Exhibit

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### Chapterhouse Studios May Release - TRU-Scale Empress’ Tears Conversion Kit

This week we expand upon our TRU-Scale product line with the Order of the Empress’s Tears Knights Praetorius Conversion Kit.

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 units 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.

The kits are available here for $22.50 a set. Shown along side is a Knights Praetorius model assembled completely with Chapterhouse Studios kits and bits - painted by Jose Veiga and incorporates kits - Spiky Marine Head, Open Fist Power Claws, and Combi-Flamer Component.
I am also excited to announce that WorthyPainting.com will be the official studio painters for our line of products. You will notice their logo below the items they have painted for us and I look forward to seeing what they churn out. Check them out at www.worthypainting.com.

Coming up in the following weeks will be some kits to expand our female imperial guard lines, our conversion kits for Tyranid models, as well as some dark space elf kits and further kits for Space Marine players out there.

Sincerely,

Nick Villacci - Chapterhouse Studios LLC
Ohhhhh Now I see that your making your own line of models. Amazing! GL!!!
Listen, my children, as I pass onto you the truth behind Willy Wonka and his factory. For every wonka bar ever created in existence, Mr. Wonka sacrificed a single Oompa Loompa to the god of chocolate, Hearshys. Then, he drank the blood of the fallen orange men because he fed them a constant supply of sugary chocolate so they all became diabetic and had creamy, sweet-tasting blood that willy could put into each and every Wonka bar. That is the REAL story behind willy wonka's Slaughter House!
Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

Claimh_Solais
Perturbed Blood Angel
Tactical Marine

Do the pads fit regular GW terminators?

Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

derek
Battlefield Professional

Coming up in the following weeks will be some kits to expand our female imperial guard lines

Intrigued, I just hope they're better than the last female IG offering. Either way, patiently waiting to see them.

www.frostreaver.net for Kansas City area gaming.

Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

Sgt.Roadkill
Dakka Veteran

Any news on these fem guard stuff?

The Imperium of Man is able to traverse the Warp with difficulty when their Emperor concentrates from his golden life support machine and lights the way. Unfortunately, because the Emperor has the attention span of the average 5-year-old Pokemon fanboy, this means that many an unfortunate Imperial ship has had the WTF WHERE'D THE LIGHTS GO experience, which in the Warp is invariably fatal.

Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

calgar 2.5
Hardened Veteran Guardsman

Ohhhhhh Now I see that your making your own line of models. Amazing! GL!!!
HA! You fool.

mışka 1500 pts 🤕

700 pts Merican 🇺🇸

======Begin Dakka Geek Code======
DS:90-G+S-M−-B+++Pw/0k06#D+A++/WeW300R+T(D)M+
======End Dakka Geek Code======

2012/07/10 13:01:51

Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

scipio.au
Humorless Arbite

Hm, I could see getting a couple of sets of these. Probably mix them in as character models.

http://azazeix.wordpress.com/
My gaming, modelling & miniatures painting blog.

2012/07/10 14:15:23

Subject: Chapterhouse Studios May Release - TRU-Scale Empress' Tears Conversion Kit

Mad4Minis
Buttons Should Be Brass, Not Gold!

I've got a set of the regular knights tru-scale minis and they are great. I did mine up with CSM bits.

They may seem a bit plain at first, but once you get them and start fitting bits and playing around with them, they are great.

This message was edited 1 time. Last update was at 2012/07/10 14:15:45

Exalt This Post +1
Chapterhouse Studios don't release TRU-Scale Space Marines ;)

It's coz they're actually a TRU-Scale Knight Praetorius kit ...

MODEL PAINTED AND DESIGNED BY STEPHEN SMITH
3 OF EACH TORSO PER SET (6 TOTAL)

TWO OF EACH (12 TOTAL SHOULDER PADS)
Please note we have a very limited number of these kits currently onhand, we are expecting a main release date of March 5th, 2012 and any orders placed before then will be filed on a first-come first serve basis once stock arrives.

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.

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.

