

# THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF™

JANUARY 2017

2016  
REVIEW OF  
THE YEAR

# THE FALL OF CADIA!

IS THIS THE BEGINNING OF THE END FOR THE IMPERIUM?



# USER GUIDE

Hi and welcome to the digital edition of White Dwarf, the ultimate Warhammer magazine. Here is your quick guide on how to make the most out of your digital download.

**W**hite Dwarf is designed to be read left to right with a simply swipe of the screen. At any time you can tap the top of your screen to bring up the navigation bar. From here you can browse the many articles, go to the magazines table of contents or return to the home page.

Throughout this issue you'll see various icons which indicate an interaction. Below you'll find a quick key to these icons and what they do.



#### **Additional information**

Tap this icon to reveal product information or page instructions.



#### **Web link**

One tap will send you to the Games Workshop store web page or other exciting online content.



#### **Book extract**

This icon indicates an extract from either Black Library novels or other publications.



#### **Video/Audio link**

This button will link you to a video or audio extract.



#### **Scroll**

This icon indicates more information within the frame.



#### **Swipe**

Swiping the screen or image right or left will reveal additional information or images.



#### **Tap**

Tapping this icon will bring up larger or multiple images.



#### **Zoom**

When you see this icon double tap the image to see more detail.



#### **360**

This icon represents a 360 degree image of a miniature.



**team@whitedwarf.co.uk**

**We hope you enjoy the issue!**



# 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.

## MICHAEL WIESKE

### Production Editor

It's Michael's second month in the bunker and he's almost got the hang of our bizarre humour. He doesn't like sausages, though...

#### Michael's Highlight of the Month:

"I love how the bigger magazine allows us to really delve into a subject in the Ultimate Guide. I also really like the colour blue."



## REBECCA FERGUSON

### Production Lead

Rebecca has spent most of this month deep within the vaults of the Black Library. She says she's helping them out, but we think she's trying to steal their secrets.

#### Rebecca's Highlight of the Month:

"Mustering for War. It's nice to see how easy it can be to paint an army. Where's my brush?"



## MATTHEW HUTSON

### Lead Designer

Matt has been on a one-man crusade to paint everything he can get his hands on. And for three different game systems, no less!

#### Matt's Highlight of the Month:

"Also Mustering for War," says Matt. "It shows someone's personal take on painting an army and it's something new for us."



## MELISSA HOLLAND

### Digital Editor

Mild-mannered, ever-cheerful Melissa showed her true colours this month when she took to the field of battle with her Seraphon. There were no survivors...

#### Melissa's Highlight of the Month:

"Funny you should ask, First Blood. Because it was such a fabulous game. And I won."



## DAN HARDEN

### Staff Writer

Keyboard-destroying writer Dan attempted to bring about the Fall of Cadia all by himself this month. See how he did [here](#).

#### Dan's Highlight of the Month:

"Getting to play a game against Mel. Probably the most colourful game of Warhammer I've ever seen. Never mind the language."



## STUART EDNEY

### Staff Writer

Stu opened forbidden tomes to bring us Ultimate Guide this month, as well as writing the superb Battleground feature.

#### Stuart's Highlight of the Month:

"I like Review of the Year. It's a nice look back at everything we've done over the last 12 months. Always good to see the Containers again."



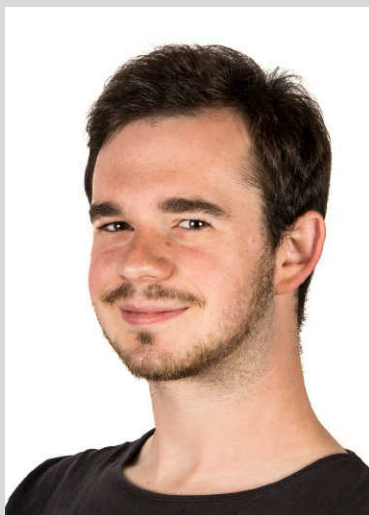


## ERIK NIEMZ

### Photographer

Erik spent a day in the Warhammer World Exhibition Hall this month, shooting the stunning Battleground you can see [here](#).

**Erik's Highlight of the Month:** "Obviously, I'm really pleased with the Tau display in Battleground, but it has to be when I – \*SPOILER DELETED\* – in the Battle Report."



## MARTYN LYON

### Photographer

Martyn tackled the Blood Bowl Parade ground this issue, amongst other articles. He was due to feature in it, too, but apparently 'pulled a hamstring' trying to get his team finished in time.

**Martyn's Highlight of the Month:** "Battleground for me." Erik will be delighted to hear it.

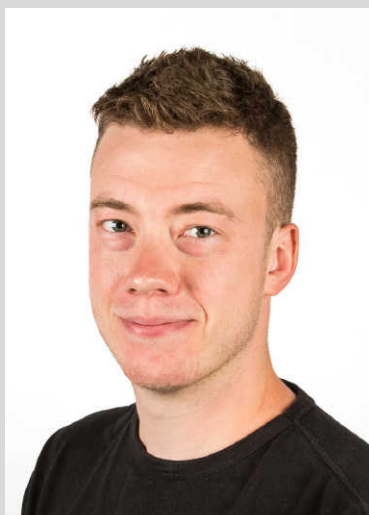


## BEN HUMBER

### Designer

Designer Ben put his talents to work on a number of new articles this month, including Mustering for War and First Blood.

**Ben's Highlight of the Month:** "Battleground for me, or Ultimate Guide – which looks great." We should also mention Ben has finally almost finished his Vendetta.



## CHRIS WEBB

### Reprographics Operator

Repromancer by day, archeologist by weekend, Chris swapped dig site for dugout this month, painting yet another Blood Bowl team (his fourth!). See it [here](#).

**Chris's Highlight of the Month:** "The Slayer of Demons. I find David's Golden Demon entries inspiring (and intimidating)."



Copyright © Games Workshop Limited 2016 excepting all materials pertaining to the New Line theatrical productions: The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King, THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG, THE HOBBIT: THE BATTLE OF THE FIVE ARMIES which are © 2016 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. © Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG, THE HOBBIT: THE BATTLE OF THE FIVE ARMIES and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s16)

All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

White Dwarf © Copyright Games Workshop Limited 2016. White Dwarf, GW, Games Workshop, Citadel, Warhammer Visions, Golden Demon, 'Eavy Metal, Paint Splatter, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with national laws, Games Workshop is prohibited from selling spray paints and bladed equipment to certain age groups. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Editor: Jes Bickham | Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

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

Registered in England and Wales

– Company No. 01467092.

ISSN: 0265-8712



# CONTENTS

## PLANET WARHAMMER

All the news on the latest Games Workshop goings-on!

## AVAILABLE NOW

'Ave a word, Referee!

## CONTACT

The letters page. Write to us right here!

## SPIKE! MAGAZINE

Legendary ref Thoron Korensson clears up some queries.

## THE GATHERING STORM

Find out more about the fate of Cadia. Plus, an exclusive mission for Warhammer 40,000.

## THE WHITE DWARF REVIEW OF THE YEAR

We take a look back at 2016. It was a good 'un!

## THE SLAYER OF DEMONS

Dan sits down with three-time Slayer Sword winner David Soper to discuss painting, competitions and more besides.

## HOW TO WIN A GOLDEN DEMON

'Eavy Metal painter, miniatures designer and Golden Demon judge Darren Latham offers up some advice.

## MUSTERING FOR WAR

Want to know how to paint any army? Read this!

## A CLASH OF NEW AND ANCIENT FOES

Mel and Dan fight their first battle. Plus humorous banter.

## REALMS OF BATTLE

Invaluable tips on building and painting scenery.

## THE EMPEROR PROTECTS

Or does he? Witness the Fall of Cadia as over 10,000 points of miniatures engage in epic battle.

## THE ULTIMATE GUIDE

Everything you need to know about Tzeentch's disciples.

## A TALE OF FOUR WARLORDS

Our warlords have painted some very large models indeed.

## GOLDEN DEMON

Feast your eyes on the Slayer Sword winner from Golden Demon: Warhammer Age of Sigmar, plus other worthy winners.

Take a journey through time and space in White Dwarf's review of 2016.



## GETTING STARTED!

A trio of handy articles about building and painting Citadel miniatures and playing games.

**MUSTERING FOR WAR**

**FIRST BLOOD**

**REALMS OF BATTLE**



We feature Joe Oliver's Knights of House Cadmus, plus his Dark Eldar army.



## COVER FEATURE: THE GATHERING STORM

The Time of Ending is upon us! Will Cadia be the first world to fall to Chaos, or will the Emperor save it?

PLANET WARHAMMER

THE GATHERING STORM

THE EMPEROR PROTECTS

PAINT SPLATTER



## PARADE GROUND: BLOOD BOWL

Six teams show off their strips for the new season.

## THE BATTLE OF VESH'YO

A mega-display featuring Tau and Adeptus Mechanicus.

## TEMPORAL DISTORT

Five years ago, we relaunched White Dwarf. How time flies!

## THE NOBLE AND THE WICKED

Golden Demon winner Joe Oliver shares his armies with us.

## BLANCHITSU

We take our second glimpse at the Pilgrim adventure.

## PAINT SPLATTER

Grab some gold paint, you'll need it for Saint Celestine.

## READERS' MODELS

The very best models painted by you, our readers.

## IN DA BUNKA!

Stomp stomp stomp stomp. Dakka dakka dakka!



Slayer Sword winner Martin Waller talks about his entry - Gordrakk the Fist of Gork.



# WHITE DWARF™

JANUARY 2017

## 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...



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-leveelling war machines in their quest for galactic dominance.



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?



## NEW YEAR, NEW WHITE DWARF



**MATT KEEFE**  
EDITOR

**W**elcome to the first White Dwarf of 2017. With a New Year beginning (not to mention hefty Christmas hauls still fresh on many painters and gamers' desks) it's time to turn thoughts and hands to new projects.

With that in mind, we've got a trio of new features, all of them dedicated this month to new projects of one sort or another. First up, we've got Mustering for War. Getting an army painted and ready for battle is surely the aim for painters, collectors and gamers alike but there are myriad different ways of achieving it. This month we take a detailed look at just one – James Littler's step-by-step approach. Read about it [here](#).

So, with an army painted, what next? Well, a battle, of course! So, the second of our new features this month is First Blood. Digital Editor Melissa is a great painter with several really nice armies to her name, but she doesn't play games all that often. This is probably true of quite a few painters and collectors, and with so many games released over the last few years our experience is that even quite a lot of self-professed gamers still have games they haven't played. So, that's what First Blood is all about – trying out something new when it comes to gaming, and in this first instalment Melissa faces Dan in a game of Warhammer Age of Sigmar. See it [here](#).

Our third new feature is Realms of Battle. Terrain is the 'third army' of any battle, potentially as much a factor in its outcome as the warring armies themselves. These days there's an absolute ton of awesome scenery kits available, too, but it's been a while since we took a really in-depth look at scenery in White Dwarf. So, beginning over [here](#) we do precisely that.

This month, we've themed all of these articles around the idea of starting something new, but the thing with each of them is that we think even the most grizzled veterans will find new ideas in them too, so why not write in and tell us what you think?

Oh, and that's without even mentioning that the fate of the Imperium itself hangs in the balance... Enjoy the issue!

*Matt K*





# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## THE FALL OF CADIA



**C**adia – fortress world and guardian planet of the Cadian Gate. Here lies the only stable route into the Eye of Terror, where time is malleable, madness is rife and Chaos rules supreme. For millennia, foes beyond count have assailed the Imperium through the Eye, and every time the world of Cadia has weathered the storm, standing strong against the dark servants of Chaos.

Now, the Cadian system faces the full might of Abaddon the Despoiler's 13th Black Crusade as it pushes its way through the Eye of Terror and into the material realm. The war's outcome will shape the Imperium for centuries to come, for this assault is far greater than any Mankind has ever yet witnessed. Chaos Space Marines, Cultists and Daemons flood into the Cadian system as Cadia itself comes under siege from Abaddon's warships. The blood of the Imperium's defenders – Space Marines, the Astra Militarum,

the Adeptus Mechanicus, the Sisters of Battle and more – drowns the Cadian Gate, and Humanity can but hope it will be enough.

Gathering Storm: Fall of Cadia is the first in a new series of books that details the ongoing saga of the Warhammer 40,000 universe. The title is not a farce or an exaggeration but a fact – by the end of this book, Cadia does fall. That may seem like a monstrous spoiler, but the journey you're taken on through this 136-page tome is every bit as exciting as its explosive conclusion. There are a host of new characters in the book (see opposite), complete with their own dataslates, a bevy of scenarios so you can fight the Fall of Cadia in the comfort of your own battle bunker and loads of gorgeous artwork depicting the war for the Cadian System. You can read more about the Fall of Cadia (if you dare!) [here](#).





## SERVANTS OF CHANGE

The Arcanite Cults of Tzeentch have risen up to overthrow the bastions of Order from within, the Change God's daemon hosts following in their wake of deceit and warpfire. Find out more about them and their new book [here](#).



## "I SAW THAT!"

Fair play comes to the Blood Bowl field with the release of some Goblin and Halfling referees. Okay, who are we kidding – they just want to join in the mayhem. We've got the models and full rules for them [here](#).



## MAGNUS THE RED

Black Library's Primarchs series continues apace this month with the third volume covering the Crimson King of Prospero. Find out more [here](#), where we pick the brains of noted remembrancer Graham McNeill.

# TRIUMVIRATE OF THE IMPERIUM



This month sees the release of three new character models for the forces of the Imperium, each of them determined to protect Cadia from the depredations of Chaos. One of these characters some of you may recognise – Celestine, the Living Saint, who has been resurrected as a plastic kit along with two Seraphim bodyguards. Then there is Archmagos Belisarius Cawl, a mechanically augmented Tech-Priest from Mars itself, who will make a fine addition to any Adeptus Mechanicus force. The third member of the Triumvirate is Inquisitor Greyfax, a member of the Ordo Hereticus. All three have a role to play in the Fall of Cadia and, of course, the devastating aftermath...



1



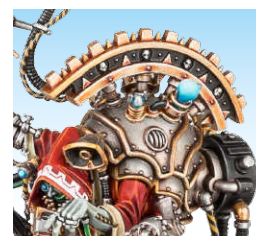
The Martian Tech-Priest Archmagos Belisarius Cawl (1) has travelled to Cadia to unearth the secrets of the ancient Cadian Pylons. What remains of his shrivelled human form is hidden beneath his robes and his cog-crested carapace (2).

Saint Celestine, the Living Saint (3), has been resurrected once again to fight against the forces of Chaos. She wears Saint Katherine's winged suit of armour (4) and is accompanied by the Geminae Superia.

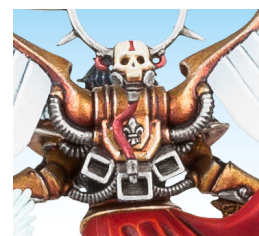
Inquisitor Greyfax (5) returns to the galaxy after her release from a Tesseract Labyrinth belonging to Trazyn the Infinite. A member of the Ordo Hereticus, she carries a condemnor pattern boltgun (6) and wears archaic power armour emblazoned with the symbols of the Inquisition (7).



3



2



4



5



6



7



# PLANET WARHAMMER

## THE RISE OF TZEENTCH

NEW  
FACTION



### CHAOS BATTLETOME: DISCIPLES OF TZEENTCH



United in malefic purpose, the mortal followers of Tzeentch and his daemonic legions carry out a surprise attack. Screeching bands of Horrors caper across the battlefield alongside Kairic Acolytes and Tzaangors, their every action carefully orchestrated by cabals of sorcerers and the malign intellect of the Lords of Change...

Within this 136-page supplement you'll find rules for the scintillating Daemon hosts of Tzeentch, with 14 warscrolls and eight warscroll battalions, as well as 10 warscrolls and eight warscroll battalions to represent the Arcanite Cults. And as you'd expect from the new breed of battletomes, it's replete with allegiance abilities for all armies of Tzeentch (yes, even Slaves to Darkness can use them) with three command trait tables, four sets of artefacts of power and two new spell lores. Not enough? There's rules for Arcanite Cult and Tzeentch Daemon warbands in Path to Glory campaigns, a brace of battleplans and Pitched Battle profiles for every unit within.



DOUBLE TAP TO SEE A LARGER IMAGE



JUST WHAT ARE THE ARCANITE CULTS? [CLICK TO HERE](#) TO FIND OUT!



## KAIRIC ACOLYTES

The warrior-cultists of the Changer of Ways, the Kairic Acolytes are the sinister core of the Arcanite Cults. While their cult grows, they present a face of banal normality, but in their hearts they are as twisted and evil as all supplicants of the Chaos Gods. Each Kairic Acolyte is blessed with a powerful body, subtly twisted by the warping power of Tzeentch, clad in leering masks and lurid robes. When the time is right, they will descend upon their foes in a clash of wicked blades and sorcerous fire, leaving nothing but twisted corpses.

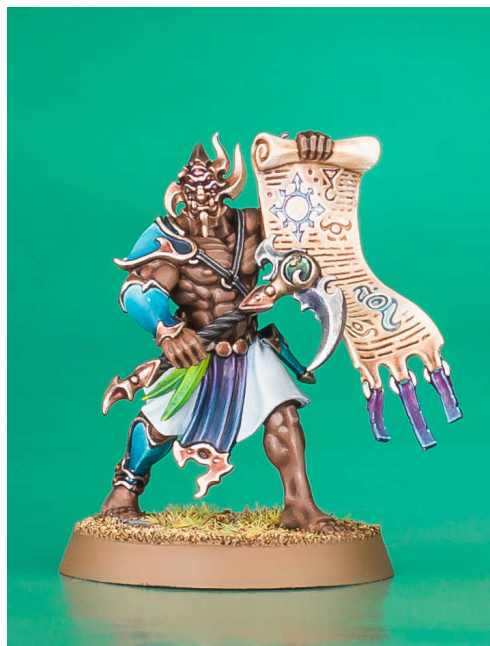
Within this box are 20 Kairic Acolytes armed with cursed blades and arcanite shields, with options to elevate two to the rank of Kairic Adept. Whilst some can wield cursed glaives, others are blessed with a scroll of dark arts to boost their blasphemous arcane powers, and others yet are given charge of a vulcharc. Twisted creatures of Chaos, vulcharcs will glut themselves on magical power and will happily rip open a wizard or mage to get it.



1



2



3



4

Kairic Acolytes can be armed with a variety of weapons, including a pair of cursed blades (1), or a cursed glaive and arcanite shield (2).

Rarely, a Kairic Acolyte may be blessed with rare arcane treasures like a mind-melting scroll of dark arts (3) or a vicious vulcharc (4).







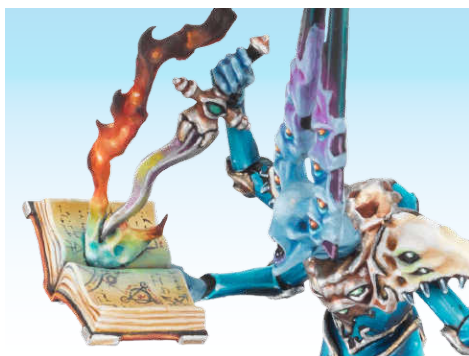
# PLANET WARHAMMER

## GAUNT SUMMONER

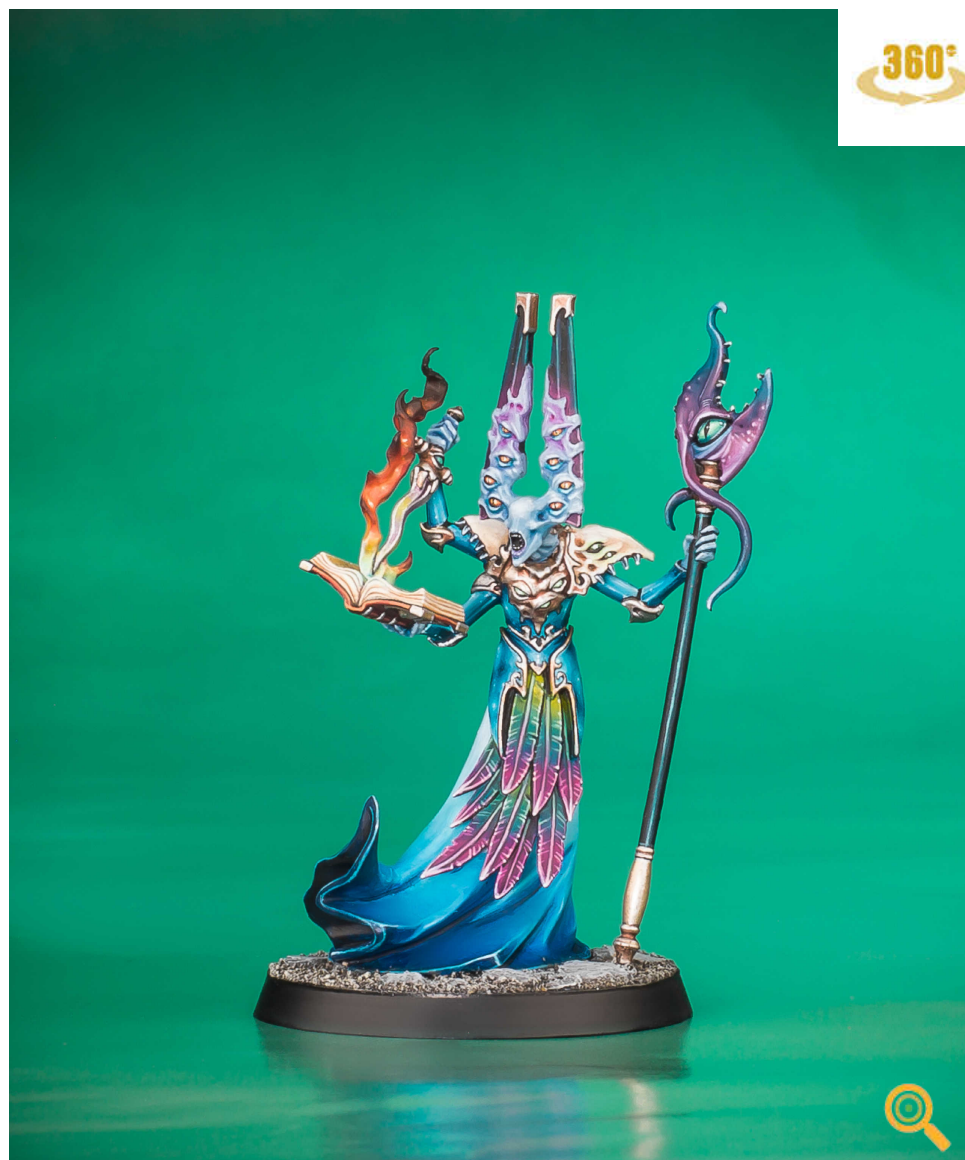


Nine is the magic number this month (much like last month), for nine is the sacred number of Tzeentch, and the number of the Gaunt Summoners. These capricious daemon-sorcerers are powerful beyond the understanding of lesser minds, but each has been bound to the infernal will of Archaon the Everchosen. Some choose to traverse the battlefield atop a Disc of Tzeentch but others appear without, leaving their Silver Towers on errands for their 'master', or aiding the myriad cults that infest the Mortal Realms as honoured guests and envoys of Tzeentch himself.

Originally, this Gaunt Summoner (though which of the nine this Gaunt Summoner is would be a question for the ages) was released as part of Warhammer Quest Silver Tower, but he's now available by himself for the first time.



The arcane relics possessed by the Gaunt Summoners (left) are strange in the extreme, from sentient and spiteful tomes of forbidden lore to cunning and cruel warptongue blades that can inflict horrifying mutations on the Gaunt Summoners' victims with but a single cut.

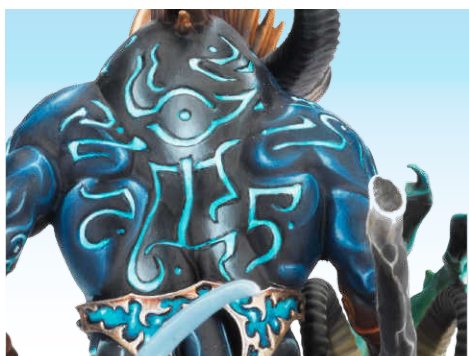


## OGROID THAUMATURGE



Far from simple brutes, the Ogroid Thaumaturges are powerful intellects and dangerous sorcerers in their own right. They are much in demand by the inner cabals of the Arcanite Cults as lieutenants and enforcers, and Ogroid Thaumaturges will lead the foot soldiers of the cult in battle, adding their bestial strength and gout of crackling warpflame to the cult's arcane might. Whilst Ogroid Thaumaturges are associated with the nightmarish tales of the Silver Towers, where these beast-mages come from in reality is a mystery only known by Tzeentch.

Now available as a separate miniature for the first time, the Ogroid Thaumaturge is ready to strike fear into the hearts of even the staunchest of heroes across the Mortal Realms as the strong right arm of your Magister or Fatemaster.



As creatures coursing with the magic of Change, Ogroid Thaumaturges are marked with shimmering, eye-aching tattoos that writhe with an unhealthy vitality. The nature of these markings is as great a mystery as the origins of the arcane beasts that bear them.





## FREEBLADE COMPETITION WINNER

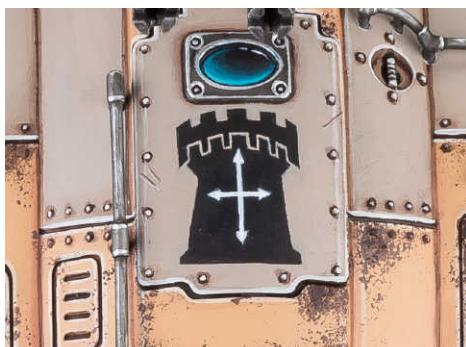
**W**arhammer 40,000: Freeblade has proven to be a very popular mobile game over the last year, and the wonderful chaps at Pixel Toys – the designers of the game – recently ran a competition to find the coolest-looking Freeblade Knight currently defending the Imperium from the forces of Chaos. After much stroking of beards, a winner was chosen – Michael Steer and his Freeblade Knight *Bastion*. And what was Michael's reward? An Imperial Knight model painted to look just like his Knight from the game! Studio Army Painter Natalie Slinn took on the challenge, recreating *Bastion's* colour scheme and heraldry, which features a keep bearing a cross, and a pair of crossed maces surrounded by the benevolent light of the Emperor. *Bastion* will soon be on his way to Michael in the most padded Munitorium container the adepts of the Administratum can find.

Did you know that you can play Warhammer 40,000: Freeblade in multiplayer mode, enabling you to destroy other players' Knights in the crucible of battle? You didn't? Then you need to follow the link below and take a look at Freeblade, which is available on iOS and Android now:  
[www.pixeltoys.com/games](http://www.pixeltoys.com/games)



1

The Freeblade *Bastion* bears the image of a crenellated tower on his shoulders (1). To either side you can see the crossed maces that are also part of *Bastion's* heraldry.



2

The tower on the top of *Bastion's* carapace bears a four-pointed cross (2). Is this a stylised arrowslit, or is *Bastion* halfway towards heresy?

'Imperius' has been inscribed on the scroll on *Bastion's* chest (3).

Natalie sponged scuff marks and paint chips onto the Knight to make it look weathered and war-torn (4).



3



4

### FIVE THINGS WE LOVE IN... JANUARY

**5** Clearly the Changer of Ways is in the ascendency, for he has managed to sneak some of his twisted minions into a second issue of *White Dwarf*, including some that won't be out for another couple of weeks. But can you spot Tzeentch's latest minions, and will the Great Conspirator attempt to infiltrate next issue and go for the hat-trick?





# PLANET WARHAMMER

## ALSO COMING OUT THIS MONTH

### FACTION PAINT SETS

The Faction Paint Sets are ideal if you're new to painting Citadel miniatures. Each of these nine sets contains six 3ml pots of Citadel Paints and a painting guide for a specific army. When you combine the paints from a Faction Paint Set with those found in the Citadel Build + Paint Set (see our website for details) you'll have everything you need to paint a model as shown on the right for your chosen army.



#### ELDAR

Wild Rider Red	Screaming Skull
Runefang Steel	Waystone Green
Dawnstone	Carroburg Crimson



#### ASTRA MILITARUM

Loren Forest	Nuln Oil
Runefang Steel	Cadian Flestone
Ushabti Bone	Reikland Fleshshade



#### TAU EMPIRE

Mechanicus Standard Grey	White scar
Dawnstone	Fenrisian Grey
Evil Sunz Scarlet	Nuln Oil



#### BLOOD ANGELS

Evil Sunz Scarlet	Warpstone Glow
Screaming Skull	Eshin Grey
Runefang Steel	Nuln Oil



#### ULTRAMARINES

Calgar Blue	Eshin Grey
Nuln Oil	Runefang Steel
Gehenna's Gold	Steel Legion Drab



#### SPACE WOLVES

The Fang	Runefang Steel
Russ Grey	Vermilord Hide
Fenrisian Grey	Nuln Oil



#### NECRONS

Nuln Oil	Warpstone Glow
Runefang Steel	Moot Green
Caliban Green	Eshin Grey



#### SKITARII

Evil Sunz Scarlet	Nuln Oil
Eshin Grey	Screaming Skull
Runefang Steel	Rhinohide



#### ORKS

Warboss Green	Nuln Oil
Biel-Tan Green	Eshin Grey
Screaming Skull	Runefang Steel

### FIVE THINGS WE LOVE IN... JANUARY

**4** Our Blood Bowl league kicked off this month, with the Griffons and Rattenberg Nibblers recording a one-all draw. Sadly, Catcher Jordi Hamfist didn't survive the match...

**3** This month we kick off a brand new series of articles – Realms of Battle. Oft-requested by long-time readers, we've put together an article covering the whos, hows and whys of the 'third army' – the battlefield itself!



## THE DWARVES OF THE IRON HILLS

**T**he Dwarves of the Iron Hills are amongst the fiercest and most stalwart warriors in all *Middle-earth*. Led to war by *Dain Ironfoot*, they march on Erebor to aid *Thorin Oakenshield™* in his time of need. Legions of Dwarven warriors fill the valleys around the Lonely Mountain, a sea of heavy plate armour, razor-sharp spears and towering shields which, when deployed edge to edge, make these formidable warriors virtually

invincible. Yet these Dwarves also know siege craft, for behind their shieldwalls stand their greatest weapons – huge ballistae capable of smashing apart a fortress door or piercing ranks of enemy troops.

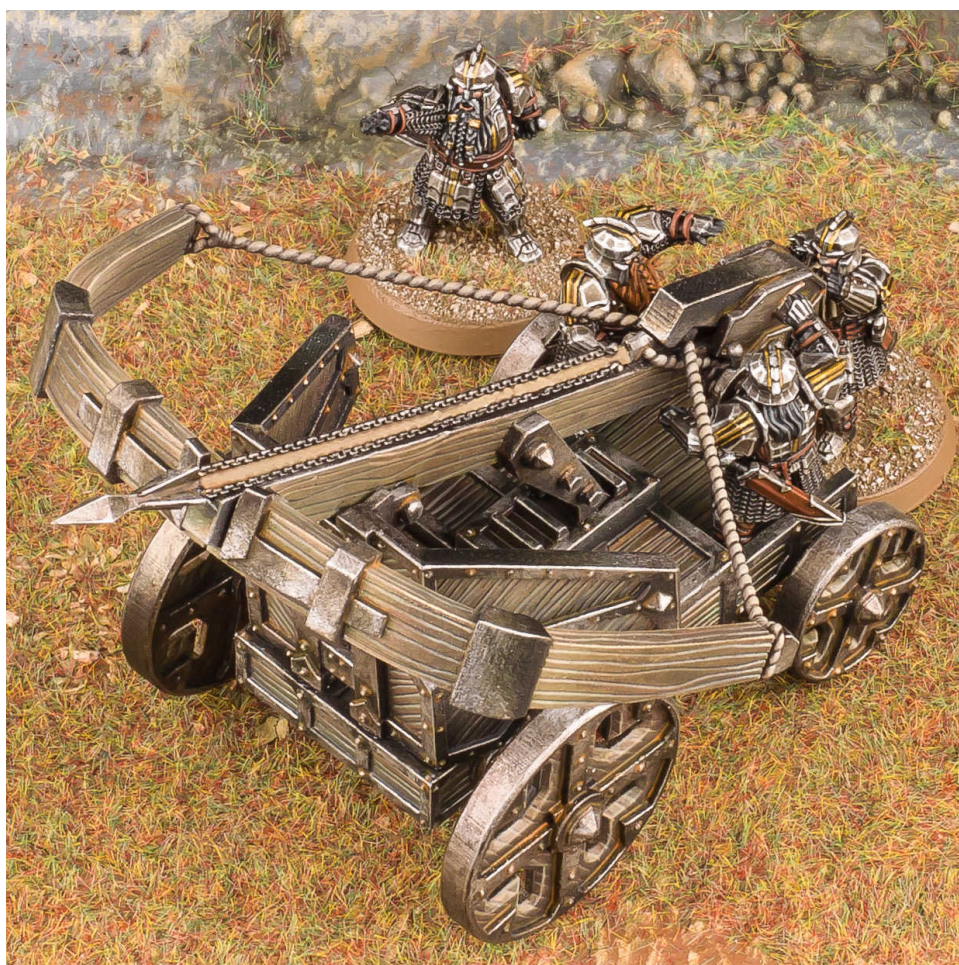
These new resin kits are available from Forge World now, and you can find their full rules in *The Hobbit: Motion Picture Trilogy™* There and Back Again. Keep your eyes peeled for more Iron Hills Dwarves in the near future...



1

The Iron Hills Dwarves set includes 12 resin models (1), each of them unique in its design. The Dwarves of the Iron Hills fight in shieldwalls and to represent this, there are three types of poses in the set – four models are kneeling, (2) their shields placed on the ground, four are standing and four are running into position (3). Each Dwarf also wears a sword on his belt – the perfect weapon for when the enemy gets just that little bit too close (4).

The Iron Hills Ballista fires huge barbed bolts that can pierce through several enemy warriors without stopping (5). Connected to each bolt are four chains that splay out when the bolt is fired and shred incoming enemy arrows mid-flight (6). The ballista comes with four crew, each of them posed as if tending to the war machine (7).



5



2



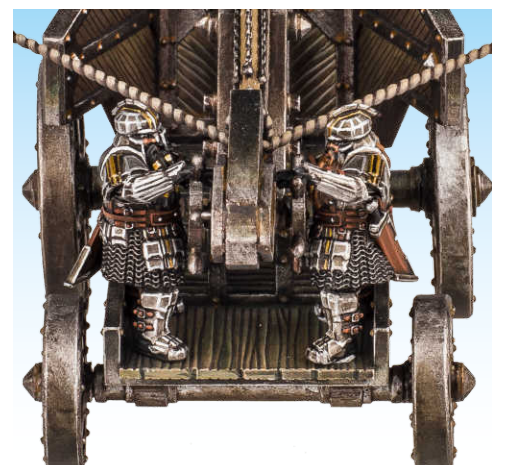
3



4



6



7



# PLANET WARHAMMER

## LATEST FROM FORGE WORLD





# LATEST NEWS

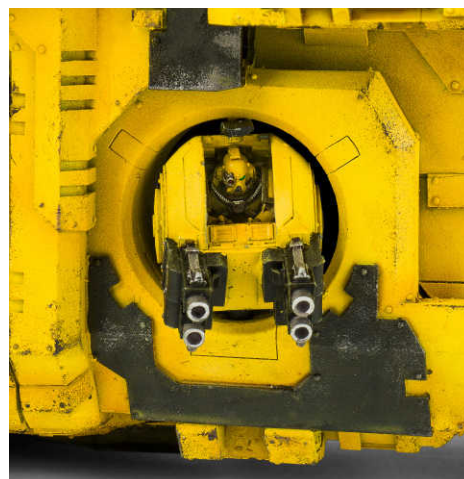


**H**ailing from the days before Terran Unity, the Sokkar pattern Stormbird was one of the final versions of the titanic assault craft to be created. Part orbital assault craft, part mobile firebase, the Sokkar pattern could deploy huge numbers of Astartes Legionaries into the most deadly of combat zones. Demand forever outstripped the supply of these venerable attack landers, and the Legions filled the gaps in their orders of battle with mass-manufactured Thunderhawk Gunships.

To go along with this massive flyer, Forge World are also releasing the Mars pattern Imperialis Landing Pad. This titanic Realm of Battle tile is part of Forge World's range of scenery and fits in perfectly with your existing Sector Imperialis and Realm of Battle gameboards.



1



2



3

The cavernous hold (1) of the Sokkar pattern Stormbird can carry up to 50 infantry, or heavy equipment like Rapier batteries, Rhinos and even Dreadnoughts, making it a versatile workhorse of both the bright days of the Great Crusade and the darker times of the Horus Heresy.

The Sokkar pattern Stormbird is equipped with a quartet of ball turret-mounted heavy weapons (2) and has access to a heavy ground-attack payload, enabling it to clear landing zones of enemies. Its armour of the Stormbird is comparable to that found on Legion battle tanks, further reinforced by a dual void shield generator (3), rendering it impervious to all but the most punishing firepower.

The complete Forge World range is available directly from the Forge World website: [forgeworld.co.uk](http://forgeworld.co.uk)





# PLANET WARHAMMER

## VIDEO GAMES NEWS



Take part in massive battles with up to 30 players on each side, with iconic Warhammer 40,000 vehicles such as the Mars-pattern Predator, or gather your closest battle-brothers and take on the AI.

### WARHAMMER 40,000: ETERNAL CRUSADE

Previously available in Early Access, Behaviour Interactive's massively multiplayer online shooter Warhammer 40,000: Eternal Crusade has now been officially launched! But what does that mean for those of you who have already dived in or those cautious souls who waited on the sidelines? Why, bucketloads of hot, fresh new content, of course!

With four playable factions, 22 character classes, a dozen vehicles, 12 maps and a stonking 200 usable items spread across the player factions, there's plenty to keep you occupied. Nail your colours to the mast with Space Marines, Orks, Craftworld Eldar or Chaos and face off against your friends (and enemies) to conquer the world of Arkhona!



You may be pleased to know all your favourite firearms are in attendance, including tank-killing lascannons.

### FIVE THINGS WE LOVE IN... JANUARY

**2** We are always looking forward here in the White Dwarf Bunker, but as it is a brand new year, we thought it might be good to look back on what a fantastic year 2016 was. From Fyreslayers to the Crimson King (by way of cargo crates), we cover it all in our Review of the Year, starting [here](#).



VISIT [WWW.DARKFUTURE.INFO](http://WWW.DARKFUTURE.INFO)



DOUBLE TAP TO SEE FULL SCREEN

### BIG IN THE EIGHTIES

Stretching the memories of even the most grey-bearded hobbyist, Dark Future: Blood Red States is Auroch Digital's digital reimaging of the classic Games Workshop tabletop game of automotive mayhem, and it's now in Early Access on Steam! Put together a famous (or should that be infamous?) team of Sanctioned Ops and bring law and order (or frontier justice) to the highways of 2023. For a taste of the action, check out [darkfuture.info](http://darkfuture.info)



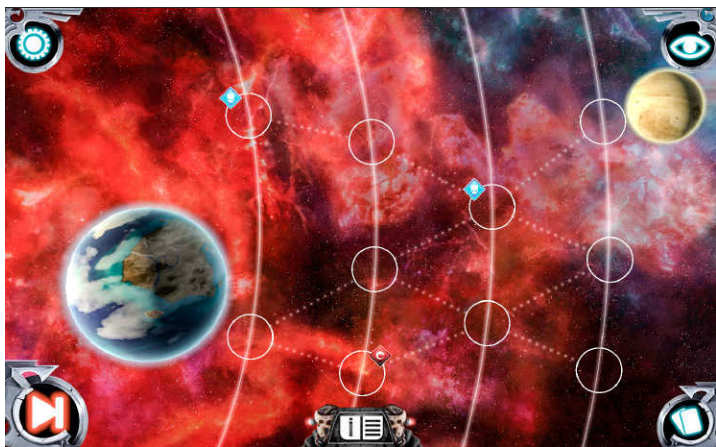
## BATTLEFLEET GOTHIC: LEVIATHAN

Grand Cauldron's fantastic turn-based adaptation of Battlefleet Gothic has received a massive new update this month. The base game, for iOS and Android devices, has you take on the role of the Blood Angels, but in the free Black Rage update adds a whole new Chapter to skirmish and multiplayer games – the Flesh Tearers!

But Grand Cauldron didn't stop there. They've added a whole brand-new campaign for the sons of Cretacia, protecting the world of Lysios from the rampaging bio-horrors of the Tyranid Hive Fleet Leviathan. Do you have what it takes to command the primordial fury of Sanguinius's most savage sons?

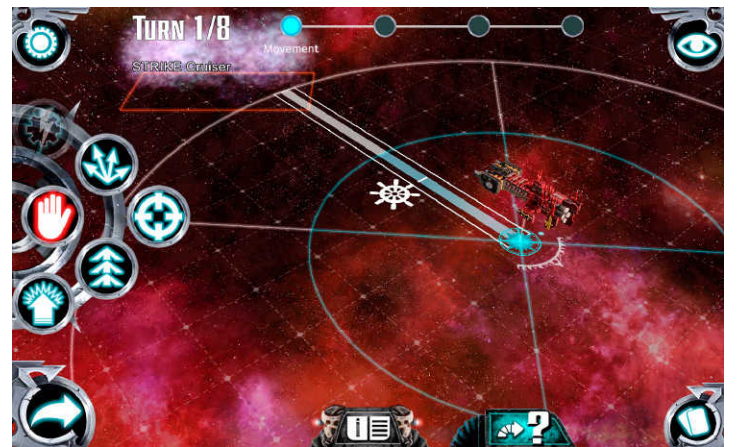


Battlefleet Gothic: Leviathan is an incredibly faithful recreation of the beloved tabletop game, putting you in control of a fleet of the Emperor's Angels of Death (1). You have to carefully marshal your forces before crushing the foe with brutal fury. Fans of the Shield of Baal campaign may recognise the defence of Lysios (2) from the apocalyptic events of Shield of Baal: Exterminatus.



Even the humblest vessel in the Space Marine Fleet, such as the Nova Frigate (3) is a colossal vessel crewed by thousands of serfs, and armed with weapons that can ravage continents.

The Strike Cruiser (4) is the workhorse of the Space Marine fleets, and the mere sight of such a vessel can quell rebellious worlds.



## TOTAL WAR: WARHAMMER – NEW FACTION

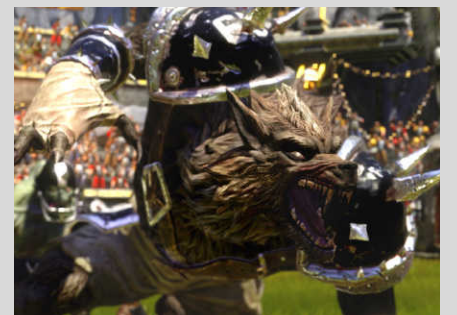
If you're loving Total War: Warhammer but fancy a fresh challenge, fear not, for Creative Assembly have unleashed a whole new faction for their game of grand strategy – the Wood Elves of Athel Loren! Not only can you lead them to

glory in the Grand Campaign as you attempt to grow the Oak of Ages but the Wood Elves Race Pack includes their own story campaign – The Season of Revelation.



## BLOOD BOWL 2

With all the Blood Bowl excitement as of late, Cyanide Studio haven't been resting on their laurels. Inside your Blood Bowl boxed game you may have noticed a flyer for a very generous 50% off a Digital Edition of Blood Bowl 2. But, as they say, that's not all! Cyanide have cooked up a brace of new balls (the White Dwarf team is particularly fond of the skull ball) and some black-and-white jerseys for teams of all races. Thanks, Cyanide Studio!







# PLANET WARHAMMER

## TALES FROM THE BLACK LIBRARY



### FEATURED BOOK

## CARCHARODONS: RED TITHE

By Robbie MacNiven | Hardback | 352 pages | 14 Jan

Black Library's rising star Robbie MacNiven kicks off a brand-new series about a Space Marines Chapter long shrouded in mystery. To many, they are an unsolvable enigma, ostensibly loyal to the Golden Throne but driven by unfathomable goals and answering to no mortal authority. They are the Carcharodons Astra.

In *Carcharodons: Red Tithe*, a veil of darkness has fallen upon the prison world of Zartak. A warband of the Night Lords Legion has emerged from the depths of the warp, harvesting the prison population to expand their own numbers. Salvation (of a sort) arrives in the form of the war-fleet of the Carcharodons but this is no mission of mercy, for the grey-clad warriors have come for much the same purpose. Who will be successful? The predators of the deep void or the veterans of the Long War? Robbie strips away some of the mystery of the Carcharodons but with so much bloodshed and carnage going on, you'll barely have time to catch your breath!



## PRIMARCHS: LEMAN RUSS – THE GREAT WOLF

By Chris Wright | Hardback | 176 pages | 21 Jan

If you're still kicking yourself for having missed your chance to grab the limited edition of *Primarchs: Leman Russ – The Great Wolf*, fear not, noble son of the VI Legion, for Black Library have reissued this tale of the Wolf King in hardback (and it's quite possibly Chris's best work to date, which sets the bar high indeed!).

Chris Wright tells a tale that lives in infamy and shame in the annals of the Space Wolves and Dark Angels, as the sires of both the VI and the I Legions nearly come to blows at the height of the Great Crusade, when the future of the nascent Imperium is still so very bright. Not just a rip-roaring story (learn the details of the battle of Dulan and the world's self-styled 'Tyrant' Durath – there's more to this tale than the oft-recounted legend in the grim darkness of the 41st Millennium), *Leman Russ – The Great Wolf* explores the nature and character of both the Space Wolves and the Dark Angels as well as the contrasting temperaments of their primarchs.



## PRIMARCHS: MAGNUS THE RED – MASTER OF PROSPERO

By Graham McNeill | Hardback 192  
pages | 21 Jan

The third volume in the Primarchs series is a tale of Magnus the Red. Penned by noted acolyte of Magnus Graham McNeill and presented in a gorgeous slipcase, it tells the tale of Magnus at his apex during the Great Crusade as he's forced into making a choice that may damn him in the eyes of his critics forevermore.



## VIRTUES OF THE SONS/SINS OF THE FATHER

By Andy Smillie | Audio CD | 52 minutes | 28 Jan



Andy Smillie's cracking tales of the Blood Angels in the Horus Heresy return, brought to life as a double feature of audio shorts. 'Sins of the Father' sees Azkaellon and Amit of the IX Legion face off against one another in the ritual Tempest of Angels, while 'Virtues of the Sons' pits the pair against their opposite numbers in the Emperor's Children and World Eaters in the lost days of the Great Crusade. Whether you're a Flesh Tearers fan, Blood Angels aficionado or simply like great audio shorts, they're fantastic listening.

### IN BRIEF

This month also sees the re-release of Rob Sanders's Horus Heresy novella *Cybernetica*. With Mars fallen to the poisonous promises of the treacherous Warmaster Horus, the beleaguered Imperium has instituted an impenetrable blockade upon the Red Planet. It becomes apparent that the corruption of the Mechanicum runs too deep and too wide to be excised, and so the Sigillite and Rogal Dorn consider the unthinkable – the extermination of all life upon Mars. Just how far are the Loyalist forces willing to go to win?

If you're eager to find out some of the darkest secrets of the Mechanicum after having your appetite whetted by the likes of Graham McNeill's *Mechanicum* or are just hungry for more tales of the forgotten years of the Horus Heresy, Rob Sanders's rollicking tale has you covered.



## FIVE QUESTIONS

### GRAHAM MCNEILL

Architect-turned-games designer-turned-writer, Graham McNeill is one of the leading lights of the Black Library with a string of notable novels under his belt, including the fantastic *Storm of Iron* and the absolutely classic *A Thousand Sons*.



**“...tales about Magnus allow me to indulge the part of me that loves going deep into obscure texts and arcane rabbit holes of research.”**

**1. When you first embarked on the Horus Heresy series, did you ever think it would be this big or this popular?**

Not at all. We hoped it would be popular with the readers and that they'd get as excited about it as we were, but we never expected it to be as all-conquering as it's turned out.

**2. Of all the Primarchs, who has been your favourite to write about?**

It's always good to get into the big man's shoes and write Horus. Characters who change are the most fun to write, so Perturabo was tremendous fun, as so little had been written about him and I wanted to delve into what had made him the bitter and twisted individual he became.

**3. So just what keeps drawing you back to Magnus the Red?**

The challenge of writing someone far cleverer than all of us combined without making him unlikeable. Telling tales about Magnus allows me to indulge the part of me that loves going deep into obscure texts and arcane rabbit holes of research.

**4. Which of your many, many Black Library works are you most proud of?**

An impossible question to answer! But, seeing as how you've a chainsword at my neck... I'd pick *Heldenhammer* or *A Thousand Sons*. I had a number of things I wanted to achieve with those books and by the end, I felt I'd done what I set out to do, so that's something I'm very proud to say.

**5. Speaking of Horus, just what did he see through the gate on the Molech?**

Now, that would be telling! He thought he'd been gone for a long time, didn't he? So who knows what adventures he embarked on...





# PLANET WARHAMMER

# AVAILABLE NOW

Most that you have seen thus far is coming soon, but there's a host of wonderful new things available right now from Games Workshop. The Swifthawk Agents are on the warpath in the Mortal Realms and we've a pair of rather dodgy refs for Blood Bowl!



## SPIRE OF DAWN

Containing a whopping 74 Citadel miniatures, Spire of Dawn is an absolute must if you have a hankering to start a Skaven army or a Swifthawk Agents force. But there are times when it's not all about the miniatures (as rare as they may be), and the set also has a 24-page softback book that contains a scene-setting short story that pits the Guardians of the Dawnspire against the loathsome ratmen of Ripsnikk's Raiders, warscrolls for every single miniature you'll find in the box, Pitched Battle profiles, and a pair of warscroll

battalions for both of the forces contained within the set – and, of course, the rules for fighting battles in Warhammer Age of Sigmar!

If you've had the urge to dive into the Mortal Realms but haven't found the right way in just yet, check out Spire of Dawn, as it's a fantastic place to start. And for those already entirely au fait with the Age of Sigmar, it's an absolute steal of a purchase – you'll have more Skaven than you can shake a warpstone-laced stick at, to say nothing of the fair and noble aelves facing them down!

## FIVE THINGS WE LOVE IN...JANUARY

**1** The Fall of Cadia! It's taken Abaddon the Despoiler 13 attempts, but this time he's nailed it. We jest, of course, it's all part of his grand plan, but what now for the Imperium? Dan and Erik duke it out for the fate of Imperium's Gatehouse in this month's Battle Report [here](#), while Dan dives in head first to find out just what the start of the Gathering Storm entails [here](#).



# IN STORES NOW

## BLOOD BOWL GOBLIN AND HALFLING REFEREES

Blood Bowl has rules, as otherwise it'd be total anarchy (as opposed to the partial anarchy it actually is) and it falls to the referees to act as the interpreters of Nuffle's holy writ. It's not a well-respected position and referees have a life expectancy comparable to a jellyfish in a blast furnace, given they're clad in a stripey shirt, cloth cap and a distinct

lack of body armour. But if your games need to have a resin representation of these doughty – or in the case of the halfling, doughty – and entirely morally upright arbitrators who can't be bribed (unless it meets the union rates of the Referees and Allied Rulekeepers Guild) we've a brace of miniatures just for you!



### BLOOD BOWL REFEREES

**Available:** Now

Includes one Goblin Referee and one Halfling Referee.

£15

*Available exclusively online, direct from Forge World:*

[forgeworld.co.uk](http://forgeworld.co.uk)



## EXCLUSIVE NEW RULES

In Blood Bowl, the best referees are all but invisible. As long as they're doing their job properly, you should hardly notice they're there! The rules for referees in Blood Bowl were written with this in mind, keeping things nice and simple, with the miniatures serving as visual reminders that the rules for Fouling are in play.

However, it's understandable that some players will want to put the new Halfling and Goblin referee miniatures to more use in the game, so here's a set of rules that you can use, representing Refs who make up for their small stature with a complete lack of mercy. This is an optional rule, so both players must agree to use it before play begins.

### GOBLIN AND HALFLING REFEREES

Before the first kick-off, the coaches roll off and the winner picks one of the Referee miniatures and sets it up next to the pitch. You can only ever use one special Referee at a time!

Each time there is a foul and a player is not sent off, the Ref will become increasingly frustrated at their impotence. After the foul has been fully resolved, one of the following will happen:

If the Ref is currently next to the pitch and is not on either team's Dugout, move him to the sideline area of the fouling team's Dugout, directly above the '1' on the Score Track. He's now got his eye on that team and is plotting revenge.

If the Ref is already on the fouling team's Dugout, move him one space to the right, so that he's above the next number. If he is already above the number 8, he cannot move any further.

If the Ref is on the other team's Dugout, move him one space to the left, so that he's above the previous number. If he was already above the number 1, remove him from the Dugout and put him back where he started, next to the pitch.

After the Ref has moved, if he's on the fouling team's Dugout, roll a D6. If the result is higher than the number on the Score Track that the Ref is currently above, there is no effect – but if it is the same or lower, the player who committed the foul suffers the consequences described below!

If a player on the team that the Ref is keeping an eye on is sent off, or if that team uses a Bribe to prevent a player being sent off, he calms down and is returned to where he started, next to the pitch. Note that if a drive (or the first half) ends, the Ref stays right where he is... these maniacs know how to be patient!

### Consequences: Goblin Referees

It's never a good idea to get on the wrong side of a Goblin, let alone when they have the full backing of the Referees and Allied Rulekeepers Guild! The player is given a subtle reminder of the Ref's authority – place them Prone and make an immediate injury roll for them.

### Consequences: Halfling Referees

The Halflings that make it through the Referee Selection Programme tend to be a few buns short of a basket and will go out of their way to maliciously disrupt the efforts of a team that's on their wrong side. The player's team immediately loses a Team Re-roll. If they do not have any Team Re-rolls to lose, the other team gains one instead!

