

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

JUNE 2017



NEW WARHAMMER 40,000!

WELCOME TO THE AGE OF THE DARK IMPERIUM

USER GUIDE

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team@whitedwarf.co.uk



We hope you enjoy the issue!

MEET THE WHITE DWARF TEAM

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

MATT KEEFE

Editor

Like all of us, Matt has been excited about the new edition of Warhammer 40,000, but he's also got his eye on Warhammer Age of Sigmar: Skirmish...

Matt's hobby month: After months of trying, Matt finally won a game of Blood Bowl! That 10-year-old didn't know what hit him.



MICHAEL WIESKE

Production Editor

Michael is still happily painting Kharadron Overlords, though a game of the new Warhammer 40,000 has got him very excited about the Primaris Space Marines.

Michael's hobby month: He's just finished painting an Aether-Khemist for his growing Kharadron from Barak-Khrum, his own sky-port.



MELISSA HOLLAND

Digital Editor

Mel's been hard at work creating the digital edition of White Dwarf, but in between uploads she's been trying to goad Dan into fighting her Seraphon with his Skaven again.

Melissa's hobby month: Mel's finished her Saurus Eternity Warden and has set to work on a mighty Ogroid Thaumaturge.



MATTHEW HUTSON

Lead Designer

Matt was one of the generals in First Blood this month and he's already started to figure out some tactics and sneaky tricks for the new game.

Matt's hobby month: Fyreslayers and Space Marines have been on Matt's desk this month, you can see them at the back of the mag.



BEN HUMBER

Designer

Another First Blood general, Ben is very keen on the new game and wants to paint some new scenery to fight over on our hobby room gaming table.

Ben's hobby month: Ben's been working on a Space Marine Hunter, and also some more Scouts for his Shadow War Kill Team.

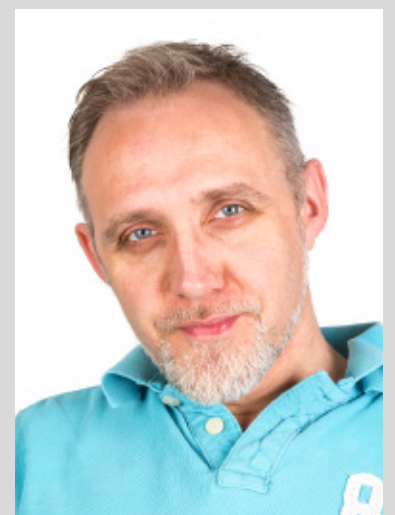


SHAUN PRITCHARD

Reprographics Operative

It's been an exciting month for Shaun – he's finally finished clipping the pictures of the big promethium rig in April's Battle Report. We jest, of course, but it almost broke him!

Shaun's hobby month: Having just got back into painting models, Shaun's first purchase was a Start Collecting! Daemons of Nurgle box.



DAN HARDEN

Staff Writer

Dan's the only member of the White Dwarf team to have fought two battles using the new Warhammer 40,000 rules. See how he got on later in the issue.

Dan's hobby month:

This month, Dan took part in a campaign weekend and painted Death Guard, Orks and a Stormcast Eternal.



STUART EDNEY

Staff Writer

Designers, writers, painters, games designers – Stu's talked to them all this month in his quest to find out more about the new Warhammer 40,000 game and miniatures.

Stuart's hobby month:

Last month, Stu painted some Kharadron. This month, Nurgle Daemons. The man's as random as Chaos Spawn...



MARTYN LYON

Photographer

Martyn may not play that many battles, but he certainly knows his rules. He's already assimilated the new Warhammer 40,000 rules set into his prodigious brain.

Martyn's hobby month:

He's been painting Dark Angels Scouts as practice before he tackles a unit of Primaris Space Marines.



JONATHAN STAPLETON

Photographer

The impressive battle-scene in this issue was photographed by Jonathan – it only took him a few days. He didn't cry too much setting up all the models.

Jonathan's hobby month:

Jonathan has been painting more Kharadron – you can see his Endrinriggers later in the magazine.



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

Registered in England and Wales

– Company No. 01467092.

ISSN: 0265-8712

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All the news on the latest Games Workshop goings-on, including your first look at Warhammer 40,000: Dark Imperium.

CONTACT

The letters page, where you get your say.

THERE IS ONLY WAR

New game, new miniatures and new background for Warhammer 40,000 – read what the games designers, sculptors and miniatures painters have to say right here.

FIRST BLOOD: WARHAMMER 40,000

Members of the White Dwarf team get to play their first game using the new rules, ably aided by the game's designers.

ARMIES OF THE DARK MILLENNIUM

Four commanders work out their army lists for the new game using points, power ratings and detachments.

DEFENCE OF KONOR

Konor – a world in the Ultramar system named after Roboute Guilliman's adoptive father – is under attack by the Black Legion and the Death Guard. Can the Primarch of the XIIIth and his army of Ultramarines defeat them?

GOLDEN DEMON: THE HORUS HERESY

A gallery of exceptional miniatures painted by world-class painters. This issue includes the Slayer Sword-winning entry – Perturabo painted by Neil Hollis.

A TALE OF FOUR WARLORDS

The four warlords enter their third month of the challenge – this time they've been painting Fast Attack units. Zooooom!

LEGIONS OF THE REALMS

It's not all about Warhammer 40,000 this month. Here we showcase a gallery of Warhammer Age of Sigmar armies.

ULTIMATE GUIDE: BLADES OF KHORNE

Blood for the Blood God! Skulls for his throne! Everything you need to know about Khorne's armies in Warhammer Age of Sigmar, delivered in one gory package.

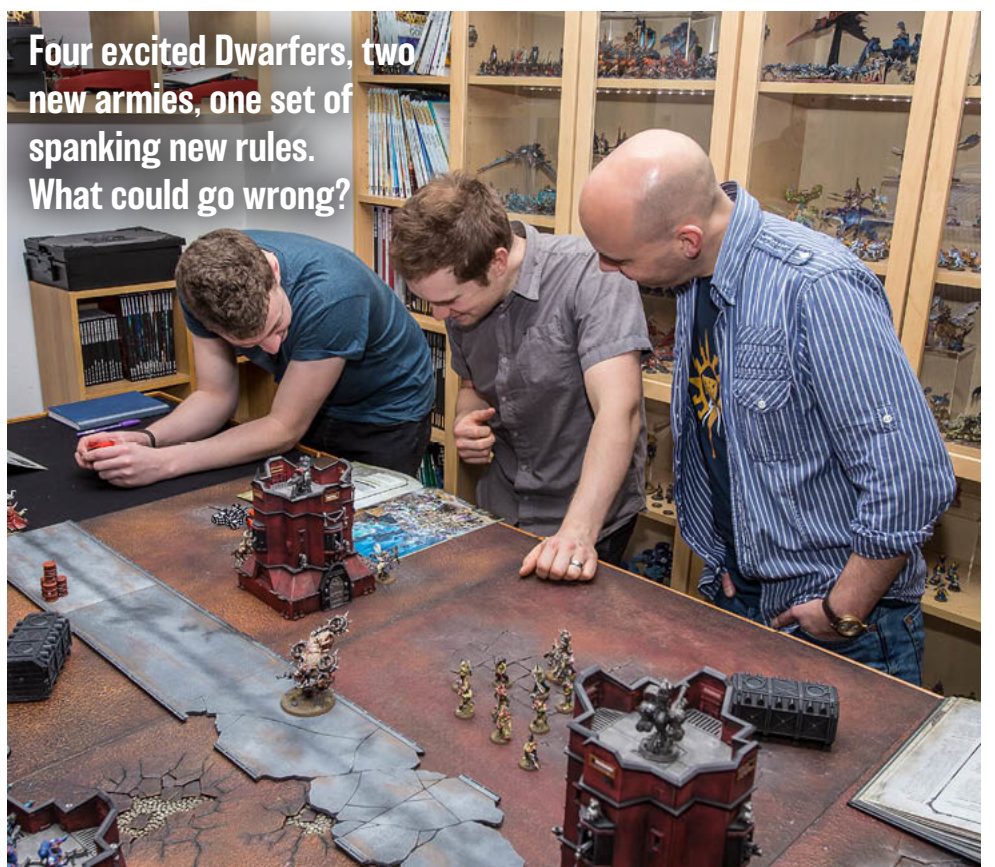
IMAGISTS AND ILLUMINATORS

We interview members of the Studio art team to discuss what it means to illustrate the worlds of Warhammer. Then...

Read what the designers have to say about the Dark Imperium.



Four excited Dwarfers, two new armies, one set of spanking new rules. What could go wrong?



ILLUMINATIONS

...we ask them to talk about some of their favourite pieces.

THE DANCE OF MIDNIGHT

The Masque of the Midnight Sorrow – a Harlequin army painted by Harvey Snape.

PAINT SPLATTER

Primaris Space Marines, Death Guard and Poxwalkers get the stage-by-stage treatment.

TEMPORAL DISTORT

If you're a child of the '80s then you probably have this one in your collection – we're travelling back to 1997 and issue 207!

READERS' MODELS

A wonderful selection of models painted by you, our readers. Check out the model(s) of the month!

IN THE BUNKER

See what the Dwarfers have been up to this month, including models painted by several members of the team and their thoughts on the new edition of Warhammer 40,000.

Golden Demon: The Horus Heresy, including the Slayer Sword winner.



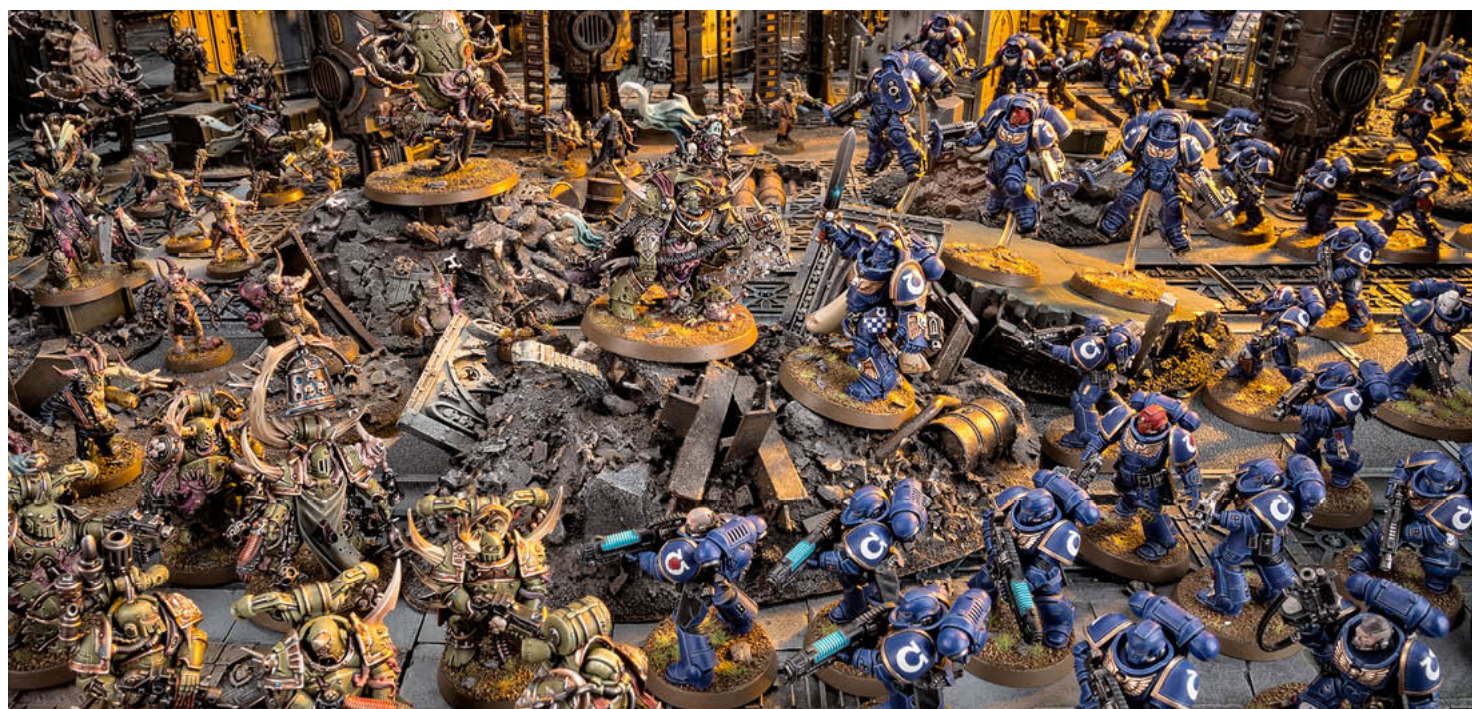
The Studio art team tell us what it's like bringing the worlds of Warhammer to life.



IT'S AN ARMY-BUILDING SPECTACULAR!

Not one, not, two, not three, but four articles about collecting and painting armies this month. You're all in for a treat with these collections.

**ARMIES OF THE DARK MILLENNIUM
A TALE OF FOUR WARLORDS
LEGIONS OF THE REALMS
THE DANCE OF MIDNIGHT**



COVER FEATURE: NEW WARHAMMER 40,000

Article after article about the new Warhammer 40,000 game, miniatures and art.

PLANET WARHAMMER

THERE IS ONLY WAR

FIRST BLOOD

**ARMIES OF THE DARK
MILLENNIUM**

DEFENCE OF KONOR

PAINT SPLATTER

WHITE DWARF™

JUNE 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-levelling 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?



WARHAMMER 40,000 INCOMING!



The time is almost upon us. The wait is nearly over. A brand-new edition of Warhammer 40,000 is released this month and you can get your hands on it in just a few days' time.

We in the White Dwarf bunker are lucky enough to have been introduced to this great new edition a little while ago and while much of the rest of this issue is dedicated to telling you everything you could possibly want to know about it, the short version is: it's everything we hoped for.

The first thing that stuck a lot of us was just how familiar – how much like the Warhammer 40,000 we've always known – it feels. Yes, it's new, but very quickly we realised just how much it continues to feel like the Warhammer 40,000 we know and love. The next thing we discovered was how the game seems more streamlined and more intuitive than before while retaining all the same tactical challenges and characterful narrative elements we've known over the years (indeed, with the introduction of stratagems, this new edition actually adds quite a few more). I could go on but that's what the rest of this issue is for. Turn the page to see all the great, in-depth features we've got lined up for you, then head on into Planet Warhammer for a first real look at the greatest ever edition of Warhammer 40,000.

Needless to say, this is just the start. We'll have an awful lot more to show you over the coming months. For now, though, enjoy the issue...

Matt K



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

NEW WARHAMMER 40,000



What else can we say? You can probably guess by the cover and the magnificent photograph above that this month is the launch of the latest and greatest edition of Warhammer 40,000. As can only be expected from a new edition, there's a brand-new boxed set, Dark Imperium, which is full to the brim with fantastic new miniatures – including a whole new kind of Space Marine. Brought into being by the strange and arcane gene-science of Archmagos Belisarius Cawl over millennia, clad in Mk. X power armour and armed with new and powerful weapons, the Primaris Space Marines now stand at the forefront of Lord Commander Guilliman's effort to protect an Imperium assailed by endless threats from without and from within. But their opponents are equally impressive miniatures, as the Death Guard Plague Marines are some of the most magnificently monstrous Chaos Space Marines we've ever set our eyes upon...

The Warhammer 40,000 rules have been given a complete renewal as well, bringing them up to date for a slick, fast-paced and elegant game that's fun and engaging for players of all stripes – but don't just take our word for it! Click [here](#) to see what the game's designers have to say for themselves, or jump [here](#) to see the White Dwarf team try out the rules for the first time in this month's iteration of First Blood.

All of you readers with lovingly collected armies will be delighted to read that there will be no wait for updated rules – the same day the new edition is released, you'll also be able to grab the new Index books, a quintet of volumes which together cover the entire Warhammer 40,000 range as it stands – the designers even included some units that haven't seen the light of day for many long years. (Finally, a chance to use your Terminus Ultra Land Raider again.)



DARK IMPERIUM

A new Warhammer 40,000 deserves a new boxed set! This new edition of the game of warfare in the grim darkness of the far future introduces some of the finest models we've ever made, too – have a look over the page.



WARHAMMER 40,000

You already have all the models you could possibly want for the new edition (as if...)? You can grab the new rulebook by itself – have a look at what's inside (and what's in the extremely exclusive Limited Edition), over [here](#).

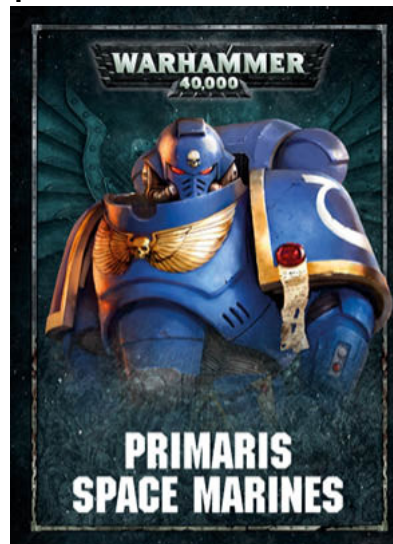


INDEX BOOKS

With a brand-new edition of the game, it's only fair everyone is up to speed to play straight away – enter the Index books, five tomes which contain rules for every unit available for Warhammer 40,000. See them [here](#).



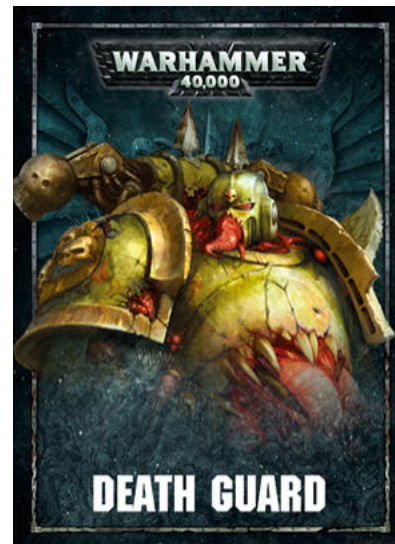
1



2

Continuing the tradition of awesome and evocative war-torn vistas on the covers of Warhammer 40,000 boxed sets, Dark Imperium features a fantastic battle scene between the rotten-hearted Death Guard and noble Ultramarines (1).

Inside Dark Imperium you'll find 53 miniatures (more of



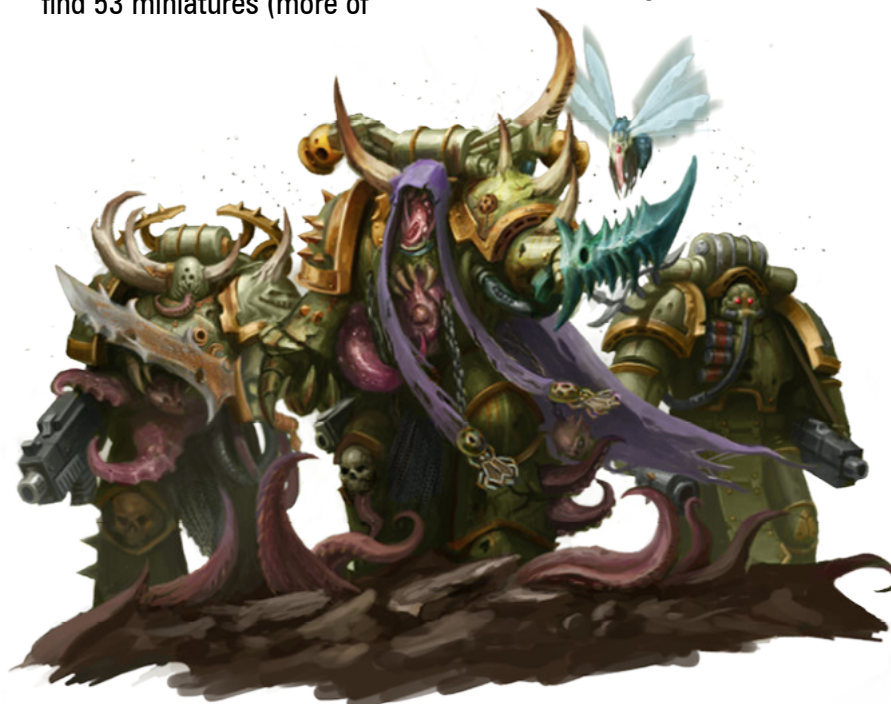
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these over the page) plus the Warhammer 40,000 rulebook and a pair of mini codexes, with rules and background for the Primaris Space Marines (2) and Death Guard (3) you get in the box. Both feature splendid new art throughout, such as this gloriously gruesome illustration of the new Plague Marines.

If you have a collection of Warhammer 40,000 miniatures, be it anything from the contents of your first Start Collecting! box to an army built up over years or decades, you'll be able to play games with it the day the rules are released.

But the updated and improved mechanics and miniatures aren't all – there's great new background describing the heroic efforts of Humanity under pitiless threat, the howling Legions of Chaos standing at its gates and the rumblings of multifarious xenos terrors in the shadows as Lord Commander Guilliman attempts to lead an Imperium ripped in twain by the emergence of the Great Rift.

And all this is just a glimpse, just a taste, of what is to come in this brand-new edition, and in the rest of this month's issue. Turn the page, then, and gaze upon the Dark Imperium...





PLANET WARHAMMER



OPEN THE BOX

Each and every aspect of Warhammer 40,000: Dark Imperium is special – the box included. A wrap-around card sleeve features the cover art while the box itself is split into discrete sections to protect each of the components. The upper part is a box containing the miniatures (no more sprues scratching stuff!). A tray beneath holds the books – the hardback rulebook, the two mini codexes, the assembly guide and an 8-page core rules sheet. Below these you'll find the dice, range ruler, bases and transfer sheets.



WARHAMMER 40,000: DARK IMPERIUM

Now, more than at any point in its history, the Imperium is plunged into darkness – the emergence of the Great Rift has cut it in two, from the Eye of Terror to the Eastern Fringe. Daemons of Chaos stalk the stars and alien races ravage worlds without number – will Mankind survive these darkest of days? Or will the light of Humanity be forever extinguished? Dark Imperium, the brand-new boxed game for Warhammer 40,000, ushers in a new age of grim darkness in the far future, with new rules, new background and new miniatures.

Dark Imperium includes 22 Primaris Space Marines – two five-man squads of Intercessors, a trio of Inceptors, a five-man Hellblaster squad, a pair of Primaris Lieutenants, a Primaris Ancient and a Primaris Captain in Gravis Armour. The Death Guard's plague-

touched attack force includes 20 Poxwalkers (humans twisted by Nurgle's plagues), 7 Plague Marines, a Foetid Bloat-drone Daemon Engine and a trio of Death Guard leaders – a Noxious Blightbringer, a Malignant Plaguecaster and a mighty Lord of Contagion to lead the host. These miniatures are some of the finest we've ever seen, each model replete with beautifully crisp detail – from the corrupted and infested Plague Marines to the austere and clean Primaris Space Marines. Each of these models is made up of just a few pieces, quick and easy to assemble (though there's a full-colour assembly guide to help, of course).

Dark Imperium is the first place you can get your hands on the new Primaris Space Marines and Death Guard miniatures.



The box also includes the new Warhammer 40,000 rulebook, a 280-page hardback tome that has all the information you need to start playing your games (you can read more about the rulebook [here](#)), as well as a brace of mini codexes for the forces in the box – the Death Guard volume covers the rules and background of this most pestilential of Traitor Legions and its malodorous minions, whilst the Primaris Space Marines booklet has all the information you'll need about this new breed of Space Marine, including, of course, the rules for the miniatures in the box.

If you want to enter the dark new age of Warhammer 40,000, Warhammer 40,000: Dark Imperium has everything you need. It ranks amongst the most magnificently lavish boxed games Games Workshop has ever produced – as its tag line says: Dark Imperium is the ultimate Warhammer 40,000 boxed set.



FIVE THINGS WE LOVE IN... JUNE

5 A new edition of Warhammer 40,000 means a new rulebook, and a new rulebook means new art – from the fantastic new battle scenes to the carefully chosen classic pieces, it's a visual feast for Warhammer 40,000 fans. Even the art on the inside of the book's covers is magnificently, fantastically Warhammer 40,000.

To celebrate this, and to get a better insight into the thoughts of the artists tasked with illuminating the Dark Imperium, White Dwarf sat down to interview the Citadel Art Team (yes, all of them!), which you can read about on [here](#). If that isn't enough, we even have a very special Illuminations, focusing on pieces chosen by the artists themselves.

**TURN THE
PAGE TO SEE
THE NEW
MINIATURES
IN MORE
DETAIL**



PLANET WARHAMMER

PRIMARIS SPACE MARINES

Not since the Second Founding has the organisation of the Adeptus Astartes changed as profoundly as with the arrival of the Primaris Space Marines. These hosts – long hidden in the forges of Mars, created following an edict from Roboute Guilliman – now bolster old Chapters and fill the ranks of a new founding. Each is clad in Mk. X power armour, a broad family of power armour, armed with new, heavier weaponry.



1



2

CAPTAIN IN GRAVIS ARMOUR

Those Captains who don Mk. X Gravis armour (3) fight at the forefront of any battle, crushing foes with bolt and blade. More than phenomenal warriors, Captains are superlative tacticians and inspirational leaders, wielding their Companies like finely honed weapons to be thrust into the heart of their enemies.

PRIMARIS ANCIENT

Beacons for inspiration for their battle-brothers, the Primaris Ancients (4) are honoured veterans who bear their Company – or even Chapter – standard. On the battlefield, they serve as rallying points, and the sight of the Chapter colours flying proudly has inspired many a mortally wounded Space Marine to fight to the last beat of his dual hearts.



3



4

PRIMARIS LIEUTENANTS

Lieutenants (1) are junior officers that act as a Captain's seconds, each taking command of a Demi-Company. Some Chapters bestow further roles on Lieutenants, such as acting as a Captain's bodyguard.

HELLBLASTER SQUAD

Wielding deadly plasma incinerators, Hellblaster Squads (2) are made up of a Company's finest marksmen. Little can withstand their lethal volleys of plasma. Against the most dire of foes, a Hellblaster can overcharge his plasma incinerator, risking death for the sake of victory.



5



INTERCESSOR SQUADS

The backbone of any Primaris Space Marine strike force, Intercessor Squads (5 and 6) are also found fighting alongside Tactical Squads as battleline troops in many longstanding Chapters. Armed with Cawl-pattern bolt rifles, they are highly adaptable warriors, able to dominate any firefight – whether it be against black-hearted human turncoats, inhuman and innumerable xenos horrors or the eldritch and impossible creations of the Dark Gods of Chaos.



6



INCEPTOR SQUAD

The spearhead of the Primaris strike forces, the Inceptors (7) drop from low orbit into the enemy's midst, ripping out the heart of a foe's battleline with their paired assault bolters. Their brutal drop assaults on enemy emplacements and defences pave the way for the main Space Marine attack.



7



[CLICK HERE FOR DESIGNERS' NOTES](#)

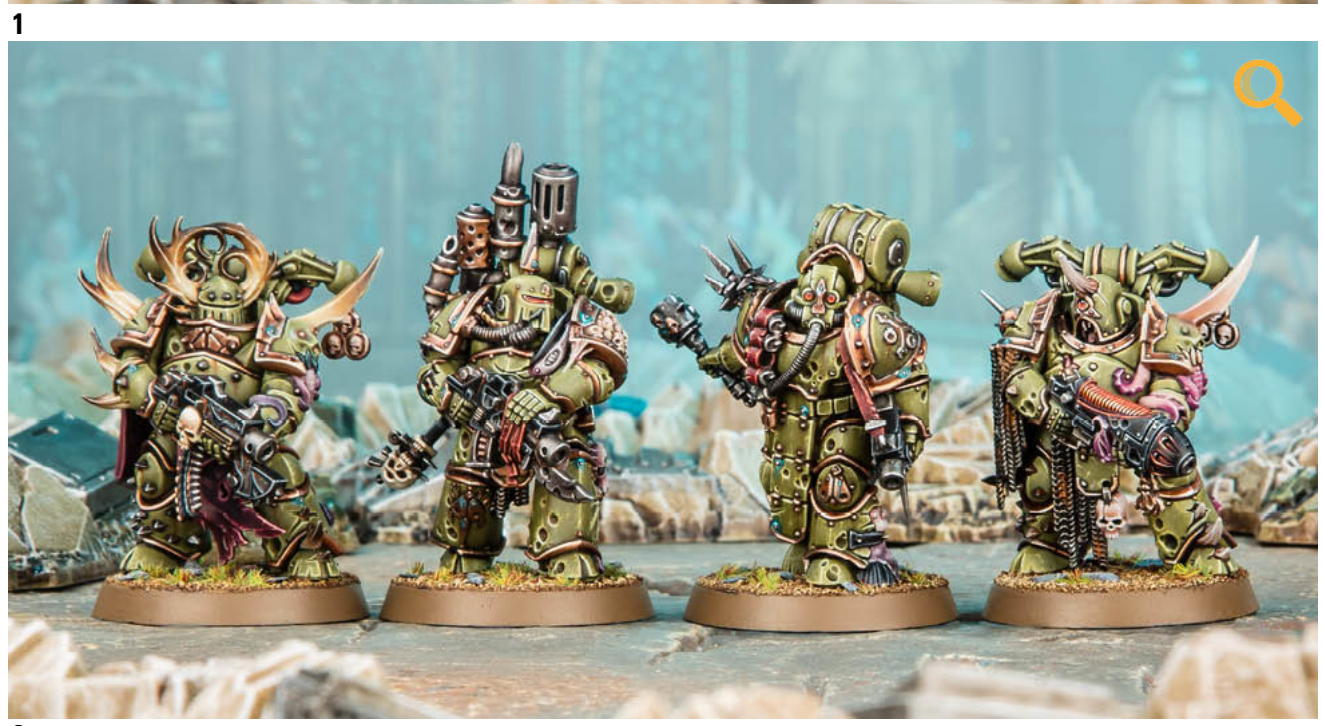
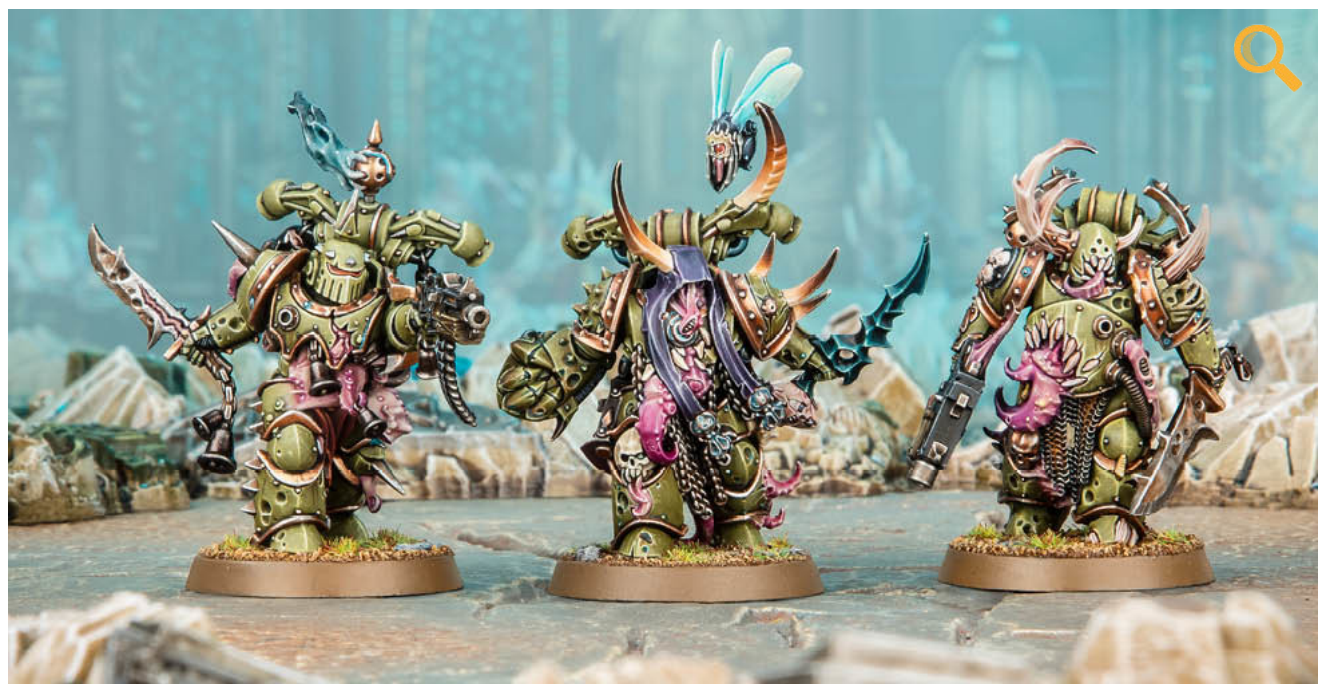


PLANET WARHAMMER

DEATH GUARD CHAOS SPACE MARINES

The rotten sons of Mortarion have spewed forth from the Great Rift to choke the life out of the ailing Imperium. Shuffling before them are bands of Poxwalkers, the victims of one of Nurgle's cruellest maladies, whilst Noxious Blightbringers toll the foe's end with their warp-forged Tocsins of Misery. Cohorts of rot-riddled Plague Marines march inexorably toward the foe, shrugging off even the most fatal of wounds, whilst Malignant Plaguecasters twist and corrupt the flesh of their enemies. Hulking Blight-drones buzz sonorously as they seek out fresh victims. At the head of the hosts stride the Lords of Contagion, mighty warlords of the Death Guard.

The Death Guard in Warhammer 40,000: Dark Imperium may be some of the most horrifyingly nasty-looking miniatures we've ever seen. Check out the Designers' Notes for them on [here](#) to find out more!



PLAGUE MARINES

Their superhuman frames warped and corrupted by the insidious touch of Nurgle, Plague Marines (1 and 2) advance slowly across the battlefield, firing disciplined volleys of bolt shells or blasting apart defenders with toxic blight grenades.

MALIGNANT PLAGUECASTER
Hulking and twisted, the Malignant Plaguecasters (3) are the most corrupt and disgusting of the Death Guard's ranks. They are the result of Mortarion's twisted experiments, designed to corrupt the flesh of his enemies. They are the most powerful and terrifying of the Death Guard's ranks, and their presence is a sure sign of the end of the world.

LORDS OF CONTAGION
The Lords of Contagion (1 and 2) are the most powerful and terrifying of the Death Guard's ranks. They are the result of Mortarion's twisted experiments, designed to corrupt the flesh of his enemies. They are the most powerful and terrifying of the Death Guard's ranks, and their presence is a sure sign of the end of the world.

NOXIOUS BLIGHTBRINGERS
The Noxious Blightbringers (3) are the most powerful and terrifying of the Death Guard's ranks. They are the result of Mortarion's twisted experiments, designed to corrupt the flesh of his enemies. They are the most powerful and terrifying of the Death Guard's ranks, and their presence is a sure sign of the end of the world.



4



5



6

POXWALKERS

Many are the twisted victims of Nurgle's Walking Pox (**4 and 5**), a cruel contagion that turns its victims into rotting, shambling horrors, the last semblances of humanity trapped inside a prison of malodorous flesh.

FOETID BLOAT-DRONE

Foetid Bloat-drones (**6**) are horrifying weapons used by the Death Guard, caging a Daemon of Nurgle in a body of rusting iron. Enraged at their confinement, these Daemons will vent their ire at any within reach.

FIVE THINGS WE LOVE IN... JUNE

4 The wonderfully grotesque new Death Guard miniatures are a hit around the White Dwarf bunker – Dan is a big fan of the new Plague Marines, whilst Stu loves the rictus grins on the Poxwalkers. We can only hope the seasonal lurgy that's going around the office is unrelated...

3 We're pumped for Primaris! Perhaps the best Space Marines to ever come out from the plastic forges of the Design Studio, the Primaris Space Marines are more than just fantastic miniatures – they're an evolution of the Adeptus Astartes. Click [here](#) to find out what the Primaris Space Marines are about.



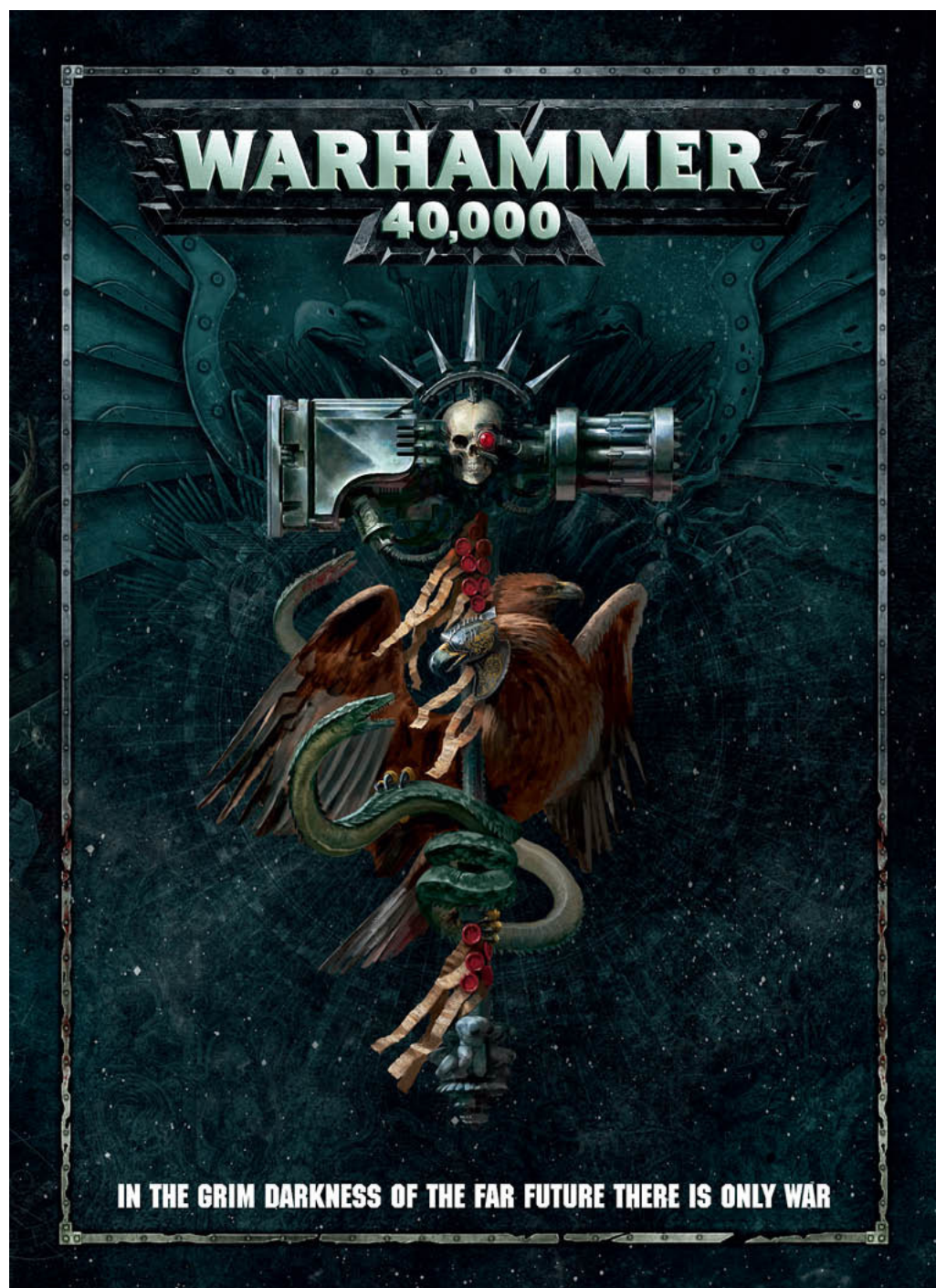
PLANET WARHAMMER

WARHAMMER 40,000

WARHAMMER 40,000 RULEBOOK

So, here they are – the latest and greatest edition of the Warhammer 40,000 rules. Weighing in at 280 pages, the Warhammer 40,000 rulebook is jammed full of fantastic art, sumptuous shots of Citadel miniatures and inspiring background – and of course the rules of the game! In short, this hardback book contains everything you need to get immersed in the darkening days of the 41st Millennium.

The book provides all the information you need to start playing games of Warhammer 40,000, from the core rules to advanced rules encompassing multiplayer battles, terrain and even extra rules focussing on certain types of battle, like the urban nightmares of Cities of Death and the orbital drop assaults of Planetstrike. With open, narrative and matched play all described, there are more ways to play Warhammer 40,000 than ever before and enough options to satisfy almost any type of gamer. Without a doubt, it's finest iteration of Warhammer 40,000 ever produced. This rulebook is exactly the same volume you'll find within the Warhammer 40,000: Dark Imperium boxed set, so get it how you want it.



