Terminator Pad</strong></th>
<th>p57 The Art of Clint Langley</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Image" /></td>
<td><img src="image2.png" alt="Image" /></td>
<td><img src="image3.png" alt="Image" /></td>
</tr>
</tbody>
</table>
| This is a single pewter shoulder pad with a fist holding a hammer on the surface. Designed to fit on Games Workshop Space Marine Terminator® figures. | Imperial Fists Space Marine Chapter
Neil Hodgson and Darius Hinks
p53 Insignium Astartes 2002 | See analysis of Space Marine Shoulder pads in report.
**Examples of Differences between CHS and GW Works:**
See product entry # 126 |
<table>
<thead>
<tr>
<th>151</th>
<th>V Power Armor Pad</th>
<th>Shoulder pad designed to fit on Games Workshop’s Space Marine figures, using the oversized dimensions of Games Workshop’s iconic shoulder pad design.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This is a single pewter shoulder pad with an V or roman numeral 5 on the shoulder and laurels.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Designed to fit on Games Workshop Space Marine® figures.</td>
<td></td>
</tr>
<tr>
<td>152</td>
<td>V Terminator Pad</td>
<td>Shoulder pad designed to fit on Games Workshop’s Space Marine Terminator figures, using the oversized dimensions of Games Workshop’s iconic shoulder pad design. It also uses the small central tab at the bottom of the pad which features on Games Workshop’s Terminator shoulder pads.</td>
</tr>
</tbody>
</table>
| 153 | **Power Armor Shoulder Pad for Scythes of the Emperor** | **The Scythes of the Emperor are Space Marine Chapter.**  
Their badge is two crossed yellow/gold scythes on a black background. | **See analysis of Space Marine Shoulder pads in report.**  
**Examples of Differences between CHS and GW Works:**  
Regarding the emblem itself, the CHS product design and GW product design are significantly dissimilar on their face. The GW art indicates a common wooden haft—the hook at the base of the scythe—or what is known as a knob. This |
<table>
<thead>
<tr>
<th>Page</th>
<th>Image</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>154</td>
<td><img src="image1.jpg" alt="Image" /></td>
<td>This is a single pewter shoulder pad with a pair of crossed biological scythes on the surface. Designed to fit on Games Workshop Space Marine® figures.</td>
</tr>
<tr>
<td></td>
<td><img src="image2.jpg" alt="Image" /></td>
<td>Neil Hodgson p88 ‘How to Paint Space Marines’ 2004 Note the backwards hook at the base of the scythes, and cut out section where the blade meets the haft.</td>
</tr>
<tr>
<td></td>
<td><img src="image3.jpg" alt="Image" /></td>
<td>The general arrangement is derivative of the following:</td>
</tr>
<tr>
<td></td>
<td><img src="image4.jpg" alt="Image" /></td>
<td>The Scythes of the Emperor are Space Marine Chapter. See Product Entry #153.</td>
</tr>
<tr>
<td></td>
<td><img src="image5.jpg" alt="Image" /></td>
<td>same shape can be found on axes, hammers and other hand tools. By contrast, the CHS design shows a distinct bone-like design. In particular, the clawed ends are dramatically different than those which are shown on the simplistic GW design. See product entry # 126</td>
</tr>
</tbody>
</table>
This is a single pewter shoulder pad with a pair of crossed biological scythes on the surface. Designed to fit on Games Workshop Space Marine® Terminator figures.

Their badge is two crossed yellow/gold scythes on a black background.

Neil Hodgson  
 p88 ‘How to Paint Space Marines’ 2004  
 Note the backwards hook at the base of the scythes, and cut out section where the blade meets the haft.

Examples of Differences between CHS and GW Works:

See product entry # 126

155 **Scaled Rimless Power Armor Pad**  
 Shoulder pad designed to fit on Games Workshop’s Space Marine figures, using the oversized dimensions of Games Workshop’s iconic shoulder pad design.

See analysis of Space Marine Shoulder pads in report.

Examples of Differences between CHS and GW Works:

See product entry # 126
| 156 | **Scaled Tactical Power Armor Pad** | Tactical is a type of Space Marine squad. A Tactical squad will have an upward pointing arrow symbol on their right shoulder pad. | See analysis of Space Marine Shoulder pads in report. See Product Entry #155 |
| **119** | This is a single pewter shoulder pad with scale pattern and a Tactical Arrow on the surface with a rim on the edge. Designed to fit on Games Workshop Space Marine® figures. | **Examples of Differences between CHS and GW Works:**  
See product entry # 126 |
| --- | --- | --- |
| Games Workshop sells Tactical shoulder pads - [http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?prodId=prod1110189&rootCatGameStyle=](http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?prodId=prod1110189&rootCatGameStyle=) | 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.e, red and gold are the colours of the Blood Angels Space Marine Chapter. See product 4.  

