

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

SEPTEMBER 2016

£5.99 / €8 / \$9 USD / \$11 CAN / \$15 AUS / \$18 NZ / 30 zł
60 dkr / 65 nkr / 70 skr / 60 rmb / ¥1,400 / HK\$82 / RM37 / SG\$14



GORECHOSEN!
NEW GAME: PIT FIGHTING
IN THE AGE OF SIGMAR!

THE DEATHWATCH
DESIGNING THE SPACE
MARINE ALIEN HUNTERS

BATTLE REPORT
14 FANTASTIC PAGES OF
WORLD-SHAKING WAR!

BOXED GAMES SPECIAL!

NEW RULES FOR NINE
BOXED GAMES INSIDE:

- GORECHOSEN
- DEATHWATCH OVERKILL
- SPACE HULK
- THE HORUS HERESY:
BETRAYAL AT CALTH
- LOST PATROL
- ASSASSINORUM:
EXECUTION FORCE
- WARHAMMER QUEST
SILVER TOWER
- WARHAMMER AGE OF SIGMAR
- STORMCLOUD ATTACK

BIGGER, BETTER, BRAND NEW

WE'RE BACK AS A MASSIVE NEW MONTHLY MAGAZINE!

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Editor: Jes Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@whitedwarf.co.uk

Printed by Precision Colour Printing Ltd in the UK.

Games Workshop Limited
Willow Road, Lenton, Nottingham,
United Kingdom, NG7 2WS

WHITE DWARF (ISSN#0265-8712) is published monthly for \$100 by Games Workshop Ltd., Willow Road Nottingham NG7 2WS, United Kingdom. Periodical Postage is paid at Long Island City, NY.

POSTMASTER: Send address changes to White Dwarf C/O Speedimpex USA, Inc. 3010 Review Avenue, Long Island City, NY 11101.

Registered in England and Wales

— Company No. 01467092.

ISSN: 0265-8712 / Product code: 60249999550

MEET THE WHITE DWARF TEAM

Squirrelled away from sight in the fabled White Dwarf bunker, itself hidden deep inside the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby organ each month.

MATT KEEFE Assistant Editor

Matt's mighty beard befits his position as chief word-wrangler on White Dwarf. It is by his hirsute vigilance that the magazine is free from grammatical mistakes.

Matt's hobby high: A Mournfang Pack for his burgeoning Beastclaw Raiders army is up next. "They're furry," he said, enigmatically.



REBECCA FERGUSON Production Lead

Things only get done in the White Dwarf office because of Rebecca and her much-feared 'Big Stick'. None dare risk her wrath by missing a deadline by even a minute.

Rebecca's hobby high: Rebecca's Ironweld Arsenal is infamous in the bunker for obliterating allcomers. "More cannons!," she shrieked.



MATTHEW HUTSON Lead Designer

Mr. Hutson is White Dwarf's longest-serving member, having been designing the magazine since dinosaurs walked the Earth – otherwise known as 1999.

Matthew's hobby high: As a Tale of Four Warlords participant, Matt's bought up all reserves of Dryad Bark for his budding Sylvaneth army.



MELISSA HOLLAND Digital Editor

Melissa is the future of White Dwarf in human form – she makes the all-singing, all-dancing digital version of the mag, using sorcery beyond the ken of man.

Melissa's hobby high: After a brief detour to the Silver Tower, Melissa's Seraphon are getting Saurus Guard reinforcements.



DAN HARDEN Staff Writer

The irrepressible Dan is one of a brace of White Dwarf wordsmiths. "Words are all just little pictures, really," he said, modestly.

Dan's hobby high: With Dan's Skaven Armies on Parade entry nearing completion, his paintbrush turns towards his Goff Orks. "Waaagh!" he said, predictably.



STUART EDNEY Staff Writer

Possessor of the second finest of beards on the White Dwarf team, Stuart is Dan's counterpart in the fine art of scribing. He also bakes a mean cake.

Stuart's hobby high: The forthcoming release of Blood Bowl has seen Stuart dive into a world of fantasy footballers this month.



ERIK NIEMZ Photographer

Erik 'Sweet' Niemz utilises the secret skills of photography to showcase all the beautifully-painted miniatures in White Dwarf. "There's no trick to it," he said. "It's just a simple trick."

Erik's hobby high: This month's Battle Report inspired Erik to start a Stormcast Eternals army.



MARTYN LYON Photographer

Martyn's love of photography is infectious – literally. The resultant epidemic of pic-snapping in the White Dwarf office has since been dubbed Lyonitis, or Martynitis.

Martyn's hobby high: It's Ironjawz all the way for Martyn, who's fallen hard for the brutal charms of Gorrdrak and chums.



BEN HUMBER Designer

The Humbernaut, Warhumber, Benedict Humberbatch, the Cuhumber, Ben and the Art of Motorcycle Maintenance – Ben is known by many names. But he only answers to one... Ben.

Ben's hobby high: Will Ben finally finish his Militarum Tempestus Valkyrie in time for ish 2? (No. – Ed)



CHRIS WEBB Reprographics Operator

Chris is White Dwarf's resident Repromancer, and uses the darkest of arts to ensure each image in the magazine is the best it can be.

Chris's hobby high: When he's not painting Space Marines, Chris is hard at work on his Tzeentch Daemons army for Warhammer Age of Sigmar.



Email: team@whitedwarf.co.uk / Twitter: @whitedwarf / Facebook: whitedwarf

WHITE DWARF

SEPTEMBER 2016

WHAT IS THE GAMES WORKSHOP HOBBY?

The Games Workshop hobby is collecting, building, painting and playing games with Citadel miniatures – all hugely enjoyable activities that we strive to explore in White Dwarf magazine. Games Workshop produces a huge range of games involving Citadel miniatures, but these are the ones that all others spring from...

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! Warhammer 40,000 sees Humanity besieged on all sides by the traitor, the heretic, the alien and the insidious threat of Chaos. The superhuman Space Marines and the brave men of the Astra Militarum are all that stand between extinction and survival for the human race, the superstitious might of the Imperium utilising arcane weaponry and mighty mountain-levelling war machines in their quest for galactic dominance.

WARHAMMER: AGE OF SIGMAR

The Age of Sigmar is all about epic battles in an age of unending war, where mighty heroes, titanic monsters and powerful wizards battle for control of the Mortal Realms, and the vile servants of the Dark Gods seek to subjugate all beneath their heels. Can the God-King Sigmar prevail?

WELCOME TO A NEW ERA



JES BICKHAM
Launch Editor

FOUND YOUR FREE
SLAUGHTERPRIEST
STUCK TO THE
COVER? FIND OUT
MORE ON PAGES 5,
60, 61 AND 130!

Hello and welcome to a glorious new dawn for White Dwarf! It seems scarcely believable, but White Dwarf has been bringing the wonders of the Games Workshop hobby to the world for almost 40 years now – and this issue kicks off what we hope is the most exciting chapter yet.

In the following pages you'll find all the latest news, a frankly staggering Army of the Month, a massive feature stuffed with new rules for loads of boxed games from Deathwatch Overkill to the brilliant new pit-fighting extravaganza Gorechosen, an epic battle report, the art of the Deathwatch, all you need to know about Imperial Knights and much, much more besides. (Including, of course, the Slaughterpriest miniature attached to the cover! See page 5 for more on him.) We've tried very hard to pack this new White Dwarf with as much exciting hobby content as possible – why not let us know if we've succeeded by dropping us a line at team@whitedwarf.co.uk?

All of which leaves me to hope that you enjoy reading this issue as much as we enjoyed making it!

WHO IS THE WHITE DWARF?

The White Dwarf is the title given to Grombrindal, a legendary warrior who has roamed battlefields through every edition of Warhammer. He is currently rumoured to be stalking the Mortal Realms in the Age of Sigmar in the guise of a duardin Unforged... turn to pages 24, 64, and 132 to find out more about painting this fabled hero and using him in games of Warhammer Age of Sigmar and Warhammer Quest Silver Tower.

Fact: White Dwarf magazine launched in 1977, and its name was chosen as it carried both science fiction and fantasy overtones, representing both a small star and a fantasy character – Grombrindal himself, naturally!



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COVER FEATURE BOXED GAMES BONANZA 44

Our massive cover feature – shedloads of new rules for – wait for it – *nine* of our boxed games: Deathwatch Overkill, Space Hulk, Betrayal at Calth, Lost Patrol, Assassinorum: Execution Force, Warhammer Quest Silver Tower and more!

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World-class and award-winning miniature painting.

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Our regular art feature. This month: the Deathwatch, of course!

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Can Vandus Hammerhand stop the ritual? He'll jolly well give it a try in this epic Warhammer Age of Sigmar battle report.

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This month: all you need to know about Imperial Knights.

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Our Army of the Month is a stunning (and enormous!) Eldar Biel-Tan force.



YOUR FREE MINIATURE!

Check out the pages below for things to do with your fantastic free Citadel miniature!

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- 61 GORECHOSEN RULES
- 130 PAINT SPLATTER GUIDE



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Our news section, Planet Warhammer, kicks off with new game Gorechosen.



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COVER FEATURE: BOXED GAMES BONANZA

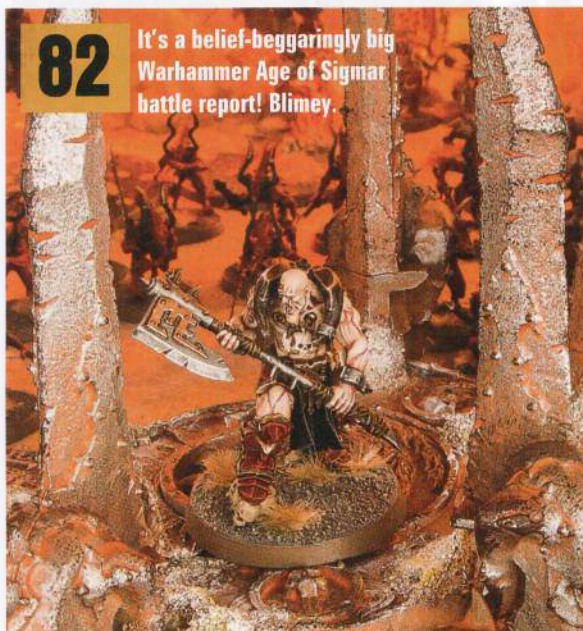
Pots of exclusive new rules and content for loads of Games Workshop's boxed games!

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It's a belief-beggarly big Warhammer Age of Sigmar battle report! Blimey.



ARMY FOCUS: THE DEATHWATCH

Throughout this issue we've got oodles of coverage of the Deathwatch. Go read it now!

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PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



BLOOD FOR THE BLOOD GOD!

Are you ready to prove yourself Khorne's mightiest, most ruthless champion? Gorechosen, out on September 24, gives you the chance! This brand-new boxed game lets four players slug it out for brutal supremacy in a cruel fighting pit and includes a quartet of plastic multi-part Citadel miniatures: the Exalted Deathbringer, Skullgrinder, Slaughterpriest and Aspiring Deathbringer with Goreaxe and Skullhammer. Full rules for these fighters are presented on four fighter sheets, and rules for four more are included inside the game's rulebook – one of which being the Slaughterpriest with Hackblade and Wrath-hammer, which you'll find attached to the cover of this very issue of White Dwarf!



GORECHOSEN

Pre-order: 17 Sep
Available: 24 Sep

£35, €45, 350dkr,
420skr, 390nkr, 175zł,
USA \$60, Can \$70,
AU \$90, NZ \$105,
¥8,100, 350rmb,
HK\$475, RM220,
SG\$85

The game itself is a simple, cunning and laugh-out-loud mix of subtle strategy and straightforward ultra-violence. 24 action cards let your chosen fighter choose from a variety of painful attacks and gambits (our favourite being the humble Shove, should your victim happen to be standing next to one of the fire pits present on the game's board) while 16 injury cards present, in gruesome detail, the inevitable results of standing in a spiked pit with three other blood-crazed madmen. And the fun doesn't stop with the fighting – killed players can still influence the game thanks to special Fate of the Slain rules. It's terrific fun, and we've got exclusive rules for two further champions of Khorne over on page 62 – happy hunting!



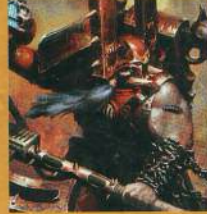
KILL TEAM

A more intimate form of warfare comes to Warhammer 40,000 in this new boxed set, containing full rules for Kill Team games, plus a Space Marine Tactical Squad and Tau Fire Warrior Squad. Turn the page!



KHÂRN!

One of the 41st Millennium's most notorious villains receives a magnificent update as a new Khârn the Betrayer miniature goes on pre-order. Turn to page 10 right now to see him in all his glory. Kill! Main! Burn! And so on.



TRAITOR'S HATE

To accompany Khârn is a brand-new book kicking off a new campaign for Warhammer 40,000, stuffed full of brand-new rules updates, datasheets and formations for Chaos Space Marines. It's on page 12.



HOW IT WORKS

Get stuck in!

The rules for Gorechosen are elegant and straightforward, and pots of fun. Each fighter is dealt five action cards at the start of the turn and these dictate what you can do – a mixture of attacks and movement, allowing your fighter to actually get around the arena as well as stove in the heads of his enemies while laughing like a maniac.

As you'll see later in the magazine – on pages 61, 62 and 63, to be precise – each fighter has a unique Kill Zone which dictates what they can hit, and how powerfully. The Slaughterpriest in the box, for example, has enormous reach forwards with his axe (because it's flipping massive) but is weaker when to the sides. (You can imagine an overhead chop, rather than a sweep around him.) Each fighter also keeps track of his wrath using the Wrath Track. Wrath can be spent to make actions, and is usually accrued when fighters are wounded – injury cards, which are received when combatants are damaged, affect wrath in this way.

Wrath also has an effect on who goes first, because the angrier fighters are, the more chance there is they will act first! Each turn, fighters put in a number of initiative cards equal to their wrath (each player has a unique design of initiative card), then the top initiative card is turned over, dictating who will act. After that player has made an action, the next initiative card is turned over, and so on and so forth. It's all great fun – and there's much more to discover in the game, too!

FIVE THINGS WE LOVE IN... SEPTEMBER

5 The release of Kill Team (see overleaf) has got the White Dwarf team assembling their own covert operatives for Warhammer 40,000. See page 118 for examples!

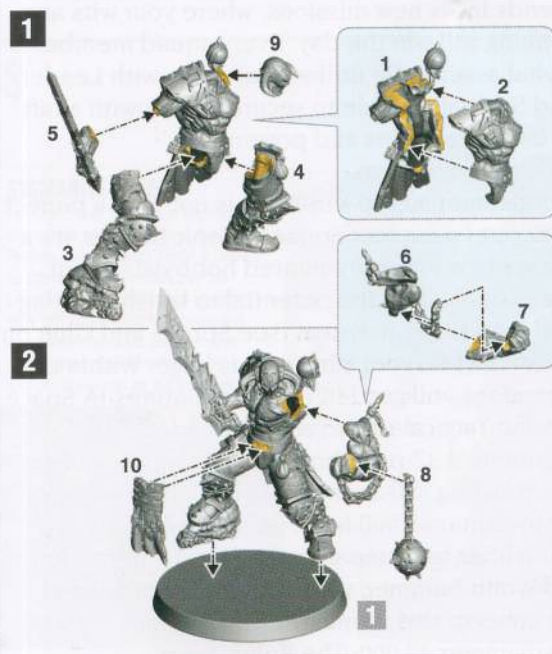
4 We've experienced a fresh wave of heretic love for Chaos Space Marines with the advent of Traitor's Hate. Editor Jes's Black Legion are getting fresh reinforcements as we type! *Continued...*

YOUR FREE SLAUGHTERPRIEST!

You can't have failed to notice the Citadel miniature attached to the cover of this magazine – the Slaughterpriest with Hackblade and Wrath-hammer. This brutal warrior is a battle-crazed priest of the Blood God, Khorne, and you can find the Warhammer Age of Sigmar warscroll for him on the Games Workshop website. Turn to page 60 and you'll also find rules for using him in Warhammer Quest Silver Tower and the forthcoming Gorechosen boxed game. There's also a painting guide on page 130!



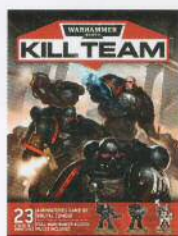
ASSEMBLING YOUR SLAUGHTERPRIEST



SEE PAGE 60 TO FIND OUT MORE



WAR ON A NEW SCALE



WARHAMMER 40,000: KILL TEAM

Pre-order: Now
Available: 03 Sep
£40, €50, 400dkr,
480skr, 440nkr, 200zl,
USA \$65, Can \$80,
AU \$110, NZ \$130,
¥9,200, 400rmb,
HK\$545, RM250,
SG\$95

The Warhammer 40,000 expansion Kill Team is back in this brilliant new boxed set. Assemble a 200-point Kill Team of your finest warriors and battle your friends in six new missions, where your wits and cunning will win the day. Every squad member is a vital asset to be utilised carefully, with Leaders and Specialists able to secure victory with a raft of unique abilities and powers.

Warhammer 40,000 Kill Team is not only a perfect change of pace for veterans of epic battles, it's a great place for newly-minted hobbyists to cut their teeth – and the potential to lavish painting and modelling attention (see Sprues and Glue on page 124!) on your Kill Team is huge. Within this boxed set you get 23 Citadel miniatures (A Space Marine Tactical Squad and a squad of Fire Warriors), a 32-page book containing the rules for constructing Kill Teams from the whole range of Warhammer 40,000 factions, six missions, guidelines for campaigns and tournaments, full rules and unique datasheets for the included miniatures, and a small-format softback copy of Warhammer 40,000: The Rules. Phew!



SEE PAGE 118 TO FIND OUT MORE



VOID SHIELD GENERATOR

Yes – it's back! First released as a limited edition resin set in 2014 that promptly sold out and remains, to this day, as rare as the Emperor's golfing handicap, the Void Shield Generator returns on September 10 as a multi-part plastic kit. Hurrah!

This towering piece of architecture for Warhammer 40,000 is a gothic delight – as we described it back in March 2014, a “brooding tower of pipes, cables and forgotten technology,” a riot of cogs, energy globes and even wired-in servitors. (We hope they've got a good pension plan.) It's a glorious centrepiece for a battlefield, and as befits such a glorious-looking model, requires a measure of modelling nous. It's quite a complex kit, and comes on seven sprues – a brilliant hobby challenge to put an afternoon aside for.

The Void Shield Generator goes on pre-order on September 3, and comes complete with rules for Warhammer 40,000.



VOID SHIELD GENERATOR

Pre-order: Now
Available: 10 Sep

£60, €85, 600dkr,
720skr, 660nkr, 300zl,
USA \$100, Can \$120,
AU \$170, NZ \$200,
¥13,800, 600rmb,
HK\$815, RM370,
SG\$145

Looks mighty impressive, doesn't it? It's exactly the same as the previous resin version of the kit – but in plastic! The rules for the Void Shield Generator can also be found in the Stronghold Assault book.

WHITE DWARF'S FAVOURITE SHIELDS

IN HONOUR OF THE VOID SHIELD GENERATOR... MORE SHIELDS!

SHIELD OF BAAL

Shield of Baal was a Warhammer 40,000 campaign set across two books (Leviathan and Exterminatus), released in late 2014. In it, Hive Fleet Leviathan invaded the Cryptus System, beyond which lies Baal, home world of the Blood Angels. What follows is a desperate war across several planets as the Blood Angels and some unlikely Necron allies try to halt Leviathan in its tracks. Did they succeed? Only just...



BLACKSHIELD

These mysterious Space Marines arrive at Deathwatch fortress-monasteries petitioning to join, but give no indication of their parent chapter. Are they atoning for some great sin?

SIGMARITE SHIELD

The first line of defence in Sigmar's strike back against Chaos in the Mortal Realms, the sigmarite shield is hefted by the mighty Stormcast Eternals Liberators. These tall tower shields offer protection from hackblade and wrath-hammer alike, and even the mighty axes of Khorne hefted by Bloodthirsters can be turned aside.



BATTLEFLEET GOTHIC ARMADA

SPACE MARINES

VIDEO
GAMES
NEWS

The Emperor's Space Marines are now available as a brand new playable faction for Tindalos Interactive's real-time strategy game *Battlefleet Gothic: Armada* for PC. Offering a totally new way to play the game, the Space Marine fleet is absolutely deadly at close quarters, with heavily armoured, highly manoeuvrable vessels. Soften up potential targets at a distance, before closing in and

decapitate enemy fleets with overwhelming boarding assaults via Thunderhawk Gunships!

With options for five Chapters (Ultramarines, Imperial Fists, Blood Angels, Dark Angels and Space Wolves), new skills and upgrades, and eight brand-new ships, including the colossal Battle Barge, the Space Marine fleet is a great addition to *Battlefleet Gothic: Armada*. Go to www.battlefleetgothic-armada.com for more info.

LEVIATHAN

Armada is not the only *Battlefleet Gothic* action from Tindalos Interactive this month, as *Battlefleet Gothic: Leviathan* is out this month for iOS. Recreating the events of the Shield of Baal campaign, *Battlefleet Gothic: Leviathan* is a faithful turn-based adaptation of the classic tabletop game, with options to play as the stoic Imperial Navy, the noble Blood Angels Space Marines, or the extragalactic menace of the Tyranids. With single-player campaigns and hot-seat multiplayer, *Battlefleet Gothic: Leviathan* is the perfect complement to *Battlefleet Gothic: Armada*!

LAND OF CHIVALRY

Creative Assembly, the team behind *Total War: Warhammer*, are currently working on developing Bretonnia as a new playable faction for their game of grand strategy. Right now, Bretonnia can already be found in the game as a non-playable opponent, but in the coming months Creative Assembly will release a host of new units, lords, and legendary characters to make Bretonnia fully playable in the Grand Campaign. What's more, they will be giving this to all existing and future players for free!



FREEBLADE

Freeblade, the mobile game by Pixel Toys which puts you in the Throne Mechanicum of an Imperial Knight, has recently received a major update to the game that allows Imperial Knights to clash in epic duels for honour and glory against other players commanding rival Freeblade Knights. Unlock unique wargear, or even the ability to take to the field of battle as a vile Imperial Knight Renegade!



MAN O' WAR

Evil Twin Artworks presents Man O' War: Corsair, an exciting game of epic naval combat upon the high seas of the Old World. Available on PC and currently in Early Access on Steam, you start with command of but a single vessel to explore the oceans, battle vile foes (from Skaven to sea monsters), trade vast fortunes, and build a fleet the likes of which the Warhammer world has never seen!



WEAPON OF THE MONTH

The Tyranids aren't short of revolting flesh-guns, but this issue's Weapon of the Month takes the gruesome bio-engineered biscuit: the Hive Crone's drool cannon is nothing less than the beast's mouthparts adapted into a caustic slime-spewing flamethrower. Once the Hive Crone has loosed its tentacleds and fulfilled its anti-air functions, ground troops everywhere are in danger of imminent reduction into meat-slurry.



THERE IS ONLY ETERNAL WAR

Available right now on Steam, Warhammer 40,000: Eternal Crusade is a massive multiplayer online shooter for PC. Join in a glorious persistent online battle for the world of Arkhona as part of one of four distinct factions. Dive into the front lines of the unceasing war and engage in glorious melee combat, or fire into the fray from the turret of a Predator battle tank, as you battle your foes with authentic Warhammer 40,000 weapons. With growing amounts of free content, from new maps and game modes to sub-factions and vehicles, to be added by Behaviour Interactive and Bandai Namco, there's never been a better time for fans of Warhammer 40,000 or PC shooters to get into Warhammer 40,000: Eternal Crusade. Check out www.eternalcrusade.com.

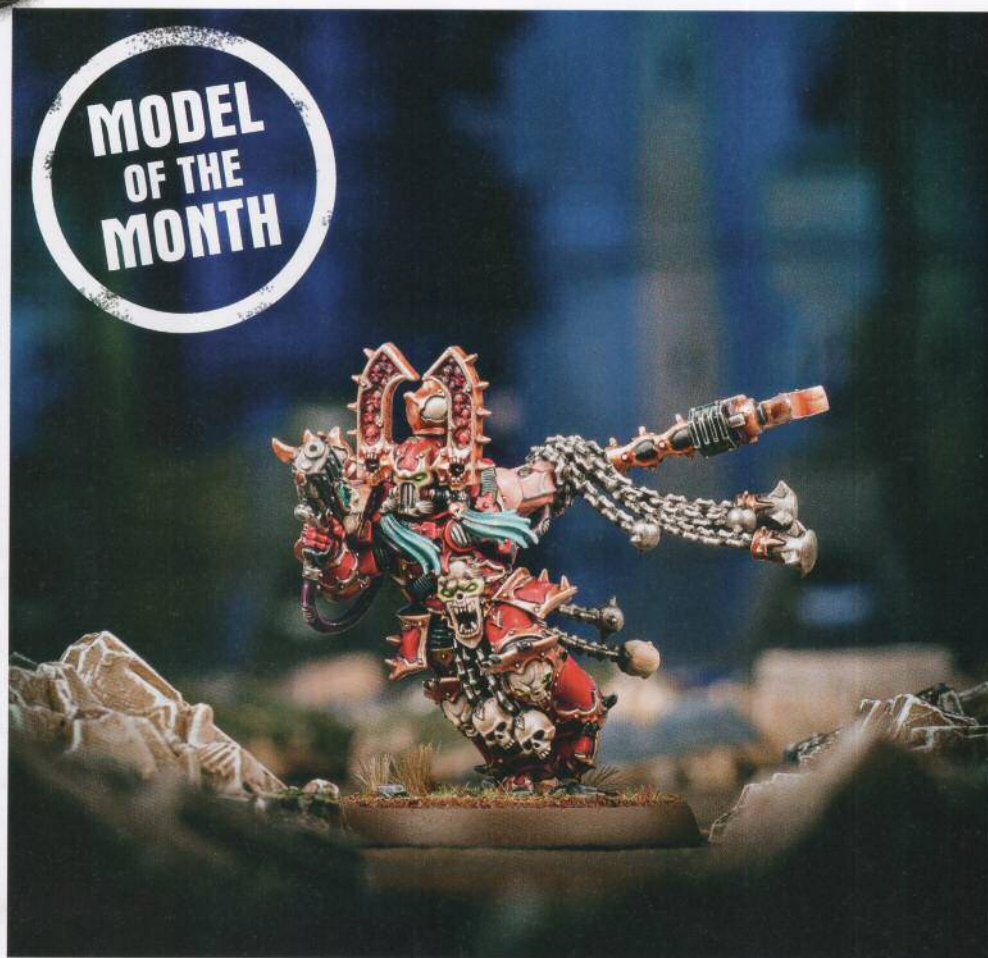


TALISMAN: THE HORUS HERESY

Talisman: The Horus Heresy, developed by Nomad Games, blends the classic board game action of Talisman with the epic tale of bloodshed and betrayal that is the Horus Heresy. Now, Nomad Games have expanded the game with the Istvan Campaign, adding six new warlords (Fulgrim, Perturabo, Lorgar, Garro, Saul Tarvitz and Ferrus Manus) each with their own unique Legion units, such as the Emperor's Children's peerless Phoenix Guard, and the indomitable Iron Circle battle-automata of the Iron Warriors. All this, and more content besides, is now available on PC via Steam, on mobile on Android and iOS.



MODEL
OF THE
MONTH



Behold Gorechild – a nasty axe indeed.



KHÂRN THE BETRAYER

Captain of the XII Legion. Equerry to the Primarch. Champion of Khorne. Betrayer.

Khârn the Betrayer is one of the most infamous Chaos Space Marines to ever have lived, earning a grim reputation for bloody-minded carnage above and beyond that of his parent Legion, the World Eaters. With the relic chainaxe Gorechild in one hand and an ancient plasma pistol in the other, Khârn has carved a path of red ruin from one end of the galaxy to the other, followed only by the most suicidally insane of the Blood God's worshippers. Indeed, the Betrayer is aptly named, as in his fury, Khârn is just as likely to turn on his allies as his foes, butchering any that cross his path for the eternal glory of the Blood God Khorne.

Khârn the Betrayer has been lovingly revamped in plastic, with a brand new rendition of the classic Jes Goodwin design. Posed as if in mid-charge, hurtling towards the foe (which is to say, anyone Khârn doesn't like the look of) with Gorechild held behind him as he surges into the next swirling melee, and clad in Chaos-warped power armour that evokes the style of the Chaos Chosen from Warhammer 40,000 Dark Vengeance, Khârn the Betrayer is a magnificent modern take on one of Warhammer 40,000's most beloved (or reviled) special characters.

What's more, Khârn also plays a pivotal role in the brand new Traitor's Hate supplement out this month, which you can find out about on page 12.

FIVE THINGS WE LOVE IN... SEPTEMBER

3 The Deathwatch are out now (see page 13) with a new Codex. Why not write to us at team@whitedwarf.co.uk and let us know how your Tyranids, Tau, Necrons and Eldar are getting on against them?

2 Due to the temporal vagaries of magazine production we're writing this in May, so we're hoping that the weather is one of the five things we love in September, but until Dan finishes work on his homemade time machine we'll just not know. Fingers crossed, eh? *Continued...*

KHÂRN THE BETRAYER

Pre-order: Now
Available: 10 Sep
£22, €29, 220dkr,
260skr, 240nkr, 110zl,
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AU \$60, NZ \$75,
¥5,100, 220rmb,
HK\$300, RM135,
SG\$55

TALES FROM THE BLACK LIBRARY

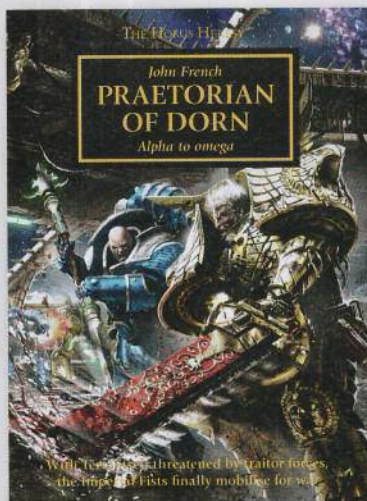
FEATURED BOOK

PRAETORIAN OF DORN

By John French | Hardback | 448 pages | Out Now

As the VII Legion stand sentinel over the Sol System, awaiting the coming invasion by the forces of the turncoat Warmaster, agents of the duplicitous Alpha Legion are *already* on Terra. And that's just for starters...

The latest entry in the Horus Heresy series is layers upon layers of my intrigue and mystery, as the Imperial Fists try to counter the schemes of their foes. Just when you think you've got a handle on this gripping novel, it'll blindside you once again.



FIVE QUESTIONS

JOHN FRENCH

John French is the author of *Praetorian of Dorn*, the latest entry in the Horus Heresy series, out now from Black Library. John's other work includes *The Crimson Fist*, *Tallarn: Executioner*, *Tallarn: Ironclad* and the *Ahriman* trilogy.



"There's lots of stuff that I'm sure people will want me to clarify, but I won't. I know one of the ones people will ask."

1. So, what's *Praetorian of Dorn* all about?

You have the Alpha Legion. In the Solar system. On Terra. I wanted a series of layers of revelation as you go along, that the Alpha Legion is doing something big. Yet it's as much about the Imperial Fists as it is the Alpha Legion. There's lots of stuff that I'm sure people would want me to clarify, but I won't. I know one of the ones people will ask.

2. Why did you gravitate towards the Imperial Fists?

I 'got' Rogal Dorn, and what drew me to Dorn was I got where he was coming from. For a writer, that's a pretty big draw. He and his Legion are interesting. I like the attitude of never breaking – not that they *cannot* break, but that they never accept they can.

3. Who was your favourite character?

Tricky one. It would be a bit pat to say Dorn, but the one I enjoyed writing most was Andromeda-17. She's a very interesting counterpoint to the Imperial Fists. She's knowing, snide, cynical and very insightful. Space Marines are incredibly intelligent, but they think in straight lines, especially Imperial Fists. I liked her because of the dynamic it gives to the situation.

4. What is your favourite Horus Heresy novel that you didn't write?

It's 50/50 between *The First Heretic* and *Legion*. It's difficult to choose.

5. One final question – John French, what are you afraid of?

If I'm being really honest, there's a little bit of my response in *Archamus*, which is failure.

THE BEAST ARISES: WATCHERS IN DEATH

By David Annandale | Hardback | 256 pages | Out Now

Reeling from the catastrophic failure to defeat the mighty Ork warlord, the Imperium has lost heroes without count and its military might lies in tatters before the power of the Beast and the forces of the Orks. More than brute force is needed – a subtle knife instead of the brute fist. Taking Space Marines from multiple Chapters and incorporating them into Kill Teams, the Imperium lays the foundations for the alien-hunting Deathwatch. But will it be enough to defeat the Beast?

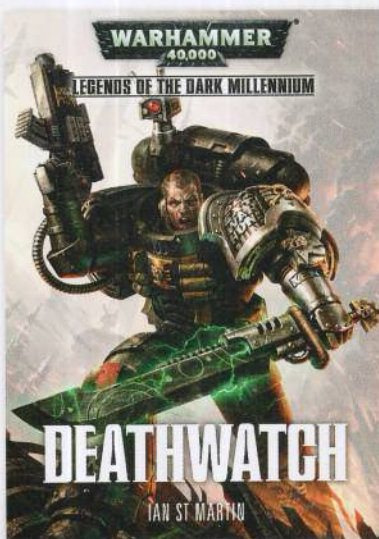
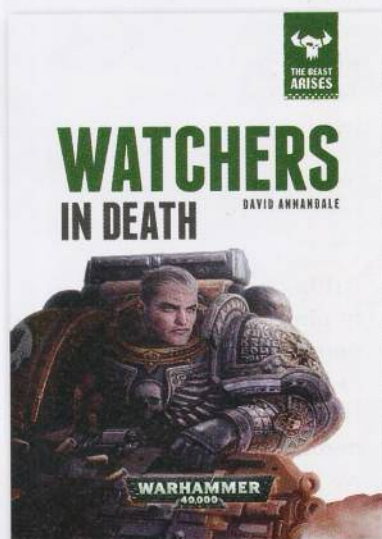
David Annandale returns once again to *The Beast Arises*, telling a spellbinding story that'll leave you itching to find out what happens next!

DEATHWATCH

By Ian St Martin | Hardback | 224 pages | Out Now

A resurgent threat collides with an ancient foe on the edge of the galaxy, spelling certain doom for the Kurbynola System, with the victor poised to spread their taint across the entirety of the Emperor's domain. With the fate of the Imperium in the balance, Watch Captain Artemis leads the Deathwatch into battle against untold billions of xenos, with the price of victory high, but not as costly as bitter defeat.

Ian St Martin weaves an action-packed tale of bloodshed and duty, as the Deathwatch Space Marines are thrust straight between the Orks of Octarius and the Tyranids of Hive Fleet Leviathan.





THE SLAUGHTER BEGINS

TRAITOR'S HATE

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HK\$410, RM185,
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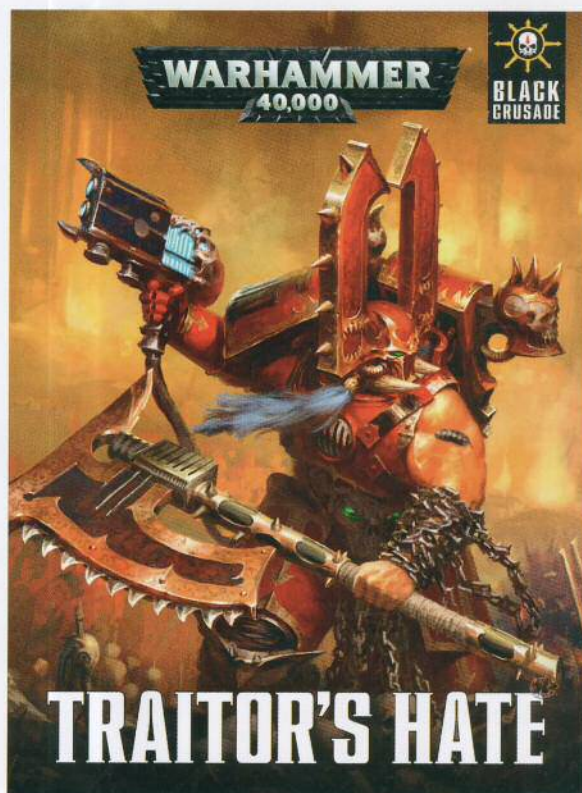
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¥1,800, 80rmb,
HK\$110, RM50,
SG\$20

At the heart of the Diamor System lies a weapon that could shake the very foundations of the galaxy. As Abaddon the Despoiler launches his 13th Black Crusade, the Chaos Space Marine Lord Xorphas embarks on a mission for the Despoiler to claim that very weapon. All that stands in his path are the Imperial defences, aided by the Adeptus Mechanicus and the Blood Angels. Will the malevolent Lord Xorphas and his armies of Crimson Slaughter and Black Legion Chaos Space Marines claim their prize, or will he suffer the fatal displeasure of Abaddon? And how does no less a figure than Kharn the Betrayer, mightiest of the World Eaters Legion, factor into this? You'll have to read it to find out!

Beyond the gorgeous full-colour art and gripping narrative of the battle for the Diamor System, Traitor's Hate also includes a whole host of new rules for Chaos Space Marines, from Renegade Knights and brand new psychic disciplines to a selection of formations and the Black Crusade detachment. In the Warmaster's name, let the galaxy burn!



HERETIC ASTARTES PSYCHIC POWER CARDS

Lend your Chaos Sorcerers the power of the Warp itself with the brand new Heretic Astartes Psychic Power Cards. With a quartet of new psychic disciplines (Sinistrum, Heretech, Ectomancy, Geomortis) Chaos Space Marines have a new weapon in their Long War against the Golden Throne.



TRAITOR'S HATE LIMITED EDITION

With six metal objective markers, a double-sided campaign poster, 29 Heretic Astartes Psychic Power cards, 36 Tactical Objective cards, and Traitor's Hate presented in a luxurious new format, the Traitor's Hate Limited Edition is a magnificent treasure for true acolytes of the Chaos Gods.



FIVE THINGS WE LOVE IN... SEPTEMBER

1 White Dwarf! As you'll know if you're reading this, we've relaunched. We want to know what you think of it, and what you want to see in it, so turn to page 22 to see how to contact us! Fun fact: making this new version of the mag took place while producing the last suite of weekly White Dwarfs. Which is why we all look so tired on the inside front cover.

MUNITORUM REPORT: KILL TEAMS

WHAT'S HOT AND WHAT'S NOT IN THE FACE OF SPECIALISTS

HIGH: THE LITTLE GUYS

Your humble foot troops suddenly become daring heroes. A single Fire Warrior can turn the tide of a Kill Team battle!

LOW: BIG HITTERS

It's a sad day for Super-heavy vehicles. Baneblades and Imperial Knights are rather too conspicuous for Kill Teams...

HIGH: CONVERSIONS

Kill Team offers loads of potential for converting your miniatures – you'll have loads of fun modelling your Specialists and Leader.

LOW: DITHERING

There's so much choice it's paralyzing! Every faction and race can join in Kill Team, and making your Kill Team itself is riddled with choice. Decisions, decisions!



IN STORES NOW

Most that you have seen thus far is coming soon, but there's a host of wonderful new things available right now from Games Workshop. The alien-hunting Deathwatch have been deployed, and Eldrad Ulthran has set in motion events with far-reaching consequences...



DEATHWATCH WATCH MASTER

If the Deathwatch are the elite of the elite, those that lead them can be counted amongst the finest warriors in the Emperor's service, exemplary commanders who have earned their position through decades of gruelling service. The veteran hobbyists among you may recognise the Watch Master's combination of spear and boltgun, known as a guardian spear. Yes, one of the guardian spears, the same weapons wielded by the Emperor's personal bodyguard, the Adeptus Custodes. That is the measure of trust afforded to those who serve as the ultimate guardians of Mankind against the multitudes of alien filth.

DEATHWATCH WATCH MASTER

Available: Now

£15, €20, 150dkr,
180skr, 170nkr, 75zl,
USA \$25, Can \$30,
AU \$30, NZ \$40,
¥3,000, 150rmb,
HK\$205, RM95,
SG\$35

Mirroring the auspicator lenses atop Deathwatch Veteran backpacks, the Watch Master's servo-skull (1) fulfils that same function with grim ostentation.

The clavis (2) is both a symbol of office and powerful tool, able to unlock any door and control any Imperial machinery constructed.

The stern countenance of the Watch Master (3) recalls one of the bare heads of the Sternguard kit, albeit with a few more centuries of combat experience.



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DEATHWATCH WATCH CAPTAIN IN TERMINATOR ARMOUR

The field commanders of the Deathwatch, Watch Captains lead the Kill Teams under them in the most critical of missions. The Deathwatch Watch Captain in Terminator Armour, like many of the Deathwatch kits you can see on page 20, is made by combining an existing Space Marine miniature with the new Deathwatch upgrade sprue – both included in the set – allowing you to furnish the model with a Deathwatch shoulder pad and icon, and providing you with a ton of spares to use on your other Space Marine kits.

DEATHWATCH WATCH CAPTAIN IN TERMINATOR ARMOUR

Available: Now

£15, €20, 150dkr,
180skr, 170nkr, 75zl,
USA \$25, Can \$30,
AU \$40, NZ \$45,
¥3,000, 150rmb,
HK\$205, RM95,
SG\$35

This Deathwatch shoulder pad (1) is from the Deathwatch upgrade sprue. For more on this, see Sprues and Glue on page 124.

Deathwatch members ritually repaint their armour bar a single shoulder pad (2), in deference to their own history and to honour the machine-spirits of their armour.

