

# THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF™

NOVEMBER 2016

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## ULTIMATE GUIDE

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its dark denizens  
explored

## 'EAVY METAL

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masterclass

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GROMBRINDAL  
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WARHAMMER

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ORDER AND DESTRUCTION  
WAR IN THE REALM OF LIFE

**AGE OF DARKNESS**  
RULES FOR LEGIO CUSTODES  
IN HORUS HERESY BATTLES

# THE BURNING OF PROSPERO

SPACE MARINES, LEGIO CUSTODES AND MORE IN THIS BRAND NEW BOXED GAME



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## 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 Editor

Grombrindal's slightly less-bearded emissary in the Mortal Realms (well, the White Dwarf office).

**Matt's Highlight of the Issue:**  
"The Prospero feature (on page 48). I thought the game was great when we played through it and hearing Phil and Robin talk about it just made it even more exciting."



### MATTHEW HUTSON Lead Designer

This month, as well as overseeing the design of the magazine, Matt took the lead on Ultimate Guide, A Tale of Four Warlords and beating James Karch at Age of Sigmar.

**Matt's Highlight of the Issue:**  
"Mine's A Tale of Four Warlords. Obviously." Of course. We were daft to even ask...



### DAN HARDEN Staff Writer

Dan wrote half of this month's issue with only one good eye after a kickboxing injury. Needless to say, we've nicknamed him Magnus.

**Dan's Highlight of the Issue:** "I really enjoyed hunting for the Tzeentch symbol on Ahrihan. Also, painting the Maleceptor's base with one working eye was interesting."



### ERIK NIEMZ Photographer

Not only handling photography for features such as Army of the Month this issue, Erik was also one of our keyboard warlords over on page 22.

**Erik's Highlight of the Issue:**  
"Mine would have to be the ultimate Total War: Warhammer experience, playing an epic siege battle (and beating Matt and Stu)."



### BEN HUMBER Designer

Designer Ben was this month inducted into the 'I've Made Maps for Battle Reports' club. "You're going to love that job." Lead Designer Matt promised him.

**Ben's Highlight of the Issue:**  
"Those maps in the battle report." We sense some sarcasm on the part of young Mr. Humber.



### REBECCA FERGUSON Production Lead

Rebecca oversees the production schedule for every issue and also ensures that none of Four Warlords miss their monthly deadline (not even Phil Cowey).

**Rebecca's Highlight of the Issue:** "Roger's Goblin Town board in Armies on Parade. I like the height and the pool at the bottom."



### MELISSA HOLLAND Digital Editor

Mel produces the digital version of White Dwarf and also brought her technological skills to Total War: Warhammer this month.

**Mel's Highlight of the Issue:**  
"Eddie (Eccles)'s board in Armies on Parade. It's bright, it's colourful, it's interesting. Makes for some great photography."



### STUART EDNEY Staff Writer

Writer Stu caught up with the hobbyists behind our Army of the Month, Armies on Parade and Battleground features this month, which he greatly enjoyed.

**Stuart's Highlight of the Issue:**  
"Armies on Parade. I really enjoyed hearing the thinking behind Peachy and Eddie's boards."



### MARTYN LYON Photographer

Martyn captured all the stunning photography you can see in this month's battle report, Armies on Parade and more, all while keeping the office's supply of sarcasm up.

**Martyn's Highlight of the Issue:**  
"Getting to play Burning of Prospero — I'm loving the new dice!" Clearly a man who has yet to tread on a D8.



### CHRIS WEBB Reprographics Operator

Not only does Repromancer Chris get the issue ready for print, he also mans the Warp drive, sometimes with unpredictable effects...

**Chris's Highlight of the Issue:**  
"David Soper's Gutrot Spume in Golden Demon. I followed it on his blog, serialised in 19 parts!" (Wasn't that last month, Chris? — Ed)



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# WHITE DWARF

NOVEMBER 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?

## TOTAL WAR, TOTAL WHITE DWARF



FREE GIFT!  
USE THE CARD ON THE  
COVER TO DOWNLOAD  
GROMBRINDAL FOR  
TOTAL WAR:  
WARHAMMER!  
SEE PAGE 13 FOR  
MORE!

**W**elcome to the November's issue of White Dwarf! You'll almost certainly already have noticed the free gift on the cover, bringing you Grombrindal in Total War: Warhammer. What better reason, we thought, to play some games and so we were visited this month, as you can see from the photo above, by Al Bickham and Andy Hall of Creative Assembly. You'll notice another old face making an appearance, too... More of this on page 22. And that's before we even get to the real cover feature: the amazing new Burning of Prospero game, which you can read more about on pages 4, 6 and 48 to start with.

Elsewhere, we've got the first in a new, occasional series on gaming in the Age of Sigmar – the General's Almanack, on page 76. Our guest columnist for this first instalment is Ben Johnson, a long time Warhammer player who talks about getting to grips with Warhammer Age of Sigmar and offers up some favoured tactics and tips for army building. Then, we thought, why not have Ben show off his skills? So we asked him to take part in this month's battle report; Ben gladly accepted and you can see the results from page 80 (with oft-requested maps, to boot!). And that's just the start of it: we've got another 'Eavy Metal Masterclass on page 134, Ultimate Guide visits Commorragh and... turn the page to see all of it.

*Matt K*



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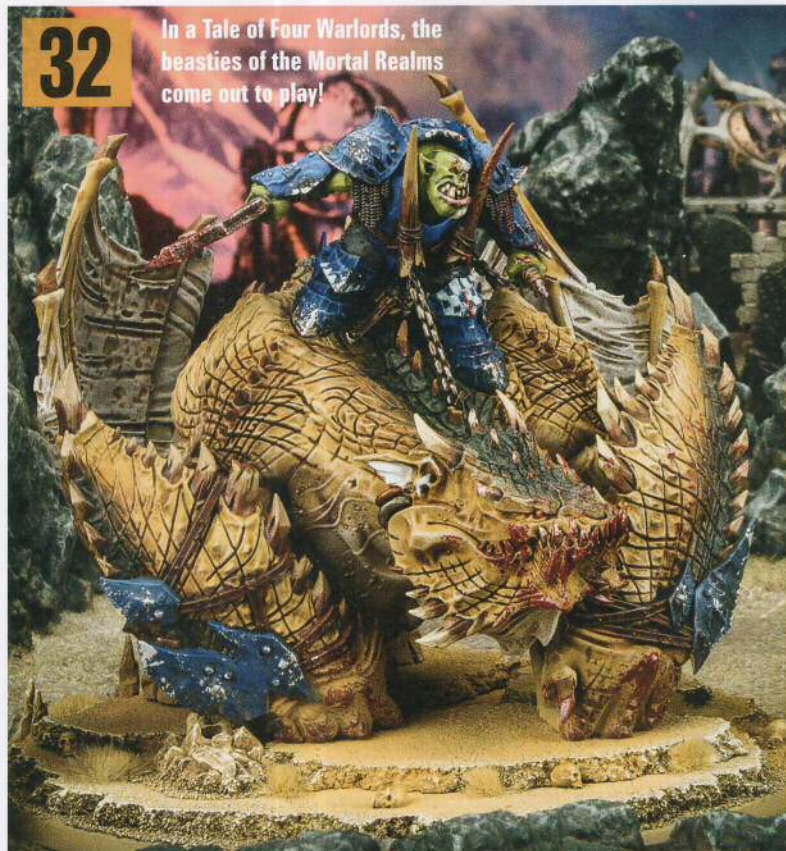
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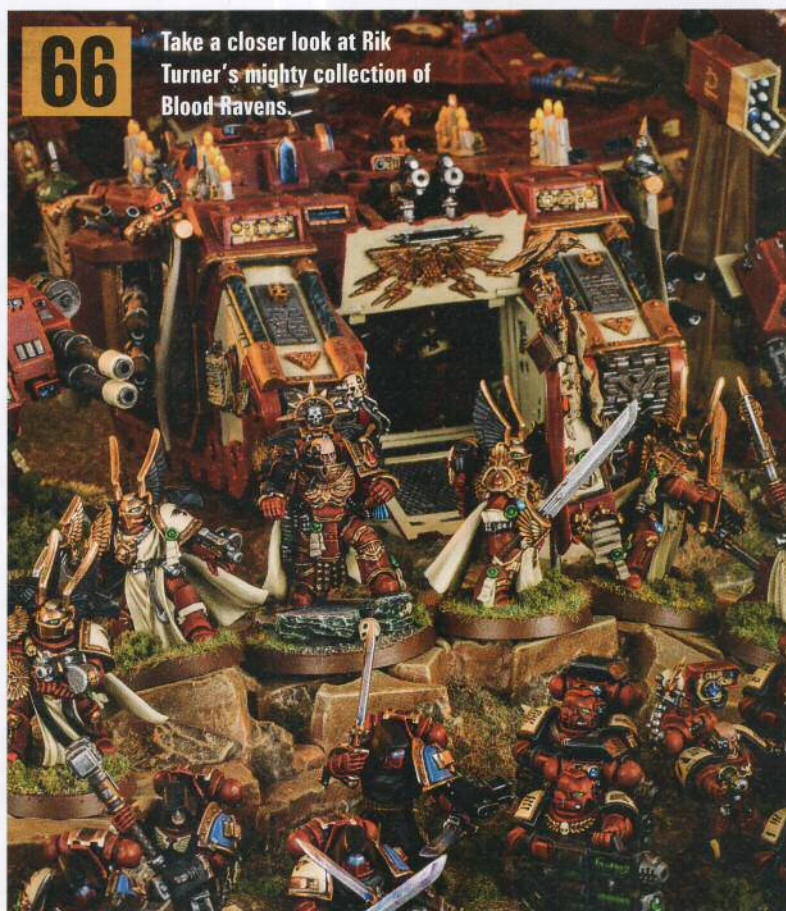
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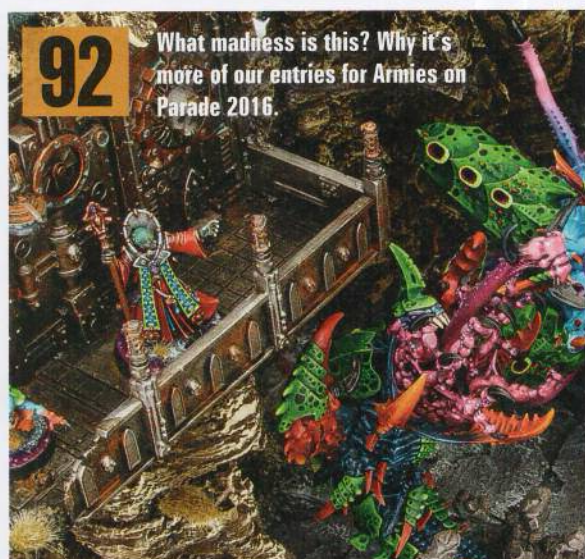




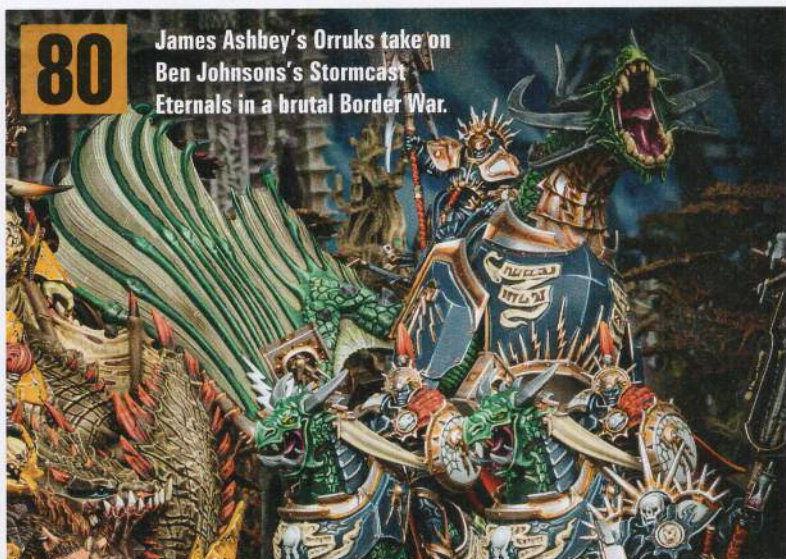
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This issue is packed full of articles all about the Burning of Prospero

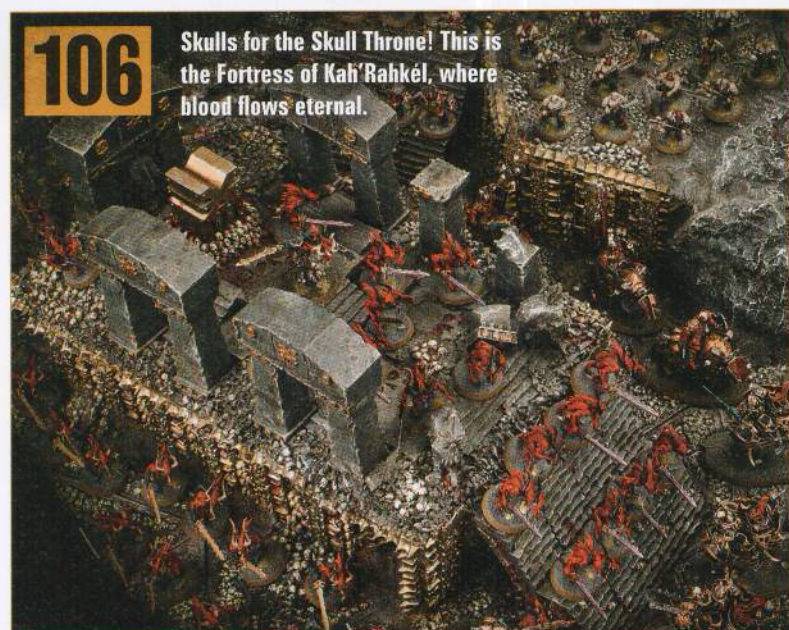
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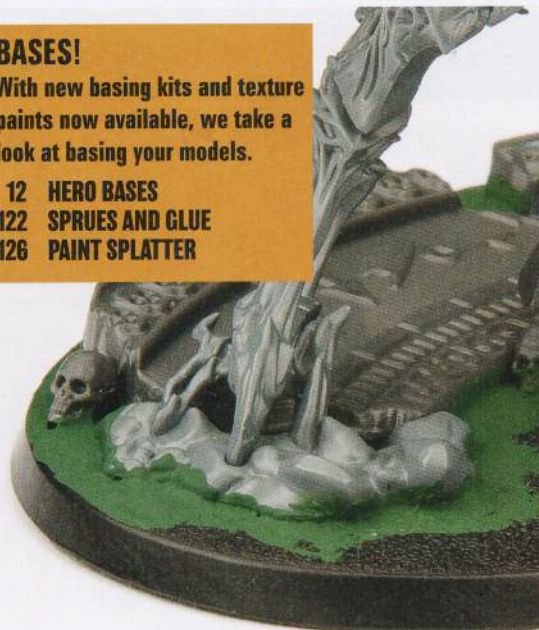


## 106 Skulls for the Skull Throne! This is the Fortress of Kah'Rahkél, where blood flows eternal.

### BASES!

With new basing kits and texture paints now available, we take a look at basing your models.

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# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## PROSPERO WILL BURN



**W**ar has come to Prospero, home world of the Thousand Sons Legion. Fanatical students of forbidden lore, they face the ultimate censure for dabbling in Warcraft: the Space Wolves, the fearsome Sons of Leman Russ, have been sent to Prospero to expunge them from history.

As their world is bombarded from orbit, the Thousand Sons rally to their greatest city, Tizca, protected as it is by powerful psychic force fields. Denied a clean kill from orbit, the Space Wolves take to their drop pods and hurtle through the atmosphere of Prospero, intent on bringing their wayward brothers to heel. The Horus Heresy has reached Prospero and now it burns!

**TURN THE PAGE TO SEE MORE, AND TURN TO PAGE 48 FOR OUR SPECIAL FEATURE AND PAGE 112 FOR SOME SPECIAL EXTRAS...**

Above: Loyalists and Traitors clash amidst the ruins of Prospero as the combined forces of the Space Wolves, Legio Custodes and Sisters of Silence battle Ahriman and the Thousand Sons.

The Horus Heresy: Burning of Prospero is a brand new boxed game that pits the Thousand Sons against the Space Wolves and their allies, the mysterious Sisters of Silence and the Custodian Guard – the Emperor's personal troops. The game is played in the streets and spires of Tizca on unique game boards with a whole new set of rules to learn, master and enjoy (it uses D10s!)

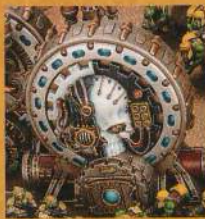
But what models do you get in the set? Inside you'll find 30 Space Marine Legionaries in Mk. III power armour, five Tartaros Terminators, five Custodian Guard, five Sisters of Silence, Geigor Fell-Hand, the leader of the Space Wolves, and Ahzek Ahriman, the most gifted psyker among the Thousand Sons. Turn the page to find out more.





## BURNING OF PROSPERO

Bad news for the Thousand Sons (and the Space Wolves' chances of getting a Christmas card this year) because the Burning of Prospero is begun in a great new boxed game set during the Horus Heresy. See below for more on the risks of meddling in sorcery.



## TAKE AND HOLD!

There's some new scenery kits on the way, objectives for both Warhammer 40,000 and Warhammer Age of Sigmar, including the particularly unsettling Haemotrope Reactors. See them all over on page 10.



## THE BEAST ARISES

A year in the making and The Beast Arises series comes to its conclusion this month, with the twelfth volume, *The Beheading*. We take a look at this closing episode, chat to the author and look back at the series on page 12.

## NEW BOXED GAME



## FIVE THINGS WE LOVE IN... NOVEMBER

**5** The Beast Arises! This month, *The Beheading* brings The Beast Arises to a close, with echoes to ripple across the coming millennia. No, really. Check it out on page 13.

**4** Battle Report! A perennial readers' favourite, this month's Battle Report features Ben Johnson and James Ashbey battling it out with their own amazing armies from page 80 onwards!

## WARHAMMER QUEST HEROES

It seems at least some adventurers manage to escape the Silver Tower, because the heroes from the Warhammer Silver Tower boxed game return this month, now available separately. So, take your pick from the Darkoath Chieftain, Excelsior Warpriest, Fyreslayer Doomseeker, Stormcast Eternals Knight-Questor, Mistweaver Saih and Tenebrael Shard – all available now as individual plastic miniatures with their warscrolls available online!



## CITADEL ARTIFICER TINT SET

The Artificer Tint set is the most radical paint set our Citadel paint wizards have ever created. Described by them as "a chemistry set for experienced painters" it includes ten high-pigment colours in 3ml pots that can be added to other paints to change their colour. You only need a tiny amount to change the tone or hue of another paint, making them perfect for intricate blending work and smooth colour transitions. Turn to page 132 to see some of them in action.



### EVENTS CALENDAR

**Warhammer 40,000**

**Open Day**

**Date:** 5-6 Nov

**Golden Demon:**

**Enemies of the Imperium**

**Date:** 6 Nov 2016

(Part of the Warhammer 40,000 Open Day.)

**Warhammer 40,000**

**Campaign**

**Weekend**

**Date:** 12-13 Nov

**Warhammer 40,000**

**Throne of Skulls**

**Date:** 3-4 Dec

**Warhammer Age of Sigmar: Battle**

**Brothers**

**Date:** 10-11 Dec

**Golden Demon:**

**Horus Heresy**

**Date:** Feb 2017

(Part of the Horus Heresy Weekender.)

**Golden Demon:**

**Classic**

**Date:** May 2017

(Part of Warhammer Fest.)

For more details: [warhammerworld.games-workshop.com](http://warhammerworld.games-workshop.com).

### WARHAMMER QUEST HEROES

Price for each character: Darkoath Chieftain, Excelsior Warpriest, Fyreslayer Doomseeker, Stormcast Eternals Knight-Questor, Mistweaver Saih and Tenebrael Shard.

**Pre-order:** 29 Oct

**Available:** 05 Nov

£15, €20, 150dkr, 180skr, 170onkr, 75zł, USA \$25, Can \$30, AU \$40, NZ \$50, ¥3,500, 150rmb, HK\$200, RM90, SG\$35

### CITADEL ARTIFICER TINT SET

**Pre-order:** 05 Nov

**Available:** 12 Nov

£30, €40, 300dkr, 360skr, 330onkr, 150zł, USA \$50, Can \$60, AU \$75, NZ \$90, ¥6,900, 300rmb, HK\$410, RM185, SG\$70



## THE HORUS HERESY: PROSPERO BURNS THE LOWDOWN

**What is it?:** A new boxed game set in the Horus Heresy.

**So it's a sequel to *Betrayal at Calth*?:** Yes and no. The box contains a ton of new plastic Citadel miniatures for the Horus Heresy, but the game is different. *Betrayal at Calth* presented the claustrophobic underground warfare of the arcologies; *Burning of Prospero* represents the Space Wolves' all-out assault on the Thousand Sons, and the latter's immense psychic retaliation, so the games are suitably different, with entirely different rules.

**What's in it?:** First and foremost there are all the models – 47 Citadel Miniatures, to be precise (Ahzek Ahriman, Geigor Fell-Hand, 5 Tartaros Terminators, 30 Legion Veterans, 5 Custodians and 5 Sisters of Silence) plus a 16-page background book, 32-page rulebook, 2 profile sheets, 5 double-sided board tiles, 15 Psychic Power cards, 18 Warp energy cards, 18 Willpower cards, 12 grey dice and 12 red dice (8 x D6, 8 x D8, 6 x D10 and 2 x D12), counters and templates. Everything you need to play the six scenarios in the box, with a lot of replay value, too.

### Portals

A network of portals allows Ahriman and the Thousand Sons to transport themselves from one site of magical power to another.



### Custodian Guards

The Thousand Sons' dabbling in sorcery is in defiance of the Emperor himself; the Legio Custodes, the Emperor's own bodyguards, provide a reminder of his authority.

### Obstructions

Fallen masonry, damaged vehicles and other battlefield detritus, obstructions do pretty much exactly what it says on the tin.

### Kine Shield, Shrouding and Flamewall Templates

Those dastardly Thousand Sons have been dabbling in unspeakable things. Beware those confounded psychic powers they are likely to unleash throughout the game.



### Legion Veterans

*Betrayal at Calth* gave us plastic Space Marines in Mk. IV armour and now *Burning of Prospero* gives us their Mk. III armoured battle-brothers! Most are armed with bolters, with options for special and heavy weapons, power fists and more in the box.



### Sisters of Silence

Psychic nuls whose mere presence is anathema to psykers. The sorcery-obsessed Thousand Sons have more reason than most to fear the Sisters of Silence.



### Warp Energy Cards

Not only do Warp Energy cards fuel the Traitor player's psychic powers, but potentially allow them to learn new ones...

### Willpower Cards

...either of which the Loyalist player will attempt to repel with their own Willpower cards, some of which offer bonuses when the Sisters of Silence are present.

### Dice

12-sided dice! What sorcery is this? (The game comes with dice come in six, eight, ten and twelve-sided varieties – or D6, D8, D10 and D12, if you prefer – in grey for the Loyalists and red for the Traitors.)



### Wound Counters

Guess what these are for?





## Rules

A 32-page rulebook provides all the rules you need to play. The game includes six scenarios to play through, from the line-breaking Shatter the Perimeter to the ominously-titled final mission The Will of the Primarchs. You can also play the scenarios through as a campaign or replay the scenarios using warriors from a different Thousand Sons cult, which will influence the psychic powers available to you.



## Background Book

A 16-page background book introduces the Horus Heresy, the Thousand Sons, the Space Wolves and the attack on Prospero, with stories, profiles of the characters and warriors, artwork and more.

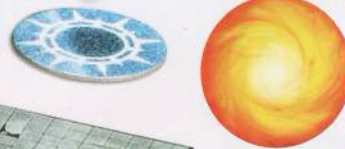


## Locking On Template

The Thousand Sons have animated a nearby Warlord Titan in one of the scenarios. Don't let yourself get caught in its sights, and whatever you do, don't let the Traitors turn the template over...

## Volcano Cannon Template

...because this is what happens – a devastating volcano cannon shot!



## Board Tiles

Five double-sided board tiles bring Tizca, capital of Prospero and one of the greatest cities in the Imperium of Man, to life. There's the Kine Wall, Ahriam's ritual circle, the Great Library, a great statue (but is it of the Emperor or Magnus?) and more, all laden with the hermetic symbols of the Thousand Sons, the taint of madness-fuelled dabblings in the Warp, and signs of the unfolding war.

## Tartaros Terminators

Visually a link between the Cataphractii and Indomitus patterns of Terminator armour, the Tartaros pattern is said to be the most advanced suit of Terminator armour ever made. Shame they're on the side of the Traitors!



## Psychic Power Cards

The Thousand Sons have been dabbling in unspeakable things and accordingly psychic powers form a key part of the battle. In fact, the turn proper won't even start until the Traitors have had the opportunity to unleash their barrage of psychic attacks!



## THE SPACE WOLVES

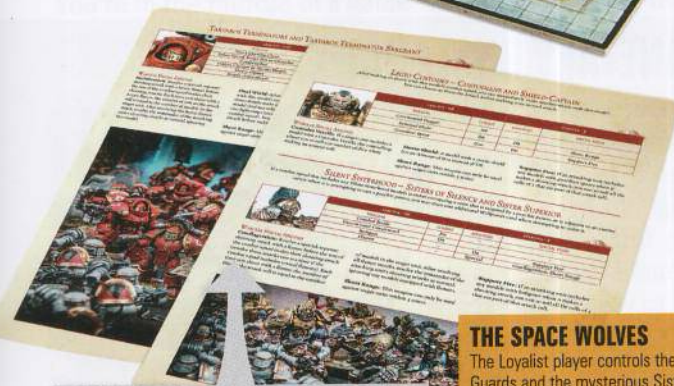
The Loyalist player controls the mighty Custodian Guards and the mysterious Sisters of Silence, but the bulk of their forces are the Space Wolves, led by Geigor Fell-Hand. Amongst the Emperor's most faithful Legion, their assault on Prospero is determined to the point of brutality.

## THE THOUSAND SONS

Warriors and mystics consumed by their thirst for forbidden knowledge, the Space Marines of the Thousand Sons Legion have fallen into their own Heresy against the Emperor. Now they are in thrall to the Chaos God Tzeentch (knowingly or otherwise) and the magicks of the Warp theirs to command.

## Profile Sheets

One for the Loyalists and one for the Traitors, these profile sheets show each warrior's armour and stamina, plus their weapons and special abilities.



## HORUS HERESY: BURNING OF PROSPERO

**Pre-order:** Now Available: 29 Oct

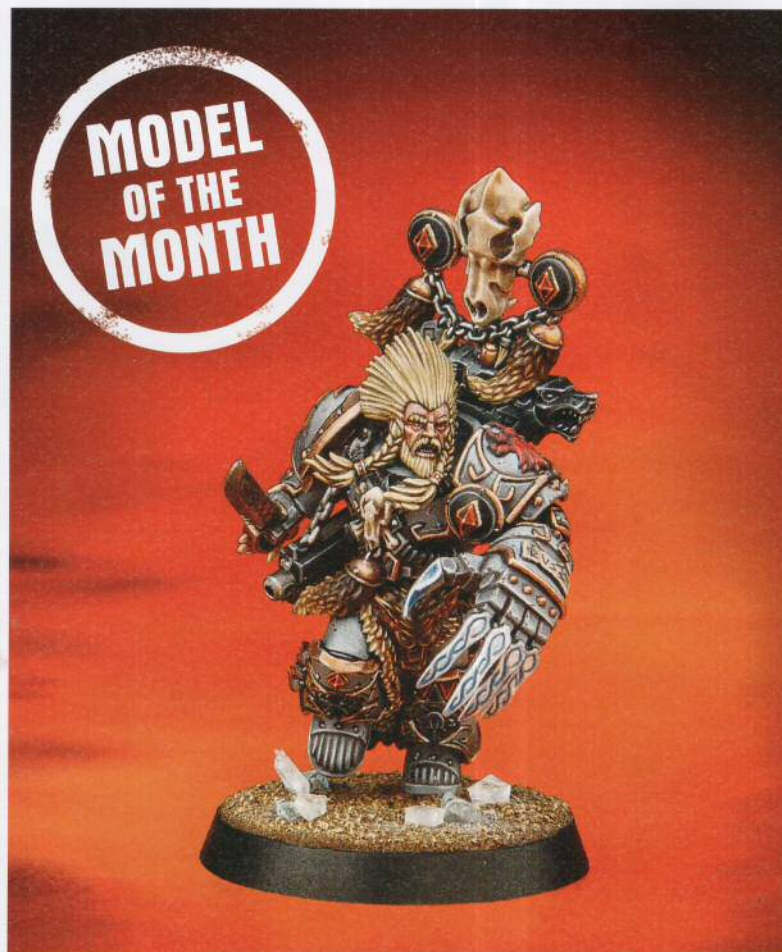
£95, €125, 950dkr, 1,140skr, 1,050nkr, 475zl, USA \$150, Can \$180, AU \$265, NZ \$315, ¥21,900, 950rmb, HK\$1,290, RM590, SG\$230



# GEIGOR FELL-HAND

**G**eigor Fell-Hand is one of Leman Russ's chosen champions and a member of the Primarch's Einherjar. He harbours a particular hatred for the Thousand Sons and was the first to request a drop assault on Prospero when the Space Wolves were ordered to bring Magnus to trial.

This superb miniature from the Burning of Prospero boxed game represents Geigor Fell-Hand, the leader of the Space Wolves forces in the game. On one hand he wears a master-crafted wolf claw inlaid with Fenrisian runes, while in his other hand he wields a combat knife. Geigor also carries a bolter strapped over his shoulder, though he rarely uses it for he prefers to fight his foes in brutal close combat. The miniature reflects that mentality, Geigor charging into combat, his wolf pelts flowing behind him, his fangs bared.



## HOW TO PAINT: BURNING OF PROSPERO

Pre-order: Now  
Available: 29 Oct

£6, €8, 60dkr, 70skr,  
65nkr, 30zl, USA \$10,  
Can \$12, AU \$17,  
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RM35, SG\$15

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1



2

Who needs a bolter when you've got a combat blade? (1)

Geigor's shoulder pads bear the heraldry of the Space Wolves Chapter – a wolf claw on his left shoulder and a wolf's head on his right (2).

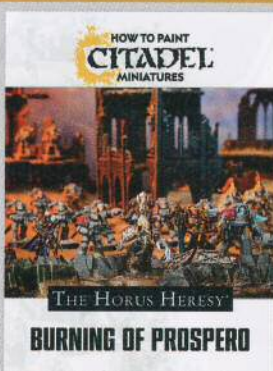
A wolf pelt hangs from Geigor's belt, a symbol of the death world origins of his Legion (3).



3

## HOW TO PAINT: BURNING OF PROSPERO

The latest volume in Games Workshop's How To Paint series not only covers the techniques you need to paint the contents of the Burning of Prospero, it also has stage-by-stage painting guides for each and every Legion in the Horus Heresy. If you've ever struggled to work out just how to paint your Sons of Horus, How to Paint: Burning of Prospero has you covered!



## PLANETARY ONSLAUGHT

Combining the Warhammer 40,000 supplements Planetstrike, Cities of Death and Stronghold Assault into one handy tome, Planetary Onslaught is everything you need to wage world-spanning conflicts of planetary conquest. More than just campaign rules and new missions, it also has 29 datasheets for fortifications and fortification networks as well.

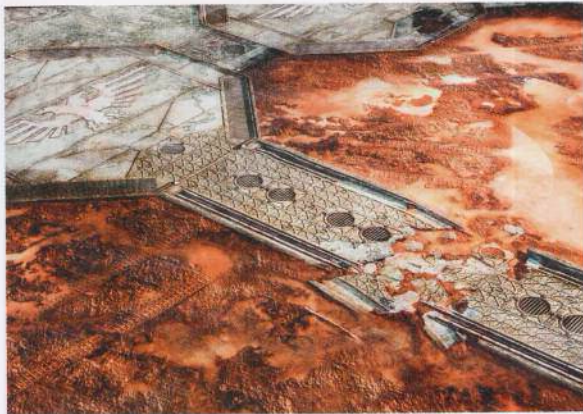




# CITADEL BATTLE MATS

**F**ancy a battle, but got nowhere to play? You need to get your hands on these new Battle Mats – the Khorne Dominion for Warhammer Age of Sigmar and City Ruins for Warhammer 40,000. Made from high-quality neoprene (the stuff wetsuits are made of), they're flexible, durable, waterproof, easy to clean, easy to store and, of course, they look awesome.

To use one of these mats, simply unfold it from its box (you can iron it if you really need to get any creases out quickly, but they fall out pretty sharpish as it is), place a few bits of terrain on it, deploy your armies, and you're good to go. It really is that simple!



The Warhammer 40,000 City Ruins (1) feature a ruined roadway and waterlogged mud flats. The surface is wipe clean if any mid-game spillages occur.

The Khorne Dominion (2) for Warhammer Age of Sigmar features a Khorne symbol surrounded by boiling magma and cracked lava. The patches of fallen masonry feature the same runes as those found on Warhammer Age of Sigmar buildings.



## CITADEL REPAIR TOOL

You're in the middle of a game and you've just broken one of your models – what are you going to do? You're going to get out your Citadel Repair Tool and fix it! This handy keyring includes a mouldline remover

and a file to get the contact points clean. But what about glue? That's what the canister is for. Simply pop in a tube of Super Glue (not included) before your game to ensure you always have a repair kit to hand.



Towards the base of the mouldline remover there's a metal lip that looks suspiciously like a bottle opener (1). Wonder what that's for?

Keep a tube of glue in the aluminium canister for emergencies (2). Don't worry, he won't be (h)armless for long (3)!



### CITADEL REPAIR TOOL

**Pre-order:** 05 Nov  
**Available:** 12 Nov  
£12.50, €15, 130dkr,  
150skr, 140nkr, 63zł,  
USA \$20, Can \$25,  
AU \$35, NZ \$40,  
¥2,900, 130rmb,  
HK\$170, RM80,  
SG\$30



## IN BRIEF

### Wound Trackers

Find your opponents aren't quite up to the job of finishing off your big-hitters in one go? Pity them, but to help keep track of their trifling efforts, we've got some new Wound Trackers. Shaped suspiciously like 10-sided dice, you can pop them on the bases of wounded models and keep track of their wounds. Each pack contains eight wound trackers, available in six colours. Each pack features two designs, so you can keep track of 'tens' and 'units' for particularly large monsters, and they're available to pre-order from 12 November.

## HAEMOTROPE REACTORS

**Pre-order:** 05 Nov  
**Available:** 12 Nov

£25, €32.50, 250dkr,  
300skr, 280nkr, 125zl,  
USA \$40, Can \$50,  
AU \$70, NZ \$83,  
¥5,800, 250rmb,  
HK\$340, RM155,  
SG\$60



## HAEMOTROPE REACTORS

Fuelled by the blood of martyrs mixed with volatile promethium, this pair of Haemotrope Reactors make excellent objectives in a game of Warhammer 40,000. On one side they feature the skull and cog icon of the Adeptus Mechanicus, on the other a column of exhaust stacks. They also feature pipelines beneath the reactor that can be married up with the Promethium Relay Pipes, Plasma Obliterator turret and Void Shield Generator to create an impressive network of fuel lines, reactors and fortifications.

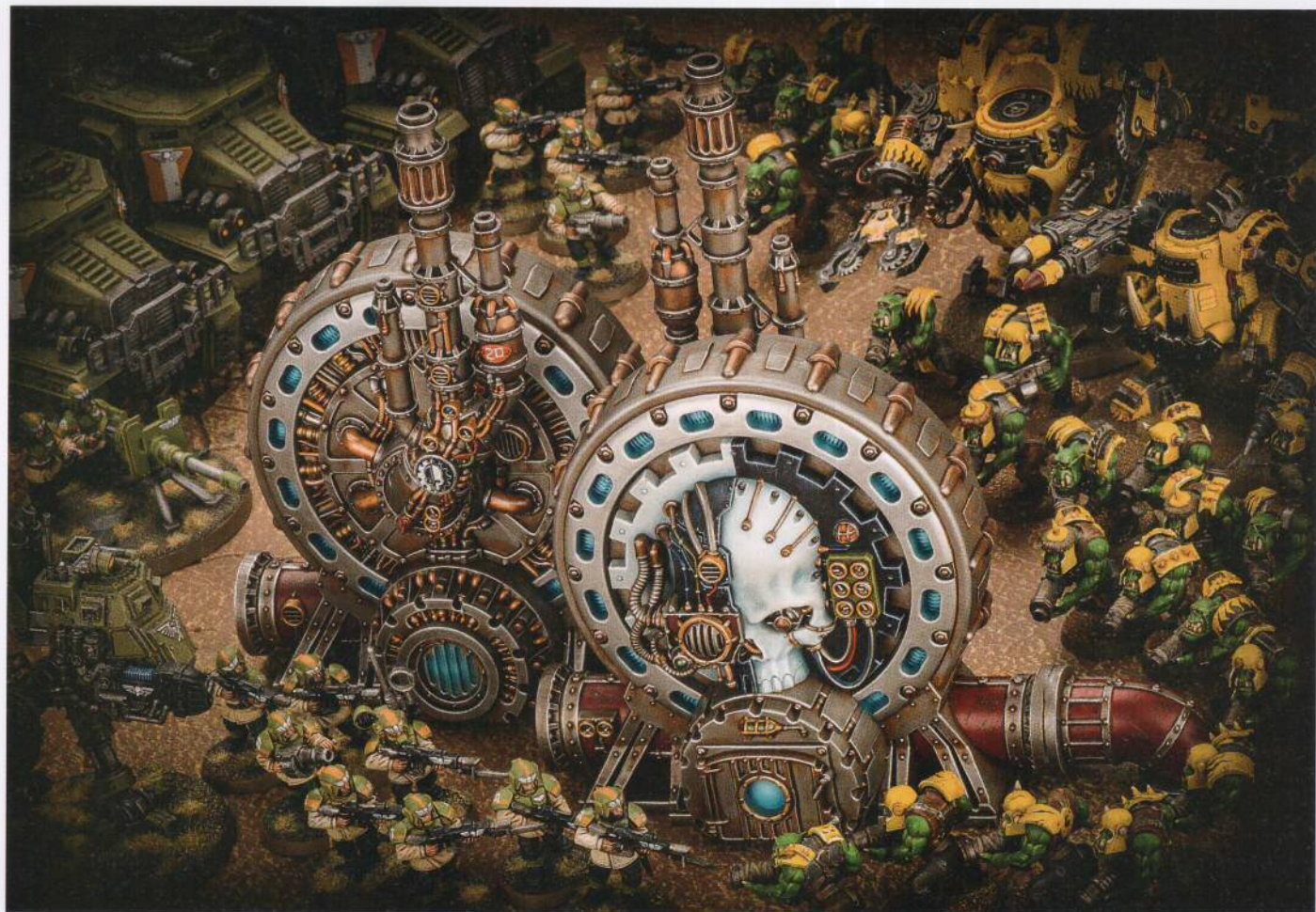
## FIVE THINGS WE LOVE IN... NOVEMBER

**3**

After the Mk. IV Space Marines, Burning of Prospero brings us Mk. III 'Iron' armour – endless possibilities for Space Marine armies in both Warhammer 40,000 and the Horus Heresy. (Although we fear human Temporal Distort Chris might be waiting a while for plastic Thunder Warriors.)

**2**

Golden Demon! The Warhammer 40,000 Open Day on November 5 and 6 will play host to Golden Demon: Enemies of the Imperium. Fitting, as the Genestealer Magus scooped two of the three Warhammer 40,000 Single Miniature awards at Warhammer Fest (as you can see on page 26).





## MAGEWRATH THRONE

Have your warlord luxuriate in the finest seating arrangement in the Mortal Realms with a Magewrath Throne. From the comfort of this eldritch artefact, they can slay foes with naught but an imperious glare and spur their lieutenants on to glory, as long as the power within does not turn on seat's occupant... What's more, as it's such a simple piece of terrain to assemble, the Magewrath Throne is a great starting point for any terrain collection and an ideal objective to boot.

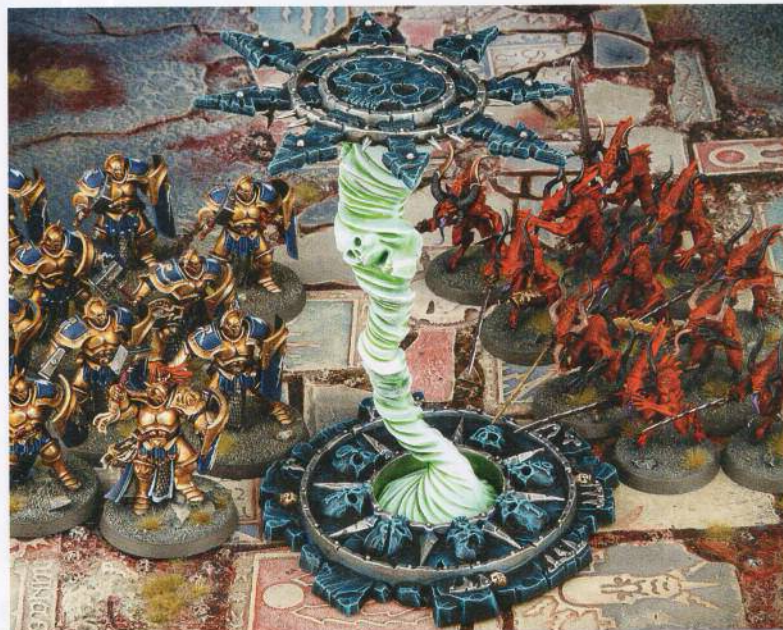


THE RULES FOR THE HAEMOTROPE REACTORS CAN BE FOUND IN THE BOX WITH THE MODELS WHILE THE RULES FOR THE MAGEWRATH THRONE AND BALEWIND VORTEX CAN BE FOUND ONLINE AT [GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM).

## BALEWIND VORTEX

A classic piece of Warhammer terrain returns to the Mortal Realms this month, giving wizards of all stripes a roiling whirlwind of arcane power to command, boosting spells and raising them high up above the battlefield. It's also a great objective marker for Pitched Battle games, too!

The full rules for using both the Balewind Vortex and the Magewrath Throne in your games of Warhammer Age of Sigmar can be found online, in the scenery warscroll at [www.games-workshop.com](http://www.games-workshop.com).



### BALEWIND VORTEX

**Pre-order:** 05 Nov  
**Available:** 12 Nov  
£10, €12, 100dkr, 120skr, 110nkr, 50zl, USA \$15, Can \$20, AU \$28, NZ \$33, ¥2,300, 100rmb, HK\$140, RM60, SG\$24

### MAGEWRATH THRONE

**Pre-order:** 05 Nov  
**Available:** 12 Nov  
£10, €12, 100dkr, 120skr, 110nkr, 50zl, USA \$15, Can \$20, AU \$28, NZ \$33, ¥2,300, 100rmb, HK\$140, RM60, SG\$24

## HIGHS AND LOWS: AHRIMAN

### THE RISE AND FALL OF THE XV LEGION'S CHIEF LIBRARIAN

#### HIGH: ASCENSION

Born on Terra itself, Ahriman rose to become the Chief Librarian of the Thousand Sons, First Captain, leader of the Corvidae cult and one of Magnus's chosen advisors.

#### HIGH: THE RUBRIC OF AHRIMAN

Despising the flesh-changes that were being wrought on his fellow Thousand Sons by the warping powers of Chaos, Ahriman devised his most powerful spell to date. Harnessing the power of the Legion's many Librarians, he cast the fateful Rubric, which did halt any further mutations to the legionaries of the Thousand Sons...

#### LOW: THE RUBRIC OF AHRIMAN

...unfortunately, at very great cost. Ahriman's Rubric was imperfect and succeeded only by blasting the physical bodies of the Thousand Sons, reducing them to disembodied spirits inhabiting suits of power armour, bereft of conscience or free will. Magnus was not best pleased.

#### LOW: VENGEANCE OVER TRUTH

With Prospero under attack by the Space Wolves, Ahriman revealed Horus's betrayal to his friend and ally the Rune Priest Othere Wyrdmake. Then he blasted Othere's soul into the void in a fit of vengeful rage.





# BASE TO COMMANDER...

## WARHAMMER 40,000 HERO BASES

Want your Space Marine Captains, Ork Warbosses and Eldar Autarchs to stand out on the battlefield? Then you need to get your hands on the new Warhammer 40,000 Hero Bases. Inside this pack you'll find eight plastic bases (miniature not included) on which to mount your models, including two 32mm bases, five 40mm bases and one 60mm base (the shattered Leman Russ turret). Each features battlefield debris to match the Sector Imperialis gameboard and bases.



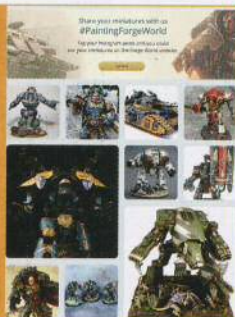
## WARHAMMER AGE OF SIGMAR HERO BASES

There's also a Hero Bases set for Warhammer Age of Sigmar, which includes 11 bases – three 32mm bases, seven 40mm bases and one 90mm oval base. Inspired by the Warhammer Age of Sigmar terrain kits and the Shattered Dominion gameboard, they feature comet-embossed floor tiles, skull-capped pillars, pieces of broken Arcanabulum and, of course, a pit of blood-drenched skulls. The team favourite is the giant stone skull with a Chaos star carved into it.



### SEE YOUR MODELS ON GAMES-WORKSHOP.COM!

Recently unveiled on the Games Workshop website is a cool new feature where fans can see their own photos featured on product pages and galleries across the site. Just tag your Instagram posts with #PaintingWarhammer and the Web team will choose the best to feature!



### WARHAMMER 40,000 HERO BASES

**Pre-order:** 05 Nov  
**Available:** 12 Nov  
£20, €25, 200dkr,  
240skr, 220nkr, 100zl,  
USA \$35, Can \$40,  
AU \$55, NZ \$65,  
¥4,600, 200rmb,  
HK\$270, RM125,  
SG\$50

### WARHAMMER AGE OF SIGMAR HERO BASES

**Pre-order:** 05 Nov  
**Available:** 12 Nov  
£20, €25, 200dkr,  
240skr, 220nkr, 100zl,  
USA \$35, Can \$40,  
AU \$55, NZ \$65,  
¥4,600, 200rmb,  
HK\$270, RM125,  
SG\$50



# VIDEO GAMES NEWS

Readers who are proud owners of Xbox One or PlayStation 4 consoles, rejoice! You can now test your mettle, courage and cunning against the loathsome Skaven and their vile kin in Fatshark's fantastic cooperative multiplayer game, *Warhammer: Endtimes – Vermintide*.

Set during the End Times of the world-that-was, you and three friends take the role of a quartet of heroes, choosing from the likes of grim Witch Hunter Victor Saltzpyre, mysterious and aloof Wood Elf Waywatcher Kerillian, world-weary Empire soldier Markus Kruber, boisterous Dwarf Ranger Bardin Goreksson and pyromaniacal Bright Wizard Sienna Fuegoanus, and must attempt to save the Empire city of Ubersreik from a titanic army of the Skaven Clan Fester.