Shown examples were modeled and painted by Stephen Smith and consist of numerous components from different manufactures for the weapons, arms, heads and weapon effects.
http://chapterhousestudios.com/index...product_id=2

Oooh. That’s a BINGO!
This is grapeshot. This is what it does.

22-02-2012, 12:02 PM

Joek
Wamp Member

Now, y’see this release is why if it was me, I’d go over to them and melt all their metal and resin
down to a stinky puddle on the floor. I’m actually staggered to see them release them after what
they’ve been going through with GW.

Hey-ho.

JOEK MINIS
CMON GALLERY

22-02-2012, 12:06 PM

Cubster
Supporter
Super Wamp

Oh dear Lord, that one’s not even slightly subtle.

"You’re a big man, but you’re in bad shape. With me, it’s a full time job.”
– Lt. Bromhead to Prince Dabulamanzi before the Battle of Rorke’s Drift.

22-02-2012, 12:17 PM

thetang22
Chief Cabana

It does feel like they are saying “Eff you GW....we are going to do whatever the heck we want,
regardless of your stupid lawsuit.”

"Models designed and painted by Stephen Smith" - is Stephen Smith the GW employee who
actually designed these? (j/k)

22-02-2012, 12:21 PM

Darkmessiah
Chief Cabana

and to think i didnt release my true scale kit for fear of it breaking gw ip :(;

But at night, I live a life of exhilaration, of missed heartbeats and adrenalin. And, if the truth be known, a life
of dubious virtue...
Took me a while to realise that the odd floral attachment is meant to be muzzle flash!

FAIL!

"You're a big man, but you're in bad shape. With me, it's a full time job."
– Lt. Bromhead to Prince Dabulamanzi before the Battle of Rorke’s Drift.

Really lame sculpts too, but that's a given really with CH. If this is the culmination of what I think it is, then it was one of the chaps on Dakka who true-scaled up his Marines and just got CH to cast them iirc. Adding a couple of mm of greenstuff to the thighs doesn't constitute an even remotely original sculpt imo.

CH have gone from an 'interesting aftermarkets spares' company, to totally moronic and arrogant lamo's, to simply just common thieves. I really, really wanna see them burn in court for being the talentless ****witted criminals that they are.

Sigh...

They really have no concept of IP, do they. This kind of thing really annoys me (I've spent a few years in science research, your IP is about all you have 😞). They clearly think they have a right to steal from GW, especially with a lawsuit already going on! They deserve to be put out of business and have every cent of profit they've made confiscated, all their stock and moulds destroyed, and then possibly kicked in the shins for god measure!

Ok, so GW aren't exactly an angel of a company. I'm not a huge fan of theirs at the moment, they aren't impressing me with their decisions and releases. But noone has any excuse to try and get away with this kind of farcical pretense of having their own line of bits and models. Similar/inspired by and so on are a fuzzy area, and I don't know enough about the legal details to know how close is too close in those cases, but this is just blatant poor quality copying! They may as well start recasting and announcing that on their website.

Let's hope the legal system decides they've gone way too far as well (not because I love GW but simply because IP theft is a lazy, scummy thing to do. By anyone.)

Even in their press release photos they look like they're not great sculpts too...

A model what I painted: My WIP thread
Ok, so GW aren’t exactly an angel of a company. I’m not a huge fan of theirs at the moment, they aren’t impressing me with their decisions and releases. But noone has any excuse to try and get away with this kind of farcical pretense of having their own line of bits and models. Similar/inspired by and so on are a fuzzy area, and I don’t know enough about the legal details to know how close is too close in those cases, but this is just blatant poor quality copying! They may as well start recasting and announcing that on their website.

Let’s hope the legal system decides they’ve gone way too far as well (not because I love GW but simply because IP theft is a lazy, scummy thing to do. By anyone.)

