

COMPLAINT ON FACEBOOK – WARHAMMER 40,000

PRESS RELEASE

Issued Aug 23rd 2022, 1:00 pm CDT

TITLE: SDA3.ORG – COMPLAINT OF HARASSMENT BY GAMES WORKSHOP STAFF UPON AUGUST 23rd 2022 on “WARHAMMER 40,000” community run by GAMES WORKSHOP GROUP (LSE:GAW).

How about this.

- SECTION I BASIC RACIST REMARKS BY STAFF ON FACEBOOK AUGUST 23rd 2022
- SECTION II LANGUAGE IS PEJORATIVE TOWARD REAL PEOPLE IN REVIEW ACTIVITY
- SECTION III PLAGIARISM IN ETHNIC HATE SPEECH A REAL WORLD LEGAL MATTER
- SECTION IV RESTITUTION AND FOREIGN INFLUENCE TO EXTORT A SECURITIES MATTER

INTRODUCTION

On or about 11:00 am on August 23rd, members of the FACEBOOK “Warhammer 40,000” community, an official GAMES WORKSHOP GROUP publication with META/FACEBOOK, elected to make abusive and derogatory remarks to attack criticism of academic and legal nature with “ad hominem” attacks;

These remarks began with accusing the author of having a “stroke” to disclaim their review;

These remarks escalated with alleging that the “jokes” made upon the forum must be in a format and manner prescribed by GAMES WORKSHOP GROUP employees, which the audience can “understand” to compel a “positive review” by commercial intimidation to abuse and extort a reviewer NOT UNDER CONTRACT TO GIVE FALSE INFORMATION OR FALSE REVIEW as expressly alleged in other “insider agreements” published for contest in 2021.

The reviewer, upon being Abused, having been the top YAHOO.COM search result site for the content in 1996-1999, did elect then and due to FACEBOOK barring all language necessary to make the review clear and pertinent, make election to disclose the review and cite the abuse publicly upon SDA3.ORG, the site in question used for satire and protected II-3 and II-22 speech per Oklahoma Constitution Article II rights, protected by Federal Criminal Law Title 18 Section 241 of the United States Criminal Code, in rebuttal to false medical claims to damage a REVIEW of GAMES WORKSHOP GROUP product.

SECTION I

GAMES WORKSHOP EMPLOYEES harassed me and my company in 2013 for illicit demands of \$80,000 using my child as a collateral hostage in that fraud and persist in 2022 threats on YOUTUBE and other platforms to extort money from U.S. welfare programs in concert with IP theft.

So, let's take this to the old WEBSITE that set up the 1st to 5th Edition and post the complaint and extortion letters from FANTASY FLIGHT GAMES (ASMODEE GAMES, FRANCE) there, and talk to the SHAREHOLDERS ABOUT THE BEHAVIOR of your fanbase to harass persons in the UNITED STATES, intimidation tactics, and belligerent attitude supporting racism and genocide in ongoing 2022 armed conflict in Europe this January to August - killing real people and calling them "orks" in news reels.

Because I'm all for that this morning after your attitude and behavior on FACEBOOK. What you understand about your company history is not my problem. What you should understand is that your language is PREJORATIVE NEO NAZI abuse of persons common in Germany and other AXIS countries prior to the Second World War, and deeply offensive in tone and intent to coerce criminally.

Acting like something cannot be understood when you are engaging in basic PLAGIARISM of REGISTERED TRADEMARKS of other companies systematically using "mental health" defamatory excuses popularized by the German anti-Semitic movement and national socialist groups to sustain that fraud against NATIVE AMERICAN firms and cultures does not excuse your lack of "understanding" or tone towards persons.

What you are doing is BASIC RACISM, and it impresses me ever more each day how that grows in your WARHAMMER+ content and illegal monopoly activity and contracts to our local hobby and games shops in order to suspend competition barred by STATE LAW and FEDERAL LAW in the UNITED STATES; which seems to be a serious side effect of partnering with nationalists in other countries in Sweden, Denmark, and the Netherlands.

I'm going to go put this behavior into a notice of policy against this "hobby" group now, as after writing for the hobby since 1996 - it physically disgusts me to look at it today.

GAW conduct reminds me of the RACIST outreach of the NAZI PARTY in comics and games to children before 1945; and portrays England as encouraging of that "ZULU WARRIOR" tabletop mass-human-wave strategy with PITH Helmets galore so popular prior the appearance of Rogue Trader. You want understanding - then let's get the LOST AND THE DAMNED and SLAVES OF DARKNESS books off my shelf and start going over the content with parent groups and the court respecting sexual material and ESRB ratings for import to Walmart and other countries.

No one minds a mature game. But a mature attitude and a sense of humor are a requirement - absent racist slurs and passive aggressive mental health remarks that instill genuine echoes of Hitler and his social media campaigns.

SECTION II

The pro-nazi themes have been a point of satire in Games Workshop for 20 years, but the pro-nazi attitude is something new from 1996-2022, and a growing trend that makes me reluctant to do business with LSE:GAW or its licensees, granted their incessant return to "nazi slurs" when they are challenged or contest is made to their cultural appropriation.

England may be a tiny country hardly worth one ICBM, but it adds support to slurs of racial character being used to kill real people today calling them "orcs" and celebrating their suffering in video on youtube and Polish news in August 2022.