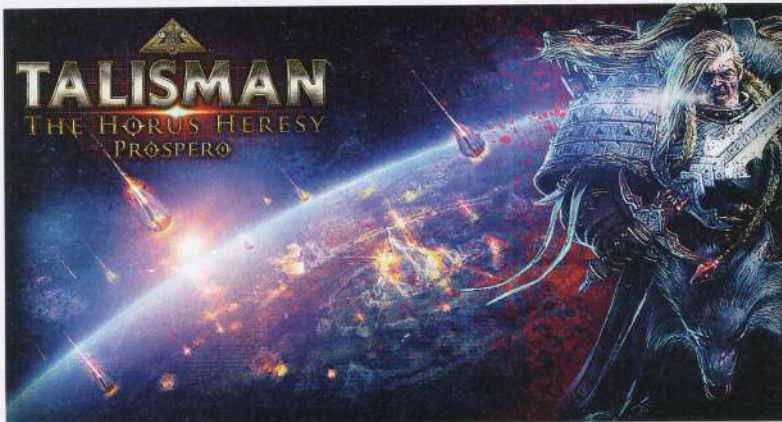
PC gamers have already had a chance to get to grips with the game, which the illustrious PC Gamer magazine dubbed Game of the Show at PAX Prime 2015, so what are you waiting for – the End Times?



## TALISMAN: THE HORUS HERESY PROSPERO

Also available this month is some cracking new Prospero-themed new downloadable content for Nomad Games's *Talisman: The Horus Heresy*, on Steam, Android and iOS.

There are five new warlords (Including Geigor Fell-Hand and Ahzek Ahriman), new psyker abilities, and a pair of new Allied Units, the Legio Custodes and Sisters of Silence.



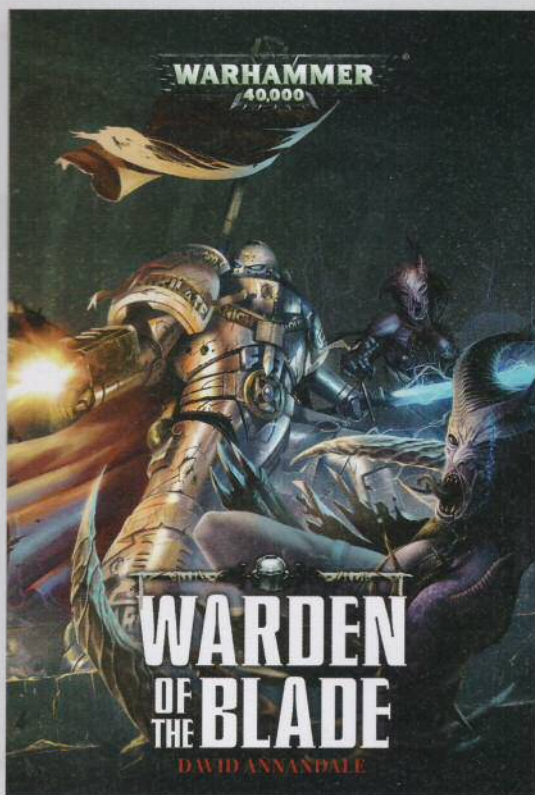
## FIVE THINGS WE LOVE IN... NOVEMBER

**1** The White Dwarf comes to Total War: Warhammer! With the free gift on the front of this month's issue, Grombrindal himself comes to Total War – the perfect excuse for the White Dwarf team to play a few games, as you can see on page 22. To use Grombrindal, you'll need to unlock him using the Steam code on the card on the cover. (If you don't own the game already, checkout the special offer on the card. And you can even see how Creative Assembly brought Grombrindal to life on page 24.)





# TALES FROM THE BLACK LIBRARY



## FEATURED BOOK

# WARDEN OF THE BLADE

By David Annandale | Hardback | 256 pages | 12 Nov

Fans of Grey Knights are in for a treat this month, as David Annandale returns to that most mysterious of Space Marine Chapters in a brand new tale of bloodshed and mystery. *Warden of the Blade* focuses on Castellan Crowe, whose arduous duty is to serve as the warden of the malevolent, daemonic Blade of Antwyr, a tainted artefact of monstrous power and depthless malice and cunning. Not only must Castellan Crowe contend with the tireless legions of Chaos, but the machinations of the accursed blade itself as well.

David really captures the monstrous, terrible and almost seductive nature of Chaos, adding a healthy edge of horror to the this tale of the grim darkness of the far future. He combines the visceral brutality and carnage one would expect from the exploits of the Grey Knights with a sinister edge and a subtle wrongness that is so wonderfully Chaotic.

## WARDEN OF THE BLADE

Pre-Order: 05 Nov  
Available: 12 Nov

£18, €22, 180dkr,  
215skr, 215nkr, 90zl,  
USA \$27, Can \$32,  
AU \$40, NZ \$45,  
¥2,340, 195rmb,  
HK\$245, RM112,  
SG\$43

## WARDEN OF THE BLADE LIMITED EDITION

Pre-Order: 05 Nov  
Available: 12 Nov

£40, €50, USA \$65,  
Can \$80, AU \$90

Available exclusively  
from blacklibrary.com.

## THE BEAST ARISES: THE BEHEADING

Pre-Order: 29 Oct  
Available: 05 Nov

£12.99, €15.95,  
135dkr, 165skr,  
165nkr, 64.95zl,  
USA \$17.50, Can \$19,  
AU \$27, NZ \$31,  
¥1,500, 105rmb,  
HK\$177, RM81,  
SG\$31

## SONS OF THE FORGE

Pre-Order: 19 Nov  
Available: 26 Nov

£35, €45, USA \$60,  
Can \$75, AU \$80

Available exclusively  
from blacklibrary.com.

## HORUS HERESY: THE THIRTEENTH WOLF

Pre-Order: 19 Nov  
Available: 26 Nov

£12, €17.50, 135dkr,  
160skr, 160nkr, 60zl,  
USA \$20, Can \$22.50,  
AU \$25, NZ \$28.50,  
¥1,560, HK\$163,  
RM74, SG\$29

# THE BEAST ARISES: WHITE DWARF LOOKS BACK

AS THE SERIES APPROACHES ITS END, WE LOOK BACK AT WHAT MAKES IT GREAT, A FEW FAVOURITE MOMENTS, AND MORE...

1. It's written by the very cream of Black Library talent, who together have crafted an epic series, much like the Horus Heresy. Best of all, you can read the whole series now.

2. It's a great look at a different Imperium, one recognisable to fans of Warhammer 40,000, but one at relative peace after the tumult of the Great Crusade and Horus Heresy. Before the alien races of the galaxy rise up once more, that is...

3. The High Lords of Terra take centre stage for the first time, from lords decadent and incompetent to those scheming and manipulative, arguably doing more damage to the Imperium than the Beast, as with Juskina Tull's disastrous Proletarian Crusade in *The Emperor Expects*.

4. Vulkan Lives! Or does he? With the Primarch of the XVIII Legion shown to be still alive after the Horus Heresy in *The Hunt for Vulkan*, perhaps reports of his loyal brothers' demises were also exaggerated...



5. The origins of the Deathwatch are finally revealed in *Watchers in Death*, as the Imperium painfully realises it can't rely on simply smashing the Orks into the dirt.

6. The titular Beast! Making even the mighty Urlakk Urg of Ullanor seem like a puny runt in *I Am Slaughter*, the Beast is without a doubt the biggest, meanest Ork to ever live.

7. The 'civilised' Orks of Waaagh! Beast seem to be far more cunning, careful and advanced than their modern-day descendants, with equipment that makes even the hallowed Adeptus Mechanicus green with envy, and some strange new castes not seen before or since, such as the 'ambassador-boyz' in the finale of *The Last Wall*.

8. An alliance of old brothers, as the Last Wall is enacted, with the Imperial Fists' successors coming together as one to throw back the green menace in *The Emperor Expects*.

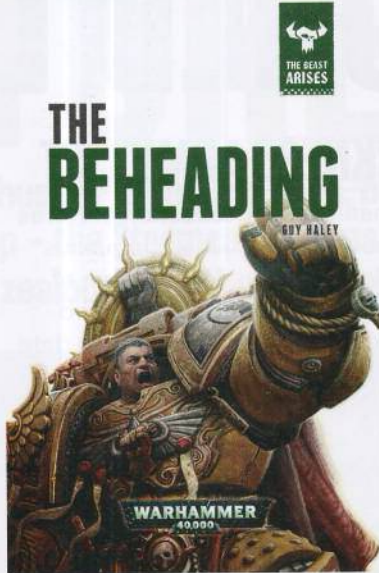
9. And alliances of old enemies, as the Iron Warriors and the sons of Dorn fight side by side to defend humanity in *Throneworld*. Alas, this unlikely pact ends exactly as you might expect...



## THE BEAST ARISES: THE BEHEADING

By Guy Haley | Hardback | 240 pages | 05 Nov

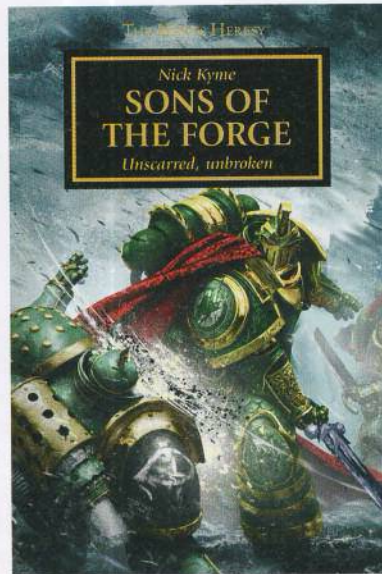
All things come to an end, and this month brings us the final volume of *The Beast Arises*. Guy Haley brings the curtain down on this climactic era as the Imperium begins to recover in the aftermath of victory over the Beast. But what perils await? Will the Imperium rest on its laurels? Will Grand Master Vangorich's schemes shatter the newfound peace? The end it may be, but also the beginning in what is both an epilogue to the series, and something of a prologue to the Age of the Imperium as we know it.



## SONS OF THE FORGE

By Nick Kyme | Hardback | 240 pages | 26 Nov

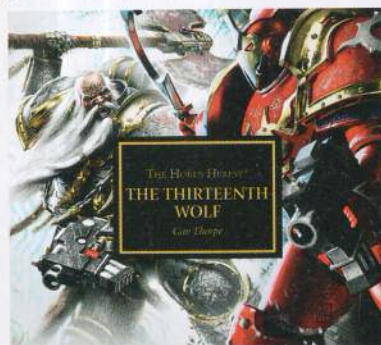
If you're a fan of the Salamanders, and Nick Kyme's take on the Chapter, you may have wondered about the nature of the Artefacts of Vulkan, those nine nigh-holy relics of the Primarch. In this latest tale from the war-torn days of the Horus Heresy, Kyme sheds a little light. At the express wish of his vanished Primarch, Forgefather T'kell attempts to spirit the artefacts away, far from the reach of those who would use them – for good or ill. But there are those who would see him fail...



## THE THIRTEENTH WOLF

By Gav Thorpe | Audio Drama | 68 minutes | 26 Nov

For those of you hungry for yet more stories from the burning of Prospero, Gav Thorpe's latest audio drama offering has you covered, telling the tale of a pack of grizzled Space Wolves veterans of the 13th Great Company on the less-than-linear trail of a Thousand Sons sorcerer who escaped their wrath through Tizca's arcane portal network. *The Thirteenth Wolf* is perfect for listening to whilst you paint up your copy of Horus Heresy: Burning of Prospero. Geigor Fell-Hand even puts in an appearance!



Many Black Library books and audio CDs are also available as eBooks and MP3 downloads, including the entire *Beast Arises* series, which is available in both eBook and audiobooks formats. For more information and to buy, visit:

[www.blacklibrary.com](http://www.blacklibrary.com)

## FIVE QUESTIONS

### GUY HALEY

A former *White Dwarf* editor, Guy Haley is one of Black Library's foremost authors, with books such as *Death of Integrity* and *Baneblade* to his name. Guy is the author of this month's closing part of *The Beast Arises* series, *The Beheading*.



**"Writing about someone who uses his wits rather than a boltgun to solve problems was a refreshing change!"**

#### 1. What was it like being chosen to finish *The Beast Arises* series?

It was an honour. I was angling for the opportunity, and put myself forward for it, but they didn't have to choose me, and I'm really proud they did. You get to put your own stamp on the whole project in a way that writing the middle instalment doesn't quite allow. Everybody always remembers the end!

#### 2. Who was your favourite character?

Drakan Vangorich, the Grand Master of the Officio Assassinorum. He was quite a complex character. His motives weren't always clear, even to himself. Writing about someone who uses his wits rather than a boltgun to solve problems was a refreshing change!

#### 3. What was your favourite bit of the series?

I loved David Guymmer's contributions. I thought he had the tone bang on. I especially liked the greenskin farm with the human livestock, and his detailing of the Fists Exemplars' spacecraft.

#### 4. Did a project involving so many others present any challenges for you as an author?

Each writing project presents its own challenges. *The Beast Arises* was written by many people and so there were a lot of plot strands that needed tying up, and different takes on background that needed normalising. But that is also its strength, because you get lots of input from great creative minds.

#### 5. With the dust settled in the *Beast Arises* saga, what's next for Guy Haley?

I've a whole lot of stories coming for Black Library in every form over the next couple of years, but to say more would be to invite the unwelcome attentions of the Inquisition.



# FORGE WORLD LATEST

## LEGIONES ASTARTES AGE OF DARKNESS ARMY LIST

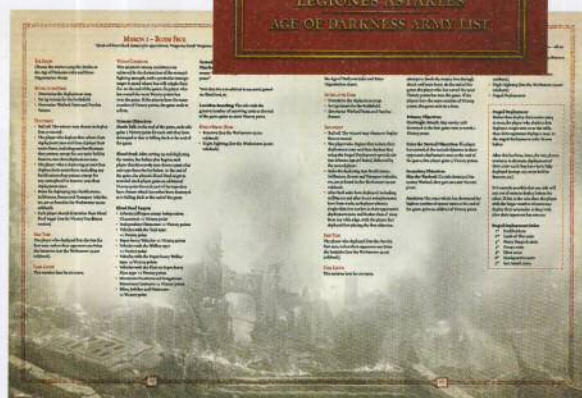
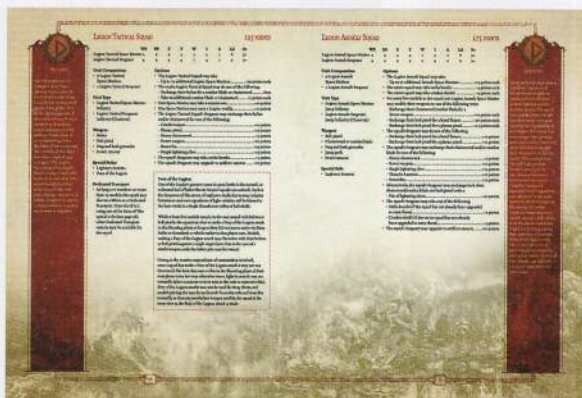
Horus Heresy fans rejoice, as the latest and greatest edition of the Horus Heresy Legiones Astartes army list, the Age of Darkness Army List, is out now in a rather lovely red hardback edition.

Much like its predecessor volume, the Great Crusade Army List, it gives you the core rules for the Legiones Astartes so you can build an army and play games

without hauling your collection of Horus Heresy books around. It accompanies the existing Legiones Astartes Age of Darkness Legions book, and the two combined give you the most up-to-date iteration of the Legiones Astartes army list available. Whether you're loyal to the Emperor or the Warmaster, the Legiones Astartes Age of Darkness Army List is a must-have volume.

The Legiones Astartes Age of Darkness Army List contains the Legiones Astartes army list from earlier editions, but has been greatly expanded with new units and updated rules in line with the FAQs.

Legiones Astartes Age of Darkness Army List also contains six core missions (far right) so you can get stuck into fighting your former brothers for the fate of the very galaxy itself straight away.



## SHAR'TOR THE EXECUTIONER

The favoured headsmen of the malevolent god Hashut, Shar'tor the Executioner is a monstrous warrior-priest who towers over his victims. Wielding the Darktide Axe, the blade of which alone is as big as a Stormcast Eternal, and hiding his terrifying features behind the Mask of the Executioner, Shar'tor thunders at the forefront of the Legions of Azgorh, bellowing his vile deity's name with such force it can burst the hearts of the feeble and weak-willed. Shar'tor is an absolute beast of a kit, a fitting start to the Forge World's Warhammer Age of Sigmar Character Series and even comes in a slick, red presentation box and is available now direct from Forge World.



Hashut alone knows what lies behind the Mask of the Executioner (left). Beady eyes burning with infinite malice poke out from behind an ancient mask as big as a man's chest, its huge head crowned in mighty horns and clad in ornate metalwork.

[WWW.FORGE-WORLD.CO.UK](http://WWW.FORGE-WORLD.CO.UK)



# IN STORES NOW

Most that you have seen thus far is coming soon, but there's a new kit you can get right now from Games Workshop - the Stormcast Eternal Lord-Veritant. Accompanied by his faithful Gryph-hound, this zealous witch hunter is ever-watchful for the taint of Chaos.



## STORMCAST ETERNAL LORD-VERITANT

Chaos is ever-present in the Mortal Realms, and it is the duty of the Lord-Veritants to hunt it down and eradicate it. Many Chaos worshippers congregate around magical loci, and it is to these points that the Lord-Veritants march, bringing their lanterns of abjuration and judgement blades to bear on all who harbour the taint of Chaos.

### STORMCAST ETERNALS LORD-VERITANT

Available: Now

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, RM125, SG\$48

The Lord-Veritant carries a staff with a lantern of abjuration built into the top of it (1). Woe betide any foul creature or Chaos worshipper that finds itself bathed in the lantern's radiant light.

The Lord-Veritant is accompanied into battle by the most aggressive Gryph-hound they can find (2) - all the better for rooting out Chaos. This particular beast certainly looks the part, with its beak wide open ready to lunge at a nearby foe.



1



2

## WHITE DWARFS FAVOURITE STORMCAST ETERNALS HEROES

SIGMAR'S GREATEST HEROES... AND THEIR STORMCAST ALLIES

### KNIGHT-VENATOR

Within the ranks of the Stormcast Eternals, the Knight-Venator is a hunter beyond compare. Armed with a realmhunter's bow, he can pierce the heart of a Slaughterbrute from across a battlefield, and place an arrow between the eyes of an enemy warlord even in the midst of a raucous melee. He also has a star-eagle companion, whose celestial talons are equally deadly, as you'll find out in our Battle Report on page 80.



### KNIGHT-QUESTOR

Most Stormcast Eternals fight as part of Sigmar's divine legions, but the Knight-Questor fights alone, bringing the God-King's light to the darkest reaches of the Mortal Realms, such as the Silver Towers of the Gaunt Summoners. The Knight-Questor is also one of the few lefties (*the Knight-Questor is a left-handed swordsman - Ed.*) in the Stormcast Eternals army, but they have to be adaptable without allies to rely on.

### LORD-RELICTOR

Lord-Relictors are the grim-faced custodians of the souls of their brethren. They're a curious, solitary breed, not least because they cover their armour in skulls and bones. They even haul around the remains of mortal heroes in reliquaries that, we assume, inspire the warriors around them. Or terrify the foe. Or both. This totem also serves as the focus of their powers, enabling them to fry enemy units with bolts of lightning.

### KNIGHT-VEXILLOR

The banners of the Stormhosts are no mere flags on poles, but standards magically wrought by Sigmar's greatest artisans. The Knights-Vexillor that carry them can call down meteors from the sky, or even redeploy Stormcast units, as Ben Johnson discusses in *The General's Almanack* on page 76. He can also hit you pretty hard with it if he needs to.

### DRAKESWORN TEMPLAR

Fighting a Stormcast Eternal is a terrifying prospect. Fighting one riding a Stardrake is even more so! To be honest, it's a wonder the Drakesworn Templar ever gets to fight anything, as the Stardrake does tend to crush, claw, swipe and eat anything that gets in its path. When the Templar does fight, though, he always means business. For Sigmar!

### GRYPH-HOUND

Is it a bird? Is it a hound? No, it's the Gryph-hound, everyone's favourite celestial companion. While the Stormcast go to war clad in magical armour and armed with magical hammers, the Gryph-hound faces down the same perils with nothing but a furry/feathery hide and a beak. Of all of Sigmar's warriors, the Gryph-hounds are the *real* heroes.





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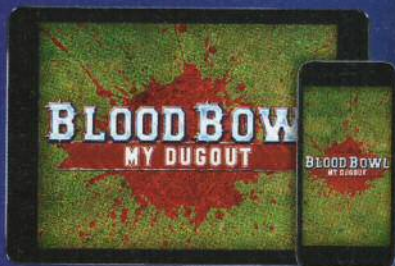
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## A TIMELY QUESTION

I have a question. What happened to the Sisters of Silence? During the Horus Heresy they were involved with two extremely important battles: the Burning of Prospero (alongside Space Wolves and Adeptus Custodes) but more importantly, the Siege of Terra. They were also heavily involved with the Custodians in the Webway under the Imperial Palace and Harroda herself stopped a Bloodthirster single-handedly before the Webway was sealed and the Siege of Terra began.

Furthermore, what do the Adeptus Custodes do now? They were an active military force during the Horus Heresy as well. It is said 300 Custodes form the Companions and guard the Emperor, but there must be more of them. Are they assigned to important battles by the Lords of Terra or maybe the Emperor himself? Or are they fighting to clear the Webway with Sisters of Silence to try and make it useable? Regards, Duncan

Wow, what a timely question, Duncan, and what great background knowledge! You are indeed right about the importance of both the Sisters of Silence and the Legio Custodes, as this month's new Burning of Prospero game certainly attests! As to what they're up to now, we're sure they're still around, but doing what? Well, maybe we'll find out one day soon...



## THE ARMY OF YOUR DREAMS

The Webstore team recently ran a competition where a handful of lucky gamers could win their dream army. All entrants had to do was tell us what their dream army would be and why, with the winner chosen by us here at White Dwarf. Out of all of the worthy winners, a particular favourite of the White Dwarf team was this winning entry from Jack Harris-Ingram.

My dream army is a large Crimson Fists army. My dream began while I was reading *The War for Rynn's World* story collection. I was really taken with the incredible determination, the steadfast courage, and the commitment to duty which the Crimson Fists portrayed. Throughout the stories, they are forced to make difficult decisions and brutal sacrifices in the name of duty. They overcome their aggressive nature and desire for glorious death for the good of their chapter, Rynn's World, and in the protection of the innocents. While building and painting my models I often find my mind wandering to these stories, and how the Crimson Fists reflect my image of what a Space Marine should be. I also received much of my inspiration from the recently released *Index Astartes Apocrypha*. The stories, descriptions, and diagrams in it has really kindled my interest in armoured warfare, and I envision my Crimson Fist army being supported by a vast range of the fascinating vehicles which a Space Marine collection offers.

The army is centred around the Crimson Fist's 1st company, which consists of 128 veterans. The company is uniquely led by their stoic chapter master Pedro Kantor. The 1st Company would consist of a relatively equal amount of Sternguard Veterans, Vanguard Veterans, and Terminators, with a small Honour Guard. The army would be structured to fit into a Gladius Strike Force, consisting of two 1st Company Task Forces, a Strike Force Ultra, and Strike Force Command. The rest of the army would be made up of small to medium-sized formations of a Battle Demi-Company, Librarius Conclave, Armoured Taskforce, Stormwing, 10th Company Task Force, and a Land Raider Spearhead.

My army composition would make use of the Space Marines' large selection of incredible models, making it awesomely diverse for both gameplay and display. With so many vehicles, there are plenty of opportunities to display various battle damage. The Crimson Fists' storyline gives me great ideas for adding Orks, defeated enemies, as trophies to the models. I would use various forms of urban debris on the bases of the models, as my vision is inspired by their fighting in New Rynn City.

The army is constructed with the tabletop game in mind as well, with the army receiving many benefits for being part of a Gladius Strike Force. The large number of Sternguard Veterans, paired with Pedro Kantor's Hold the Line special rule and the few additional Tactical Marines and Scouts, gives this army a strong ability to contest objectives. The variety of armoured vehicles with heavy firepower allows the army to face heavily armoured foes, monstrous creatures and even Titans and super-heavy vehicles with ease.

If I was to win the army of my dreams, the army would see much action in Warhammer 40,000 games, and would be on permanent display on my game board.

Jack Ingram, Ontario, Canada

Matt Keefe, White Dwarf Editor says:

What Dan, Matt Hutson and myself (who chose the winners) really liked about Jack's entry was the way his dream army really epitomises his chosen faction – the Space Marines, and, in particular, the Crimson Fists. Jack's entry particularly exemplifies the notion of taking a part of the background and staying true to it while also making it your own. Jack's choices seem very true to the Crimson Fists, with mention of their ancient enemies, the Orks.

Well done to Jack and all the other winners! The Webstore guys tell us you should have received your prizes by now, so we look forward to seeing pictures of your dream armies assembled and painted and on the battlefield in the not-too-distant future!



## CONTAINER DELIVERY

Here are some photos I snapped after painting up the Munitorum Armoured Containers – they are being offloaded by Stormravens onto a Skyshield landing pad!

*Phil Chang, Vancouver*



Hi Phil. Thanks for the photo – what a great idea. The Munitorum Armoured Containers appear to have been a bit of a surprise hit. We think they're great – perfect for use as objectives and the starting point for a larger scenery collection. Having a flyer drop them off at a landing site seems like a cool idea to us, and the kind of thing you could build a whole game around. Keep up the good work.

## LATE TO THE CONVERSATION

Hello! Sorry to be late to the conversation. I would love to see terrain articles, painting articles, and not just 'Eavy Metal. Duncan Rhodes is awesome and his videos are very helpful.

I think it would be awesome for Index Astartes to return and cover different Chapters. I loved those articles. Not only were they great to read, but they also helped you by using the background to show you how to build your forces and gave inspiring ideas for conversions. Thank you for your time and it's great to see signs of the Games Workshop that I thought was awesome returning.

*Geoffrey Payne, Essex*

Hello Geoffrey! You're not late to the conversation at all. We're still just getting started with all the great new things we have lined up for this latest, greatest incarnation of White Dwarf. In answer to your suggestions, we think Duncan's great too! I'm sure you'll be seeing him in the magazine from time to time – he's a regular in the Bunker.

Terrain articles are something we think about a lot, and you're likely to see something sooner rather than latter. Keep your eyes peeled, and your scenery brushes handy.

## WHAT DO YOU CALL YOUR ARMOUR?

A question for the wise Grombindal: the first six marks of Space Marine power Armour all have names: Thunder Armour, Crusade Armour, Iron Armour, Maximus Armour, Heresy Armour and Corvus Armour. Do Mk. VII and Mk. VIII armour have special names? And are your smiths working on Mk. IX? If so what name would they give it (I am thinking Grombindal armour!)? Thanks, Geoff

Hello Geoff! In answer to your questions, those other marks of power armour do indeed have names – Mk. VII armour is known as 'Aquila' or 'Imperator' armour, and Mk. VIII armour is known as 'Errant' armour.

As for further marks of armour, as far as we know none exist beyond the eight so far represented. Although, we certainly agree that 'Grombindal' armour should be near the top of the list of names!

## TOP TOPICS!

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

Which is your favourite feature this issue?

Painting guides: what's useful? What would you like to see covered in Paint Splatter and 'Eavy Metal?

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

The Ultimate Guide: what do you want explored?

The Army of Your Dreams: What would you choose?

Can the White Dwarf team master Total War: Warhammer? (Okay, we know the answer...)

## WHAT A START

So I just started this hobby about two months ago and after painting my Stormcast Eternals from the Warhammer Age of Sigmar starter set I decided to give the Celestant-Prime a try. Here it is in all its sigmarite glory!

*Jason Wiersma, Vancouver*



Wow, what a great paint job after just two months of painting! It just goes to show what you can do with a bit of practice and patience. We hope it'll inspire others to do likewise. Keep up the good work, Jason.

## A VERY NICE LETTER

Thanks for your hard work putting together issue 124 of White Dwarf: a great new game, a series of extremely well painted presentation miniatures, and the usual Games Workshop tomfoolery all in between two super covers! You and your loyal grots have put together yet another masterpiece. Congratulations! Keep up the good work. Bravo!

*Philip Elmer Neuscheler, Cincinnati*

Hi Philip. Very kind! Owing to the Warp-like vagaries of magazine production, we only just got it! We hope you're enjoying the new White Dwarf as much as you did the weekly White Dwarf (and especially issue 124).



## A TALE OF FOUR KEYBOARDS

Games Workshop HQ resounded to the sounds of digital war this month, as the creators of *Total War: Warhammer* and the White Dwarf team met in battle. Your totally unbiased correspondent Stuart Edney (who happens to write for White Dwarf) recounts the events.

**T**o celebrate this month's free gift, Grombrindal for *Total War: Warhammer*, we invited some of our friends at Creative Assembly up to Games Workshop HQ for a few games of *Total War: Warhammer*. Joining us for the day were Andy Hall (formerly of White Dwarf himself, and one-time colleague of Editor Matt Keefe, when the pair worked together on the Specialist Games range) and Al Bickham, brother of former White Dwarf Editor Jes Bickham, no less. The stage was set for some fearsome rivalries...

The first game served as a bit of warm-up, with Erik and Rebecca taking command of the Empire and Bretonnians, with Mel Holland in command of the Orcs, and Stu opting for the Dwarfs. "If it's not my colour, I'm going to go and hit it!" said the usually mild-mannered Mel, getting terrifyingly

Below left: Erik, focused intently on the first game, while Andy Hall haunts the background.

Below right: Rebecca's Trolls, holding their own against regiments of Greatswords and an Imperial Steam Tank, entirely unconcerned that they're at the heart of a vast Empire pincer movement.

Bottom left: Creative Assembly's Al Bickham and Andy Hall co-commanding an alliance of Empire armies...

Bottom Right: ...holding the line against barrages of magic and a very ill-considered Chaos Knight cavalry charge.

into character. Stu, meanwhile, found a hill and waited for the manlings to slowly charge up it into his waiting gunline, which they obligingly did, securing victory.

The second game pitted Creative Assembly's Andy Hall and GW Licensing's Owen Rees against Rebecca and Mel. "I've got your Ironbreakers surrounded, Owen!" cried Rebecca, only for the doughty dwarfs to shrug off the attacks of her entire army. "Fat lot of good it's done you!" was Owen's only slightly smug reply. The Ironbreakers, led by Ungrim Ironfist, proved to be the lynchpin of Owen and Andy's army, breaking Rebecca's Warriors of Chaos by themselves, whilst Mel's Trolls absolutely brutalised Andy's Dwarf contingent, only to be hunted down by Owen's unbreakable block of Ironbreakers.





## TEAM-DESTROYING EXERCISE

The game was all-White Dwarf affair, and Al recommended we attempt a mighty siege! Rebecca and Erik took command of the Warriors of Chaos and Vampire Counts respectively, while Stu and Matt Hutson for their part took command of the Empire and the Dwarfs. The siege turned out to be a decidedly brutal, one-sided affair, with the walls torn down in short order. The Dwarfs' war machines and the Empire's massed infantry were no match for monstrous arcane powers and zombie dragons. Although, Matt's retrospective advice to Stu – "Little tip for you, when you're defending a fortress, place your troops facing the outside..." – suggests some possible tactical failings.

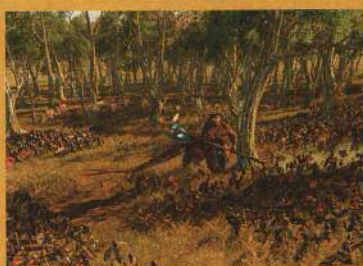


Matt's stoic Dwarfs man (or should that be 'dwarf'?) their section of the battlements.

## THE BATTLE OF THE BICKHAMS

Al Bickham is the Marketing Manager at Creative Assembly and the brother of Jes Bickham (who? – Ed), former Editor of White Dwarf. It would have been remiss of us not to let the pair engage in a little sibling rivalry, so our fourth game would be brother against brother, in the Battle of the Bickhams. Would Jes be able to restore the bruised honour of his former colleagues? Or would Al break his elder sibling on the battlefield?

After a bloody clash in the Sylvanian woods, and an incredulous cry of "Where the hell did they come from?" as Hexwraiths harried Jes's exposed flanks, Al and his Vampire Counts defeated the elder Bickham's Warriors of Chaos. But, as the team were quick to point out, Jes left White Dwarf weeks ago, so the shame of defeat would be his and his alone to bear. Better luck next time, Jes!



## THE GRANDE FINALE

The final battle of the day was to be the one that would count above all things: White Dwarf versus Creative Assembly for ultimate Total War: Warhammer glory!

Rebecca proved herself a more than capable general, and Stuart was chosen as the safe pair of hands to accompany her, and so given the co-honour of flying the flag for White Dwarf.

The resulting clash, between Rebecca's Greenskins and Stuart's Warriors of Chaos on one side, and an Empire alliance led by Creative Assembly's Andy Hall and Al Bickham on the other, was an absolute bloodbath. Indeed, after Stuart's forces were beaten to death by mortal rabble in the filthy mire they'd inexplicably decided to charge into, Al and Andy's army appeared to be dressed in maroon – it turns out they were just absolutely caked in gore. With half of White Dwarf's proud alliance gone, Rebecca's goblin-heavy army was crushed beneath the wheels of the Empire's Steam Tanks and trampled beneath the boots of their Greatswords before being cut down as they fled the field. Oh dear.

So, it was victory to the people who made the game – who would have guessed? Still, a rematch beckons. Next time, war will be on the tabletop. We'll see who wins then...



Chaos Knights charge into the thick of the fighting, as their master watches on...



... before their commander realises he's charging into the heart of a swamp. Whoops!



## CREATING A LEGEND

With the arrival of this month's issue, Grombrindal, the White Dwarf himself, enters Total War: Warhammer. We asked Al Bickham of Creative Assembly to tell us how they brought him to life.



### HOW TO ACCESS GROMBRINDAL IN TOTAL WAR: WARHAMMER

You'll need to unlock Grombrindal using the Steam code marked on this month's covermount, or alternatively, pick one up from your local Warhammer store. If you don't own the game already, look out for a special offer on the cover-mounted card.

Once you're set up, you can then begin a new Dwarf campaign with Grombrindal at the helm!

**G**rombrindal, The White Dwarf himself, is a hero from the time of legends, and rumours abound as to his true identity. Some say he is the living incarnation of Snorri Longbeard himself; others that he was betrothed to the goddess Valaya, protector and bestower of magical resistance. Either way, he is a powerful symbol of hope and pride for the Dwarfs, and in times of dire need, he may appear in the flesh to help the Dawi through their tribulations. Here at CA, we could think of no more fitting tribute to The White Dwarf than to build him into Total War: Warhammer. Grombrindal now appears as a Legendary Lord in the game, taking his place alongside Thorgrim and Ungrim as a leader of The Dwarfs.

Like all Legendary Lords, Grombrindal unlocks a series of unique quests as he levels up, each of which rewards him with his legendary wargear.

Grombrindal has no less than four quest-chains, bestowing him with the Rune Helm of Zhufbar, the Armour of Glimril Scales, the Rune Cloak of Valaya, and the Rune Axe of Grminir. Thus clad, he's a formidable force of the battlefield!

### A VISION OF HOPE

When we sat down to design him for Total War: Warhammer, we sought out all the historical references, miniatures and artworks of Grombrindal we could find, and you can see the results for yourself on these pages.

Rinehart Appiah, Concept Artist, and Tom Parker, Senior Character Artist on the Total War: Warhammer art team are the guys responsible for bringing him to life, so we quizzed them about how it all came together...

### How did you start designing Grombrindal?

Tom: We both worked on Grombrindal at the same time, which worked out really well. Normally the 2D concept art is done first, then it comes to the 3D modeller, but working on it simultaneously was great as we had a lot of back-and-forth. Rinehart would concept up parts of him, then I'd add some details on the model...

Rinehart: ...then it'd come back into concept to work out some finer details, it was really fun! I've never really worked in tandem with a 3D artist like this before, but Tom and I have a very similar mindset, and we riffed back and forth really well.

### What kind of source material did you use?

Tom: We did a lot of reading up on Grombrindal, and really liked the way he'd turn up at a battle, like this Nomad warrior, and we really wanted to reflect that in the model. The original Adrian Smith concept art was a good guide actually. Grombrindal's pulling this crazy face in it and there's just bags of character about him.

Rinehart: There's also been a few miniatures over the years so I took a lot of inspiration from those – there's a lot of cool parts across all the models so I worked some of them into the new concept.

Tom: We came up with the backpack idea – we wanted to work White Dwarf magazine into it somehow. So if you look really closely at Grombrindal's backpack you can see a load of copies of White Dwarf in scroll form poking out!







**What sort of elements of Grombrindal's character did you work into the model?**

Rinehart: He's this heroic traveller character who comes out of nowhere to join battles, so we wanted to reflect that. If you look at a lot of Dwarf armour it's very pristine, and we figured that Grombrindal's not going to be sitting around polishing his armour. So if you look close you'll see a lot of chips and scratches, battle-damage.

Tom: He's got chainmail underneath his armour and you'll see it's broken in places. The whole battle-worn idea came out really well.

Rinehart: and he's got crazy hair!

Tom: If we need to make a character with crazy hair, they usually come to me. I'm a bit of a beard expert too, I just have to get the mirror out... But yeah, he's got all these cool adornments and trinkets as well. If you look at his backpack he's also got a wee keg of Bugman's Beer hanging off it, it was nice to get that in.

Rinehart: Working on the Axe of Grimnir was interesting because we wanted the focus of the design to be on the Gemstone in the centre.

Tom: Yeah, and I love the trim that runs around the edge of the axe and sort of twists down into the handle. We actually had a lot of freedom with how to design him, so we really went to town on the details.

Rinehart: There were just so many elements we could tie into him. He's been one of the most fun projects I've worked on.

**Anything you're particularly proud of?**

Tom: I liked that we got to add a bit of a facial expression on him, which harks back to the Adrian Smith artwork.

Rinehart: One of my favourite things about him is that he really stands out on the battlefield. You can't miss him. He's got that huge white head of hair and beard, you can spot him a mile off.

**Were there any challenges in designing Grombrindal?**

Tom: You have to take into account that once the 3D model is finished, it goes over to the animators to be rigged up so it can be posed and animated, so there's things you always have to watch out for. Shoulder pads are good example; you have to design them with the animators in mind so that they don't clip through the rest of the model during movement. With Grombrindal we ended up having to alter the design of his skirting, as it was overlapping and clipping when he moved his legs so we had to figure a way around that. In the end, the best solution was to just split the skirt up the front to help Grombrindal move more naturally.



# CLASSIC 2016

Throughout the year Games Workshop hosts Golden Demon painting competitions, where painters from all over the world compete for miniature-painting glory. Here we feature entries in the Warhammer 40,000 Single Miniature category from Golden Demon: Classic.

## **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, 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 Demons on our events calendar (page 5) and on the Warhammer World website:

warhammerworld.  
games-workshop.  
com.



**GOLD, WARHAMMER 40,000 SINGLE MINIATURE**

**GENESTEALER MAGUS BY ENRIQUE VELASCO**





**A**s is so often the case at Golden Demon: Classic, the Warhammer 40,000 Single Miniature category was hotly contested. But, of course, there can be only one winner, and this year it was Enrique Velasco with his outstanding Genestealer Magus.

**White Dwarf:** So, Enrique, why did you choose the Genestealer Magus as your entry for the Single Miniature category?

**Enrique Velasco:** I chose the Genestealer Magus because I really like the Genestealer Cults. I bought the Deathwatch Overkill box because of the fantastic miniatures, and especially for the Genestealer Magus. I love his pose, his facial expression, his clothes and details. He's got a lot of personality.

**WD:** How did you go about picking the colours you used on him, particularly his robes, his armour, and his skin tone?

**EV:** Simple, really. I followed the 'Eavy Metal colour scheme! The colours are absolutely perfect and really bring the model to life. The only change I made was to make his skin more pale, and to add contrast to his warm red robes by placing a cold wall behind him.

**WD:** What techniques did you use to paint him?

**EV:** I use a lot of different techniques when I paint – careful layering, wet blending, airbrushing, veiling (using semi-transparent

#### WHAT THE JUDGES SAID

"The standard of painting in the Warhammer 40,000 Single Miniatures category was extremely high this year," says 'Eavy Metal painter Anja Wettergren, one of the judges. "Enrique's colour composition is exceptional, the bold red robes and the pale turquoise wall behind him really working well together to bring the model to life."

"What marked the Magus out as a winner for me was Enrique's use of texture," says Miniatures Designer Darren Latham. "The cloth, metal, skin and so on are all painted differently to highlight the fact they're made of different materials. My favourite touch, though, is the Magus's staff, which gets lighter towards the top, drawing your eye to the model's head."

layers, almost like glazes, to build up a rich colour), and so on. Using different techniques is not to show off, but to get the right effect and feel on an area of the model, to capture the texture and emphasise it.

**WD:** The Magus's base and the wall behind him look great – what was the idea behind it?

**EV:** I like to make a backdrop for my entries because it provides a framework for the model. I create a backdrop that contrasts with the figure – either in its colour, luminosity, temperature, or in its finish, like I did with this model. The Genestealer Magus is really cleanly painted with lots of bold, brilliant colours, while the wall behind him is really cold, with a weathered, dirty surface – the contrast between them really makes him stand out. 🦾

#### DID YOU KNOW?

Many competitors at Golden Demon display their model on a plinth, which is sometimes inscribed with a plaque bearing the unit's name or a well-known motto. "A plinth turns the miniature from a gaming piece into a display piece," says Golden Demon judge Darren Latham. "It makes it obvious that it's not intended for gaming and should be admired for its incredible paint-job. Having a model on a plinth also makes it easier for us to handle when we're judging, but please attach the model to the plinth – we don't want it sliding off when we pick it up. Tears will be shed!

## GAZE UPON THE ALIEN MENACE



- 1 From this angle you can clearly see the wall behind the Magus, which helps set the scene for the miniature – a dark, gloomy corridor in an underhive realm. As Enrique points out, the textures are completely different on the wall compared to the Magus, further emphasising the model's ornate robes and armour.
- 2 Here you can see the exceptional blending on the Magus, particularly around the hem and sleeves of his robes. The cold turquoise stole around his neck provides a strong contrast with the warm red cloth.



# GOLDEN DEMON



SILVER, WARHAMMER 40,000 SINGLE MINIATURE

**ULRIK THE SLAYER BY MARTIN PETERSON**

## WHAT THE JUDGES SAID

"Martin's rendition of Ulrik is so clean!" says Darren. "Technically it is superb, and Martin has put such care and attention into every aspect of the model – everything is top notch. If you want to win at Golden Demon, you have to have to be willing to paint every part of your entry to the very best of your ability – skimp on nothing."

"It's the richness of the paint-job that does it for me," adds Anja. "Reds and yellows can often become desaturated when they're highlighted, but Martin has managed to keep them really bold. Another thing to note are all the yellow-toned colours around Ulrik's waist – they could easily have been too similar in tone and merged together, but Martin has kept them all really crisp and distinct."

## THE SLAYER LAID BARE



1 "I've always loved Space Wolves," says Martin, "and Ulrik is so full of character and personality. His pose is also very open and every detail is clearly visible, making it perfect for a competition entry."

2 "I used an intense, bold colour palette to make every detail stand out. For the armour I wanted a really cold-looking black that would contrast well with all the gold, red, yellow and bone. I find that colour temperature can be a really important factor in getting the finish you want. The base I painted dull and muted, again to contrast with Ulrik's bright colours."





BRONZE, WARHAMMER 40,000 SINGLE MINIATURE

**GENESTEALER MAGUS BY ANGELO DI CHELLO**

#### WHAT THE JUDGES SAID

"It really is an alien colour scheme, this one," says Anja. "Highlighting purple through blue to yellow on the robes is pretty unusual, but Angelo has a real flair for unusual painting techniques and styles like this. It certainly caught our attention."

"The model exudes an aura – an alien atmosphere," adds Darren. "It's very creepy and the model was so

#### A TRULY ALIEN FOE



- 1 "The Genestealer Magus wasn't actually my first choice for this category," says Angelo. "It was actually Ulrik the Slayer! But then I saw this model and was swept away on a wave of nostalgia for the Genestealer Cults. For me, the model has a perfect balance between details and free space, enabling you to really show off your painting skills – it really fits my painting style."
- 2 "The robe is the most prominent feature of the model and I decided to paint it a deep purple. The basecoat was a mix of Naggaroth Night and Xereus Purple, which I then blended out towards Alaitoc Blue and then yellow on the edges. I used a lot of glazes and inks to achieve the alien effect I was going for on the robes. For the skin I applied thin glazes of green and purple over Rakarth Flesh followed by layers of Pallid Wych Flesh and White Scar. Overall, the thin layers helped me to achieve the sweaty skin tone I was aiming for, with his veins clearly visible underneath."
- 3 The base of the miniature is reminiscent of an industrial facility or factory. Painted as bare, oily metal, it contrasts with the soft tones and alien colours that Angelo used on the Magus himself.

different to everything else in the category. Angelo uses a lot of washes and glazes on his models to build up an impressive depth of colour and that hint of yellow on the robes gives the Magus a subtle but eye-catching luminescence. My favourite part of the model is the stole around the Magus's neck. From what I can tell, Angelo painted it in quite a neutral colour, then used glazes to add the swirls of colour to it. It helps draw the eye up to the model's pallid face really well."



# GOLDEN DEMON

## ON A QUEST FOR PERFECTION



- 1 Ellis entered several Emperor's Children models into this year's Golden Demon: Classic competition, including this Praetor and a squad of Kakophoni that won him a bronze award in the Squad category (shown in October's issue). Ellis has a flair for painting power armour with a highly reflective sheen, complementing it with smooth textures on capes and cloth.
- 2 The flat armour plates on the Praetor's Cataphractii armour were the perfect place for Ellis to show off his blending skills. Note how the armour is not solely highlighted with purple, but with pinks and whites to help capture its reflective quality.



WARHAMMER 40,000 SINGLE MINIATURE  
**EMPEROR'S CHILDREN PRAETOR BY ELLIS KAYE**

## LORD OF ULTRAMAR



- 1 Peter picked the Games Workshop website exclusive Captain to enter into the Warhammer 40,000 Single Miniature category. What makes Peter's entry really stand out is the contrast between the sharp edge highlights on the blue power armour and the smooth blending on the cloth to show the different textures.
- 2 Peter converted the model using a shoulder pad and crested helmet from the Ultramarines upgrade pack. Despite the extra detail on the shoulder pads, Peter couldn't help but paint a few freehand designs on the model too, including the filigree on this shoulder pad and the Crux Terminatus on his left shoulder.



WARHAMMER 40,000 SINGLE MINIATURE  
**ULTRAMARINES CAPTAIN BY PETER RIDLEY-BROWNE**





WARHAMMER 40,000 SINGLE MINIATURE

**KAPTIN BADRUKK BY ALESSANDRO MARINONE**

## CHECK OUT ME TEEF



1 Alessandro has perfectly captured the look of Kaptin Badrukk, combining the gritty, no nonsense feel of the Ork race with plenty of bold primary colours to show that he's the flashiest Ork around. From the back you can see the smooth blending on Badrukk's coat.

2 The hazard stripes on the base match those on Badrukk's sword. Though yellow is normally quite a bright colour, Alessandro has really toned the yellow down on this model so it doesn't draw your attention away from Badrukk's face.



2



WARHAMMER 40,000 SINGLE MINIATURE

**DARK ELДАР SYBARITE BY VINCENT CLEMENT**

## TRUEBORN OF COMMORRACH



1 Vincent's Sybarite is painted to look like it's wearing metal armour, but no metallics were used to paint it – a technique known as non-metallic metals. The trick is getting the light to reflect off the armour the way light would naturally reflect off gold. It's a tough technique to get right, but Vincent has captured the effect really well – check out the way the light catches the tops of the grenade launchers on the Sybarite's back.