^^^This^^^^

"We can categorically state that we have not released man-eating badgers into the area" - UK military spokesman Major Mike Shearer
"I think they should all be topless, they’re just more fun that way" - Vegascat
"I once hit a guy in the face with a crap" - NeatPete
"The doctor put me on a course of placebos," said the lady in the straw hat. “But I don’t take them. I’m saving them all up for a mock suicide attempt.”
"Beasts of War sucks." - Me
"I used to be Sheogorath but I took an arrow to the knee."
Exhibit

144
Dakka's Biggest Contest - Amazing Wargaming Prizes That Anyone Can Win!

Like Dakka on facebook or follow us on twitter and you will be automatically entered into a draw to win a prize. Full Details. 11 prizes, 11 winners!

Follow @OfficialDakka (875 followers) Like (2.4k)

courtesy of Mechanical Warhorse: $60+ of wreckage markers

courtesy of Warmill: A battlefield bundle (â£45-58)

courtesy of MiniWargaming: Any GW battleforce or battalion (~$115)

courtesy of Modest Magic: Castles and Keeps terrain kit ($130)

courtesy of Blue Table Painting: $50 of painting

courtesy of Warring Souls: $75 of painting

Like Dakka on facebook or follow us on twitter and you will be automatically entered into a draw to win a prize.

Full Details. 11 prizes, 11 winners!

Follow @OfficialDakka (875 followers) Like (2.4k)

Chapterhouse Studios August Releases - Pads and Were-Crocs

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Forum adverts like this one are shown to any user who is not logged in. Join us by filling out a tiny 3 field form and you will get your own, free, dakka user account which gives a good range of benefits to you:

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- Full tracking of what you have read so you can skip to your first unread post, easily see what has changed since you last logged in, and easily see what is new at a glance.
- Email notifications for threads you want to watch closely.
- Being a part of the oldest wargaming community on the net.

If you are already a member then feel free to login now.

2012/08/15 20:50:31

Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

Chapterhouse Infiltrating Broodlord

Thanks to some talented sculptors out there (who we will reveal when the product is ready for sale) we have our first entry into the fantasy world line for Chapterhouse Studios.

These models are approximately 60mm in height and will be done in resin, they will sell for approximately $14 each. There are different types of shapechangers, each able to assume the form of a different animal species, these were-types take the form of a lizard.
Also released this month are a multitude of shoulder pads and a set of laser backpacks, clicking on the photo will take you to the products page.
I should have some exciting new conversion kits and models in the next couple of weeks as well.

Nick
Chapterhouse Studios LLC
Charax
37 Gallery Images
3 Article Edits
Gallery Votes: 6
Posts: 932
Offline
Filter Thread

2012/08/15 22:28:34

Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

I like the were-croc. Seems like it would work well in a Wargods of Aegyptus Sebeki warband.

---

Charax
Nurgle Predator Driver with an Infestation

16 Gallery Images
Gallery Votes: 0
Posts: 421
Joined: 2009/07/26 16:48:32
Online
Filter Thread

2012/08/15 23:06:32

Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

shoulderpads are a bit Meh, to be honest. Even the otherwise great-looking Mechanical ones have that ugly great nut in the middle, plain banding would have been better. Were-Croc's a nice idea, but the Hotshot Lasgun's not nearly detailed or unique enough for me to buy it.

Still, glad CHS is still pumping out the goods!

---

Multispectral Charontid

441 Gallery Images
Gallery Votes: 45
Posts: 14579
Joined: 2008/10/21 05:38:56
Location: Tussock, Pasture, Knoll...
Online
Filter Thread

2012/08/15 23:15:49

Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

Doesn't something seem just plain... off about this image?
Not too impressed with these offerings... by comparison, the Puppets War shoulder pads look really, Really clean and crisp. The detail on this looks soft to me...

Also feel like there a lot better crocs out there from a variety of ranges...

Remember to follow the Swap Shop rules and guidelines!
Team filbert

2012/08/15 23:22:14
Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

Mad4Minis
Buttons Should Be Brass, Not Gold!

Love the crocs.

Great to see you guys getting into fantasy, since thats the kick Ive been on lately and will likely stay with.