WARHAMMER 40,000 RULEBOOK

Pre-order: Now

Available: 17 Jun

£35, €45, 350dkr, 420skr, 390nkr, 175zł,
USA \$60, Can \$70, Aus \$98, NZ \$115,
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OUR BATTLE REPORT!**

LIMITED EDITION

Limited to just 2,000 copies, the Limited Edition Warhammer 40,000 rulebook comes with a 96-page art book, a wallet containing a map of the Warhammer 40,000 galaxy before and after the emergence of the Great Rift, and a pair of exclusive art prints. It also comes holding a gaming container with a 112-page

mini rulebook that includes all the gaming content in a handy format, 6 metal objective markers, 15 servo-skull-shaped metal Command Point markers in a drawstring bag, an exclusive metal combat gauge and a deck of 36 tactical objective cards with a design on the reverse exclusive to the limited edition – all kept within a magnetically sealed case.

LATEST NEWS

The book contains 168 pages of background, covering the earliest days of Mankind to the Imperium as it stands today, with the Great Rift splitting the galaxy in two. You'll gain insight into the inner workings of the Imperium – how it functions, and who defends the beleaguered worlds and planetary systems that make up Mankind's domains (1).

The background also covers the galaxy at large, including the dread legions of Chaos and the xenos that threaten Mankind's dominance – from the multifarious factions of the Aeldari to the extragalactic horror of the Tyranids.



1

MORE IN THIS ISSUE...

“This is a dark age. Of all the many ages of Mankind, it may be the darkest...”

- We enter the Dark Imperium for the first time here

“We rebooted from 50 pages of core rules to... 12! What you’ll find in the new Warhammer 40,000 book is an elegant and contained core rules system that, combined with your models’ datasheets, provides all you need to play games with your miniatures.”

“And if you’re worried that this reboot of the experience has ‘dumbed down’ Warhammer 40,000, you couldn’t be more wrong: there’s huge depth and synergy to the rules.”

- Jes Bickham talks rules and tells it like it is here

“In the new rules, every weapon has the potential to damage any target. Of course, it’s really not worth wasting laser-gun shots on Land Raiders...”

- Robin Cruddace has some lessons for Dan here

“... classic details - the spot illustrations and border art - brought up to date with modern techniques and styles.”

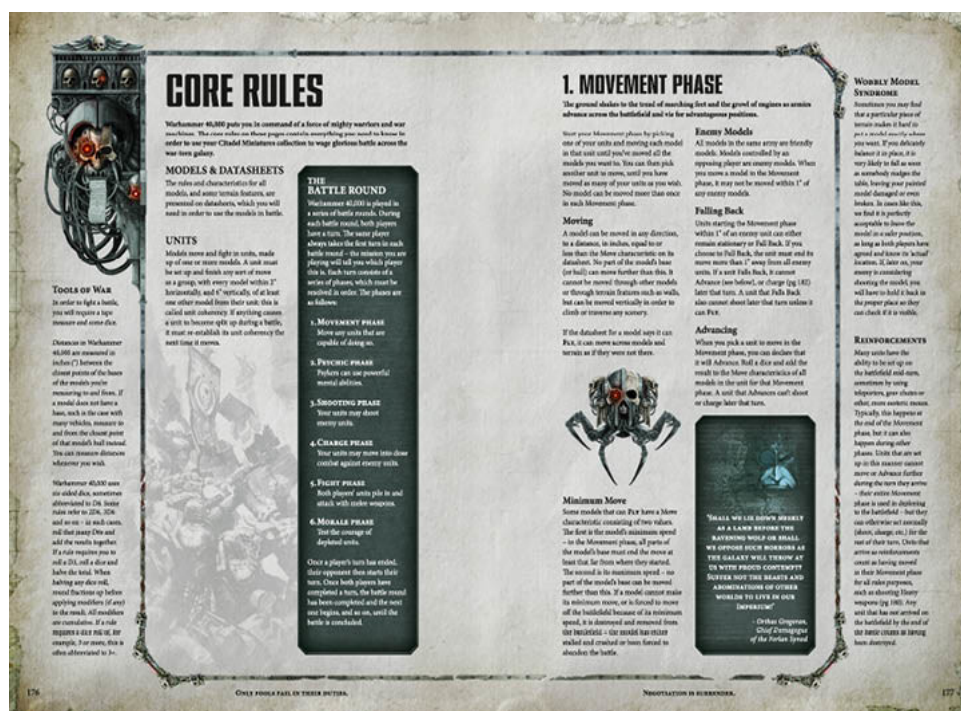
- The art team speak here



2

The Warhammer 40,000 rulebook is absolutely festooned with fantastic photography of expertly painted Citadel miniatures **(2)**, showcasing the depth and breadth of factions in the war-torn Warhammer 40,000 galaxy.

As you'd expect from a rulebook, it contains the rules! Not only does the book contain the core rules **(3)** that cover everything you need to know to get playing straight away, there's also advanced rules, including such things as different Battlezones, casting you and your opponent into dangerous and unusual atmospheric conditions, like the chaos of Psychic Maelstrom!



3



PLANET WARHAMMER

WARHAMMER 40,000 INDEX BOOKS

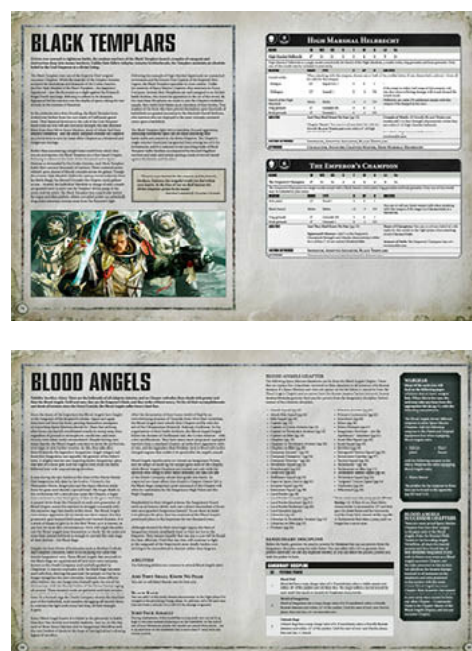
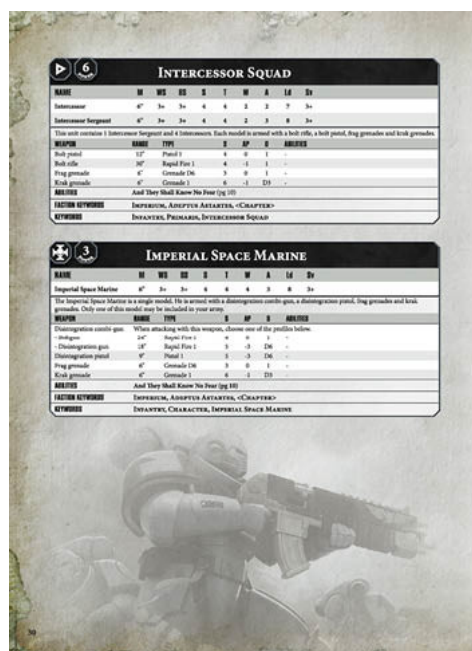
With the advent of the new Warhammer 40,000, those of you with existing collections are going to need rules to field them on the battlefield. Across these five volumes you'll find the rules for every single Warhammer 40,000 Citadel Miniature currently available, each book covering a selection of the factions in the Warhammer 40,000 universe – from the Dark Eldar (or Drukhari, to use their 'true' name) to the Questor Imperialis (or Imperial Knights), from the new Primaris Space Marines to Genestealer Cults, they're all here, all with datasheets, points values and power ratings (a quicker way to assemble balanced armies, read more [here](#)!) for you to use in your games, no matter how you choose to play – be it matched, narrative or free play.

How you go about building an army is changing with the new Detachment system, and we'll explore that later in this issue. All you need to know right now is that if you've got a collection of, say, different Imperial armies you're now able to use them all together in the same Battle-forged force, opening up all kinds of cool combinations.

If you have a collection of Warhammer 40,000 miniatures, you will be able to use it in the latest edition of Warhammer 40,000. So grab the volume that's right for you and get your army off the shelf and onto the gaming table! Who knows, you may get the urge to dust down units you've not used in years, or the new rules may lead you to give units you'd never previously considered a try.



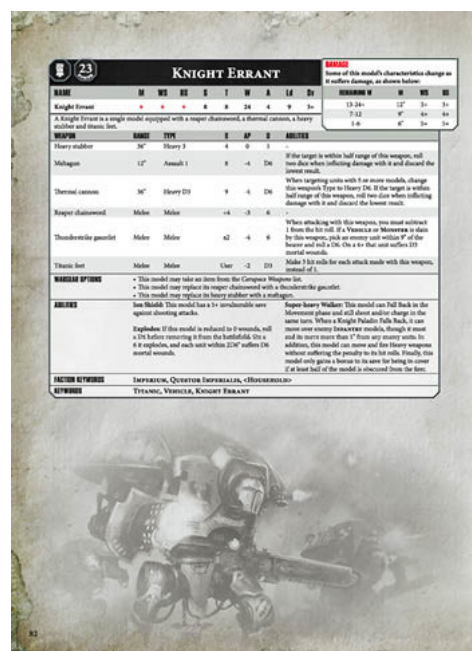
WARHAMMER 40,000 INDEX: IMPERIUM 1



Focusing on the forces of the Adeptus Astartes, Index: Imperium 1 contains rules for:

Adeptus Astartes (including Primaris Space Marines), Ultramarines, Imperial Fists, Crimson Fists, Black Templars, Raven Guard, Salamanders, White Scars, the Legion of the Damned, Blood Angels, Flesh Tearers, Dark Angels, Space Wolves, Deathwatch and Grey Knights.

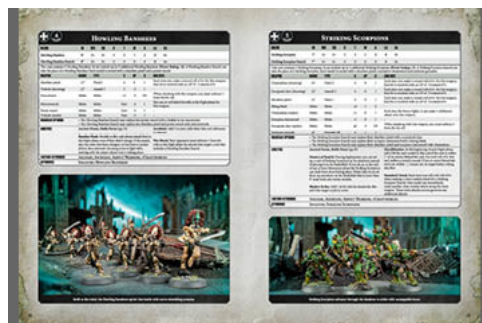
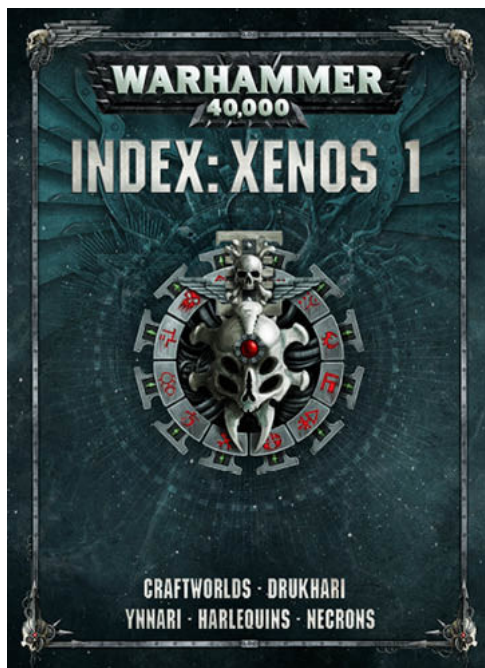
WARHAMMER 40,000 INDEX: IMPERIUM 2



Index: Imperium 2 covers the remaining fighting forces of the Imperium and contains rules for:

Astra Militarum, Cadian Shock Troops, Catachan Jungle Fighters, the Ordo Prefectus, Militarum Tempestus, Militarum Auxilia, Aeronautica Imperialis, Cult Mechanicus, Skitarii, Questor Imperialis, Adeptus Ministorum, Adepta Sororitas, Adeptus Astra Telepathica, Sisters of Silence, Officio Assassinorum, the Inquisition, Adeptus Custodes and Fortifications.

WARHAMMER 40,000 INDEX: XENOS 1



Index: Xenos 1 contains rules for the ancient and sophisticated alien threats across the galaxy, including:

Craftworlds, Drukhari, Harlequins, Ynnari and Necrons.

MORE IN THIS ISSUE...

“Every unit in Warhammer 40,000, be it Primarch, Tactical Squad, Transport or Flyer, now comes with a datasheet that tells you all you need to know. No more flicking through rulebooks for special rules!”

- See an example for yourself [here](#)

“The new game includes 12 detachment options that I think are a great way of structuring a collection, almost like a tick list of units to build and paint. Once I’ve completed my chosen detachment I can then move on to the next one, or a different army entirely.”

- Matt Hutson is inspired by the new detachments, [here](#)

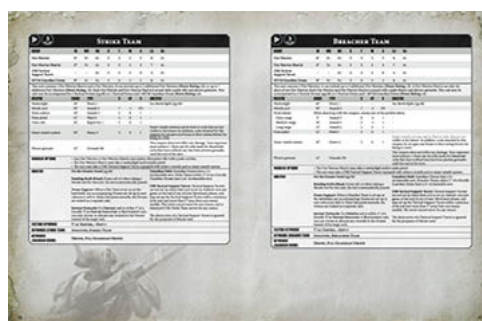
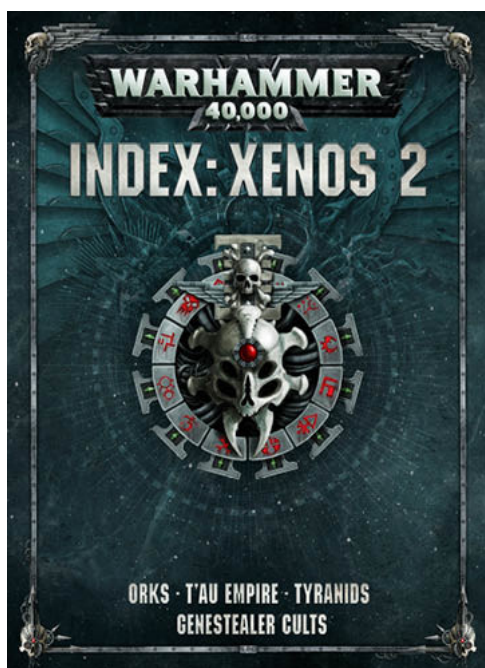
“A personal favourite touch is the way weapon stats are included on each unit entry to make them easy to compare, but they are also presented in an armoury at the back of the book for ease of reference mid-game.”

- Dan talks gaming with the new Index books on [here](#)

“Each detachment can be selected from different armies, so long as they have the same Faction in common. So, using Index: Imperium 1 I could easily build a crusading host of Space Marines of different Chapters.”

- Steve Bowerman mixes Imperial allies [here](#)

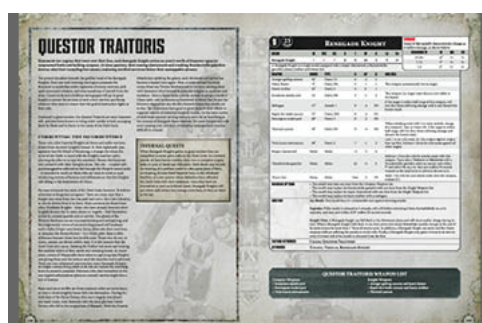
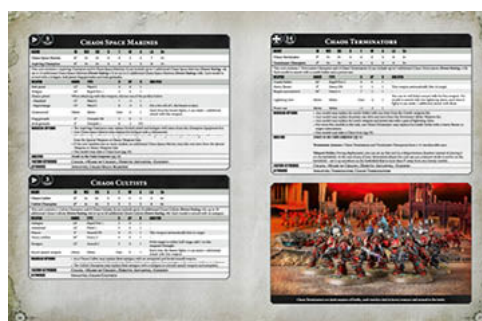
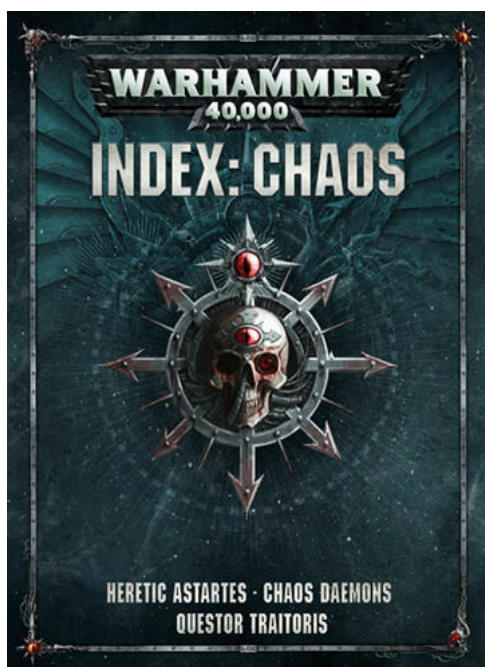
WARHAMMER 40,000 INDEX: XENOS 2



Incorporating rules for emergent xenos threats and implacable alien foes, Index: Xenos 2 contains:

Orks, the T’au Empire, Tyranids and Genestealer Cults.

WARHAMMER 40,000 INDEX: CHAOS



Covering the rules for the forces of Chaos in their variety and dark majesty, Index: Chaos includes:

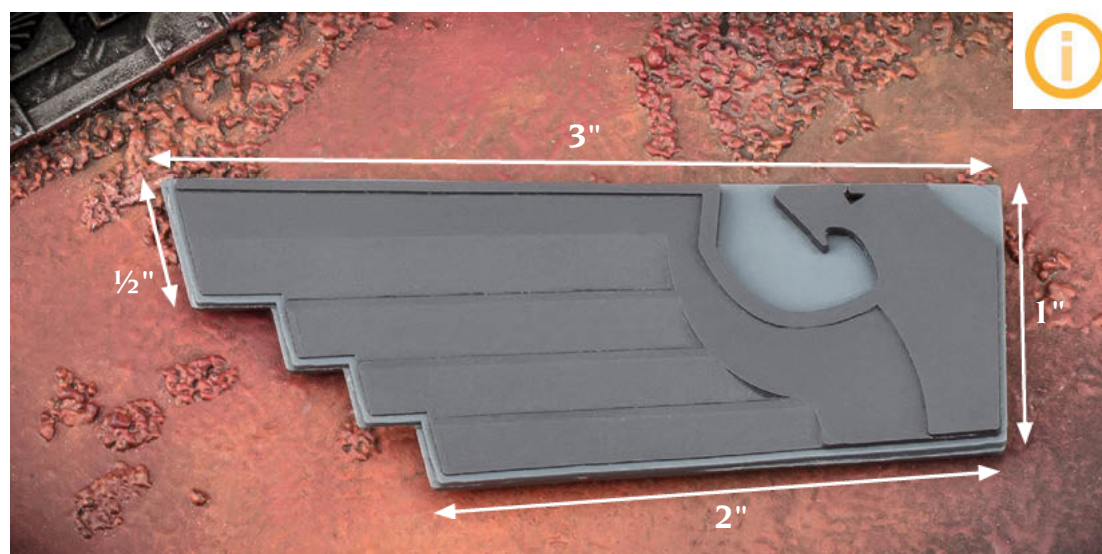
Heretic Astartes, World Eaters, Thousand Sons, Death Guard, Emperor’s Children, Daemons of Khorne, Daemons of Tzeentch, Daemons of Nurgle, Daemons of Slaanesh, Chaos Daemons, Questor Traitoris and Chaos Bastions.



PLANET WARHAMMER

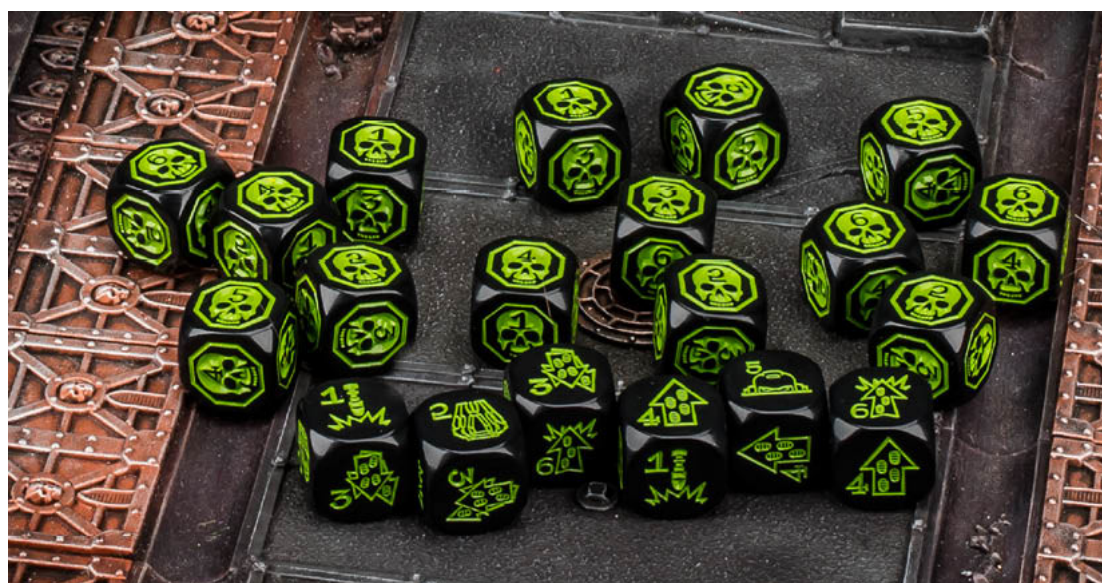
WARHAMMER 40,000 COMBAT GAUGE

A pristine eagle's wing on one side and a rotten and decrepit one on the other – what could it mean? The Warhammer 40,000 Combat Gauge is an essential tool for any gamer, giving you a quick way of measuring short distances – with the long edge (3"), medium edge (2") short edge (1") and, finally, a very short edge (½").



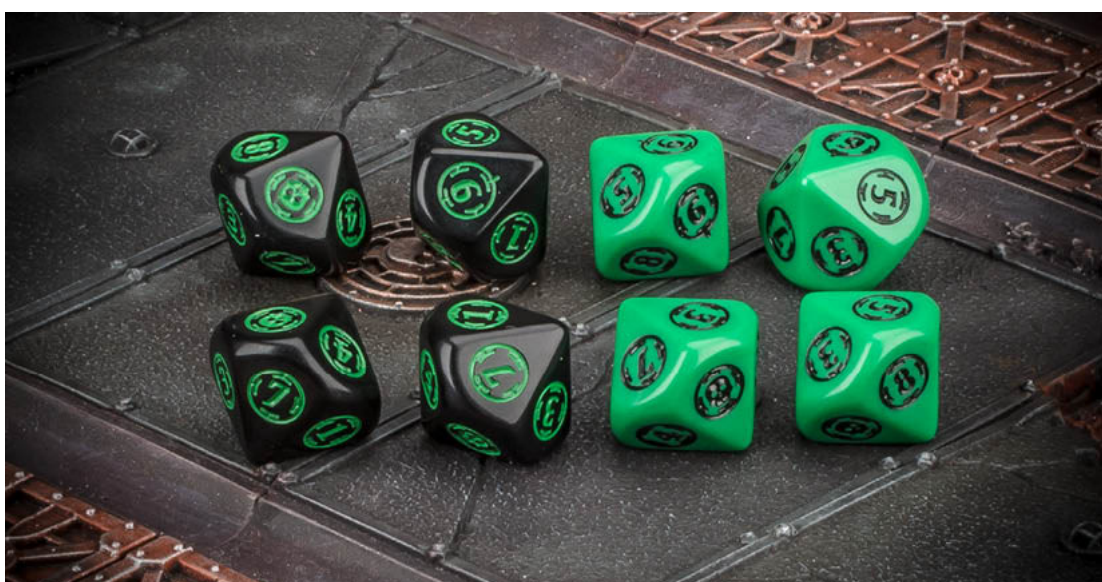
WARHAMMER 40,000 COMMAND DICE

With the new Warhammer 40,000, Command Points are going to become a crucial thing to keep track of – after all, you don't want to forget that you've a handy re-roll waiting to be used. This set contains 14 Command Point dice and 6 Squad Status dice, to handily show if a squad arrived this turn, is falling back, and so on. One less thing to remember!



WARHAMMER 40,000 WOUND TRACKERS

With units like Imperial Knights now having wounds, you'll want a handy way to keep track of them – this set includes eight 10-sided dice, letting you track anything up to 100 wounds with a single pair (not that anything has that many... yet). And to match your aesthetic preferences, there are five different colour sets to choose.



DEATH GUARD GREEN PAINT & SPRAY

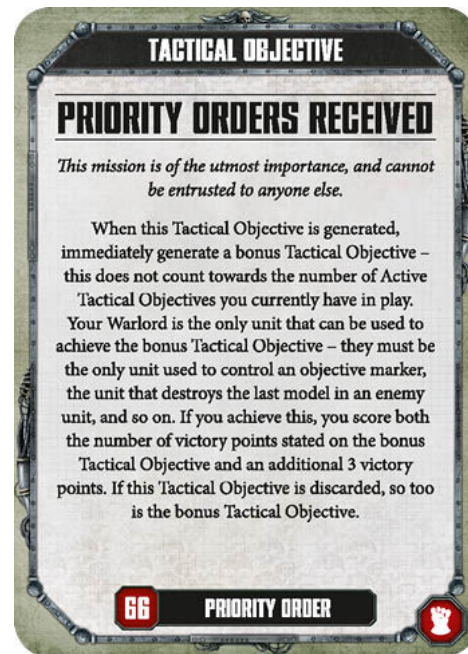
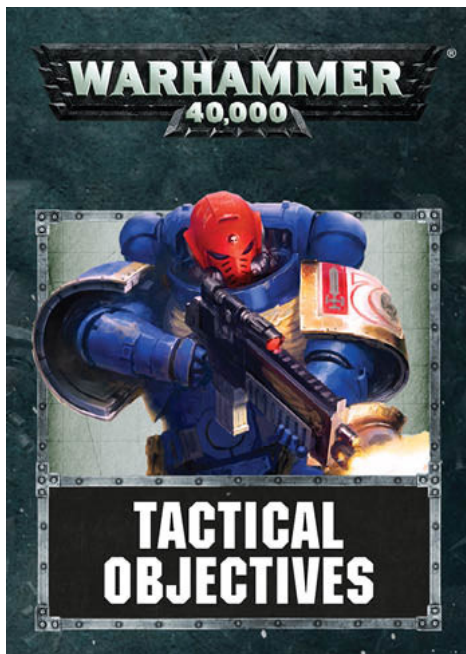
Just in time to spray your noxious warriors of the Death Guard, our hobby alchemists have created a paint to get that rotten green the Death Guard have become synonymous with since the Horus Heresy – aptly named Death Guard Green. Which is available both as a Base paint in a pot for brush application and as a spray.



TACTICAL OBJECTIVE CARDS

Whilst you can roll for your Tactical Objectives in those missions that use them, this deck of Tactical Objective cards makes it so much easier to keep track of whether you've been tasked with assassinating the enemy commander, breaking the enemy force's fighting spirit, securing particular objectives or perhaps defending those

same objectives from your opponent's rampaging hordes. Presented in a handy box to keep them safe and secure when you're not at the gaming table, the 36 cards cover each of the Tactical Objectives presented in the rulebook. Deal out as many cards as your particular mission calls for – just be sure to shuffle them properly first.



CHECK OUT [HERE](#) TO SEE THE RULES TEAM TALK ABOUT THE NEW SYSTEM

WARHAMMER 40,000 OBJECTIVE MARKERS

Objectives are the heart of many a Warhammer 40,000 mission, and you'll need some way of marking them out – you could use coloured dice or coins, but there's nothing quite like a modelled one. Handily, a lot of the work has been taken out of making your own from scratch with the new Warhammer 40,000 Objective Markers set. Wrought from finest plastic, this set contains seven markers for your games.

Within, you'll find an Ammo Dump with a trio of ammunition crates and separate lids, an unexploded bomb with matching timer, a vox-caster tower, a cogitator stack stuffed with internal detail, a medicae station with clear plastic front, an escape pod (which we are reliably informed will fit a Titan Princeps) and a specimen tank containing the head and spinal column of a Genestealer. What more could you ask for?





PLANET WARHAMMER

BLOOD BOWL MERCHANDISE



THE SCARCRAg SNIVELLERS

Most Goblin teams rely on the likes of Trolls, bribes and a whole armoury of secret weapons to get anywhere in Blood Bowl, but almost uniquely, the Scarcrag Snivellers play the brutal game as it was intended. With just 11 weedy Goblins on the pitch at the start of a match, you'd not rate their chances – but despite their disadvantage, their dedication to the writ of Nuffle seems to pay off!

The set contains 12 plastic Goblin players, along with a pair of coins, team markers and six Goblin balls, including ball-shaped high explosives and Snotlings in entirely unconvincing ball disguises. To get your lean, green Blood Bowl playing machine onto the pitch right away, the box also has a 1,000,000 GP Roster for using the Scarcrag Snivellers straight away.



BLOOD BOWL GOBLINS

Goblins don't always play by themselves, so for any Orc, Underworld or Chaos Renegade coaches who've found a place in their side for a few of the short green gits, this box is perfect – it contains four plastic Goblins to bulk out your team. It's also handy for Goblin coaches who need a few more warm bodies!



OPTIONAL RULES: GOBLIN SPECIAL BALLS

This rule set allows Goblin teams to make use of their own special balls, and is designed to be used alongside the rules for other teams' special balls (which can be found in the March issue of White Dwarf). As with all optional rules, the use of this rule set should be agreed between both coaches in one-off games, and its use in league play is at the League Commissioner's discretion.

At the start of any drive for which they are the kicking team, a Goblin coach can declare that they will use a special ball. Goblin teams have access to three special balls and can use each one once per match. If they wish, they can use an Extra Spiky Ball (see the March issue of White Dwarf) in place of one of their three balls.

Before the kick-off, the coach nominates one player from their team who is on the pitch, is not in a wide zone and is not on the line of scrimmage to be the one kicking the ball. (Note that in some situations, such as using the Kick skill, a player will already have been nominated to kick the ball.) If the roll on the kick-off table is a double, the Ref calls the kicking player out for their flagrant rules violation, and they are immediately sent off as though they had committed a foul (before resolving the kick-off result). Note that even if the player is sent off, the special ball remains in play for this drive! If the team has already used a special ball this match, roll a D6 after the kick-off event has been resolved. On a 1 or 2 the kicking player is sent off as above.

For the duration of the drive, the special ball rules (as shown below) apply to the ball. Aside from those rules, it still counts as a normal ball in all respects.

EXPLODIN' BALL

There's nothing subtle or clever about a ball stuffed with blasting charges and gunpowder, but Goblins have never been fans of subtlety or cleverness. When the ball is placed, the Goblin player places a marker – a spare ball is ideal – on any space of their score track, to represent the length of the fuse. At the end of each player's turn, the Goblin coach rolls a D6. On a 1, the fuse goes out, and the Explodin' Ball is treated as a regular ball from now on – however, the Goblin player may spend a team re-roll to keep the fuse alight (the marker does not move this turn). On a 2-5, move the marker one space towards 0. On a 6, move it two spaces towards 0. If it moves onto the 0 space, it is removed and the ball explodes! Should a drive end while the marker is still on the track, it is removed with no effect.

When the ball explodes, roll a D6 for each player in an adjacent square – they are Knocked Down on a roll of 4+. If they are already Prone or Stunned, make an Armour roll for them as though they had been Knocked Down. In addition, if a player was carrying the ball, they are Knocked Down

automatically. Note that an exploding ball will not prevent a touchdown being scored, but the roll should still be made at the end of the turn to see whether the bomb blows up while the player is celebrating...

After the ball has exploded, as long as the drive is still going, a replacement is thrown in by a sideline official. Put a regular ball on the square where the exploding ball was, then scatter it three times – a player cannot attempt to catch it until all three scatters have been completed.

SHADY SPECIAL

The art of getting a ball to deflate in midair during the kick-off was pioneered by devious gobbo kicker Grom Shady, and is a common sight when Goblins come up against show-offs who love passing. Any attempts to throw a Shady Special have an additional -2 modifier. In addition, as there's very little chance of a Ref proving that the sabotage was deliberate (and not the result of shoddy kit maintenance expected of a Goblin team), the kicker can't be sent off for employing a Shady Special.

SNOTLING BALL-SUIT

Stuffing a Snotling into a crude approximation of a ball and instructing them to run for the other end zone is one of the most ludicrous (and entertaining) ways a Goblin team can cheat.

During each of their turns, the Goblin coach can make a Move action with the ball as though it were a player on their team! If the ball is being carried by a player on the enemy team, it must first try to escape. The opposing coach makes an Agility test for that player with a +1 modifier. If it is passed, they keep hold of the ball, and it cannot make an action this turn. Otherwise, it bounces once, using up one square of its movement, and can then carry on moving.

The ball has a MA equal to the roll of a D3, rolled each time it makes a Move action. For each square of the ball's movement, the Goblin coach places the Throw-in template over it facing up or down the pitch or towards either sideline. Then they roll a D6 and move the ball one square in the indicated direction; no Dodge roll is required if it leaves a square that is in an enemy tackle zone. Repeat this process for each and every square of the ball's Movement (it cannot Go For It). If this movement takes the ball off the pitch, it is thrown back on as normal and its move ends.

If the ball moves into a standing player's square, that player must attempt to catch it, as though it were a bouncing ball. Goblin players, who are adept at catching runaway Snotlings, get a +1 bonus to this roll.

It almost goes without saying, but we wouldn't be doing our job if we didn't clarify that a Snotling Ball-Suit can't score a Touchdown by itself...

WHITE DWARF EXCLUSIVE

MULTIPLE BALLS

If a second ball ever comes into play (for example, due to the Ball Clone special play card), it is always a normal, regulation Blood Bowl ball. Things are mad enough without multiple special balls on the pitch!

Explodin' Ball



Shady Special



Snotling Ball-Suit



Note on modelling special balls: they all have a peg so they can be slotted into a player's base, but each team comes with two of the ball, so you can clip the peg off of one and use that for when the ball is on its own in a square.



PLANET WARHAMMER

BLOOD ON THE STREETS WARHAMMER AGE OF SIGMAR: SKIRMISH

Gather your stoutest warriors and your sharpest blade, for the cursed city of Shadespire awaits! The latest gaming expansion in the Mortal Realms, Warhammer Age of Sigmar: Skirmish, scales the action down to bands of warriors – the ideal choice for lunchtime gaming. If you've been eager to dip your toe into the Age of Sigmar, or to experiment with small-scale games, Warhammer Age of Sigmar: Skirmish is perfect for you – it contains changes to the Age of Sigmar core rules to fight battles with the merest handful of warriors – where every blade counts – as well as new Artefacts of Power, Magic Spells, Mysterious Terrain, a linked series of battleplans and rules for expanding your warband as your champions accrue fame and fortune in the dark and forgotten places of the Mortal Realms. The 40-page softback book lets you fight battles anywhere in the Mortal Realms, but it's full of background for the lost city of Shadespire, the fate of its inhabitants, and the riches within...



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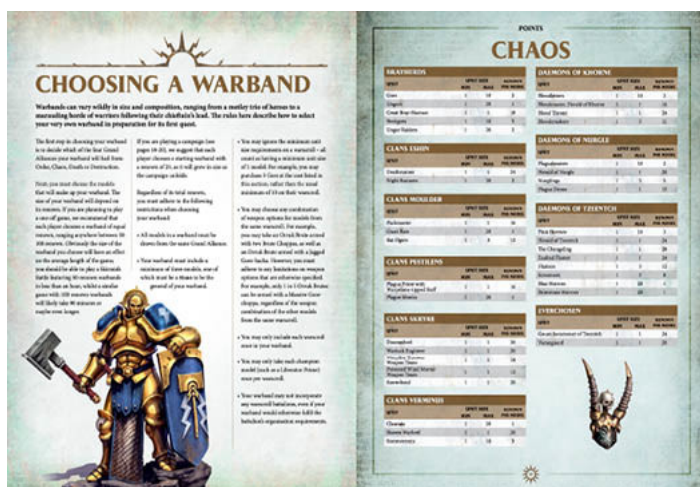
Warhammer Age of Sigmar: Skirmish (1) contains everything you need to start fighting battles in the shadow-haunted streets of Shadespire – or anywhere else in the Mortal Realms, should your imagination and fancy lead you there.

The book contains a plethora of background, so even if you've never picked up a Warhammer Age of Sigmar book before, you'll get up to speed quickly. It also has a history of the lost city of Shadespire – its foundation, its rise, fall and resurrection (2).

Warhammer Age of Sigmar: Skirmish is absolutely jammed full of gaming content (3), including full rules warbands from any of the four Grand Alliances – from Shadowblade Assassins to Moonclan Grots, they're all there. But as the name suggests, it's a skirmish game, so don't expect to see a Mawkrusha or a Mutalith Vortex Beast in anyone's warband!



2



3



MUNITORUM REPORT: SHADESPIRE THE HIGHS AND LOWS OF THE LOST CITY IN THE DESERT OF BONES

HIGH: SHADEGLASS

The Katophrane ruling elite invent an ingenious method of cheating death, shadeglass, trapping departing souls and allowing the Katophrane to become deathless creatures of pure thought.

LOW: NAGASH'S WRATH

Incensed that any would dare cheat the Lord of Death, Nagash not only annihilates Shadespire and all within, and expunges any mention of the city.

HIGH: REDISCOVERY

Following uncounted ages, Shadespire is rediscovered by the factions of the Mortal Realms, and once more the legends of the Katophranes spread throughout the realms.

LOW: NEW LIFE IN THE REALM OF DEATH

Far from scholarly expeditions to uncover the art and learning of Shadespire, the warbands seek to strip the city of its riches and secrets, battling not only the ancient defences but each other in the decrepit streets.

IN STORES NOW

WARHAMMER AGE OF SIGMAR: SKIRMISH WARBANDS

With Warhammer Age of Sigmar: Skirmish allowing you to put together small warbands of warriors, there's some new boxed sets giving you the foundation of a group of adventuring warriors, or possibly a whole new army...

What's cool about Skirmish is that the rules encourage mixing and matching weapons and even units – so a pair of Wrathmongers and a

trio Skullreapers is a great option for Blades of Khorne warbands (with the Skullreapers having a choice of different weapons, too), whilst the embarrassment of choices open to you with the Flesh-eater Courts warband and the plethora of Courtiers and courtly 'retainers' means the only problem will be deciding which ones to take!

There are four warband boxes available – the Flesh-eater Courts Nightfeast Hunters (1), the Ironjawz Weirdnob Warband (2), the Khorne Bloodbound Frenzied Goretribe (3) and the Stormcast Eternals Hammerstrike Brethren (4). Whatever Grand Alliance you pay homage to, there's a box for you to get into the thick of the fighting in long-lost Shadespire!



GAMING MAT

To celebrate the release of Warhammer Age of Sigmar: Skirmish, the terrain designers made a custom board for fighting Skirmish battles on (below). They were so pleased with it, in fact, that they ended up turning it into the basis of a neoprene gaming mat, so you can pick up one for yourself to play on the ruins of Shadespire at home!



Double tap the images for a closer look.





PLANET WARHAMMER

LATEST FROM FORGE WORLD

LEGIO CUSTODES CONTEMPTOR DREADNOUGHTS

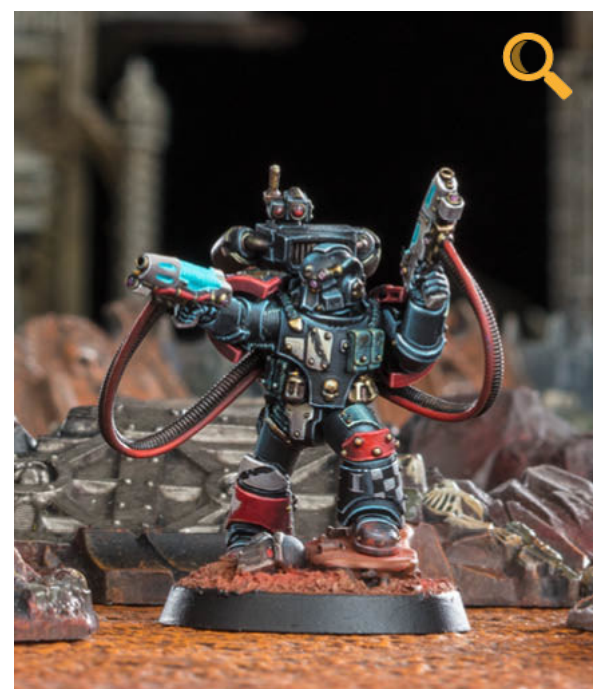
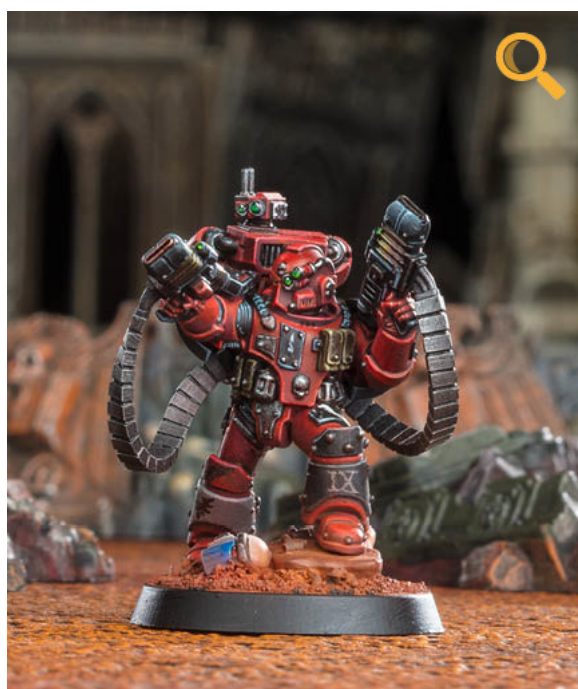
It was the first maxim of the Legio Custodes that only in death does duty end – a truth borne out by the Legio Custodes Contemptor Dreadnoughts. Wielding titanic variants of the weapons they bore in life, the Legio Custodes Contemptors are terrifying opponents – the Achillus Dreadspear is a weapon that echoes the Custodes' signature Guardian spears, scaled up to be wielded by a

Contemptor-Achillus, only instead of the Guardian bolter, it mounts an integrated Corve las-pulser – a sophisticated weapon akin to the lascannon. The Contemptor-Galatus, by contrast, carries the Dreadnought Praesidium shield, which renders it nigh-invulnerable to enemy firepower, and the Galatus warblade that can shear through any foe.