**WHITE DWARF EXCLUSIVE**

Despite their natural lack of affinity for Blood Bowl, Goblins and Halflings are dedicated participants in the sport (Goblins for the countless opportunities for mischief, Halflings for the always-impressive post match feasts.) Indeed, some even go as far as becoming match officials – something which many players laugh at until they realise just how vindictive these diminutive despots can be!

Generally, becoming a Blood Bowl referee takes a very specific mixture of qualities. You must be, at the very least, slightly unhinged. You must have an encyclopedic knowledge of the rules. You must be bold and assertive, able to make yourself heard over the roar of the crowd and the screams of the injured. And – above all else – you must be able to remain impartial, never letting your own bias influence your calls.

Most Goblin and Halfling referees stop listening after the first few points.







# CONTACT

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



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

**TEAM@WHITEDWARF.CO.UK**  
**THE WHITE DWARF BUNKER**  
**GAMES WORKSHOP**  
**LENTON**  
**NOTTINGHAM**  
**NG7 2WS**  
**UNITED KINGDOM**

## PAINTING GUIDES

Hi Matt, Matt, Dan, Erik, Ben, Rebecca, Melissa, Stuart, Martyn and Chris. My name is Rory and as I am only 11 years old. I haven't been collecting White Dwarf or Warhammer Visions for that long, but that doesn't stop me loving them enough that I associate the smell of the pages with the excitement you get when you smell a pine tree and your brain thinks Christmas.

Now as you wanted to hear my opinion, here goes nothing... Painting guides: what's useful? I am not a bad painter but I am a few steps away from good and I would score 0/10 for consistency, and although I still love Paint Splatter my main grudge against it is that all the models are at the level for someone like Duncan or you guys – a level that someone like me can't reach. Personally I think Paint Splatter would be much more useful if it was aimed at beginners, teaching you how to paint good (not great) models in an easy and consistent way.

*Rory, UK*

**Hello, Rory. You're not the only person to ask for some more basic painting guides, so check out *Mustering for War* [here](#), which shows just how effective simple, consistent painting can be. Don't forget, though, that your painting will improve over time, so we aim to publish painting guides for all levels of experience.**

**Well, would you believe that at the time of making this issue, the world at large is getting its hands on the first issue of the new monthly White Dwarf, such is the Warp-like nature of magazine production.**

**Needless to say, we've had an awful lot of emails, Facebook messages and even the odd good old-fashioned letter about the issue, telling us what you like and what you'd like to see more of. We're delighted with the response, so keep your letters coming. This issue we look at a few of the missives on the new White Dwarf, including this Star Letter...**

## TEMPORAL DISTORT



Had to drop you a line after receiving my new White Dwarf and to say how great it is. I've been collecting White Dwarf on and off (mainly on) since White Dwarf 217 (*January 1998 – Ed*), and I have to say, this was the most excited I'd been about an issue in a long time. And it certainly didn't disappoint.

It feels like a proper magazine again, that you can return to and re-read. I'm still reading bits and pieces after having it in my hands all weekend. And tonally it really reminds me of the classic printing, with plenty of humour.

I was glad to see *A Tale of Four Warlords* return, though it was a little short. I'd love to see more depth from the guys on why they pick what they pick, and more about colour schemes. Though it's a shame the budget has gone. One of the original features was seeing what the team could do with a fixed budget, and how they spent it in creative ways, building characters and conversions from all sorts of parts. That'd be good to see. Though after all these years, it's interesting to see they still started with £50 (*the price, in the UK, of a Start Collecting! box – Ed*) each and created a reasonably sized force.

I loved the creativity in Sprues and Glue. And, of course, Blanchitsu. If you can ever persuade John to write a 'How to...' article for his painting style, that would be awesome.

So what's my beef? It isn't actually #1. There's no numbers. How can we brag in the future about collecting since White Dwarf XX if there's no numbers? And how will you celebrate the big milestones? Come on, bring back the numbers.

Anyhow, roll on issue #2. I can't wait for it.

*Dan Seavers, Stoke-on-Trent, UK*

**Thanks for the praise, Dan. It is very much appreciated. As for the issue of numbers (*see what we did there? – Ed*), we will of course still be marking the big anniversaries – there's one coming up in just a few issues' time, in fact. Hope you're enjoying October's issue!**

## PRAISE FROM AUSTRALIA

I just wanted to write to let you know how much I enjoyed the relaunch of White Dwarf as a monthly magazine. It was a fantastic read and you all should be really proud of the content you packed in. I have been in and out of the hobby for the past seven years. I feel as though a large part of this was that it got really hard to stay engaged. As the ranges expanded and you guys produced more and more kits and rules, I felt a bit isolated from a hobby that I dearly loved.

I loved this month's White Dwarf and feel as though it has gone a long way to getting back in touch with the format and style that inspired me when I started. Content is king and you guys have done an excellent job. Subscription has been purchased. Keep up the good work.

*John Ford, Melbourne, Australia*

**Hi John. We're glad to hear you feel like you've 'come home' with the new White Dwarf. Needless to say, we think all the kits and rules we've produced over the years have been great, but it's certainly true to say there's a lot of stuff to get to grips with. In White Dwarf, we aim to make that a lot easier by keeping you up-to-date on all the amazing variety of things going on, whatever your level of involvement at any given time, and we aim to be a great, fun read in the process, so we're glad to hear you say you feel like we're keeping you connected.**



## BACK IN THE GAME

Just wished to send a quick note of congratulations on delivering a fantastic first monthly issue. After 15 years away from the wargaming hobby, Silver Tower caught my eye, and instantly pulled me back (just like its predecessor did back in 1994). This quickly led to my acquiring Deathwatch Overkill, and now Warhammer Age of Sigmar – all of which I am enjoying very much. All I hope for now is the return of Dungeon Bowl and I can feel like a teenager again!

I was pleased to see such a high level of support for these standalone titles in the first issue and sincerely hope it is the first in a long line of modular additions to your boxed games. Just seeing the additional content for Assassinorum Execution Force was enough to put that title on my wishlist as well. As for Silver Tower (the whole reason I am now here again), I do hope you will consider offering additional enemy rules (such as the Lord of Change, Blue Scribes, the Changeling, etc.) and new treasures, skills and rooms, going forward. But just seeing support for your non-core lines is wonderfully refreshing, and something I hope you will continue.

Also, I recently acquired a copy of the All-Gates book and found the terrain-making (and painting) guide for the Fellbarren pools to be a great inclusion. I would like to suggest that a semi-regular feature based on that concept would be a great addition for you to (hopefully) consider.

But this note is turning out a little longer than I meant. Fantastic work on an outstanding first issue – I hope the content remains as great for the issues ahead.

*Dr. James Butler, Lancaster, UK*

Hello, Dr. Butler. Many thanks for the kind words. We were absolutely delighted to be able to bring you exclusive new rules for so many boxed games and rest assured it will continue (if perhaps in not quite such a deluge).

As for some more adversaries for your heroes in the Silver Tower, well, as you'll have seen in this issue, a raft of new servants of Tzeentch are on the way, so you don't need to be able to scry the future to guess we might have some new rules for Silver Tower soon. Come back next issue...

Finally, we agree about the Fellbarren pools terrain guide in the All-gates book and we think some terrain articles would be great. In fact, beginning in this issue we've got a brand-new regular feature dedicated to precisely that – Realms of battle. Check it out [here](#).

## PAINTING GUIDES FOR ALL

I'd like to see painting guides aimed at those who want something really simple so they can get playing as soon as possible. I painted my Genestealers for Deathwatch Overkill with just Karak Stone and Agrax Earthshade. The models are so fantastically detailed that they look great just like this. You can always go back and add more detail later. I bet there's hundreds of people who haven't yet played this brilliant game because they're still painting the models up.

*Chris Marlow, Bridgwater, UK*

Well, Chris, it seems great minds think alike as we received your letter while working on the first of a brand-new feature, **Mustering for War**, which you can see later in the issue where we look at getting an army ready for battle quickly and efficiently, including some very simple painting guides of exactly the kind you're after.

You're absolutely right – it's possible to get great results and be playing games with fully painted armies in not much time at all and, most importantly, you can always go back and add more. You can see one example of how you might go about this – James Littler's Khorne Bloodbound – over on page 60 but it's worth reiterating here that all of the painting guides we produce can be employed in as much or as little detail as you like. If you want to keep things simple, why not choose a painting guide and just apply the basecoat and the wash for each area. It may well be as much as you need.

## EVENTS CALENDAR

**Golden Demon:  
Horus Heresy**

**Date:** 4-5 Feb 2017  
(Part of the Horus Heresy Weekender.)

**Warhammer 40,000  
Campaign Weekend**

**Date:** 18-19 Feb 2017

**Throne of Skulls:  
Warhammer 40,000**  
**Date:** 4-5 Mar 2017

**Battle Brothers:  
Warhammer Age of  
Sigmar**

**Date:** 11-12 Mar 2017

**Throne of Skulls:  
Horus Heresy**

**Date:** 25-26 Mar 2017

**Battle Brothers:  
Warhammer 40,000**

**Date:** 15-16 Apr 2017

**Warhammer Age  
of Sigmar Grand  
Tournament, Heat 2**

**Date:** 22-23 Apr 2017

**Golden Demon:  
Classic**

**Date:** May 2017 (Part  
of Warhammer Fest.)

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



## ASK GROMBRINDAL...

Grombrindal, may your beard grow ever long. I have a stein of Bugman's Beardling's Best Effort if you can answer this – only a duardin would know. What is the hardest metal in the Mortal Realms? Iron? Gromril? Pig-iron? Ithilmar? Sigmarite? Fyresteel?

*Snorri Coalhammer (AKA Clay Bunce),*

My beard does grow long, thank you for asking. In response to your question, skalds did a little digging and this is what they found out. The duardin of the Ironweld Arsenal believe that gromril is far superior to iron and pig-iron and definitely harder than ithilmar. The aelfs would probably disagree, but we couldn't find any to ask, so that settles that argument. The Cogsmiths of the arsenal know that fyresteel is pretty strong, but it is still steel, which just isn't as tough as gromril, the star-metal of the gods. That being said, they reckon that sigmarite is probably the toughest of all the metals. But Grungni did help Sigmar create it, so the duardin are justified taking credit for it.

*Grombrindal*





# SPIKE! MAGAZINE

ALL THE LATEST NEWS FROM THE BLOOD BOWL WORLD



GOOD AFTERNOON, SPORTS FANS! JIM JOHNSON HERE, BRINING YOU ANOTHER GREAT ISSUE OF SPIKE! MAGAZINE. WHAT HAVE WE GOT FOR YOU THIS MONTH? WELL, LET'S SEE...



## THE LAWS OF THE GAME

*We've had letters from several readers on some of the thornier areas of the rules. So, we invited legendary ref Thoron Korensson to clear up a few of the most frequent misconceptions.*

### THE LAWS OF THE GAME

Those regulations known to the average spectator as 'rules' are properly termed the Laws of the Game, held to be immutable and handed down by Nuffle himself. Of course, these laws must be applied by mortal minds, and it's these interpretations or rulings that form the 'rules' of the game. The distinction is a subtle but important one as the Laws of the Game never change but these rulings, as applied by any given referee, necessarily vary owing to factors as diverse as personal interpretation, the influence of the crowd, hostility

### THORON KORENSSON

One of the longest-serving officials in Blood Bowl, Korensson was one of Roze-El's original apprentices. Thorensson has stayed meticulously up to date with the rules over the centuries, and has famously never made a bad call. Many a head coach has tried to argue with him over the years, only to be met with stony-faced silence and a glower that could melt gromril. The one time he lost his temper and gave a particularly troublesome Goblin coach an expletive-laden dressing down has gone down as one of the most replayed moments in Cabalvision history.



towards the teams and the receipt or otherwise of adequate bribes.

### UNIFORMITY OF THE RULES

Numerous variations on the rules have existed over the years, some quite fundamentally different, as with the once widespread method of deciding the result of games on the number of injuries caused rather than touchdowns scored, or the practice, once popular with Dwarf teams, of not giving the ball back even after scoring. These varied forms of the game were long a source of frequent and violent disagreement. Today, the rules exist in a standardised form and most variations are minor and procedural, such as the unique half-time routine used by some Vampire teams where refreshments are taken in the opposing team's KO'd box, or the timekeeping variation used in some Halfling leagues where games are divided not into two halves





# IN ASSOCIATION WITH BUGMAN'S XXXXXX - A BREW AS FROTHING AS THE PLAYERS!



but rather sixteen 'sittings', with breaks for cakes and pastries between each.

## THE BALL

It's a common misconception that the ball must be made of a pig's bladder, as the original ball. The only absolute stipulations in the holy laws of Nuffle are that the ball must be of the specified (albeit approximate) dimensions and not be ambulatory. Should the ball become mobile at any point during the game (as has been known to happen from time to time with the Stegadon eggs favoured by some Lizardmen teams, for example) it must be replaced (and the infant Stegadon removed from the field of play) at the earliest opportunity.

## FOUL PLAY

Many coaches and fans argue that the rules on fouls simply encourage players to spend too much time lying on the floor and that prone players should be fair game to prevent such laziness. Further, it can be hard for an onlooker to know where a legitimate block ends and a foul begins. The rules state that players on the ground may not block or be blocked, and may not attempt to tackle nearby players, but the distinction becomes unclear owing to the propensity of some players (Goblins, Halflings and others) to assist teammates by

kneeling down behind taller opponents, causing them to trip over when pushed. Booting such players out of the way could be judged foul play but is generally considered the right thing to do. The most reliable definition of a foul, therefore, is the oldest and most straightforward one: it's only a foul if the referee says it is.

## WEAPONS

Many fans are surprised that the Laws of Blood Bowl actually include a prohibition on the use of weapons, as appearances can be deceptive and many players, despite the laws, appear to be armed with knuckle-dusters, shivs and spikes. These are, in fact, forms of personal protection, explicitly permitted under current rulings in the same way as armour. Exceptions can also be made for family heirlooms, the so-called 'Naggrat Rule', named for Orc blitzer Naggrat Burzgurg, who was famously given to telling opponents and officials alike that the 18" double-edged, backwards-serrated blade mounted on his wrist was "the last thing my old mum ever gave me".

Heartwarmingly, Naggrat once missed the entire second half of a game against the Oldheim Ogres, spending more than an hour trying to remove the treasured object from the body of a felled opponent.

## MATCH REPORT

### RATTENBERG NIBBLERS 1 - 1 GRIFFONS

The preliminary rounds of the Spike! Magazine Open Tournament kicked off this past week with the Rattenberg Nibblers facing the Griffons in a hotly anticipated match-up. The Griffons showed some real early season rustiness with a series of catastrophically poor blocks seeing the Nibblers take the lead with the first half barely underway. There was a comeback late in the half, and a touchdown for veteran thrower Chuck Longbottom, thanks to a carefully executed cage drive from the Griffons. The second half saw catcher Jordi Hamfist take the last bath after a huge block from Skaven blitzer, Throttleclaw. Early signs are that these two teams have work to do when it comes to scoring, neither team able to find the winning touchdown despite the presence of not one but two balls on the field for the final quarter. The Griffons came closest, with lineman Albrecht Wackner the intended target of a long pass into the end zone from Longbottom, the big lineman bobbling the pass and fumbling the ball into the end zone as time expired.

### RATTENBERG NIBBLERS 1 - 1 GRIFFONS

1	TDS	1
1	CASUALTIES	4
0	COMPLETIONS	2
59%	TERRITORY	41%
38%	POSSESSION	62%
4	FOULS	3

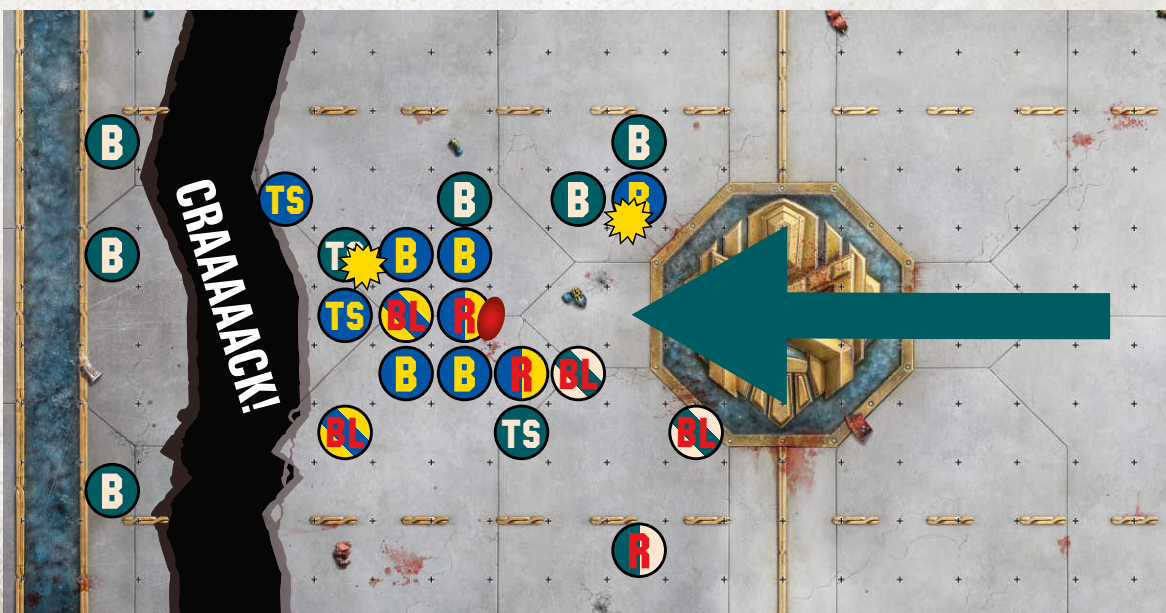
ATTENDANCE: 10,619

REFEREE: RANULF "RED" HOKULI



## PLAY OF THE MONTH

This Month's Play of the Month is an all-Dwarfen affair, with the Dwarf Giants spectacularly 'running the seam' against the Grudgebearers. Unknown to the visiting Grudgebearers, Giants fans waiting in the stands before the game had found a particularly rich ore seam running under one end of the field. Suspecting nothing, the Grudgebearers, down 1-0 at the start of the second half, fielded the ball just in front of their own end zone and set off downfield in typically determined fashion. Seemingly breaking through the Giants' defences, the Grudgebearers were just yards from the Giants' end zone when some eager half-time mining by the home team's fans paid off, ripping open the deep seam across the pitch, stranding the Grudgebearers the wrong side of a gaping chasm. What a defensive play! We see a grudge match in the near future.







# THE GATHERING STORM

**Now is the Time of Ending and the fate of Humanity hangs in the balance. Yet a storm is gathering that will eclipse all the wars that have come before it. We sent Dan, our most experienced Stormseer, into the Warp (also known as the Design Studio) to find out more.**

**T**he year is 999.M41 and the Imperium teeters on the brink of destruction. On the Eastern Fringe, the Tau Empire encroaches upon the Damocles sector. To the galactic north-east, the shieldworlds of Baal are consumed by the Tyrannids of Hive Fleet Leviathan, while Baal itself – home world of the Blood Angels Chapter – is assailed by Daemons. In the Diamor system, Khârn the Betrayer leaves red ruin in his wake.

Fenris is broken, and the Space Wolves bloodied, following an invasion by the Daemon Primarch Magnus the Red, whose slaughter of Fenris's people enabled him to pull the Planet of the Sorcerers across the threshold of reality and into the galaxy. Warp storms tear across the galaxy like a crimson

## CADIA

The Cadian system lies on the edge of the Eye of Terror, the rift between the material realm and the Immaterium. It is the duty of the worlds in the Cadian system to guard the Cadian Gate, the only stable Warp corridor from the Eye of Terror – the path that Abaddon's Black Crusades have often taken. Though many of the planets in the Cadian system are home to shipyards, orbital defences and Astra Militarum forces, it is Cadia Prime that bears the brunt of the system's responsibilities, training billions of new recruits every year to defend the Imperium.

scar across the heavens. The Maelstrom waxes strong and the Eye of Terror burns with the ferocity of the Dark Gods.

And now, at the end of the 41st Millennium, Abaddon's 13th Black Crusade pours forth from the Eye of Terror. Thousands of starships carrying millions of warriors emerge from the Warp to lay waste to the Imperium of Man. Among Abaddon's forces march Legionaries of the Great Crusade, embittered warriors over 10,000 years old who wish only to see the galaxy burn. Renegade Space Marines and traitor guardsmen fight alongside them, followed by hordes of Cultists and Warp-tainted psykers. Daemons caper in the wake of the Black Crusade, waiting for the boundary between realities to shatter so they can pour forth and sate their hunger on souls that burn



bright with life. Beset on all sides by aliens, heretics and witches, the Imperium can only watch as Cadia is assailed by the greatest army Abaddon the Despoiler has ever assembled...

...and weep as Cadia fights its last war.

"The Fall of Cadia is one of those events we all secretly hoped would happen, but never expected to," says Creative Writing Manager Jes Bickham, who's currently overseeing the rules and background writers working on the Gathering Storm project. "Cadia, and the people of Cadia, are symbols of Imperial defiance, forever fighting against the forces of Chaos. Cadia has always stood firm where lesser worlds, and lesser people, would long have fallen to the Dark Gods. Indeed, Abaddon the Despoiler has conducted no fewer than 12 Black Crusades up to this point and Cadia has always stood in his way. The 13th Black Crusade is different. This time Abaddon's full military might is aimed at Cadia and he intends to destroy it. He's totally motivated by hubris – he will destroy Cadia. But that's not solely what this book is about, because the events that take place on Cadia, and the characters that fight for the world's survival, will set in motion other events that will have massive ramifications for the future of the Imperium. It's safe to say nothing will be the same again!"

That becomes abundantly clear when you read the introduction to the book, which describes in no uncertain terms that Cadia is doomed. Abaddon's invasion has ►



### INQUISITOR GREYFAX OF THE ORDO HERETICUS

Inquisitor Katarinya Greyfax is a member of the Ordo Hereticus, the ordo responsible for hunting down witches. She was sculpted by miniatures designer Steve Buddle.

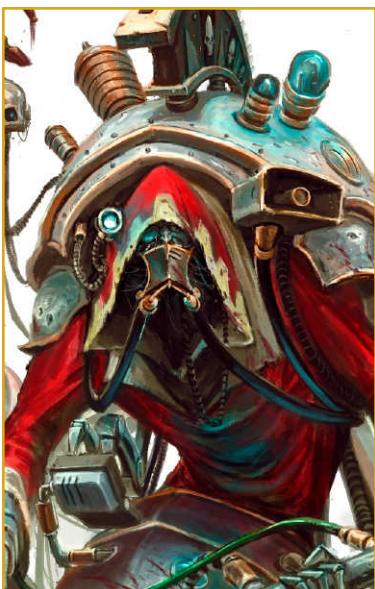
"I've wanted to sculpt a female Inquisitor for some time," says Steve. "I was inspired by a piece of John Blanche's artwork – several pieces, actually – and I thought it would be great to design a female member of the Ordo Hereticus. She's meant to be from another time, captured by Trazyn the Infinite hundreds if not thousands of years ago, which is why her wargear looks a little more archaic than that of other Inquisitors. Her power pack has exhaust pipes sticking out of it, her bionic eye is directly linked to a candle on her hat and she carries a condemnor pattern boltgun – essentially a crossbow for slaying heretics. I also wanted her power armour to look like the suits worn by the Adepta Sororitas, with the cabling on the thigh plates, the under-bust corset, the high greaves and armoured boots. It suggests that she might once have been a battle sister herself – her haircut certainly indicates that – or that perhaps her armour was given to her by them many years ago."

Released from her imprisonment on Solemnace, Inquisitor Greyfax finds the witch-hating Black Templars to be worthy allies in her fight against Chaos.





# FEATURE



## BELISARIUS CAWL – TECH-PRIEST OF MARS

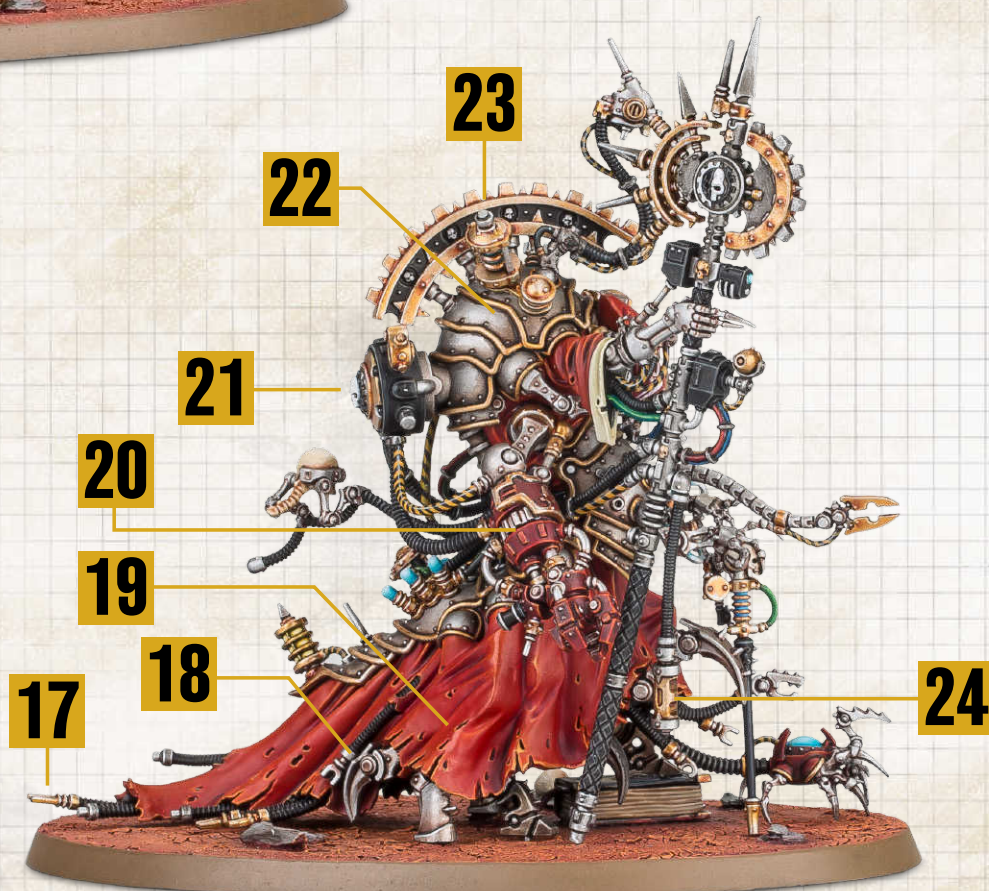
Archmagos Dominus Belisarius Cawl is a true devotee of the Machine God, a grotesque amalgamation of flesh and machine. Like Greyfax, he was also sculpted by Steve.

“Belisarius is many thousands of years old,” says Steve, “and like all good servants of the Omnissiah he’s completely rebuilt himself so that he’s now more machine than man. You can just glimpse a hint of flesh on his left arm and his face, but that’s it. I wanted to make sure that all of his limbs and mechadendrites looked different, like he’s changed his mind on what

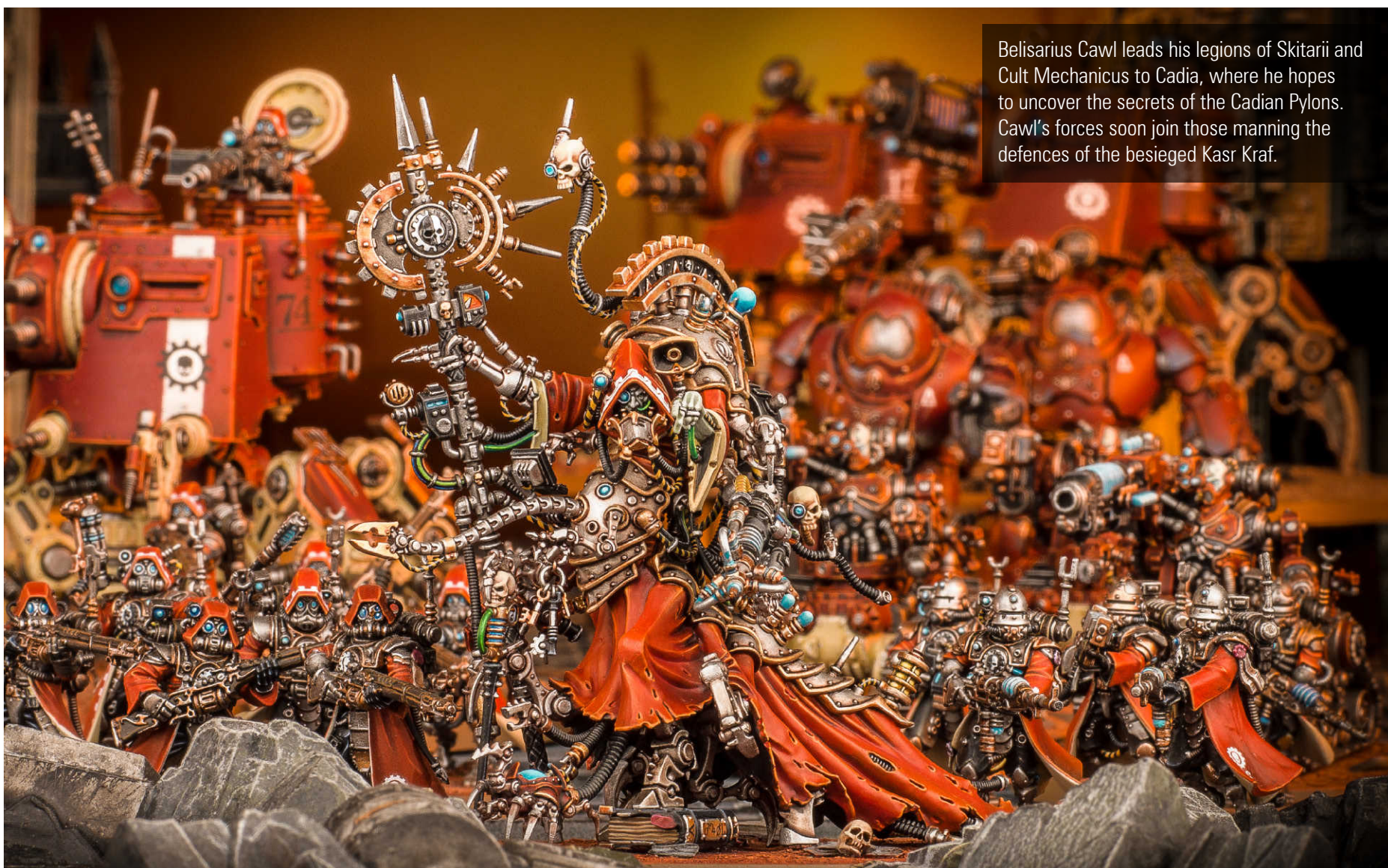
design he likes over the millennia. He’s got clawed feet and hooves, grasping manipulator claws, pincers and fully mechanical hands, each of which has a different purpose. From the front Belisarius looks almost like a human floating above a sea of mechanical tentacles, while from the back and side he looks more like a centaur. That’s part of the joy of his appearance – that he’s almost totally unfathomable. You need to understand and love Warhammer 40,000 to really appreciate how bizarre he is, that his look is both chaotically haphazard and meticulously planned out.”



TAP THE NUMBERS TO REVEAL ADDITIONAL INFORMATION







Belisarius Cawl leads his legions of Skitarii and Cult Mechanicus to Cadia, where he hopes to uncover the secrets of the Cadian Pylons. Cawl's forces soon join those manning the defences of the besieged Kasr Kraf.

► already ravaged the world, millions have died, millions more are dying and Chaos, in every sense, is rife. Daemons stalk the continents of Cadia, all bar one of the Kasrs – the Cadian fortress-cities – have fallen, Cadia's fleets have been driven off. The defeat of Cadia is not so much a matter of if, but when.

"The title of the book is pretty blatant," says Jes, laughing. "We want you to know that Cadia will fall, you just won't know how it happens, or what the consequences are, until the end of the book. Fall of Cadia, much like Wrath of Magnus, is the story of a truly cataclysmic event that introduces new characters to Warhammer 40,000. In Wrath of Magnus, the Daemon Primarch Magnus the Red returned, as did Ahriman, his greatest sorcerer. In Fall of Cadia, two new characters make an appearance – Archmagos Belisarius Cawl and Inquisitor Greyfax – while a third, Saint Celestine, is reborn. Their stories are all interwoven and overlap throughout the book, but there's a lot of mystery surrounding them all, too."

Belisarius Cawl, Archmagos Dominus of the Adeptus Mechanicus, is the first of the new characters you meet in Fall of Cadia and, right from the start, he's pretty much unfathomable. He's introduced mid-way through conducting an archeologica investigation on Eriad VI as he comes under attack by an Ork scavenging fleet. Overwhelmed, Cawl plans to leave Eriad VI to

### THE CADIAN PYLONS

Across the world of Cadia stand a network of ancient pylons. So long have they stood sentinel over this world that no record exists of their construction. At the close of the millennium, 5,810 pylons remain, though more than 2,000 lie ruined. Those that still stand reach almost half a kilometre into the sky and have defied all examination and investigation by Imperial scholars, members of the Inquisition and the Adeptus Mechanicus. It is believed by some that the pylons are of Necron design – a defence against the powers of the Warp. Indeed, their presence seems to hold the Eye of Terror in check, their black stone structures resonating when the Eye expands. Some believe that Abaddon now seeks to overload the pylons with Warp energy, enabling the Eye of Terror to expand and consume the material realm.

the greenskins because he has a pact with a benefactor that he cannot break, not to mention a relic on board his ship that he is very protective of. "You don't find out who the pact is with in this book," says Jes. "Or what the relic is, for that matter. Suffice to say, they are both very important in the unfolding story. I have no doubt that fan theories will be rife on the internet, though I doubt anyone will figure out what's going on." Cawl, however, is coaxed into continuing his research – the trail of which eventually leads to Cadia – by another mysterious ally from his distant past. It makes you wonder just how old Belisarius Cawl is. "Very, very old," says Jes.

The second character you meet is Saint Celestine, who reappears in Cadia's darkest hour. "Where Cawl is the logical, pragmatic character in the book, Saint Celestine is the embodiment of Imperial faith," says Jes. "The warriors fighting on Cadia instinctively know who she is and that her arrival can only be a good thing, but she has some particularly dark visions that require a lot of faith to accept. Characters not inclined to that train of thought – Lord Castellan Ursarkar Creed included – have to do a lot of soul-searching before they can even start to trust her. She gives a lot of the characters in the book direction, but never explains what their destination is. Some simply take her word as gospel, as the Emperor's divine guidance. Others are not so accepting." ►





## SAINT CELESTINE – THE LIVING SAINT

Saint Celestine is one of the most iconic heroes of the Imperium and a martyred saint of the Adepta Sororitas. Though a model of her has existed for many years, a new version was sculpted for the Gathering Storm by veteran designer Brian Nelson.

“One of my main goals with Celestine was, if you’ll excuse the pun, to stay faithful to the original miniature by Jes Goodwin,” says Brian. “The original has such a beautiful serenity to it, an aura of calmness, that I wanted to keep with this model. Pretty much every element of the original model survived the translation, including the roses on the hilt of her sword and the dove. Though now it’s a flock of ethereal, psychic doves, an extension of her immortal being, with Celestine sort of gesturing them forwards to spread peace and harmony. It’s such a great contrast to the fact she’s got a huge sword in her other hand! I also wanted to give her wings, which, interestingly, is how a lot of people converted the original model. Her Geminae bodyguards are Seraphim and I kind of imagined the three as a holy triptych, like they’d always be shown in a triangle with Celestine floating above and behind them.”

► Among Celestine’s detractors is Inquisitor Katarinya Greyfax. She appears during the final battle for Cadia, released from a tesseract vault by Trazyn the Infinite, who has travelled to Cadia for his own obscure reasons. A hard-line Inquisitor of the Ordo Hereticus, Greyfax is utterly appalled to see the Imperial defenders of Cadia worshipping the Living Saint – it is nothing short of idolatry in her mind. She also sees the Wulfen of the Space Wolves running rampant, Imperial psykers using their powers without sanction and an alien abomination that seems to be tolerated by the warriors around her. For Greyfax, it’s a lot to take in. “She’s been held in stasis by Trazyn for a very long time,” continues Jes, “so the events on Cadia are a really nasty awakening for her. Greyfax is a wonderfully ironic character. She has an unwavering faith in the Emperor, yet she cannot see that Celestine is a manifestation of his will. She’s also a witch hunter, which is crazy, because she is actually a pretty powerful psyker. I reckon there’s a lot of self-loathing going on in her head. She’s almost an anti-hero at times, but Greyfax, like all the other characters, has her part to play in the Gathering Storm, she just doesn’t know what it is yet.”

One of the questions we really wanted to know the answer to was why Abaddon comes down to the surface of Cadia to fight. Surely he could just obliterate the whole planet with his doomsday device, the *Planet Killer*. “It would make for a particularly dull book if Cadia was just obliterated from orbit,” says Jes. “Besides, ►

The return of the Living Saint is seen as a miracle by the Adepta Sororitas and Astra Militarum forces fighting on Cadia. How can Cadia fall while the Living Saint still fights?







On the ice-wreathed moon of Klaisus the armies of the Imperium try to make their escape from the armies of the Despoiler, guided by the Living Saint's visions. Their salvation comes from an unexpected quarter...

Abaddon's goal isn't to destroy Cadia. It's such an important symbol for the Imperium, like Terra or Armageddon, that to destroy it would be a real waste. How can you rub the enemy's face in their defeat if you destroy the whole planet? On top of that, the *Phalanx* – the giant fortress starship of the Imperial Fists – has arrived in the Cadian system to try and prevent that eventuality. Abaddon also revels in the thrill of battle, and Cadia is the culmination of ten millennia of careful planning. Abaddon needs a fight!"

And a fight he gets. The Fall of Cadia story is accompanied by four Echoes of War missions, which enable you to recreate the story on the battlefield. The first battle is between Belisarius Cawl and the Orks on Eriad VI, the second takes place in the bowels of the *Phalanx* where Daemons run riot, while the third and fourth missions are fought on Cadia itself. The fourth scenario, the Emperor Protects, we actually play through later in this issue ([here](#)). The scenarios are accompanied by two new Detachments, one representing a combined army of the Imperium, and another the combined forces of the Adeptus Mechanicus. There are also a host of other special rules in the book, including datasheets for all three new characters, a new formation

### THIEF OR SAVIOUR?

Of all the protagonists fighting on Cadia, Trazyn the Infinite is arguably the strangest. Compelled by curiosity to travel to far-off Cadia, Trazyn the Infinite has an important part to play in the first book of the Gathering Storm saga. Of course, some of the characters are less than thrilled to meet him, Belisarius Cawl chief amongst them. Yet the Archmagos soon realises that Trazyn's appearance, at Cadia's time of need, is a coincidence too fortunate to ignore. For one, the ancient Necron knows (or at least claims to know) the secrets of the Cadian Pylons and how they work. Trazyn has another part to play in the story, too, most notably when he opens his tesseract vaults and unleashes some of his many captured warriors of the Imperium upon Abaddon's armies. Yet how will he rebuild his collection? Who will be his next exhibit?

featuring the Triumvirate, new relics and arcana for the Ecclesiarchy and the Adeptus Mechanicus respectively, Inquisition Tactical Objectives and the Empyric Storm chart.

"As the 13th Black Crusade takes place, the Imperium is being ravaged by Warp storms," explains Jes. "We thought it would be cool to represent the effects of these storms in our games of Warhammer 40,000. There's a D66 chart in the book that you roll on every turn to see what's going on. The results could benefit you, they could hinder you, but all of them are fun and easy to keep track of, which we consider an important part of playing the game." Indeed, we used the Empyric Storm chart in our Battle Report, and much hilarity was had on both sides as psychic powers were mysteriously recast, injured warriors found themselves healed and, inexplicably, all our units suddenly moved faster for a turn. For us, the Empyric Storms were definitely the highlight of the gaming side of the book, but the new characters were certainly our favourite part of the story. "That's good," says Jes, "because you'll be reading a lot more about them soon enough, plus some other new characters that will have your hair standing on end. The Time of Ending is just beginning!" ☠



## ECHOES OF WAR: THE CHAMBER OF STORMS

Having secured Warp-borne ingress aboard Phalanx, the mighty battle-fortress of the Imperial Fists, a horde of Daemons and Iron Warriors all but overran the ancient vessel. It was in the Chamber of Storms, surrounded by the statuary of the Chapter's greatest heroes, that the Sentinels of Terra made their stand...

### THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

One player is the Imperial Fists player. Their army must include at least one unit of Legion of the Damned or Damned Legionnaires, and all other units must have the Space Marines Faction and use the Imperial Fists Chapter Tactics. The army must include a Captain (representing Tor Garadon) as its Warlord.

Their opponent is the Chaos player, and all their units must have either the Chaos Space Marines or Chaos Daemons Faction. The army must include Be'lakor as its Warlord.

Flyers cannot be used in this mission.

### THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

**Designer's Note:** If you have any sets of Honoured Imperium available, we recommend using as many of them as possible to best represent the statue-lined majesty of the Chamber of Storms. Any other scenery should ideally be limited to Imperial buildings and fortifications.

### DEPLOYMENT

The Imperial Fists player deploys all of their units first, anywhere within their deployment zone (see map). None of their units can Infiltrate or be deployed in Reserve with the exception of any units of Legion of the Damned or Damned Legionnaires. The Chaos player then sets up their units anywhere on the battlefield that is more than 18" from any enemy units.

### FIRST TURN

The Chaos player takes the first turn unless the Imperial Fists player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

### GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

### VICTORY CONDITIONS

At the end of the game, the Chaos player wins if they have completely destroyed all of the Imperial Fists player's forces. If any models in the Imperial Fists player's army remain, the Imperial Fists player wins. Units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

### MISSION SPECIAL RULES

#### Reserves.

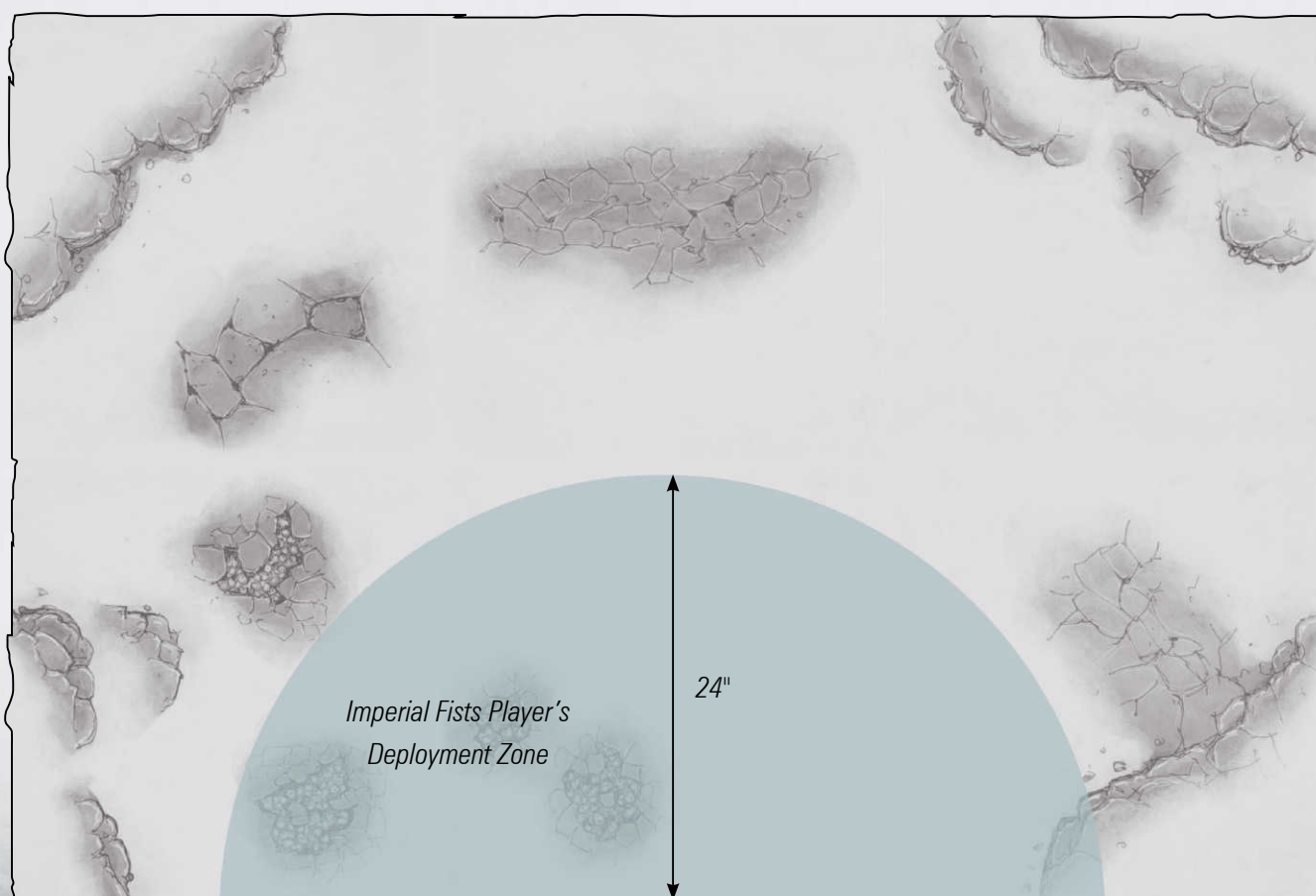
**Abandoned by the Dark Gods:** The Chaos player cannot manifest conjuration powers in this mission; when generating their psychic powers at the start of the game, the Chaos player can therefore choose to re-roll any conjuration powers they generate.

**Driven by the Will of the First-damned:** All units with the Chaos Daemons Faction that are within 12" of Be'lakor at the start of the Chaos player's Assault phase can re-roll failed charge rolls and have the Furious Charge special rule for the duration of the phase.

**Last Stand of the 3rd Company:** All units belonging to the Imperial Fists player have the Fearless and Feel No Pain (6+) special rules.









# THE **WHITE DWARF** REVIEW OF THE YEAR



**L**adies and gentlemen, children and grots, welcome to the White Dwarf review of 2016, in which we take a glimpse back at the last 12 months of our wonderful hobby. And what a 12 months it was. In 2016 we released no fewer than 60 plastic kits, making 74 different units, many of them with countless weapon and wargear options. On top of that we also released 11 boxed games, from beer-and-pretzel games such as Lost Patrol and Gorechosen to full-on battle games like Burning of Prospero. 2016 even saw the release of a new gameboard – the Shattered Dominion for Warhammer Age of Sigmar.

And, of course, don't forget all the resin kits released by Forge World, including the Ta'unar Supremacy Armour, Mastodon heavy assault transport, Iron Circle Battle-automata and the Raven Guard Primarch Corvus Corax.

## IT'S NOT JUST NEW MODELS

There were loads of releases in 2016, but that wasn't all that happened last year...

Last year we ran four Golden Demon painting competitions, (including one in Amsterdam) and showed the first live video feed from a gaming event at Warhammer World. We opened our 100th Warhammer store in the USA and opened a new shop in Singapore. And last, but certainly not least, Black Library began the Warhammer 40,000 Legends, an 80-part novel series that even had adverts on TV. Wowzers!

Then there are all the books – new Battletomes for Warhammer Age of Sigmar, new Codexes for Warhammer 40,000 and new background books such as Wrath of Magnus and All-Gates, the fourth instalment in the Realmgate Wars series. The stories in these books are further enhanced by the countless Black Library novels, novellas and audio dramas that came out last year, which include The Beast Arises, a 12-part novel series detailing the history of the early Imperium.

And if that wasn't enough for you, we released a number of new paints, a range of new brushes, and Mechanicus Standard Grey made its debut in spray can form. Oh, and White Dwarf was re-launched as a hefty monthly magazine.

So crack open your battle rations, grab a cup of recaf and join us as we journey through time and space to revisit the year that was 016.M3.



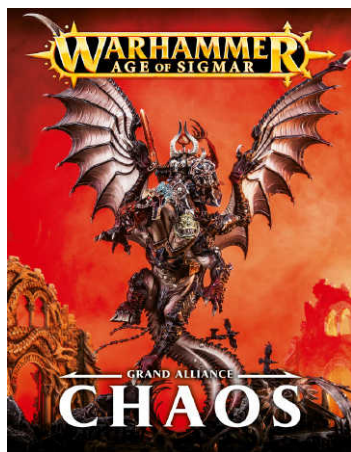
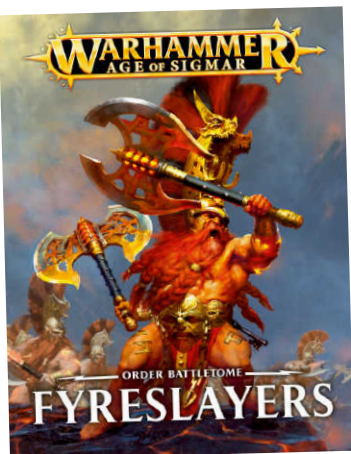
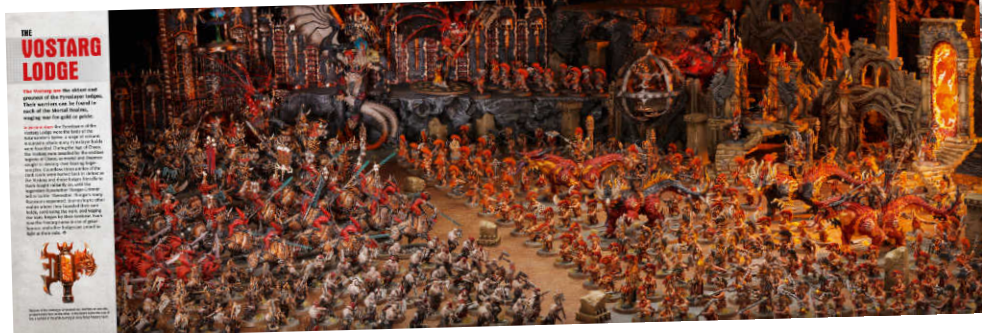
# REVIEW OF THE YEAR

## JANUARY: THE SEASON OF FYRE!

January 2016 was a month of fyre and brimstone, ur-gold runic tattoos and mostly naked duardin warriors. That's right, January saw the launch of the Fyreslayers for Warhammer Age of Sigmar.

**J**anuary was a month of firsts for Warhammer Age of Sigmar. It saw the release of the Fyreslayers, a completely new faction for the game, and the fyre-breathing Magmadroth, a new mega-monster to terrorise the Mortal Realms. We were also introduced to the Auric Runemaster, a duardin without a moustache. Apparently his ancestors were turning in their graves at his facial hair faux-pas. The Fyreslayers were also the first race to use a giant key as a weapon and they were the stars of the first ever fold-out section in weekly White Dwarf. Wow!

The Fyreslayers are the distant descendants of Grimnir, the sundered warrior god of the duardin. They believe that Grimnir's spirit can be found in chunks of ur-gold, which the Fyreslayers hammer into their flesh to channel their god's strength.



The battle tome for the Fyreslayers introduced us to the cult of Grimnir and the eternal mission of the Fyreslayers – to find the shattered remains of their ancient warrior god.

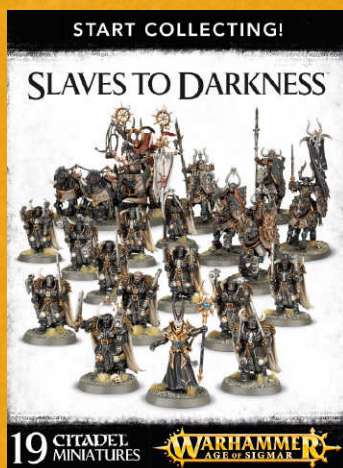
January also saw the release of Grand Alliance: Chaos for Warhammer Age of Sigmar, a mighty 304-page book containing rules for all the units that fight for the Dark Gods – a must-have for any aspiring Chaos champion.



Corvus Corax, Primarch of the Raven Guard, was released this month. He is the 11th Primarch sculpted by the Forge World team. Only seven more to go!

### NEW YEAR, NEW ARMY

New year, new army – it's a mantra we live by in the White Dwarf bunker, and the Start Collecting! boxes released in January made starting a new army easier than ever. There are now more than 30 Start Collecting! boxes available, each containing their own exclusive warscroll battalion or formation datasheet.