The Watch Captain's blade (3) is engraved with a single word – a word that can spell the doom of whole worlds.



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DEATHWATCH KILL TEAM

Available: Now

£22, €29, 220dkr,
260skr, 240nkr, 110zl,
USA \$35, Can \$43,
AU \$60, NZ \$75,
¥5,100, 220rmb,
HK\$300, RM135,
SG\$55

DEATHWATCH KILL TEAM

It says something about the Deathwatch that the core of their forces are the hardened veterans of countless battlefields, the cream of all the Space Marine Chapters. Clad in the finest power armour available, the vaunted Mk. VIII 'Errant' armour, and armed with the deadliest weapons in the armouries of the Imperium, the Deathwatch Kill Teams form the thin black line that stands between Mankind and extinction.

The Deathwatch Kill Team set contains five Deathwatch Veterans and enough weapons to ensure no two are armed similarly, all the better to counter the myriad xenos hazards they face. Each battle-brother is equipped to make the best use of their skills and experience, so those who favour heavy weaponry carry Deathwatch frag cannons or Infernus heavy bolters, whilst those who prefer close-quarters fighting make use of heavy thunder hammers and Deathwatch shotguns. No matter how you arm them, there's little that can stay the wrath of the Deathwatch.

Fitted with flash and audio suppressors, the Stalker pattern bolter (1) is a cunning hybrid of sniper rifle and boltgun. Xenos beware, however, as it still can alternate ammunition types like the standard artifex pattern bolters the Deathwatch will typically use.

From the aptly-named Wyrm'sbreath shells to the infantry-shredding Cryptoclearer rounds, Deathwatch shotguns (2) can load a variety of ammunition types suitable for the savage, close-quarter violence of space hulks and Imperial undercities.

The box includes a whopping 17 sculpted shoulder pads for the Chapters who typically send battle-brothers to undertake the Long Vigil. From Howling Griffons (3) to Space Wolves (4) and Novamarines (5), each battle-brother in your watch force can hail from a different Chapter.



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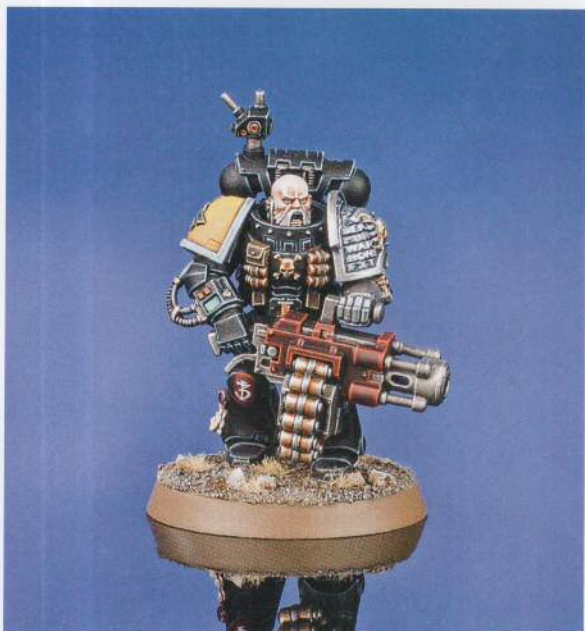
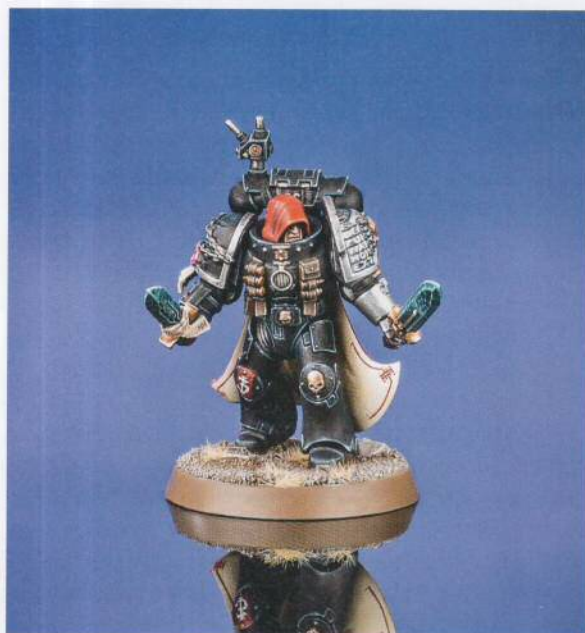
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CORVUS BLACKSTAR

One of the most advanced flyers in the armouries of the Imperium, the Corvus Blackstar is used exclusively by the Deathwatch as a transport and gunship for its Kill Teams. A subtle knife to the enemy's heart in comparison to the crushing fists to the foe's face of other Adeptus Astartes aircraft, the Corvus Blackstar is perfect for slipping past enemy aerial defences unnoticed to unload its cargo of battle-brothers, but it's far more than a mere transport. Armed with twin-linked assault cannons that can chew through greenskin hordes or twin-linked lascannons that can fell even the hardest of Tyranid bio-monstrosities, to say nothing of the Blackstar rocket launchers and stormstrike missiles it can carry, a single Corvus Blackstar is more than capable of achieving air superiority over Deathwatch operations, no matter what aerial abominations the enemy may have. The Corvus Blackstar's lethality can be boosted even further by adding hurricane bolters, and you can increase its battlefield utility with the addition of an auspex array to pick off ground targets with almost unseemly ease. What's more, the Corvus Blackstar is a potent asset in games of Stormcloud Attack, should you wish to purge the war-torn skies of the alien in that outstanding game of aerial warfare – and we've even printed the rules for you on page 66.



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CORVUS BLACKSTAR

Available: Now

£40, €52, 400dkr,
480skr, 440nkr, 200zl,
USA \$65, Can \$80,
AU \$110, NZ \$130,
¥9,200, 400rmb,
HK\$545, RM250,
SG\$95

The Corvus Blackstar can be equipped with infernum halo launchers (1), in case enemy flyers are foolish enough to try and engage you.

The Blackstar cluster launcher (2) lets you unleash a storm of munitions to the rear of the craft.

The Corvus Blackstar typically mounts a quartet of single-shot stormstrike missiles (3). Just one is more than able to lay low any xenos aircraft or monstrous flying beast.

The symbol of the Deathwatch carries throughout the range, with the design used on the upper hull (4).

Entrance hatches are mounted to the front of the vehicle (5), allowing Kill Teams to disembark into the thick of the fray.





DEATH MASQUE

Available: Now

£95, €125, 950dkr,
1,140skr, 1,050nkr,
475zl, USA \$150,
Can \$180, AU \$265,
NZ \$315, ¥21,900,
950rmb, HK\$1,290,
RM590, SG\$230

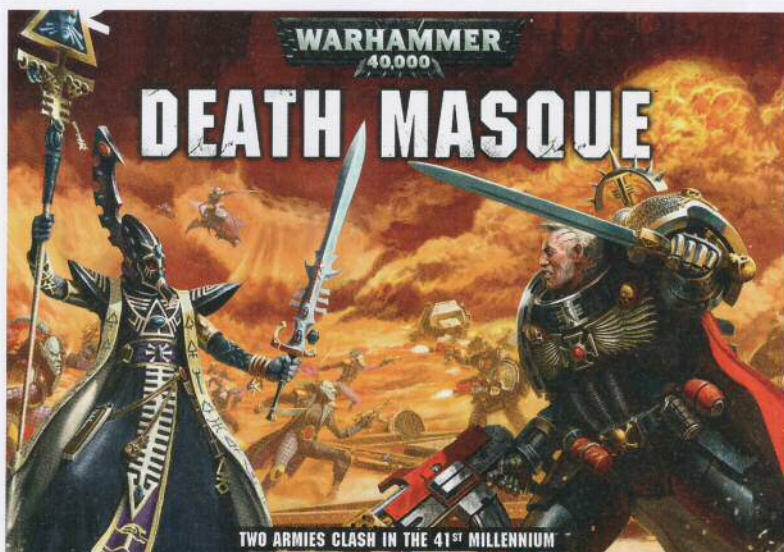
DEATH MASQUE

Upon the backwater moon of Coheria, a band of Eldar led by their dying race's foremost seer seek to undertake a forbidden ritual that could change the very fate of the galaxy itself. Opposed to this alien witchery is Watch Force Artemis, who seek to stop the xenos psyker with bolt and blade.

So the stage is set for Death Masque, the latest campaign boxed set for Warhammer 40,000. Nestled inside is a 40-page campaign

supplement, detailing the exciting conflict upon Coheria between the Deathwatch and Eldrad Ulthran's Coherian Host, with a trio of missions to re-enact the events of Eldrad's desperate gamble, two exclusive formations to represent the unique forces within, and full rules for all 29 models that come in the box.

Death Masque comes with two great armies, either of which would be a perfect springboard for starting a new force of Deathwatch or Harlequins, or would serve equally well as allies to existing Imperial or Eldar (Craftworld or Dark) armies in your collection. Beyond the five Deathwatch Veterans, five Vanguard Veterans, Venerable Dreadnought, 12 Harlequin Players, Death Jester, Voidweaver and two Skyweavers you get in the box, you also get a pair of fantastic models you can't get anywhere else – Watch Captain Artemis and a brand-new plastic Eldrad Ulthran. As if that's not enough, Death Masque also includes an exclusive, softback edition of Warhammer 40,000: The Rules with Artemis on the cover. If you're eager to try out the Deathwatch or have a hankering to start a Harlequin Masque, Death Masque is a great place to start. Most of all, though, you're going to want to find out just what Eldrad's up to...





Battle-brother (or should we say, Watch Captain) Artemis is back, in glorious 28mm form (1). Hobbyists of a certain age may recall the first Artemis model was the original Deathwatch Space Marine created by Games Workshop, used as an example of the then brand-new Chapter in the classic game Inquisitor.

Not only does the bolter component of Artemis's combi-weapon use specialist ammo, its flamer component uses toxic alchemical fire, the fuel for which is stored in his backpack (2)!

The years have not been kind to Artemis, losing his right arm fighting the Tyranids (3).

Eldrad can be built wielding his witchblade, or with hand outstretched as if working some great feat of psychic sorcery (4).

If you opt to build him without his witchblade, Eldrad comes with a sheathed version to wear on his back (5).

Eldrad's Ghosthelm (6) is of exquisite design, mirroring his Armour of the Last Runes.



1

2

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KILL TEAM CASSIUS

Available: Now

£40, €52, 400dkr,
480skr, 440nkr, 200zl,
USA \$65, Can \$80,
AU \$110, NZ \$130,
¥9,200, 400rmb,
HK\$545, RM250,
SG\$95

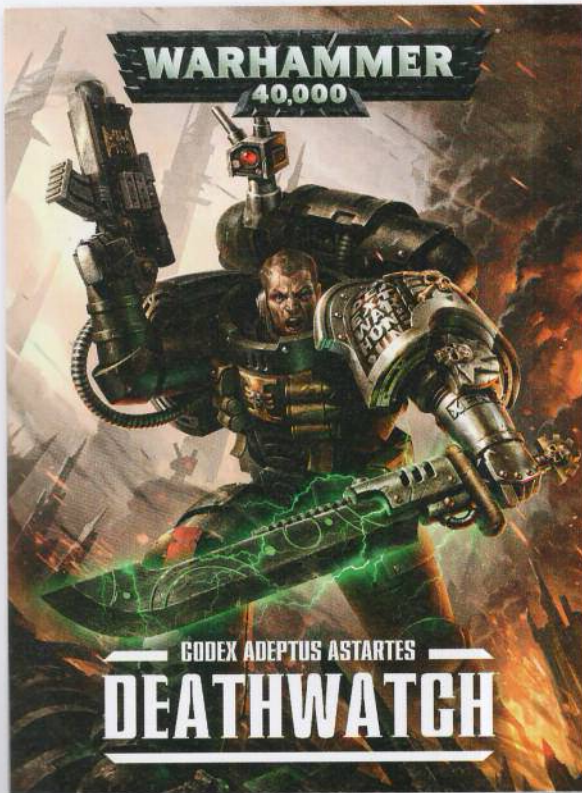
From the artisan weapons of Garran Branatar to the extensive bionics of Ennox Sorlock and the angelic accoutrements of Antor Delassio, each member of Squad Cassius is a unique model embodying their original Chapter and their own particular role in Kill Team Cassius.

KILL TEAM CASSIUS

The noble heroes of Kill Team Cassius, who faced off against the Ghosar Quintus Broodkin in the Deathwatch Overkill game, are now available in their own boxed set. Each of the 10 noble battle-brothers under Chaplain Cassius's command are here, from the hot-blooded Drenn Redblade of the Space Wolves to the taciturn Edryc Setorax of the Raven Guard.

Any single one of these models would be a fine fit for a Deathwatch Kill Team as an exemplar of their parent Chapter, and the whole Kill Team united under Cassius is a potent force on the battlefields of the 41st Millennium, especially when used in concert with the other Deathwatch units and vehicles now available. And for those of you who love painting, Kill Team Cassius is sure to put your brush skills to the test.





CODEX: DEATHWATCH

Contained within this mighty tome are the secrets of this truly unique Space Marine Chapter. Founded for the sole purpose of destroying the alien wherever it may rear its vile visage, the Deathwatch recruit only the best of the Space Marines, donning the black and silver to serve in its hallowed ranks as part of the Long Vigil. Equipped with the finest arms and armour Mankind can provide, they stand ready to defend the Imperium from xenos threats at any moment.

Inside the Codex's 112 pages you'll find an army list for all the units that make up the Deathwatch, and a whole host of formations that let you make use of a variety of Kill Teams to wage your own war against the alien. They may be forever outnumbered, but with unique Mission Tactics, the best weapons the Imperium can offer and a cunning watch commander (that is to say, you, dear reader, *you*), there's no obstacle the Deathwatch cannot overcome and no xenos menace they cannot eradicate. And, remember, suffer not the alien to live!

SEE THE DESIGNERS' NOTES ON PAGE 134!

CODEX: DEATHWATCH

Available: Now

£30, €39, 300dkr, 380skr, 380nkr, 150zl, USA \$50, Can \$60, AU \$83, NZ \$98, ¥6,800, 300rmb, HK\$410, RM185, SG\$70

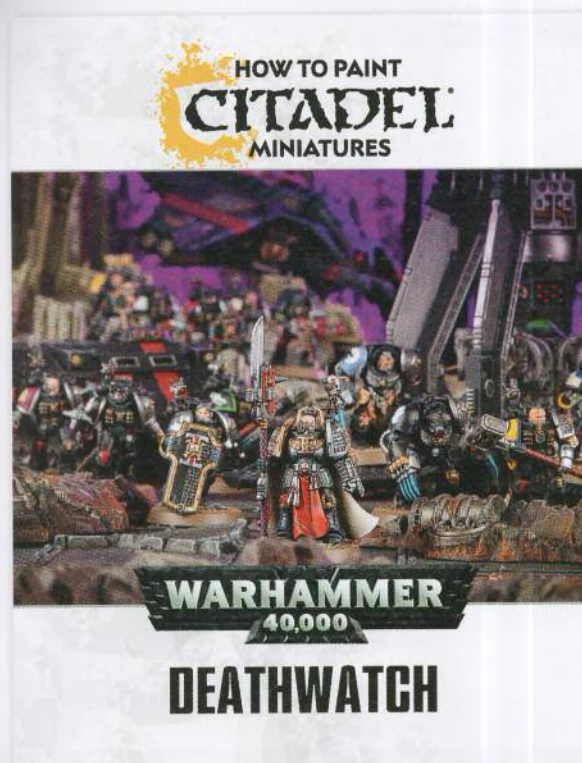
DATA CARDS: DEATHWATCH

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DATA CARDS: DEATHWATCH

To the Deathwatch, the mission is everything, so keep that at the forefront of your mind in every game you play with the Deathwatch Datacards. Containing all five Mission Tactics on large cards, and 48 Tactical Objectives cards (including the 18 entirely unique Deathwatch Tactical Objectives) you'll be sure to have the edge over your hated xenos opponents.



HOW TO PAINT: DEATHWATCH

The latest addition to the fantastic How To Paint Citadel Miniatures range, How To Paint: Deathwatch is more than just a great primer for those eager to get their Kill Teams off their painting desk and onto the battlefield. Not only does this perfectly formed 32-page guide have all the tips for painting the gleaming silver and polished black power armour of the Deathwatch, but it also includes stage-by-stage guides for the Chapter colours of a whole host of Space Marine Chapters, from Blood Angels and Space Wolves to Dark Angels and Iron Hands, and a whole host of others. Oddly enough, the ones featured are those whose sculpted shoulder pads appear in the Deathwatch Kill Team boxed set...

What's more, How To Paint: Deathwatch includes a raft of information on painting techniques, so if you've never picked up a paint brush before, or perhaps want to improve your painting skills to make your models look their best, How To Paint: Deathwatch is an essential guide.

CHECK OUT SPRUES AND GLUE ON PAGE 124!

HOW TO PAINT: DEATHWATCH

Available: Now

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ADEPTUS



ASTARTES

DEATHWATCH

They are humanity's greatest defence against the alien horrors of the 41st millennium. Taken from Space Marine Chapters across the Imperium, every one is a hero, bound by ancient oaths, and equipped with the very finest weapons in mankind's arsenal.

Many kits include extra parts allowing you to add Deathwatch iconography to other units in your collection, making it easy for you to assemble a full Watch Company of elite alien-hunting specialists.



**DEATHWATCH
CORVUS BLACKSTAR**



DEATHWATCH KILL TEAM



DEATHWATCH WATCH MASTER

ASSEMBLE YOUR KILL TEAM TODAY

“SUFFER NOT THE ALIEN TO LIVE!” — WATCH CAPTAIN ARTEMIS



DEATHWATCH VENERABLE DREADNOUGHT

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CAN \$60, AU \$80, NZ \$90, ¥6,800, 300 RMB,
HK\$410, RM185, SG\$70



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DEATHWATCH KILL TEAM CASSIUS

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HK\$545, RM250, SG\$95



DEATHWATCH TERMINATORS

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CAN \$60, AU \$80, NZ \$90, ¥6,800, 300 RMB,
HK\$410, RM185, SG\$70



DEATHWATCH VANGUARD VETERANS

£28, €37, 280dkr, 310nkr, 340skr, 140zł, US \$45,
CAN \$55, AU \$75, NZ \$85, ¥6,400, 280 RMB,
HK\$380, RM175, SG\$65



DEATHWATCH WATCH CAPTAIN

£15, €20, 150dkr, 170nkr, 180skr, 75zł, US \$25,
CAN \$30, AU \$40, NZ \$45, ¥3,000, 150 RMB,
HK\$205, RM95, SG\$35



DEATHWATCH LAND RAIDER

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CAN \$95, AU \$120, NZ \$140, ¥10,000, 480 RMB,
HK\$655, RM300, SG\$115



DEATHWATCH TRANSPORT

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HK\$340, RM155, SG\$60



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HK\$205, RM95, SG\$35



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CONTACT

Where you get to have your say... send us your letters and pictures and we'll print the best ones we get!



By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

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WHY I PLAY

To me Warhammer 40,000 is not just about collecting miniatures and playing games, it's about having fun with like-minded people! Swapping painting and modelling tips, creating army lists with strategy and narrative woven in, and creating a war story on the tabletop that you're still talking about long after your models have been packed away. I have made a lot of good friends playing Warhammer 40,000, and while it might be set in the grim darkness of the far future, that doesn't mean it can't be fun! Sean Cross, Essex

Quite so, Sean! We always measure games in the White Dwarf bunker by a simple yardstick – did we have fun, and did we get some cool war stories to reminisce over?

PAINT MISBEHAVIN'

Hello White Dwarf! When I heard you were going back to a monthly format I was really excited, as a bigger magazine means more content. But please, please, please don't lose what you've created with Paint Splatter. Your guides are really straightforward and easy to use and have helped me loads with my own painting. I hope the extra space in the bigger mag will allow you to use more space to show us how to properly edge highlight, drybrush and so on. Toby Hought, Devon

Okay, Toby! We've kicked things off this issue with a potted guide to the Citadel Painting System over on page 128.

PHOTO FINISH

I'm a huge fan and have been buying White Dwarf since issue 175. I'd like to get the gushy fanboy stuff out of the way first: I love my weekly fix of White Dwarf with its free rules, missions, Paint Splatter guides and the occasional free model on the cover (more of that please!). Keep up the great work!

Now for the real reason I'm writing to you: I absolutely adore the photography in White Dwarf. It's the unsung hero of the magazine. We're all so busy drooling over the latest models and 'Eavy Metal paint jobs that I feel we sometimes forget to appreciate the effort that goes into capturing the models as little miniature works of art. So, I was wondering if you could give me some advice on how to recreate the atmospheric pictures you produce week in and week out. Do you use dry ice or a smoke machine for the fog in some of the pictures and how do you light the background a different colour like green and still have the miniature perfectly lit? Any chance of a behind the scenes picture of a typical set up?

Inspired, I've attached one of my photographs of a Carnifex charging a Death Company Furioso Dreadnought. I hope you like it!

Gareth Etherington, London



Thanks for the kind words and the picture, Gareth – and excellent work as always on your Tale of Painters blog! We're all big fans of it here in the bunker. Hopefully you're going to like our latest relaunch as a monthly magazine as much as you did the weekly version of White Dwarf. As for photography, Erik and Martyn jealously keep their secrets to themselves, and when questioned, exclaimed with a robe-swinging flourish that forbidden sorcery is used to capture images of the Citadel miniatures you see in the magazine. One denial of an 11am tea break later, though, and they made a handy-dandy guide to photographing miniatures for us mere mortals to use. You can find it here: www.blacklibrary.com/white-dwarf/downloads

AS SIMPLE AS IT NEEDS TO BE

I wanted to write in and tell you about my recent return to the hobby, due in large part to Games Workshop's new approach to their fan base (and, admittedly, my addiction to smiting heretics).

Frankly I'm thrilled to see the company interacting with us so much. We asked for Blood Bowl, and now it's coming back! We asked for a points system in Age of Sigmar, and now we've got one!

You've even asked for our opinions on FAQs – an incredibly bold and brave task (we can be an... opinionated bunch) but I'm sure this will bring you closer to the people that adore your games, and hopefully help to wrinkle out the more unbalanced aspects of the games.

In the spirit of listening, I would like to suggest one thing to your rules team – keep it simple! You showed with Age of Sigmar (and your brilliant Lord of the Rings game) that you can make epic games with small rules sets. If only the Warhammer 40,000 system were as simple, I think you would not only make it more accessible, but also quicker to play. I hope you keep going in this direction, and thanks again for working so hard to make the games we love!

Steve Venezia, London

Thanks, Steve! Our aim is to provide levels of play for all abilities and tastes, from beginners to hoary veterans and everyone in-between. Only time will tell if we get that right, so please keep us posted as to how we're doing!

FROM ONE DWARF TO ANOTHER

It's been a while since I was at White Dwarf, but a Longbeard never forgets. This magazine has played a huge role in my life, so it's jolly exciting to see it entering another chapter in its long and illustrious history.

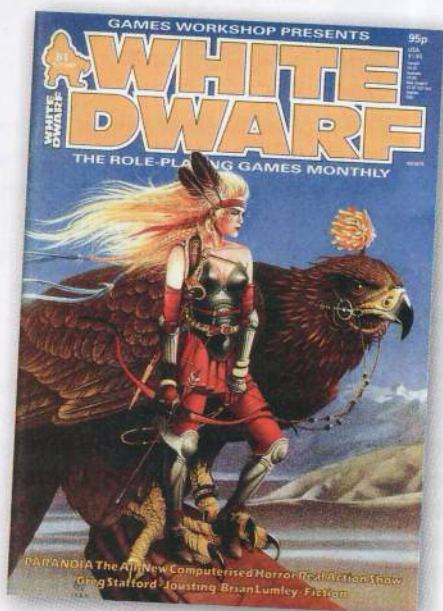
I remember my very first issue. 'Twas #81 in old money, way back in September 1986 (cue shimmering flashback effect). The cover displayed what I can only describe as a rock chick with a giant pet eagle. Little did I suspect that one day I would edit this fine organ myself, or that I'd still be playing the same games some 30 years later.

I've shaved off my white beard, put away my journalist's notepad and make my gruel writing Black Library novels nowadays. In that, I'm one of the most privileged fellows I know. I've been into the hobby since 1984, starting with the very first edition of Warhammer. Although I've played RPGs, historical wargames and boardgames, Warhammer remains my true dicing love. Lately Age of Sigmar's streamlined rules have hooked me even deeper, and I've been madly painting orruks to rampage through the Mortal Realms. I dig my greenskins. A lot.

Thanks, GW, and to you Mr. Dwarf. Here's to another 30 years of brilliant hobbying. Waaagh!

Guy Haley, Hebden Bridge

How wonderful to hear from another of Grombrindal's emissaries on this plane of existence – the old Dwarf (now a duardin, of course) continues to thrive and we think this latest incarnation of his august organ is a hugely exciting one. Fingers crossed you will agree, Mr. Haley! Can we see some pics of your orruks?



POINT TAKEN

Hey Grombrindal and crew – why-oh-why have you decided to put points into Warhammer Age of Sigmar? Games Workshop had done something really bold when you released the game, and unshackled it from the weird restrictions that points values put players under. It's such good fun to just pick a great battleplan, have a chat with your opponents about what will make for a good game, put your favourite toy soldiers on the table, start rolling dice and have loads of fun! It felt like people were just beginning to engage with this way of playing (which was always how us old gits used to play in the early days of your games anyway! Rogue Trader didn't have points values for ages) and now you're going backwards. I really hope the 'open play' way of having games survives.

Harry Jones, Bucks

Blimey, some strong feelings there, Harry. So: we say, please don't worry! By offering different ways to play we're hoping everyone, no matter their preference for the kind of game they want, will engage with Warhammer Age of Sigmar. And as long as there's passionate people like yourselves flying the flag for open play, it will remain a vital component. See the letter to the right for more on this subject.

TOP TOPICS!

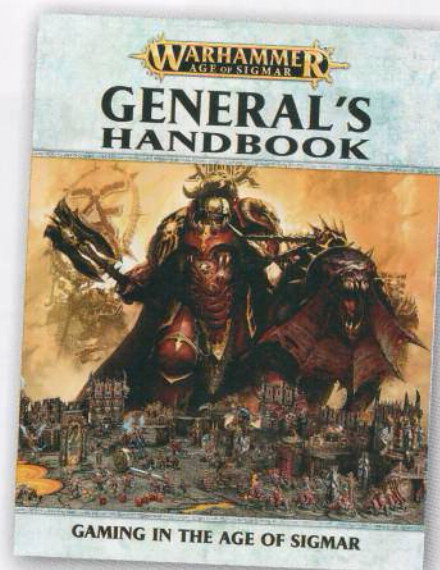
Readers! White Dwarf wants your letters, so to start you off here's some topics we want to hear from you on...

Painting guides: what's useful?

Battle reports: what do you want to see in them?

The Ultimate Guide: what do you want explored?

The Emperor: is he dead or alive?



NEW WAYS TO PLAY

With all the buzz surrounding Age of Sigmar we thought we would put into words (rather than our usual medium of a podcast!) about how we've been enjoying the game. Through the Black Library stories and Realmgate Wars tomes, we have played many scenarios based on the story of Sigmar's crusade to reclaim the Realmgates. These scenarios have really been key to our own enjoyment of the game. The variation of tactical challenges and the 'look' of our battlefields have made playing in the Mortal Realms a great experience in our own club and 'house play'. Our terrain collection has certainly grown as a result!

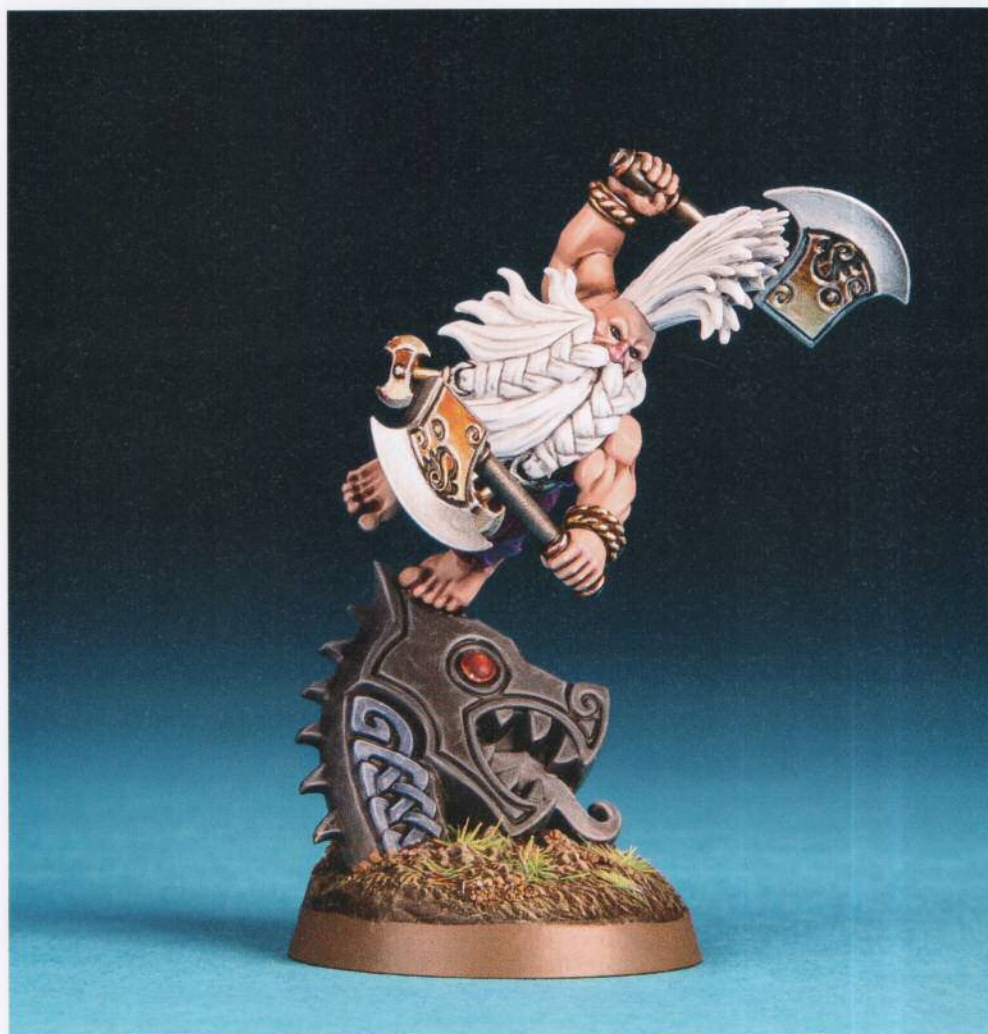
As many readers will know we were honoured to be asked to work on The General's Handbook, which we feel is an exciting addition to the ways of playing the game. As avid tournament/event attendees (and indeed Event Organisers), the Matched Play section is obviously exciting for us as gamers, both for events and for playing new people, or when we just want a quick game with less preparation time available for our usual narrative/open style of play. And as regular listeners to the podcast will know, we are very excited about all the possibilities Age of Sigmar opens in terms of both hobby projects and gaming options, and we look forward to seeing what the ongoing story is going to bring!

Dan Heelan and Wayne Kemp, The HeelanHammer Podcast

With the release of The General's Handbook, Warhammer Age of Sigmar caters for all styles of play – many thanks to you both for helping us develop it! And of course, narrative play and matched play don't have to be mutually exclusive affairs; it's possible to engage fully with the storytelling aspects of the game with a competitive mindset, after all. And it's great to hear you're enjoying all the facets of Warhammer Age of Sigmar – watch this space, as there's loads more to come!

THE WHITE DWARF

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. In this issue, Grombrindal, the White Dwarf himself, returns to the Mortal Realms, this time as a repentant Unforged warrior.



- 1 Grombrindal, the White Dwarf, in all his axe-wielding glory. The model Aidan used for Grombrindal is the Unforged model, a Dispossessed duardin warrior.
- 2 Grombrindal's lustrous white beard. Note his shaved head and ruby-red nose.
- 3 Purple pantaloons, a regal colour for a king among the Duardin.
- 4 The White Dwarf's bulging muscles show he's pretty handy in a fight.

Grombrindal is amongst the most famous names from the worlds of Warhammer. Yet since the destruction of the world-that-was and the birth of the Mortal Realms, he has been suspiciously absent. Until now, that is! To celebrate the relaunch of White Dwarf magazine, Aidan Daly – Dwarf-friend and 'Eavy Metal painter extraordinaire – has painted this rendition of Grombrindal. Here's how he went about painting our namesake.

"The White Dwarf is so-named because of his mighty white beard," says Aidan, "so I knew that would be one of the focal points of the model. I painted his beard with a smooth basecoat of Ulthuan Grey, which I shaded with a thinned

down, very controlled wash of Eshin Grey mixed with Lahmian Medium in the recesses. It's worth being neat with your shading, especially when painting over light colours, as it will save you time in the long run and ensure you don't have to re-basecoat the area. I then highlighted his hair with several thin layers of White Scar.

"For Grombrindal's ruddy skin I used Cadian Fleshtone as the mid-tone, then shaded down with Reikland Fleshshade and Druchii Violet before highlighting up with Screaming Skull mixed into the Cadian Fleshtone, which helps give the skin a warm tone. A little Screamer Pink added to the mix helped pick out his nose, elbows and the knuckles on his fingers."

'EAVY METAL SPOTLIGHT



1



AIDAN DALY

Aidan is one of the renowned 'Eavy Metal team. The miniature's he's painted over the years are a work of beauty. When he's not at his desk painting, he can be found in the kitchen making large cups of strong tea.

Like all members of the 'Eavy Metal team, Aidan is a prolific painter, his work appearing in countless Codexes and rulebooks and on the covers of many of the boxes you see in our stores.

One of Aidan's latest projects was the Kurnoth Hunters from the Sylvaneth range, a trio of tree-spirits that are the embodiment of Kurnoth's wrath. "We wanted to make the Kurnoth Hunters look both natural and magical," says Aidan. "They need to be recognisable as tree-kin, but not actually trees. Actually, the models break down quite nicely into bark, leaves, branches and heartwood, which almost equate to armour, icons, hair and skin on a regular human model. So I painted their bark nice and dark, with their fleshy heartwood a pale, almost bone colour. Their branches are a similar yellow tone, while the green leaves work harmoniously with the rest of the colour scheme.

"To help emphasise the magic that flows through them I painted their bows, eyes, arrows and lamentiri stones an icy blue, with an ethereal glow surrounding them. The colour draws the eye to those parts of the miniature and contrasts well with the more natural colours of the Hunters." 🦋



2



3

1 Kurnoth Hunters, painted by Aidan for the recent Sylvaneth release.

2 It ain't easy being green. Aidan used a wide range of greens, browns and yellows to bring the Kurnoth Hunters to life, painting the lichen on their backs a different colour to their leaves to help emphasise the different textures between them.

3 Aidan painted the Quiverlings a different colour to the Kurnoth Hunters to show they're a different type of forest creature. He made sure to paint them in dark, unobtrusive colours, though, so they wouldn't draw the eye too much and steal the limelight from the Kurnoth Hunters.

It is a tale older than the Mortal Realms themselves, a tale of fearsome generals tasked by powers beyond their ken with forging mighty armies and doing battle for the amusement of thirsting gods. Gather round, dear readers, and we shall tell you a tale of four warlords...

One question that has puzzled the White Dwarf team is why there are always four warlords. From the first incarnation to the present day, there have always been a quartet of participants. Theories abound, from each warlord representing a Chaos God in their eternal Great Game, to the notion that the White Dwarf team of yesteryear were potent Farseers and predicted the four Grand Alliances all those years ago. The truth, it seems, will remain a mystery.

With this shining new era of White Dwarf, what better way to kick things off than a modern spin on a White Dwarf classic? A Tale of Four Warlords is an oft-requested feature whose legend has endured across Games Workshop stores and internet communities as the golden standard of hobby challenges. Readers of a certain age may be familiar with it, but if you are not, the concept is simple enough. Four hobbyists are tasked with collecting and painting an army over the course of six months, before culminating in a glorious no-holds-barred battle between their freshly-painted legions to see who will be the first among warlords.

Of course, there has to be rules, and each month the four are given a new task they must complete. To keep things slightly fair and on the level for this incarnation of A Tale of Four Warlords, we have given our warlords set challenges each

month. To start with, each warlord must choose a Grand Alliance to represent, nailing their colours to the masts of Order, Chaos, Destruction or Death. From there, each picks a faction within the Grand Alliances, giving themselves a distinct force. Lastly, each warlord was given the choice of one of the Start Collecting! boxes, which had to be built and painted by the end of the first month, or they would face the scorn and mockery of their fellows.

That is merely their first challenge. Our four warlords will have to complete a unit of infantry or cavalry in the second month, a monster in the third, a mighty hero in the fourth, then they will be given the luxury of adding whatever they can get painted inside the penultimate month. Finally, there is the Grand Finale, the details of which are a closely guarded secret. So with that all in mind, let us begin a Tale of Four Warlords!

A CLASSIC RETURNS!

This isn't the first time that *A Tale of Four Warlords* has graced the pages of *White Dwarf*. The grizzled veterans among you may remember the original series – *A Tale of Four Gamers* – which appeared in the pages of *White Dwarf* way back in 1997 and featured four eager hobbyists as they went about collecting a new army.

Every month they would add new models to their collection, paint them to a tight deadline (who needs sleep, eh?) and play games with them, all the while offering moral support and the occasional good-natured ribbing to each other. After six months they all had sizeable, well-painted armies, and what better way to celebrate their achievements than with a massive four-player game (and maybe a pint in Bugman's Bar).

A Tale of Four Gamers has appeared in the pages of White Dwarf three more times since that first encounter – for Warhammer in 2004, Warhammer 40,000 in 2008 and *The Lord of the Rings* in 2012. But never for Warhammer Age of Sigmar. Until now, that is!

[illegible]

Top: In 1997, *A Tale of Four Gamers* graced the pages of *White Dwarf* for the first time. The four participants each had £50 to spend on their armies in the first month, though one of the group (who shall remain anonymous) did insist on spending some of his budget on a bacon baguette...

The four armies in the first A Tale of Four Gamers were Skaven, Bretonnians, Beastmen and Wood Elves.

[illegible]

Bottom: In 2008, A Tale of Four Gamers appeared in White Dwarf once more, this time for Warhammer 40,000. The four armies involved were Space Marines, Eldar, Orks and Chaos Space Marines. In this incarnation there was a scoring system where points were awarded for getting your models painted on time and winning your battles. There's a familiar face in this instalment, too, as our very own Matt Hutson was collecting the Chaos Space Marines.

START COLLECTING!

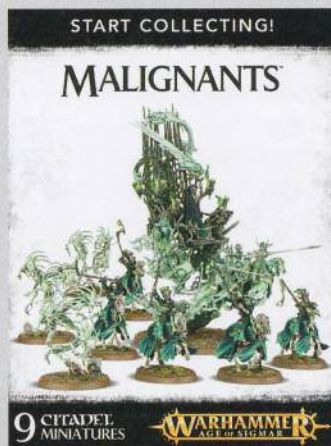
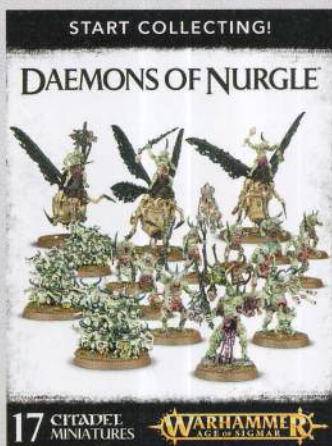
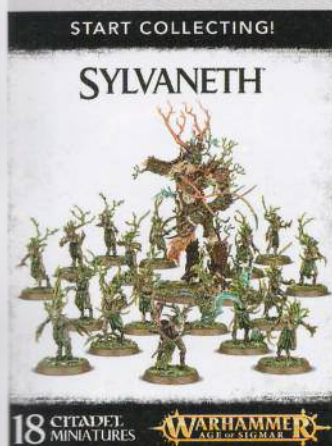
Start Collecting! boxes are a brilliant way to start a new army or add to an existing one, which is why our four Warlords were given the choice of one as the starting point for their new force. Almost every faction in Warhammer Age of Sigmar and every army in Warhammer 40,000 has a Start Collecting! set, with more being added to the range all the time.

Each Start Collecting! box is the same price and they all include at least one hero and two units (some, like the Daemons of Nurgle box, contain three units!), making them astounding value for what you get inside.

Start Collecting! boxes are available in all Games Workshop stores, in many independent stockists and online on the Games Workshop website. If you're thinking of picking up a set, then why not join in with A Tale of Four Warlords, too. Perhaps you and your mates could each take on the challenge, or maybe get everyone at your local gaming group to take part. If you do, make sure you send us some pictures of your newly-painted models and the games you play with them, we'd love to see what you're up to! You can email us at:

team@whitedwarf.co.uk

Below: The four Start Collecting! boxes picked by our warlords: Sylvaneth, Daemons of Nurgle, Malignants and Ironjawz. Each of the four boxes contains a hero and at least two other units – more than enough for our warlords to paint in the first month of the challenge.



INTRODUCING THE FOUR WARLORDS

From left to right we have Matt Hutson, who's collecting Sylvaneth, Andrew King, who's working on Daemons of Nurgle, Phil Cowey, who's started collecting Ironjawz, and James Karch, who's painting the forces of Death.

Over the course of the next few months, we'll be tracking the progress of our four warlords as they paint new models for their collections and take to the battlefield to play games with their armies.