LEGIONES ASTARTES MORITAT

A ruthless breed of Legion Consul that serve as brutal assassins and shock-troops, Moritats are lone souls who operate without the support of their brothers, such is their almost single-minded and suicidal fervour. Many wield varieties of handguns, from braces of plasma pistols to rare volkite sidearms, and their solitary nature means they'll make use of equipment like jump packs to pick off targets.



THOUSAND SONS CASTELLAX-ACHEA BATTLE AUTOMATA

As blatant an example of the Thousand Sons' hubris and arrogance as can be imagined, the Castellax-Achea Battle-Automata combine the brute strength and resilience of the famed Castellax chassis with forbidden sorceries to allow the hulking machines to be directed like puppets by one of the Legion's psychic adepts. Regarded as an affront to the Omnissiah by all but the most unorthodox of the

Mechanicum, the Castellax-Achea does not possess a typical cybernetica cortex but a strange crystalline array of troubling provenance. To compound this, whilst many of the machines bear mauler-pattern bolt cannons, some carry aether-flame cannons, a weapon that would be utilised by the Legion's corrupted remnants in the dark millennia yet to come.



LEGIO CUSTODES SACITTARUM GUARD

Wielding dread firepower the likes of which had not been seen since the days before Old Night, the Sagittarum Guard do not fight at the forefront of battles with spear and blade like their fellow Custodes – instead, they make deadly use of Adrastus bolt calivers. Not only can these terrifyingly powerful weapons unleash a volley of bolt shells akin to Legiones Astartes heavy bolters, they are integrated with

the dreaded Adrastite disintegrator beam technology – weapons so precious that only the Emperor's personal troops are granted the right to wield them, the mysteries of their construction known only to the Emperor's most favoured weaponsmiths. In the hands of the peerless killers of the Sagittarum, they can break battle lines and sunder armies.

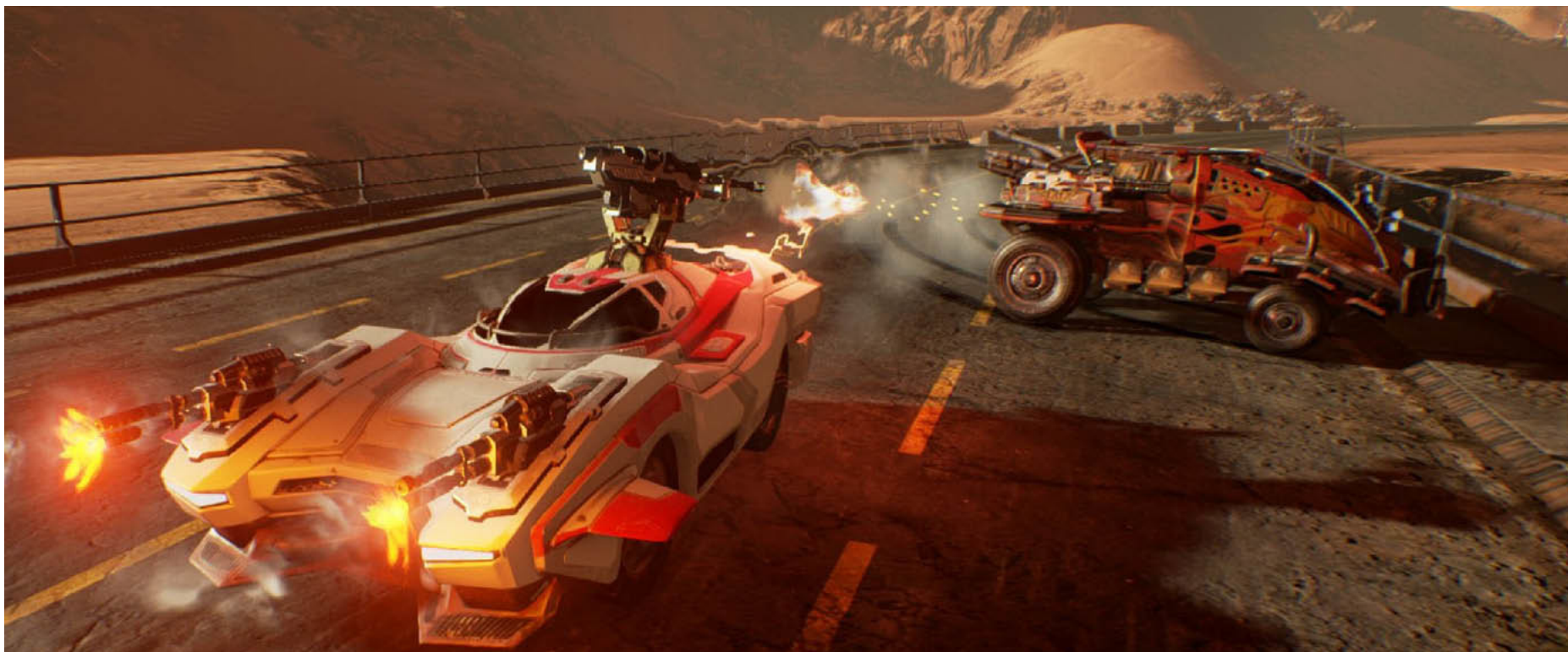


FOR MORE INFORMATION AND TO ORDER, VISIT: WWW.FORGEWORLD.CO.UK



PLANET WARHAMMER

VIDEO GAME NEWS



DARK FUTURE – BLOOD RED STATES

Hot from the workshops of Auroch Digital, Dark Future – Blood Red States is now available on the PC via Steam as an Early Access title.

Set in an alternate future United States, the game puts you in the driving seat as a Sanctioned Operative hunting down criminals and gangculs on the lawless highways. What sets Dark Future – Blood Red States apart from the herd is that it's what the technomancers at Auroch Digital are calling a RealTimeShift Vehicular Action Strategy. In short, as the game plays at an absolutely rapid pace, you can speed up or slow down time to make some pretty slick manoeuvres – lining up your shots just right or dodging out of the fire of an especially aggressive enemy.

It's a blast to play – if you fancy fast-paced action with a bit of tactical bite, check out Dark Future – Blood Red States!

As fun as it is to blast gangculs off the road with missiles and machine guns, your vehicle can also mount high-tech weapons like lasers!



The fan-favourite Interceptor Classic returns – hobbyists of a certain age may recognise this venerable vehicle from ancient prehistory (or the '80s).



Looking very flash for the new season is the Interceptor Sport, a rather nippy number in white and red – a modern Interceptor for the modern Operative!



IN STORES NOW



BLOOD BOWL – MORE GUTS, MORE GLORY!

Fresh from the fine folks at Titan Comics and the white-hot styluses of author Nick Kyme and artist Jack Jadson comes a brand-new Blood Bowl mini-series in four parts. The very first issue also has a quintet of covers to choose from, some of which you can see above!

The comic follows former all-star Human Blitzer Dreng Sturmblud, who's been left out on the fringes of the brutal game after a serious injury brought an abrupt end to a promising Blood Bowl career. But Nuffle is not entirely without a sense of mercy, and Dreng is given a chance to tread the turf again – but as Nuffle giveth, Nuffle taketh away, and the Hochland Harbingers aren't exactly the Reikland Reavers or Darkside Cowboys!

That may all change, however... with Dreng's tactical nouse and head coach Hogan Hellhammer beating the team into the right shape, who knows how high the Hochland Harbingers may fly?



Titan Comics, ever considerate of the tastes and predilections of Blood Bowl fans, have produced a selection of collectible covers for the premier issue of Blood Bowl – More Guts, More Glory! Each has the same cracking contents, but when you grab your copy from your friendly local comic shop, you have a choice of brilliant art on the outside (covering the brilliant art within). Here at White Dwarf, we're especially taken with the depiction of Jim and Bob!



EISENHORN: XENOS

The *Xenos* novel is a beloved Black Library favourite, and the video game adaptation has captivated fans – now you can get a glance at what Gregor Eisenhorn was up to before the events of the game in a brand-new comic series penned by Ryan O'Sullivan, with art by Anthony Spay, Anthony Fowler and Andrew Campos, and you can get your hands on a copy from Comixology or any and all good comic book shops.

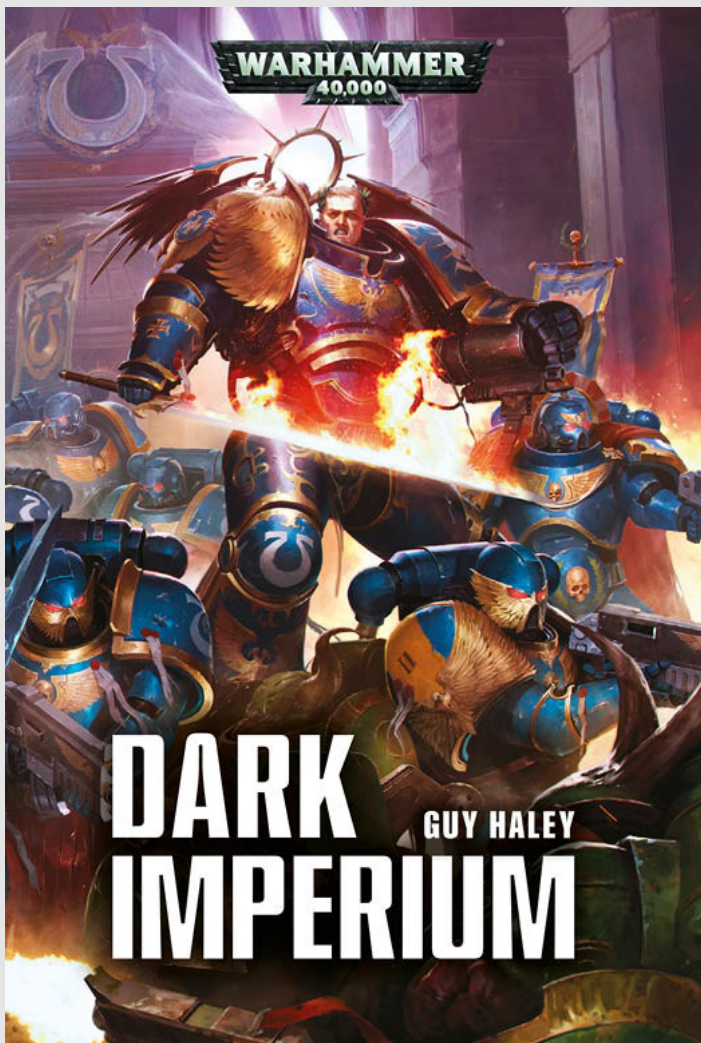


FIVE THINGS WE LOVE IN... JUNE

- 2 The new Index books have gone down very nicely in the White Dwarf bunker – Dan and Matt Hutson are rather taken with them, as shown in *Armies of the Dark Millennium* [here](#), where they put their T'au and Chaos armies through the ways to make an army in the new edition.
- 1 More than anything else this month, we love the new Warhammer 40,000 rules. Elegant and deep, the game is the best it's ever been. But don't just take our word for it – click [here](#) to read all about it and [here](#) and [here](#) to see the new rules in action in *First Blood* and the *Battle Report*.

PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY



FEATURED BOOK

DARK IMPERIUM



By Guy Haley | Hardback | 320 pages | 17 Jun

A new edition of Warhammer 40,000 means many things, and as the galaxy has changed forever, one of those is a novel to help get your bearings in an Imperium split asunder by the Great Rift. Guy Haley is on hand with a fantastic tale to set the tone for this new age.

The hero of this story is no less a figure than Roboute Guilliman himself, one of the last links to the age of the Great Crusade. The novel opens with his defeat at the hands of Fulgrim and continues with Guilliman attempting to rally the Imperium of Man in the closing years of the 41st Millennium. Guy handles the novel with aplomb, spinning a sharp and punchy story of how Guilliman deals with a crumbling nightmare that grew out of the ashes of the Emperor's dream. The Imperium now is a different place to the one the Emperor set out to create, and the Guilliman who leads it now is a different being to the one who fought in the Great Crusade...



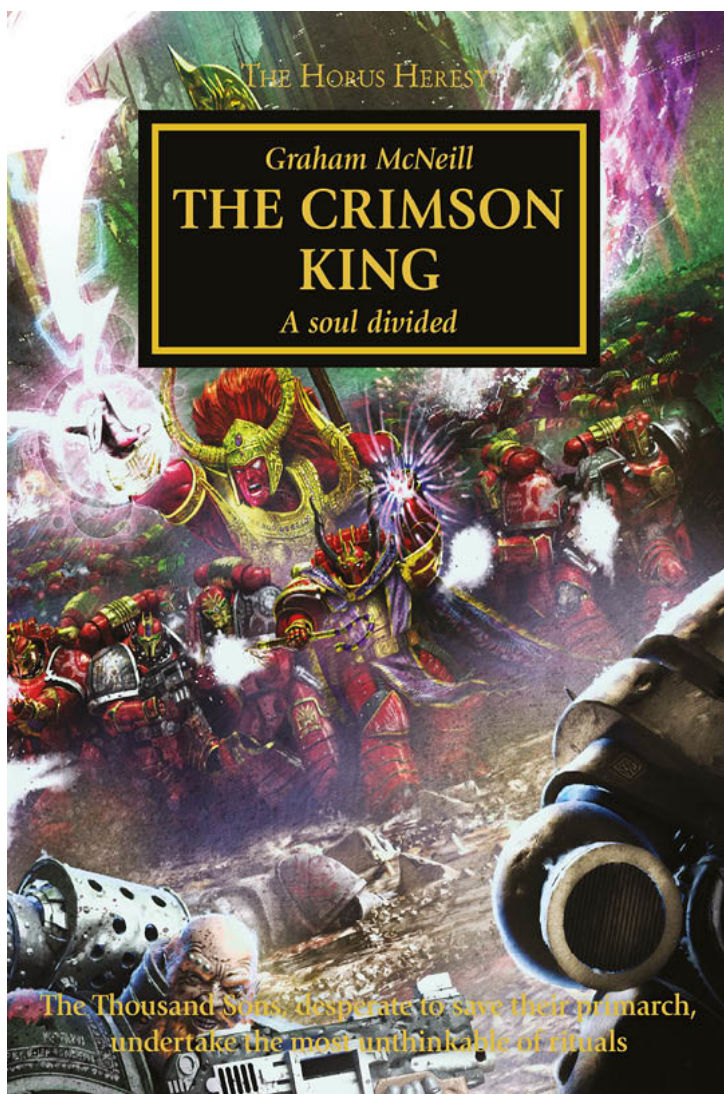
THE CRIMSON KING

By Graham McNeill | Hardback | 496 pages | 10 Jun

The long-awaited follow-up to Graham McNeill's other forays into the Horus Heresy – notably A Thousand Sons – The Crimson King is another august epic of a broken Legion in the heart of a galaxy-wide war of fratricide.

As the ravaged remnants of the XV Legion regroup upon the Planet of Sorcerers, Magnus the Red tries to recreate the knowledge lost when the Space Wolves ravaged Prospero – a task that may be beyond even a Primarch, with consequences that could plunge the Crimson King even further into absolute damnation.

Graham McNeill is on especially fine form with The Crimson King – the hardback volume is seeded with the little nods and references that have cropped up across the Horus Heresy and other works McNeill has had a hand in, but it's the sheer breadth of inventiveness that he employs that makes The Crimson King such a satisfying read. Not just a volume for fans of the Thousand Sons or the Horus Heresy series, The Crimson King is a fantastic novel, full stop.



The Thousand Sons, desperate to save their primarch, undertake the most unthinkable of rituals

HALLOWED KNIGHTS: PLAGUE GARDEN

By Josh Reynolds | Hardback | 320 pages | 24 Jun

Josh Reynolds returns to the Mortal Realms this month and has another rollicking tale of Stormcast Eternals and the foetid agents of Chaos to tell.

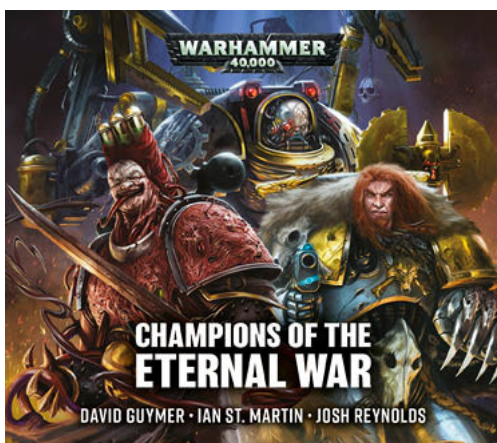
Pitting the Steel Souls warrior chamber of the Hallowed Knights against the legions of Nurgle, Josh offers up a classic story of heroes and villains battling it out as the scions of Sigmar hunt for one of their own, lost in the Garden of Nurgle. Keep an eye out for an especially apt addition to the cast – Tornus the Redeemed!



CHAMPIONS OF THE ETERNAL WAR

By Various | Audio Drama
73 minutes | 10 Jun

Collecting together a trio of audio dramas, *Champions of the Eternal War* includes David Guymer's 'The Calculus of Battle', Ian St. Martin's 'The Embrace of Pain', and Josh Reynolds' 'The Art of Provocation' – starring Stronos of the Iron Hands, Lucius the Eternal of the Emperor's Children, and Lukas the Trickster of the Space Wolves, respectively. Fantastic hobby listening, whatever your tastes – not only that, it serves as a perfect tasting menu of top Black Library talent.



SCIONS OF ELYSIA

By Chris Dows | Audio Drama
58 minutes | 24 Jun

A cracking audio drama by Chris Dows, *Scions of Elysia* gives us a look at one of the more unusual Astra Militarum regiments – the famed Elysian Drop Troops.

The drama recounts a disastrous assault on a pirate stronghold by a massed army of Elysians, before switching forward to a Commissar's interrogation of one of the survivors. It's a brilliant listen, and a great chance to get a deeper look into one of the most famous regiments of the Astra Militarum.



FIVE QUESTIONS

DAVID GUYMER

For this month's Five Questions, White Dwarf sought out Gemmell Awards-nominated scribe David Guymer, who has tackled Warhammer, the Age of Sigmar, and now the Iron Hands Chapter in Warhammer 40,000.



"The 'know no fear' thing makes all Space Marines tricky customers to write, but that's doubly true with Iron Hands."

1. With *Eye of Medusa* and the audio drama 'Calculus of Battle' you've championed the cause of the Iron Hands – what drew you to write about the Chapter?

I've always been drawn to characters or groups that have suffered a raw deal, so the fact that Ferrus Manus is absent for most of the Heresy only piques my interest in him and his sons.

2. How did they feel to write compared to other, more orthodox Space Marines?

The 'know no fear' thing makes all Space Marines tricky customers to write, but that's doubly true with Iron Hands. They don't smile, shrug, gesture, any of the tiny human details that help define a character outside of dialogue. So you need to come up with a whole new way for these beings to interact.

3. You've got a string of Warhammer and Age of Sigmar novels to your name – what does writing about the Mortal Realms feel like compared to the Old World?

The Old World had a comfortable familiarity, but the knowledge that every time I start to write I'm creating something new is what Age of Sigmar is all about.

4. Of all your work for Black Library, which is your favourite?

Tough call, but I'd lump for my two Gotrek & Felix novels *Kinslayer* and *Slayer* together. Concluding that story was a privilege.

5. Is there any subject you'd like to turn your pen to but haven't had the chance to yet?

There's just so many! But as a lifelong Skaven player – my first novel was *Headtaker* – I'd love to write something to really go deep into the background of the Skaven race and their place in the Age of Sigmar.



CONTACT

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



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

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WRITE TO US!

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

What is your favourite feature this issue?

First Blood – is there a game that you would like to see someone tackle afresh? Let us know!

Guns for show, knives for a pro. Is your army all about shooting or close combat?

Paint Splatter – if you could have a painting guide for any model, what would it be?

So, get in touch by writing to us at:



Or visit us on our Facebook page



MORE BATTLES

So, I've been looking at all the latest White Dwarfs and all these exciting standalone games that you are bringing out at the moment and wondering why there are no Battle Reports as introductions to them – I'd love to see a Battle Report on Gorechosen, Lost Patrol or any of the other games just to see how they work. Hopefully I'll see something soon...

Jaron Worsley,
Australia

Hey, Jaron. Good idea! We love standalone boxed games, so we will have a look and see what we can do. There might even be a new one soon to play...



TACTICA FEATURES, PLEASE!

Hi, all! Firstly, I'm a newly returned player to the hobby – the last White Dwarf I bought was when the Eldar Viper was released and featured (1997?).

I love the return to the old 'Fat Dwarf' format – I am still flicking through the magazine days after I get it and still finding new and interesting stuff.

One thing I would like to see featured more would be tactics and army list building. The painting guides are fantastic, as are the featured armies, but it would be awesome to show some armies that aren't just collections or painting projects, but lists for events or tournaments with the player running through the strengths and weaknesses of each unit and their approach to using their army in battle. The same could be said for Battle Reports – I would love to read the thoughts behind each move, the threats and priorities – things like that. As a new player, I do spend a lot of time wondering what my opponent's models can do and which to go for first, so any tactical tips would be appreciated. Anyhow, keep up the good work!

Terry, Cheshire, UK

Well now, that is a coincidence – this month's Temporal Distort is White Dwarf 207, the one with the Eldar Vyper in it! It was a genuine coincidence, too – we're not that well organised! As for army-building articles, it is something we're looking into, Terry, and this issue does have a little bit of that in 'Armies of the Dark Millennium' on page 60, which focuses on building armies using the new Index books. We will certainly see what we can do about crafting some kind of tactics article, though.

CAUGHT BY THE SWIRLY TIME PORTAL

Hi, folks. I just read through Temporal Distort in February's issue and what a blast from the past it was – issue 166 was my first White Dwarf! At the time I had just made the leap from HeroQuest and Space Crusade to Warhammer 40,000, so I got a copy to find out about the new boxed set. As a result I started collecting Orks,

not knowing what lay in my future (*ominous...* – Ed). Over the years I continued to get my monthly dose of Hobby Goodness™ in White Dwarf and I even managed to pick up some of the older issues I'd missed.

Fast forward four years and a redundancy from work left me searching for a new job. Luckily I managed to score a 'Store Boy' job at my local Games Workshop, thinking it would tide me over until I found a 'Real Job'. Well, I found it. July will mark my 20th year working with Games Workshop, having been the Manager of the Castle Hill store in Australia since August 2000. I have read every issue of White Dwarf between 1993 and the present day. This latest incarnation can definitely hold the mantle of the ultimate Warhammer magazine, containing the very best articles from each era. Well done, Grombrindal and crew, I look forward to continuing my hobby journey with White Dwarf as my guide.

Troy Cukas, New South Wales, Australia

Wow, that's quite a story you have there, Troy! Of course, we're just the latest in a long line of Grombrindal's servants, but we're glad that our forebears got you hooked all those years ago and that you're still hobbying after all this time. Keep up the great work in the southern hemisphere – da Great Waaagh! never ends.

BLANCHITSU IN THE MORTAL REALMS

Hey, White Dwarf team. First, great mag! I am hooked 100%! I'm a long-time Warhammer Fantasy and Age of Sigmar fan; basically, if you make it, I buy it! My favourite section in White Dwarf right now is Blanchitsu – the models are amazing and I can't get enough, where can I find more? I would like to see some models for Warhammer Age of Sigmar, or some references for ideas to convert my own! Any reference materials you can provide would be appreciated!

Brian Young, Virginia, USA

Well, Brian, John Blanche and his crew are flighty creatures, but we hear that he has been working on some Warhammer Age of Sigmar pieces. Hopefully we'll be able to nab them for the magazine in the near future.

WHERE CAN I SEND COOKIES?

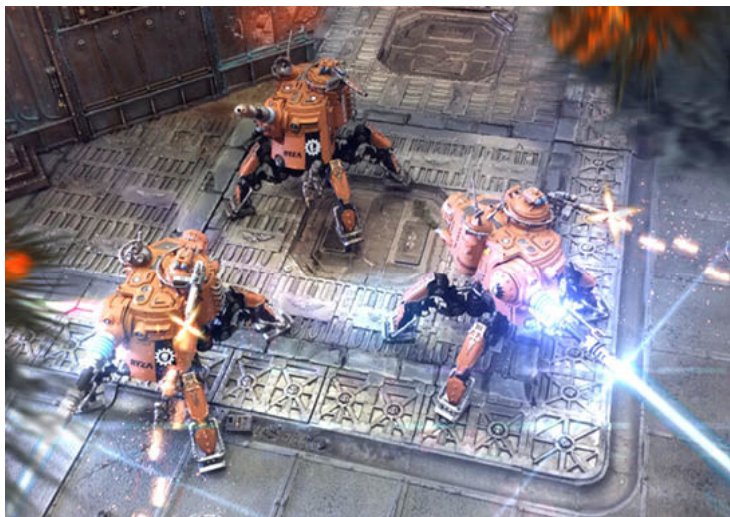
Greetings from a secret bunker in the backwoods of Kentucky, USA. I've been playing Warhammer since 1989 when I was but a Neophyte – I was living in Asia at the time as my father was stationed there. I have fond memories of filling out mail order forms from the back of old Citadel catalogues and then waiting six weeks for delivery of a blister pack full of random metal models that might occasionally have the one I wanted in it. Good times, in all sincerity.

Anyway, I'm still in the hobby and I am currently working on an Adeptus Mechanicus force (see attached pic), though I've just about built and painted everything you good folks have made for them. I have to add, though, I'm really looking forward to working on the Ynnari models.

But enough about me; I actually have a rather pressing question on behalf of our local gaming group. See, we've been enjoying the most recent implementations of Warhammer Community, all the different Warhammer Facebook pages, Warhammer TV, Duncan's painting videos, new Black Library content (Go ADB!), and of course, the new White Dwarf.

So, if we wanted to send cookies as a token of our appreciation to the folks involved with all of the above – to whom/where can we send such delectable treats? Preferably somewhere where they'll receive due attention before their half-life.

Alan Kung, Kentucky, USA



Hey there, Alan, we're glad to hear you're enjoying White Dwarf and that your gaming group likes what the Warhammer Community team have been working on. Your Adeptus Mechanicus look great, too – you should send us some more pictures of them to the email address at the top of the artical. And on the subject of sending things, we are quite partial to a biscuit here in the White Dwarf team, so you're more than welcome to send us some. We can't promise the Community team will get

any, though. They work in the office next to us, which is a long way for a pack of biscuits to travel...

ANOTHER SHADE OF BLUE

Hello! I've recently gotten into the hobby and I painted my first unit – a squad of Tactical Marines – a few months ago. I was very interested in painting and displaying a collection of Ultramarines, but my local hobby store didn't have any blue paint of any brand, Ultramarine or otherwise, for me to paint my new models! So, I experimented with the colours they did have and now I'm a proud Crimson Fists collector.

My first issue of White Dwarf was the January issue and I have to say, what an explosive start. I'm glad to be here to witness lore being made. Regarding the magazine, my favourite parts so far are the Planet Warhammer and Temporal Distort sections. I really love seeing those old models and artworks and how we got from them to the Betrayal at Calth models. Might we be able to have a look at the First Edition 'Furibundus' Dreadnoughts in a future issue?

Keep up the good work!

Laurence Tan, Philippines

Hi, Laurence. Sorry to hear that you couldn't paint your Space Marines as Ultramarines but never mind, the Crimson Fists are just as cool, if not cooler than their blue-armoured brethren. Remember, the Games Workshop webstore stocks the full range of Citadel Paints (all 200+ of them), so if you're ever missing a colour, you can always find them there. Make sure you send us some pictures of your Crimson Fists, too.



ASK GROMBRINDAL...

Hi, White Dwarf. I would like to know if a T'au sept is a planet and its moons, or a whole solar system? Or even a whole region of space? I ask because the T'au can't travel through space as fast as the Imperium, so are their septs smaller than Imperial systems?

Aidan Brennan, Vior'la sept (well, maybe)

The T'au, never heard of them – they sound like some kind of sweetmeat. No, wait, I do remember now – the little blue umgi, right? My memory isn't as good as it used to be...

So, I had a dig for some information and I found out a few things about T'au civilisation (if you can call it that, they're pretty new to the galaxy). When they find a new star system they typically colonise the most habitable planet first, then the rest of the planets in the system – the system then becoming a sept. So far the T'au have 18 septs – 18 star systems – which is about 10,000 fewer than the Imperium. So they're doing well...

Grombrindal

EXTRA RULES

Hey, guys! I just picked up the Feb issue and it's impressive as usual. Noticed the "Write to us!" box and the question about boxed games/desired rules.

Pleeeeee publish some rules for using Genestealer Hybrids in games of Space Hulk. I'm a huge fan of the 1st edition of the game (I have two copies of the base game and both expansions) and I'd love to see some official rules for using the nasties in 4th edition, too!

*Bryan Ruhe,
Vancouver,
Washington, USA*

Hi, Bryan. We're always looking for new ways to play the many boxed games we have available, and your Genestealer Cults idea sounds great – we will pass it on to the Games Development team in the Studio to see what they can come up with. See, we're not allowed to write new rules here in the bunker – we'd just make our favourite armies too good!



DESIGNERS' NOTES

THERE IS ONLY WAR

As the grim darkness of the far future enters a dark new epoch, White Dwarf explores the latest and greatest edition of Warhammer 40,000 in all its multifarious glory, from its new rules to its expanded background and, of course, the new miniatures. Hobbyists of all stripes rejoice, for there has never been a finer time to be a Warhammer 40,000 fan!





WARHAMMER 40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE...



Above: The Primaris Space Marines of the Ultramarines face off against the Tainted Sons of Lord Gulgoth the Afflictor and their festering hordes of Poxwalker thralls.

THE DARK ART OF THE 41ST MILLENNIUM

On the previous page you can see a gorgeous piece of art by Alex Boyd, depicting the invasion of Ultramar by the malodorous scions of Nurgle. It really gets across the epic scope of the Warhammer 40,000 universe – larger-than-life heroes battling impossible horrors in conflicts so staggeringly vast they can numb the sense. Even the vaunted Avenging Son himself, the Primarch Roboute Guilliman, is but a tiny figure – but who (or what) is that he's fighting? We'll have to wait and see...

Welcome to the age of the Dark Imperium. Forget what you know – or what you think you know – about Warhammer 40,000, as we enter a dark new epoch for the galaxy. For such a momentous occasion, we've dedicated a fair portion of this month's issue to the brilliant new incarnation of Warhammer 40,000. Over the next 18 pages, we offer up a guided tour of Warhammer 40,000: Dark Imperium – including looks at the brand-new background, the elegant new rules and, of course, the stunning new miniatures.

NEW WAYS TO WAGE WAR

Perhaps the most fundamental change of all in the new edition is to the rules themselves – brand new, though in many ways very familiar, they're a clear evolution of Warhammer 40,000 as we've known it over the years. The Studio's games design team have been hard at work to make the best possible iteration of Warhammer 40,000 and they've certainly succeeded, taking the essence of every prior edition of Warhammer 40,000, streamlining the rules needed to make that work and adding in a giant 'sandbox' of options to allow players to play whatever kind of game they want. In short, all the best bits of what's gone before (with a few lessons from Warhammer Age of Sigmar, too).

There are now three broad, principle ways of playing – open play, narrative play and matched play. The Index books allow you to get started with any of the armies of the 41st Millennium, with a brilliantly straightforward yet endlessly varied method of choosing your army – hello, Detachments and Power Ratings – while Command Points and stratagems add in a host of in-game possibilities without stacking up the hard-to-remember special rules. And that is by no means all. So, who better to talk us through what's changed and why than the team themselves – Jes Bickham and Robin Cruddace take you through the biggest changes and the thinking behind it all over [here](#).

THE DARK IMPERIUM

This edition of Warhammer 40,000 heralds one of the biggest shake-ups of the background in the history of Warhammer 40,000 – the events of the Gathering Storm, tumultuous and dramatic as they were, were just the prelude to the new order. When such a prelude includes the awakening of a new god, the return of a Loyalist Primarch and the destruction of the Cadian Gate by Abaddon's Black Legion, the main event has to be apocalyptic indeed. So how about an Imperium riven by conflict as never before?

A titanic warp storm cutting across the galaxy, leaving each half cut off to all but the bravest or most crazed shipmasters? Daemons at the gates of Terra itself? It's heady stuff, and you can read more about it [here](#), as the Imperium is pushed even closer to destruction at the hands of its enemies. But when the hour is darkest and the need is the most dire, there's a brief glimmer of hope...

ANGELS OF DEATH

A new breed of Space Marine, the product of 10,000 years of experimentation and innovation, have strode forth from the forges of Archmagos Cawl to defend the Emperor's domains. The Primaris Space Marines are the product of plans long ago laid by the Primarch Roboute Guilliman – plans come to fruition in the Imperium's darkest hour. Learn their secrets starting [here](#)...

NEW MINIATURES

Of course, the new Primaris Space Marines means new miniatures – not to mention the awesome new Death Guard also included in the Dark Imperium box. The Primaris Space Marines are explored in exacting detail as we show off their arms and armour, and how it all works on page 44. After all, it's not every day a new mark of power armour is unleashed on the galaxy, and the Mk. X is a very different beast

from its predecessors. They're the best Space Marine miniatures ever released. We're sure even the most perfidious of xenophiles will have to agree.

Mortarion's rotten-hearted brood are explored in grisly detail, too, although in many of their cases where their bloated and monstrous forms stop and their rancid and rusty wargear starts is something of a tricky thing to work out. Fortunately, we had the designers on hand to help us dissect these gloriously gruesome miniatures, as you can see [here](#).

AND MORE...

And that's not all. When you've tackled the immense feature spread over the next 16 pages, we've got First Blood, where the White Dwarf team put the new edition of the Warhammer 40,000 rules through their paces, the Battle Report where White Dwarf's own Dan Harden faces down Games Designer Robin Cruddace for the inaugural Battle Report between Ultramarines and Death Guard, and a look at the Index books and the immense number of options when it comes to choosing your army in the new Warhammer 40,000. We've really got it all covered. So, sit back, turn the page and begin your journey into the age of the Dark Imperium...

WARHAMMER 40,000 IN THIS ISSUE

There's a lot to take in this month, but don't worry, we've got you covered. If you want to know about the rules, the games designers discuss them [here](#) onwards and run the White Dwarf team through their first game of the new edition in First Blood [here](#). We've got a look at the Index books and what they mean for your armies over [here](#) and let's not forget the Battle Report [here](#).

Then there's the modelling and painting – the Primaris Space Marines are covered [here](#) and the new Death Guard [here](#), with an 'Eavy Metal feature on Primaris Space Marines [here](#). And, of course, we've got Paint Splatter showing you how to paint the contents of Dark Imperium [here](#).



AN AGE OF WAR ETERNAL

"I see war unbound raging across the cosmos, a black fire that consumes a million worlds. Every imaginable conflict is made manifest, and the valorous bleed and die anew each day. But beneath this battle of darkness and light there is a truth that sears the mind. The Enemy, nemesis of all, comes not from without. Our most cursed foes are the shadows of our souls made real, and they would see the galaxy burn."



NEW WAYS TO WAGE WAR

A new edition of Warhammer 40,000 means a brand-new set of rules – and we reckon this one's the best yet. Jes Bickham, the Studio's creative writing manager, gives us the inside skinny (with a little help thanks to his feeder tendrils draining the brain of Lead Rules Writer Robin Cruddace).

In the grim darkness of the far future, there is still only war – but with this new edition we think it's now more fun than ever!



**JES BICKHAM AND
ROBIN CRUDDACE**

Former White Dwarf Editor Jes leads the Studio's games design team while Robin, a scarred but unjaded veteran of the design process, oversaw much of the work on the new edition of the rules.

Developing the new edition of Warhammer 40,000 has been, it would be fair to say, an epic undertaking. We began, quite simply, by looking at the previous edition and having a good, long, hard think about how we could do things better. Seventh edition had the glorious benefit of being huge and ultimately possessed of an enormous breadth and depth that the game had never seen before, but that came at a cost, especially for new players. By the end, it had grown into something unwieldy and overwhelming, and there were lots of barriers to getting into it, not least having to read and memorise a couple of hundred pages of rulebook, even before you got to what your favourite army could do. Also, Warhammer 40,000 had come to be a bit of a one-size-fits-all gaming experience; either Unbound or Battle-forged. We wanted to break all of that down and make this thrilling game of epic

battle in the far future friendlier, simpler to comprehend and enable it to offer you the gaming experience that you want, while in the process acknowledging that there are lots of different types of players. Getting into the game and playing it shouldn't be intimidating or difficult. And so we went back to basics and rebuilt it from the ground up.

Specifically, we rebooted from 50 pages of core rules to... 12! What you'll find in the new Warhammer 40,000 book is an elegant and contained core rules system that, combined with your models' datasheets, provides all you need to play games with your miniatures. What follows that is a vast toolbox which you can customise to your heart's content, broadly divided into three sections: the anything-goes Open Play, the story-driven Narrative Play, and the more balanced and structured Matched Play. A fourth section, Advanced Rules, then offers loads of extra content you can layer over

any of this, from more detailed terrain rules to full-blown expansions like Planetstrike and Death from the Skies. It's all in there, and in total you've got a good 120 pages of rules, missions and ways to play to dive into. It's vast, a huge sandbox to play in, and yet at its core is really simple.

All of this might sound quite daunting and very different... except that it's also the same as it ever was. The core rules haven't really changed, and in a game of Warhammer 40,000 you still move, manifest psychic powers, shoot, charge, fight and take morale tests: it still feels exactly like Warhammer 40,000. What's changed is that we've found (we hope) the minimum amount of space to get all the rules across to you, with no fuss, and very little ambiguity. You now don't need to cross-reference special rules and look things up, as you now only need to learn about any unit's unique abilities at the point that you want to use them: once you've absorbed the core rules, your datasheets contain absolutely everything you need to know about what your models can do. And if you're worried that this reboot of the experience has 'dumbed down' Warhammer 40,000, you couldn't be more wrong: there's huge depth and synergy to the rules, it's just

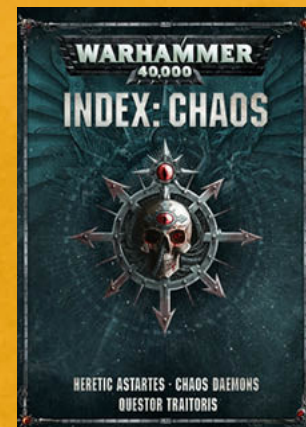
now all presented on datasheets for the models that you have. We think you're going to have a hugely enjoyable time exploring what all the elements of your army can do in the Index books – reading them really is a fantastic voyage of discovery (check out page 60 for more on this).

But how did we cut the rules down so massively? Well, in loads of different ways. Take templates, for example. We've done away with them entirely, and weapons like flamers now hit without one. They just do a random number of hits (D6 for flamers, for example) to represent catching multiple bodies in their gout of promethium. That information is simply contained in each weapon profile whereas before there were multiple pages dedicated to explaining templates. The core rules capture how the different weapon types work (Heavy, Rapid Fire and so on), so you're only ever going to look in two places, maximum, for all the info you need. Universal Special Rules are gone, too – now, the unique things a model or unit can do are captured as an ability (or several) on its datasheet.