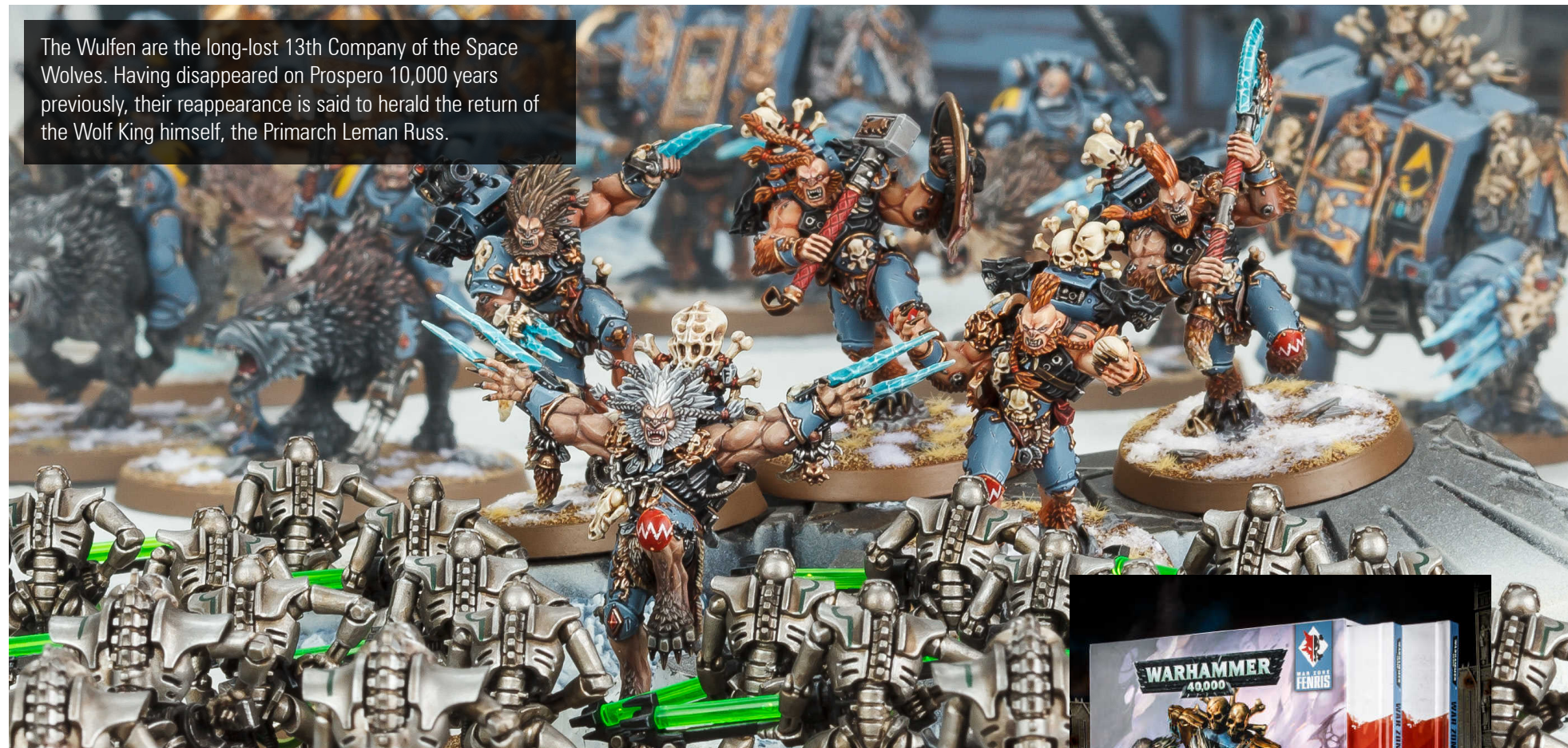




# FEBRUARY: THE HOUR OF THE WOLF

After a fiery January, we entered the bleak winter of February, where the Wulfen make a triumphant return to the galaxy. Their arrival, unexpected at the time, had massive repercussions later in the year.

The Wulfen are the long-lost 13th Company of the Space Wolves. Having disappeared on Prospero 10,000 years previously, their reappearance is said to herald the return of the Wolf King himself, the Primarch Leman Russ.



**F**ebbruary was a momentous month for the Space Wolves. The Wulfen returned from the void to aid their brethren, but at the same time caught the ever-suspicious eye of the Inquisition, not to mention the Dark Angels.

The ensuing war, much to ex-White Dwarf writer Adam Troke's delight, saw Fenris bombarded from orbit by Adam's

favourite Chapter, the Dark Angels. He muttered something at the time about making sure there really were no wolves left on Fenris...

February also saw the release of Balance of Power, the second book in the Realmgate Wars series for Warhammer Age of Sigmar, and the arrival of Stuart, our new writer. He brought with him a fondness for Tzeentch and lots of coffee.



## THE SLAYER RETURNS

Ben: I've always been a fan of the Space Wolves and Ulrik has always epitomised their mentality for me. He's the old grizzled warrior standing calm and collected among the young pups. His new miniature really encapsulated that for me. I was also really impressed when I saw the Ulrik that Martin Peterson had painted for Golden Demon: Classic (featured in November's issue). I got to design and lay out that article and I recall staring at his version of Ulrik for quite some time. It really is a glorious model.



Right: Balance of Power saw Sigmar's Stormcast Eternals spread their radiant influence further across the Mortal Realms, gaining allies and making enemies at every turn. The war in Shyish was a new battleground for the Stormcast Eternals and they soon found themselves coming up against not just the forces of Chaos, but the minions of Nagash, too. Suffice to say, Nagash doesn't think he needs Sigmar's help to defend the Realm of Death, while the God-King clearly disagrees. Balance of Power was also the first time (that we can think of, anyway) that a follower of Chaos was saved from the clutches of the Dark Gods by Sigmar and born anew.





## REVIEW OF THE YEAR

# MARCH: THE MONTH OF THE DRACOTH

In March, the godbeast Dracothion unleashed his celestial children upon the Mortal Realms. It wasn't long before Dracoths and Stardrakes appeared on countless gaming boards around the world.

**M**arch was an exciting month for both Warhammer 40,000 and Warhammer Age of Sigmar.

Hot on the heels of Deathwatch Overkill, the first issue of White Dwarf that came out in March included full rules for using your Genestealer Cultists in games of Warhammer 40,000. It also introduced us to a new book, the slightly stinky Battletome: Clans Pestilens. The stars of March, though, were the Stardrakes and Dracothian Guard of the Stormcast Eternals Extremis Chambers. These mighty celestial beings were just what the Stormcast Eternals needed to help them kick the forces of Chaos out of the Mortal Realms once and for all. Or so they hoped...

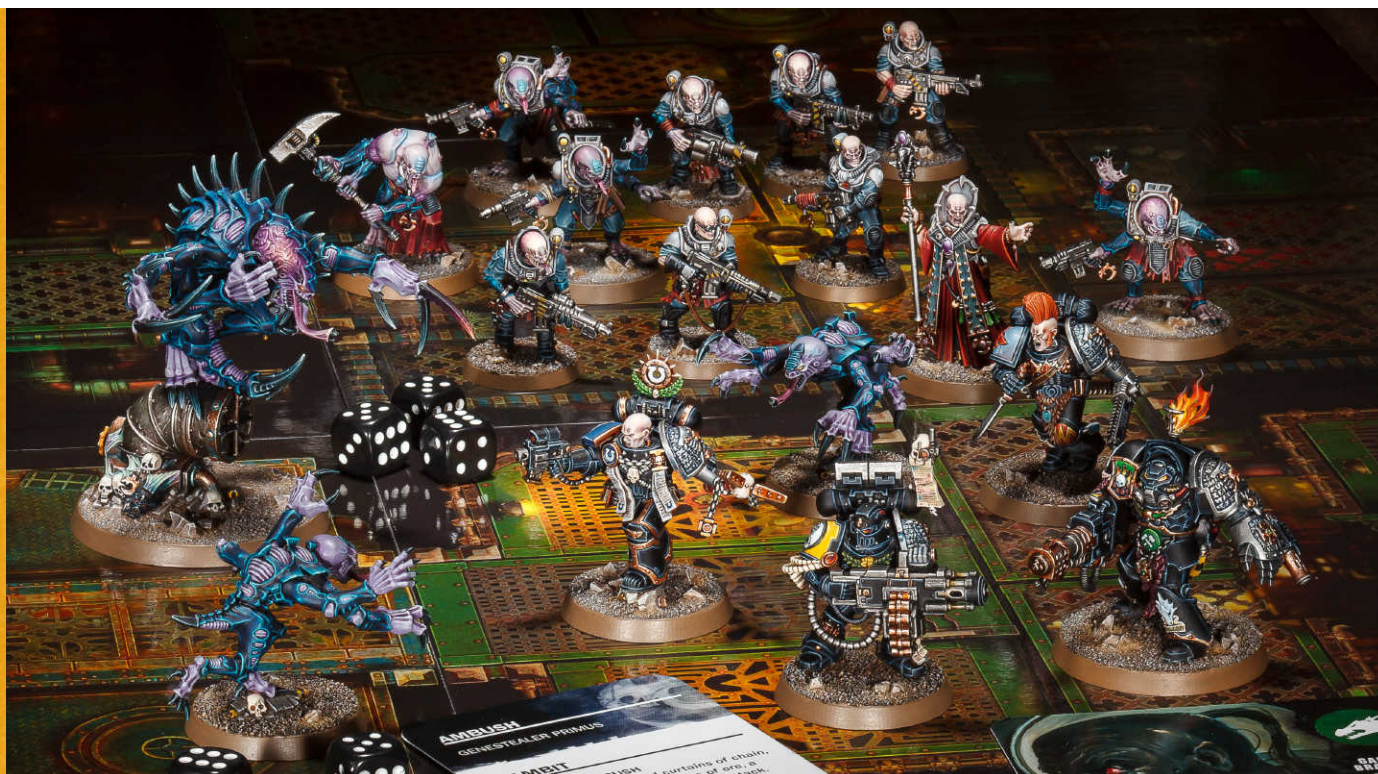
Rifft: Battletome: Stormcast Eternals Extremis arrived on our shelves, enabling us to field an entire army of mounted Stormcast Eternals. The Tempestors (armed with crossbows) soon earned a reputation for savagery in the White Dwarf bunker and were the stars of the show in September's Battle Report, in which they stormed a Chaos fortress.



With Archagon now riding a beefed-up Dorghar, the Stormcast Eternals were in dire need of a monstrous ally. Dracothion answered Sigmar's call for aid and sent his children to join the war on Chaos. The Extremis Chambers were born.

### DEATHWATCH OVERKILL

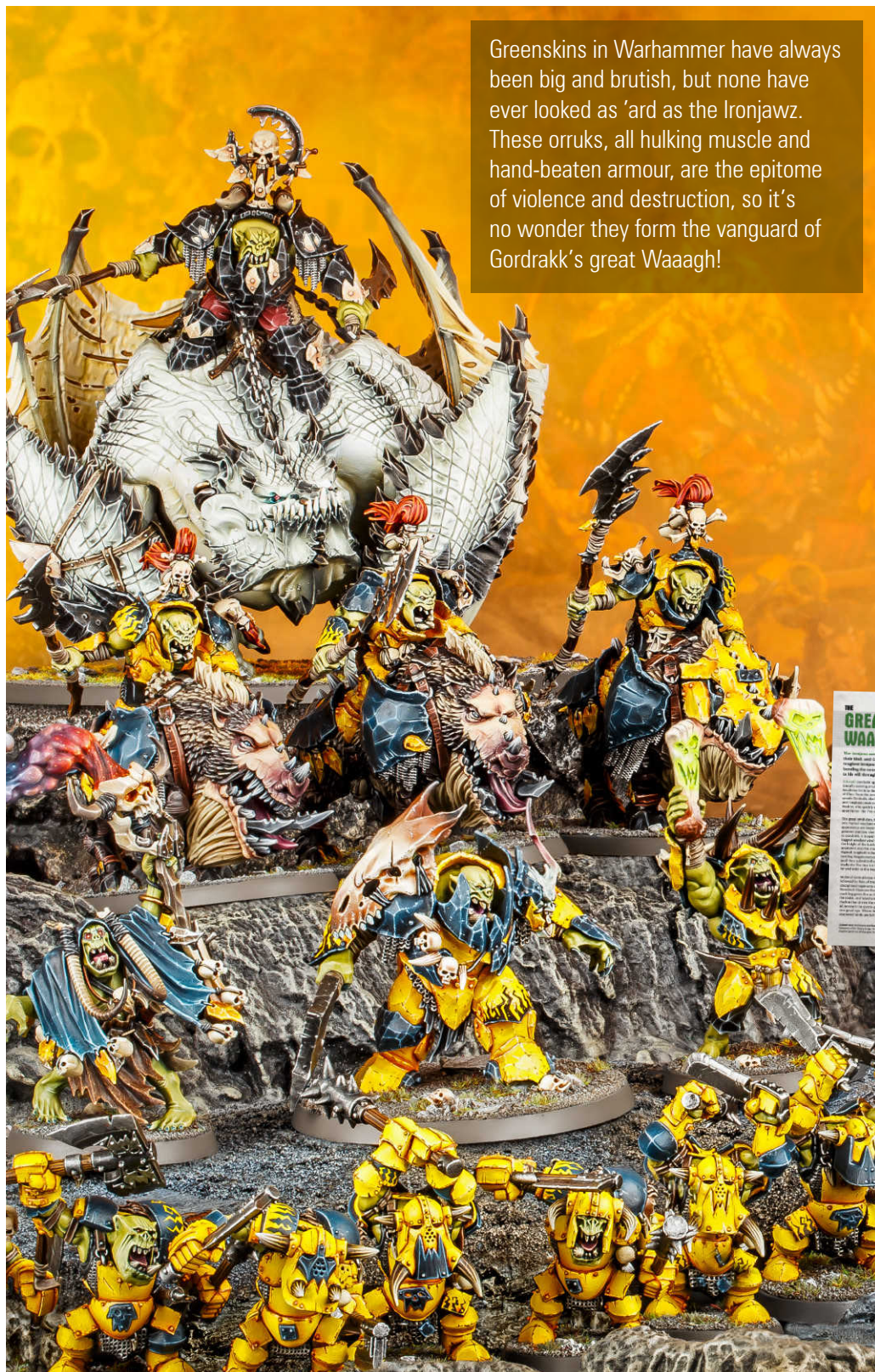
The Deathwatch Overkill boxed game included two factions that hadn't been seen in the 41st Millennium for a very long time – the xenos-hunting Deathwatch Chapter of Space Marines and the insidious Genestealer Cults. This game, much like Space Hulk, pitted the two forces against each other in a series of claustrophobic, life-or-death scenarios that often involved explosives, rockfalls and Genestealers hiding under the gantries. 'Tough' doesn't cover it!





# APRIL: THE AGE OF DESTRUCTION

April was all about da Ironjawz, annuva new faction for Warhammer Age of Sigmar. It should be Age of Gordrakk, cos no-one is as big and killy as he is, not even Sigmar wiv his hammer. Waaagh!



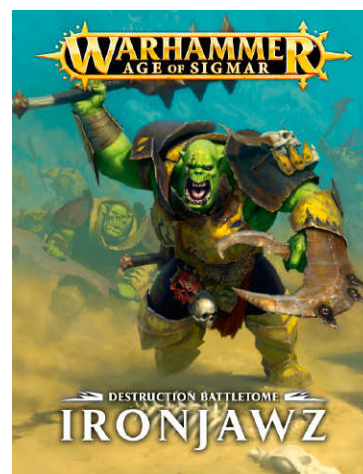
Greenskins in Warhammer have always been big and brutish, but none have ever looked as 'ard as the Ironjawz. These orrorks, all hulking muscle and hand-beaten armour, are the epitome of violence and destruction, so it's no wonder they form the vanguard of Gordrakk's great Waaagh!

**G**odbeasts, Space Marines, Renegade Knights and Ironjawz. April was truly a mighty month! In Godbeasts – the third book in the Realmgate Wars series – Archaon attempted to harness the power of some of the Realms' greatest monsters. He might have succeeded, too, had Sigmar's favoured warriors not interfered. The Greenskins were clearly the flavour of the month, though, because the entire Ironjawz range was released in April, including the massive Maw-krusha and the rave-crazy Warchanter. Oi oi!

Below: The Fyreslayers must surely have parted with some of their ur-gold to secure themselves a fold-out section in the pages of White Dwarf weekly. They're opposed by the new Ironjawz, who look ready for a fight.

Below left: The Ironjawz received their own battletome, which detailed the history of the Ironjawz, including how they survived the Age of Chaos and how Gordrakk rose to power.

Below right: Grand Alliance: Destruction! This book enabled you to field a huge horde of orrorks, grots, gargants and ogors, united in the purpose of destruction.



## A SPACE MARINE CELEBRATION

Chris: The rest of the team joke that I live in the past, but the 30th anniversary of the Space Marines was actually a really big thing for me. I loved working on issue 115, which celebrated the Space Marines in all their glory. I thought I knew all about them, but that issue contained loads of really obscure information. The highlight was the release of the Imperial Space Marine, a re-imagining of the classic model from the mid-80s. I have, of course, painted both!



## SLAY THE RENEGADE!

What's cooler than an Imperial Knight? An Imperial Knight punching a Renegade Knight into oblivion for being a filthy heretic, that's what! In 2015 we included a mini-game in White Dwarf called Godbreaker Clash. Though a Stormsurge was in the original feature, fighting Knights against each other proved so popular that it wasn't long before Imperial Knights: Renegade, the boxed game, was born.



# REVIEW OF THE YEAR

## MAY: RETURN OF A TIMELESS CLASSIC

In the fifth month of the year, Warhammer Quest returned to the tabletop in the guise of the Silver Tower. Many heroes entered its glittering spires. Few escaped the clutches of the Gaunt Summoner.



### TASTY, TASTY WARM FLESH

Stuart: The whole idea of the Flesh-eater Courts was a revelation to me – what a cool premise for an army. I love the idea of these degenerate creatures thinking they're marching to war with their finest sword in hand, when actually they're just wielding a half-chewed bone. It's tragic and darkly humorous. Were I not compelled by Tzeentch to paint an army of his minions, I'd start an army of them right now!

**W**arhammer Quest: Silver Tower was arguably one of the biggest releases of 2016, a classic game brought screaming back to life by a cabal of Tzeentch's sorcerers (also known as the Design Studio). Of course, with Tzeentch involved there were plenty of new features, including six new characters to hack, punch, sneak and spell-cast their way through the tower's ever-shifting corridors and new adversaries such as the ineffable, almighty Tweek. In May we also celebrated the release of the computer game Total War: Warhammer, which the White Dwarf team got to play against its designers. It's safe to say that the chaps from Creative Assembly never once found themselves under threat.



### DEATH FROM THE SKIES

Death from the Skies was released in May, a new supplement that provided extra rules for Flyers in Warhammer 40,000. It was released alongside two new Flyers, the Stormhawk Interceptor for the Space Marines, and the Wazbom Blastajet (which was both very wazzy and very blasty) for the Orks. Much fun was had in the White Dwarf bunker trying out the new Dogfight phase, which enables flyers to engage each other high above the battlefield. Dan's Sunshark Bomber proved to be a surprisingly good interceptor!

The Silver Tower reintroduced some classic creatures from Warhammer's past, including the Tzaangors and the walking book with legs. It also introduced new ones, including the spiteful Brimstone Horrors and the Ogroid Thaumaturge.





# JUNE: PLEASE CONTAIN YOURSELF

Terrible cargo-related puns aside, June was a time of crate expectations (groan) for Warhammer 40,000, as the Munitorum Armoured Containers were released. Red berets for everyone!

First seen on a display board at Warhammer Fest a few years ago, countless hobbyists wanted to know how they could get their hands on the Armoured Containers. The ones on the display were, in fact, scratch-built but our designers soon got onto the task of creating a plastic kit.



**W**ould you believe there was only one new model kit released in June? And it was the Munitorum

Armoured Containers! Yep, no Space Marines, no Stormcast Eternals, just hefty containers full of barrels and ammunition crates. What more could a fan of Warhammer 40,000 possibly want? How about some detailed city-street bases modelled to match the Sector Imperialis gameboard? They also came out in June, alongside new Start Collecting! boxes for the Eldar, Tempestus Scions and Chaos Space Marines, plus a new version of Lost Patrol, a much-loved, monstrously difficult game from the '90s. The White Dwarf bunker resounded to the dying screams of Space Marine Scouts for weeks. It's said that the Bell of Lost Souls tolled over 200 times and Commander Dante cried crimson tears for the loss of the 10th Company.

## LOST PATROL

Dan: Ah, Lost Patrol, the game that dominated every lunch hour for a month! Myself and Matt Hutson must have played over 100 games of Lost Patrol while we were working on June's issues of White Dwarf and neither of us ever won with the Space Marine Scouts. That said, it was hilarious fun trying to outwit each other and come up with new names for each of our tactics, such as the Jungle Blaster and the One-Man Death Sentence. The Scout Explosion, which involved moving all five Scouts down different jungle paths, often to their demise, was my personal favourite.



## STORMCLOUD ATTACK

"He's on my tail!", "I can't shake him!" and "I hope my wings don't come off..." were just some of the phrases shouted by Ben during a game of Stormcloud Attack – the game of aerial combat in the 41st Millennium. Erik, who was pursuing Ben's Stormtalon Gunship with a Necron Doom Scythe, just chuckled as he sliced bits off Ben's craft before somehow colliding with Dan's Crimson Hunter. We all agreed that Stormcloud Attack is the perfect game if you've got fifteen minutes free after a battle, or perhaps you could even use it as the prelude to one.



# REVIEW OF THE YEAR

## JULY: THE SEASON OF RENEWAL

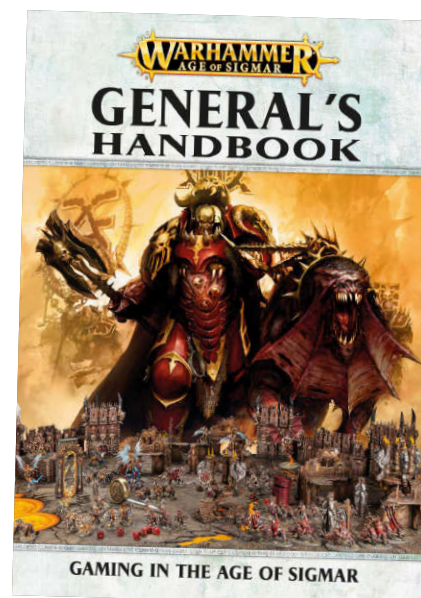
July was a bad month to be a lumberjack because suddenly the Wyldwoods of the Mortal Realms exploded into verdant life. Alarielle, Queen of the Radiant Wood, had awoken.

**J**uly was a particularly green month as it played host to both the Sylvaneth and the Bonesplitterz. The Sylvaneth received a swathe of reinforcements in the shape of the Branchwych, Kurnoth Hunters, Drycha Hamadreth, Tree-Revenants and the wholly disturbing Spite-Revenants, not to mention Alarielle herself, who rides to war on a Wardroth Beetle – arguably the strangest (and most unexpected) mount so far in Warhammer Age of Sigmar. The Bonesplitterz, meanwhile, got their own Battletome, complete with loads of new rules and background. The game changer of the month, though? The General's Handbook, which introduced three ways to play Warhammer Age of Sigmar.



Left: The Mortal Realms were brought to life in July with the release of the Shattered Dominion gameboard, which featured bizarre architecture such as the clock-like Arcanabulum. Exactly what it does or how it came to be buried in the ground is still a mystery. For now.

Right: The General's Handbook was the must-have book of the summer, featuring new ways to play Warhammer Age of Sigmar and points values for every unit in the game at the time.



### FEWER TREES, MORE BOOKS

The Sylvaneth and Bonesplitterz books released in July were a new generation of battletome that included new warscroll battalions, arcane items and spell lores. July also saw the release of All-Gates, the final book in the Realmgate Wars series, and a magazine introducing new hobbyists to the Age of Sigmar.





# REVIEW OF THE YEAR

## AUGUST: THE DARKEST HOUR

In August, all the aliens in the galaxy suddenly went very quiet, locked their doors and hoped the black-clad Space Marines would go away and leave them alone. The xenos-killing Deathwatch had arrived.



**T**he beginning of August saw the release of Battletome: Beastclaw Raiders for Warhammer Age of Sigmar, but the rest of the month was entirely dedicated to the Deathwatch Chapter of Space Marines. Up until this point the Deathwatch had only been deployed as single units on the battlefield. Now they were an entire army, complete with Dreadnoughts, heavy tanks and

Above: The Deathwatch deploy in all their black-armoured glory ready to purge the xenos taint from the galaxy. The new kits were fully compatible with other Space Marine sets, providing a wealth of modelling and converting opportunities.

their own flyer, the sleek and deadly Corvus Blackstar. Which was fortunate, because the Eldar Farseer Eldrad Ulthran had set events in motion that would have very far-reaching consequences.

August was also pretty strange because, for the first time in over three decades, there was no new issue of White Dwarf. The Astronomican had gone silent. But not for long!



### DEATH MASQUE

Michael: Death Masque was a brilliant release for me because it not only saw the Warhammer 40,000 story progress, but also brought back one of my favourite characters – Eldrad Ulthran. He's such a great character with an awesome story and I'm so happy that he's not dead! He even makes an appearance in Fall of Cadia, but I didn't tell you that, right?

Stuart: Artemis is my favourite model of the year. I remember him from Inquisitor and it's great to see him as a Warhammer 40,000-scale hero. The model even captures the details of the original, right down to the neural wires leading to his bionic eye.



# SEPTEMBER: WHITE DWARF RETURNS!

**September was a month of bloodshed and violence, following the release of Khârn the Betrayer and the Gorechosen boxed game. White Dwarf was also re-launched, complete with a gift from Khorne himself.**



**A**fter many months of hard graft, late nights and no small amount of coffee, we unveiled our relaunched monthly magazine. White Dwarf was born anew, complete with many of your favourite articles and quite a few new ones. Battle Reports reappeared, the fold-out section came back, A Tale of Four Warlords made a welcome return, we threw in a swathe of exclusive rules and showed off loads of new models including the Chosen of Khorne himself, Khârn the Betrayer. But, as much as we'd like to think so, September wasn't all about White Dwarf (it was, it really was!). Khârn was joined by a new Warhammer 40,000 supplement, Traitor's Hate, the Void Shield Generator came back as a plastic kit and the duardin Unforged model got a make-over as Grombrindal.

Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!  
Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! (Oh yeah, did we  
mention a new model of Khârn was released?)



# GORECHOSEN

Gorechosen is what we in the bunker call a beer-and-pretzels game – the perfect game for when you've got all your mates round and you want a quick game rather than a full-scale battle. In our games we saw the four Khorne heroes that come in the box hacked apart with axes, gored with claws, thrown onto spikes, pushed down pits and, somehow, slain by ghostly revenants of previously deceased warriors come back to haunt their slayers. And as a bonus, White Dwarf included a free Slaughterpriest to play Gorechosen with!



**WARHAMMER**  
40,000  
**KILL TEAM**



Above: September saw the return of Kill Team, the popular squad-level expansion for Warhammer 40,000 – and September’s White Dwarf showed you how to kitbash your own Kill Teams and specialists, too.



# REVIEW OF THE YEAR

## OCTOBER: THE HIDDEN DYNASTIES EMERGE

October brought a new White Dwarf Editor, a new series of Warhammer 40,000 comics and the return of one of the oldest and most insidious threats in the galaxy, the Genestealer Cults.



The Goliath Truck gave us a notable first glimpse of one of the workhorse vehicles of the Imperium – albeit upgunned and laden with Genestealer Cultists. The uprising had begun!

October saw the veil finally drawn back on some of the deepest shadows of the Imperium, and terrible things were found lurking there. That's right, after an ominous re-emergence in Deathwatch Overkill earlier in the year, October saw the Genestealer Cults return as a terrible new threat to the Imperium, lurking deep within its rotten heart across far, far too many of its million worlds. A codex, a new vehicle – the Goliath – and multipart kits with a host of options made the Genestealer Cults a potent

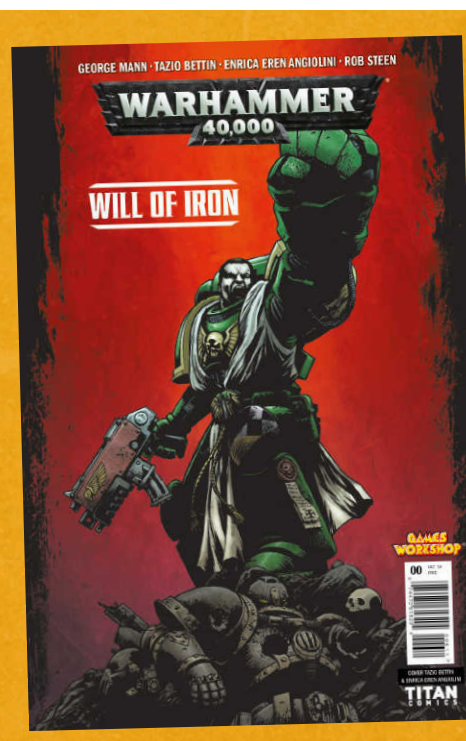
new faction. These enemies within even managed to infiltrate the ranks of Astra Militarum, with an upgrade frame allowing you to convert squads of Guardsmen, Leman Russ tanks and more. So long a part of the universe of Warhammer 40,000, it was a real pleasure to see them brought back to life in miniature and in the game, and we gave them the complete treatment in October's White Dwarf with Designers' Notes, the Ultimate Guide and a clash with the Deathwatch in the battle report.



Above: A Genestealer Magus – the demagogue of the Genestealer Cults – dominates the front of their first ever Codex.



It wasn't all grim darkness in October. The Stormcast Eternals Lord-Veritant brought a little light of salvation, arriving with his lantern of abjuration, judgement blade and Gryph-hound in tow.



### WILL OF IRON

In October a brand-new series of Warhammer 40,000 comics kicked off, brought to you by esteemed publisher Titan. (The series began with an exclusive issue #0 in October's issue of White Dwarf, no less.) Written by George Mann of Black Library fame and illustrated by Tazio Bettin and Enrica Angiolini, *Will of Iron* takes us to the Calaphrax Cluster, newly revealed after millennia of Warp storms, with Dark Angels, Iron Warriors, a mysterious Inquisitor and more all vying for control of the region's many secrets.



# NOVEMBER: THE BURNING OF PROSPERO

This month we leapt backward in time, not only to the dark days of the Horus Heresy for the Burning of Prospero, but also for the re-launch of Blood Bowl, which celebrated it's 23rd birthday in 2016.

After using their sorcerous powers, the Thousand Sons find themselves on the receiving end of the Emperor's wrath, embodied by the Space Wolves, Sisters of Silence and the dreaded Custodian Guard.



**B**ack in 2015, Betrayal at Calth became the first Horus Heresy boxed game, bringing us plastic Mk. IV Space Marines and Cataphractii Terminators. In November of last year, it was joined by Burning of Prospero, a great new boxed game depicting the Space Wolves' brutal planetary assault against Prospero, homeworld of the Thousand Sons. The Space Marines returned, this time in the guise of the new, plastic Mk. III Space Marines, Tartaros Pattern Terminators and two brilliant special character models – Geigor Fell-Hand and a Horus Heresy-era rendition of Ahriman, Chief Librarian of the Thousand Sons. But even more than this, Burning of Prospero saw two fabled parts of the background in miniature for the first time: the Custodians of the Legio Custodes and the Sisters of Silence, psychic nulls sent to battle the Thousand Sons' sorcery. Will we see them in the 41st Millennium, we all wonder?



## BLOOD BOWL

The end of November saw the return of a true classic – Blood Bowl, the game of fantasy football. The first completely new edition since 1993, Blood Bowl returned with a new, larger field of play and two stonking new plastic teams – Orcs and Humans – in the box. Hot on the game's heels was the first supplement, Death Zone: Season One, a brand-new plastic Skaven team and a host of other accessories. The kick-off to this new season saw Blood Bowl take centre stage in December's White Dwarf, with Spikel Magazine taking over four pages of the issue and White Dwarf Editor Matt Keefe taking on Jervis Johnson, the game's original designer, in the Match Report, though, of course, there's no need to go over the result again here (Matt lost – Dan). With a Dwarf team following this month and – we're told – more to come, Blood Bowl is firmly back on the fixture list.





# REVIEW OF THE YEAR

## DECEMBER: TIME FOR A CHANGE

In November we witnessed the Burning of Prospero by the Space Wolves. In December (and 10,000 years later in the story), Magnus the Red returned to the galaxy to ransack Fenris. Tit for tat, we say.

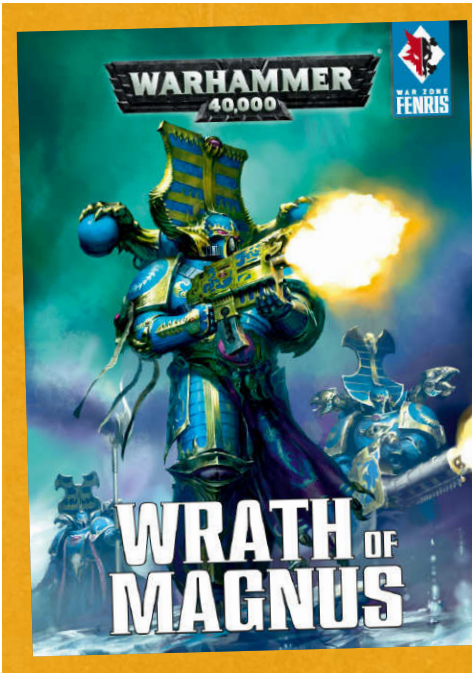
**M**agnus the Red, Daemon Primarch of the Thousand Sons, returned in the final month of last year with calamitous results for the Imperium. For the first time since he was a teeny-tiny, one-eyed Epic model, Magnus returned to the battlefield in miniature form. Though, in all fairness, 'miniature' is a poor choice of word to describe Magnus, for he is a colossus – he can see eye-to-eye with an Imperial Knight and his wing-span is the envy of many Bloodthirsters. With him, Magnus brought new Rubric Marines, Scarab Occult Terminators, Exalted Sorcerers, Tzaangors (these ones have guns) and his most untrustworthy son, Ahriman. It was a dark time for the Space Wolves of Fenris. Also out in December were Index Chaotica Apocrypha and Index Imperialis Apocrypha, two compilation volumes of classic articles looking back at almost 30 years of Warhammer 40,000. With the galaxy in turmoil following Magnus's arrival and Abaddon's invasion of Cadia, what better way to celebrate? ☠



Magnus was always big for a Primarch, but hasn't he grown in the 10,000 years he's been brooding in the Warp? Now a mighty Daemon Primarch, Magnus has reunited his conclave of wayward sorcerers, Ahriman included, and invaded Fenris.

### AHRIMAN, ARCH-SORCERER OF TZEENTCH

Matt H: I already had a small Thousand Sons force before Wrath of Magnus came out, but I knew I had to add to it when I saw the new models. It was pretty strange seeing one Ahriman in November, then another version of him in December, their in-world lives separated by almost 10,000 years. Personally I like this version – he's earned himself a Disc of Tzeentch, not to mention a whole load of arcane paraphernalia. But no mutations – those are bad!



### WRATH OF MAGNUS

After 10,000 years of plotting and scheming, Magnus's plans have finally come to fruition, culminating (for now, at least) in the invasion of Fenris. Magnus also successfully humiliated the Dark Angels (hurrah!), bloodied the Space Wolves (double hurrah!) and psychically transported the entire Planet of the Sorcerers into the material realm (not so hurrah). What Magnus plans to do now is anyone's guess, but with Warp storms raging across the galaxy, he seems pretty pleased with himself.





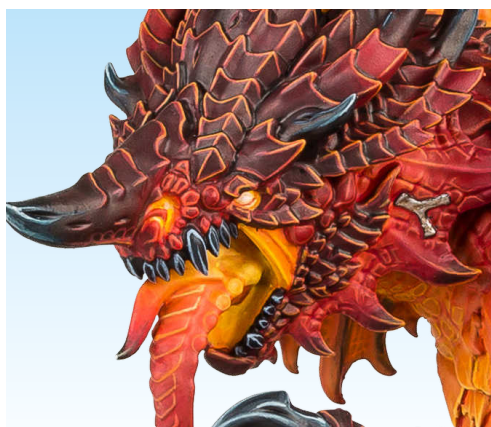


# MINIATURE OF THE YEAR 2016

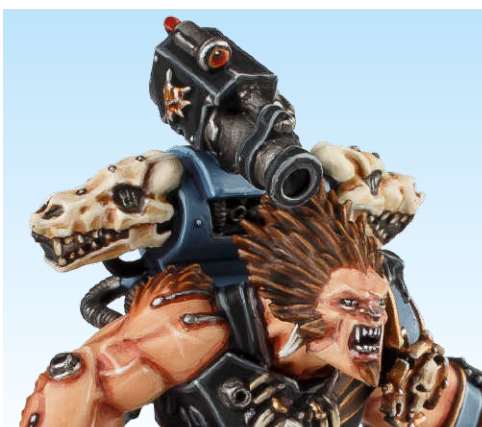
What do you think is the greatest Citadel miniature of 2016? Having pored over this year's amazing releases, we're interested to hear what you think was the best Citadel Miniature released between January and December 2016. Here's how to let us know.

## YOUR MODEL OF THE YEAR

Something we love to do here in the White Dwarf bunker is talk about our favourite Citadel miniatures, and 2016 was certainly a great year for new models. We've all got our favourites – both Dan and Melissa chose orruks – the Ironjawz Warchanter and Weirdnob Shaman respectively – while Matt Hutson picked Alarielle as his favourite model of the year. He even painted her for A Tale of Four Warlords this month. Stuart picked the Darkoath Chieftain from Silver Tower after seeing Max Faleij's entry into Golden Demon, while Ben voted for Slop, the fishy familiar from the same box. He changed his mind, though, when he was reminded of Edryc Setorax from Deathwatch Overkill. But how do we pick the favourite model of 2016? Well, that's where you lot come in. All you need to do is choose your five favourite Citadel miniatures from 2016. Feel free to tell us why you picked the models you did, too – we might even include your thoughts when we publish the results later in the year. We've included a few examples of what models came out when to the right, but you can pick any five Citadel miniatures from 2016, not just the ones shown here (or in this Review of the Year). We'll close the voting on Sunday 29 January, so don't take too long making your mind up!



**JANUARY: MAGMADROTH**



**FEBRUARY: WULFEN**



**MARCH: STARDRAKE**



**APRIL: MEGABOSS**



**MAY: OGRID THAUMATURGE**



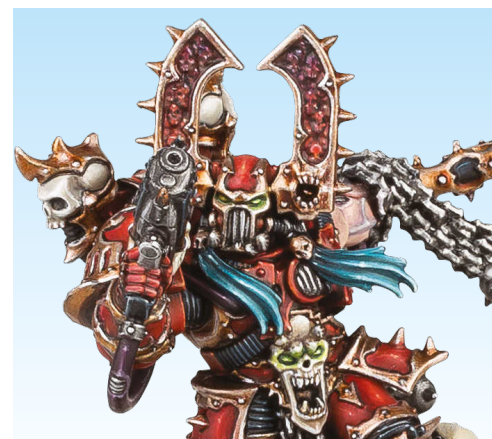
**JUNE: ARMOURD CONTAINERS**



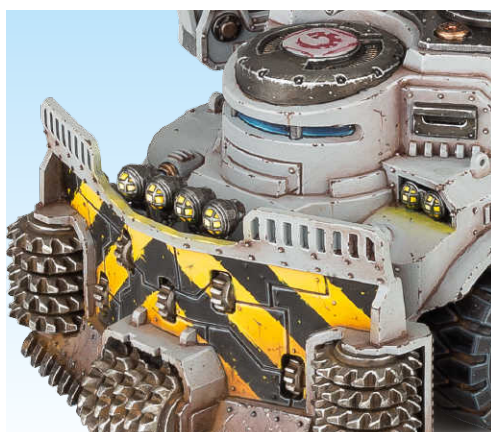
**JULY: DRYCHA HAMADRETH**



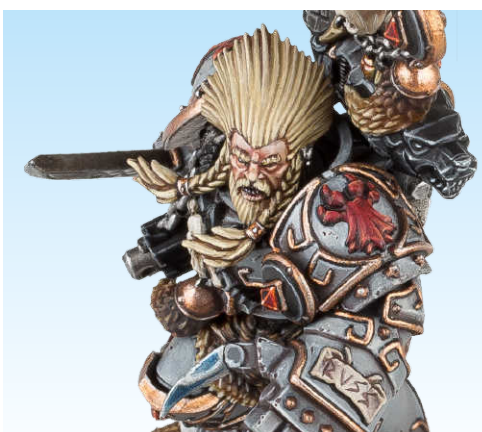
**AUGUST: CORVUS BLACKSTAR**



**SEPTEMBER: KHÂRN!!!**



**OCTOBER: GOLIATH ROCKGRINDER**



**NOVEMBER: GEIGOR FELL-HAND**



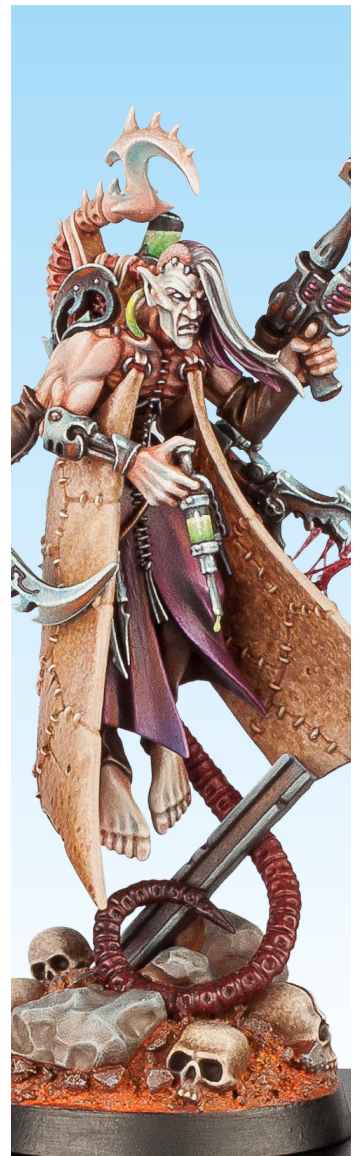
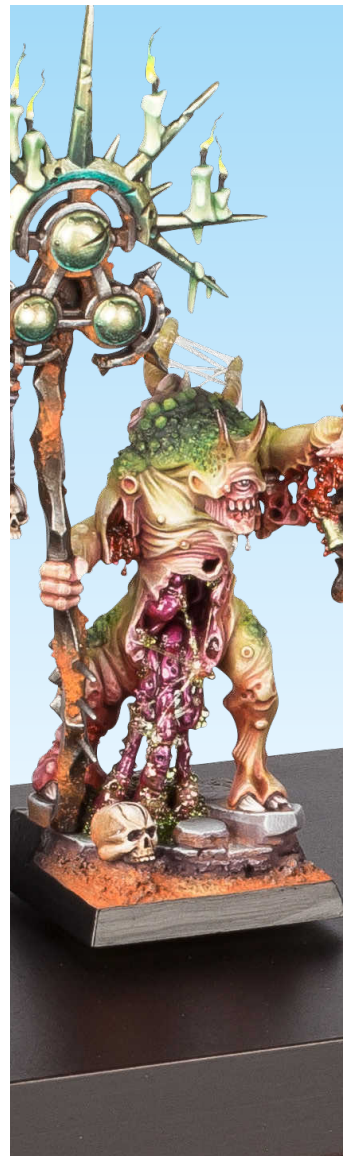
**DECEMBER: MAGNUS THE RED**

**SEND YOUR ENTRIES HERE: [TEAM@WHITEDWARF.CO.UK](mailto:TEAM@WHITEDWARF.CO.UK)**



# THE SLAYER OF DEMONS

Over the last 30 years, David Soper has won no less than three Golden Demon Slayer Swords. David joins us for the White Dwarf interview this month, where he reminisces on three decades of painting and what the Golden Demon painting competition means to him.



**D**avid Soper is arguably one of the best-known painters on the Golden Demon circuit, having won no fewer than three Slayer Swords over the years. An inspiration to countless painters, David has had an interesting journey when it comes to Golden Demon. He entered the very first Golden Demon competition in 1987 and won his first Slayer Sword in 1990. He then took a 23-year break from painting competitions to concentrate on his other interests and painting for himself. David returned to Golden Demon in 2013 and won not just the diorama category but also a second Slayer Sword. But David didn't stop there and, in 2016, he won his third Slayer Sword for his rendition of Gutrot Spume. David now has more Slayer Swords than he has hands to hold them, not to mention 11 Golden Demon statuettes from over thirty years of painting Citadel miniatures. We talked to

### THE FUTURE

What models do you think are the ones to watch – the ones that are going to pop up a lot in Golden Demon? "Alarielle, definitely," says David. "There's so much scope in that model and plenty of options for unique colour schemes and styles. The Orruk Megaboss, too. A few of them appeared at Warhammer Fest and I expect a lot more of them to appear pretty soon. I'm already working on one! The Ogroid Thaumaturge, too – what a stunning character model. That's the problem, really – so many models, so little time to paint them!"

David about painting, Golden Demon, and more.

**Let's start right at the beginning, David. How did you get into painting Citadel miniatures?** Blimey, well, art was my favourite subject at school and it was something I was always good at – I was very artistic as a child. I recall that roleplaying games were also quite a big thing at the time and me and my mates had started to get into them. Then, one day, someone brought some Citadel miniatures into school. The moment I saw those tiny grey figures I was hooked. I think it was something to do with the intricate nature of them. I loved including tiny designs in my illustrations and paintings and I'd often get bogged down in the details to the detriment of the overall piece. Suddenly here was a hobby where my obsessive attention to detail could find a home.



## DAVID SOPER

David has been painting Citadel miniatures for over 30 years and is one of the few hobbyists to have won more than one Slayer Sword. When he's not painting miniatures, he's looking for inspiration. David's big into Egyptology and has Tutankhamun's head (not the real one, of course) on display in his house. You can see more of David's work on his blog, Sproket's Small World.



## GUTROT SPUME

SLAYER SWORD  
WINNER  
2016



I started painting a few models and they turned out pretty well. I was using artists' acrylics for my paintings anyway, so I was already familiar with them. These were the days before the Citadel colour paint range, of course, so really you just painted models with whatever you had to hand!

### What made you decide to enter Golden Demon?

I'd been painting for a few years when Golden Demon first came around in 1987 and I thought: "I reckon I'm getting pretty good at painting, but am I?" I entered because I wanted to see what my work was like compared to that of other people. In those days, Golden Demon had regional heats and I didn't get past the Southampton heat. I was a little upset about that, but it fired me on, it made me realise that this was what I really wanted to do. The next year, I entered again and I got through to the finals in Nottingham. I was delighted, it was such an achievement for me. I remember getting there really late and only just entering in time. I was also really nervous because of the quality of the models that people had entered – it was astounding. I was totally overwhelmed, thinking, oh god, what have I got myself into? Then it came to the award ceremony and somehow I got two golds!

### How did it feel to win your first trophy?

I was stunned. I had no idea I was capable of winning a statuette, let alone two golds! I remember standing on the stage, thinking the judges must have made a terrible mistake and that I'd have to slink off the stage in ignominy when they realised, but no. That was my 'I can do this' moment. I was as good as I hoped I was, better even, but what would I do next? I think there's a bit of ego involved when it comes to painting at a competition level and I knew that I had to continuously raise my standards, not to maintain my reputation, though there's a bit of that, but to prove to myself that I could. There's a lot of pride involved. I've always had a bit of a competitive ►

### GUTROT SPUME

"I find that Golden Demon is a great way to structure my year," says David. "Most of the time, I have a year to prepare and paint my entry, but I had two years for Gutrot. I think the extra time really helped – it took a lot of pressure off me, which meant I could try out loads of new techniques. The experimentation was definitely worth it!"



David's rendition of Gutrot Spume is a brilliant example of contrast being used on a miniature. The warm pink of his skin contrasts with the cool green of the armour, while the rough textures on



the landing craft contrast with the smooth textures on his flesh. David used a lot of special effects on this model, too, most notably water effects on Gutrot's tentacles.



# THE WHITE DWARF INTERVIEW



## A QUICK WIN

"I painted this Haemonculus for Golden Demon 2014 in just two weeks," says David. "It was a new challenge, painting a model that fast, but I won a bronze with it. I don't think I'll attempt it again, though – the pressure of such a tight deadline was too much for me!"



►streak and I realised that Golden Demon was the thing I could compete in. I was always rubbish at sports at school, but painting was something I could do – I was a contender and this was my arena.

### So do you go to Golden Demon with the intention of winning?

Oh no, because that way lies madness. I've never started painting a model to enter and thought that my goal was to win. Besides, you never know what other people will bring. When I enter, I like to think that I've done my best, that I can do no better and that I've pushed myself to the very limits of my ability. Sure, the model could be better if painted by someone else, but this, my entry, is the best I can do. Gutrot Spume was a good example of that. There were parts on that model that didn't end up quite how I wanted them, but I did my best

and pushed myself to the limits of my skills and abilities.

### It's more about competing with yourself, then, rather than with others?

Definitely. There's always that competitive edge, that joy of winning, but I compete to further my own skills. Everyone in our hobby has their own path to follow, their own aspirations and goals, and really you're only competing against yourself, pushing to make yourself better. There is a negative side to competitions in that they can become overwhelming and you begin to obsess over them, but I think I've only really fallen into that trap once with the Predator. I don't paint to win competitions, I paint because I love to paint.

### How do you go about planning your entries?

Planning an entry can take years! I'm not constantly thinking about it but I pick up ideas ►

## POSSESSED NURGLE PREDATOR

### THE FIRST SWORD

"The Predator was the biggest model I'd painted at that time," says David. "I recall going up to collect it from the cabinets and the person there asked me what model I was picking up. I said I was there to get my Nurgle Predator and he suddenly blurted out: "Oh, you've won!" Then the colour drained from his face and there was horror in his eyes that he'd let something slip.

"Of course, I was then standing there for the next half hour wondering what I'd won. A trophy? The sword? I told myself to calm down, to stop being silly. But the seed had been planted and the adrenaline was pumping. I was a complete wreck!"



### 'EAVY PRAISE

David's Predator made its first appearance in White Dwarf in August 1990 in a gallery curated by 'Eavy Metal. It took pride of place alongside Grey Knights, Orks, Eldar and a Sea Elf Repeater Crossbow. It was the first of many appearances for the Predator over the years.

SLAYER SWORD  
WINNER  
1990



► and inspiration everywhere, and they need time to percolate in my brain. I come up with conversion ideas, decide on my colour palette and so on, but when I actually start painting, the model can go off on a completely different tangent. I see painting a model as a journey and I don't always end up where I expected. Gutrot ended up pretty much how I envisaged at the start, but the Dark Eldar diorama I did for 2013 went off in a totally different direction – it was originally meant to be an aerial battle between Hellions and Scourges! I'd only just come back to the hobby and everything had changed so much. I was a bit out of date with modern styles and techniques and the first thing I had to do was get my painting back up to standard. It took me a good few months to get back into the groove, getting used to pushing paint around a model again and even just holding a brush. I painted a Hellion first, and I was really pleased with how it turned out, but then started on the Scourges and suddenly the idea of making the whole piece vertical entered my head. I snapped the terrain off the display base I'd made and started again.

**It must have taken a lot of courage to do that.** It did, but I had to do it. It was a deep breath moment! That diorama, more than any other I've ever worked on, was changed so many times. The painting journey led me all over the place and I really developed my use of colour because of it. I've always liked the feel of contrasting colours, but

**“I compete to further my own skills. Everyone in our hobby has their own path to follow, their own aspirations and goals, and really you're only competing against yourself.”**

I would often see them in quite extreme terms, like red paired with green, for example. This project taught me that contrasts can be far more subtle, that you can have a warm-cool contrast while keeping the colours much closer in tone. I think painting and use of colour has become a lot more sophisticated over the last few decades and painting miniatures draws on a lot more influences than it used to, such as fine art, model railways and historical model painting.

**You just talked about really extreme contrasts – do you mean in colour or texture?**

Both, really. Warhammer in all its guises has become a lot more grim and dark. Realism has a much stronger influence on painting models than it used to. Understanding colour theory, too. But I've found that some people lose their way a bit when it comes to realism. The models we paint are fantasy miniatures, so there's an element of heightened ►

## DARK ELДАР SCOURGES

### PASTEL TONES

“I wanted to use non-metallic metals on the Scourges, which set the colour palette for the whole piece. Something clicked with the colours I was using and I ended up with a grey, brown and blue scheme that was very pastel – harking back to my painting roots in the 1980s. If you look back at 'Eavy Metal models from that era, you'll see that they're really pastel, too. I guess that was the painting style before the bright 1990s!”

SLAYER SWORD  
WINNER  
2013





# THE WHITE DWARF INTERVIEW

## DAVID'S FIRST STATUETTES

David's first two Golden Demon victories were back in 1988, when he won two gold statuettes. We asked him what he remembered about those models.



"I still have them in my collection," says David. "I entered a Troll sitting on a little pile of rocks – I'm really fond of that model because I felt I'd really stepped up my painting on that piece. I felt I'd pushed myself to a new level of painting with it, trying out a few new painting techniques. I find that learning to paint well is an incremental skill. You learn something new, you consolidate your skills and perfect them, then try out another new thing, practice it, perfect it, and so on."



"The other model I entered was an Eldar miniature – one of the first ones, I think, wearing what I think was described as power armour! I did a lot of stippling on the model's armour, a technique that I love using and one that I still use to this day. Back then I was still getting the hang of it, learning how it added texture to a model, but now I use it on pretty much every model, right up to, and including, Gutrot Spume."

► realism – you can bend the rules. Gutrot was a real exercise in realism and contrast. I wanted to take some of that strong, old-school colour sensibility – pinks and turquoises mainly – and combine that with new techniques to create loads of different textures on the model. The goal was to take real-world influences and apply them to a fantasy setting without losing that fantastical element. I posted some of my work-in-progress pictures of him online and the turquoise armour caused a bit of consternation in some people who didn't think it fitted Nurgle's look. But I have always seen Chaos as being very colourful and there's no reason Nurgle can't be too. Just look at diseases – they come in every colour, and some can be really livid and vibrant. I used an octopus as the inspiration for Gutrot's tentacles, while I imagined his armour shimmers and flickers like it's underwater. It's got a fantastical, azure feel to it, like a terror from the ocean depths. But that's in contrast to the weathering, the rust and the verdigris, which is washed out and rough, rather than polished and smooth.

In the old days, painting was all about being smooth, but sometimes that's the last thing you want. Having contrast, rough next to smooth, light and dark, brings your model to life. Wood

**"In the old days, painting was all about being smooth, but sometimes that's the last thing you want. Having contrast, rough next to smooth, light and dark, brings your model to life."**

grain, leather, flesh, slime – I experimented with painting them all on Gutrot, even painting textures over each other. Interestingly, while I did use a lot of new textures on Gutrot, the painting techniques I used are pretty much the same as those I used on my Nurgle Predator all those years ago – they've just evolved a bit.