THE FORCES OF ORDER

Flying the metaphorical flag for the forces of Order are the Gnarlroot Glade, an army of Sylvaneth being worked on by Matt Hutson as part of his never-ending quest to appease the Everqueen.



MATT HUTSON

Matt has taken part in A Tale of Four Gamers in the past, so he was more than willing to take up the challenge this time. As a fan of all things pointy-eared, we weren't in the least surprised when he picked the Sylvaneth as his army of choice.

"I've collected Elves for as long as I can remember," says Matt, "be it High Elves and Dark Elves in the last edition of Warhammer, Wood Elves during the End Times or Scourge Privateers in Warhammer Age of Sigmar. Now I'm working on their woodland kin, the Sylvaneth. I already have a few Dryads and Treelords painted – from my Wood Elves force – but I've decided to paint a load more of them, what with the release of all the brilliant Sylvaneth kits a few months ago."

The first model Matt painted for his new force was the spiteful Branchwych that comes in the Start Collecting! Sylvaneth box. "I chose to paint my Sylvaneth in the colours of the Gnarlroot Glade as they've got a ruddy, almost fleshy tone to their bark that I really like," adds Matt. "It was really simple, too. I just basecoated them with Rhinox Hide, then drybrushed them with Mournfang Brown and Bugman's Glow to give them a woody texture." Matt is already planning what to add to his force for next month's part of the challenge. Some Tree-Revenants, perhaps?



COLOUR SCHEME INSPIRATION

The Gnarlroot Glade colour scheme is pretty similar to the one Matt used on his existing Sylvaneth models, but with bright green leaves instead of orange ones. A new season, it seems, for Matt's new army.



THE FORCES OF CHAOS

The forces of Chaos are legion, and infinite in their nightmarish variety. Representing the Grand Alliance of Chaos is Andrew King, the latest convert to the Plague God Nurgle.

A long-time painter and collector, Andrew was overjoyed to be asked to be one of our four warlords. "I found it a really interesting and inspiring part of White Dwarf, so I am thrilled to be a part of this incarnation," says Andrew.

"I quite like the fact that in the background, the Daemons of Nurgle are always depicted as the most mischievous and humorous of Daemons, so that side appealed to me," says Andrew. "I've usually steered more towards painting in the past, but recently I've gotten more into the gaming side of things. This project was about striking a balance between getting the models on the table quickly enough and doing them to a standard I would be happy with." The recipe for his lurid Nurgle flesh could not be simpler either. "The models are sprayed Corax White, then washed with a mix of Russ Grey, Lahmian Medium and a drop of water," Andy adds. "Then I finish with a highlight of Ulthuan Grey." Just what Andrew will add to his force next is a mystery, but we think there may be a clue in his name...

COLOUR SCHEME INSPIRATION

"I knew that I wanted to do something different with my Nurgle Daemons, rather than just paint them green and brown like you normally see. A big part of the project was the challenge of seeing what I could do with the colour schemes, with the leathery blue flesh and the bright orange boils providing a striking contrast."



ANDREW KING

Andrew 'Putrid Blight' King is a veteran hobbyist whose outstanding work has blessed the hallowed pages of White Dwarf and Warhammer Visions in the past, from his Astral Claws Space Marines to his ever-growing legion of the Undead.



THE FORCES OF DEATH

All things end, and all will become subjects of the Supreme Lord of the Undead, Nagash. Representing the Grand Alliance of Death is James Karch, who has summoned forth a terrifying host of Malignants.



JAMES KARCH

Painting entire armies faster than lesser men can paint single units, James Karch is a man who loves big armies. His work has been a regular feature of *White Dwarf* in recent years, from Imperial Knights to his massive army of Stormcast Eternals.

James has form as a man who can paint big armies quickly, so leapt into *A Tale of Four Warlords* without a backward glance. Inspired by the Hunt for Nagash and *Knights of Vengeance* audio drama series from Black Library, James was drawn to the forces of Death for the first time since he picked up a paint brush.

Of course, there are tricks to getting a stunning army on the table quite quickly, and James was happy to share his secrets. "The Spirit Hosts were sprayed Corax White, then washed Nihilakh Oxide, with a little Temple Guard Blue in the recesses, then drybrushed Praxeti White."

Whilst he's a painter at heart, James is eager to get to grips with our other warlords on the battlefield. "Having had a look at some of the armies, particularly Phil's Ironjawz, I'm not sure how well my Undead are going to do against that!" says James. He already has plans as to how to reinforce his army, but we'll have to wait until next month to find out what those might be.

COLOUR SCHEME INSPIRATION

James drew the inspiration for his army's colour scheme from the earlier incarnations of the forces of Death, opting for the classic vampire palette of deep, rich reds and blacks against stark white bone and glowing luminescent ectoplasm. It's certainly striking on the battlefield, and whilst it looks great, it's apparently really quick to paint as well.



THE FORCES OF DESTRUCTION

The forces of Destruction are represented by Doggrok's Choppas, an army of Ironjawz painted by Phil Cowey. Over the next few months we look forward to seeing his warband grow into a mighty Waaagh!

Phil joined us in A Tale of Four Warlords as an excuse to paint a new army for Warhammer Age of Sigmar (and also to get out of doing the housework). Phil actually took a lot of the pictures in Battletome: Ironjawz, and was inspired to build an army of them after seeing all the models.

"I really liked the colour scheme for Doggrok's Choppas," says Phil. "I tend to favour a dirty, grimy painting style with loads of weathering, and I thought their blue armour would look great all banged up and covered in dirt and blood. I used Macragge Blue spray to basecoat them, then painted all the basecoats on all the other colours – skin, wood, bare metal and fur – before washing the entire force with Agrax Earthshade. It's the perfect shade for orruks because it makes everything look so oily and greasy."

Phil's goal in A Tale of Four Warlords is to amass a mighty horde of Ironjawz and play as many games of Warhammer Age of Sigmar as he can. He's already practising his dice rolls for next time. 🐉



COLOUR SCHEME INSPIRATION

Battletome: Ironjawz includes loads of Studio armies and colour profiles – ideal inspiration for an Orruk army. Phil decided to paint his Ironjawz as 'da blue wunz!'



PHIL COWEY

It's said that Phil Cowey is an actual force of destruction and that even an Orruk Megaboss looks small next to him. Phil's strength is that he can paint quickly to a very high standard. His weakness is that he can't look up...



HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs.



NAGASH, SUPREME LORD OF THE UNDEAD

Nagash is one of the most iconic figures in the history of Warhammer. He first appeared in 1994, in the first Undead army book, yet miraculously he has only had two incarnations in miniature form since then – fewer, in fact, than he's had in the background! Here we chat to Martin Footitt about sculpting the Supreme Lord of the Undead.

"There were a lot of factors to take into account when designing Nagash," says Martin. "His past, his future, what wargear he'd be carrying, how big he'd be, what background already existed for him, and so on. Myself and Seb Perbet sat down and came up with a load of different ideas, trying to figure out what he'd look like. The idea of him being able to re-shape bone came up quite early on and gave us the freedom to come up with some really creepy imagery for him, such as the bone tentacles protruding from his back. This

also enabled us to make him a lot bigger. In the Nagash novels he's meant to be massive, his body – what's left of it – mutated by warpstone. It seemed only fitting that he'd re-make himself in the image he desired. Clearly he's not entirely sane – a megalomaniacal, undead revenant.

"Nagash is a landmark miniature for several reasons," continues Martin. "He enabled us, as a design team, to re-imagine the Undead range and create a new aesthetic for Undead characters such as Arkhan and Neferata. He also broke the mould in terms of what was achievable when sculpting large characters. Up to that point, Karl Franz was one of the biggest heroes we'd done, a really impressive kit but nothing compared to what we achieved with Nagash. Lastly, he was that perfect fusion of background and model that hobbyists have wanted for years. It was an honour to bring that dream to life. Well, death."



MARTIN FOOTITT

Martin has been sculpting Citadel miniatures for over a decade, his work ranging from Eldar and High Elves to Undead and Orks. He's also a prolific painter, having once been a member of the fabled 'Eavy Metal team and he's been the winner of multiple Golden Demon awards over the last few years.



"Nagash was crucial for us in redesigning the look of ghosts and spirits in Warhammer. Up until now they'd just been ghostly people and we really wanted to make them look sinister, corporeal and malevolent," says Martin. "Nagash was also the starting point for the Morghasts and Mortarchs that came out at the same time. Being able to create Nagash enabled us to redefine the Undead range, to establish a new ruling class with a grim aesthetic."

"It was important to include all of Nagash's wargear on the model," adds Martin. "His sword, Zefet-nebtar – the Mortis Blade – is one of his most famous magical items, but it is normally slung in a scabbard on his back. While it looks cool – the scabbard is made of stitched-up human skin – I really wanted to make a version unsheathed to show what the blade looked like. The hilt is made from skeletons (surprise!) while the blade itself looks like it's shifting and warping under the influence of Nagash's ethereal energy."

The design of Nagash's staff, Alakanash, harks back to his past as a High Priest of Khemri, with motifs from both the Tomb Kings and Vampire Counts used in the final design.



FROM PAPER TO PLASTIC

"Seb drew the original concept artwork for Nagash," says Martin. "He has a thing for slender, powerful characters (like the Treelord Ancient), which really worked for Nagash. The idea of the 'spirit storm' was something we came up with early on, as we wanted ethereal creatures flowing around Nagash like they were tethered to him. They proved to be the perfect place to mount his nine books, swirling in the ethereal energy."



ARMY OF THE MONTH

THE TEMPEST OF BLADES

Every issue we feature Army of the Month, a glorious collection of Citadel miniatures lovingly assembled over many years. This month Dan chats to Gavin Beardsmore about the Tempest of Blades, his vast Eldar army from Biel-Tan Craftworld.



THE TEMPEST OF BLADES

Gavin's Biel-Tan Swordwind in all its glory. Below you can see his army list, which includes all the units in his force organised into formations from the Craftworld Warhost.

REGENTS OF THE WARHOST

Heroes of the Craftworld

Autarch
Eldrad Ulthran

Seer Council

3 Farseers on foot
4 Warlocks on foot

Living Legends

Avatar of Khaine
Asurmen

GUARDIAN HOSTS

Guardian Battlehost

1 Farseer on foot
3 Warlocks on foot
10 Guardian Defenders with Heavy Weapon Platform
10 Guardian Defenders with Heavy Weapon Platform
10 Guardian Defenders with Heavy Weapon Platform
1 Vyper Jetbike
3 War Walkers
3 Vaul's Wrath Support Batteries

Windrider Host

1 Farseer on Skyrunner Jetbike
2 Warlocks on Skyrunner Jetbikes
5 Windriders with Shuriken Cannons
5 Windriders with Shuriken Cannons
5 Windriders with Shuriken Cannons
2 Vyper Jetbikes

Outcasts

10 Rangers

Aspect Host

10 Dire Avengers
10 Dire Avengers
10 Howling Banshees
3 Wave Serpents

Aspect Host

5 Fire Dragons
5 Fire Dragons
10 Warp Spiders
1 Wave Serpent

Aspect Host

5 Striking Scorpions
5 Striking Scorpions
10 Warp Spiders

Crimson Death

3 Crimson Hunters

Wraith Host

1 Spiritseer
5 Wraithguard
5 Wraithguard
5 Wraithguard
1 Wraithlord
1 Wraithknight

Wraith-Constructs

1 Wraithlord
1 Wraithknight
1 Hemlock Wraithfighter

Engines of Vaul

3 Falcon Grav-tanks

Super-Heavy Vehicles and Titans

2 Revenant Titans
1 Phantom Titan
1 Scorpion Tank
1 Cobra Tank

Allies

1 Shadowseer
1 Solitaire
1 Death Jester
7 Harlequins









Gavin Beardsmore is no stranger to interviews with the White Dwarf team, having previously had his Clan Scurvy Skaven army featured in issue 13 of Warhammer Visions. This time, however, Gavin has returned to Warhammer World to show us his huge Biel-Tan Eldar collection – the Tempest of Blades. His army is so large, in fact, that he's got an entourage (they prefer the term henchmen) to help him carry it all. In reality, they're paying a visit to Warhammer World for a trip around the exhibition hall and a couple of games. Before they started rolling dice, though, here's what Gavin had to say about his Biel-Tan Swordwind.

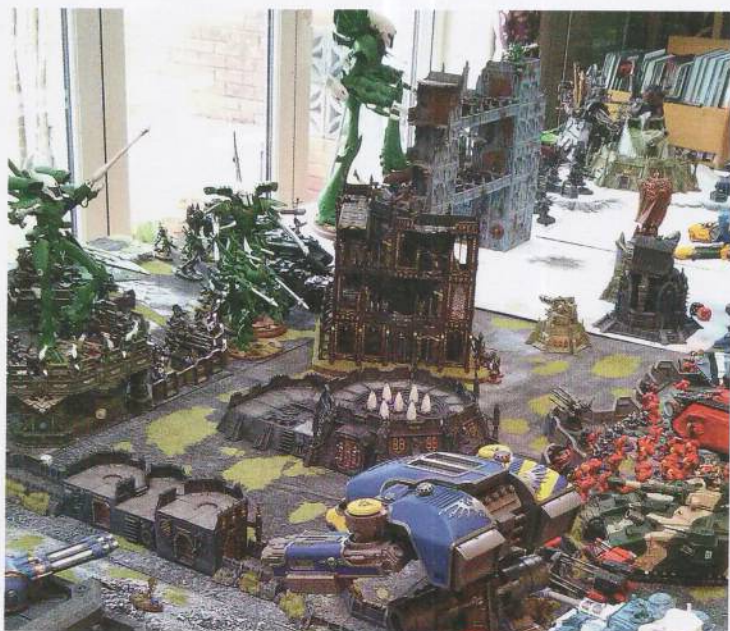
"The last few years have been all about the Biel-Tan," says Gavin. "It's an army I actually started many years ago and one that I have worked on steadily over time, adding new



ABOUT GAVIN

Gavin started his Warhammer collection back in 1995, his first armies being Orcs & Goblins and Blood Angels. He likes fully-painted armies and Squigs, but hates mixing up his water pot with his mug of tea. His favourite colour is Averland Sunset.

units as they come out." But Gavin wasn't always a fan of the Eldar. In fact, his first Warhammer 40,000 army was Blood Angels. "I started collecting during the second edition of the game when I'm pretty sure everyone had a Blood Angels army," laughs Gavin. "Everyone except for my friend Barry, who collected Biel-Tan Eldar. He was the odd one out, battling valiantly against all the red-armoured Space Marines. By the time the third edition of the game rolled around, however, I'd taken quite a liking to his Eldar force – how the models looked, how they played on the battlefield, their militaristic background and all the Aspect Warriors – everything about them. I'd even picked up a set of the old Harlequins to paint because they looked like a fun painting challenge. They were the models that set me on the path to creating this army."



Above: Guardians are one of Gavin's favourite units in the Eldar range. Here you can see them accompanying one of his many Farseers into battle.

Left: Two pictures from Gavin's most recent Apocalypse battle. There were around 42,000 points of models on each side with 11 players taking part over two full days.

**FOLD OUT
TO SEE
GAVIN'S
ARMY!**

ARMY OF THE MONTH

Gavin's Phantom Titan towers over the assembled Swordwind. It has proven the bane of countless tanks and Titans since Gavin finished painting it.





The Wraithguard are one of Gavin's newest units. Led by a Spiritseer, they form the heart of Gavin's Wraith Host formation.

Though Gavin took a shine to the Eldar many years ago, it wasn't until Warhammer 40,000 Apocalypse came out in 2007 that he really began his collection. "When Apocalypse came out there were loads of huge army bundle deals available, including an Eldar one that featured several units of Dire Avengers and enough Wave Serpents to carry them into battle. As Biel-Tan Craftworld has more Aspect Warriors than any other craftworld it seemed like the perfect start to the force," says Gavin. "That was the catalyst for the army, really, the opportunity to get loads of models in one go. It was about this time that Barry, my friend from years back, asked if I'd like his old Eldar models, which had been gathering dust in a cupboard. I salvaged a few of them and added them to my growing force. I didn't really think about the colour scheme at the time, but painted them in the green and white of Biel-Tan just like he had. Actually, the colours worked out well for me as it's a really clean, neat scheme that suits my painting style. Green and white weren't colours I'd used much up to that point either and they made a refreshing change from red. Decision made, I was collecting a Biel-Tan Swordwind! Some of Barry's models are still in my army, including his Farseer, Warp Spiders and Warlocks. It's quite incredible how the design of those models has survived the test of time – they're still fantastic miniatures and fit in really well with the newer kits." ►



Dead Blood Angels (or dismembered bits of them) can be seen on the bases of many of Gavin's models, a nod to one of his other armies and the Blood Angels forces collected by his friends Charles and Jonathan.

ARMY OF THE MONTH



► This, of course, prompted the question, how do you paint all your models? Gavin was more than willing to enlighten us. "I've changed how I paint them a few times since I started collecting them," says Gavin, "mainly due to trying out new tools – my airbrush – and the new paints in the Citadel range. The base colour for most of my models is Warpstone Glow, which I airbrush on in several thin layers, followed by a recess wash of (appropriately) Biel-Tan Green. I then highlight the edges of the armour with Warboss Green and then, finally, Skarsnik Green. I chose muted, more natural greens over bright ones like Moot Green because I felt it fitted the Eldar aesthetic better." And what about the white areas? "It's a really diluted wash – probably 8:1 – of Lahmian Medium and Nuln Oil straight over Corax White. I then paint a bit more Nuln Oil into the deepest recesses followed by highlights of White Scar. It's quick, but really effective." Gavin also got to try

Above: Gavin's Swordwind army is accompanied by a fleet of grav-tanks, including two super-heavies: a Cobra (foreground) and a Scorpion (top right). "Eldar tanks are sleek and elegant, a real joy to paint," says Gavin. "I used an airbrush to get the armour basecoat really smooth." Gavin painted the crews and cockpits in all of his tanks and flyers before gluing the cockpit canopy on with PVA glue. Many of the guns are magnetised, too, so he can swap them around depending on his opponent.

out lots of other colour schemes on his Aspect Warriors. They're a focal part of any Eldar army, but even more-so with the militant craftworld of Biel-Tan where so many of the population walk the Path of the Warrior. "I wanted them to be bright so they stood out, but not garish," says Gavin. "I used muted pastel highlights on their armour to match them to the rest of my army. I think a natural tone is more fitting for the Eldar."

So what's kept Gavin working on his Eldar collection for so long – what's the inspiration behind this huge army? "There are three things that have really driven my collection," continues Gavin. "The first is the Path of the Eldar series by Black Library. Those books are a brilliant insight into the Eldar, describing in detail how they go to war. It was fascinating reading about the Aspect shrines, what it means to become an Aspect Warrior and especially what Eldar society is like. ►



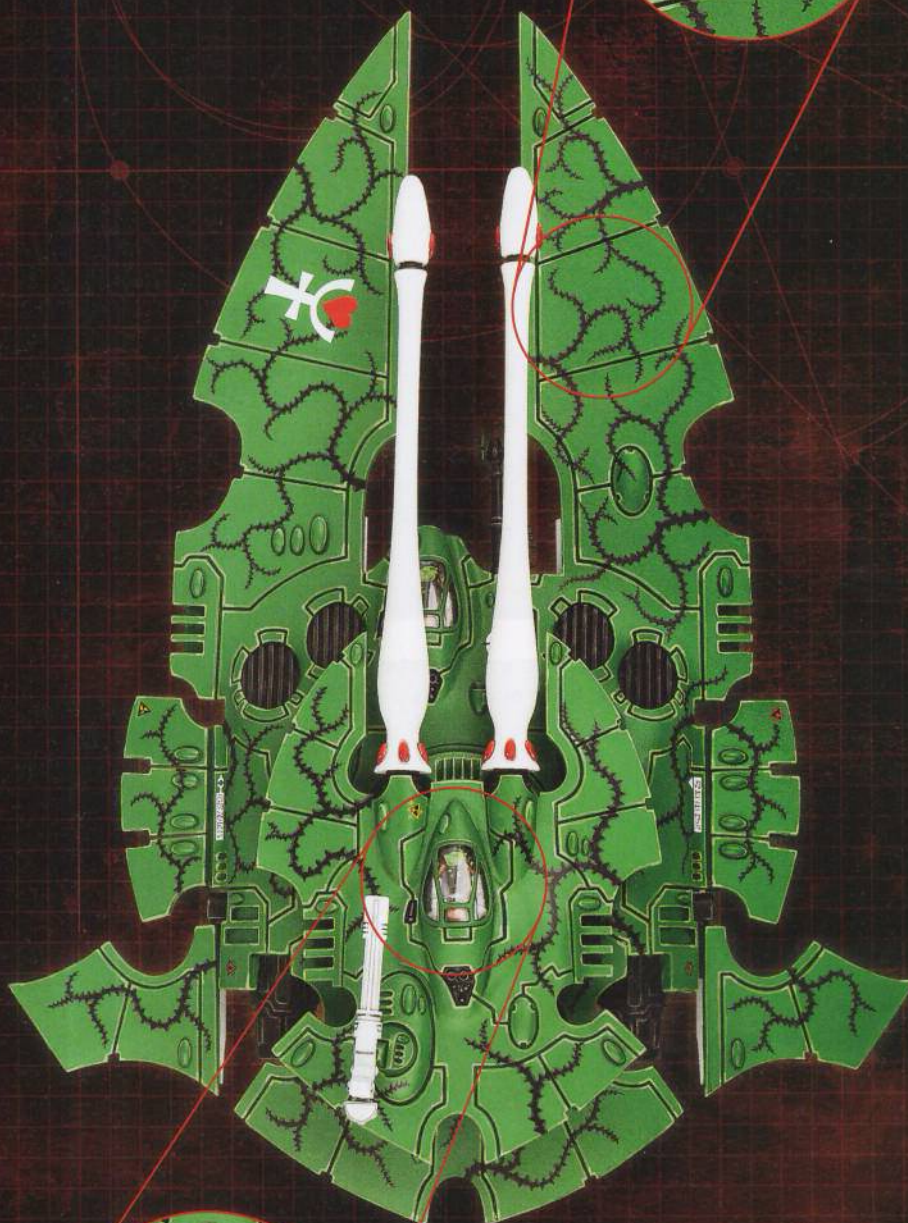
HOW DID HE DO THAT?

Gavin has painted some excellent vines on the hulls of his tanks and war machines. We asked him how he painted them.

"I started by drawing the vines on with a pencil, then traced over them with Abaddon Black," says Gavin. "The bigger the vehicle, the thicker the vines. I then added tiny triangles to alternating sides of the vines to represent the thorns before highlighting each of them carefully with Skavenblight Dingo."

+BIEL-TAN SCORPION SUPER-HEAVY TANK+

+++ Designation: Eldar Scorpion, type II. Livery indicates allegiance to Biel-Tan Craftworld. Significance of vine pattern unclear. Postulate: each thorn may represent the destruction of an armoured target. +++



+++ Scorpion crew assumed to be two, one pilot, one gunner (shown here). Battle telemetry suggests more crew present - possible link to automated systems and so-called Spirit Stones. Investigate further? +++

THOUGHT FOR THE DAY: THEIR DEFEAT IS NOT A MATTER OF WHEN BUT HOW.

ARMY OF THE MONTH



Above: Gavin's Windrider Battlehost zooms into battle supported by a Hemlock Wraithfighter and a pair of Wraithknights. "What I love about Guardians is that they're not true warriors," says Gavin. "They're artists, sculptors, poets and philosophers – they have a life off the battlefield. It's tragic that they have to go to war – desperate really – but it shows that the natural skills and abilities of the Eldar are still superior to a trained human. I really do love Guardians!"

► They really helped me understand what my army was about and what made them cool. Well worth a read (*Thanks for the plug!* – Ed).

"The second is the joy of adding new models to my army when they come out. When the Wraithknight and the Wraithguard were released in 2013 they really helped solidify the imagery of the Wraith constructs for me and they quickly became a key component of my army. The same with the release of the Windriders last year. I didn't have any up until that point but the new models, combined with the formation rules and the Craftworld Warhost Detachment presented in the new Codex, really helped me structure my army. I have both a Guardian Battlehost and a Windrider Battlehost in my army now, two core elements of a Warhost that work in really different ways on the battlefield. The advantage of having such a large army is that I can pick and choose which units I use in each game, trying out new tactics and surprising my opponents with new configurations of my Biel-Tan Warhost.

"When it comes down to it, though, it's the big games that I really love playing, and that's the third factor that's led to my army becoming so huge. Every winter, me and my friends get together for a big game of Warhammer 40,000 Apocalypse and this annual event is definitely

"I'd consider myself more of a painter than a gamer, but the thrill and anticipation of an upcoming mega-battle always gets me excited to paint something new."

the greatest driver behind my collection. I'd consider myself more of a painter than a gamer, but the thrill and anticipation of an upcoming mega-battle always gets me excited to paint something new. My mate Mark was the one who started the arms race. He has an Imperial army and decided to buy a Titan. So I bought two Revenant Titans. Then he bought a couple of Reaver Titans. So I got a Phantom Titan. It was a ridiculous escalation, but it was fun, funny and enjoyable, especially painting such wonderful kits. They're really a different scale of model-making and the next level of the hobby for me.

"The last Apocalypse game we played clocked in at around 42,000 points a side with my three Titans facing off against seven Imperial ones, including a Warlord Titan. Let's just say that the ►



Left: Gavin paints most of his models in sub-assemblies, enabling him to undercoat and basecoat different parts in different colours. The carapaces on these Vyper Jetbikes, for example, were undercoated with a grey primer, while white parts, such as the weapons and the rib-like grav plates on the underside, were undercoated with Corax White.

ARMY OF THE MONTH



Above: "Aspect Warriors are an iconic element of the Biel-Tan Swordwind," says Gavin, "which is why I've got loads of them. I have most of the Aspects, including a trio of Crimson Hunters, but still no Dark Reapers yet." Gavin fields most of his Aspect Warriors in Aspect Host formations carried into battle in Wave Serpents, while his Crimson Hunters form up as a Crimson Death squadron. At the centre of the host can be seen Asurmen, the first of all the Aspect Warriors and a suitably iconic hero in a Swordwind army.

Right: Asurmen is one of the many commanders in Gavin's army, alongside the Avatar of Khaine, Eldrad Ulthran (who's on sabbatical from Ulthwé) and a conclave of Farseers.

► Phantom had to use all its Eldar trickery to stay alive." It's at this point that Nick, one of Gavin's friends, comes over and points out that the Phantom Titan didn't actually survive and was punched to pieces by one of the Reavers. "It got the Reaver down to one Hull Point. I was happy with that," laughs Gavin. "We're already planning our next Apocalypse battle, painting new units and writing army lists. We've got nine months, so there's plenty of time to buy something big and get it painted in time. Actually, that's one of our rules: everything must be painted – no exceptions. It makes such a difference to the look and the feel of the game and it's a real sense of achievement to see everyone's models painted.

So what next for Gavin? More Eldar, a return to his Skaven, or something completely different? "I'm going back to my Eldar roots and starting a Harlequin force," laughs Gavin. "I got loads for Christmas – at least 2,000 points of them – so I reckon I've got my work cut out for me! I'm thinking of painting them orange – either the Twisted Path or the Silent Shroud colour scheme. I already have a unit of Harlequins in the Midnight Sorrow colours, but I want to paint my Harlequin masque in a colour scheme you don't normally see. Harlequins were the models that got me into the Eldar, so it feels fitting that there should be some in my Swordwind." ☠

DID YOU KNOW?

Asurmen is the first of the Phoenix Lords and founder of the Dire Avengers shrine. His first students, the Asurya, became the Phoenix Lords of the other Aspect Warrior shrines.



BIEL-TAN CRAFTWORLD ELDAR

The inhabitants of Biel-Tan Craftworld are the most warlike of the Eldar. Many walk the Path of the Warrior, believing that the only way to reclaim the galaxy is to drown it in the blood of their enemies.

On the vast galactic starship known as Craftworld Biel-Tan, the Eldar prepare for war. Not a particular war, but for all wars, for they are on a constant war-footing, ever-ready to battle the enemies of the Eldar. They believe, despite the prophesies of their race's demise, that the Eldar will one day reclaim the galaxy. But to do so they must eradicate those who took it from them; peaceful coexistence is not an option for the warriors of Biel-Tan.

Such a militant outlook has led to many of the craftworld's inhabitants walking the Path of the Warrior, channelling their strength, skills and emotions into becoming an Aspect Warrior or even an Exarch, the leader of a warrior shrine. In one sense this is a sad state of affairs, for Biel-Tan has lost much of its culture as its artisans, composers, sculptors and poets take up arms. On the other hand, it makes the Warhost of Biel-Tan into a formidable army: the Bahzhakhain, otherwise known as the Tempest



The Biel-Tan world-rune symbolises reincarnation, the fate of every Eldar before the Fall. The name of the world-rune loosely translates as 'Rebirth of Ancient Days'. For the Eldar of Biel-Tan, winter has fallen, but spring will soon return.

of Blades, Frozen Leaves Falling to Cut or, simply, the Swordwind.

The goal of any Swordwind Warhost is to annihilate the enemy quickly and cleanly in one focused assault. It relies on speed and surprise, Aspect Warriors leaping from speeding Wave Serpents to overwhelm their foes in a single perfectly co-ordinated attack supported by Guardians and Wraith constructs. At the heart of the Swordwind stands the Avatar of Khaine, the fiery embodiment of Kaela Mensha Khaine, the Eldar god of bloodshed, murder, violence and war. Awakened from slumber following the bloody sacrifice of a noble Exarch, the Avatar strides into battle surrounded by an entourage of the craftworld's most powerful remaining Exarchs known as the Court of the Young King. The appearance of an Avatar on the battlefield is a sure sign of imminent doom and destruction and another glorious victory for the Eldar of Biel-Tan Craftworld. ☠



BOXED GAMES BONANAZA

Games Workshop makes a huge range of self-contained boxed games, from the alien-hunting adventure of *Deathwatch Overkill* to the fantastical events of *Warhammer Quest Silver Tower*. We thought it would be a grand idea to give you some new rules for them...

A NOTE ON GORECHOSEN

This article contains brand-new rules for *Gorechosen*, the game of brutal gladiatorial combat between Khorne's mightiest servants (see page 4). Believe us when we say it's brilliant fun – but of course the rules presented here are for a game that isn't on sale until 24 September! Consider them a little present for the future – we hope that when you get your copy of *Gorechosen*, the extra content we've provided here will give you lots of blood-crazed joy.

On any given lunchtime, you can usually hear loud peals of laughter echoing from the White Dwarf hobby room. Inside, you'll find several members of the team huddled around the gaming table and invariably playing one of our many boxed games; at the time of writing, the brand-new *Gorechosen* is proving to be quite the sizeable hit, alternating with some long-term questing in the *Silver Tower* and the occasional attempt to finally reach the Dropship tile in *Lost Patrol*. And so, as invested as we are in such games, we thought it would be a brilliant idea to give you more content for a few of them, and so beseeched the cowed ranks of the Rules Team to furnish us with some. They delivered in spades, and over the next 20 pages, you'll find a splendid array of new rules, missions and characters for all sorts of games, from profiles for the doomed Kill Team Excis in *Deathwatch*

Overkill and rules for Terminators in *Lost Patrol* (we may finally see that Dropship tile yet!) to daemonic incursions in *Assassinorum: Execution Force* and alternative missions in *The Horus Heresy: Betrayal at Calth...* and much, much more besides! It should keep you going for a bit.

And, right near the end, there's a special treat for players of *Warhammer Quest Silver Tower* and *Warhammer Age of Sigmar*. We're proud to present rules for the legendary Grombrindal, the White Dwarf himself, in both games – but you'll have to paint up an Unforged model in the correct manner to do so (you can't just use any old duardin as this fabled warrior of the Mortal Realms!). Fortunately we've got a painting guide later in the issue that shows you exactly how to do that – turn to page 132 to see it. In the meantime, enjoy this boxed games bonanza!



DEATHWATCH OVERKILL

WHITE
DWARF
EXCLUSIVE

KILL TEAM EXCIS

What if the original Kill Team sent to investigate Ghosar Quintus – Kill Team Excis – had not fallen victim to a deadly ambush? What if, against the odds, members of that ill-fated expedition had somehow survived the initial ambush and managed to hold out until Kill Team Cassius could arrive to reinforce them? These rules allow you to play a game of Deathwatch Overkill using members of Kill Team Excis, providing the Deathwatch Commander with new warriors and weapons as they battle the insidious Genestealer Cult on Ghosar Quintus.

USING KILL TEAM EXCIS IN DEATHWATCH OVERKILL

It is very simple to incorporate Kill Team Excis into your games of Deathwatch Overkill. If you wish to include a member of Kill Team Excis, you will need the appropriate model – all the models in Kill Team Excis can be built using a single Deathwatch Kill Team box. Once you've built and painted these models, you can simply include them when you assemble your Kill Team – each takes the place of a member of Kill Team Cassius for the mission you're playing. If a mission says that you can use all 11 Deathwatch Space Marines, you can instead choose 11 from the 16 models now at your disposal (but you must always include Cassius as part of the Kill Team).

DRAMATIS PERSONAE

The last survivors of Kill Team Excis consist of the following five Deathwatch Space Marines:



THANIEL ECTROS

Drawn from the White Consuls, who is equipped with a Power Maul and a Stormshield.



LUCA THALASSI

Drawn from the Flesh Tearers, who is equipped with a Power Sword and a Boltgun.



KOENEN SIEGRIC

Drawn from the Howling Griffons, who is equipped with a Deathwatch Shotgun.



VONDEL OMID

Drawn from the Crimson Fists, who is equipped with an Infernus Heavy Bolter.



STENTOR PRANUS

Drawn from the Novamarines, who is equipped with a Stalker Pattern Boltgun.



THANIEL ECTROS

Speed
2
Armour
3+

Concussive Blow: If Ectros hits one of the Genestealer Cultist's models in the Deathwatch Commander Attack phase but it is not slain, it cannot make attacks in the Genestealer Cultist Attack phase of that turn.

Storm Shield: You can make a save roll against Cleave attacks for Ectros.

Assault Combat Max. Special

Power Maul **3 3** – – Rend



THANIEL ECTROS

Speed
2
Armour
3+

Concussive Blow: If Ectros hits one of the Genestealer Cultist's models in the Deathwatch Commander Attack phase but it is not slain, it cannot make attacks in the Genestealer Cultist Attack phase of that turn.

Storm Shield: You can make a save roll against Cleave attacks for Ectros.

Assault Combat Max. Special

Power Maul **3 3** – – Rend

Deathwatch Overkill: Kill Team Excis



LUCA THALASSI

Speed
2
Armour
3+

Killing Fury: If Thalassi slays a target model at Assault range with his Power Sword, he can immediately make another attack at Assault range using the same profile. He can continue to do this until he either fails to slay a target model or there are no available targets at Assault range remaining.

	Assault	Combat	Max.	Special
Boltgun (Kraken Rounds)	3	4	5	—
Boltgun (Hellfire Rounds)	5	5	5	Blast
Power sword	3	—	—	Cleave



LUCA THALASSI

Speed
2
Armour
3+

Killing Fury: If Thalassi slays a target model at Assault range with his Power Sword, he can immediately make another attack at Assault range using the same profile. He can continue to do this until he either fails to slay a target model or there are no available targets at Assault range remaining.

	Assault	Combat	Max.	Special
Boltgun (Kraken Rounds)	3	4	5	—
Boltgun (Hellfire Rounds)	5	5	5	Blast
Power sword	3	—	—	Cleave



KOENEN SIEGFRIED

Speed
2
Armour
3+

Avenge the Fallen: If a Kill Team model has been removed from the board as a casualty, Siegfried can immediately make a free attack action, even if this happens during the Genestealer Cultist Attack phase. Siegfried cannot run or make a combat recovery action using this ability – he can only attack with his Deathwatch Shotgun.

Point-blank Obliteration: When Siegfried fires his Deathwatch Shotgun (Xenopurge Slugs) at Assault range, the attack gains the Cleave ability.

	Assault	Combat	Max.	Special
Deathwatch Shotgun (Xenopurge Slugs)	2	2	—	—
Deathwatch Shotgun (Wyrmbsbreath Shell)	3	3	—	Blast



KOENEN SIEGFRIED

Speed
2
Armour
3+

Avenge the Fallen: If a Kill Team model has been removed from the board as a casualty, Siegfried can immediately make a free attack action, even if this happens during the Genestealer Cultist Attack phase. Siegfried cannot run or make a combat recovery action using this ability – he can only attack with his Deathwatch Shotgun.

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	Assault	Combat	Max.	Special
Deathwatch Shotgun (Xenopurge Slugs)	2	2	—	—
Deathwatch Shotgun (Wyrmbsbreath Shell)	3	3	—	Blast



VONDEL
OMID
Speed
2
Armour
3+

Steely Determination: Ignore the first failed armour save for Omid in each Genestealer Cultist Attack phase. Note that this has no effect if Omid is Wounded by an attack with the Cleave ability.

	Assault	Combat	Max.	Special
Infernus Heavy Bolter (Bolter Rounds)	5	4 4	4 4	-
Infernus Heavy Bolter (Heavy Flamer)	2	3	-	Blast



VONDEL
OMID
Speed
2
Armour
3+

Steely Determination: Ignore the first failed armour save for Omid in each Genestealer Cultist Attack phase. Note that this has no effect if Omid is Wounded by an attack with the Cleave ability.

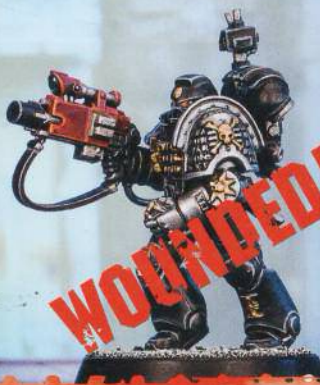
	Assault	Combat	Max.	Special
Infernus Heavy Bolter (Bolter Rounds)	5	4 4	4 4	-
Infernus Heavy Bolter (Heavy Flamer)	2	3	-	Blast



STENTOR
PRANUS
Speed
2
Armour
3+

Stoic Precision: Pranus can make attacks beyond Max. range with his Stalker Pattern Boltgun (Kraken Rounds), and hits on a roll of **3** or more when he does so.

	Assault	Combat	Max.	Special
Stalker Pattern Boltgun (Kraken Rounds)	2	2	2	-
Stalker Pattern Boltgun (Hellfire Rounds)	4	4	4	Blast



STENTOR
PRANUS
Speed
2
Armour
3+

Stoic Precision: Pranus can make attacks beyond Max. range with his Stalker Pattern Boltgun (Kraken Rounds), and hits on a roll of **3** or more when he does so.

	Assault	Combat	Max.	Special
Stalker Pattern Boltgun (Kraken Rounds)	2	2	2	-
Stalker Pattern Boltgun (Hellfire Rounds)	4	4	4	Blast

SPACE HULK®

These pages contain some new rules for Ductways in Space Hulk missions, allowing Genestealers to launch even sneakier ambushes than ever before. There's also a new mission designed with Ductways in mind. Both the rules and the mission are compatible with both the 2009 and 2014 editions of the game, so whichever you've got you'll be able to use what you find here.

DUCTWAYS

It is often the case that a section of a Space Hulk will have a network of air ducts or service tunnels running above and below its corridors, too narrow and awkwardly positioned for Terminators to access. As a result, Genestealers often use these to move rapidly from place to place, and lay ambushes away from their foe's deadly firepower.

Ductways are represented on the board by three Ladder Tiles arranged in a straight line; the middle one is placed off the board, while each of the others is placed adjacent to a square at the edge of a room or corridor. (In each case, the adjacent square that is in a room or corridor is referred to as an Access Square.) See the mission map to the right for four examples.

Each tile of a Ductway counts as a square for the purposes of movement, with each one treated as being adjacent to the next one in line, even if they aren't actually touching. A Genestealer or Blip can move from an Access Square into the adjacent Ductway tile at a cost of 2 APs, and can move from a Ductway tile to an adjacent Access Square at a cost of 1 AP.

When converting a Blip in a Ductway, Genestealer models can only be placed in the Ductway (and not in a room or corridor linked to it). When converting a Blip in a room or corridor, Genestealer models cannot be placed in a linked Ductway.

"Bountiful fate has presented us with the means by which we might repair those wounds upon our souls caused by the weakness of centuries past. It is not only our duty but our right to face the darkness again; to stare into the abyss of the unknown. This time we shall be the cleansing light in the shadow, the burning beacon of righteous war. Restore the honour of the shamed fallen through the death of your foes!"

— Commander Dante,

Chapter Master of the Blood Angels

Although the Space Marines can see the entrance, they cannot see any further within, so they have no line of sight to any of the tiles in a Ductway. Space Marines also cannot move into Ductways, and if a map section is hit by a Heavy Flamer, any linked Ductways are not affected.

If a Space Marine is standing in an Access Square, a Genestealer on an adjacent Ductway tile can leap out and attack it with a Close Assault action (for the normal cost of 1 AP). In this Close Assault, the Space Marine is killed and removed if the scores are tied. In any case, if the Space Marine is killed the Genestealer is placed on the Access Square.