Vehicles are another good example. The rules for vehicles in the last edition were more than twice as long as the core rules! So what we've ►

INDEX BOOKS

The other part of the new Warhammer 40,000 rules puzzle is, of course, the Index books, which you'll have read about already. Making these books led to several members of the rules team being sent to servitor reconditioning, such was the mammoth undertaking of their creation (Robin is now on his seventh tertiary brain-tank), but inside them you'll find datasheets for every single Warhammer 40,000 Citadel miniature that we make – even including some we don't, but that we want to honour as being options we've presented in the past, such as Space Marines Chaplains on bikes.



ULTIMATE COMMAND!

Goodbye, formations – hello, stratagems. We present to you Warhammer 40,000's new secret weapon, a new way to represent your army's unique background in battle.

There's so much to discover in the new Warhammer 40,000, but one of the coolest new additions (in our humble opinion) is the addition of stratagems, which are unlocked if you decide to organise your army by Battle-forging it – that is to say, organising your armies into one or more of the detachments presented in the new book. Doing so gifts you Command Points, which can be 'spent' in a game to activate stratagems, brilliant new abilities that allow you to enact exciting mid-battle gambits.

In the new Warhammer 40,000 book you'll find three stratagems that every army can use (see Counter-Offensive, to the right, for one of them), plus a host of other mission and expansion-specific ones. Most exciting of all, beyond the stratagems presented in the new Warhammer 40,000 book, you're going to see absolutely loads of them in your favourite army's new codex when it rolls around, as stratagems let us unlock the unique flavour and fighting styles of your chosen force, allowing you to do things only your army excels at.

Might Grey Knights, for example, have stratagems specific to them that tie into their

anti-Daemon purpose, empowering them in their struggle against these unholy foes? Well, we can't tell you more just yet, but be assured things are about to get very, very exciting for all armies in the Warhammer 40,000 universe...

2CP

COUNTER-OFFENSIVE

Stratagem

This Stratagem is used right after an enemy unit that charged has fought. Select one of your own eligible units and fight with it next.

Stratagems will tell you when they can be used – in this case, Counter-Offensive has a very specific timing. In essence, it allows you to 'interrupt' the enemy's combat phase to strike decisively with one of your own units! It's potentially very powerful,

but there's a condition: it can only be used after at least one enemy unit that has charged this battle round has fought, so the player whose turn it is still gets to fight with one thing first and potentially prevent you from ruining their plans.

MORE DAKKA

Warhammer 40,000 is a game about shooting more than anything else and now, with this new edition, it's shootier than ever. Take units or models that have multiples of the same weapon, such as Space Marine Bikers: they now carry two boltguns. Yup, twin-linking is a thing of the past, now every weapon gets to shoot separately. This is an extra-exciting development when you start to look at other models and realise what this means for things that previously had more barrels than shots to fire like Land Raiders, Harpies and Kastelan Robots... dakka-dakka-dakka-BOOM!



WARHAMMER 40,000



Above: With more compact and accessible rules and a range of different play modes, you can tailor your own games of Warhammer 40,000 to your tastes more than ever before.

WHAT, NO INITIATIVE?

Swivel your eyes to the right and you'll see that, on the Dreadnought datasheet, there's no initiative statistic. Yes, along with 'cool' and 'willpower' (ask your dad), it is now an ex-characteristic. The reason? The order of combat is now decided by who's charged in a turn – chargers attack first, in an order chosen by the active player. After that, players get to alternate picking units to fight, starting with the active player. It's a great system, and slightly different to the one we use in Warhammer Age of Sigmar – we think you'll enjoy it!

done is make vehicles work off the same profile as other units, which keeps things straightforward and means you don't have to remember rules for how tanks work as opposed to infantry: they've got a strength, toughness, wounds (lots of wounds!), attacks, armour save and so on. (Yes, a Rhino has attacks – think of it as ramming the enemy or grinding them beneath its treads!) How we've represented them getting damaged is a small table on their datasheet that shows how their effectiveness degrades as they take more damage – ballistic skill may drop or attacks may lessen, that kind of thing. This system is the same for big monsters, meaning Land Raiders and Tyrannofexes alike function in a similar fashion, with a minimum of page-flicking, head-scratching or book-keeping (plus, oddities like vehicles not getting armour saves in spite of layer upon layer of steel are no longer a thing to puzzle over).

There are myriad other ways in which we've been able to present rules in a simpler, more accessible fashion and achieve the same feel and effect as before. Characters can't join units, for example – but they invariably have an 'aura' ability which affects their troops, and you're not allowed to shoot a character unless it's the nearest unit, neatly avoiding the problem of heroes getting picked off easily. Morale now has its own phase at the end of a turn and, if you've taken casualties in a turn you simply roll

a dice and add the number of models you've lost; if this total is greater than your leadership, you lose an additional number of models equal to the difference to represent frightened warriors running away. Simple, no?

Some of this stems from the lessons learned from how Warhammer Age of Sigmar works, in particular what we've done with the General's Handbook, which first presented and defined the three different ways to play enshrined in Open Play, Narrative Play and Matched Play. But this is hardly surprising in that Age of Sigmar itself keyed off Warhammer 40,000, so things have come full circle in some ways! And we've really pushed ourselves to get the most out of each section to give you, the players, an embarrassment of riches to choose from. In the Matched Play section alone, for instance, you'll find updated Eternal War and Maelstrom of War missions, plus completely overhauled Tactical Objectives – what we think are the best versions we've ever done.

The bottom line is, there are seemingly endless changes, additions and exciting new developments in the rules of Warhammer 40,000 and you'll just need to read the book and play some games to see how it all works. But we think (and hope!) that we've made the best, most accessible, most strategic and downright fun edition of the game to date – please let us know if we've succeeded!

DATASHEET DELIGHT

Every unit in Warhammer 40,000, be it Primarch, Tactical Squad, Transport or Flyer, now comes with a datasheet that gives you more information than ever. Less flicking through rulebooks, more gaming!

Want to know what your lovingly assembled and painted Citadel miniature does in Warhammer 40,000? Wonder no longer, for months of ceaseless toil and burnt-out logic stacks have resulted in the creation of the datasheet – your one-stop shop for almost everything you need to know about what a

unit does, how well it fights and shoots, how tough it is, what its special abilities are, and much more. Here we look at the datasheet of a Space Marine Dreadnought (found in Index: Imperium 1) to introduce you to a whole new world of war...

BEHOLD!

We break down exactly what's on a datasheet. It's simple, straightforward and full of depth!

A: The icon for the unit's battlefield role. In this example, Elites!

B: Power rating. A simple measure of how powerful the unit is, used mostly in Narrative Play missions to determine the underdog.

C: The unit's profile. Weapon skill and ballistic skill now simply tell you what you need to roll to hit – and note movement, which adds variation. Daemonettes move faster than Plaguebearers, for example – and a Stormtalon can go 50"!

D: A description of what your unit comes equipped with.

E: Weapon profiles. These will always tell you the stats of your basic load-out, but will often contain profiles for other options that are available. Note the AP value: this reduces your targets's armour save!

F: Wargear options tell you what other weapons and equipment the unit can take.

G: Abilities. Universal Special Rules are a thing of the past. Any unique or special abilities your unit has are now captured on the datasheet for ease of reference.

H: Faction keywords. These are important when it comes to building detachments, as units in a detachment must all be of the same faction (for example, Imperium).

I: Keywords. Quite often, weapons, equipment or abilities use keywords to detail an effect. For instance, Belisarius Cawl's Arc Scourge has a damage of D3 when attacking a **VEHICLE** – like this Dreadnought!



THE DARK IMPERIUM

For 10,000 years, the Imperium of Man has endured. Yet perhaps now it faces its darkest hour. With Cadia – Mankind’s bulwark against the Eye of Terror for millennia – gone, shattered by Abaddon’s Thirteenth Black Crusade, darkness has fallen upon the Imperium. A new age of war is begun.

LIGHT OF TERRA

The Astronomican is perhaps one of the most vital components of the Imperium – a psychic lighthouse powered by the Adeptus Astronomicus. 10,000 psykers are used to power it, many giving their lives in service to the Imperium every day, and it is said to be guided by the indomitable will of the God-Emperor himself. Used by Navigators to plot routes across the warp, the reach of the Astronomican was said to be the reach of the Imperium itself, for to sail beyond its light was to invite disaster. That was before the Great Rift opened...



This is a dark age. Of all the many ages of Mankind, it may be the darkest. The Imperium, which has endured for 10,000 years through civil wars, xenos invasions and conflicts beyond number, is beset as never before. The destruction of Cadia brought with it surging warp storms across the galaxy. As the Gatehouse of the Imperium fell and Abaddon gathered his legions for an assault upon Holy Terra itself, the Imperium all but ceased to be. The light of the Astronomican, the slender thread that can rightly be said to be all that holds together the vast, disparate domains of the Imperium of Man, flickered out as the warp storms grew to such intensity that they became known as the Blackness, the Noctis Aeterna. The constant tumult and upheaval of the immaterium, of the

very warp itself, spilled out across realspace, the stuff of nightmares burning across the flesh of creation like acid. And worse was still to come, as the gathering storm gave birth to a Great Rift, the Cicatrix Maledictum, a rent in reality, in its size to the Eye of Terror as a slit throat is to a pin prick.

And slit the Imperium’s throat was. With the Astronomican blacked out, Astropathic communication and long-distance travel were made all but impossible, for even the most skilled Navigators could not direct vessels through the screaming warp, and to reach out across the distances with one’s mind was to invite madness and death – if one was lucky. Daemon storms howled out from the rift, consuming planets in raw insanity and terror. The Daemon Primarchs Magnus, Mortarion and

others led legions of traitors in a renewed assault upon the domain of an Emperor they had denounced in an age regarded by many as myth and folklore. The Imperium, which had stood against all of this for 10,000 years, was beset all about by Chaos. Daemons stalked the stars, and the rule of man on hundreds of worlds faltered as civilisation itself crumbled in the face of impossible horrors.

But if Chaos is ascendant, then it is faced with an Imperium resurgent. Resurrected with the assistance of the Aeldari as Abaddon the Despoiler's Thirteenth Black Crusade marched across the galaxy, Roboute Guilliman, Primarch of the Ultramarines, is once more Lord Commander of the Imperium's armies. The Adeptus Astartes has been rejuvenated by the creation of the Primaris Space Marines, millennia in the making, and the Imperium is once again on the offensive against the innumerable perils that assail it. Having turned back the legions of Chaos upon the very soil of Terra itself, Guilliman – accompanied by the Imperial Fists, hosts of Primaris Space Marines and at least a dozen other Chapters –

embarked on the Indomitus Crusade to liberate worlds under the pall of the Noctis Aeterna. As intermittent Astropathic communications began once more to pierce the raging warp storms, so too came news that there might be hope of salvation at last.

Cicatrix Maledictum

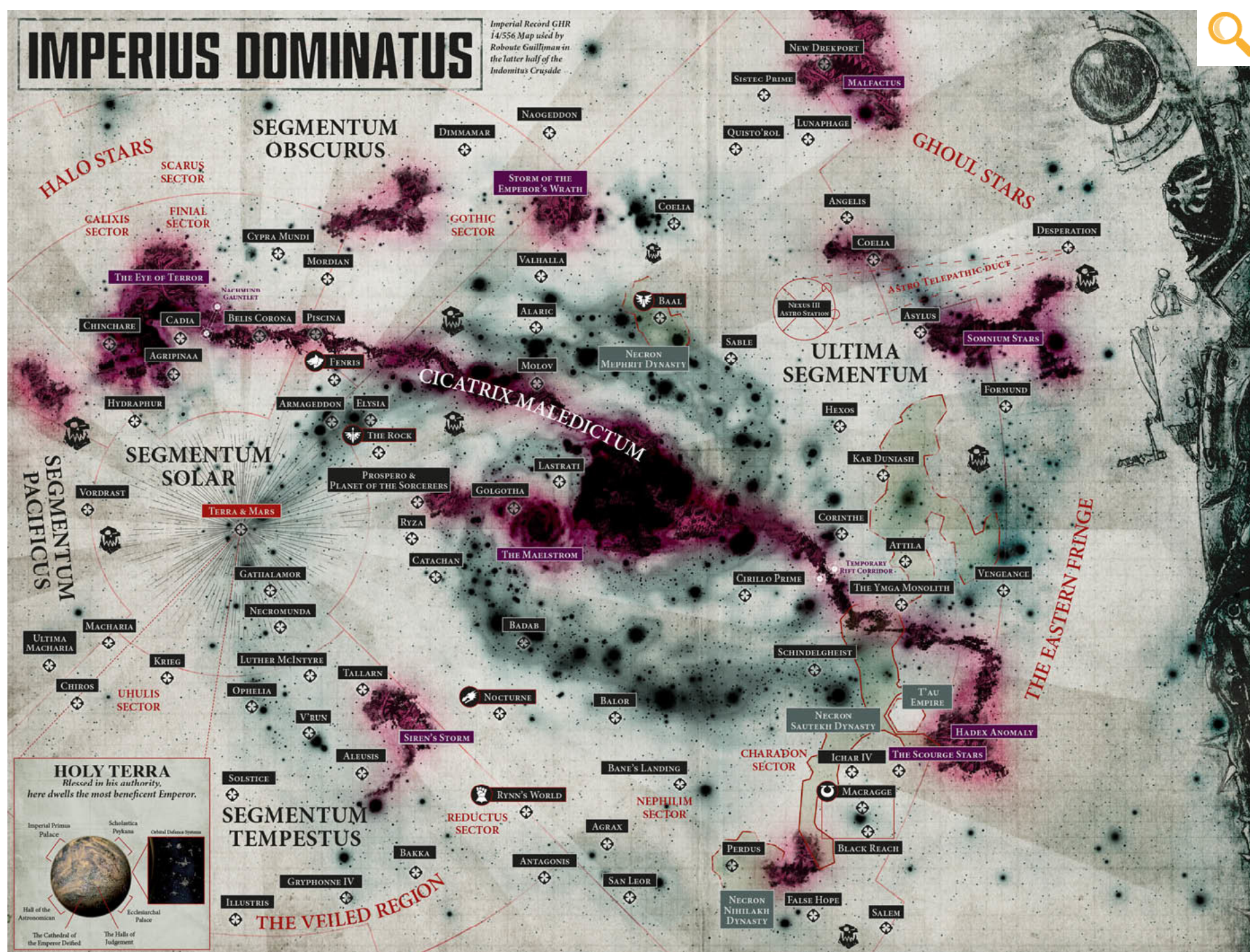
The birth of the Great Rift, the Cicatrix Maledictum, drowned worlds in the insanity of the warp and from it, horrors continue to spill. There are ways through – one, the Nachmund Gauntlet, is rumoured to lie close to the Eye of Terror, a cruel irony that would no doubt amuse the Dark Gods – but these routes are fraught with danger. The Imperium is now divided, in ways its leaders are only just beginning to comprehend. Nearly half the galaxy is cut off – now designated Imperium Nihilus – and few know what has become of the worlds beyond the Rift. With its stars drowned in war, the galaxy has entered a new age – the age of the Dark Imperium.

And there is only war.

THE WARP

Warp space is how many races of the galaxy have achieved faster-than-light travel, slipping into an alternate dimension to cross interstellar distances with ease. But there is ever a price to be paid, and the warp is home to horrific and malign intellects – the Dark Gods of Chaos and their legions of Daemons.

A map of the Imperium from the latter half of Guilliman's Indomitus Crusade. As you can see, the Great Rift has spread from the Halo Stars in the galactic northwest to the Eastern Fringe – severing the Imperium in twain, with many worlds cut off.



ANGELS OF DEATH: THE PRIMARIS SPACE MARINES

Building upon the Emperor's greatest work for nearly 10,000 years, Archmagos Cawl created an army like no other – the Primaris Space Marines, perhaps the greatest warriors Mankind can muster.



ADEPTUS ASTARTES

Known across the Imperium as the Space Marines, the Adeptus Astartes are the foremost warriors of humanity. Gene-wrought into superhuman beings without equal by ancient and half-forgotten genetic technology, they are split into a thousand warrior brotherhoods known as Chapters, each typically a thousand strong, the swift blade of the Imperium compared to the stalwart shield that is the Astra Militarum. To the common masses of humanity, they are the God-Emperor's will made real, His wrath manifest in flesh and ceramite, a bulwark against the countless horrors of the galaxy.

Standing at the forefront of Mankind's war against the encroachment of the alien, the mutant and the heretic are the Primaris Space Marines – an evolution of the Emperor's ancient gene-work, armed with the finest arms and armour the forges of Mankind can devise.

In the aftermath of the Horus Heresy, as the shattered Imperium of Man attempted to scour its worlds of Traitor Legions, then-Lord Commander of the Imperium Roboute Guilliman tasked Archmagos Belisarius Cawl with building upon the Emperor's great genetic work and create a new breed of Space Marine. To aid him in his labour, Guilliman granted Cawl access to what remained of the Emperor's own notes – fragments of ancient scientific texts, including the Sangprimus Portum, which had genetic samples from no less a source than the Primarchs themselves – the very origin of Space Marine gene-seed. With such materials at hand, Archmagos Cawl set to work in his forge-complexes beneath the surface of Holy Mars, and was not seen until the outbreak of the Thirteenth Black Crusade stirred him from

his labours. With the resurrection of the Ultramarines' Primarch upon Macragge, Archmagos Cawl was bidden by the Primarch reborn to unleash his creations. Such was the difficulty in replicating, let alone improving, the Emperor's work that Guilliman had suspected that even with ten millennia of labour, Cawl may have only produced the merest handful of Primaris Space Marines – to Guilliman's astonishment, the Archmagos had not created a single Company, or even a Chapter, but a mighty war-host, clad in armour the likes of which had never been seen in the Imperium before, and armed with the most potent and deadly weapons the Archmagos could devise in 10,000 years.

Such a host could not have been revealed at a better time, for the armies of the Imperium were stretched to breaking point by the Thirteenth Black Crusade and the opening of the Great Rift – with the Primaris Space Marines at the forefront, Mankind might weather the storm.

THE ULTIMA FOUNDING

Whilst some Primaris Space Marines were integrated into the existing Space Marine Chapters – with severely depleted Chapters such as the Crimson Fists and the Scythes of the Emperor in particular filling their diminished ranks with such replacements – many were grouped together to form new Chapters in what would come to be known as the Ultima Founding.

At first, they served at the spearhead of Guilliman's Indomitus Crusade in the wake of the opening of the Great Rift, with strike forces of Primaris Space Marines deployed to all corners of the beleaguered Imperium to not only combat the encroaching darkness, but to serve as beacons of hope for the mortal soldiery that had to weather the new dark age.

Not all welcomed what they saw, thinking it tampering with the work of the divine, and there were many vocal critics in the Adeptus Mechanicus who saw Cawl's innovation and experimentation as nothing less than outright blasphemy – many an errant Tech-Priest had been put to an agonising death for far less. But as Cawl had undertaken his great work with the blessing of the last living Primarch, and following the success of the Primaris Space Marines against the forces of Chaos in the tumultuous events during and after the Indomitus Crusade, those critics either retracted their concerns or were silenced and shunned by their fellows.

Now, most if not all Space Marine Chapters have access to the tools and knowledge to create Primaris Space Marines and their wargear – the

Mk. X class of power armour and the remarkable new weapons pioneered by Archmagos Cawl. So armed and armoured, the Primaris Space Marines are the mightiest warriors of Mankind in these dying days of the 41st Millennium, carrying the genetic legacy of the Primarchs in their veins and able to stand at the forefront of humanity's unceasing war against the forces of Chaos – to not only stand fast against the darkness but to strike back at the endless threats assailing the Imperium of Man, to even conquer such foes completely and secure Man's future in the blood-soaked stars forever.

It was the Ultramarines, the First Founding Chapter of the Primarch Roboute Guilliman, that was the first to receive reinforcement from the Primaris Space Marines and access to the technological wonders of Archmagos Cawl's hidden manufacturums. After all, it was only fitting – Guilliman had in effect begun the genesis of the Primaris Space Marines in the now-forgotten days of the Scouring, 10,000 years hence.

The Primaris Founding has also led to the formation of new Ultramarine successor Chapters, such as the Fulminators, adding to the already considerable number of Chapters who can trace their genetic ancestry to the Primarch Guilliman and the Ultramarines.



PRIMARIS SPACE MARINES: MARK X ARMOUR

The Primaris Space Marines themselves were not the only innovation with which Archmagos Dominus Belisarius Cawl was ready to bless the Imperium. There was their very armour, too...

ARTISANS OF THE NEW AGE

Designing the new Primaris Space Marines was a truly epic undertaking, and so it fell to Citadel veterans Jes Goodwin, Ed Cottrell and Alex Hedstrom to bring the work of Cawl to life. Each model is the product of countless hours of painstaking design work to make sure everything not only looks amazing, but like it works as well!

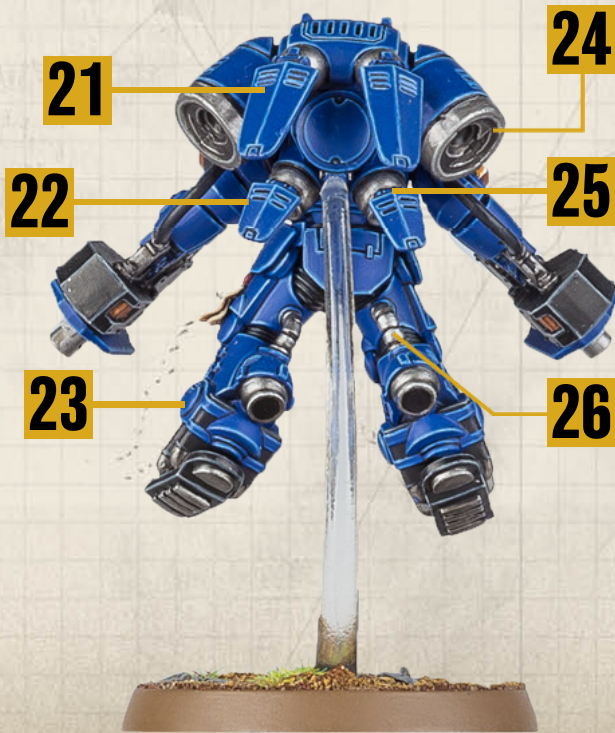
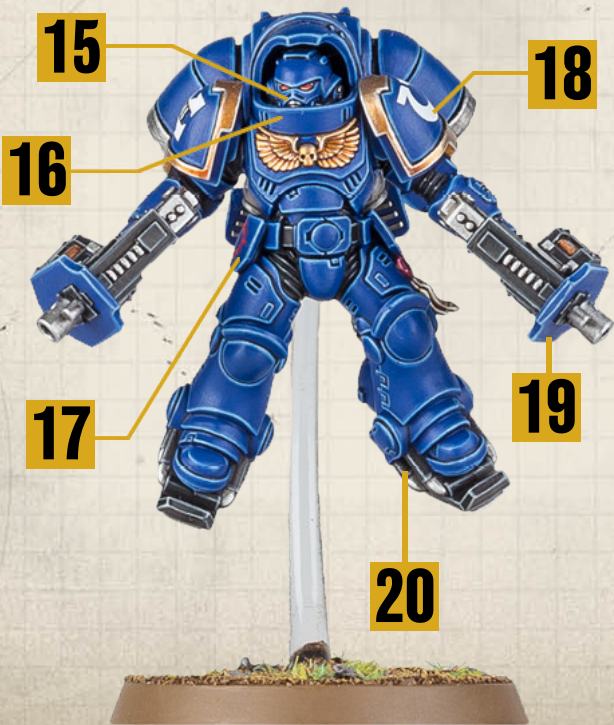
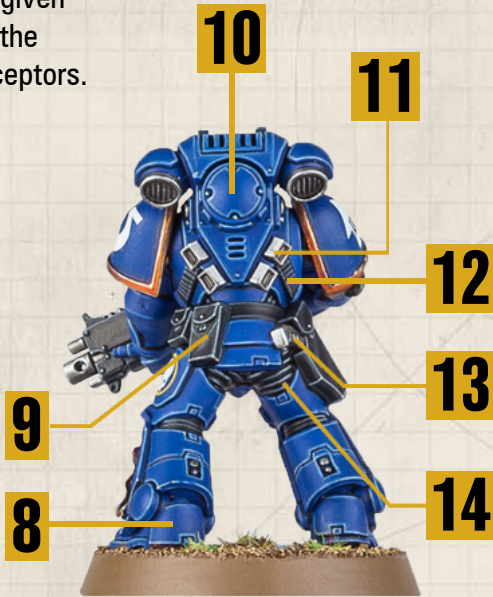


Mk. X armour is a separate but closely related development arising out of the experiments and investigations by Belisarius Cawl which produced the Primaris Space Marines. Mk. X armour is a modular design, more versatile than its forebears with a number of different variants known by different appellations. Many Primaris Space Marine Captains, for example, favour Mk. X Gravis armour while Intercessor Squads wear Mk. X Tacticus armour. Several other forms exist, such as that worn by Space Marine Inceptor Squads, designed for mounting the heavy jump packs that allow the Inceptors to make their meteoric descents from high orbit.

These developments in both power armour and the physiology of the already superhuman Adeptus Astartes allow Primaris Space Marines to utilise a range of new weaponry. The bolt rifle wielded by Intercessor Squads is a longer-ranged variant of the bolter family that has higher armour-piercing capability, while the assault bolter used by Inceptor Squads is a handheld adaptation of the heavy bolter. Similar improvements are evident elsewhere, as with the plasma incinerators of the Hellblaster Squads, the auto bolt rifles of the Primaris Lieutenants and the boltstorm gauntlets often employed by those Primaris Captains wearing Gravis armour.

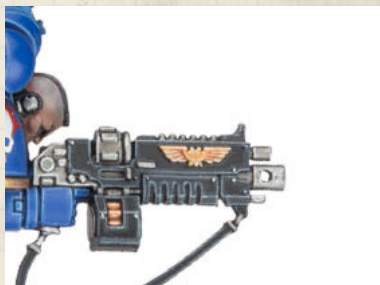
DEFENDERS OF THE GOD-EMPEROR'S REALMS

The arms and armour of the Space Marines have for 10,000 years been set in stone – innovation is in many ways anathema to the Imperium of Man. But the arrival of the Primaris Space Marines has given rise to whole new types of unit thanks to the advances brought forth Mk. X armour patterns, and the associated wargear – such as the bolt rifle-armed Intercessors and the assault bolter-wielding Inceptors.





ASSAULT BOLTER



AUTO BOLT RIFLE



BOLT PISTOL



PLASMA INCINERATOR



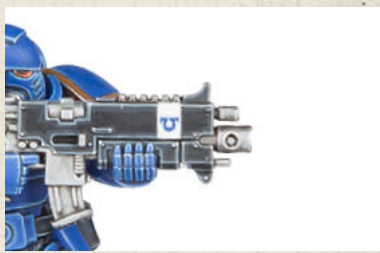
VAMBRACE
DATA-LINK



POWER SWORD



BOLTSTORM GAUNTLET



BOLT RIFLE



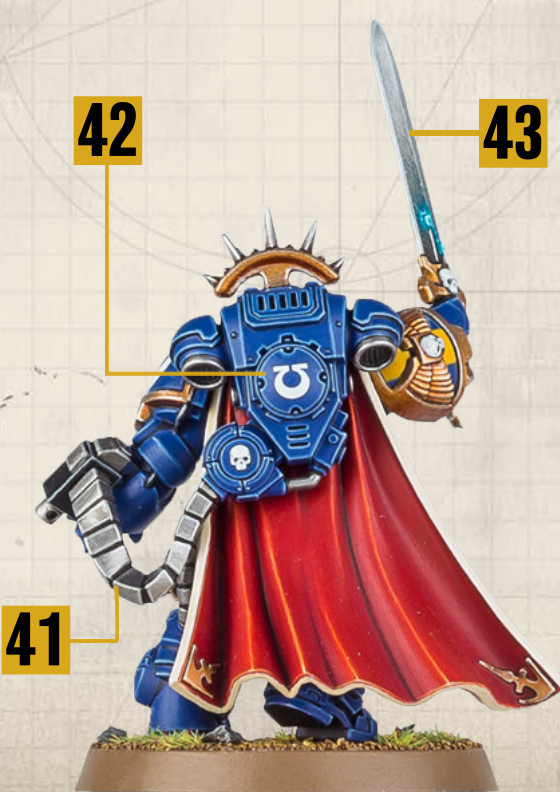
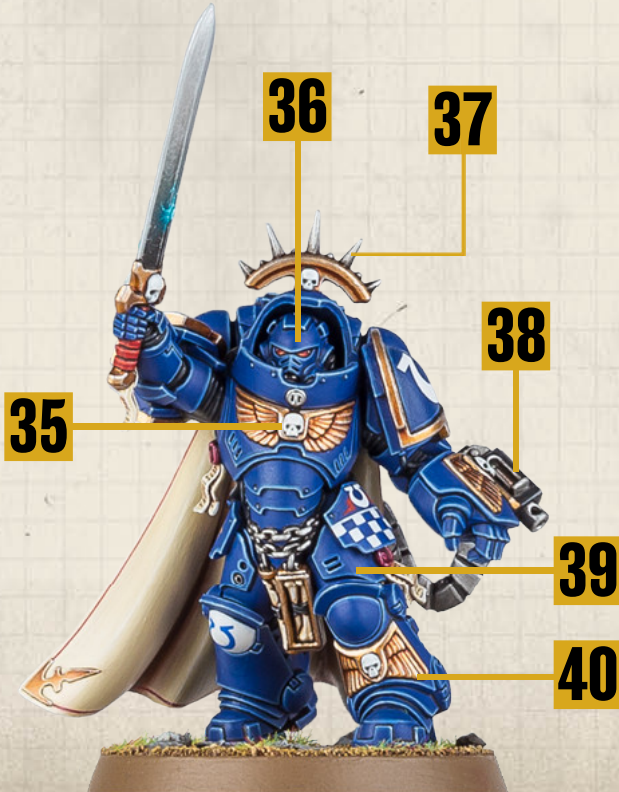
IRON HALO

THE HOLY BOLTGUN

The boltgun, or bolter, is an ancient pattern of solid ammunition firearm. Originating from the techno-barbarian warclans of Strife-era Terra, it has become the signature weapon of the Space Marines, alongside its many variants – from the dual-barrelled storm bolter to the Cawl-pattern bolt rifle.

THE FORGES OF CAWL

The hidden manufactory complexes of Archmagos Cawl have produced many wonders as part of the Primaris Space Marine project. Many of the weapons deployed by the Primaris Space Marines are refinements and adaptations of ancient patterns, such as the Mk. II Cawl-pattern bolt rifle or the Mk. III Belisarius-pattern plasma incinerator. These may prove to be the least of the wonders the ancient Archmagos has to unleash upon the galaxy...



NURGLE'S FAVOURED SONS: THE DEATH GUARD

It was not only the Death Guard's gene-forged bodies that were irrevocably corrupted by Nurgle – the weapons and wargear, steeped in the very stuff of Chaos, are now as twisted as their wielders.

ARCHITECTS OF RUINATION

To make the vile get of Nurgle look their most monstrous is no simple task – but Designers Maxime Pastourel and Aly Morrison undertook the challenge with a terrifying degree of relish – the sheer amount of fun the pair had with the project is evident in every one of the new models, especially the Poxwalkers and the Plague Marines!

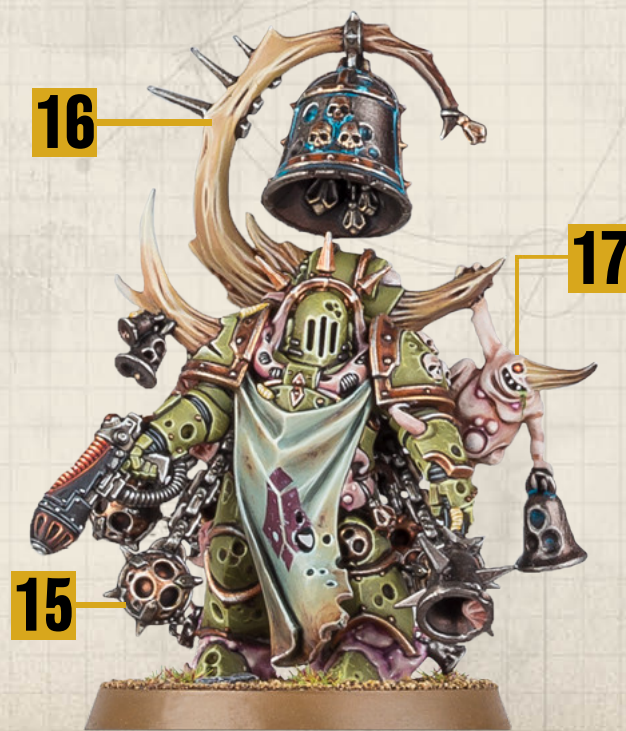
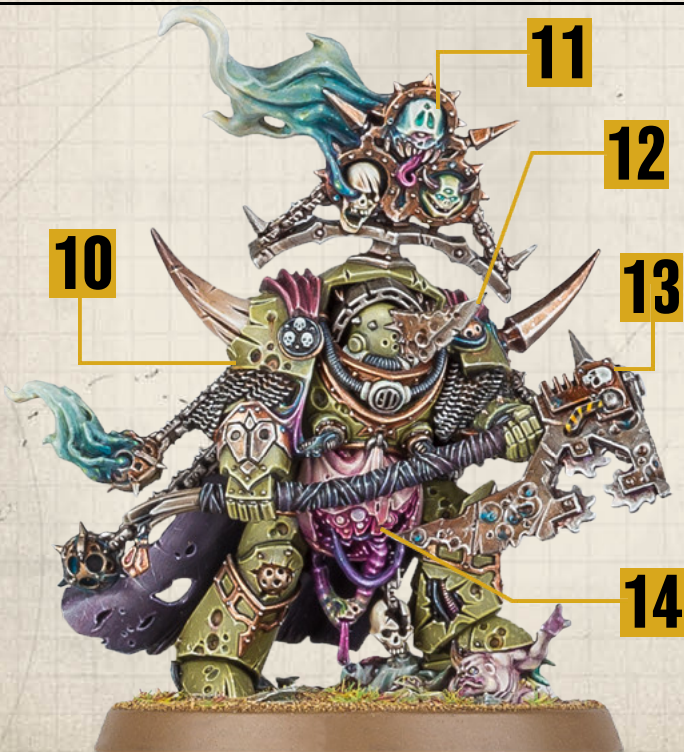


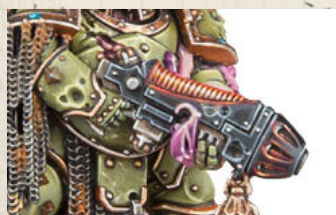
The Death Guard have always had a predilection for short-range firefights as well as chemical and germ warfare, which informed their typical choice of weaponry and their extensive use of Mk. III 'Iron' armour – an early pattern of power armour particularly suited to close-quarters warfare owing to its heavy frontal armour plates. This predisposition continues to this day, but 10,000 years in the warp have tainted and twisted the Death Guard – even with access to the hellish forge-fanes of the Dark Mechanicum, the rotten-hearted sons of Mortarion are wandering vectors of decay and decrepitude, their once-uniform wargear a mess of field repairs, customisations and mutations.

Many bear the echoes of ancient Mk. III armour, while others are a riot of mismatched patterns and hand-forged plates, masses of fetid chitin, all shot through with pallid and unwholesome masses of rancid fat, grasping maws and foetid tentacles. At what point a Death Guard legionnaire ends and his wargear begins is often a mystery even to the warrior himself – uncounted centuries in the service of Nurgle have turned each into something dark and terrible, the last tatters of their humanity subsumed as they are wrought by rot into the very abominations they once fought so hard against in the now-mythical days of the Emperor's Great Crusade.

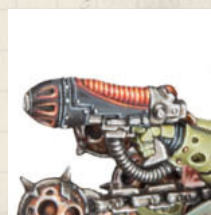
VECTORS OF THE GRANDFATHER NURGLE'S BLESSINGS

Twisted in body and soul by the warping powers of Chaos, beyond even the tortured shapes of the agents of other deities, the followers of Nurgle are all unique creatures – but there are broad categories they can fall into, such as the hulking Plague Marines and the plague-touched champions like the Lords of Contagion and the Noxious Blightbringers.

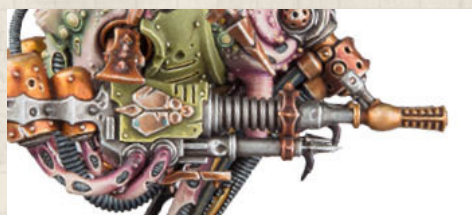




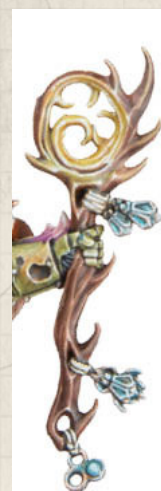
PLASMA GUN



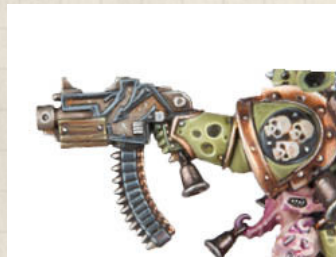
PLASMA PISTOL



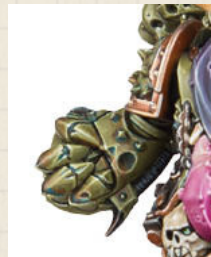
PLAGUESPITTER



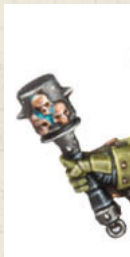
CORRUPTED
STAFF



BOLTGUN



POWER FIST



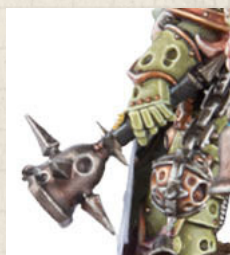
BLIGHT
GRENADE



PLAGUE KNIVES



IMPROVISED WEAPON



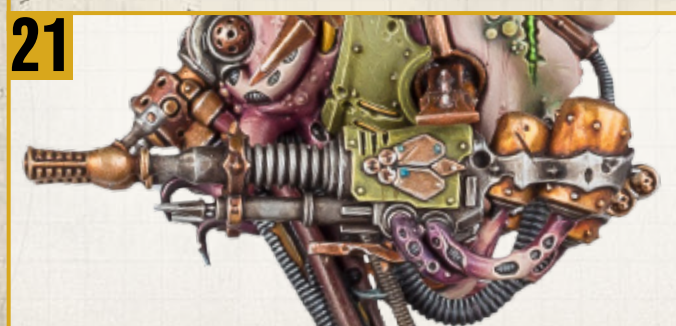
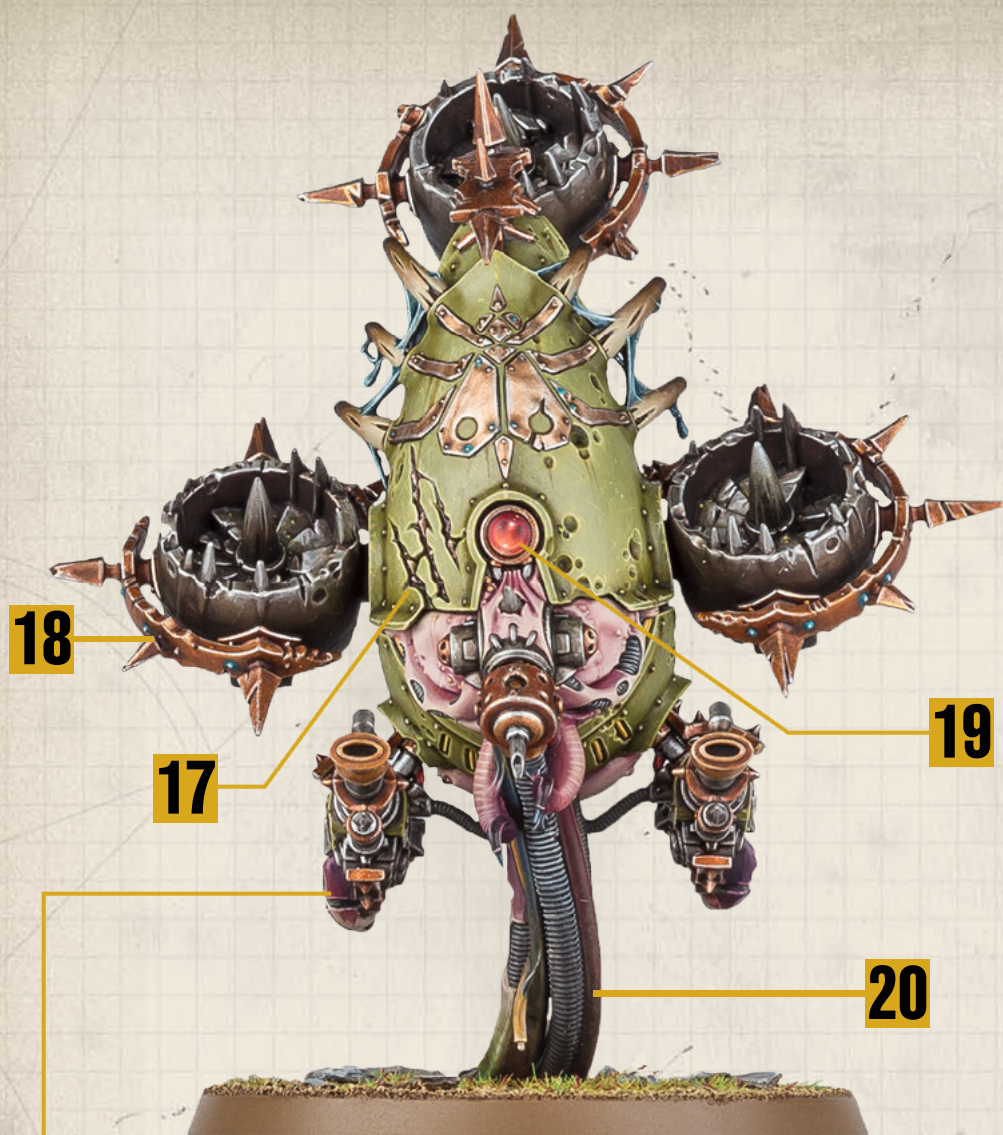
CURSED
PLAGUE BELL



PLAGUEREAPE

WEAPONS OF THE PLAGUE PLANET

Many of the Death Guard still wield the same weapons they carried in the dark days of the Horus Heresy, such as ancient marks of bolter and plasma gun, albeit twisted by millennia of corruption. Others pieces of wargear, such as the toxic death's head blight grenades and the Lord of Contagion's saw-tooted plaguereaper, are wrought in the twisted forges of the Dark Mechanicum, whilst the rot-riddled plague knives and plagueswords have far darker origins in the warp...