**You mentioned the Nurgle Predator, which won you a Slayer Sword in 1990. But then you disappeared for 23 years. What happened?**

It was a combination of things. I put so much into the Predator I burnt myself out. I'd got a few gold trophies under my belt and I'd decided I wanted to go for the Slayer Sword. I put my heart and soul into that Predator and I honestly didn't believe it when I won. In those days your name was just called out when you won, so you had to fight your way through the crowd to get to the stage. I genuinely don't recall how I got up there but I must have vaulted the edge of the podium, which is totally out of character for me. Then the sword

was in my hand!

I also felt that I'd reached my peak – that I couldn't do any better. I was saddened because I felt I could only ever equal what I'd already achieved. I was quite negative about it all, really. So I stepped away from painting competitions and just focused on painting for myself again. I spent the time cleaning up my painting style, developing it more. I'm a graphic designer by trade, so I like things to be clean with strong contrasts. It was during those years that I stopped using a primer on my models, and boy does that upset people! It was just one more layer of paint between me and the model that wasn't necessary. I don't play games with my models, so I don't handle them much – the undercoat just isn't necessary for me. I learnt a lot about thinning paints, too, about getting the consistency of my colours right. Then, somehow, I dropped out of painting miniatures entirely without really realising it. I'm into Egyptology, so I did a lot of work re-painting Egyptian busts and things like that. I also re-sculpted and painted action figures. But there were about five years where I didn't do any painting at all. When I did pick up a model again, I just couldn't get it to look right. I was gutted – I'd lost my skills. But I

didn't give up, I persevered and bought a box of Dryads – something nice and simple to ease myself back into painting. It did take a bit of time, but I got there in the end.

**Earlier, you said that when you came back to painting, everything had changed – how did you go about reintroducing yourself to the hobby?**

It was the online community that really drew me back in and helped me out. I still got White Dwarf fairly regularly to see what was new, and I looked on the website and other painting sites to see what people were painting. Roman Lappat, another Golden Demon winner, was a huge inspiration. I started posting pictures of my work again and people said how much they loved it, how old-school it was. I think that was a compliment but it might have been a criticism! I don't mind that, though, because that's my style. That's something I learnt when I returned – painting miniatures has changed a lot in the last 20 years, but you should never ►



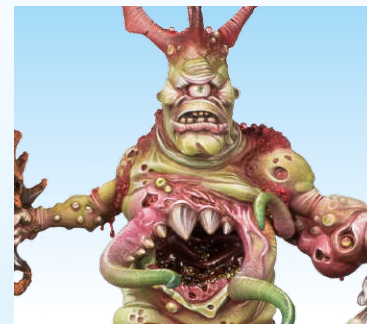
# PLAGUEBEARERS OF NURGLE

## SICK SKILLS

"I react very badly to insect bites," says David, laughing. "I had one once that seemed to progress through every colour of the spectrum, from bloody red to pus yellow, then sickly green and bruised purple. Diseases can be really bright and colourful, with wonderful shades and tones – the perfect inspiration for a Nurgle unit."



"Using microbeads to add texture to my models was a revelation," says David. "Ben Komets – another Slayer Sword winner – uses them to great effect and I was inspired by his work to try them out on Gutrot Spume and my Plaguebearers to give them a rougher texture."



- deny your own style in favour of the current trend or the most accepted way. Use your own style, develop your techniques, learn and adapt, absorb information and tailor it to your way of painting.

## You seem to get a lot from the internet!

It's made a huge difference to my painting. It put me in contact with painters around the world. It's a good example of the positive side of the internet – people sharing their work and ideas. It's good to have other people see your work and critique it in a constructive way. You've just got to have the humility to realise when they're right about something and that you need to change it to make your work better.

## What do you think makes for a Golden Demon-winning model?

My art teacher at school once said that it's not about how you paint, but what you do. You may paint the most technically perfect piece, but if the subject is dull or uninteresting you'll always struggle to create something impressive. Some people aren't interested in creating a story for their piece, but I think it's really important. That's a big thing about Golden Demon – your entry has got to fit the look and feel of the Warhammer universes. Some people feel that's a restriction but I see it as part of the challenge

## THE COLD FEAR

Has there ever been a point where you thought you have to beat someone at a Golden Demon competition?

"No," says David, "not really. Occasionally I see a piece that scares me, an entry that's so good you know it'll win. A cold fear descends. But that's good, because it puts you in your place, it humbles you, it stops you getting arrogant. I think Gareth Nicholas's Blood Angels entry from Golden Demon: Space Marines was humbling – I recall seeing it and thinking it was a truly beautiful piece of work."

– you need skill to interpret and understand the feel of Warhammer and to be able to convert that understanding into an entry that's unique. The story behind Gutrot Spume was one of the driving factors in me choosing that model to paint and the reason he's standing on the prow of a landing craft. I only did minimal conversion work on Gutrot, too, because he really didn't need any. It was my stamp to say it was my work. I have seen people go over the top with conversions to the extent that the model is no longer recognisable. When it stops representing what it's meant to, you've gone too far.

## So, David, what are you planning to paint next?

The Dryads have really got me into the Sylvaneth range and I've already bought Alarielle. That model is incredible, a real slice of high fantasy, but done the Games Workshop way. It's magical, mystical and bonkers. I've got the models from Silver Tower to work on, too, and I've never painted anything in a Tzeentchian colour scheme, so that will definitely be interesting. I'd also love to do an updated version of my Predator. I've learnt so much over the years about painting, but it would have to be a really special piece – above and beyond anything I've ever done. ☠



## GOLDEN DEMON

# HOW TO WIN A GOLDEN DEMON

Having read David Soper's inspiring words on the previous few pages, some of you will no doubt be wondering if you too could win a Golden Demon. We asked Golden Demon judge, and former winner, Darren Latham what it takes to win a statuette of your own.

**G**olden Demon is an event that every hobbyist can take part in, no matter their level of painting. It's a chance to showcase and celebrate your painting skills and create a miniature work of art. Winning shouldn't be the sole reason for entering but it certainly is a well-deserved reward for your hard work, skill and vision. As a Golden Demon judge, I often get asked why an entry did or didn't win, and I thought it would be nice to share my top tips with you all.

Your entry has to be technically well painted, which means it needs to be clean



**DARREN LATHAM**

Miniatures Designer and Demon winner Darren was once an 'Eavy Metal painter and is now a judge at Golden Demon. Who better to offer advice on how to win one?

and neat. At the bare minimum, this means making sure all the colours are in the right place. You should always spend an equal amount of time on all parts of the model. There's no point painting fantastic non-metallic metal armour or a brilliant face, only to rush painting the model's trousers.

On that note, the techniques you use should be appropriate, too. Don't use non-metallics because you've just learnt how to paint them, only when it suits the model. Similarly, any freehand elements and special effects should enhance the model, not overwhelm it. Don't go over the top with effects such as weathering,

## MATT PARKES

**SLAYER SWORD WINNER, 2010**

"Composition is key in dioramas and duels," says Darren. "If the models aren't interacting with each other, then you don't have a duel or a fight, just well-painted models standing near each other. In Matt's diorama here, every model is playing a part in the scene taking place."





battle damage and object source lighting as it just detracts from the model's colour scheme.

Create a unique model that will interest and excite people. The colour scheme and your painting style may do a lot of this, but conversions are a brilliant way of personalising your entry. Just remember to be respectful of the model's background, both in your colour choices and your conversions. Orruks have green skin, not pink, Ultramarines are blue, and so on. Similarly, your conversions need to be appropriate and well executed. If your conversion looks like a model we'd sell, you're on the right track! Contrast is also really important. Hard black armour should be painted differently to soft black cloth, for example, and stone differently to flesh. Use light and dark to emphasise parts of the model and draw the judge's eye.

Lastly, trawl the internet for more tips and advice – there is so much out there! Talk to experienced painters and surround yourself with them. You'll soon find that your skills progress. ☠

## JOSEPH BROOKES

GOLD, 2014

"Joseph's entry is a great example of using appropriate techniques and contrast on a model," says Darren. "The non-metallic metal on the armour is well painted, neat and technically correct. This, Joseph has contrasted with the pale white cloth on the model's tabard and cloak and the red spot colour on the braiding, storm bolter and scabbard. The red and white are bright compared to the dark blue armour, but are clearly not as polished as the highly reflective armour, suggesting they're made of a different material. The real key to this model is how the face stands out so much from the rest of the piece. The head or face should always be the focal part of a miniature, as it is with a normal human being!"



## ANGELO DI CHELLO

GOLD, 2016

"Angelo has won a lot of Golden Demons," says Darren. "He won six at Warhammer Fest in 2016 and every one of his entries is really carefully thought out. Angelo really delves into the background of every entry and uses that information to bring the model to life."

Here, Angelo created banners for his Auric Runefather based on artwork from the Fyreslayers book. Angelo painted the Magmadroth to look like cooling lava with fiery sails along its back, a colour scheme that's entirely in keeping with the model's background.

"The base must be sympathetic to the model's colour scheme and background. It's too easy to go over the top with a base and draw attention away from the model, or even neglect it entirely. Angelo has created a simple but characterful base that complements his model perfectly."





## COLLECTING AND PAINTING



# MUSTERING FOR WAR

Every hobbyist dreams of having a painted army. The reality is some of us have a bit of trouble digging through our to-do list of unpainted miniatures. In the first of a new series, we look at one way of getting your models off the painting table and onto the battlefield.



### JAMES LITTLER

James Littler is a veteran painter, and in his time in the Studio he's tackled everything from huge armies to amazing scenery set-ups of the kind you see in White Dwarf every month. He knows a thing or two about getting stuff painted.

**T**here are many approaches to getting your army ready for battle. Every month in A Tale of Four Warlords, for example, we see our four warlords add a new unit or character to their armies, allowing them to collect and paint an army over the course of six months. Even within that, though, there are different approaches to planning out and painting each month's models. How many models are you going to paint at once? How many stages are you going to break each model down into? Needless to say, there's no right or wrong approach, but there are some basic principles you can follow to make getting an army ready for battle as manageable as possible. And that's what Mustering for War is all about – different approaches to your painting projects.

This month, we're going to look at one such approach – James Littler's step-by-step approach to painting the Khorne Bloodbound from the Warhammer Age of Sigmar starter set. James painted the army to a simple but effective standard over a single weekend, before going back and adding progressively more detail to his centrepiece units. At the heart of this approach is the (easily forgotten) notion that a model is only finished when you say it is – there's no law that states that when you put a model down you can never take a brush to it again. This approach allows you to get your army ready for battle as quickly as possible while continuing to add more detail later on if you want to. James's Bloodbound are a great example of how you can apply this to any collection, so here we look at how he did it.



# THE FIRST STEP: READY FOR BATTLE

Every journey begins with the first step, and with James’s chosen approach that means getting your models painted and based to a simple, effective standard, ready for battle. Here’s how he did it.



James began by painting the entire force using, for the most part, a combination of basecoats and washes. This kept things simple and allowed James to paint the entire force over the course of a weekend. And as you can see from the photos above and to the left, they look great! Now, of course, you might not have a full weekend to spare all in one go. The same approach can easily be achieved by painting for an hour each night over two or three weeks, a Sunday afternoon here and there over the course of a month, and so on. Even if you can only spare half an hour or so every few evenings, it all adds up in the end.

A big part of managing your time is working out just how you’re going to paint your miniatures. One method is to break your time up into chunks of around half an hour with short breaks in-between. Another is to paint all of a given step (in the case of the Bloodreavers, painting the flesh to completion, say) in an evening. It’s also a good idea to group areas so that you can apply a wash to all of them at the same time. In the case of James’s Bloodreavers, for example, after painting the flesh, he basecoated the other areas of the models together so that he could wash them all with Agrax Earthshade at the same time.

## PLANNING YOUR PAINTING

Below you can see how James painted his Bloodreavers. Note how the process is broken down into stages – manageable chunks on the road to finishing the models.

The first thing to do is choose which colours you want to use. You can use any painting guide you like as the basis for this or come up with your own. Next, decide how many stages you want to use. Painting guides of the kind you see in Paint Splatter every month might include several layers of highlights, so when first getting your models ready for battle, you’ll likely want to stop after the first wash or highlight. Remember you can come back to add more stages later.

Next, plan out how you’re going to group them. If areas share a wash, basecoat them at the same time so you only have to apply the wash once. Think about the order you’re going to paint the different parts of the model in. For example, James drybrushed the flesh (a technique likely to get paint on other areas), so he painted that first.

### PAINTING THE BLOODREIVERS

James painted the Bloodreavers using the following colours, applied in three stages for ease and efficiency. You can use these colours for the Bloodseccator and Bloodstoker from the set, too.

#### PREPARATION

Chaos Black  
Undercoat Spray

Mechanicus Standard Grey  
Basecoat Spray

#### STAGE 1 (FLESH)

Flayed One Flesh  
Basecoat: Flesh

Reikland Fleshshade  
Wash: Flesh

Flayed One Flesh  
Drybrush: Flesh

#### STAGE 2

Dryad Bark  
Basecoat: Trousers

Doombull Brown  
Basecoat: Pouches

Khorne Red  
Basecoat: Straps/  
Leather

Mephiston Red  
Basecoat: Helmet/  
Armour

Abaddon Black  
Basecoat: Boots/Hair

Retributor Gold  
Basecoat: Armour Trim

Leadbelcher  
Basecoat: Weapons

Agrax Earthshade  
Wash: Whole Model  
(except Skin)

#### STAGE 3

Rakarth Flesh  
Basecoat: Skulls/Horns

Seraphim Sepia  
Wash: Skulls/Horns





# COLLECTING AND PAINTING

## THE SECOND STEP: THE CHOSEN WARRIORS

So, you've got your army painted, based and ready for battle. Well done! You really don't need to do anything else, but if you want to, there's more you can do to make your army even more glorious...

At this stage, you'll already have a great-looking army, but there's nothing to stop you going back and spending a little longer to add more detail. Having spent a weekend painting the whole force, James decided to return to the Blood Warriors and spent a few hours taking their paint jobs to the next level. First, he tidied up the basic colours from the first step, using many of the same base colours, whilst keeping the darker tones in the recesses to provide a degree of contrast. Then, he picked out a few details he'd decided not to paint on the initial step, such as the eyes. Next, he added a few simple highlights, such as on the edges of the blades and on the raised parts of the armour.

At this stage, you can also start incorporating some different painting techniques if you like. James made use of a technique known as line shading on the red armour. To do this, he carefully thinned down some Rhinox Hide (but not so much that it's a wash) and carefully shaded around the edges and recesses of the red armour, making sure to keep the lines as straight and neat as possible. As the paint was thinned down, it had a degree of translucency so the colour beneath could be seen, albeit shaded by the Rhinox Hide. Once this was dry, James used some thinned-down Abaddon Black to apply the same technique to the areas he'd painted Dryad Bark in the first step (the pouches, straps and boots).



### PAINTING THE BLOOD WARRIORS

Below, to the left, you can see how James painted his Blood Warriors. He painted them to this ready-for-battle stage at the same time as the Bloodreavers and the rest of the force, over a weekend. On the right you can see the next steps he took in adding further details and highlights. Remember, these are in addition to the steps shown on the left.



#### PREPARATION

**Mephiston Red**  
Basecoat

**Retributor Armour**  
Basecoat: Armour  
Trim

#### STAGE 1

**Rakarth Flesh**  
Basecoat: Flesh

**Agrax Earthshade**  
Wash: Whole Model

**Dryad Bark**  
Basecoat: Pouches/  
Straps

**STAGE 2**  
**Abaddon Black**  
Basecoat: Hair/  
Beards

**Doombull Brown**  
Basecoat: Axe Hilts

**Rakarth Flesh**  
Basecoat: Bone

**Leadbelcher**  
Basecoat: Axe  
Blades

**Seraphim Sepia**  
Wash: Bone

#### NEXT STEPS

**Rhinox Hide**  
Shading: Red  
Armour

**Stormhost Silver**  
Highlight: All Metal

**Abaddon Black**  
Shading: Pouches/  
Straps

**Eshin Grey**  
Highlight: Hair/  
Beards

**Evil Sunz Scarlet**  
Highlight: Red  
Armour

**Ushabti Bone**  
Highlight: Bone

**Rakarth Flesh**  
Highlight: Flesh

**Warpstone Glow**  
Highlight: Eyes

**Gorthor Brown**  
Highlight: Pouches/  
Straps/Boots

### THE PICK OF THE BUNCH

James decided that in the time available to him he wanted to focus on adding to the paint jobs on his Blood Warriors to make them really stand out as a centrepiece unit, but you could very easily keep on going and bring every unit in your army up to this next level. As before, just think about how much time you have available and plan accordingly. There's no need to do this – as you can see from the photo to the right, James's Blood Warriors already look great at the end of the first step – it's completely up to you.





# THE THIRD STEP: MIGHTY HEROES

Perfection is not a destination, but a journey. A model is only finished when you say it is, so the final step is entirely optional, but if you have the will, it can turn a good model into a truly great one.

Having picked out a centrepiece unit for his army, James next decided to turn his attention to the army's general, Korghos Khul, and spent several hours over a subsequent weekend turning him into a stunning centrepiece for the army. Again, there's absolutely no need to do this and at this point you might well prefer to move on and paint something else entirely. Remember, though, there's nothing that obliges you to do the same with all of your models, so you can certainly justify spending the extra time on your army's general if you

want to. After all, it's your representative on the battlefield. Similarly, there's nothing to say you can't paint your entire army like this over time, as you can simply dip in and out when you have the chance. The beauty of James's step-by-step approach is that there's no trade-off between getting your models ready for battle as soon as possible and going on to produce masterpieces like this. The sight of a fully painted army is exciting in itself and likely to inspire you to keep adding detail to it. 🦴

## YOUR OWN MUSTER

There's no right or wrong way of approaching your painting projects and getting your army ready for battle. James's approach is one of many, but a useful, encouraging one. If you've got your own tried and tested approach to painting, we'd love to hear about it. Write to us at: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)



### PAINTING KORGHOS KHUL

James initially painted Korghos Khul at the same time as the rest of the force, as you can see to the left. This was achieved using the same basic steps as shown for the Blood Warrior opposite, with the additional use of some Screamer Pink for Korghos's claw hand. Grizzlemaw, his Flesh Hound, was painted at the same time, using the colours below.

#### CLAW HAND

Screamer Pink  
Basecoat: Mutated Claw

#### FLESH HOUND

Khorne Red  
Basecoat: Flesh Hound  
  
Carroburg Crimson  
Wash (twice): Flesh Hound

Evil Sunz Scarlet  
Drybrush: Flesh Hound  
  
Screamer Pink  
Basecoat: Tongue

### NEXT STEPS

After completing the steps shown for the Blood Warriors and the steps above, James used a variety of further colours and techniques to produce this Korghos Khul. How far to take this depends on your preferences, so we've simply indicated the colours used, either as basecoat (B), shading (S), drybrushing (D) or highlighting (H), to use with your own choice of technique.



#### RED ARMOUR

Rhinox Hide (S)  
Evil Sunz Scarlet (H)  
Fire Dragon Bright (H)

#### FLESH

Bugman's Glow (S)  
Rhinox Hide (S)  
Flayed One Flesh (H)

#### CLAW HAND

Nuln Oil (S)  
Abaddon Black (S)  
Screamer Pink (H)  
Pallid Wych Flesh & Pink Horror (H)

#### BONE

Rhinox Hide (S)  
Screaming Skull (H)  
White Scar (H)

#### BLACK CAPE

Abaddon Black (B)  
Dark Reaper (H)  
Dark Reaper (D)  
Fenrisian Grey (H)

#### BLACK AXE HEAD

Incubi Darkness (B)  
Abaddon Black (S)  
Dark Reaper (H)  
Fenrisian Grey (H)

#### GOLD

Reikland Fleshshade (S)  
Retributor Armour (H)  
Rhinox Hide (S)  
Stormhost Silver (H)

#### SILVER

Nuln Oil (S)  
Stormhost Silver (H)

#### RED CLOAK

Khorne Red (B)  
Carroburg Crimson (S)  
Wazdakka Red (H)  
Ratskin Flesh (H)

#### TEETH (ARMOUR)

Rhinox Hide (B)  
Abaddon Black (S)  
Stormvermin Fur (H)  
Screaming Skull (H)

#### FLESH HOUND RED FLESH

Wazdakka Red (H)  
Ratskin Flesh (H)

#### FLESH HOUND BLACK FLESH

Khorne Red (B)  
Carroburg Crimson (S)  
Wazdakka Red (D)  
Abaddon Black (S)  
Wazdakka Red (H)

#### FLESH HOUND TEETH & CLAWS

Rhinox Hide (B)  
Abaddon Black (S)  
Stormvermin Fur (H)  
Screaming Skull (H)

#### FLESH HOUND TONGUE

Pink Horror (H)  
Emperor's Children (H)

## THE ARMY CENTREPIECE

James pulled out all the stops on his Korghos Khul, spending a considerable amount of time further refining the paint job as well as adding a brand-new base (from the Shattered Dominion set).

James made use of a wide variety of techniques in producing a fitting centrepiece for this army, some of them quite advanced, like repeated applications of shading and highlights to blend the colours together. James's approach to Korghos Khul also involved re-basecoating some areas to further differentiate them with new colours (for example, the black axe head, in place of the silver used earlier on like on the rest of the army).

With all this, how far you want to go and how many different techniques you want to employ is up to you, your own skills and experience as a painter, and how much time you want to dedicate to a project. If you're reproducing these stages yourself, you can perfectly well use familiar techniques like washing (for shading), drybrushing and layering (for highlighting) or employ some of the more advanced techniques of the kind James used, such as line shading and blending.





# A CLASH OF NEW AND ANCIENT FOES

First Blood is a new series where we look at trying out new games – everything from brand-new releases to games you've never played before and new ways of playing. In this first instalment, Digital Editor Melissa takes the plunges into Warhammer Age of Sigmar.



**M**el, our Digital Editor, is an extremely talented painter. Though she's painted a large army of Seraphon, she'd only used them in two games. Eager to learn about Warhammer Age of Sigmar, Mel asked Dan if he'd run her through a game to show her the ropes.

Many of you might well be in Mel's position, or know people who are – painters, collectors and others interested in our hobby who've never quite taken the plunge when it comes to gaming. Hardened veterans can sometimes talk about playing games in a way that can be a bit opaque, even to people who are familiar with our worlds and models, when really a game is meant to be all about bringing those characters, armies and models to life. So that's exactly what Dan aimed to do in his game with Mel. With that in mind, we thought it would be fun to follow their first battle.

The first thing Dan did was to set up a battlefield using the rules presented in the

### LEARNING HOW TO PLAY

There are several ways to learn how to play Warhammer Age of Sigmar. The first is to head into a Games Workshop or Warhammer store and ask the staff to run you through a game. The rules for Warhammer Age of Sigmar are also free to download from the Games Workshop website enabling you to get stuck in straight away with whatever models take your fancy. Alternatively (or even in addition to), pick up a copy of the General's Handbook, which also includes the rules plus several battleplans to play through. Lastly, we suggest just trying it out with your mates – that's the most fun way to learn to play!

General's Handbook and pick a battleplan, in this case Take and Hold (you can find it on page 110 of the General's Handbook). Dan and Mel then selected their armies, Dan using the Grand Alliance: Chaos book, while Mel opted for the iPad edition of Battletome: Seraphon (apparently she can't handle paper products now that she's a digital editor...). They picked five to six units each – enough for a small game that would include monsters, wizards, melee and shooting units. (You can see the units they picked opposite.) We joined them as they set up their armies.

**Mel:** You've got a lot more models than me...

**Dan:** Yep, because Skaven Clanrats are not particularly good at fighting! They make up for their lack of skill with numbers, though. Your Saurus are much better and braver warriors, which is why you have less of them.

**Mel:** That makes sense, I only pick awesome armies with good fighters. Are any of yours particularly dangerous?



# COLLECTING AND GAMING

**Dan:** The Stormvermin can be pretty nasty but really I rely on weight of numbers to win. You'll find that throughout the game I tend to roll a lot more dice than you do, but I'll need higher results on them to do any real damage.

**Mel:** Okay, so the turn summary on the rules sheet says I start with the Hero Phase and that I can cast spells. I'm guessing that's my Starpriest.

**Dan:** Correct. If you look on your Starpriest's warscroll on your iPad you'll see that he has several spells. He can even summon new units.

**Mel:** Can I summon my Skinks?

**Dan:** Of course. Skinks are small so it won't take much for your Starpriest to summon them.

*Mel rolled the dice for her spell and got a 10, enabling her to summon a unit of Skinks, which she placed in front of the Starpriest on her left flank.*

**Mel:** So are these real Skinks? They're actually there and not a magical mirage or something?

**Dan:** They're conjured memories of the Slann, so they are made of celestial magic but they are really there in the context of the game.

**Mel:** Well, they do say that memories can still hurt! Let's see what these memory Skinks can do.

*Mel moved all her units forward ready to tackle Dan's Skaven army head-on. In doing so, another interesting question came up...*



## PICKING YOUR ARMY'S GENERAL

**Mel:** The Oldblood on Carnosaur is my favourite model. Can he be my army general?

**Dan:** Of course. Any model can be your army general, but some have special Command Abilities that make them even better generals. Your Oldblood has one, Ancient Warlord, so he'd be a good choice. I think I'll pick my Verminlord Warbringer as my army general – a monster to rival your monster.



## MELISSA HOLLAND

Melissa has painted countless models since joining the White Dwarf team, including Nagash, Skreech Verminking and an entire Seraphon army led by Lord Kroak. She does seem to gravitate towards mega-powerful special characters...



## DAN HARDEN

Dan used to work in our retail stores many moons ago, so he's no stranger to introducing people to playing games. Having played numerous battles of Warhammer Age of Sigmar, Dan was the perfect mentor (*I think you mean victim.* – Ed) for this game.

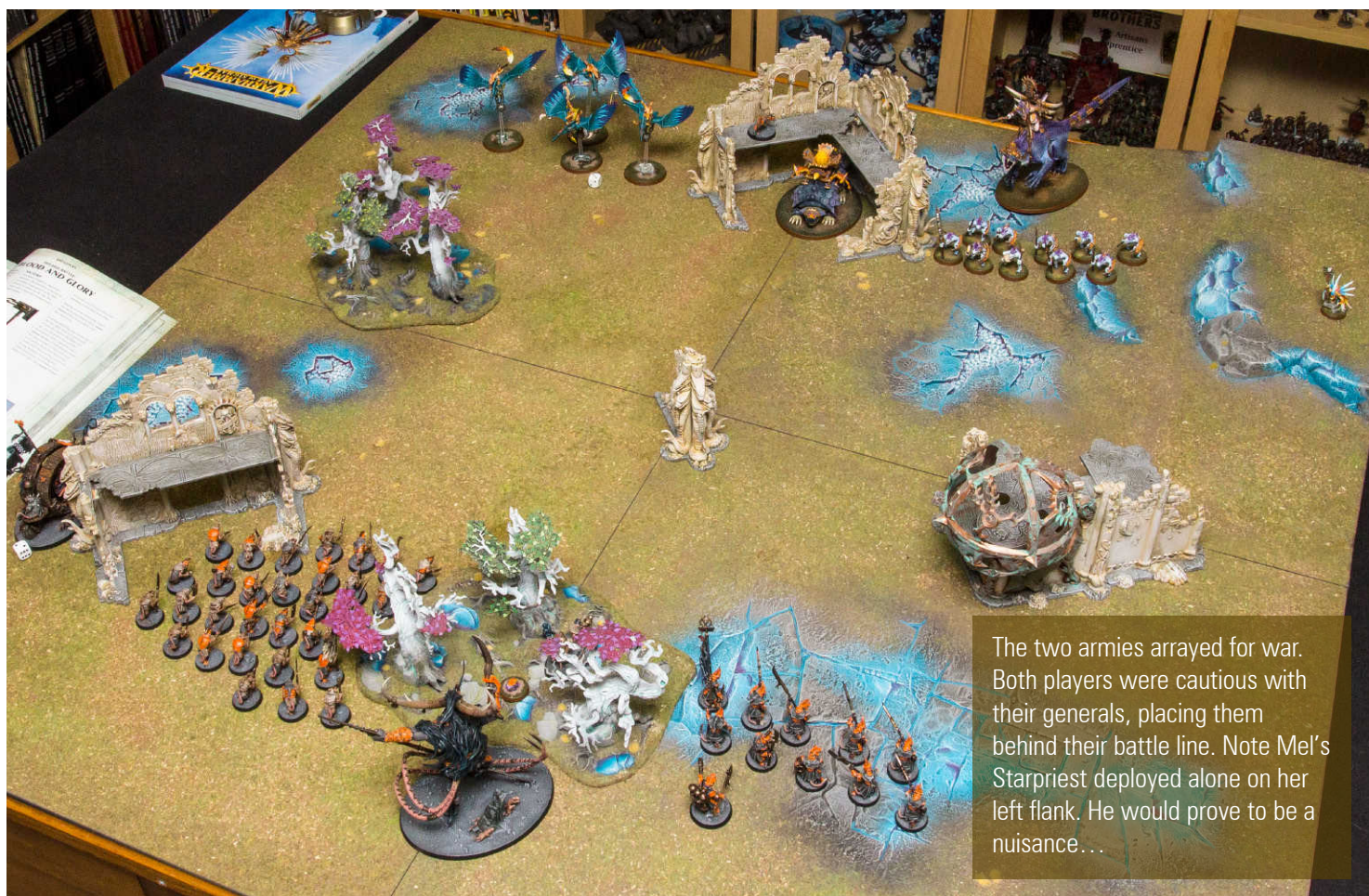
## THE SERAPHON

- 1 Saurus Oldblood on Carnosaur
- 1 Skink Starpriest
- 10 Saurus Warriors
- 1 Bastiladon with Solar Engine
- 4 Terradon Riders

## THE SKAVEN

- 1 Verminlord Warbringer
- 1 Warlock Engineer
- 10 Stormvermin
- 30 Clanrats
- 1 Doomwheel
- 1 Warpfire Thrower Team

Dan and Mel weren't playing a Pitched Battle, but their forces were pretty evenly balanced, with almost the same number of units and monsters on each side.



The two armies arrayed for war. Both players were cautious with their generals, placing them behind their battle line. Note Mel's Starpriest deployed alone on her left flank. He would prove to be a nuisance...



## OBJECTIVES

Mel: So, how do you decide what your objective will be?

Dan: It could be anything, really. A building, a token, a cool totem – anything that your army would be willing to fight for. Some people just use a dice to represent their objective, which is fine, but not very characterful.

Mel: Can I use my blot toad? He's the same colour as your Skaven!

Dan: Why not! I'll use my Deathrunner as my objective marker.



**Mel:** I've noticed that people always keep the models in a unit together. Is that a rule? Can they not run off and do their own thing?

**Dan:** It is a rule, yes. Models in a unit must stay within 1" of each other – it represents them linking shields in a shieldwall or standing close to each other to look like a more intimidating group. If they were on their own they'd be easy pickings.

**Mel:** Like your Warpfire Thrower team?

**Dan:** They're carrying seriously volatile fuel. No one wants to stand near them!

*Mel then set about doing her army's shooting – the next phase in the turn. Her first attack was with her freshly conjured Skinks, which you can read about below. Mel then attempted to blast the Stormvermin with her Bastiladon but the lumbering beast wasn't in range. Mel, however, had another plan...*

**Mel:** I could shoot the objective!

**Dan:** What... but that's your blot toad! Why would you want to do that?

**Mel:** If you take that out of the equation then why are we even fighting? Think about it, no toad, no reason for your Skaven to be here.

**"Ah ha! Serves you right for stealing the turn. Now I'm going to summon some new units and kill that Verminlord. Time to use my general's ability, I reckon..."**

**Dan:** Wow. You might just have broken my mind!

*Shooting over (and the blot toad mercifully still alive), the two warlords moved on to the charge phase where only the Skinks made it into combat. After scrabbling ineffectively at the orange-clad rats, six of their number were chopped up by the Stormvermin. Their high bravery, though, stopped them from running away from the fight.*

**Mel:** That's so not fair! I did nothing to your Skaven and you killed six poor Skinks.

**Dan:** But I haven't killed all your Skinks and they're not going to run away either, so now my Stormvermin are stuck fighting them. They have to kill them all or retreat, tails between their legs.

**Mel:** Run, ratmen. Fear the Skinks!

## A CELESTIAL NUISANCE

Dan: Mel's first action of the game was to use her Skink Starpriest (1) to summon a unit of 10 Skinks (it would have been 20 if Mel had a bigger unit of them!). The warscroll says they can be set up anywhere within 15" of the Starpriest and more than 9" from any enemy models. Mel placed them in front of her Starpriest, opposite my Stormvermin, with the intention of holding them up (2).

Mel: I picked the Skinks armed with boltspitters (3) because I wanted to try and shoot as many of Dan's models as possible before they got into combat. Sadly the boltspitters aren't very accurate and my Skinks didn't kill a single Stormvermin. In the end I decided to charge the Skaven (4). What did I have to lose – they were extra Skinks anyway! They didn't kill any Stormvermin, but they didn't run away either, holding up Dan's unit for several turns. I think I made a good tactical choice, there.





# COLLECTING AND GAMING



## FIGHTING CLOSE COMBAT

**Dan:** In close combat you can only use melee weapons. You can still shoot into combat in your turn, representing your warriors firing close-range shots at the enemy, but you can't use arrows or poison darts to beat them to death.

**Mel:** Shame. I have a question, though. How can your Skaven hit my Terradons when they're so high up? Your Skaven have tiny arms!

**Dan:** In that case, how do your even tinier Skinks reach my Skaven? Remember, the Terradons are not just hovering there but swooping down from the sky to attack – that's when the Skaven hit you back. Even from a rules perspective, they still have those meteoric boulders hanging below them, which are easily within 1" of my angry horde of Skaven.

*Dan began his turn by advancing his Verminlord towards the Saurus Oldblood, while the Clanrats and the Doomwheel moved up to take on the Terradons. The Stormvermin, meanwhile, surrounded the Skinks. The Warpfire Thrower, eager to burn something, unleashed a gout of warpfire at the Saurus, melting three of them.*

**Mel:** Whoa there, you didn't even roll any dice to hit or wound. What happened there?

**Dan:** The Warpfire Thrower causes mortal wounds. Essentially they're firing warpstone-laced flame at your Saurus Warriors. It doesn't matter how tough they are or how much armour they're wearing, it just incinerates them.

**Mel:** That's horrible! Where can I get one?

**Dan:** There are Seraphon units that cause mortal wounds, such as the Ark of Sotek on the Bastiladon. We'll look them up later on your iPad.

*The Clanrats then charged into the Terradons (see above) but the Doomwheel squeaked to a halt before it could reach them, much to Mel's amusement. The Verminlord also failed his charge on the Saurus, leaving him open to an attack from the Carnosaur. Mel, elated, thought she was about to catch Dan's units off-guard until she read the passage on the rules sheet that explains the alternating turn sequence. Dan subsequently won the roll-off.*

Dan measures the range for his Doomwheel's warp lightning projectors. It doesn't matter, it barely hurts the well-armoured Bastiladon anyway!





**Mel:** I sense shenanigans here. How come you get to go again. That's two turns in a row!

**Dan:** The variable turn sequence represents the vagaries of war, of my general outwitting yours or vice-versa, with flank marches, surprise ambushes and assaults. It's not there to trick you, or to ruin your plan, but to make you think carefully about what you do each turn and plan for the worst case scenario – that you might not win the roll-off.

*The Verminlord started the turn by using Inspiring Presence on the Clanrats, enabling them to ignore battleshock tests. The Warlock Engineer then cast Mystic Shield on them, enhancing their armour save (to 5+) with arcane sigils and wards.*

**Mel:** How do you remember that, though? Is there a marker or something you could use to show they're magically protected?

**Dan:** Normally you just remember, but I'll put one of these purple dice next to the unit with a five facing upwards – that should remind us (it did, too, as Dan nearly forgot about Mystic Shield in the combat phase!).

*The Verminlord advanced once more, this time virtually guaranteeing a charge against the Oldblood on Carnosaur, while the Doomwheel took an unexpected trajectory, driving right through the edge of the Clanrat unit...*

**Mel:** Erm, can you really run over your own units?

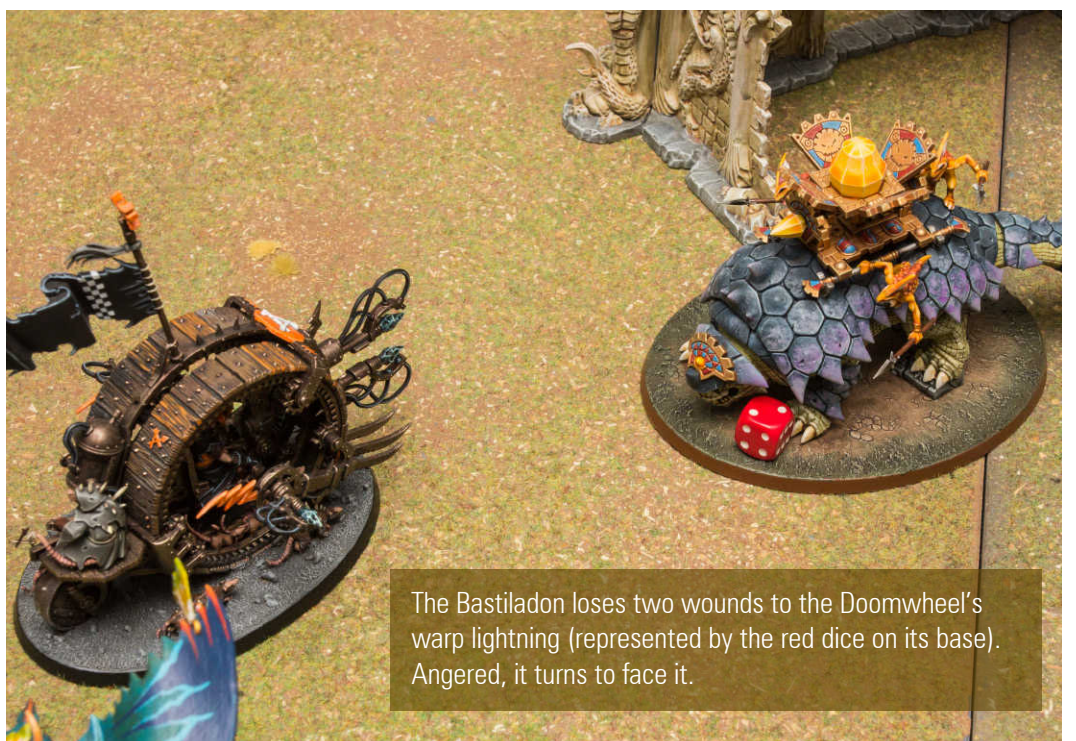
**Dan:** These are Skaven – life is cheap. Besides, I reckon they can take on the Terradons easily and I want the Doomwheel to run over the Bastiladon.

**Mel:** There is no way it could drive over it, the Bastiladon is way too tall!

**Dan:** It's just a big speed bump. More likely the Doomwheel will side-swipe it as it rolls past. It doesn't have to drive over the Bastiladon.



The Clanrats, made brave by Inspiring Presence and protected by Mystic Shield (represented by the purple dice), claw ineffectively at the Terradons.



The Bastiladon loses two wounds to the Doomwheel's warp lightning (represented by the red dice on its base). Angered, it turns to face it.



The Doomwheel attempts to crush the Bastiladon as the godly finger of the Horned Rat points to the combat. The Clanrats finally kill a Terradon Rider!



### THE NEXT SUMMONING

Mel: Ho hum, what to pick. Erik, who was taking the pictures of us playing, suggested I pick a Stegadon and I really wanted to summon a Trogdon, but both are hard to summon. In the end I picked the Ripperdactyl Riders. I love the models, and the Terradons were causing so much damage to the Clanrats I thought some more flyers wouldn't go amiss. Besides, they wanted their toad back.



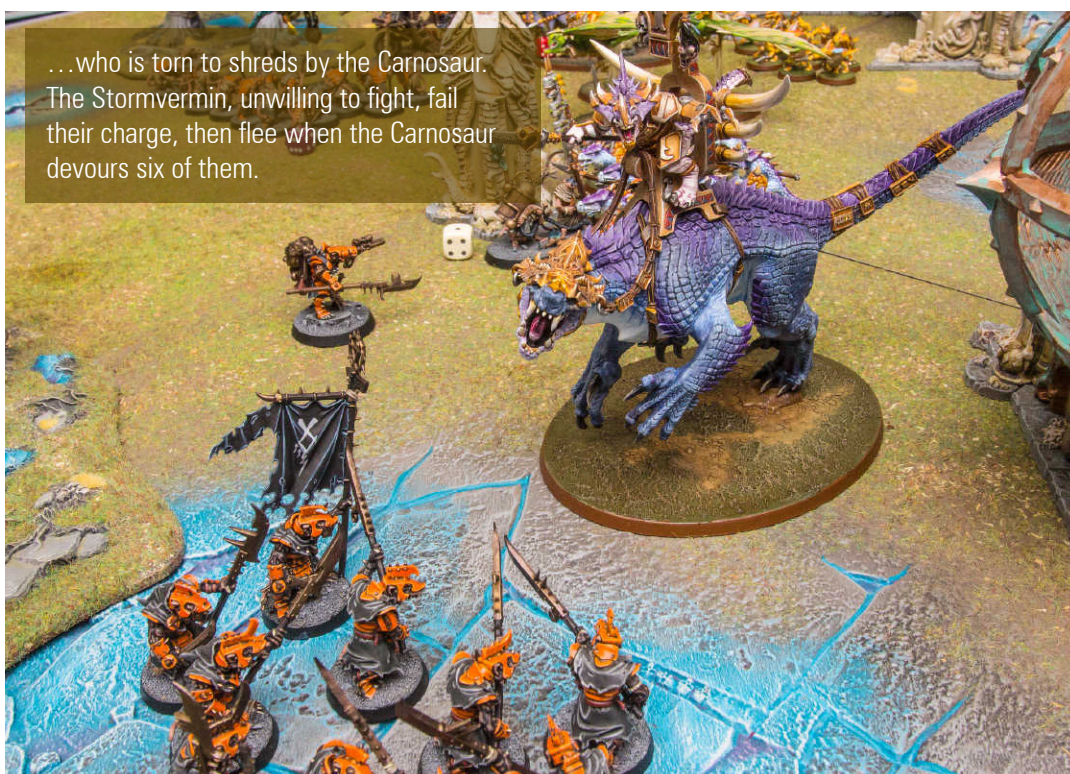
# COLLECTING AND GAMING



The Verminlord squares up against the Carnosaur, lashes out with its prehensile tail, then chickens out on the charge. What a coward!



The ancient Oldblood has no such qualms. He blasts the Warlock Engineer with his sunbolt gauntlet, then charges the Verminlord...



...who is torn to shreds by the Carnosaur. The Stormvermin, unwilling to fight, fail their charge, then flee when the Carnosaur devours six of them.

The Doomwheel unleashed its warp lightning on the Bastiladon, wounding the hulking beast, while the Warlock Engineer and the Warpfire Thrower fired into the Terradons, killing one and wounding another. Combat, though, was where the real action happened. Or was meant to, until everything went horribly wrong and both the Doomwheel and the Verminlord failed their charges.

**Mel:** Ah ha! Serves you right for stealing the turn. Now I'm going to summon some new units and kill that Verminlord. Time to use my general's ability, I reckon. First, some summoning...

Dan watched in horror as Mel summoned a unit of Ripperdactyl Riders that subsequently swooped into the Clanrats. The Oldblood also locked horns with the Verminlord while the Bastiladon fired a beam of celestial energy at the Doomwheel, blasting off wooden splinters, before also charging in.

**Mel:** I want to fight with the Bastiladon first. I'm going to flatten that giant wheel.

**Dan:** I'd suggest fighting with the Carnosaur first. Consider it the title fight, the one everyone's watching. Besides, you want your general to hit mine before he hits you, that way you can hopefully weaken him before he gets to fight.

It was sage advice, given in friendship, but it was tactically unwise for Dan. The Oldblood, boosted by his Ancient Warlord ability, wounded the Verminlord six times. The Carnosaur then grabbed it in its jaws and kept shaking until the avatar of the Horned Rat was utterly, irrevocably and very messily dead (18-wounds dead, in fact!).

**Mel:** Oh yes, take that Horned Rat. Can the Carnosaur really do that much damage?

**Dan:** It's an ancient being of incredible celestial power. Every one of its attacks does three damage. It just tore the Verminlord to shreds with its massive teeth. I'm in serious trouble now...

And Dan was. Following the death of the Verminlord, the Ripperdactyls shredded the Clanrats. Mel then won the roll-off for the third turn and Dan's fate was sealed. The Stormvermin, assaulted by the Carnosaur, wisely fled the battlefield. The Seraphon were victorious! ☠

## A STELLAR VICTORY

**Mel:** Well that was great fun! Not just because I won but that always helps, right? I found playing through the rules, rather than just reading them, made the game so much easier to understand, and having things explained in everyday terms rather than "3+", "4+", "no rend for you", is far more exciting and vivid. I look forward to giving Dan's Skaven another kicking. If he'll let me...



# REALMS OF BATTLE



This month, White Dwarf kicks off a brand-new series looking at how to build up your own terrain collection. In this first instalment, we look at where to start, and offer some top tips on assembling your terrain kits and choosing a colour scheme for your collection.

### CITADEL TOOLS



Fine  
Detail  
Cutters



Files



Texture  
Spreader



Liquid  
Greenstuff



Plastic  
Glue

**T**he only thing finer than two beautifully painted armies going to war on the tabletop is a battlefield that looks just as striking. Once upon a time, gamers had to make do with green sheets and a few stacked books representing hills, but these days Games Workshop produces a whole plethora of fantastic terrain kits, from promethium pipelines and arcane gateways to whole ruined city sectors.

With only so many hours in the day to spend on painting and modelling, you can be forgiven for wanting to dedicate that time to your army. But the 'third army', the battlefield itself, can not only be a great project in its own right, but can be the missing piece that really sets your whole collection off – stunning terrain for your armies to fight over, or be displayed on between games.

Terrain helps make games both more visually interesting and tactically challenging, as suddenly your Kurnoth Hunters can't just pick off enemy units with abandon if their targets are hiding in ruins, and Tyranid bio-horrors

certainly become a lot more fearsome if you can't shoot them before they get too close! Terrain adds something to the game, providing cover from enemy fire, objectives to secure, and a way of encouraging tactical movement. Beyond that, many pieces of terrain even have their own special rules.

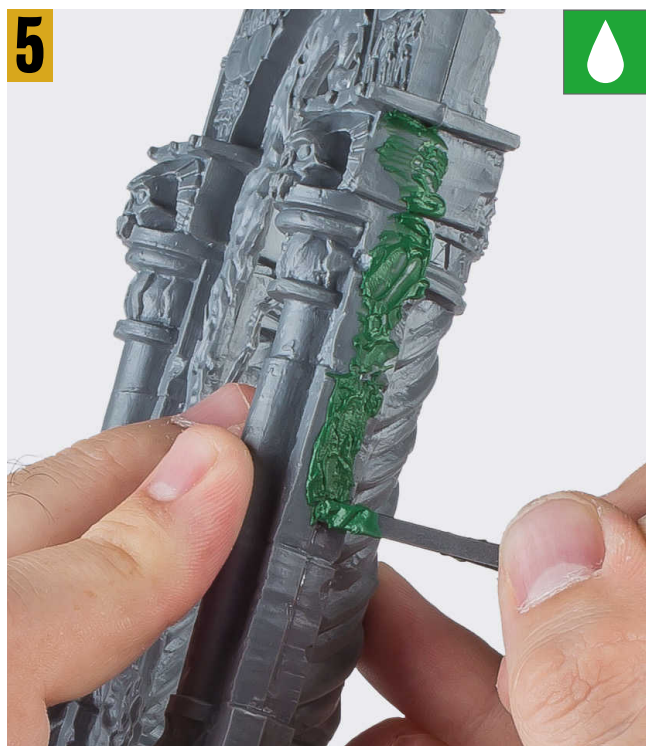
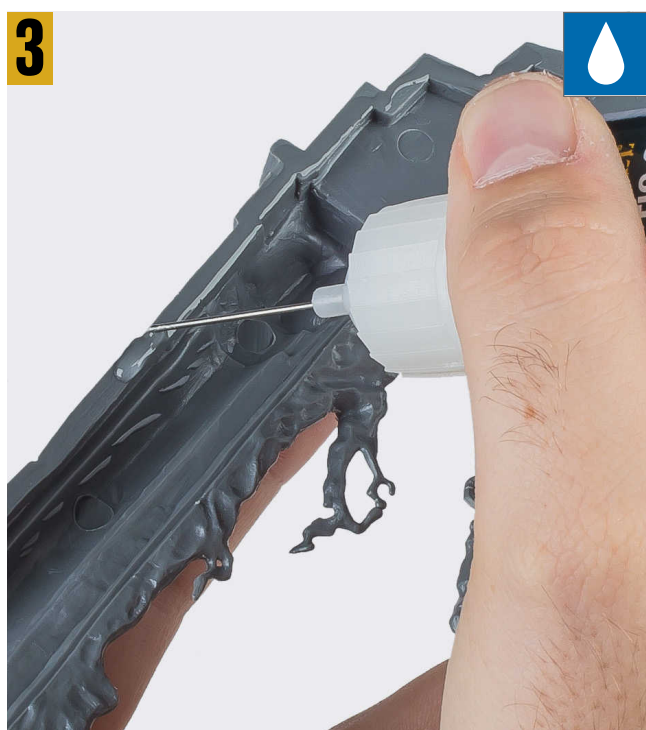
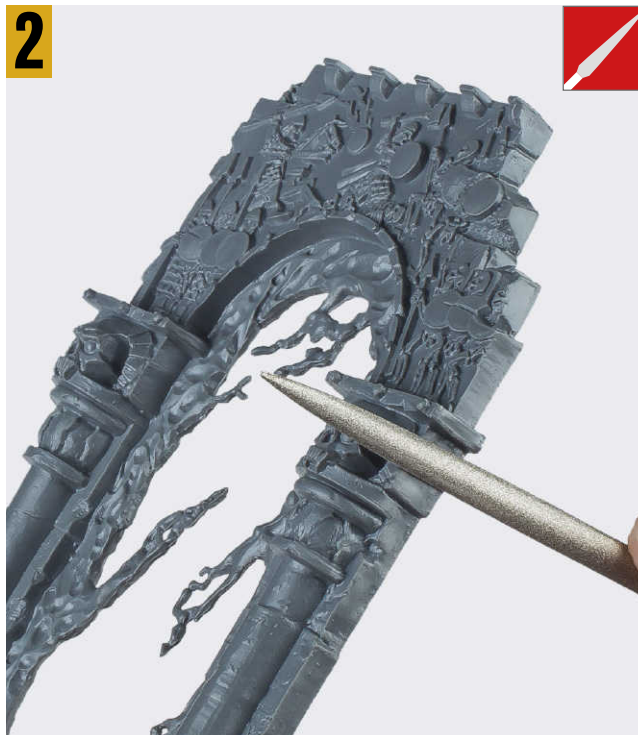
Scenery collections can be vast. Over time you might build up whole boards and hoards of buildings. The thing is that even a small terrain collection can make a big difference. A great place to start is with a couple of small kits that can serve as objectives and also break up the open lines of sight of the battlefield a little. For our starting collections, we choose a pair of Baleful Realmgates and a Balewind Vortex for Warhammer Age of Sigmar and a set of Haemotrope Reactors and some Promethium Relay Pipes for Warhammer 40,000.

Here we look at how to start your own terrain collection, with some tips on building terrain kits and a selection of paint schemes that should help you choose the colours for your own terrain.



# HOW TO MAKE WARGAMES TERRAIN

Building terrain kits is similar to assembling miniatures, but there are few differences, and a few slightly different techniques to use for the best results.



Our terrain kits are made from the same high-quality, hard plastic as our miniatures, but the manufacturing process for some of the kits is ever so slightly different, and with the kits themselves typically being much larger, too, you'll find that the job of assembling them can be slightly different to putting your miniatures together. Start by clipping the pieces off the sprue with your Fine Detail Cutters as you would any other model. Perform a dry fit (1) before applying any glue to see how the pieces fit together, noting where there might be any gaps or where any leftover bits of sprue might get in the way. Use a knife or a file (2) to remove any chunks of plastic that might prevent a clean fit. Don't worry if you don't catch all the mould lines at this stage; you can perform another clean-up after gluing.

With the pieces cleaned up, coat the contact points with plastic glue (3) (using a bit more than you might on a miniature) then press the pieces firmly together. You might want to use a few rubber bands (4) to keep the two pieces together. The glue takes time to dry, and whilst you can hold the parts together with your hands, the rubber bands allow you to get on with other things.

After the pieces have dried, you can fill in any remaining gaps with a little Liquid Green Stuff, applying it with a Citadel Texture Spreader and working it into the gaps (5). Leave it to dry for a few hours, or overnight. Finally, use a file or knife to carefully clean up any excess Liquid Green Stuff and any remaining mould lines, and the piece is ready for painting (6).



# MODELLING AND PAINTING

## CHOOSING A COLOUR SCHEME AND PAINTING YOUR SCENERY

Painting scenery presents a few different considerations to painting miniatures, so here we look at coming up with a colour scheme and choosing the techniques you're going to use.

### PAINTING PIPES

Begin by basecoating your pipes in your chosen colour. In this example, we used a basecoat of Zandri Dust, because it's conveniently available as a spray. With terrain pieces often being large, you'll find it's well worth choosing a spray for your base colour if you can. Once dry, give the pipes a couple of drybrushes of Screaming Skull. You'll find this works, surprisingly, with pretty much any base colour, as the Screaming Skull simply serves to provide an area of lighter, worn-looking highlights.