This message was edited 1 time. Last update was at 2012/08/15 23:24:53

2012/08/15 23:58:11
Subject: Re:Chapterhouse Studios August Releases - Pads and Were-Crocs

Gorlack
Water-Caste Negotiator

Those Crocs have a very 80s DnD minis feel, and not in a good way they really look like a home sculpt to be honest.

And RiTides, you are right. A lot of the shoulderpads seems to have soft detail. I like the salamander shoulders though. Very clean, yet clean salamanders. Might pick those up, just in case they become un available in 6 months time

Looking forward to the Khador expansion set: “My Little Pwnage"
Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

What chapter are you from?
The nutters.

RiTides wrote:
Doesn't something seem just plain... off about this image?

Not too impressed with these offerings... by comparison, the Puppets War shoulder pads look really, Really clean and crisp. The detail on this looks soft to me...

Also feel like there a lot better crocs out there from a variety of ranges...

Just a little off. The painter probably refills his water cup with his own tears at having to paint this stuff.
The third party shoulder pad market has exploded in the last few years, there's some incredible stuff out there...this isn't it.
The crocs are terrible. The PP Hordes crocs are so friggin good, these are unreasonable. I was hoping for some 3rd party croc-men to pop up but these won't do.

RULE OF COOL: When converting models, there is only one rule: "The better your model looks, the less people will complain about it."

GW defines WYSIWYG: An important principle of our events is "what you see is what you get" or WYSIWYG (pronounced "wizzywig") for short. All this means is unless you are using the 'counts as' rule (see below), then miniatures are assumed to have their equipment actually shown on the model. It would be grossly unfair to show the model being equipped with one thing, but claiming it to be armed with another; wars have been started for less.

GW defines COUNTS AS: The 'Counts As' rule allows you to apply the rules for existing units to older or scratch built models that do not have rules of their own. This is to allow you to make full use of your collection or the army choices within our rule books; it's not an excuse to change your army as a way of fine tuning your force.

The not-mechanicum shoulder pads are bomb. I might have to pick some of those up ...

184 Gallery Images
Gallery Votes: 198
Posts: 1424
Joined: 2007/11/12
23:06:40
Location: Robin
Cruddycrap sucks.
Offline
Filter Thread

More gearpads!

Resin Titans for sale $100!

The age of humanity has long past, the endless conflict continues to march into the vast darkness of space. Battles rage across the cold void, annihilating planets, moons and asteroids, cosmic obliteration for a purpose long forgotten.

I'm making resin bases now, and need YOUR ideas! used concepts get free bases! click for details

Adeptus mechanicus Codex Version 3 released!

Admech/Red knights of Mars/misc Blog of awesome. Last update: Knight Titan!

If you are going to play Tribes: Ascend use this link to sign up so I can get some gold please

Lavin the Crock! I adored the lizard men back in the old RPG days ;P
love the crocs and the diversity of the shoulder pads.

Not every style is for everyone....thanks for posting.

These are so awesome! Finally some not blindwater gatormen! Is there anyway you can show us how big they are compared to one of the PP gatormen?

I have a feeling that painting and photography have a lot to do with why some of their pads look so bad.

I really do hate being negative and pointing out what I think are 'flaws', but I only want to see your products improve...
Chapterhouse Studios August Releases - Pads and Were-Crocs

Subject: Chapterhouse Studios August Releases - Pads and Were-Crocs

Chapterhouse wrote:

Gator #2 looks like he's waiting for a baseball. Again, maybe if he were in more of an attacking pose. Still, I know that you're limited on what you can do with poses if you still want to fit into the rank-and-file formation.

The sculpts themselves are looking pretty darn good, though!

Someone's already made the "Nutters" joke, so I'll skip that. I rather like the techie shoulder pads, though I think the classic gear is better over the nut. But, then, it's also likely to anger some people (like lawyers).

Wing/Skull shoulder pad looks good, and if I had an army that was wingy-skulls, I'd probably buy some. I may anyway because my homebrew chapter is close (more wingy-sword than wingy-skull)

The fist/hammer looks a bit awkward to me. If it's made to look like a fist grasping the hammer, it looks like the hammer is grabbing it about where the thumb would meet the hand. Raise it up a bit, maybe? And the index finger looks a little too spread out compared to the other fingers. I think if the index finger was brought a lot closer to the others (and the others brought a hair closer to the index), it'd look a lot better.