USING DUCTWAYS IN OTHER MISSIONS

The following mission uses Ductways, but if both players agree you can introduce Ductways to any other Space Hulk mission. Before deployment, the Genestealer player can set up Ductways, each consisting of three or more Ladder Tiles in a straight line, with the tile at each end adjacent to a square at the edge of a room or corridor, and at least one tile in the space between the board sections. It should be fairly clear how many tiles it takes to span a gap between two board sections; ensure that the tiles are almost touching, as they are in the map opposite. Once they have been set up, count up the total number of Ladder Tiles that have been used in Ductways, then look it up on the table to see how many Command Bonuses the Space Marine player receives. For each Command Bonus, the Space Marine player takes an unused Space Marine Controlled Area token and puts it on the Mission Status Display. Command Bonuses are effectively additional Command Points, each of which can be used once during the mission (discard the token when it is used). Using a Command Bonus does not cause the marker to be moved along the Command Points Track.

Ladder Tiles	Command Bonuses
3	2
4-6	4
7-9	6
10-12	8

POWER DOWN

The *Defilement of Honour* was an aberration. While most Space Hulks drift on the currents and eddies of Warpspace, this cursed vessel was able to move under its own power thanks to an unholy alignment of fates. Not only was the tail end of the Hulk studded with plasma engines and thruster banks, all somehow pointing in the same direction, but at the centre of the great vessel there stood an ancient navigation system, stubbornly adjusting courses in deference to an order from some long-dead Admiral. The Blood Angels could not divine where the *Defilement* was heading, but they knew that it had to be stopped. A strike force was assembled, with two goals in mind: cripple the ship's cursed navigational array and retrieve a crippled C.A.T. that had been detected on board, in the hope that its databanks might hold some clue as to how the terrifying Hulk had come to be.

FORCES & DEPLOYMENT

Space Marines: The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, and three Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist, one Space Marine armed with storm bolter and chainfist, and two Space Marines armed with storm bolters and power fists. It deploys on the starting squares in the other corridor.

Genestealers: The Genestealer player starts the mission with five blips – one in each of the Ductways, and one on an Entry Point marker. The Genestealer player receives two reinforcement blips per turn, which can enter play at any entry area.

SPECIAL RULES

Ductways: This mission uses Ductways as described on the previous page.

Disable Navigational Array: A Space Marine standing in the square marked with an A and facing the control panel can spend 3 APs to disable the Hulk's navigational array.

The C.A.T.: At the start of the game, set up the C.A.T. in the square marked with a B. The C.A.T. is an object. Genestealers are allowed to enter the square with the C.A.T. but cannot pick it up or move with it. This means that a Genestealer that enters the square with the C.A.T. must leave it behind if it moves on. A Space Marine carrying the C.A.T. can spend 4 APs to access its databanks.

VICTORY

The Space Marine player wins by both disabling the navigational array and accessing the C.A.T.'s databanks. If the Space Marine player completes one of these objectives before the last Space Marine is slain, the mission ends in a draw. Otherwise, the Genestealer player wins.



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THE HORUS HERESY

BETRAYAL AT CALTH

On these pages, you will find rules for replaying the six scenarios in Horus Heresy: Betrayal at Calth with alternative forces – including the option of taking a Contemptor Dreadnought on the Ultramarines' side! See its rules below, and read on for more...

VENERABLE JUSTARIUS

Justarius was a Contemptor Dreadnought of the XIII Legion, a venerable war machine housing the withered frame of one of Guilliman's mightiest sons. When the Word Bearers' treachery was revealed on Calth he fought with the might of a thousand lesser warriors, but after Veridia scorched the surface the venerable hero was recorded among the fallen. However, as Aethon waged his Underworld War, Justarius was fighting a war of his own. His ancient armour scarred and pitted, his weapons running dry, the mighty contemptor finally found passage into the arcologies and joined the fight anew.

D6	TARGET LOCATION	ARMOUR	STAMINA	DAMAGED	DAMAGE EFFECT
1	Sarcophagus	6	6*		Justarius is removed as a casualty.
2	Left Leg	5	3		If one leg is damaged, Justarius cannot make Run actions. If both are damaged, he also cannot make Shoot actions after completing an Advance action.
3	Right Leg	5	3		See above.
4	Power Fist Arm	4	3		Justarius no longer counts as being equipped with a power fist and combi-bolter.
5	Heavy Weapon Arm	4	3		Justarius no longer counts as being equipped with an assault cannon or multi-melta.
6	Atomantic Power Core	3	2		Subtract 2 from the Armour value of each of Justarius's target locations.

* Subtract the number of checked Damaged boxes from this value.

VENERABLE JUSTARIUS

Assault 4
Bulk 3

Equipped With
Contemptor power fist
Combi-bolter
Multi-melta or assault cannon

Relentless Advance: When a unit that contains at least one model with this rule makes an Advance action and does not end it adjacent to an enemy unit, it can immediately make a free Shoot action. Only models with this special rule can add Attack Dice and trigger Critical Effects.

Stalwart and Steadfast: Venerable Justarius cannot be forced to Retreat or lose tactical points. He can only be pinned by Sor Gharax, the Bull. Furthermore, Sor Gharax can be pinned by Justarius, despite his Unstoppable Behemoth rule.

Bulky Engine of War: The Command Cards that can be used with Venerable Justarius are limited. He cannot use Frag Grenades, Krak Grenades or Melta Bombs, and cannot make use of Promethium Pipelines or erect Contingency Defences.

DAMAGING VENERABLE JUSTARIUS

When a unit makes an Attack with Venerable Justarius as the target, the Ultramarines player does not choose a target model. Instead, the Word Bearers player rolls a normal six-sided dice on the table above to determine the location that is hit. This location is treated as the target model for the purposes of the attack. If the location already has its Damaged box checked, roll again.

If the chosen target location would be 'removed as a casualty' it is instead damaged, and its Damage Effect comes into play. Check that location's Damaged box to show this.

If there are any Hits remaining in the damage pool after a target location is damaged, roll for another target location in the same way that another target model would be chosen.

ALTERNATIVE HISTORIES

The scenarios presented in The Horus Heresy: Betrayal at Calth boxed game tell you which models to use if you would like to recreate the battles as they happened in the narrative. However, once you have played through the story in this fashion, it can be interesting to try the scenarios out with some different participants.

The following rules let you try the scenarios again with different forces. For each scenario, each player has the option of swapping out some of their warriors for others. Each swap is declared when the time comes for the player to set up the relevant unit. Any rules or victory requirements that refer to a unit also refer to its replacement. (For example, in Scenario 2, the Ultramarines can swap out Aethon for Venerable Justarius. Justarius is now the one that has access to the special

action detailed in the Contingency Override special rule, and the mission is lost if he is removed as a casualty. Presumably, he will transfer the access code by short-ranged noospheric transfer, rather than by punching keys on a cogitator bank!)

Each swap costs a number of battle points. Once the forces have been set up, compare the total number of battle points spent by each player. If the totals are the same, the mission is played as normal.

If one player has more battle points than the other, the player with fewer battle points is the Underdog, and gets underdog points equal to the difference in battle points. These can be spent as described in the Underdog Bonus section for each scenario. One of the options for underdog points is buying

re-rolls. You could track these by keeping a stack of unused tactical point markers on one of your unit cards, or by using a regular six-sided dice. You can use each re-roll after making any dice roll; this allows you to roll all of the dice again. (You can only use one re-roll per roll.)

With these rules, the Word Bearers can use Cataphractii Terminators. They follow the same rules as Ultramarines Cataphractii Terminators, but should be painted appropriately! It's also possible that, to use all the different variants, you might need more miniatures than are included in the box. (For example, in Scenario 3 both sides have the option of taking a Contemptor Dreadnought!) If you don't have enough miniatures, then first come, first served. Good luck!



SCENARIO 1: THE WRATH OF VERIDIA

Instead of setting up a Legion Veteran Tactical Squad, either player can set up a depleted Legion Veteran Tactical Squad (1 Veteran Sergeant and 4 Veterans) and between two and four Cataphractii Terminators (not a Terminator Sergeant), at the cost of 1 battle point per Terminator. When determining which side is victorious, count Bulk values instead of

models. For example, if the Word Bearers player has two Cataphractii Terminators and a Veteran behind the blast door, they would have 5 Bulk points behind the doors.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to take two extra random cards into your hand before creating your Command Deck.
- Spend 1 point to get a re-roll.

SCENARIO 2: FLOOD THE VAULTS

Instead of setting up Captain Aethon, the Ultramarines player can set up Venerable Justarius at a cost of 5 battle points. Also, instead of setting up three Cataphractii Terminators, they can set up a depleted Legion Veteran Tactical Squad (5 Veterans). Doing so costs -1 battle point.

When the Word Bearers player sets up their force, they can set up a second Legion Veteran Tactical Squad, splitting it among the

four hexes that are adjacent to the Cogitator Access hex. This costs 3 battle points.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to take an extra random card into your hand before creating your Command Deck.

- Spend 1 point to get a re-roll.
- Spend 3 points to increase or decrease the size of the Ultramarines' Command Deck by 1 card.

SCENARIO 3: KNIVES IN THE GLOOM

The Word Bearers player can set up a Legion Terminator Squad instead of Sor Gharax. Doing so costs -1 battle point. (If they do this, the Ultramarines player is victorious if the last model from this squad is removed as a casualty.) Alternatively, they can set up a depleted Legion Terminator Squad (3 Terminators) instead of their depleted Legion Veteran Squad, for a cost of 2 battle points.

The Ultramarines player can replace the Terminator Sergeant in his Legion

Terminator Squad with Captain Aethon, at a cost of 2 battle points.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to take two extra random cards into your hand before creating your Command Deck.
- Spend 1 point to get a re-roll.

- The Word Bearers player can spend 2 points for Teleport Interference. Each time the Ultramarines player rolls to bring a model onto the board with the Teleportarium Control panel, they must roll two dice. If either of them is a blank, the model is removed as a casualty.
- Spend 3 points to increase or decrease the size of the Word Bearers' Command Deck by 1 card.

SCENARIO 4: THE LABYRINTH

The Word Bearers player can set up a Legion Terminator Squad instead of either of their Legion Veteran Squads, at a cost of 2 battle points each. The Ultramarines player can replace their Legion Terminator Squad with a Legion Veteran Squad (for -2 battle points), or with Venerable Justarius (for 1 battle point), and can replace their Legion Veteran Squad with a Legion Terminator Squad for 2 battle points.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to take a random card into your hand before creating your Command Deck.
- Spend 1 point to get a re-roll.
- Spend 3 points to take a card of your

choice into your hand before creating your Command Deck.

- The Ultramarines player can spend 2 points to remove the Mystic Ward special rule.
- The Word Bearers player can spend 2 points to improve the Mystic Ward special rule, so that they can use it twice per game instead of once.

SCENARIO 5: WARQUAKE

Do not use the forces described in the scenario. Instead, Before the scenario, the Ultramarines player picks a unit from the list below to add to their force. The Word Bearers player then does the same. This is repeated once more, so that each player has two units. Whatever the case, the Word Bearers player also has Kurtha Sedd.

- Legion Veteran Squad (1 battle point)
- Legion Terminator Squad (2 battle points)
- Sor Gharax, The Bull or Venerable Justarius (4 battle points – maximum one per player)

Each Veteran and Terminator squad is depleted. Roll a dice for each model in the unit; if a Shield is rolled, the model is slain and is not set up. If Sor Gharax or Venerable Justarius is taken, roll a dice for each of their damage locations other than their Sarcophagus. If a shield is rolled, the location starts the game damaged.

During setup, if there is not enough room to set up a unit according to the restrictions, it is lost and cannot be set up – as is any other unit that has not yet been set up.

If Sor Gharax or Justarius is harmed by a Murderflare, one random location is destroyed.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to take a random card into your hand before creating your Command Deck.
- Spend 1 point to get a re-roll.
- Spend 3 points to give one of your units two tactical points in the first round.

SCENARIO 6: INTO THE ABYSS

The Word Bearers player can set up a Legion Terminator Squad instead of either of their Legion Veteran Squads, at a cost of 2 battle points each. The Ultramarines player can replace their Legion Terminator Squad with a Legion Veteran Squad (for -2 battle points), or with Venerable Justarius (for 1 battle point), and can replace their Legion Veteran Squad with a Legion Terminator Squad for 2 battle points.

UNDERDOG BONUS

The Underdog can spend underdog points as follows:

- Spend 1 point to choose one of the two cards that they take into their hand before creating their Command Deck.
- Spend 1 point to get a re-roll.
- The Word Bearers player can spend 1 point to set up two Barricades anywhere on the board.
- The Word Bearers player can spend 2 points to take the Initiative in the first round.
- The Ultramarines player can spend 4 points to make a second Teleport Assault. They can use this at the start of any round after the second to deploy a second Legion Terminator Squad, following the Teleport Assault special rule.



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LOST PATROL

TERMINATORS IN LOST PATROL

These rules allow you to play a game of Lost Patrol using Space Marine Terminators from your collection as an alternative to the Scouts. These veterans of the chapter are equipped with fearsome weaponry and clad in bulky suits of tactical Dreadnought armour. These rules should provide both players with a new and interesting challenge.

It is very simple to incorporate Terminators into your games of Lost Patrol. To do so, you will need a squad of Space Marine Terminator models from your collection. The following rules modifications then apply to the Terminator models. In all other ways, the Terminators function in exactly the same way as the Scout models do in the game.

THE TERMINATOR SQUAD

Replace the 5 Space Marine Scout models with 5 Space Marine Terminators (1 Terminator Sergeant, 3 Terminators, and 1 Heavy Weapon Terminator). The Heavy Weapon Terminator can be armed with either an assault cannon, a heavy flamer or a cyclone missile launcher. All five models start the game in the Clearing tile.

TERMINATOR ACTIONS

Terminators take actions in the same manner as Scouts, with the modifications noted below.

TERMINATOR MOVES

The Terminators move in the same way as Scout models, except that there can be a maximum of only two Terminators on any tile other than the Clearing.

TERMINATOR FIRE

Roll two dice when a Terminator fires, apart from the Heavy Weapon Terminator. Each roll of 6 is a hit and removes one Genestealer model from the target tile.

When the Heavy Weapon Terminator fires, look up the weapon they are armed with below to see how to carry out the attack:

Assault Cannon: Roll three dice. Each roll of 6 is a hit and removes one Genestealer from the target tile.

Cyclone Missile Launcher: Roll one dice for each Genestealer on the target tile. Each roll of 5 or 6 is a hit and removes one Genestealer from the target tile.

Heavy Flamer: The Heavy Flamer can only be used to attack Genestealers in an adjacent tile (including tiles that are not connected to the attack model's tile by a path). Roll one dice for each Genestealer on the target tile. Each roll of 3, 4, 5 or 6 is a hit and removes one Genestealer from the target tile.

TERMINATORS & ASSAULTS

Roll one dice to determine the Terminator's assault score. Add 1 for each Terminator in the tile being attacked. Add a bonus of +1 if the Sergeant is one of the models in the tile being attacked. If a Heavy Weapon Terminator armed with an assault cannon can see the tile under attack, but is not actually in the tile, he can give a covering fire bonus of another +1. Heavy Weapon Terminators with cyclone missile launchers or heavy flamers cannot provide covering fire.

Combat results are worked out in exactly the same manner as they would be for Scouts, except that Terminators are never driven back – they always hold their ground, and the Genestealers can only advance into a tile by killing all of the Terminators that occupy it!

WINNING THE GAME

The normal victory conditions apply: the Space Marine player wins if they have a Terminator on the Dropship tile at the end of a turn, and the Genestealer player wins if all of the Terminators are eliminated.



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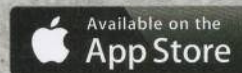


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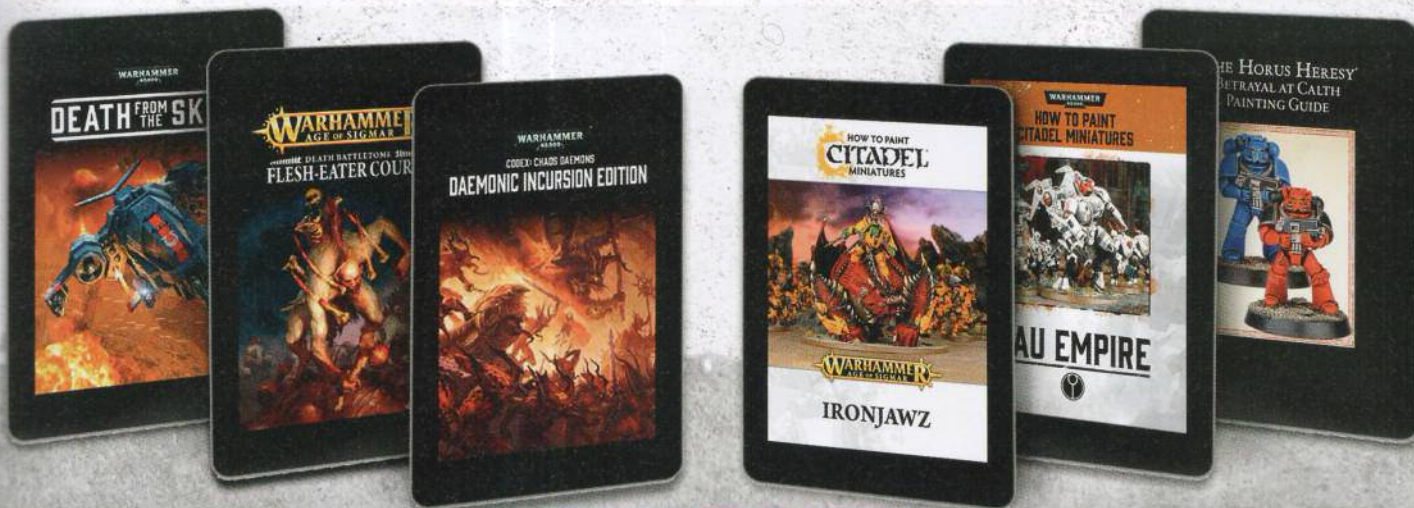


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ASSASSINORUM EXECUTION FORCE



DAEMONIC INCURSION

These rules allow you to play a game of Assassinorum: Execution Force using Chaos Daemons from your collection, otherworldly allies who are bolstering the Chaos Renegades in an attempt to make Lord Drask's evil plan come to fruition. Fighting your way through Daemons in addition to the usual Chaos Cultists and Chaos Space Marines in order to face Lord Drask is no easy task, and should provide even veteran players of Assassinorum: Execution Force with new and interesting challenges.

It is very simple to incorporate Daemons into your games of Assassinorum: Execution Force. If you wish to do so, each time a Chaos Cultist (with either an Autogun or an Autopistol) is placed on the board, roll two dice and add the scores together. If the result is a 6, 7, 8 or 9, then instead of placing a Chaos Cultist you should place a Daemon according to the table below if you have the appropriate model in your collection (on any other score the Chaos Cultist is placed as normal):

Dice Score	Daemon
6	Daemonette
7	Plaguebearer
8	Bloodletter
9	Pink Horror

Daemons have their own reference cards, shown overleaf, but otherwise behave like any other Renegades, moving On Patrol, going On Alert, Raising the Alarm and so on. Note that with the exception of Pink Horrors, Daemons do not have any ranged weapons, and so will not attempt to Shoot Assassins – skip the step when you check whether an Assassin is within 6 squares of a Renegade and within its line of sight when determining how a Daemon without ranged weapons behaves. Also note that Daemons do not have the Reaction Attack ability – each type of Daemon has its own bespoke ability instead, which is listed on its reference card.



THE TEMPLE OF SHADES

The Daemons that appear in the Temple of Shades are typically more powerful than those in the Astropathic Sanctum. If a Daemon is placed on the board, roll another dice and consult the table below to see what kind of upgrade it has:

Dice Score	Daemon
1-2	Daemonic Champion
3-4	Daemonic Icon Bearer
5-6	Daemonic Hornblower

The same kind of Daemon is placed in each case, but with the upgrade shown above. For example, if, when placing a Bloodletter on the Temple of Shades, you rolled a 5, that Bloodletter would also be a Hornblower. Each upgrade grants the Daemon in question an extra ability – these are detailed below. If you do not have the appropriate model for an upgraded Daemon, place a normal Daemon of that type on the board instead.



DAEMONIC UPGRADES

DAEMONIC CHAMPIONS

Alluresses, Bloodhunters, Plagueriddens and Iridescent Horrors are the toughest and most dangerous of their kind. Daemonic Champions have Stamina 2, instead of Stamina 1.

DAEMONIC ICON BEARER

These icons are surrounded by a dread aura that fogs the mind and corrupts machine spirits. An Assassin cannot use any Tactics whilst they are within 6 squares of any icon bearers.

DAEMONIC HORNBLOWER

The otherworldly cacophony of these Daemonic instruments can blast the sanity of a mortal man and leave even the strongest mind reeling. Roll a dice for any Assassin that starts the Assassin phase within 6 squares of any Daemonic Hornblowers. On a 1, 2 or 3 that Assassin is Stunned until the start of the next Assassin phase.



DAEMONS DATACARDS

Below you'll find the reference cards for the different types of Daemon; remember that Daemons don't make Reaction Attacks, but rather have their own bespoke abilities. You may wish to photocopy them, cut them out and glue them to card, to keep with the other cards in your copy of *Assassinorum: Execution Force*.

DAEMONETTE



Resilience 5+
Stamina 1

ACTIONS

- Fight with Rending Claws ■ ■

ABILITIES

Impossibly Swift: A Daemonette moves with unnatural grace and speed. Whenever a Daemonette moves, it always counts as having rolled a 6 – there is no need to roll a dice.

PLAGUEBEARER



Resilience 5+
Stamina 1

ACTIONS

- Fight with Plague Sword +1

ABILITIES

Disgustingly Resilient: Roll a dice each time a Plaguebearer suffers a hit. On a 5 or 6 the Plaguebearer negates that hit and it is ignored. If the 'Daemonic Aura' Event is in play, make two separate rolls for a Plague Bearer when it suffers a Hit (unless the Culexus Assassin is nearby) – the hit is ignored if either dice is a 5 or a 6.

BLOODLETTER



Resilience 5+
Stamina 1

ACTIONS

- Fight with Hellblade +2

ABILITIES

Blood for the Blood God: A Bloodletter's thirst for murder is limitless. If a Bloodletter that is On Alert starts the Renegades' On Alert step adjacent to an Assassin, it will make one 'free' Fight action. After this has been resolved, determine what the Bloodletter will do normally (this may mean the Bloodletter Fights twice in this phase).

PINK HORROR



Resilience 5+
Stamina 1

ACTIONS

- Shoot with Warpflames ■ ■
- Fight with Grasping Hands ■

ABILITIES

Blue Horrors: If a Pink Horror is slain, it will split into two Blue Horrors that will screech and complain loudly before they are dispatched by the Assassins or else scamper off into the dark. All Renegades within 6 squares of a Pink Horror when it is slain immediately go On Alert, regardless of whether or not those Renegades have Line of Sight to the slain Pink Horror or not.

NEW ACHIEVEMENTS

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If you are playing *Assassinorum: Execution Force* using the *Daemonic Incursion* rules, why not try and see if you can achieve some of the achievements listed below? Some of these will require simple adjustments to the normal rules that will make the game harder to win. Good luck.

THE ENEMY BEYOND

Complete the Mission using the *Daemonic Incursion* rules.

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

DAEMON HUNTERS

Complete the Mission slaying at least one of each kind of Daemon.

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

OUR WEAPONS ARE USELESS

Complete the Mission with all Daemons starting with Stamina 2, instead of Stamina 1 (*Daemonic Champions* have Stamina 3 instead).

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

LIKE MOTHS TO A FLAME

Complete the Mission when, every time there is a *Psychic Event* in play, any Daemons that appear that turn have a *Daemonic upgrade*.

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

THE LEGIONS OF NURGLE

Complete the Mission when all Daemons that are placed on the board are *Plaguebearers* (i.e. each time you roll a 6, 7, 8 or 9 when placing a *Chaos Cultist*, you place a *Plaguebearer* instead).

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

THE LEGIONS OF SLAANESH

Complete the Mission when all Daemons that are placed on the board are *Daemonettes* (i.e. each time you roll a 6, 7, 8 or 9 when placing a *Chaos Cultist*, you place a *Daemonette* instead).

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

THE LEGIONS OF TZEENTCH

Complete the Mission when all Daemons that are placed on the board are *Pink Horrors* (i.e. each time you roll a 6, 7, 8 or 9 when placing a *Chaos Cultist*, you place a *Pink Horror* instead).

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

THE LEGIONS OF KHORNE

Complete the Mission when all Daemons that are placed on the board are *Bloodletters* (i.e. each time you roll a 6, 7, 8 or 9 when placing a *Chaos Cultist*, you place a *Bloodletter* instead).

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:

THE DENIZENS OF THE WARP

Complete the Mission when, instead of setting up the game with 4 *Chaos Cultists* with *Autoguns*, you instead start the game with one of each kind of Daemon. The Daemons should be set up on the board in the following order: *Daemonette*, *Plaguebearer*, *Bloodletter* then *Pink Horror*.

Date Achieved:
 Callidus: Eversor:
 Culexus: Vindicare:



BEHOLD THE SLAUGHTERPRIEST!

Stuck to the cover of this very issue of White Dwarf is a free Citadel miniature – a Khorne Bloodbound Slaughterpriest with Hackblade and Wrath-hammer – something you can't fail to have noticed! Here we present some rules for using the blood-frenzied fellow in some of our boxed games.

SEE PAGE 130
FOR A PAINTING
GUIDE


Slaughterpriests are the holy men of the Blood God, Khorne – the battlefield is their pulpit, the screams of their victims their sermons. Dedicated to the spilling of blood in their patron's name, they are killers without remorse, possessed of a conviction that is terrifying in its single-mindedness and violence. You can download (for free!) the Warhammer Age of Sigmar warscroll for the Slaughterpriest with Hackblade and Wrath-hammer miniature on the Games Workshop website, but we thought we'd also include the rules for using him in two of our other boxed games, too.

Directly below you can find the rules for using this Slaughterpriest in Warhammer Quest Silver Tower. While this horrifying killer isn't exactly a hero in the traditional sense of the word, servants

of Khorne may seek out the Gaunt Summoner as a worthy sacrifice to their bloody god, braving the Tzeentchian Daemon's trials for a chance at taking his warped skull.

To the right you can see a sneak peek of the Slaughterpriest's rules from the Gorechosen boxed game, which is released on 24 September. You'll have to wait until then to understand exactly how Fexgor the Flayer functions in the game, but we can give you a few hints for now. Looking at his Kill Zone, the dark blue hexes show where he causes the most damage – the reach of his hackblade and wrath-hammer is long indeed! As such, he does slightly less damage to foes immediately in front of him, denoted by the lighter blue hexes. Will he prove to be Khorne's ultimate champion? That's up to you!

WARHAMMER QUEST SILVER TOWER



**SLAUGHTERPRIEST WITH
HACKBLADE AND WRATH-HAMMER**

	Range	Hit	Damage
Hackblade (1+)	Combat	3+	1
Wrath-hammer (3+)	Combat	4+	2
Blood Boil (6+)	Area	6+	D3

Sacrificial Rite (4+): For the rest of your turn, each time you slay an enemy, pick a hero (yours or another player's). That hero heals D3 wounds.

Slaughterer's Boon: Add 1 to the result of your attack rolls if you have already slain any adversaries this turn.

TRAITS: The Slaughterpriest is **Chaotic** and **Holy**.

RENOWN: If you heal a hero with Sacrificial Rite, gain 1 Renown.

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GORECHOSEN

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FEXGOR THE FLAYER

Fexgor is a giant armed with a jagged blade and a brutal ball and chain. Each swing of his hackblade is another prayer to Khorne, and the priest likes nothing better than to use its wickedly sharp edge to carve the skin from his foes. Laughing in frenzied glee, he rips flesh free, grinning at each fresh spray of gore.

FEXGOR THE FLAYER



HEALTH



UNIQUE ACTION: Blood Bind. Discard any two Action cards to take this action. Pick another fighter and roll a dice. If you score their Wrath or lower, their player must show you their hand. Pick one card, immediately make one of its actions with their fighter, then discard it.

KILL ZONE



HEALTHY



To Hit: 3+
Wounds: 3



To Hit: 2+
Wounds: 2

WOUNDED



To Hit: 5+
Wounds: 3



To Hit: 3+
Wounds: 2

Prayers of Wrath:
Move your Wrath token up one space after the attack has been resolved if...

...you inflict at least 5 wounds with a single attack.

...you inflict at least 7 wounds with a single attack.

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COVER FEATURE



NEW GORECHOSEN CHARACTERS!

This article introduces exclusive new rules for two of Khorne's mightiest and most feared champions, Valkia the Bloody and Skarr Bloodwrath, to games of Gorechosen. While the game's not out until 24 September, believe us when we say these heroes will pose a serious challenge to the other fighters! As such, you could use them as a handicap, letting an inexperienced player choose one of them when playing with a veteran group, or you could simply introduce them to a

SKARR BLOODWRATH



HEALTH



UNIQUE ACTION: Slaughterstorm. Discard any two Action cards to take this action. Each other player with a fighter within 3 hexes rolls a dice. On a 1, 2 or 3 their fighter suffers D6 wounds.

KILL ZONE



Cyclone of Death: Whenever you inflict any wounds on a fighter in your Kill Zone...

HEALTHY

To Hit: 3+
Wounds: 3
To Hit: 4+
Wounds: 3

...also inflict D3 wounds on each fighter (other than yourself) that is adjacent to them.

WOUNDED

To Hit: 4+
Wounds: 4
To Hit: 5+
Wounds: 3

...also inflict 1 wound on each fighter (other than yourself) that is adjacent to them.

The Never-Dying: Skarr Bloodwrath is no stranger to death, having been struck many a mortal wound on the field of battle. He is Khorne's ever-enduring champion, and it takes more than a disembowelling or decapitation to stay him for long.

When Skarr Bloodwrath is slain, roll a dice. On a result of 1 or 2, the killing blow was worthy enough to ensure that he will not return during this fight, and he is indeed slain. On a 3, 4 or 5, he staggers back to his feet and is not removed; roll a D3 and remove that many Injury markers from his card, starting from the bottom. On a 6, he springs back to the fight as above, but loses D6 injury markers instead of D3.

If he is slain (and fails to return), and the fight is not yet over, use the regular Fate of the Slain rules.

four-player game to force the other three to lay aside their differences and work together! If you really want to put the players through their paces, the Mightiest of Champions game variant (see the sidebar to the right) puts a new spin on a Kingslayer match, letting these great warriors face off against a procession of would-be champions. Let the brutality begin!

VALKIA THE BLOODY



HEALTH



UNIQUE ACTION: Swooping Strike. Discard any two Action cards to take this action. Move Valkia to any hex, facing in any direction. If you wish, you can then reveal another card, resolve its Attack action, and discard it.

KILL ZONE



HEALTHY

To Hit: 2+
Wounds: 5

To Hit: 3+
Wounds: 3

WOUNDED

To Hit: 3+
Wounds: 4

To Hit: 4+
Wounds: 2

Heartstrike: When you attack after a Lunge or Charge, or using your unique action...

...each roll of 6 causes an extra D6 wounds.

...each roll of 6 causes an extra D3 wounds.

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MIGHTIEST OF CHAMPIONS

Skarr Bloodwrath and Valkia the Bloody are among Khorne's mightiest champions, a cut above even the great warriors that normally grace the arena. This game variant gives you a chance to truly get the most out of these fearsome champions.

This variant requires four players. One of them controls Skarr Bloodwrath or Valkia the Bloody (the Mightiest Champion), while the other three (the Challengers) stand together against them, as in the Kingslayer variant. Note that the Challengers cannot control Skarr or Valkia!

In each Prepare stage, the Mightiest Champion is dealt four additional action cards. (If you are using the drafting rules, they take an action card at random from each other player before the draft begins, setting them aside along with one chosen from their own hand.)

Whenever the Mightiest Champion's Initiative card is drawn, they can choose to play two Action cards instead of one.

If a Challenger rolls on the Fate of the Slain table and scores a 6, ignore the Vengeance result. Instead, they can choose an unused fighter (but not Skarr Bloodwrath or Valkia the Bloody) and set them up in any hex at the edge of the arena. Return their marker to the Wrath track, on the starting space. Their other fighter card is discarded, and they no longer roll on the Fate of the Slain table; instead, they take full control of the new fighter.

If you run out of unused fighters (for example, if you do not have miniatures for the four additional fighters and a second fighter rolls a 6 on the Fate of the Slain table), you can re-use a fighter who has already been slain, representing another warrior with a similar fighting style.

If there are ever no Challengers in the arena, the Mightiest Champion wins. If the Mightiest Champion is slain, the Challengers win.

Daemonshield: Valkia carries a shield adorned with the head of a Daemon Prince who dared to speak out of turn in her presence. Throughout her long career spilling blood in the name of the Blood God, it has warded off countless killing blows.

When Valkia is slain by an attack, roll a dice. On a result of 2 or more, the killing blow is deflected and she stays fighting. If there is an Injury marker on the bottom space of her health track, remove it, and ignore any further wounds caused by the attack. Each subsequent time she is slain, subtract 1 from the result of the dice roll. This is cumulative – so the second time, the shield saves her on a 3 or more, and the third time it saves her on a 4 or more.

If she is slain and the fight is not yet over, use the regular Fate of the Slain rules.

GROMBRINDAL, THE WHITE DWARF

Across the Mortal Realms, rumours persist of a mighty duardin warrior who survived the end of the world-that-was. This legendary warrior is said to roam the realms, fighting Chaos and the dark things of the worlds wherever he finds them. His name? Grombrindal, the White Dwarf himself!

SEE PAGE 132
FOR A PAINTING
GUIDE



To mark the release of the new, monthly White Dwarf, you can get your hands on the Unforged model in special Grombrindal, the White Dwarf packaging. For more information and prices, visit: games-workshop.com.


For as long as White Dwarf the magazine has existed, so too has there been Grombrindal, the White Dwarf himself. This doughty warrior, his pale beard and hair giving him his name, has long been a constant in the worlds and ages of Warhammer, his name as famous as that of Josef Bugman or great Grimnir himself. And so it seemed fitting, with a new incarnation of White Dwarf magazine, that we ascend the mossy steps to the Games Workshop's highest spire, and persuade the shadowy, behooded beings within – known in this level of reality as 'the Rules Team' – to fashion some rules for Grombrindal to use in a couple of our games.

Behold, then, rules for using Grombrindal in Warhammer Quest Silver Tower and Warhammer

Age of Sigmar! There is a condition to do so, though, and it is this: you'll need to get a duardin Unforged model, and paint it using the painting guide presented on page 132 of this issue of White Dwarf in order to use the rules for Grombrindal presented here. If you don't have an Unforged Citadel miniature, and you don't paint him as Grombrindal as specified in the Paint Splatter in this magazine, then you can't use these rules! Simple, right? Right!

And with that... enjoy! Grombrindal makes a fine addition to the quest to reach the Gaunt Summoner, and he also fights like a hurricane on the battlefields of the Mortal Realms in Warhammer Age of Sigmar. And if you've painted your own Grombrindal, why not send us a picture at team@whitedwarf.co.uk?

WARHAMMER QUEST SILVER TOWER



GROMBRINDAL, THE WHITE DWARF

WEAPON ACTIONS		Range	Hit	Damage
Axe Swing (1+)		Combat	3+	1
Twin Strike (4+)		Combat	2+	2

Living Legend: Before rolling your hero dice, roll a dice for each wound marker on your hero card. On a result of 4 or more, the wound is healed.

Wise Counsel: Immediately after Grombrindal gains any amount of Renown, pick another hero in the same chamber. That hero gains one point of Renown.

TRAITS: Grombrindal is **Unrelenting** and **Bladeborn**.

RENOWN: If you slay an adversary with 5 or more Vigour, gain 3 Renown.

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GROMBRINDAL, THE WHITE DWARF



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Twin Axes of Grombrindal	1"	6	3+	3+	-1	D3

DESCRIPTION

Grombrindal, the White Dwarf, is a single model. He is a legend made flesh, a scarred warrior who springs into battle wielding the Twin Axes of Grombrindal.

ABILITIES

Living Legend: It is said that the White Dwarf has travelled the breadth of the Mortal Realms and beyond, and though many have tried, nothing has slain him yet. If Grombrindal is slain, roll a dice. On a score of a 1, he is removed from play (although his body will mysteriously vanish after the battle). On a score of a 5 or 6, he immediately heals D6 wounds and fights on. On any other result, lay him on his side and roll again in your next hero phase. (In the meantime, he is treated as

having been slain, and is not counted as a model on the battlefield.)

As If From Nowhere: It is believed by many that Grombrindal has magical abilities, for he is known to appear without warning on the field of battle. In truth, he travels the realm under a variety of guises, knowing full well that his reputation might close as many doors as it opens. Instead of setting up Grombrindal normally, you can place him to one side and say that he is disguised. At the start of any of your hero phases Grombrindal can cast aside his disguise, revealing nothing but a pair of tattered pantaloons, a lustrous beard and a pair of razor-sharp axes. Set him up within 3" of any unit on the board, friend or foe.

Pah! I've Eaten Bigger Lunches...

Grombrindal views most things with an air of aloof indifference, and seems almost dismissive as he hacks down rank after rank of enemy warriors. The slightest flicker of a smile only graces his craggy features on the rare occasion that a suitably titanic enemy crosses his path. You can re-roll failed hit rolls if Grombrindal is attacking a **HERO**, and you can re-roll failed wound rolls if he is attacking a **MONSTER**. If his target is both a **HERO** and a **MONSTER**, you can re-roll both!

Wise Counsel: The White Dwarf is a trove of knowledge, forever willing to impart advice to would-be warlords. In your hero phase, Grombrindal can advise another **HERO** within 6". For the rest of the phase, you can re-roll any dice rolls you make for that hero.

KEYWORDS

ORDER, DUARDIN, HERO, UNFORGED, GROMBRINDAL

DEATHWATCH IN STORMCLOUD ATTACK

In August, the Deathwatch got their very own flyer in the form of the Corvus Blackstar, a sleek war machine that transports Kill Teams to the battlefield while laying waste to airborne and ground-based foes alike. Here we present the rules for using it in Stormcloud Attack.

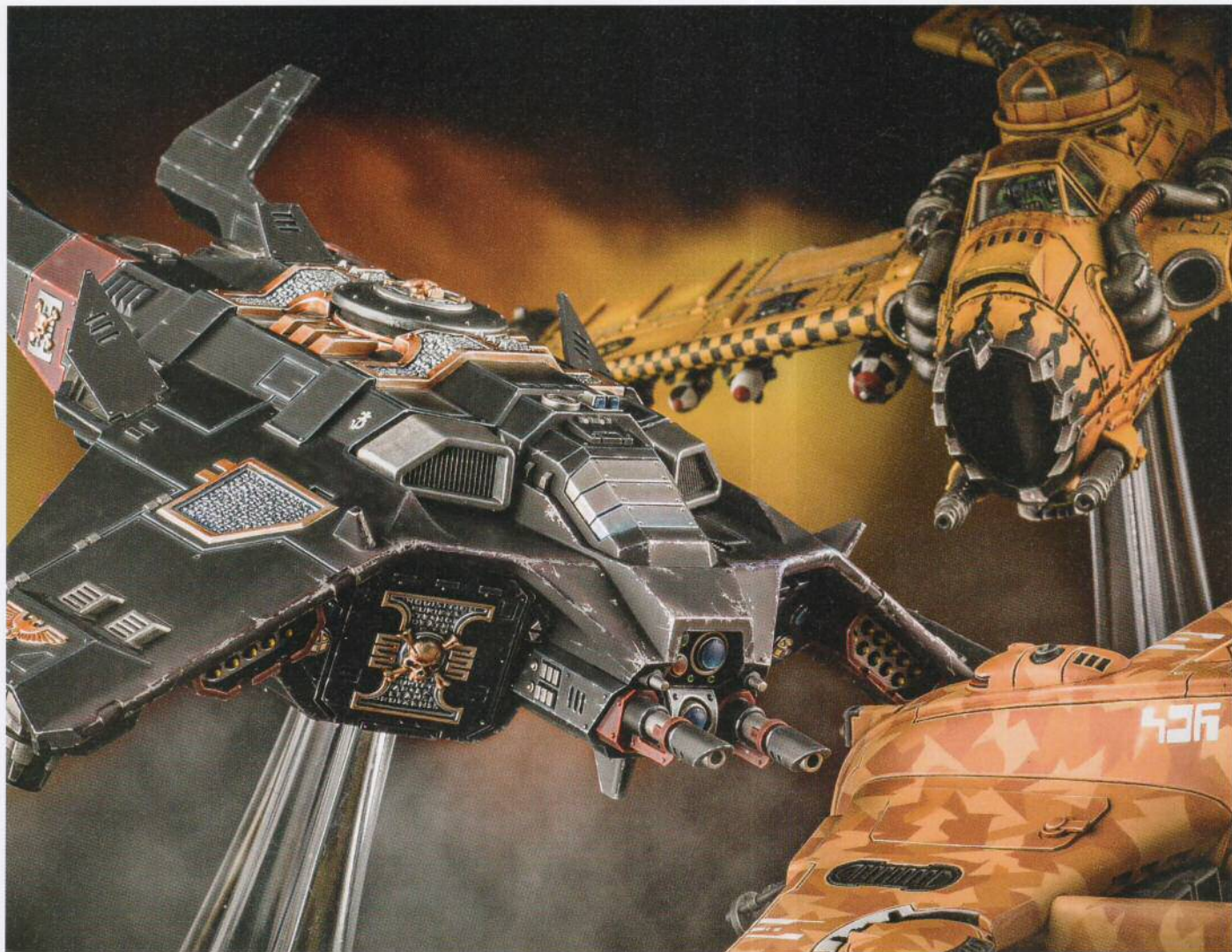
SEE PAGE 134
FOR DESIGNERS
NOTES

Stormcloud Attack is the boxed game of dogfights in the 41st Millennium, and if you haven't yet played it, you really must – it's terrific fun and you only need one Warhammer 40,000 flyer to play (plus an opponent with their own flyer, of course). Three boxed sets containing different flyers and all the rules you need to field them are available (see games-workshop.com for more – you're looking for Faith & Heresy, The Ancient & The Greater Good, and the Eldritch & The Beast), while the Stormcloud Attack app contains rules for every other flyer in the Warhammer 40,000 range.