Warhammer Fantasy has always been the core of the game, and melee a central part of the "adaptation" to "Warhammer 40,000"; due in part to good illustration quality of the prior generation - but a 2.5x speed on a model to make it sell and sustain that meta is a bit OP. As is the statistical value of a double save (same die, reset math applies) a bit exploitive of children - not to mention portraying non-binary persons as "hideous demons" with inhuman monstrous traits, just a bit close to JoJo Rabbit illustrations of Jews in the 1940s.

It is the same sort of British "style" popular in the "Gay Rot" anthem for Doctor Who, and preys on a gender and age group in an inappropriate manner, that should have regulators reading the Dark Eldar books more closely. The same is true of the anti-catholic tone in the books, a bit offensive if it were - say - married to the same mental defamatory attitudes those SS officers used to justify killing children and deporting families for "ethnic purity" as an over-reaching element of the game's back story.

The "Gene stealers" content - also - is shallow metaphor of tainted ethnic traits over generations, by ordinary reproduction and rape popularized by Nazi propagandists - which serves GW UK marketing very well. They adapted all the important parts of ethnic hate and cultural extermination presented in a content approachable by children.

SECTION III

So, if you need to have your racism explained to you - I can do that - on the former #1 site for Warhammer 40,000 in the world this afternoon.

There are two kinds of 40K fans. Those who appreciate the metaphor and enjoy the game for science fiction reasons, like DUNE in scale and conflict;

And those who are quick to invoke those pejorative remarks above that render the entire exercise in SATIRE a proof that someone has to sit a generation down and explain it with rolling bombardment until the last Nazi is out of uniform and every copy of that foul derogatory crap depicting REAL PEOPLE as characters and monsters is burning on a bonfire.

Since GW decided to (via FANTASY FLIGHT GAMES of MINNESOTA) incorporate my LEGAL REGISTERED PUBLISHING TRADEMARK into their product without license, I've been debating how to address this amid ongoing abuse of my child using this fraud and prior behavior to promote KKK and COGENT COMMUNICATIONS employee remarks on white supremacy toward my NATIVE AMERICAN heritage and ethnicity in 2021-2022 ongoing extortion, identity theft of HALLIBURTON employees, and fraud in the UNITED STATES to extort public office.

I see that publishing the extortion letters by GAW employees such as myluv187 and hitmanforhire should be a good start, to answer your question about "understanding" how GW gets its content.

SECTION IV

I regret having ever promoted GAW now in any vendor capacity, and have signed away no rights to my REGISTERED 1992 TRADEMARK and LEGAL NAME in use with the LIBRARY OF CONGRESS and TRADEMARK REGISTRATION for books and works in the 1990s; and will move for financial restitution for each copy sold in that activity in concert with ethnic remarks about the "bad genes" of my CHICKASAW heritage and people to support abuse of my child violating ORDERED POSSESSION with intent to defraud, naming GAMES WORKSHOP and PARADOX INTERACTIVE AB as beneficiaries, and such works showing then use of those titles in defamatory content to extort printed and distributed in concert with efforts to compel "forfeiture" of my business, REGISTERED SECURITIES, and damage credit and investment in the UNITED STATES and overseas.

Whereby prior, PARADOX INTERACTIVE AB has published ESRB13 games (EVE ONLINE) containing human slavery as for-profit cargo, drug manufacturing for-profit as character career paths, and false claims of collision and gameplay in U.S. television advertising coinciding with SYFY CHANNEL initial broadcast of BATTELSTAR GALACTICA;

The same TENCENT HOLDING CO LTD investment there supporting that activity should be examined on the registered company books of LSE:GAW and any nexus with those anti-competitor activity including but not limited to:

Examination in of a pattern of activity with appropriation of NATIVE AMERICAN TERRITORY content creators' characters, literary fiction, games, protected works - and derogatory and defamatory references wholly removed;

Removal of all such content must be done in addition to review of other content inappropriate for young audiences, depicting gender in hateful character such as trans persons in violation of 18 U.S. Code section 249, or to the encouragement of harassment of its competitors using mental health fraud themed criminal in State (43A O.S. 43A-5-104) and Federal Law (18 U.S. Code section 241) as well as any activity barred by the Sherman Antitrust Act, monopoly prohibition (Oklahoma State Constitution, Article II section II-32), and conduct to restrict trade and business license of the states to establish "regional monopolies" disclosed in SUPPLY CONTRACTS OF GAMES WORKSHOP and GUARANTEES of fixed radius of exclusive POINT OF SALE rights to products constructive of a foreign MONOPOLY in INTERSTATE COMMERCE in the United States and State of Oklahoma.

The first remark suggesting a "stroke" for criticizing GAMES WORKSHOP was considerate error. The second remark suggesting an obligation of CONTRACT which complies with your "understanding" of the claims at law to participate, violated XXIII-1A "RIGHT TO WORK" seeking endorsement of your moderators to contribute or be a part of your community subject to their direction – a condition of LEGAL EMPLOYMENT BARRED BY FEDERAL AND STATE LAW in the UNITED STATES.

Sincerely,

JAMES A. ALLEN – "STRYX" 1992-2022 author and satirist