The V/wreath looks pretty darn cool, but the lines don't look as crisp on the terminator-scale shoulderpad. The lines on the left side of the "V" look rather wobbly. I've noticed the wobbly lines on other shoulder pads your company has sold in the past (e.g. the ornate shoulder pad sold under the "Dark Angels" portion of your store. I've seen worse and I certainly couldn't make one better, but as others are pointing out, there are a lot of people making shoulders now, and the general public is becoming less tolerant of flaws/blemishes

Scythe pads look pretty sweet. Could have used them on my old Space Marine army.

I really like the scale/shell shoulder pad. It makes me want to make a Marine army themed after the Koopas in Super Mario Brothers... And that's not a bad thing.

I would love to see the lasgun unpainted. If it was made with the same attention to detail with which you made the servo-arm backpack, then the painting is actually doing it a disservice in this shot ('cause I friggin loved the servo-arm).

Again, I hate being negative, but I want to see your company thrive. I've seen some really great things from Chapterhouse and I think you want to give your customers a truly awesome experience with a truly awesome product.
Srly, thats one of the worst photoshop jobs you've done.

Spend some money on a couple of Lynda.com courses on Photoshop & masking. Perhaps a slightly better screen too so you wont have all those white "nothing to see here!" blobs in the middle of the picture.

Or you know... they could just make miniatures... I'd of never noticed the photoshop blurring if it wasn't pointed out... I only really care about their...
figure quality, not their digital image making quality. Perhaps it's better they suck at photoshop so they can't make things look BETTER than they are.

Thunderjaw
NATO - Dorkamorka - Boston

DT:70+S+++G+++MB+I++Pw40k89+D++A+++1/R+DM++

Or, they could actually present their awesome sculpts and paintjobs in a flattering manner instead of botching them with the wand in Photoshop?

It's hard caring about figure quality when you cannot really see what's a shadow and what's part of the figure.

So I will start with some good then bad, the crocs are by in large some of the best sculpts your company has ever done, that said I think a little more angular on the face would convey the crocodile concept as atm they look more like snake heads. The poses are a little off putting and unnatural but like I said overall quality these are the best products I think you guys have produced to date so stick with the sculptor on these ones as they could take you places.

Now for the negative, the shoulder pads are just awful honestly. You may have a solid product in them but it's hard to tell with the poor paint job. I know you guys have had Angel paint for you in the past and though it may slow production down a bit I would say only let him paint for you because when you post a product up for sale you want people to see what it "could" look like in their army and showcase it in the best possible light. As these stand they look oddly similar to when you guys first started out and I know you most likely wanted them up for sale quick sometimes not having a painted one up for pictures is better then having a painted version up; food for thought.

Listen, my children, as I pass onto you the truth behind Willy Wonka and his factory. For every wonka bar ever created in existence, Mr. Wonka sacrificed a single Oompa Loompa to the god of chocolate, Hearshys. Then, he drank the blood of the fallen orange men because he fed them a constant supply of sugary chocolate so they all became diabetic and had creamy, sweet-tasting blood that willy could put into each and every Wonka bar. That is the REAL story behind willy wonka's Slaughter House!
RiTides wrote:
I do not think it's the paintjob... It is the sculpt.

Or the casting process. I see tell tail signs of premature pulling and worse sloppy molding here. If you aren't super clean you can obscure lines during the mold making step really easily. The warped nature of the pad looks like it was pulled too soon, but may be a culprit of sculpting like you said. I sculpt and cast so I know all to well how easily a great sculpt can be altered.

I think the paint jobs are nice actually, and the concept designs are awesome as well.

Gitsplitta wrote:
Yes, please note that the arrival of the cat coincided with my complete failure militarily. Cats not only suck the breath out of little babies, they sucked the life out of my counter attack!