2 Most of Vincent's Sybarite is painted using a warm colour palette except for the gemstones and combat drug injectors, which he painted a cool blue to make them stand out from the rest of the model.

2





# A TALE OF FOUR WARLORDS

**Armies muster, war drums sound and warriors and beasts flock to the banners of our warlords. Our Tale of Four Warlords is into its middle chapters. This month, our warlords were tasked with their most gruelling labour yet – binding a mighty monster!**

## MONTH THREE

With the core of their forces firmly established in the first couple of months, this month is where our warlords get a chance to paint centrepieces for their armies, as each warlord was this month tasked with painting a monster for their burgeoning armies. This could be any model with the keyword 'Monster' on its warscroll, giving our warlords plenty to choose from!

Phil Cowey's Ironjawz (above) so far. Unlike his fellows, Phil has only painted his allotted units, but still has an incredibly impressive army already. What will he add next?

**A** Tale of Four Warlords follows a quartet of hobbyists, tasked by the gods themselves (also known as the White Dwarf team) with collecting a Warhammer Age of Sigmar army over six months. Each month the four are given a fresh task to complete, starting with (appropriately enough) painting the contents of a Start Collecting! box for their chosen faction before moving onto reinforcing their armies with mighty heroes, blocks of infantry and thundering cavalry in the months that follow.

This month is the third month in our Tale of Four Warlords, and our four warlords are well on the way to amassing mighty armies with which to do battle in the Grand Finale in but three short months' time. Our four warlords have held true to the fearsome binding oaths of hobby they have sworn, and so far not a single one has fallen

behind, the ever-looming fear of mockery from their fellows spurring them on to paint feverishly long into the night. Now, with each warlord having built and painted the contents of a Start Collecting! box, a unit of infantry and a monster, each collection is looking more and more like a full-blown army. It just goes to show how easy it is to put together a battle-ready force, with just a little time and effort. (Even Phil has managed it!) And there's still three months to go, so we should soon see our warlords' at the head of vast armies indeed (or mocked for their pitiful efforts).

There is, of course, a reason for collecting mighty armies such as these, and this month we also bring you news of one of the first clashes between our warlords, the Battle of Bonewood Deep, as James Karch marshals his forces of Death against Matt Hutson's Sylvaneth in a life-and-death struggle for victory. Read on!



# THE FORCES OF DESTRUCTION

We kick off month three with our warlord of Destruction, Phil Cowey. The monstrous addition to the ranks of his Ironjawz this month is nothing less than a mighty Maw-krusha.

**T**his month has seen Phil paint a single model, but what a model it is! Like a true Orruk Megaboss, Phil has sought out the meanest, nastiest monster in all the Mortal Realms for his task for month three – an Ironjawz Maw-krusha!

Phil has assembled the rider as a Megaboss, snaffling some of the parts for the future. Phil painted the rider in much the same way as his other Ironjawz, in battered blue armour, marked with chalk-white warpaint and liberally sprayed with gore, no doubt from the last Ironjaw who looked at him in a way he thought was 'funny'.

"I'm not a fan of bright colours," says Phil "so when I was painting the Maw-krusha, I wanted it to look like a desert creature from the Realm of Beasts. That meant a tan, sandy colour for the majority of it, much like the army's bases. It's a monster that lives in the desert, so it wouldn't make a lot of sense to paint it bright blue, would it? I wanted to break the brown up a bit by

adding the white underbelly, and the black along the Maw-krusha's spine and up its forearms. It's covered in blood like the rest of the army, but I tried to avoid going overboard on the face. If I'd used too much it'd have looked like the Maw-krusha was wearing lipstick.

"There's a painting philosophy called 'bases and faces. People's eyes are drawn to the model's face and the base, so it pays to focus on these. The base was painted much like bone, and drybrushed up from Zandri Dust, and I then I just used scoops of Forge World's Dark Sand weathering powder. I applied it whilst the Blood for the Blood God was still wet on the Maw-krusha's 'knuckles', so it gave the effect of dried blood as well. Simple, but very effective."

For all Phil's talk of bands of orruks rampaging the land, little has been forthcoming. (He's lucky the orruks he has found are so massive.) To keep the pace with his fellows, Phil may be looking at some late nights at the painting desk!



**PHIL COWEY**

Phil may have finished on time this month (with the paint still drying on the base as it was photographed), but we wonder if it will be long before Phils faces the cruel laughter of his fellow warlords for his lagging efforts...

## THIS MONTH'S ADDITION

The Maw-krusha is one of Phil's favourite models in the entire Ironjawz range, and one he'd been itching to paint for A Tale of Four Warlords, so it was only a matter of time before he added the monster to his slowly-growing army.

"The Maw-krusha is much bigger than you think it is," says Phil. "Yeah, it's big, but you don't realise just how big it actually is until you put it next to other models, or try to paint it. It's got a lot of depth as well, as well as being pretty tall and really wide. It absolutely fills up the base it comes with like nothing else does, so it's the perfect centrepiece for my army."

Tying back to Phil's views on bases and faces, the Maw-krusha's base was built up with some bits of cork, ripped into pieces and then cut back with a knife, giving it a coarse, stoney texture, like sheets of slate. This was glued down before Phil added skulls, rocks and tufts of grass, hinting at the baking desert mesas of the Realm of Beasts.





# THE FORCES OF CHAOS

Our warlord of Chaos, Andrew King, has been painting like a man possessed this month, completing a Mutalith Vortex Beast and a horde of Chaos Spawn for his Nurgle plague-host.



**ANDREW KING**

It's rumoured that Andrew has actually grown an extra arm (albeit a sickly, plague-ridden one) to help him paint all his Nurgle units. He also ran out of blue paint and had to send a gaggle of Nurglings to the shop to get a another pot.

The Brotherhood so far: a Herald of Nurgle, three Plague Drones, 10 Plaguebearers, three Nurgling Swarms, 10 Putrid Blightkings a Mutalith Vortex Beast and six Chaos Spawn.

**W**hen the four Warlords gathered to show off their latest creations, Andrew brought along a Mutalith Vortex Beast – a new centrepiece for his army. However, as we were collecting up the models, Andrew pleaded with us to extend his painting deadline by an extra week, promising that he had more models that were almost finished. Curious, we made a pact with him that would cost him his soul (and his favourite Nurgle pin badge) if he failed...

Seven days later (auspicious for Nurgle) Andrew returned with six Chaos Spawn. So what led to this madness? "The Mutalith Vortex Beast is one of my favourite models in the Chaos range," says Andrew. "I know it's not a Nurgle monster, but it does have loads of tentacles with slime dripping from them, which looks pretty horrific. The Spawn I painted because of the Mutalith's special rules. Every turn it can visit hideous, random mutations upon an enemy unit and the most powerful of these mutations is to turn the enemy into Spawn! If I pick the right unit – one wound infantry are

ideal – and I roll well to see how many are affected, I could create six new Spawn to terrorise the battlefield!" Of course, we wanted to know how many times Andrew has spawnified an enemy unit. "Sadly I haven't created any Spawn yet," says Andrew. "I've given the enemy tentacle legs, jelly brains and turned some of them into fish, but it seems Nurgle isn't ready to reward me with Spawn just yet."

When it came to painting the Mutalith Vortex Beast, Andrew used a basecoat of The Fang, followed by a wash of Drakenhof Nightshade on its underbelly. He then layered the skin with Fenrisian Grey, washed the gnarly bits with Nuln Oil and highlighted the whole beast with Hoeth Blue. For the roiling orb of Chaos magic on its back (which Andrew painted separately), he used a Corax White undercoat, then washed it with Casandora Yellow and Fuegan Orange to make it really stand out from the rest of his putrid army. Andrew then highlighted it with Dorn Yellow before gluing it into place on the Mutalith.





## THIS MONTH'S ADDITIONS

Right: Four of Andrew's Spawn lumber into battle. Andrew painted the blue areas on them the same way as the Mutilith Vortex Beast (their parent, in a weird way), but added in a few fleshy areas to show they were once mortal creatures. "I painted them in pairs," says Andrew, "so there are two really blue ones, two fleshy ones and two that are half and half, just in case I decide to use them as normal units."

Below: The Mutilith Vortex Beast lumbers into battle. "I've found the Mutilith can really pack a punch on the battlefield," says Andrew, "and because it can regenerate, it's really hard to reduce its number of attacks. It's done pretty well against most opponents, but it really struggled when I fought against Matt's Sylvaneth. I think that was mostly down to my poor dice rolls, though."



## THE PLAGUE-WROUGHT BROTHERHOOD

Hailing from the cold wetlands of the Marsh of Eternal Putrefaction, the Daemons of the Plaguewrought Brotherhood have a distinctive blue-grey skin tone, the colour of drowned corpses. The stagnant water of their swampy home contains some of the most virulent diseases to be found in the Garden of Nurgle, and the Brotherhood have been tasked with visiting them upon the Mortal Realms. When they go to war, they are often accompanied by mortal warriors who worship their daemonic masters as pure embodiments of sickness and decay. These savage fighters often paint their armour pale blue in tribute to these foul, otherworldly beings.





# THE FORCES OF ORDER

Our warlord of Order, White Dwarf's own Matt Hutson, is gaining a reputation as something of a painting machine, to say nothing of his ever-growing roll of victories on the field of battle.



**MATT HUTSON**

Matt may have had to share his painting crown with Andrew this month, but he's retained his title of warmaster by reaping a fearsome tally of victories with his Sylvaneth, most recently against James Karch's legions of Death.

**T**he heart of Matt's reinforcements this month is a Treelord Ancient to lead his growing Household battalion. "As I'm collecting a Gnarlroot Wargrove," says Matt, "their Households are led by Treelord Ancients rather than Treelords, so it was a bit of an obvious choice what to take this month."

The Sylvaneth aren't short of monsters to choose from, and crucially, all bar one possess the Hero keyword as well. As Matt's chosen to collect a purely Sylvaneth force, it gives him the opportunity to grant his mighty monster command traits and arcane treasures as well, giving Matt a distinct edge on the battlefield over the lumbering beasts his fellow warlords chose.

That focus on battlefield excellence has also led Matt to add a pair of Kurnoth Hunter bands to the army. These Free Spirits are particularly brutal additions to Matt's forces, and he opted to arm a trio with Kurnoth greatswords, and the other unit with Kurnoth greatbows.

"I chose to give one unit the greatbows in part because they're cool – they're pretty Wood Elf-y – and out of the few units (that aren't heroes) in the Sylvaneth army that have a ranged attack, they have the longest range," says Matt. "Oh, and you get to paint the quiverlings as well."

"I was worried that the army was looking a little lightweight when compared to things like Putrid Blightkings, Ironjawz Brutes and Crypt Horrors. Dryads and Tree-Revenants can be pretty tough, but the army needed something more punchy."

The Kurnoth Hunters are a suitably punchy close-combat unit, as James Karch found out to his peril when Matt blooded them against the warlord of Death. "The scythes may have greater range and a higher Rend value, but their damage is a gamble," says Matt. "They can do more damage in theory, but they rely on a lot of lucky rolls. The greatswords, however, are more consistent, so you're less reliant on luck, and more reliant on skill."

### THIS MONTH'S ADDITION

For the third month, Matt chose to add a Treelord Ancient to his blossoming collection of Sylvaneth. This isn't Matt's first Treelord Ancient, and he added a few simple conversions to make it stand out from the crowd, mixing and matching the parts of the Sylvaneth Treelord kit. As the kit can be built as one of three different Sylvaneth heroes, Matt has cunningly reposed his Treelord Ancient into a dynamic and fearsome noble spirit to lead his Household to war.

But painting one model (even a mighty Treelord Ancient) is just not enough for Matt, who went on to add a pair of three-strong bands of Kurnoth Hunters to the army as well, one armed with Kurnoth greatbows, and the other with two-handed Kurnoth greatswords.

To tie both his Treelord Ancient and his bands of Kurnoth Hunters to the wider force, Matt painted them in exactly the same fashion as his Tree-Revenants.





# THE FORCES OF DEATH

And finally, we come to our warlord of Death, James Karch. When last we left him, he was adding some gruesome Crypt Horrors to his forces. It seems they left something of an impression on him...

**A** man of few words, when we asked James what he'd been up to this month, "Building models," was his laconic response. Asked to elaborate, though, James tells us he has of late been led down a particularly dark path...

"I've swerved more toward the Flesh-eater Courts as the Tale of Four Warlords project has gone on," says James. "I've been going through the Flesh-eater Courts battletome and they're a really dark, really messed-up faction. The Flesh-eater Courts as a whole – both how they play and the background – really seem to have struck a chord with me, and I'll be twisting further units of the army toward that theme."

James, inspired by the Flesh-eater Courts battletome, elected to paint a Terrorgheist for his third month's challenge, as well as the Abhorrant Ghoul King on foot that comes as an option in the kit. James being James, however, he went on to add another two models to the army after his

game against Matt – a brace of Varghulf Courtiers, the most-favoured lieutenants of his newly-crowned dark monarch.

James opted for a Terrorgheist over the Zombie Dragon (which the kit can also build), a little nod back to the world-that-was, as the Terrorgheist was traditionally ridden into battle by Ghoulish Kings, so he felt it fitting to add a more ghoulish monster to the army. That's not to say he's not inclined to expand his Court's Royal Menagerie in the future, though...

"What struck me with the Flesh-eater Courts battletome is how it all works together," says James. "The Grand Alliance: Death units are fine, but lack that cohesion that units from the same battletome have. If I go down the Flesh-eater Court route for the army, the units are tailored to work together, such as the Crypt Horrors re-rolling failed hit rolls when they're near their king. Little things like that may not seem much at first glance, but can really change a game!" 🦴



**JAMES KARCH**

James started his army with the spectral Malignants Start Collecting! box, but as the months have drawn on, James has heard the siren call of the Flesh-eater Courts. What could this possibly mean for his army going forward?



## THIS MONTH'S ADDITION

As laconic as ever, when asked how he went about painting his Terrorgheist, James responded "With a brush." We were eventually able to draw a little more out of him.

"The Terrorgheist was actually pretty challenging to paint," he says. "As you have three parts to it, the bone, flesh and skin. The bone probably took the longest, as it required getting the proper depth of colour against the darker parts. I drybrushed the flesh and wings, and I'm really happy with how it turned out in the end."

James got a lot of mileage out of using the Citadel Technical paint Blood for the Blood God, as it allowed him to paint the exposed muscles of the Terrorgheist, as well as the areas where the bone meets the flesh. "The idea was to make it look fresh, like it had just been raised by the Abhorrant Ghoul King and added to the army. I thought about maybe going back later to touch the model up, but in the end a model is done when it's done."



# THE BATTLE OF BONEWOOD DEEP

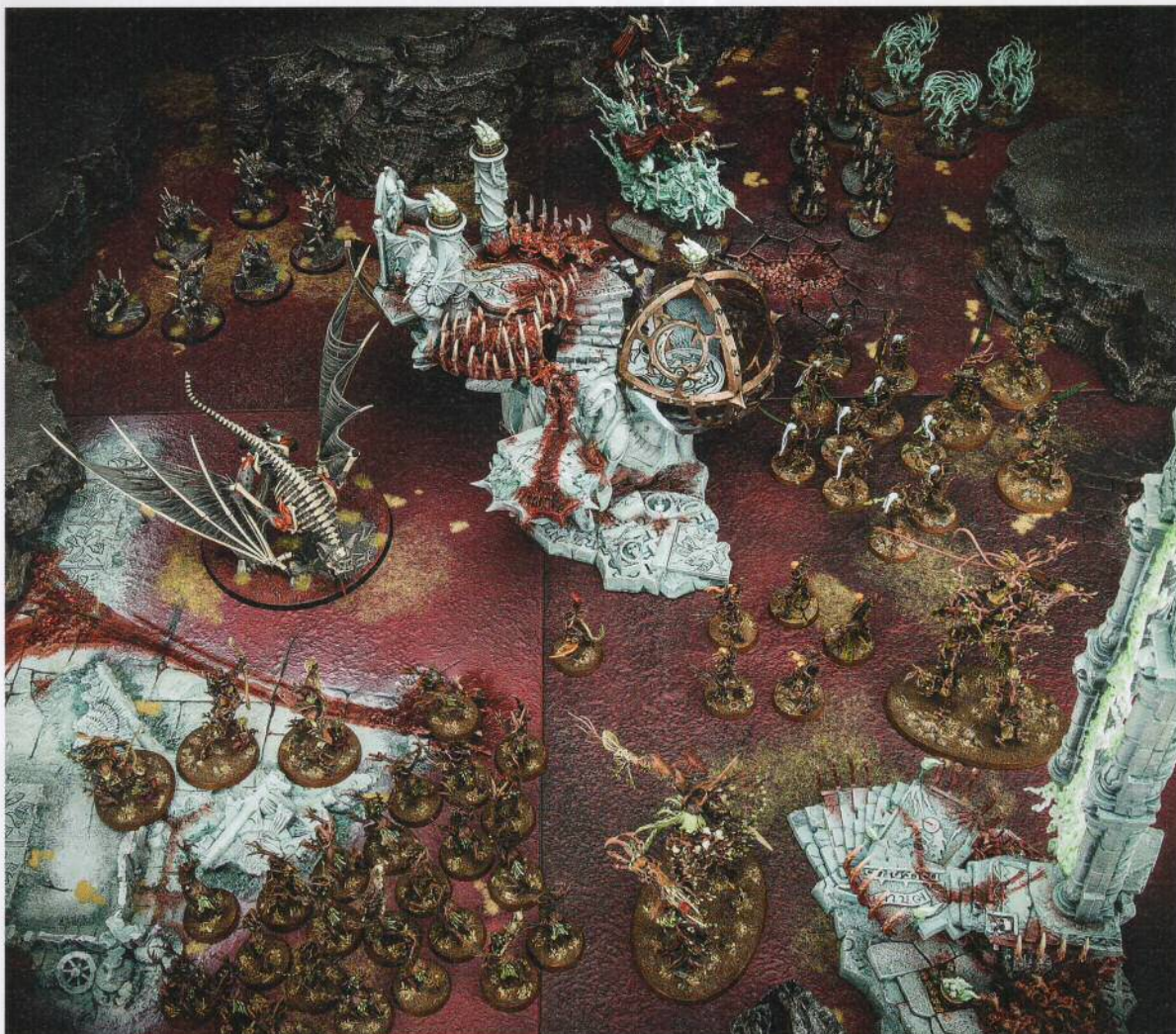
Life and Death clash in an epic struggle, as our warlords of Death and Order meet on the battlefield for the first time. Both are undefeated so far, but only one can emerge victorious...

### THE SETUP

James and Matt opted to set up their battle in the classic Warhammer Age of Sigmar fashion, by showing up to the game with the armies they had amassed so far, and picking and choosing what looked like a fair and fun fight for both participants. (After the battle had been fought and the dust had settled, both Matt and James were curious as to what the match-up would have been like were they using Pitched Battle points values from the General's Handbook – and it turned out that Matt had a 600-point lead over James! It would seem our warlord of Death needs fresh reinforcements...)

The two warlords had no particular battleplan in mind, wanting to get into the thick of things as soon as possible. The pair opted for the traditional slugfest as found on the Warhammer Age of Sigmar rules sheet, with victory awarded to the army left standing at the end. Sometimes simplicity is best.

Matt started deployment first, with the unlucky warlord of Order then taking the first turn, as James opted to let Matt strike the first blow.



### BATTLE IS JOINED

Left: James's Terrorgheist swooped off on its own in the first turn to carve a bloody swathe through Matt's Kurnoth Hunters with Kurnoth greatbows, eliminating the Free Spirits before they could get a shot off, blunting one of Matt's assets straight away.

Right: James capitalised on his early gains by charging Matt's Spite-Revenants with his Black Knights, bloodying them and receiving little damage in return. The few Black Knights that were struck down were raised anew by the Coven Throne. After destroying the Spite-Revenants, though, the Black Knights were sent to their final death by vengeful Tree-Revenants.



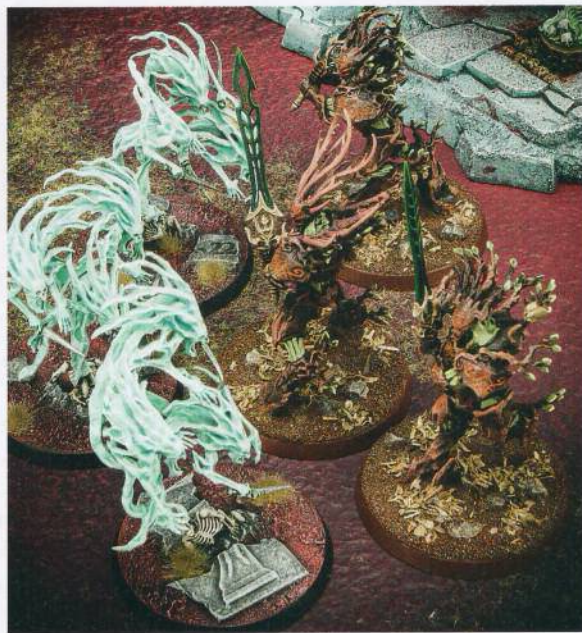




## GHOST HUNTING

Left: From quite early on in the game, Matt's massive horde of Dryads kept James's Coven Throne at bay. The Dryads' boosted saves and Enrapturing Song kept the triumvirate of vampiric sorcerers in check for much of the game, until the Forest Folk could bring down the necromantic war-machine through sheer weight of numbers.

Right: Out on the far flank, James's Spirit Hosts were easy prey for Matt's Kurnoth Hunters armed with Kurnoth greatswords, who quickly dispatched the spectral horrors, before searching the battlefield for further undead abominations to destroy with their titanic blades.



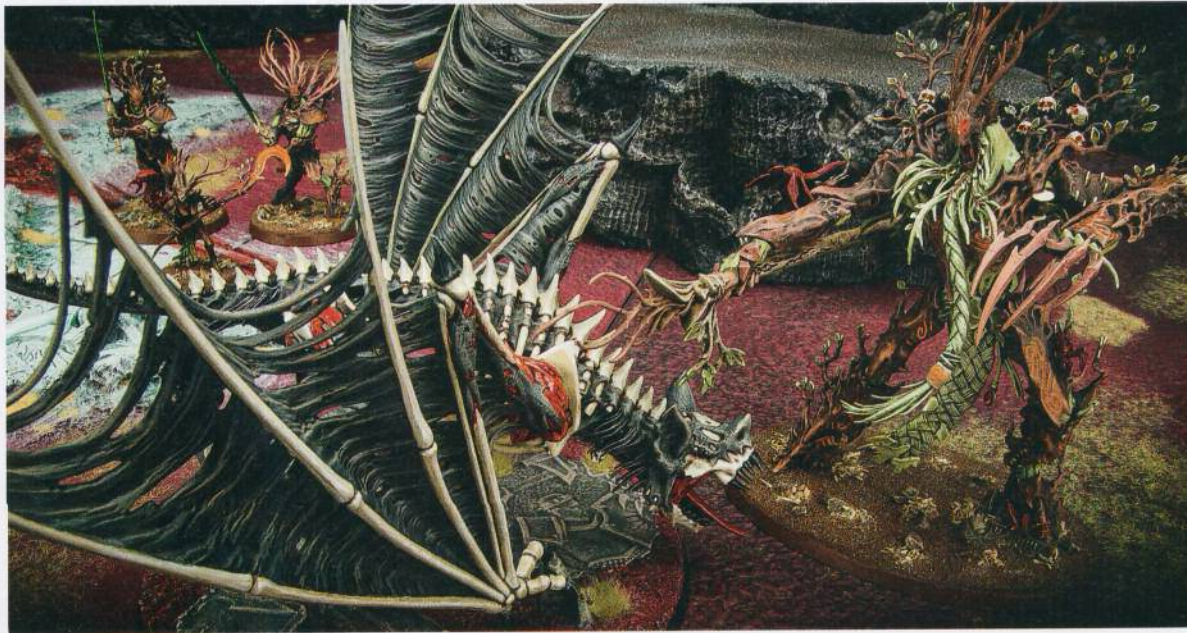
## BLOOD FRENZY

Left: In the closing stages of the game, James's six-strong unit of Crypt Horrors charged into Matt's massive enclave of Dryads to avenge the fallen Coven Throne. Despite James's best hopes and Matt's worst fears, the ghoulish brutes' charge achieved little more than a lot of sound and fury. In part, this disappointment was down to James forgetting that, as the Chosen of the King, any Crypt Horrors close enough to an Abhorrent Ghoul King can re-roll any failed hit rolls. Whoops! James rectified this in subsequent turns, and the marauding band of vile beasts absolutely crushed Matt's Dryads, before turning their ever-hungry gaze onto their next victims.

## MONSTER MASH

Right: Having started the game so well, wiping out a unit of Kurnoth Hunters, James's Terrorgheist went on to battle the nearest thing it had to an opposite number in Matt's army, the noble Treelord Ancient.

The two spent the rest of the game trading blows, neither able to come out ahead until the last turns of the game, where the Terrorgheist, as James's only unit left standing, removed the Treelord Ancient's last wound, only to be mopped up by a vengeful band of Kurnoth Hunters led by a Branchwych. Victory, then, to the Sylvaneth and our warlord of Order, Matt! For James, only ignominy for another month.





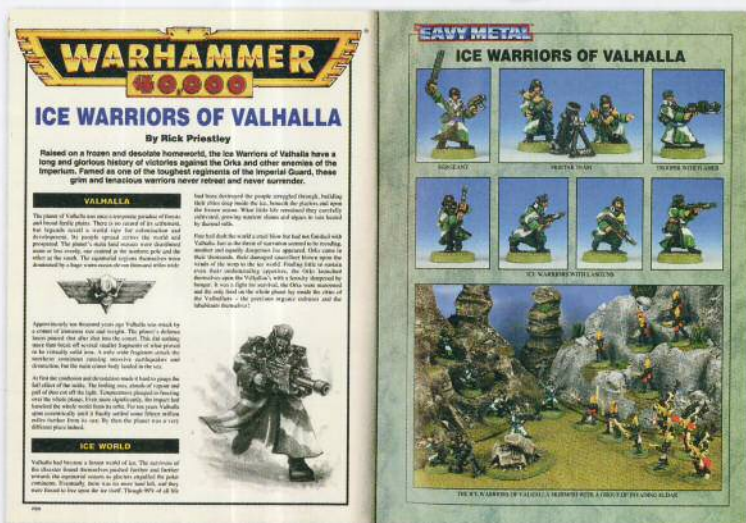
# TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. March 1995 is our destination this month: Tyranids and Ice Warriors await.



**R**eleased in March 1995, issue 183 of White Dwarf hails from an age when CDs were newfangled, mobile phones were the size of bricks and good taste in clothes was non-existent (I think you mean universal, Dan. – Ed). But March 1995 also saw the release of Tyranids for Epic, the von Carsteins for Warhammer and everybody's favourite turf and people-flattener, the Dwarf Death Roller, for Blood Bowl. What really marks out White Dwarf 183, though, is that it introduced a new regiment of Imperial Guard to Warhammer 40,000 – the Valhallans. These stoic ice-worlders wore long trenchcoats and wonderful ushanka hats to keep their ears warm in the grim, cold darkness of the far future. Several Imperial Guard regiments came into being during this era – the Catachans, Attilans, Tallarns and Mordians amongst them.

Issue 183 also featured a couple of Warhammer battles linked by a campaign – a concept that's resurfaced regularly in the pages of White Dwarf over the years and is still with us today in Warhammer Age of Sigmar over 20 years later.



## THE BATTLE FOR TALABHEIM!

This issue featured not one, but two battle reports, fought around the ancient city of Talabheim – a city of the Empire in the world-that-was. These battles were part of an ongoing Studio campaign which saw a greenskin horde sweep across the Empire. The results of each battle affected the next so when, at the ominously-named Bridge of Doom, the Orcs & Goblins failed to get across, they found themselves at a disadvantage when they tried to lay siege to Talabheim in the second game. The battle report featured some excellent little snippets, including the Black Orc Warlord Morglum Necksnapper, the never-silent Horn of Urgok, a lot of cowardly Goblins and Gav Thorpe's first attempt at growing a moustache.



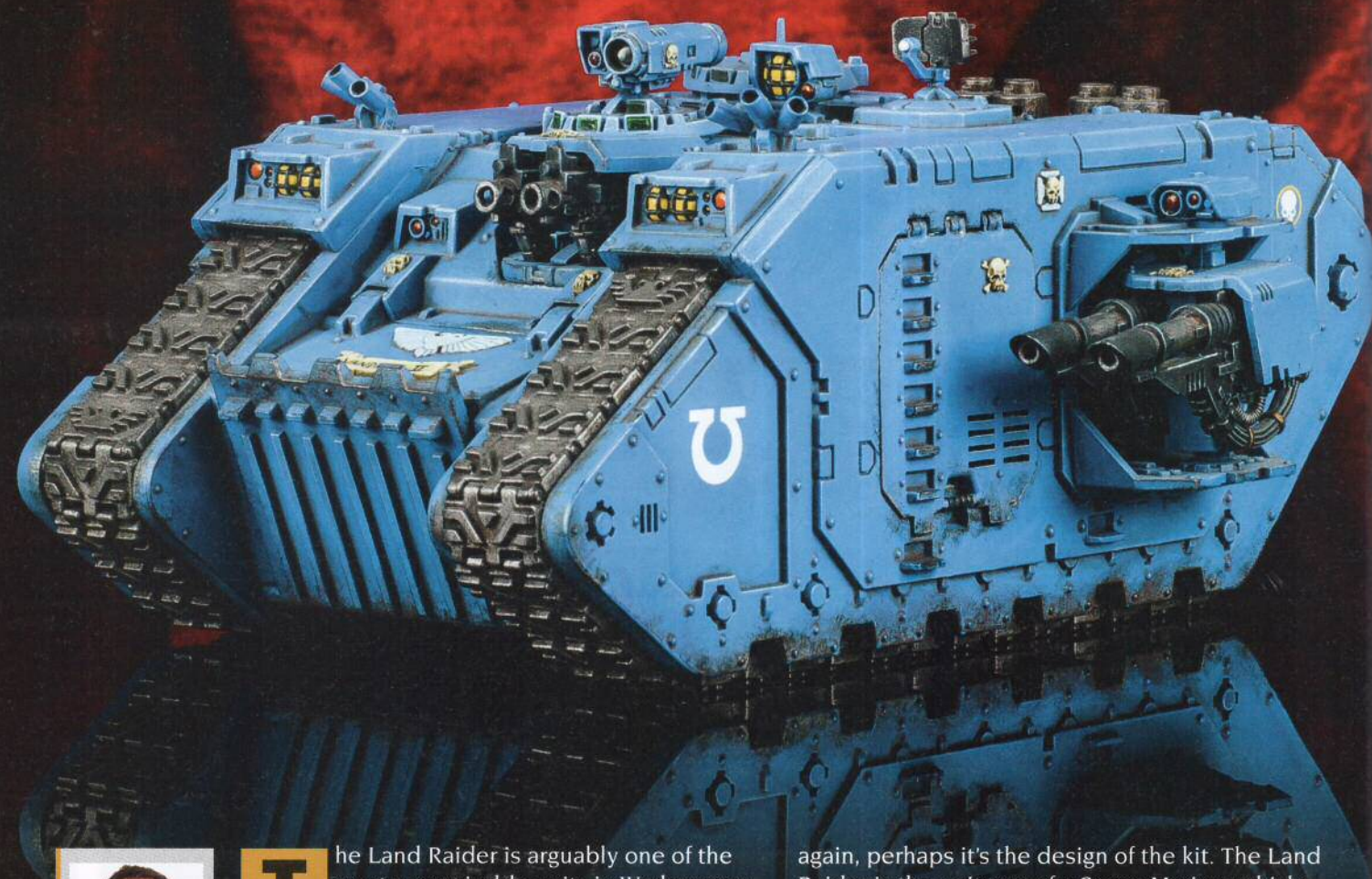






# HALL OF FAME

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. This month we celebrate the induction of a true classic and the terror of countless battlefields: the Land Raider.



**JES GOODWIN**

"The Land Raider was the first Space Marine tank I worked on and I wanted it to be exceptional. I wanted everything on it to do something, for it to have options, to be functional and believable, but also undeniably futuristic."

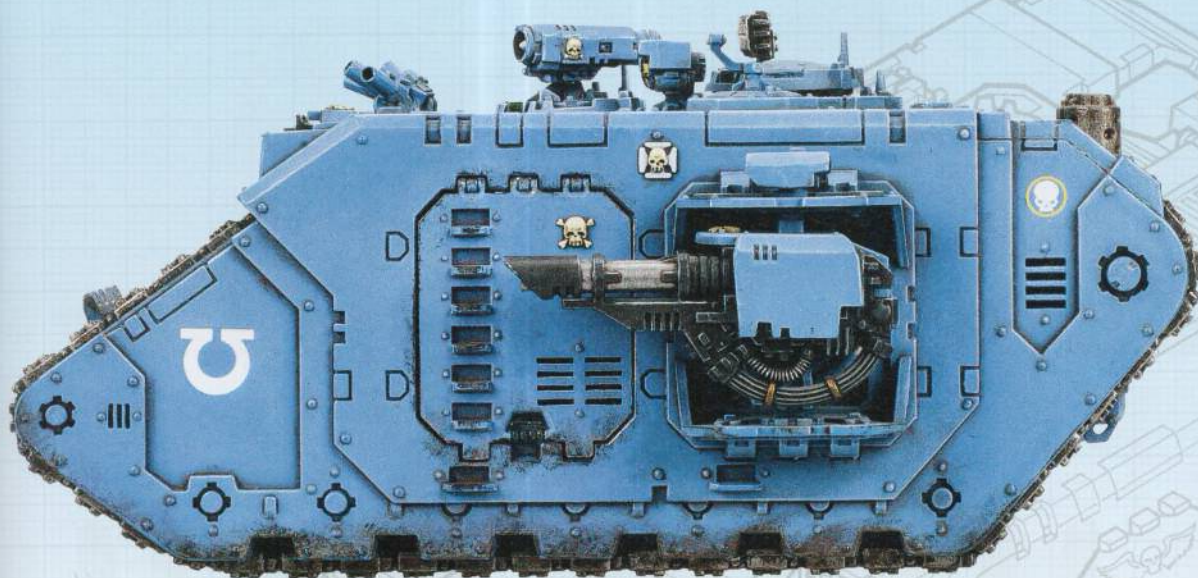
**T**he Land Raider is arguably one of the most recognisable units in Warhammer 40,000 – an armoured bunker, fire base and assault tank all rolled into one. Even people new to collecting Citadel miniatures seem to know what it is at first glance. And surely that's the sign of a great model – when the uninitiated can appreciate what they're looking at. But what makes the Land Raider such a great kit and therefore worthy of a spot in the Hall of Fame?

Perhaps it's the Land Raider's pedigree – the original kit came out over 25 years ago and this incarnation – the Phobos Pattern Land Raider Mk. III – celebrates 16 years of service this year. Then

again, perhaps it's the design of the kit. The Land Raider is the epitome of a Space Marine vehicle – it's heavily armoured, angular, functional (albeit with a healthy number of reliquaries, skulls and purity seals on and inside it) and slab-sided, with an aggressive jawline and a proliferation of guns. Where other Imperial tanks such as the Leman Russ are basic in their design, with manually operated guns and petrol-driven engines, the Land Raider is far more high-tech – its sponsons are controlled remotely by the tank's gunner (it only has two crew, not including the machine spirit nestled in the hull), while the engine is nothing short of a nuclear reactor. The Land Raider really is a Space Marine in tank form. ►



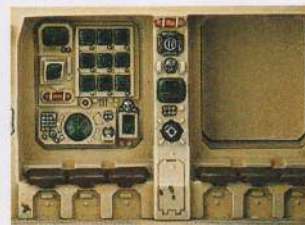
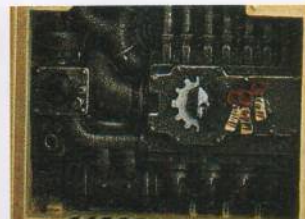
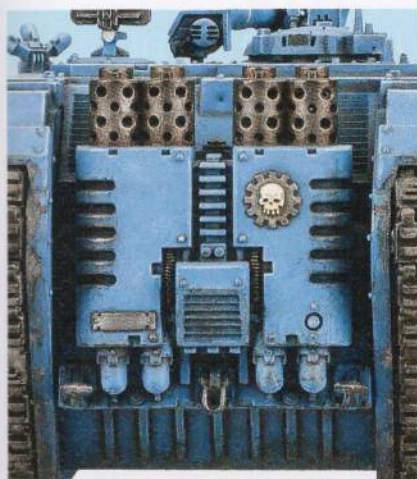
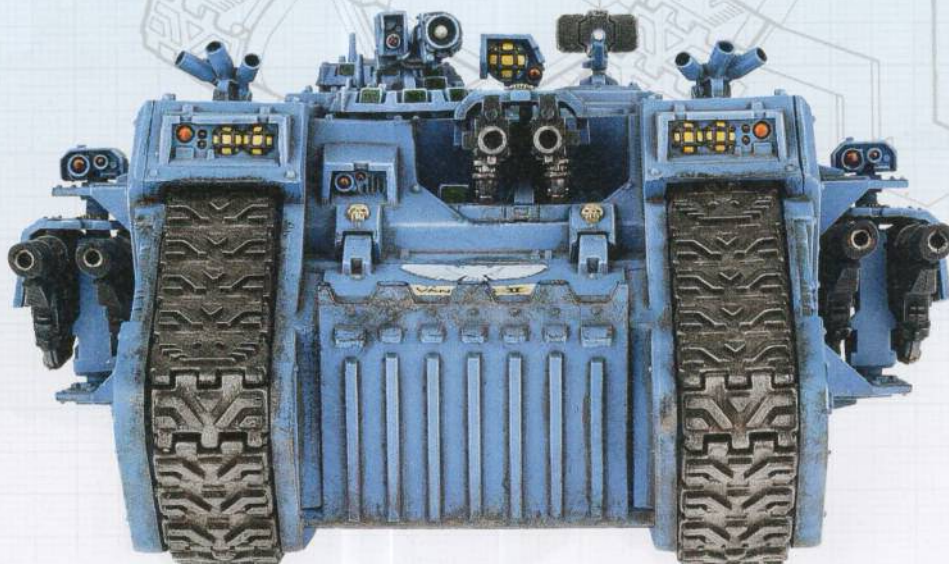
# SPACE MARINE LAND RAIDER



From the side you can see the armoured outer hatch that enables troops to disembark from the side of the Land Raider. Here the hatch has been placed in the forward position in front of the sponsons, but you can also build the kit with the sponsons to the front and the hatch to the rear. There are even details behind the doors should you choose not to stick them on – a blast shield door that can be built either open or closed, and a control terminal featuring a bank of viewscreens. It's this incredible attention to detail that makes the Land Raider such a delight to build and paint.

Each sponson carries a pair of Godhammer-pattern lascannons. The Land Raider was the first kit to feature sponson guns that could both traverse and elevate. They're a feature that many people find endearing – you don't need to turn the lascannons to face your intended target in a game, but many people do anyway!

From the front you can see the Land Raider's jaw-like assault ramp. To the left of the heavy bolters you can just see the glowing red eye of the M32 Cyclops-class machine spirit that supports the crew. It's touches like this that bring the kit to life and make the Land Raider look and feel more high-tech than other Imperial vehicles.



Far left: The exhaust stack for the Land Raider's thermic combustor reaction engine. The design was heavily inspired by the reactor found on the Dreadnought kit.

Centre: When you push down the Land Raider's assault ramp, the top hatch raises at the same time, driven by a clever mechanism hidden in the track assembly.

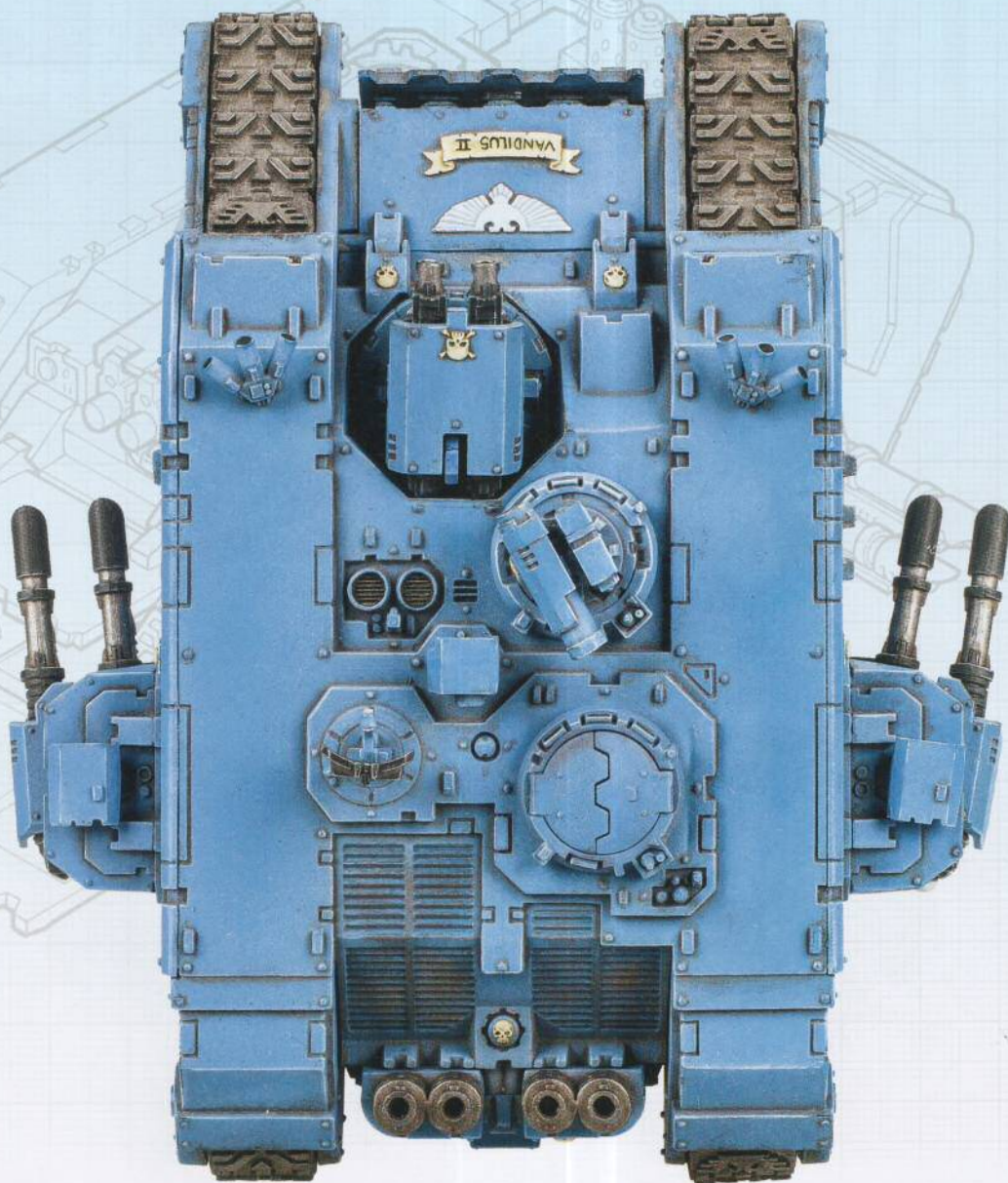
Left: The Land Raider's interior, including the engine (hung with purity seals) monitors, vox hailers, benches and foot lockers.



The H-shaped top plate of the Land Raider is a clever design feature in that it covers all the major joins on the hull, notably the track units, the lower hull with the heavy bolter turret and the engine cowlings. Designing models this way – with plates covering joins between components – has become a common feature on Citadel miniatures, but at the turn of the 3rd Millennium (M3, to you lot), it was quite a new idea. The end result is a much cleaner looking kit with fewer visible joins between the armour panels.

From above you can also see that the upper hull has lots of rectangular panels on it. The ones above the tracks are for the crew to access the track assembly when repairs are required, while others may lead to power sockets, cables, monitors, read-outs, and so on. It's actually a design feature that you'll see on most Space Marines, too. Next time you pick one up, take a look at their shoulder pads and leg greaves – you'll almost certainly see access panels on them, too.

The Land Raider also heralded a new age in modular accessories. The two cupolas can be built open or closed, with or without crew, with a storm bolter or an Avenger-pattern hunter killer missile (shown here). These cupola designs are compatible with all other Space Marine vehicles (such as the Predator), making it easy to swap them around for different weapon configurations.



## THE LAND RAIDER THUNDERS IN...

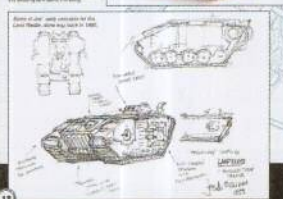
The Land Raider as we know it made its first appearance in issue 245 of White Dwarf, back in May 2000. To say the Land Raider was long-awaited would be an understatement – the original Land Raider (the bright blue tank to the right) had been off sale for almost six years by the time the new Land Raider finally rolled in and hobbyists were champing at the bit to field it in games of Warhammer 40,000 (which had just entered its third edition). The first mock-up of the new Land Raider was actually made out of balsa wood, which was closely followed by a double-sized master model made of resin. To say it was heavy would be an understatement!

## THE MAKING OF THE LAND RAIDER

The Land Raider is the most eagerly awaited kit we have ever produced. Here at the Studio its design and development by Jes Goodwin has been closely followed with much anticipation. Over the next few pages we will describe the processes involved in the Land Raider's design and development.

### IN THE BEGINNING

In 1993, Jes Goodwin was working on the design of the Land Raider. He had been working on the design of the Land Raider for a long time, and he was very excited to see it finally become a reality. The Land Raider was a long time in the making, and it was a very difficult process. Jes had to work with a lot of different people, and he had to make a lot of changes to the design. The Land Raider was a very complex vehicle, and it was a very difficult process to design. Jes had to work with a lot of different people, and he had to make a lot of changes to the design. The Land Raider was a very complex vehicle, and it was a very difficult process to design.



1 The first design of the Land Raider was a very simple one. It was a blue tank with a large turret and two main tracks. The design was very simple, and it was a very difficult process to design. Jes had to work with a lot of different people, and he had to make a lot of changes to the design. The Land Raider was a very complex vehicle, and it was a very difficult process to design.



2 The second design of the Land Raider was a more complex one. It was a blue tank with a large turret and two main tracks. The design was more complex, and it was a very difficult process to design. Jes had to work with a lot of different people, and he had to make a lot of changes to the design. The Land Raider was a very complex vehicle, and it was a very difficult process to design.



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## FURIOUS VENGEANCE

When the Land Raider came out, the box it came in had artwork on the front. Painted by Dave Gallagher, the scene depicts a Crimson Fists Land Raider leading the assault against the Orks on Rynn's World. During the war on Rynn's World, the Land Raider *Rynn's Might* continued to fight the Orks despite both of its crew being killed in action, its machine spirit engaging the Orks in hit and run attacks until the tank eventually ran out of ammunition. Surrounded and low on power, *Rynn's Might* opened its assault ramp and let the braying mob of Orks inside. Then it overloaded its reactor and blew itself to pieces!



Left: One of the Land Raider's many progenies, the fiery Land Raider Redeemer, released in October 2008. Complete with sponson-mounted flamethrower cannons and hull-mounted twin-linked assault cannons, there are few assault tanks as deadly as the Redeemer...