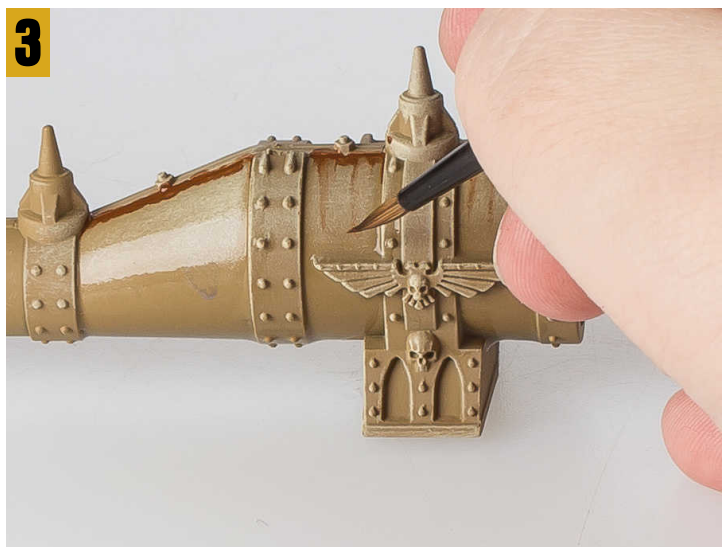
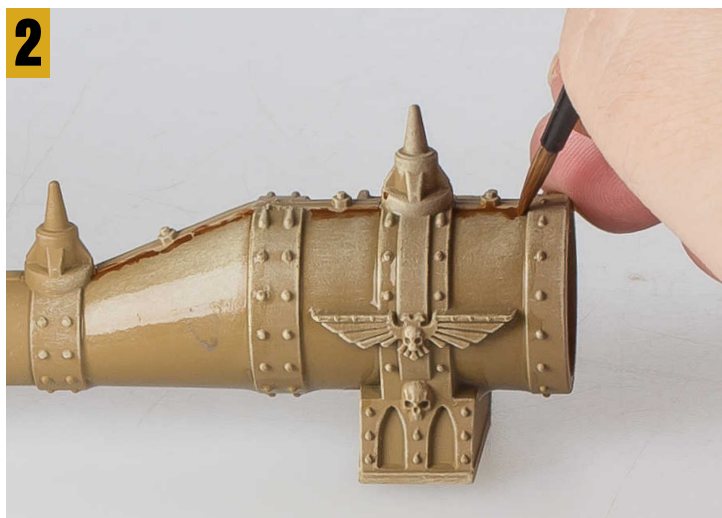
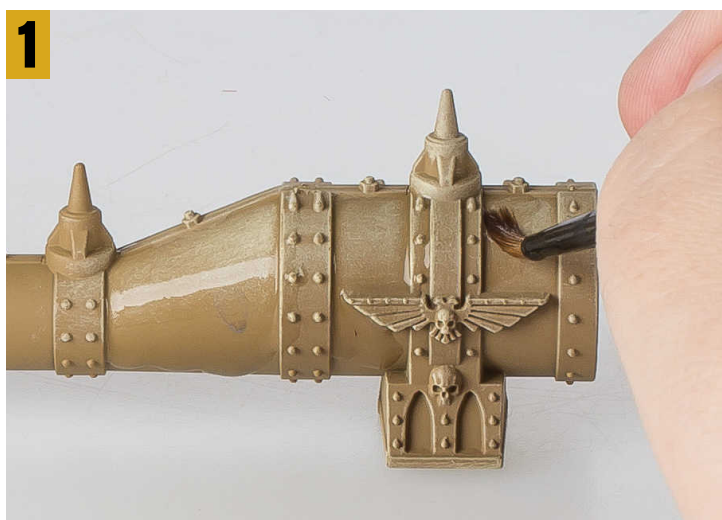
After this, you can begin to add staining and weathering. To do so, apply Lahmian Medium along the top of the body of the pipe **(1)**, just inside the banding. Whilst the Lahmian Medium is still wet, add a little Mournfang Brown to the top of the pipe **(2)**, then carefully draw it down into the Lahmian Medium in thin streaks **(3)** using an M Layer brush. You can wipe away the edges of the streaks with the tip of your finger if you think they're starting to stand out a little too much. Similarly, you can add a little more Mournfang Brown, particularly down the centre of the streaks, if you feel they're not yet distinct enough.

Once the streaks are dry, you can sponge on some weathering. Take some Rhinox Hide, place it on your palette and thin it down a little as you would when painting a miniature. Then, take a piece of sponge (torn, preferably) and dab it into the paint **(4)**, dabbing off most of it on the palette, much like if you were drybrushing. Then, lightly dab the sponge onto the areas of the pipes most likely to accrue rust and grime **(5)**. Don't go overboard – it's best to build up this weathering in multiple stages so you can control the effect. Just apply enough that you can see distinct areas of wear and tear, marked by small spots of damage, without covering whole areas **(6)**.

That done, you've got a great looking set of pipes ready to fight over.

Terrain kits usually represent hard materials like metal and stone. For that reason, it's often better to think of your scenery as a set of textures – metal, stone, rust, and so on – rather than specific details, and decide which textures you want to apply to which area of the models. This then influences your choice of both colours and techniques. You'll probably want to choose a colour scheme that will work across all or most of your scenery collection, so painting your Promethium Pipes bright silver is fine, but it's worth thinking about what colours you might use on any buildings you'll later add

to your collection, and make use of some colours common to both. As for your miniatures, you'll likely want them to stand out from your terrain, so think about how the two will work together. Flat areas of colour with details such as weathering may work best in making your scenery visually interesting without clashing with your miniatures. Scenery kits also tend to be large, so these kinds of colour schemes will allow you to make use of techniques like drybrushing while adding details with weathering, as in the example below.



### WEAR AND TEAR

The techniques shown here will work well on all sorts of terrain pieces, particularly those designed for Warhammer 40,000 (not to mention, tanks and armoured warriors), not just pipes. You just need to decide where to apply the streaks and weathering. You can also try out different colours, to represent metal chips or different materials being weathered.



This doesn't mean you can't use bright colours for your terrain. Effects like rust and weathering will tone down your chosen base colour, so even very bright colours like red and orange will be less overpowering than they might be if painted in the same way you might on a miniature. Below you can see a selection of ideas for colour schemes. We've shown them off here on Promethium Relay Pipes but all of these colour schemes will work across a variety of different terrain kits. Believe it or not, the

nine colour schemes below are all painted using the exact same techniques and, apart from their basecoat, the exact same colours. Each was basecoated then drybrushed two or three times with Screaming Skull (as in the example on the opposite page), both making painting straightforward and helping to mute the base colour slightly. You can, of course, take things much further, as you can see in the examples at the bottom of the page.

COLOUR SCHEMES

The nine Promethium Relay Pipes on the top half of this page show the huge variety of colour schemes possible with just a single basecoat colour and a few simple techniques. Each of these pipes was painted using exactly the same stages as for the Zandri Dust-coloured pipe opposite, just with a change of base colour. For example, the Cadian Kasr pipe was painted with a basecoat of Deathworld Forest rather than Zandri Dust, but everything else – the drybrushes of Screaming Skull, the streaks of Mournfang Brown and the sponging with Rhinox Hide – is exactly the same. Of course, there's no reason you can't lavish much more time and effort on your scenery. Below you can see three examples of pipes painted using a wider variety of techniques and colours. Just bear in mind that painting your scenery this way will take more time. You can always start simple with your terrain and come back to it later.



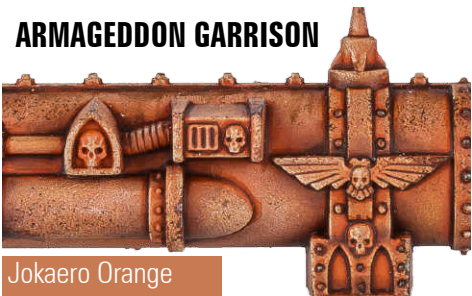
Hellion Green



Kabalite Green



Deathworld Forest



Jokaero Orange



Averland Sunset



Khorne Red



Fenrisian Grey



Chaos Black



Macragge Blue



VOSTROYAN FORTALICE

- |                              |   |
|------------------------------|---|
| Basecoat: Khorne Red         | Starting with a basecoat of Khorne Red, drybrush the main body of the pipe Cadian Flestone, much like you'd drybrush the Screaming Skull in the above examples. Then, basecoat the trim of the pipes with Skullcrusher Brass and carefully wash those metallic areas with Nuln Oil, but don't worry too much if it spatters onto other areas a little. To represent the build-up of verdigris and other gunk, carefully apply Typhus Corrosion to areas where such dirt would naturally build up, such as on vents and around joins. As with all weathering, don't go overboard. Finally, coat your build-up of Typhus Corrosion with Nihilakh Oxide to finish. |
| L Base                       |   |
| Drybrush: Cadian Flestone    |   |
| L Drybrush                   |   |
| Basecoat: Skullcrusher Brass |   |
| M Layer                      |   |
| Wash: Nuln Oil               |   |
| M Shade                      |   |
| Wash: Typhus Corrosion       |   |
| M Layer                      |   |
| Wash: Nihilakh Oxide         |   |
| S Layer                      |   |



MACHARIA REDOUBT

- |                              |   |
|------------------------------|---|
| Basecoat: Fulgurite Copper   | With this colour scheme, neatness in the basecoats is vital. Start with a basecoat of Skullcrusher Brass on the main body of the pipes, Fulgurite Copper on the smaller pipes and tanks and Leadbelcher on the banding. When this is all dry, wash the entire thing with a few thin coats of Agrax Earthshade, taking care to let the last one dry before applying the next. When this is done, apply a final wash of Nuln Oil (or Nuln Oil Gloss). Next, use the streaking method on the opposite page, but substitute the Mournfang Brown with Nihilakh Oxide, which gives you an absolutely fantastic verdigris effect. To finish up the pipe section, sponge on some Rhinox Hide. |
| M Base                       |   |
| Basecoat: Skullcrusher Brass |   |
| L Base                       |   |
| Basecoat: Leadbelcher        |   |
| M Base                       |   |
| Wash: Agrax Earthshade       |   |
| L Shade                      |   |
| Wash: Nuln Oil               |   |
| L Shade                      |   |
| Layer: Lahmian Medium        |   |
| M Layer                      |   |
| Layer: Nihilakh Oxide        |   |
| S Layer                      |   |
| Sponge: Rhinox Hide          |   |
| Sponge                       |   |



FERROXIAN FASTNESS

- |   |   |   |
|---|---|---|
| Basecoat: Leadbelcher                     | Drybrush: Ironbreaker                     | Start with a basecoat of Leadbelcher over the whole pipe, then apply a mix of Rhinox Hide and Lahmian Medium to the recesses, repeating this with Mournfang Brown, Squig Orange and finally Trollslayer Orange, each mixed with Lahmian Medium. Then sponge Rhinox Hide over the whole pipe before drybrushing it with Ironbreaker. Next, apply Kabalite Green over the body of the pipe, leaving some patches of rust bare. Highlight the green with Sybarite Green, then sponge on some more Rhinox Hide. Apply Typhus Corrosion to the recesses and the bottom of the rust patches, then add streaks of a mix of Pallid Wych Flesh and Lahmian Medium down the body of the pipe. |
| L Base                                    | M Drybrush                                |   |
| Wash: Rhinox Hide & Lahmian Medium        | Layer: Kabalite Green                     |   |
| M Shade                                   | M Layer                                   |   |
| Wash: Mournfang Brown & Lahmian Medium    | Highlight: Sybarite Green                 |   |
| M Shade                                   | M Layer                                   |   |
| Wash: Squig Orange & Lahmian Medium       | Sponge: Rhinox Hide                       |   |
| M Shade                                   | Sponge                                    |   |
| Wash: Trollslayer Orange & Lahmian Medium | Wash: Typhus Corrosion                    |   |
| M Shade                                   | M Shade                                   |   |
| Sponge: Rhinox Hide                       | Layer: Lahmian Medium                     |   |
| Sponge                                    | M Layer                                   |   |
|   | Layer: Pallid Wych Flesh & Lahmian Medium |   |
|   | S Layer                                   |   |



# MODELLING AND PAINTING

## THE REALMS OF POSSIBILITY

The same principles apply to choosing colour schemes for your Warhammer Age of Sigmar scenery as to choosing them for your Warhammer 40,000 scenery, though of course the details differ a little. Age of Sigmar terrain is more likely to represent materials like stone than metal, for instance. It's also less likely that you'll want to incorporate rust and the like, but similar textures like verdigris, blood splatters and the build-up of dirt are ideal.

You can take advantage of details like the magical flame on these Realmgates to add further colours. Other details will work equally well as metal or stone, as you can see in the variety of colours and textures chosen for the sculpted reliefs on the Realmgates shown here. Remember, also, that even if using stone textures for the bulk of your terrain, these too can vary. Michael Wieske painted his Realmgate (second left) with rich, blue stone for the upper part of the model – the gate itself – and a simpler, more traditional grey, slate colour for the steps.

When it comes to your choice of colours, the colour combinations found in any of the Scenery Painting Sets make ideal starting points. Beyond that, there's nothing to stop you using any colour you like for the often magical materials found across the Mortal Realms. As with the Warhammer 40,000 terrain on the previous page, a drybrush of Screaming Skull will help almost any base colour fit in.



### SANDSTONE

Undercoat:  
Chaos Black

Spray

Basecoat:  
Zandri Dust

L Base

Drybrush:  
Zandri Dust

L Drybrush

Drybrush:  
Ushabti Bone

L Drybrush

Drybrush:  
Screaming Skull

M Drybrush

### CREEPING GLOW

Wash: Druchii  
Violet

L Shade

Drybrush: Xereus  
Purple

L Drybrush

Drybrush: Slaanesh  
Grey

M Drybrush

Drybrush: Wrack  
White

M Drybrush



### FLOATING STEPS

Basecoat:  
Mechanicus  
Standard Grey

L Base

Drybrush:  
Karak Stone

L Drybrush

Drybrush:  
Screaming Skull

M Drybrush

Realmgate  
Basecoat:  
Incubi Darkness

L Base

Drybrush:  
Dawnstone

L Drybrush

Drybrush:  
Karak Stone

M Drybrush

### BRASSWORK

Layer:  
Balthasar Gold

M Layer

Wash: Agrax  
Earthshade

M Shade

Drybrush: Balthasar  
Gold

M Drybrush

Drybrush:  
Retributor Armour

S Drybrush

### MAGICAL SANDS

Basecoat:  
Celestra Grey

L Base

Basecoat:  
Zamesi Desert

L Base

Wash: Balor Brown  
& Lahmian Medium

L Shade

Wash: XV-88 &  
Lahmian Medium

L Shade

Highlight:  
Screaming Skull

S Layer

### SKULLS

Layer:  
Rakarth Flesh

M Layer

Wash:  
Agrax Earthshade

M Shade

Layer:  
Rakarth Flesh

M Layer

## MORE REALMGATES



Warhammer TV's Duncan Rhodes painted up this delightfully creepy Baleful Realmgate. If you want to see how he did it, head to YouTube and search for 'Warhammer TV'. There's plenty of tips you can apply to other scenery projects as well.



This fiery Realmgate paint scheme is featured in The Realmgate Wars: Godbeasts, with a full step-by-step guide included, alongside plenty of other painting guides, including one for painting your Realm of Battle: Shattered Dominion board.



You may recognise this Baleful Realmgate from the back cover of the box. In many ways, this is a culmination of experimentation and trying out different colours with the techniques we've listed here. Experiment and find your own favourite!

## BATTLEGROUND

As mentioned earlier, it's worth bearing your miniatures in mind when choosing a colour scheme for your terrain. Michael painted his Realmgate to complement his Stormcast Eternals, choosing colours reminiscent of those on his Stormcast, but more muted in tone (grey instead of silver, and duller, stony blue instead of the vivid blue of his models' armour) to prevent terrain overpowering model.





## BATTLE REPORT

# THE EMPEROR PROTECTS

These are the last days of Cadia. Abaddon the Despoiler, Warmaster of Chaos, has brought the might of the Black Legion to the soil of Cadia Prime, intending to witness the death of its defenders first-hand. Will Abaddon finally take Cadia, or will the Emperor protect?

**A**mongst the ruins of Kasr Kraf, the last surviving defenders of Cadia prepare to sell their lives dearly. Lord Castellan Creed has ordered a fighting retreat into the fortress city's ruins, but now there is nowhere left to retreat to – they are surrounded. Every fight now is a fight to the death. There is no surrender, no chance to sue for peace. There is only death, and the fall of Cadia, or salvation and the defeat of

Abaddon's 13th Black Crusade. For the defenders of the Imperium it is a bleak time, lightened only by the presence of Saint Celestine. Yet reports have come in that Abaddon himself has descended to the surface of Cadia and intends not only to defeat its last valiant defenders, but to slay the Living Saint, too. The battle at Kasr Kraf will decide the fate of billions. The warriors of Cadia and their allies must prevail, or die in the attempt.





# IN DEFENCE OF THE CADIAN GATE



## ERIK NIEMZ

Erik can normally be found leading an alien horde into battle, so taking command of an Imperial force was a new experience for him. He's looking forward to using the three new Imperial heroes and shouting orders to his Astra Militarum minions.

**Erik:** So, it's me versus Dan again in a Battle Report, but this time I will be taking the side of the honourable Imperium while Dan commands the forces of Chaos. This time we're playing on a massive 8' by 4' city board that we pilfered from Warhammer World for a few days – the perfect battlefield for the last battle of Cadia. It's going to be a big game, too, somewhere in the region of 5,000 points a side, and I will be using Astra Militarum, Space Marines, Sisters of Battle and Adeptus Mechanicus units, not to mention Trazyn the Infinite (but more on him later).

I have a few goals with this game. Firstly, I want to show off the three new characters – Belisarius Cawl, Inquisitor Greyfax and Saint Celestine – in their best light. I have a responsibility, if you will, to show you how

awesome these three mighty heroes are on the battlefield. Belisarius Cawl has loads of special abilities that will make him a real asset to my army's defences, while Greyfax's psychic power should prove debilitating to Dan's offensive. Celestine... I want her to kill Abaddon. I honestly don't know if she's up to the task, but it feels like the right thing to do, two epic heroes duelling it out. I intend to hunt him down when she drops from the sky like an avenging angel.

So how do I plan to save Cadia and defeat the forces of Chaos? Firstly, hold back and shoot them – I know how deadly Chaos Space Marines can be in combat. Secondly, use my heroes to boost up the abilities of my own units as much as possible. Lastly, have faith in the Emperor!

# THE DESPOILER OF WORLDS



## DAN HARDEN

Dan loves massive mega-battles, so this royal rumble was right up his street. Though traditionally a servant of the Imperium, an aura of Chaos has surrounded him for the last few weeks. Glory (or spawnedom) awaits him.

**Dan:** The battle Erik and I will be fighting is the Echoes of War mission The Emperor Protects from the new Fall of Cadia book. It's the climactic mission in the book, which means Abaddon the Despoiler is about to bring an eternity of suffering to Cadia. In the background this is a vast battle involving millions of troops fighting in the huge catacombs beneath Kasr Kraf, which is why we decided to play such a large battle. Admittedly we don't have a cavern to play in (though stalactites have started to form in the White Dwarf bunker), but the war-torn Spyral Prime board made for an excellent substitute.

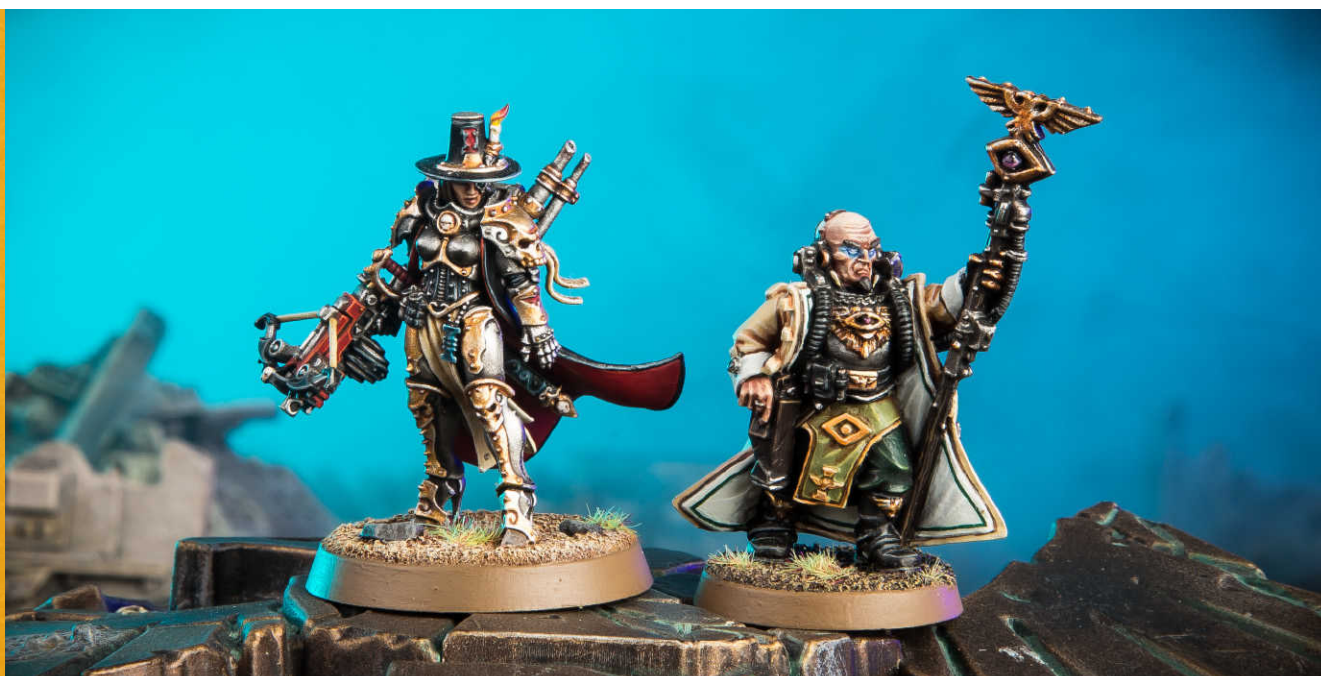
When it comes to games, Erik and I are pretty chilled-out players, so narrative scenarios like this are perfect for us. Like our last Battle Report, we picked our armies based on the

models we liked most and what we thought looked cool, then wrote our army lists afterwards. In the end, Erik out-pointed me by close to 1,000 points, which prompted the inclusion of a small contingent of Chaos Daemons in my force to even things up. We were ready for battle!

In this mission there are no Tactical Objectives, just Victory Points awarded for killing enemy units, with a bonus five points awarded for killing the enemy commander. For me, it's Abaddon, for Erik, it's Celestine. Celestine doesn't arrive on the battlefield until Turn 3, so I plan to rack up as many kills as possible before she does, then chop her up – hopefully with Drach'nyen. It's only fitting, really, that Abaddon gets the crucial kill.

## EMPYRIC STORMS

Abaddon's invasion of the Imperium is heralded by terrible Warp storms, represented in Fall of Cadia by the Empyric Storms chart. In our battle, at the start of each player turn, we rolled two dice and consulted the chart to see what effect would be in play for that turn. That meant that two empyric effects would be running concurrently every turn. Sometimes the effects were profound, having a major impact on the game, other times they were downright hilarious!





# BATTLE REPORT



## THE ALLIED ARMIES OF THE IMPERIUM

**5325 POINTS**

**Erik:** The backbone of my army is the Studio's vast collection of Cadians, supported by several other Imperial factions as detailed in the Fall of Cadia story. The starting point for my force was two platoons of Guardsmen (1) plus a few transport vehicles and heavy weapons squads (2), giving me over 100 Guardsmen to hold my battle line. To lead them I picked Ursarkar Creed (3), who will hopefully bellow plenty of orders at his troops and make them fight even harder. For the army's heavy support I grabbed a trio of Leman Russ Battle Tanks (4), one of them commanded by Pask, and a Baneblade (5). If that can't hold back the tide of Chaos Space Marines, nothing can! My last additions to the Astra Militarum part of the army were a unit of Ogryns (6) and a unit of Bullgryns (7). According to the mission special rules, I can deploy some of my units by Deep Strike later in the game as they're released from one of Trazyn the Infinite's (8) many tesseract labyrinths. I'm hoping the Bullgryns will be a nasty surprise for Dan!

The next faction were the Space Marines. I chose Black Templars, as they're a key part of the Fall of Cadia story. There are two Crusader Squads (9), a Marshal (10), an Assault Squad and a unit of Sternguard Sword Brethren (11) in a Rhino. Between the Black Templars and the Cadians I was able to create one of the new formations from the Fall of Cadia book – the Wrathful Crusade. All I needed was Inquisitor Greyfax (12) and Saint Celestine (13) to lead it. To accompany these two mighty heroes, I requisitioned a squad of Tempestus Scions (14) for Greyfax and a unit of Battle Sisters for Celestine (15), plus an Immolator (16) and a squad of Seraphim (17).

The last part of the force to be included was Belisarius Cawl (18) and his bodyguard of Skitarii Vanguard (19) and Kataphron Breachers (20). I love the Breacher models, which is why I included them in the force, but I also hope their torsion cannons will prove useful against any war machines Dan might take. We'll see...





## THE BLACK LEGION, DESPOILERS OF CADIA

**5239 POINTS**

**Dan:** The Studio's Chaos collection is pretty huge but I wanted to field a pure Black Legion army if possible – there are other Legions fighting on Cadia but this is their battle, really. I started by looking at the new formations in the Fall of Cadia and found three that suited the collection at my disposal – the Bringers of Despair, which include Abaddon (1) and a squad of Chaos Terminators (2); the Helforged Warpack, which includes a Warpsmith (3), a couple of Helbrutes (4) and a pair of Forgefiends (5); and the Black Legion Warband, which includes pretty much everything else! I picked three squads of Chaos Space Marines (6-8), one led by Ygethmor the Sorcerer (9), and two units of Cultists (10-11) to act as my main battle line, while a squad of Chosen (12) and a squad of Possessed (13) will advance up the flanks in Rhinos to try and nip behind Erik's lines. I picked a second squad of Terminators (14), along with Haevorion, a Chaos Lord, (15), to lead the spearhead of my assault, plus a Land

Raider (16) to carry them swiftly into battle. I rounded out the Chaos Space Marine side of the force with some fast attack and heavy support units. The Warp Talons (17) and Raptors (18) will arrive later in the battle to plug any gaps in my army or prey on unsuspecting Guardsmen, while the Bikers (19) will hopefully hold up some of Erik's units in combat, preventing them from shooting me in his turn. My heavy support came in the guise of a squad of Havocs (20), a Vindicator (21) and a trio of Predators (22) for taking on Leman Russ Battle Tanks (and anything bigger if Erik decides to bring a super-heavy to the fray).

I also added a contingent of Khorne Daemons to the force to really crank up the slaughter. A Bloodthirster of Insensate Rage (23) will lead the Daemons – I chose him purely because he's got the biggest axe of all the Bloodthirsters. He is accompanied by a unit of Bloodcrushers (24), a big units of 16 Bloodletters (25) and an angry pack of baying Flesh Hounds (26).



# BATTLE REPORT

## DEPLOYMENT: THE LAST STAND OF THE CADIAN 8TH

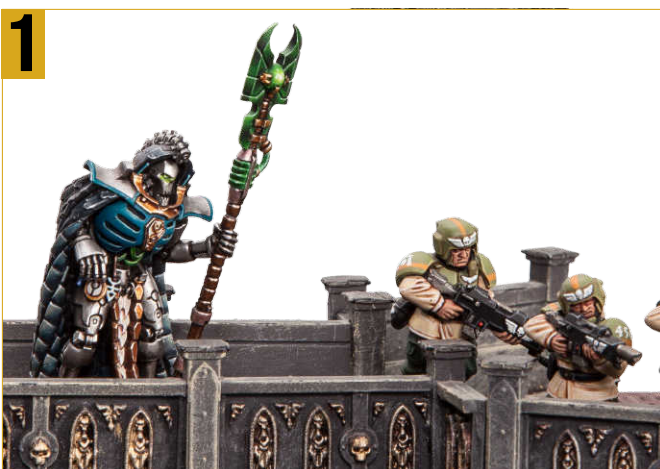
### SPYRAL PRIME

The board we used in this month's Battle Report is one of the many feature tables that can be found in the Warhammer World gaming hall. Should you travel to Warhammer World, you too can play on this board, though we would suggest calling first to reserve it – as you can imagine, it is a pretty popular battlefield. It's also bigger than what you see here – we only used eight of its twelve 2' by 2' boards!

**T**he last defenders of the Cadian 8th stood defiant among the wreckage of Kasr Kraf. Having retreated into the city's rubble-strewn streets, the Cadians took up positions amongst the ruined buildings, clearing a killing ground in front of them into which the Chaos forces would have to advance. The Baneblade Volkov's Hammer deployed on their left flank, while Pask's Lemman Russ squadron defended the right. Accompanying the Cadians were survivors of the battle on the Elysion Field – Black Templars led by Marshal Haeson, Battle Sisters of the Order of our Martyred Lady and the surviving Skitarii of Belisarius Cawl, who lingered near Pask's tanks.

Inquisitor Greyfax stood beneath Creed's command post. Of Saint Celestine there was no sign but she would not abandon the Imperial forces in their hour of need. She would return!

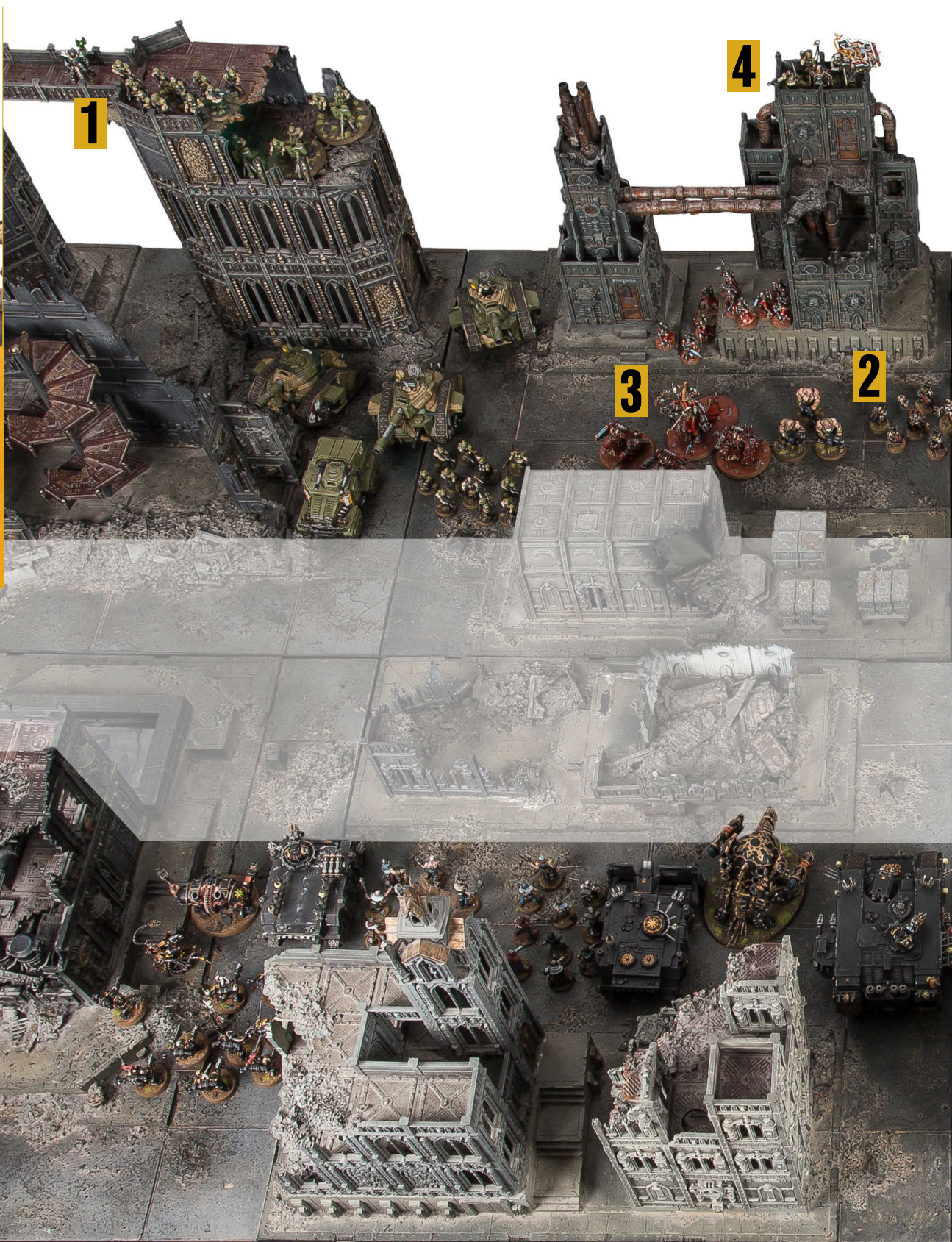
Looking south, the Cadians saw the Black Legion emerge from the gloom. Pask's augur arrays picked up the tortured screams of nearby Daemon Engines, while Haeson's Black Templars registered a trio of Predators approaching through the ruins. Between them were arrayed the ancient enemies of Cadia, countless veterans of the Long War. Creed, ever-watchful, saw no sign of the Despoiler among them and looked cautiously to the sky. The Black Legion advanced.



### TRAZYN THE INFINITE

Trazyn is an unusual ally for the Imperial forces and he's certainly not trusted by them. He has, however, got a curious interest in Cadia, not least because of the Cadian Pylons that somehow keep the Eye of Terror in check. In this battle, Trazyn can bring in additional units for the Imperial forces using one of his many tesseract labyrinths.

In this mission the Imperial Forces deploy first up to 18" onto the battlefield. Erik opted to deploy most of his power-armoured units to the fore, with his Guardsmen behind them for protection. Saint Celestine wasn't set up on the board at the start, and will arrive by Deep Strike in turn three. Erik also kept a unit of Bullgryns and a squad of Guardsmen in Tesseract Reserve. The Chaos forces deploy second up to 12" onto the board. Dan deployed his Helforged Warpack on the left of his battle line and his trio of Predators on the right. Abaddon and the Bringers of Despair will arrive by Deep Strike, as will the Raptors, Warp Talons, Obliterators, Mutilators and all the Khorne Daemons.





2



### WATCH OUT FOR: INQUISITOR GREYFAX

Surrounded by a squad of Kappic Eagles, Katarinya Greyfax could prove to be a real asset to Erik's force. Greyfax is a level 2 telepath and Erik rolled the Shrouding and Invisibility psychic powers for her. Combined with her Aura of Oppression psychic power, which can brutally neutralise nearby units, she has the potential to hamper Dan's advance considerably. Erik deployed her in the centre of the battlefield where her aura could have the most damaging effect. Dan then promptly set up a Land Raider full of Chaos Terminators opposite her. There is no doubt in either player's mind what he is planning to do. Will Greyfax tackle the Black Legion head on and prevail? Will she flee? Or will she die horribly?



3



### BELISARIUS CAWL

Erik plans to use Belisarius Cawl to augment and enhance the units around him. Cawl has the Canticles of the Archmagos special rule, which enables him to boost the abilities of fellow Cult Mechanicus units (just like the Canticles of the Omnissiah) and nearby Imperial vehicles. It's no coincidence that he's deployed near Pask's tanks.

4



### LORD CASTELLAN URSARKAR E. CREED

Creed is deployed in the central building on the Imperial side, giving him an excellent vantage point from where he can observe the whole battlefield. Erik plans to use Creed's Supreme Commander ability to issue loads of orders to nearby troops. And no, we're not sure what the 'E' in his name is for either...



# BATTLE REPORT

## TURN 1: THE LEGION ADVANCES, THE LION ROARS

**T**he Black Legion moved swiftly, eager to get to grips with their hated enemy. Haevorion led the assault in his Land Raider, which roared across the open plaza towards the distant figure of Inquisitor Greyfax, a unit of Black Legionaries in close support. On the left flank of the Chaos advance, the Helforged Warpack roared with daemoniac fury and stomped towards Pask's tanks, while on the right the Predators targeted Volkov's Hammer, crimson lascannon beams shearing armour plates off its hull. Ygethmor the Sorcerer, also on the right flank, called on Khorne to send Bloodletters to join the slaughter, but the Blood God ignored his plea. He then tried to blast the nearby Black Templars with a beam of sorcerous energy, but they resisted it with contemptuous ease. First blood went to the Vindicator. Its demolisher cannon roared, a siege shell obliterating squad 812's Taurox. The survivors, who came under fire from the nearby Cultists, panicked and fled.

### APOCALYPSE?

Despite the fact they were using over 10,000 points of models in this battle, Erik and Dan decided not to make the Emperor Protects an Apocalypse battle.

Apocalypse games have their own special rules and, with so many rules from all the different factions already in play (plus the Emyric Storms chart), our two warlords decided they didn't have space left in their brains to remember any more. As it was they already had a cheat sheet written in big pen stuck to the wall reminding them what abilities to do when during each turn.

The Imperial forces responded with hymns. Belisarius Cawl blared out the Benediction of Omniscience followed swiftly by the War Hymnal of Fortitude, which surrounded Pask's tanks with a shimmering light. Greyfax and Cawl both realised the danger of the advancing Land Raider and made every effort to eliminate its threat, but Cawl's Breachers only succeeded in blasting off a lascannon mount. Behind the Archmagos, Creed bellowed orders out to his units, calling the heavy bolter squad to put suppressive fire on the Chaos bikers. The Cadians, panicking, failed to hit the fast-moving bikes, but the nearby Sisters of Battle prayed to the Emperor and their bullets, guided by his benevolent light, tore apart the three Chaos Bikers. Behind the Battle Sisters, the commander of Volkov's Hammer aimed the Baneblade's primary weapon at the Land Raider, but missed the heavy assault tank, instead obliterated the Forgefiend next to it. The other Daemon engines of the Warpack wailed in anger.

The Forgefiend, the Warpack Alpha, advances on the Chaos left flank (1) ready to open fire with its autocannons.

The Chosen, forced to disembark from their Rhino (2), prepare to charge squad 501 and the Sanctioned Psyker hiding in their midst.

The Cultists struggle to negotiate the rubble (3). They do fire a few shots at squad 812 and cause them to flee following the destruction of their Taurox (4) by the Vindicator (5).

The Land Raider full of Terminators (6) aims its assault ramp in the general direction of Inquisitor Greyfax. Its lascannons fail to damage the nearby Leman Russ (7).

The Predators (8) make the Baneblade their primary target. However, due to intervening terrain, they only knock two Hull Points off it.

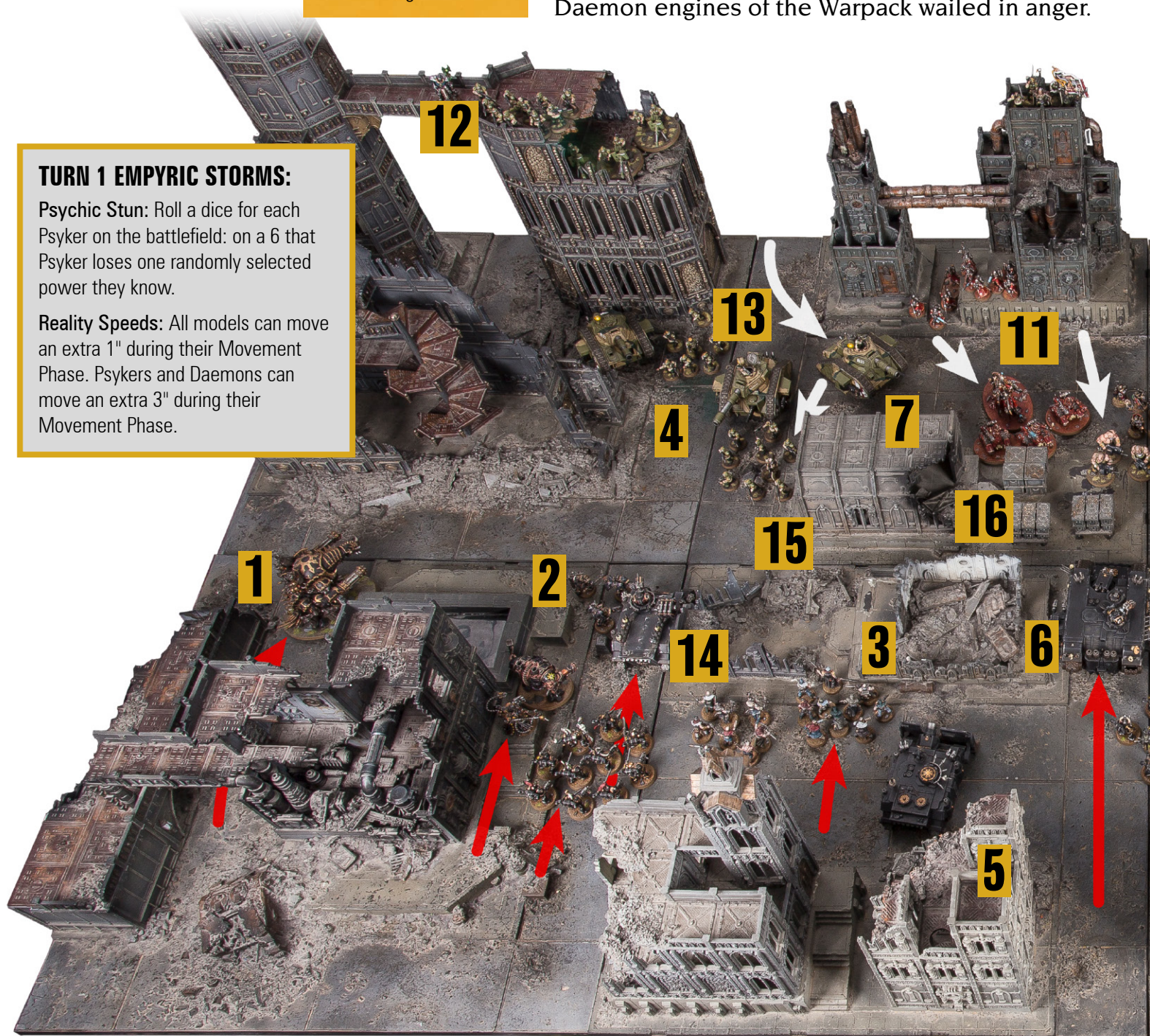
The Havocs, hidden in the building (9), fire on the Sisters of Battle but only kill two. They look for softer targets.

The Chaos Rhino (10) advances and takes a glancing hit from the Baneblade's Demolisher Cannon.

### TURN 1 EMPYRIC STORMS:

**Psychic Stun:** Roll a dice for each Psyker on the battlefield: on a 6 that Psyker loses one randomly selected power they know.

**Reality Speeds:** All models can move an extra 1" during their Movement Phase. Psykers and Daemons can move an extra 3" during their Movement Phase.





## SLAY THE HERETIC!

Hatred burning in their souls, the Black Templars open fire on the Chaos Space Marines opposite them, killing three of their number. Ygethmor the Sorcerer is the next closest model in the unit, but no matter what Erik fires at him (and he fires a lot of shots!), not a single bullet manages to wound the Sorcerer.



## ARMOUR! WHAT ARMOUR?

Knight Commander Pask fires the first shot of the Imperial army, wrecking a Chaos Rhino and forcing the squad of Chosen to disembark into the las-fire of squad 501. The Guardsmen, to everyone's surprise, kill two of them. Meanwhile, Pask's squadron fire on the Land Raider to absolutely no effect.



Belisarius Cawl uses the War Hymnal of Fortitude to give all vehicles within 12" of him a 5+ invulnerable save. Suffice it to say, Erik moves one of Pask's Leman Russes closer so they benefit from it **(11)**.

Trazyn the Infinite stands his ground on the walkway to avoid becoming a target for the Forgefiend's hades autocannons **(12)**.

Pask **(13)** uses the "Gunners, Kill on Sight" order to split his fire from the rest of his unit. His Vanquisher pulverises the Chaos Rhino **(14)**.

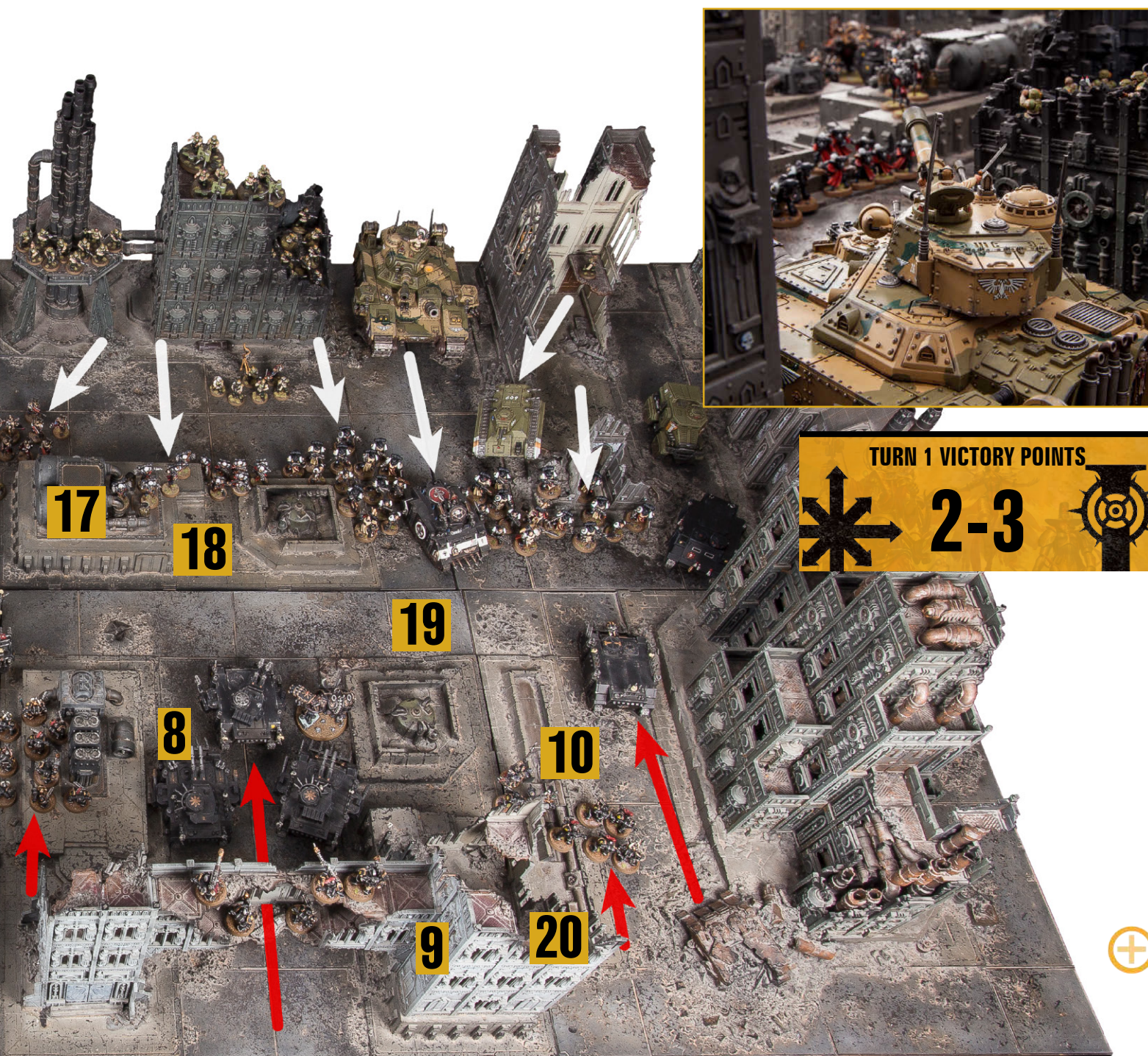
The Sanctioned Psyker **(15)**, like Greyfax and Ygethmor, fails to cast any psychic powers. The Warp is proving fickle this game...

The Kataphron Breachers **(16)** use their torsion cannons to tear off one of the Land Raider's sponsons. Cawl, sadly just out of melta range, uses his solar atomiser to strip another Hull Point from the Land Raider with a glancing hit.

The Ogryns prepare to meet the contents of the Land Raider head on, backed up by Greyfax and her Scion bodyguard **(17)**.

The Sisters of Battle **(18)** use their Act of Faith to kill the Chaos Space Marine Bikers – a sensible move as they would have charged the Sisters and prevented them from shooting.

The Black Templars shield the Guardsmen advancing behind them **(19)** while unleashing their bolters on the advancing Chaos Space Marines **(20)**,





# BATTLE REPORT

The Forgefiend (1) uses its Daemonforge rule to supercharge its hades autocannons, destroying the closest Leman Russ (2).

The Chosen and the Helbrute fail their charges against squad 501 (3). The Cultists charge and kill all but one of their number, who flees, denying Dan a Victory Point.

The Land Raider (4) disgorges its cargo of Terminators, fires its one remaining lascannon at Cawl and is then wrecked by the Archmagos's solar atomiser.

The Obliterators arrive from reserve and flame six Tempestus Scions to death (5).

Haevorion and his Chaos Terminators (6) butcher the Ogryns in combat and set their sights on Greyfax.

The Predators (7) target the Baneblade once more, but fail to damage it.

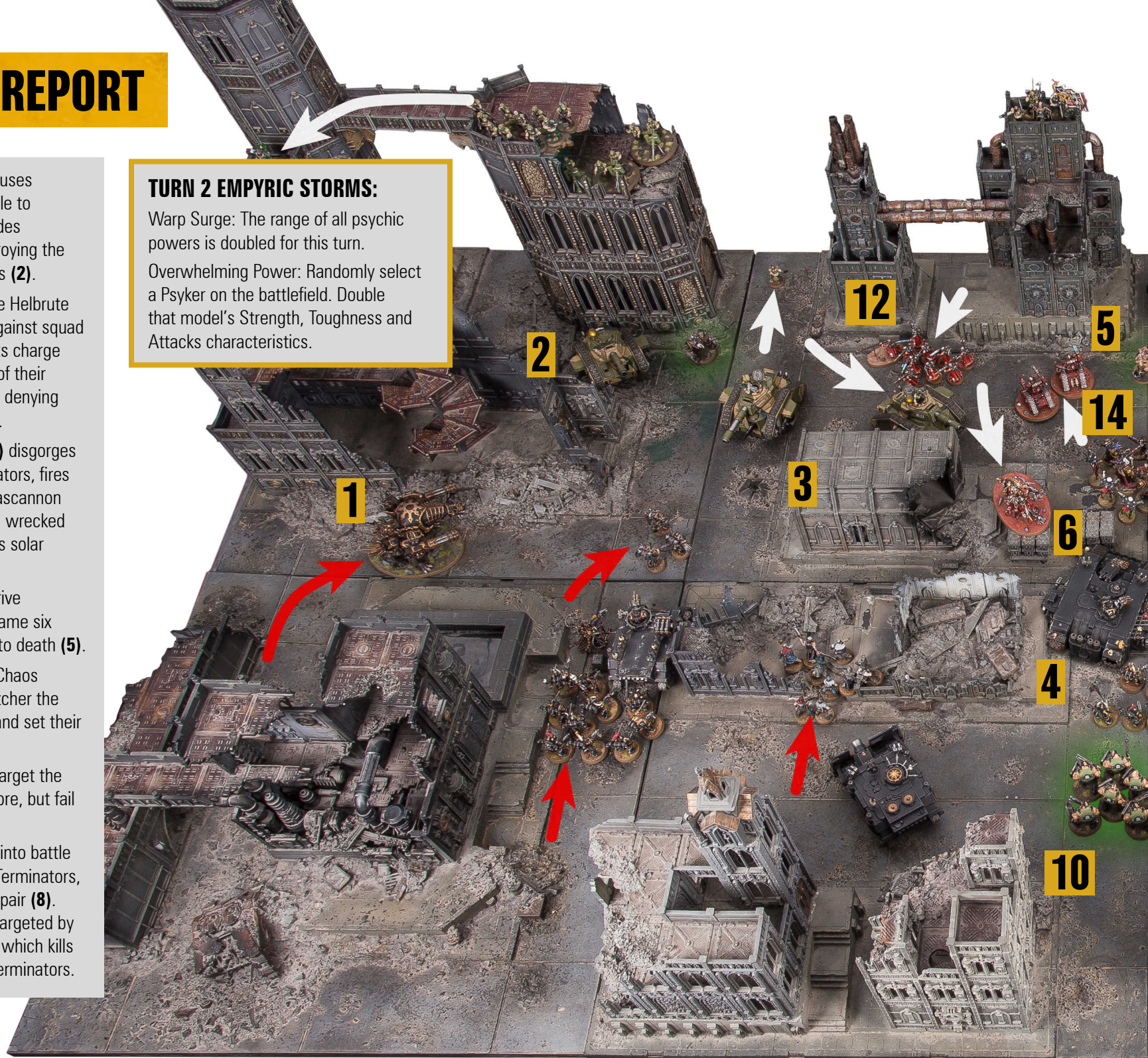
Abaddon teleports into battle surrounded by his Terminators, the Bringers of Despair (8).

They are instantly targeted by the Baneblade (9), which kills all but one of the Terminators.

## TURN 2 EMPYRIC STORMS:

Warp Surge: The range of all psychic powers is doubled for this turn.

Overwhelming Power: Randomly select a Psyker on the battlefield. Double that model's Strength, Toughness and Attacks characteristics.



## TURN 2: THE DESPOILER ARRIVES, GREYFAX DICES WITH DEATH

The skies above Kasr Kraf glowed a sickly red as Abaddon and the Bringers of Despair teleported into battle right in front of the Black Templars, while just behind Greyfax a trio of Obliterators materialised and morphed flamers from their mutated hands, incinerating six of Greyfax's Kappic Eagles. The remaining Scions wavered, but did not flee. On the left flank, the remaining Forgefiend surged forward with daemoniac vigour and tore open one of Pask's Leman Russ tanks with a salvo of autocannon rounds. Nearby, the Chosen callously executed the Sanctioned Psyker and several members of squad 501 before the Cultists charged them and forced the lone survivor to flee. Haevorion, meanwhile, emerged from his Land Raider wreathed in dark energy and hacked apart the Ogryns with his power axe.