'EAVY METAL SHOWCASE: PRIMARIS SPACE MARINES

It was not just the sons of Guilliman who received reinforcement from Cawl's creations – as the 'Eavy Metal team are eager to show, having painted up Intercessors in the colours of all manner of Chapters.

'EAVY METAL

The 'Eavy Metal team paint many of the miniatures that you see in our codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf. Since the early days of Games Workshop, the members of the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures. So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting and seek to emulate their style on their own models. Of course, painting this way requires a great deal of practice, time and dedication, and it's not going to be to everyone's taste or skill level – it would certainly take a long time to paint an army the 'Eavy Metal way!

DARKEST GREEN

One of Aidan's top painting tips for painting Dark Angels (or other models with dark armour) is to keep as much of the dark base colour as visible as possible despite the sharp highlights. "The trick is keep the whole model in focus, rather than a single armour panel," says Aidan. "By keeping the highlights as thin and careful as possible, you have the transition of colour to bright highlights, but you still maintain the rich, dark Caliban Green base colour – after all, Dark Angels are Caliban Green, not Moot Green!"

Few are the Chapters who have not received reinforcements from the product of Archmagos Cawl's labours – Chapters facing extinction through endless war and mighty exemplars of the First Founding alike welcome these new battle-brothers into their ranks. The Primaris Space Marines (and their lovely Mk. X power armour) aren't the preserve of the Ultramarines, or solely the foundation of new Primaris Chapters, so four painters of the 'Eavy Metal team – David Perryman, Aidan Daly, Max Faleij and Chris Innes – took up the challenge to show off the Intercessor Squads from the Warhammer 40,000 Dark Imperium box in the colours of the four most popular Chapters. But you'd be hard-pressed to find someone who wasn't primed for Primaris at Games Workshop HQ, so we also have a selection of alternative schemes for other First Founding Chapters, and even some of the most popular Successor Chapters, produced by some of the finest miniature painters the business has to offer outside of the 'Eavy Metal team.

DARK IMPERIUM TRANSFER SHEET

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ULTRAMARINES	CHAPTER MARKINGS	SQUAD MARKINGS	CAMPAIGN BADGES
HELLBLASTERS			
INTERCESSORS			
INCEPTORS			
CHARACTERS			
BLOOD ANGELS	CHAPTER MARKINGS	COMPANY MARKINGS	SQUAD MARKINGS
HELLBLASTERS			
INTERCESSORS			
INCEPTORS			
CHARACTERS			
DARK ANGELS	CHAPTER MARKINGS	SQUAD MARKINGS	CAMPAIGN BADGES
HELLBLASTERS			
INTERCESSORS			
INCEPTORS			
CHARACTERS			
SPACE WOLVES	GREAT COMPANY MARKINGS	RUNES & HONOUR MARKINGS	SAGA MARKINGS
HELLBLASTERS			
INTERCESSORS			
INCEPTORS			
CHARACTERS			

TRANSFERRING OVER

Many of the exquisite markings on the Intercessors are in fact the work of transfer sheets – the same one you get inside the Warhammer 40,000 Dark Imperium box. Handy, it comes with the unit, squad and honour markings for each of the big four First Founding Chapters – as well as saga markings for the Space Wolves, too – even after the return of the author of the Codex Astartes, the sons of Fenris are content to stand apart.



The task of painting the Dark Angels Intercessors fell to Aidan Daly, who made use of the classic Dark Angels colour scheme, but also incorporated the knightly iconography of the Dark Angels onto the models instead of just simply using the Codex Astartes standard of markings – each particular symbol replete with hidden double meanings to the Unforgiven Chapters, indicating Primaris Dark Angels are privy to such mysteries.

Aidan painted the kneepads quartered in bone, green and black to indicate the squad is attached to the 5th Company of the Chapter, and the red arrows and numerals on their right pauldrons denote they are the 3rd Squad, serving as a Battleline unit. Aidan also added a freehand checker on the Sergeant's kneepad (helping mark him out from his brothers) and on the bolt rifle of the squad's designated marksman.



The Space Wolves Intercessor squad was painted by Max Faleij, who was presented with something of a challenge – the notoriously independently minded Space Wolves have a system of icons and honour markings all of their own, with scant regard for the Codex Astartes. Max was careful to add a few individualistic touches to each model – a black faceplate, or a crafty bit of Fenrisian knotwork,

each no doubt conveying deep meaning for the individual's own saga. Building on that, Max also made use of freehand to mark out the names of weapons and wargear in Fenrisian script, as each is a storied relic. This was continued down to the purity seals, which have carefully freehanded Fenrisian runes in place of High Gothic script.

ROUGH LEATHER

Max added the most careful of weathering to give the impression of the Space Wolves Intercessor Squad having a habit of getting into the thick of the fighting at any chance.

Max also chose to paint the holsters, ammo pouches and grenade packs as brown leather rather than black plastek, linking the squad back to its death world origins – no doubt each was crafted from the treated hides of massive Fenrisian wolves as part of a ritual of ascension to the Chapter.



David Perryman painted his squad up as Blood Angels. David chose to fit the squad into the company's order of battle along other Battleline units like the Tactical Squads, using traditional Blood Angels iconography to mark the squad as the 2nd Squad of the 2nd Company, no doubt having taken the place of a fallen Tactical Squad in the aftermath of the devastation of Baal. Next to the squad and campaign markings on each model, David

added the Marksman's Honour to one battle-brother's cuisse (far left) and the Iron Halo (far right) to another – a small touch, but one that establishes the squad as storied and experienced warriors who've already earned an impressive tally of battle-honours, despite the relatively recent introduction of the Primaris Space Marines to the honoured ranks of the existing Space Marine Chapters.

DEEP RED

David's Blood Angels Intercessors look as slick, clean and polished as any of the Sons of Sanguinius. How did he achieve that superb effect?

"For colours like red, you really need to make sure you have a solid basecoat," says David. "That's true with any colour, but doubly so for red. I applied the mix of Evil Sunz Scarlet and Mephiston Red in thin coats to build up a smooth, even colour. After orange highlights, I added White Scar to the final edge highlight of Tau Light Ochre to prevent the overall effect from becoming too orange."

WARHAMMER 40,000

WARHAMMER 40,000

TRUE BLUE

Chris Innes has one rather handy piece of advice for any Ultramarines fan who is eager to get that 'Eavy Metal look for their scions of Ultramar.

"After applying a Macragge Blue basecoat, when we go to add the first layer, rather than using Altdorf Blue, we use a mix of Macragge Blue and Calgar Blue, built up in thin layers," says Chris. "By using the mix, you keep the same tone of blue, but the Calgar Blue adds the lightness needed for a clean, crisp highlight."



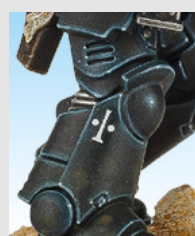
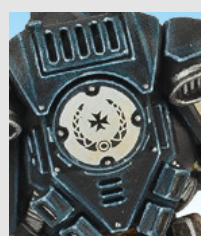
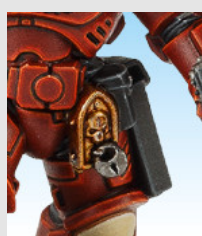
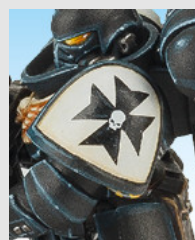
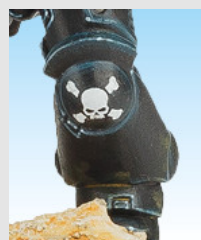
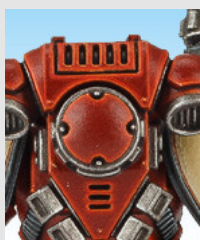
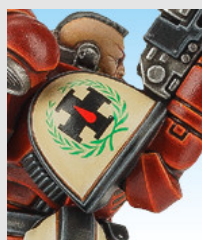
Chris Innes notes that whilst Guilliman's Chapter is amongst the most Codex-adherent of Chapters, there's still scope for personalisation in some of the markings, such as the freehanded Ultima symbol on a white field on one of the bolt rifles or the yellow checkered kneepad on the squad sergeant – the colour of which nods to the fact the squad is part of the 2nd Company. There's also the Iron Halo honour used to mark out the

sergeant's second – the battle-brother who would take command of the squad in the advent of the sergeant's death on the battlefield. These little touches are beyond even what the 'Eavy Metal painters will typically add to a squad – with each member being a distinct individual with a handful of personalised markings. It's an example of what you can add to really make a unit feel like it's made up of real individuals.

SUCCESSOR STORIES

It isn't just Chapters of the First Founding who've been blessed with the addition of Primaris Space Marines to their ranks – successor Chapters like the Crimson Fists and Black Templars have received new Primaris battle-brothers, as have Chapters of unknown provenance like the Blood Ravens and the Exorcists.

As two examples of this we present a pair of individual Primaris Space Marines – Paul Norton's Blood Ravens Lieutenant and Maxime Corbeil's Black Templars Intercessor. Both miniatures are distinctly of their respective parent Chapters, but their look has been achieved with naught but careful painting and some transfer sheets – there's no spare parts or any crafty kitbashing. They're top stuff!



Paul's Blood Raven was painted with an eye on simplicity – the red base colour is a mix of Mephiston Red and Rhinox Hide, which he highlighted with Evil Sunz Scarlet, Trollslayer Orange and Fire Dragon Bright. Paul also kept the scheme as simple as possible, using only three highlights – a thick one, a thin one and one on the extremes.

Maxime's Intercessor exemplifies the stark look of the black-and-white Black Templars. He's kept that monochromatic aesthetic, but when you look closer there's cold sharpness to the black, and the warm, almost bone-like quality of the white on the pauldrons.

If you're itching to know how he did it, you're in luck! In this month's Tale of Four Warlords [here](#), we show a handy mini stage-by-stage guide for these noble warriors.

IMPERIAL FISTS, RAVEN GUARD AND SALAMANDERS

It's not just the 'Eavy Metal team who've been beavering away to create a selection of Primaris Space Marine squads for other First Founding Adeptus Astartes Chapters...

With Primaris Space Marines being added to the ranks of Chapters across the galaxy, painters at Games Workshop HQ have been busy adding the models to their own armies. For some, these are reinforcements to existing armies, for others, the start of (and inspiration for) whole new forces.

Steve Bowerman, Duncan Rhodes and the Army Painting team painted Intercessor Squads for three more First Founding Chapters, the Imperial Fists, the Raven Guard and the Salamanders, showing how easily these familiar colour schemes and insignia translate to the new models.



ULTIMA FOUNDING

Whilst we've showed off the Primaris Space Marines in extant schemes, many new Chapters made up entirely of Primaris Space Marines were created in the Ultima Founding, such as the Storm Reapers and the Fulminators. Their colour schemes can be seen in the Primaris Space Marines booklet in Dark Imperium.



1

As part of the Army Painting team, Steve Bowerman painted up a set as the foundation of a slowly growing Imperial Fists strike force (1). Note how Steve focused on getting the squad markings accurate to the Codex Astartes in particular the red, striped helm of the Intercessor sergeant, which required a very steady hand to get the marking sharp.

The Raven Guard Intercessor Squad was painted by the Army Painting team as part of the Studio's Dark Imperium collection (2).



2

"When it comes to painting the black, the trick is to use very clean, crisp edge highlights," says Tom Moore, one of the Army Painting team. "If you make a mistake when applying edge highlights, don't worry! Just use a little Abaddon Black to go back over your mistakes – take your time and the results will be worth it."

Drawn from the collection of Duncan Rhodes, these Salamanders belong to the 4th Company (3). To mark them out as the 13th Squad, Duncan mixed and matched elements of existing transfer sheets. Duncan decided not to employ the signature flame ornamentation seen on many Salamanders Space Marines, avoiding such ostentation to emphasise the clean and largely unadorned design of the Mk. X power armour.



3

WARHAMMER 40,000

In First Blood we introduce you to new games and new ways of playing, featuring games that are both fresh on the shelves and those that have been around for years. This time, Robin Cruddace and Jes Bickham run the Dwarfers through the new Warhammer 40,000!



There's a new incarnation of Warhammer 40,000 out this month, which means there's a whole new set of rules to learn. Admittedly, some of the rules are similar to the game mechanics we already know and love, but there are countless others that have changed and many that are brand new. Of course, this meant we needed to learn all about them, and who better to teach us than the talented chaps who worked on the new game.

Guiding us through our first experience of the new game were Creative Writing Manager Jes Bickham (also known as Splitter Bicksy – he used to be our editor) and Robin Cruddace, one of the game's designers. They were on hand to explain the game mechanics while we played, give subtle hints when we should look up a unit's special rules, and cough conspicuously, gesticulate wildly and shake their heads sadly when we ignored their tactical advice. Matt and Michael (standing on

GETTING INTO THE NEW GAME

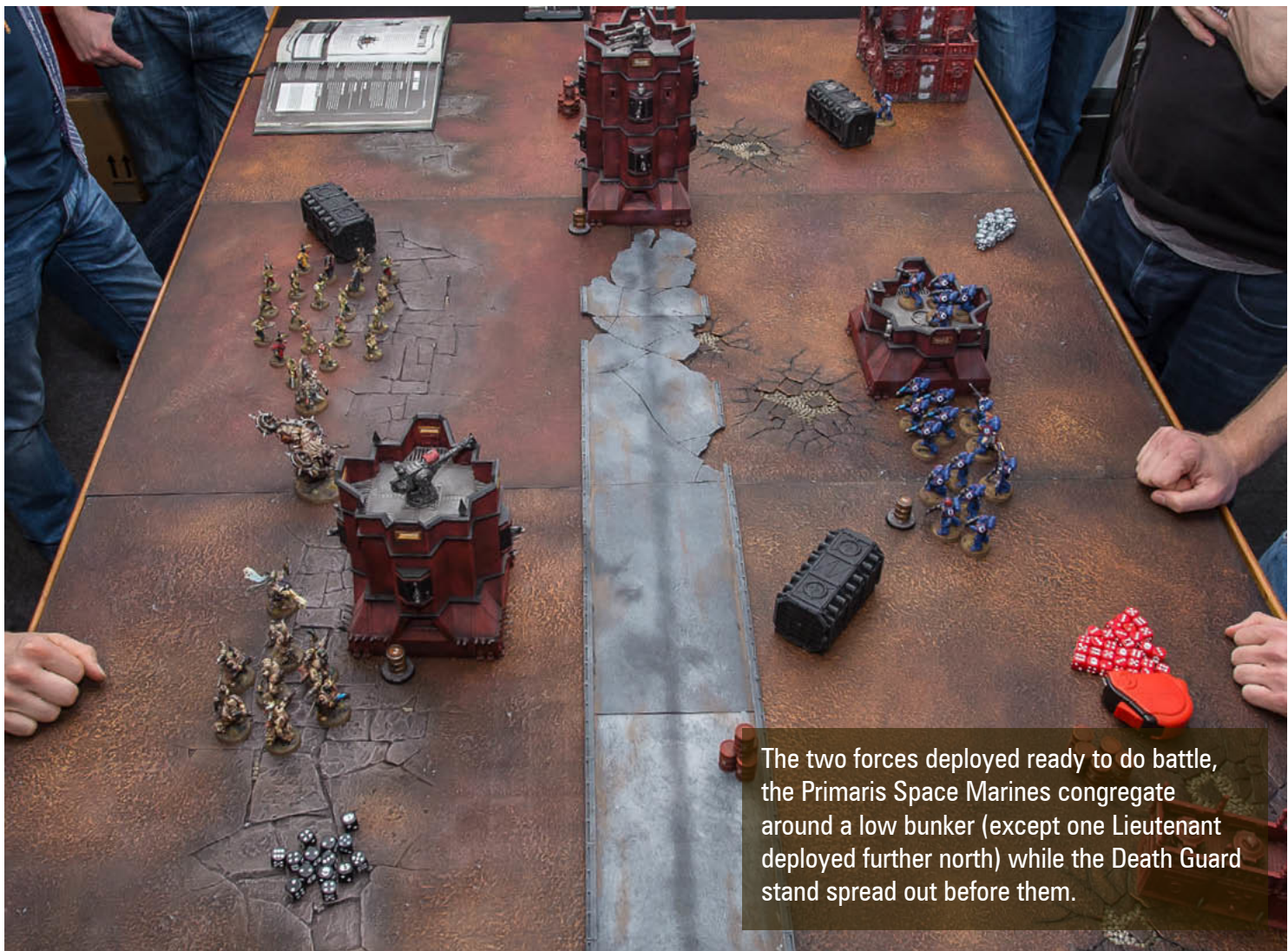
The Dark Imperium boxed set is the ultimate way to get started with the new edition of the game. It includes the full hardback rulebook, a handy card fold-out with all the basic rules for the game presented on it, plus a host of incredible new miniatures – 22 Primaris Space Marines and 31 followers of Chaos to be precise. Dark Imperium also contains two 24-page books detailing the forces of the Death Guard and the Primaris Space Marines, complete with all their weapon stats, special abilities, power ratings and points values. The 282-page rulebook is also available to purchase separately.



the right in the picture above) took command of the Primaris Space Marines, while Ben and Dan (on the left) were in charge of the Death Guard. The mission was simple: capture the most objectives before the end of the game. We join the action as Dan and Ben take their first turn.

Dan: So, movement is still the same, right? Tape measure, inches, can go in any direction?

Robin: There are a couple of changes. Firstly, each model has its own movement value on its stat line. Secondly, there's no difficult terrain – warriors are used to fighting on rubble-strewn battlefields, so they don't suffer movement penalties. Instead, if you're going over a wall, you measure how far it is to get up and down it and subtract that from your movement. You can also Advance in the movement phase, which is where your units run into position but forego shooting and charging. Your Poxwalkers have no guns, so Advancing would be a good option for them.



Ben: Should I Advance the Bloat-drone, too, seeing as its guns are pretty short-ranged?

Dan: Makes sense to me. Wait, Jes is pointing at the datasheet. Apparently the Bloat-drone's plaguespitters are assault weapons, which means we can Advance and still shoot with them.

Ben: I'll fly it closer, we might be able to gunge a few Space Marines if we're lucky.

Jes: I'd also suggest taking a look at the rules for the Noxious Blightbringer.

Dan and Ben read the Blightbringer's datasheet and found that he has an aura ability that enables nearby models with the Death Guard keyword to Advance more quickly.

Dan: So we can move the Poxwalkers further?

Jes: Are they within 7" of the Blightbringer?

Dan: Well, they were before he moved, but not now. So... no? Oh, we've got this all wrong, Ben!

Robin: You can teleport your Lord of Contagion in now, too, if you want to. I'd certainly advise it.

Dan deployed the Lord of Contagion at the far end of the battlefield ready to hunt down the Primaris Lieutenant. With the Malignant Plaguecaster out of range, Ben and Dan skipped the psychic phase and moved on to shooting.

Ben: I'm going to start with the Plague Marines. What do I need to roll to hit?

Robin: Their datasheet says they have a Ballistic Skill of 3+. So that's what you need to roll.

Ben: Oh, right, that's pretty simple! There aren't any modifiers for range or anything like that?

Robin: No, it's just a straight roll of a 3+. Some weapons, like heavy weapons, may impose a negative modifier on a model's Ballistic Skill if it moved, but the Plague Marines all have rapid fire weapons, so they'll fire normally.

Ben shot with the Plague Marines in range of the closest Intercessor Squad, scoring several hits and a couple of wounds. Michael, who was controlling them, rolled the dice for his armour saves (needing a 3+) and only failed one, which wasn't enough to kill a Primaris Space Marine. ►



WARHAMMER 40,000: THE BATTLE ROUND

A game of Warhammer 40,000 is made up of a succession of battle rounds during which each player has a turn. The order in which you make your actions each turn is as follows:

Movement Phase

Move any units that are capable of doing so. This is also when reinforcements arrive on the battlefield, such as those waiting to teleport into battle.

Psychic Phase

Psykers can use powerful mental abilities. Many psychic powers cause mortal wounds, which ignore armour saves!

Shooting Phase

Your units may shoot enemy units. A target is eligible as long as it's in range and line of sight. However, you may find it hard to shoot enemy heroes if you're too far away from them...

Charge Phase

Your units may move into close combat against enemy units.

Fight Phase

Both players' units pile in and attack with melee weapons. If you charge, you fight first, so starting a fight is always beneficial.

Morale Phase

Test the courage of depleted units. The lower your leadership and the more models you lost in a turn, the more likely your troops are to flee.



Left: Matt and Michael look through the Primaris Space Marines book to find all the special rules and abilities for their characters before starting the game. This proved to be a sensible move, because they had a much better grasp of how their heroes worked than Dan and Ben, who went in a little more gung-ho and worked out their tactics as they went along. Knowing what your characters do is vital to the success (and survival) of your army, even down to where you deploy your models. You can read more about characters overlapping their abilities later in the battle.

COLLECTING AND GAMING

THE WARLORDS

The Warlord of each army has a Warlord Trait, something that defines them as a glorious leader or warrior. The Lord of Contagion has the Legendary Fighter trait, which means he gains an additional attack if he charges into combat, while Matt and Michael's warlord – the Captain – has the Tenacious Survivor trait, which means he can ignore any wound on a 6+. It's not quite as good as the Death Guard's Disgustingly Resilient ability but it's still pretty handy!

► **Ben:** Oh, they're tough. I think I'll fire the Bloat-drone at them, too. It has plaguespitters, which look like flamer weapons. Do I need a template?

Jes: Ah, there are no templates now. The number of shots you fire is all done with dice – in this case 2D6. It avoids people trying to spread units out really thinly or those weird situations you used to get when shooting at units on several levels of a building. Here, the plaguespitters are firing a torrent of foetid gunk all over the Space Marines – they might be short ranged, but they could get a lot of hits, just like flamers, really.

Ben: Nice. Gunk. Let's get shooting.

Ben fired the plaguespitters, generating eight shots. He managed to hit several of the Intercessors and caused two wounds, killing one of them and wounding another. With the shooting over, Dan tried to charge the Lord of Contagion at the Primaris Lieutenant, but wasn't quite in range. The Lieutenant's overwatch fire was also ineffective.

Matt: Right, our turn now – let's sort out these Chaos scum. Can I bring the Inceptors in now? I can! Great, they're going to land right next to

the Nurgle Lord and make some holes in him.

Matt and Michael kept most of their units near one of the objectives, then started shooting. Michael started by firing the Hellblasters at the Bloat-drone, re-rolling 1s to hit...

Dan: Whoa, wait a minute, why all the re-rolls?

Michael: Because the Captain's Rites of Battle mean we can re-roll 1s to hit. And the Lieutenant allows them to re-roll 1s to wound. Why do you think we kept them all so close together?

Ben: We probably should have read our rules...

The Hellblasters engulfed the Bloat-drone with a deluge of plasma blasts. The armour penetration value of the gun (AP for short) is -4, meaning the Bloat-drone's 3+ armour save was reduced by four points to nothing and it suffered a whopping four wounds. Fortunately for Dan and Ben, they had their own special rule – as part of the ►

"Our turn now - let's sort out these Chaos scum. Can I bring the Inceptors in now? I can! Great, they're going to land right next to the Nurgle Lord and make some holes in him."

IT'S POX TIME!

Dan: As we got the first turn we decided to go for the objectives early on – you get a victory point every turn you hold them, so the longer you hold them the more points you'll get. The Poxwalkers are very slow (1), but the presence of the Blightbringer meant they could move faster if they were close to him at the start of their movement phase. Sadly they weren't. We really needed to read our rules before the game!

Matt: Ben moved the Poxwalkers onto one of the objectives early on (2), which meant we had to start shooting them to deny the Chaos side victory points. The Poxwalkers are really hard to kill, though, and the Bloat-drone was heading our way very quickly (3). As soon as it fired we knew we had to kill it before it got any closer. Vehicles have a lot of wounds but get weaker the more you shoot them, so we did everything we could to destroy it, all the while conceding victory points to the Poxwalkers...





DISGUSTINGLY RESILIENT

Michael: We deployed one of our Lieutenants at the far end of the battlefield so we could capture one of the objectives, but we completely forgot about the Lord of Contagion teleporting in. Fortunately Dan failed the charge against the Lieutenant (1), who then got to shoot the Lord of Contagion on overwatch (2). Though he scored a hit, we honestly didn't realise how tough the Lord of Contagion is. We did consider aiming the Hellblasters up the length of the battlefield to shoot him (3), but the Bloat-drone was far too close to our battle line for comfort. In the end we brought in the Inceptors to deal with the Lord of Contagion (4). They have two assault bolters that fire three shots each, so they're more than capable of shredding a lightly armoured unit. Sadly, the Lord of Contagion is not lightly armoured. Indeed, he's Disgustingly Resilient, and every shot bounced off him!



► *Death Guard faction Bloat-drones, too, are Disgustingly Resilient.*

Ben: Wow, all our units ignore damage on a 5+.

Robin: Yeah, the Death Guard are pretty slow, but their soldiers are really, really hard to kill.

Michael shot the Intercessors at the Bloat-drone too, but even with re-rolls to hit and wound on all the bolt rifles, the drone survived with two wounds remaining. The Inceptors were just as unlucky shooting the Lord of Contagion. Despite firing 18 shots from their assault bolters, they didn't even hurt him! With no combat in the middle of the battlefield, Matt and Michael charged the Lieutenant and the Inceptors into the Lord of Contagion. Because they initiated the charge, they got to fight first in combat.

Dan: Oh, okay, that's different. So if you charge, you get to fight first. What happens if you're already in combat, then?

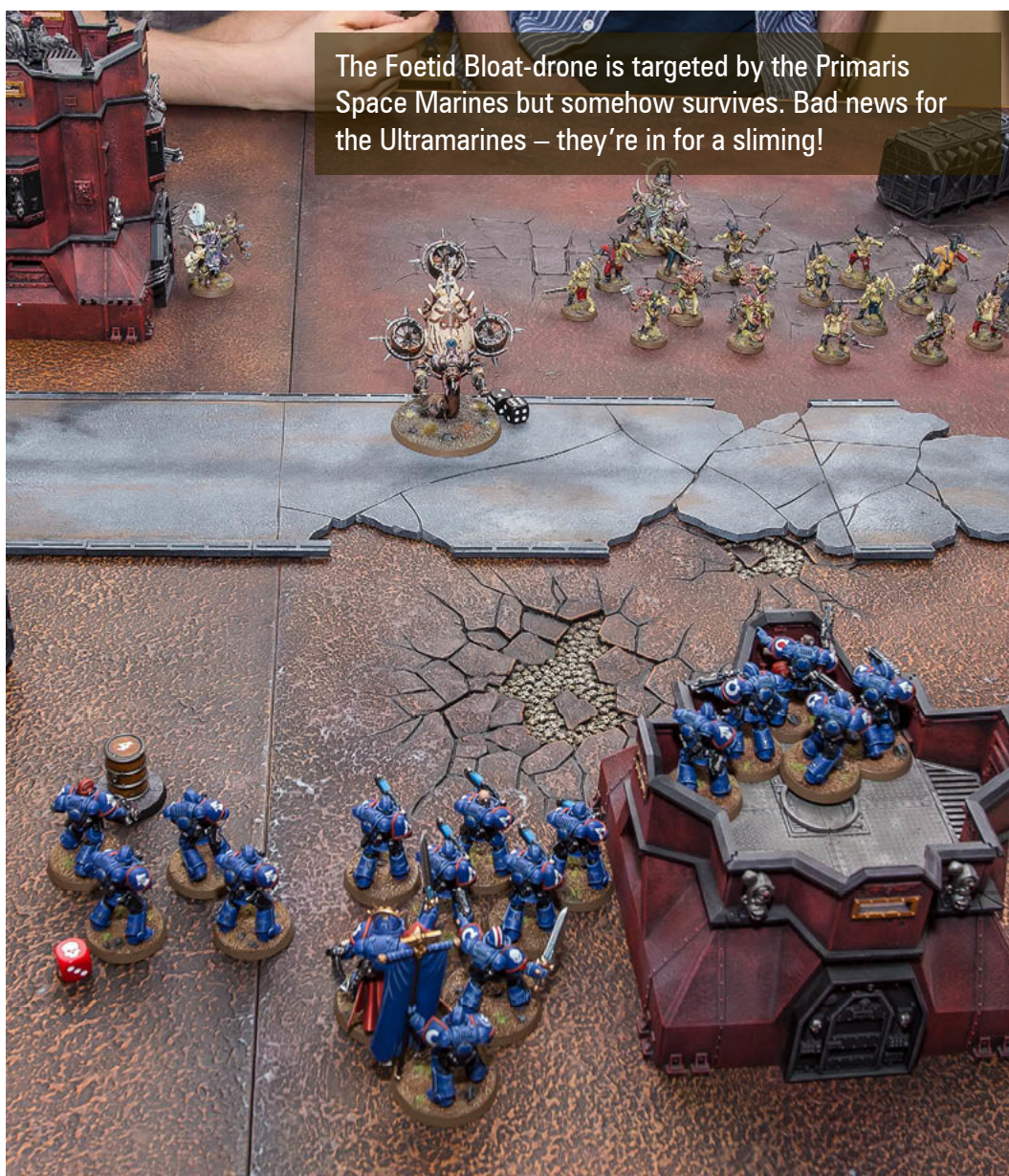
Robin: The players take it in turns to pick a unit to fight with. So once Matt's units are done hitting the Lord of Contagion, you can pick him to fight.

Matt: Yeah, if he's still alive. The Inceptors are going to smash him up.

Jes: Maybe not with dice-rolling like that, Matt!

Matt: Stupid dice all rolling 2s. I could have re-rolled 1s because of the Lieutenant. Actually, can he re-roll his own dice?

Jes: He is within 6" of himself, so yes. ►



The Foetid Bloat-drone is targeted by the Primaris Space Marines but somehow survives. Bad news for the Ultramarines – they're in for a sliming!

COLLECTING AND GAMING

FAVOURED OF NURGLE

Dan: The Lord of Contagion proved to be really tough to kill (1). He also dished out a lot of damage in combat. Each hit that gets past the enemy's armour does three damage, which meant he was able to kill all three Inceptors easily (2). He even caused a mortal wound on the Lieutenant with his Nurgle's Gift aura, which can infect and hurt units that get too close to him.



1



2



► *Though the Inceptors failed to hurt the Lord of Contagion, the Lieutenant managed to wound him twice. The Lord of Contagion, however, did not stand idly by, and when it came to his attacks, he laid into the Inceptors with his plaguereaper and killed all three of them.*

Michael: But, wait... I mean, how? They've got two wounds each!

Dan: Each plaguereaper hit does three damage, so that's three wounds on him, three on him and three on that one. Don't mess with Papa Nurgle.

Michael: That guy's horrible. We should never get in combat with him again!

Their turn over, Matt and Michael handed the tape measures over to Dan and Ben, who consolidated the Poxwalkers around their objective and Advanced with the Malignant Plaguecaster – who then unleashed the psychic power Plague Wind, followed quickly by Smite.

Jes: That's two dead Intercessors, Michael. Both those psychic powers cause mortal wounds, so you get no armour saves against them. Psychic powers can be really deadly if you get in range.

Ben then shot with the Plague Marines at the same squad, reducing it to just one Intercessor.

Dan: I think I should fire the Bloat-drone at the Captain or the Lieutenant and try and stop those re-rolls they keep giving the other units.

Robin: A sound idea, but you can only shoot a character model if they're the closest unit or if they've got more than 10 wounds.

Dan: Guess it will be the Hellblasters then!

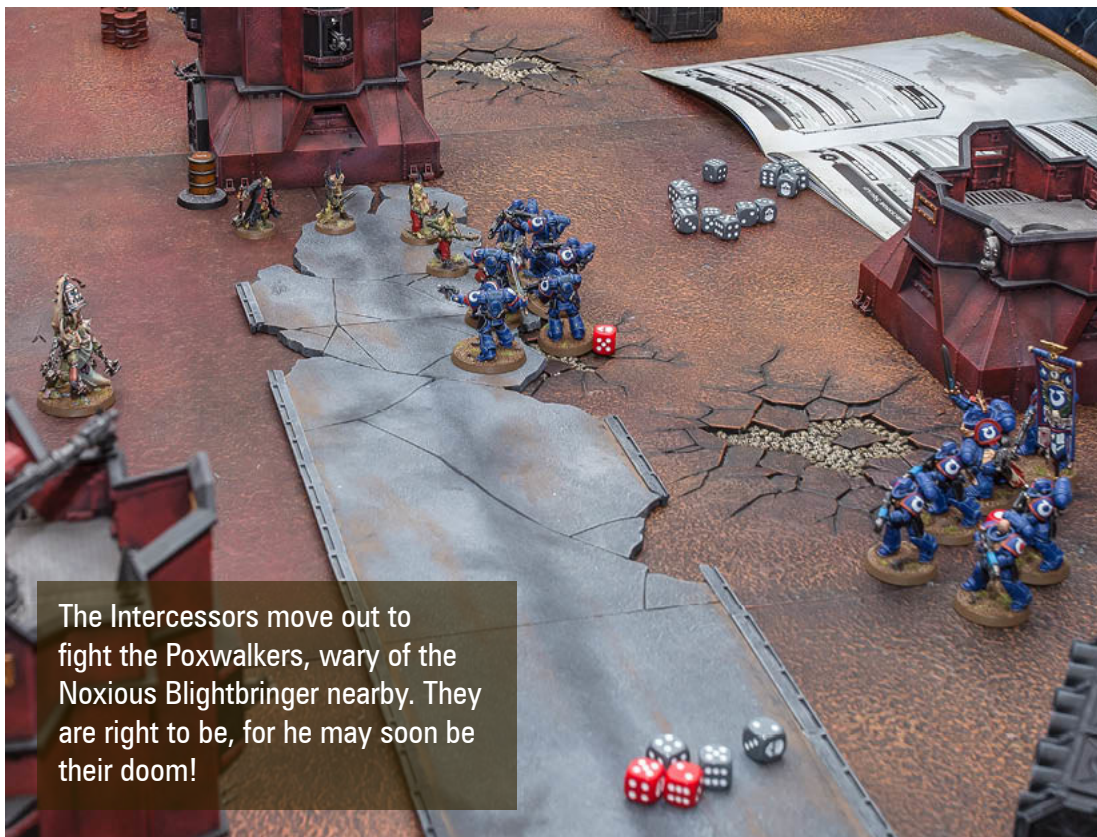
The Bloat-drone killed two of the Hellblasters but was slain by overwatch fire when it tried to assault the survivors. Meanwhile, the Lord of Contagion chopped the Primaris Lieutenant in half. Matt and Michael took their second turn, the Intercessors moving out with



Ben moves the Malignant Plaguecaster up to blast the Intercessors with psychic powers, while Dan shuffles the Poxwalkers ever onwards.



Matt and Michael move the Intercessors up to attack the Poxwalkers while Jes texts his wife to tell her that his 'meeting' might overrun...



The Intercessors move out to fight the Poxwalkers, wary of the Noxious Blightbringer nearby. They are right to be, for he may soon be their doom!



The last two Intercessors fight alongside their Captain to defeat the Lord of Contagion while the Ancient ensures the last Plague Marines are slain.

the Lieutenant to shift the Poxwalkers off their objective, while the Hellblasters moved up to rapid fire at the Plague Marines.

Matt: I've noticed I can supercharge my plasma incinerators. Should I do it?

Dan: Always supercharge. Always.

Robin: Actually, it won't benefit you against the Plague Marines. They only have one wound, so the extra damage won't help. Neither will the extra strength. However, they could probably kill the Plaguecaster with a supercharged salvo.

Which they promptly did. The Intercessors hammered the Poxwalkers at point-blank range with their bolt rifles, then charged them, leaving only a handful left alive. With things looking grim, Ben and Dan moved their units, the Noxious Blightbringer charging into the Intercessors and killing three of them with his cursed plague bell.

Jes: Ding ding, round one to the Blightbringer!

The Blightbringer then killed the Lieutenant before he was punched to death by the Primaris Captain, who was in turn charged by the Lord of Contagion. As the Hellblasters finished off the last Plague Marine, the Captain finally managed to strike down the Lord of Contagion, though it was a close-run duel that left him badly wounded.

Matt: We've secured two objectives but, more importantly, we've wiped you out. Victory to the Space Marines! I like these Primaris guys! 💀

FOR THE GLORY OF MACRAGGE!

Dan: Now that was a great game – I love the new rules set – it's very fluid and clean.

Michael: Agreed. You really need to get the right weapons in the right place, though. Your Lord of Contagion was devastating in combat!

Ben: What I learned is that you have to remember your characters' abilities during the game to get the most out of all your units.

Matt: We won, which is the most important bit! I'm looking forward to playing more of it!



ARMIES OF THE DARK MILLENNIUM

With the advent of the new Warhammer 40,000, there's never been more ways to collect an army – from free-form Open Play to Matched Play's points limits. We took four hobbyists and their existing collections to see how they found picking their armies in the new game.

THE PRODIGAL SONS OF AHZEK AHRIMAN



MATT HUTSON

As the White Dwarf team's foremost scion of Chaos, Matt was the perfect person to delve into the pages of Index: Chaos. Within minutes, he was busy writing an army list for his collection of Thousand Sons Chaos Space Marines led by the notorious sorcerer Ahriman.

Matt: My Thousand Sons collection has grown steadily over the last few years – it was once part of my Red Corsairs army, then became its own force a few years ago with the release of the Helderake and the Forgefiend. More recently, the new Thousand Sons kits encouraged me to revisit the army and replace some of my older models with new kits, including Ahriman, the leader of my force.

All of my armies have a story behind them – I've always been a fan of Ahriman and so I built my force around his warband, the Prodigal Sons, who are trying to gain access to the secret Black Library of the Eldar. I see them as the evil nemeses of my Craftworld Telennar collection and I've based them the same way should the two forces ever meet on the battlefield.

As you can probably guess, I'm definitely going to be a Narrative Play gamer and I really like coming up with cool stories for my battles rather than playing a competitive match. However, I do also like to know that the armies myself and my opponent are using are balanced, which is why I think the addition of power ratings to the game is such a great idea. It means both you and your opponent – whether they're a friend you play against all the time or someone you've just met at your local gaming club – can put models down on the table really quickly and start playing. I worked out the power level for my army, which comes out at 86, which is close to double the power level of the Primaris Space Marines in the Dark Imperium box. I would be interested to see how they did against them, though, because those new Space Marines are seriously tough!

The Prodigal Sons arrayed for war. Matt's army includes a pair of Helderakes – the scourges of countless unfortunate armies – and he also painted a new Ahriman just for this article!



THE PATROL DETACHMENT

Matt: For people that have been playing Warhammer 40,000 for years, the mantra of “one HQ, two Troops” is a pretty common one – essentially it was the compulsory backbone of your army to which you could add all your additional non-compulsory units.