Neil Hodgson and Darius Hinks  
*Insignium Astartes* 2002, page 32 |  |
| **157** | **Scaled with Rim Power Armor Shoulder Pad** | **Examples of Differences between CHS and GW Works:**  
See analysis of Space Marine Shoulder pads in report.  
See Product Entry #155 |
|  | This is Games Workshop’s unique expression of a Sci-Fi Shoulderpad. Only GW’s shoulder pads have the unique characteristics of  
• Covering from start of shoulder to above the elbow  
• Large border around outer edge  
• Left shoulderpad – squad markings |  |
|  |  |  |
| 158 | **Hot Shot Lasgun Pack** | **Right shoulderpad – Chapter symbol** | **Works:**  
See product entry #126 |
|---|---|---|---|
| | This is a single pewter shoulder pad with scale pattern and a rim.  
Designed to fit on Games Workshop Space Marine® figures. | **Gun muzzle**  
‘Lasguns’ are the standard weapon of the Imperial Guard infantryman. A key identifying feature of ‘las’ weapons is the angled end to the muzzle. | **Examples of Differences between CHS and GW Works:**  
See product entry #128 |
| |  | **Figure 9 - Index Astartes III 2003, page 23**  
(NH Ultramarines Graph / Neil Hodgson / 2001) | |
Wings of this particular design on a dragon-like creature have been used in artwork for centuries. For example, drawings and illuminations of Saint George going back to the 1700s show a dragon with batwings.

Dkt No. 235, Ex. A
CHS00043840 (From Box 124 of GW Reference Materials from GW Studios)

Note: I identified Giger’s image as a potential reference before I knew that GW possessed this work at its studios.
Note: I identified Dore’s image as a potential reference before I knew that GW possessed this work at its studios.
<table>
<thead>
<tr>
<th>160</th>
<th><strong>Dark Elf Arch Torturess</strong></th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Examples of Differences between CHS and GW Works:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wing shape and orientation</td>
</tr>
<tr>
<td>Taloned leg width, shape, and orientation</td>
</tr>
<tr>
<td>Talon shape and orientation</td>
</tr>
<tr>
<td>Head components</td>
</tr>
<tr>
<td>Number of appendages on head</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>The pose of this GW figure is a standard pose that has been used by fantasy artists for many years:</th>
</tr>
</thead>
</table>

**Witch Hazel**
**Hasslefree Miniatures (2008)**

<table>
<thead>
<tr>
<th>Urien Rakarth</th>
</tr>
</thead>
<tbody>
<tr>
<td>This character is a Dark Eldar Haemonculus.</td>
</tr>
</tbody>
</table>

http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?prodId=prod1160052a
Sculpted by Juan Diaz
Released November 2010
Sculpted by Jae Lee & Tomas Fiertek, Painted by Jose Viega

Dark Eldar are the Warhammer 40,000 equivalent of Dark Elves. Haemonculi are masters of torture and skilled in all kinds of pain. They capture the pain of their victims as it gives life to the Dark Eldar race. They experiment on alien captives and themselves often giving themselves extra limbs. On the battlefield they have access to unique pain inflicting weapons.

Note:
- The odd stance of the Haemonculi, feet together with the cloak curving round behind, hovering just off the floor.
- Butcher apron, green syringe, extra multi-jointed limbs, clawed hand details.

http://www.gamesworkshop.com/gws/catalog/productDetail.jsp?prodId=prod1190038a
Sculpted by Jes Goodwin
Released June 2011

CHS00043848 (From Box 211 of GW Reference Materials from GW Studios) (also a copy in Box 109)
Note: I identified these Brom images as potential references before I knew that GW possessed several copies at its studios.

The idea of characters with multiple arms is also nothing unique. For thousands of years, they have existed in religious imagery.
There is no superficial or specific similarity between the CHS and the GW products here other than that both are mounted on the shoulders of a miniature.

That particular aspect is not unique to GW figures. Shoulder mounted weapon systems appear in movies and pop literature as well as in a variety of games.
Examples of Differences between CHS and GW Works:

- orientation of missiles
- gothic arch shape of pack vs rectangular shape
- number of missiles
- banding and rivets on launcher

Space Marine Terminators

Miniatures designed by Jes Goodwin, Martin Footit and Dave Thomas.
Released 2005
Large Ammo Belts for Heavy Weapons – 3

This pewter set of 3 ammo belts is designed to fit on heavy bolter and psybolter components from Games Workshops Space Marine and Grey Knight products. The ammo bands are made of resin to allow flexibility with a lower chance of the pieces breaking.

Sculpted by Tomas Fiertek and painted by Jose Veiga.

Models supplied unpainted and unassembled.
- Posted by ‘Pyriel’ Tomas Fiertek on Dakka Dakka advertising them with using Games Workshop Grey Knight Miniatures:

Examples of Differences between CHS and GW Works:

There does not appear to be any superficial or specific similarity between these products. GW’s Grey Knights are not specific to the ammunition belts but are shown as an example of how a product can be used.

Grey Knights
Sculpted by Georgio Bassani, Matt Holland and Martin Footitt
Released April 2011
"As for the ammo bands I also use them on my GK minis:

<table>
<thead>
<tr>
<th>163</th>
<th>Heraldric Knight Shoulder Pads – 5</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This is Games Workshop’s unique expression of a Sci-Fi Shoulderpad. Only GW’s shoulderpads have the unique characteristics of:</td>
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<tr>
<td></td>
<td>See analysis of Space Marine Shoulder pads in report.</td>
</tr>
<tr>
<td></td>
<td>See product Entry #155</td>
</tr>
<tr>
<td></td>
<td><strong>Examples of Differences between CHS and GW Works:</strong></td>
</tr>
<tr>
<td></td>
<td>See product entry #126</td>
</tr>
<tr>
<td></td>
<td>no heraldic resemblance</td>
</tr>
<tr>
<td></td>
<td>different proportions</td>
</tr>
</tbody>
</table>