Seeing the forces of Chaos so close to her, Greyfax reluctantly tapped into the Warp and

### GREYFAX'S DUEL

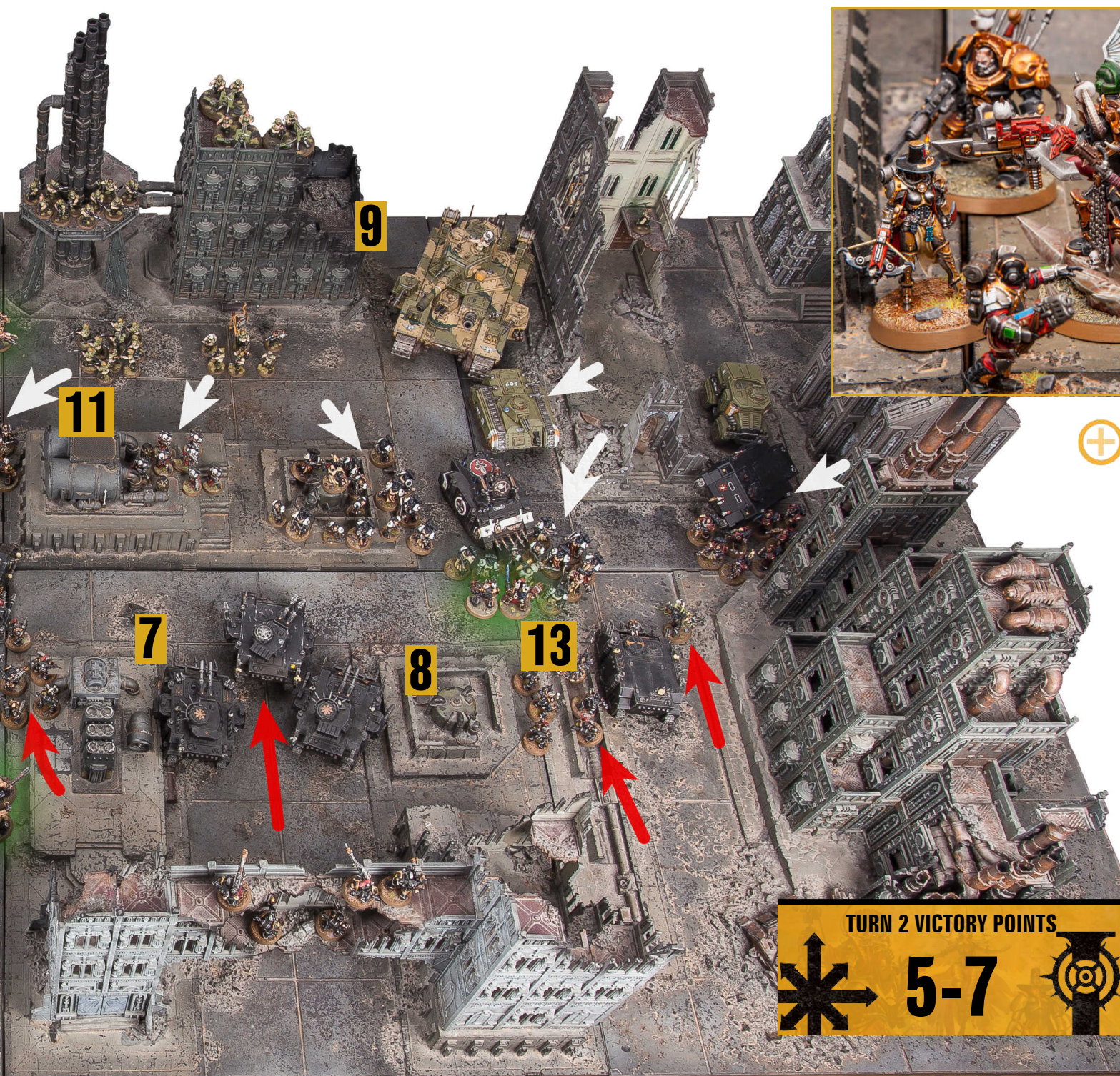
It's fair to say that an Inquisitor taking on a Chaos Lord in combat is not likely to have a good outcome for the Emperor's servant, but Erik, playing in character, desperately wanted Greyfax to fight a challenge against a truly terrible foe. Already the lucky recipient of the Overwhelming Power rule, Greyfax then made herself Invisible, stunned the Chaos Terminators with her Aura of Oppression and then charged. While she did wound the Chaos Lord, he couldn't even see her to hit her, and when he did, he failed to wound. Our motto: always play in character!



made herself invisible, Warp-entities clawing at her mind as she did so. Imbued with the power of the Empyric Storm, she charged into Haevorion and his Terminators, challenging him to a duel, though failed to even hurt him. Behind her, the massed ranks of the Imperial Guard turned their lasguns on the Obliterators and managed to bring down two of the hulking brutes, while the Skitarii irradiated the Mutilator that was about to kill the survivor of Squad 501. Belisarius Cawl, chanting binharic psalms, ignited his solar atomiser and turned the Land Raider into a blazing pyre, while his Breachers rumbled in to assist Greyfax.

Before the corposant had faded around Abaddon, Volkov's Hammer unleashed its full firepower on the Despoiler, blasting apart five of his bodyguards. Marshal Haeson, seeing an opportunity to slay the Warmaster, charged Abaddon along with his Black Templars Crusaders. Raising his sword in a challenge, he met Abaddon in single combat.





The Bullgryns arrive from tesseract reserve (10) as does squad 144 (11).

The Skitarii (12) target the Cultists and eradicate them with their radium carbines.

Marshal Haeson (13) challenges Abaddon to a duel (see below).

Greyfax, bolstered by the Overwhelming Power roll on the Emyric Storms chart, then made invisible by her psychic power and having cast her Aura of Oppression, charges Haevorion the Chaos Lord (14) but barely scratches him. The Seraphim and Kataphron Breachers have an equally tough time against the Chaos Terminators.

## THE DARK CRUSADER

Seeing Abaddon's Terminators fall to the Baneblade's firepower, Marshal Haeson charges in to fight the arch-enemy of Mankind. Though filled with a crusader's fury, he fails to wound the Despoiler but survives the encounter when the Talon of Horus glances off the force field emitted by his iron halo. His Crusader Squad disappointingly fail to kill Abaddon's last remaining bodyguard who in turn slaughters two of the Black Templars. Haeson's luck does not continue in the next round of combat. He is butchered by Abaddon, who gains the Unholy Crusader reward. Oh, the bitter irony!





# BATTLE REPORT

The Bloodthirster of Insensate Rage arrives well off target. It was meant to land behind the Baneblade (1).

The Bloodcrushers arrive next to Ygethmor (2), who blesses them with Cursed Earth, giving them a +2 to their invulnerable save (the power's effects are doubled thanks to the Empyric Storm).

The Forgefiend (3) uses its Daemonforge ability to wreck a second Leman Russ while the Chosen advance towards the Skitarii (4) but fail their charge.

The Terminators finally kill the Seraphim (5).

The last remaining Obliterator incinerates eight Guardsmen from squad 144 but is then brought down by squad 306 (6).

The crippled Predators fire at the Baneblade, leaving it on just three Hull Points (7).

Abaddon kills Marshal Haeson, slaying four other Black Templars in the process (8).

The Black Templars Assault Squad deep strikes in to save the Imperial flank (9).

## TURN 3 EMPYRIC STORMS:

Psychic Devastation: Each time a psychic power is manifested and not resisted by Deny the Witch, resolve the effects, then resolve the effects again. You can target the same unit twice.

The Denizens Hunger: Psykers suffer Perils of the Warp any time they make a psychic test that includes any double.

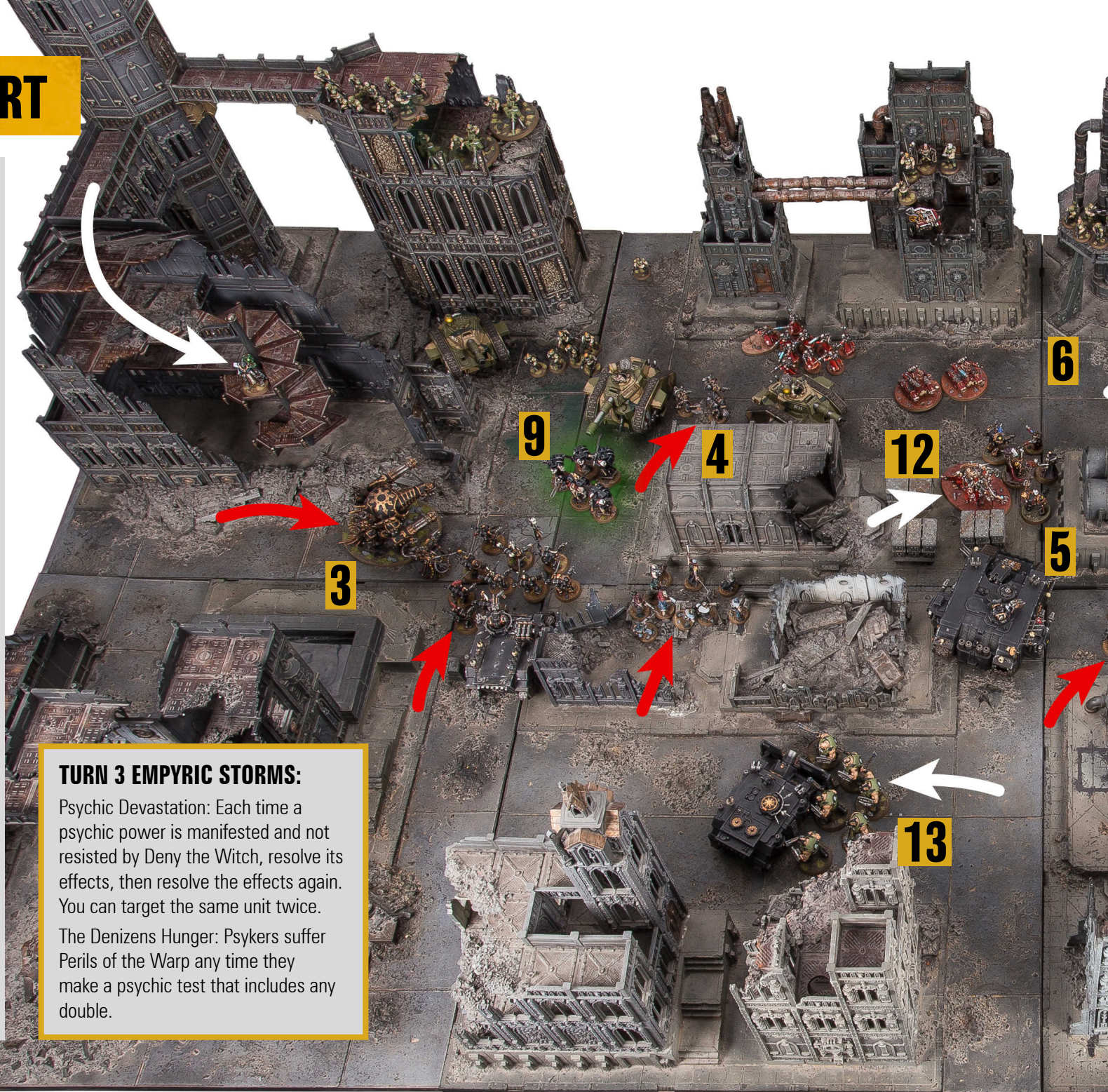
## TURN 3: FLANKS ARE BROKEN AND THE LIVING SAINT DESCENDS

**A** mighty roar shook the battlefield as a Bloodthirster of Insensate Rage emerged from a Warp gate, closely followed by packs of Bloodcrushers and Warp Talons. Ygethmor, drawing on the roiling Warp energy, swathed the Bloodcrushers in a pall of dark energy, protecting them from the firepower of the nearby Sword Brethren. Across the battlefield, the Chaos Space Marines finally ground down the Imperial right flank, the Forgefiend wrecking a second Leman Russ and leaving Pask to the mercy of a Mutilator. As the daemon-warrior tore apart the Knight Commander, it's Obliterator brother incinerated squad 144, forcing the two survivors to flee. Once again, the Predators targeted the Baneblade, though barely scratched the paintwork. Amidst the carnage, the almost invisible form of Inquisitor Greyfax duelled the Chaos Lord, wounding him. The Seraphim, however, were butchered by the Terminators, and Marshal Haeson was slain by Abaddon.

### DANGEROUS DEEP STRIKING

Deep strikes are a dangerous business at the best of times but when you've got a battlefield covered in buildings and units they become doubly so. What became apparent was that the more Dan and Erik deliberated on where to put their deep striking units, the more they seemed to scatter, so in the end they just started placing them down and hoping which, weirdly, seemed to work better. Abaddon actually scattered 11" after Dan pondered where best to deploy him, while Celestine landed bang on target after Erik simply put her on the table!

With a blaze of divine light, Saint Celestine descended from the sky, imbuing the warriors of the Imperium with righteous zeal. Angelic wings aglow, she landed close to Abaddon, knowing that his death would secure victory for the Imperium. Nearby guardsmen rallied upon seeing her and joined their fellow Cadians to unleash a torrent of lasgun fire at the Bloodcrushers. The Skitarii irradiated the Mutilator that killed Pask, while the Obliterator was gunned down by concentrated plasma fire from the platoon command. Volkov's Hammer brought its guns to bear on the Predators once more, blasting one into shards of burnt metal and crippling the other two. Suddenly, a great cheer rippled through the Imperial ranks. Greyfax had slain Haevorion! Buoyed on, the Bullgryns tore apart the Warp Talons! Abaddon snarled in anger and crushed the life out of a Sword Brother with the Talon of Horus while butchering another three Black Templars with Drach'nyen.









Saint Celestine lands near the Black Templars surrounding Abaddon (**10**). Her arrival prompts all of Erik's fleeing units to rally immediately, denying Dan at least three Victory Points!

The Guardsmen of squads 609, 265, 190, their transports, the heavy bolter unit and the Sword Brethren kill a measly three Bloodcrushers (**11**).

Belisarius Cawl joins the fight with the Terminators (**12**).

The Bullgryns (**13**) pulverise the Warp Talons, then advance on the Vindicator.

Abaddon challenges and kills a Sword Brother (**14**), gaining the Witch-eater boon.

**TURN 3 VICTORY POINTS**  
 **9-13** 

## HOLY AND UNHOLY REINFORCEMENTS

Turn 3 sees the arrival of the Bloodthirster of Insensate Rage, the Bloodcrushers and Saint Celestine, all on the Chaos right flank (Imperial left). The fight between Abaddon and the Black Templars is now surrounded by several raucous melees involving no fewer than 11 units, some of which are reduced to a single model. Ygethmor the Sorcerer unleashes the Cursed Earth psychic power which, because of the Psychic Devastation rule, gives the Bloodcrushers a 3+ invulnerable save. It proves very useful when Erik aims every gun he can at them. He only kills three...





# BATTLE REPORT

## TURN 4: WHEN DAEMONS REBEL AND THE SAINT STRIKES

The Bloodthirster of Insensate Rage charges into the already damaged Baneblade and sets to work with its Great Axe of Khorne (1). It inflicts 11 Hull Points worth of damage, causing the Baneblade to skid out of control into squad 190, where it explodes and kills the last few members.

Dan moves all his Khorne Daemons into combat, desperate to rack up a few more Victory Points (2). The Bloodletters make short work of squad 609 in a very one-sided fight while the Flesh Hounds take on the Black Templars.

**W**arp gales howled once more, disgorging Bloodletters, Flesh Hounds and Raptors, but at the same time lifted the Sorcerer Ygethmor from the battlefield and dragged him screaming into the Immaterium.

Far from the howling Warp rifts, the Forgefiend turned its baleful gaze on squad 812 and shredded them with a hail of autocannon rounds while the Havocs concentrated their firepower on squad 190, almost wiping them out. The Chosen, struggling through a hail of radium shells, finally got their hands on the Skitarii and killed them to a man, slaughtering those that tried to run. The late Haevorion's Terminators, however, did not have the favour of the Dark Gods and were neatly dissected by Belisarius Cawl's many arms. The Bloodcrushers, though, blessed by Khorne, charged into both the Sword Brethren and

squad 265, causing untold carnage and forcing the guardsmen to flee. Abaddon, desperate to reach Celestine, tried to fight his way through the Black Templars, but Drach'nyen rebelled against him.

Creed, watching his men fall back, ordered his nearby squads to bring down the Chosen and the Bloodthirster – the greatest threats to the wavering Imperial lines. Weight of fire prevailed and, bolstered by their allies' success, the Black Templars finally killed the last remaining Chaos Space Marines in the fight around Abaddon and held their ground against the Bloodcrushers, while the Bullgryns smashed apart the Vindicator. The battle, however, would be decided by Celestine and Abaddon. The Living Saint sliced a chunk out of the Despoiler's side as she darted around him, but her Geminae Superia became martyrs to Drach'nyen and the Talon of Horus.

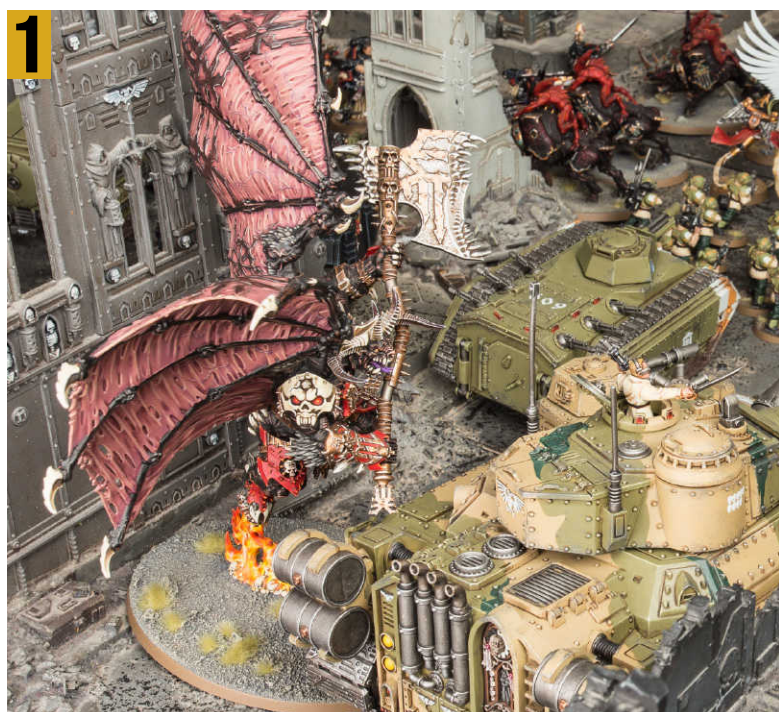
### TURN 4 EMPYRIC STORMS:

Warp Regeneration: Every model on the battlefield heals a single wound lost earlier in the battle.

Total Power: If a psyker makes a psychic test on any double, that power is automatically manifested and no attempts to Deny the Witch can be made to resist it. Perils of the Warp still occur on a double 6.

### A CLASH OF SWORDS

The arrival of Saint Celestine prompts Dan to bring in all his remaining reserves around her. The Daemons arrive with unerring accuracy thanks to Cursed Earth. Sadly they cannot assault the Black Templars after deep striking and Abaddon is unable to reach Celestine to issue a challenge. It's for this reason, perhaps, that Drach'nyen finally rebels and wounds the Despoiler. Saint Celestine then charges Abaddon in the fourth Imperial turn.



TURN 4 VICTORY POINTS

**\*14-18**



## TURN 5: DEATH OF A TRAITOR

**W**ith Abaddon bellowing for his units to slay the Imperial forces, the Forgefiend tried to assassinate Creed, but Jarran Kell pushed him to one side, taking the hits for his commander and dying in the process. The Bloodletters tore apart squad 609 in a frenzy of blades, while the Raptors descended on Belisarius Cawl and hacked off several of his limbs, which he miraculously repaired, using them to rip apart the Raptors in return. Once again, Abaddon reached for Celestine, but Drach'nyen rebelled in his hand once again. Swooping down, the Ardent Blade held before her, Celestine plunged its tip into Abaddon's back. The Despoiler howled in agony and disappeared in a flash of light. The Imperial forces had prevailed, but the cost was steep...



## KASR KRAF IS SAVED. BUT FOR HOW LONG?

**Dan:** Oh, Abaddon, why? WHY! I was so close to killing Celestine and then you went and stabbed yourself. Victory was almost within my grasp...

**Erik:** In all fairness, you can't entirely blame Abaddon. You did roll the dice for Drach'nyen and then rolled a 1 for Abaddon's armour save when Celestine hit him the following turn.

**Dan:** I know, I know. I just wanted Abaddon to kill her, was all. Somehow both Greyfax and Cawl were still alive and I just hoped I could kill one of the three new heroes. Alas, it wasn't to be.

**Erik:** The three heroes were brilliant, actually. I was really impressed with them and they played out their battlefield roles superbly. Greyfax was a star, using her psychic powers to confound your units, while Cawl was running around zapping stuff, chopping it up and generally just not dying. He's more like a tank than a man. Celestine is just pure raw power and so unkillable – she's not tough, but she's got the Geminae to protect her and if she dies, she just comes back! It was like playing with gods on the battlefield.

**Dan:** I expected Celestine would be hard to kill, and I knew Cawl would be tough, but Greyfax should have died. You got really lucky with your Empyric Storm rolls – Overwhelming Power and Warp Regeneration both benefitted her and without them the Chaos Lord would have crushed her. As it was, he really struggled and died trying! I would consider Terminators the benchmark for hard-hitting, resilient units

in the game, but all three of your characters outclassed them. Cawl must have killed almost triple his points value during the game.

**Erik:** At least that, but then Abaddon also murdered his way through almost two entire Crusader squads! The good thing was, the scale of the game meant the characters didn't completely dominate it – there was plenty of space for other units to shine, like the surviving Guard squads claiming a few Victory Points in the last turn and that one brave member of squad 501 who just wouldn't die! I think the combination of the large game, Empyric Storms, new heroes and new formations made it an epic encounter with plenty of great war stories. ☠

Below: Dan and Erik caught mid-Apocalyptic blast during the first turn. The Baneblade was a constant thorn in Dan's side, killing at least one of his units every turn. Amusingly, the units Erik killed were rarely the ones he aimed at – even with the co-axial autocannon guiding the Baneblade's shots, it still scattered far more often than it should have. Also note the cheat sheet hanging from the bookshelf in the top left of the picture. With prayers, orders, canticles, challenges, boons, storms and formation rules to remember, it was definitely needed!





# THE ULTIMATE GUIDE TO...

# FOLLOWERS OF TZEENTCH

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, White Dwarf strips away the multifarious glammers to uncover the truth of Tzeentch's mortal followers in the Age of Sigmar.



**D**eep in the Realm of Chaos and attended by legions of Daemons dwells the great god Tzeentch, Chaos God of magic and mutation, trickster lord of cunning and treachery. Tzeentch shapes the weft and weave of fate and fortune to his divine whims, constructing ever more complex plots and schemes for his eternal amusement. Such is the breadth of his designs that few can escape them, with gods and mortals alike puppets dancing to his tune.

In truth, there are few corners of the Mortal Realms that have not been touched by Tzeentch's scheming, as the Dark God has acolytes and agents everywhere, from treacherous lone schemers in candle-lit lairs to roving warbands raiding the towers of the wise. Covens of cultists exist everywhere, even in the most unlikely of places, and even the most unassuming of souls may be acolytes of the Architect of Fate. Those

## THE MANY-FACED GOD

The cults, tribes and societies dedicated to Tzeentch revere their patron in many ways – to some he is the omnipotent Architect of Fate, whilst to others he is the flesh-shaping Changer of Ways. Ultimately, each of these aspects serves Tzeentch's great design, for each individual supplicant is a tiny part in this scheme of maddening scope and complexity.

who bend the knee to Tzeentch all seek to change their lot in life for the better, to gain the strength and wisdom to shape their destiny. Through such temptations, Tzeentch has not only ensnared ambitious individuals but even the mightiest of nations, in a cycle of corruption and ruination that has continued since times far beyond mortal memory. In the Age of Chaos, Tzeentch brought low cultured city-states and shattered empires ruled by learned sorcerer-kings for no greater reason than the sheer joy of treachery. Descendants of once-mighty nations like these still exist in the Age of Sigmar as wandering bands of warrior-wizards, their ancient grandeur faded, and they lost amongst the countless tribes devoted to Chaos that plague the Mortal Realms. Others have been drawn to Tzeentch unwittingly, be it wild tribes fallen to the unknowing worship of Tzeentch's cackling





"Rumours began to circulate that strange beasts lurked in the wilds beyond the city gates. Unsubstantiated, but enough for the ruling council to send the regiments to flush them out. It was obviously a trap, as not one of the lads returned." – Notes of Hanniver Toll, Witch Hunter.

daemonic servants or peaceful nomads rendered into hideously mutated warlocks by malign magical phenomena. Those who catch the malicious eye of Tzeentch are pulled, by degrees, into the service of the Dark God. Tzeentch delights in turning the noble and the righteous into black-hearted agents of Chaos, and it is corrupted souls such as these that many a time have found their way to becoming his most favoured mortal followers, the Arcanites.

The avaricious zealots of the Arcanite Cults are chosen by the Changer of Ways himself, and few outside the cults have any understanding of the true scale of their numbers. Some Arcanite Cults enact their mad god's will in the lonely and forgotten places of the Mortal Realms, using unclean change-magic to twist the landscape to Tzeentch's design, whilst others

walk openly in the Cities of Sigmar, their duplicity hidden by glamours and a mask of rectitude. In rituals too terrible to describe, masked disciples abase themselves alongside grotesque amalgamations of beast and man, all under the pitiless gaze of the secret masters of the cult. It is this inner cabal of the cult who interpret Tzeentch's divine will, and it is on the word of these sorcerous masters that the Arcanite Cults will go to war, throwing off disguises and openly displaying the hideous marks of change, only to vanish into the shadows when their treacherous work is done. So disguised, the agents of the Arcanite Cults can inveigle their way back into positions of influence and power, all the better to enact the lunatic designs of Tzeentch. The horrifying cycle then begins anew – and will do so until all the labours of Sigmar have come undone in fire and blood.

### THE SEEDS OF CORRUPTION

From their very foundation, the Cities of Sigmar were marked and tainted by Tzeentch's touch. One of the Master of Fortune's most cunning minions, the Daemon known as the Changeling, posed as the master architect of the Cities of Sigmar, siting the new settlements on pockets of realmstone to accelerate the corruption of their inhabitants. To compound its treachery, the Changeling fostered hundreds of new cults dedicated to Tzeentch across the realms.



# THE ULTIMATE GUIDE



"The Devoted of Sigmar were eager to cleanse the wilds of the twisted gor-kin, but the agents of the Great Deceiver were playing us for fools. Led by a twisted magus and his bestial coven, they turned the faithful flagellants into shrieking piles of mutated flesh."

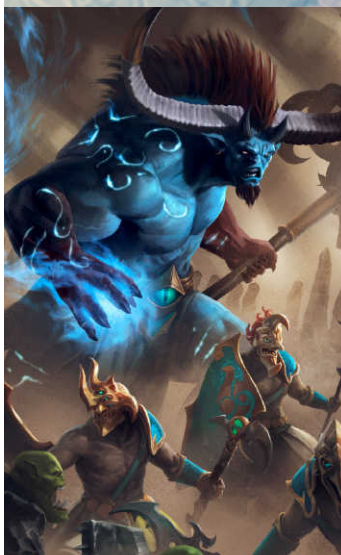
## THE CULTS OF CHANGE

An Arcanite Cult will often start with a single individual, a mighty sorcerer lord. They will find an apprentice to spread the will of Tzeentch, before slowly growing the cult by seeking out recruits who meet their dark requirements. The size of an Arcanite Cult can vary wildly, from the merest handful of aberrant souls working to fulfil their master's whims to vast webs of agents and acolytes, arrayed across many covens. Should the number of covens go beyond the sacred nine, the excess will split off to form a new cult under the tutelage of one of the parent cult's ruling cabal, slowly growing an impenetrable net of sub-cults.

The ruling cabal of a cult consists of the most seasoned and devious warrior-wizards, who will lead the cult both in worship and on the field of battle. Their exact titles may differ from cult to cult, but there are two key leaders who are present in most Arcanite Cults so far uncovered – Magisters and Fatemasters. Magisters are powerful Chaos sorcerers, having long since sold their soul to Tzeentch, and are typically as twisted in body as they are in soul. Like their cultist minions, they walk abroad under a cloak of illusion, but when the time for caution is over, they burn foes in the fires of change, rendering them into screaming heaps of malformed flesh and mewling mouths with a

## THE STRONG RIGHT HAND

Whilst cults may have a ruling cabal, they also have a myriad of different lieutenants to ensure that the cabal's will is done, and that the cult is kept safe from the prying eyes of interlopers. Curselings fulfil the role of inquisitors, their parasitical Tretchlets drawing out hidden truths from victims. Some cults are favoured with the rare presence of an Ogroid Thaumaturge, hulking terrors who are masters of the innermost secrets of Tzeentch's warpflame.



mere gesture. The war-leaders of the cults are traditionally Fatemasters, living conduits of chance and possibility who can deftly manipulate the shifting strands of fate. Their gift can change the tide of a battle, ensuring enemy arrows fail to find their mark or that cultist blades slip into the gaps of enemy armour. To attain such an ability is no easy task, for the Nine Trials of Fate require a keenness of mind and the fleeting favour of Tzeentch to overcome. Few will survive to take up the fireglave of office and lead the Arcanite Cults to fulfil their dread deity's wicked plans.

The foot soldiers of many a cult are the Kairic Acolytes, cultists of the Architect of Fate. They are drawn from across the Realms, from clerks to tribal mystics, each eager to rise above the common herd of humanity. Each is a ruthlessly ambitious soul, eager to unlock the labyrinthine mysteries of change, and each has mastered the secret fire of Tzeentch. The Kairic Acolytes hide in plain sight, quietly enacting the will of their god until the cult gathers to enact their blasphemous rites. Here, they will show what they believe is their 'true' face, mutated parodies of the human form with their features hidden beneath leering shearbeak masks. But these wretches are not the only warriors of the Arcanite Cults – and none but the most unfortunate will ever see the most sacred sons of Tzeentch...



# OF THE CORRUPTION WITHIN OUR MIDST



A Kairic Acolyte of the Pyropane Cult. Delighting in pyromania and destruction, they worship their Daemon god in its aspect of ever-burning warfire. More than any of the dark cults, the Pyropane and their splinter cells are said to be master pyromancers and adepts of destructive spellcasting.

I shudder to recall seeing the vulcharcs in flight. One tore into a Collegiate adept's throat to feast on the raw enchantment within like a sweetmeat.



The Cult of the Transient Form are obsessed with the so-called 'gift' of mutation, twisting and shaping the flesh of friend and foe alike. Numerous mutated gor-kin warflocks are drawn to their banner, and many champions of the cult transform into vile miscreations on the field of battle.

The grotesque masks of the cult's so-called faithful, wrought in the likeness of the most cunning and treacherous of Tzeentch's Daemons.



The cursed blades of the Kairic Acolytes are made of no metal I have encountered – I fear their origin may lie in the darkest of places.

Kairic cultists seem to possess the power to alter their form to an extent – from obese scholar or enfeebled merchant to a vile emulation of the purity of the human form. How they achieve this is a puzzle to me, though colleagues in the Order of Azyr have suggested change magic of a truly horrifying sort.





# THE ULTIMATE GUIDE

"With the city's defences bled white by sorties, the cult has risen up to seize power. Monstrous gor-kin stalk the streets as moon-masked cultists clash with duardin warriors. By Sigmar's grace his blessed Stormcasts have arrived but I fear it may be too late."





"The Tzaangors are said to be amongst the most intelligent of their kind, cruel beasts led by fate-touched abominations – if these are his blessed, the children of Tzeentch are truly lost."



## THE FAVOURED CHILDREN OF TZEENTCH

The Kairic Acolytes are not the only force the Arcanite Cults can call upon. Far from the crude beast warriors of the common brayherds, the Tzaangors are creatures of a ferocious intellect, clad in ornate garb and wielding weapons of craftsmanship that surpasses what many human smiths could hope to achieve. As creatures of Tzeentch, they are blessed with abnormal cunning and an affinity for magic, but they are warped and unlovely to behold, even by the standards of the tainted gor-kin. The Architect of Fate finds these twisted forms more pleasing, replacing snouts with snapping beaks, writhing tendrils and clumps of feathers growing from patches of luridly coloured flesh.

None can truly say where the Tzaangors come from. Some scholars theorise they are simply a mutant breed of gor-kin favoured by Tzeentch, whilst others argue Tzaangors are cultists who have undergone horrific and soul-blasting rites to become true creatures of Chaos. Others still say Tzaangors are mutant children left by fearful tribesfolk to die, only to be found by the Arcanite Cults and raised as the favoured of Tzeentch. The rare few versed in such things believe that the Tzaangors are tied to the Silver Towers and are merely one of the countless nightmares that spill forth from their impossible confines.

## FLUX-CAIRNS

The warflocks of the Tzaangors raise herdstones like their 'lesser' gor-kin cousins, but these are no mere focuses of faith. The flux-cairns raised by Tzaangors tap into the latent magical power of the Mortal Realms. They are surrounded by rings of smaller herdstones, daubed with eye-aching runes in the blood of sorcerers. The warflocks prize forbidden knowledge like the city-bound covens, but do not hoard scrolls and grimoires. Instead, their Shamans mark their dark lore on the still-living hides of Chaotic beasts, who accompany the warflocks to battle like a horrific living library.

Over time, the stolen arcane power of the flux-cairns twists the landscape around them. The corruption spreads far and wide, furthering the goal of the Tzaangors to ultimately warp every last corner of the Mortal Realms.

The Tzaangor warflocks are typically led by a champion known to its kind as a Twistbray, easily distinguished by its large rack of horns. Those Twistbrays whose accomplishments catch the eye of Tzeentch (or simply provide their patron with momentary amusement) are elevated (sometimes quite literally) to become some of the mightiest of their kind, enlightened beyond the remit of mere sanity, granted strange new powers, or even the mastery of a daemonic Disc of Tzeentch. Some Tzaangors are forever set apart from their kin, marked from birth under dark omens and grim portents, and lead their herds as Shamans. These hideous beast-mages are held in reverence by both their fellow gor-kin and the human disciples of the Arcanite Cults, and many are part of the ruling cabals. Tzaangor Shamans, however, meet this esteem only with disdain, hating all who are not part of the warflocks. It is through this ire that they turn such unfortunates as vex them into new and horrifying forms which they find far more pleasing...

Deep in the secret places of the Mortal Realms the warflocks gather, drawn by the scent of magical power. They will leave their lairs and make war alongside the Kairic Acolytes, their combined might able to sweep aside the foes of Tzeentch, twisted cogs in the ever elaborate interlocking plots of the Architect of Fate.



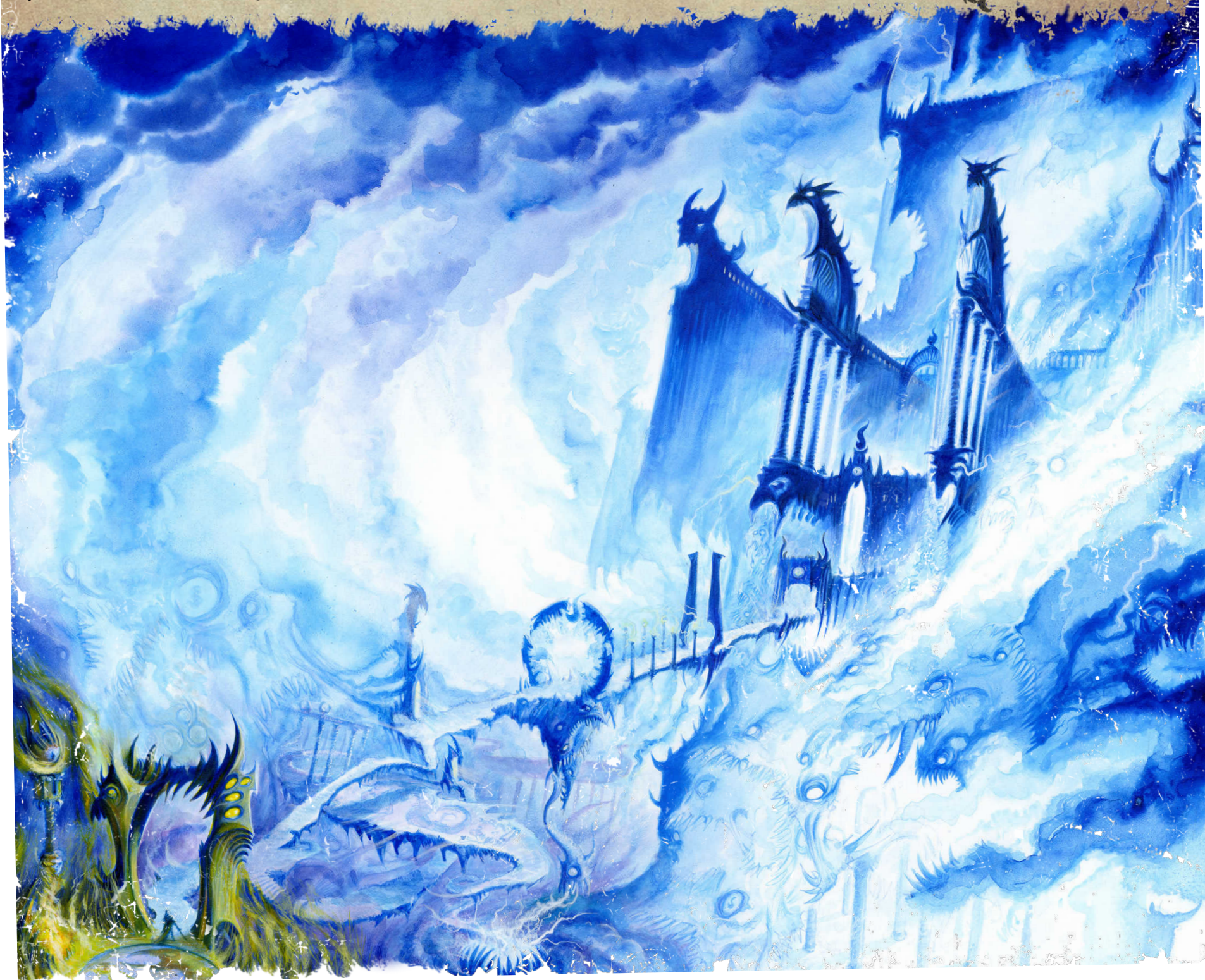
# OF THE SHINING TOWERS

The Silver Towers are said to be the demesne of the Gaunt Summoners. None know how many Silver Towers there are, or the rhyme or reason for them to appear hither and yon bar the capricious will of their masters or the lunatic god they serve.

No accurate map or record of any of the Silver Towers exists, save the deranged renderings of the tragically insane. The little information we have on the Silver Towers is but myth and legend, campfire tales of the heroes and villains who claim to have braved the nightmare halls for fortune, glory or bloody-handed retribution against the daemon kings who rule them. There is a handful of ideas that persist in unrelated tellings, leading me to believe that there might be a grain of truth in some of these fables. It is said that to gain

entrance one must seek out the Silver Towers in the dark and lonely places of the realms, although I would link the vanishing of an itinerant war-priest of Sigmar from an almshouse to the legend that a Silver Tower will abduct any and all who catch the eye of its master. In either case, the unfortunates within are put through the trials of the Silver Tower like rats in a maze for the Gaunt Summoner's amusement. The tales usually end with the heroes triumphant, granted their heart's desire, but I fear this is another lie amongst lies. Most will be damned to walk its halls alongside twisted gor-kin, mask-clad traitors and worse things besides. For all we know, the Silver Towers are the source of such horrors, spreading them far and wide.

The Arcanite Cults are not alone in venerating their black-hearted god, and many of the Architect of Fate's most favoured servants have been known to find common cause with the magi of the inner cabals. Chief amongst these are the nine Gaunt Summoners, the dark and terrible sorcerer kings who are said to be bound to the will of the Everchosen. They are the masters of the Silver Towers, ruling their nightmarish puzzle dimensions and only travelling the Mortal Realms at the behest of Tzeentch, the Everchosen or their own insane schemes – where they tread the fate of all good men is at stake. They are as cunning and manipulative as any servant of the Changer of Ways, and whilst they may be slaves to the Everchosen's will, each of the nine seeks to free himself from the bonds of servitude. Time will tell if they are successful...





"More unnatural yet than gor-kin are the true children of Chaos, the vile get of the dark god. I pray to the God-King nightly I never have to face such beings again."



## CYCLES OF TREACHERY

Whilst the goal of every Arcanite Cult is ultimately the same – the destruction of Order and the ascendancy of Tzeentch – the precise aspirations and aims of every individual Arcanite are different. Each was drawn into Tzeentch's service because they are driven, capable and ruthless. Whilst an Arcanite Cult is a united front against the forces of Order and the agents of other gods, and even rival Arcanite Cults, they are a seething cauldron of ambition and treachery. Each cult's hierarchies are unique, but all are byzantine in the extreme, and the relative standing of the individual members of the cult is forever in flux. Kairic Acolytes and Tzaangors are each eager to progress further in the cult, but to do so must become Adepts or Twistbrays. In turn, Adepts and Twistbrays wish to ascend and become, for example, Magisters of the inner cabal or Enlightened, whilst those within the ruling cabal seek to advance to the role of the master of the cult. In every case, they are eager to make sure their subordinates do not advance too quickly behind them, slitting their throat in the shadows of the cult's inner sanctum.

There are times when the Arcanite Cult must march to war, either because the plots of the cult are threatened by the actions of outside agents such as the Witch Hunters of the Order

## ETERNAL SCHEMING

There is not a part of the Mortal Realms that has not been touched by the cunning talon of Tzeentch. Whilst the Slaves to Darkness stalk the wastelands in his name, Kairic covens are to be found in mortal tribes and Cities of Sigmar, the seeds of treachery planted with their very foundation. Places of arcane power have been corrupted into twisted flux-cairns by the Tzaangor warflocks, and even the daemonic legions of Tzeentch have sallied forth to fulfil the impossible plots of the Architect of Fate. To many of the Mortal Realms, these actions seem random and unconnected, but not to the God-King, Sigmar. Upon his throne in Sigmaron, Sigmar has discerned a pattern in the madness and has realised that the Changer of Ways is working a mighty spell – although to what end alludes even noble Sigmar.

of Azyr, or because unfortunates have stumbled blindly into their machinations. More typically, the cult will reveal their true colours when their plans have reached fruition and the inner cabal declares it an auspicious time to strike. Kairic Acolytes will reveal themselves in the midst of regiments of dumbfounded soldiery, whilst Tzaangor warflocks emerge from the shadows, their passage obscured by spells of secrecy. Before the enemy ever realises what is happening, they find their defences sabotaged and overrun by masked cultists, cackling gor-kin and imperious sorcerers. In the end, little will be left of the cult's foes bar scorched corpses, screeching Chaos Spawn and freshly created Tzaangors as the Arcanite Cult slips back to whence they came, hidden by cunning sorceries and obfuscating glammers.

Yet for all their favour and power, there are times when even the cunning, sorcerous might and mastery of fate of an Arcanite Cult is not enough to achieve the goals of Tzeentch and the inner cabal. The secret masters of the cult, through desperation or possibly even as part of some yet more intricate scheme, must then beseech the greatest of Tzeentch's servants to aid them in the cult's hour of need. The price of such help is high indeed, and when striking a pact with the Daemons of Tzeentch, it is never clear who is the master and who is the servant... ☠





## A TALE OF FOUR WARLORDS

Four mighty armies now march across the Mortal Realms, representing the alliances of Order, Chaos, Death and Destruction. As our four warlords enter the penultimate month of their challenge, we catch up with them to see what they've been up to this month.

### MONTH FIVE

In the fifth month of our challenge our four warlords were given free rein to paint whatever they liked for their army, chosen from their respective Grand Alliance books. They could paint more units, new heroes or another monster. They could even depart from their faction completely and paint something entirely different.

**T**his month in a Tale of Four Warlords, we gave our four generals free rein to add whatever they liked to their collection. Interestingly they all took a different path. Matt Hutson added a centrepiece to his Sylvaneth force (can you possibly guess what model he added?), while James Karch went in the opposite direction and drowned his desk in undead (well, almost undead) minions to do Mannfred's bidding. Phil Cowey, meanwhile, moved away from the Ironjawz for a month to add something else – something big – from the Destruction Grand Alliance. What could it be?

Our warlords are also taking part in a ladder campaign at the moment, with Matt (representing the forces of Order and upholding the honour of the White Dwarf team) currently holding the top spot with his Sylvaneth, who are as yet undefeated on the battlefield. While Andrew King has played the most games, a recent loss against James (see [here](#)) saw him drop down a place in the league.

So, painting preamble and gaming leagues aside, let's see what our four warlords have been up to. We kick things off with the forces of Order.



# THE FORCES OF ORDER

Our leafy warlord, Matt Hutson, has only completed one model for his army this month. But it is Alarielle, Queen of the Radiant Forest! He's also played a mighty mega-battle against our warlord of Chaos.

**A**lthough month five was an open round where our warlords could pick anything they wanted to paint, there was only one model that Matt hadn't painted yet – the mighty goddess that is Alarielle the Everqueen.

"She's the Queen of the Sylvaneth and the figurehead of my army, not to mention an incredible centrepiece for my collection," says Matt. "I did need a whole month to paint her, though, as she is a pretty big model." Matt is, of course, failing to mention that while painting Alarielle, he also painted a new Black Templars Marshal, a Crusader Squad and a Blood Bowl team. "I like to vary my painting," says Matt. "It's nice to get away from leaves and branches to paint power armour for a bit."

But Matt hasn't just been painting – he's also been playing games with his Sylvaneth, the most notable of which was against Andrew King. "Andrew and I have had a running competition throughout A Tale of Four Warlords," continues Matt. "Every month we play a game using our

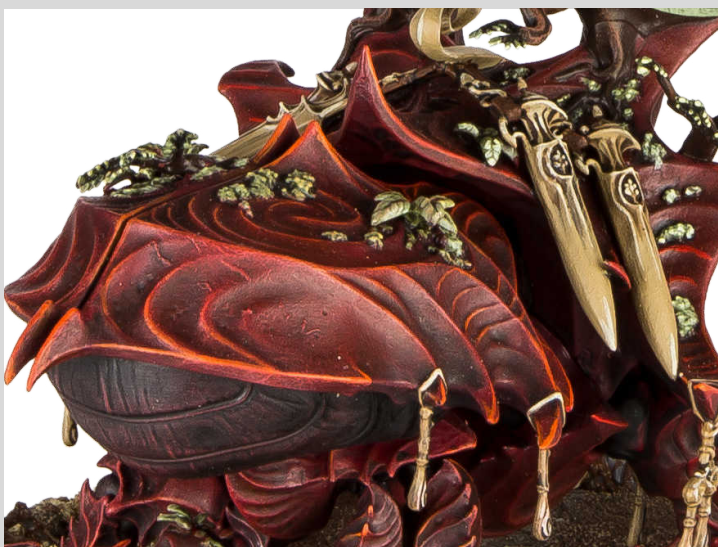
new models and we thought that this month we'd use everything we'd painted so far – Andrew was still painting Orghotts, though, while Alarielle was in many sub-assemblies on my desk, so they weren't ready for a fight at that point."

So how did the game go? "It was a blustery night in Warhammer World," says Matt, putting on his best eerie narrator voice. "My Treelords advanced down the centre of the battlefield with my Dryads, but were turned to matchwood in combat by Bloab Rotspawned and the Mutalith Vortex Beast. Fortunately, I managed to get Drycha in at just the right moment and she duffed up the Maggoth Rider before getting attacked by the Putrid Blightkings. I finally got the upper hand when I charged the Kurnoth Hunters in. They have a lot of attacks and cause two damage with each of them. They're also really durable – they're my arboreal knights! I reckon I might paint some more of them next month – maybe the ones with scythes so I have all three weapon options."



**MATT HUTSON**

Matt has now painted one of every unit in the Sylvaneth range. So what now for our warlord of Order? Will he sit back on his laurels? Of course not, Matt's already planning how to grow to his Sylvaneth Wargrove. We suggest fertiliser.



## THE RADIANT QUEEN

With such a large project now complete, we asked Matt if he had any useful tips and advice for painting Alarielle.

"First off, I painted her in sub-assemblies," says Matt. "I assembled the abdomen of the Wardroth Beetle and painted it attached to the base. Then I painted the thorax and glued that in place, then finally the head. For Alarielle, I kept her arms, hair and wings separate, which sounds like a lot of sub-assemblies, but it was well worth it. I basecoated her body, then glued it in place on the Wardroth. I found it much easier to paint her that way. My main piece of advice is to make sure you glue her wings on before her hair, otherwise they won't fit."

Matt painted the Wardroth red to match the rest of the spite in his army (it is, after all, a massive spite). He painted Alarielle with a pale skin tone to make her look more aelf-like, while her robes and wings are green to match Matt's Tree-Revenants.





## A TALE OF FOUR WARLORDS

# THE FORCES OF CHAOS

Warlord of Chaos Andrew King has been on the warpath this month, facing down a trio of rivals, from Chaos Lords to Freeguild Generals. That's not to say Andrew has been neglecting his painting duties!



### ANDREW KING

Andrew has proven to be a painting monster throughout this challenge and has racked up loads of battles, too. If only Nurgle would bless his dice rolls (and gift him some Spawn), as Andrew may need the luck in the closing month!

**A**ndrew's fifth month as one of our four warlords has been a rather fruitful one, as not only did he manage to paint yet another Maggoth Lord for his swelling Nurgle forces, but he managed to add a further unit of Putrid Blightkings, a Lord of Plagues and a converted Chaos Lord as well! We assume Andrew also finds time to sleep.

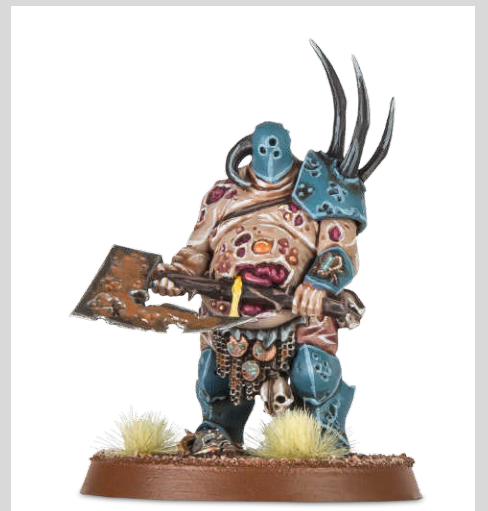
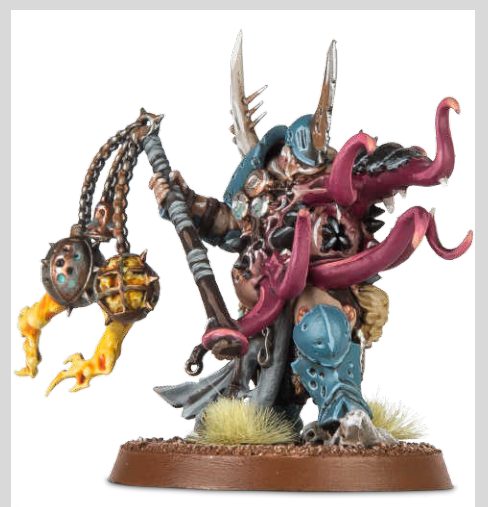
But it seems that Andrew's labours have not all been on the painting desk, as he's sought out further opponents to test his mettle against. He took on his old foe Lee Jones again, but this time led his cerulean hordes against Lee's Freeguild as part of a larger Triumph & Treachery game with a group of friends. He also took on White Dwarf's own Stuart Edney in a classic match-up, facing down Stuart's Tzeentchian Slaves to Darkness and coming up trumps. (*Maybe because Stuart hadn't finished painting them.* – Ed) On reflection, the pair noted they were almost playing two separate games, with Stuart gleefully rampaging across the battlefield and attempting to turn everything into Chaos Spawn, whilst Andrew moved in,

secured the game objectives and slowly crushed the Tzeentchian legions. Nevertheless, both generals had a good time, and it's interesting to note that Andrew seemed to almost be infected with Stuart's distinct lack of tactical acumen in his next game, when he took on fellow warlord and long-time rival James Karch.

Andrew and James chose to play the battleplan Places of Power, and the pair just put down everything they had painted. From the off Andrew wanted to smash the relatively weedy Flesh-eaters, whilst James secured the objectives and somehow managed to rip the very heart out of Andrew's army (as you can see in the highlights over the page). Andrew is sanguine about his mixed gaming record, though, and is interested in maybe tinkering with his army to find out just how he'll make it as interconnected and synchronised as the likes of the Flesh-eater Courts or the Sylvaneth. Who knows what he may add to the legions of Nurgle next?

### LORDS OF ROT

Andrew's latest additions to the army are a further Maggoth Lord, Orghotts Daemonspew, a Nurgle Lord of Plagues and Gutrot Spume, albeit with a little bit of kitbashing. "I was keen on converting a few models for my army so they would all have their own distinct silhouettes," says Andrew. "Replacing Gutrot's weapon with the censers from my bits box helped make him look really different to the original model, as did swapping his head for one of the spares from the Putrid Blightkings box. The same could be said about Orghotts Daemonspew, as I also changed a few details on him, including giving him Gutrot's head! I had the same idea with the latest batch of Putrid Blightkings. I did a few simple conversions, swapping heads, weapons and shields around. With all the spare bits you get in the kit, you can really make every one of them unique."