...unless, of course, you build the Land Raider Crusader, which comes in the same kit. Equipped with hurricane bolters on the sponsons, the Crusader can shred entire units of light infantry in a single salvo. Both tanks are a great example of how, with just the addition of an extra sprue in the box, a kit could make a whole new variant. It's a trick that's been performed many times since – the Baal Predator, for example, and the Imperial Knight Warden are both based on existing models, but with the addition of a new sprue in the kit to make extra variants.

- The Land Raider's unique features are another reason why it's been included in the Hall of Fame. When it was released in 2000 it was a ground-breaking kit. True, there were other kits with opening doors and turrets, but the Land Raider was the first to feature a fully-detailed interior, guns that could traverse and elevate, and a hinged door that remains unique to this day.

Then there's the Land Raider's legacy. It is, in many ways, the precursor to many of the kits available today – without the success of the Land Raider, the Rhino (which also features interior details and a similar top-plate) may never have been redesigned. And without the Rhino, we

### DID YOU KNOW?

Every thirteenth link on the Land Raider's tracks features an Imperial aquila. The twelve regular links represent the High Lords of Terra – the governing body of the Imperium – while the thirteenth track represents the immortal Emperor himself. Where the Land Raider fights, it stamps the Emperor's authority into the ground it drives over.

wouldn't have the Vindicator, the Predator, the Whirlwind... the list goes on. The Land Raider itself has spawned four plastic variants (the Land Raider Crusader, Redeemer, Terminus Ultra and Excelsior), four resin hybrids (the Helios, Mk. IIB, Prometheus and Achilles), and three complete resin kits (the Proteus, Armoured Proteus and the Spartan Assault Tank). That's quite a legacy!

The Land Raider's inclusion in the Hall of Fame is a combination of all these things but, most importantly of all, it's because of the emotive response the Land Raider elicits from the people who build, paint and play games with it – it truly it is a hero among Citadel miniatures. 🗡️

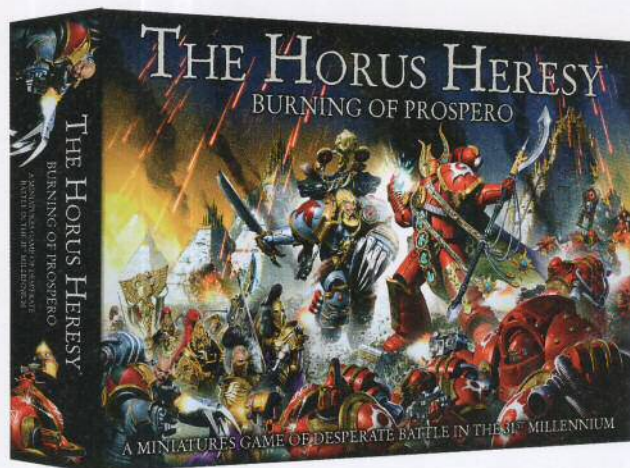


# Fantastic Festive Gifts



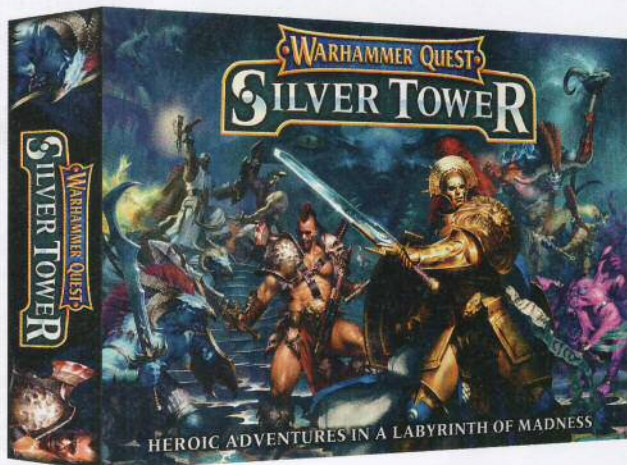
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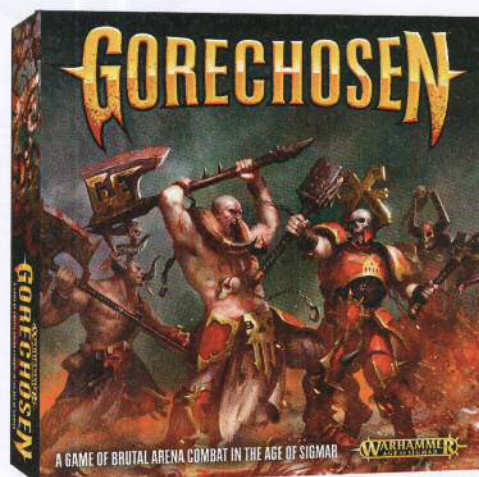
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# A WORLD IN FLAMES

Space Wolves battle the Thousand Sons. The Sisters of Silence and the Custodian Guard have been deployed. Pyramids of glass lie shattered. This is the Burning of Prospero! White Dwarf's most-trusted Enumerator Dan Harden takes a closer look at this great new game.

Below: The scenarios in Burning of Prospero are fought across the shattered pyramids and rubble-strewn plazas of Tizca, the greatest city on Prospero. Here you can see the game set up for the final scenario – The Will of the Primarchs.

**T**he year is 005.M31. The Great Crusade, begun over 200 years earlier by the Emperor of Mankind, has spread throughout the galaxy, bringing light to the darkest corners of Humanity's domain. 18 Legions of the Legiones Astartes – the Emperor's greatest warriors, his Space Marines – and countless regiments of the Imperial Army fight on tens of thousands of worlds, exterminating the

alien races that dwell there and bringing to compliance those humans who choose to stand against the Emperor's dominion.

Yet all is not well within the Legions of the Legiones Astartes. Horus – the Emperor's favoured son and Warmaster of his Legions – has been corrupted by the powers of Chaos, as have many of his brothers. Their treachery will soon be





revealed on the world of Istvan III and the galaxy will burn as brother fights brother in terrible war.

Yet one of Horus's brothers still loyal to the Emperor knows his secret – Magnus the Red, Primarch of the Thousand Sons. Yet for Magnus to warn the Emperor would be to call down the ultimate sanction upon his Legion, for Magnus and many of his legionaries are powerful psykers and the Emperor has long since forbidden them to use their powers. It is with a heavy heart, then, that Magnus attempts to warn his father of Horus's betrayal. His psychic communion causes catastrophic damage on Terra and the Emperor has no choice but to send Leman Russ and the Space Wolves Legion to Prospero – the home world of the Thousand Sons – to bring Magnus and his sons to account for their actions.

And so, Prospero burns.

"The battle for Prospero really is one of the greatest tragedies of the nascent Imperium," says games developer Phil Kelly. "It could so easily have been avoided, but for the attitudes of the characters involved, the enmities between them and the machinations taking place around them. During the Horus Heresy, the Thousand Sons are billed as traitors, yet at this point – just before the Heresy – they were anything but. Misguided and misunderstood, perhaps, but not traitors."

"In traditional tales the Thousand Sons would be seen as the good guys," adds Robin Cruddace, who worked on the rules for the game. "They're the wise sages wearing gleaming armour, their world is a beautiful place of learning and knowledge. Then suddenly they're invaded by hairy, uncouth barbarians who want to burn their libraries and tear down their civilisation. And they're supposedly the loyalists!" ►

#### GEIGOR FELL-HAND

Though war rages across Tizca, the scenarios presented in the Burning of Prospero follow the actions of one particular character, the grizzled Space Wolf Geigor Fell-Hand. His story, and the reason for his enmity with the Thousand Sons, is explained in the game's background book.





# DESIGNERS' NOTES

## THE BOOKS

Inside *Burning of Prospero* you get two books – a 16-page background book, which contains a brief history of the Horus Heresy, an introduction to the war on Prospero and a closer look at the main protagonists (plus background on the Sisters of Silence and the Custodian Guard). Presented in the same style as *Betrayal at Calith* and *Forge World's Horus Heresy* books, they're a great way to learn more about the two Legions fighting on Prospero.

The second book is a 32-page rules manual, which explains how the game is played and contains the six scenarios that tell the story of the burning of Prospero. The *Attack Phase* (with its many unusual dice) even includes examples to explain how it works. It's pretty intuitive, but it's always good to have a few examples to make sure you're getting it right!

► It's this tragic story that sets the scene for the *Burning of Prospero* boxed game, which sees the Space Wolves battling the Thousand Sons amidst the ruins of Tizca, their greatest and most precious city. Where once glass pyramids full of knowledge towered over sweeping plazas and marble colonnades, now there remains only rubble, draped with the bodies of the dead. The protagonists in the story are Geigor Fell-Hand, a noble Wolf Guard with a bitter dislike for the Thousand Sons, and the notorious Ahzek Ahriman who, as you'll know if you've read the Black Library novels *Prospero Burns* and *A Thousand Sons*, doesn't react well to the arrival of the Space Wolves on Prospero. While other legionaries of the Thousand Sons stand shocked at the destruction wrought by the Space Wolves, Ahriman flings out every spell at his disposal to protect the knowledge of Tizca and his right to use his psychic powers. Perhaps not the wisest of moves considering who he's up against...

"The Thousand Sons have to fight the Sisters of Silence and the Legio Custodes as well as the Space Wolves," says Phil. "You have done something monumentally wrong if the Custodian Guard are sent to bring you in for questioning. Adding these two factions to the game – factions that have only ever been written about and have never had models – was really exciting for us.

They're legendary warriors and the ultimate servants of the Emperor. On that note, though, while the Custodes, Sisters and Space Wolves are considered the 'good guys' in this story, we wanted to make the scenarios in the game sympathetic to both sides," says Phil. "The Thousand Sons are not Warp-bothering maniacs, they're noble warriors, and for the most part they really don't know what's going on. Magnus has prevented the Corvidae – Ahriman's prognosticators – from looking into the future, so they have no idea why they're being attacked. As the scenarios progress, they're pushed further and further to the edge of the abyss until they have to fight back, even though they don't want to pull the triggers on their bolters."

Indeed, as you play through the six scenarios in the game, you'll notice that the Thousand Sons take on a more aggressive playing style, especially if Ahriman is on the board. The last scenario in particular – *The Will of the Primarchs* – is inspired by the Black Library novels, when Magnus the Red cannot take the slaughter any longer and strides out to fight Leman Russ. "The sixth scenario is actually fought in the shadow of the Primarchs," says Phil. "As the Primarchs clash amidst the ruins of Tizca, Geigor and Ahriman also come to grips with each other on the steps of the Great Library." Not only does this set a cool ►

## AHZEK AHRIMAN, THOUSAND SONS CHIEF LIBRARIAN

Ahzek Ahriman is one of the most powerful librarians in the Thousand Sons Legion and one of Magnus's most trusted advisors. Miniatures designer Maxime Pastourel was given the task of sculpting him.

"I had two main sources of inspiration for Ahriman – the illustrations of the Thousand Sons in the *Horus Heresy: Visions of Heresy* book, and the Warhammer 40,000 version of Ahriman," says Maxime. "The horns on Jes Goodwin's classic version of Ahriman are one of his defining features and I wanted to retain that composition on this model. I couldn't give him actual horns – that would make him look too much like a follower of Chaos – but I did arrange the armoured collar around his helmet to mimic them. I also sculpted loads of tiny Prosperan glyphs and icons on his armour, including a tiny Tzeentch symbol. I'm not going to tell you where it is, though, you'll have to find it yourself! I also worked closely with Darren Latham, who designed Geigor, to make sure that the two characters would look good opposing each other. Geigor is running forward, very aggressive, while Ahriman is standing still, his hand outstretched in the classic pose of a sorcerer casting a spell."



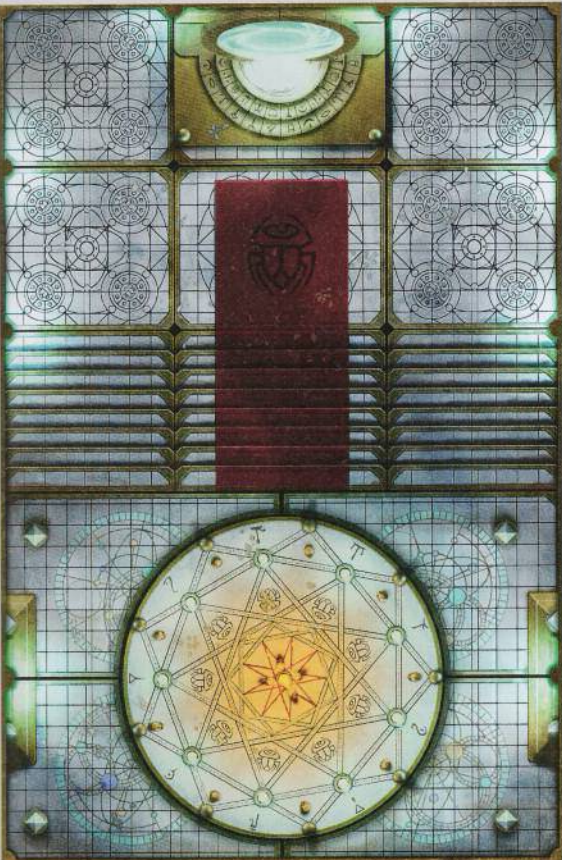
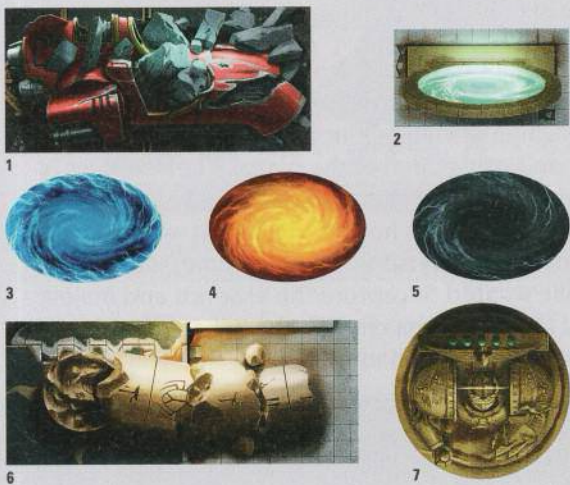


# THE RUINS OF TIZCA

Tizca, City of Light and capital of the Thousand Sons home world, is the setting for the six scenarios in the Burning of Prospero boxed game. The city is represented by five unique, double-sided board tiles that show the once-magnificent city now reduced to rubble by the Space Wolves's bombardment.

The architect behind the board tiles for the Burning of Prospero is John Michelbach, the artist who created the rooms and corridors for Warhammer Quest: Silver Tower. "Something we were really keen to do with this game was to make it look and feel different to Betrayal at Calth, and John really helped with that," says Robin. "The underground vaults and arcologies of Calth are claustrophobic and gloomy with battles taking place in the dark. Tizca is the exact opposite, with gleaming spires and marble pavements – the colour scheme for the boards is much brighter than Calth – these battles are meant to be fought outside, not underground."

"John's board tiles have the feel of an ancient civilisation about them, steeped in hermetic philosophy," adds Phil. "Tizca was once a shining jewel in the Imperium, one of the wonders of its time, but now its been cast down. The ground is being torn apart by the Space Wolves' orbital bombardments, the statues have toppled, pillars have fallen, mosaics are scattered. Everything that was once beautiful is now gone."



- 1 Each scenario features obstructions that are placed around the board. This Land Speeder, crushed by fallen masonry, appears in the very first scenario. The obstacles are designed in such a way that they fit perfectly with the floor tiles on the board, turning an open plaza into a wreckage-strewn battleground.
- 2 The Thousand Sons make great use of portal mazes to confuse and disorientate the Space Wolves.
- 3-5 Some of the psychic powers used by the Thousand Sons affect entire zones, be they the Kine Shields of the Raptora Cult, Flamewalls cast by the Pyrae, or an Athanaean Shrouding.
- 6 Many obstacles feature Prosperan glyphs and runes, such as this fallen pillar. In the game, the obstacles hinder movement and block line of sight, making them very important for both sides.
- 7 Flip the Statue of the Emperor over to reveal a statue of Magnus.
- 8 The Enumeration Phase of the game is played using a deck of cards, representing the occult powers of the Thousand Sons.
- 9 These powers are cast using Warp Energy cards...
- 10 ...and resisted using Willpower cards.
- 11 The architecture of Tizca is featured on the board tiles.
- 12 The plazas and mosaics have cracked during the bombardment.



## DESIGNERS' NOTES

**"Psychic powers are forbidden lore and Space Marines shouldn't be able to conjure walls of flame from their fingertips, teleport battle-brothers around with a glance or re-knit broken flesh with their minds."**

► scene for the final encounter of the game, but there are some great rules twists in there, too. If Magnus is winning the duel, psychic powers start manifesting all over the place; if Leman Russ is winning, the Thousand Sons' psychic powers are quashed by his howl of victory. "It was great fun adding this dynamic into the game," says Robin. "We wanted to capture the essence and majesty of the two Primarchs fighting 'off-camera', but without it overshadowing the game you're

actually playing. One day Magnus and Russ will actually get to duel, I'm sure, but not just yet..."

So what other rules mechanics can you expect to find in the game? Is this a revamped version of *Betrayal at Calth*, or something entirely different? As we found out when Robin ran us through a game, *Burning of Prospero* shares a few similarities with *Calth*, such as fighting in zones on the board, but otherwise it has an entirely new rules set, with new phases, effects and even different shaped dice.

"Something we were really keen to do with this game was to highlight the differences between the two Legions," explains Robin. "The story revolves around the fact that the Thousand Sons – Magnus in particular – ignored the Emperor's decree laid down at the Council of Nikea and used their psychic powers against his will. It



Tartaros Terminators engage the Space Wolves and Sisters of Silence.

## TARTAROS TERMINATORS

Tartaros Terminator armour is a development of the Contemptor Dreadnought, combining technology from the Dreadnought with Mk. IV power armour to create a highly-mobile suit of Tactical Dreadnought armour.

"Tartaros Terminator armour is the most advanced form of Terminator armour, so it needed to look much cleaner and slimmer than Cataphractii armour," says designer Nic Ho. "Tartaros armour is also much more

manoeuvrable, and I tried to capture that in the miniatures, which is why they're all stomping around rather than standing with both feet firmly planted on the floor. I was also really pleased to get a load of different weapons onto the kit. The lightning claws and chainfists fit onto the power fists, which gave us space on the sprue to fit on a volkite charger, a plasma blaster, a reaper autocannon and a grenade harness."



# THE SISTERS OF SILENCE

The Sisters of Silence are the militant arm of the Adeptus Astra Telepathica, an all-female sisterhood of psychic nulls whose presence is anathema to psykers.

Immune to many psychic powers, the presence of even a single Sister can dampen, if not stifle a psyker's connection to the Warp, making them the ideal weapon against the Thousand Sons.

"There aren't many illustrations or descriptions of the Sisters of Silence," says designer Samir Battistotti, "which made creating miniatures of them pretty difficult! My first goal was to get their scale right compared to the Space Marines, then incorporate as much of the available imagery onto the models as possible. The heavy gorget and top-knot are both featured in John Blanche's illustrations of the Sisters of Silence, and the overlapping style of their armour is also inspired by John's work. Personally, my favourite parts of the models are the trinkets and pendants which hang from their armour – having these little details makes the models feel more alive and dynamic."

seemed only right, then, that they should have that opportunity to use them in the game, which is where the idea for the Enumeration Phase came from." For long-time fans of Warhammer 40,000, the Enumeration Phase shares many similarities with the Psychic Phase from the second edition of Warhammer 40,000, which used power cards to cast abilities and nullify cards to stop them; the Enumeration Phase uses Warp Energy cards to cast psychic powers and Willpower cards to resist them. The Space Wolves aren't too hot at nullifying the psychic powers of the Thousand Sons, which means there's normally plenty of sorcerous shenanigans going on, but the power of the Warp is fickle and you never know when it might betray you. As we found while playing through the game, drawing the wrong Warp Energy card can bring the Enumeration Phase to a screeching halt (which, as the Space Wolves players, was much to our relief).

"The Enumeration Phase means the game is played on two levels – it's both a physical and a mental battle," says Phil. "Prospero is not just a clash of bolters and chainswords, but a meeting of minds, a battle of wills. The psychic powers make the game much more fantastical, almost like magic in a futuristic setting. They almost feel out of place in the Horus Heresy, which is exactly what we were aiming for – psychic powers are



- 1 The Sisters of Silence wear lobstered power armour, the overlapping plates affording the wearer both excellent protection and manoeuvrability.
- 2 Fully-initiated Sisters of Silence take an Oath of Tranquillity. Thereafter they will never speak again. The high gorget they wear is a symbol of this oath.
- 3 Phaestos pattern flamer for burning witches.
- 4 Their pauldrons bear the shape of the Imperial eagle.
- 5 Umbra pattern bolter with sickle magazine.
- 6 Executioner greatsword.
- 7 Tabard bearing the lightning strike emblem of the Emperor.
- 8 Oaths of purity and devotion hang from the sister's armour.

## POLYHEDRAL RANDOMISERS

We all love dice and the Burning of Prospero brings back some classics – the D8, D10 and D12, which are used to represent more powerful weapon attacks and better armour values.

You know an attack is going to be dangerous when someone mentions the words 'plasma gun', but the impact is magnified when they pick up a D8 to roll for damage and you only have a D6 to protect your legion trooper. The dice work the other way around, too – a whole unit of Legion Veterans firing their bolters (represented by rolling D6s) may do very little to a Tartarus Terminator, protected as he is by a hefty suit of armour and a formidable 10-sided dice.

Watch out for Geigor Fell-Hand, his wolf claw uses a D12 in combat. But then so does Ahrihan's staff!

forbidden lore and Space Marines shouldn't be able to conjure walls of flame from their fingertips, teleport battle-brothers around with a glance or re-knit broken flesh with their minds. We also managed to sneak little references to the Horus Heresy novels into the scenarios to represent this. In one of them, Ahrihan duels 'off-screen' with Othere Wyrdmake, a Space Wolves Rune Priest, while the Space Wolves negotiate a maze of energy portals to try and reach him. In the third mission – The Hunters Hunted – the Thousand Sons of the Athanaean Cult use their psychic powers to activate a decommissioned Warlord Titan, *Canis Vertex*, and use it to bombard the advancing Space Wolves. Of course, there's not a Titan in the box – let's make that very clear right now – but it's such a great part of the Prospero story we just had to include it somewhere in the game."

"The cults of the Thousand Sons were something we really wanted to include in the game, too," says Robin. "They're a big part of the Legion's organisation and their society, and they also represent the different psychic powers they use. The Thousand Sons player has access to 15 psychic powers from five disciplines representing five different cults – the Corvidae (divination), Pyrae (pyrokinesis), Athanaean (telepathy), Pavoni (biomancy) and Raptora (telekinesis). ►



## CUSTODIAN GUARD

The Custodian Guard are the Emperor's personal bodyguards. Stronger and faster than even a regular Space Marine, they speak with the Emperor's voice in matters of war. When the Thousands Sons witnessed the arrival of the Custodians on Prospero, they truly realised their damnation.

The Custodian Guard – also known as the Legio Custodes – are the most powerful of the Emperor's genetically-altered warriors save only the Primarchs themselves. It's rumoured that their gene-stock comes from the Emperor himself, though some say they are evolved from the legendary Thunder Warriors, the precursors to the Space Marines. Perhaps this is the reason for their enhanced stature, as they tower over even Space Marine legionaries.

"They stand at least a head taller than power-armoured Space Marines, so their armour needs to be proportionally bigger, too," explains miniatures designer Dave Thomas. "Their armour has a more sculpted feel to it, like it's cast to their bodies. It doesn't have the flared greaves you normally see on Space Marines, for example, or even a backpack. Instead it has greaves that follow the flow of the wearer's muscles and an internal power source – represented by the small, eagle-beaked exhausts on the models' backs – that highlights the advanced, almost-certainly-rare technology used in the armour's construction. I used the Imperial Aquila as the inspiration for the shape of their armour, giving it a swept back feel with a baroque, almost over-elaborate look that really contrasts with the stark, functional power armour worn by Space Marine legionaries during the Great Crusade and the Horus Heresy."



- 1 The Custodian Guard wear huge suits of power armour designed to fit their gene-enhanced bodies.
- 2 Sentinel blade, a monomolecular power blade with a storm bolter built into the hilt.
- 3 Custodes bear the lightning bolt emblem of the Emperor.
- 4 Ceremonial dagger carried by Shield-Captains – a symbol of his rank and status.
- 5 Stylised exhaust ports for internal power source.
- 6 Imperial eagles are a common motif on Custodian power armour and can be found wrought into many of their armour plates.
- 7 Guardian Spear with built-in storm bolter. Trigger mounted on lower hand grip.
- 8 Custodes armour is individually crafted, making each suit unique.
- 9 Custodian Guard storm shield.

Though not entirely immune to psychic powers like the Sisters of Silence, Custodians are mentally conditioned to avoid the worst of their effects. The Thousands Sons have a tough fight ahead of them.







Above: The box contains 30 Space Marine legionaries in Mk. III power armour, the first time they have ever been released in plastic. "Mk. III power armour is the bulkiest of all the power armour designs," says designer Steve Party. "They're also pretty unusual in that they've got more details on the back than the front, as their armour is designed to be really slab-sided on the front and less heavily-armoured on the back. As with all Space Marine kits, there's a lot of modularity in them and they're entirely compatible with other power armour kits. You can, for example, swap weapons from this kit with both Mk. VII and Mk. IV Tactical Marines. I used the opportunity with this box to create some more weapons for the unit sergeant, such as the thunder hammer, and an underslung heavy bolter. You'll notice all the models come with slung chainblades, too, so you can build them as Legion Veterans or regular troopers."

► Each mission you gain access to a new suite of psychic powers, which you can use in the battle. Once you've played through the game, you can always try it out using different powers on different missions."

What really intrigued us about the game, though, were the dice. For a start, they weren't all cuboids. Some had eight sides, others ten, and some, which we rightly assumed to be the most powerful, had twelve sides. Their inclusion in the game is fundamental to the way shooting and combat attacks are resolved. Simply put, the more powerful your gun, the more sides your dice will have. "Betrayal at Calth had a pretty cool dynamic for resolving attacks, not to mention some really cool dice," says Robin, "but we wanted to create something new for this game. We discussed rolling more dice for certain attacks, or using modifiers to dice rolls, but suddenly the idea came to us: a Terminator is bigger than a regular Space Marine, so he should roll a bigger dice for his armour save. That was the trigger for the whole game mechanic."

"The polyhedral dice give the game an esoteric, arcane feel, which is perfectly apt for the Thousand Sons," says Phil. "They clearly love weird geometries so they're right at home in this game. Dice with more than six sides are a bit

alien to most people, which is why we don't include them in other games, but Prospero was crying out for them. Our only regret is we couldn't find a way to include a nine-sided dice..."

For us, the dice really make the game. The game mechanics are intuitive and simple to follow and there's a certain satisfaction in picking up the D12 ("No, not the D12!") to make an attack, only to see your hopes disintegrate when you fumble the dice roll and miss out on a perfect kill. The Enumeration Phase is also great fun, trying to out-psyche each other when choosing how many cards to draw for each power. But what do the designers think? What's their favourite aspect of Burning of Prospero?

"It's got to be the inclusion of the Custodian Guards and the Sisters of Silence," says Phil. "It's like you're battling with myths and legends. The models are jaw-dropping, too. It's such a joy to see them in physical form after so many years dwelling in the background."

"I think, aside from the Siege of the Emperor's Palace, the Burning of Prospero is the most iconic battle in the Horus Heresy," says Robin. "We know the outcome of it, and what it does to the Thousand Sons. This is your chance to experience the horror and tragedy of Prospero for yourself." ☠



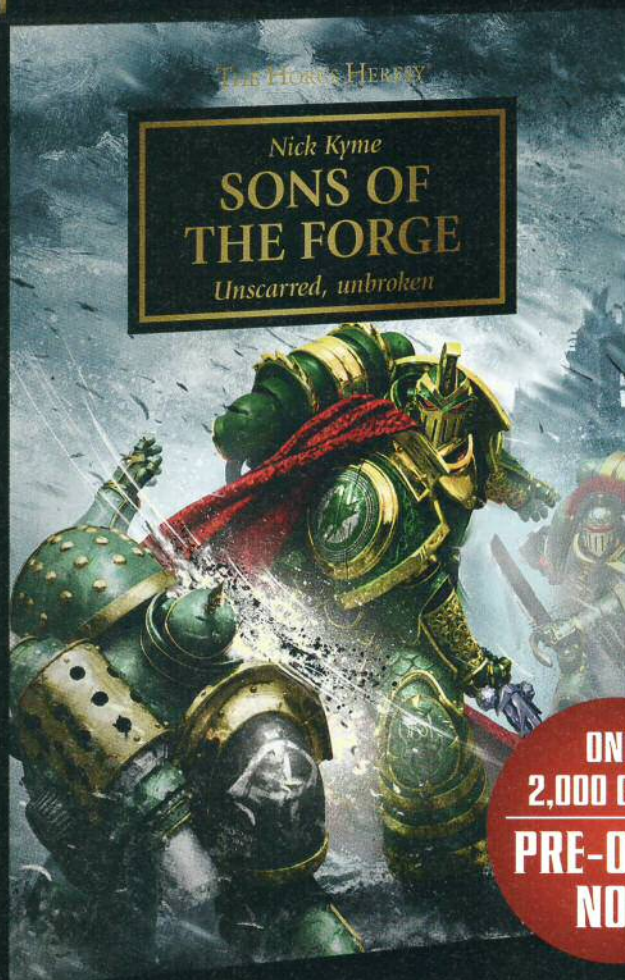
# THE HORUS HERESY<sup>®</sup>

## SONS OF THE FORGE

*Nick Kyme*

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Vulkan is dead, interred in Mount Deathfire on Nocturne. To protect his legacy and the great artefacts he forged before the outset of the war, to prevent them falling into traitorous hands, his sons must undertake a dangerous journey to the mysterious stronghold known as 'the Wrought'.

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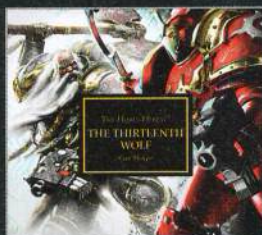
## Also this month

### THE THIRTEENTH WOLF

BY GAV THORPE

As the war for Prospero rages, the Space Wolves engage in battle with the Thousand Sons.

The Thirteenth Great Company of Bulveye invade Tizca to slay the sorcerers within the city, but are embroiled by the unnatural magic of their quarry and set on a mysterious and arcane path...



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## November in BLACK LIBRARY

### WARDEN OF THE BLADE

BY DAVID ANNANDALE

Castellan Crowe, Brotherhood Champion of the Grey Knights, bears a heavy burden – to be the warden of the dread Blade of Antwyr. Its malevolent voice is forever in his mind urging him to unleash its power. Throughout many trials, he resists its will, but for how long?

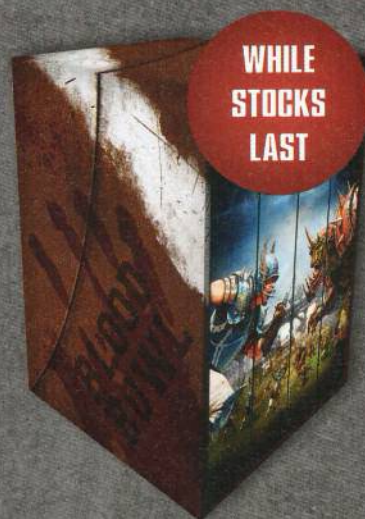


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### BLOOD BOWL SPECIAL EDITION

BY MATT FORBECK

In a fantasy kingdom where violence is a way of life, the number one sport is Blood Bowl – gridiron football where anything goes. Follow the career of Dunk Hoffnung, as he works his way up from unemployed adventurer to star player with the Bad Bay Hackers.



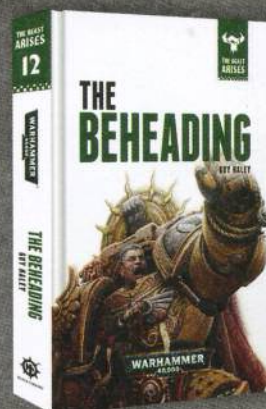
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### THE BEAST ARISES: THE BEHEADING

BY GUY HALEY

War against the orks has riven the political bedrock of the Imperium, exposing its rotten core, and extreme measures must be taken to ensure it is cleansed. One man launches a campaign of destruction so terrible that thousands of years later, his actions will still be viewed with horror.



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THE ULTIMATE GUIDE TO...

# COMMORRAGH

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month White Dwarf embarks on an expedition to the Dark City, to learn more of its depraved inhabitants and its nightmare confines.







**D**eep within the webway, hidden in the shadows of the fallen Eldar empire, ruled over the jaded, black-hearted descendants of a race that once held the galaxy in the hollow of their hand, lies a nightmare metropolis, a Dark City, the realm known to its inhabitants as Commorragh. Once the mightiest webway port in the whole of the Eldar empire, today Commorragh is a dark haven for the most vicious and degenerate of the survivors of the Eldar race.

When the Fall of the Eldar empire came, and their decadence and excess birthed the Chaos God Slaanesh, some recoiled in horror at what their race had become and fled on their generation-ships, becoming the Craftworld Eldar. However, they were not the only survivors; there were those hidden deep within the webway, in Commorragh – there were those who would become the Dark Eldar.

The Comorrite Eldar survived the birth of Slaanesh all but unscathed, even as their labyrinthine realm shattered around them, but they were not untouched. Slaanesh thirsts for the souls of the Dark Eldar as she thirsts for the souls of all Eldar, though only slowly can the Lord of Excess leech away the soul of the Dark Eldar. The Dark Eldar have learned that even this slow, lingering oblivion may be fended off; by feeding off the agony and anguish of others, the Dark Eldar might replenish their withered souls.

So it is that Commorragh remains, a nightmare metropolis dedicated to the endless pursuit of the most decadent and extreme acts imaginable. From the arenas of Wych Cults to the dungeons of the Homunculi, the city is fuelled by the pain and suffering the Dark Eldar must feed upon if they are to survive. The debased inhabitants of the Dark City may shape and rebuild its nightmare confines to their jaded whims, but Commorragh in turn shapes them, twisted and tainted, powered by life energy cruelly stolen from others. The realspace raids required to capture these slaves are themselves launched from Commorragh, a feat made improbably, nightmarishly, easy by its position, sat spider-like at the heart of the galaxy-spanning webway.

Commorragh is reliant utterly on these slaves as a workforce – no Commorrite would willingly sully their hands with monotonous tasks – and a source of cruel entertainment. For every slave forced to toil ceaselessly until their death in factories and armouries, another is thrown into the arenas for the pleasure of the sneering crowds. Even the wan suns that illuminate Commorragh – the *Ilmaea* or 'black suns' – are bled and exploited as much as any mortal slave, stolen by the Dark Eldar using the arts of the old Eldar empire. Even the stars themselves are fodder for Commorragh.

#### **ASDRUBAEL VECT**

The undisputed lord of Commorragh, Asdrubael Vect is the Supreme Overlord of the Kabal of the Black Heart and rules the Dark City with an iron fist and a razor intellect, forever one step ahead of his countless rivals. It was Vect who founded the Kabals in place of the old noble houses, the constant struggles for power ensuring complacency would never take root in the Dark City.



#### **LELITH HESPERAX**

The Queen of the Commorrite Arenas, Lelith has never felt the kiss of a blade against her skin, nor undergone rebirth at the hands of the Haemonculus Covens, such is her skill and brutality. It is said she has earned the respect of no less a figure than Asdrubael Vect, forging an alliance between Kabal and Wych Cult.

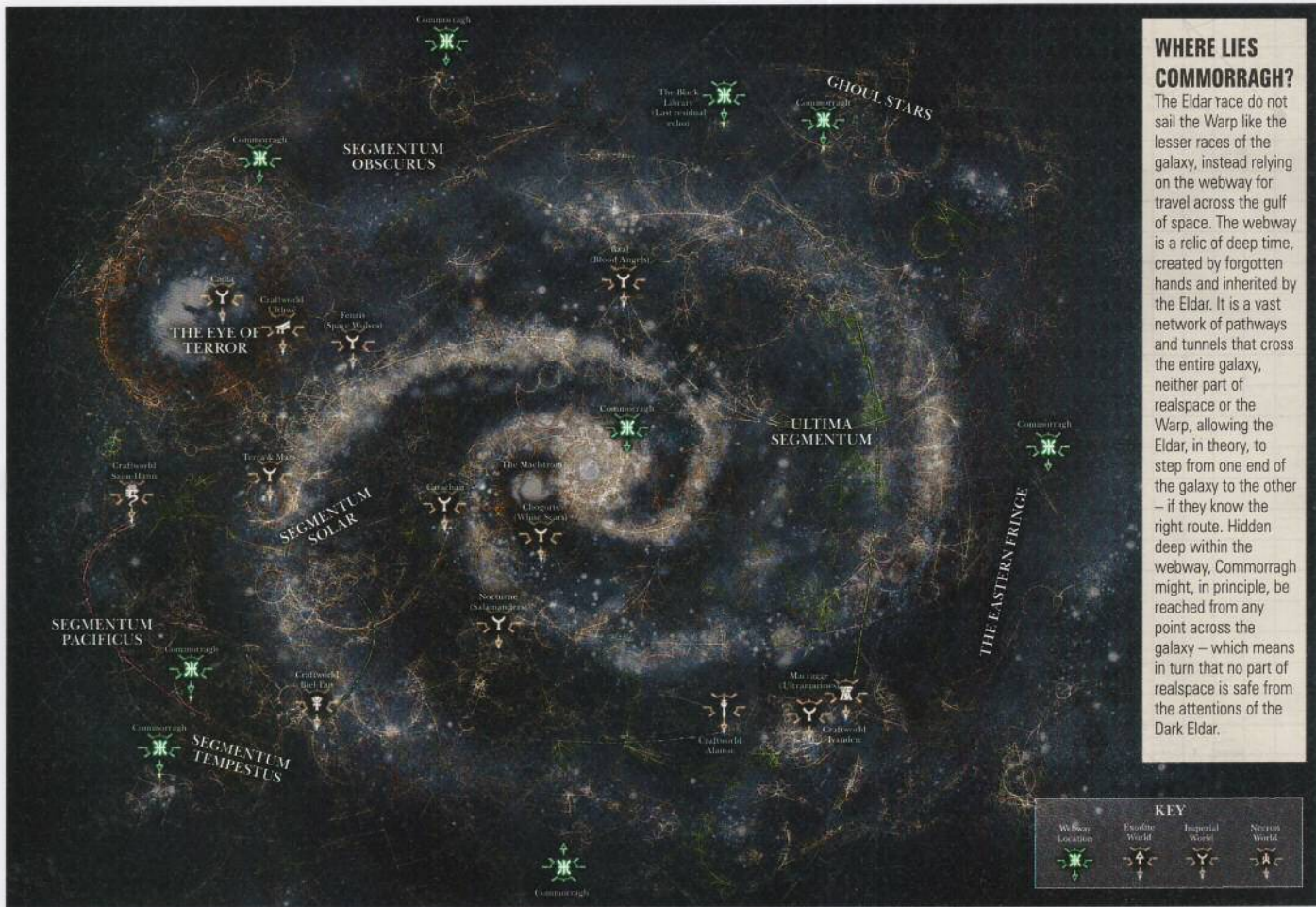


#### **URIEN RAKARTH**

Master of the Prophets of Flesh, Urien Rakarth is one of the most feared and respected Haemonculi in existence. Ancient beyond belief, Rakarth was the progenitor of the regeneration process used by other Haemonculi and has achieved what few other Commorrites have the wit or desire to achieve – rising above the endless plots and intrigues of the Dark City.







## THE KABALS OF HIGH COMMORRAGH AND THE INNER RINGS

Commorragh is ruled over by Kabals, who took power after Asdrubael Vect engineered the fall of the old noble houses. It is from High Commorragh, at the heart of the Dark City, that these Kabals rule, and it is here, among tangled spires and bone-paved streets, that the warriors of the most powerful Kabals reside, ruled over by ancient Archons who can trace their lineage back to the Fall. High Commorragh – also known as the Old City – is a place of perpetual war, the Kabals constantly vying for supremacy over each other, both secretly and overtly. Power is everything in Commorragh's murderous society and the Kabals will do anything to keep it.

Some Kabals were once noble houses made up of Trueborn Eldar that saw Commoragh as their inheritance. Others are made up entirely of vat-grown Dark Eldar who have turned militant street gangs into formidable fighting forces. Joining a Kabal is an almost unnecessarily tough ritual, but the rulers of the Kabals know there are always plenty more aspirants seeking membership. Whatever the origins of their warriors and the ancestry of their Archons, the Kabals battle each other across the fractal landscape of High Commoragh on a daily basis. Their battlegrounds, like everywhere in Commoragh, are utterly unfathomable, a

**LOW  
COMMORRAGH**

Studded with the ruins of the palaces of the Noble Houses, Low Commorragh is a fearful and haunted realm, rife with the packs of daemonic Khimerae and hungry Ur-Ghuls. Yet arguably these are the least of the terrors that lurk in the shadows of that benighted place. It is a cruel and treacherous region, even by the standards of the Dark City, the blades of lesser Kabals and Hellion gangs kept ever-sharp in the constant battles for supremacy. It also houses the so-called Null City, a titanic shanty town where one may hire the services of alien mercenaries such as the reptilian Sslyth.



confusion of glass skyscrapers that defy gravity rotating at right angles to bladed towers where starships are moored, which in turn orbit clustered spires of bone, metal and glass. To survive in High Commoragh is to prove one's mettle in the most deranged and murderous crucible of war in the galaxy.

Yet despite their never-ending wars, the Kabalites know that the true route to power lies in realspace raids, for in realspace lie slaves, raw materials and, most importantly of all, victims upon which to inflict horrendous pain. A successful realspace raid can furnish a Kabal with hundreds, if not thousands of slaves. Some of these captives may be traded with the Wych Cults, where they will fight to the death in their arenas. Others may be handed over to the Haemonculi to be experimented on in their dark dungeons. Most, however, are put to work in the Dark City's factories and forges, where they will labour until they die, creating weapons, ammunition, food and fuel for their cruel Dark Eldar masters. This area of slave industry, known as the Inner Rings, surrounds High Commorragh, forming a pall of choking smog, the sign of eternal industry. Without the armouries and factories of the Inner Rings and their armies of enslaved workers, the denizens of Commorragh would have devoured each other long ago.



# THE STREET GANGS OF COMMORRAGH

Racing along the streets and underways, around the spire tops and spars of Commorragh, Reaver Death-racers and Hellion gangs are an ever-present menace to the inhabitants of the Dark City.



Corespur Elite



Ecliptic Marauders



Cobalt Vipers



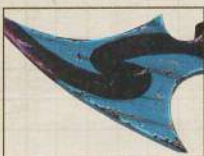
Abyssal Raiders

Reavers are typically drawn from the ranks of the Wych Cults, the only requirement for entry being owning a Reaver jetbike and the skill (and viciousness) to use it. Reavers will duel each other along tracks in the Wych Cult arenas, but will also happily duel Hellion gangs in the undersinks of the Dark City.

The Hellions are semi-feral gangs of outcasts and scoundrels, shrieking through the skies of Commorragh on bladed skyboards, preying on the weak and unfortunate.



Sky Devils



Razorwing Fiends



Ragged Wound



Red Talons



Crimson Helwings



Bloodshot Blades







## THE OUBLIETTES OF PAIN

Beneath the surface of Commorragh lie the dungeon-strongholds of the Haemonculi Covens, a place where even the most sadistic Dark Eldar fear to tread. The reason for this is simple: the Haemonculi are the most depraved scientists, torturers, surgeons and flesh-crafters in the galaxy and to enter their operating theatres willingly is to surrender your existence – body, mind and soul – to their dark experiments. Yet at some point in their long, cruel lives, every Dark Eldar has need of their services, for without the Haemonculi, the Dark Eldar would cease to exist.

While the Dark Eldar do live for an extraordinarily long time, their lives can be cut short during realspace raids or gladiatorial combats. It is for this reason that many strike a bargain with a Haemonculus – offering up a portion of their soul so that they will be resurrected upon their death. Their mortal remains are placed within a crystal sarcophagus and hoisted above the operating tables of the Haemonculi as they work on their latest creation. Drawing on the suffering and pain emanating from the Haemonculus's victim, the Dark Eldar warrior's remains will slowly regenerate until they are once again whole.

Yet this is not the only role of the Haemonculi, for they see themselves as artists and inventors,

## THE SCOURGES

Information is said to be the lifeblood of Commorragh, yet even the most secure of transmissions can be intercepted. As such, the winged Scourges serve as private messengers, delivering missives by hand. So vital is this service that to kill a Scourge is to invite a painful and truly inventive demise.

Jaded Dark Eldar may elect to become a Scourge, undergoing the gruesome body modification to grant them true flight, but only by ascending from the dungeons of the Haemonculi to the spires of Commorragh on their bloody pinions can they truly call themselves Scourge.



lords of the macabre and connoisseurs of pain. Indeed, their lairs are a reflection of their mad, whimsical nature – labyrinths of crystal mirrors lead to towers of quivering flesh, thousands of eyes gaze sadly from rotten walls crawling with tiny mechanical spiders, spiral walkways made of razor-sharp blades twist and turn over fang-lined maws. It's within these terrifying lairs that the Haemonculi experiment and operate on their own bodies, modifying themselves to such an extent with weapons, blades, extra limbs and organs that they barely resemble an Eldar. Around them work the Wracks – Dark Eldar who have grown so bored with life that they offer themselves up to the Haemonculi to be experimented on and rebuilt into something more gruesome. Dedicated acolytes, they serve their master unquestioningly, for they aspire to one day become a Haemonculus themselves.

Yet the most horrifying of all the Haemonculi's creations are the pain engines – the Talos and the Cronos. Crafted from an abundance of flesh and metal, these torture devices are taken on realspace raids to harvest body parts, souls and life essences, which are made into elixirs and vile drugs by the Haemonculi. To see a Haemonculi Coven in battle is not to witness an army, but a macabre carnival, a horrifying exhibition of an undying artist's sadistic talents.



## THE WYCH CULTS OF THE ARENAS

The Dark Eldar exist, quite literally, on pain and suffering – to see another in agony is nothing short of nourishment for their withered souls. Yet even the Dark Eldar realise that to descend unhaltingly into murderous debauchery would unravel their twisted society entirely. For this reason, they have the Wych Cult arenas, where violence, mutilation and, of course, exquisite death, can be carried out every night for the enjoyment – and sustenance – of the audience.

Like everything in Commoragh, no two Wych Cult arenas look the same, yet all are architectural masterpieces, an overt display of the cult's wealth and status. Some are vast crucibles made of hand-carved bone, while others are towering amphitheatres constructed from razor-sharp shards of psycho-reactive crystals. Ever fearful of ennui, the Wych Cults continuously vary the features of the arenas, too. One night it may be filled with enraged alien creatures, while the next it may be full of poisoned barbs and monomolecular blades hidden in the walls. Not only does this ensure the audience returns, it also keeps the combatants on their toes.

The members of the Wych Cults, also known as Hekatarii, are almost exclusively female, for they are the most lithe and graceful of their race.

## AEIINDRACH

Few districts of the Dark City are more stygian than Aelindrach. It is said the shadows themselves are alive and possess a ghastly sentience, so it comes as no great shock that many Mandrakes make their lairs there.

The Mandrakes are terrifying creatures, striking fear into even the shrivelled hearts of Commorites. These cannibalistic shades are said to be able to step from shadow to shadow, and can stop a heart with a single touch. None know where they come from, although enterprising or desperate Archons may make use of their monstrous talents.