The latest addition to the app is, of course, the brand-new Corvus Blackstar, which only went on sale last week. We thought it would be a good idea to present its Stormcloud Attack rules here,

for the sake of completeness. (And if you don't yet have the app – and if you don't, what's stopping you? – pop on over to the Apple App Store or Google Play to grab it.)

And it's a brute, absolutely festooned with weapons and able to accelerate and brake on a dime. In fact, we'd go so far as to suggest it's one of the best all-round flyers in the game – its biggest downside, perhaps, is that almost all of its guns have a fixed arc, meaning you're going to have to be pretty canny with your manoeuvres to draw a bead on your target. That's mitigated somewhat by the presence of a turret-mounted hurricane bolter, however – but the fact remains that, for all its power, the Corvus Blackstar is a precision tool. Which, given that it's a Space Marine vehicle, is perfectly fitting.



CORVUS BLACKSTAR

The Corvus Blackstar thunders through the skies with a scream of engines, guns spitting death as it strafes the xenos troopers below.

MAXIMUM POWER	4	ACCELERATION/BRAKING	2+/2+	TOUGHNESS	4	STRUCTURE	5	DAMAGE CONTROL	2+
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WEAPONS

Weapon	Arc	Range	Hit Rolls	Damage	Ground Attack
Twin-linked assault cannon, Blackstar cluster launcher, stormstrike missiles. The twin-linked assault cannon can be replaced with a twin-linked lascannon. The stormstrike missiles can be replaced with a twin-linked Blackstar rocket launcher. A Corvus Blackstar can be fitted with an infernum halo-launcher, but if it is, its braking is 3+. It can also be fitted with a hurricane bolter, but if it is, its acceleration is 3+.	Fixed	10"	3+ 3+	2	0
Blackstar cluster launcher	-	-	-	-	+1
Stormstrike missiles (4)	Forward 90°	30"	5+	2	+1 each
Twin-linked lascannon	Fixed	20"	5+ 5+	3	0
Twin-linked Blackstar rocket launcher	Fixed	12"	4+ 4+	1	+1
Hurricane bolter	Fixed	10"	3+	1	0

SPECIAL RULES

Stormstrike Missiles: A Corvus Blackstar can be armed with four stormstrike missiles. Each may be used only once. Any number can be used as part of the same attack if desired.

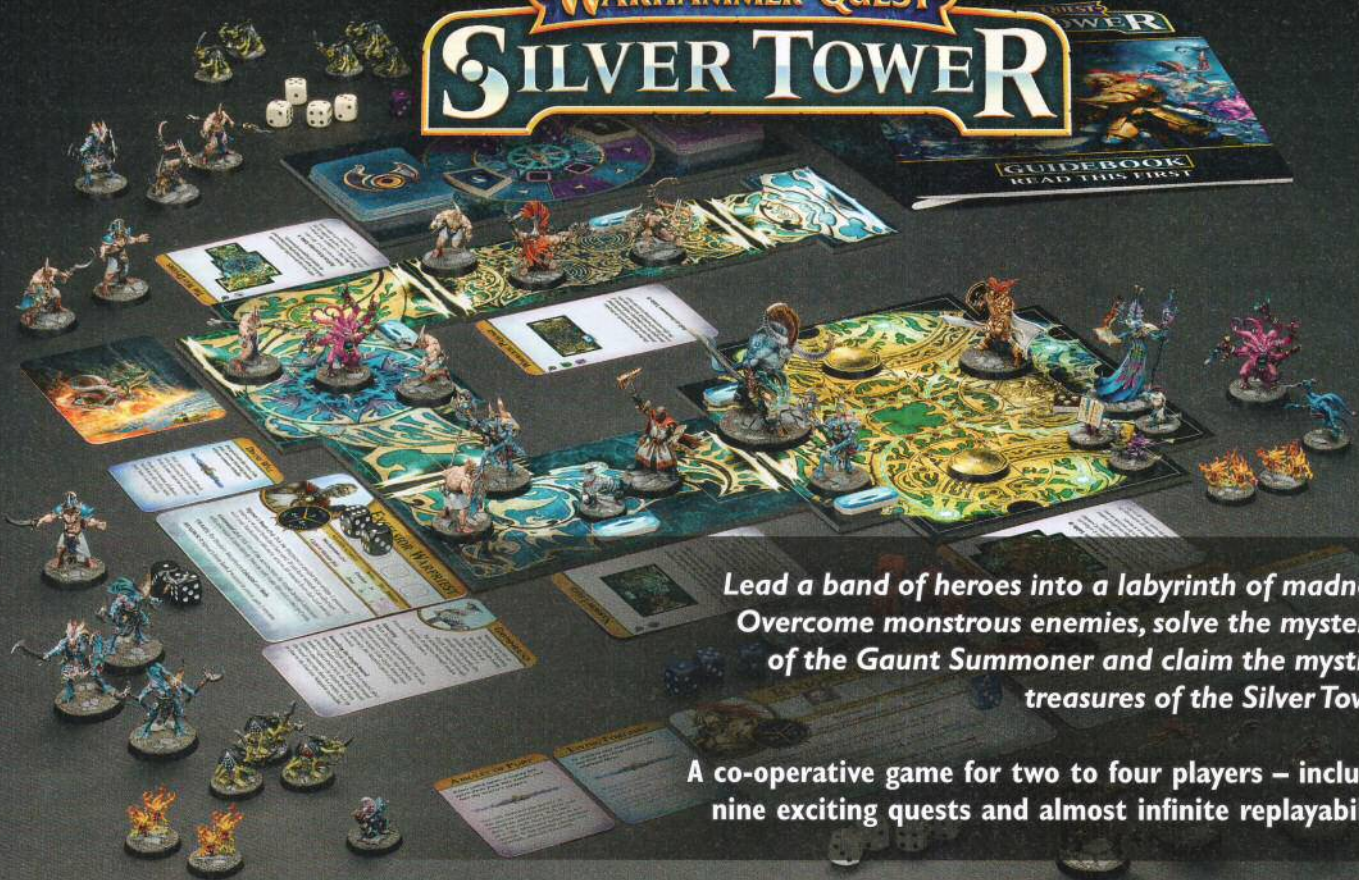
Infernum Halo-launcher: You can force an opponent to re-roll one successful hit roll each time the Corvus Blackstar is attacked.

Elite Drop-craft: If you are using the Air Assaults rules, then a Corvus Blackstar has an assault value of +3.

MANOEUVRE TABLE					
Manoeuvre	Power Setting & Danger Rolls				Execution
	2	3	4		
Level Flight	Always Safe				Move - Move
Bank	1+	1+	1+		Move - Move - Turn
Turn	1+	1+	1+		Move - Turn - Move
Snap Turn	1+	1+	2+		Turn - Move - Move
Stall Turn	1+	2+	3+		Move - Turn - Turn - Move

ADVENTURE IN A BOX

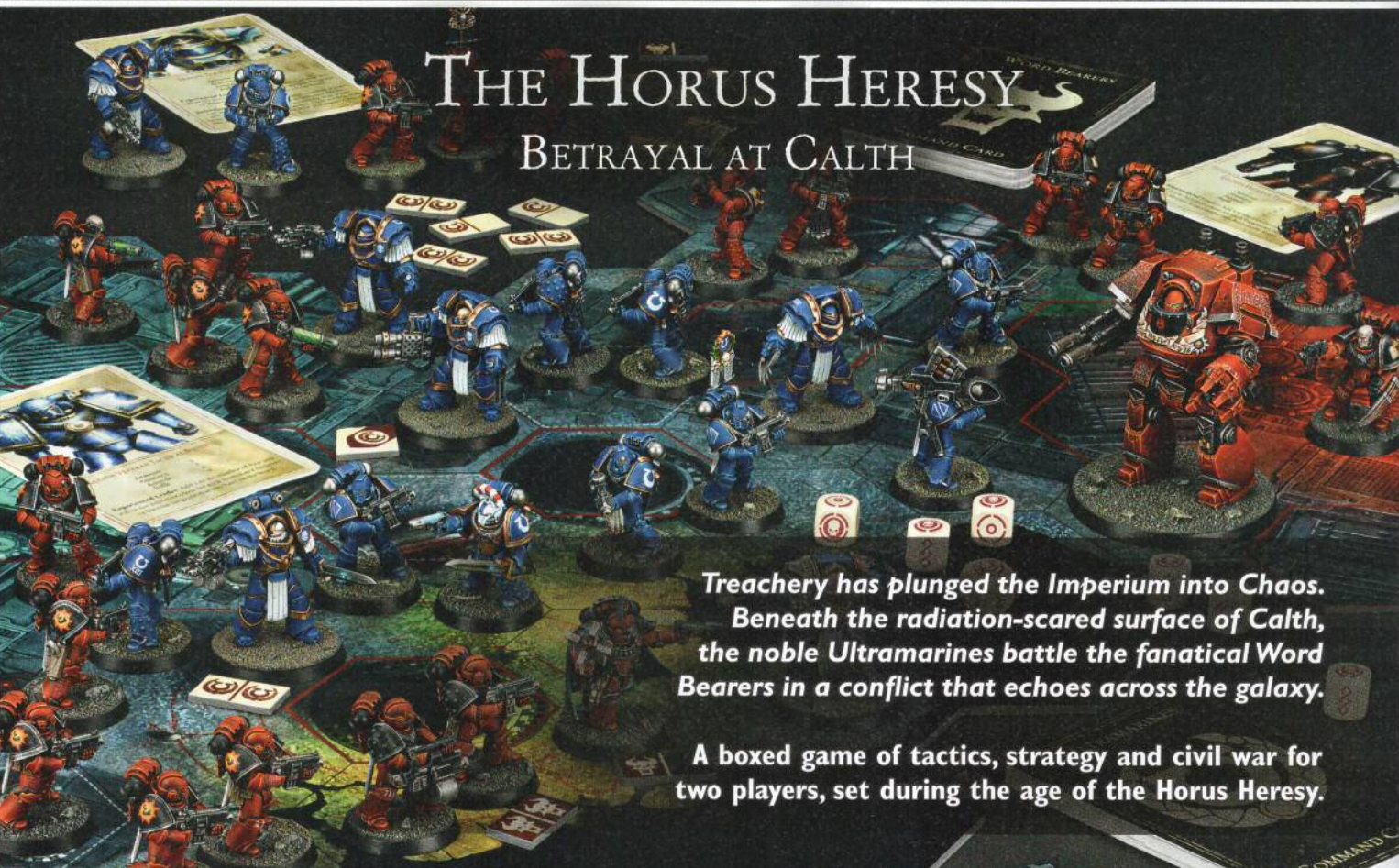
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* Available instore or online at www.games-workshop.com

THE HORUS HERESY

Throughout the year Games Workshop hosts Golden Demon painting competitions, where painters from all over the world compete for miniature-painting glory. Here we showcase some of the entries from the Squad category at Golden Demon: Horus Heresy.

GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines or Golden Demon: Tanks, while Golden Demon: Classic includes 12 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more about upcoming Golden Demon events on the Warhammer World website: warhammerworld.games-workshop.com.

Last year at the Horus Heresy Weekender, we held our very first Golden Demon dedicated to the Horus Heresy. Here we chat to Andy Wardle, whose Ultramarines Terminators took victory in the Squad category. It wasn't Andy's only victory, though, as he also won the Slayer Sword with his Ultramarines Fellblade!

White Dwarf: Congratulations on another victory, Andy – you must have spent quite a lot of time painting in the run up to the event!

Andy Wardle: It's hard to work out how many hours I spent on my Golden Demon projects but I remember the unit's banner took about 10 hours to paint, and each Terminator took around 10 to 15 hours, so I probably spent around 70 hours on this squad alone. It's the first time I've worked on all the models in a squad at the same time, which

helped with the consistency of my painting but really tested my patience at times. Overall I must have spent about 250 hours painting, and the Fellblade took up most of that time.

WD: Why did you choose the Cataphractii Terminators for the Squad category?

AW: I wanted a Terminator honour guard for my army. For me, Cataphractii scream 'Ultramarines!', especially because of the leather pteruges. I converted them slightly, using the torso and head from the Justaerin Terminators to make them stand out from regular Terminators. I also like how the helmets tie in with Mk. IV power armour.

WD: How did you go about painting them? Do you have a particular method that you stick to or a painting technique that you prefer?



GOLD, SQUAD CATEGORY
ULTRAMARINES TERMINATORS
BY ANDY WARDLE

AW: There's a lot of blending on the blue armour to create a transition from dark to light on the panels. I then did the same thing on the white panels, which was much harder. From there I tried to create as many textures on the models as possible. The white has a subtle marble effect, the gold is battered and beaten and the leather has lots of scratches on it. I'm really open to all painting techniques and I encourage everyone to try different styles even if they have a preference.

WD: How did you paint the banner and how did you get the gold cloth to look so realistic?

AW: Painting freehand designs is both really enjoyable and challenging. I sketched out the design on paper first, but some elements such as the skull got added later while painting. When I plan freehand designs I always think about what's going to bring in extra colours and interest. The eagle meant I could add brown tones, and the leaves brought in green. The extra colours make a more interesting piece when balanced correctly. As for the gold cloth, it's the perfect place to show off painting non-metallic metals. The key to making them look realistic is controlling the contrast and the smoothness of the colour transition. Smooth blending by brush is something I continue to work on as it's such a difficult but essential skill. 🦴

CATAPHRACTII CLOSE-UPS



1



2



3



4



5



6

- 1 Andy painted a beautiful mirrored effect onto the sergeant's power sword. Its cyan tone is harmonious with the squad's colour scheme rather than contrasting with it.
- 2 The sergeant bears a white stripe on his helmet to denote his rank.
- 3 From above you can see the impressive gold filigree on the models' pauldrons.
- 4 Andy kit-bashed the Sons of Horus Justaerin with the Cataphractii to make his squad unique.
- 5 Andy has a rare talent for painting designs onto banners and models. Plenty of practice and perseverance are the key, he says.
- 6 A close-up of the incredibly fine marbling on the white armour.



WHAT THE JUDGES SAID

"Andy's models benefit from some really smooth blending with an excellent marble texture and gold leaf on the white panels," says Aidan Daly, one of the 'Eavy Metal team. "The freehand banner is an exceptional piece of work, the finishing touch to a beautifully painted unit that exudes an aura of power and nobility."

GOLDEN DEMON



BRONZE, SQUAD CATEGORY
EMPEROR'S CHILDREN KAKOPHONI
BY ELLIS KAYE



SILVER SQUAD CATEGORY
ULTRAMARINES RAPIER BATTERY
BY MATT MURPHY-KANE

ULTRAMARINES ADVANCE!



1



2

1 Matt Murphy-Kane painted his Ultramarines by undercoating his models black, then highlighting them with white from above for zenithal highlights. He then applied several thin coats of transparent blue paint over the models using an airbrush. This enables Matt to tint the armour with his chosen colour – in this case, blue – creating a smooth transition between deep blue shading on the lower areas of the models and light blue highlights on the raised areas.

2 Matt then takes that beautiful blue armour and adds a whole lot of battle damage and weathering to it. The end result is a clearly gorgeous suit of armour marred by weeks (if not months) of battlefield dirt and grime. A worthy award winner!

SHINING A LIGHT ON THE EMPEROR'S CHILDREN



1



2



3

1 Ellis has entered Golden Demon many times and often paints his Space Marines with really reflective armour. It's a look that really pays off with the Emperor's Children who no doubt polish their armour to a wondrous sheen. Note the exceptional blending on this model's greaves.

2 Tabards and strips of flayed, cured flesh contrast with the clean armour panels. The change in colour is really stark and helps highlight the difference between the smooth texture of the armour, the rough skin and the matte black guns.

3 Gold is the perfect contrasting colour to purple. Traditionally it's also a regal combination, which works well on the sons of Fulgrim.

WHAT THE JUDGES SAID

"Matt's entry shows exceptional consistency across the unit, something we look for really closely in this category," says 'Eavy Metal's Max Faleij. "He picked an unusual unit, which gave him loads of opportunities to show off different colours and techniques and his realistic weathering worked really well on them."

"Ellis's unit is also really interesting, featuring some very bold reflections on the armour that are characteristic of his painting style, but also suit the Emperor's Children really well. He makes great use of an electric blue spot colour on the guns, but keeps all the other colours muted in contrast to the smooth purple armour."

GOLDEN DEMON

SQUAD CATEGORY
DARK ANGELS
VETERAN SQUAD
BY MATT FLYNN



SQUAD CATEGORY
IMPERIAL FISTS LEGION
TACTICAL SQUAD
BY JOSHUA JOHNSON



SQUAD TSAGUALSA IN DETAIL



1



2

- 1 Matt's painted his Dark Angels wearing dark, reflective armour, which contrasts with the smooth cream panels on their shoulder pads. Mixing painting styles like this is a great way to show the difference between textures, in this case matte and gloss armour.
- 2 A clever little touch by Matt is to use green and red as the unit's spot colours. During the Horus Heresy the Dark Angels wore black armour, but following the division of their Legion most of them took to wearing dark green with red details. Could this be a hint, perhaps, that these Dark Angels are loyal to the Lion?



SONS OF DORN

Squad Arcad is a great example of a simple colour scheme brought to life with great weathering. It's very easy to go over the top when weathering your miniatures, but Joshua got the balance just right. The black shoulder pads add a nice contrast to the bright yellow armour of the Imperial Fists of Squad Arcad.



ILLUMINATIONS

THE DEATHWATCH

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This issue, we take a closer look at the artwork of the Deathwatch, along with some valuable insights from the artists on their work.



Left: Codex: Deathwatch cover by Ray Swanland. "The black armour of the Deathwatch immediately made me think of hammered iron, or even obsidian," says Ray. "With that in mind, I gravitated towards the symbolic imagery of the character emerging from the fires of a volcanic forge. For me, this nicely mirrored the difficult path a Space Marine must take to be chosen for the Deathwatch."

Above: Deathwatch Overkill boxed game by Ray Swanland. "With this piece, the lean and specialized nature of the Deathwatch made it an intuitive choice to place the scene in an ominous, confined space. To drive home the 'against the odds' feel, I used the oncoming Genestealer Cult and dilapidated structures to surround them on all sides. They are literally framed by danger."



Garran Branatar by Christian Byrne. "As the Deathwatch now have Terminators, I was given the opportunity to create a piece of artwork for them," says Christian. "At the time I started working on it, Branatar – the Salamander in Deathwatch Overkill – was the only Deathwatch Terminator miniature, so I decided to illustrate him. I'll be honest, the flames were really difficult to draw – I probably

couldn't have picked a harder texture to work with! It did give me the opportunity to work on lighting effects within the piece, though, the flames reflecting off Branatar's armour, especially his silver left arm. The real challenge, I found, was taking a miniature and, essentially, transposing it into artwork. You have to add a lot more texture and detail to make it feel realistic."



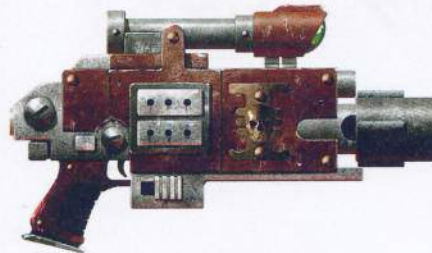
WEAPONS OF THE ORDO XENOS



Artifex pattern bolter, complete with silacharibdis shot selector.



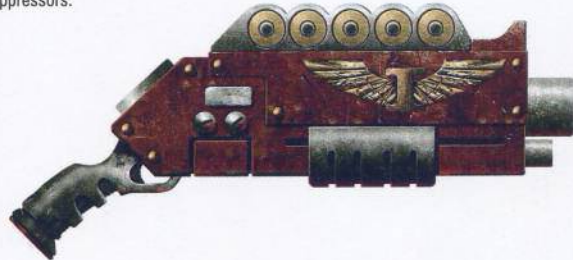
Armour-piercing Vengeance round, left, and long-ranged Kraken bolt, right.



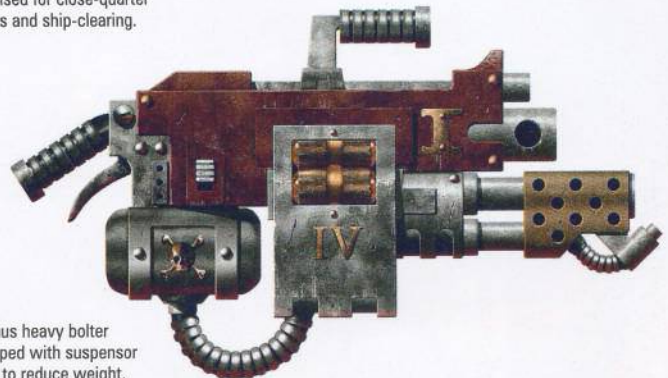
Stalker pattern bolter fitted with audio and muzzle flash suppressors.



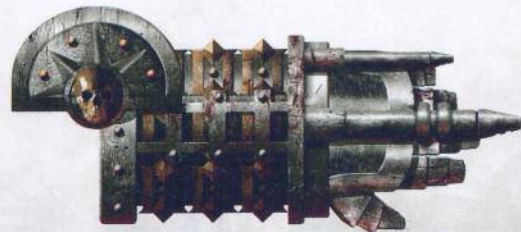
Explosive Dragonfire bolt, left, and acid-filled Hellfire round, right.



Deathwatch shotgun optimised for close-quarter battles and ship-clearing.



Infernus heavy bolter equipped with suspensor discs to reduce weight.



The clavis, an artefact that disrupts the mechanisms of enemy war machines.

Deathwatch Watch Master by Pedro Núñez. "When I started working on this piece I had to figure out where to place the Watch Master and what attitude I wanted to give him," says Pedro. "I drew him standing on a gravitational platform surrounded by acolytes looking at a glass vat with some kind of alien creature inside it. The Watch Master has encountered thousands of aliens in his long life but here I imagine he's looking upon a new race for the first time and thinking 'This will never end!'. He's being reminded that he's fighting an eternal war. I wanted whatever's in that specimen tank to trouble him, to be a new threat to the Imperium."



Deathwatch Kill Team versus Necrons by Lee Setiawan. Lee's piece shows a Necron Tomb and its inhabitants as they awaken to the arrival of a Deathwatch Kill Team. Canoptek Wraiths are a tomb's defence mechanism, which is why there are so many of them attacking the Deathwatch forces – it's an immediate reaction to their arrival. One thing Lee wanted to do with this piece was to show

each member of the Deathwatch squad as the epitome of his Chapter, with the Salamander in the foreground using his heavy flamer and the Dark Angel next to him smashing aside a Necron Warrior with a power maul. Look carefully and you can just see that the Imperial Fist in the background is carrying a melta bomb, most likely to detonate the obelisk at the heart of the tomb complex.



Deathwatch versus Dark Eldar by Jon Cave. "I wanted this scene to show the Deathwatch assaulting an alien stronghold," says Jon. "Because the space I was working in was tall and thin, I chose to keep the Space Marine's pose compact, his torso twisted round and his hammer drawn up behind him ready to strike the killing blow. I also chose a low angle for the piece, looking up at the Space Marine as if you're the doomed Kabalite Warrior."



Vanguard Veteran versus Tyranid Warrior by Lius Lasahido. "My piece features a Deathwatch veteran fighting Tyranid Warriors from Hive Fleet Behemoth," says Lius. "I angled the landscape so the Deathwatch Marine appears to be flying down into the Tyranids below – it could be a charge to the death! I added flames and explosions into the picture behind him which add a lot of heat to the picture and contrast well with the cold colours of the veteran's armour."

THE BRIMFIRE RITUAL

Deep in Aqshy stands the Brimfire Gate, which Sigmar has tasked Vandus Hammerhand with closing. Yet a diabolical ritual is about to take place at the Pyrevault Redoubt. Dan and Matt take to the battlefield in this Warhammer Age of Sigmar battle report.

The Brimfire Gate is one of the eight gateways that leads from the Mortal Realms to the Allpoints, the nexus of travel across the realms. Surrounded on all sides by towering brass mountains and piles of skulls as far as the eye can see, it is an inhospitable place where acid rains down from the skies and burns all it touches, reducing iron and steel to rivers of rust. Eight fortresses stand guard over the

Brimfire Gate, the first of which is the Pyrevault Redoubt. As Vandus Hammerhand's army approaches, Khorne's followers stand waiting on the battlements, their blades sharp and their rage palpable. But Vandus cannot tarry in his approach, for behind the walls of the fortress a dark ritual is being conducted. Not only must Vandus breach the fortress, he must stop the ritual too, for if it succeeds, the Brimfire Gate will be overrun by Daemons.



SLAY THE SLAUGHTERPRIEST, STOP THE RITUAL



MATT HUTSON

Matt has fought in more battle reports than he's eaten hot meals. Okay, so that's not strictly true, but he has fought a lot of them. He's known for his straight game face, never giving away his battlefield strategy until the very last minute.

Matt: The idea for this battle report came about because of a new battlefield – the Fellbarrens – that the Studio army painting team created for the All-gates book that came out a few months ago. The board, which you can see in full in a few pages' time, has a real sense of narrative to it, a story waiting to be played out over its many walls and bastions. It seemed like the perfect table over which to fight a battle report.

I love a good game of Warhammer Age of Sigmar and this time I'm using an army of Stormcast Eternals, just like the story presented in the book (pages 181 to 239 if you want to look it up). The battle we're fighting is set on the walls of Pyrevault Redoubt, a massive fortress protecting the Brimfire Gate in the Realm of Fire. There are

many battles taking place around the Brimfire Gate in the All-gates book, but our battle focuses on one particular point at Pyrevault Redoubt where a Slaughterpriest is conducting a diabolical ritual to summon a horde of Khorne Daemons. Some have already arrived, including a trio of Bloodthirsters, and it's my mission to stop the Slaughterpriest completing the ritual.

As you can probably guess, we're playing The Ritual battleplan from the Warhammer Age of Sigmar book – the perfect scenario for our game. It's a really simple battleplan to play, but a wonderfully tense one that relies on speed and decisive actions to win the game. You really can't get bogged down in protracted fights or dither around in this battleplan.

IN KHORNE'S NAME, BLOOD WILL FLOW



DAN HARDEN

Dan has a novel approach to tactics in that he doesn't really have any, preferring to live for the moment and seize the day in unexpected ways. It's probably for the best that he's commanding the Khorne Bloodbound in this battle.

Dan: With Matt taking on the role of the disrupter at the head of a glittering Stormhost, I'll be fighting this battle report as the ritualist, in command of an army of Khorne. Just like in the story, my force will contain both Daemons and mortals, all of them safely ensconced behind a massive fortress wall. Not that Khorne's minions care much for safety or walls, but that's something to consider for later.

Before playing the game, Matt and I discussed how many units we'd each take. We settled on four to five heroes each, plus around 10 units, though we agreed that I'd be able to take a few extra units to help defend the Pyrevault Redoubt from the gold-armoured Stormhost clamouring at the gates. Casualties would likely be high in this

battle, especially as Matt would be going first and he's not known for pulling his punches (he was muttering something about a rain of stars as we went to gather our armies). The exciting thing was that, while we'd agreed on a unit count, neither of us knew what the other would be taking until we put our forces (see over the page) on the table.

My mission was simple – to keep Matt's Stormcast Eternals out of the fortress and his commander away from the ritual site until the ritual is complete (see below). I reckoned it would take around five turns to get up to the required score to complete the ritual, and that's a long time to be fighting Stormcast Eternals – they have a habit of surviving in a war of attrition. This could be a tough battle for Khorne's servants.

THE RITUAL

The Dragonfate Dais (you can just see the edge of it on the left of the picture) will be the site of our ritual. At the start of Dan's hero phase he must roll a dice; this is the ritual score. If the Slaughterpriest remains near the ritual site, he will add +1 to that dice roll. If the score reaches 20, the ritual is complete and the ritualist wins. Each turn has a ritual score tracker next to it represented by 20 skulls. As the ritual nears completion, more skulls will be crossed out.



BATTLE REPORT



THE HAMMERHANDS, FIRST OF SIGMAR'S SONS

Matt: My army is comprised of two elements: the charge, led by Lord-Celestant Vandus Hammerhand (1), and the infantry, commanded by Lord-Relictor Ionus Cryptborn (2). Vandus will lead the Dracothian Guard (3) in a direct assault on the walls and the gate, followed closely by the two Drakesworn Templars on their Stardrakes (4). I'm hoping that the huge amount of damage they can cause will be enough to punch through Dan's defences. Ionus will bring up a Thunderhead Brotherhood of Liberators (5) and Judicators (6) behind them to block off landing spots for any Bloodthirsters should they choose to fly over the wall (which seems inevitable knowing Dan's to-the-point tactics) and join any melees when they occur to end them as quickly as possible. The last thing I need in such a time-sensitive game is for my assault force to get held up.

To help with my full-on fast assault, I also picked a lot of shooting units for my force. The Judicators will provide long-range support, while the Prosecutors (7) will back up the charge and fling celestial hammers into nearby fights. The Stardrakes and Tempestors can also put out a lot of firepower, which I'm hoping will be able to turn the tide of battle in my favour. I have two last tricks up my sleeve: the Knight-Heraldor (8) and the Knight-Venator (9). I know that Dan knows I'll take a Knight-Heraldor – he can cause fortress walls to tumble down with a blast from his battle-horn, and this battlefield has plenty of walls! The Knight-Venator is my insurance policy if Vandus is killed. He is fast enough to fly over the walls and get to the ritual site to stop it being completed. His bow might also prove handy at taking out any monsters that get in the way.



THE GORE CHILDREN, FRENZIED SERVANTS OF KHORNE

Dan: No Khorne army is complete without a Bloodthirster, so I took three! The dark-skinned Bloodthirster of Insensate Rage known as Khorgash the Destroyer (1) is my general, who I'll deploy behind the fortress gates ready to leap over and obliterate Matt's general, followed closely by whoever takes his place. If I can kill both of them, Matt can't stop the ritual and victory will be mine. The other two Bloodthirsters (2) are there to cause as much mayhem and destruction as they can and disrupt Matt's battleline so he can't mount a determined assault on the Malefic Gates.

I have a feeling there will be Stardrakes flying around so I'll need to bog them down as quickly as I can and prevent them flying over the wall. That's what the Blood Warriors (3) and Skullcrushers (4) are for – four well-

armoured units that can deal out a lot of damage and take a lot in return. The four units of Bloodletters (5), meanwhile, form the core of my Blood Host of Khorne, a warscroll battalion with some handy special rules that should help them chop through plenty of Stormcast Eternals. Bloodletter hellblades can cause mortal wounds, too, which will certainly help. A Bloodmaster Herald of Khorne (6) will accompany them into battle and I fully intend to make use of his The Blood Must Flow ability to pull off at least one unexpected slaughter. Then there are the Bloodreavers (7) and the Skull Cannon of Khorne (8). The Bloodreavers are my doormen and I plan to deploy one unit at the gates and one at the breach in the wall to stop enemies barging through. The Skull Cannon, as you might have guessed, is there in case they do.

BATTLE REPORT

DEPLOYMENT: THE ARRIVAL OF THE STORMHOST

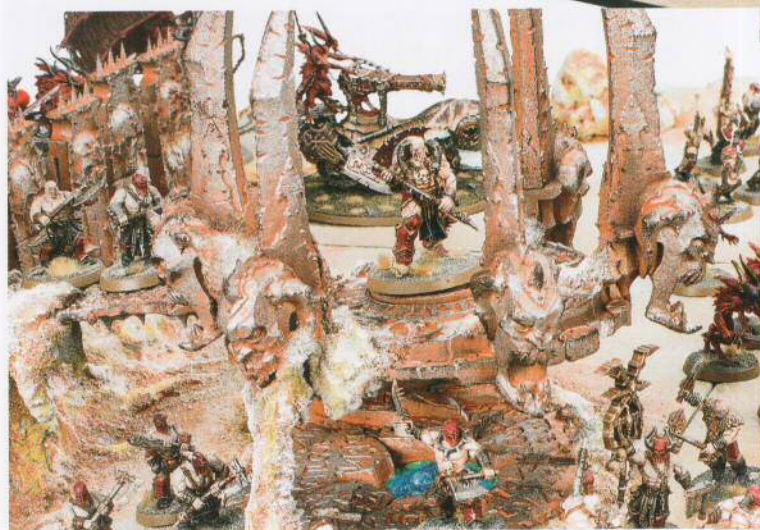
THE FELLBARRENS

The Fellbarrens are a nightmare place within the Realm of Fire where acid rain falls from the sky to scorch the land. There is no indigenous life in the Fellbarrens now, only the warriors that fight and die there around Khorne's vast fortresses. Here you can see the Pyrevault Redoubt, which is surrounded by toxic pools of acid. You can find out how to build and paint them in the *Realmgate Wars: All-gates* book.

Deployment was conducted as explained in The Ritual battleplan, with Matt and Dan taking turns to set up units until all their models were on the battlefield.

Dan deployed his Blood Warriors and many of his Bloodletters on the walls ready to smash down marauding Stormcasts (or, more likely, leap down to fight them). He placed his Skullcrushers on the flanks and two of his Bloodthirsters ready to intervene should the enemy get too close to the Dragonfate Dais, and Khorgash the Destroyer behind the Malefic Gate, great axe ready.

On the other side of the battlefield, looking very exposed, Matt set up his Stormcast Eternals. Matt opted to place his Dracothian Guard opposite the main points of ingress – the Malefic Gate and the breach – with the two Stardrakes backing them up. Ionus Cryptborn would lead the bulk of the Liberators down the opposite flank, supported by Judicators and Prosecutors in an attempt to head off the Skullcrushers and stop them hitting the flank of Vandus's assault force. As the disrupter of the ritual, Matt picked up the tape measure and took the first turn...



LOOK OUT FOR... THE SLAUGHTERPRIEST

In this battle we decided that the Slaughterpriest would not be able to leave the ritual site and that he'd only fight if attacked. You don't need a Priest or Wizard to conduct the ritual (as explained in the battleplan) but it does help. We just thought he looked cool on the dais communing with Khorne and made an interesting target for Vandus Hammerhand. He also became the victim of countless falling stars throughout the game, much to Dan's annoyance.



LOOK OUT FOR... TEMPESTORS

Tempestors combine the very best of shooting, melee, speed and armour to make them one of Sigmar's deadliest units. Their volleystorm crossbows can shred lightly-armoured infantry, while their Dracothe's lightning surges cause mortal wounds that multiply the closer they get to their victims. Tempestors are also deadly in combat with three attacks each, but it's the Dracothes that need to be feared in this celestial partnership. If you roll a 6 to wound with them in combat they cause Intolerable Damage. Look it up on their warscroll – it's a truly devastating ability! Keep a close eye on these warriors throughout the battle as they prove themselves time and again.



SECOND IN COMMAND

If Vandus Hammerhand is slain, Matt must immediately pick another hero to replace him as the army general. This new commander can also stop the ritual by destroying the dais. However, if they are also slain then all hope is lost and defeat is inevitable!

BATTLE REPORT

TURN 1: BATTLE IS JOINED, THE FORTRESS IS EMPTIED

The first turn proved to be one of the bloodiest encounters we've ever seen in a game of Warhammer Age of Sigmar. Matt's army advanced quickly, many of the Liberators running to keep up with the Stardrakes and the Dracothian Guard, while the Prosecutors filled any gaps in the battleline. As Matt hoped, his shooting was devastating. The Drakesworn Templars both used their rain of stars ability to call down fiery meteors from the sky that tore through the ranks of the defenders on the walls. With this rain of stars causing mortal wounds, the battlements offered little protection. This was further compounded by a hail of crossbow bolts from the Tempestors, lightning from their Dracoths and the Knight-Heraldor unleashing a blast of thunderous energy from his battle-horn that brought part of the wall crashing down on even more Blood Warriors and Bloodletters. The combat phase almost felt like an afterthought following this mass slaughter,

BRING ON THE WALLS!

Battlelore: Chaos Dreadhold includes full rules for using Chaos fortifications in your games of Warhammer Age of Sigmar. This battlefield features three Skull Keeps, a Malefic Gate, three sections of Fortress Wall and, of course, Dragonfate Dais where the ritual is being conducted. Scaling the walls is incredibly dangerous if there are foes defending them and flying over them is no safer. Matt would have to win this siege the old-fashioned way, by slaying Khorne's minions with his Stormcasts and scaling the walls over their lifeless corpses.

though the Stardrake near the breach in the wall quickly made a name for itself as a very greedy monster indeed.

Dan, stunned, responded in the only way a Khorne general can – by charging! Khorgash called a Bloodthirsty Charge, leapt onto the wall and then over it into the Tempestors. The surviving Blood Warriors on the wall jumped off the battlements into the Fulminators, while the other unit of Blood Warriors raced to block the breach where the Skullcrushers once rode. The Skullcrushers on the opposite flank, now supported by Bloodletters, took on Ionus Cryptborn and the Prosecutors while Bloodreavers and more Bloodletters moved to defend the gates. Shooting, as you'd expect, was limited (non-existent, in fact). Sadly, so were the number of skulls claimed in combat. Despite Khorgash's charge, not a single Stormcast Eternal fell in Dan's turn. No, not one!

Vandus Hammerhand uses his Lord of the Host ability (1), meaning that no Stormcast Eternals within 24" need take battleshock tests. He advances on the gate with the Tempestors who riddle the Bloodletters on the walls with bolts from their volleystorm crossbows and lightning from their Dracoths (2). Though most remain safe behind the wall, their survival attracts a new threat...

...a rain of stars! The Stardrakes hit nine units between them, causing casualties across the battlefield and wiping out the Bloodletters on the southern battlements (3). The Stardrake near the breach then charges into the Skullcrushers with very messy results.

The Fulminators fail in their charge against the Blood Warriors on the wall (4). Fortunately, the Blood Warriors aren't ones to hang around and leap off the wall in their own turn.

Across the battlefield, the other unit of Skullcrushers gets to attack Ionus and the Prosecutors first (5), though incredibly only wound the Lord-Relictor once.



THE RITUAL



A HEAVY MEAL

Of all the combats in the battle, it was the fight between the Skullcrushers and the Stardrake that was the briefest. Electing to fight with the Stardrake before the Skullcrushers could strike, Matt rolled to see if its cavernous jaws would do any damage. He would need to roll higher than his target's Wounds characteristic (in this case 5) in order for the Stardrake to eat them whole – a tough meal, we thought. The Stardrake sized up the Skullcrushers, flexed its jaws and ate not one, but two of them, sinking juggernauts, men and a whole load of spiky metal in two quick gulps. Matt laughed until he cried celestial tears. Dan just stared in disbelief.



Khorgash the Destroyer leaps onto the battlements (6) with the intention of charging Vandus Hammerhand, but cannot complete the charge because there is no room to land. He settles on charging the Tempestors instead, though somehow doesn't even wound one (7).

Bloodletters leap from the battlements to join the Skullcrushers in their fight against Ionus (8). One Bloodletter scores a mortal wound but two are killed in return.

The Blood Warriors leap from the wall alongside the Bloodmaster. Unable to use his The Blood Must Flow ability (the Bloodletters he was near were all killed), he settles on hacking at the Fulminators and almost kills one (9).

The other unit of Blood Warriors charges the Stardrake (10) and cause three wounds, though somehow it only kills one in return (which it also ate).

The icing on the cake for Matt this turn is when the Tempestors fight back against Khorgash the Destroyer (11) and cause a mighty 10 wounds. Ouch!

BATTLE REPORT

The Skull Cannon takes what we all agree is a very dishonourable shot at Vandus (1). The shot does no damage.

The Bloodthirster of Unfettered Fury (2) uses his lash of Khorne to devastating effect, slashing chunks out of the Stardrake before attacking it in combat. The noble beast has just six wounds remaining by the end of Dan's turn.

The fight between the Skullcrushers and Ionus continues, neither side able to best the other (3). The Bloodletters, however, finally prove their worth and cause four mortal wounds on the Prosecutors with their hellblades before the Juggernauts crush the last member of the unit. Two units of Liberators then charge in during Matt's turn (4) and the gruelling fight continues.

The Blood Warriors are killed by the Prosecutors, enabling the Fulminators to attack against the Bloodthirster of Unfettered Rage (5). Nearby, the charge of the Liberators fails as they approach the Greater Daemon (6).



TURN 2: THE STORM IS TAMED, BLOOD FLOWS

Dan won the roll-off to see who would move first in the second turn. In a fit of madness (Khorne's rage was clearly getting to him), he opened the fortress gates and piled out a unit of Bloodletters to battle the Tempestors. The two other Bloodthirsters both leapt onto the wall and into the melee below. The Bloodthirster of Unfettered Fury attacked the Stardrake at the breach, raking it with his whip and causing four wounds before charging in, while the other Bloodthirster of Insensate rage moved to fight Vandus. Even the Skull Cannon took a shot at Vandus through the open gates, but his armour protected him.

Keen not to lose Khorgash in the fight against the Tempestors, Dan chose to fight with him first in the combat phase. Once again, the Bloodthirster failed to kill anything with his great axe of Khorne, but did fly into a murderous rage, committing Outrageous Carnage and wounding

OUTRAGEOUS!