# THE FORCES OF DEATH

Our warlord of Death has been busy with all manner of hobby this month, but James still managed to find time between campaign weekends and holidays to paint a colossal cohort of Crypt Ghouls!

**A**s the fifth month rolls on, James Karch has kept his focus on his other hobby duties, including taking his newly created Ironjawz to the Warlords event at Warhammer World, and managing an average of around two games a week. However, when it came to exercising his army of Death, James only managed to fit in a single game. Priorities, James!

He and fellow warlord Andrew King played a game after work involving their entire collections thus far, and to cut a long story short, James secured a tidy victory. He was initially on the back foot, with Andrew taking the first turn, but quickly secured all the objectives and doggedly held on to them for the remainder of the game. Whilst the two had taken their quite considerable collections, the result of five months of intensive painting and modelling, James still had the edge in sheer numbers thanks to the latest additions to his deathless legions. This, coupled with the tasty rules bonuses offered by the warscroll battalions in the Flesh-eater Courts

battletome, gave James the edge on the battlefield. In particular, both James and Andrew noted that, contrary to what most would expect from an army of Death, James's forces are quick – especially when compared to the sluggish forces of Nurgle, who aren't so much quick as runny.

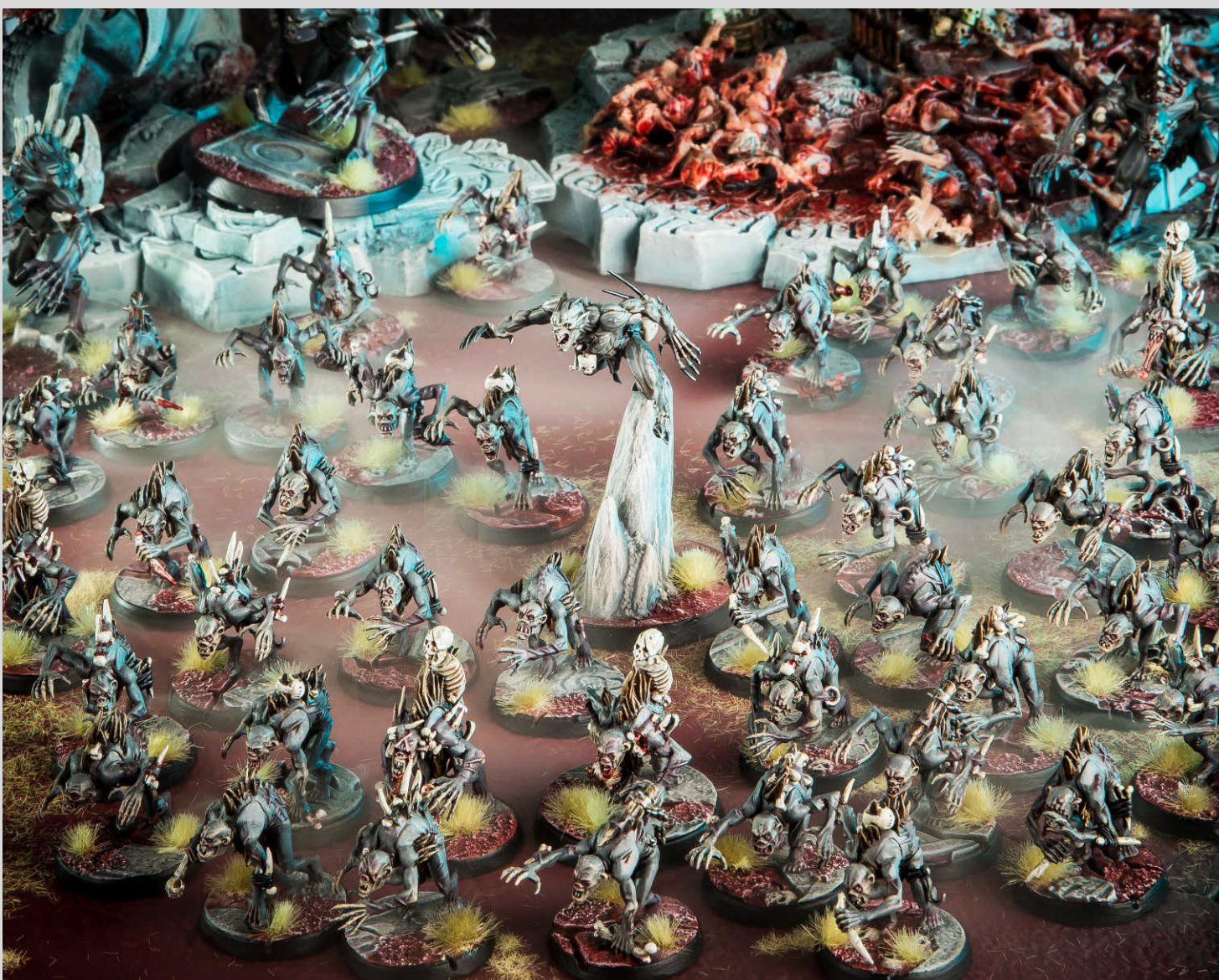
Not only, the pair noted, were the Flesh-eaters ferociously fast, but they could stand toe-to-toe with the children of Nurgle in a straight-up fight. James is particularly happy with both the work of his Crypt Flayers and his Mortarch, Mannfred, who more or less took Andrew's army apart by themselves, but James was quick to point out it's not all down to brilliant generalship or a careful selection of units. "Andy was very unlucky," says James, magnanimous in victory. "He got some absolutely awful dice rolls most of the game."

As the final month and the Grand Finale draw near, can James maintain his roll of victories and finally beat the Sylvaneth, or will his fellow warlords lay him low?



**JAMES KARCH**

James Karch isn't really a hobby butterfly as such, as he tends to actually finish armies, but between Horus Heresy Space Wolves, Stormcast Eternals and Ironjawz, he's only managed to paint a mere 42 Ghouls. Slacker.



## HOW GHOULISH

James's contribution to his legions of Death this month is a whopping 42 Ghouls, including a brace of Ghast Courtiers.

"They were painted much the same as the rest of the army," says James. "I started with a Mechanicus Standard Grey basecoat, washed them with Reikland Fleshshade Gloss, and when that had dried, tidied the skin up with another coat of Mechanicus Standard Grey. I then finished up with a light drybrush of Kislev Flesh, and a light recess wash of Carroburg Crimson in specific areas. I'm really happy with how they turned out, as they're really quick to paint but are incredibly striking on the table."

James is not quite finished with his Crypt Ghouls just yet and he wants to paint even more of the gangly cannibals so he can complete all the Flesh-eater Court warscroll battalions in the battletome. James finds the synergy of units from the battletome has been really useful in all of his games thus far.





## A TALE OF FOUR WARLORDS

# THE FORCES OF DESTRUCTION

And last, but by no means least, we come to our warlord of Destruction, Phil Cowey. This month, Phil has foregone green skin and rusty iron for something a little, well, larger...



**PHIL COWEY**

Despite the fact Phil's rather neglected the 'war' part of 'warlord' (even more strange for our warlord of Destruction) he's been a man of his word, painting exactly what he said he would long before the deadline. Good job!

**P**hil's reinforcements for his Ironjawz this month may not have the numbers of his fellow warlords, but they more than make up for it in every other way – you could hardly call a pair of Aleguzzler Gargants a small additions, now, could you?

The looming brutes were added to the force to provide something of a bodyguard to Phil's Megaboss on the odd occasion when such a hulking thug would need reinforcements – but looking at some of the demigods and colossal beasts his fellow warlords are starting to field, maybe the Megaboss is going to!

"I painted them much like the rest of the warclan, with lots of warpaint and tattoos," says Phil. "But it'd been a long time since I'd painted 'normal' skin tones – I'm more used to painting green skin at the moment, but even before I joined the challenge, I'd usually be painting strange, alien flesh colours. With the Gargants, I wanted to keep the human flesh colours, but at the same time, I wanted to mix

things up a little and not just paint a pair of identical skin tones – after all the Mortal Realms are a big place and not all Gargants look the same. My inspiration came from the Khorne Bloodbound Battletome, where I was struck by the sheer variety of realistic skin tones that the 'Eavy Metal and Army Painter teams had used on the Bloodreavers and Blood Warriors. I found a suitable stage-by-stage painting guide for the one I wanted in the Warhammer Age of Sigmar Painting Guide."

Phil's gaming exploits are once again thin on the ground, but he can't stay off the battlefield forever. Indeed, he's already planning the next additions to his army. Apparently his greenskins are thinking of swapping their pig-iron blades for something a little bonier...

The Grand Finale looms on the horizon, almost as large as Phil's Gargants. What will it be? Who will be crowned Warlord of Warlords? Check back next month to find out! 💀

### LARGE & LARGER

Phil's Gargants were always intended to be added to the army as a pair, with the two representing Gork and Mork in their split state – hence the inverted tribal markings of white and blue, applied to be as identical as the crudities of orruk craftsmanship can achieve. The conflict, as always, comes from the fact neither can decide which of the two represents Gork and which represents Mork! Not even the Megaboss knows or, if he's honest, cares which of the two is which, just so long as they're dead 'ard and stomp the things he tells them to!





# PREPARING FOR THE FINALE

The end draws nigh as our saga of warlords takes one step closer to conclusion. But far from shying away from their fate, our four warlords have been preparing for war by getting plenty of games in!

## DEATH AND DECAY

Right: James and Andrew's game went rather badly for our warlord of Chaos, and even in the early stages of the game James's Crypt Flyers proved their worth by slaughtering Andrew's Plague Drones, before swiftly moving on to rip apart his Plaguebearers in the following turns.

Below: Mannfred, Mortarch of Night more than made his mark on the battle, killing not one but two Maggoth Lords (including Andrew's freshly painted Orghotts Daemonspew) and the Lord of Plagues without breaking a sweat. In the gentlemanly spirit of fair play, Andrew put his loss down to his desire to kill everything on the table, whereas James argued that Andrew could well have won, but was let down by poor dice rolls. In particular, another month has gone by without Andrew's Mutalith Vortex Beast turning anything into gibbering Chaos Spawn.



## LADDER LEADERBOARD

The Tale of Four Warlords Ladder Campaign has been kicking off in earnest, and below we can see where the four warlords currently stand in the rankings.

1st Matt

2nd James

3rd Andrew

4th Phil

As you can see, Matt is currently our undefeated champion, having never felt the sting of defeat. James is hot on his heels, having trounced all before him bar his defeat at the hands of the forest folk, whilst Andrew's mixed record on the battlefield has left him floundering in third place. Phil lingers in fourth place, but it can all change in the final month of a Tale of Four Warlords!



**GOLDEN DEMON**

# WARHAMMER AGE OF SIGMAR

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world compete for miniature-painting glory. This month, we feature the Slayer Sword winner from Golden Demon: Warhammer Age of Sigmar.

**SLAYER SWORD  
WINNER**



## **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 ([here](#)) and on the Warhammer World website:

**warhammerworld.  
games-workshop.com**



**GOLD, SINGLE MINIATURE AND SLAYER SWORD WINNER  
GORDRAKK, THE FIST OF GORK BY MARTIN WALLER**

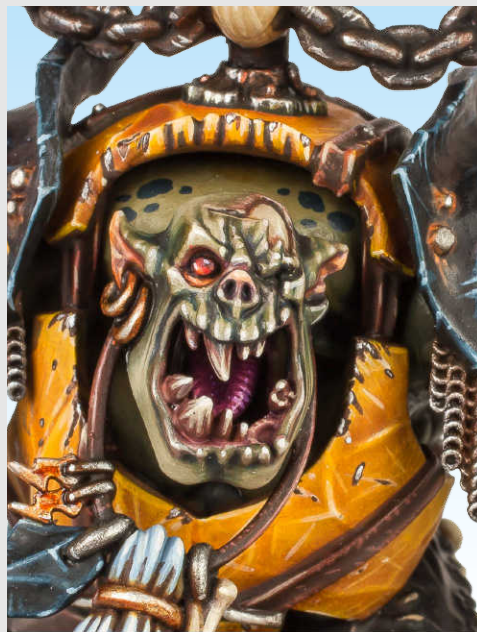




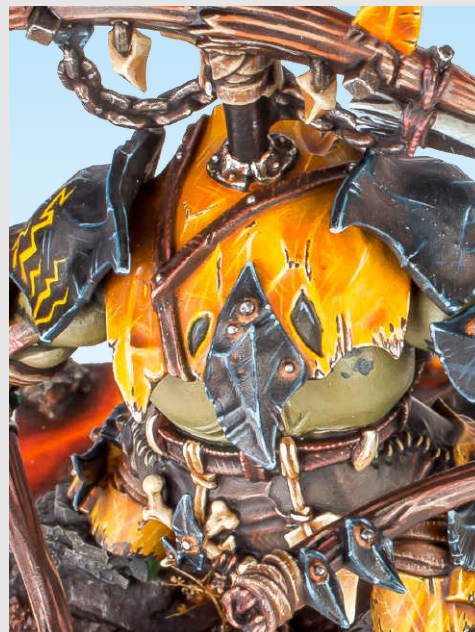
# THE FACE OF THE GREAT WAAAGH!



1



2



3

- 1 "For the yellow I started with a basecoat of Skrag Brown, followed by a 50:50 mix of Yriel Yellow and Skrag Brown, working up to pure Yriel Yellow," says Martin.
- 2 "I used Deathworld Forest as the main colour for Gordrakk's skin as it has a really deep and natural tone."
- 3 Cool blue highlights on the black contrast well with the warm yellow.

**T**his exceptional rendition of Gordrakk, the Fist of Gork, was painted by Martin Waller, a relatively new painter to the Golden Demon scene. This is Martin's first Slayer Sword victory, so we got in touch with him to find out more about his entry.

**White Dwarf:** Why did you choose Gordrakk as your entry for Golden Demon: Age of Sigmar?

**Martin Waller:** When the Ironjawz were released, I was really pleased with how brutish and violent they looked. I saw a good number of Orruk Megabosses at Warhammer Fest and I loved all the different colour schemes people had come up with for them. The large textured armour panels also afforded plenty of scope for freehand and weathering. Gordrakk was the model that really stood out for me, though.

**WD:** Did you have a very clear idea of what you wanted to achieve with this project, or did the piece develop as you went along?

**MW:** A key element of Golden Demon is staying true to the imagery of Warhammer, so I wanted to keep Gordrakk as close to his established look as possible. I decided to stay as close to the 'Eavy Metal colour scheme as I could but really push the contrast, textures and battle damage. I painted Gordrakk in several sub-assemblies so I could lavish as much detail as possible on each individual part without arms, axes and necklaces getting in the way of each other.

**WD:** What painting techniques did you use to paint Gordrakk? Did you try anything new?

**MW:** I first lit the model from above with my desk lamp to see where the natural shadows and highlights occurred. I then took a photograph and pinned it to the wall above my painting desk so I could refer back to it as the

project progressed. From there I primed the miniature with my airbrush. I love the super-smooth finish you get with an airbrush, and it gives you a great surface to work over. The sub-assemblies also helped here as I could prime some parts brown, some black and some grey. I used a thinned-down wash over the basecoats so I could see where it flowed into the recesses before I applied stronger washes to deepen those shadows. Once that was done, I reapplied the basecoats to act as my mid-tones before working through the highlights. Light will react differently to different surfaces, so on the bare metal and armour I used sharper edge highlights, while the cloth and skin are more diffused and softer.

I added a lot of texture to the miniature, too, implementing feedback I'd received from the judges at previous events. The leather belts and straps all have cracks in them, the armour has a number of layers of scratches to it and I even went as far as to add a criss-cross texture on the more worn areas of his trousers. I even found space to give Gordrakk's skin a mottled, liver-spotted look, as though it is well-aged. 🦾



## ABOUT MARTIN

Martin got back into painting Citadel miniatures in 2011 after a little time away from the hobby. He started by painting armies – we featured his Dark Eldar in weekly White Dwarf 126 – but since then he's set his sights on Golden Demon. Over the last few years, he's won five statuettes, not to mention his first Slayer Sword.

## WHAT THE JUDGES SAID

The judges for Golden Demon: Age of Sigmar were 'Eavy Metal painters Tom Winstone and Chris Innes plus Miniatures Designer Darren Latham. Here's what they had to say.

"Martin's rendition of Gordrakk is beautifully painted – really bold and sharp with appropriate freehand and just enough weathering to hint at dirt and grime without obscuring the shape of the panels," says Chris. "The mottling around his neck and on his arms is a wonderful little touch."

"Gordrakk's skin tone is really textured and leathery," adds Tom. "It makes him look like he's been through the wars, which matches the sculpting on the model's battered face."



# GOLDEN DEMON

## WHAT THE JUDGES SAID

"The non-metallic metal effect on the armour is very impressive," says Chris. "It shows a good knowledge of technique. The use of glazes brings the green to life."

"Rob has paid a lot of attention to the skin on this model," says Tom. "The purple bruising contrasts well with the green armour, but note how it's never situated directly next to it, where it could clash."

SILVER, SINGLE MINIATURE  
LORD OF PLAGUES BY ROB MCLEOD

## A PLAGUE ON ALL YOUR HOUSES

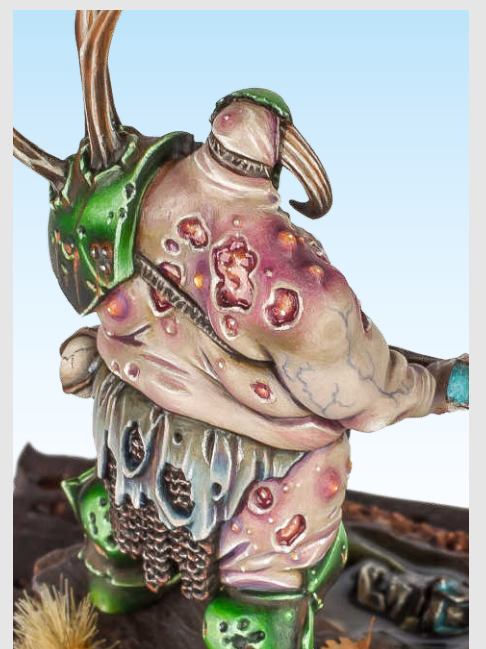
- 1 "I used Forge World weathering powders on the armour and on the axe head," says Rob, "along with some verdigris, which I used as a spot colour."
- 2 The vivid green armour contrasts with the pale skin and rusty metal.
- 3 "I basecoated the skin Rakarth Flesh, then added reds, pinks, blues and purples to create the bruising."



1



2



3





## WHAT THE JUDGES SAID

"Ricky made a brilliant colour choice," says Chris. "The black armour has a slight blue-green tone to it, which gives it a huge amount of depth. The model is almost monochrome, giving it a really eerie feel."

"There's a purplish tone to the orruk's skin which really complements the armour," says Tom. "Ricky has also added some excellent freehand details."

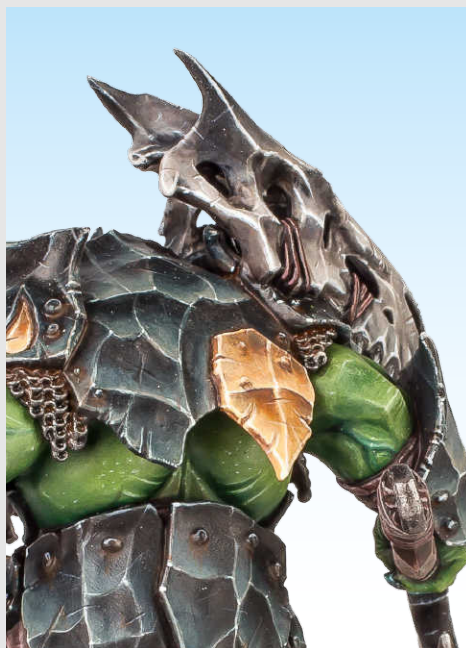


BRONZE, SINGLE MINIATURE  
IRONJAWZ MEGABOSS BY RICKY UPJOHN

## HERALD OF DESTRUCTION



1



2



3

- 1 "I used Loren Forest to give the model a natural skin tone," says Ricky, "but it didn't stand out, so I glazed it with Moot Green to make it brighter."
- 2 "The armour is a mix of Stegaddon Scale Green and Abaddon Black, with black for the shading and Rakarth Flesh mixed in for the highlights."
- 3 Muted yellow was used as the spot colour on the piece.



# PARADE GROUND: BLOOD BOWL

It's a new season, sports fans, and the teams are all out in their new strips. They're so new, some of them don't even have blood on them yet! So join us in the dugouts as we take a look at what Blood Bowl fanatics from around our head office have been painting.

### THE RATTENBERG NIBBLERS BY DAN HARDEN

Until recently, Dan had only ever played two games of Blood Bowl, both of them against Nick 'touchdowns are for losers' Bayton. The release of the new edition of the game prompted him to paint a new team to join in the office fun, and he opted for Skaven, not least because he'd just finished painting a Skaven force for Armies on Parade (he's also got a thing for warpstone, but we don't mention that...).

What you see here is actually the away kit for the Rattenberg Nibblers. They were planning to wear orange this season (like Dan's Skaven army), but Matt Hutson stole all the Troll Slayer Orange to paint his Orc team, which you can see over the page. Instead, Dan chose to paint his team in a quartered black and white scheme with claw-scratched numbers.



Like most of the coaches in the White Dwarf team, Dan painted a test model for his team first to establish what colours he'd be painting where. Originally his colour scheme was going to be a lurid yellow and pink, which just made them look like "an explosion in a children's colouring book", so Dan settled for a more sombre black and white. He used Mournfang Brown spray as a basecoat, then washed all the models with Agrax Earthshade to shade them.

Dan painted the black using Abaddon Black, followed by Stormvermin Fur, then Karak Stone as highlights. The white was painted using Pallid Wych Flesh as the basecoat (which took a couple of layers because it's a pale colour) followed by a light wash of Administratum Grey into the recesses. Dan then highlighted the edges of the armour panels with White Scar. Apart from the skin, each area on Dan's models uses no more than three paints.





## PLIMYFF WAAAGHGUILE BY CHRIS WEBB

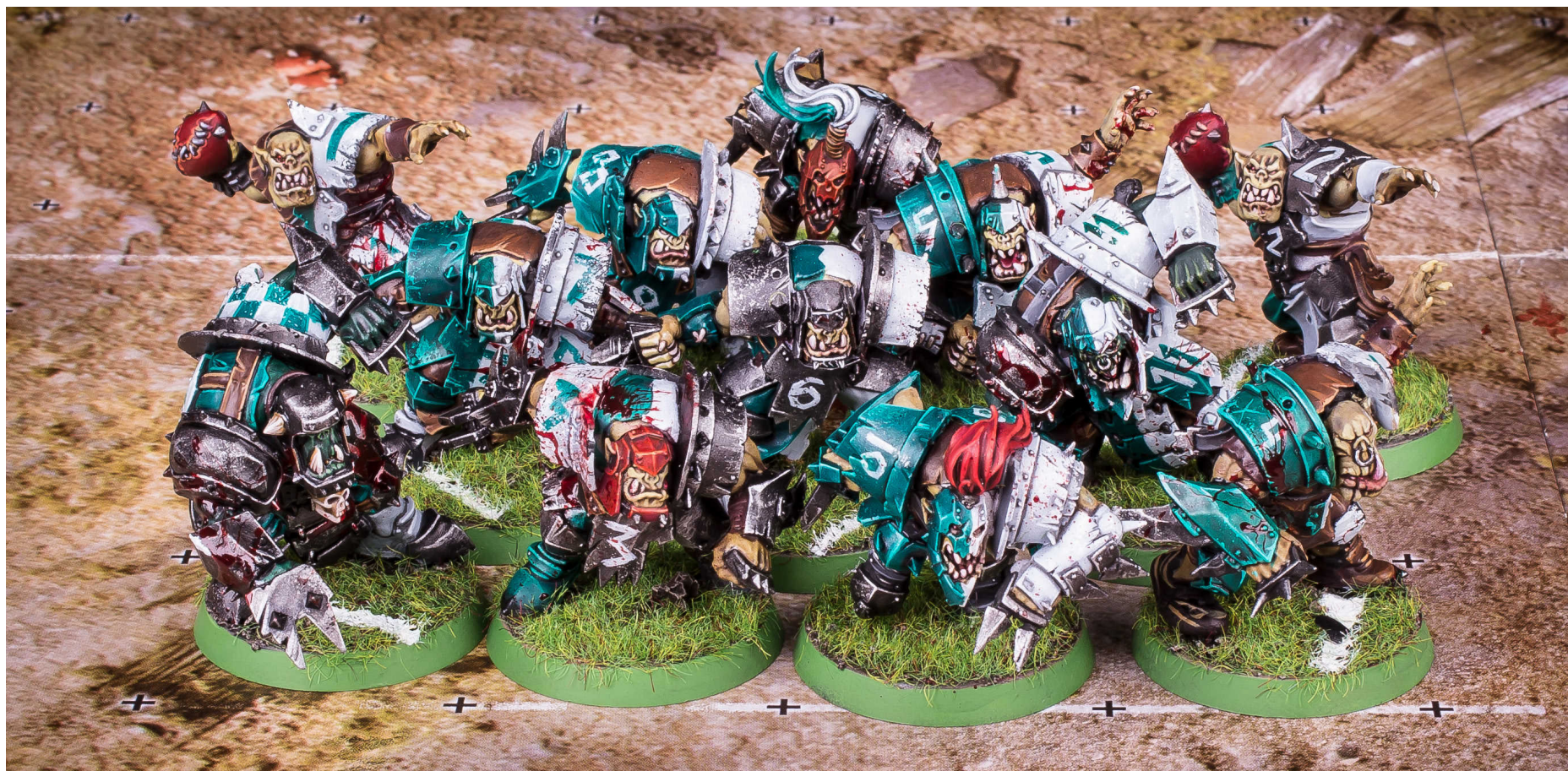
When it comes to the not-so-beautiful game of Blood Bowl, Chris Webb does love his greenskins. Back in the days when Chris was barely out of short trousers, he took his first Orc team, the Red Cap Rebels, to victory in his local shop league. In the recent league at Games Workshop HQ he took a team of Goblins to the occasional victory (putting him head and shoulders over most other Goblin teams!), and now he's put together a brand-new team of Orcs for the new Blood Bowl season.

Chris chose a green and white scheme as he feels that it's a suitably sporty colour scheme. As a contrast to his crisp, clean Space Marines he chose a much more weather-beaten, scruffy look, with a lot of strategic weathering around the sculpted dents and chips. Nevertheless, Chris really pushed the boat out, and even added lots of freehand numbers onto the players in haphazard, seemingly random places. Chris also added blood splatters using a slightly novel method. "I get a brush, load it with Blood for the Blood God, then blow hard through the bristles." Nice.



Chris was eager to make sure that each and every player on his team stood out, so after painting the first six players, he swapped the colours over for the next six – green and white cloth on one model became brown on its counterpart, and iron plate on one became green and white (with plenty of weathering) on the other. To further emphasise the difference between players, Chris made some cunning conversions across the team – a few new heads and plumes. Not only are they quick and simple, they help make the team unique, making it even easier to keep track of who's who on the pitch.

Plimyff Waaaghguile are already making something of a name for themselves across the Blood Bowl world, as not only did the (unfinished) team grace the pages of White Dwarf last month in In The Bunker, but you can see them inside Blood Bowl: Death Zone – Season 1 as an example of just one of the Orc team colour schemes. At the time of writing, they've yet to take to the Blood Bowl field in the White Dwarf office league, but we're confident that if Chris's performance is anything like it was in the recent company-wide league, he's certain to impress. Or at least lose in a suitably interesting and amusing fashion!





# PARADE GROUND

## LOONTOWN LOOTERS BY MATT HUTSON

Matt based the colour scheme for his Loontown Looters on that of his favourite football team – a pretty common approach to Blood Bowl colour schemes, we reckon. He made the colours the Orcs' own, though. "I wanted to make them look a little bit cartoony – quite colourful and fun," says Matt, "which was quite easy with orange as a starting point."

"Having said that, they are quite gritty, too – I've painted damage on the armour. I do need to put some blood on the bases, though – the bases are maybe a bit too clean."

Matt hasn't come up with a story for the Looters yet. "They're currently awaiting planning permission for their new stadium in the Badlands," he says, as well as some new signings. "I want to add a Star Player and I want to put some Goblins in the team."

And as for Matt's tactical approach, it's typically Orky. "I don't worry about scoring touchdowns. I think the fun of Blood Bowl is fouling and beating up your opponent. It's a big scrap, innit?"



Matt used slightly darker green skin for the Black Orcs than he did on the other players, to help differentiate them.

Matt aimed for a colourful effect on the team, but the blue (and the Orcs' green skin) is quite dark. "I added in white in as a third colour," says Matt, "a bright or at least neutral colour to make the model a bit brighter."

The numbers Matt painted on his Orcs were inspired by a font he found on the internet. "It's very Orky – quite feral-looking – and it suits the armour, which is quite battered. It looks like it's been painted on by an idiot." Matt assures us this was deliberate.

Matt made use of not one but two sets of checks as well as dags on the Black Orcs' armour. "They're good fun to paint," he says. "They add another level of detail to the model. I learned to paint checks from painting my Eldar Harlequins. My advice is this: don't use the colour of the checks to paint in the lines. Use a mid-tone instead. I used Fenrisian Grey for the black and white checks. That way, the Fenrisian Grey works as a highlight on the edge of the black squares and a shade on the edge of the white ones. The principle's the same for the orange and black dags – I used Skrag Brown as the mid-tone for them."





## HAAGENHEIM HOPLITES BY NICK BAYTON

After six years of leading Orc teams to victory, Nick Bayton set out to try something different on the Blood Bowl pitch. Opting for the Humans, Nick was eager to try out a playstyle that wasn't entirely reliant on breaking the other team's faces – Nick is particularly looking forward to trying out techniques like passing, which isn't exactly a core part of the Orc playbook.

Nick's initial idea for the team was an incarnation of the Bad Bay Hackers from Matt Forbeck's Blood Bowl novels but found the team's logo a little too much hassle to paint onto every player. Keeping the colour scheme, Nick scoured transfer sheets for a suitable logo, and chanced upon the Solar Auxilia sheet from Forge World. He opted for the hoplite helmet design, and elected to rename the team the Haagenheim Hoplites.

Whilst Nick may have moved onto a team that doesn't involve quite so much punching to win its matches, he does think the team needs a little more muscle on the playing field – maybe something like an Ogre?



Nick chose quite a dark scheme – when he started painting the team, there were no other teams in his group that were yellow or green, so he painted the team both! Starting with a Chaos Black undercoat, Nick sprayed the models Caliban Green, then washed the recesses with Abaddon Black. He then added Elysian Green highlights. For the mustard, he started with Balor Brown, washed those areas with Reikland Fleshshade, relayered it with Balor Brown and finished with a highlight of Ushabti Bone. For a final touch, Nick sponged on a variety of metals to represent chips.

Nick didn't go for a uniform scheme for his team, keeping similar colours across the entire team, but in different places. Part of this was to give the team the rag-tag feel you'd expect from Blood Bowl players on the road, but the other idea was to keep each player an individual. Nick took this one step further with a variety of skin tones, so he'd have one quite pale thrower and runner, and one each with a much darker skin tone.

As a finishing touch, Nick used transfers to number his team. Fittingly, he took them from the positively ancient Naggaroth Nightmares Blood Bowl transfer sheet!





# PARADE GROUND

## DA BLAK KRAG BROOZAZ BY JAMES GALLAGHER

Army Painter James Gallagher was actually the first person to finish a Blood Bowl team outside of those painted by the Forge World studio. His fan factor has rocketed as a result.

"I've painted quite a few Blood Bowl teams over the years," says James. "I was originally going to paint Da Blak Krag Broozaz in red and blue, but I didn't want them to look too much like the Gouged Eye, so I painted them in their away colours of purple. If you think about it, though, purple is a mix of red and blue, so that still kind of works. It's also a very strong colour not often seen on Orcs and it complements their green skin. I went for white trousers and markings to finish off the colour scheme."

We can't imagine those trousers will stay white for long because Da Broozaz will almost certainly be on the pitch soon – James is an avid Blood Bowl player. "I've got a few tactics for my Orcs. Most of them involve hitting things really hard, but I reckon I might be able to sneak in a pass or two. Only short ones, though, I don't want to get too keen."



Being an Army Painter by trade, James knows how to strike up a good colour scheme quickly. He painted the armour first as it's the most predominant part of the model. "I used Xereus Purple for the basecoat," says James, "followed by a wash of Nuln Oil in the recesses to shade it. I then highlighted the edges of the armour with a solid layer of Genestealer Purple, then a final edge highlight of Dechala Lilac." James then carefully applied his team numbers to the armour panels. Perhaps too carefully, they look suspiciously neat considering they're on Orcs. We reckon they persuaded their Goblin mates to paint them on for them.

"Because the armour was really dark, I wanted the skin to be quite pale to contrast with it," explains James. "I followed the pale skin tutorial from the How to Paint: Ironjawz book, using Ogryn Camo as a basecoat – it's a really strong colour that's perfect for pale Orc skin. I then shaded it with Biel-Tan Green to add depth to the recesses in the skin, followed by highlights of Krieg Khaki. It adds a natural, slightly faded tone to the final highlights, rather than a vibrant one. The Black Orcs I painted with a darker skin tone, using Castellán Green as my basecoat and working up through Loren Green to Skarsnik Green."





## THE GRIFFONS BY MATT KEEFE

The Griffons are a touring team, who not only lack their own stadium but in fact don't even lay claim to a nominal home city. This may be a result of the troubled history of the team and its management – the team are serial bankrupts and just the latest in a long line of financially failed outfits, which invariably disappear owing a fortune. Previous incarnations of the team have included the Red Griffons (who played in blue after failing to pay for their specially commissioned new uniforms), the Black Griffons, the White Griffons (whose only known 'appearance' was, somewhat surprisingly, a scheduled fixture against the by-then-defunct Red Griffons in what many suspect was a ticketing scam) and, more recently, the Wandering Griffons. Now simply the Griffons, the team play in motley, quartered uniforms of blue, yellow, black and white. Rumours that the ragtag mix of colours displayed on the players' uniforms is the result of equipment cobbled together from failed, prior incarnations of the team are fiercely disputed by the team's frequently highly litigious management. ☠



"I chose quartered colours as they're common to both sport and heraldry," says Matt, who painted the Griffons for the White Dwarf office league. "Blood Bowl teams sort of wear team uniforms and sort of wear armour, so it seemed a fitting similarity to make use of. I did a couple of test models because I couldn't decide which arrangement of quarters I liked best – black opposite white, and blue opposite yellow are both strong contrasts, but looked at in another way they also create dark and light – or hot and cold – halves, so in the end I decided to vary the pattern and make a feature of it in the team's story!"

"After painting the test models (one of which I slightly repainted to fit in), I painted the team all in one go. I really like how amenable the models are to batch painting, but with plenty of details you can use to create a bit of variety. The box includes two of each model, but details like the kneepads, straps, cloths and ribbons can be painted in different colours from one model to the next without making painting any harder or more time-consuming overall. For instance, on some of the models you'll see the kneepads match the armour colour for that quarter. On others, they're silver or leather. Easy but pleasing – just enough variety."





**BATTLEGROUND**

# THE BATTLE OF VESH'YO

In Battleground, we showcase some of the finest gaming tables in the world. This month, we've got something a little bit different as we venture into the Warhammer World Exhibition Hall to show off one of the amazing displays on show there, the Battle of Vesh'yo, and talk to the folks behind it.







**W**arhammer World is home not only to a truly titanic collection of gaming tables and feature boards, but also an exhibition hall featuring the Citadel Miniatures museum and an ever-changing selection of jaw-dropping dioramas and huge displays, all the work of the Warhammer World Studio team – James Karch, Mick Cudworth, Joe Naber, Owen Patten and Dan Hyams.

One of the most recent – and most popular – displays is the Battle of Vesh'yo. Depicting the staunch defence of the doomed Tau colony world of Vesh'yo against the invading forces of

the Adeptus Mechanicus, it features not only an Adeptus Titanicus war maniple led by a towering Warlord Titan, but a whole host of super-heavy vehicles including Imperial Knights, an Ordinator Ulator, Ta'unar Supremacy armour, Stormsurge Ballistic Suits and even a mighty Manta Missile Destroyer!

We sent photographer Erik to capture the display in all its glory, then sat down with the Warhammer World Studio team to talk about the thinking behind it and what's needed to produce such a world-class display. ►

#### DISPLAY PROFILE

The Battle of Vesh'yo is a huge, L-shaped display featuring absolutely hundreds of Tau Fire Warriors, Adeptus Mechanicus Skitarii and Servitors, dozens of battlesuits (from XV25 Stealth Suits to KX139 Supremacy armour), squadrons of tanks and wings of flyers!



# BATTLEGROUND

Teams of XV104 Riptides race in to bolster the defences of Vesh'yo, aiding the smaller XV8 Crisis teams, and inspiring their Fire Warrior comrades on the walls. That so many of these rare weapons are deployed in one place speaks of the Tau's desperation.



## BIG MODELS

It's not every day you see a Titan wandering on the battlefield, but the Battle of Vesh'yo features a Warlord, a Reaver, and a pair of Warhounds, in addition to a trio of Supremacy-armoured Tau and a Manta dropship!

"One of the things we wanted to include on the display was a lot of the big models, like the Warlord and the Manta," says Owen. "But you have to consider just how big these things can be. It'd be amazing to have three Mantas on a board and three Warlord Titans, but once you've placed them on there, you quickly find you haven't got room for anything else! By having only a few there, they stand out and are really impressive, but there's still room for lots of other cool things that might not be so large."

► "The first thing about working on the Battle of Vesh'yo is that making a display piece like this is an entirely different thing from building and painting scenery, or even a feature gaming board," says Owen Patten, who spearheaded much of the Vesh'yo project. "The focus isn't on making something practical to play on, or something that could stand up to the rigours of prolonged gaming like a lot of the tables in the gaming hall. It's all about making the thing look awesome and having it tell a story."

"We were able to add lots of interesting visual elements like the battlesuits leaping through the air and drones floating serenely across the battlefield. If you added something like that on a gaming board it'd break off no matter how careful you are."

The initial pitch for the board, before the team even chose a name or battlefield, was always the Tau Empire versus the Adeptus Mechanicus.

"We really liked the idea of the battle of technologies," says Owen. "It's that contrast of the Tau's advanced, bleeding-edge super technology, and the incredibly ancient relic weapons of the Adeptus Mechanicus. Both are some of the most advanced factions in the

Warhammer 40,000 universe, but in their own respective ways. Both also had an update at the time we were planning the display out, and both had a lot of brand-new models – Fire Warriors, Skitarii, Crisis Suits, Ironstriders and the massive Stormsurge ballistic suits.

"We had a lot of ideas about how the board would look, and about who would be attacking who – would the Tau be attacking a forge world, or would they both be fighting over a neutral world? In the end, we settled on the idea of the Tau being defenders as it was a cracking opportunity to show off what a lot of people hadn't seen before in a display – Tau scenery. The Tau Research Station gaming board in the gaming hall has always been massively popular and people are forever booking it out to play on. We made extensive use of some of those elements when designing the Tau buildings on the display, with the smaller bunkers being cast from the original designs. Then, we were also shown the Tidewall Ramparts early on in the project, which inspired us to see just what sort of Tau scenery we could create on a larger scale. We used them as part of the display – why wouldn't we, they're great kits – but we used all of this, as well as a lot of Tau artwork, as the basis for some massive Tau buildings." ►



The mighty Reaver Titan Bellum Sacrum of the Legio Atarus marches to war alongside the faithful of the Ommissiah, crushing a Tau Riptide in its colossal power fist. Not even the plumes of plasma fire from the XV109 Y'Vahra striking from above can breach the hull of the sacred god-machine.





# BATTLEGROUND

Below: Commander Quicktide leaps into the heart of the Kastelan Robot Maniples, shattering Martian steel with a blow from her Onager Gauntlet, whilst her bodyguards provide supporting fire.

"We wanted to make sure the display had lots of little dioramas and duels," says Owen. "We threw in ideas of what we wanted to do or thought would look cool, then allocated time around the rest of the work to make them reality. Sometimes, we'd step away from building the board or building tons of Skitarii to build a duel or a wrecked vehicle. This was then kept to one side and painted separately, and when it came to the installation of the board, we put the item in the best location. Not only did it work best for the dioramas, but it also actually helped organise other models on the board. You could then place other models so it looks like they're reacting to the battlesuit that's come out of nowhere, or the Imperial Knight that just crushed a tank."

► "We had ideas for different types of colony world but settled on a quite straightforward rocky, almost Martian aesthetic," says Owen. "We each threw together a concept to bring different ideas forward – we all bounce off one another to make the best display we can. Each had pros and cons, like the plan to have three Mantas on the board! Once we'd settled on the idea, we had to nail the details down before we went any further."

"We had a plan for doing something different with the shape of the board," says James Karch, Warhammer World Studio Manager. "The idea was that you could almost step into the heart of the battle. It also throws up a lot of design considerations and questions about how we'd lay the whole thing out depending on where in the exhibition we decided to display it. On the plus side, the unusual shape of the display helped get it away from even looking like a gaming table."

"Once we'd settled on the concept, we went through the Warhammer 40,000 background to find if there was a suitable event we could model the board on for inspiration," says Owen. "There was a small reference in the Codex: Skitarii timeline to the War of Neotech, about a battle

between Tau colonists and the Adeptus Mechanicus on a world called Vesh'yo, so we chose to flesh that little background entry out into a full-blown display board."

Eager as the team were, they didn't leap into building things straight away. Instead, they put together a few 1/6 scale prototypes to gauge the scale of the board elements in relation to each other, and to see how the models would interact.

"We were always going to have a Manta on the board," says Owen. "But what would it be doing? It's hard to make anything that big look like it's flying, so that meant we had to design and build a landing pad, and suddenly that dominated a big chunk of the board and dictated the nature of the Tau's part of the narrative."

"Once we'd pinned a lot of the details down, we built the basic frame of the board and started to get to work on the battlefield and the most important part of the display – the miniatures."

"With this amount of models to build and paint, you need a lot of planning," says James. "The Skitarii alone took half of the team a few ►







## TO BUILD A BETTER WORLD

Owen designed a lot of the Tau buildings on the display using computer-aided design. He was not alone, as Forge World's Darren Parrwood helped design the defensive wall around the Tau outpost. Owen took a lot of cues from the Citadel and Forge World Tau ranges, and eagle-eyed hobbyists may be able to spot just what kits (and what parts) he drew his inspiration from.





# BATTLEGROUND



## EXPLOSIONS!

"People always ask about how to make the explosions, but they are pretty easy to build," says Owen. "They're wire armatures covered in clump foliage and painted with a few coats of watered down PVA glue. Then they're sprayed black and drybrushed up. We've used it for all sorts of things, such as plumes of plasma, warpflame and, of course, explosions. They're very easy, just a little time consuming."

► weeks of building and painting, and the lads had their desks covered in Kataphron Servitors. I organised a schedule to make sure we could get as much done as we could, to the highest standard we could. But on a project with as many models as this, time is the biggest factor."

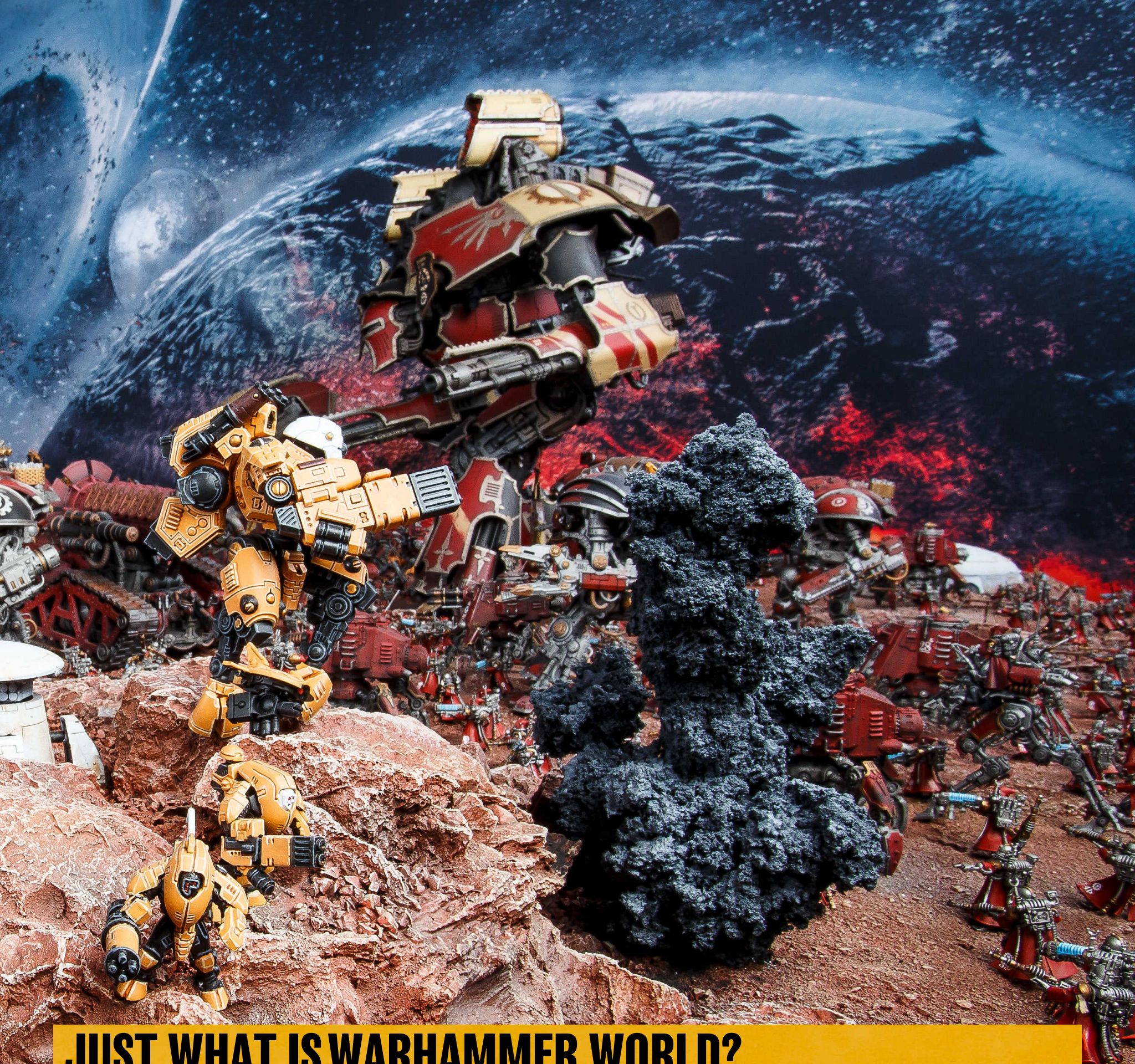
"Me and Mick painted the Titans in about three days," says Joe. "Even with huge things like that, you just have to get past the scale and treat it like you're painting a Space Marine. A really, really big Space Marine."

"The best part of the whole thing had to be batch painting Titans!" says Mick. "It's the one chance you'll ever get to do a project as big as that. And how many people can say they painted a Titan maniple in under a week?"

The board itself went through about six different paint schemes before the team settled on one that would complement the signature Martian scheme of the Adeptus Mechanicus and also contrast the classic T'au sept colours and the stark white buildings.

"There was plenty we wanted to add but couldn't," says James. "With projects like this, it's a compromise between what would be great and what is feasible. At the end of the day, it was great to work with the lads on a display like this. Seeing them try out techniques like oil washes was a huge eye-opener for me. There's always something else to learn, and we treat each display as a new start with new challenges." 🦾





## JUST WHAT IS WARHAMMER WORLD?

Warhammer World, located in Nottingham, UK, is Games Workshop's headquarters, with plenty to see and do for hobbyists of all stripes. The Events Hall has over 60 fantastic gaming tables and plays host to world-class campaign weekends and tournaments. The Exhibition Hall contains thousands upon thousands of Citadel Miniatures lovingly painted by the 'Eavy Metal, Army Painter and Forge World teams, alongside jaw-dropping dioramas and displays including the world's biggest Warhammer 40,000 display. Warhammer World is also where you'll find the only dedicated Forge World and Black Library stores in the galaxy, and all three shops have a bevy of exclusive products you can't get anywhere else. And on top of all that, there's Bugman's Bar, with Bugman's XXXXXX on tap!





# BATTLEGROUND

**T**he Tau colony world of Vesh'yo was not a natural habitat for life, but after it had been declared habitable by the Earth Caste, colonisation began in earnest on the resource-rich world. However, the explorator fleets of the Adeptus Mechanicus also sought use of the world's resources to further the will of the Omnissiah, and launched an all-out assault on the colony. Gruesomely augmented cyborg infiltrators butchered the scientists and defenders of its research stations and silenced its listening posts, before legions of bionic soldiers backed up by squadrons of walking tanks and arcane herds of mechanical cavalry advanced on the main population centres.

Despite their comparatively crude appearance, the technologies of the Adeptus Mechanicus were as advanced as the most recent achievements of Tau science (perhaps even moreso in some respects), and by stages the colony world fell to the Adeptus Mechanicus. Perhaps it was the fearless soldiery and religious fervour that saw them through, for when the dust had cleared and not a single Tau soldier drew breath on the red sands of Vesh'yo, the Adeptus Mechanicus were eager to strip the ruins for whatever scraps of xenotech they could lay their mechadendrites upon. With Vesh'yo stripped of all of its worth, the Adeptus Mechanicus returned to their forge worlds with their starship holds laden with raw ores and alien weaponry. But the Tau Empire is nothing if not patient, and whilst they can be merciful, they do not forget a slight. Plans have been made to reclaim the world of Vesh'yo, and soon the Adeptus Mechanicus may rue the day it set its eyes upon it...

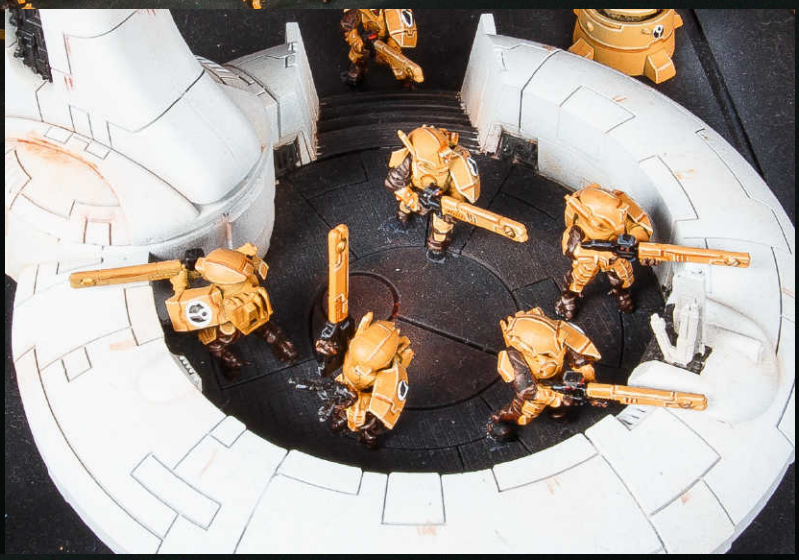
© 2011 GW

Left: The noble Ethereal Aun'Vos surveys the defences of Vesh'yo. It was through his inspired wisdom and leadership that the defenders held out against the Adeptus Mechanicus invaders for as long as they did, selling their lives dearly in the name of the Greater Good.





Right: A Fire Warrior Strike Team mans one of the Tidewall Gunrigs. The high-velocity railgun fire, directed by efforts of Pathfinder spotter teams on the walls, makes short work of the encroaching battle walkers of the Adeptus Mechanicus forces.







Right: Imperial Knight Lancer, Spear of Phobos, of House Col'khak spears a Devilfish transport with a single blow, before continuing its unrelenting charge toward the breach in the Tau defensive lines, pulse blasts and submunition rounds pattering off its ion gauntlet shield like summer rain.



Left: Pathfinders manning the walls pick out the weak points of an advancing Imperial Knight with their markerlights. With their aid, heavier elements of the Tau defence are able to reduce the Imperial walker into a smouldering pile of scrap and ash.





Left: One of the mighty Warhound Scout Titans of the Legio Atarus, designation unknown, stalking toward the foe as Skitarii Vanguards scurry around its mighty loping tread.

Right: The Optimised Stealth Cadres, led by Shas'vere Nado in her Ghostkeel, ambush the flank of the Adeptus Mechanicus advance, slaughtering Skitarii and Electro-Priests by the score before vanishing into the dust and confusion of the battlefield.





# TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. October 2012 is our destination this month: and it was all change!



## NEW DESIGN

White Dwarf has evolved massively over the years – White Dwarf 309 was a different beast to White Dwarf 209, as White Dwarf 209 was most certainly a different beast to White Dwarf 109 before it – but October 2012 saw one of the biggest redesigns in the magazine's history (perhaps the biggest since the legendary 'Fat Dwarf'), with a cleaner, more modern design. It's continued to evolve since, of course.

Unleashed on an unsuspecting gaming public in October of 2012, White Dwarf 394 was the first of a new breed. With a brand-new team assembled to fit the modern mission (a trio of the old guard stayed on, including, of course, the old stalwart Lead Designer Matt Hutson) and bring a contemporary style, it brought everyone's favourite hobby magazine into the space-age year of 2012. The big news of the issue was the latest iteration of Codex: Chaos Space Marines, overshadowing a low-key release of something rather obscure by Forge World called The Horus Heresy Book I: Betrayal – you may not have heard of it.

The big thing about White Dwarf 394 wasn't just the new look marking a serious change from the classic to the contemporary (even if the size

would cause the wailing and gnashing of teeth of some of our more particular readers, who lamented their collection would be off sizes, but you can't please everyone). It was crammed full with a whole host of fresh articles and old favourites, some of which, like Blanchitsu and Battleground, exist to this day. Other classic articles slumber in the depths of our ideas drawer, waiting for their time to shine again...