Though male Wyches do exist, they are prized mainly for their seed, providing the cult with future generations of strong, deadly warriors. Regardless of gender, all Wyches perform in the arenas, either fighting each other or the myriad slaves that have been captured in realspace raids. It is said that every race in the galaxy has, at some point, had a representative thrown into the arenas of Commoragh, and the Wyches have fought them all, killing their opponents in new and inventive ways to excite the crowd. For the spectators, it's a bloodbath to revel in, and many leave the arena covered in arterial spray or slivers of flayed skin, their souls renewed by the wanton savagery. For the Wyches, it's an opportunity to hone their already formidable skills, so that when they do venture out on realspace raids there are few foes that can match them blade for blade.

Yet the arenas are also home to another, more unusual display of skill. Many also feature toroid areas where speed-obsessed Reavers – an offshoot of the Wych Cults – engage in death races. As the crowds gaze up from their gore-drenched seats at the circuit laid out above them, the Reavers race through the air at lightning speed, looking not necessarily to win the race, but to perform the most impressive high-speed decapitation for the delight of the crowd.

## +++ WEAPONS OF COMMORAGH +++

WYCH KNIFE



GLIMMERSTEEL SICKLE



AGONISER



KABALITE POWER BLADE



SPLINTER PISTOL



SPLINTER RIFLE



SHARD CARBINE



SPLINTER CANNON



BLAST PISTOL



BLASTER



DARK LANCE



INCUBI KLAIVE



HAYWIRE BLASTER



HEAT LANCE



DISINTEGRATOR CANNON



THOUGHT FOR THE DAY:  
STUDY THE ALIEN, THE BETTER TO KILL IT.

SHREDDER



+++ ADEPTUS MECHANICUS XENOTECHNOLOGIST REPORT ON DARK ELДАР WARGEAR. Tech-adept Scarmentis 6-Ypron in attendance.

Most Dark Eldar ballistic weapons can be categorised into two families: splinter and darklight.

Splinter weapons fire slivers of crystal covered in deadly toxins, which are usually debilitating, if not fatal, to living creatures.

It is speculated [++VERIFICATION PENDING++] that darklight weapons utilise captured energy from black holes and Warp storms to fire a beam or blast of energy that reacts catastrophically with its target.

Dark Eldar weapons are invariably of high quality [++POSSIBLE HERESY: RECOMMEND CENSURE++] and many utilise energy fields to disrupt the molecular structure of the target's armour.

TRANSCRIPT ENDS.  
+++



# THE ULTIMATE GUIDE TO...

## REALSPACE RAIDS

Flesh is the currency of the Dark City, and without a steady stream of slaves Commorragh – and the Dark Eldar – would wither and die. Realspace raids are the prime method of acquiring fresh slaves, and rival Kabals and Wych Cults will put feuds and vendettas aside for the privilege of joining an Archon or Succubus's raiding force.

Realspace raiding forces are the closest thing the Dark Eldar have to military endeavours, and whilst it has been known for a raid to be carried out exclusively by the forces of a particular Kabal, Cult or Haemonculus Coven, many are blends of the three, with a feared leader binding the services of lesser leaders through labyrinthine pacts, contracts and favours. In addition, many raids will employ mercenaries and hirelings of all stripes, from arrogant Razorwing Jetfighter pilots to stoic, indefatigable Incubi bands, inscrutable

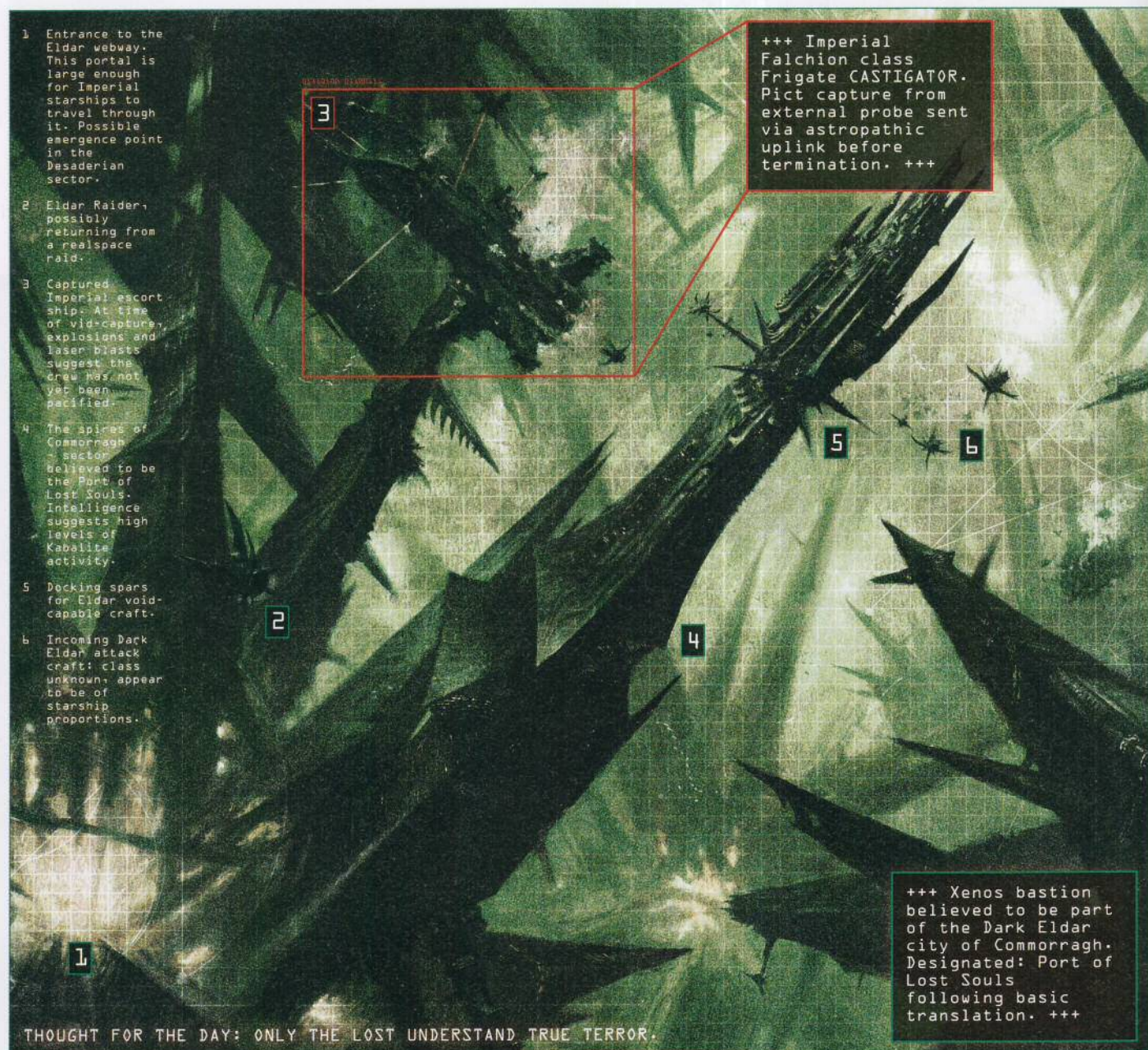
## HIDDEN BLADE

On the rare occasions the lesser races have the wit and ability to attack Commorragh, the Hidden Blade is one of the Dark City's key defence points, a mighty fortress laden with gun batteries, Razorwing Jetfighter hangars and Voidraven Bomber bays.

The lumbering craft of most other races can't hope to match the speed and agility of the Dark Eldar's fighter craft, which are typically piloted by the most lunatic and successful Reaver Jetbike riders, who will deign to aid a realspace raid if the price is right and the idea amuses them.

Mandrakes, and semi-feral, savage Hellion gangs. These piratical invaders – normally at each other's throats – work together with a precision and synchronicity quite beyond the lesser races of the galaxy, depopulating entire worlds in the space of a single night.

Upon their return to the Dark City, the bounty of thousands and thousands of slaves will be traded, bartered and fought over, as befits their status as little more than chattels. They will be worked to death in nightmare manufactories, tormented in ways too hideous for their feeble minds to comprehend, or butchered for the fleeting amusement of the crowds in the arenas. In the end, no matter what they may have been, the slaves are naught but fuel to the eternal engine of Commorragh, their suffering doing little more than staving off the soul-hunger of the wretched denizens of the Dark City. ☠





+++ DARK ELДАР CLASSIFICATION +++

+++ It has come to our attention that Dark Eldar raiding parties are comprised of at least three major factions. Most dark Eldar can be classified as Kabalites, though the Wych Cult is also a predominant faction with many sub-sects [++cf: Reaver Gangs++]. Most disturbing of all, however, are the Haemonculus Covens, whose armies are comprised of the most debased and vile alien creations. +++



ARCHON



KABALITE WARRIOR



INCUBUS



WYCH



SCOURGE

Kabalite warriors appear to gain strength through suffering.

Incubi often offer their services as bodyguards.

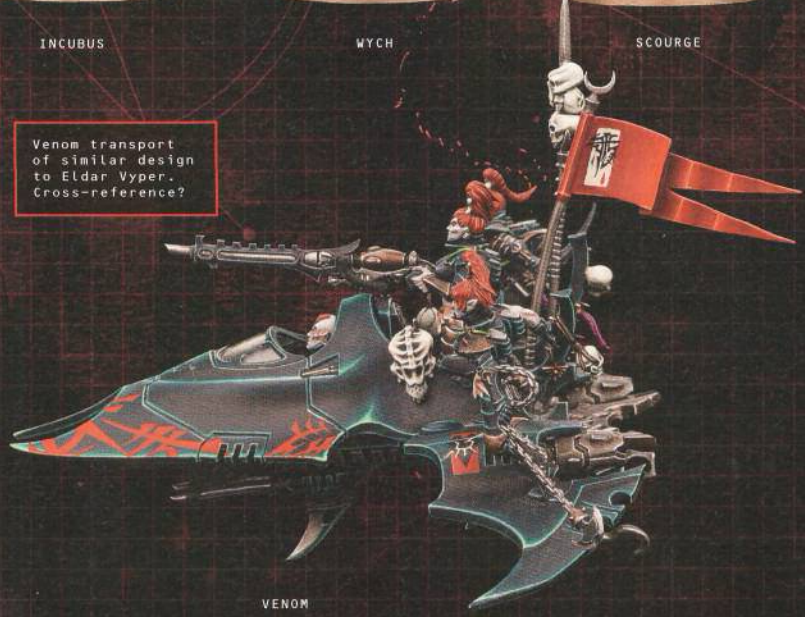


HAEMONCULUS



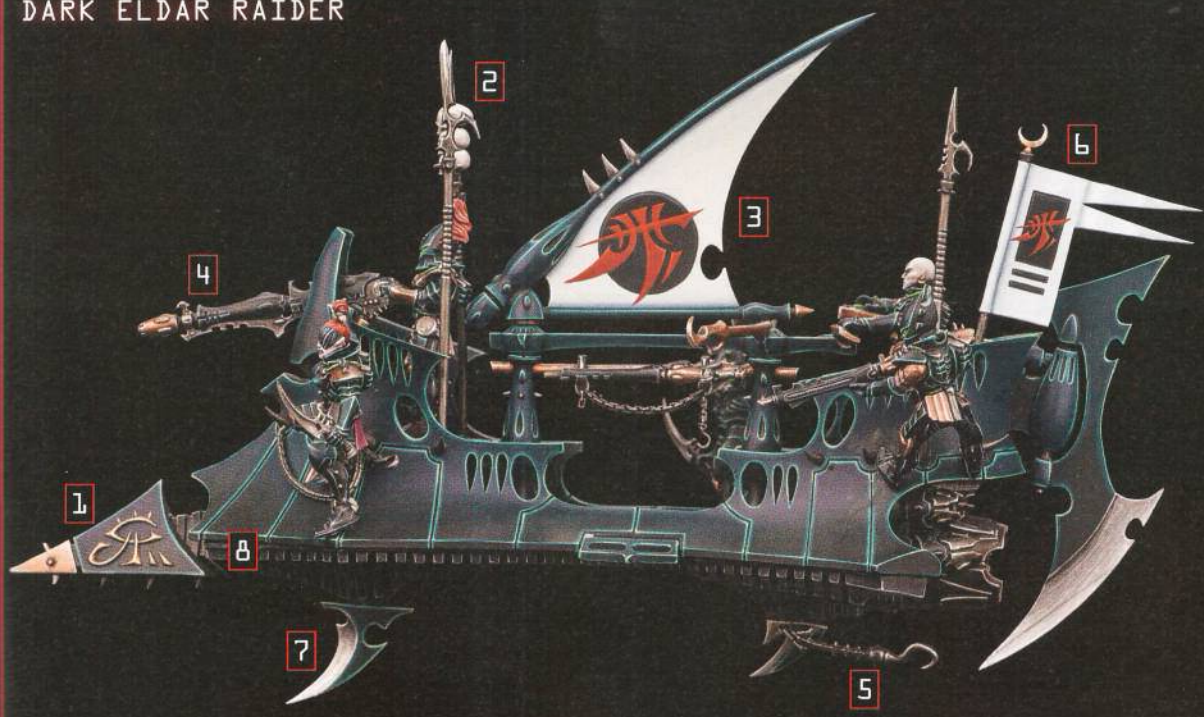
WRACK

Venom transport of similar design to Eldar Vyper. Cross-reference?



VENOM

DARK ELДАР RAIDER



- 1 Ramming prow, decorated with sigil device, ref: 'Dark Muses'.
- 2 Trophy Rack, bearing skulls from crew's favoured kills, ref: 'Ur-Ghul'.
- 3 Aethersail, harnesses unknown energies.
- 4 Turret energy weapon, ref: 'Disintegrator Cannon'.
- 5 Chain-snares, used to ensnare victims the craft passes over in raids.
- 6 Iconography indicating the owning Kabal, Archon or even Dracon. Judging by the colours of the hull, 'Raider' is ultimately owned by the Kabal of the Black Heart, ref: 'Asdrubael Vect'.
- 7 Underslung blades. Slashes and cuts apart any foe beneath the vehicle in flight.
- 8 Convex armour plates; fire deflection properties.



## ARMY OF THE MONTH

# THE SCIONS OF AVIDYA

Each issue we feature Army of the Month, a glorious collection of Citadel miniatures lovingly assembled over many years. This month, White Dwarf is proud to present Rik Turner's vast Blood Ravens Space Marines army. Stuart Edney spoke to him.





**F**or almost as long as Blood Ravens have existed in the Warhammer 40,000 universe, Rik Turner has been collecting them. We sat down with him to find out more about his vast collection.

"I started collecting Blood Ravens not long after I first joined Games Workshop," says Rik. "It was a combination of a brand new job, a brand new army, a brand new edition of Warhammer 40,000, and a brand new edition of Codex: Space Marines, which featured the Blood Ravens. This was hot on the heels of the *Dawn of War* computer game and, since no one else had done a Blood Ravens army at that point, the stars really seemed to have aligned. I've not looked back since.



**RIK TURNER**  
Rik's been collecting Blood Ravens for over a decade, steadily building up his army as new kits and models have been added down the years. Not a man to do things by halves, he also has a Slaves to Darkness army for Warhammer Age of Sigmar of vast size.

"The Blood Ravens are quite a unique, quite an interesting Space Marine Chapter," says Rik. "Despite not being one of the First Founding Chapters, like the Blood Angels or Raven Guard, or one of the big Successor Chapters like the Black Templars or Flesh Tearers, there's still a huge amount of fiction about them." Rik's not wrong, as not only are the Blood Ravens the stars of the *Dawn of War* series of computer games (seven, soon to be eight titles strong) and guest stars in the closing chapters of *Warhammer 40,000: Space Marine*, but the Blood Ravens are also the stars of their own novel series. Rik has devoured all of it, seeking out every scrap of knowledge, much like the Blood Ravens Chapter themselves. ►



Rik's certainly got form as a fan of the Blood Ravens, with his very first crack at collecting the Chapter (left) featured alongside the Index Astartes article on the Blood Ravens all the way back in May 2005's issue of *White Dwarf*. They're even led by a triumvirate of Librarians!



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



# THE SCIONS OF AVIDYA

Rik's Blood Ravens Space Marines in all their glory. Below you can see a list of the characters and units, including relics of the Chapter and heroes of Rik's own invention.

<b>Chapter Master</b> Archarius Ravenholm Honour Guard Azariah, Land Raider	<b>Sternguard Veterans</b> 10 Sternguard Veterans	<b>Predator Annihilator Squadron</b> 3 Predator Annihilators
<b>1st Company Captain</b> Apollo Diomedes	<b>Tactical Squad I</b> 10 Tactical Marines	<b>Predator Destructor Squadron</b> 3 Predator Destructors
<b>Terminator Command Squad</b>	<b>Tactical Squad II</b> 10 Tactical Marines	<b>Whirlwind Squadron</b> 3 Whirlwinds
<b>Chaplain Idris Obadiah</b>	<b>Tactical Squad III</b> 10 Tactical Marines	<b>Vindicator Squadron</b> 3 Vindicators
<b>Epistolary Charon Erasmus</b>	<b>Tactical Squad IV</b> 10 Tactical Marines	<b>Land Speeder Squadron</b> 4 Land Speeders
<b>2nd Company Captain</b> Yriel Rikarius	<b>Tactical Squad V</b> 10 Tactical Marines	<b>Storm Talon</b>
<b>Command Squad</b> Razorback	<b>Tactical Squad VI</b> 10 Tactical Marines	<b>Stormtalon</b>
<b>Terminator Squad</b> 5 Terminators	<b>Assault Squad VII</b> 10 Assault Marines	<b>Stormraven</b>
<b>Terminator Squad</b> 5 Terminators	<b>Assault Squad VIII</b> 10 Assault Marines	<b>Dreadnought</b>
<b>Terminator Squad</b> 5 Terminators	<b>Devastator Squad IX</b> 10 Devastator Marines	<b>Dreadnought</b>
<b>Terminator Assault Squad</b> 5 Assault Terminators	<b>Devastator Squad X</b> 10 Devastator Marines	<b>Venerable Dreadnought</b>
<b>Terminator Assault Squad</b> 5 Assault Terminators	<b>Scout Squad</b> 5 Scouts	<b>Mortis Dreadnought</b>
<b>Terminator Assault Squad</b> 5 Assault Terminators	<b>Scout Squad</b> 5 Scouts	<b>Librarian Dreadnought</b>
<b>Terminator Assault Squad</b> 5 Assault Terminators	<b>Drop Pods</b> 2 Drop Pods	<b>Fire Raptor Gunship</b>
<b>Corvidae Guard</b> 5 Corvidae Guard	<b>Thunderfire Cannon</b> 1 Techmarine	<b>Bike Squadron</b> 3 Space Marine Bikes
<b>Ordo Psykana</b> 20 Secret Masters	<b>Devastator Centurions</b> 6 Devastator Centurions	<b>Attack Bike</b>
		<b>Super-Heavy Vehicles and Titans</b> <i>Talon Alpha,</i> <i>Thunderhawk</i> <i>Gunship</i>
		<i>Irae et Dominatus,</i> <i>Warhound Titan</i>
		<b>Allies</b> Imperial Knight Paladin

















# ARMY OF THE MONTH



Rik's Imperial Knight Paladin, rather appropriately aligned to House Raven. Note the Blood Ravens Chapter symbol, a high honour, on the left knee.

► "One of the first articles published about the Blood Ravens was part of the Index Astartes series," says Rik. (Index Astartes was a long-running series of White Dwarf articles about the multifarious Space Marine Chapters and, later, Legions, somewhat similar in format to the modern Ultimate Guide). "The Index Astartes article was in many ways a companion piece to the *Dawn of War* game, which had been released a few months earlier. It helped flesh the Chapter out and give them a presence in the Warhammer 40,000 universe so that when they appeared in both *Dawn of War* and *Codex: Space Marines*, they wouldn't feel like they had come out of nowhere, that they had a history (at least after M37, before that it's a bit hazy – other Imperial organisations know the Blood Ravens existed before then, as fragmentary records exist in Imperial archives, but the Blood Ravens' own archives go back no further) and enough narrative hooks to make them stand out from other Chapters, like the mystery of who their Primarch was and their reliance on Librarians."

Much of the focus of the *Dawn of War* games and novels is on the 3rd Company and its Captain, Gabriel Angelos, and the Blood Ravens' Index Astartes article gives a brief mention of the 5th Company, dubbed 'The Fated' by the rest of the

## CHAPTER, HOUSE AND LEGION

In a rare case of hobby serendipity, Rik painted his Warhound Titan, *Irae et Dominatus*, in the livery of Legio Metalica, as a mighty ally for his Blood Ravens in games of Warhammer 40,000 Apocalypse. When the Imperial Knights were released a couple of years later, Rik chose the red livery of House Raven for his new Imperial Knight Paladin.

What Rik only realised afterwards was that House Raven and the Adeptus Mechanicus forge world of Metalica (and, thus, by extension, Legio Metalica) are linked by long-standing ties of fealty and duty. Almost as if he'd planned it...

Chapter, and the mystery of the black aquilas on their chests, so Rik decided he could really make another company his own.

"In the end," says Rik, "I settled on the 2nd Company, under the command of Yriel Rikarius, a character of my own invention. There was no background about them in any of the novels or games, so it gave me a pretty blank slate to work from when building my army. Also, whilst there's Azariah Vidya, the first recorded Chapter Master of the Blood Ravens in M37, and Azariah Kyras in *Dawn of War II*, that does leave a few thousand years of room to be creative."

That combination of restriction and freedom has spurred on Rik's creativity as a hobbyist. The background of the Blood Ravens gave Rik just enough narrative freedom to tell his own story whilst still anchoring it to the wider Warhammer 40,000 universe. In much the same way, Rik has expanded the army following the Battle Company, Strike Force and Warhammer 40,000 Apocalypse formations, but still made the army his own, adding units of his own invention and representing aspects of the Blood Raven's background using the Allies rules. ►

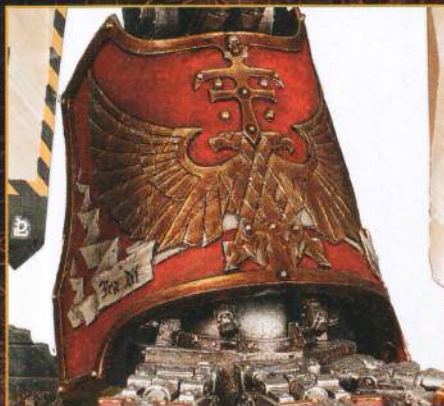


## +++ WARHOUND TITAN +++

One of the centrepieces of Rik's army is the mighty Warhound Titan, *Ira Di Dominatus*, painted in the livery of the Legio Metalica.



The top of the Warhound Titan's head is removable; Rik has painted the fully-detailed cockpit and crew inside.



The Imperial Aquila and elaborate scrollwork decorate the Warhound's greaves, here being the god-machine's name.



The Warhound's carapace shields its mighty reactor. The Titan's armour bears the colours of Legio Metalica.



# ARMY OF THE MONTH

Opposite: Rik's Stormraven. Like most of the vehicles in the army, Rik started painting it with a Khorne Red basecoat. Rik was also keen to point out that whilst the vehicles are weathered at their fronts (with lots of freehand paint chips and grime around the front ramp of the Stormraven), there's no weathering on their rear facings, because his vehicles never reverse or retreat in battle!

Below: The Blood Ravens of the 2nd Company charge to war, guided by the exact and precise battleplans of their commanders. Some regard their predilection for exhaustive planning and intelligence gathering as bordering on cowardice, but few can fault their mettle or courage as Blood Ravens strike forces descend upon enemy targets with unerring precision, battle plans working like the most precise machinery of war.

► "For me it's entirely about the look of *an army*," says Rik. "I like collecting the army. What that means is being inspired by the most recent Space Marine Codex, or finding something out about the Blood Ravens I didn't know before. It's collecting first, and building that large collection up – collecting without an end goal.

"Before Games Workshop released Warhammer 40,000: Apocalypse back in 2007, with Space Marines it was assumed you'd be collecting toward having a Battle Company (or Chapter-specific equivalent), and those 100 Space Marines plus extras was something to aspire to. Post-Apocalypse, whilst 100 Space Marines is still a lot, for me it now just feels like the first step on a road that doesn't really ever end unless you want it to. I have around about the equivalent of a full Codex Battle Company and around half a Veteran Company. If you include the older and unloved models I've phased out over the years, that I may rebase onto 32mm bases in the fullness of time, I have the makings of another Battle Company. Now, the way people collect Space Marines armies has changed a little, as the emphasis has shifted away from taking a whole

**"Post-Apocalypse, whilst 100 Space Marines is still a lot, for me it now just feels like the first step on a road that doesn't really ever end unless you want it to."**

Company to war, so now armies are built using the Strike Force method – so instead of your army being the 2nd Company, say, it's the 2nd Company, with assistance from Devastator Centurions from the 9th, or Bikers from the 7th, and so on. Just by collecting everything that's released, the army is beyond the confines of a single Battle Company and feels more like a force army assembled for war than a static unit."

Collecting isn't the only part of the hobby that Rik adores, however. He's an avid modeller and kitbasher, as evidenced by the huge number of converted models and kitbashed units evident across the army. ►









# ARMY OF THE MONTH



Right: "I wanted a suitably ostentatious model for my Chapter Master, Archarius Ravenholm, and found a perfect beginning in Forge World's Legion Praetor. From there, I added the arm resting on the sheathed power sword from the Sternguard Veterans kit, which is a perfect fit for any Space Marine commander imperiously surveying the battlefield. The other arm I nabbed from Njal Stormcaller, as the Chapter Master of the Blood Ravens should have a psyber-raven, right? The other touch I'm happy with is the cape, which is from the Empire General box, and for my money is one of the best capes you can get. It's so easy to bend and shape."

► "I love building. Painting is something of a necessary evil that drives me on, as I flat out refuse to play games with unpainted models, but I love building and kitbashing," says Rik. "One of the most characterful kitbashes I've made for the army is the Ordo Psykana, or Secret Masters, who are very uniquely Blood Ravens. In the original Index Astartes article, there were hints that they might be squads of Librarians, so I use the Grey Knights rules to represent them on the battlefield. They're built primarily from the Dark Angels Company Veterans kit, using the robe legs, front torsos and heads, with standard Space Marine backpacks and Grey Knights weapons, which neatly reflects their role as a brotherhood of psykers, much like Grey Knights Strike Squads. The only bit that involved anything more complex than a bits swap was using the back torsos of the Grey Knights, which had a little Green Stuff added to continue the look of the robes." ►





# BLOOD RAVENS SPACE MARINES

The truth of their origins cloaked in secrecy, the Blood Ravens are a Chapter driven by the pursuit of knowledge. Yet their reliance on psykana has led to grave concerns being raised about their loyalty.

The Blood Ravens are a Chapter with no knowledge of their Primarch, or indeed, any knowledge of their history prior to M37, instead revering both the Emperor of Mankind and their first recorded Chapter Master, Azariah Vidya, in the place of a primogenitor. Either due to a quirk of geneseed, random chance or choice of recruiting worlds, the Blood Ravens have a far greater number of Librarians in their ranks than is normal for a Space Marine Chapter, leading to a combat doctrine that relies heavily on knowledge of the enemy and (as their critics would put it) farseeing. This, alongside rumours of the Blood Ravens seeking out knowledge and artefacts considered tainted or forbidden, is the heart of the Chapter's critics' concerns.

Recent events have been trying on the Blood Ravens – fully half the Chapter's strength, under the command of Indrick Boreale, were wiped out in the Kaurava Campaign, which alongside the Aurelian Crusades, have left the Chapter a



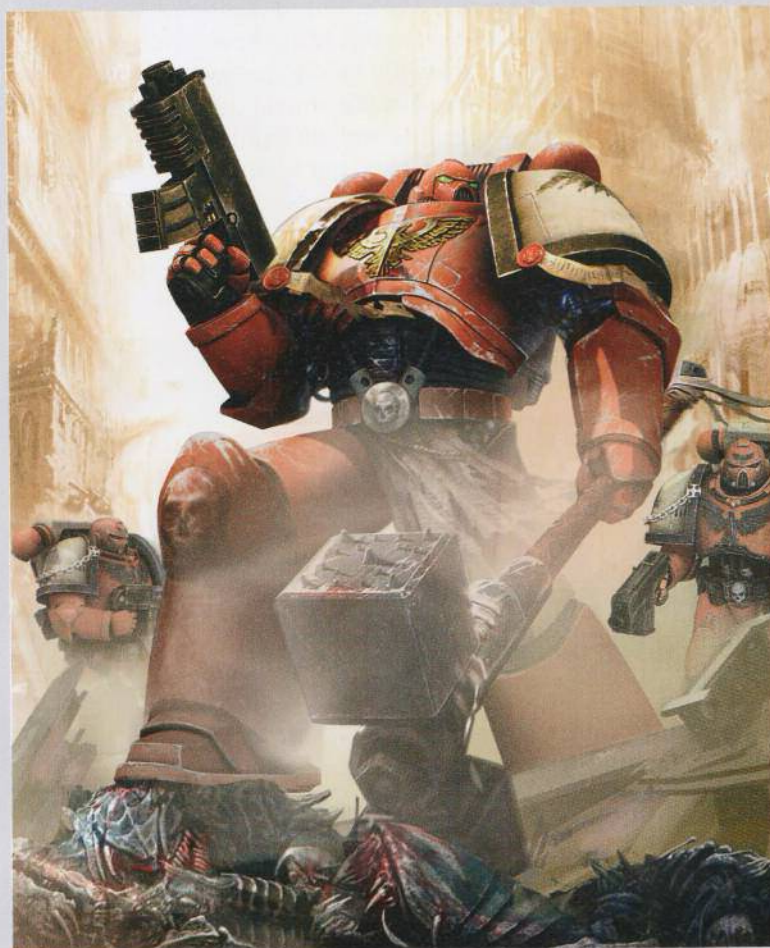
The Chapter symbol of the Blood Ravens (above). Some have suggested that the blood droplet, alongside their blood-red livery, hints at their ancestry being linked to the Blood Angels, or suggest similarly the raven implies Corax of the Raven Guard was their primogenitor.

Others, with access to the records of the dark days of the Horus Heresy, find the Blood Raven's symbology disturbingly reminiscent of those used by certain Legions, yet if it is unknown if this is just mere coincidence...

shadow of its former self. Nevertheless, their strong ties with the Adeptus Mechanicus, who are natural allies in the Chapter's quest for knowledge, have meant that the Blood Ravens are very well equipped and resourced for a depleted, maligned Chapter.

The mystery of the Chapter's Primarch is an enduring one, with the records of the Chapter professing ignorance on the matter. Indeed, the question is what drives, in part, the Chapter's quest for knowledge. Their heraldry, iconography and general disposition have thrown up several candidates, although their more vocal critics mutter darkly that their propensity for sorcery suggests their sire was not one of the Emperor's nine *loyal* sons...

Nevertheless, in spite of their unorthodox methods and battle doctrine, the Blood Ravens remain a steadfastly loyal Codex-compliant Chapter well into the Time of Ending. ☠



The Blood Ravens first appeared in 2004's *Dawn of War*, and later returned in 2009's *Dawn of War II* (right). Background was quickly established with White Dwarf 305's instalment of Index Astartes. The earliest beginnings of Rik's army (which you can see on page 62) even featured in the article!



# ARMY OF THE MONTH



Above: The Honour Guard that accompany Rik's Chapter Master are almost entirely kitbashed, using a variety of parts from across the Space Marine range and beyond, including Dark Angel helmets, Blood Angel weapons and even the crow from a Nurgle Rotbringers Harbinger of Decay!

Below: The Corvidae Guard are one of Rik's own inventions, linked to the mysterious Ordo Psykana. These conversions make extensive use of Sanguinary Guard parts, but stand out from the Chapter's Honour Guard thanks to their ebon-winged jump packs and Mk. VI 'Corvus' pattern helmets.

► Rik's magpie-like propensity for hoarding bits from all corners of the Citadel and Forge World ranges has meant that he's able to craft some truly magnificent kitbashes to make his army stand out. In part, it's driven by a desire to add everything he can to the army.

"Every time something new is released for the Space Marines, be it for the Blood Angels, Dark Angels, Grey Knights or Ultramarines, I have a go at converting it to add it to my Blood Ravens. The one exception to this is the Space Wolves, as it turns out it's really hard to get woolly pelts to fit in with the rest of the army! I thought about adding a Thunderwolves equivalent using the Demigryph Knights, but what role would that fulfil in the Blood Ravens? Despite their abnormalities, they're very much a Chapter in compliance with the Codex Astartes, so any kitbashed units need to reflect that.

"I don't think I'd ever bother collecting another Space Marines army," says Rik. "I've already done everything. I'd just be going back over old ground, just in blue, or green, or a different shade of red. As and when new kits and new units come out for the Space Marines, I'll add them to the army or use them to replace older ones."

However, Rik does have some plans for expansion and addition – and not just reinforcements of the power-armoured kind. "With the Adeptus Mechanicus connection firmly established in the background, and represented by the Legio Metalica Warhound and the House Raven Knight Paladin, I'd like to add another Imperial Knight to the army, probably a Warden, again as House Raven, to reinforce that link to the Knight Households and the Adeptus Mechanicus. That might spin off into a full-blown army using the Cult Mechanicus and Skitarii codexes as well."





Rik can't entirely leave behind his beloved Blood Ravens, and has plans for at least one more big addition to his enormous collection. "I've wanted to add something like a Baneblade to the army for quite some time, but Baneblades don't really fit with how the Space Marines make war. But a Fellblade? That's the best of both worlds, and it makes sense, as only a fortunate or very-well connected Chapter would have one, and the Blood Ravens are very-well connected with the Adeptus Mechanicus..."

It's often said that an army is never truly finished. Rik is a firm believer in this, with a single proviso – that there are only so many hours in the day, and you can't spend all of them at your painting desk. "When I started this army, I didn't have children," says Rik. "Now I do. It does eat into your hobby time, like most adult responsibilities do." Rik's secret? Careful time management. He

may only have an hour (at most) of an evening for hobby, and individually those moments of hobby bliss may not count for much, but it all adds up over the weeks, months and years. That same gradual patience can be applied to how Rik has collected the entire force.

Rik's amazing army is the result of over a decade's hard work and dedicated collecting, painting and modelling. And whilst the idea of owning such a titanic army may seem like an impossible dream for most hobbyists, Rik's army shows that no army happens overnight. As you can see on page 67, Rik started his Blood Ravens collection with an army that's not that far removed from the Start Collecting! boxes of today – just a couple of squads and characters. Yet 11 years of dedicated collecting, building and painting later it's blossomed into a truly jaw-dropping force – a very worthy Army of the Month. 🖤

Below: The armoured might of the Blood Ravens Chapter rumbles to endless war.

A large part of Rik's force is made up of tanks – three of each type, in fact! This was, in part, originally inspired by Warhammer 40,000: Apocalypse's formations. Today, Space Marine tank squadrons gain particular benefits if, like Rik's, they're three vehicles strong, such as the Predators' lethal Killshot, or the Whirlwinds' Suppressive Bombardment. Formations are a great way to build up an army, letting you focus on the bits of an army you love. After all, there's more to Warhammer 40,000 than just the game!





# THE GENERAL'S ALMANACK

The General's Almanack is our occasional series on gaming in the Age of Sigmar, where we bring you thoughts and advice from some of the finest generals in the Mortal Realms. In this first instalment, Ben Johnson talks about playing different kinds of games.



**BEN JOHNSON**

A long-time tournament gamer, Warhammer Age of Sigmar was a big change for Ben, who adopted its narrative style of play wholeheartedly. Since then, the General's Handbook, on which Ben worked, has added even more options, so we thought who better to give us their thoughts on a few of them?

**A** couple of years back, myself and my good friend Ben Curry were lucky enough to playtest the rules for Warhammer Age of Sigmar. To say we were surprised would be an understatement – it was a complete reinvention of the game we'd known for many years – there weren't even any points values for the models! As hardcore tournament gamers, Warhammer Age of Sigmar was obviously a massive change for us – it meant learning a new game, exploring new ways to play, developing new tactics and strategies, and so on. As with most new experiences, it did seem a little daunting at first, but we love playing games, so we just got on with it, putting what we thought would make for a good game on the table and rolling some dice. We had great fun. That was the first step to enlightenment for us. But what about my favourite style of playing – the old points-match games? Would I ever return to them?

## NARRATIVE BATTLES (OR, BATTLES WITHOUT POINTS VALUES!)

The first games myself and Ben played were the battleplans found in the Age of Sigmar books. We really enjoyed playing narrative scenarios with a story behind them – that was something we'd never really done up to that point, so focused were we on writing the perfect army list for our next tournament. Contrary to what you might be thinking, my favourite aspect of playing Warhammer is not thrashing my opponent silly by creating the nastiest army possible, but making decisions on the battlefield and getting my opponents to make decisions too. It's a mental agility game, where you're constantly trying to outfox, outmanoeuvre and outguess each other – that's what I love about Warhammer Age of Sigmar; it's not just a pile-up in the centre of the board, but a strategic dance with loads of scope for fun and invention. Interestingly, taking the points out of the game made me and Ben think



A few of Ben's favourite units from his Stormcast Eternals army, including the Stardrake, Judicators and Dracothian Guard.



### THE TO AND FRO – TAKING THE FIRST TURN EACH ROUND

“One of my favourite game mechanics in Warhammer Age of Sigmar is the roll-off to see who will go first each battle round. I’ve heard a few people bemoan the roll-off, saying that it messes with their tactics but, in my opinion, if you don’t take into account the vagaries of war (such as the enemy stealing a march), then you’re already making a fundamental tactical error! I see the roll-off as an opportunity to develop your tactics and strategies – you have a fifty-fifty chance of winning the roll-off, but you can never rely on luck. Better to plan for the worst-case scenario – that your opponent will win the roll-off – but have enough units in place to give them a good thrashing if you win it. Remember, you can concede the roll-off and force your opponent to go first, which can be very handy if you need to draw their army out.”



more about playing and enjoying the game with the models in our collections and less about creating the meanest, nastiest army allowed within the points limit. We came up with stories behind our games and created our own scenarios. It was, in a way, liberating.

### VARIETY IS THE SPICE OF LIFE

Of course, if you ask a group of people what they love about playing Warhammer Age of Sigmar, they’ll give you a huge variety of answers. Some like fighting narrative battles like the ones Ben and I were playing, while others like taking part in competitive tournaments and play games to practise for them. Others just want occasional match-ups where they can put down their models and play. Some want to play campaigns. There really is no right or wrong way to play, but, rather, many different permutations to enjoy as and when you feel like it. The new rules set didn’t include points values for models, which left some gamers feeling a little lost. There was an understanding, a language, built around points values in previous editions that people understood and could work with to create what was perceived to be a balanced battle. Points-matched games had, for many years, become the norm, but in many ways that style of gaming had stifled the other forms. The change to gaming brought about by the Warhammer Age of Sigmar rules really made me appreciate it, opened my eyes, really, to what else was out there.

The thing was, the tournament gamer in me still wanted that points-matched option, not as a replacement for narrative games as I would once have thought, but to sit alongside them – another weapon in my wargaming arsenal, as it were. I also realised that, when you’re part of a good gaming community, it’s easy to find like-minded

**“It’s a mental agility game, where you’re constantly trying to outfox, outmanoeuvre and outguess each other – that’s what I love about Warhammer Age of Sigmar.”**

hobbyists that like to play the way you do. However, if you’re new to a gaming group, or you’re after a game where you don’t know anyone, how do you go about finding that game and organising it?

### ESTABLISHING A COMMON LANGUAGE

The General’s Handbook – which I’m proud to say I was also involved in creating – was the solution. Alongside rules for Narrative Play and Open Play, both of which we’ve become accustomed to over the last year and a half, it also includes rules for Matched Play games, in which you create army lists using points values for each unit. This helps re-establish that common language that any Warhammer Age of Sigmar player can work with. If I say “Matched Play, Vanguard,” my opponent will know they’ve got 1,000 points to spend on an army, we’ll be using the additional Matched Play rules featured in the handbook, and we’ll be playing the Vanguard battleplan. The book helps break down those barriers that two unfamiliar players may have when organising a game. That’s why it works so well for tournament play, too, and why it was used at the Warlords event held at Warhammer World back in September – it enables total strangers to place their army on the battlefield and engage in a fair battle that can be brought to a conclusion within a couple of hours (a really important factor when you’re trying to run a gaming event, or even just a one-off game). ▶

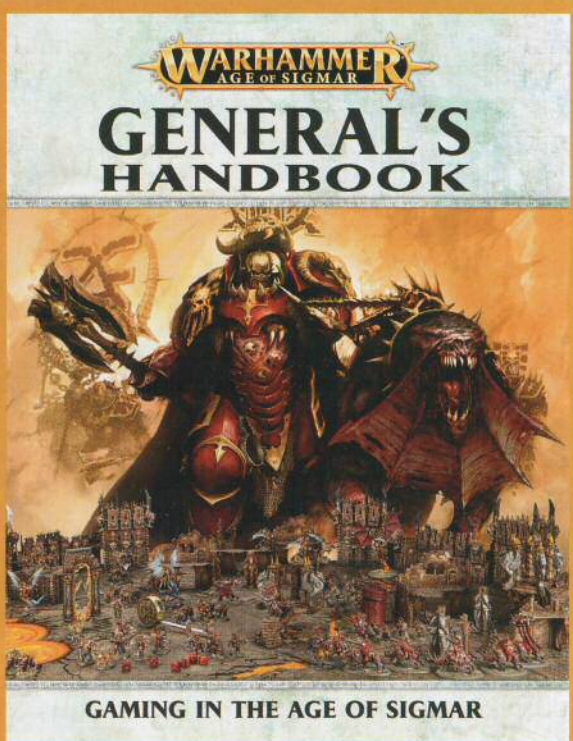
### TAKE AND HOLD

“The six Pitched Battle battleplans in the General’s Handbook all revolve around taking and holding objectives on the battlefield, be they sites of magical power, holy buildings, lost relics, or whatever scenery you happen to be using. The victory conditions are different for each battleplan – some require that you hold an objective by the end of the game; in others you get victory points the longer you hold on to it. Figuring out which units in your army will take and hold each objective is part of the joy of a Matched Play game. A unit of 10 Skaven Clanrats, for example, would be awful at taking an objective in enemy territory, but perfect for holding one of your own. On the other hand, 40 Clanrats supported by the right command ability (I’m thinking Inspiring Presence to make them immune to battleshock) can hold an objective for quite some time!”



## THE GENERAL'S HANDBOOK

Ben works in the Design Studio and worked on the General's Handbook, a great new tool in any gamer's armoury. If you like playing casual games where you just put your models down on the table (Open Play) there are rules for playing multiplayer games and six battleplans to go with them. If you like to create stories behind your battles, you'll find six battleplans based on battles of the past, examples of how to write your own, plus rules for starting a campaign. And if you love brow-furrowing, tactically-intense Matched Play games, all the rules you need to create an army list can be found in this book along with six Pitched Battle battleplans.



## MAKING TOUGH DECISIONS...

Ben: "Most of the Matched Play games I've fought are around 2,000 points, which means I have to make tough decisions on what units to field. A Drakesworn Templar, for example, costs 500 points – a full quarter of the army. I have to be really sure that he'll be able to do enough damage to warrant including him in the force. Will he earn his points back, as it were?"

## ► PREPARING YOUR ARMY FOR WAR

In any game of Warhammer Age of Sigmar, but especially in Matched Play games, you've got to think really hard about what you take in your army. What units will you select? Who will be your general? What command trait do you take? If you know who you're playing against, what do they have that you'll struggle to fight? As I said earlier, I like any game that involves making decisions, and creating an army list involves making a lot of them – just what units will make the cut? There's a certain thrill in making these decisions, I find – it's like deciding your own fate. For the Battle Report in this issue I must have changed my army list three or four times and I knew who I was

fighting (James), how he plays, and what units he has in his force. It still took me a good few days to write an army list I was happy with (Ben explains more about how he creates an army to the right. – Ed).

## BALANCE IS THE KEY (OR IS IT?)

Because I play at a lot of gaming events and tournaments around the UK – 135 events at last count, totalling 639 games – I try to make most of my armies pretty balanced. The main reason for this is that I never know what armies I'm going to face, so I try to make my army as flexible as possible so I can deal with anything my opponent throws at me. On the other hand, I do know that I'll be fighting a different battleplan every round, so I can tailor my army to suit the six battleplans in the General's Handbook (or whatever the battleplans are for that particular event). That means I'll have some fast units to secure distant objectives, solid units to hold my own objectives, a few hard-hitting units to take on monsters and heroes, and so on.

Then again, if I'm playing a narrative game against someone at my gaming club, I tend to pick an army based around the units that I'm most excited about at the moment – lately, Judicators, Prosecutors and Dracothian Guard. I've got in my head the image of a Stormhost descending upon the enemy to hammer them into the ground, a rain of celestial arrows falling from the sky around them, a real fast-assault force that's totally uncompromising – it's about shock and awe. I think it's a pretty fun way to play and tactically sound, but there are bound to be people out there that know how to deal with it and, in fact, run rings around it. That's what makes playing games of Warhammer Age of Sigmar so much fun – figuring out how to deal with your opponent's army while preserving your own. ☠

## BEN'S TOP TIPS FOR USING STORMCAST ETERNALS

1. Use a Knight-Vexillor with a pennant of the stormbringer to magically transport one of your units behind the enemy army. I use Retributors to make sure I hit them hard.
2. Before you send them, though, use a Lord-Castellant's warding lantern to boost their saving throw and make them harder to kill.
3. Charge large enemy units from two sides, forcing them to pile in on two fronts. If they take casualties they may lose unit coherency, meaning the only move they will be able to make is to retreat. Very handy!
4. In combat, a Prosecutor with a grandaxe will hit every model within 1". Considering their wing-span, you should hit quite a few.





# BEN TALKS ARMY BUILDING

Ben puts a lot of thought into creating an army list for Warhammer Age of Sigmar, so we asked him to explain his thought process and give us a few tips on how to create a realm-shattering army.

My first piece of advice when creating an army is to consider who your general will be and what abilities they can bring to the battlefield. Some generals have a unique command ability, but even if they've only got Inspiring Presence you need to consider how you're going to use that to maximum effect. Then you need to decide what allegiance ability to give them (also found in the General's Handbook). I'm a fan of abilities that have an area of effect around my general – I've found they have more of an impact on the game. My favourite generals for my Stormcast Eternals are my Lord-Celestants – one on foot, the other riding a Dracoth. A Lord-Celestant on foot is perfect for supporting a battle line (see right), but I won't be able to use his ability to best effect if I'm charging Dracothian Guard and Prosecutors across the battlefield. On the other hand, a Lord-Celestant on Dracoth can join the charge and his Lord of the Host ability affects all units within 24", so it will still reach any units I've held back to defend my own objectives.

The next stage when building an army for a Matched Play battle is to pick your Battleline units. My first consideration is whether they complement my general's command ability. As mentioned earlier, I've got a thing for Judicators at the moment, but perhaps Liberators would be more beneficial to my playing style – they could advance behind the main battleline and take the objectives as the Dracothian Guard clear them. Equipped with shields, perhaps even deployed in cover, and immune to battle shock because of my general's command ability, they'd be virtually impossible to shift. Food for thought, perhaps, when I fight my next battle. The real key to your Battleline units is figuring out which ones will be your hammer – the ones that go off and kill the enemy – and which ones will be your anvil – the ones that hang back and defend your own objectives. Again, balance is the key for me, having too many hammers and no anvils, or vice versa, normally ends up causing you more problems than advantages.