The new game includes 12 detachment options that I think are a great way of structuring a collection, almost like a tick list of units to build and paint. Once I’ve completed my chosen detachment I can then move on to the next one, or a different army entirely. Currently I can field a Patrol

Detachment, the smallest of the three core detachments. This is perfect for smaller games, which I’ll be playing more of while I get used to the new rules. The detachment (shown below) still gives me space to add a few more units, but my main goal is to expand my force into a Battalion Detachment. All I need is one more unit of Rubric Marines (which I’m already working on) and a second HQ and I can gain the benefits of fielding a Battalion Detachment. I’m even thinking of working on a Supreme Command Detachment, which will include Magnus the Red.



INDEX: CHAOS

“The Index: Chaos book includes all the units you can possibly field in a Chaos army,” says Matt, “including all the latest releases, such as the Thousands Sons and the Tzaangors. It gives you the opportunity to field Chaos Space Marines, Cultists, Daemon Engines and Daemons alongside each other in one huge united force and it’s wonderfully simple to craft an army list using the power ratings option. What I do appreciate, though, is that if you really wanted to write a comprehensive army list you can absolutely can, selecting every weapon for each model in your army. That part is still just like the old system, but neater.”



PATROL DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: None.



COMMANDER SHADOWSUN'S HUNTER CADRE



DAN HARDEN

Dan has many armies for Warhammer 40,000, from Orks and Eldar to Skitarii and T'au (and now Iron Warriors, of course). His largest army are the T'au, and he often uses them in battles with his regular gaming group. How will he adapt to the new way of creating an army?

Below: Just a small selection of Dan's T'au army, which he has picked from his much larger collection. This is the size of army he'd normally use at a gaming weekend.

Dan: Over the years I've amassed quite a large T'au army so, as you can imagine, I was keen to see what my force looked like in the new game. Those of you that have read the Battle Reports I've fought in will know that I'm pretty relaxed about writing army lists (*relaxed might be an understatement.* – Ed) and I quite often play a game without writing one at all – I just put the models I want to use on the table and start the game. Narrative and Open play are definitely my preferred ways of fighting a battle.

Of course, not everyone likes to play that way and, while my regular gaming group are pretty chilled out about what armies we all use and how we create them, they do like to write up army lists so they know their forces are roughly balanced, and I feel it's only right to do the same out of courtesy. My T'au army in the previous edition of the game came to just over 4,500 points – more with wargear upgrades – and I'd rarely use the whole army in a game. I would usually field small parts of it, sometimes deploying an infantry-heavy force, sometimes more battlesuits. Occasionally I'd put down all three Riptides – I had loads of different gaming options and I wanted to see if they were still possible in the new Warhammer 40,000.

Well, put simply, they are. In fact, probably more-so than ever before. There are 12 detachments presented in the Warhammer 40,000 book, each of which gives you a different way to assemble an army. With the models I have in my T'au collection, I can potentially field 10 of those 12 detachments – I could create a Vanguard Detachment that includes six units of battlesuits, for example, or a Spearhead Detachment with six heavy support units forming the core of my army (that's at least six Broadsides – more if I want!).

For most games, though, I like to field a balanced force, such as the army you can see below. It came to around 1,500 points in the previous edition of Warhammer 40,000 – an army large enough for a game lasting about two hours. Looking up all the units in the Index: Xenos 2 book, I found that this force – based around the medium-sized Battalion Detachment – now has a power level of 94, which is ideal for a good-sized game you can play in a couple of hours. To be honest, I would be fine leaving my army list at that – it only took a few minutes to add it up – but, out of curiosity, I decided to work out all the exact points for my units. This force works out at 1,759 points, which I reckon will be perfect for battles with my gaming group.



THE TIP OF THE ICEBERG

Dan: If you've read what Matt has to say about his army on the previous page, then you'll notice that our two forces are actually quite similar in size when it comes to power level, but that my army fits in a larger detachment – the Battalion Detachment. This is mainly because I have more Troops units than Matt, and also a second HQ, which means I can field the compulsory requirements of the detachment. The advantage I gain from this is that I will receive three Command Points that I can use throughout the game on different stratagems. If you read this issue's Battle

Report you'll see how useful they can be.

Though my army shown here fits nicely into the Battalion Detachment, my entire T'au force is large enough to fill all the compulsory slots in a Brigade Detachment. On top of my Brigade Detachment, I can also create a Super-heavy Auxiliary Detachment with my Stormsurge and a Fortification Network with my Tidewall Shieldline. So what do I need next? Dedicated Transports for my Fire Warriors, I think, and a unit I've neglected for too long: Kroot!

BATTALION DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +3 Command Points.



INDEX: XENOS 2

"The great thing about this book, in my opinion, is that it includes two of the armies I already own – Orks and T'au – and one that I've been thinking of collecting – Genestealer Cults," says Dan. "Creating an army list using the units power rating is so quick and simple – perfect if you want to play a casual game with friends. I honestly can't see myself using points values very often to write an army list when this option is so easy. A personal favourite touch is the way weapon stats are included on each unit entry to make them easy to compare, but they are also presented in an armoury at the back of the book for ease of reference mid-game."



COLLECTING

ANGEL'S BLADE STRIKE FORCE



STEVE BOWERMAN

As you'd expect from one of the Army Painting team, Steve has a few Warhammer 40,000 armies to his name – the Blood Angels below, as well as a collection of other Imperial armies, such as his growing Skitarii force and an Imperial Fists Company he's recently started.

Below: Steve's large Blood Angels collection gives him plenty of choice for his narrative battles.

Steve: I've been playing Warhammer 40,000 for a while, and I've generally been more of a narrative gamer – I've not been one for spending hours poring over an army list. I'm a big fan of the new power rating system, as I can get my models out of my case and onto the table, and work out the army's power level in five minutes – if that!

That's not to say that there's anything wrong with the Matched Play or using the points system – it's the way I played Warhammer 40,000 for years and it was a fun way to play it – but one of the coolest things, to me, about the new Warhammer 40,000 is that there's all these different ways to play – Matched, Open and Narrative Play – so there really is something for any gaming taste. There's a real sense of freedom in the new Warhammer 40,000, to just have a game with your mates in a relaxed way. The variety of different ways to play, like in Warhammer Age of Sigmar, is a breath of fresh air to me. Even in Matched Play, the rules are incredibly permissive – so long as the Faction keyword of all your units is the same, you can combine different sub-factions (like Ultramarines and Cadians) in the same army or even detachment. The tools to set up Narrative Play games are a hell of a lot of fun,

too. The new rules have mechanisms for keeping games between armies of different power levels (and points values) fun for both sides. After all, it's a rare real-life battle that has evenly matched forces, so bringing that to the tabletop while still keeping it fun for both players is a huge achievement. I really look forward to being the underdog and leading my Blood Angels to heroic victories!

Because my army is quite a broad and balanced collection of units, I found that I can pick quite a few detachments out of it – the new Patrol Detachment is basically the classic HQ and two Troops choices, but others focus heavily on Elite or Fast Attack units. Ultimately, whatever combination of units I end up picking for a game, they're almost always going to be Battle-forged and fit inside a detachment – but the Command Point bonuses that detachments grant are a secondary concern to me. My focus has always been on the painting and playing aspect of the hobby, not so much on list building, so the ease in which I can put a list together now is great. I really don't mind if a unit's good in the game or if I get the bonuses to battles – any gaps in the army I find when I'm playing, I'll fill later, provided I can find a suitably cool-looking model to paint up and cover that role down the line!





The new rules have also breathed some new life into a lot of my units – Dreadnoughts functioning like every other unit instead of working on an entirely different set of mechanics suddenly makes them a lot more lethal in combat (they're like a Space Marine, but bigger and tougher!) and my Land Raider is suddenly a hundred times more resilient – on one hand, scores of lasguns may be able

to whittle it down by sheer attrition, but it's not going to throw a track and end up immobilised and useless for the rest of a game any more. Going through the Index books, it doesn't seem like there are any bad choices – which, for me, ultimately means I can get away with choosing whatever I like best and now even have a reasonably competitive force on the field.



A NEW CRUSADE

"So long as all the units in the army have at least one Faction in common (like, for example, Imperium) they can be used in a Battle-forged army," says Steve. "Each detachment can be selected from different armies, so long as they have the same Faction in common. So, using Index: Imperium 1 I could easily build a crusading host of Space Marines of different Chapters. Also, as I'm a bit of a hobby butterfly, I have a lot of single units from different Imperial armies (like Skitarii), so I can back up my Blood Angels or Imperial Fists with all sorts of units from Index: Imperium 2."



COLLECTING

HIVE FLEET EUMENIDES



JES BICKHAM

Tyranid Hive Mind and former White Dwarf Editor Jes Bickham now resides in the Design Studio as Creative Writing Manager where he helped oversee the development of the new edition of Warhammer 40,000 and the Index books. Seems he's been pretty busy, then.

Jes: Long-time readers of White Dwarf will already know that I've got an enormous Tyranid army, and there's nothing I love more than fielding as many monstrous bio-forms as I can. The sight of a battlefield groaning under the weight of Carnifexes, Trygons, Hive Tyrants, Tyrannofexes and the like is a thing of bio-engineered beauty.

Luckily, making such a thing happen in the new edition of Warhammer 40,000 is eminently straightforward. In fact, it's as simple as having a conversation with your opponent and putting whatever models down on the table that you think will make for a fun game. For pick-up games at your local club, however, or tournament or league games, you may want to use points values to give everyone involved the same basic framework to build an army within and provide some common restrictions, and we find that 1,500 to 2,000 points is a great size for a game lasting two or three hours.

So, here is a 2,000-point Tyranid army I've made using the Battalion detachment from the Battle-forged armies section of the new Warhammer 40,000 book – which also grants me six Command Points (three for being

Battle-forged and three for fulfilling the minimum requirements of a Battalion Detachment). The appendix sections of the Index books contains all the points values you need for models and their wargear (in this case, from Index: Xenos 2) so it's a simple case of adding everything you want to take together, then tailoring your list to suit!

So, here's Tyranid Battalion Detachment:

HQ: The Swarmlord and Old One Eye. Elites: A Haruspex, plus three Zoanthropes and a Neurothrope. Troops: Three Tyranid Warriors with devourers and rending claws, four Tyranid Warriors with lash whips, boneswords and deathspitters, and 10 genestealers. Fast Attack: A Harpy with two stranglethorn cannons. Heavy support: Toxicrene, Exocrine and Tyrannofex with rupture cannon. Total: 1,982 points.

This is a really fun list with a good spread of tank-wrecking monstrosities and leader-beast Synapse creatures to control them, with a few points left over for some adrenal glands or toxin sacs. Making it was great fun and, once you get your hands on the Index books, it will be great to hear how you find the process of engineering your army anew! 🦠

Jes has been building up Hive Fleet Eumenides for many years. The new Warhammer 40,000 gives him more options than ever when choosing armies from his vast collection.



Jes: You'll find that most points values in the new edition of Warhammer 40,000 are similar, but there are exceptions. Take the Haruspex, for example. It costs more points now, but that's because we wanted to improve its profile to represent its mass and might more accurately – it is the Tyranid

creature that eats everything in the final stages of an invasion, so it should be suitably apocalyptic. With a toughness of 8, 13 wounds and huge claws that dish out Strength 16 hits (yes, S16!), we think you'll agree it's worth the extra points.



BREEDING BETTER BULLETS

"Making the Index books also allowed us to revisit weaponry in some places, giving you more considered choices when arming your models and making your army list," says Jes. "Of particular note for the Tyranids is the humble deathspitter; previously, there was really no point in arming a monstrous creature with them over the more powerful devourers with brainleech worms. The addition of deathspitters with slimer maggots (essentially deathspitters with more voracious and unpleasant living ammunition) now gives you more to consider when picking bio-armaments for your big beasts and creates more of a 'family' and hierarchy of weapons for the Tyranids. Also, just you wait and see what a Tyrannofex with a rupture cannon can do these days, it's monstrous!"



DEFENCE OF KONOR

The planet of Konor, an Adeptus Mechanicus base in the Ultramar system, is under attack! With Death Guard and Black Legion forces leading the assault, the Primarch Roboute Guilliman moves to defend the planet's research facilities. But can he hold back the tide...?

Amidst the recently deserted warehouses and manufacturums of Konor, Roboute Guilliman lays his trap for the Traitor legionaries. The Despoiler's forces will need to advance past the Ultramarines to reach the planet's primary research facilities, and Guilliman will not allow them to fall into the hands of his greatest foes. Though the Ultramarines are vastly outnumbered, their ranks are bolstered by

Belisarius Cawl's Primaris Space Marines, newly clad in the blue livery of the Ultramarines. Guilliman can only call upon a few units to aid him in the defence of Konor, but he hopes they will be enough to turn the tide. The Death Guard are implacable in their advance and Guilliman knows his warriors will need to fight hard if they are to save Konor from the depravations of their twisted and corrupted cousins.



FOR MACRACGE, FOR THE PRIMARCH!

Robin: For the very first White Dwarf Battle Report with the new rules, I thought it would be great to try out one of the narrative scenarios in the rulebook. Unlike open play, where you create a scenario using whatever models you have in your collections, or matched play where you write a points-based army list to fight a specific mission, a narrative play game enables you to experience a little of both – there's a story element to the game, but the armies are also roughly equal in size. These are the sort of games we'd encourage people to try at their local gaming club – they're quick to arrange and set up, and you can be playing straight away rather than worrying about writing in-depth army lists or trying to create a scenario that works well for both (or all) players and their collections.

For this Battle Report, we decided to play a Meat Grinder mission – it's a classic Warhammer 40,000 scenario that shows off the new rules really well without introducing too many extra foibles. The main difference with this scenario actually occurs before any dice are rolled. After myself and Dan picked our armies (which can be seen over the page), I used the Concealed Deployment rules to deploy the Ultramarines. Essentially, every unit in my army was represented by a marker and Dan had absolutely no way of knowing what unit was what marker. He then got to deploy his army, all the while trying to guess where I had put my units. Once his army was deployed, I revealed my units. I am thankful to say that I positioned Roboute Guilliman at the opposite end of the battlefield to the Renegade Knight!

THE 13TH LEGION WILL FALL

Dan: Those of you with a keen memory may recall that in January's issue I fielded an army of Chaos Space Marines against an Imperial alliance led by Saint Celestine. I lost. Since then I've actually started collecting a Chaos Space Marines army of my own, Iron Warriors to be specific, for A Tale of Four Warlords. So, when I was asked if I would like to fight this – the first battle using the new rules for Warhammer 40,000 – I thought it sounded like a great opportunity to learn more about the army I was working on. Also, I should probably redeem myself for my last defeat. The Dark Gods don't look too kindly on failure.

As Robin has already mentioned, we would be playing the narrative play mission Meat Grinder in which there is an Attacker and a

Defender. Because I had the slightly larger of the two armies, I was designated the Attacker, though it also fitted well with the story we'd created for the game – that the world of Konor was under attack from the forces of Chaos and the Ultramarines were there to defend it. In Meat Grinder, the Attacker's units have a chance of coming back as reinforcements every time they're destroyed (yikes!), but they have to wipe out the Defender's army to win. That's a pretty tall order at the best of times and I knew Robin was fielding Roboute Guilliman, who is nigh unkillable. I had at least five turns to complete the mission and annihilate the Ultramarines – more if I was lucky. Below, you can see our two armies deployed (after Robin had revealed his units) ready for battle, with a few of the most important units picked out.



ROBIN CRUDDACE

Robin is one of the masterminds behind this latest edition of Warhammer 40,000. A staunch defender of the Imperium and an avid collector of Space Marines, it seems like Robin is the firm favourite for victory. But can he live up to the hype?



DAN HARDEN

Dan plays Warhammer 40,000 on a regular basis with his gaming group, but how will he fair in the new game when pitted against one of its creators? He's keen, and he's practised his dice rolling – will that be enough?



Roboute
Guilliman (1)

Devastators (2)

Primaris Captain,
Lieutenant and
Hellblasters (3)

Terminators and
Librarian (4)



2

3

1

4

5

6

7

8

Noctilious Glauw (5)

Foetid Bloat-drone
and Death Guard (6)

Chaos Land Raider
and Terminators (7)

Litany of Destruction,
Renegade Knight (8)





ULTRAMARINES STRIKE FORCE ADAMANTINE

POWER RATING 185

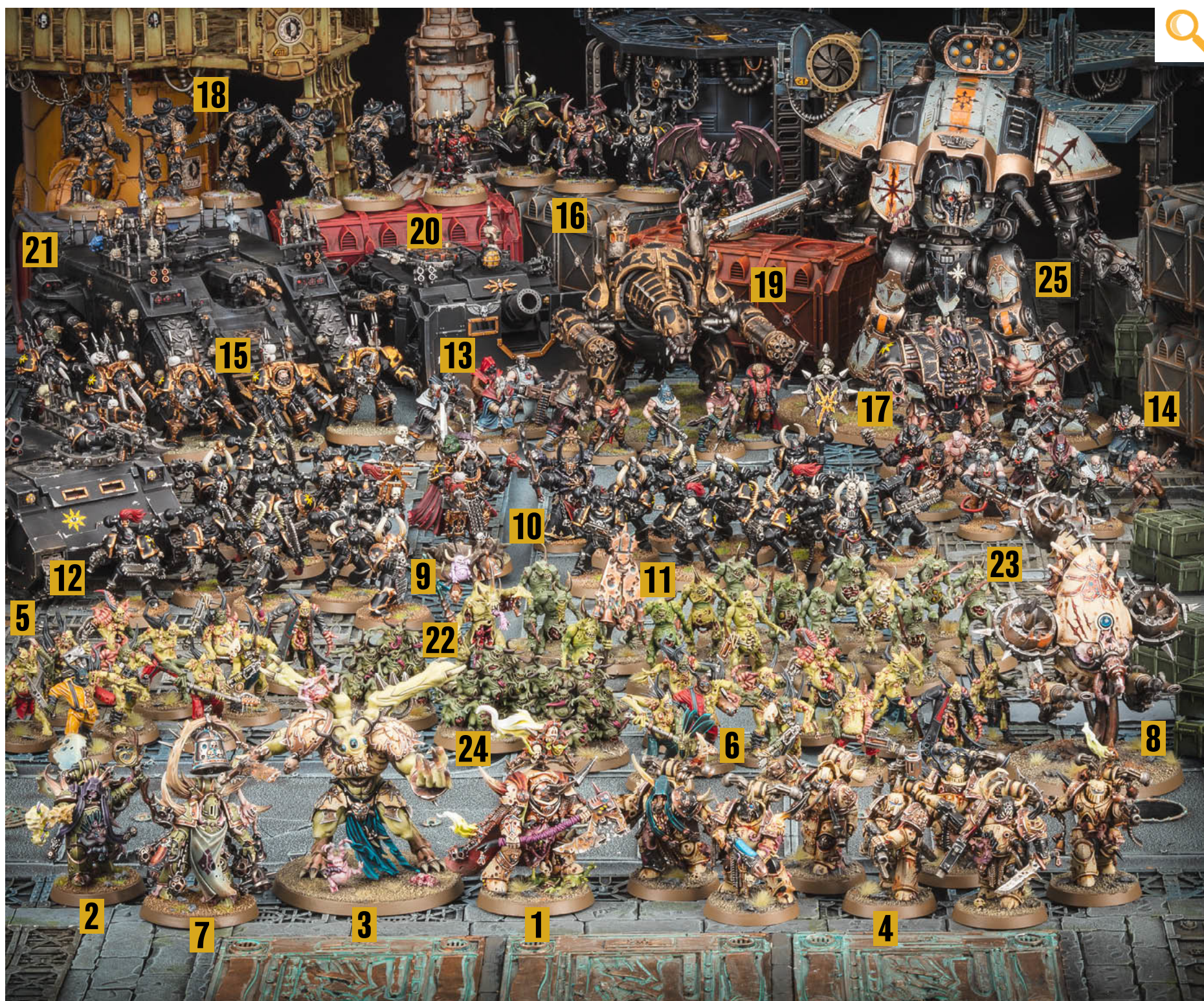
Robin: The Ultramarines I'm using are exactly the sort of force I love to field – a few fast units, some heavy hitters, some big guns and a load of troops. It's a well-balanced force ready to take on anything. And, of course, it includes the new models from the Dark Imperium boxed game and the big man himself, Roboute Guilliman.

I built the army around a Battalion Detachment, which is led by a Captain in Gravis armour (1), a Librarian in Terminator armour (2) and a pair of Primaris Lieutenants (3). To complete the detachment you must have at least three Troops choices, which were more than filled by two Tactical Squads (4 and 5), a Scout Squad (6) and two Intercessor Squads (7 and 8). With the core of the detachment built, I could then add up to six Elite units, three Fast Attack, three Heavy Support and two Flyers. A Primaris Ancient (9) and a Terminator Squad (10) served as my Elite units, while a Land Speeder (11) and an Inceptor Squad (12) were the only units I picked for my

Fast Attack choices. After all, I would be on the defensive, so I wouldn't be moving around that much! I did take a Stormhawk Interceptor (13), though, in case I needed to tackle a Heldrake.

The Heavy Support choices for my army kind of outgrew the three slots in the Battalion Detachment. I picked a Hellblaster Squad (14) and a Devastator Squad (15) to go in the detachment, then created a Spearhead Detachment for the rest of my big guns. This second detachment included a Land Raider (16), a Predator (17) and a Whirlwind (18) and was led, appropriately, I feel, by a Techmarine (19). The last unit I added to the army was Roboute Guilliman (20), who formed his own Super-heavy Auxiliary Detachment.

By using these detachments (and Guilliman) I was able to rack up 10 Command Points (more on those later) for my army, which stood me in good stead for the battle.



THE FESTERING HORDE OF NOCTILIOUS GLAUW

POWER RATING 188

Dan: I wanted to feature two things in my army – a solid backbone of Chaos Space Marines and a filthy tide of new Death Guard models supported by Daemons. And a Renegade Knights. Okay, so that's three things...

I built my army around two Battalion Detachments, one for the Death Guard, the other for the Black Legion. The Death Guard I organised into a Battalion Detachment led by the Lord of Contagion Noctilious Glauw (1), with the other two Death Guard heroes – a Malignant Plaguecaster (2) and a Daemon Prince (3) – supporting him. The three compulsory Troops choices for this detachment were a unit of Plague Marines (4) and two units of Poxwalkers (5 and 6). While the Poxwalkers may not be as effective in two smaller units, it would give me the benefit of three additional Command Points for completing the detachment. A Noxious Blightbringer (7) and a Foetid Bloat-drone (8) finished off the Nurgle contingent of the army.

The Black Legion detachment consisted of a Chaos Lord in Terminator armour (9), a Chaos Sorcerer (10), two units of Chaos Space Marines (11 and 12) and two units of Cultists (13 and 14) – this fulfilled the minimum requirements of the Battalion Detachment. I then added in a unit of Chaos Terminators (15), a small squad of Possessed (16) and a Helbrute (17) to act as my hard-hitting units, plus a squad of Raptors (18) to help me get stuck into the enemy as quickly as possible. I rounded out the detachment with a few heavy support choices – a Forgefiend (19), a Vindicator (20) and a Land Raider (21). That should keep the Ultramarines' heads down!

My last choice was a Patrol Detachment of Nurgle Daemons consisting of a Herald of Nurgle (22), a unit of Plaguebearers (23) and a unit of Nurglings (24). A Renegade Knight (25) made up a Super-heavy Auxiliary Detachment on its own. In total I had nine Command Points to spend during the game.

BATTLE REPORT

BATTLE ROUND 1: THE LEGIONS OF CHAOS ADVANCE

With the roads barricaded by the Ultramarines and hasty defence lines thrown up, the forces of Chaos advance cautiously. It is Roboute Guilliman who gives the order to open fire.

The Ultramarines, defending the route to the research facilities on Konor's northern continent, stood their ground as the Chaos forces advanced, only the Inceptors and the Land Speeder racing out to hold up the enemy. The Rhinos disgorged their embarked units, while the rest of the strike force levelled their guns and opened fire. A barrage of shots rang out, killing individual enemies across the battlefield – a Chaos Space Marine here, a Poxwalker there – but the traitors were at too long a range for most of the Ultramarines' bolters to have a serious impact. Then the big guns opened fire. The Predator took aim at the Chaos Land Raider and – its gunner guided by Guilliman's tactical wisdom – blasted several telling chunks out of the vehicle, crippling it. The Hellblasters on the gantry above the Predator also opened fire on the Land Raider, pushing their guns to full power and almost destroying the vehicle, though losing two of their number in the process as their weapons overheated. Amidst the girders of the Ferratonic Furnace to the west, the Devastators found themselves marginally out of range of the now-smoking Chaos tank, so had to content themselves with obliterating the Chaos Vindicator instead, their grav-cannons imploding the vehicle into a mass of crumpled metal. The Forgefiend also came under fire from the Ultramarines Land Raider, but its daemonic aura saved it from harm.

Having taken a pounding, the Chaos Space Marines continued to advance north through the rubble of the industrial sector to get to grips with their hated foes. The forces of Nurgle advanced quickly for a shambling horde, driven on by the incessant tolling of the Noxious Blightbringer's Tocsin of Misery. The Foetid Bloat-drone also raced forward and was the first traitor unit to open fire, its plaguespitters claiming the lives of two Inceptors. Behind it the Forgefiend opened fire on the Land Raider with its hades autocannons; a few shots punched through the tank's armour, but not enough to cause any lasting damage. On the eastern flank of the Chaos advance the Renegade Knight Litany of Destruction opened fire killing a few Tactical Marines, but failed to catch the Rhino zooming across the battlefield in front of it. The nearby Possessed, keen to assail the enemy, were instead wiped out by concentrated fire from the Ultramarines Land Speeder. In the centre of the Chaos advance, the Black Legion Terminators disembarked from their crippled transport, but were too slow to assault their Ultramarines counterparts.



PICKING THE RIGHT WEAPON FOR THE JOB

Robin: In the new rules, every weapon has the potential to damage any target. Of course, it's really not worth wasting lasgun shots on Land Raiders; not unless you're really desperate! Conversely, there are weapons that excel against certain targets, and grav-cannons are great against armoured ones. A single salvo from the Devastators (all armed with grav-cannons) obliterated the Vindicator with ease.



OVERWATCH

Dan: Overwatch is still present in the new rules and is conducted in almost exactly the same way as before, the major difference being that you can fire Overwatch at any charging unit until one of them makes it into combat. I charged the Land Raider with the Possessed, expecting an easy kill, but lost all of them to its heavy flamer and heavy bolter. Yes, I rolled really badly for my armour saves...



The Ultramarines on the western end of the battlefield are deployed tightly around Roboute Guilliman (1) so as to benefit from his XIII Primarch rule, which enables all units within 6" to re-roll failed hit and wound rolls. This proves invaluable for the Devastators stationed above him, who destroy the Chaos Vindicator (2).

The Intercessors and Tactical Squad fire on the Poxwalkers, almost wiping out both units (3).

The Predator (4) fires at the Land Raider (5) and does only two damage with its lascannons. Robin uses a Command Point to re-roll the damage dice, boosting it up to four (lascannons, as Dan soon finds out, are seriously powerful!).

The Hellblasters lose two of their number as their guns overheat. They cause six wounds to the Chaos Land Raider, though (6).

The Ultramarines retreat from their eastern flank, leaving only a Tactical Squad behind (7), which soon comes under fire from the Litany of Destruction (8).

The Death Guard advance behind cover (9), while the Bloat-drone races ahead to melt two Intercessors. Because its guns are assault weapons, it can both Advance and fire its guns in the same turn.

The Black Legion Terminators disembark, kill an Ultramarines Terminator, then fail to charge in (10). Nearby, the Helbrute's plasma cannon overheats, damaging the war machine. The Chaos Land Raider, crippled, fires its lascannons, but fails to cause any damage.

The Land Raider fires Overwatch at the charging Possessed (11), its heavy flamer hitting automatically and causing five wounds. Dan, inevitably, fails their armour saves.



BATTLE REPORT

BATTLE ROUND 2: THE THIN BLUE LINE BEGINS TO CRUMBLE

The Imperial forces hold the line, but unexpected Chaos reinforcements on the Ultramarines' flank soon take their toll. Guilliman must appraise the situation tactically, but he can only think of revenge.

With the Renegade Knight advancing on their eastern flank, the Ultramarines consolidated their position. The Combat Squad and the Primaris Lieutenant in the Rhino disembarked to shore up the centre of the battleline, joining the Terminators to fire on the advancing Plaguebearers. The Hellblasters fired down at the Chaos Terminators, killing three of them, while the Predator knocked the Helbrute off its feet with sustained lascannon fire.

Roaring through the skies above them, the Stormhawk Interceptor fired every gun it had at the Foetid Bloat-drone, crippling it enough for Roboute Guilliman to blow it apart with the Hand of Dominion. The resulting explosion killed several Poxwalkers, a Tactical Marine and the last Inceptor. The storm of fire continued with the Devastators tearing apart the Forgefiend and the Land Raider destroying its Chaos counterpart. As the sound of gunfire receded, the Primaris

COMMAND POINTS

If you create a Battle-forged army then you are rewarded with Command Points, as mentioned earlier. Command Points can be used during a game to enact stratagems, such as re-rolling a crucial dice roll or rallying a broken unit. In the Meat Grinder mission, Dan had access to a stratagem called Outflanking Reinforcements, which meant he could bring destroyed units back onto the battlefield on Robin's flanks. He used four of his nine Command Points to bring the Possessed and the Helbrute in on Robin's right flank.

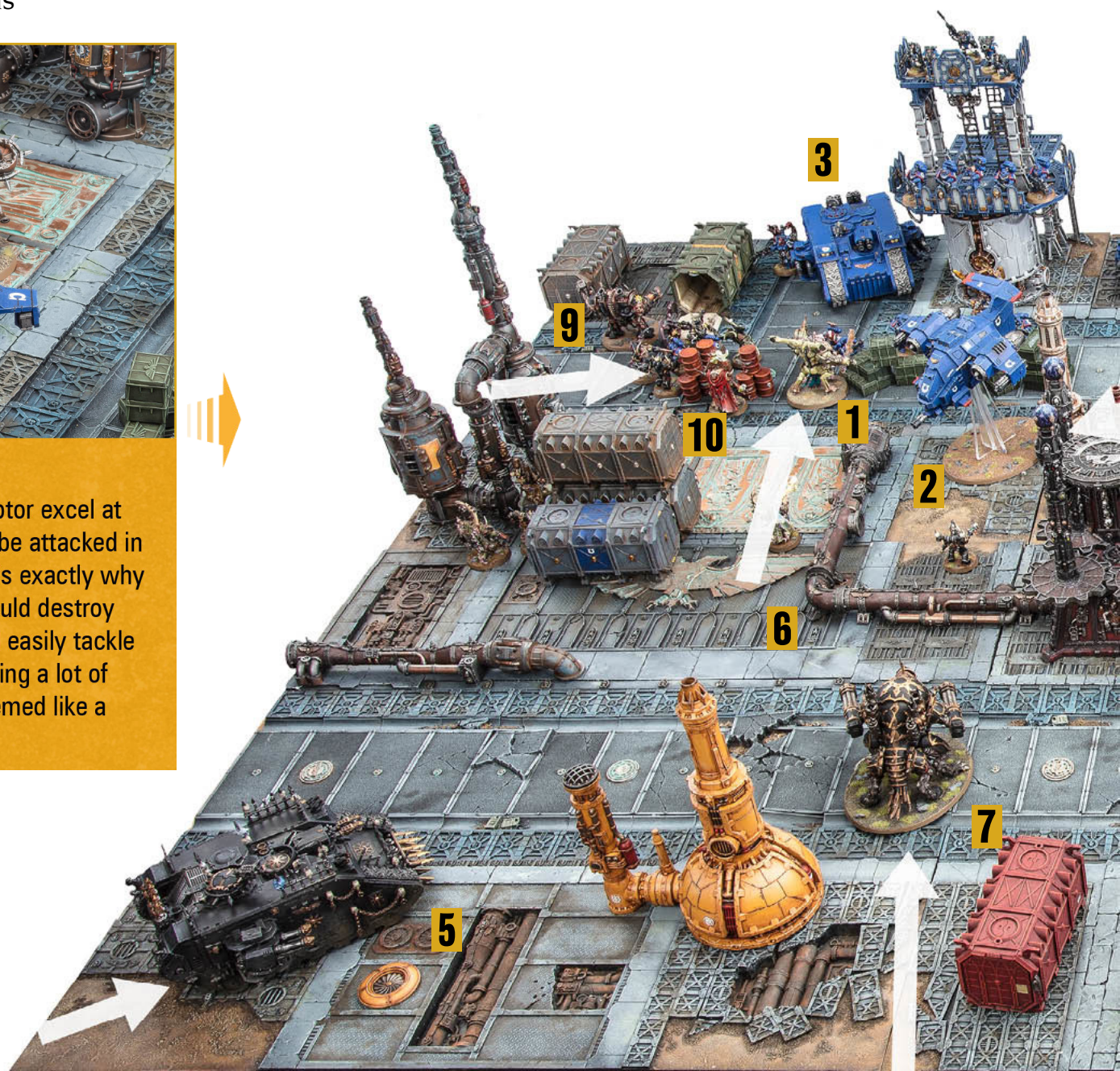
Lieutenant and his Combat Squad charged the Plaguebearers, killing three and causing two more to dissolve into putrid ectoplasm.

The Chaos advance looked to be faltering but then fresh reinforcements arrived. A Helbrute and a unit of Possessed appeared on the Ultramarines flank, while a second Land Raider joined the assault. The new arrivals supported the Death Guard in an all-out assault on the Ultramarines, with Noctilious Glauw and the Daemon Prince charging into combat alongside the Possessed. Between them they almost wiped out the opposing Tactical Squad. Meanwhile, on the other flank of the battlefield, the Litany of Destruction charged the Terminators, crushing two beneath its feet, while Plaguebearers, Nurglings, a Herald of Nurgle and a unit of Cultists swarmed the Primaris Lieutenant and his Combat Squad. The Space Marines were killed but the Lieutenant somehow managed to fight on.



AERIAL COMBAT

Robin: Flyers like the Stormhawk Interceptor excel at taking out other flying units and can only be attacked in combat by other airborne models, which is exactly why I aimed it at the Foetid Bloat-drone. If I could destroy it, Dan would have no units left that could easily tackle the Stormhawk. The drone was also causing a lot of problems for my Space Marines, so it seemed like a worthy target to kill.





The Intercessors and Tactical Squad near Guilliman kill off most of the Poxwalkers and turn their attention to the Black Legionaries, killing most of them too (1).

The Stormhawk fires on the Foetid Bloat-drone but fails to destroy it because of its Disgustingly Resilient (2) special rule. Guilliman fires the killing shot.

The Land Raider (3) destroys the Chaos Land Raider (4), which returns as reinforcements in Dan's turn (5).

The Devastators shoot the Forgefiend (6), causing it to explode, which kills several Poxwalkers and Chaos Space Marines. The Forgefiend also comes back as a reinforcement (7).

The Hellblasters wipe out the Chaos Terminators (8), their accuracy boosted (they are re-rolling 1s to hit and wound) by the Primaris Lieutenant and Phaestus, the Captain in Gravis armour, nearby.

A Helbrute arrives as part of the Sustained Assault and rips a Rhino apart (9).

A unit of Possessed also arrives and charges the Tactical Marines alongside Noctilious Glauw and the Daemon Prince. They kill just seven Space Marines (10).

The Combat Squad loses two squad members to the Herald of Nurgle's Stream of Corruption (11). The rest of the squad are drowned in a tide of Nurglings and Plaguebearers. The Primaris Lieutenant survives the combat on a single wound (12).

The Land Speeder kills the Chaos Sorcerer before it is shot, hacked and bludgeoned out of the sky by Chaos Space Marines (13).

A Foetid Bloat-drone joins the battle (14).

The Litany of Destruction kills two Terminators but takes eight wounds in return (15)!



BATTLE REPORT

BATTLE ROUND 3: THE PRIMARCH ADVANCES

As the Death Guard assail the Ultramarines on the western flank, the Litany of Destruction strides into the fray to break the centre. The Primarch of the Ultramarines must commit every unit to hold the line.

With Chaos forces now behind their defensive line, the Ultramarines had to take drastic action. The survivors of Noctilious Glauw's assault fell back, as did the Terminators, leaving other Ultramarines units free to shoot the heretics. The Land Raider and the Devastators opened fire, killing the Possessed and gravely wounding the Helbrute, while the Scouts killed the Malignant Plaguecaster, sniping him to death from their position atop the Ferratonic Furnace. All other units fired at the Litany of Destruction, blasting plasteel chunks from its armour but barely slowing the colossal war machine. Then Roboute Guilliman joined the fight. Advancing on the Daemon Prince, he brought the Emperor's Sword crashing down upon the Chaos-tainted monster, killing it outright.

FALL BACK!

There are times when you really don't want your units stuck in combat, either because their weapons will struggle to hurt what they're fighting, or because you'd rather shoot the enemy instead. The tactically sensible (though cowardly!) solution is to Fall Back, which is exactly what Robin did with his Terminators, who retreated from the Renegade Knight. Though they could hurt it in combat, the Hellblasters and the Predator could hurt it more with shooting. And they did!

Bellowing in rage, Noctilious Glauw called for reinforcements, Poxwalkers, Cultists and another Vindicator arriving to sustain the assault. Shots rang out as the Forgefiend pulverised the Devastators, ably aided by the Chaos Land Raider. The Stormhawk Interceptor was also badly damaged by sustained ground fire, as was the Rhino lurking on the eastern flank. Screeching incoherent heretical prayers, the Litany of Destruction swung its reaper chainsword across the nearby gantries and through the Hellblasters standing there, wiping out the unit. Below, the Chaos Lord in Terminator armour moved to kill the Terminators but was intercepted by the Librarian, who almost died as a result. On the Chaos left flank, Noctilious Glauw smashed his plaguereaper into Guilliman, badly wounding him, but was cut down by the Primarch in return.



COMMITTED TO COMBAT

Robin: It's a tough decision committing Roboute Guilliman to combat. He's a real monster, more than capable of killing most things in a single round, but charging him into a fight will often mean that the units he was near – in this case the Predator – are now out of range of his XIII Primarch ability. It's quite a blow when you lose it, so you have to hope Guilliman makes up for it in the fight.





The Tactical Squad fall back, enabling the Land Raider and the Devastators to shoot (and destroy) the Possessed (1).

The Librarian casts Might of Heroes on Guilliman (giving him +1 to his attacks, strength and toughness). The Primarch then charges into combat and slays the Daemon Prince (2). The Intercessors also move in to fight Noctilious Glauw.

The Techmarine charges the Helbrute, which only has one wound remaining. The Helbrute fires on Overwatch, overheats its plasma cannon and kills itself... (3)

The Terminators fall back, allowing the Predator to shoot the Renegade Knight. It does no damage, but the Hellblasters reduce it to 12 of its 24 wounds (4).

Robin hides a Rhino in the scenery, forcing Dan to send units to kill it, which they fail to do (5).

The combined firepower of the Land Raider and the Forgefiend wipes out the Devastators (6).