The inaugural battle report featured Andrew Kenrick and Adam Troke, pitting Andrew's Alpha Legion (backed up by a trio of new Daemon Engines) against Adam's White Scars. Despite a decisive victory for the sons of Chogoris, Andrew gave as good as he got, leaving the merest handful of Space Marines still standing on the board by the mission's end.

## INTO THE FOLD

The White Dwarf designers are always trying to go one step further to make the magazine even better, and this month was the first White Dwarf to feature a fold-out section. Readers may have initially pondered the rather spartan spread on the new Daemon Engines, but what's this? Inside was a titanic photograph of the Maulerfiend and Forgefiend in action, along with all the information you needed on these new releases. The fold-out became a popular White Dwarf staple, and it all started in October 2012. This, however, does beg the question – where can the White Dwarf designers go from here? Scratch-and-sniff pages, maybe?

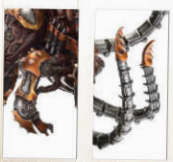


### CHAOS SPACE MARINES MAULERFIEND

The Maulerfiend is a Daemon Engine designed to support enemy armour and break through the toughest defences, and this awe-inspiring miniature's closed power this gives it the tools to do just that. Standing twice the height of a Dreadnought and larger than many tanks, the Maulerfiend is a true war machine, playing a vital role in the assault.

In addition to its power fists, the Maulerfiend also has a pair of magma cutters, which have the look of heavy-duty sacrificial torches and are designed to slice through armour up close. While these are its standard armaments, there is also the option to swap the blazing heat of the magma cutters for the barker rending also included in the kit.

Assembling the Maulerfiend is a delight – cunningly placed locator sockets on the critical components make the construction really quite straightforward. It also makes posing the model very simple, since these locator plugs define the posture and pose of the mini. Of course, fine-scaled modelers can swap these locator sockets over and try out other poses, getting some terrific results from the kit.



The Maulerfiend is armed with a pair of magma cutters. Both, which can be swapped to barker rending blades, also include heavy sockets.

### CHAOS SPACE MARINES FORGEFIEND

The Forgefiend is a fearsome Daemon Engine, designed to destroy the enemy from afar just as easily as the Maulerfiend. It carries its own close-range, multi-shot, high-calibre shells from its dual weapon mounts. Upon the Forgefiend's back is an assembly of dual cannons, ideal for shelling the enemy, and for the Forgefiend's own use.

With the Forgefiend's dual cannons and the heavy rotary barrels of the heavy anti-aircraft gun, the Forgefiend is a true war machine. These guns are bigger than the foot troops around them. The Forgefiend's head can also be swapped out for a third, ectoplasmic cannon, making it one of the most heavily armed units in the Chaos Space Marine army, able to annihilate infantry and tanks alike.

Making the choice of which weapon to load is probably the hardest decision to make when building the Forgefiend – but with those tough choices made, the kit is a snap to assemble, just as with the Maulerfiend.

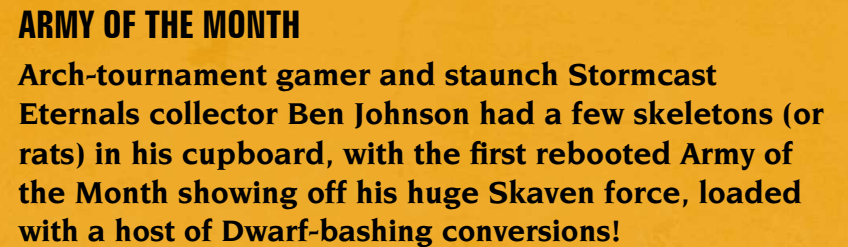


The ectoplasmic cannon (left) comes at Blasting your heavy infantry, while the rotary anti-aircraft (right) can take the toughest vehicles.





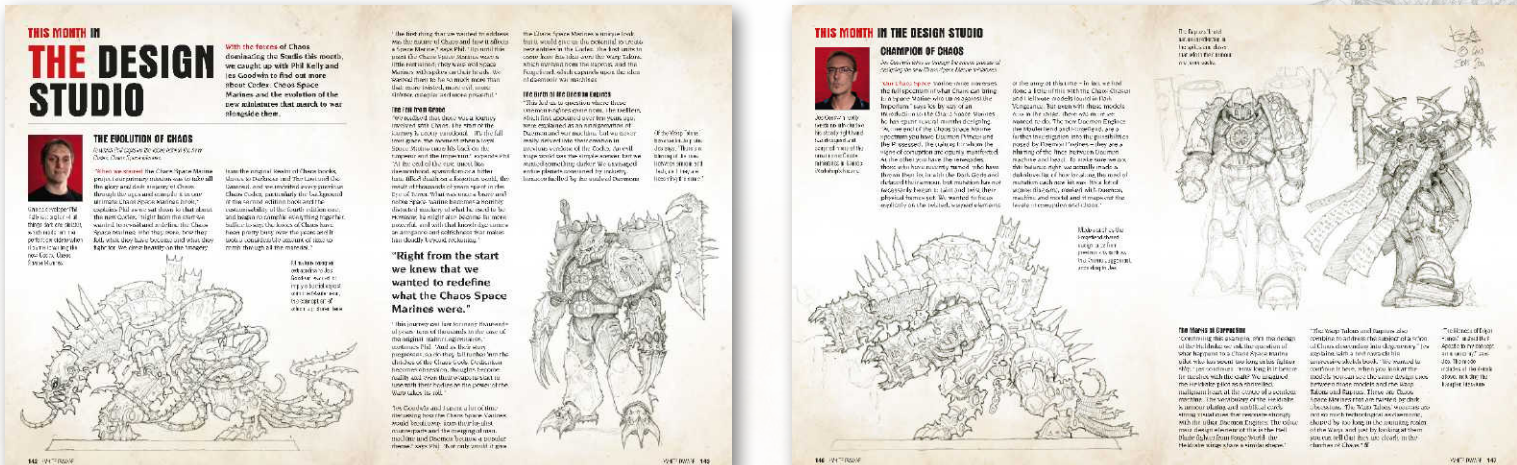
October 2012 saw the beginnings of a new iteration of Blanchitsu, focused on miniatures that embody the dense, dark texture of John Blanche's signature style – apparent, not least, in the brand-new self-portrait he produced for the series.



**October 2012 saw the release of the eagerly anticipated first part of Forge World's Horus Heresy supplements. Whilst some especially driven (and possibly quite mad) hobbyists had scratch-built Heresy-era armies since the release of Black Library's Horus Rising, Book 1: Betrayal gave fans full army lists and an expansion to Warhammer 40,000 for fighting battles between the Legiones Astartes when Mankind was at its peak. The series is still going from strength to strength today and covers an ever-increasing number of factions, from the Imperial Army to the Machine Cult and even the Legio Custodes!**



**White Dwarf's inquisitors had put the design team to the question in the past, but never before had we managed to get so much information out of them. This Month In... The Design Studio kick-started a new take on showing off the thinking behind new armies, with October 2012 spilling the beans on Codex: Chaos Space Marines. Phil Kelly talked background and the army list, whilst Jes Goodwin showed off design sketches and discussed the look and feel of the new miniatures.**



October 2012 was not only the launch of a new spin on White Dwarf but also of the digital edition, which initially led to a little confusion amongst our less... technically inclined colleagues – White Dwarf on tablets doesn't involve carved stone blocks! White Dwarf digital was (and still is!) full of exclusive content we've yet to work out how to print, such as battle report videos and 360° photos. We daresay Matt and Ben will work out how to print moving pictures one day...



## COLLECTING AND PAINTING



# THE NOBLE AND THE WICKED

Here at White Dwarf, we're privileged to see some truly outstanding armies from all corners of the Games Workshop hobby. This month, we're spoiled for choice with two armies, Imperial Knights and Dark Eldar, by Golden Demon-winning painter Joe Oliver.

**J**oe Oliver is not a man to do things by halves, netting himself a Bronze Demon in the hotly contested Unbound category at 2016's Golden Demon: Horus Heresy – held at the Horus Heresy Weekender – with his Exalted Court containing a total of five Imperial Knights. “I’d say I’m more of a painter than a gamer,” says Joe, “but I prefer having an army project rather than individual models to paint up. I like to stick to a theme. I’ve been playing various Games Workshop games since I was a teenager back during the Rogue Trader days, and I’ve

### HOW HE DID IT

If Joe Oliver’s success at this year’s Golden Demon has inspired you to try your hand at the competition in the future, check out Dan’s interview with Golden Demon judge and former ‘Eavy Metal painter Darren Latham on page 56 to find out just what it takes to win one of those coveted Golden Demon statuettes.

been hooked ever since. I participate in the Throne of Skulls events whenever I can get the chance, and they’re great to use as a motivation tool to finish an existing project.”

Joe’s first hobby love was the Space Wolves, and it’s the army he keeps coming back to (with plans for a Heresy-era incarnation of the VI Legion). Before tackling the titanic task of building and painting an Imperial Knight army for the Horus Heresy, Joe honed his skills on armies of the indefatigable Necrons and the sinister Dark Eldar.





## KNIGHTS OF THE UNTAMED WILDERNESS

"I remember the days of playing Epic 40,000, and Imperial Knights were always a favourite of mine," says Joe. "So I leapt at the chance to paint up an entire army of them for the Horus Heresy. There's nothing better than an entire army of giant killer robots as tall as buildings! They're also a great challenge on the battlefield, as they play totally differently to any other army in Warhammer 40,000 or the Horus Heresy, with their own strengths and weaknesses – yes, there are drawbacks to being that big!

"I chose to paint my Imperial Knights as part of House Cadmus because I wanted an existing knightly household that was around during the Horus Heresy. The idea was that after I'd finished painting them they could support my future Horus Heresy projects as well as be used in games of Warhammer 40,000. I made sure to keep the heraldry as accurate as I could, so each one of the Knights was part of the Exalted Court

of House Cadmus – I painted the Cerastus Knight-Acheron in the heraldry of the High King, the Cerastus Knight-Castigator as the Master of Justice, the Cerastus Knight-Lancer as the Herald, the Knight Paladin as the Kingsward and the Knight Errant as the Gatekeeper.

"I was drawn to the Forge World Knights because they're really fantastic designs. Darren Parrwood did such an amazing job with the models. They make use of the same aesthetics as the new plastic Imperial Knights but recall a lot of the style of some of the original Epic 40,000 Knights such as the original incarnation of the Lancer. Also, the range of poses you can achieve using these kits is absolutely brilliant."

Joe's weathered, realistic style is based on his experience painting his earlier armies, in particular his Dark Eldar army, which we explore in greater detail [here](#).

## A GOLDEN DECISION

Joe wasn't going to enter Golden Demon: Horus Heresy at last year's Horus Heresy Weekender, but something changed his plans on the night before the competition...

"I'd brought my Knights down to have some games with them at the Weekender," says Joe, "but Erik Niemz from White Dwarf had seen them the night before at Warhammer World and suggested that I should enter them into the Unbound category. I'm sure glad he did, as I've managed to tick the Golden Demon statue off my hobby bucket list. Cheers, Erik!"



# COLLECTING AND PAINTING



“I used a few advanced techniques like extensive masking for the weathering. Because Imperial Knights are such large models, however, I knew I had to paint the entire Exalted Court at the same time to keep all the colours and the gradients the same – that made life a bit harder.

“After posing each of the Knights, I took off all the armour panels and the heads and gave them and the skeletons of the Knights an undercoat of Chaos Black, before spraying the armour panels Rhinox Hide and applying masking fluid to simulate battle damage. When this had dried, I built up layers of green on the armour plates by airbrushing, starting with Caliban Green, moving on to Warpstone Glow and finishing with a light dusting of yellow. The metal areas started with a mix of Leadbelcher and Abaddon Black, which was given a wash of Nuln Oil, then drybrushed with Leadbelcher, then given a wash of Agrax ►



Left: The carapace of the Cerastus Knight-Acheron, which is painted up in the heraldry of the High King of House Cadmus. Only the most favoured or highly ranked members of a knightly household would be granted the honour of a rare and precious Cerastus Knight suit, even in the case of a highly favoured house like Cadmus, and even in the time of relative technological plenty of the Horus Heresy. No doubt the grinding blades of its colossal reaper chainfist and its Acheron pattern flame cannon have aided the High King of Raisa in the annual Cull of the monstrous beasts and vile mutants that lurk in the deep woods and jungles of his home.





► Earthshade, then drybrushed again with Necron Compound. I find the best way to get realistic metals is to have multiple drybrushes and washes, and to mix in other colours, so I also used purple, yellow and blue inks watered down to create a rich effect. I carefully removed the masking fluid from under the green, then applied all the transfers. Next, I highlighted all the battle damage, and added extra damage over the transfers with a sponge.”

Despite having painted five of the war machines, Joe still isn't sated with the Imperial Knights and has designs to paint more of them down the line.

“I have to say these were the most enjoyable models I've painted so far,” says Joe. “I can't wait to get my hands on the Porphyron Knight. Who'd have thought you could get a centrepiece for an Imperial Knight army!” ►



The Cerastus Knight-Castigator, whose tilting plate marks it out as the Master of Justice of House Cadmus's Exalted Court.

The black field and blood drop device, which is also repeated on the knee pads and crotch plate, is a heraldic design that has been used by House Cadmus down the ages, all the way to the likes of Scion William and the Knight Paladin Bloody Broadsword of the 41st Millennium. Joe's Imperial Knights were painted primarily for use in the Horus Heresy, but the traditional designs provide a visual link between the 41st Millennium and the forgotten days of the Horus Heresy.



# COLLECTING AND PAINTING



Above: Joe's Dark Eldar force, as it stands today, consists of 20 Wyches in two ten-Wych squads each led by a Hekatrix, a Talos Pain Engine, a Cronos Parasite Engine, a pair of Raider skimmers, a Ravager, a Razorwing Jetfighter, a Succubus (converted from Lelith Hesperax) and a whopping 26 Reaver Jetbikes.

Joe does have plans to expand the army in the future, with one eye on a cadre of Beastmasters and a variety of suitably ferocious charges for them, and the other on a flock or two of Scourges. But as his Imperial Knight household has shown, Joe has something of a taste for the big war machines and also intends to add a Tantalus, Forge World's huge Dark Eldar skimmer, as a suitably opulent capstone for the collection.

## THE DARKEST OF CARNIVALS

As we've said, the Knights of House Cadmus aren't Joe's only fascination. Before he took up the banner of Raisa, Joe was seduced by the glamorous lethality of the Dark Eldar. Just what was it that drew Joe to the kin of Commorragh?

"As soon as I saw the updated Dark Eldar range back in 2010 I knew I had to build and paint an army of them," says Joe. "They are, in my opinion, some of the very best models Games Workshop has ever released. I had always wanted to do an army mounted on jetbikes, with an emphasis on pure speed and aerial acrobatics, and that really fits the Wych Cults to a tee. The Realspace Raiders detachment in Codex: Dark Eldar also lets you take up to six Fast Attack choices, so I tried to include as many Reaver Jetbikes as I could get away with.

"I wanted to tie the entire army together as primarily a Wych Cult, so I made sure to use as many of my spare Wych heads as I could on the Reavers, as they make up the bulk of the army. I pictured the army embarking on high-velocity raids across realspace, with the Wyches leaping between the Reaver Jetbikes and Raiders, the whole force halfway between open warfare and gruesome performance art."

**"I wanted the army's wargear and vehicles to look well used and weathered, as the Dark Eldar manufacture their equipment from a variety of materials."**

As Joe had never painted an army in red before, his choice of colour scheme was rather simple. With that in mind, Joe eventually settled on a dark, ruddy scheme that suggests old blood and dried gore, rather than the brighter reds of Craftworld Eldar like Saim-Hann. But Joe wasn't content to paint the army like most Dark Eldar armies and brought his own style to it.

"I didn't want the armour and the weapons to look new," says Joe. "I wanted the army's wargear and vehicles to look well used and weathered, as the Dark Eldar manufacture their equipment from a variety of materials, unlike their Craftworld cousins who'll just grow what they need out of wraithbone. To get this worn, weathered effect I tried a technique using masking fluid. I started with a Rhinox Hide ►



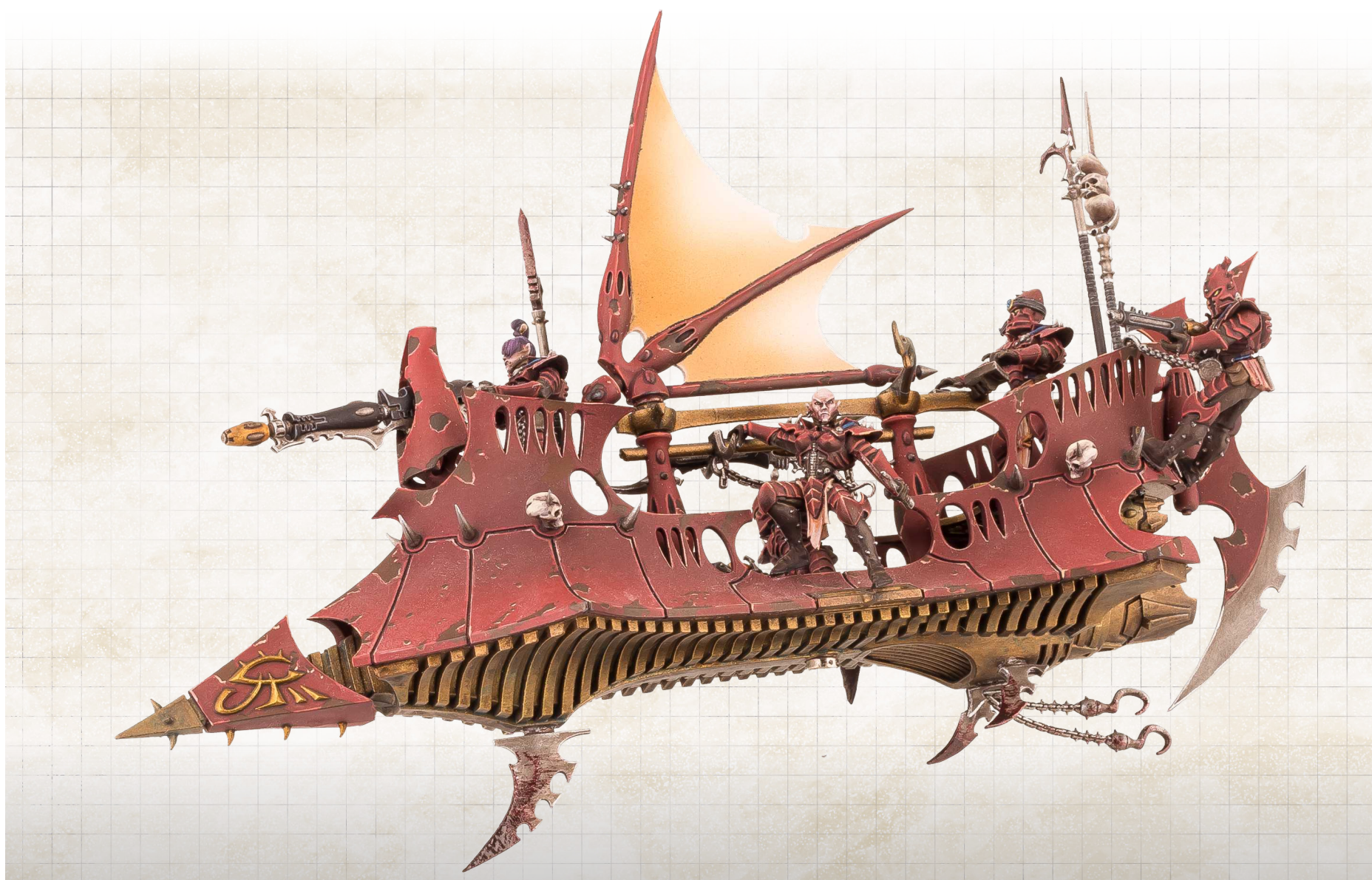




# COLLECTING AND PAINTING

Right: One of the most striking features of Joe's Dark Eldar is the lurid green poison on the blades of the Hekatrixes and Arena Champions as well as the army's Succubus general, which serves as a visual shorthand for who's in charge. Despite looking complicated, it turns out the effect is astonishingly simple to achieve.

"The globules of poison were created by first gluing a small hair like you'd find on an old brush where I wanted the toxins to go on the blade," says Joe. "After that, I gradually built up the shape and consistency using small blobs of thick, gel-like superglue and left everything to dry. After this, I mixed Moot Green with some water effect and applied the mix to these areas to make them look wet, like the blade is weeping poison. Whilst I used it for poison on my Dark Eldar, it works just as well for painting blood on other models, or yet more gruesome and grisly substances from around the Warhammer 40,000 galaxy."





► basecoat, which I then brushed over with a layer of 'Ardcoat. Then, I sponged on masking fluid to simulate weathering. As with weathering anything, the trick was not to go overboard – they're Dark Eldar, after all, not Orks or Plague Marines! After the masking fluid was dry, I then used an airbrush to slowly build up a coat of Khorne Red and worked through shades of red until I finished with a highlight of Evil Sunz Scarlet. After this had dried, I used a lump of putty to very carefully pull away the masking fluid from under the red paint. The effect is incredibly striking, gives a better finish than just sponging battle damage over a finished paint job, and doesn't require much additional time."

Joe was careful to make sure that the infantry matched the vehicles as well, using similar techniques. "I painted the infantry using many of the same colours as on the jetbikes and vehicles, but I also used a technique called zenith highlighting – airbrushing a brighter colour from a high angle to get a natural contrast on the model. I applied the final highlights with a brush, using Squig Orange on the panel lines of the armour. For the shading, I used Drakenhof Nightshade in the recesses of the armour – the blue complements the red, creating understated dark purple shadows. That just left the finishing touch, Blood for the Blood God on the blades!" 🦋







BLANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors. Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month we turn our gaze to the players in the saga of the Pilgrim, the collaborative Blanchitsu event we covered last month, with a look at three very different warbands.

## THE FORGOTTEN OAK

With a list of accolades including a whopping 18 Golden Demons (nine of which were gold) and a coveted Slayer Sword, Jakob Rune Nielsen is a master painter. John Blanche is one of his major influences, and Jakob's work has graced the pages of Blanchitsu in the past.

"When the Pilgrim 'architects' launched the idea, I was immediately intrigued and wanted to contribute with some very personal models," says Jakob. "I was sure that Mikael and Peter had a strong story to tell with the Pilgrim. So, instead of adding to the story, my approach was to create a warband that would bring flavour and interest to the game without going into too much detail on background, allegiances and warband goals.

"My main drive and inspiration for the project was definitely the community feel. Everyone contributed loads, building models and terrain, writing fiction and background. It felt very much like an artist collective of some sort. On top of that, it was very refreshing to work towards story and mood, rather than things like point values or specific painting techniques.

"I already had an idea for a centrepiece," says Jakob. "My goal would simply be to build a horrendous hovering tree-construct featuring a lot of cool stuff – a da Vinci-esque man to 'drive' the tree, servo skulls, purity seals en masse and a pipe organ." This ghoulish blend of the natural and the mechanical became Haenrik Galde, a bitter bio-engineer who has turned to solitude in the forgotten depths of Terra. Whilst Jakob made use of many Citadel parts (including an Imperial Knight faceplate), the bulk of the Forgotten Oak was sculpted from scratch.







Left: One of Jakob's warband characters. "All of my Pilgrim conversions were pretty simple," says Jakob. "I mainly used the Devoted of Sigmar Flagellant kit as a starting point for them. After that, I just went through my boxes of bits looking for inspiration, and slowly each character developed. I built the models first and then created the background for each of the characters. When it came to painting these models I used a limited palette of very subdued colours like you'd find in 16th century Dutch paintings – faded red and yellows. Also, I incorporated some strong heraldic graphic work. The models themselves were painted with an emphasis on shading, so that the eyes are hidden in shadows even in the paintjobs."



Left: The Ratcatcher, Galde's servant and henchman. To reflect this fellow's rather grim and decrepit state, Jakob used a Ghoul as the basis of the model. Jakob then added a pair of servo skulls and other accoutrements to tie the Ratcatcher thematically to the technological Forgotten Oak but to also suggest a debased, hidden wrongness, hinting at Galde's darker plans and plots.



Left: Jaenz, a mercenary. "He's a pragmatic gunslinger who constantly calculates his odds and options," says Jakob. "Today he's on the Pilgrim Road but tomorrow coins might take him somewhere else." Jaenz includes a set of arms from the Cadian Shock Troops kit, swapping the lasgun barrel for one from a Kroot longrifle, the custom equipment hinting at his no-nonsense attitude and perhaps a disregard for the strictures of Cult Mechanicus techno-theology. He also has a kitbag from the Kroot Carnivore box, and his head was taken from one of the options in the Battlemage set.



Left: The anonymous mercenary, who rounds out the warband. "He's a mysterious man of faith who favours close quarters combat where his resilience to pain lets him fight on and on," says Jakob. "He and Jaenz met on the Pilgrim Road and were recruited by the Ratcatcher into Galde's service. Unlike the Ratcatcher or the Forgotten Oak, the pair of relatively mundane mercenaries added a different narrative perspective to the warband – they're a normal pair of human eyes through which to witness the madness!"



The band known as the Forgotten Oak travel the Pilgrim Road, their leader Haenrik Galde keeping the reasons for their holy journey to himself.





Above: *Apostate's Bane*, the hulking Battle-automata in the service of the Iron Sisterhood. *Apostate's Bane* is an ancient relic harking back to the dark days of the Horus Heresy, and its mere presence is a stark indication of Archmagos Lilith's power and influence. Tim is not only a collector of classic models (as the presence of Maalica Iron-Hoof proves) but also has a few classic pieces of modelling and painting equipment he has accrued down the years, such as a tin of Citadel Roughcoat. Essentially a textured primer, he used the spray to give *Apostate's Bane* a gritty surface that would suggest the rust and grime that has built up over the intervening millennia. This was further emphasised by the paint scheme Tim chose, of weathered and verdigris-encrusted bronze and iron.

Right: The Iron Sisterhood arrayed for battle, hunting for the techno-heretics of the Green Mechanicum on the surface of Terra.

## THE IRON SISTERHOOD

Tim Molloy is no stranger the pages of Blanchitsu and his contribution to the tale of the Pilgrim is just as striking as any of his previous works.

Tim's warband is part of the Cult Mechanicus and is ostensibly a model of Martian orthodoxy. Whilst they appear closer to the tenets of the Machine-God than their prey, the Green Mechanicum, they do have peculiarities that set them apart from other parts of the Cult Mechanicus. The Iron Sisterhood, the Lilith Cult, is a symbolically feminine sect in an organisation that is traditionally fraternal, if it hasn't transcended the notions of gender like it strives to escape all aspects of the flesh.

Their role in the larger narrative of the Pilgrim is not related to the main plot, involving the titular character, but makes up one of the major side plots that spilled out across the battlefield. Word reached the temple-holdings of the Iron Sisterhood that a manifestly heretical offshoot of the Divisio Biologis, the so-called 'Green Mechanicum', lurked at the very foot of the Ommissiah's Gate. Archmagos Lilith set off from Mars, for the first time in three centuries, with her most trusted agents and guards, to bring the Ommissiah's wrath to the hereteks.







Left: The Ladies of Courtte, the Hand-Maidens of Lilith. The Hand-Maidens exemplify the contrast between the transhumanist culture of the Cult Mechanicus and the feminine nature of the Lilith Cult, identifying as female whilst having forsaken almost all of their mortal flesh. Tim built the pair from Myrmidons but went on to arm both with the axe from the Tech-Priest Dominus. One was then given a limb from the Ruststalkers, whilst Tim gave the other the bolter arm from a Techmarine. Their head-dresses are built from the banner-tops of the Daemonette kit.



Far Left, centre: The Edomite Honour Guard. The Honour Guard are some of the few obviously male members of the band. The one on the far left carries a bucket of sacred Martian earth so the Archmagos never need tread (or slither) upon the unhallowed grounds of other worlds.

Left: Lacus-Gaod, Datasmith of Apostate's Bane. Tim built Lacus-Gaod using the limbs and head of the Kastelan Datasmith on the body of a Techmarine.



Left: Archmagos Lilith, Forge Queen of the Ring of Iron, Magos Dominus Interrogator Imperialis, The Dragon's Consort.

As is the main thrust of Tim's warband, he intended Archmagos Lilith to be obviously feminine without resorting to crudities. As such, he made use of the Tech-Priest Dominus as a base for his leader, adding the head from the Tomb Kings special character High Queen Khalida and replacing the lower body of with the snake-like form of a Sepulchral Stalker. The final touches were to add the taser goad from an Ironstrider and tip off the tail with a small symbol from the Electro-Priest kit.

The symbolism carried by the snake-like form, which has roots in various real-world mythologies, along with the face mask helped Tim achieve his aim without having to rely upon crass imagery.

Above: Maalica Iron-Hoof, Martian Emissary to Terra. Tim's nod to the hobby's past, his Mechanicus ambassador is built from a positively ancient Chaos Sorcerer model, released 30 years ago. As a tribute, the name has remained the same, (for the original Maalica Iron-Hoof harks from a time when almost every Citadel miniature was individually named), and Tim has been sparing with conversions, opting for a simple headswap from the Skitarii Vanguard, a rod of office built with a spare part from the Electro-Priest box, and a single mekadendrite to round out the conversion.







## THE GREEN MECHANICVM

Stefan Darlan Boris is another Golden Demon-winning painter and, as well as contributing a warband to Blanchitsu, he also helped create the Botanicariumme gaming board for the project. "The Green Mechanicum (their name a stylised throwback to their ancient forebears) had their beginning a year prior to the Pilgrim taking shape," says Stefan. "Back then, I was working on a personal project about holloways and wooden enclosures in Warhammer 40,000 shaped by man over the millennia, in which rifts in time and space lead to weird morphologies and uncanny doublings. This was heavily inspired by Dan Abnett's Pariah and the illustrations of John Blanche – both of them (for me at least) stand out like no else because of their ability to portray the raw essence of the dystopian world of Warhammer 40,000 and the myriad of weathered characters that inhabit it.

"When I was invited to take part in the Pilgrim, I decided to use it as an opportunity to use the biological aspects of plant life in the Imperium as a platform upon which to develop a host of bio-explorers bound for Terra." Yet with the Pilgrim over, that is not the end of the Green Mechanicum, as Stefan has dropped hints of expanding the faction further.



Above: The sinister brotherhood of the Green Mechanicum arrayed for war, aided by Brostten Haggwers and his manservant in their sacred quest to repair the broken-down Golden Throne.

Left: The leader of the band, Archmagos Sverre Arrheniusse. "Archmagos Biologis Sverre Arrheniusse is perhaps the most elaborate conversion in the entire warband," says Stefan. "I used bits from an old metal Shard of the Nightbringer model, the Tech-Priest Dominus and cut-up Dryads as the base, along with a lot of added cables and details. I really wanted to portray the tall, almost regal character of a Crataegus priest, giving him a sense of movement by bending the cables on the lower part of his body." The Archmagos is the exemplar of the band, incorporating all its elements, from the Dryad limbs of the Thorn Guard to the bark texture of Gene-Extractor Hyle and the nest of writhing cables reaching down the back of Brostten Haggwers.





Left: Cornelius Linnæus XII. "He is a member of the Linnæanne Brotherhood on Neith, an artificial moon circling Venus and as a character was really fun to develop and build," says Stefan. "It was a joy to develop a narrative of Venus being a botanical laboratory, building upon a suggestion by John Blanche, and of Neith being an artificial seed vault containing plant and seed samples of all known species in the Imperium. Cornelius was built around Inquisitor Solomon Lok from Forge World, with a few simple changes like giving him a haw staff, a herbarium and a bright paint job. I used many hues of green and blue in the shades, and in the end I was able to portray a priest of Neith precisely as I had envisioned him from the project's beginning."



Left: One the warband's henchmen in the employ of Brostten Haggwers. Stefan based the model on a Chaos Renegade Militia from Forge World, converting it with a pair of modified legs from a Militarum Tempestus Scion.



Left: Brostten Haggwers, an infamous bio-archeologist and paleo-botanist par excellence. Stefan based the character on a classic piece of John Blanche artwork, where the character is seen standing amid a forest of bio-mechanical trees. This piece quickly became an important reference point for the entire Green Mechanicvms project. Brostten seemingly lacks any overt modifications, so stands apart from the rest of the warband, but he has a nest of cables running down his back.



Left: Gene-Extractor Hyle. "I built Hyle by using the body of a Cairn Wraith and adding Dryad bits and cables," says Stefan. "I gave him an hourglass as a symbol of the Green Hour approaching – and in the process to mock the frail humans of the Church of the Red Atheneum (one of the rival warbands) with all their red hourglasses! Hyle searches the underworld of Crataegus for valuable gene-matter, so I painted him in very dark browns and mossy colours."



Left: The Thorn Guard of the Green Mechanicvm. "The Thorn Guard were built by combining the bodies of Sicarian Ruststalkers with lots of spiky Dryad bits," says Stefan. "They are combat sentinels on the Thorn Moons of Crataegus and I wanted to make them look lithe and deadly."

"While building the Thorn Guard I was very inspired by an incredible John Blanche piece, 'Voodoo Forest', which features two tree creatures fighting," says Stefan. "I built similar paired branch limbs on my Thorn Guard with the intention to make them look crooked and thorny without creating 'walking trees' like Dryads, Kurnoth Hunters or Tree Lords."



"I quickly decided to use my Green Mechanicvm as a fitting occasion to experiment with texture, washes and weathering, trying to paint more fluidly than the time-consuming 'old-school approach' I have been so used to. I wanted to make the Green Mechanicvm look natural and organic rather than like models."

Stefan skilfully added a crackled bark texture to many of the models in the warband, but most obviously on the Thorn Guard. He experimented with a variety of methods to create the illusion of bark skin, before finally settling on his current process. "I start with a Chaos Black undercoat, then apply thick blobs of Agrellan Earth over the flesh."

"I painted the Thorn Guard in different shades of grey and brown to indicate their different ages – the darker the bark, the older the Thorn Guard. Green is an underlying colour on all of them, right from the different tones of washes to the mould and moss growing in the cracks and recesses of their bark-like skin."



The Pilgrim is on display in the Warhammer World Exhibition Hall until 26 February. Pay a visit and have a look for yourself!





# PAINT SPLATTER

**Paint Splatter is our regular feature on painting Citadel miniatures. Over the next few pages you'll find a stage-by-stage guide to painting Saint Celestine and a few useful tips on assembling Belisarius Cawl before you start painting him and his many arms!**

**T**his month's Paint Splatter features the Living Saint herself, the mighty Saint Celestine. Clad in the glittering gold armour of Saint Katherine and wielding the Ardent Blade, she makes for a striking figure, her angelic wings unfurled behind her and a red cloak billowing in her wake.

This rendition of Saint Celestine was painted by Army Painter Paul Norton, who started by building her in four sub-assemblies – her wings, body, litanies of faith and doves. The litanies Paul glued to the base and undercoated Chaos Black, along with Celestine's body and wings. He undercoated the doves Corax White as they would be painted white later in the process.

"I used the Reikland Fleshshade Gloss Shade on Celestine's armour," says Paul. "It gives the

### PAINT SPLATTER

Paint Splatter provides stage-by-stage painting guides and useful advice on how to paint your Citadel miniatures. It's here that we show you how to apply different painting techniques to your models to create a range of stunning effects that will make them look great on the battlefield. All the stage-by-stage guides are created by the talented members of the Studio's Army Painting team, who have had many years of experience painting miniatures. If you follow their advice, you'll have a great-looking collection in no time!

armour a lustrous sheen, like it's highly polished. Although I applied the wash all over the armour, I made sure it was only a thin wash – just to establish the colour of the gold, being careful not to let it pool in the recesses. Once it was dry, I then applied a second wash to the recesses, to help emphasise the darkest shadows. I also used Nuln Oil Gloss on the Ardent Blade to really make it shine, particularly along the centre of the blade where the lightning would appear."

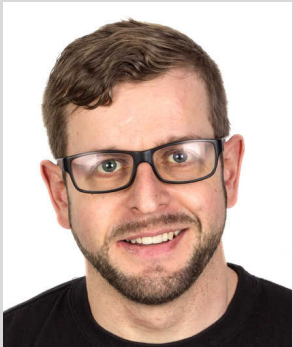
Paul's also got some useful tips for painting cloth, particularly Celestine's cloak. "Keep your wash nice and thin on the cloak," says Paul, "that way it won't overwhelm the basecoat. If you do apply the wash too heavily, don't worry, though, you'll just have to go back and re-apply the basecoat to the raised areas before moving on to your highlights. When you apply



the Layer highlights, water down your paint a little more than usual to ensure the highlights aren't too harsh. Cloth is a soft material, so you want the highlights to be soft, too. The final highlight should be the only one that pops, representing where light catches the edges of the cloak's folds."

The final areas of Celestine that Paul painted were the little details – her doves, roses and

glowing eyes. "Because the doves were undercoated Corax White, they were really easy to paint," says Paul. "The roses I drybrushed because it's the perfect technique to pick out all the petals. As for Celestine's eyes, I watered down Temple Guard Blue until it was almost milk-like in consistency before applying it very sparingly to her eye sockets. I then re-highlighted her eyes so they stood out from the blue."



**PAUL  
NORTON**

Paul Norton is an accomplished member of the Studio Army Painting team, having won a Golden Demon statuette at Warhammer Fest last year. When he's not painting models for himself, he's adding new ones to the Studio collection and making stage-by-stage painting guides for us to feature right here in the pages of White Dwarf.

**GOLDEN ARMOUR** +

1

Basecoat:  
Retributor Armour  
M Base

2

Wash: Reikland  
Fleshshade (Gloss)  
M Shade

3

Layer:  
Auric Armour Gold  
M Layer

4

Layer: Liberator Gold  
S Layer

5

Layer: Stormhost Silver  
XS Artificer Layer

**LEATHER CORSET** +

1

Layer: Eshin Grey  
S Base

2

Layer: Dawnstone  
S Layer

3

Layer: Administratum Grey  
XS Artificer Layer

4

Layer: White Scar  
XS Artificer Layer

5

Layer: Stormhost Silver  
XS Artificer Layer

**WHITE ICONS** +

1

Basecoat: Celestra Grey  
S Base

2

Wash:  
Drakenhof Nightshade  
M Glaze

3

Layer: Ulthuan Grey  
S Layer

4

Layer: White Scar  
XS Artificer Layer

5

Glaze: Soulstone Blue  
M Glaze

**HEAVENLY WINGS** +

1

Basecoat: Celestra Grey  
M Base

2

Wash:  
Drakenhof Nightshade  
M Shade

3

Layer: Ulthuan Grey  
M Layer

4

Layer: White Scar  
S Layer

5

Glaze: Soulstone Blue  
M Glaze

**RED CLOAK** +

1

Basecoat:  
Mephiston Red  
M Base

2

Wash:  
Agrax Earthshade  
M Shade

3

Layer: Evil Sunz Scarlet  
M Layer

4

Layer:  
Fire Dragon Bright  
S Layer

5

Layer: Stormhost Silver  
XS Artificer Layer

**HOW TO USE  
THIS GUIDE**

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

**Each stage includes the following:**

**Photograph:** These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

**Technique & Paint:** The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

**Brush:** We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it really easy to identify the right one.



1

Technique: Colour  
Brush



# MODELLING AND PAINTING

## TECHNIQUES

The stage-by-stage guides we present in Paint Splatter follow the Citadel Painting System, which uses four core techniques along with specially formulated paints for the best results.

**Undercoat:** We undercoat our models to help the paint adhere to the plastic. Typically we use a Chaos Black or Corax White spray. **Basecoat:** A neat, even basecoat provides a strong foundation for later colours. Base paints have a high pigment count, so they're really strong colours. Some Base paints are available as sprays.

**Wash:** A wash is applied to a model to emphasise the shadows in the recesses and provide depth. For this we use Shade paints.

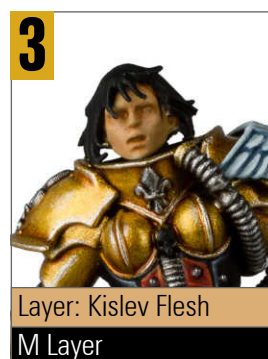
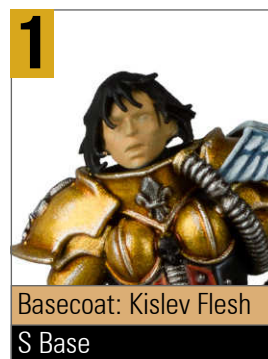
**Layer:** Layering helps establish the colours on a model. Some layers are applied all over an area of a model to change its colour, others are applied sparingly to the edges to create highlights.

**Drybrush:** To drybrush, load a brush with paint and then wipe most of it off on a paper towel. By flicking the almost dry bristles across the model, you can create textures that highlight the raised areas.

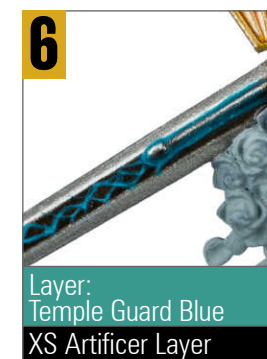
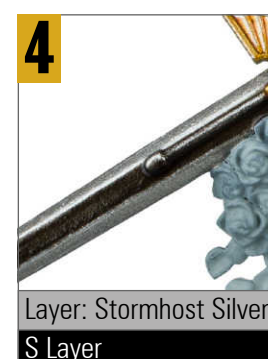
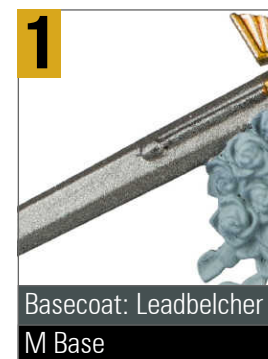
## METALWORK +



## PALE SKIN +



## THE ARDENT BLADE +



## PAINT SPLATTER EXTRA: BELISARIUS CAWL

You can't have gotten this far into the magazine without noticing how many arms Belisarius Cawl has, and the keen painters among you will surely be wondering how to paint all his mechadendrites. Well, Chris Peach of the Army Painting team has this advice: "I'd paint him in sub-assemblies," says Chris. "You could go sub-assembly crazy and paint all his limbs separately, then glue them on afterwards, but some of them are very fiddly. Personally I would go for four sub-assemblies: his lower body (but don't attach it to his base so you can paint his legs), his upper torso and arms, his





## PINK ROSES +



## ETHEREAL DOVES +



## HOLY LITANIES +



## BLACK HAIR +

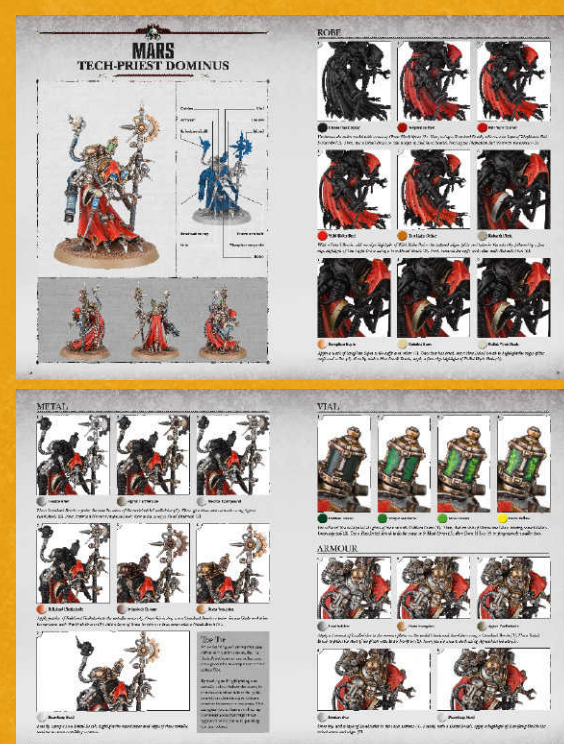
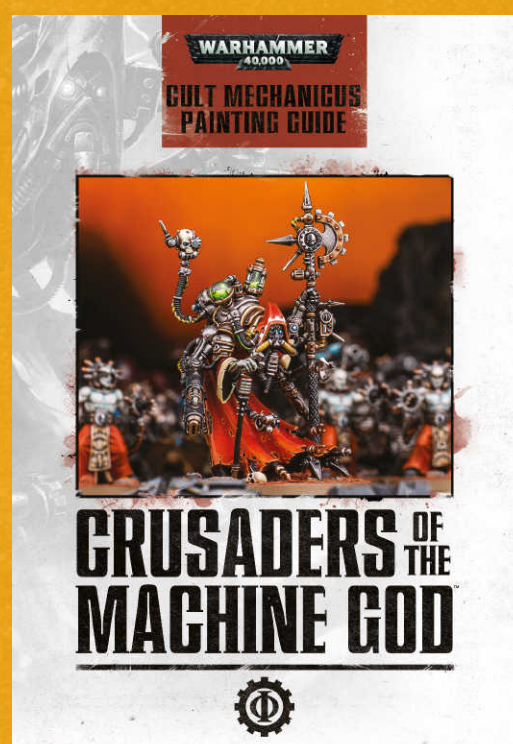


## FREEHAND PAINTING

Sometimes in Paint Splatter we'll talk about freehand painting. In simple terms, this means painting an area of a model that has no raised or recessed details to guide your brush. Essentially, you're painting a blank canvas. The fluttering parchment litanies hanging from Saint Celestine are a great example of freehand painting, as Paul painted all the intricate writing on them without anything to guide him.

"Freehand painting can take a bit of getting used to," says Paul, "but it's all about careful brush control and not having too much paint on your bristles. I used a little water to thin down Rhinox Hide, then, using an XS Artificer Layer brush, I carefully started to apply tiny squiggles to the parchment. My advice here is to imagine you're writing your signature, but really, really small! I even put the text at a bit of an angle to make it look like handwriting. To break up the text into small psalms and litanies I added in larger squiggles that could be capital letters. I'd always suggest trying out freehand painting on a spare model first. That way you won't ruin your model if it all goes wrong!"

► power axe and his cowl. You'll need to paint the cowl separately, otherwise you'll have to try and sneak your brush past the vox grille to paint Cawl's face, which wouldn't be very easy. Next I'd attach those sub-assemblies to spare flying stands to have something to hold while painting them. For basecoating, I'd suggest Leadbelcher – that way all the fiddly silver details like his arms will be painted and you won't have to do it by hand." But what about painting the rest of Belisarius Cawl? Conveniently, the Crusaders of the Machine God book (right) contains stage-by-stage guides that are perfect for Cawl. Simply pick the colour scheme you like and paint away.





# 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:

**TEAM@WHITEDWARF.CO.UK**

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

Stormcast Eternals Knight-Vexillor  
by Sam Jones



Blood Angels Baal Predator  
by Phil Chang



Tyranid Harpy  
by Aurélie Schick





Fulgrim of the Emperor's Children  
by John Margiotta



Perturabo of the Iron Warriors  
by John Margiotta



Orruk Warboss on Maw-krusha  
by Johnathan Lozzelli



Ultramarines Legion Veteran  
by Jonathan Banaitis



Rogue Psyker (with headache)  
by Daniel Jackson





# READERS' MODELS

Stormcast Eternals Tempestors  
by Amy Snuggs



Watch Captain Artemis  
by Thilo Engels



Plasma Obliterator Turret  
by Phil Chang





Tau Fire Warriors Strike Team from Sa'cea Sept  
by Dean Lecoq



## READER'S MODEL OF THE MONTH

Our Reader's Model of the Month is this excellent rendition of Lord-Celestant Imperius by Sam Jones. Sam painted Imperius in the traditional gold of the Hammers of Sigmar after being inspired by the 'Eavy Metal model on the front of the kit's box.

All the colours on Sam's model are really clean and sharp, but what really stands out are the smooth tonal transitions, particularly between the black and red on the wings and the deep umber recesses and shiny highlights on the gold. A job well done, Sam!



### 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 viewscreen. 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)



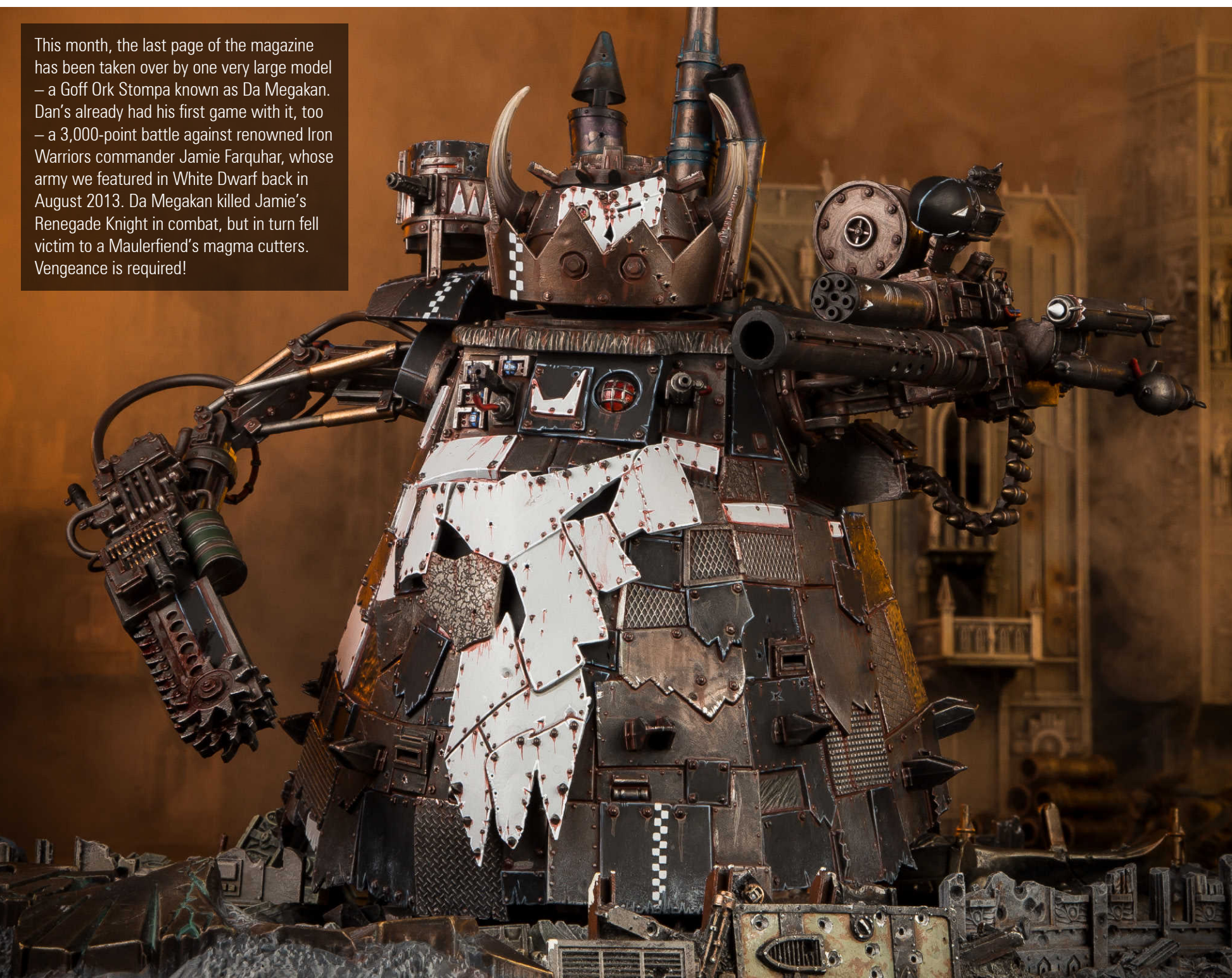




# IN DA BUNKA

Welcome to the last page of the magazine, where we'll be taking a regular look at what's been going in the White Dwarf hobby room over the past month...

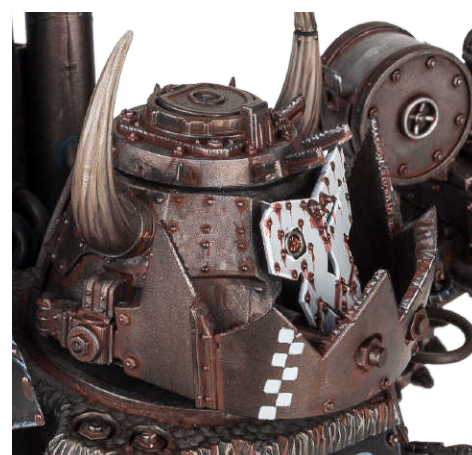
This month, the last page of the magazine has been taken over by one very large model – a Goff Ork Stompa known as Da Megakan. Dan's already had his first game with it, too – a 3,000-point battle against renowned Iron Warriors commander Jamie Farquhar, whose army we featured in White Dwarf back in August 2013. Da Megakan killed Jamie's Renegade Knight in combat, but in turn fell victim to a Maulerfiend's magma cutters. Vengeance is required!



Da Megakan took Dan around three weeks to paint, in-between a unit of Flash Gitz and his Skaven Blood Bowl team. "I started by spraying the whole Stompa with Leadbelcher spray," says Dan. "Then I gave it several washes of Nuln Oil to make it look really dirty and dingy. I then picked out some of the armour panels in black and white, before



weathering the whole model using watered-down Doombull Brown painted into the recesses. It's a great technique for wet-looking rust. The only downside is that you have to make sure you don't apply too much, otherwise the model can get a bit, well... drippy." Dan then finished off Da Megakan with a few classic checks and dags.





# NEXT MONTH

**WHITE DWARF FEBRUARY 2017 EDITION ON  
SALE FRIDAY 03 FEBRUARY**

**THE GATHERING STORM CONTINUES / A TRULY MASSIVE PAINT SPLATTER  
NEW RULES FOR SILVER TOWER / BLANCHITSU/ BATTLE REPORT / GOLDEN DEMON  
AND MUCH, MUCH MORE!**