Ben: "One of my favourite battlefield tactics is to advance my Liberators alongside a Lord-Celestant on foot. He has the Furious Retribution command ability, which gives all friendly Stormcast Eternal units +1 to their hit rolls in combat as long as they're within 9" of him. Liberators already hit on 4s with warhammers and 3s with warblades, so this ability makes them especially dangerous. Furious Retribution lasts until your next hero phase, so even if you lose the roll-off to see who goes first in a turn, you should (as long as you've planned carefully) still have the ability active. Unless your opponent has supreme confidence in their units, they really won't want to charge your main battleline!"





## BATTLE REPORT

# THE BORDER WAR

In General's Almanack, Ben Johnson spoke about his love for matched play games. So we asked him if he'd like to field his Stormcast Eternals in a Battle Report against James Ashbey's horde of Destruction. But which of our two generals will emerge victorious?

**A**s Ben mentioned in General's Almanack, there are several different ways to play Warhammer Age of Sigmar. You can play a narrative game with a story behind it, an open play game where you simply use whatever you like, or a pitched battle, where both players create a balanced army from the models in their collections using the guidelines presented in the General's Handbook. Here, Ben and

James were given the task of choosing a 3,000-point army to fight the Border War battleplan from the General's Handbook. Their armies chosen, they have five battle rounds to capture and hold the four objectives scattered around the battlefield. The more turns they can hold them, the more victory points they will accumulate. But who will prevail, the stoic forces of Order, or the bellowing hordes of Destruction? Over to our generals...





# THE KNIGHTS OF AZYR PREPARE FOR BATTLE



**BEN  
JOHNSON**

Ben and James work together in the Design Studio and often play games against each other during their lunch breaks. Ben is also a fearsome tournament player, so he'll know all the little tricks and tactics to help him secure victory.

**Ben:** When choosing my army for this battle report, my first port of call was the battleplan we would be playing, Border War. In a Border War you get more victory points for claiming objectives closer to your enemy, but you can still score points for holding on to the ones on your side of the table. I knew James would be using a force drawn from the Destruction book, which has the potential to be really fast, so I'd need units to stop him taking the objectives closest to me.

With that in mind, I selected a defensive core for my army made up of 20 Judicators in four units and a Lord-Celestant on Dracoth equipped with a Phoenix Stone to make him even tougher to kill. The hammer to this defensive anvil will be four units of Dracothian Guard made up of two units of

Concussors and two units of Fulminators. These will allow for a very powerful counter-charge, aided by the Lord-Celestant's command trait, Reckless, which enables all Order units within 10" to re-roll their charges. To keep the pressure on James, I also included 12 Prosecutors to attack down the flanks and take out any Artillery that James might bring. Finally I added a Drakesworn Templar from the Extremis Chamber. This guy will be used to plug any holes that may appear in my battleline and hopefully disrupt any Waaagh! magic with his Arcane Lineage rule.

Overall, I'm happy with the list and my plan. If I can hold my objectives while attacking with the Dracothian Guard, I should be onto a winner. Let's see how the battle goes.

## CHOPPAS READY, LADZ!



**JAMES  
ASHBEY**

James loves a good game of Warhammer Age of Sigmar, but struggled to decide which faction to collect, so in the end he picked Destruction as a whole and plans to include models from across the Grand Alliance in his ever-growing horde.

**James:** My Destruction collection represents the coming together of three races: a mob of brutish Ironjawz led by Megaboss Jasha, the crafty grot siege crews and wolf riders who follow the prophetic shaman Mewla Skullstikk, and a lumbering gang of ogor abattoir workers bound to the gore-drenched butcher Ukka the Saw.

Most of my force needs to get into combat to do damage, so I've combined my Rampaging Destroyers allegiance ability with the Ironfist warscroll battalion, making my army highly mobile on the battlefield. To make the most of my general's Mighty Waaagh! command ability and the Weirdnob Shaman's Power of the Waaagh! rule, I plan to keep my Ironjawz units in fairly close formation, using my grots and ogors to

claim other locations and generally be a nuisance. I have also chosen to bring three wizards, all of whom can dish out mortal wounds to negate Stormcast armour, while my siege weapons can focus on priority targets from afar.

The Border War battleplan requires a lot of tactical decision-making, and I'm undecided on my best route of attack. If I can lay claim to both flank objectives early on, they will give me a good points lead, but that does mean spreading my forces a lot. Ben is a seasoned general, so I'm going to need Gork (and possibly Mork) on my side to get the better of him. Whatever he uses I'm sure I'll be up against a heavily-armoured force with withering firepower and excellent mobility. What could possibly go wrong?

### BORDER WARS

In this battleplan there are four objectives on the table, one in the centre of each player's territory and two along the centre-line of the battlefield. The two in the middle (represented by ancient monuments in our game), are worth two victory points each turn if a player has more models within 6" of it at the end of their turn than their opponent does. The objective in their own territory is worth just one victory point, but the one in their opponent's territory is worth a whopping four!





# BATTLE REPORT



## MATTHIAS HAMMERSTRIKE'S KNIGHTS OF AZYR

ICON	UNIT NAME	BATTLEFIELD ROLE	POINTS	NOTES
	Matthias Hammerstrike, Lord-Celestant on Dracoth	Leader	220	Phoenix Stone, Reckless
	Sagicon Hammerbourne, Lord-Relictor	Leader	80	
	Iconus Steelheart, Drakesworn Templar	Leader, Behemoth	500	
	Dragnnar Vestied, Knight-Venator	Leader	120	
	5 Judicators	Battleline	160	Shockbolt Bow
	5 Judicators	Battleline	160	Shockbolt Bow
	5 Judicators	Battleline	160	Shockbolt Bow
	5 Judicators	Battleline	160	Shockbolt Bow
	2 Concussors	N/A	280	
	2 Concussors	N/A	240	
	2 Fulminators	N/A	240	
	2 Fulminators	N/A	240	
	6 Prosecutors with Celestial Hammers	N/A	200	Two carry grandaxes
	3 Prosecutors with Celestial Hammers	N/A	100	
	3 Prosecutors with Celestial Hammers	N/A	100	

**3000 POINTS**





## JASHA DA SMASHA'S HORDE OF DESTRUCTION

ICON	UNIT NAME	BATTLEFIELD ROLE	POINTS	NOTES
	Jasha da Smasha, Megaboss on Maw Krusha	Leader, Behemoth	520	Talisman of Protection, Wild Fury
	Biggun, Megaboss	Leader	140	Battle Brew
	Greenbarf, Weirdnob Shaman	Leader	120	
	Mewla Skullstikk, Grot Shaman	Leader	80	
	Ukka the Saw, Butcher	Leader	140	
	5 Brutes	N/A	180	Part of Ironfist Battalion
	5 Brutes	N/A	180	Part of Ironfist Battalion
	3 Ogors	Battleline	120	
	3 Ogors	Battleline	120	
	3 Ogors	Battleline	120	
	3 Ogors	Battleline	120	
	20 Ardboys	N/A	360	Part of Ironfist Battalion
	3 Gore-gruntas	N/A	180	Part of Ironfist Battalion, Ironfist Big Boss
	10 Wolf Riders	N/A	200	
	Spear Chukka	Artillery	120	
	Spear Chukka	Artillery	120	
	Grot Rock Lobber	Artillery	100	

**2980 POINTS**



## DEPLOYMENT: WHERE THE ARMIES STAND READY TO DO BATTLE

### TOP TIPS FROM THE GENERALS

"Deployment is actually really important and can make or break a game," says Ben. "I always deploy my defensive units first, especially if they're going to be shooting a lot. In this game, it meant I could watch James deploying his main assault units and then react by putting my best units opposite them. I also always try and put some units on the flank, in this case my Prosecutors. They're perfect for harrying the enemy's artillery and possibly contesting their home objective."

**A**fter setting up the battlefield, Ben and James rolled to decide who would set up on each side of the board and who would set up a unit first. Ben won the roll-off and picked the side of the battlefield with the Chaos tower in the corner, claiming "it should stop James making sneaky flank marches."

The players then took it in turns to deploy their units. For the most part, Ben deployed each of his four units of Judicators in the centre of his territory – they wouldn't be moving much during the battle and should be able to cover both of the central objectives as James's orruks, grots and ogors advanced. Ben then placed his Prosecutors on his flanks (there's a large unit of them behind the Chaos tower) so he could try and envelop James's force as it advanced.

James, meanwhile, kept most of his Ironjawz clustered together to the right of his objective (the Magewrath Throne) so that his Weirdnob Shaman would benefit from the Waaagh! energy they were giving off. James also reasoned that one heavy charge down the right-hand side of the battlefield should ensure he captured one of the central objectives. He could then sweep round and claim the Balewind Vortex in Ben's territory.

Ben finished his deployment by spreading his Dracoths across his battleline, ready to challenge the Ironjawz horde. The last unit he deployed was his Stardrake, which he would use to plug any gaps should they appear. James finished deploying last, placing his spear-chukkas so they could see the Stardrake. Deployment finished, Ben let James take the first turn.







Ben's unit of six Prosecutors are deployed behind the Chaos tower, out of line of sight from James's artillery. Ben plans to use them against James's artillery, but there's a massive block of Ardboyz between them. The two grandaxes in the unit should help to thin their ranks, but Ben will only charge them in as a last resort.

### IRONJAWZ – DA BIG GREEN WAAAGH!

"Destruction armies can be really fast," says James. "Their allegiance ability – Rampaging Destroyers – enables every unit in your army that's near a Hero to move an extra D6" in the hero phase. Combine that with the Ironfist warscroll battalion ability – 'Ere We Go! 'Ere We Go! 'Ere We Go!, which enables all the units in the battalion to move another D6" in the hero phase – and you've got a seriously fast-moving force. A unit can potentially move 12" before you even start the movement phase!

"You may also notice that I have two Artefacts of Destruction compared to Ben's one. This is because I have a warscroll battalion, which enables me to take a second one – very handy. I also have less points than Ben, so I get a free triumph – my troops are Inspired!"

James sets up two units of ogors on his left flank (1) ready to take the objective on the left side of the board (A).

His Wolf Riders are set up nearby (2) with the same goal.

Two more units of ogors (3) hang around near the Magewrath Throne (C), ready to defend it against Ben's advance.

Most of the Ironjawz (the Gore-gruntas excluded) set up on the right flank of the battlefield (4) ready to rush the other central objective (D).

On the opposite side of the battlefield, Ben deploys two units of Prosecutors (5) on his right flank to counter James's ogors. He also sets up his Stardrake on the same side of the battlefield (6), apparently to keep it away from the Maw-krusha, which he's very wary of!

The Judicators and the Lord-Relictor hide amongst the trees (7) while Matthias Hammerstrike deploys in the centre of his battleline (8) next to the Balewind Vortex (B), meaning nearly every model in Ben's army will benefit from his Lord of the Host command ability. His Reckless command trait should also reach plenty of nearby units.

The Magewrath Throne and Balewind Vortex scenery pieces make perfect objectives in Pitched Battle games. James deployed a couple of units of ogors near Magewrath Throne to deter the Stormcast from getting too close.





# BATTLE REPORT

## TURN 1: THE HORDE ADVANCES, THE STORM BREAKS

**T**he first turn saw James's horde not so much advance as surge across the battlefield. The Wolf Riders struck out for objective A, while the huge block of Ardboyz and Brutes aimed for objective D, effectively splitting James's army in two. However, the Gore-gruntas and Maw-krusha also piled forwards to quickly fill the gap. James's magic phase proved particularly disastrous (see below), though his Spear Chukkas made up for it by almost killing the Knight-Venator with their first salvo (even with him cowering behind the fortress walls). Despite their raucous advance, none of James's units were in range to charge.

Ben responded by enacting what he called his 'grand plan'. His flanking units all moved to intercept James's advancing hordes, while the

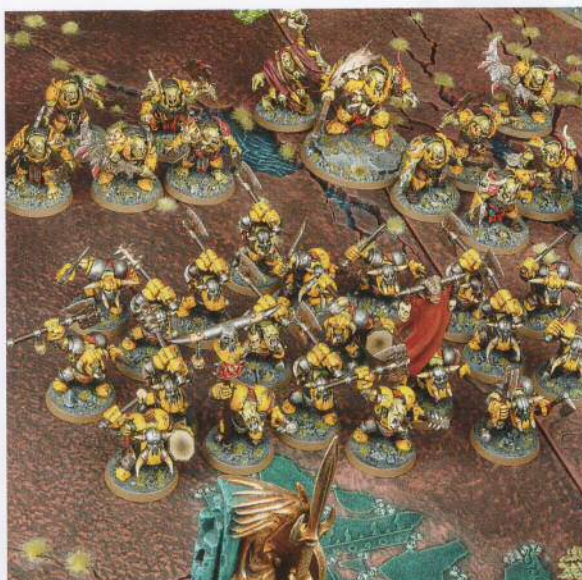
### TOP TIPS FROM THE GENERALS

"In this battle I let James go first because I knew how fast his army was," explains Ben. "If I had advanced first, James would have been able to charge my units, allowing him to pick and choose which combats to engage in. By letting him go first, I could lure him in, then enact the charges myself. I could have made many more charges, but, remember, if you charge, they can hit you back. Better to hang back and shoot if you have that option. Fortunately, I did!"

centre of his battleline held back. The Stardrake called down a Rain of Stars, aimed primarily at James's artillery pierces, but failed to wipe any of them out. Lightning bolts and celestial hammers were flung at orruks and ogors across the battlefield, but the real action occurred in the combat phase, when the Stardrake, Prosecutors and Concussors charged in on Ben's right flank and the other unit of Concussors and the Fulminators charged into the Ardboyz on the left. In a show of tactical acumen, Ben elected to fight first with the Concussors first the Ardboyz. They only killed two of them (due to Mystic Shield) but caused a Thunderstrike at the same time, meaning the Ardboyz could no longer pile in. Sadly for Ben, despite killing another four Ardboyz, he'd forgotten they were immune to battleshock for the turn...

Right: The Ironjawz race towards the centre of the battlefield thanks to their allegiance ability. James uses Inspiring Presence to make the Ardboyz immune to battleshock.

Far right: But the advance isn't without incident. Greenbarf the Shaman casts Mystic Shield on the Ardboyz with such force that an arc of green energy bursts from his mouth and hits Biggun, the Megaboss, causing three mortal wounds!



### MAP KEY

- Movement
- 🔥 Wound
- 💀 Casualty



**VICTORY POINTS:**  
IRONJAWZ – 5  
STORMCAST  
ETERNALS – 0

### WAAAGH! JASHA TURN 1

From our battle map you can see just how fast the forces of Destruction advanced, especially the Ironjawz in the Ironfist. James managed to take and hold both central objectives in his turn, but left the centre of his battleline exposed, save for the Maw-krusha. While the flank with the Ardboyz on it looked pretty sturdy, his left flank was now close enough to be charged by the Stardrake and possibly both the Prosecutors and the Concussors. Perhaps he should have hung back? Or is that not very orruk-like?





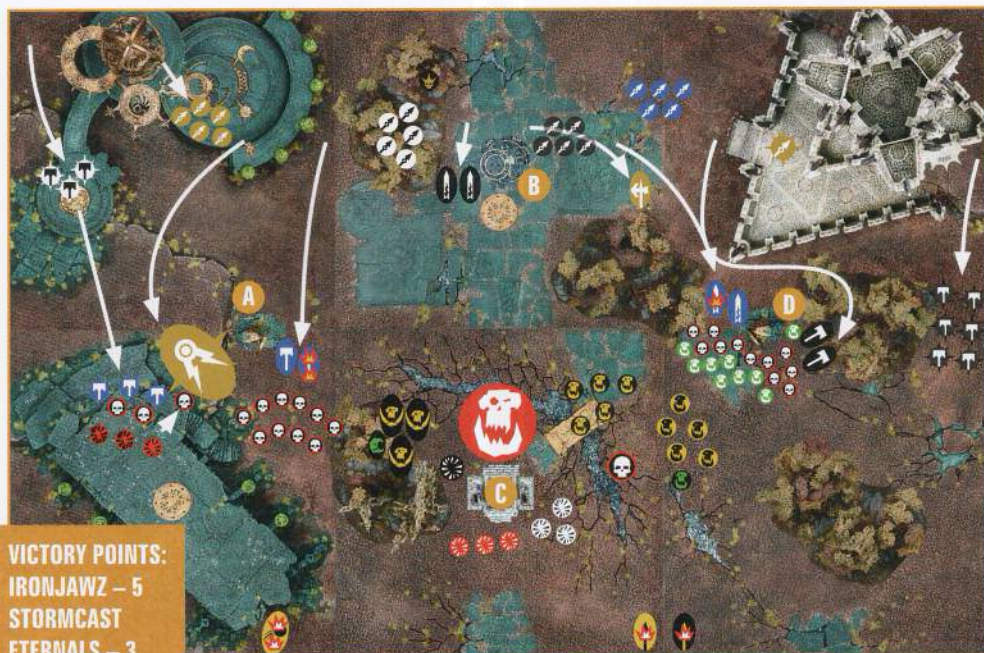
## A BAD DAY TO BE A BIG 'UN...

The first turn saw Ben picking on James's big ladz. The ogors on James's left flank were shot by both the Prosecutors and the Judicators before the Prosecutors charged in to hold up the ogors' advance. Meanwhile, the already wounded Megaboss was hit first by Iconus Steelheart's Rain of Stars, then pecked to death by the Knight-Venator's feisty star-eagle!



Left: With James's Wolf Riders prowling around the objective on his right flank, Ben sent Iconus Steelheart in to deal with them. However, just to make sure the Wolf Riders suffered for their temerity, Ben also sent in a unit of Concussors. Although the Wolf Riders (well, the wolves...) wounded a Concussor, the Stardrake ate, smashed and stomped its way through most of the Wolf Riders on its own.

Worried the Wolf Riders would flee, James needed to hold up the Stardrake's advance. By attacking the Wolf Riders, the Stardrake had finished its charge within 3" of one of the nearby ogors. James piled the ogor in to make sure the Stardrake couldn't advance any further. It was a sensible move, because the Wolf Riders did indeed flee!



**VICTORY POINTS:**  
IRONJAWZ – 5  
STORMCAST  
ETERNALS – 3

## KNIGHTS OF AZYR TURN 1

Ben's first turn was brutal, as he destroyed not only the Wolf Riders, but James's Megaboss, and almost a full unit of ogors. However, Ben was pretty down about his shooting as neither the Judicators nor the Stardrake's Rain of Stars had done much damage (the meteor that hit the Megaboss excluded, of course). Even worse, the Ardboyz were still very much in control of objective D after the Lord-Celestant failed his charge (twice!) and the unwounded Maw-krusha was looking ready to charge.



# BATTLE REPORT

## TURN 2: THE WAAAGH! BEGINS, THE HAMMER FALLS

**J**ames, much to his relief, won the roll-off for the second turn. Jasha da Smasha bellowed a Mighty Waaagh! and the horde surged forwards. Once again, James's wizards proved temperamental – Greenbarf failed to cast Mystic Shield and accidentally blasted a Brute to death, but Mewla did cause a wound on the Stardrake with Arcane Bolt. The Stardrake was also the target for James's artillery, too, but only took two wounds from the Spear Chukkas. Combat proved to be far more entertaining. The Maw-krusha, Gore-gruntas and Brutes all got stuck into worthy foes (see right), while the protracted melee between the Ardboyz, now aided by the other unit of Brutes, and the Dracothian Guard on the flank continued.

Ben's response to James's Waaagh! was equally aggressive. Sagicon Hammerbourne cast Lightning Storm on the Gore-gruntas before charging them. Once again, hammers and lightning were flung across the battlefield, but the real damage came from Ben's archers. All 20 Judicators shot at the Gore-gruntas, killing two of them, while the Knight-Venator caused four wounds on Jasha with a star-fated arrow. The only charges came from the Concussors, who tore into the ogors around the Magewrath Throne, and the Prosecutors, who charged the ogors fighting the Drakesworn Templar. The Concussors hit the unit of ogors so hard they obliterated them before they could strike back (they did 17 wounds in total!), while the Stardrake ate the ogor it was fighting. The surprise of the round, however, came when the Brute Boss clamped his boss klaw around Matthias Hammerstrike's neck and squeezed until his head came off!



Above: Jasha da Smasha charges into the Fulminators. However, much to Ben's surprise, the Gore-gruntas don't charge them too, riding past them into the trees to attack the Judicators instead. Somehow, the Gore-gruntas only kill a single Judicator in their fight, while Jasha and his Maw-krusha smash both Fulminators to pieces in a flurry of attacks (they dished out 16 attacks on account of the Mighty Waaagh! command ability).

Left: The Brutes charge Matthias Hammerstrike, but an unlucky series of dice rolls (he narrowly avoided the boss klaw) see's him still alive at the end of James's turn.

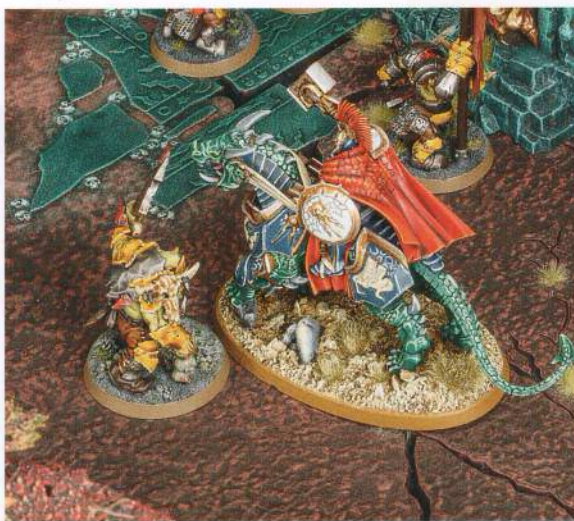


**VICTORY POINTS:**  
IRONJAWZ – 8  
STORMCAST  
ETERNALS – 3

### WAAAGH! JASHA TURN 2

James's second turn showed just how many attacks a Destruction force can put out. In total, James rolled close to 90 attacks during his combat phase, and against lesser foes would have caused horrific damage. Sadly for James, many of his targets were heavily-armoured, high-wound cavalry models, which meant that even though his troops were causing damage, they weren't killing many enemies. In the end, James took four battleshock tests this turn. Ben took none because of Lord of the Host.

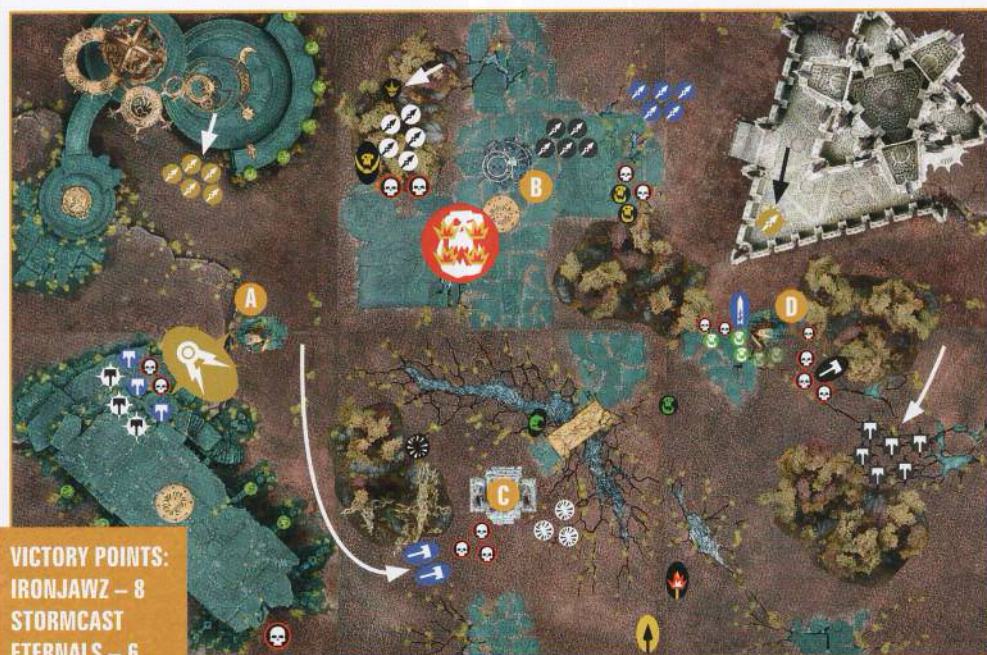




Far left: With the Ardboyz in disarray, it was down to the Brutes to fight the Concussors. They gave them a good beating in James's turn (they can re-roll failed hits against foes with more than 4 Wounds) but...

Left: ...suffered at the hands of the Prosecutors, who flung their celestial hammers at them. The last Brute was finally killed in Ben's turn by the last Concussor.

Below: The Ardboyz banner bearer is out of unit coherency, which means the Ardboyz can't pile in against the last of the Fulminators.



**VICTORY POINTS:**  
IRONJAWZ – 8  
STORMCAST  
ETERNALS – 6

#### KNIGHTS OF AZYR TURN 2

Ben's second turn was one of highs and lows. Ben lost four of his eight Dracothian Guard this turn and two more were badly wounded. Even worse, his commander was killed, leaving Ben without that all-important Lord of the Host command ability. However, Ben did route James's left flank, smashing aside three units of ogors and bringing his units dangerously close to the Magewrath Throne. He also successfully held up James's right flank. Now he just needed to deal with that blasted Maw-krusha...



# BATTLE REPORT

## TURN 3: WHERE MONSTERS DO BATTLE

### TOP TIPS FROM THE GENERALS

"The roll-off to see who goes first in each battle round is really important," says James. "In the second turn I won the roll-off and enacted a Mighty Waaagh!, which really caused problems for Ben. I really needed to win the roll-off in turn 3 to do it again. Sadly, I didn't and my tactics started to unravel. As Ben mentioned in the General's Almanack, you can't fight a battle and hope to win the roll-off each turn. You have to plan to lose the roll-off and exploit it if you do win it."

**T**he third battle round saw Ben win the roll-off to go first this turn. Lord-Relictor Hammerbourne, now commanding the army, prayed to Sigmar and blasted the last Gore-grunta apart with a bolt of lightning. The power of Azyr was truly with the Stormcast, for the Stardrake called down six comets from the heavens, every one of which hit their targets, killing both Spear Chukka crews and the Brute Boss that decapitated Matthias Hammerstrike!

The shooting phase saw the last Fulminator and the Knight-Venator finally kill off the Ardboyz, while the Judicators shot the last few Brutes to death and caused a couple of wounds on Jasha da Smasha. The Prosecutors on Ben's right flank also flung a few celestial hammers at Mewla Skullstikk, finally killing the Grot Shaman.

Combat was equally painful for James's army. The Concussors on his right flank trampled the last couple of ogors to death (see below), while the wounded Concussor on his left flank ran down Greenbarf the Shaman. The real surprise came when the Stardrake failed to kill the Maw-krusha and was ripped to pieces in return.

James's third turn was, as you'd expect, pretty quick. With only Jasha and Ukka left alive, James tried to reach the Balewind Vortex. The Maw-krusha bellowed so loudly it blasted the Lord-Relictor in half, while Ukka's voracious maw opened beneath the Prosecutors and swallowed the whole unit. But it was too little, too late. Jasha charged into the waiting Judicators but only killed two Stormcast. Outnumbered by the other nearby Judicators, he couldn't even claim the objective...

Right: The Concussors near the Magewrath Throne repeat their efforts of turn 2, slaying another three ogors in a single turn; lightning bolts from their Dracoths kill one ogor before the two riders finish them off in combat, thereby claiming the objective.

Far right: In an attempt to slow down Jasha the Smasha, Iconus Steelheart and Sagicon Hammerbourne both charge the Maw-krusha. As it's Ben's turn, the Stardrake strikes first and causes three wounds on the Orruk Megaboss, leaving him with just two remaining. In return, the orruk and his mighty beast tear the Stardrake and its rider to pieces!



**VICTORY POINTS:**  
IRONJAWZ – 8  
STORMCAST  
ETERNALS – 15

### BOTH PLAYERS' TURN 3

Had James won the roll-off this turn, things could have been very different, but as it stood, Ben won it and James's army was at the mercy of the Stormcast Eternals. Though most of his units were wiped out by shooting, combat and a suspiciously accurate Rain of Stars, James was able to kill the Drakesworn Templar in combat with the Maw-krusha. His general's Wild Fury command trait proved to be the deciding factor in the fight and ensured every one of the Megaboss's attacks was on target.



## TURN 4: WHERE JASHA MEETS HIS FATE

**J**ames won the roll to see who would go first in the fourth turn and vowed to cause as much destruction as possible. However, Ukka set the tone for James's turn, failing to cast Voracious Maw and then missing with all his attacks in combat. The Maw-krusha, despite causing 12 wounds on the Judicators, was unable to break either of the two units in the battleshock phase, meaning Jasha was still outnumbered and couldn't claim the objective. In Ben's turn, the Prosecutors finally killed the Butcher, and more Judicators charged into the Maw-krusha. But they weren't required. Turning in his saddle, Jasha da Smasha was gored to death by a star-eagle at the same moment his mount was slain by the Knight-Venator's star-fated arrow. Victory to the Knights of Azyr!



## THE TWO GENERALS DISCUSS THEIR BORDER WAR

**James:** That was an excellent game and brilliant fun to play. I can't help feeling I made some tactical errors, though, but I can't quite pinpoint them. It would be easy to blame the dice (they really weren't cooperating), but I know there's something more than that...

**Ben:** I think it's because you split up to try and take both central objectives. Had you sent your whole army down your right flank and wheeled your battleline around, you would have had a much better chance of success. Personally, I think you set up too many combats in the second turn, too. Some of your units could easily have ganged up on my units and ensured a quick kill, but they spread out. A lot of them were crucial combats, too, ones that you needed to win – the Ardboyz for example. If you'd piled more units into the Dracothian Guard and killed them, you would have steamrolled my left flank.

**James:** Yeah, I didn't want to hang back with anything – your Judicators are really nasty and I wanted to close the gap as quickly as I could. That's why I aimed for them with the Maw-krusha and the Gore-gruntas, to try and smash up your defensive force and steal your objective.

**Ben:** You nearly did it too – it was a wonderful display of brute force! Giving the Wild Fury command trait to your Maw-krusha meant it stayed at fighting strength for most of the battle even after being wounded. It was a terrifying foe and you were really unlucky not to wipe out the Judicators with it. They cost you 8 Victory Points!

**James:** I think what really caught me off guard was losing the roll-off for turn 3. You've said before that you need to prepare to lose the roll-off and I clearly didn't.

**Ben:** It's part of the reason I let you go first – it gave me the first opportunity to get two turns in a row, which can be decisive in winning a game. I didn't get it in turn 2, but I did in turn 3, and my units were ready to pounce. I think my Judicators really proved their versatility in this battle.

**James:** My man of the match is actually a bird – your Knight-Venator's star-eagle. It killed two Orruk Megabosses! I reckon that feathered fiend has got a taste for them now.

Despite having his army wiped off the table, James is still gracious in defeat.

"We're both experienced gamers, but Ben clearly knows his tactics a bit better than I do," says James. "It was both great fun and educational watching him play, seeing how he moved his units and prioritised shooting and combat. My only real regret in this battle was my magic. Not only was it disastrous – it contributed to the death of my Megaboss – I didn't even successfully cast Foot of Gork. Disappointed!"





# ARMIES ON PARADE 2016

**Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. This year's Parade Day was on 15 October, and as you can imagine, there were many entries on display at GW HQ!**

Below: One of Chris's pair of Battlemages from the Collegiate Arcane, this one rather aptly specialising in the Lore of Heavens, surrounded by a coterie of assistants, acolytes and apprentices.

**P**arade Day 2016 has been and gone, and we can only hope you saw some outstanding armies on display at your local Games Workshop store. Games Workshop HQ is blessed with some very talented and enthusiastic hobbyists who have risen to the

challenge of creating some jaw-dropping armies, and some astounding boards to accompany them. This month, we show off four more Armies on Parade for your delectation, from the worlds of Warhammer Age of Sigmar, Warhammer 40,000, and even *Middle-earth*™!







Top Left: Chris's Handgunners were made using Freeguild Greatswords with Iron Drake drakegun arms, giving them a fantastical, heavily-armoured aesthetic.



Bottom Left: A selection of some of the Devoted of Sigmar that march alongside Chris's War Altar. Many of the conversions in the army are from spares in the set, although there are more than a few parts from the depths of Chris's bits box.

Top Right: Chris has used the Warrior Priest from Warhammer Quest Silver Tower as one of the many Warrior Priests in his army, and even painted the faithful Gryph-hound white and pale blue, like the other creatures of Azyrheim he painted for the army.

Bottom Right: The gleaming Golden Griffon atop the army's War Altar of Sigmar. Its gilded form was painted in the same way as the rest of the army's gold.

"I start with Retributor Gold," says Chris, "then wash it Reikland Fleshshade, before tidying it up with Retributor Gold. I then drybrush on Auric Armour Gold, then finish with a final drybrush of Runefang Steel."



## MARCHING ON

Chris has had so much fun converting, building and painting his army of Azyrheim that he's decided to keep on adding to it. "There's so much more I want to add to this army," he says. Well, we're going to hold him to it – and we'll be bringing you more of Chris's army in a future issue.



# THE ARMY OF HALLOWGILD

ARMY OF AZYRHEIM, BY CHRIS PEACH

The first thing that may strike you about Chris Peach's army of Order is that it's an actual army on parade! Chris has chosen units from across Grand Alliance Order to represent the free peoples of Azyrheim marching forth to reclaim what was theirs from the clutches of Chaos.

"I didn't want just a Freeguild regiment or a Lion Rangers band," says Chris. "I've mixed a lot of different races in the army, much like how Azyrheim is described, so there's duardin, aelfs and men, led into battle by Stormcast Eternals, under a common colour scheme of Azyrheim so it felt like a unified force instead of a disparate collection of different races."

Almost all of the models are converted in some way, using spare parts from their fellows, such as the Greatswords using the hooded heads from the Wildwood Rangers kit. Along with the clean, pure colour scheme Chris has chosen, the conversions really tie the army together for a truly unique and outstanding force.





# ARMIES ON PARADE

## KNIGHTS OF TITAN

GREY KNIGHTS, BY JASON LEE

Jason Lee's fantastic work will be familiar to long-time readers of White Dwarf, but despite turning out beautiful armies and wonderful models on a regular basis, this is Jason's first time tackling Armies on Parade.

"Many of my friends who paint and play love a good challenge. Armies on Parade offered me a friendly but competitive way to push my hobby goals," says Jason. "The key is to balance quality with quantity. This can be a difficult task but I find that this is made much easier with the support and friendly rivalry."

Jason chose Grey Knights for his Armies on Parade entry, a force he'd wanted to collect for a while though never quite finding the time amongst his other projects. "The Grey Knights have some beautiful models and they have been a faction I've wanted to do for a long time," says Jason. "I thought an elite force like the Grey Knights would fit perfectly on a single Realm of Battle tile for the challenge."



Left: The army's Stormraven, as battered and weathered as the rest of the army.

"I wanted to make the army look really gritty," says Jason. "Like they have taken a beating fighting Daemons even other Space Marines just can't deal with. I achieved this by adding lots of battle damage and dirt across the entire army."



Left: Jason's converted Castellon Crowe. "I try to personalise all my models, either with conversions or paint schemes," says Jason.



Right: A Grey Knight Terminator Librarian accompanied by a squad of Paladins and one of the army's two Land Raiders.

Jason painted the entire force in a similar fashion. "I start with a basecoat of Leadbelcher," says Jason. "I then use a technique called zenithal highlighting (using an airbrush to highlight the raised or upper areas of a model, simulating the effect of falling light. — Ed) to highlight with Runefang Steel and Stormhost Silver. I then basecoat the rest of the model, then wash the entire thing with thinned-down Agrax Earthshade. I then build the colours back up with thin layers of lighter colours, or by adding white, and finish each model with edge highlighting."



## MINIATURES FIRST

Jason's Armies on Parade entry is focused on the models, using the features of the tile itself and a few carefully-chosen pieces of terrain to support them. Jason airbrushed hot, fiery colours into the skull pits, going from red to yellow, and finishing with white. Against the dark colours of the rest of the tile, it's a particularly striking choice.

It shows you don't need to build an elaborate board for Armies on Parade. After all, it's about collecting an army — how you present it is up to you!

Right: A Culexus Assassin and Vindicare Assassin. Jason painted Assassins from all four of the Assassin Temples, and he's torn between the four Assassins, Castellan Crowe and the Purifiers as to which are his favourite models in the entire army.

Behind the Assassins you can see the kneeling Purifiers, who are typically found fighting alongside Castellan Crowe, in his role as Castellan Champion of the Grey Knight's Purifier order.



Right: Jason's Dreadknight, a signature unit for the Grey Knights, which he has converted. "The Dreadknight conversion is simpler than it looks," says Jason. "It's a spare Blood Angel Librarian Dreadnought front which has been cut and fitted over the pilot. There were a few small gaps, which I filled with plasticard and Green Stuff."





# ARMIES ON PARADE

Roger made sure to add the disgusting throne of the Goblin King to the board as well.

"I took the worst looking colours I could find to make it look like the Goblin King had the worst diet in the world. I used green washes and brown washes around the bucket and around the floor." Lovely.



## ROCK SOLID

"The rocks are tree bark backed with insulation foam," says Roger. "I built up a lot of the rocks with foam, then used tree bark for the texture. There was a tree cut down on the way into work. There were these sheets of bark leftover, perfectly textured – so I grabbed what I could and built it up from there." And now we know what Roger has got in his pocket, the sneaky little Hobbit!



Left: The little pool with *Bilbo Baggins*™ and *Gollum*™ represents the place where the two meet for the first time. They're also the only non-Goblin models Roger painted for his *Armies on Parade* board.



# DOWN TO GOBLIN-TOWN

GOBLIN TOWN, BY ROGER YATES

For his first attempt at Armies on Parade, Roger has put together this brilliant Goblin Town board. "I've never attempted any kind of big scenery project before, so this was my first attempt at it," says Roger. "I had been thinking it would be quite cool to do Armies on Parade one year but didn't know what to do. But my six year old son is obsessed with *The Lord of the Rings*™ and *The Hobbit: Motion Picture Trilogy*™, so I thought it would be quite cool to build something we could both

use. I knew I could do it in the time we had to work on the project, as the Goblins are fun to paint, so I could get an army turned out quickly.

"I thought it be would quite a challenge as I've never built a board before," says Roger. "The trick was to see if the finished board could match what was in my head – most of it came out alright! We had a fun time with it, and that's the main thing."

We think you'll agree that Roger's work is amazing – great painting and modelling, and ideal for gaming as well.

## DAYS TO COME

Having done its duty for Armies on Parade 2016, Roger intends to use his Goblin Town board as a gaming board. Alongside Thorin Oakenshield's Company, it'll be the perfect board for playing out the events of *The Hobbit Strategy Battle Game: Escape from Goblin Town*™ boxed set.

### GOBLINS!

"I batch painted all of the Goblins during my lunch breaks," says Roger. "I've little time to paint at home. I built them as one, basecoated them all in one go, washed them in one go, then drybrushed them up, before picking out the key details on each of them. I finished them off by adding a few highlights here and there."



"I sprayed the whole board Mechanicus Standard Grey, before picking out the other base colours," says Roger. "I then picked out the rest of the base colours, added a variety of shades to get different colours, then used drybrushing to highlight the details." A simple method, but a strikingly effective one.



Right: Roger intends to paint up Thorin Oakenshield's Company next, but he also wants to add even more Goblins to his collection. "You can't have enough Goblins, can you?" says Roger. He's not wrong!





## ANPHELION BETA

TYRANIDS, BY EDDIE ECCLES

The infamous Eddie Eccles returns to Armies on Parade with another outstanding effort, this time offering up his technicolour Tyranids.

"I always wanted to do a Tyranid army," says Eddie. "I also liked the idea doing a bright and colourful army, something really alien and weird that would be really striking on the battlefield and really different. In this case, the colour scheme is inspired by something called the peacock mantis shrimp – a ludicrously colourful, rainbow-esque lobster-like crustacean whose bright, unique colouration was a great inspiration for painting Tyranid creatures of all kinds.

"In terms of the board, I wanted something that really contrasted with the bright and colourful alienness of the Tyranids – something harsh, industrial, Imperial, but slowly being corrupted by the Tyranids. I went for lots of beaten metal and corroded pipework, but with bits of alien flora and fauna poking out – and, of course the digestion pool at the front, which looks entirely alien – Nothing earthbound should be that colour." 🦑



### WHAT COLOUR IS THAT, EDDIE?

To get his fantastic paint scheme just right, Eddie used a whopping 80 paints across the models and the board for his entry.



Left: Eagle-eyed readers may recognise the posters from the Regimental Standard online. "I imagine these guys were regular readers," says Eddie. "Before the Genestealer Cult arrived, at least."

Right: Speaking of Genestealers, Eddie's Broodlord in all its glory. Eddie's entire force is made up of vanguard organisms, the first things the inhabitants of a target world will face.







Left: "A big advantage of the Tyranid range," says Eddie, "is that you can switch a lot of the bits between kits fairly easily." A great example of the ease with which you can kitbash the Tyranid range is Eddie's converted Hive Tyrant.

Many of the models in the army have had conversion work done to them, all for the purpose of making the army even more horrific and alien to look at. "I wanted that reaction of shuddery revulsion a lot of people have to things with far too many eyes," says Eddie. "Or things with none." Eddie's Hive Tyrant, for example, is physically blind, using other alien senses to hunt prey.

Below: Once the workers of this doomed world, the Genestealer Cultists all bear the taint of the Genestealer. Fourth-generation hybrids have mottled flesh, whereas the heavily-mutated Aberrants share their alien kin's vivid hues.





# PROSPERO BURNS!

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, White Dwarf focuses its gaze on one of the most famed and terrible battles of the Horus Heresy, the climactic battle for Prospero.







The Burning of Prospero by Neil Roberts. Neil is responsible for the outstanding covers of many of the Horus Heresy novels from Black Library, and continued his fantastic work on the cover of the latest Horus Heresy boxed game. "Here we have the two main protagonists, the Space Wolf Geigor Fell-Hand and Thousand Sons' Chief Librarian, Ahzek Ahriman, locked in desperate battle," says Neil. "The distinctive architectural and environmental elements of Prospero, as seen in previous covers and artwork, are all present but we wanted a far more active and

battle-damaged setting with orbital strikes and drop assaults raining down. I really enjoyed painting the epic sweep of the background, and I really like the contrast of the greater conflict between the Thousand Sons and the forces loyal to the Emperor and the battle between Ahzek Ahriman and Geigor Fell-Hand, their duel a microcosm of the greater Battle of Prospero. The Burning of Prospero was a good example of when I can lose myself in painting – it was a really fun project from start to finish."



# ILLUMINATIONS

Right: The razing of Prospero was not the start of the enmity between the Space Wolves and the Thousand Sons, and the enmity continues to burn 10,000 years later, as events such as the Battle of the Fang testify, here illustrated by Leonid Kozenko. "I'm very much into a dynamic, almost cinematic look, so I try to approach my paintings like movie shots," says Leonid. "Battle scenes are always tricky because you have to 'orchestrate chaos' and this involves careful planning. The scene was repainted a few times until I found it convincing. Ironically, once you're done with the piece you see how to make it better, so the art is truly never finished..."



## SILENT SISTER

Sister of Silence by Dominik Oedinger. "The Sisters of Silence have lots of details and textures, in stark contrast to the typically quite plain Legiones Astartes. This plethora of detail can be challenging for an artist, as the art has to be true to what was designed but scale properly. What works on a miniature doesn't necessarily always translate well into artwork, and vice versa. An aquila that looks amazing on a model's shoulder pad may seem plain when scaled up, so the artist has to keep the spirit of the design true to concept, whilst at the same time making it work as a piece of art."



## LEGIO CUSTODES

Legio Custodes by Dominik Oedinger. "One thing we tried to do with the Legio Custodes was push the material effects, the textures, and a good example of this is the Custodes' golden armour. The idea with their armour is for it to look like old gold – clean, shiny, not much damage, but around the edges it's slightly faded, like gold artefacts or jewellery. Emphasising that the armour the Legio Custodes wear are masterpieces, unlike the mass-produced equipment of the Legiones Astartes, parallels the rare nature of the Legio Custodes and the vast Legions of Space Marines."







#### THE VLKA FENRYKA

Space Wolves Mk. III Tactical Legionary, by Mharaid Morrison. Clad in storm-grey power armour, battered and scratched with use and streaked with dirt and grime, the Space Wolves are a stark contrast to their former brothers the Thousand Sons. The stark practicality of their armour reflects the Space Wolves' nature as a Legion who will do the deeds that have to be done, as befits their seemingly self-appointed role as the Emperor's ultimate enforcers.



#### THE WISE MEN OF PROSPERO

Thousand Sons Legion Tartaros Terminator, by Rachel Pierce. "You can tell a lot about a Legion by how they maintain their armour," says Dominik Oedinger. "Legions like the Thousand Sons are meticulous when it comes to cleaning their wargear, as it shows only a little bit of wear, the kind you get from regular use. You may also notice tiny cracks on the edges of the armour, as the idea was to make the Thousand Sons's armour look almost like enamel."



# ILLUMINATIONS



Above, *A Thousand Sons* and, below, *Prospero Burns* by Neil Roberts. Neil sees the covers as companion pieces, apt as they each depict the Battle of Prospero, but from opposite sides, the Thousand Sons before the gleaming spires of Tizca on the cover to *A Thousand Sons*, and the Space Wolves advancing through the assault on those same spires on that of *Prospero Burns*.

"The clean Prosperine architecture was very unusual at the time," says Neil. "Many of the other Horus Heresy covers are on war-torn battlefields, so Prospero itself gave the pieces a unique look that is still quite striking. I have to credit John Blanche's original concepts for the designs, however. John's work is always such a great springboard."







Above: Ahzek Ahriman, Chief Librarian of the Thousand Sons Legion (top left), and Geigor Fell-Hand of the Space Wolves Legion (bottom right) by Phil Moss. "Ahzek Ahriman was more of a challenge than Geigor," says Phil. "He's an established character in Warhammer 40,000 history. The idea was to try and make him look more scholarly, as his power is his mental abilities. Whereas Geigor is the polar opposite – he's all strength and physical power. Geigor's pose was more athletic, like he's moving into battle, handily showing off his power claw, with

his helmet off to add further obvious difference between the two. It also ties into the background that Space Wolves eschew their helmets. The pair share the same colour palette, and the red glow on Geigor shows he's in the thick of fighting, but also hints at Ahriman, linking the two as deadly foes. Of the two, Geigor is probably my favourite. As much as I enjoyed doing Ahriman, as it was nice to do a portrait. I tried to make Geigor look like he belongs in the Horus Heresy, as his grizzled and gnarly features would be a terrifying prospect if you saw him in a dark alley!"



# THE FORTRESS OF KAH'RAHKÉL

## TABLE PROFILE

The Fortress of Kah'Rahkéel is a gaming board for Warhammer Age of Sigmar. Weighing in at a whopping 8' x 6' in size, it's as big as two whole Realm of Battle boards!

The board is a mighty Chaos fortress built around a captured Realmgate atop the ruins of a civilisation long-since extinguished by the relentless and inexorable march of Chaos. Will you bring down these nightmare walls in the name of the forces of Order, or will you man the ramparts for the glory of the Dark Gods?

## BOARD FACT

Khorne cares not from where the blood flows, not even if it's from his architects! The incredibly spiky nature of the fortress led to the team earning a few unwanted scars. "As you're leaning over painting the board, you're more likely to catch yourself," says Mick. "Especially as the buildings were secured to the board, unlike scatter terrain." The spikes were later filed down for safety.