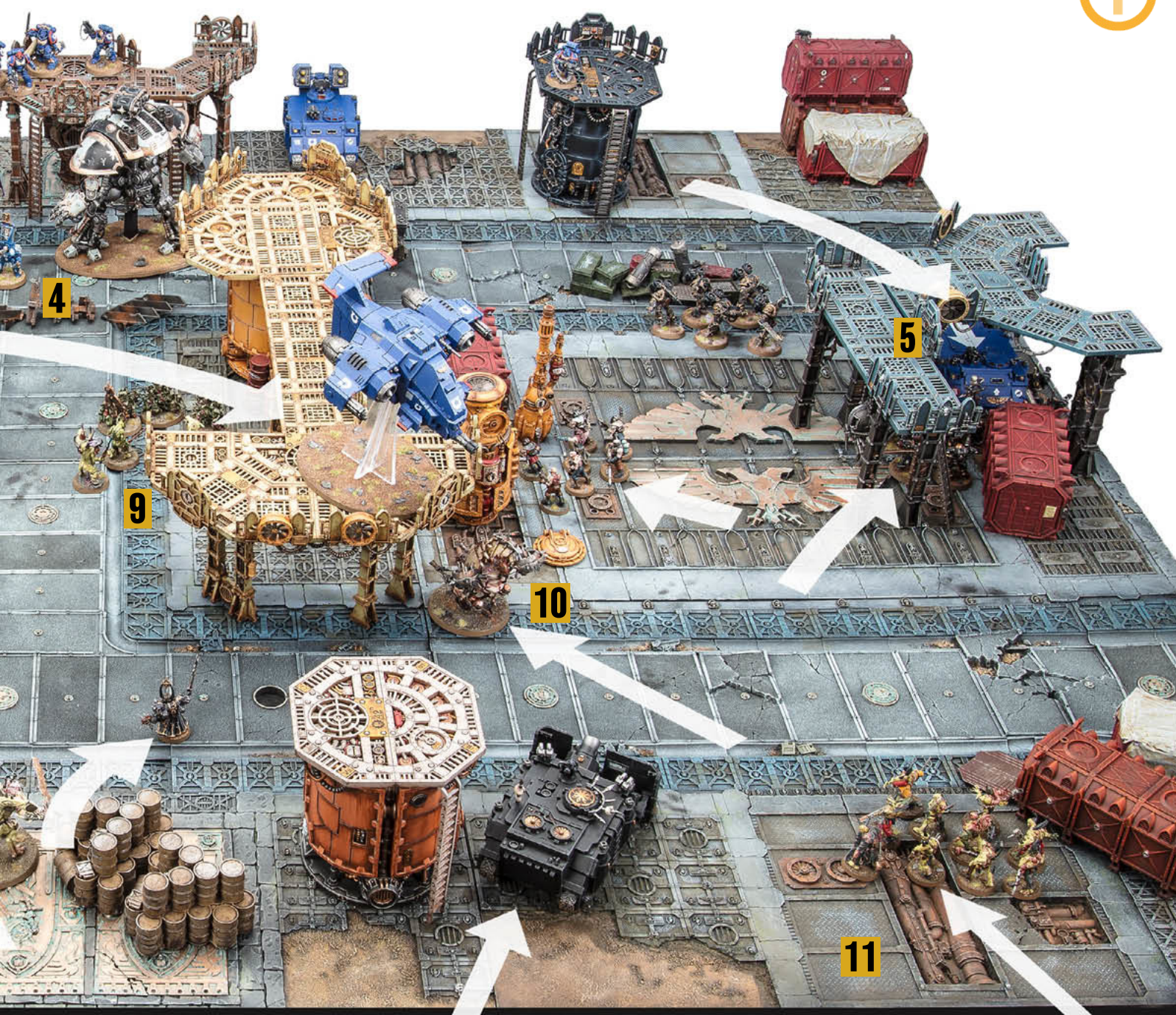
Noctilious Glauw directs all his attacks at Guilliman, reducing the Primarch to just three wounds. Guilliman kills Glauw in return. And the Noxious Blightbringer. And a Chaos Space Marine champion that got too close (7).

The Death Guard hold their own against the Intercessors (8).

The Plaguebearers and Nurglings finally kill the Primaris Lieutenant (9).

The Stormhawk Interceptor is intercepted by the Foetid Bloat-drone and badly damaged (10). Nearby Cultists also fire at it and reduce it to just two wounds.

Reinforcements (11)! Though far from the action, a few long-range shots could seal victory for the forces of Chaos.



BATTLE REPORT

BATTLE ROUND 4: THE THIRTEENTH STANDS FIRM

The Chaos assault falters following the death of Noctilious Clauw, but more traitor units continue to pour onto the battlefield. With few units still standing, the Ultramarines are beginning to struggle.

Despite driving the Chaos forces back from their lines, the Ultramarines were still in a precarious position, with the *Litany of Destruction* still rampaging through their lines and more Chaos forces arriving every minute. The Stormhawk retreated back towards its own lines, raking the Raptors and the Bloat-drone as it flew overhead. All the units in the centre of the Ultramarines battleline fired upon the Renegade Knight, though failed to bring down the towering war engine.

Guilliman, seeing more Chaos units on the southern horizon, ran towards them, supported only by a Land Raider. As the tank fired searing lascannon beams past him into the Black Legion, Guilliman levelled the Emperor's Sword at the Forgefiend, charged into it and tore the Daemon war machine in half. Then the battlefield was lit up by a cataclysmic explosion. Guilliman's second in command, Captain Phaestus, had brought down the Renegade Knight. But the cost was steep and the bodies of fallen Ultramarines lay strewn around the Knight's smoking carcass.



Robin moves Guilliman towards the Chaos Land Raider and the Forgefiend (1). The Ultramarines Land Raider follows him and causes 11 wounds on the Chaos Land Raider with its lascannons (each lascannon hit does D6 damage and Robin rolls a 5 and a 6 after using his last Command Point re-rolls). Guilliman kills the Forgefiend with ease.

The Intercessors, the Predator and the Whirlwind fire at the *Litany of Destruction* but still don't bring it down (2). Knowing the Knight must be destroyed before it can act again, Robin charges it with the Primaris Lieutenant, Primaris Ancient and Captain in Gravis armour. Because they charged into combat they get to fight first, before the Knight. It's Captain Phaestus's boltstorm gauntlet that finally smashes the *Litany of Destruction* apart, hitting its reactor and resulting in...



3



Though the Renegade Knight had been brought down, the Chaos assault continued as another Forgefiend and another unit of Chaos Terminators joined the battle alongside a second Lord of Contagion. With Guilliman so close, they charged straight towards him, intent on killing the Ultramarines Primarch.

Closer to the Ultramarines' defensive lines, the Plaguebearers and their Herald advanced on the Ultramarines heroes who stood shell-shocked from the explosion of the Knight. Tapping into the warp, the Herald flung a bolt of dark lightning at the Primaris Lieutenant, killing him outright. The Nurglings did not fare so well, their pus-filled bodies crushed beneath power-armoured heels as they tried to drag down the Librarian. Nearby, the Foetid Bloat-drone caught up with the Stormhawk Interceptor and brought it crashing to the ground with a sustained salvo from its plaguespitters. The Cultists also finished off the final Tactical Marine on the eastern flank, and the Chaos Space Marines finally destroyed the Rhino hiding amidst the rubble. Yet while Ultramarines fell across the battlefield, Roboute Guilliman stood firm. Charged by the newly arrived Chaos Terminators, he was punched and bludgeoned with power fists and axes but remained on his feet, killing two of his assailants in return. The Ultramarines were on their last legs...

4



...a huge explosion (3), which damages the nearby Chaos Rhino, does two wounds to the Whirlwind, kills both Terminators and two Intercessors, causes two wounds on the Captain, four wounds on the Ancient, a wound on the Lieutenant, two wounds on the Librarian and blasts the Chaos Lord to oblivion. Ouch!

Reinforcements count their arrival as their movement for that turn, but they can still shoot and even charge into combat. Which is exactly what the Chaos Terminators do (4), the squad's reaper autocannon causing a wound on Guilliman as they charge in. They strike first (because they charged), inflicting another two wounds and almost killing Guilliman. The Primarch of the Ultramarines strikes back, killing two of the Terminators, but he's in a dangerous position. Will he survive another turn?

BATTLE REPORT

BATTLE ROUND 5: AGAINST OVERWHELMING ODDS

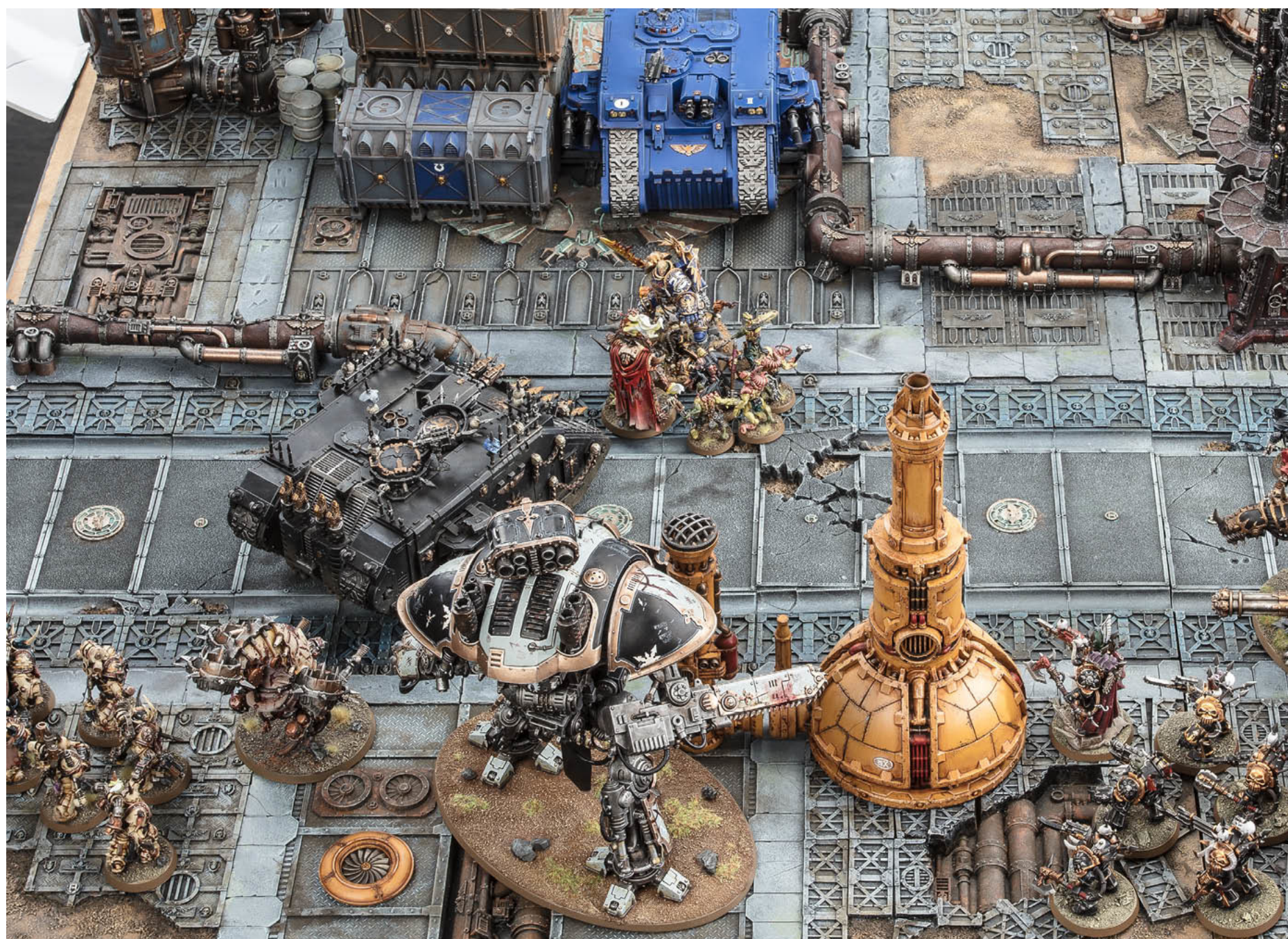
With the Chaos forces momentarily cleared from their defensive lines, the Ultramarines consolidate their tenuous position. All except Roboute Guilliman, who is intent on punishing his ancient foes.

As Roboute Guilliman exacted a heavy toll on the Chaos forces, the last remaining Ultramarines secured their defensive line. The Whirlwind punched the Bloat-drone out of the sky with a salvo of rockets, while the Intercessors blasted apart the Herald of Nurgle in a shower of rotten meat. The Predator and the Land Raider fired at the Chaos Land Raider, crippling it, but the Ultramarines had no shots left to destroy it. Unable to bring the Hand of Dominion to bear on the tank, Guilliman had to content himself with slaying Heretic Astartes, dispatching all three remaining Black Legion Terminators with his father's flaming sword.

Yet the Primarch's small victory soon turned to dismay as yet more Chaos units joined the battle – including more Chaos Terminators and another Renegade Knight! In the centre of the

Having killed the Chaos Terminators in combat, Guilliman is shot at by yet more Chaos Terminators (they came back again!), another Foetid Bloat-drone, a unit of Death Guard and a second Renegade Knight. The Armour of Fates, which gives Guilliman a 3+ invulnerable save, protects him from every shot. Dan should have used a unit that can cause mortal wounds to Guilliman, such as one of his Sorcerers. Mortal wounds cannot be stopped by any armour!

warzone, a Malignant Plaguecaster summoned a Plague Wind about the Librarian, choking him to death before unleashing a blast of warp energy at Captain Phaestus, killing him, too. Through it all, Guilliman stood defiant, bullets bouncing off the Armour of Fate. But then a Lord of Contagion shambled into combat with the Primarch and, along with a host of Poxwalkers, dragged the exhausted Lord of Ultramar to the ground. The Ultramarines looked on aghast as their glorious leader, only recently reborn, was brought down by the foul heretics. Yet no mere mortal could fell a Primarch. Shoving his foes aside, Guilliman stood once more. Realising they could not reach the research stations with such a mighty warrior barring their way, the forces of Chaos beat a hasty retreat. The Ultramarines were victorious!



WHAT PRICE VICTORY?

With (some of) the Ultramarines still very much alive, including their Primarch, Robin and Dan sit down to discuss a battle hard fought, what could have been, what should have been and Command Points.

Robin: Oh, that was getting a bit too close for comfort. If the game had gone on another turn I would probably have lost. Another two turns and I would have had no chance. I'm fortunate it ended at the end of the fifth battle round.

Dan: I'm not so sure – I would have struggled to get to the Scouts and the last survivors of your Tactical Squad. You set up well, and stuck to your defensive line like a well-armoured limpet.

Robin: That's part of the challenge of this mission – the defender gets most of the scenery to set up in, providing cover for their units. The Concealed Deployment, plus a few well-positioned decoy markers on my east flank meant that you didn't know what to expect until I placed my units.

Dan: That's when I realised you'd basically abandoned your left flank in favour of creating two fire bases on your right and in the centre. They were tough to crack, too, what with Guilliman and his subordinates giving you so many re-rolls every turn.

Robin: Characters bring so much more than high weapon skills and power weapons to the table now, they can have a huge impact on the game if you use them correctly. A Space Marine Captain in the right place can turn good shooting into excellent shooting. Add a Lieutenant and you've got a seriously powerful

formation. Guilliman is even better, allowing you to re-roll all hit and wound dice (not just 1s like the Captain).

Dan: I can see there being a lot more synergy involved in the game going forward, with characters boosting nearby units and imbuing them with special rules or abilities.

Robin: I'm hoping it will encourage people to use more characters in their army now, too, rather than just the two they used to be able to fit in a force organisation chart.

Dan: I'm a fan of Unbound armies, but adhering to the organisation chart is actually a lot of fun and the Command Points you gain from using it are a massive boon to a Battle-forged force. A stratagem applied at just the right moment – such as Outflanking Reinforcements – is such a powerful ability. The more structured your army, the more Command Points you get – it's a great addition to the game.

Robin: The Command Re-roll stratagem proved decisive for me. It turned unlucky damage rolls for lascannons – ones and twos mainly – into fives and sixes. That is a phenomenally powerful ability to be able to employ, but you've got to choose your moment right.

Dan: And you knew all the right moments! I'm going to have to start learning some tactics. 🤖

FIGHT OF THE BATTLE

Robin: Oh, it has to be Guilliman fighting Noctilus Glauw. Actually, it was Guilliman fighting the Daemon Prince first, killing him, then piling into Glauw and killing him and the Noxious Blightbringer in one round of combat! It was so funny how you ran the last surviving member of a Chaos Space Marine Squad into the fight too, just in case he did a wound on Guilliman. He died after doing nothing, poor chap!

Dan: For me it was the Litany of Destruction killing the Hellblasters. The rules say the Knight can't get up onto the gantry because it's a vehicle, but it was literally face to face with the Hellblasters. I like how we agreed it could attack from the ground (after making a successful charge), but that it could only use its chainsword and not its feet. It was cool forging that narrative – it created a great image of the Knight hacking up your troops.



Right: Robin and Dan shake hands over an almost empty battlefield – the truest sign of a bloodbath if ever there was one. Note how few units Robin had left at the end, including a few pesky Tactical Marines, a unit of Scouts and a Land Raider that was seemingly impervious to damage. Dan, on the other hand, was recycling units like a madman, happily throwing them into the fight to wipe out as many Ultramarines as possible before they died. His epiphany came when he realised he could use the psychic power Warptime to move another Sorcerer closer to the enemy so that he would be in range to cast Smite – clever, eh? Dan still has much to learn about this new game, but he's certainly keen, we'll give him that!



GOLDEN DEMON

THE HORUS HERESY

Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature the Slayer Sword winner from Golden Demon: The Horus Heresy, plus other notable entries.

GOLDEN DEMON

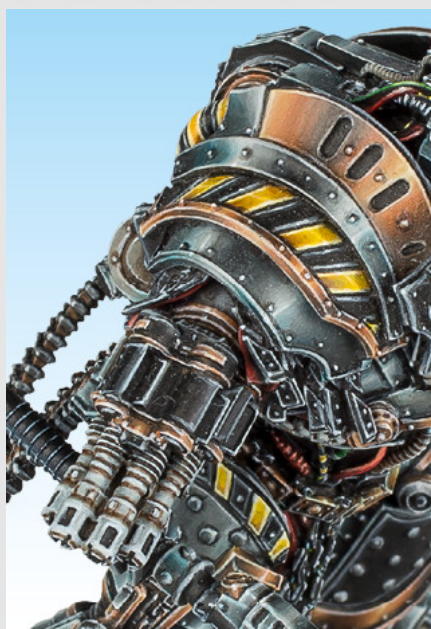
Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines, while Golden Demon: Classic includes 12 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more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



**GOLD, THE HORUS HERESY, SINGLE MINIATURE CATEGORY
PERTURABO BY NEIL HOLLIS**



THE WORK OF A MASTER ARTIFICER



1



2



3

From above you can clearly see the colour difference between the bright yellow chevrons and the orange-toned gold (1).

The angle from the back shows off the reflection points on the silver armour (2). Neil even painted Perturabo's ammo hoppers a slightly different silver to make them stand out.

Here you can see how Neil carefully matched up the reflection points across the model (3) – not an easy task in any sense!

Neil Hollis has been competing in Golden Demon events since 1996, but this is his first time lifting the Slayer Sword. We caught up with him at the Horus Heresy Weekender back in January to find out how he went about painting the Iron Warriors Primarch.

"Perturabo is a pretty complicated miniature and comes in loads of components," says Neil. "Normally I paint a model in several sub-assemblies to make it easier to reach certain parts, but with Perturabo I painted every single piece separately. This was mainly due to the guns on his wrists – to win at Golden Demon you have to paint every part of a model to an exceptional standard, even if it's hard to see. The sensors on his gauntlets are hard to reach with the guns in the way, hence why I painted everything separately. Trust me, if I'd not painted them, the judges would have noticed! While painting him in his component parts meant I could visit every piece individually, tackling them one at a time, it did make it harder to work out the non-metallic reflection points relative to each other – to make non-metallic armour work you have to have a consistent light source for the reflection points, which proved quite difficult when he was sitting in so many parts on my desk!

"Something I realised when painting this piece is that you absolutely have to be in the right mood to paint a miniature. If you're having trouble with part of it, there is no point at all in continuing because you'll just get angry and frustrated. Take a break, paint another part of it, or something else entirely. Negativity makes you make mistakes. I find you have to have a good environment for painting, too. When I'm working on a project it's just me, the model, my paints, a clean pot of water and my brushes. I don't have the TV on and I put my phone

somewhere else – no texting allowed! It may sound harsh, but every distraction takes you away from the piece of art you're trying to create. If you're not wholly focused on what you're doing, it will show. My only real concession to distractions are audio dramas. You can't beat a good Horus Heresy battle going on in the background to get you in the right mood."

So what was the hardest part of the model for Neil to paint? "Oh, the non-metallic metals were a monster. I actually prefer the back of the model to the front, I think – the layered leg armour shows off the technique much better in my opinion. Probably the hardest thing, though, was differentiating between the gold trim on the armour and the yellow hazard stripes. That's why the gold is a really dark, coppery orange rather than your traditional bright gold – so the two colours didn't clash. Of course, that meant coming up with a new way of painting non-metallic gold, which was tough, but a great challenge. It's always good to push your painting skills when you can. To contrast with the warm gold, I gave the silver armour a cold blue sheen, which also contrasts with the smooth green and cream I used on the fallen Knight on Perturabo's base."



NEIL HOLLIS

Neil first competed in Golden Demon when he was 14, entering the Young Bloods category. He won his first statuette in 2009 and now has eight of them displayed at home. Oh, and a Slayer Sword, which he had to try and explain to his family when he got it home...

WHAT THE JUDGES SAID

The judges for this event were none other than Anja Wettergren and Max Faleij from the 'Eavy Metal team, plus Borja Garcia de Diego, one of Forge World's resident painters.

"Perturabo is a really detailed miniature," says Max, "so we were impressed how well Neil managed to tackle painting him. He painted the whole model in non-metallic metals, which is a huge feat in itself, showing great technical skill and a great eye for coloAur. To paint a model this busy to such a high level must have taken a huge amount of stamina."

"Don't overlook the base," says Borja. "Neil's choice of colours compliments Perturabo's metallic colour scheme perfectly."

GOLDEN DEMON

THE DEATH LORD OF BARBARUS

"The Death Guard are my favourite Legion," says Robin, who has entered other Death Guard models from his collection in previous Golden Demon competitions. "It was difficult getting the face to stand out on this model – I had to use a lot of reds and blues to shade the skin, while using greens on the robes and shoulder pads to distinguish them from the armour. The weathering was a lot of fun to do, but a little nerve-wracking at times – it's difficult knowing how much to apply and to what part of the model. I started with a little on the legs at first and gradually added more as I went along. The rust I decided to paint as verdigris, which enabled me to keep the colour palette really limited rather than having bright orange rust to contrast with the green and cream."

WHAT THE JUDGES SAID

"Robin has really captured the mood of Mortarion," says Anja. "In the background, everything about Mortarion is pale – his armour, skin and cloak – and Robin has adhered to that but cleverly shaded all the different elements of the model so they stand out."



SILVER, THE HORUS HERESY, SINGLE MINIATURE CATEGORY
MORTARION BY ROBIN MCLEOD

A LIFE OF GRIME

Here you can see the freehand wood grain that Robin painted on to the haft of Silence, Mortarion's manreaper scythe (1).

Having achieved such smooth blending on Mortarion's robes (2), Robin then had to dirty them with mud!

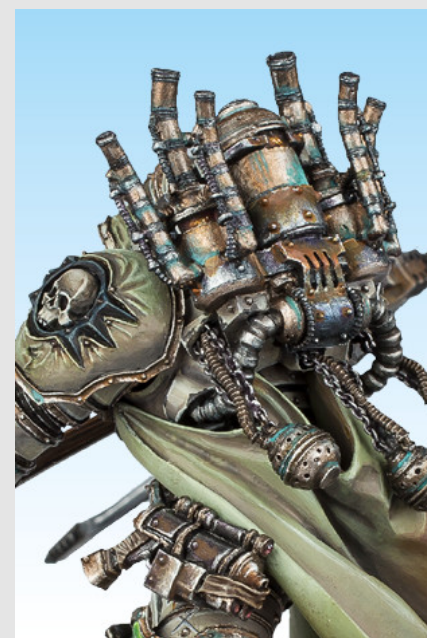
"The copper pipes on Mortarion's back (3) were the hardest part to get right," says Robin. "It was tough getting the colour right and then knowing where and how much verdigris to apply."



1



2



3

THE TWISTED RULE THE WICKED

This rendition of Maloghurst the Twisted was painted by Danny Nuttall, who has previously won Golden Demon awards with other models in his Sons of Horus collection. “Last time I won it was with a vehicle,” says Danny, “so I thought that this time I should try and paint something smaller. I’m really into the Horus Heresy novel series and I thought the character of Maloghurst sounded really cool, so I decided to convert him. The model is based on the Narik Dreygur model with a Forge World banner. Narik has a really dynamic pose that, with the addition of the cape, gives the piece a lot of movement. My advice, if you’re doing a conversion like this, is to make sure that all the component parts flow in the same direction, otherwise it will look weird.”

WHAT THE JUDGES SAID

“The colours on Danny’s entry are really vibrant and very well executed,” says Max. “What really helps make the model a winner is the sense of movement in the piece – Danny has only converted the base model a bit, but those little touches make all the difference.”

BRONZE, THE HORUS HERESY, SINGLE MINIATURE CATEGORY
MALOGHURST THE TWISTED BY DANNY NUTTALL

THE WARMASTER’S EQUERRY



1



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The pipes and cables on Narik Dreygur’s armour (1) fit Maloghurst’s background perfectly.

A spare cape from the Deathwatch Kill Team box gives the model a real sense of movement (2). Note how it follows the flow of the model’s arm.

Dreygur’s right arm is a separate part, so it was easy for Danny to swap it for the arm holding the banner in the Mk. II Command Set, also from Forge World (3).

GOLDEN DEMON

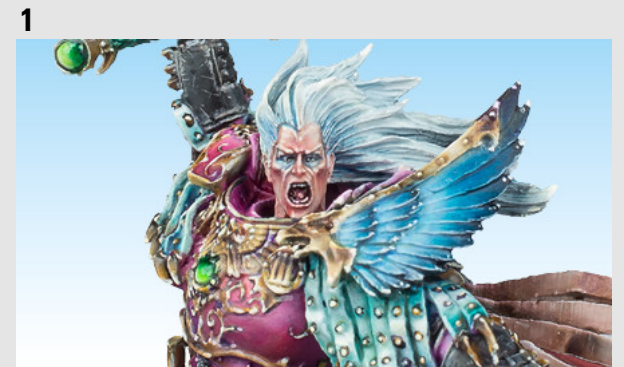
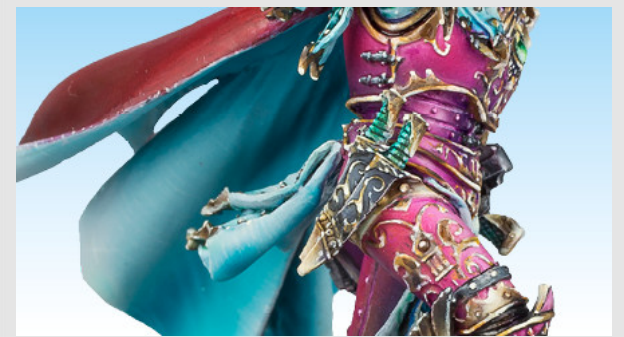
FULGRIM, THE PHOENICIAN

Ellis has entered quite a few of his Emperor's Children models into Golden Demon over the last few years. The Golden Demon judges felt that Fulgrim was Ellis's best work to date, going to show that persistence and practice can make a good painter even better. We particularly like the cyan tone that Ellis used as the third colour on the model (after the intensely well-blended purple and the non-metallic gold), while the bright green gemstones really catch the eye.

SINGLE MINIATURE CATEGORY
FULGRIM
BY ELLIS KAYE



THE FINER DETAILS



2 Here you can see Ellis's incredible attention to detail (1) – every tiny part of the model is painted as if it's the star of the show – an important factor when painting at this level.

Ellis painted Fulgrim with a healthy glow to his skin while shading his eyes with blue (2). Though similar in tone to the rest of the model, the face still remains the focal part of the piece.

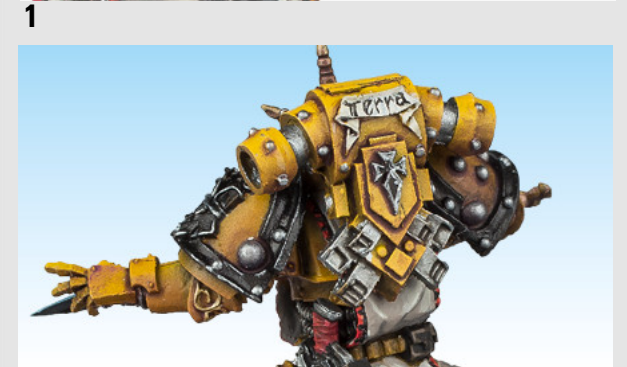
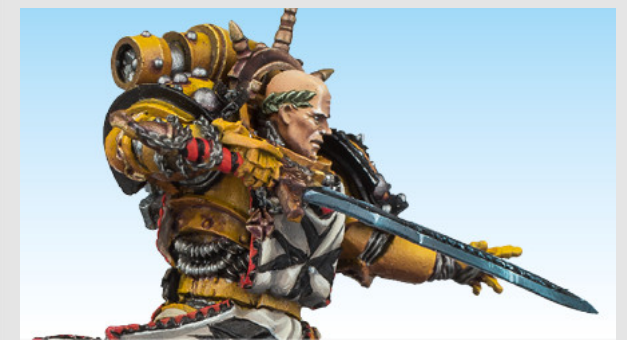
SIGISMUND OF THE IMPERIAL FISTS

Nathaniel Phillips painted this rendition of Sigismund, First Captain of the Imperial Fists Legion. Nathaniel paid close attention to the blending on the model's yellow armour, ensuring there was a neat colour transition from dark on the undersides of each armour panel to light on the upper portions, showing where light hits the armour. He also put a great deal of work into Sigismund's face to ensure it stood out as the focal part of the model.

SINGLE MINIATURE CATEGORY
SIGISMUND
BY NATHANIEL PHILLIPS



THE FINER DETAILS



1 In profile you can see how well Nathaniel captured Sigismund's stern countenance (1). Note also the sharp reflection points running along the length of the Black Sword.

2 A little bit of appropriate freehand on a Golden Demon entry is a great display of skill. Here, Nathaniel wrote Sigismund's planet of origin onto the scroll on his backpack (2).

AHRIMAN OF THE THOUSAND SONS

This rendition of Ahriman was painted by Lawrence Widdicombe, who painted Ahriman wearing glossy red armour, a style favoured by Forge World. Unusually, Lawrence painted Ahriman wearing dark, weathered gold trinkets rather than bright shiny ones, which makes them look like ancient artefacts of Prospero gifted to Ahriman. The crowning glory of the model is the blue glow surrounding his outstretched hand, as if he's about to cast a psychic power.



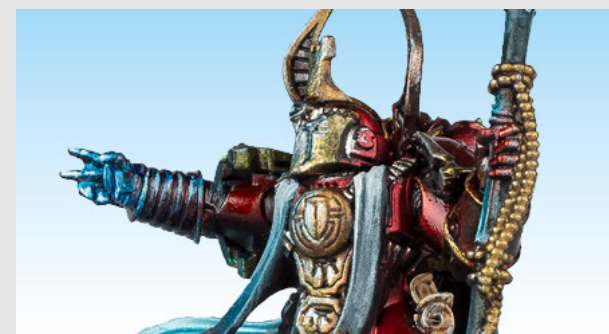
SINGLE MINIATURE CATEGORY
AHZEK AHRIMAN
BY LAWRENCE WIDDICOMBE



THE FINER DETAILS



1



2

Lawrence used a Forge World Thousand Sons transfer on Ahriman's cape (1). A perfectly applied transfer in the right place can really enhance an already great paint job.

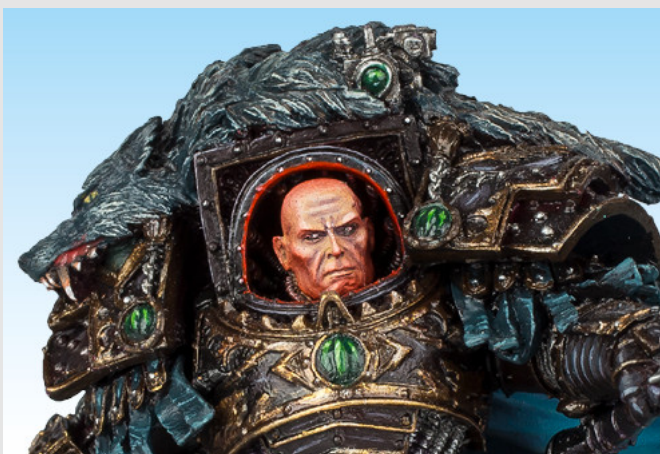
Here you can see the weathered gold ornamentation worn by Ahriman (2) and how Lawrence has applied a reflective blue tint to the areas facing Ahriman's glowing right hand.

THE WARMASTER HORUS

John Sambells painted this version of Horus, who has clearly begun his descent into Chaos, judging by his dark and brooding appearance. John painted Horus in a dark and foreboding colour scheme, using

jade gemstones as his spot colours and a turquoise cape to frame the miniature. A clever touch that John applied to the model is the red glow around Horus's head (see below).

THE FINER DETAILS



Horus's face is a lot lighter and warmer in tone than the rest of the model, making it the instant focal point of the piece. To further emphasise the Warmaster's head, John painted a red glow around the inside of his armoured collar, just like in the painting of the Emperor versus Horus by Adrian Smith. This little detail certainly gives Horus a menacing air.



SINGLE MINIATURE CATEGORY
HORUS LUPERCAL
BY JOHN SAMBELLS

COLLECTING

Chris's Eldar Vypers tackle the might of the Black Templars. But can they bring down the heavily armoured Centurions before the Space Marines hit them with their siege drills?



A TALE OF FOUR WARLORDS

Four warlords intent on galactic domination are mustering their armies ready for war. In the third month of our challenge, our brush-wielding warriors were given the task of painting a Fast Attack unit for their army. How did they all get on?

THE WARLORD CHALLENGES

Every month, we set our four warlords a new challenge to complete. This month, our warlords had to paint a Fast Attack unit for their force, with the option of painting an additional Troops choice. Next month, they'll be given free rein to paint whatever they like for their forces. Considering the new releases this month, we can make an educated guess as to what two of them will be painting!

This month in a Tale of Four Warlords, it's all about fast-moving units, be they Flyers, jump pack infantry, nippy walkers or alien jetbikes. Our four warlords, now permanently bolted to their painting tables (apart from ablutions and, if they behave, meals), have been working around the clock to paint Fast Attack units for their growing armies and, if they had the time, a second Troops choice. Dan painted a unit of Raptors for his part of the challenge, Maxime painted a stunning Stormhawk Interceptor, James finished a Devil Dog and a pair of Sentinels (which we're pretty sure is cheating because that's two Fast Attack choices...) and Chris painted a trio of Eldar Vyper Jetbikes. Most people would think that would be enough painting for one month, but Dan and Maxime didn't stop there and went totally off the reservation (we call it off-piste painting) and painted some other model for their collections, too. You can see their other creations a few pages on at the end of the article.

But that's not all our warlords have been up to this month. As promised in a previous issue, our hobby artisans have created stage-by-stage painting guides for their models, enabling you – should you wish to, of course – to emulate their colour schemes. This month you can see how James painted his red-armoured Cadians, and how Maxime painted his glossy Black Templars; Chris and Dan will be sharing their painting advice in an upcoming issue. It's also worth noting that Dan started work on a Sector Imperialis gameboard for the warlords to fight over. Seeing as he was the first person to pick up a pot of paint, he got to decide the colour scheme, which looks very similar – some might say identical – to the bases of his Iron Warriors.

Don't forget, you and your friends can join in with a Tale of Four Warlords, too – just set yourself the same challenges as our quartet of warlords each month. Why not show us your progress on the White Dwarf Facebook page while you're at it?

CRAFTWORLD ELDAR

It's Fast Attack month, but everything Chris Bilewicz has painted for his Craftworld Eldar army is pretty fast moving already. This month his army gets even speedier with a trio of Vyper Jetbikes.



Chris's unit choice for this month was a squadron of three Vyper Jetbikes, adding some significant fast-moving firepower to his force. But he's also painted a unit of Dire Avengers with red hands. What's that all about?

"Well, I wanted to include another infantry unit in my army and I got in my head an idea for the Dire Avengers," says Chris. "Craftworld Iybraesil has strong ties with the crone goddess Morai-Heg, who cut off her hand to gain knowledge. That's why all my Dire Avengers have their left arms painted red, to represent what she did. It's a sign of respect for her, and a tradition amongst their Aspect shrine. I painted the plumes on their helmets black and white to match the vanes on the jetbikes. As for the Vypers, I painted them just like the rest of my units, but picked different weapons for each of them to give me some tactical flexibility on the battlefield."



Chris painted each of his Vypers in sub-assemblies. He sprayed the lower hull Corax White and then painted it bone, while the hood was sprayed Chaos Black, then painted turquoise. The crew he painted white – all Chris's windriders will wear white, while his dismounted infantry (when he paints some) will wear turquoise.



CHRIS BILEWICZ

Chris is not a man to do things by halves. When he says he's painting a Vyper squadron, he paints a whole squadron! We get the feeling this challenge is a walk in the park for him; a cake walk. A cake walk in the park...

A TALE OF FOUR WARLORDS

SPACE MARINES

Maxime may have the smallest force of the four Warlords at the moment, but he more than makes up for that with the incredible quality of his miniatures. This month, he's painted a Stormhawk Interceptor.



MAXIME CORBEIL

He may be a mild-mannered chap, but Maxime has been leading the trash talk after his victory over Dan last month. As a son of Dorn, he feels the Black Templars have a duty to give the Iron Warriors a beating at every possible opportunity.

Maxime's force may be small at the moment, but it is also exceptionally well painted. But Maxime wanted to push his painting to the next level – he knew his colour scheme worked on infantry. Would it work on a large vehicle?

"I like to really challenge myself when I'm painting," says Maxime, "and a Flyer seemed like the perfect opportunity to see if my colour scheme would work at a larger scale. I'm pleased to say that I think it does! I'm also a fan of the game Stormcloud Attack and I loved the idea of creating a fighter ace with his cockpit decorated with loads of kill markings. That was what informed the yellow stripe on the cockpit, actually – not only is it the marking of an ace, it also draws attention to the focal point of the model. I've painted all the Stormhawk's weapon options, too, so I'm ready to kill some more Iron Warriors no matter how well-armoured they are."



Maxime painted several panels on the Stormhawk white so he could use as many different transfers as possible, including a red Maltese cross that comes on the Stormcloud Attack transfer sheet. The gothic scripture next to it comes from the same transfer sheet, as do the bullet-shaped kill markings on the cockpit.

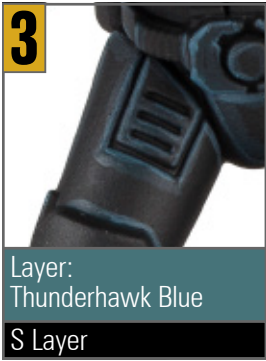
GET THE LOOK – MAXIME’S SPACE MARINES

We think you’ll agree that Maxime’s Black Templars look awesome, so we asked him if he’d like to do a stage-by-stage painting guide for us. He happily obliged.

To make painting his Black Templars easier, Maxime left their shoulder pads off,

undercoating the models Chaos Black and the shoulder pads Corax White. This meant he could paint the pads in just two quick stages, then glue them to the rest of the model when it was finished. Maxime painted the models’ eyes, checks and details in red and yellow to tie them more closely to their Mars-like bases.

BLACK ARMOUR



WHITE ARMOUR



YELLOW EYES



CHECKERED KNEES



CREATING GLAZES

The Citadel paint range includes four Glazes – Bloodletter, Waywatcher Green, Guilliman Blue and Lamenters Yellow – which are used to embolden the tone of a colour and to help blend highlights together. When painting his Black Templars, Maxime actually created a couple of glazes of his own using Layer paints mixed with Lahmian Medium.

The medium thins the consistency of the paint without affecting its colour, so Screaming Skull, which Maxime used on the shoulder pad to shade it, becomes more translucent. Maxime did the same with Troll Slayer Orange on the model’s eye lenses. To make your own glazes, try mixing the colour you want with three times as much Lahmian Medium. If it’s too thick, add more medium, if it’s too thin, add more paint. Simple!

MAXIME’S TOP PAINTING TIPS

“For the light reflection dots on my models I use the same colour steps as for the black armour, drawing smaller and smaller circles with each colour and finishing off with a final dot of Blue Horror,” says Maxime. “All the light dots need to be orientated towards the same light source. It doesn’t need to be realistic, but it does need to look cool!”

“Apply several thin layers of white to the shoulder pads rather than one thick layer – it will help you get a much smoother, stronger finish.”

“Don’t rush when you paint the checkered pattern. Water your paint down a little and apply a vertical line to the centre of the knee pad, drawing the brush down and towards you. Then paint the lines either side. Turn the model on its side to paint the horizontal lines.”



A TALE OF FOUR WARLORDS

ASTRA MILITARUM

Too long have the Cadians cowered behind their fortress walls. Forcibly ejected from their homeworld by the forces of Chaos, they're now taking the fight to the enemy armed with tank-busting weaponry.



JAMES ASHBEY

James 'Two Choices' Ashbey broke the rules this month, painting not one Fast Attack choice for his Cadians, but two. Such flagrant disregard for the rules is surely an indication of an imminent fall to Chaos. We're watching him closely.

The story behind James's army – The Dauntless 1260th – is that it's a heavily mechanised force, with lots of tanks and armoured vehicles. You can probably guess why he chose to paint a Devil Dog and a pair of Sentinels, then.

"I really like the Hellhound kit and it fits perfectly with the story I've created for my army," says James. "I was going to paint it as a Hellhound, then decided I'd cover it in melta weaponry and make a Devil Dog instead. I want to try and get one of every heavy weapon in my army and the Devil Dog definitely fulfils the melta quota. For the Sentinels, I gave them different heavy weapons and built them with armoured cabs. The Dauntless are often deployed to urban war zones and I imagine the pilots aren't keen on rubble being dropped on them from above. I'm really interested to see how vehicles work in the new rules, too – exciting times ahead!"