Two rounds of combat and not a single kill from a Bloodthirster of Insensate Rage? Surely we're making this up? Sadly not. Dan's dice rolls in combat really were appalling! In the first turn he missed with three of Khorgash's four attacks and failed to wound (on a 2+) with the last one. In the second turn he hit with both attacks (Khorgash was wounded by this point) and got 6s on both wound rolls, causing Outrageous Carnage on every enemy unit within 8". Much to Dan's frustration, Matt made both saves for the Tempestor the Bloodthirster hit...

every unit nearby not once, but twice – blood was finally flowing. At the breach, Matt opted to fight with the Stardrake, which looked around hungrily and simply ate the Skullgrinder that had charged it, flaming anvil and all! The Drakesworn Templar struck out at the Bloodthirster of Unfettered Fury, but failed to hurt the beast.

Dan then chose to fight Vandus with the Bloodthirster of Insensate Rage. Despite the Greater Daemon of Khorne hitting with every attack and wounding with most of them, Vandus didn't die, though he did suffer two more wounds (leaving him on three). Matt picked the next fight and the Fulminators caused six wounds on the Bloodthirster of Unfettered Fury, before it in turn hacked more chunks out of the already-wounded Stardrake. Vandus finished up the combat phase by wounding the Bloodthirster he was fighting. Hopefully Matt's half of the turn wouldn't be too devastating for Dan...



The fight between Vandus and the Bloodthirster of Insensate Rage sees blood flow on both sides (7). Yet what Dan really wanted was for Matt to pile in with the nearby Stardrake, thereby tying it up in combat and stopping it from advancing. Whether Matt forgets to pile-in or chooses not to, we'll never know, but he does charge the Stardrake in during his own half of Turn 2 (8).

The Protectors remain unbloodied, their target, Khorgash, mysteriously absent from the battlefield. Turn the page to find out why there's a Knight-Venator (9) standing where the Bloodthirster once fought...

MELEE AT THE GATES

Some may see Dan's decision to open the Malefic Gate as a little rash, but he did it for two reasons. One, Khorne's minions do not cower behind walls when there are skulls to be reaped! Two, the Tempestors were proving to be a serious threat and Dan needed to kill them (or hold them up at the bare minimum) before they breached the gate. Fate, however, proved to be fickle, for when the Tempestors fought this turn they killed only a single Bloodletter in combat and ignored Khorgash entirely. Had Matt's luck run out? Had he forgotten his tactics? Or did he have a cunning plan?





TURN 2 CONTINUED: WHERE MONSTERS ARE SLAIN

Matt's second turn was just as devastating as his first and began with yet more stars raining down from the sky. This time the Slaughterpriest was hit twice and wounded twice, though no other units were hurt. Unable to use his horn due to the proximity of friendly units, the Knight-Heraldor remained blessedly silent, though his fellow Knight, the Venator, entered the fray. Swooping down from on high, the Knight-Venator landed behind Khorgash the Destroyer and loosed a star-fated arrow into his back (cowardly and dishonourable are two of the words Dan used to describe this action). The arrow hit and wounded, piercing the Bloodthirster's brass armour and causing a massive eight wounds, slaying the beast.

With the death of Khorgash the Destroyer behind them, the Tempestors leapt forward into the Bloodletters and sent them back to the Realm of Chaos with blasts of celestial lightning. The closer

COMETH THE SLAUGHTER

Every unit in Warhammer Age of Sigmar has a unique ability and many of them complement each other, enabling you to cause even more damage. All the Daemons in Dan's army benefitted from the Cometh the Slaughter rule, which comes from the Blood Host of Khorne warscroll battalion. It enables D3 units to pile in during the hero phase and attack immediately – a very handy ability. Sadly for Dan, he kept trying to kill the Tempestors and both times his attacks failed. Even a Bloodthirster could not match his rage at that moment.

a Tempestor's Dracoth gets to the enemy, the more damage its lightning surge ability does, and these Tempestors were very close! The Judicators following the army into the breach continued to pick at nearby units, slaying a Bloodcrusher and wounding the (remarkably still alive) Bloodmaster fighting the Fulminators.

The combat phase, though brief, was bloody. Ionus and the Liberators finally killing the Bloodletters, but the Lord-Relictor was almost killed by the remaining Skullcrushers. The Fulminators wounded the Bloodthirster of Unfettered Fury, which in turn hacked at the Stardrake before the great drake disappeared beneath a tide of Blood Warriors (see right). The title fight, however, saw Matt's Stardrake join the fight against the Bloodthirster of Insensate Rage, smashing nine wounds out of it, then roaring with approval as the nearby Lord-Celestant smote it with his tempestos hammer.

THE RITUAL



Far left: With the Malefic Gate open, the Tempestors charge through the breach, ignoring the battle between Vandus and the Bloodthirster raging behind them. Between their shooting attacks (crossbows and lightning surges) they kill all the Bloodletters surrounding them, but fail their charge against the Bloodreavers standing in their way.

Left: Vandus makes the killing blow against the Bloodthirster of Insensate Rage. Had the Stardrake not charged and caused significant damage to the Bloodthirster, it may well have killed Vandus (as it would have had more attacks), thereby making Matt's mission so much harder. As it was, the Bloodthirster only scored one hit on Vandus, which got past his armour, but caused (as was so often the case for Dan in this battle) only a single wound.

KHORNE'S FAVOUR

Khorne's favour didn't extend to the Bloodthirsters in this battle. Despite their very best efforts, none of them actually slew an enemy. While the Bloodthirster of Insensate Rage came close to killing Vandus, it was the Bloodthirster of Unfettered Fury that was the Daemon to watch out for, carving 13 wounds off the 16-wound Stardrake over the course of the second turn. Khorne, however, is a fickle god and he did not gift the killing blow to the Bloodthirster, but to one of the Blood Warriors in the same melee. What made this even funnier was that the Blood Warrior killed the Stardrake because of the No Respite ability. Essentially, he was killed by the Stardrake, but in his dying moments somehow hacked up the beast. Mutually assured destruction at its very best.



BATTLE REPORT

TURN 3: THE WALLS ARE BREACHED, KHORNE RAGES

One again, the Skull Cannon (1) targets Vandus and once again is denied a kill.

Ionus and the Liberators finally kill the Skullcrushers (2). To add insult to injury, Ionus then heals himself with a healing storm.

The Knight-Venator (3) lands on the battlements and sets the Slaughterpriest in his sights (see below).

The Battle in the Malefic Gate (4) sees Bloodreavers and Bloodletters ground into the dust (or zapped to ashes) by the Tempestors who then advance on the Slaughterpriest.

The Bloodmaster, Herald of Khorne and the Bloodthirster of Unfettered Fury are finally dragged down by the combined weight of three different units (5).

Vandus scales the walls (6) on his Dracoth, Calanax, his gaze set on his goal – the Dragonfate Dais.

Dan once again seized the initiative in the third turn and managed to take the ritual score up to 16. One more good roll could win the game. If his army lasted that long, and if he could keep Matt's troops away from the ritual site, anyway...

Every unit at the Malefic Gate advanced, as did those in the breach in a desperate attempt to halt the Stormcast Eternals. Despite the large number of melees taking place, the combat phase was brief, with the Bloodthirster of Unfettered Rage smashing apart a Fulminator and critically wounding another before being pulled down by the combined efforts of Liberators, Fulminators and Prosecutors. The Bloodmaster standing nearby was also caught in the sigmarite stampede and sent roaring back to the Realm of Chaos.

The Tempestors in the gateway pulverised the Bloodreavers (or, rather, the Dracoths did before their riders could even strike), while the Skullcrushers were finished off by the Liberators led by Ionus Cryptborn. With his army in tatters, all Dan could do was hope that Matt's forces couldn't break through his last few units.

Matt responded by leaping Vandus onto the Fortress Wall, a move that almost killed him due to the Wall of Death rule. In the gateway below, the Tempestors turned another unit of Bloodletters to ash, leaving nothing in their path save the Skull Cannon, which was charged by the Stardrake and crushed beneath its huge claws. In the breach, the Blood Warriors held back all of Matt's units except the Prosecutors, who flew over their heads and butchered the Bloodreavers waiting to get into the fight.



HONOUR OR VICTORY?

In Turn 3 the wounded Slaughterpriest found himself in the Knight-Venator's sights. Matt was about to roll the dice for his shot when Dan called the action cowardly and dishonourable, suggesting he should shoot the nearby Skull Cannon instead. Matt ignored Dan's petty whining, fired a star-fated arrow at Khorne's hero and, miraculously, failed to wound him. Honour denied. Victory, too.



THE RITUAL



TURN 4: THE FINAL MOMENTS

Much to Dan's distress, Matt won the roll-off for the fourth turn. The Tempestors, unstoppable in their advance, shot the Slaughterpriest to death, while Vandus moved to destroy the Dragonfate Dais and end the diabolical ritual. Though Vandus reached the dais in Matt's Turn 4, he could not destroy it until Matt's next hero phase, giving Dan the barest glimmer of hope of completing the ritual. With the ritual score on 16, and Dan still to have his Turn 4 (and possibly a Turn 5 if the game continued), the battle hung in the balance. Dan had rolled well for the ritual score all game – but could he do it now? He gingerly picked up one carefully chosen dice, offered a skull to mighty Khorne... and rolled a 5! The ritual was complete!



PYREVAULT FALLS, BUT THE BLOOD RITUAL IS CAST

Dan: Unbelievable! I honestly did not expect to win that battle. It just goes to show that even when you're getting trounced you can still pull a victory out of Khorne's spiky hat. It definitely feels like a Pyrrhic victory, though, as I only had two Blood Warriors left alive on the table.

Matt: True, but all my units were damaged in some way and, when it comes down to it, completing (or stopping) the ritual is the goal of the game, not slaughtering each other's army. In the grand scheme of things, all those Daemons will be back one day and in the story Vandus still has to topple seven more fortresses to reach the Brimfire Gate. I thought you played the Khorne army really well, holding up my Stormcasts at every possible moment to stop me advancing.

Dan: To be honest, I'm amazed I did considering my dice rolls. The Bloodthirsters should have done so much more and I was gutted not to be able to make the most of my army's special abilities. I put so much effort into engineering The Blood Must Flow and Cometh the Slaughter that I may have made tactical errors getting them to work. And when they did, the units affected didn't even kill anything. So frustrating...

Matt: I have to admit, you were horribly unlucky – you should have killed Vandus and at least some of the Tempestors. Erik (who took all the photos for the battle report) thought we were deliberately messing up the dice rolls to keep things alive! His face when you rolled a triple one for Khorgash's attacks was priceless.

Dan: I just really couldn't roll more than a 1 for anything important (like the great axe of Khorne which needs a 2+ to wound). And don't mention Tempestors ever again. They killed so many of my units I was beginning to wonder if one of them was actually Sigmar in disguise. I'd say they were easily your unit of the match.

Matt: Actually, my vote would go to one of the Drakesworn Templars, specifically his Stardrake, because it ate so many of your models. It feasted on two Skullcrushers, a Blood Warrior champion and a Skullgrinder before being killed. That drake must have been so full of metal. I honestly thought they were some of the funniest moments I've ever had in a battle. 🐉

Below: Matt picked the Stardrake fighting in the breach as his unit of the battle, particularly for this moment when he rolled to see if it would eat the Skullgrinder. By this point the celestial dragon had already eaten two Skullcrushers and a Blood Warrior, much to Dan and Matt's joint amusement and disbelief. Captured below is Matt saying: "I'm going to roll another 6 and eat the Skullgrinder." As you can see, Dan's response is one of stoic silence and a knowing look that says "I hope you don't, but I know you will." He did.



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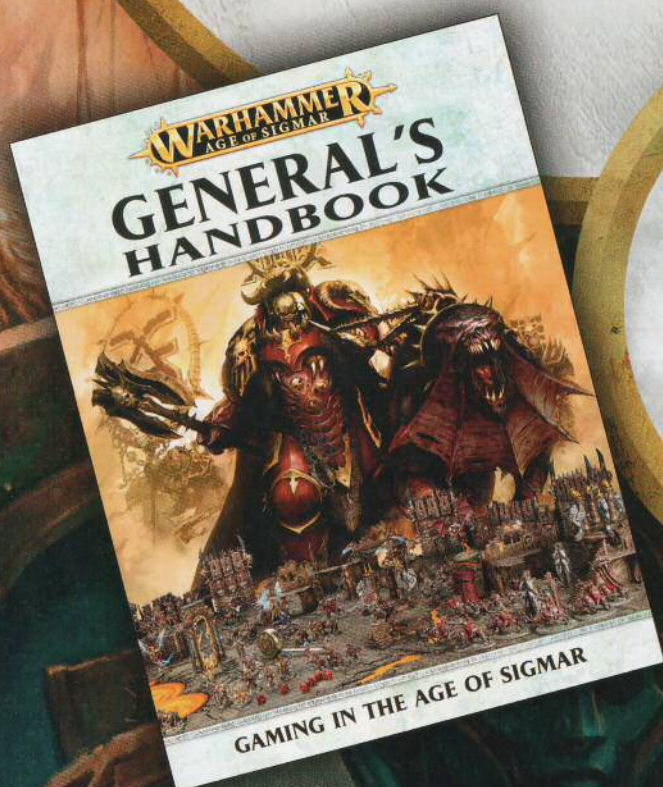
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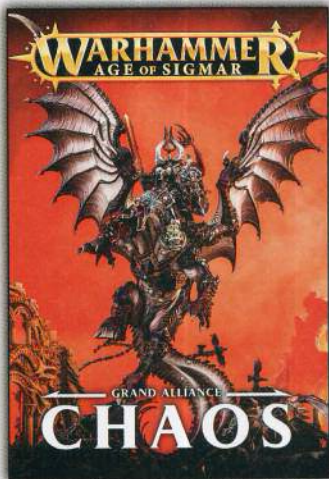
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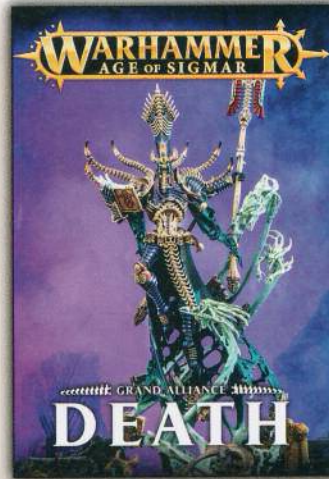
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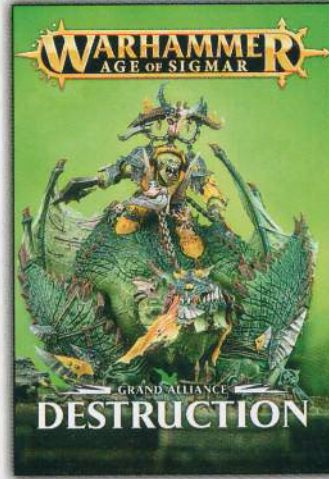
CHAOS

From the preeminent might of the Everchosen to the psychotic butchery of the Bloodbound, the cunning of the skaven clans to the mindless rampage of the Warherds, all of Chaos resides here.



DEATH

Behold the necromantic might of Nagash, the debased and cannibalistic cabals of the Flesh-eater Courts, the armies of the Nighthaunt spirits and the ranks of the Soulblight vampires.



DESTRUCTION

Explore the followers and warriors of the Great Green God, Gorkamorka, from towering Aleguzzler tribes and reeking troggoths to swarming grots, burly orruks and ravenous ogors.

GETTING STARTED WITH



Getting Started With Warhammer Age of Sigmar is your perfect introduction to war in the Mortal Realms. This 96-page magazine contains an illustrated history of the story so far, a massive battle report, an exhaustive guide to painting Citadel miniatures and much, much more – including a free Stormcast Eternal Liberator!



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THE ULTIMATE GUIDE TO...

IMPERIAL KNIGHTS

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month Dan takes an in-depth look at the might and majesty of the walking armoured colossi known as the Imperial Knights.





Across the galaxy, from the Segmentum Solar to the furthest edges of the Imperium of Man, the Imperial Knights battle against the enemies of Humanity.

Towering over men and tanks, they are walking mechanical gods of war commanded by some of the bravest and most skilful warriors known to humankind. A single Knight can defend a city from an alien horde or turn the tide of battle within minutes of entering the fray. A Knight Lance can retake a planet in a single day. A knightly house deployed in its entirety can bring victory to a sector-wide theatre of war.

Every Imperial Knight is piloted by a Noble, the scion of a family line that dates back many thousands of years. To prove themselves worthy of piloting a Knight, a Noble must undergo many trials that are physically, mentally and spiritually demanding – skill at arms alone is not enough. Indeed, a Noble does not simply pilot a Knight, but bonds with it in a painful process known as the Ritual of Becoming. Even promising Nobles may fail at this stage, their souls and minds burnt out by communion with the machine spirit bound within each Knight, their families dishonoured by their failure. Yet the strongest prevail, and when they finally emerge from their trial it will not be on their own two feet, but piloting a colossus of war, a mighty Imperial Knight that will bring death and destruction to all who oppose it.

Each Knight carries an array of weapons suited to the machine's spirit and the pilot's temperament. Bellicose, battle-hungry Knights often march to war equipped with reaper chainswords for hacking their foes apart and short-ranged thermal cannons that can melt through even the toughest armour. More experienced (some would say tempered) Knights carry longer-ranged guns, such as rapid-firing battle cannons, avenger gatling cannons and stormspear rocket pods, enabling them to engage the enemy at range. Whatever their preferred style of combat, the sight of an Imperial Knight arriving on the battlefield is always a welcome one.

Yet Imperial Knights are a rare commodity compared to many of the Imperium's war assets. Ancient relics from a bygone age, many Knight suits are thousands of years old, having fought across the length and breadth of the galaxy for millennia. Many more are even older, having battled against the enemies of Mankind since before the days of the Imperium and the coming of the Emperor. But years of endless warfare have taken their toll on the knightly houses and many have been destroyed, while others have been so badly mauled by warfare that they no longer possess the technology to build new Knight suits. Those that can fight, however, do so with determination, honour and surety of purpose, for so long as they stand, so too will the Imperium.

THE EARLY HISTORY OF THE IMPERIAL KNIGHTS

M15-25

Knight suits were first conceived during the Age of Technology, when Mankind set out to claim the stars. Warp travel was developed, enabling Humanity to travel across the galaxy. Standard Template Constructs (STCs) were taken with them, vast databases containing blueprints for all manner of equipment, from agricultural tools to weapons. One of these templates was the Knight suit, a machine originally designed for industrial purposes. Yet marauding aliens and indigenous fauna soon saw many Knight suits armed for battle, their pilots no longer workers, but warriors there to protect their people. The knightly houses were born.

M25-30

During the Age of Strife the galaxy is riven by Warp storms, leaving many human colonies isolated. The Knight worlds must fend for themselves, establishing fighting households. It is during this time that their livery and heraldry begin to develop, each Knight decorated with their house's iconography and symbols of personal valour.

c. M30

The Emperor of Mankind arrives on Mars and forges an alliance between Terra and the Red Planet. House Taranis, who claim Mars as their home world, bend their knee to the Emperor, though still choose to serve him under the specific auspices of the Mechanicum.

M30-31

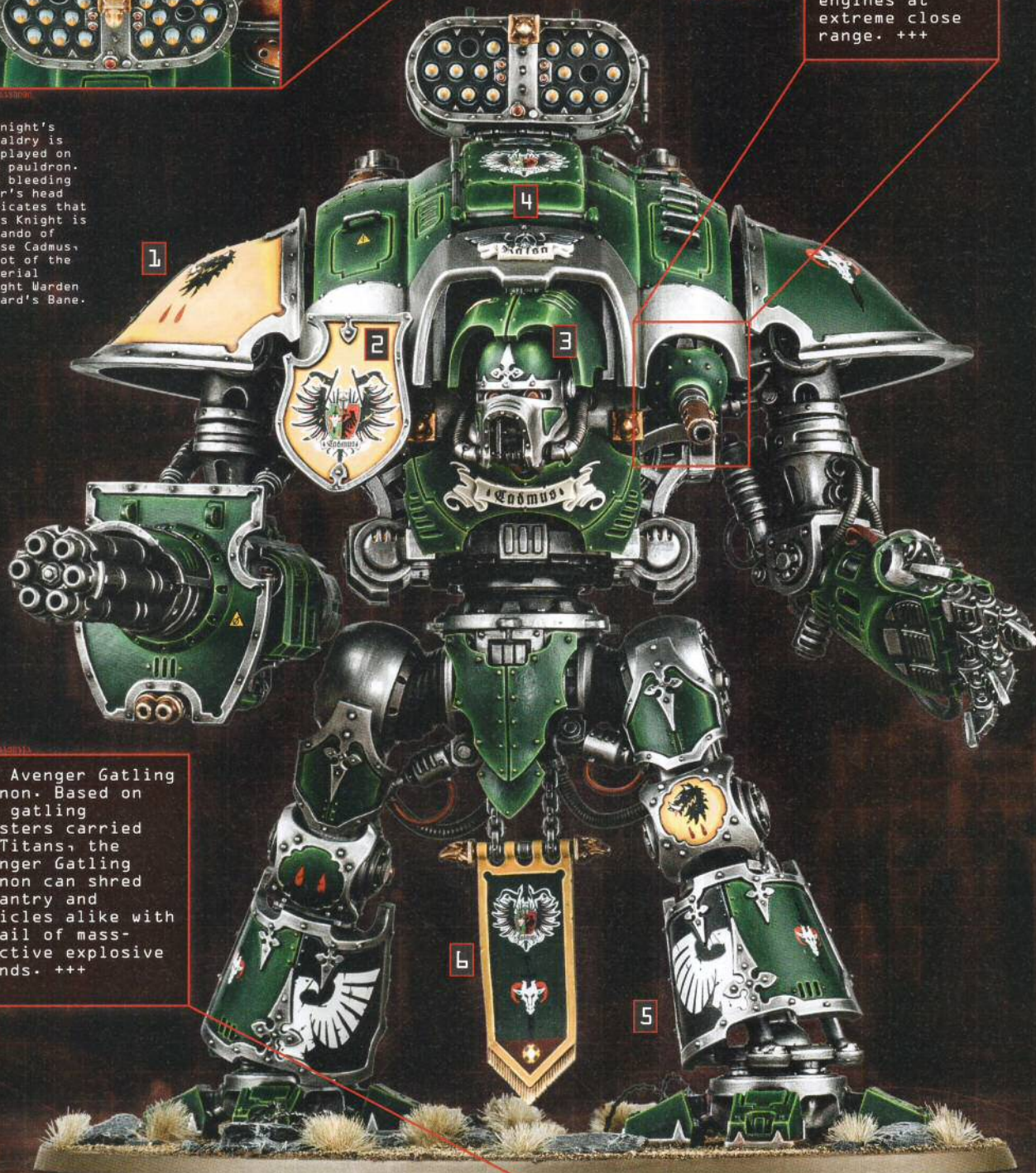
The Great Crusade sees many human worlds brought under the wing of the nascent Imperium, including many Knight worlds. House Krast of the planet Chrysis is the first to declare their allegiance in 850.M30, followed by hundreds of other Knight worlds over the next thousand years.



+++ Stormspear Rocket Pod. This fearsome carapace-mounted missile assembly is best employed against heavy infantry and medium-armoured vehicles. +++

+++ Meltagun shoulder-mount. Superheats air molecules to melt through heavy armour of enemy battle engines at extreme close range. +++

1 A Knight's heraldry is displayed on his pauldron. The bleeding boar's head indicates that this Knight is Orlando of House Cadmus, pilot of the Imperial Knight Warden Coward's Bane.



+++ Avenger Gatling Cannon. Based on the gatling blasters carried by Titans, the Avenger Gatling Cannon can shred infantry and vehicles alike with a hail of mass-reactive explosive rounds. +++



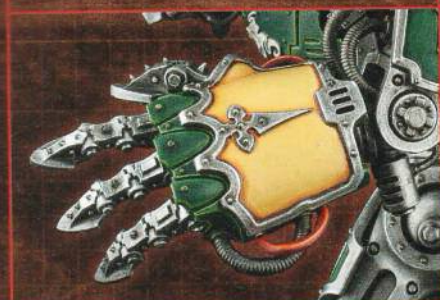
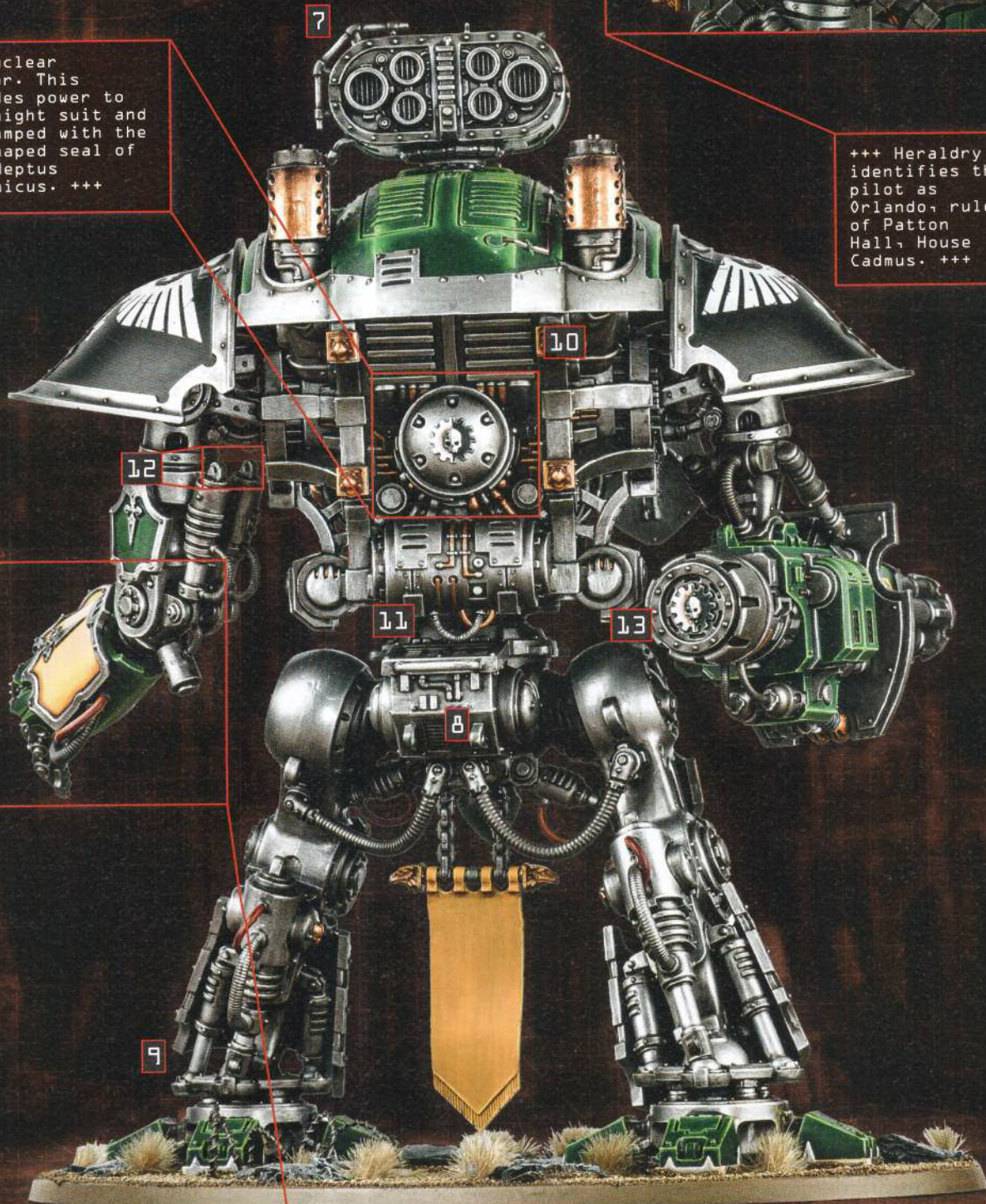
- 2 The house's heraldry is shown on the Knight's tilting plate. House Cadmus's heraldry shows a mutant's head skewered by a sword, a sign of their hatred of Chaos.
- 3 A Knight's head is often designed in the style of ancient Terran battle helms.
- 4 The Noble sits within the body of the suit, wired in to his command chair, the Throne Mechanicum. Household serfs and Sacristans can access the
- It contains the suit's audio and visual pickups, scanners, sensors and targeting arrays.
- 5 The Imperial aquila is featured as part of Orlando's livery, showing his allegiance.
- 6 The house's heraldry can also be seen on the tabard hanging beneath Coward's Bane.

- 7 Grab-rails and handholds on the carapace allow serfs and servitors to reload the Knight's rocket pods and cannons even in the heat of battle, a dangerous but necessary duty.
- 8 From the back you can see the adamantium skeleton beneath the Knight's armour plates.
- 9 Pistons, servos, gimbals and hydraulics enable the Noble to move the titanic Knight as if he were wearing it like a suit of armour.
- 10 Coolant vents, heat sinks and exhausts keep the nuclear reactor at operational temperature.



+++ Nuclear reactor. This provides power to the Knight suit and is stamped with the cog-shaped seal of the Adeptus Mechanicus. +++

+++ Heraldry identifies the pilot as Orlando, ruler of Patton Hall, House Cadmus. +++



+++ Thunderstrike Gauntlet. Designed for crushing enemy Titans and super-heavy tanks, this gauntlet is surrounded by a powerful forcefield that magnifies its strength, enabling a Knight to hurl his opponents. +++

11 The Knight's torso is mounted on a wormgear drive so it can rotate rapidly. Skilled Nobles can advance forwards while the torso faces backwards.

12 Lifting lugs can be seen on almost every part of the Knight,

enabling Sacristans to re-equip, re-arm and repair the suit between battles. The lugs are actually a holdover from ancient times when Knights were used as industrial and agricultural machinery, their arms equipped with threshing

machines and logging tools. Now they are armed for war.

13 Though many Knight Households are not aligned to the Adeptus Mechanicus, the Tech-Priests of Mars often have a hand in maintaining the Knights, their icon visible here.

THE ULTIMATE GUIDE TO...

IMPERIAL KNIGHT ARMOUR

Imperial Knight suits are made of adamantium, one of the toughest materials known to Mankind, making a Knight virtually impervious to the effects of regular weapons. The suit itself consists of an armoured, hydraulically-powered skeleton layered with vast armoured plates that can be removed and repaired by household sacristans should they become damaged in battle. Each Knight is also protected by an ion shield, a forcefield that can be manipulated by the pilot to deflect incoming shots. It takes great skill to move the shield into position and anticipate the enemy's attacks, but it's a skill that Knight pilots pick up quickly if they want to survive.

Though many parts of an Imperial Knight can be repaired given enough time and resources, the command throne ensconced within the torso is a

PATRIARCH TYBALT

Tybalt is the High King of House Terryn and one of the most respected Knight commanders in the galaxy. At the close of the 41st Millennium he is engaged in the Damocles Gulf conflict, defending Voltoris – House Terryn's home world – from the predations of the Tau Empire.



technological relic from the Age of Technology and virtually irreplaceable, many of its workings a complete mystery to both the pilots that use it and the Tech-Priests of the Adeptus Mechanicus that maintain it. Known as the Throne Mechanicum, a Noble is wired directly into this ornate command chair before battle, giving them direct control over the movements and actions of the Knight suit and receiving sensory feedback from the Knight's auto-sensors in return.

Most Knight suits share a similar design, though their weapons and wargear differ depending on their pilots and their battlefield requirements. The Knight on the previous page is a Knight Warden, a specialist in close-range firefights and claustrophobic city combat, which is why it carries an arsenal of short-ranged weapons. Below you can see four other types of Imperial Knight.

1



1 Locastor, Eternal Fury, Knight Gallant of House Raven. Locastor is a fiery young Noble whose Knight has been equipped for close combat. Its stormspear rocket pod can deal with most armoured foes at range, but Locastor hungers only for the thrill of hand-to-hand combat.

2 Orpheron, Unending Victory, Knight Paladin of House Terryn. Knight Paladins are typically reserved individuals, willing to hang back and attack with their rapid-fire battle cannons before advancing.

3 Solon, Rhadamanthine, Knight Crusader. Those Nobles given the honour of commanding a Knight Crusader are thoughtful and taciturn warriors who support their kinsmen and allies with devastating long-range firepower. Baron Solon is armed with no less than six ranged weapons!

4 Ursunna, Adamantium Will, Knight Errant of House Raven. Nobles who pilot a Knight Errant are often brash and impetuous, preferring to close with the enemy and obliterate them with their huge thermal cannon, a melta weapon that superheats a target until it vaporises.

2



4



3



THE BARONIAL COURT AND HOUSEHOLD OF HOUSE TERRYN

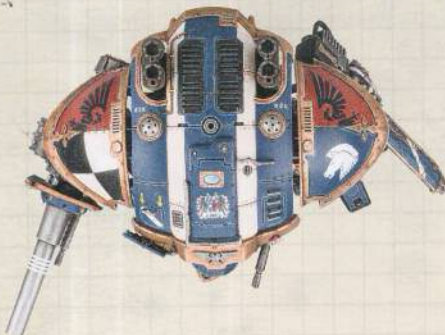
Imperial Knight houses have a strict hierarchical structure. Knights swear fealty to their Barons who, in turn, pledge their swords to their High King. When the King goes to war, the house goes to war.

Tybalt, Fury of Voltoris
High King of House Terryyn



Here you can see the ranks and titles of House Terryyn, one of the greatest Imperial-aligned houses. The household is ruled by High King Tybalt, who is surrounded by a court of many Barons, such as Baron Yorac. As is customary, four of the King's Barons form his inner circle, known as the Exalted Court, each of whom bear a duty within the house. Beneath the Barons serve the vassal Knights, who form the house's fighting strength.

Yorac, Spear of the
Righteous Baron



Artemidorus, Unbowed
Baron, Herald



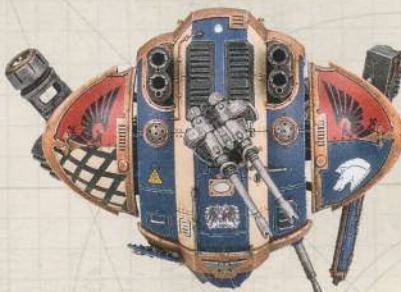
Taurus, Honour Intractable
Baron, Gatekeeper



Darius, Intolerant
Baron, Master of Judgement



Balthazar, Ever-Stalwart
Baron, Kingsward



Monteryn, Voltoris Undaunted
Vassal Knight

Depending on the house in question, and the size of the Baron's fiefdom, there might be a few such vassals beneath each Baron, or indeed dozens. Within the ranks of House Terryyn, Vassal Knights can be identified by their plain carapaces, while their Barons' feature a pair of white vertical stripes.



THE ULTIMATE GUIDE TO...

FREEBLADES

Freeblades are Nobles who have renounced their oaths of loyalty to their house. There are many reasons why they may do this. For some, the stultifying boredom of courtly life may drive them to leave their house in search of excitement and adventure off-world. For others, they leave due to an implied (or actual) slight to their honour, leaving them unable to fight alongside their fellow Nobles. Some, such as the Green Knight, Gerantius, may find themselves the last remaining member of their house and so dedicate their lives to protecting their home world or else crusading across the galaxy until they are finally killed in battle. Whatever their reason for leaving their house, the path of a Freeblade is a lonely one and though many continue to fight with honour alongside other Imperial forces, some end up walking a darker path...

IMPERIAL KNIGHT HOUSES

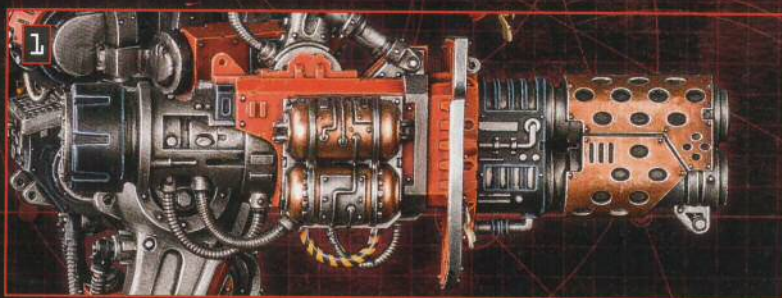
Imperial Knights are organised into familial gatherings known as houses, a complex sociopolitical group that, to an outsider, is nothing short of bewildering, a gathering of eccentric individuals caught up in an archaic and anachronistic way of life.

The largest knightly houses consist of hundreds, if not thousands of Nobles, plus their loyal retainers, household guards, militia and sacristans – the engineers and artisans that maintain and repair the Knight suits. To other members of the Imperium, life on a Knight world is seen as bizarrely backward, its people living in a neo-feudal society ruled over by the Nobles. The planet's populace pay the Imperial tithe of materials, money and resources, while the Knights protect them from invading aliens, mutants and the taint of Chaos. That is, when they're not on campaign, fighting alongside other Imperial forces across the galaxy.

Yet it's the knightly courts that baffle most Imperial delegates to the Knight worlds. They revolve around millennia-old ceremonies that must be conducted in outdated formal language and with rigid adherence to set rules and traditions. Many trade missions and Imperial

Commanders have found themselves wrong-footed at such events, dishonouring their hosts with their lack of protocol or, only marginally better, amusing them by their ignorance.

Every knightly house is ruled over by a High King, though in those houses aligned to the Adeptus Mechanicus, these ruling lords are often called Princes in honour of their links to the Tech-Priests of Mars. Beneath the High King stand the Barons, the High King's most-trusted and experienced warriors, often related to the High King by blood or marriage. In such a closed, hierarchical society, becoming a Baron is a great honour and normally only occurs when another Baron is killed in battle or through underhand political espionage, which is rare but not unheard of. Each Baron is responsible for their knightly vassals, who can be summoned to war at any time, either by their lord or their king. Most commonly a Knight or group of Knights are chosen for their particular skills and knowledge and seconded to an Imperial army, be it an Astra Militarum regiment, a Skitarii cohort or even a Titan legion. Sometimes the entire house is deployed en masse, hundreds of Knights marching to war in a display of arms that steels the souls of the faithful and shatters the hearts of those who would stand against the Emperor. ☠



1 The thermal cannon can melt through solid metal and ferrocrete. Flesh and bone are vaporised instantly.



2 The rapid-firing battle cannon is the main armament of many Knights. Its shells are effective against most infantry and vehicles.



3 Reaper chainswords were once used for tree-felling. Now they're used to hack through armoured foes such as tanks and Titans.



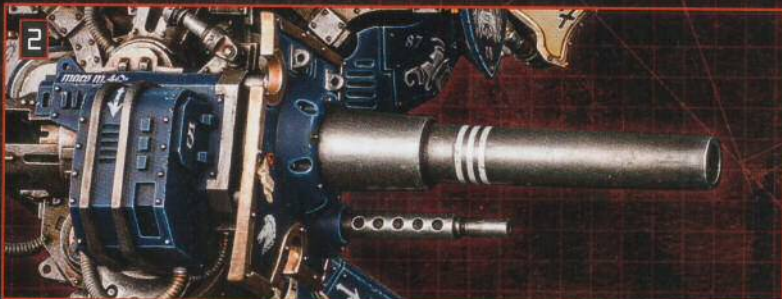
4 Heavy stubbers are ideal for thinning out the ranks of light infantry...

5 ...while meltaguns are perfect for dealing with enemy armour.



6 Some Knights carry an Icarus autocannon array for shooting down enemy aircraft.

7 The ironstone missile pod launches high explosive missiles that can blast apart huge swathes of enemy infantry.



HOUSES OF THE IMPERIUM AND THE ADEPTUS MECHANICUS

There are thousands of Knight houses across the galaxy, most of them aligned to either the Imperium or the Adeptus Mechanicus. Their livery and heraldry are a good indicator to which they owe fealty.



Monteryn, Voltoris Undaunted, House Terryn.



Walkorn, Unyielding Iron, House Raven

LIVERY OF THE HOUSEHOLDS

The livery and heraldry of an Imperial Knight household can be a complicated affair, every Knight featuring a unique colour scheme and markings.

Those Knights aligned to the Imperium traditionally retain their livery and heraldry, combining it with symbols of the Imperium such as the aquila. Their pauldrons are often halved vertically, the forward-facing halves featuring their house crest and personal heraldry (as shown on Monteryn to the far left), while the aquila fills the rear-facing half of the shoulder pad. The Imperial eagle is also often incorporated into the house's heraldry, as shown on Monteryn's tilting plate, which features a shield bearing half the aquila on red. The wings behind the shield were also added after House Terryn's formal reunification with the Imperium in 239.M35.

Knight houses that offer oaths of fealty to the Adeptus Mechanicus usually replace their house livery with red, a colour favoured by the Tech-Priests of Mars. They normally display their house crest on their forward-facing shoulder panels (as shown on Walkorn, top right) and the cog of the Adeptus Mechanicus on the rearward panels. Most Nobles dedicated to the Machine God do not display personal heraldry, though they often personalise the carapace of their Knight, in this case with black and yellow chevrons. Note the number on Walkorn's tabard, 5≈9, which marks his Knight out as the fifth engine in his lance – a group of oathsworn Knights.

Freeblades, meanwhile, choose their own liveries and insignia, their colour schemes varying from one Knight to the next so that no two are remotely alike.



Malcolm, The Beast Killer, House Cadmus



Forilus, Headtaker, House Krast



Garrock, Forsworn Wrath, House Hawkshroud



Gerantius, The Green Knight, Freeblade



Baron Lagos, Redemption of Adamant, House Krast



Grand Master of the Lance Bryce, Fires of Valour, House Griffith



The Crimson Reaper, Freeblade



Luxious, Unalloyed Victory, House Vulker



Ludwig, War Strider, House Mortan



Xantek, Blade of Mars, House Taranis



Auric Arachnus, Freeblade



The Living Litany, declared Hereticus. Access Classified.