Left: The focus of the board is the Realmgate built into the tower, from which the entire fortress has grown around. "One idea we were struck by," says Joe, "was the idea that fortresses are built up around captured Realmgates. And now, in the Age of Sigmar, they're starting to flare back to life, making them critical battlegrounds."





**In Battleground, we showcase some of the finest gaming tables in the world. This month, we didn't have to travel far to find this magnificent Warhammer Age of Sigmar board, produced by the Warhammer World Studio team at Games Workshop HQ.**

**W**arhammer World is home to a huge selection of superb gaming tables, including an ever-growing number of feature tables, produced by the Warhammer World Studio team. The Fortress of Kah'Rakkél was the very first dedicated Warhammer Age of Sigmar table designed by the team, so White Dwarf sat down with two of the hobby geniuses behind it, Mick Cudworth and Joe Naber, to find out the dark secrets of Kah'Rakkél.

"The first inspiration we had was the new Chaos Dreadhold kit," says Joe. "It's a great kit, and we wanted to see how far we could push it to make something for a gaming table. You can replicate some parts of this at home, but being in the position we're in, we could really go to town on some of the designs, such as the massive tower on the far right of the board that Mick built as a single piece, and the drawbridge gatehouse, which is based on Malefic Gate, only bigger."





# BATTLEGROUND



Above: The fortress's fighting pit, a striking feature of the board, entirely in keeping with the bloodthirsty and violent nature of the Khorne Bloodbound.

The idea for a fighting pit on a gaming board was planted in Joe's head a few years ago, with plans for a Dark Eldar gladiatorial arena. The idea never really found a home, until he started assembling one of the buildings for the board, and realised the large hexagonal space was the perfect blood-soaked arena. "Sometimes, an idea just clicks!" says Joe.

► "The second bit of inspiration," says Mick, "was the artwork of the Chaos Dreadholds in the Realmgate Wars books and the Khorne Bloodbound battletome. In turn, was spurred on by the idea that these massive Helforts of brass and blood were built around captured Realmgates. It's a pretty potent image, this network of Realmgates being conquered by Chaos, and the civilisations that may have sprung up around them being enslaved and wiped out. We started playing around with ideas, and when Joe moved onto the project he started putting together sketches for what a Realmgate might look like if a massive Khorne fortress ended up being built around it, which led to the second massive tower on the board."

In the early days of working on the board, the team had lots of rather crazy ideas for what they could do with the as-yet-unnamed fortress, from a giant floating arena held aloft by staircases, to even making the board truly modular, with the buildings able to slot in and out according to the mad whims of the players using it.

"As great as a lot of these ideas were," says Mick, "the fact remains we were building a gaming board, intended to be used day in, day out, all year round. You have to keep certain things in mind when you're designing a gaming board, such as durability. As great as the ideas were, we had to make the board stable, so went back to the drawing board for a happy balance."





Left: The Fortress of Kah'Rahkél is surrounded by a river of blood, as a bastion of the Blood God, its course littered with mounds of skulls and even the odd skeletal horse. "We started with an undercoat of Chaos Black, and then spent a full day applying thin coats of Blood for the Blood God, to get the sticky, gory shine."

Bottom left: One of the board's Realmgates, half-buried in the ruins. Much like on the Ruins of Dras'Shiel (As we featured in September's White Dwarf), the Warhammer World Studio team added these structures to hint at the battles of the Age of Chaos and, in this case, emphasise that the fortress was built on the shattered bones of conquered kingdoms.



The board also includes other Warhammer Age of Sigmar terrain kits, carefully worked into open areas around the fortress, with from half-buried Baleful Realmgates to parts of many a Dragonfate Dais hidden beneath rubble and countless skulls.

As befits a fortress of Khorne, there's plenty of brass and red on display, but once again, as it's a gaming board intended to be used by any Warhammer Age of Sigmar armies, the team had to be careful with the colour choices they made.

"We experimented with a lot of different colour schemes," says Joe. "In the end, we settled for one not far removed from the scheme used on the Chaos Dreadhold box, with a Khorne twist."



"We sprayed the whole board Chaos Black," says Mick. "Then, we sprayed the buildings Retributor Gold, before washing them heavily with Agrax Earthshade. We then started drybrushing Ironbreaker on the edges of the gold, before we moved onto drybrushing the walls with Khorne Red, Mephiston Red and finally Jokaero Orange. Simple, but for a board this big, it has to be." The other important choice the team had to make was what colours they would make the rocks, rubble and ground, careful that anything too bright would overpower any models on the board, when it should be the other way around. Eventually, the team settled on spectrum of neutral greys, carefully emphasising the golds and reds, and the lurid crimson viscosity of the gore river.

#### BOARD FACT

Just who, or what, was Kah'Rahkél? "We came up with a suitably Khornate-sounding name," says Joe. "The truth is, much like all of our boards, we offer up seeds of story for people to do with as they wish, and tell their own tales of bloodshed and glory." Joe did add he had wanted to go further and add a few umlauts to the name, only to be shot down on the grounds it might be a bit much. (We agree! — Ed.)



# BATTLEGROUND



Above: The Temple of Blood, a combination of the Warhammer Arcane Ruins and the Chaos Dreadhold scenery. To give the feeling that the Fortress of Kah'Rahkél was built atop the ruins of a far older civilisation, since extinguished by the march of Chaos, the Warhammer World Studio team worked a variety of kits into the board as ruins, peeking out from the hell-forged brass and blood-red fortress walls.

Right: "When making ruins, you need to have the damage make sense," says Mick. "So positioning the rubble is important. Just as important is what you use for rubble, so when you build a breach in a fortress wall, it makes sense to use bits of the wall to show the hole." That verisimilitude is key to a lot of the Warhammer World Studio team's work, as without the internal logic (such as rubble being in the right place) it feels off, and distracts from the more surreal elements, such as, in this case, the walls of the fortress being full of the skulls of warriors beyond counting.







Left: The drawbridge crossing the gore river was built entirely from Chaos Dreadhold parts, with Joe taking particular inspiration from the Malefic Gate terrain piece – and then trying to make an even larger version of it for the board.

Below: As is apt for a board based around a Khorne fortress, there's quite a few skulls on, in and around the Fortress of Kah'Rahkél – not even the Warhammer World Studio team know exactly how many there are. "We've used skulls from all over the Citadel range on the board," says Mick. "We've had so many skulls because, when we get a kit, we break it down for any bits and pieces relevant to our current project, and what's left gets stored in our bits boxes. After all, You never know when a part will be useful." The Warhammer World Studio has plenty of skulls of all shapes and sizes, but the construction of the board put a serious dent in their supply of skulls. It's not every job that has a problem like that!



► As mentioned earlier, the team had plans to build the board as a modular table, but eventually decided against it because of concerns over making the modular elements durable enough for the rigours of constant gaming. They did manage to find a cunning compromise to keep a degree of modularity, by constructing the entire board as two separate tables, which not only lets them be used together for larger games, but as two 6' x 4' boards for smaller games, or as part of one of the numerous gaming events Warhammer World plays host to. What's more, this modularity means the board could get even bigger in the future...

"If you'll look at how the board is laid out," says Joe, "you'll notice the whole thing leads out from the central tower built around the Realmgate, down the road of skulls, and out to the plains before the fortress. We could very easily add another table, representing a ruined city before the fortress like the Ruins of Elixia (a recent Warhammer World weekend event) using more of the Warhammer Age of Sigmar kits like the Ophidian Archways and the Numinous Occulums. Or we could go deeper into the fortress itself and try out even more things with the Chaos Dreadhold kit, as we've only scratched the surface of what you can do with it. Who knows what we may add in the future, when the time is right." We can't wait to find out! 🐼



# HERESY & SALVATION

With a new Horus Heresy boxed game available this month, packed with new miniatures, we bring you rules for using the Legio Custodes in your Horus Heresy battles, plus an exclusive new mission for Burning of Prospero, a new Stormcast Eternals hero and more...

## HORUS HERESY AGE OF DARKNESS

The rules presented opposite for the Legio Custodes allow you to make use of them in Horus Heresy Age of Darkness battles. This is the name given to the Forge World's expansion of the familiar Warhammer 40,000 rules that allow you to fight the epic battles of the Horus Heresy era. These can be found in Forge World's range of Horus Heresy books and for more on gettin started with the Age of Darkness, turn to page 146.

**T**he Horus Heresy: Burning of Prospero hits stores this month, and with it the Custodian Guard of the Legio Custodes (not to mention the Sisters of Silence) emerge in miniature form for the first time, accompanied by a host of Mk. III Space Marines and Tartaros pattern Terminators. We're sure quite a few of you will be eager to get the contents of the box out onto the battlefield, so we've persuaded the folks over in Forge World to offer us a sneak peek at the rules for the Legio Custodes in Horus Heresy battles fought using the Age of Darkness rules, which you can see opposite and over the page. You can, of course, also use your Mk. III Space Marines and Tartaros pattern Terminators in your battles using the rules publish in Forge World's Horus Heresy books, and next month we'll be bringing you the rules for the Sisters of Silence.

Of course, the first reason for checking out Burning of Prospero is that it's a great game itself. There are six scenarios in the box, with a lot of potential for replaying them with slight variations, or swapping over with your opponent and taking control of the opposing forces to see which of you fares better with Loyalists and Traitors across the scenarios. If that's not enough for you, we've got the Design Studio's rules team to write us an exclusive new mission – featuring a Contemptor Dreadnought, no less! The Contemptor was originally released in the Betrayal at Calth boxed game (and is now available separately), so if you've got that set you can introduce it to your Burning of Prospero games – or even add one to your collection as the beginnings of a larger Horus Heresy force, perhaps. Last but by no means least, the Stormcast Eternals Lord-Veritant is out now, and we have full rules on page 116.





# THE HORUS HERESY

## THE LEGIO CUSTODES IN HORUS HERESY AGE OF DARKNESS BATTLES

The Legio Custodes are the bodyguards and sworn protectors of the Emperor, his chosen emissaries, and, should the need arise, his most deadly executioners. Genetically engineered warriors of unswerving loyalty and unshakable purpose, their might is greater even than the Space Marines of the Legiones Astartes and surpassed only by the Primarchs themselves, while their weapons and wargear are uniquely potent, representing the apex of Imperial technology.

**Designer's Note:** The profiles shown here represent only a fraction of the Talons of the Emperor army list found in the forthcoming book: *The Horus Heresy Book Seven – Inferno* from Forge World, and are intended to let you use your The Horus Heresy: Burning of Prospero models straight away in your Age of Darkness games. In this case, use the profiles shown here to form an Allied Detachment (selecting one unit to fill the compulsory HQ choice rather than its usual role). This force is available to any Loyalist Faction army, using the 'Agents of the Emperor' line of the Age of Darkness Allies chart.

### LEGIO CUSTODES: SPECIAL RULES & WARGEAR

#### Preternatural Skill

Any model with this special rule gains a bonus of +1 to their Initiative in the Assault phase if their Weapon Skill is equal to or greater than the majority Weapon Skill of the unit or units they are fighting.

#### The Sodality

A unit composed entirely of models with this special rule has a unit coherency of 3" instead of the usual 2", and may always attempt to Regroup as an unmodified Leadership test regardless of casualties taken or other effects.

#### Inviolable Psyche

A unit with this special rule is immune to Fear and can re-roll failed Deny the Witch attempts.

#### Custodian Armour

The panoply of the Legio Custodes represents the pinnacle of the armourer's art. Far more sophisticated than production-model Legion power armour, each is unique to the Custodian Guard who wears it, and is fitted with arrays of proximity sensors and refractor field generators to further enhance its defences.

Custodian armour provides a 2+ armour save, a 5+ invulnerable save and confers the Move Through Cover special rule.

#### Guardian Spear

The signature weapon of the Legio Custodes, and in many ways their symbol of office, is the Guardian spear. Elegant and deadly, it is a potent and unique design incorporating a power blade and integrated bolter weapon, and in the hands of a Custodian Guard can strike and parry at blinding speed despite its size.

Weapon	Range	Str	AP	Type
Guardian spear				
- Power blade	Melee	User/+1*	3/2*	Melee, Lightning Blows, Specialist Weapon
- Guardian bolter	18"	4	4	Assault 2

\*Use the second profile if the model has charged this turn.

**Lightning Blows:** Every roll of a '6' To Hit with this weapon generates another attack with the same weapon at the same Initiative step. These extra attacks do not themselves also generate additional attacks.

#### Sentinel Warblade

The Sentinel warblade is another unique weapon of the Legio Custodes, brutal where the Guardian spear is precise. The hyper-pulse disruption field generators found in the Sentinel blade are able to tear apart flesh and metal on contact, while inbuilt into the blade is a double-barrelled bolt caster that is able to lay down a hail of fire at short range.

Weapon	Range	Str	AP	Type
Sentinel warblade				
- Warblade	Melee	User	3	Melee, Rending, Specialist Weapon
- Bolt caster	12"	4	5	Assault 2, Hail of Fire

**Hail of Fire:** This weapon makes Snap Shots at BS 2.

#### Praesidium Shield

Ornate precursors to the later storm shields, the Praesidium shields of the Legio Custodes are forged from all but indestructible layered ceramite and resilient alloys reinforced with inbuilt field generators.

A Praesidium shield provides a 4+ invulnerable save, which may be re-rolled if failed when the bearer is in an assault. A model equipped with a Praesidium shield, however, cannot use a weapon with the Two-handed special rule or claim the benefit of an additional close combat weapon in an assault.



# NEW RULES



## TROOPS

The Custodian Guard are entrusted with perhaps the most important duty in all Mankind's domain – guarding the Emperor himself. Formally known as the Legio Custodes at the time of the Horus Heresy, the Custodian Guard is comprised only of fearsome warriors, each markedly stronger and faster than even the super-warriors of the Legiones Astartes. Some scholars have speculated that the Custodians are descended from the Emperor's gene-seed in much the same way the Space Marines were forged from the genetic legacy of the Primarchs.

The Master of Mankind trusts the Custodian Guard implicitly, and is even accompanied by them in his private chambers. On matters of war, they speak with his voice – this made their accompaniment of Russ' invasion all the more shocking for the Thousand Sons that stood in their path. The Custodians are the right hand of the Emperor, and their presence upon Prospero was a sure sign of Magnus' damnation.

## CUSTODIAN GUARD SQUAD

165 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Custodian Guard	5	5	5	5	2	4	2	9	2+

### Unit Composition

- 3 Custodian Guard

### Unit Type

- Infantry (Character)

### Wargear

- Custodian armour
- Guardian spear
- Close combat weapon
- Plasma & krak grenades

### Special Rules

- Preternatural Skill
- The Sodality
- Inviolable Psyche
- Bulky

### Options

- The Custodian Guard Squad may include:  
- Up to six additional Custodian Guard..... +55 points each





## SENTINEL GUARD SQUAD

195 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sentinel Guard	5	5	5	5	2	4	2	9	2+

### Unit Composition

- 3 Sentinel Guard

### Unit Type

- Infantry (Character)

### Wargear

- Custodian armour
- Sentinel warblade
- Close combat weapon
- Praesidium shield
- Plasma & krak grenades

### Special Rules

- Preternatural Skill
- The Sodality
- Inviolable Psyche
- Bulky
- Shield Bulwark

### Options

- The Sentinel Guard Squad may include:  
- Up to six additional Sentinel Guard .....+65 points each

**Shield Bulwark:** When a model with this special rule is in base contact with one or more other models which also have this rule, they count as being equipped with defensive grenades in assault.



### ELITES

The Custodian Guard train every day – mentally, physically and spiritually – to attain a superhuman peak of ability. Their minds are like fortified sanctums, resistant to all but the most baleful psychic influence. Each has the raw strength of a dozen mortal men, and can strike with blurring speed.

If these golden heroes can be said to have a flaw, it is in their propensity to fight as individuals, each of them a champion as they are, rather than as part of a wider military structure. Ultimately, this matters little. Such is their skill with their guardian spears and sentinel blades that few foes have ever seen the Custodian Guard fight and lived to tell of it.

**Editor's Note:** The rules here offer a preview of some currently work-in-progress rules for the Legio Custodes in Horus Heresy-era battles fought using the Age of Darkness rules. Full rules and background will appear in the forthcoming *The Horus Heresy: Inferno* book from Forge World. We'll be bringing you a preview of the book in next month's issue of *White Dwarf*.





## LORD-VERITANT

The Lord-Veritant is the terror of witches and warlocks alike. They are the eye of Sigmar, the inescapable vengeance of the Heavens, and by the searing light of their Lantern of Abjuration they burn away the shadows in which the unclean and the heretical hide. Leading the faithful to battle, the Lord-Veritant cuts a merciless path through cultists and daemons until nothing remains of the foe.



### MELEE WEAPONS

Judgement Blade

### Range

1"

### Attacks

4

### To Hit

3+

### To Wound

3+

### Rend

-1

### Damage

2

### DESCRIPTION

A Lord-Veritant is a single model. It is armed with a Judgement Blade and carries a Lantern of Abjuration.

### ABILITIES

**Lantern of Abjuration:** A Lantern of Abjuration allows a Lord-Veritant to unbind spells in the same manner as a **WIZARD**.

**Sanction:** In your hero phase the Lord-Veritant may pray for Sigmar to sanction his sorcerous foes. If they do so, pick an enemy **WIZARD** within 7" and roll a dice. On a roll of 4 or more the prayer is heard, and the **WIZARD** suffers D3 mortal wounds.

**Bound in Service:** After setting up a Lord-Veritant, you can immediately set up one Gryph-hound within 3" of the model. If you choose to do so, the Gryph-hound is bound to the Lord-Veritant, and makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of the Lord-Veritant. In addition, in your hero phase you can add 3 to the roll for the Lord-Veritant's Lantern of Abjuration if the Gryph-hound is within 6" of the enemy **WIZARD**.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-VERITANT



# THE HORUS HERESY

## BURNING OF PROSPERO

As battle raged and Prospero burned, the full might of two Legions – the Space Wolves and Thousand Sons – was unleashed, Contemptor Dreadnoughts (not to mention others of the Legions' mightiest machineries) of war amongst them.

### ARMOUR OF CONTEMPT

In this article you will find all the rules you need to field a Contemptor Dreadnought in your games of Horus Heresy: Burning of Prospero. These armoured giants were present on both sides during the conflict, and wherever they trod, death and destruction followed. This article also describes a unique extra mission – Armoured Fury – in which the Space Wolves unleash one of these unyielding behemoths against their sorcery wielding foes.

**Including Contemptor Dreadnoughts in Horus Heresy: Burning of Prospero:** In addition to the mission included in this

article, it is possible to include Contemptor Dreadnoughts in any of the missions presented in Horus Heresy: Burning of Prospero. There are two ways to do so.

If both forces contain a Contemptor Dreadnought, then you can simply add one to each side's forces. If you do this you may find there are no unoccupied zones at the start of the game to deploy the Dreadnoughts. If this is the case, they instead move onto the board during your next Movement phase in which one of your deployment zones on the edge of the board has become unoccupied (they move onto one of these zones as part of their move).

Alternatively, you can substitute a number of your other forces to include a Contemptor Dreadnought. You can replace either a Legion Veteran Squad or a Tartaros Terminator Squad with a single Contemptor Dreadnought.

Each Contemptor Dreadnought is equipped with a Dreadnought Power Fist and a Combi-bolter. Each is also equipped with either a Kheres pattern Assault Cannon or a Multi-melta.

The profile sheet for a Contemptor Dreadnought is as follows:

### CONTEMPTOR DREADNOUGHT

A Contemptor Dreadnought counts as 4 models for the purposes of zone capacity.

The armoured shell and force fields protecting a Contemptor Dreadnought are proof against all but the heaviest weaponry. When making an armour roll for a Contemptor Dreadnought, the first dice rolled is always upgraded to a D12, but all the other dice are upgraded to D8s.

Such is a Contemptor Dreadnought's bulk that it can withstand a punishing amount of damage before succumbing. Do not remove a Contemptor Dreadnought the first time it is slain. Instead, remove all wound markers next to it (any excess damage made from

the attacks are lost). The Contemptor is now damaged and will be less effective in combat (see below) – if it is slain for a second time remove the model as a casualty as normal.

Contemptor Dreadnoughts are truly formidable. After making an attack with a Contemptor Dreadnought, you can, provided it is not damaged, immediately make another attack with it. You can choose to Press the Attack before making your second attack.

Each time a Contemptor Dreadnought shoots, it fires both of its weapons. A Contemptor Dreadnought will also have one of the following abilities, depending upon

whether it is part of the Space Wolves or Thousand Sons Legion.

Thousand Sons Contemptor Dreadnoughts can attempt to manifest powerful psychic powers. This is described in the Horus Heresy: Burning of Prospero rules (pg 10-11).

Space Wolves Contemptor Dreadnoughts gain an advantage when making combat attacks. When determining the outcome of a combat attack, each attack dice that is higher than or equal to its paired armour dice inflicts 1 point of damage on the target (critical damage is inflicted on rolls of 6 or more as normal).



ARMOUR - D12		STAMINA - 6	
WARGEAR	COMBAT	SHOOTING	SPECIAL RULES
Combi-bolter	-	D8	-
Dreadnought Power Fist	D12	-	Smash
Multi-melta	-	D12	Short Range
Kheres Assault Cannon	-	D10	Rending

#### WARGEAR SPECIAL ABILITIES

**Smash:** You can choose to re-roll the the D12 when attacking with this weapon.

**Rending:** You can choose to re-roll the the D10 when shooting with this weapon.

**Short Range:** This weapon can only be used against target units within 3 zones of the Contemptor Dreadnought



## EXCLUSIVE SCENARIO: ARMOUR'D FURY

The Space Wolves continue their assault through Tizca, and bolstered by the armoured fury of Contemptor Dreadnoughts they are crushing all resistance in their path. The Thousand Sons have already rallied however, and are even now launching a devastating series of counter-attacks to blunt their foes' momentum. Will the warriors and war machines of Fenris continue their rampage or will the defenders of Tizca hold firm and halt their advance?

'They are yielding,' said Olwere Bladebroken, an eager satisfaction in his voice. 'These warlocks are too easily defeated!'

'Look again,' replied his pack leader, Allajorn Iron Claw. 'They are regrouping, dolt.'

'So we press the attack!' Bladebroken was already leaping the shattered wreck of a scimitar jetbike, his bolter barking as it stitched explosions across the façade of the counting house ahead. Iron Claw pursed his lips and lent covering fire, waving the rest of his pack to move forward into cover. The gambit was set. If Allajorn's suspicions were correct, the Thousand Sons would still be reeling from the orbital bombardment that had set their precious city aflame. They might be desperate enough to take the bait.

A sheet of pink fire roared from the alley even as a storm of combi-bolter fire hammered Bladebroken from his feet. The young warrior rolled, avoiding the worst of the evil-looking flames, but a second gout brushed his forearm. The licking fires turned ceramite and flesh alike to a scattering of hissing scarabs. More bolter shells struck the youngster, blasting him limb from limb even as the unnatural insects scurried into the gutters.



*Historia Terra Regem*

### FORCES

The Loyalist force consists of one Legion Veteran Tactical Squad and a Contemptor Dreadnought. The Traitor force consists of one Legion Veteran Tactical Squad and a Tartaros Terminator Squad.

### PSYCHIC POWERS

The Traitor player has five randomly selected psychic powers in this scenario.

### SET-UP

The Loyalist player sets up their entire force first, placing their models anywhere within the zones marked in gold. The Traitor player then sets up their entire force, placing their models anywhere within the zones marked in red.

### VICTORY

The Space Wolves seek to take advantage of their initial onslaught and take a heavy toll on the defender's forces before they can regroup. The Thousand Sons however are launching a counter-attack of their own, and seek to blunt the the momentum of the Space Wolves assault.

If one player manages to slay all of their opponent's models, the game ends immediately and they win.

Otherwise, the game ends after six rounds have been completed. At the end of the game, each player counts the number of models they have remaining on the board (Tartaros Terminators count as

two models each, and the Contemptor Dreadnought counts as 10 models, or 5 if it is damaged). Whoever has the most remaining is the winner (in the case of a tie the Traitor player wins – with a Contemptor Dreadnought fighting by their side the Space Wolves are expecting to crush all before them, but by destroying or even delaying such a formidable adversary the Thousand Sons will have thwarted their foe and earned some small measure of victory).

### Designer's Note - Campaigns

If you are playing all the missions in *Horus Heresy: Burning of Prospero* through as a campaign, this mission should be played in between missions 1 - Shatter the Perimeter and 2 - Pride of the Custodes.



Traitor Player's  
Deployment Zones

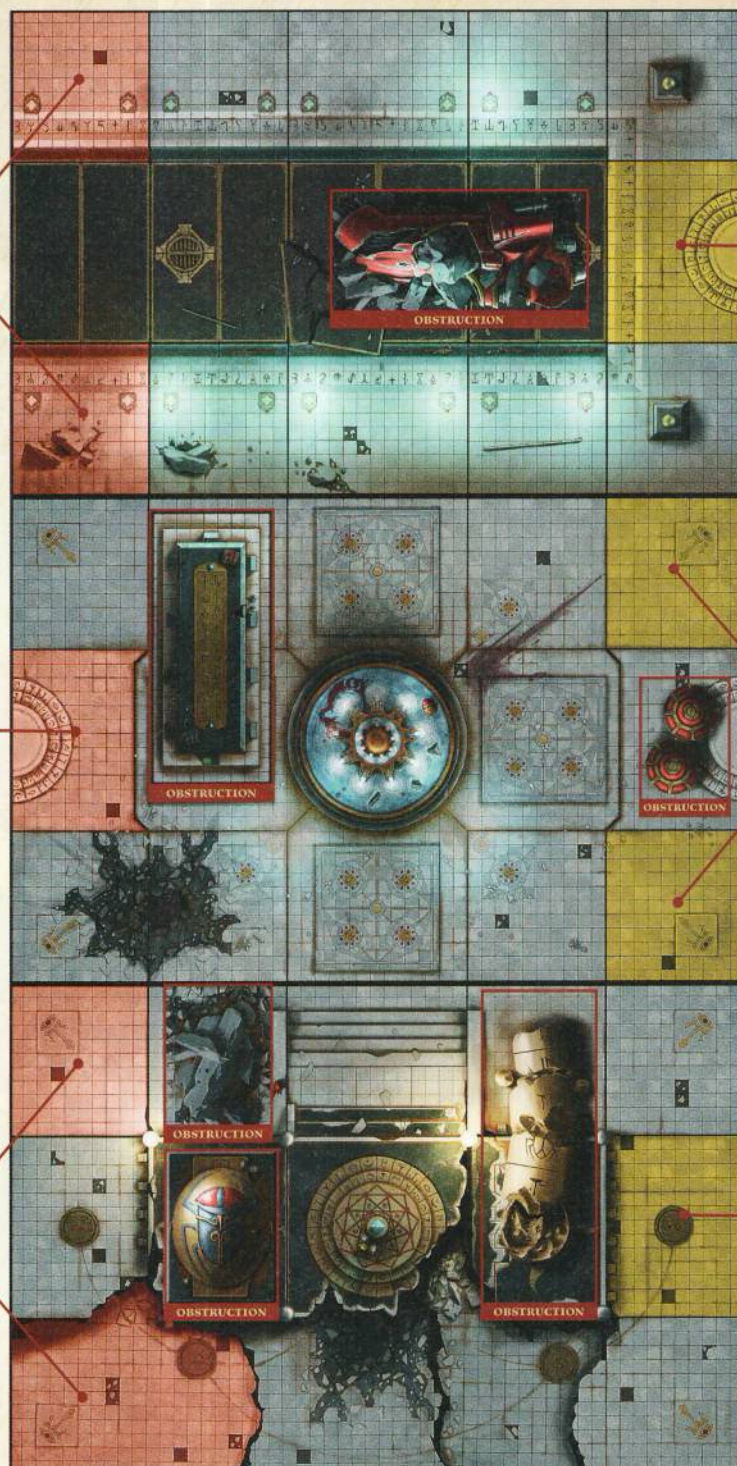
Loyalist Player's  
Deployment Zones

Traitor Player's  
Deployment Zones

Loyalist Player's  
Deployment Zones

Traitor Player's  
Deployment Zones

Loyalist Player's  
Deployment Zones



Iron Claw felt his nose wrinkle in disgust, but swallowed his revulsion down. Maleficarum. No wonder they had been sent to slay these traitors to a man.

'Three talons divergent,' he said, his warriors leaping to obey. 'Tacticals in the ruin, elite Tartaros squad in the shadow of that statue. Svell, are you in position?'

There was a thunderous metallic bellow as the company's Contemptor, Svell Graniteback, smashed his way through the baroque architecture of the counting house. He ploughed through the building's front to spill Thousand Sons infantry into the streets. Bolter fire detonated hard on his armoured carapace, a string of black pitted craters appearing across the broad grey slab

of his torso. It slowed him not at all. The Dreadnought opened fire with his Kheres assault cannon at point blank range, blasting two of the fallen traitors limb from limb before crushing another flat with a giant piston-driven fist.

'I'll take that as a yes,' said Iron Claw. 'Right, whelps. Let's close the trap.'

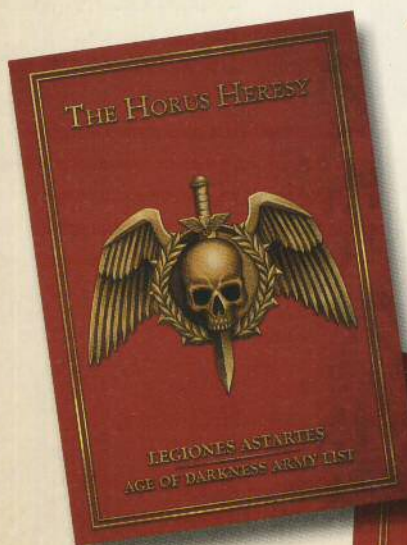


# FORGE WORLD

## THE HORUS HERESY RANGE

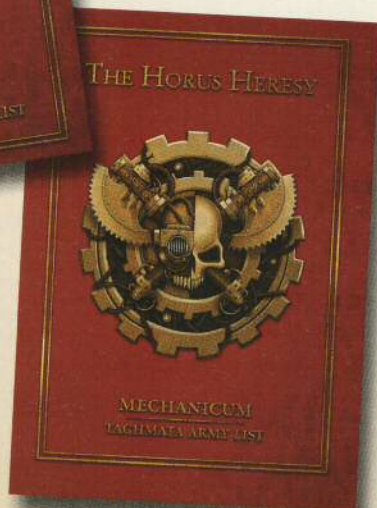
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The Horus Heresy series of supplements are complete expansions for the Warhammer 40,000 game – they require the Warhammer 40,000 rulebook and the Legiones Astartes – Age of Darkness Army List book to use their contents.



### THE HORUS HERESY LEGIONES ASTARTES – AGE OF DARKNESS ARMY LIST

Within this 144 page hardback book are rules for the Space Marine Legions as they fought at the close of the Great Crusade and throughout the opening confrontations of the Horus Heresy. Included are unit entries for such mighty leaders as Praetors and Consuls, elite warriors such as Terminators and Destroyers, and line units such as Legion Tactical, Support and Assault Squads. Furthermore, numerous specialist units are included including Breacher Squads, Seekers, Techmarine Covenants and Apothecarion Detachments.



### MECHANICUM TAGHMATA ARMY LIST

During the Horus Heresy, the forces of the Mechanicum fractured; some remaining loyal, others pledging their allegiance to those who promised them long-desired access to technology previously forbidden by the Master of Mankind. This 120 page hardback book provides rules for fielding a Taghmata Ommissiah army, as well as two variants of this core list: the Legio Cybernetica Battle Cohort and the Ordo Reductor War Covenant. Also included are individual profiles and rules for the war machines and warriors of the Mechanicum and the arcane and powerful magos who lead them.

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# THE HORUS HERESY

## Character Series



PRIMARCH LEMAN RUSS OF THE SPACE WOLVES LEGION



HORUS THE WARMASTER



IRON WARRIORS DOMITAR-FERRUM BATTLE-AUTOMATA



MECHANICUM URSURAX



LEGION MASTODON HEAVY ASSAULT TRANSPORT





## SPRUES AND GLUE

**Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This month we take a closer look at basing your miniatures, from the simple act of gluing them on, to creating scenic bases and even cutting them off an old base to give them a new one.**

### CITADEL TOOLS



Fine  
Detail  
Cutters



Knife



Sculpting  
Tool



File



Liquid  
Green  
Stuff



Plastic  
Glue

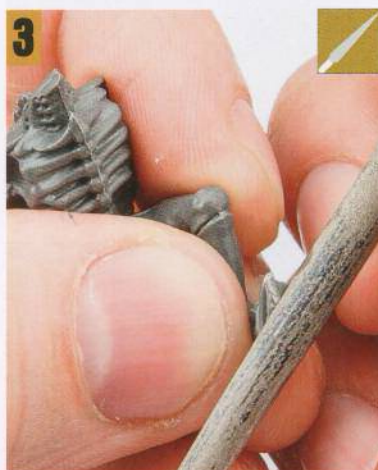
**M**ost Citadel miniatures stand on a base, that all-important piece of plastic that stops them from falling over in the heat of battle. Basing your miniatures can be as simple or as complicated as you like. For some hobbyists a simple layer of Texture paint followed by a drybrush is enough; others, increasingly, like to make use of the Sector Imperialis or Shattered Dominion bases and basing kits, while some go much further.

While the primary role of a base is to keep a model standing up, it also sets the scene for the model standing on it. Indeed, many people see a base as the finishing touch to a miniature, the link between the model and the battlefield it stands on and part of the overall narrative of the miniature. You can model and paint the bases of your Imperial Guardsmen so they look like

they're trudging through filthy, cloying mud. Or an overgrown jungle. Or a desert, an arctic tundra, a blasted wasteland, a sun-scorched moon or a rubble-strewn city. The same can be said for a regiment of Khorne's Blood Warriors – are they charging across fields of skulls or snow-shrouded mountains? Maybe they're running across lava fields or through rotten, plague-infested swamps. The options really are endless when it comes to creating bases for your models.

And that's what this Sprues and Glue article is all about, showing you a variety of methods for creating great-looking bases for your miniatures. And it's not just about the modelling – this month's Paint Splatter, on page 126, shows you what you can do with paint, with guides showing the huge variety of basing schemes you can create with Texture paints. But first, the basics...





## BASING YOUR MODELS

Most kits come with a plain, flat base for your miniatures to stand on and it's a simple matter to stick them on with a dab of Plastic Glue (or Super Glue if the models are resin or metal). However, following the release of the new Sector Imperialis bases for Warhammer 40,000 and the Shattered Dominion bases for Warhammer Age of Sigmar, many people want to use them for their models.

A few models, such as Saurus Warriors and Genestealers (1), have 'tabs' under their feet, designed to go into older style slotted bases. To get them to fit on a base without a slot, you'll need to clip the tab off using a pair of Fine Detail Cutters. Place the flat side of the cutters up underneath the model's foot and clip away the tab (2). It's more than likely you'll be left with a bit of the tab still on the foot, but that's not a problem – simply use a file to clean off the excess (3). Don't be tempted to use a hobby knife, though – a model's feet are normally pretty small and you don't want to risk cutting the foot off or, worse, cutting yourself – the file is much safer! The process is exactly the same for any metal or resin models you may have in your collection. The last stage is to stick your model to its new base using Plastic Glue (4). Job's a good 'un!



## BASE DETAIL KITS

Large Base Detail Kits are the perfect resource for creating larger bases. These kits, available for both Warhammer 40,000 and Warhammer Age of Sigmar, include loads of pieces of broken masonry and rubble that match the designs found on the Sector Imperialis and Shattered Dominion gameboards. When using them on a base, we suggest picking pieces that share a similar design so as to create a coherent-looking base. We used the three shattered Arcanabulum pieces on this base we made for Drycha Hamadreth (1). Roughly arrange the parts on the base to see how they interact with each other and the model before gluing them down – here we got two of the Arcanabulum pieces to line up without them getting in the way of Drycha's feet. Once we'd glued all the pieces down we used a sculpting tool to apply Liquid Green Stuff around the pieces (shown below) to help smooth them into the base.





## BASING: THE NEXT STEP

Of course, you don't just have to use the Large Base Detail Kits on your bases – you can use any spare components in your bits box to create a model's base. This Maleceptor (1) once stood on a base covered in Astrogranite Texture paint. It was perfectly serviceable, but we wanted to create something really elaborate. Using pieces

of pavement from the basing kit we created the main floor of the base, which we then covered in bits of broken rubble and battlefield detritus. The rubble is made from bits of sprue and a spare wall section from a Manufactorum cut up using a pair of Fine Detail Cutters. The pieces were glued to the base, and any joins or gaps were then covered up with Liquid Green Stuff, as on the previous page. ☠

Once the flooring sections were glued down we used a pen to mark where the Maleceptor's feet and claws will be glued down (2). This way, we won't accidentally cover the contact points in rubble. On an elaborate base like this, we were able to fit in details like the Imperial Knight helm crushed beneath the Maleceptor's claws (3).



### WORRIED ABOUT GAPS...

Sometimes when you build a base for your model you'll end up with gaps. While this sometimes looks unsightly, there are several solutions. Firstly, you can use Green Stuff (the solid kind rather than Liquid Green Stuff) to fill the gaps. You can then file it down to make it smooth ready for painting. If the gap is between a piece of rubble and the base itself, it might well be hidden by the Texture paint when you apply it, so you don't need to worry about it at all!

However, if you do finish painting your base and there are gaps still visible, you can always stick a Middenheim Tuft over it – grass tufts often hide a multitude of sins!

## USING SCULPTED BASES

Some of the hero models in the Warhammer Age of Sigmar range have square bases with details moulded into them, such as the statue on the Unforged's base. Having models in your collection with square bases is fine, but if you want to mount them on a round base, you'll need to do a little minor conversion work to get the sculpted details to fit. On this model, the

dragon's head statue normally slots into the square base, so we needed to file the underside flat (1) to fit it on a round base. Sculpted details like the statue bring a base to life by themselves, but they can often also be combined with other basing options, such as the Shattered Dominion bases. Not all of the bases in the set will suit a given piece of sculpted base detail, but you can often find one that fits, as here, where the cracked stone was perfect for the statue (2).



### TOP TIP:

When using the Sector Imperialis and Shattered Dominion bases, a lot of painters like to paint them separately from the models so they can reach all the details. This is often a good idea, but do remember that Plastic Glue will not stick a painted base to a model. Place a little blob of adhesive putty over the spots where the model's feet will stand before you undercoat the base. Once you're done painting the base and the model, remove the putty and glue your model down.



The Black Ark Fleetmaster comes on a base featuring rocks, barnacles and seaweed. We want to preserve that detail when we transfer him to a round base so the first stage is to clip the rim off the square base using a pair of Fine Detail Cutters (1). Try to be as neat as you can as it will make the next stage easier. You can use the coarser of the two files (the yellow handled one) to file the remnants of the square edges flat if necessary. The inside of the base is hollow, so there isn't that much to file down if you're neat with the cutters.



Next, use Plastic Glue to stick the rock to the new base and fill any gaps with Liquid Green Stuff (2). Once this is dry (3), you can go ahead and undercoat the model ready for painting. You'll still be able to add Texture paint to the base once you've finished the model. However, since we wanted to really blend the rocks into the base, we applied a layer of Texture paint now, so it can be undercoated and then painted along with the rocks themselves for a really unified look.



## SANDY BITS

Another way to add texture to your bases is to use sand. This is especially useful on bases covered in detail (such as the one we made for the Maleceptor) as it will make the piles of rubble look even more dense.

Once you're done creating your base, you can glue sand to it using PVA glue. You'll notice that the sand available from Games Workshop comes in a tray, which makes applying sand very easy. Simply apply the PVA glue to your base using an M Texture spreader, then dunk the base into the sand. Once you've covered all the gluey areas with sand, take the model out of the tray and gently tap it against the side so any excess sand falls back into the tub.

Make sure you leave the sand to dry overnight before you undercoat or paint it.

## REBASING MINIATURES

Sometimes you'll want to rebase a collection of miniatures – perhaps you want to put your army on the new Shattered Dominion or Sector Imperialis bases, mount your Space Marines on 32mm bases, or transfer a Warhammer army from square bases to round ones.

If the model has a base tab holding it to the base, you might be able to twist the base away from the tab using a pair of Fine Detail Cutters. Snip through the corners next to the tab (1), then tug at the two halves to see if one is looser (2). Pull this one away, twisting it or making further snips if you need to (3).

If the model doesn't have a tab, or if one side is stuck more firmly, as we found here, you can cut the base away using the cutters (4), working as close as you can to the feet but being careful not to accidentally clip off the model's toes. (Skeletons are especially fragile when it comes to this. On the plus side, they're dead, so they won't miss them...) Once you've clipped away as much as you can, you can use a knife and a file to carefully tidy up any excess plastic from the base and make sure everything's smooth. Then you can glue your model to its new base. 🦴







## PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, White Dwarf puts the new range of Texture Paints through their paces, and offers up a veritable cornucopia of basing tips, tricks, advice and recipes.

**N**o miniature is complete until its base is painted, a simple but essential finishing touch without which even the finest paint jobs will suffer. Basing a model effectively is simple, but easily overlooked, so this month we present the essential guide, taking a look at all the techniques you need to finish your models' bases. Next month we'll be looking at how you can combine these various techniques to take your basing even further.

There are now more basing options than ever. The new range of texture paints (updated last month) allow you to easily base your models with effects like sandy ground, mud, cracked earth and even snow, not to mention the plastic bases available for both Warhammer Age of Sigmar and Warhammer 40,000 – the Shattered Dominion and Sector Imperialis basing kits.

### BRUSH CARE

Unlike previous formulations of Texture paint, the latest set can be applied with a brush rather than a texture spreader. However, as with all paints, it's important to keep any texture paint from reaching the ferrule (that's the metal 'cover' that holds the bristles to the handle) as it can start to loosen the bristles and drastically shorten the working life of a brush. As such, it's a good idea to use old, worn out brushes to apply Texture paint. You won't need a fine tip on the brush, so save your old brushes for jobs like basing.

Having looked at the basing kits in Sprues and Glue, here we're going to focus on the range of Citadel Texture paints. (You can, of course, combine the two, but first things first; we'll return to that next month.) There are two main types of Texture paint: the 'granular' type – paints like Armageddon Dust and Astrogranite – which provide a rough texture ideal for drybrushing, and the 'cracking' type – the likes of Agrellan Earth and Martian Ironearth – which, once dry, will form a cracked texture like a dry riverbed. Both of these types have been slightly re-formulated for the new, larger pots released last month, meaning that Texture paints of either type can now be applied directly with a brush (although we recommend using an old one). While the results achieved with the different Texture paints can be strikingly different, they are applied in just the same way, as we show you here.



# ARMAGEDDON DUST

## STAGE 1: APPLY THE TEXTURE PAINT

After giving your chosen pot of Texture paint a good shake, use an M Base brush to take some paint directly from the pot. Apply it to an open area of the base and work towards the model's feet so you don't get too much Texture paint on them (though a bit doesn't hurt!).



## STAGE 2: APPLY A WASH

Once the Texture paint is dry, you can wash it with a Shade to add additional depth and contrast. Here we've used Agrax Earthshade, applied using an M Shade brush, again starting in the large, open areas and working the Shade towards the model, covering the entire base.



## STAGE 3: DRYBRUSHING

After the wash has completely dried, load an appropriate size of brush (here an M Dry) with a little Dry paint (we've used Tyrant Skull), and wipe off the excess on kitchen paper. Then brush it lightly back and forth across the base, which will pick out the texture of the paint.



### FINISHING UP

Once you've drybrushed your base, you just need to tidy up the rim. Choose a colour complementing your choice of Texture paint. A similar, slightly lighter colour is a good choice (we used Baneblade Brown). Apply it in a couple of thin coats for a smooth finish.



# MARTIAN IRONEARTH

## STAGE 1: APPLY THE TEXTURE PAINT

Martian Ironearth is one of the Texture paints which provides a 'cracking' effect. Apply it as with any other Texture paint (left), trying to get a good thick coat. It won't crack immediately, but once completely dry will give you a really striking cracked earth effect.



## STAGE 2: APPLY A WASH

Like the other Texture paints, Martian Ironearth can be enhanced by use of a wash, which will emphasise the cracks. We used Agrax Earthshade, applying it over the whole base. If you don't want to dull the red tone of the paint, you can thin the wash a little before applying it.



## STAGE 3: DRYBRUSHING

The cracks in Martian Ironearth can also be enhanced by Drybrushing, following the exact same method given to the left. We've used Tyrant Skull, which adds a nice light highlight, but you can of course pick a colour closer to the original Martian Ironearth, such as Kindleflame.



### WASTE NOT, WANT NOT

Our older Texture paints were formulated slightly differently to those in the new, larger pots, meaning they need to be applied with a texture spreader. This detail aside, they work in exactly the same way and you can follow all the other stages as shown above.





## DRYBRUSHING

The final stage in most of the basing combinations shown here is a drybrush. While many of these make use of our Dry paints, specially formulated for drybrushing, a few do use Base and Layer paints – and that's absolutely fine. While the colours concerned are formulated for more traditional painting methods, they can be used to drybrush in exactly the same way as Dry paints. This means you can use pretty much any colour from the Base, Layer and Edge ranges if you want.

## THE WHITE DWARF BASING COOKBOOK

To show just how easy it is to come up with your own basing combinations – and how striking the results – the team behind the Citadel Paint System cooked up these examples of a whopping 50 different basing combinations. Each of the images you see on these pages is a complete basing combination in its own right. Each begins with the Texture paint named in the sidebar, followed by the various washes and drybrushes shown in the coloured bars at the bottom. Apply these steps using the techniques shown on the previous page and that's it!

With the new Texture paints released last month, there are now twin varieties of each colour and texture available – Martian Ironcrust is a slightly thicker equivalent of Martian Ironearth, for

example, and will form even bigger cracks when dried. Armageddon Dunes is likewise a slightly thicker counterpart to Armageddon Dust, and provides clumps of texture that will allow you to effectively 'sculpt' the texture with your brush, creating gullies and mounds. Accordingly, the cookbook is split into five sections, each using a pair of Texture paints of the same colour (for example, Agrellan Earth and Agrellan Badlands). The top row is the 'thinner' of the two (in this case, Agrellan Earth), the bottom row the 'thicker' of the pair (Agrellan Badlands).

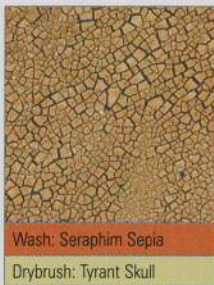
So, with so many options to choose from, why not grab a few spare bases, paint up some test schemes, and see how they look against your finished models.

### AGRELLAN EARTH AND AGRELLAN BADLANDS

Agrellan Earth (top row) and Agrellan Badlands (bottom row) do something rather novel as they dry – they crack! The cracked earth effect means they lend themselves particularly well to parched and dried-out regions, such as the dead worlds of the Necron Dynasties and ash wastes in Warhammer 40,000, or the parched wastelands of Ghur in Warhammer Age of Sigmar. These basing schemes are an especially good fit for the bone-dry Deathrattle legions.

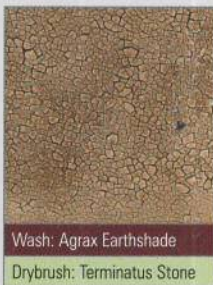


Drybrush: Tyrant Skull



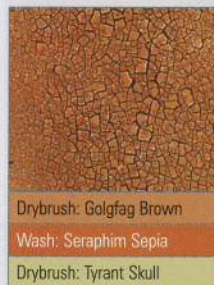
Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Wash: Agrax Earthshade

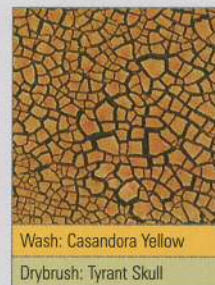
Drybrush: Terminatus Stone



Drybrush: Golgfag Brown

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Wash: Casandora Yellow

Drybrush: Tyrant Skull

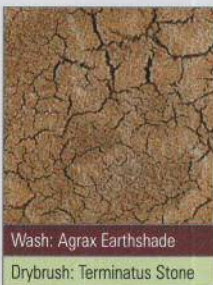


Drybrush: Tyrant Skull



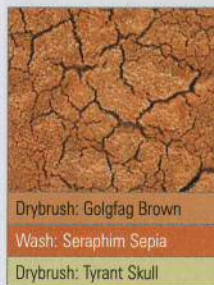
Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Wash: Agrax Earthshade

Drybrush: Terminatus Stone



Drybrush: Golgfag Brown

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Wash: Casandora Yellow

Drybrush: Tyrant Skull

### ARMAGEDDON DUST AND ARMAGEDDON DUNES

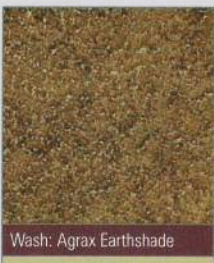
Armageddon Dust (top) and Armageddon Dunes (bottom) are full of granular texture, which, when dry, picks up colour from drybrushing beautifully.

As the name suggests, they'd be a great fit for any army fighting on the war-torn surface of Armageddon in the 41st Millennium, such as Orks or Steel Legion Astra Militarum but avid fans of the Age of Sigmar will know that there's many dry deserts and dustbowls in the Mortal Realms and the Realm of Chaos as well.



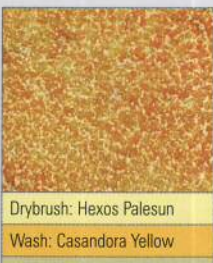
Drybrush: Underhive Ash

Drybrush: Tyrant Skull



Wash: Agrax Earthshade

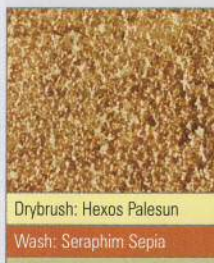
Drybrush: Tyrant Skull



Drybrush: Hexos Palesun

Wash: Casandora Yellow

Drybrush: Tyrant Skull



Drybrush: Hexos Palesun

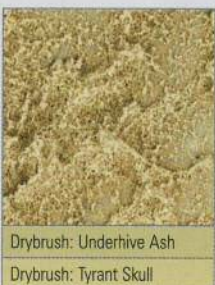
Wash: Seraphim Sepia

Drybrush: Tyrant Skull



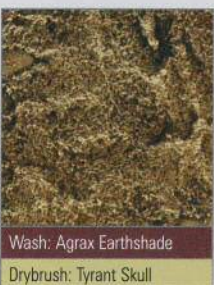
Wash: Seraphim Sepia

Drybrush: Terminatus Stone



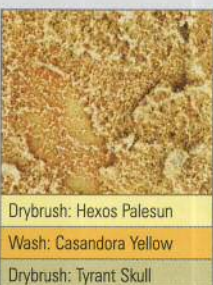
Drybrush: Underhive Ash

Drybrush: Tyrant Skull



Wash: Agrax Earthshade

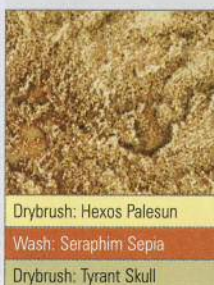
Drybrush: Tyrant Skull



Drybrush: Hexos Palesun

Wash: Casandora Yellow

Drybrush: Tyrant Skull



Drybrush: Hexos Palesun

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Wash: Seraphim Sepia

Drybrush: Terminatus Stone





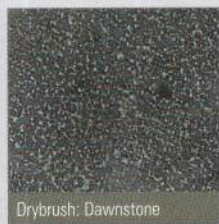
Drybrush: Longbeard Grey

Drybrush: Tyrant Skull



Drybrush: Dawnstone

Drybrush: Underhive Ash



Drybrush: Dawnstone

Wash: Nuln Oil

Drybrush: Longbeard Grey



Wash: Agrax Earthshade

Drybrush: Tyrant Skull



Wash: Drakenhof Nightshade

Drybrush: Longbeard Grey

## ASTROGRANITE AND ASTROGRANITE DEBRIS

Astrogranite (top) and Astrogranite Debris (bottom) are a great fit for basing Warhammer 40,000 miniatures, equally suited to representing rubble-strewn urban wastelands and long-forgotten moons.

They're also great for Warhammer Age of Sigmar models as well, as these recipes can be used to represent the gloomy Realm of Death, or the ash-strewn regions of Aqshy. They also contrast with clean, bright armies such as Stormcast Eternals.



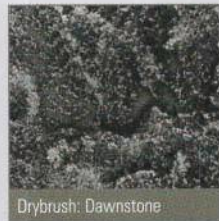
Drybrush: Longbeard Grey

Drybrush: Tyrant Skull



Drybrush: Dawnstone

Drybrush: Underhive Ash



Drybrush: Dawnstone

Wash: Nuln Oil

Drybrush: Longbeard Grey



Wash: Agrax Earthshade

Drybrush: Tyrant Skull



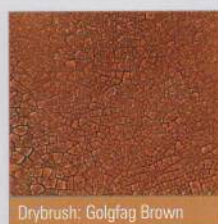
Wash: Drakenhof Nightshade

Drybrush: Longbeard Grey



Drybrush: Astorath Red

Drybrush: Kindleflame



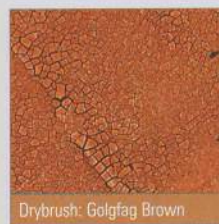
Drybrush: Golgfag Brown

Wash: Agrax Earthshade

Drybrush: Tyrant Skull



Drybrush: Kindleflame



Drybrush: Golgfag Brown

Wash: Casandora Yellow

Drybrush: Tyrant Skull



Drybrush: Ryza Rust

Drybrush: Eldar Flesh

## MARTIAN IRONEARTH AND MARTIAN IRONCRUST

Martial Ironearth (top) and Martial Ironcrust (bottom) are much like the Agrellan texture paints in that they crack as they dry.

As their name suggests they're great for the faithful of the Adeptus Mechanicus and also a perfect fit for representing the fiery Realm of Aqshy in the Age of Sigmar – a great choice for Khorne Bloodbound, Stormcast Eternals and Fyreslayers. With heavier use of Shades, you can produce a more brownish, clay-like colour.



Drybrush: Astorath Red

Drybrush: Kindleflame



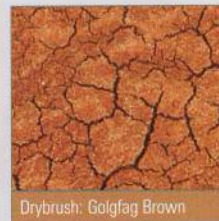
Drybrush: Golgfag Brown

Wash: Agrax Earthshade

Drybrush: Tyrant Skull



Drybrush: Kindleflame



Drybrush: Golgfag Brown

Wash: Casandora Yellow

Drybrush: Tyrant Skull



Drybrush: Ryza Rust

Drybrush: Eldar Flesh



Wash: Agrax Earthshade

Drybrush: Sylvaneth Bark

Drybrush: Tyrant Skull



Drybrush: Sylvaneth Bark

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Drybrush: Ryza Dust

Drybrush: Eldar Flesh



Drybrush: Golgfag Brown

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



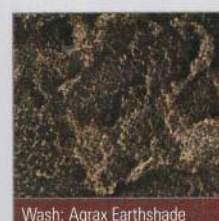
Drybrush: Astorath Red

Wash: Reikland Fleshshade

Drybrush: Eldar Flesh

## STIRLAND MUD AND STIRLAND BATTLEMIRE

Stirland Mud (top) and Stirland Battlemire (bottom) provide a rich and earthy tone that ties in nicely with armies like the Sylvaneth. However, it's one of the most malleable Texture paints, its tone changing dramatically with the right combination of washes and drybrushes, as you can see from these examples. What's more, if you find yourself missing the old Texture paint Blackfire Earth, the third recipe gives you a convenient alternative to keep your basing scheme consistent!



Wash: Agrax Earthshade

Drybrush: Sylvaneth Bark

Drybrush: Tyrant Skull



Drybrush: Sylvaneth Bark

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Drybrush: Ryza Dust

Drybrush: Eldar Flesh



Drybrush: Golgfag Brown

Wash: Seraphim Sepia

Drybrush: Tyrant Skull



Drybrush: Astorath Red

Wash: Reikland Fleshshade

Drybrush: Eldar Flesh



## CITADEL PAINT SYSTEM: TRICKS AND FINISHING TOUCHES

On the previous pages we've covered the basics of painting bases for your Citadel miniatures, but these are but the first steps for you to take, and if you have a large collection you wish to base, or have an army for an event to base quickly, it'll give you a magnificent finish.

However, there are a few extra touches and tricks, that, if you have the time, will make your bases shine.

Remember, take some time with some blank bases to experiment and tinker with ideas before you commit to a basing scheme for an army. After all, if your chosen basing scheme works with your models, you can simply super glue a model to the finished base, but if it doesn't turn out how you'd hoped, you only have to scrape the base clean and start again afresh.

### COMBINING THE TWO

After you've got a feel for the Texture paints, why not combine the two types on a single base? In the below example, we painted a base with Stirland Battlemire, taking care to leave plenty of 'pools' that are painted but don't have much texture. After this had dried, we covered over the Battlemire with Stirland Mud for a smoother finish (below left) then added Agrellan Earth in the gaps. Both can be drybrushed and washed together, and gives the base a variety of texture to draw the eye.



### GRASS TUFTS

Grass tufts are a nice way to finish many base schemes. One or two on a base is more than enough, and hide any mistakes you may have made. Simply dab a little PVA onto the base, then place the tuft down. You can use Citadel Super Glue in a pinch as well.



### VALHALLAN BLIZZARD

Some armies are a perfect fit for a flurry of snow, like the Beastclaw Raiders or Space Wolves. Simply apply Valhallan Blizzard onto a finished base after everything else (including tufts) has been finished, but remember, a little goes a long way!



### CRACKING PAINT!

Due to the way they dry, Agrellan Earth, Agrellan Badland, Martian Ironearth and Martian Ironcrust actually react rather well to being dried with the hot air out of a hair dryer. Not only will it dry out quicker, letting you move on with later stages, the cracks become far more pronounced. Just make sure they're firmly affixed to a spray stick or similar (see next page) to save your fingertips from getting burnt by the hot air!

### GETTING ON TOP OF THINGS

In *Sprues and Glue*, we explained about adding basing toppers from the Sector Imperialis and Shattered Dominion basing sets. With a little Texture paint and a little time, you can achieve something like the base to the right for your Khornate hordes or Aqshy-bound Stormhosts.

Having glued the topper to the base, apply Stirland Mud to the rest of the base. Paint the topper Dryad Bark, then apply a heavy drybrush of Golgfag Brown, before finishing with a light drybrush of Ushabti Bone. Drybrush the Texture with Astorath Red, carefully shade with Reikland Fleshshade, and finish with a drybrush of Eldar Flesh.

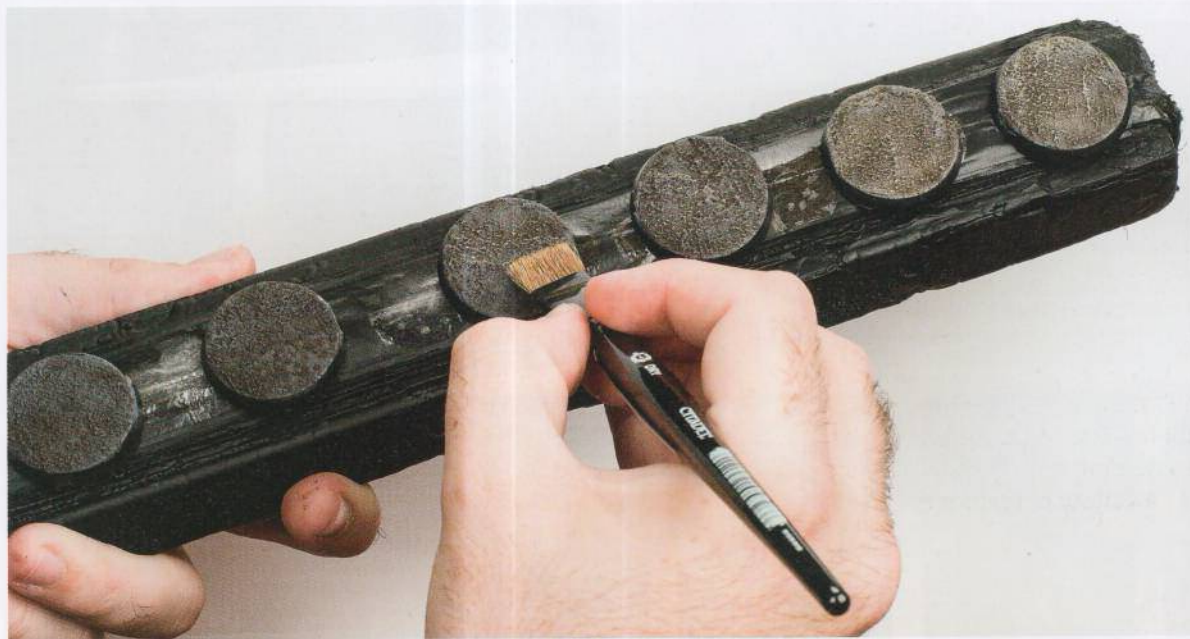




# BATCH PAINTING BASES

Batch painting is a method of painting a lot of similar things very quickly. Typically used by people painting large squads or entire armies, the method is equally useful for people who want to paint entire sets of bases in a single session. If you want to do this, assemble your miniatures as usual then lightly superglue them to some spare bases (don't use too much glue, or removing them will be tricky). Then, take the bases you want to batch paint and attach them to a piece of

flat card or a spray stick (as shown below) with some adhesive putty or double-sided tape, and apply the Texture paint, then any washes, drybrushes and final tidy up. With everything in one place, you'll be able to keep the tone, colour and direction of the drybrushing consistent. Afterwards, take your painted models off their temporary bases, superglue them down onto your finished bases and, hey presto, you've got your models ready for the battlefield!



## GETTING BACK TO BASICS

This month, we've showed off a huge selection of painting recipes for use with the new Texture paints, the results of which are equally at home in the Mortal Realms of Warhammer Age of Sigmar and the war-torn future of Warhammer 40,000. However, we also have the Shattered Dominion and Sector Imperialis basing sets for Warhammer Age of Sigmar and Warhammer 40,000, respectively, and in next month's White Dwarf we'll show how to combine these basing sets with the brilliant new Texture paints.

But if you just can't wait for even more basing advice, there's a plethora of painting guides for both Shattered Dominion and Sector Imperialis basing kits available for you to download for free. If you want to know more, log on at:

[www.blacklibrary.com/white-dwarf/downloads](http://www.blacklibrary.com/white-dwarf/downloads)

# THEORY AND PRACTICE

Ultimately, if you're basing your models for the battlefield, the trick is to make sure the bases complement the miniatures atop them and look striking, but don't overpower or distract from the models. You'll note from the recipes we've provided, whilst there are striking colour choices, they're primarily neutral, muted tones, compared to the brighter colours we'd use for painting miniatures. Take Korghos Khul to the right, for example. The miniature is replete with striking reds, rich golds and stark bone. The base was painted using Texture paints atop a Shattered Dominion base, and provides a wonderful frame for the model. The muted greys and browns serve to emphasise the bright, sharp colours, artfully enhancing the miniature, providing contrast to the model and making it stand out. After all, it's all about the miniature!



## EXPERIMENT!

Whilst we've presented an enormous selection of combinations, the sky really is the limit when it comes to basing. With the more fantastical parts of the Mortal Realms, Realm of Chaos and planets of the Warhammer 40,000 galaxy, you're going to get some lurid and outrageous palettes. With the huge variety of Shades (including Gloss Shades), Dry paints and even drybrushing with other paints, the Realm is the mollusc of your choice. Grab yourself some blank bases and just experiment!

## NEXT MONTH: TANK TRACKS, DRIFTS AND PRINTS!

Whilst your head may be reeling with the sheer amount of basing knowledge we've offered up to you this month, we have to stress this is just the tip of the iceberg of what you can do with our multifarious basing materials.

Next month, now we've explained the basics, we show off some really cool basing tricks and techniques. You'll be amazed at just what you'll be able to do with Texture paints, Technical Paints, Valhallan Blizzard and more...





# CITADEL ARTIFICER TINT SET

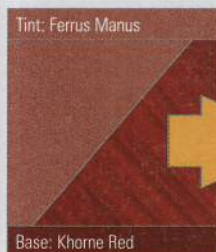
There's a rather unusual new paint set available this month: the Citadel Artificer Tint Set. Described as 'a chemistry set for painters', you might be wondering just what you can do with it...

The beauty of the Citadel Painting System is that it gives you everything you need to basecoat, shade and highlight your models without having to mix paints or engage in any hard-to-master techniques like blending. It really is everything you need. Of course, we all know there are those experienced painters who go far beyond

that in their dabbings; if that's you, then the Artificer Tint Set may be of interest. The set includes 10 'tints', each named after a Primarch, extra-strong concentrations of pigment which you can mix with other Citadel paints (or even add to whole pots) to change their colour. What might you achieve with this? Well, here are a few ideas...

## REINFORCING A COLOUR

Tints can be used to add more pigment to a paint, intensifying its basic colour. Adding a little Sanguinius to Mephiston Red, for example, produces a very vivid red, while a couple of drops of Ferrus Manus added to Khorne Red will produce a rich, deep red. If a colour is slightly muted (which might be great for a very 'realistic' finish), a tint will produce a stronger tone, which you might use for very bright areas like plasma or power weapons. Using a tint also means the paint will maintain its intensity even when thinned down – useful for techniques like blending.

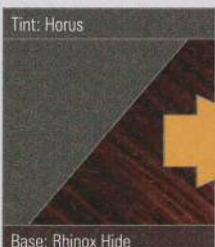
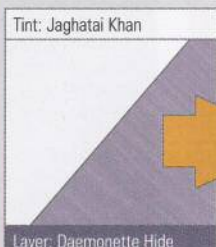
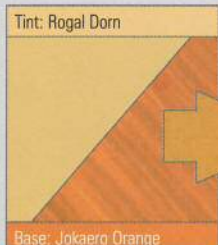


## MAKING A MORE INTENSE BLACK

Black is often highlighted with blues or greys to produce different effects like reflective, jet or matt blacks. Adding a tint to your Abaddon Black provides a basecoat with a hint of the same tone you'll use for highlighting. Konrad Curze (a bluish tint) and Magnus the Red (a violet, purplish tint) are ideal choices (as is the green-hued Vulkan). Using other Citadel paints to do this will tend to lighten the black as well, but tints will keep the black rich and intense (plus you only need a few drops to produce a whole pot of your new colour, rather than mixing it every time).

## RADICALLY SHIFTING A HUE

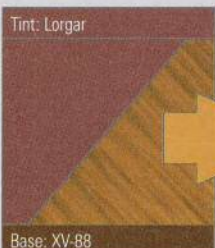
Tints allow you to change a paint's hue, and this can be as drastic as you like. You might use a few drops of Vulkan to push a turquoise colour from a 'blue' turquoise to a 'green' turquoise, for example. The advantage of using tints is that, since the pigment is so intense, the new colour will retain the qualities of the original paint. So, if you want an orange basecoat, but want it to be slightly more fiery than Jokaero Orange, you can mix in a little Rogal Dorn and the resulting colour will still have the qualities of a Base paint (paints from the Layer range will tend to thin the paint somewhat).



## SUBTLY SHIFTING A HUE

You can also use tints to make subtler changes in hue, changing a paint's 'tonal quality' rather than changing its colour outright. You might, for example, combine Daemonette Hide with a little Jaghatai Khan to create a paler but still very close variation on the colour. In this way you can create a highlight or a shade for your chosen paint and, again, you can do this without changing the qualities of the paint too drastically (and you can quickly make a whole pot of the colour if it's one you plan to use often).

You can also use the lighter tints in particular to create a paler tone to sit alongside the original richer one. You might mix Mechanicus Standard Grey with a bit of Konrad Curze to give you another grey to use alongside it on a model, but a slightly 'cooler' one, contrasting with the 'warm' Mechanicus Standard Grey.



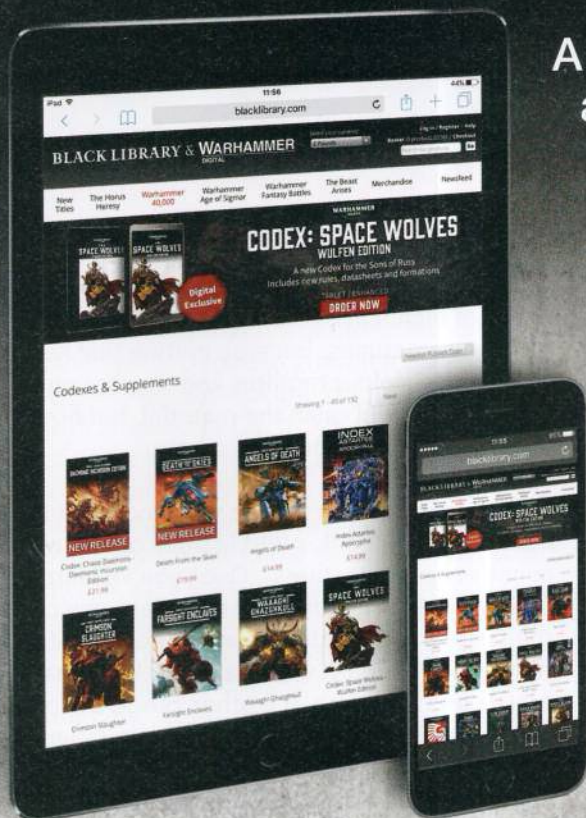
Colours are, of course, composites of other colours, so you can use tints to emphasise different constituent tones. A little Perturabo will emphasise the brownness of an otherwise yellowish green like Loren Forest, while a little Lorgar in XV-88 will emphasise its reds and oranges, producing a red ochre or terracotta colour.



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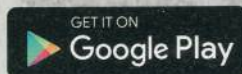


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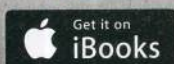


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# 'EAVY METAL MASTERCLASS

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world, which makes them the perfect tutors for a painting masterclass. This month, we borrowed Max Faleij to show us how to paint cloaks, coats and robes.

## PAINTING CLOAKS, COATS AND ROBES



**MAX FALEIJ**

Hailing from sunny Sweden, Max only joined the 'Eavy Metal team a couple of years ago, but he's already made his mark on the team. He also won the Golden Demon: Classic Open Competition with his Darkoath Chieftain, which we featured in last month's issue.

**A**ll Citadel miniatures wear clothes to some extent, be it a battered suit of armour, a leather bodysuit, an elegant silken cloak or the flayed skin of their enemies. Painting these kinds of soft materials can be difficult as they typically lack the hard, well-defined edges of armour or other hard materials, so the highlights need to be more gradual – a tricky feat to achieve.

"Painting cloth is very different to painting armour or metal," says Max. "Armour has lots of hard edges – it's a solid material – which means that light will reflect most prominently from those edges. Soft materials such as leather, cloth and silk, however, reflect light in a different way. It doesn't catch the edges to the same extent, but

diffuses across the material, creating a smoother blend of highlights. This can be quite tricky to achieve sometimes, because getting that smooth transition of colour requires knowing not only how the light will catch the material, but how to replicate that on a model."

Every material has a texture to it, too, be it rough hessian, smooth silk, oiled leather, or one of countless other textures. "Once you've learnt the theory behind painting soft materials, you can then experiment with recreating the look of a particular material," says Max. "You can't make plastic feel like cloth or leather, but you can make it look like it, with cracks, tears, scuffs, faded areas, and so on." Read on to see how Max goes about painting a model's leather coat.

### 'EAVY METAL

The 'Eavy Metal team paint many of the miniatures that you see in our Codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of *White Dwarf*.

Since the early days of Games Workshop, the members of the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures.

So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting, and seek to emulate their style on their own models. Of course, painting this way requires a great deal of practice, time and dedication, and it's not going to be to everyone's taste or skill level – it would certainly take a long time to paint an army the 'Eavy Metal way!





## STEP 1: BASECOATING

The model Max used for this masterclass is the Genestealer Primus. Max painted the outside of the model's coat first, then the red inner lining, but we've shown both stages at each step so as to better illustrate the techniques being used.

After undercoating the model Chaos Black, Max applied the basecoat – a 50/50 mix of Rhinox Hide and Incubi Darkness using an M Artificer Layer brush (1). "I wanted the Primus's coat to look like black leather," says Max. "But even black materials have a hint of colour to them. The Rhinox Hide provides depth to the colour, while the Incubi Darkness gives it a cold feel." Max applied a couple of thin coats of this mix to establish a basecoat (2). "It's easy to miss an area of undercoat when you're working with such a dark colour," says Max, "so take extra care to make sure you get even coverage. The result is a colour that's similar to the undercoat, but you can tell that it's got some life to it now (3)."

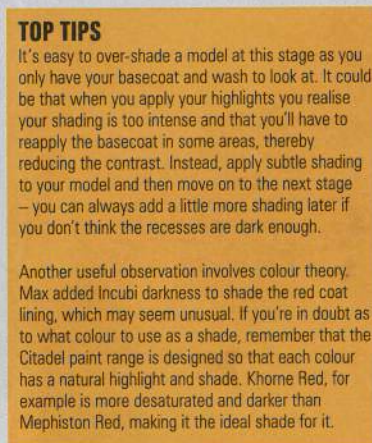
The inside of the Primus's coat was painted using a 50/50 mix of Evil Sunz Scarlet and Doombull Brown (4). Max started with a lighter basecoat so the end result (after shading and highlights) would be more vibrant.



## STEP 2: SHADING

The shading step helps provide depth to the recesses of the model's coat. "Because we applied a lighter basecoat than black, we can now use black to shade it," explains Max. "I used Abaddon Black, which I watered down until it was transparent, then carefully applied it into the recesses of the coat using the M Artificer brush. It's crucial at this point not to saturate your brush with paint, but to use only a small amount (1), otherwise you'll drown the details of the model. The reason I'm using a watered-down paint for this stage and not a Shade is that the paints have a thicker consistency and give you better control over how the paint flows and sits. Once you've applied your first shades, you can then paint another layer into the deeper folds to make those shadows more intense (2)."

The red lining is painted using the same technique. Max added a dot of Incubi Darkness to the previous red mix and then thinned it down with water. "You need your shades to be darker, less saturated and colder than the main colour," says Max. "The green in Incubi Darkness desaturates the red, the blue makes it colder and, of course, the colour is darker anyway, making it the perfect shade (3)."



### TOP TIPS

It's easy to over-shade a model at this stage as you only have your basecoat and wash to look at. It could be that when you apply your highlights you realise your shading is too intense and that you'll have to reapply the basecoat in some areas, thereby reducing the contrast. Instead, apply subtle shading to your model and then move on to the next stage – you can always add a little more shading later if you don't think the recesses are dark enough.

Another useful observation involves colour theory. Max added Incubi darkness to shade the red coat lining, which may seem unusual. If you're in doubt as to what colour to use as a shade, remember that the Citadel paint range is designed so that each colour has a natural highlight and shade. Khorne Red, for example is more desaturated and darker than Mephiston Red, making it the ideal shade for it.





## STEP 3: LAYERING

The layering stage is where the coat really starts to come to life and where the raised folds and edges are highlighted. For this, Max used a technique called feathering. "Feathering is a painting technique that's similar to layering, but a little more involved," says Max. "It involves applying lots of thin, translucent coats of paint, the area you're covering with each layer becoming gradually smaller as you work your way towards the raised areas of the model. The most important thing to remember when feathering is to water down your paint – it must be almost translucent (1), which firstly makes building up the colour easier, and secondly stops it from going chalky." Max used a 25/25/50 mix of Rhinox Hide, Incubi Darkness and Karak Stone, which can clearly be seen after the first couple of layers (2). Max then took the same mix and applied another few layers over the previous coat using an XS Artificer brush, painting closer to the apex of each fold (or the edge of the coat) to show where light would naturally highlight it (3). Then he did the same thing again, with the same mix, again working towards the highest points of the coat (4). "There are probably about 20 thin layers on the model by the time I finish stage 4," says Max. "To be honest, though, the layers dry so fast, you can paint several on before you even have to re-load your brush."

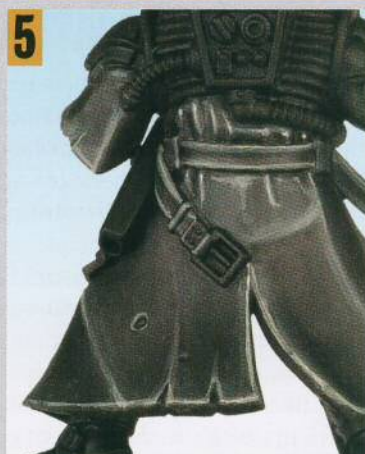
Next, Max took pure Karak Stone and, after watering it down, started feathering that onto the raised areas too (5). The result is very faint, but after another five or six layers the colour really starts to build up on the top edges. "The last layer of Karak Stone is almost an edge highlight (6)," says Max. "But you'll find if you've done your feathering right the colour will have naturally built up around the edges, holes and tears in the cloth anyway."

For the red lining, Max used Evil Sunz Scarlet for the feathering, applying a narrow layer to the edge of the coat. Then he applied a slightly wider layer over the first (7), then another... and so on! The final highlight along the edge of the coat was a 50/50 mix of Bestigor Flesh and Evil Sunz Scarlet to give it a satin finish (8).

### TOP TIP

Max's advice when feathering is not to overload your brush. Because you're mixing paint with water, it's easy just to take the brush straight from the palette and apply it to the model. Don't! Wash your brush off, then drag it gently through the paint until it starts to fade out. If you look at stage 1, you can see it takes a few brush strokes before the brush is ready to use on the model.

Max also recommends learning feathering before blending. Not only is it easier, it is also less time intensive. With blending you have to paint quickly before the paint dries on the models. With feathering you can leave it days between layers!





## STEP 4: ADDING TEXTURE

This step involves adding tiny cracks, scratches and scuffs to the coat. For this, Max used Karak Stone once again, but didn't water it down too much (1). "Working along the edges and folds of the coat, I carefully, and very lightly, painted on tiny cracks and lines using the tip of an XS Artificer brush (2)," says Max. "Only apply them to the areas that would naturally see wear and tear, such as the hem and the edges, then take a step back from the model. If it looks too clean, you can add a few more scratches. I suggest looking at real leather coats to see how they get weathered over time." Weathering applied, Max then highlighted each scratch with Ushabti Bone, applying the highlights where the scratch meets an edge or another scratch on the coat.



## STEP 5: GLAZES AND TOUCH-UPS

The last step when painting the Primus's coat was a light glaze and a few final touch-ups. "At the moment, all the scratches and cracks in the leather are the same intensity," says Max, "so you need to shade the ones in the recesses so they're consistent with the area around them. For this I used Drakenhof Nightshade, again watered down (1), and applied it sparingly with an XS Artificer brush to the recesses of the model's coat (2). You'll notice that the colour helps to shade and cool down the scratches, making them appear less harsh in the recesses." Max then went around the edges of the coat adding tiny dots of Ushabti Bone to highlight the hem where the scratches and tears meet it (3). The final touch was a dot of White Scar to hint at the satin sheen on the waxed leather (4).



The Genestealer Primus in all his half-alien glory! As you can see, Max's use of texture really brings the model to life – his coat is scuffed and scratched from years of hard wear and it looks suspiciously like it might once have belonged to a Commissar. His mining suit is equally weathered, with loads of tiny little chips in the paint to suggest it's been scratched and re-painted many times over the years. It even has an accumulation of dirt in the recesses, suggesting that it's many years, if not decades, old. In contrast, the Primus's weapons are clean and look well-oiled, suggesting they're new pieces of wargear.



## 'EAVY METAL SPOTLIGHT: THOUSAND SONS



**D**uring the Great Crusade, the Thousand Sons wore red armour, a stark contrast to the blue and gold they wear in the 41st Millennium. Tom Winstone, one of the 'Eavy Metal team, tells us about painting them.

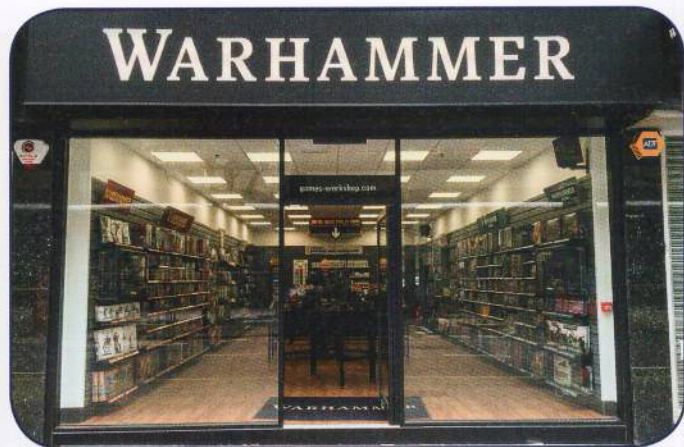
"The red armour of the Thousand Sons is really bright, more like the Blood Angels than the Word Bearers," says Tom. "We wanted to keep the red armour really vibrant, but still quite matte, so we used lots of neat edge highlights and very little blending to give the armour a smooth, clean finish. The real secret to painting the red this way is the final highlight. The rest of the stages – Mephiston Red, a Khorne Red wash in the recesses, and Wild Rider Red highlights – are all pretty standard, but for the final edge highlights we used Jokaero Orange, then added in White Scar on the corners of the armour to emphasise the hardness of the ceramite."



- 1 Red and gold are both warm colours that work well next to each other on the Thousand Sons.
- 2 The 'Eavy Metal team painted the helmet visors gold to draw attention to the models' heads. They painted the guns a cool black (using blue and grey highlights) to contrast with the red armour.
- 3 "When painting the gold, we washed it with a mix of Reikland Fleshshade and 'Ardcoat to give it a glossy effect," says Tom. "We then painted Rhinox Hide into the deepest recesses to add depth to the colour."



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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.

Word Bearers Contemptor Dreadnought  
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Stormcast Eternals Lord-Castellant  
by Victor Ques Ramos



Ultramarines Legion Praetor  
by John Margiotta



Stormcast Eternals Lord-Relictor  
by Victor Ques Ramos



Orruk Megaboss on Maw-krusha  
by Craig Gibson



Blood Angels Techmarine  
by Phil Chang





## READER'S MODEL OF THE MONTH

Our Reader's Model of the Month this month is this Archaon Everchosen, painted by Patrick List. Here's what Patrick had to say about painting him: "I undercoated Archaon with Corax White, after which I applied Rakarth Flesh to the lighter areas of Dorghar's skin, blending Dryad Bark into the recesses while the paint

was still wet. I then shaded it even further with Agrax Earthshade and Nuln Oil. After that I painted the darker areas of flesh Abaddon Black then drybrushed it Eshin Grey followed by Administratum Grey. For Dorghar's tail I used Khorne Red as a basecoat, creating a fluid colour gradient up to Flash Gitz Yellow."



## 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 light bulbs 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:

[www.blacklibrary.com/white-dwarf/downloads](http://www.blacklibrary.com/white-dwarf/downloads)



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21st–22nd Jan



**Warhammer 40,000  
Campaign Weekend**  
18th–19th February



# THE WHITE DWARF GUIDE

Every issue of White Dwarf is packed with hobby goodness. If you're new to the Games Workshop hobby, returning after a break or just beginning to delve deeper you'll see much that may be unfamiliar, but don't worry. Here are some essential sources for further information and advice.



## GAMES WORKSHOP

Games Workshop produces a huge variety of games, miniatures, books, painting and modelling products and more under a number of different banners. Here's a quick guide.

## CITADEL MINIATURES

For more than 30 years Citadel has been producing the finest fantasy and science fiction miniatures in the world. The range is available in Games Workshop and Warhammer stores and many independent stockists and online. The Citadel range also includes all the paints, tools and glue you might need, and scenery to fight over.

[www.games-workshop.com](http://www.games-workshop.com)

## FORGE WORLD

Forge World produce larger kits and highly-detailed resin models for collectors and gamers. A large part of the Forge World range focuses on the popular Horus Heresy setting.

[www.forge-world.co.uk](http://www.forge-world.co.uk)

## BLACK LIBRARY

Black Library publish novels, short stories, novellas and audiobooks and audio dramas set in the worlds of Warhammer. Many titles are also available digitally.

[www.blacklibrary.com](http://www.blacklibrary.com)

## THE HORUS HERESY

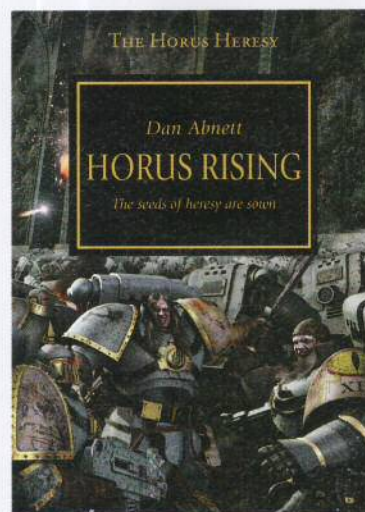
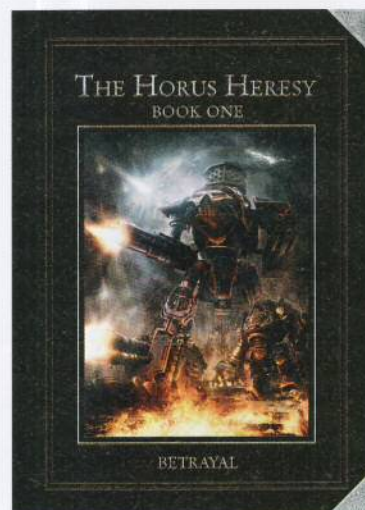
*With the Burning of Prospero on sale this week, plenty of you are doubtless finding yourselves with renowned curiosity for all things Horus Heresy. It's a big topic, though, so where to start? Well, here's a handy guide.*

**What is the Horus Heresy?:** The Horus Heresy was a galaxy-spanning civil war which wracked the Imperium about 10,000 years before the present day (in Warhammer 40,000 time). Its effects were huge: the Emperor was all but slain, fully half the Space Marine Legions turned against the Imperium (becoming the Chaos Space Marines of the 41st Millennium) and the hoped for glorious new dawn of the Imperium gave way instead to an age of Darkness. A foundational event, in short.

**So Burning of Prospero is the game of the Horus Heresy?:** Yes, one of them. It's a 'stand-alone' game, meaning you get everything you need to play in the box. There's also another stand-alone game – Betrayal at Calth. Both games include detailed background sections, so they also provide great introductions to the Horus Heresy as a whole.

**But there's a bigger 'Horus Heresy' game, right?:** Yes. Forge World produce a huge range of books and miniatures for fighting battles in the Horus Heresy. These make use of the Age of Darkness rules – an expansion (or extension, if you like) of the familiar Warhammer 40,000 rules adding new missions, rules, weapons and army lists entries to represent the forces and events of the Horus Heresy. It is, again, a big thing to explore, but an ideal starting point is Forge World's Horus Heresy Book I – Betrayal.

**Where do I go for more information?:** Visit [blacklibrary.com](http://blacklibrary.com) to browse the entire range of novels, anthologies, audio dramas and more. Visit [www.forge-world.co.uk](http://www.forge-world.co.uk) to browse their range of books and miniatures for playing games during the Horus Heresy using the Age of Darkness rules. Both Horus Heresy: Betrayal at Calth and Horus Heresy: Burning of Prospero are available in Games Workshop stores, independent stockists and online.



## THE HORUS HERESY FROM BLACK LIBRARY

Although the Horus Heresy has been a feature of the background of Warhammer 40,000 for more than 25 years, the past decade has seen Black Library's series of Horus Heresy novels explore it in greater detail than ever before. They tell the tale of the Horus Heresy in incredible detail, but this itself is a sprawling saga. To help you, though, White Dwarf recently published a guide to the series' storylines so far, which we've made available as a free download. (See the link at the bottom of this page.)

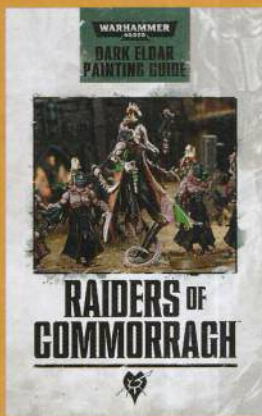
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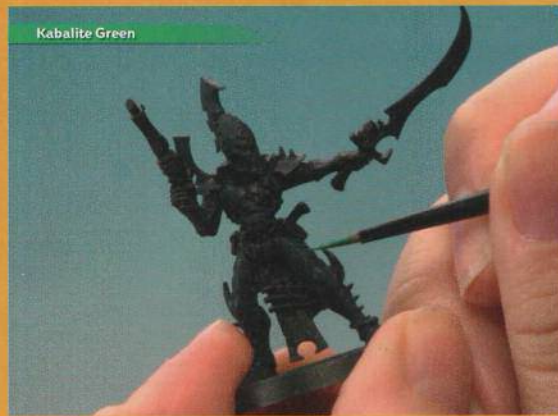
# DARK ELДАР

The Dark Eldar are black-hearted stars of the Ultimate Guide this month. If you want to know more, there's no better place to start than Codex: Dark Eldar. If you fancy getting started with the Dark Eldar by painting a few models, check out Raiders of Commoragh, the Dark Eldar painting guide. For more info and advice on all things painting, including the Dark Eldar, the Warhammer TV team produce superb



painting tutorials, demonstrating all the key techniques and showing you step-by-step how to paint all kinds of different miniatures. The team have produced videos for painting Kabalite Warriors, Wracks, Grotesques and more. You can find the videos for all of them on the Warhammer TV YouTube channel:

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## WARHAMMER DIGITAL

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# SOCIAL MEDIA

Games Workshop has a number of official Facebook pages for our most popular games and brands. Not only are these the places to find out all the latest hobby news, but also great places to ask questions and seek friendly advice! There's also the Regimental standard blog – required weekly reading for the modern Imperial Guardsman – to check out as well!

- WARHAMMER 40,000**
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- BLACK LIBRARY**
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- WHITE DWARF**

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## GETTING STARTED

The Games Workshop hobby is diverse, built on the four key pillars of collecting, building, painting and playing.

These are multifaceted aspects of the hobby, with much depth to explore in each (indeed, each issue of White Dwarf is intended to do precisely that) and also complementary parts of the same whole. Most hobbyists split their time between these elements, though most also tend to favour some elements over others. You simply need to try it and see what you like the most! An essential introduction to the hobby as a whole, with advice on going further and where to find more information, can be found on the Games Workshop website. It's a great place to start. Find it at:

[GAMES-WORKSHOP.COM/GET-STARTED](http://GAMES-WORKSHOP.COM/GET-STARTED)





# IN THE BUNKER

Welcome to the last page of the magazine, where we'll be taking a regular look at what's been going on inside the White Dwarf bunker over the past month...

When they're not taking pictures, designing new articles and typing furiously (Dan has small but surprisingly heavy fingers), the White Dwarf team can often be found playing games in their hobby room, painting new models for their collections, or otherwise engaging in meaningful discussions about which type of Bloodthirster is the best.

While Matt Hutson has been busy working on his Sylvaneth for A Tale of Four Warlords, the other painting ninja in the team, Dan, has been adding to his Ork army with this unit of Flash Gitz (1). "They're brighter than I'd normally paint my Orks," says Dan, who has an army of moody-looking Goff Orks. "But then they need to be – they're showing off how rich they are."

Meanwhile, Ben has started work (some might say, finally), on his Duardin army for Warhammer Age of Sigmar, starting with this Gyrocopter (2). "It's my favourite model in the range," says Ben. "I aim to have a whole armada of them flying around one day."

But the Dwarfers weren't the only ones taking up residency in their hobby room this month. Max Faleij joined the team for a couple of days to work on the 'Eavy Metal Masterclass article (3). Aside from brushes and paints, his only tool was a desk lamp with a good daylight bulb in it!

Lastly, you may have noticed there's no Blanchitsu in this issue. Well, fear not, because John Blanche and his Inquisitorial acolytes (4) have been hard at work on new warbands for a game they played in Warhammer World back in July (which, at time of writing, was just two days ago). Come back next month for more of this amazing spectacle.





# NEXT MONTH

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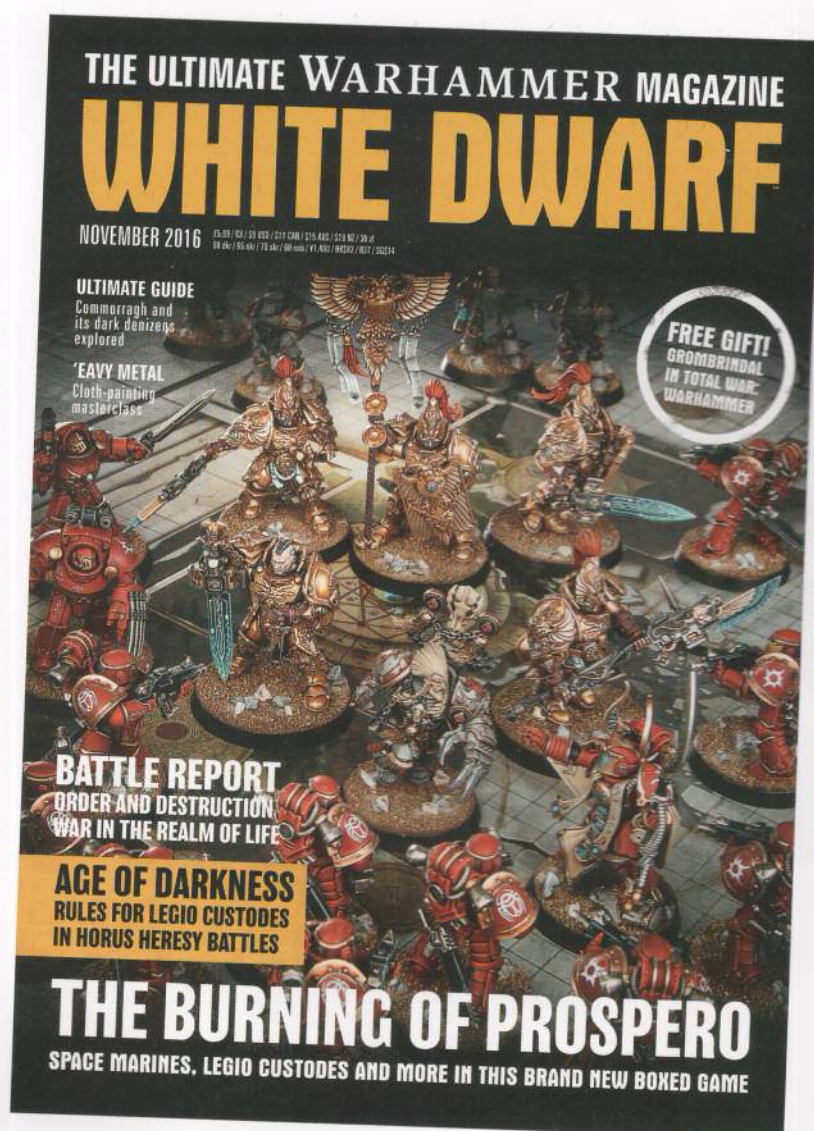
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