TEMPORAL DISTORT

Our monthly look back through the Warp, into the dim and distant past of White Dwarf. This month, we look back almost 20 years to October 1996...



Nestled in a dark corner of the White Dwarf bunker, fiercely guarded by Dan and lovingly tended by Chris, lurks the White Dwarf archive, a collection of ancient tomes, many – as Matt is often wont to point out to young Ben – predating the age of digital design and photography. From time to time we dust off an issue and peer back through the murky layers of nostalgia, garish paint-jobs and poor fashion choices to seek out past highlights, notable firsts and echoes of the venerable old White Dwarf as we know it today. This month, dear reader, we find ourselves looking back almost 20 years, to October 1996, and White Dwarf 202.

It was an issue that heralded the release of a brand-new edition of Warhammer, a modest update of the rules, with the range of Warhammer Armies books first introduced

with the previous edition of the game remaining current, but one which notably introduced two new armies, the Bretonnians and Lizardmen who appeared in the box (and as free miniatures on the cover of White Dwarf). Both races had appeared before – the Lizardmen in the

DID YOU KNOW?

Temporal Distort takes its name from one of the most venerable psychic powers in the Warhammer 40,000 armoury, having first appeared in Rogue Trader and more recently as a power for the Sanctioned Psyker Battle Elite in the Apocalypse book.

form of their Slann Mage Priests – but never as such fully-developed presences. The Bretonnians would persevere until the coming of the End Times while the Lizardmen became today's Seraphon. But new Warhammer was certainly not all the issue had in store...



LOST IN THE WARP

Codex: Chaos (Daemons were present, but it was really the first Codex: Chaos Space Marines) had been released a couple of months before this issue, and the Warp-spawned madness was in full flow, with 'Lost in the Warp' bringing readers a host of kitbashed Chaos Space Marines and vehicles. Best of all, though, the article featured this iconic set of John Blanche sketches. Many now firmly-established features of what were then lesser-known Legions – the Iron Warriors with their hazard markings, the Alpha Legion and their scaled cloaks and serpentine accoutrements – appeared here first as painting and modelling suggestions from Mr. Blanchitsu himself.



SPACE MARINE PREDATOR ANNIHILATOR

White Dwarf 202 saw the release of the Predator Annihilator. The Predator was already a long-serving part of the Space Marine armoury, but this first variant didn't actually make use of its parts. Rather, it was made from a plastic Rhino kit with the addition of several new metal components for the turret, sponsons and weapons. White Dwarf featured a card pull-out section in the centre of each issue during this period, giving readers the tank's datacard alongside Ahriman's wargear.

FAT DWARF

White Dwarf 202 hails from the so-called 'Fat Dwarf' era of the magazine, when each issue featured both a card pull-out section (see left) and a somewhat increased page count compared to its predecessor. Of course, everything is relative, and 'Fat Dwarf's 112 pages are in fact 36 fewer than those of the issue in your hands.

THE WHITE DWARF BATTLE REPORT: A WARRIOR'S DUTY

White Dwarf 202's battle report pitted the Imperial Guard against an Aspect Warrior Eldar army. After a slew of scenarios, rules for tournament play and campaigns, and ideas for themed games, battlefields and armies, the team thought it was time to get back to basics with a battle played out using only the rules from the box and the accompanying codexes, a reminder that there's nothing wrong with just grabbing a couple of armies and playing. It's a familiar sentiment – battle reports have been perhaps the most talked-about element of White Dwarf throughout its history, and can appear faced with the impossible task of being all things to all people. White Dwarf 202's fine example showed there's really no right or wrong way of playing games.

COMETH THE SORCERER

White Dwarf 202 saw the first appearance – miniature, background and rules – of Ahriman, one-time Chief Librarian of the Thousand Sons. Ahriman's pursuit of forbidden knowledge, his rivalry with his Primarch, Magnus, and the monstrous Rubric which reduced many of his brothers to dust were all introduced. 20 years later, the miniature is still with us, too.



TWO SKINKS OR TWO BRETONNIANS!

LIKE THE ISSUE YOU HOLD IN YOUR HANDS, WHITE DWARF 202 HAD FREE STUFF



FREE CITADEL MINIATURES!

Free Citadel Miniatures have appeared on the cover of White Dwarf magazine twelve times over the past four decades, the issue you hold in your hands being the latest occasion. White Dwarf 202 was the only occasion on which two miniatures were included on the cover, a product of the way in which the sprues were produced.

To mark the release of what was the fifth edition of Warhammer, each copy of White Dwarf 202 came with not one but two free miniatures on the cover – either two Lizardmen Skinks or two Bretonnian Archers. The miniatures were those which appeared in the new Warhammer boxed game, the first time members of either race had appeared in plastic, with the Skinks, at least, still recognisably the forerunners of today's. Readers everywhere frantically debated which pair they wanted.



RUINS OF DRAS'SHIEL

In **Battleground**, we showcase some of the finest gaming tables in the word. This month, Stuart seeks out the secrets of the Ruins of Dras'Shiel, a stunning battlefield for Warhammer Age of Sigmar which you can find at Warhammer World in Nottingham.

Warhammer World is home to dozens of exquisite gaming tables for visitors to fight their own battles out on. These are the work of the Warhammer World Studio, a team of highly talented modellers and painters, who are also responsible for the amazing displays in the Exhibition Hall. We decided to speak to two of the team, Joe Naber and Mick Cudworth, about one of their finest creations – the Ruins of Dras'Shiel.

TABLE PROFILE

The Ruins of Dras'Shiel is a 6' x 4' table for Warhammer Age of Sigmar. Set in Ghyran, the Realm of Life, the jade and gold structures of a forgotten civilisation are slowly but surely being reclaimed by the rampant and untamed foliage. Will your forces lay claim to this outpost, or will they lay it to waste?

So, how did they set about designing and building it? "Our first job was inspiration," says Joe. "And our first source was the Quest for Ghal Maraz, with the Battle of Rotwater Blight and the Oak of Ages Past in Ghyran, the Realm of Life."

"We wanted to try something really different," says Mick. "We'd just finished up Warhammer 40,000 projects, with dark concrete and grey rubble, and this was a chance to do something bright and vibrant, that'd be a real contrast to anything else we'd made so far."

Right: The forces of the Sylvaneth do battle with the children of the Blood God in the Ruins of Dras'Shiel. "The important thing with designing a board like this," Joe says, "is that every army in Warhammer Age of Sigmar needs to fit. With the Ruins of Dras'Shiel, it'd be easy to make, say, Sylvaneth fit in easily, but what about Flesh-eater Courts? No matter what army you're playing with, it needs to be at home." Furthermore, whilst it needed to be suitably wooded, it is a gaming board and not a display piece, so Mick and Joe were careful to leave enough space for models to manoeuvre.





Left: Some of the titular ruins of Dras'Shiel, swarming with the savage and bestial scions of Khorne. "Almost everything on the board is built using Citadel terrain kits," says Mick. "We've included a lot from the Age of Sigmar terrain kits, like the Numinous Occulum and Ophidian Archways, but we also used a few classic Warhammer terrain kits like the Garden of Morr." Indeed, even all the trees are built from the Citadel Wood set, and were by far and away the most time-consuming thing to build on the entire board. "The trees are probably the most grounded part," Mick says, "They had to look like real trees, wide at the bottom and thin at the top. They add to the realism of the board, which helps things like the jade structures stand out and seem even more fantastical."



BOARD FACT

The striking green structures that make up the ruins were painted quite simply. Starting with a Chaos Black spray undercoat, they were basecoated with Incubi Darkness. The buildings were then given an intense drybrush of Sybarite Green and a lighter drybrush of Rakarth Flesh before finishing with careful washes of Agrax Earthshade, sponging off the excess. Easy as that!

BATTLEGROUND

Right: The Tower of Dras'Shiel. Absolutely dominating the Ruins of Dras'Shiel is this colossal jade and gold tower, the history of which is a curious mystery for players to unravel. Was it once a wizard's personal sanctum? Or was it actually a college of the arcane? Or perhaps it was the private laboratory of some alchemist or augurer? The truth, long buried and lost like the original inhabitants of Dras'Shiel, is for hobbyists to decide, as Joe and Mick have simply given hints and ideas to inspire epic games and battles.

"The Tower of Dras'Shiel is one of the few parts of the board that's bespoke," says Joe, as the overwhelming majority of the board was built using Citadel terrain sets artfully combined in new and unusual ways. "Even then, the front of the tower is built from existing kits, and the whole tower proper is designed based on a variety of bits and pieces from the kits. The walls, for example, are based on those you'll find inside the Numinous Occulum, albeit tinkered with and expanded. The internal structure includes staircases, based on the stairs from the Baleful Realmgates, as well as internal walls made using spare walls from Warhammer Age of Sigmar terrain kits."

BOARD FACT

Beneath the dome of the tower is, in fact, a remarkable mural of Sigmar himself. It's just one of many little details that are dotted across the board that really bring it to life. However, you'll have to see it for yourself if you visit Warhammer World, as getting a camera in to photograph it proved something of a challenge!





Above: The biggest problem for Mick and Joe when working on the Ruins of Dras'Shiel was creating a strong sense of verisimilitude. "What created the huge hole in the tower? Where did the rubble go?" These are just some of the questions the pair had to ask just for this one piece of damage on the tower. "That grounding, that sense of place, that allows you to appreciate the weird all the more. Without it, the board doesn't come to life, and doesn't feel 'real'."

BOARD FACT

"Inside the tower, there's absolutely tons of detail that you'll never actually see," says Joe. "There's a full set of stairs and other floors. It's all about it actually working. If you don't have all those little details, it doesn't feel right and just looks like a model on a board." Their labours have certainly paid off, as the board looks like it came straight out of the Mortal Realms.

► "So me and Mick sat down and drew up the initial plans and proposals, writing up a huge list with keywords for inspiration – you know, luscious, vibrant, verdant, fecund – to help keep us in focus." After this, the pair positively plastered the Warhammer World Studio walls with artwork from across Warhammer Age of Sigmar and even photographs of strange and exotic locales as a form of mood board.

"There's nothing stranger than real life," the two inform me, showing off the choicer images, from Sylvaneth artwork to jungle ruins with trees that beggar belief. Of course, translating their myriad ideas into reality wasn't entirely smooth sailing. "Our idea was for green buildings," says Joe. "We were determined to have them. The jade would look really strange and fantastical amongst the trees. And it worked for the smaller buildings, but then we started painting the main tower, it looked almost garish, and we wondered if we'd done the right thing."

"We stuck with it and in the end it looked brilliant. That's an important thing for any aspect of the hobby, really. Experiment with ideas as much as you can. If you've got one, go out on a limb and see where it goes, as it's the only way to find out if it works," says Mick. ►

JUST WHAT IS WARHAMMER WORLD?

Warhammer World is the very heart of the hobby. Located in Nottingham, UK, it's got something for hobbyists of all stripes, from the awesome Exhibition Centre to Bugman's Bar!



THE EVENTS HALL

Jam-packed with over 50 gaming tables, including 10 bespoke feature tables like the Ruins of Dras'Shiel, the Warhammer World Events Hall is the premier gaming space in the world. Not only can you book out a table to battle your friends, we also frequently run events from exciting campaign weekends to the famous Throne of Skulls and Battle Brothers, and more besides!



CITADEL, FORGE WORLD AND BLACK LIBRARY STORES

Warhammer World doesn't have one Games Workshop store on site – it has three! Not only does it have a flagship Games Workshop store, it has the world's only dedicated Forge World and Black Library stores, and all three have exclusive merchandise (and, of course, miniatures) for sale that you can't get anywhere else! Not only that, but Forge World has a huge selection of assembled kits on display, so you can see how just how massive a Warlord Titan really is.



BUGMAN'S BAR

After you've enjoyed the exhibition, browsed the stores, and engaged in battle, Bugman's Bar is your place to relax and revive with food and drink. From a quick snack between battles to a full meal to celebrate glorious victory, you can sate your appetite in our Dwarf-themed bar and restaurant. Don't forget to see the wonderful artwork, weapons and artefacts that adorn the walls, and perhaps even sit in a Dwarf throne by the fire!

BATTLEGROUND



► The only problem the pair encountered was choosing what to do. "The Age of Sigmar is liberating in a lot of ways," says Mick, "as you're not limited by the possible, and you're working with what is in a lot of ways a totally blank canvas. You're only limited by your imagination."

Ultimately, the goal of the board was not only to provide a great setting for hobbyists to play games of Warhammer Age of Sigmar, but also to provide inspiration for hobbyists of all stripes. The board is absolutely festooned with all manner of narrative springboards to fire up a gamer's imagination, such as the Ghal Maraz-wielding ruined statue, the abandoned Duardin mine, and the little hints as to the true nature of the tower of Dras'Shiel and the civilisation it was once part of. It's all about inspiring hobbyists to try something out for themselves.

"The board was six weeks' work between the two of us," Mick says. "But it also shows what could be done with a group of mates at a gaming club over a period of months as well, and even what you could do by yourself, if you take smaller parts like the ruins or the trees." When I ask if Joe and Mick have any final thoughts on the project, Mick sums it up rather neatly: "If people are inspired by what we've done with the Ruins of Dras'Shiel, we've more than done our job." 🐼

Above: "There's an art to making things look like they've fallen into disrepair," says Joe, indicating the board's pair of Realmgates. "If it's not right, it'll just look like you've made a mistake, so like a lot of hobby modelling tips, a good place to see how to do it right is photos of real-life examples. To take one of the Realmgates, for example, it's an ancient structure, so it makes sense it would become buried in the landscape as it lies dormant."

Right: The long-abandoned Duardin mine. Little touches like this dotted around the board hint at Sigmar's great alliance of gods and mortals before the return of the Chaos Gods transformed the Mortal Realms into a war-torn nightmare, as well as the world-that-was. Readers who are fortunate enough to have visited the Warhammer World Exhibition may recognise the mine entrance design from the End Times display – another intentional nod to the history of Warhammer.



"Like the Duardin mine, the statue is a nod to both the past of Warhammer and the history of the setting," says Joe. "It's built from a Freeguild General, but we removed the face and name on the armour as a story hook for players."



IN THE MAKING

The Warhammer World Studio rarely admits cameras, but White Dwarf was fortunate enough to get a sneak peak of the Ruins of Dras'Shiel early in its development, all the way back in January 2016.



Left: The various rocks across the board, from the huge boulders, to the rock face around the Duardin mine entrance, were all cast in resin from a handful of rocks and stones the Warhammer World Studio acquired in an expedition, led by Studio Manager James Karch (also one of our Four Warlords, as you can see on page 26) to the nearby Peak District.

"We were inspired by what the WETA Workshop did with their work on the Lord of the Rings and Hobbit films," Mick says. "Rocks have no real scale – a tiny rock that fits in the palm of your hand can become a massive boulder on a gaming board." So next time you're out walking, keep your eyes peeled – you may well find some hobby inspiration beneath your feet.



BLANCHITSU

If you've ever wondered why the worlds of Warhammer and Warhammer 40,000 look the way they do, then John Blanche is one of the primary culprits. For over three decades he has shaped the worlds we know and love with his evocative artwork and now spends his time creating inspirational illustrations and concept drawings for the Citadel Miniatures design team to bring to life. That is, when he's not painting his own models, of course...

Blanchitsu is our regular feature celebrating John's unsurpassed influence on the worlds of Warhammer and painting Citadel miniatures. To the right you can see a particular iconic example of the countless illustrations John has produced over the years – a great example of his dark and gothic style, really bringing to life the fantastical and the bizarre in a macabre envisioning of Humanity's future.

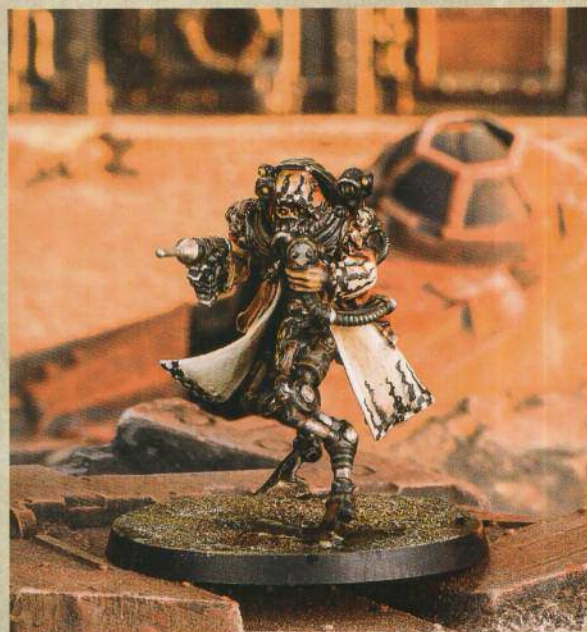
John also applies this style to his work converting and painting miniatures and the many fans of his work often seek to emulate it. Each month, we present some of the finest examples and exponents of this dark art of Blanchitsu, hand-picked by John to be featured in the pages of White Dwarf.

This issue we're privileged to feature some of John's own miniatures – a warband of tech-scavvies led by Tech-Priest Magos Herrode, which John uses in small skirmish games every now and again. As you can see, all of John's models are extensively converted from multiple kits, yet they are still undeniably denizens of the 41st Millennium. Read on, stare in amazement and enjoy!

Sisters of Battle Canoness painted by John in 1997 and featured on the front cover of White Dwarf 212 and Codex: Sisters of Battle.



Tech-Priest Magos Herrode flanked by two of his henchmen. They are currently exploring the world of Cephiivytra for lost archeotech.



Left: Herrode's henchman is converted from the Skitarii Ruststalkers kit with parts taken from the Skitarii Rangers kit (such as the comms unit in his left hand). The model's robes feature black flame and check patterns, motifs that John features on many of his models and illustrations.



Right: Tech-Priest Magos Herrode is converted from the Tech-Priest Dominus kit. His left arm is from the same kit, while his right is from the Datasmith in the Kastellan Robots set. His body is hung with loads of little trinkets and memento mori taken from the Grey Knights Terminators kit.



Left: Another of Herrode's henchmen, again converted from the Ruststalkers kit. John used one of the manipulator arms from the Kataphron Destroyers kit to give the model a tiny withered mechanical arm. Its armour is painted red, one of John's favoured colours.

Right: We've featured Quintus before in Warhammer Visions, but since then John has painted a few new details onto him. Quintus is converted from a Datasmith with a left arm from a Tempestus Scion and a head from a Flagellant. In John's warband Quintus is one of a pair of twins (the other being Quercus over the page) who serve Herrode.



BLANCHITSU



Left: Quercus is converted from the Tech-Priest Engineer model with a head from a Flagellant (just like his twin brother). His arms come from the Skitarii Vanguard kit, as does the omnispect peeking out from his backpack behind his left shoulder. The books and ephemera at his waist are, once again, from the Grey Knights Terminators set.

Right: His tech-scavvy is converted from a Chaos Cultist from the Dark Vengeance boxed set. His head is that of a Deathwing Knight, while his backpack comes from the Skitarii set. As with many of his models, John has used Green Stuff to sculpt additional details such as the model's cowl.



Left: Another of Herrode's tech-scavvies, also converted from a Chaos Cultist. Its half-bionic head comes from the Kataphron Breachers kit.

Right: This tech-scavvy was converted from the Cultist leader in the Dark Vengeance boxed set. His head comes from a Skitarii Ranger. Again, John has used Green Stuff to add extra details and textures to his model, such as the mangy fur collar around his robes. Fur textures are common in a lot of John's illustrations so it's no surprise to see them on his models.



Quercus is one of the other warband's leaders. Around him a group of tech-scavvies search the rubble of Cephiivytta, weapons drawn.



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WARHAMMER 40,000 KILL TEAMS

Excited about Warhammer 40,000: Kill Team but not sure how to make your own band of ruthless warriors? Never fear, because we've gathered together six great Kill Teams to show you what you can create with a little imagination and a couple of boxes of models.

CREATING A KILL TEAM

Every Kill Team has a Leader and three Specialists – veteran warriors with a penchant for swift kills, sneakiness and underhand tactics.

Some Kill Teams, like Simon's shown here, only have four models in it, as they are all powerful individuals costing a whopping 40 points each! Nick's Stormboyz Kill Team, on the other hand, is huge, outnumbering Simon's Kill Team by more than three to one because Stormboyz cost so few points. They also have a habit of flying into walls, but that's a story for another day.

THE RIDERS OF MORKAI

This Kill Team belongs to Simon 'Deathgranter' Grant, who has a certain fondness for all things lupine. His Kill Team is made up of four Space Wolves Thunderwolf Cavalry – a fast-moving unit ideal for scouting out the enemy's lines. All the models in Simon's Kill Team were made from the Thunderwolf Cavalry kit with a few weapon swaps from the Space Wolves Pack (such as Asvald's wolf claw). Skarin the Reaper, however, carries a chainaxe pilfered from a Khorne Berzerker! Heresy? Apparently not, but we'll keep an eye on him just in case...



Simon loves creating stories and sagas for his miniatures and Asvald Fellclaw – his Kill Team leader – is no exception. Here is an excerpt from his lengthy saga:

*Like the wolf he fights,
Tearing flesh and bone.
None can withstand the fury,
Of he who once fought alone.*

Simon's Kill Team is the vanguard of a truly immense Space Wolves force, and you can see more of it in next month's issue, where we'll be featuring it as our Army of the Month!

THE RIDERS

Asvald Fellclaw
Wolf Guard Leader of the Riders of Morkai.

Haegr Stoneflesh
Indomitable Specialist with Feel No Pain, armed with an axe.

Skarin the Reaper
Dirty Fighter Specialist with Murderous Blows, armed with a chainaxe.

Ulfrik Wrathborn
Guerilla Specialist with Preferred Enemy, armed with a sword.

DA STORMBOYZ

Boss Krazy-eye
Leader of da mob.

Headbutz Grimtoof
Combat Specialist with Killer Instinct, armed with sluggas.

Choppa Fizzbang
Guerilla Specialist armed with a choppa and promethium charges.

Da Masked Avenga
Dirty Fighter Specialist with Exploit Weakness, armed with a choppa.



VULCHA SKWAD

Nick Bayton was inspired by the story behind Boss Zagstruk's Vulcha Skwad, a team of daredevil Ork Stormboyz that like nothing more than leaping out of an aircraft to land (sometimes successfully) in the midst of battle.

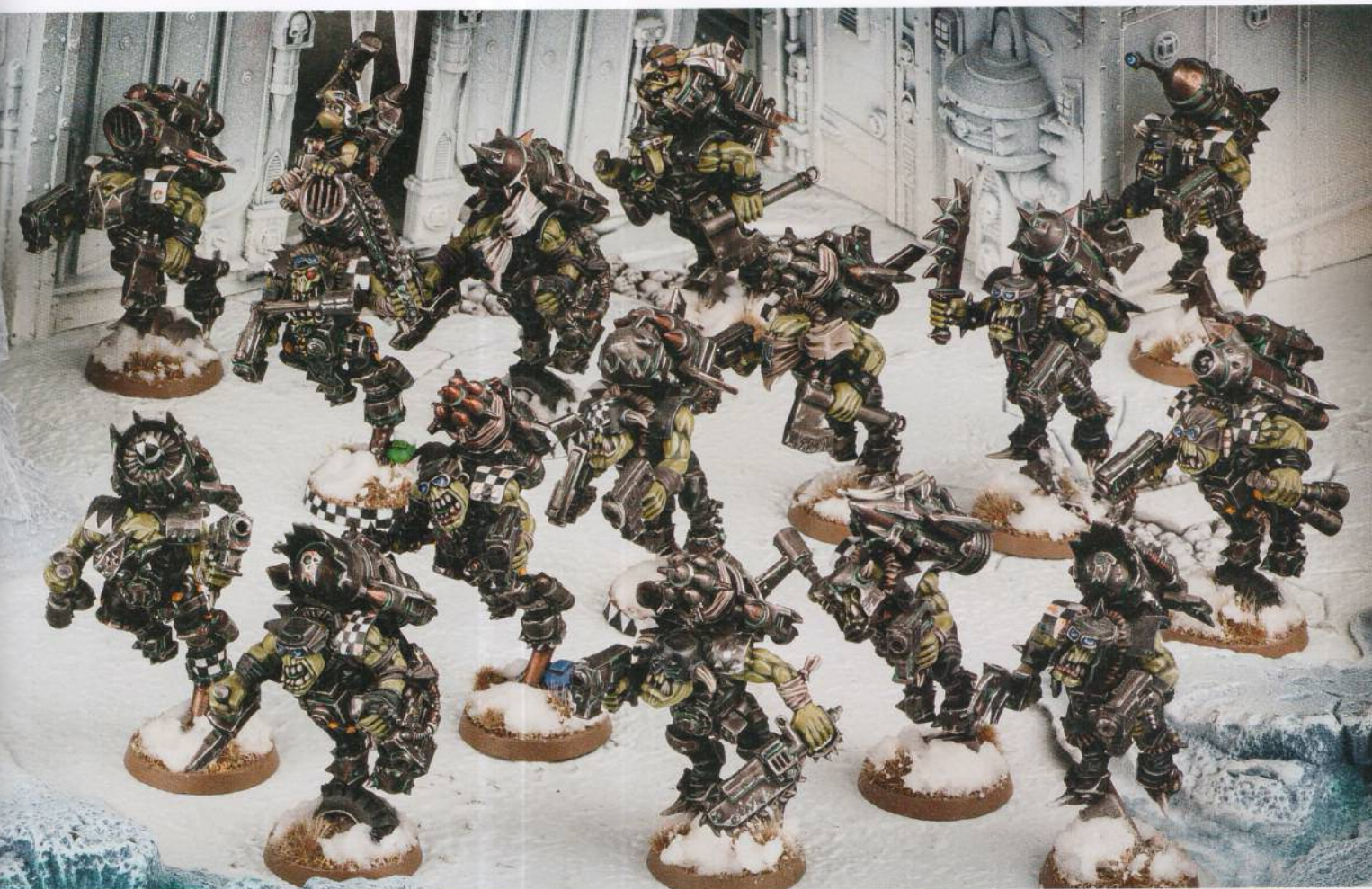
Nick used three Stormboyz kits to make his Kill Team, the variety of parts on the sprues providing him with plenty of different weapons and wargear. To mark out his Leader and Specialists, Nick painted checks and dags (squares and triangles) around the edges of their bases, making them really easy to spot on the battlefield. During a Kill Team event held at Warhammer World, Nick was pleased to take away the award for the Best Painted Kill Team. Sadly, while his Stormboyz look the part, we heard tell that they fought like weedy Grots all day.



Far Left: Boss Krazy-eye is the leader of this mob of Stormboyz from Vulcha Skwad. Nick made him da biggest and da best model in the Kill Team by attaching a rokkit-wearing Grot (also found in the Stormboyz kit) to his rokkit pack. Nick also gave him the head with a stikkbomb in his teef and the half-mad crazy stare, hence his name.

Top Right: Choppa Fizzbang, one of Nick's Specialists. Choppa is a Guerilla Specialist (admittedly not a very stealthy one) armed with promethium charges that he lobs into combat before sorting out what's left with his axe.

Bottom Right: Headbutz Grimtoof is unusual in that he doesn't carry a choppa like most Orks, he just piles into combat head-first and lets his thick skull do the hard work. He carries a couple of sluggas, which he fires with plenty of enthusiasm but very little accuracy.



PARADE GROUND

FAMOUS KILL TEAMS

There are many famous units across the length and breadth of the galaxy that would make great Kill Teams. Cassius's Deathwatch Kill Team, for example, or Boss Snikrot's Red Skull Kommandos. Perhaps you could build a Kill Team based on Prince Yriel's Eldritch Raiders, or even Gaunt's Ghosts, the Astra Militarum troopers mentioned in the Black Library novels of the same name. Maybe you could make Illuminor Szeras's reclamation squads, or Telion's Ultramarines Scout force. The options really are endless!

If you've created your own Kill Team then why not send us some pictures of them?

team@whitedwarf.co.uk

Make sure you include some background about them, too, so we know how heroic they've been!

THE TEMPEST BLADE OF TELENNAR

Matt Hutson's Kill Team – the Tempest Blade – is drawn from his Eldar collection, which hails from Craftworld Tellenar.

His Kill Team is built straight out of the box and includes a squad of Guardian Defenders, a Warlock to lead them into battle and a War Walker, which Matt just managed to squeeze into the 200-point limit for Kill Team.

As with all his Tellenar Eldar, Matt painted his Kill Team with black bodysuits and orange armour. The orange armour was painted using a basecoat of Wild Rider Red, followed by layers of Troll Slayer Orange (the main armour colour) and highlights of Fire Dragon Bright and Lugganath Orange. Their black bodysuits were painted using a highlight of Skavenblight Dingo straight over the Chaos Black Undercoat, followed by an edge highlight of Dawnstone.



Above Left: Warlock Eleannar, armed with a witchblade. Matt painted his blade Sotek Green, then highlighted it with Dawnstone. A layer of 'Ardcoat gives it a mystical sheen.

Above Right: Gun raised in the air, the casual-looking crewman from the weapon platform makes for a great Specialist.

Left: The operative of the heavy weapon platform was the obvious choice for a Weapon Specialist.



THE LOST

Warlock Eleannar
Tempest Blade Leader.

Tamilo

Weapon Specialist
with Reaping Volley,
with Scatter Laser on
weapons platform.

Jaion

Indomitable Specialist
with Feel No Pain,
with shuriken catapult.

Iliac

Guerilla Specialist
with Scout, armed
with a shuriken
catapult.

THE DEVOURERS

The Green King
Leader with lash whip,
bonesword and
venom cannon.

The Claw Prince

Guerilla specialist with
Fleet, rending claws
and devourer.

Hive Horror

Combat Specialist
with Berzerk Fighter,
lash whip, bonesword
and deathspitter.

Nightmare Shadow

Weapon Specialist
with Expert Shot.



THE DEVOURERS

This Kill Team, belonging to Jes Bickham, is an elite Tyranid squad, dispatched by Hive Fleet Eumenides for terror raids and assassination missions that presage the large-scale consumption of biomass.

This Kill Team makes use of a small amount of multi-wound models, rather than lots of smaller expendable troops such as Hormagaunts and Termagants. It's quite literally just the Leader and his three Specialists (consisting of one Troops choice of Tyranid Warriors and one Elites choice of a Zoanthrope from Codex: Tyranids). Feeling his Leader required a bit more presence than the (already-towering) Tyranid Warriors, Jes used the parts for the Tyranid Prime on the Warriors kit, and converted the pose slightly to have it standing over a victim from the Space Marines Casualties set.



Above: Kill Team Devourer's Leader is this Tyranid Warrior, built using Tyranid Prime components to make him seem more Leader-ly. His venom cannon should surely be useful for eliminating swathes of Guardian defenders from the Tempest Blade of Telenar – it fires blasts of acidic bio-explosives. (It's not a very nice way to go...)



Above: The Nightmare Shadow, a Zoanthrope that functions as the team's Weapon Specialist. Giving it Expert Shot means it's going to be more accurate with Warp Blast, the Zoanthropes' signature psychic power – a potent witchfire that can even lance through the hull of a Land Raider.



PARADE GROUND

INDIVIDUAL STRENGTHS

In Kill Team, every model acts as a separate unit, so they need to use all their skills to keep themselves alive. You can have three Specialists in a Kill Team and each one can pick a skill or Universal Special Rule from the Kill Team rulebook to represent their unique skill set. The trick is figuring out which Specialist abilities will work well with which models and weapons. Duncan's Kill Team is made up entirely of Skitarii Rangers who all have loads of special rules (such as Feel No Pain, Move Through Cover and Relentless) already, so he had to think carefully about which skills to pick. In the end he gave his sniper the Weapon Specialist ability Expert Shot, while the Ranger with the omnispex (which can sniff out enemies hiding in cover) has the Stealth special rule, ironically making him good at hiding!

THE SACRISTAN GUARD

This Skitarii Kill Team belongs to Duncan Rhodes, who has recently been working on an Imperial Knight army accompanied by its household guards and allies from the Adeptus Mechanicus.

Duncan's Knights hail from Dragon's End and are all members of House Griffith. His Skitarii, from the forge world of Incaladion, have been sent by their Tech-Priest master to watch over the Knights in battle and, if possible, get their metal hands on any technology left unattended. Unaware of their true intentions, Lord Bryce of House Griffith assigned the gifted Skitarii to his Sacristan Guard, his personal retinue of infantry. Duncan painted the robes of his Skitarii Rangers in blue and red, the same colours used on the heraldry of House Griffiths – a great way to tie two factions together.



Above Left: Duncan's leader, Delta-3 Tominus, leader of the Sacristan Guard. Duncan equipped him for close-range combat using parts straight from the Skitarii Rangers kit.

Above: Delta-3 Haric, scanning the battlefield for enemy Kill Teams.

Left: Delta-3 Clavion, Duncan's Weapon Specialist. Armed with a transuranic arquebus, he already has the Sniper special rule, so Duncan also gave him Expert Shot, making him even deadlier.

THE SKITARI

Delta-3 Tominus
Leader of the Sacristan Guard.

Delta-3 Clavion
Weapon Specialist with Expert Shot, armed with a transuranic arquebus.

Delta-3 Haric
Guerilla Specialist with Stealth, armed with an omnispex.

Delta-3 Jaxos
Dirty Fighter with Executioner, armed with arc rifle.

DA UVVER ORKS

Boss Snikrot
Da Leader, armed with many blades.

Bullit Boy
Weapon Specialist with Expert Shot and armed with sluggas.

Stabba Urg
Combat Specialist with Berzerk Fighter, armed with a choppa.

Sneaky Grok
Dirty Fighter Specialist with Blinding Distractions and a fistful of stikkbombz.



SNIKROT'S KILLBOYZ

Dan Harden's Kill Team is drawn from his sizeable collection of Goff Orks and led by the renowned (and ded stabby) Kommando, Boss Snikrot.

Dan used a box of plastic Ork Boyz as the basis for his Kill Team, plus loads of spare bits he had lying around in his bits box (an essential household item for any Ork collector). Rather than make just three Specialists, Dan actually made five, one to represent each of the Specialist Categories in the Kill Team book. He can then choose which Orks he uses for each mission. All his Specialists wear backpacks, no doubt containing all the super-sneaky covert-ops wargear a Kill Team normally carries, such as high explosives, grenades, flash-bangs and extra-loud sluggas. Dan also made use of the fact a Kill Team can take a vehicle by including a Trukk in his force. ☠



Top Left: Snikrot is pretty unusual for an Ork in that he doesn't charge headlong into battle, preferring to sneak up on his foes and stab them when they're not looking – an impressive feat for a seven-foot tall mountain of green muscle.

Top Right: Sneaky Grok was converted from an Ork Boy with a spare head from a Dakkajet pilot. He carries a bag full of grenades, mostly for hitting things with.



Bottom Left: Boss Blackjaw, the leader of the Boyz mob. Dan converted him from a Flash Git model with a spare power claw taken from the Nobz box. His backpack (complete with ammo runt) is from the Lootas box. Boss Blackjaw has proven himself in many battles, both Kill Team and otherwise. His greatest feat of strength is single-handedly flipping over a Leman Russ Battle Tank.

Bottom Right: Bullit Boy and his Grot loader Loud Mouf.



SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This month we get the clippers and glue out to convert a Tau Kill Team from the contents of the Kill Team boxed game, while over the page you can see a host of Deathwatch conversions.

CITADEL TOOLS



Fine
Detail
Cutters



Knife



Drill



Mouldline
Remover



Plastic
Glue

Warhammer 40,000: Kill Team gives you the opportunity to build a small and extremely characterful collection of models. True, you can build the models straight out of the box, and there's nothing wrong with that, but when you've got the chance to build cool Specialists and Leaders (like the ones on the preceding pages) it's a great opportunity to advance your model-making skills.

In the Kill Team boxed game you get two units – a Tau Fire Warrior Strike Team and a Space Marine Tactical Squad. As an example of what you can do with your miniatures, we took the Fire Warriors from the set and customised them using spare parts to make our own unique Kill Team.

The idea behind our Tau Kill Team was to make every model in the squad an individual, so that each of them was instantly recognisable on the battlefield and that the Specialists in particular were easy to spot. One of the easiest ways to convey the personality of a model is through its face and facial expression, yet most Tau Fire Warriors wear helmets. Or do they...?

The Fire Warrior kit contains six bare heads, nearly enough for an entire unit. They each have their own personality – some look grumpy, some aggressive, and there's even a female Tau head in the set. All we needed to do was find four more bare heads. Surely there were some more in the Tau range? Indeed there were!

Top right: The first half of Kill Team Swiftstrike, including the unit leader Shas'ui Ghan'tak. You'll notice that rather than build the Fire Warriors as a Strike Team, we built them as a Breacher Team. Breachers are renowned for being the most aggressive Fire Warriors, so it seemed really fitting to use them as a Kill Team. Imagine them running into bunkers, pulse blasters blazing, throwing in grenades and overwhelming all resistance with ruthless efficiency. We also gave the squad a Tactical Support Turret to give them a little extra firepower. Typically Breachers don't use Tactical Support Turrets as they're static defences, but seeing as you get one in the box we decided to include it.



Bottom Right: The other half of Kill Team Swiftstrike. Though a Kill Team only has three Specialists, we wanted to give every Breacher a distinctive look. In this picture one of the Breachers has been converted with a pair of binoculars from the Pathfinders kit, while further along the back row another member of the team has his hand on his Bonding Knife, suggesting he's considering drawing it.



FACES OF THE GREATER GOOD

Across the Tau range there is a wealth of bare heads to use on your miniatures. The six heads on the top row of this image all come from the Fire Warriors kit, while the seven in the row below come from other kits in the range. All of these are potentially spare parts, as most of them come with helmeted options in their respective kits. Some of the heads have a braid of hair, a symbol that they're a shas'ui unit leader. We used several of these heads in our Kill Team – fitting, really, seeing as the squad is made up of veterans.

FIRE WARRIORS



PATHFINDERS



STORMSURGE



GHOSTKEEL



1



2

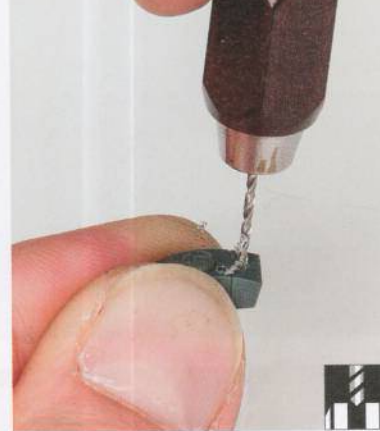


Above you can see the 13 spare heads that we managed to find from across the Tau range. We then set about creating our Kill Team. The unit Leader, Shas'ui Ghan'tak (1) was built using parts from the Fire Warriors kit, plus a spare head and arm from the Stormsurge. His face has the stern, no-nonsense look of a grizzled veteran to it, while the upraised hand looks like he's giving a signal for his squad to advance. The model features minor conversion work on his right arm, which was originally a pointing hand, but now holds a pulse pistol. The hands were carefully cut from the arms using a Citadel Knife (2) and glued in place with Plastic Glue. To ensure a straight cut, use the cuff of the model's suit as a guide for the blade.

3



4

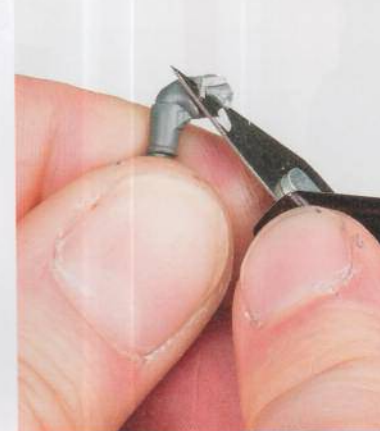


Shas'la Naru is clearly a veteran of many wars (3), his heavily scarred face a rarely seen component from the Pathfinders kit. As our Indomitable Specialist he needed to look war weary and battle damaged so we added bullet holes to his shoulder pad using a Citadel Drill fitted with a 1mm drill bit. Before gluing on the pad, each hole was carefully drilled (4), then a knife used to tease the edges of the hole to make it look like an impact hole.

5



6



Gunfighters are cool, so we included one in our Kill Team – Shas'la Hota (5). We used a set of running legs from the kit to give him a sense of movement, twisted his torso to give him a sense of momentum, then used a shouting head from the kit to show how aggressive he is. (Note: he is quite aggressive.) His pistol-wielding left arm was converted in two stages. First, a slice of plastic was trimmed from the front of the shoulder joint to bring the arm in closer to the body and make it parallel to his right arm (6). Tiny adjustments like this make a big difference to a model's pose and the conversion work, in this case, was covered up by his shoulder pad (how fortunate that so many models have them!). The second bit of conversion work was done to the pistol, which involved cutting out the handle and fitting it around the empty hand. This can take quite a while to get right, but the secret is simple – cut a tiny sliver of plastic off the gun and test fit it without glue. If it doesn't fit, slice off another tiny sliver, then try again. It may take a while to get the fit right, but the end result is worth it.

MODELLING AND PAINTING

KIT-BASHING THE NEW DEATHWATCH KILL TEAM

The Deathwatch Kill Team box is a veritable treasure trove of exciting components, giving you loads of conversion opportunities. Combined with the new upgrade frame, the possibilities are virtually endless.

The simplest way to get the most out of your Deathwatch Kill Team box is to build the five models in the set with the weapons you think look coolest. The datasheet for Deathwatch Veterans enables you to build them with any combination of weapons, so it's down to you which ones you like most. There are 16 sets of weapons in the kit, from bolters and combat blades (1) to heavy thunder hammers (2) so however you build your squad you'll have at least 11 sets of weapons spare.

But what to do with all those spare components? Why not make some more Deathwatch Veterans by combining the parts with Tactical Marines (3)? The legs, torso and backpack of this model are taken from the Tactical Squad frame, while the arms and shotgun come from the Deathwatch kit. The shoulder pad and head come from the Deathwatch upgrade frame included in many of the Deathwatch boxes seen on page 20. Note how we use the Mk. VIII torso from the Tactical Squad to tie the model to the rest of the Kill Team.

The thing is, not all Deathwatch wear Mk. VIII power armour. Upon induction they are offered a new suit, but they can choose to upgrade and repaint their existing suit of power armour, which is what this Veteran has done (4). This model was converted using a head, torso, backpack and legs from the Sternguard Veterans kit, but with the addition of a Deathwatch bolter and combat blade. His left shoulder pad comes from the upgrade frame, while his right is taken from the Deathwatch Kill Team box.

1



2



3



4



DEATHWATCH TERMINATORS

The Deathwatch Terminators set includes three Deathwatch upgrade sprues, leaving you with a veritable bucket-load of shoulder pads for your other models – 30 of them, in fact! These two Terminators were built straight from the box with a Deathwatch shoulder pad in place of their left pauldron. The Terminator on the right has also been given a spare head from the Deathwatch Kill Team box – a bellowing, bearded head that looks perfect combined with the equally loud assault cannon.



5



6



7



Available now is Warhammer 40,000: Death Masque, which includes both a Deathwatch Kill Team and a Vanguard Veteran Squad. Pretty much all the kits in the Space Marine range are compatible with each other, and the Vanguard Veterans and Deathwatch Kill Team are no exception. The Vanguard Veterans from the Death Masque box shown on page 16 have all been converted using spare weapons from the Deathwatch Kill Team sprue, including both heavy thunder hammers, a power maul and storm shield, and one of the Deathwatch combat blades, plus five of the 17 Chapter shoulder pads that come in the kit.

Here we converted two more Vanguard Veterans to help illustrate the almost infinite modelling possibilities. This Raven Guard Veteran (5) is built almost entirely from the Vanguard Veterans kit, aside from his shoulder pads. The Raven Guard are known for their lightning-fast style of warfare, so it seemed appropriate to give him lightning claws. The Flesh Tearer has been more heavily kit-bashed (6) using more parts from the Deathwatch Kill Team set, including the Flesh Tearers shoulder pad, a heavy thunder hammer and the Blood Angels-esque head. We specifically chose the thunder hammer held in the left hand to complement the pose of the legs. Had we used the legs we picked for the Raven Guard (with the left leg raised), the knee would have touched his gauntlet, which wouldn't have looked natural.

Don't forget, the Deathwatch have Bikers, too! This one has been converted using a standard Space Marine Biker (7), plus a helmet, White Scars shoulder pad and gladius from the Deathwatch Kill Team set. The outstretched gladius makes the Biker look as though he's about to run down his prey. For the Khan! 🦶

DEATHWATCH CAPTAINS

These Watch Captains were built using the two Deathwatch Watch Captain kits, but with additional spare parts from the Deathwatch Kill Team set. The Captain on the left combines the Watch Captain with a spare power maul and storm shield, giving him the look of a seasoned veteran of many boarding actions. The Captain on the right features a simple head swap with one of the models in the box. The ball and socket joint under the neck was gently filed down to ensure the head fits snugly in the armour.





PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures - on the following pages you'll find guides to painting both your free Slaughterpriest miniature and the White Dwarf himself, Grombrindal. But first, let us tell you about the Citadel Painting System!

One thing that unites every collector of Citadel miniatures is the desire to own beautifully painted armies of our favourite miniatures, whether to conquer all before them on the battlefield or to simply display and admire.

Building and painting your miniatures is great fun in itself. Citadel miniatures come as separate components on sprues (you can see some in the picture above), and need clipping off and gluing together. Many of our miniatures come with several different equipment options and possible poses, so deciding exactly how you're going to build your model is an enjoyable process too. And once your miniatures are assembled, you'll want to paint them!

To help with this universal goal, Games Workshop has created the Citadel Painting System, a

A BRUSH WITH GREATNESS

Games Workshop makes a huge range of brushes, each designed for a particular technique or paint. The stages to the right demonstrate some of these - visit games-workshop.com to see the entire range.

SPRAY TIME

Before basecoating your miniatures (see right) you'll want to undercoat them - most usually black or, if you're using light colours, white. Handily, these are available in useful spray form as Chaos Black Spray and Corax White Spray.

revolutionary combination of techniques, tools and a huge range of paints that makes painting straightforward, easy to learn and most importantly fun! Using the Citadel Painting System, you choose the colours you want to paint your models, select the techniques you want to use on them, and apply these in a few simple steps for what will be some great results.

Swivel your eyes to the right to see potted guides to the four big basic techniques of the Citadel Painting System: basecoating, washing, drybrushing and layering. Each of these uses a particular type of paint, and mastering these will let you get the results you want on your miniatures. Our Paint Splatter guides refer to these in that they are laid out with clear step-by-step instructions that tell you both which technique and which paint to use. It's really quite simple and a lot of fun - get stuck in!

CITADEL PAINT SYSTEM TECHNIQUES

TECHNIQUE 1: BASECOAT

Basecoats use Citadel Base paints to give your model a smooth starting point for later stages. Below you'll see a Space Marine being basecoated with Macragge Blue: a Citadel L Base brush is being used to apply a basecoat to the entire model with even strokes. Here's a top tip: two thin layers of Base paint are better than one thick one, which can obscure detail and take longer to dry. Some of our Base paints also come as Citadel Sprays.



TECHNIQUE 2: WASH

Once your miniature is basecoated, a wash can be used to add shading. To this end, washes use Citadel Shade paints to provide effective shading on your miniatures. Use an M Shade brush in a painting motion to ensure your chosen Shade (which has the consistency of ink) flows over the details of the model and into the recesses – you can see this being demonstrated on the Stormcast Eternals Liberator in the picture below.



TECHNIQUE 3: DRYBRUSH

Citadel miniatures look great with just a basecoat and a wash, but you may wish to highlight your models too – and Drybrushing uses Dry paints to highlight raised details quickly. Dip an S Dry brush (as seen below) into your chosen Dry paint, wipe most of the paint off the brush (and we really mean most!), then quickly brush the bristles back and forth over your model. Your model's raised edges will catch the paint for a simple, effective highlight.



TECHNIQUE 4: LAYER

Like drybrushing, layering is a method of highlighting your miniature, but it takes more control and is more time-consuming; layering uses Layer paints to paint successive highlights onto a model. Below we've used an M Layer brush to paint lines of Liberator Gold onto the edges of raised areas basecoated with Retributor armour – a more controlled, but lengthier, process than drybrushing. The results can be much cleaner and crisper, however.



CITADEL GLAZE PAINTS

Glazing is an advanced technique that many experienced painters use to great effect on their miniatures, primarily to intensify an area of colour. Citadel Glazes are special washes that act like a filter, and can make the basecoats and layers on your models really stand out, or unify areas on your models where the colours might otherwise be too bright or the layering too stark.

Citadel Glazes are also designed to sit on the miniature where they are applied, unlike Citadel Shades, which will naturally flow into the recesses on a model and pool there.

CITADEL TEXTURE PAINTS

A miniature is never truly finished until it has been based. Citadel Texture Paint is the perfect way to ensure all the bases in your army have brilliant, consistent finishes.

Citadel Texture Paint is like regular paint but contains fine grit. It can be applied directly onto the bases of your painted models, and it quickly dries leaving an effective, contoured finish, which you can either leave just as it is, or shade and paint like any other part of the model. Drybrushing it is particularly effective.

CITADEL TECHNICAL PAINTS

Technical paints are designed to help you achieve a range of special effects, from creating rust and corrosion with Typhus Corrosion and Ryza Rust, to the foetid slurry of Nurgle's Rot or the slick, shiny gore of Blood for the Blood God. The range also includes Agrellan Earth and Martian Ironearth for creating dry, cracked ground.

MODELLING AND PAINTING

SLAUGHTERPRIEST

You can't have failed to notice the Slaughterpriest on the front cover of this issue of White Dwarf. Well, here we show you how to paint him!

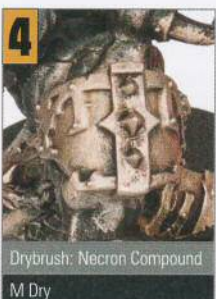
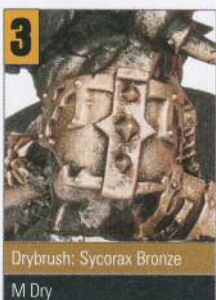
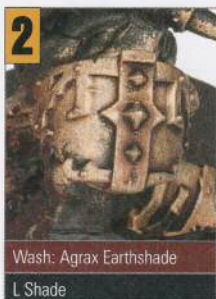
The Slaughterpriest is a fanatical servant of Khorne, so we painted him in the traditional red and brass of the Blood

God's followers. We started by painting the largest areas of the model first, in this case the armour and the skin. Rather than paint the armour red, then do the gold trim (the traditional order when painting armour), we painted the brass trim first, which meant we could drybrush it to give it a weathered, beaten feel. The red panels were then

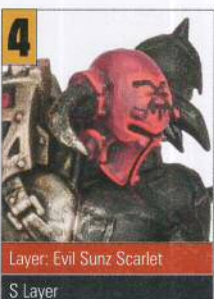
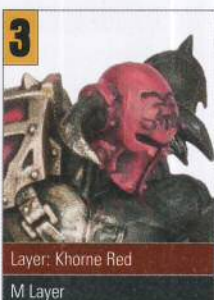
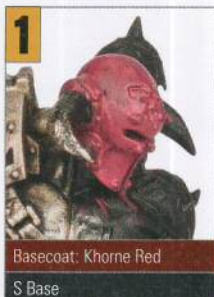


The Slaughterpriest in all his gory glory! The finishing touch on the model is a few tufts of grass from the Mordheim Turf basing kit, which were glued down with super glue.

BURNISHED BRASS



BLOOD RED ARMOUR



SUN-BRONZED SKIN



MUTATED SKIN



HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.



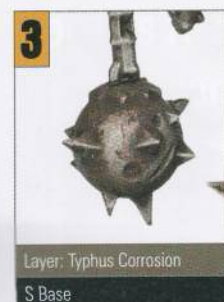
Technique & Paint:
The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it easy to identify the right one.

painted neatly inside the trim. With the drybrushing and washes complete on the armour, the skin was the next stage. We picked a ruddy, red skin tone for the Slaughterpriest to give him a hot, angry look in keeping with his aggressive mentality. Once the skin was finished, dabs of Carroburg Crimson were added around the metal piercings and staples to make them look raw, as if they're still healing from a recent wound or mutation. On the

subject of mutations, the Slaughterpriest's left hand was painted just like the rest of the model's skin, then given two washes to make it look bruised and full of blood, like it's pumped full of Khorne's rage. The last few touches on the model were the robes and the skull on the Slaughterpriest's base. They were painted using similar colours, but with different techniques to highlight their different textures and the materials they're made of.

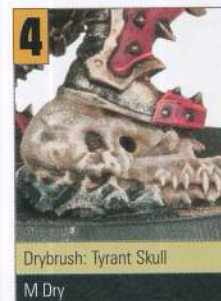
RUSTED STEEL



TATTERED ROBES



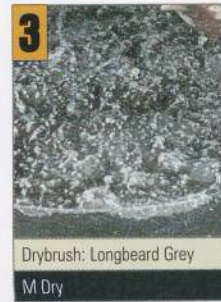
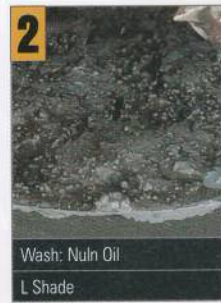
SUN-BLEACHED SKULL



DARK LEATHER



ASH-COVERED BASE



BLOOD FOR THE BLOOD GOD!

What Khorne hero would be complete without a little blood on his blade?

We used Blood for the Blood God (who'd have thought it, eh?) to represent fresh blood on our Slaughterpriest. On the wrath-hammer we stippled it on using an S Dry Brush to give it the mottled, messy look that often arises from blunt force trauma. By applying several layers, we made the blood look bright and viscous, as though freshly spilt. The blood on the hackblade was applied using an M Layer Brush, drawing it from the edge of the blade towards the back to make it look like arterial spray.

MORE KHORNE PAINTING TIPS

Khorne's servants traditionally wear red and brass armour but in Battletome: Bloodbound you'll find loads of other colour schemes for them, including silver, black and bone-coloured armour. While we don't show you how to paint those colour schemes here, you can easily adapt the stages to the left for other parts of a model. The silver used on the Slaughterpriest's wrath-hammer, for example, could easily be used on the trim of his armour instead of the brass. You could use the brass stages to paint his armour instead of red. You could even use the colours and techniques from the skull stages to paint his armour.

MODELLING AND PAINTING

GROMBRINDAL, THE WHITE DWARF

Earlier in the issue we showed you Aidan Daly's exceptional rendition of the Unforged model painted as the White Dwarf. To help you paint your own version of the white-bearded one for your collections, we've come up with a simple stage-by-stage guide for you to follow that will give you great results.

Because Grombrindal is quite a light-coloured model, we used Corax White as the undercoat for him, which made painting his skin and hair much easier. When painting these areas, make sure you water down your paints a little (and don't let them dry out on your palette) to get a smooth, even finish. 🐼



Grombrindal, in all his bearded glory. Because he's an older plastic kit he normally comes on a square base, but we've affixed him to a round one for Warhammer Age of Sigmar.

WEATHERED SKIN



MIGHTY WHITE BEARD



PURPLE PANTALOONS



FALLEN STATUE



RUDDY NOSE

The easiest way to paint Grombrindal's ruddy nose is to give it a really light wash of Carroburg Crimson. It was then re-highlighted with Played One Flesh. Had Grombrindal been out in the cold too long, or has he been at the strong ale?



GROMRIL BLADES

Grombrindal's axes were basecoated with Leadbelcher, then washed with Nuln Oil. The blade (not the head or the haft) was highlighted with Ironbreaker, then again with Stormhost Silver to make the blade look freshly sharpened.



GOLDEN DETAILS

Because the axe was already painted silver, it worked as a perfect basecoat for the gold. The gold dragon-head was painted Liberator Gold, then washed with Reikland Fleshshade to give it a ruddy glow. It was then highlighted with Stormhost Silver.



WHITE DWARFTM

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BIGGER, BETTER, BRAND-NEW
WE'RE BACK AS A MASSIVE NEW MONTHLY MAGAZINE!

SLAYERS OF THE ALIEN HORDE

Deep within the locked vaults of the Design Studio's Watch Fortress, amidst ancient artefacts and alien remains, lie the secrets of the Deathwatch. We sent Dan Harden to chat to the miniatures designers, writers and rulesmiths behind the creation of the Deathwatch.



NEIL LANGDOWN

Neil has worked on countless races for Warhammer 40,000 and Warhammer Age of Sigmar, so he's no stranger to a casual White Dwarf interrogation. He also sculpted many of the models in the Deathwatch Overkill boxed game.

The first step when designing the new Deathwatch army was creating the miniatures. Most of the models were sculpted by miniatures designers Neil Langdown and Dale Stringer, who have collaborated on several projects over the years.

Neil Langdown: When we started work on the Deathwatch, our first project was sculpting the miniatures in Deathwatch Overkill, followed quickly by the rest of the range. The models in Overkill are the epitomes of their Chapters – the young and reckless Space Wolf, the sullen Dark Angel, the stealthy Raven Guard – while the rest of the range represents the Deathwatch itself, the organisation rather than the individual.

Dale Stringer: The Deathwatch are one of the best organised and equipped forces in the galaxy

and we wanted to represent this by giving them Mk. VIII power armour. It's rarely seen, but we thought if anyone was going to wear it, it would be these guys.

Neil: My inspiration for the Deathwatch was the Battle-Brother Artemis model that Jes Goodwin sculpted for the Inquisitor game back in 2001. There are a lot of features on Artemis that mark him out from a regular Space Marine – his boltgun with built-in shot selector, the bio-scanner on his right arm, the elbow guard on his left arm, the Deathwatch shoulder pad, his gladius, and so on. His look really helped inform what we were going to do with the range and I even sculpted the Watch Captain to look just like him, even down to his pose. I only changed a few bits on him, such as giving him a cloak and a bionic arm – it shows he's been busy since last time we saw him.



DALE STRINGER

Dale has sculpted some of our largest kits over the years, including the Imperial Knight, the KV128 Stormsurge and the XV104 Ripptide Battlesuit. It's no surprise, then, that he was given access to the STC blueprints for the Corvus Blackstar.



- 1 Mk. VIII power armour, including modified ankle joints, concave greaves and paulds.
- 2 Artifax pattern bolter fitted

with multi-spectral augur lenses, silacharibdis shot selector, goro-grip blower and plasma combi-weapon attachment.

- 3 Auspicator lens to improve data prescience.
- 4 Raised gorget to protect the wearer against projectiles bouncing up off the chestplate.

- 5 Xenophase blade of unknown origin. Possibly an alien artefact.
- 6 Additional ammo clips and wargear are held in chest

- 7 Deathwatch Chapter icon.
- 8 The Deathwatch shoulder pad featuring the Chapter oath.

- 9 Bioscanner cuff for analysing alien environs and personal vital signs.
- 10 Former Chapter icon, in this case the Novamarines.

THOUGHT FOR THE DAY: THE ALIEN FAILS BECAUSE IT CANNOT EMBRACE THE EMPEROR.



Left: "The Watch Master is the polar opposite of Artemis in terms of design," says Neil. "Where Artemis is leaping into action, the Watch Master stands stock still and ramrod straight. He's stoic, patient, observant. He's got a more thoughtful, wiser face than other Deathwatch Marines, like he's seen and knows so much. My favourite design element is the clavis on his arm. It's a massive key-like arrangement that gives him access to the vaults of his watch fortress where all the secret documents, artefacts and alien specimens are kept. He also has a guardian spear, which has only previously been seen in artwork of the Adeptus Custodes."

On that note, the wargear is an important part of the Deathwatch range. They've always had bolters with different ammo types, which we wanted to keep, and I added to that with the gladius combat blades similar to the one carried by Artemis. But the Deathwatch are meant to be able to handle any situation and a bolter and a combat blade (no matter how big it is) didn't feel quite special enough, so I came up with some more weapon types. I really liked the idea of a gung-ho battle-brother with a shotgun for close encounters with alien life forms, so that went on the sprue. Then there's the sniper, the guy with the massive demolition hammer – we nicknamed him 'the Judge' – the crusaders with the storm shields and a Space Marine with a heavy weapon.

Dale: The heavy weapon troopers have the most unusual weapons, as they weren't ones we'd really seen before. The frag cannon is similar to

the one I made for the Furioso Dreadnought but man-portable, while the infernus heavy bolter is the first combi-heavy weapon that we've made, combining a heavy flamer with a heavy bolter.

Neil: You'll notice there are no ammo feeds or bulky backpacks for the heavy weapons, though. I wanted all the Deathwatch models up on their toes running into action and there's really no time for a heavy weapon operative to stand back and shoot – it would have jarred with the dynamic of the team. That's why they carry their ammo in hoppers under their guns.

Dale: They're really tooled up, too, with all the packs and pouches on their armour. They look properly laden down, like they're carrying everything they need with them. I like how you sculpted the pouches onto the torso piece so people don't have to glue them on, it's so much ▶

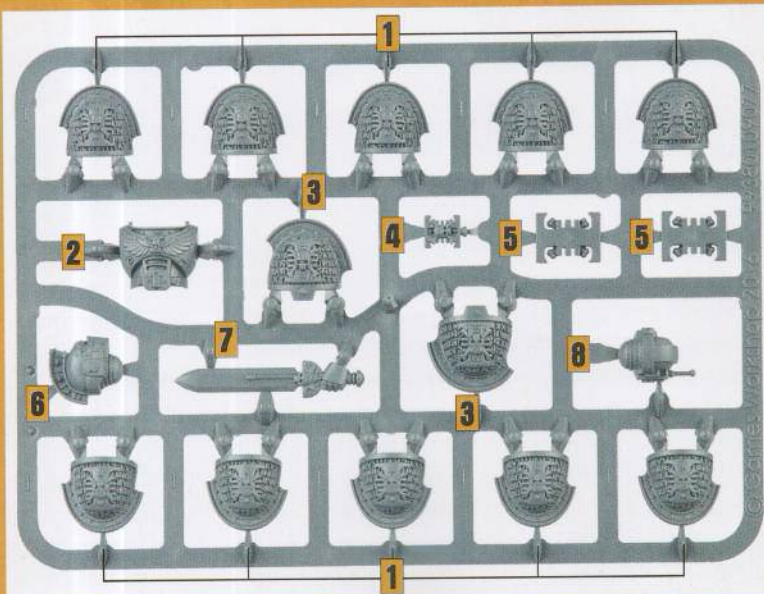
ICON OF THE DEATHWATCH

Every Deathwatch battle-brother wears the heraldic icon of the Deathwatch on their armour. It's a symbol that shares its origins with that of the Inquisition, for theirs too is a duty of constant vigilance, merciless judgement, and excruciation of those who would do harm to the Imperium.



UPGRADES AVAILABLE

Want to know what the Deathwatch upgrade frame in the kits shown on page 20 looks like? Well here it is. On the sprue you get 10 power armour Deathwatch shoulder pads (1), a torso featuring the Chapter icon (2), two Terminator armour shoulder pads (3), a backpack icon featuring the symbol of the Deathwatch (4), two Deathwatch icons for vehicles or Bikers (5), a crested helm for a Captain (6), a hand holding a Deathwatch gladius (7) and a helmeted head for a tank crewman (8).





Above: "I was really pleased when 'Eavy Metal painted one of their Corvus Blackstars with re-entry burns on the hull," says Dale. "It gives the impression that the Corvus Blackstar has ploughed through the atmosphere like a Drop Pod, screeched to a halt above the battlefield and let everyone out while blasting away with its guns and rockets. This one has the blast shield on the cockpit down, the external sensor screens covered over to protect them."

BLACK SHIELDS

"Black Shields are an obscure part of the Deathwatch background that we really wanted to fit into the squad," says Neil. "They gave me an excuse to sculpt a robed head and a cape to preserve the warrior's anonymity. Before you say it, he's not a Dark Angel! He's a penitent who has dedicated himself to the Deathwatch and scoured his Chapter markings from his shoulder pad. Why? Only he knows."

► easier to build them that way. What I want to know, though, is why the sergeant has what appears to be a Necron blade? That looks a bit suspicious to me.

Neil: I thought it would be interesting to give the sergeant the option for an alien blade that's been rebuilt and retro-engineered by the Adeptus Mechanicus and then sanctified a bazillion times to make it safe to use. It feels a bit radical to me, which I like, but the Deathwatch have access to the weirdest and most exotic weaponry around and, when it comes down to it, a blade's a blade!

Dale: While Neil sculpted the Kill Team, I worked on the Corvus Blackstar. I wanted it to be a really compact, aggressive craft that could zoom into battle, drop off its cargo, then roar back into the skies to offer supporting fire. I imagine that the crew compartment inside is horseshoe-shaped, with two doors at the front and a door at the back for disembarkation. The doors are the same size as Rhino doors to keep a coherent feel across the range. I made the Blackstar sleeker than other Space Marine flyers, more like a stealth craft than an assault ship, and hid its mass under the wings. From above, and even from the side, you really can't see much of what's under the aircraft's wings – they help to give it a much flatter profile and disguise its true shape really well.

Neil: Space Marine flyers are traditionally pretty boxy – they're well armed and armoured but not as fast or manoeuvrable as other races' flyers.

Dale: Yeah, I wanted the Blackstar to be different in that respect. It's got the same thruster design as the Stormraven, but it's got different intakes at the front, plus loads of retro-thrusters on the wings and hull, air brakes in the wings, and so on. I see it as a supersonic craft that has to brake at a moment's notice ready to deploy the Kill Team inside. If you turn it over you can see there are grenade launchers in the hull, too, to clear the landing zone ready for the troops to deploy.

Neil: I like how you can't see the pilot. The cockpit is either covered in sensor screens or a blast shield. It adds an air of mystery to the craft. Does it have a Space Marine pilot? Is it a Servitor? Is it drone controlled? There's a nice big question mark over what's really inside.

Dale: One of my favourite parts of the model is the sensor dome built in to the Deathwatch icon on the upper hull. Aliens beware, the Blackstar will find you! You get the option in the kit to swap it out for hurricane bolters and a chaff launcher. I'd normally say the more guns the better on a flyer, but the sensor dome is a really cool detail that's different to what we normally see on a flyer.

SUFFER NOT THE ALIEN TO LIVE!

Master scribes Robin Cruddace and Phil Kelly tell us all about the Deathwatch, including their sacred duty, their unusual diversity and how they fight on the battlefield.

Phil Kelly: The Deathwatch have been a part of Warhammer 40,000 for many years, but we've only really seen them in single squads or fighting alone like Artemis. The core concept behind the Deathwatch is that they're the thin black line standing between Humanity and the constant threat of alien invasion. Their ranks are made up of Space Marines from many different Chapters seconded to the Deathwatch because of their aptitude for fighting aliens. There aren't that many Deathwatch battle-brothers, but deploy the right team in the right place at the right time and they could stop a sector-wide war. Up until now they've held the line against the alien menace battering against it. The shieldwall's intact, as it were, but as the Time of Ending begins, cracks are beginning to appear and even the Deathwatch are finding things tough going.

Robin Cruddace: When we started working on Codex: Deathwatch we knew that this army would be one of the most customisable around. The Deathwatch Kill Team kit is immensely versatile, giving you an almost endless variety of modelling options. The army is a converters' and model-makers' paradise, where every model in the army can be an individual with their own special equipment and cool piece of background. For that we knew we would need some really special

rules to represent them on the battlefield. Initially I came up with the idea of different Deathwatch Kill Teams to hunt each alien race, but during play-testing we quickly realised that would leave you at a massive disadvantage if you came up against the wrong aliens. Expecting Tyranids but finding Tau would be a fatal error.

Phil: What we quickly realised was that a Kill Team wouldn't specialise against Orks, per se, but against hordes of infantry, and not specifically against Tyranid monsters, but rather all Monstrous Creatures.

Robin: And that's what the formations represent in the Codex. The Malleus Kill Team excels at killing Monstrous Creatures and tanks and gets bonuses against them, while the Venator Kill Team works best against your opponent's fast attack squads. There are Deathwatch Kill Teams to deal with every different unit type – heavy support, fast attack, HQs, and so on – and they've certainly got the wargear to deal with them. Most of the time their artificer bolters will get the job done, but all the new weapons – such as the infernus heavy bolter and the Deathwatch shotgun – make the army even more versatile.

One thing you will notice, which may seem odd at first, is that Vanguard Veterans, Terminators and ▶



ROBIN CRUDDACE

Despite working on Codex: Deathwatch, Robin's been known to harbour affection for the many alien races of Warhammer 40,000. He claims that to fight the enemy, you have to know them first. We're watching him very closely.



PHIL KELLY

Phil Kelly has worked on countless Codexes over the years and even collaborated with Robin to write Codex: Space Marines a few years ago. When he's not writing, Phil's painting bright orange stripes along the hulls of his Dark Eldar flyers.



Left: "Like all Space Marines, the Deathwatch are killers with a job to do," says Phil. "They're the epitome of that ruthless warrior mentality – they're cold and efficient and very good at what they do. I remember seeing the first pieces of artwork come in from the illustrators and thinking they'd captured the Deathwatch perfectly. I imagine if I put a picture of them in front of my wife, she'd think they were bad guys, because they look seriously mean with their black armour, glowing eyes and excessive amount of wargear. They really do look like they mean business!"

DESIGNERS' NOTES



Above: A Deathwatch force descends from the skies ready to take on the alien horde. "We've found that the best way to field your Deathwatch force is to create several Kill Team Formations each with a specific mission and a range of weapons," says Phil. "A Venator Kill Team – used for hunting down enemy fast attack units – with a heavy thunder hammer hidden (*Hidden?! – Ed*) in it means you can deal with any larger threats that may cross your path while the other troopers deal with the main target. Robin often jokes that you shouldn't bring scissors to a rock party. I say the Deathwatch have loads of scissors. They also have a whole bunch of rocks and plenty of paper just in case!"

► even Bikers form part of a Kill Team Formation alongside the Deathwatch Veterans. We did this for several reasons. Firstly, it's fun – it enables you to make the Kill Team you want, with heavy weapon troopers, fast-moving guys, combat specialists, and so on! Secondly, we wanted to represent the fact that Kill Teams really do include a diverse range of Space Marines and that they all bring something to the table – a particular tactic or a certain type of weapon. So while it may seem you're not getting the most out of, say, the Vanguard's jump pack, you'll get other bonuses to the Kill Team instead. The same goes for having a Terminator or a Biker – you're rewarded for being creative, not penalised.

Phil: In battle, the Deathwatch Kill Team is greater than the sum of its parts, the knowledge of each Veteran combining to create a seriously formidable team as they impart centuries of

knowledge on each other. There is still a degree of inter-Chapter rivalry in the Deathwatch, the Space Wolves and the Dark Angels being a classic example, but that comes across in the background, not on the battlefield. Overall, the Deathwatch are an army that need to be used intelligently – if you get your squads in the wrong place or against the wrong foe you'll struggle. If you use the army as it's intended you'll reap massive benefits on the battlefield. The Deathwatch are a scalpel to be wielded with precision, not a hammer, and fighting a clever, well-thought-out battle is the key to victory.

Robin: I think the Deathwatch are going to offer a lot of exciting potential in all areas of the hobby. They'll throw up some excellent new gameplay, some brilliant modelling opportunities and I bet a lot of people will create stories for the warriors in their Kill Teams. I know I certainly will! ☠

PURGE THE UNRIGHTEOUS!

"Purgatus Kill Teams are used to hunt down enemy commanders," says Robin. "They always include a Librarian to deal with enemy Psykers, but it's up to you how you compose the rest of the Kill Team. You could go heavy on Terminators and equip them all with assault cannons, or upgrade loads of Veterans with heavy thunder hammers. Or maybe you could include a Vanguard Veteran to give your squad bonuses in combat. We've found a variety of troop types works best, but the choice is entirely yours!"



CODEX: DEATHWATCH

With Codex: Deathwatch out now, we thought we'd take a quick look between the covers to find out what's inside. Could this be the most flexible, exciting and inspirational Codex to date?

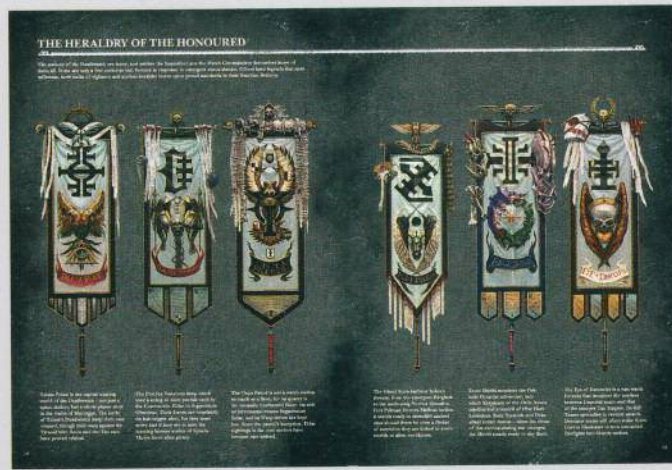
As Phil and Robin have already pointed out, Codex: Deathwatch is surely one of the most versatile Codexes we've ever released, enabling you to build your army exactly how you want it, with every formation, every squad and even every warrior armed exactly how you want. But that's not all, because every Kill Team Formation also has its own role to play on the battlefield, and using them correctly is part of the challenge when using this incredible force.

What makes the Deathwatch even more intriguing is that alongside their six Kill Team Formations, they also have an army special rule – Mission Tactics. Before the battle a veteran imparts his knowledge of the foe to the rest of his battle-brothers, informing the force's tactics. You can normally change your Mission Tactic once per battle as your troops adapt to new threats, but certain characters and Warlord Traits enable you to do it three or even four times,

making your Deathwatch army even more deadly. The army also has unique Tactical Objectives that tie in to the Mission Tactics and reward you for taking out specific targets. Of course, with specific Kill Teams designed with just that role in mind, that shouldn't be too hard. All you need to do is make sure your units are in the right place to dish out the damage.

The Codex also includes a wealth of background on the Deathwatch, including a timeline of their most infamous battles and a look at their eternal mission to rid the galaxy of the alien threat. It even explores their links to the Inquisition and the relationship they have with the Ordo Xenos. Inside you'll also find a map of their force dispositions, short snippets of characterful stories, galleries of miniatures painted by 'Eavy Metal and the Studio Army Painters, and, of course, all the rules you'll need to use them on the battlefield. ☠

Below: Pages from Codex: Deathwatch, including a galactic map showing the locations of the major watch fortresses and empires (1), the heraldry and banners of the Deathwatch (2), a battle in progress between the Deathwatch and Bad Moon Orks (3), and a couple of datasheets taken from the rules section of the Codex (4).

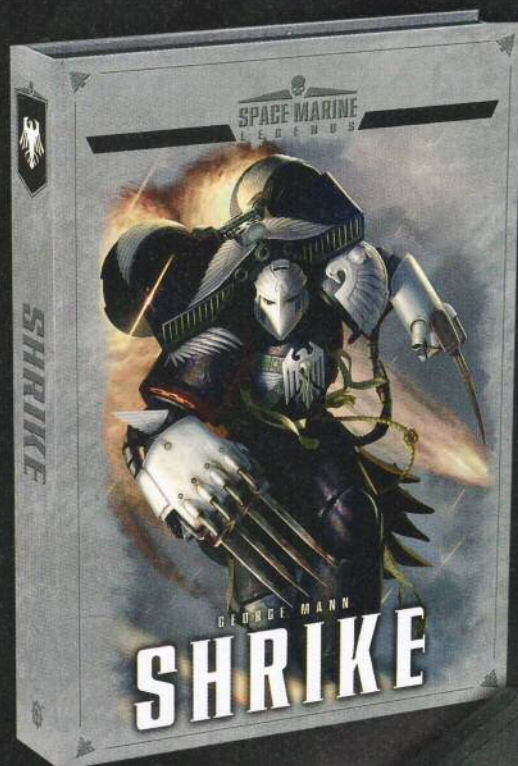


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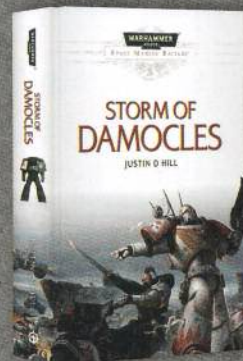


September in BLACK LIBRARY

SPACE MARINE BATTLES: STORM OF DAMOCLES

BY JUSTIN D HILL

As the war in the Damocles Gulf continues to rage between the Imperium and the Tau Empire, the alien-hunting Deathwatch discover the existence of an enemy weapon that could tip the balance of the conflict against them.

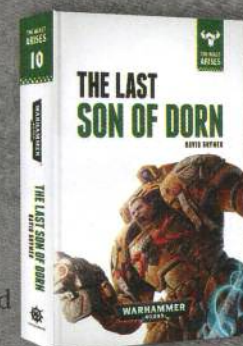


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THE BEAST ARISES: THE LAST SON OF DORN

BY DAVID GUYMER

As the ork menace ravages the galaxy, the Imperium faces its darkest hour. Its fleets are in ruins, its armies devastated – amongst them the noble Imperial Fists – and even a primarch of myth has fallen against the Beast.

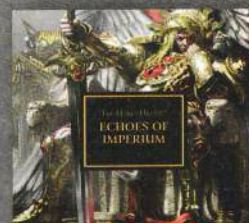


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THE HORUS HERESY: ECHOES OF IMPERIUM

BY ANDY SMILLIE,
NICK KYME, C Z DUNN AND
GAV THORPE

Mankind is divided, the galaxy wracked by impenetrable warp storms. War rages from Ultima Segmentum, through the wilderness of the void, all the way to Terra. And where once there was a single, united Imperium, now there are two...



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New audio

Also this month...

- LEGACY OF CALIBAN by Gav Thorpe (Omnibus)
- GREY KNIGHTS: SONS OF TITAN by David Annandale
- THE HORUS HERESY: SHADOWS OF TREACHERY edited by Christian Dunn and Nick Kyme (Hardback reissue)
- THE HORUS HERESY: EYE OF TERRA by various authors (Premium Paperback reissue)
- THE TAU EMPIRE by various authors



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READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!



Send your photos to:
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By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

Fyreslayers Hearthguard Berzerkers
by Amy Snuggs



30th Anniversary
Imperial Fists
Space Marine
by James Collard



Deathwatch Kill Team
by Gareth Etherington



Warmaster Horus
by Dave Taylor



Blood Angels Contemptor Dreadnought
by Raúl Rodríguez Martín



Auric Runefather on Magmadroth
by Amy Snuggs



Ultramarines Terminators
by Aurélie Schick



Ogor Leadbelchers
by Amy Snuggs



READERS' MODELS

Harlequin Starweavers
by Peter Zuidgeest



Harlequin Solitaire
by Peter Zuidgeest



Harlequin Troupe
by Peter Zuidgeest



Stormcast Eternal Liberators
by Thibaut Frederic



READER'S MODEL OF THE MONTH



Our Reader's Model of the Month is this Tau Ghostkeel Battlesuit from Vior'la Sept painted by Nikolai Fabricius.

Nikolai undercoated the model with Corax White, then airbrushed a basecoat of Ceramite White mixed with Ulthuan Grey over the whole model. He then watered down Dryad Bark and washed it into the recesses between the armour panels to help define their edges before highlighting them with White Scar. The scratches on the armour were applied using a mix of Dryad Bark and Rhinox Hide. Nikolai then painted a line of White Scar underneath each scratch to show where light would catch the edge of the damaged paintwork.

OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen lightbulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewfinder.

For even more detailed tips, we've got a free downloadable guide – check out page 22 for details. Good luck!

Stormcast Eternal Lord Relictor
by Thibaut Frederic



Stormcast Eternal Lord-Celestant on Dracoth
by Thibaut Frederic



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**Warhammer 40,000:
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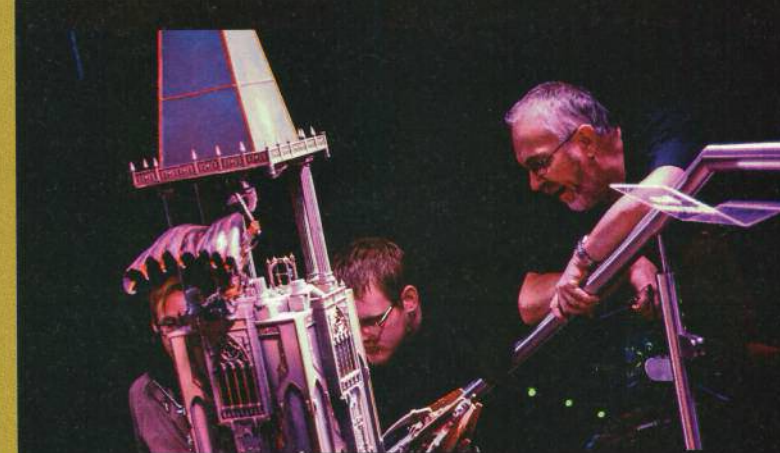
**Warhammer Age of
Sigmar: Throne of Skulls
22nd–23rd October**



**Horus Heresy:
Campaign Weekend
29th–30th October**



**Warhammer 40,000
Open Day
5th & 6th November**





IN THE BUNKER

Welcome to the last page of the magazine, where we'll be taking a regular look at what's been going in the White Dwarf hobby room over the past month...

It has been quite the hectic month in the White Dwarf office, as the team worked their socks off to get this relaunch issue of the magazine made – whilst simultaneously finishing off the last run of weekly White Dwarfs! (Time bends strangely when making magazines.) Nevertheless, the team made sure they got some painting and gaming in amongst all the typing, designing and photographing.

Chris and Jes were so excited by the new rules presented in our Boxed Games Bonanza feature that they repaired to the hobby room to try out a couple of members of Kill Team Excis in *Deathwatch Overkill* (1). Here's a top tip for Genestealer Cultists everywhere from Jes: deploy your hybrids en masse as there's literally nowhere to hide from Stentor Pranus's stalker pattern boltgun.

Dan and Matt Hutson, meanwhile, have been painting paragons, with Dan's latest achievement being this splendid Tau Ethereal for his D'yanoi Sept (2). (Behind him you can also see a bit of a Tidewall Shieldline Dan painted at the same time – his personal mobile battle bunker, perhaps?) Keeping in the spirit of *Deathwatch Overkill*, Matt meanwhile completed Kill Team Cassius in an epic burst of feverish brushwork (3). He also, as one of our four warlords, took his Sylvaneth to battle against Digital Editor Melissa's Seraphon (4); the resulting game was a riot of shredded bark and spilt celestial lizard-blood.

Finally, Stuart painted up a new 'hero' to enter the Gaunt Summoner's Silver Tower – this gorgeously revolting Lord of Plagues (5). And with that, see you next month, readers!



NEXT MONTH

WHITE DWARF OCTOBER 2016 EDITION ON SALE SATURDAY 01 OCTOBER

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ASSAULTS OUR SENSES

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