Since finishing his Leman Russ, James has been perfecting the weathering on his tanks. After painting the hull and applying squadron markings, he used a small piece of sponge and some Rhinox Hide to carefully stipple the hull, giving the impression of chipped paintwork. He then drybrushed the lower hull with Zandri Dust.

GET THE LOOK – JAMES’S CADIAN

When coming up with the colour scheme for his Cadians, James wanted to use colours that were rarely seen on Cadian models – so he chose red and grey. Because the majority of each model would be grey (the fatigues), James basecoated his infantry with an XL Base brush, though you could use a spray basecoat, which would be just as quick. James then

painted the fatigues to completion before moving onto the next largest area of the model – the armour – then the gun and finally the model’s skin and other details such as packs and pouches. The last touch was adding the squad markings to the shoulder pads, which James applied using Celestra Grey.

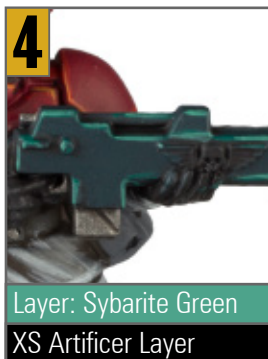
URBAN FATIGUES



RED FLAK ARMOUR



LASGUN CASING



CADIAN FLESH



A BASING CONUNDRUM

James and Dan both normally paint the bases of their Warhammer 40,000 models a dark industrial grey, but this time they had to change their plans because the models standing on the bases were predominantly either grey or silver themselves. Dan opted to paint turquoise Sector Imperialis bases for his Iron Warriors, while James instead went for an arid desert-like effect on his. Having applied sand to the base with PVA glue, he painted the bases with a slightly watered-down layer of Zandri Dust followed by a light drybrush of Ushabti Bone. James then painted the rims of his bases Abaddon Black and glued patches of Mordheim Turf onto the top of the sand with a small dab of PVA glue. The result is great bases that complement the dark red and grey colour scheme of the models standing on them.

KNOW YOUR ORDER

Every Astra Militarum officer knows the value of getting their orders right, which is as important on the battlefield in one sense as it is on the painting table in another. When painting his tanks, James paints the hull first using the same grey paints as for his infantry, but drybrushing each colour on to give the tank a battle-worn appearance. Then he applies the squadron marking followed by any insignia such as transfers. Next he applies any paint chips and scuffs, followed finally by dust and dirt. It's important to get this order right because logically anything that could chip paint off a tank would also damage the insignia (if they were real tanks, the insignia would be painted on just like the squadron markings). Similarly, dirt is usually the last thing to hit a tank, so James applies it last.



CHAOS SPACE MARINES

Dan's been churning out more infantry this month in an (unofficial) attempt to paint the most models by the end of this challenge. Having painted another 15 this month, he's certainly leading the pack.



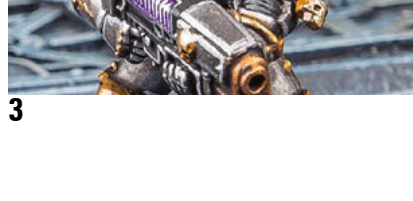
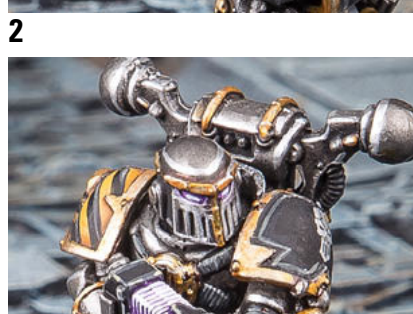
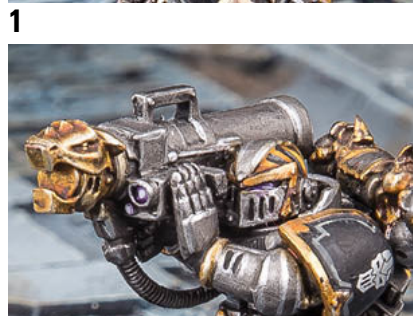
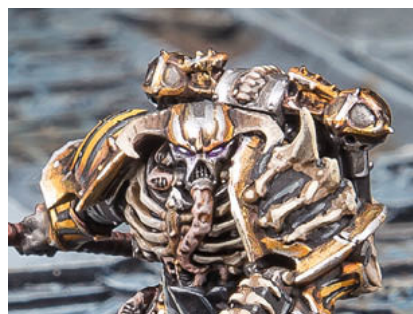
DAN HARDEN

Silver-fingered Dan (on account of all the drybrushing) has been painting his way through squad after squad of Iron Warriors in an attempt to create a ground-pounding infantry force. Then one day, suddenly he saw red...

For his Fast Attack unit this month, Dan managed to narrow his choice down to Raptors or a Helderake. So why did he opt for the jump pack nightmares over the flying Daemon-engine?

"It was a tough choice as I really like the Helderake," says Dan, "but I don't think it quite fits the feel of my army, which is why I decided to paint the Raptors. I see the Iron Warriors as a ground-pounding force – feet in the mud and all that – so I wanted to add to the infantry aspect of my force, and the Raptors fit that bill perfectly."

But Dan didn't stop at painting Raptors this month, he also finished a second squad of Chaos Space Marines. "One unit doesn't make a core to an army," says Dan, laughing. "I wouldn't have been happy until I painted a second squad to hold the trenches. I took the opportunity to do a few conversions with this unit, though. Only minor ones, such as arm and head swaps, but it helps them look different to my first squad."



Dan used one of the Chosen from Dark Vengeance to represent his unit Champion (1). "It was his hefty axe that inspired me," says Dan.

Dan used several different helmets to convert his Iron Warriors including one from the Iron Warriors upgrade pack (2) and a plastic Mk III helmet (3). You can also see Dan's consistent use of purple for the plasma guns and eye lenses on the models in his force (4).

PREPARING FOR BATTLE

Though our warlords have played a few games over the last month, the advent of the new Warhammer 40,000 has got them all talking about their plans for the future. James is really excited to see how his tanks work in the new rules now that there are no templates for ordnance weapons (don't worry, they still inflict a catastrophic amount of damage on the units they hit). He's also interested to find out about all the different detachment options, especially because the Spearhead Detachment enables him to take lots of tanks in his force.

Chris and Maxime, who are both getting back into gaming, are keen to see how streamlined the new rules are, though Maxime is also really excited to pick up a few of the new Primaris

Space Marines and paint some for his Black Templars collection. If you read the 'Eavy Metal pages earlier in the issue, you'll have noticed he's already managed to get his hands on one of them; he hopes to paint a complete Intercessor squad (and maybe a hero) for next month's challenge.

Dan is similarly excited about the new game, especially because of the Death Guard models in the set, which he's already managed to get his hands on. He's also the first of the warlords to play a complete game using the new rules – see our Battle Report this month – so he might have an advantage when they next take to the field. Then again, we do know his track record... ☠

Right: This month, Dan set to work painting a Sector Imperialis gameboard for the four warlords to fight over. He used an L Scenery brush to basecoat the tiles, then an L Drybrush to drybrush each colour on after that. As you can see in the picture, Dan used a piece of corrugated cardboard to get the excess paint off the bristles on his brush. He then used the same piece of card to screen off areas of the board when he applied the next basecoats, ensuring he didn't get paint on areas he'd already painted. Hopefully he will finish painting all six tiles by next issue.



NEXT MONTH'S CHALLENGE

If you're also taking part in a Tale of Four Warlords, then your next month's challenge is to paint whatever you like for your collection – there are no restrictions. You could paint a new hero for your force, a super-heavy tank, an Imperial Knight – a fortification, even. Send us some pictures of your work, too, we'd love to see what you've painted:



team@whitedwarf.
co.uk

1



2



CONTEST OF CHAMPIONS

Maxime has painted three Emperor's Champions in his lifetime – it's one of his favourite Space Marines miniatures and there was no way he was painting a Black Templars force without including one (1).

Dan just really wanted to paint Khârn (2)! Unusually he painted the gold trim before the red armour, starting with a basecoat of Warlock Bronze, then drybrushes of Brass Scorpion and Sycorax Bronze followed by a wash of Seraphim Sepia. A final drybrush of Liberator Gold finished the job.

ARMY SHOWCASE



LEGIONS OF THE REALMS



JOEY LOGAN

Joey loves a good game of Warhammer Age of Sigmar and has several painted armies including Beastmen and Orruks. He takes part in a lot of gaming events, too, and recently went to a Warhammer Age of Sigmar Doubles event at Warhammer World. His Beastmen, sadly, did not perform as well as he hoped. Perhaps he'll use his Seraphon next time.

The Mortal Realms are home to many vast armies, all of them vying for supremacy in lands riven by constant warfare. Here we showcase four of our favourite armies recently painted around our head office, including Seraphon, Ironjawz, Khorne Bloodbound and Fyreslayers.

THE CELESTIAL HOST

BY JOEY LOGAN

This colourful Seraphon army was painted by Joey Logan for Armies on Parade last year. The Seraphon (or Lizardmen, as they were once known) were Joey's first army way back in the mid '90s, and the very first model he bought from a Games Workshop was a Kroxigor. That may explain why he has 12 of them in his force...

"I really wanted to revisit my collecting roots with this army," says Joey. "I've always been a fan of Skinks and Kroxigor, so my force is based almost entirely on them – there aren't any Saurus Warriors or Oldbloods, it's just the little guys and the big guys!" Joey chose to paint his models bright yellow and deep purple – unusual colours for a Seraphon force. "I wanted to push my painting skills and try out some new techniques," says Joey. "I hadn't painted many models yellow before, so I wanted to give that a

go. I basecoated all the yellow models with Zandri Dust using an airbrush – another first for me. That paved the way for Averland Sunset, which I also applied with an airbrush to get a smooth, bright colour over which I could apply highlights and washes. I always tend to mix my washes – in this case Seraphim Sepia – with Lahmian Medium. I find it helps the wash flow into the recesses better.

"I also wanted to try out a method called staining. The purple models in the army were actually basecoated Khorne Red, then sprayed Mephiston Red, then drybrushed Evil Sunz Red before I gave them a heavy wash of Xereus Purple mixed with Lahmian Medium. The end result is a pastel, matt purple, but with great depth. The Troglodon I wanted as my centrepiece model, which is why it is a bright neon green. I was inspired by the phosphorescent algae that often grow in underground caverns."



The Skink Oracle on Troglodon is Joey's army commander. Half the Skinks in the army are painted purple – they are from the Oracle's spawning – while the other half are painted yellow to show they are from the same spawning as the Skink Starpriest. Originally Joey painted the Troglodon a pale purple, but it just looked "way too lilac" to him. Then he decided to paint it green, using Biel-Tan Green and Waywatcher to give it a luminescent appearance as if it is highly toxic.



ON THE BATTLEFIELD

"I haven't used my Seraphon army in battle yet," says Joey, "but I reckon they're going to be pretty hard hitting. 12 Kroxigor will cause a serious dent and their high number of wounds, combined with their high bravery, means they're almost never going to run away. Meanwhile, the Skinks can nip round the flanks, take objectives and pick on enemy artillery."

ARMY SHOWCASE



DAN HYAMS

For a man who, in his own words, “doesn’t paint armies”, Dan has painted a few in recent months – his army of Destruction and his Celestial Vindicators (featured in March’s issue). Currently, Dan is beaver away at some Ultramarines for the Horus Heresy Doubles Weekend at Warhammer World in Nottingham (which, as you read this, will have been all the way back in January).

WAAAGH! SQUIGSMASHER

BY DAN HYAMS

Dan’s army of Destruction, originally collected for 2016’s Armies on Parade, was at first based around a single model – the Maw-krusha.

“It’s probably my favourite model in the entire range,” says Dan. “I spent absolutely ages edge-highlighting every inch of it, which halfway through I began to regret – there’s a lot of scales on it! It was really worth the effort, though, as it looks fantastic. Because the Maw-krusha is a huge model that I wanted to do in a pale colour scheme, I broke up the expanses of Rakarth Flesh with a lot of washes and glazes to add a bit of life and colour to them. So around the spikes I applied Athonian Camoshade and Waywatcher Green onto the scales, and around the ears and mouth I used a little Carroburg Crimson and Bloodletter to represent the prominent blood vessels in the thinner patches of skin.”

Dan’s choice of colour scheme for the rest of the army is decidedly old-school, drawing on

paint schemes of yore for inspiration.

“The idea for the army’s main colours was the classic Black Orc scheme,” says Dan. “It’s a quick colour scheme to paint, with a Chaos Black basecoat and Ironbreaker highlights to represent chips and battle damage. For the orruk and grot skin, I wanted bright, almost luminous green flesh. I chose something more stylised over the neutral, naturalistic tones you often see on orruks these days. I did try some of that out for the army, like on my Grot Shaman, but I stuck with the brighter colours in the end.

“In my experience, a lot of people don’t seem to realise the breadth of the Destruction range. This army was a chance for me to try out some units I almost never see, like the Spider Riders, the Moonclan Grots... and Squigs. Especially the Colossal Squig, it’s a right laugh to use in games.”





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The Colossal Squig (1) is a relic from Dan's broader hobby collection – it was painted long before the rest of the army as an exercise in painting large models quickly and simply by using successive washes and drybrushes. The titanic Squig found a happy home amongst its smaller kin in Dan's Destruction force.

The Weirdnob Shaman (2) is Dan's favourite orruk model from the Ironjawz range. Dan chose to give him a robe of Incubi Darkness, with highlights of a mix of Incubi Darkness and a little White Scar.

To draw focus to the Warchanter's (3) face, Dan painted the ring of tusks around the head in neutral bone tones, drawing a line between the dark armour plates and the green flesh.



ARMY SHOWCASE



GARETH COSBY

Gareth put together his Bloodbound Warhorde whilst he worked with the Games Workshop School League (now the School Alliance), a confederation of school gaming clubs for hobbyists ages 11 to 18. He now works in a different corner of Games Workshop, but the Blood God's crimson mark still burns brightly on Gareth, as he keeps adding new units to the army.

THE SLAUGHTERHORDE

BY GARETH COSBY

Gareth's Bloodbound army developed from the collection he put together while running the Games Workshop School League. Initially, it was a way to engage the next generation of young hobbyist with the background of Warhammer Age of Sigmar, but the force took on a life of its own...

"I'd dabbled with a Khorne army for quite some time," says Gareth. "It felt good to finally give in. When I'm collecting armies, I like to build them around a core that makes sense from a storytelling perspective. For my Bloodbound, this was two units of Blood Warriors and an Exalted Deathbringer – a mighty champion of Khorne and his closest followers. I expanded the army from there with what felt right within the story I was creating for myself, rather than a bunch of super-units to crush all before me. To compound this, all my units are multiples of eight (*Khorne's sacred number* – Ed) which does mean I'm at a slight

disadvantage in matched play, but I don't mind – this way suits the way I play much better."

Gareth has in the past spent many long nights working on single units or even single miniatures, but he approached his Bloodbound differently. "They are an army that I intended to paint and use on the tabletop, so I moved onto a new painting style that takes inspiration from John Blanche – more subdued tones, washes and glazes instead of stark highlights. I also used plenty of Blood for the Blood God for the gore effects – it is an army of Khorne, after all!

"The basing for the army ties back to the notion of inspiring young hobbyists in the School League, in this case by showing how easy it is to make brilliant-looking bases, as well using the bases to tell the army's story – so lots of gore-soaked spikes and blasted earth to represent the army's march through the Mortal Realms."



1



2



3

The base of Gareth's Khorgorath (1) is built out of parts from the depths of Gareth's bits box. The skull-shaped rocks fit in nicely with Gareth's focus on using the base to tell a model's story – what better region for a hellish mutant creature of Khorne to dwell within than one littered with graven stone skulls leaking red-hot lava?

Of all the models in the army, the Exalted Deathbringer (2) is Gareth's favourite. "If nothing else, it's the size of the axe," says Gareth. "It's as big as most other characters!"

The Portal of Skulls (3) carried by the army's Bloodsecurator displays many of the colours of Gareth's Bloodbound – blood red, scorched bone and shining brass – in a single point.

ARMY SHOWCASE



JOE NABER

A member of the Warhammer World exhibition team, Joe spends his days building and painting dozens, if not hundreds (possibly even thousands), of miniatures for vast displays. Then he goes home and paints even more models for his personal collection. The man never stops! The Fyreslayers are Joe's first fully fledged army for Warhammer Age of Sigmar.

THE VOSTARG LODGE

BY JOE NABER

Despite the fact that Joe has painted hundreds of Fyreslayers for the Warhammer World exhibition hall, this is the first time he has actually painted any for his own collection. Here's what he has to say about painting them.

"There were several reasons why I decided to paint an army of Fyreslayers," says Joe. "Firstly, I didn't have an army for Warhammer Age of Sigmar and the Fyreslayers were brand-new at the time I started thinking about one, so they seemed like the perfect choice to me. I also wanted to paint an army all in one go and I thought the Fyreslayers would be perfect for batch painting, seeing as their units share a lot of the same colours. The reason for this is that I'm a notorious hobby butterfly, painting one unit for an army, then getting distracted and painting something else. I rarely get a whole force finished and I really wanted to play some games with the guys in Warhammer World because they'd recently started a mini league.

And, of course, I couldn't play with unpainted models without getting ridiculed by the rest of the team!

"So the goal was to paint an army in one go, and the Fyreslayers have a colour scheme that's really sympathetic to that," continues Joe. "I undercoated them Chaos Black, then airbrushed all the models except the Magmadroth with Bugman's Glow. I then airbrushed them again, but only from above, with Cadian Fleshtone, leaving Bugman's glow in the lower recesses to provide shading. It was quick and simple, and both the ur-gold runes and the bright orange hair were easy to paint over this basecoat. Granted, the army is perhaps not as well painted as some of my other models, but as a force on the tabletop it looks respectable and formidable, which was my goal. I can always go back and touch up any of the models at a later date if I want to."





Left: The Magmadroth is clearly the centrepiece of Joe's force. He painted the Auric Runefather as a separate sub-assembly to the rest of the model, airbrushing him the same way as the rest of his Fyreslayers. The Magmadroth is mostly drybrushed – a technique that works perfectly for large scaly beasts as it captures the texture of the scales without the need to paint each one individually. Joe chose to paint it red, not just because it looks like lava, but also because he used red as the spot colour across all the models in his army.



BLADES OF KHORNE

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, White Dwarf braves a look at the most brutal and violent warriors in all the Mortal Realms – the Blades of Khorne.

For one to understand the Blades of Khorne, one must understand their monstrous patron. A vicious and hateful god, Khorne is lord of skulls and murder, of bloodshed and carnage. He cares for naught but slaughter, for nothing but that the blood flows and that the skulls of the slain are forever heaped before his brass throne.

Unlike the forces of his fellow gods, the followers of Khorne are not a creeping or insidious threat, worming its way into the heart of the righteous. They arrive as a brazen and unconcealed horde at the gates, an overwhelming tide of blood and fire like a natural disaster given hideous and unnatural form. The legions of Khorne are made up of bands of screaming berserkers in bloodstained armour, their frames of rippling muscle ritually scarred and twisted from countless years of senseless slaughter, hulking knights of the howling wastes in thick plate riding atop snarling mad-eyed steeds as vicious as their riders, and degenerates whose lifetime of slaughter has turned them into something far less than human. At the head of the host will stand an imperious brute in brazen plate, accompanied by a coterie of warrior champions, lunatic fanatics and flesh-twisted dark prophets. Looming over all is the acrid stench of fresh gore, hot and sharp on the wind, as bloodstained abominations surge forth from impossible angles, unbridled slaughter given form from the very stuff of Chaos. Each element of the horde is a warrior born, but cowed beneath the will of a master they fight as one, instruments of supreme carnage that will fight until their last breath or until every single foe lies dead at their feet – and even then, it takes little for the warriors of Khorne to turn upon one another. In the end, it matters not to Khorne – so long as the sound of slaughter echoes across the realms and war rages from horizon to horizon, the Blood God cares not for the source.

United under a warlord's banner the Blood God's Blades are the cutting edge which has sliced the throat of reality and drowned the Mortal Realms in bloodshed and violence for centuries without number to sate their monstrous Daemon-god's unquenchable appetite for violence and carnage.

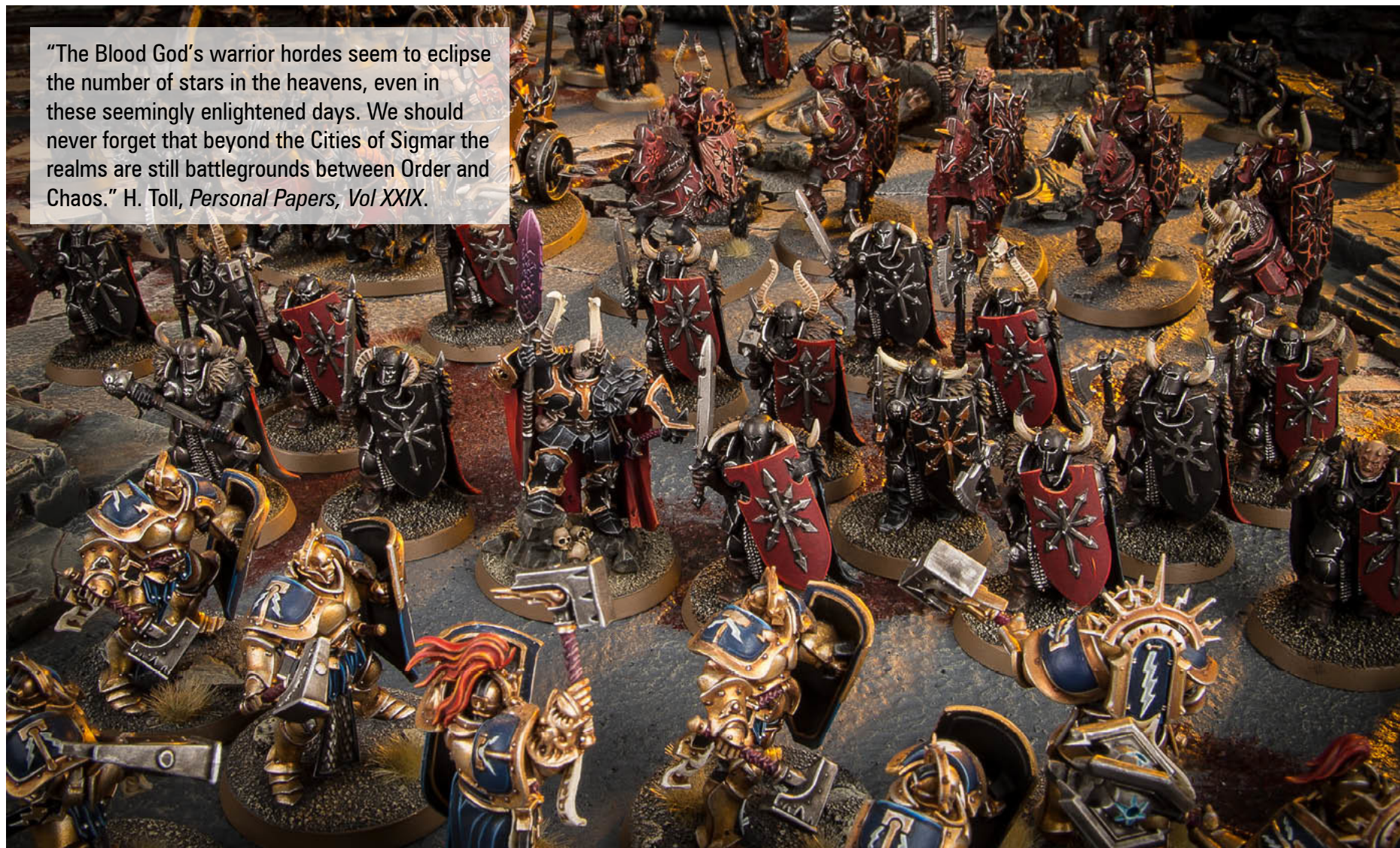




"Each day fresh dispatches arrive speaking of ruined empires and Sundered cities. The threat of the Bloodbound is as real today as it was in the days before dawn of the Age of Sigmar." Hanniver Toll, Witch Hunter of the Order of Azyr, *The Get of Blood*.

THE ULTIMATE GUIDE TO...

"The Blood God's warrior hordes seem to eclipse the number of stars in the heavens, even in these seemingly enlightened days. We should never forget that beyond the Cities of Sigmar the realms are still battlegrounds between Order and Chaos." H. Toll, *Personal Papers*, Vol XXIX.



THE SLAVES TO DARKNESS

The taint of Chaos is all-pervasive and ever-present in the Mortal Realms. For some, the call of Chaos is an easy one to answer. It is a means of salvation from destruction, a bargain struck out of desperation. For others, it is the lure of power, wealth and eternal glory that draws them in, a bright and shining future above and beyond their wildest dreams. For most, it is a love of warfare turned violent, an insatiable desire for knowledge, a twisted perversion or a desperation to be rid of a malign illness. Most will not realise the extent of their depravity until it is far too late and few, if any, have the willpower to escape the dominion of the Chaos Gods. At this point they must make a new choice. Do they wallow in futility and despair, sinking ever deeper into madness and self-loathing or do they embrace the will of Chaos and strike out on their own Path to Glory, no matter how damning it may be? To the Gods of Chaos, the end result is the same: all will serve as Slaves to Darkness.

For Khorne, the vast legions of the Slaves to Darkness are merely a recruiting ground for new followers, whether they realise it or not. The hordes of Chaos are intrinsically violent, destructive and warlike, making them the perfect place for the martial god to enlist new devotees. Some mortals find themselves

THE BLOOD GOD

Khorne is rage and hatred made manifest. Whilst the influence of his brother gods has waxed and waned throughout the Age of Myth, the Age of Chaos and into the Age of Sigmar, Khorne remains paramount amongst the Dark Gods of Chaos, fuelled by slaughter and beastly carnage.

Enthroned atop an ever-growing mountain of skulls at the heart of the Brass Citadel, Khorne rules his blood-soaked domain, an ugly realm of violence and murderous industry studded with fighting pits and endless battlefields. Rarely, mighty mortals may step into this infernal realm of unceasing slaughter – only the most powerful can hope to survive.

drawn towards Khorne without ever realising it – the thrill of battle and the joy of slaughter leading them down dark paths; paths paved with skulls and slick with blood. Ensnared by Khorne's wrathful aura, they are drawn into a life of insatiable carnage and bloodshed that they will walk until the end of their days.

Others look down at the path they are walking and like what they see, for they wish only to dedicate themselves to the Chaos God of rage and carnage. These Slaves to Darkness are Khorne's hopefuls, warriors whose every waking moment is spent seeking their lord's favour. Most mortals are capable of violence, yet the level of carnage they wreak must be extraordinary for Khorne to even take notice of their actions, for the realms are constantly at war and picking one blood-crazed killer out from a battle involving tens of thousands is not worth the Blood God's time. So it is that many who dedicate themselves to Khorne – even entire Chaos warbands and armies – never receive his patronage. Yet still these warriors offer up blood and skulls in his name in the hope that one day they will be offered the chance to undertake one of the eight archaic Trials of Khorne. Should they survive, they are made Bloodbound, true and chosen warriors of Khorne and worthy of joining the ranks of a Bloodbound warhorde.

THE BLOODBOUND

The Bloodbound are among the most debased and barbarous killers in existence. They are warriors who have progressed beyond a state of perpetual warfare to one of constant, insatiable bloodlust and all-consuming rage. Though notionally sane, their every thought is devoted to carnage, the spilling of blood and the reaping of skulls for Khorne's throne. If they are not at war, they are preparing for it, honing their blades, sharpening the edges of their armour or pitting their strength against each other in gladiatorial contests – when there is no enemy to fight, they fight each other. At this point a Lord of Khorne may bring a grudging end to the infighting in favour of war against a different foe, but either path is acceptable to Khorne. He prizes the skulls of the best fighters and the best are arguably his own, so their heads are always well received.

Most new devotees first become Bloodreavers, the lowest of the low in a Bloodbound warhorde. Lightly armoured, they must scavenge their wargear or else kill a superior fighter and strip their body of the spoils. Bloodreavers often tend towards practises such as offering defeated foes a chance to join their ranks, or else be eaten in cannibalistic rituals. They scrimshaw bones, practice blood rites and mutilate their own bodies to appease the Blood God. It is a debased and impure

THE MARK OF KHORNE

The rune of the Blood God resembles a stylised skull, rendered in sharp lines. Simple and crude as it may be, this rune can be seen across the Mortal Realms in brass and on bone banners, daubed in blood upon the ruins of cities, and carved upon mountains to mark the passing of a Bloodbound horde.

It is common practice for mortal servants of Khorne to ritually mark or scar themselves with his symbol – such a ritual may be part of the group's customs and involve athames, daemonic ichor or blood rites. Infrequently, such brands appear on the flesh by Khorne's will alone – a rare mark of Khorne's favour.

form of worship that Khorne cares little for, but on occasion a Bloodreaver will show his worth in battle and earn – if only for a fleeting moment – Khorne's favour and therefore that of his warlord. Such warriors are promoted to the ranks of the Blood Warriors, where they can truly dedicate themselves to the art of slaughter.

Blood Warriors are invariably bigger, stronger and more deranged than the Bloodreavers, veterans of countless wars who may have lived for scores, if not hundreds of years. Clad in blood-slick suits of brass armour, they are Khorne's executioners and they wield the most monstrous weapons they can carry – often axes or jagged glaives. The most powerful Blood Warriors will rise to the ranks of the Skullreapers or the Skullcrushers, where they will be gifted ensorcelled blades and mighty Juggernauts to ride into battle. Having ascended so far in Khorne's favour, many of these warriors will sport brutal mutations, such as crushing limbs and jagged scales with which to further mutilate their foes. Where Khorne's brothers can be quite whimsical with their gifts, Khorne is nothing but practical. Indeed, he will often imbue his mightiest mortal warriors with a portion of his own strength or, in the case of the Wrathmongers, meld their souls with those of his Daemons. From here it is only a short step to Daemonhood or, should a warrior displease Khorne, Spawndom.

THE HOSTS OF THE SAVAGE BLOODBOUND

Unwieldy it may seem, but the goreglaive is a brutally effective weapon in the hands of someone who has spent a lifetime using it.

No matter their heraldry, the Bloodbound all exhibit thuggish, warped frames littered in masses of red-raw scar tissue.

Ritual self-mutilation, such as filing teeth to points, is common amongst the Bloodbound tribes.

It scarcely seems possible for a man to wield such a weapon. I fear 'man' is no longer an apt description for such monstrous things.

The infamous Goretide are the warriors of the dread Korghos Khul. Monstrous cannibalistic savages, they brought much of Agshy to its knees before the beginning of the Realmgate Wars. Even now, they are a byword for horror in the Firelands.

The Skullfiends are a cruel and despicable tribe, their deeds standing out even amongst the atrocities of their Bloodbound kin. They care naught but for the skulls of their victims, and launch ever-larger calls and purges to harvest heads for their bastard deity.



THE RED HEADSMEN OF THE LORD OF SKULLS



Second only to the Mighty Lords of Khorne are the Exalted Deathbringers, twisted killers who have forged a bloody path across the Mortal Realms for a lifetime or more as agents of their dark god's will. Brimming with unholy power, these superlative champions will eagerly take up the mantle of their lord should he fall in battle or at the hand of one of the soldiers of the horde.

The Bloodsecurators are lunatic savages – legend has it their totems are acquired from the Blood God's realm itself. One dreads to think what would inspire such a journey.



The hulking Skullgrinder smiths ensure that the Bloodbound hordes are armed with the finest weapons they can craft, wrought upon the flaming anvils of Khorne.

The masters of the Bloodbound, the Mighty Lords of Khorne are peerless mortal warriors. The most favoured are accompanied by Flesh Hounds as a mark of favour.

Aspiring Deathbringers are some of the mightiest of mortal champions of Khorne – each is ever eager to claim their Exalted counterpart's skull, and thus position.



Cruel slavers, Bloodstokers can twist even the most frenzied warrior to new heights of rage with a touch of their hateful lash, rather than deign to slay with their own hands.

A cruel mockery of the Warrior Priests of Sigmar, the Slaughterpriests are savage brutes, warped by the vile concoctions of blood and raw meat they consume. With unholy prayers to their deity they control the lifeblood coursing through the veins of Bloodbound and foe alike, bringing it to the boil and making hearts pound faster – or stopping their frenzied beat altogether.



“The footsoldiers of the Lord of Skulls are not to be underestimated – many have honed their murderous skill longer than some men have lived.”
H. Toll, *Personal Papers*, Vol XXIX.

THE LORDS OF KHORNE, HIS MIGHTIEST BUTCHERS

Despite the madness and bloodlust that pervades a Bloodbound warhorde, there is always a ruling cadre of champions to enforce martial discipline. Upon joining the ranks of the Bloodbound a warrior must accept that there are countless warriors higher in Khorne's favour than them and that only by proving themselves in battle and then challenging these heroes to personal combat can an aspirant ever hope to become a Bloodbound champion. They must stare death in the face, for only one combatant will survive the encounter. No mercy is given – there is only death or glory. And so are Khorne's champions born. Most take the most brutal, direct route to power, becoming Aspiring Deathbringers – living avatars of carnage. Yet above them stand the horde's Exalted Deathbringers, and only the strongest and most fearless (some might say arrogant) Aspiring Deathbringers would ever deign to challenge them, for they know their place in the warhorde's debased hierarchy and they know that they must grow in power before they can claim their skulls.

Other champions take different paths. Some hear Khorne's bellows of rage so clearly that their souls burn with his wrath. They are the Slaughterpriests, their monstrous bodies swollen with the raw blood-energy of Khorne. So great is their influence that the Bloodbound

KORGHOS KHUL

Mightiest of the Bloodbound war-leaders, Korghos Khul might be Khorne's most powerful mortal warrior. As master of the Goretide, he has drowned the Realm of Fire in blood and slaughter for years beyond number. Whilst he faced bitter defeat at the hands of the Hammers of Sigmar, Khul still hunts the Stormcasts, his goal now to see the destruction of the Hammerhands Warrior Chamber and their noble leader Vandus. To do so will grant him the greatest of gifts – apotheosis to Daemonhood and an eternity of glorious slaughter in the Blood God's name.



flock to them, eager to sup from the aura of fury and savagery that surrounds them.

Bloodsecreators have a different role entirely. Proven champions of champions, they use colossal skull-faced icons drenched in freshly spilt blood to open portals to Khorne's realm through which his daemonic minions can manifest. Skullgrinders and Bloodstokers are more unusual, for their primary roles are to support the Bloodbound host. While Skullgrinders make great weapons of war, forging them on brass-bound anvils that burn with daemonic fire, the Bloodstokers whip their debased minions into a frothing frenzy that strips every vestige of humanity from their minds. Though they physically contribute fewer skulls to Khorne's throne, their dark crafts ensure that others are better equipped to pay the tithe.

Greatest of the Blood God's champions are the Mighty Lords of Khorne. Phenomenally strong and resilient, they are the mortal vessels of Khorne's will. As brutal and bloodthirsty as any of their followers, they are also dangerously competent tacticians that can read the current of battle in an eye-blink, ensuring that the enemy's blood is always flowing. Few mortal beings have claimed more skulls for Khorne than his Mighty Lords, and it would take a great warrior indeed to usurp one of them from power.

THE ULTIMATE GUIDE TO...

SHREDDING THE VEIL

As with each of the Gods of Chaos, Khorne is served by daemonic legions of infernal vassals, aspects of his savage will made manifest from the raw stuff of Chaos itself, each imbued with a sliver of his rage, hatred and murderous intent, as well as a degree of intelligence and autonomy. While the Daemons of Khorne's godly siblings can be dragged into the Mortal Realms through magic and sorcery, the Lord of Skulls has no truck with such feeble mummery. Instead, the mortal servants of Khorne must call forth his ruinous agents through violence and ferocity. When savage murder is enacted on a truly monstrous scale, or when a warhorde's Slaughterpriests perform black and terrible rituals, the bloodshed burns like a beacon that draws the Daemons of Khorne through the nothingness between realms. Sometimes, Daemons will rend bloody wounds in the flesh of reality, marching through great gouges in the stuff of creation. Other times, hordes of abominations will claw their way up through the bloody corpses of the fallen that litter battlefields, eager to spread further slaughter and bloodshed. Although, there are rare times when the Daemons of Khorne will march upon the Mortal Realms unbeckoned, seeking the smell of slaughter like a shark is drawn to the taste of blood. Whatever its origin, it is carnage that draws Khorne's Daemons to war.

THE GOREQUEEN

It is rumoured that Valkia the Bloody was not always a Daemon, but a mortal chieftain of a long-forgotten tribe, elevated to immortality like the Daemon Princes of Chaos. So vicious was she, the legend goes, that her subjects rose up to slay her – only after hundreds lay dead did she fall. Yet such an act of slaughter impressed mighty Khorne, who breathed fresh life into Valkia. No longer a mortal warrior, but a wrathful Daemon-queen, she slew the last of her tribe and disappeared into the Realm of Chaos. Whatever the truth, she is a figure of fear and horror across the Mortal Realms.



THE RANKS INFERNAL

Of all the daemonic legions that serve the Dark Gods, those serving Khorne are the most rigidly hierarchical – to the Blood God and his servants, might is the only true measure of worthiness. Khorne's Daemon armies can in fact be seen as a great pyramid, with Khorne at the apex and his generals, lieutenants and warriors below.

The footsoldiers of Khorne are his Bloodletters, whipcord-thin fiends the colour of freshly spilt blood. They are the core of his daemonic legions, and they number beyond counting. Each is a brutal and thuggish thing, bearing a hellblade that is less a weapon than an extension of the Daemon itself – a spiteful blade that can drain the blood from a wound like a greedy leech. Most will march to war in great hordes, but some who have caught their god's favour will be granted the privilege of riding into battle on the back of a hulking beast with a hide of riveted iron and blood of molten bronze, a Juggernaut of Khorne. These infernal mounts are no mere steeds, but vicious and hateful creations of Khorne the equal of their rider, and will never be truly broken in – it is a foolish rider, mortal or Daemon, who will attempt to exert their will over a Juggernaut, as the Daemon-steed will grind the arrogant and the reckless beneath its brass-shod hooves as easily as the craven and the cowardly.

"It is a terrible thing, to see the Daemons of Blood. They are like nothing I else I have ever seen, moving like a tempest of murderous unreason." H. Toll, *Personal Papers*, Vol XXIX.





"Striding the battlefield like beasts of nightmare are the Blood God's generals, beings wrought of hate and rage. I say without fear that to face one is to die." H. Toll, *The Get of Blood*

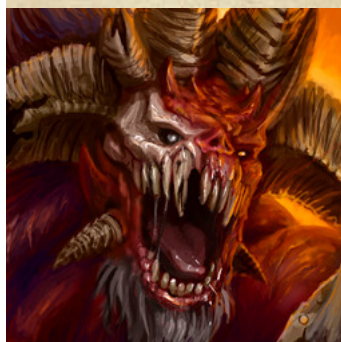
Those Bloodletters who toil in the depths of Khorne's Brass Citadel are released alongside their infernal creations, the ravenous Skull Cannons. Sentient and hateful engines of war, the Skull Cannons are tended by their creators, who will guide their charges ever onwards to search out fresh victims – those foes too close will be caught in snapping maws, their skulls used as ammunition for the daemonic living weapons.

Of all his servants, the Flesh Hounds are Khorne's most favoured hunters. Each bears a collar of hammered brass that repels even the strongest sorceries through the Blood God's contempt for magic, which in his eyes is the coward's recourse. These peerless stalkers track their prey tirelessly, no matter where their quarry may try to hide.

From the ranks of the Bloodletters can rise bloody-handed champions, Heralds elevated after an eternity of slaughter. Some will continue to lead their kin on foot at the forefront of Khorne's endless wars, taking the title of Bloodmaster, whilst others will lead mighty brass stampedes of Juggernaut-riding Bloodletters and take the title of Skullmaster. Others still will be granted the rare honour of riding upon a Daemon engine fashioned after Khorne's own Brass Throne – a Blood Throne – leading their daemonic kin in endless slaughter.

THE EXILED ONE

Once, Skarbrand was the most favoured of Bloodthirsters, the Lord of Murder's white-hot rage made manifest, carving a bloody legend across the Realm of Chaos and beyond. Skarbrand earned his moniker, the Exiled One, in a single moment of foolish pride – stoked on by Tzeentch, God of Treachery, Skarbrand dared to strike Khorne himself. For this insult, the Blood God choked all sanity and reason from his wayward servant, before hurling Skarbrand across creation. The cruel irony is that in his new state of pure rage, Skarbrand serves his god more faithfully than ever before.



Yet as mighty and vicious as the Heralds of Khorne are, they are eclipsed by Khorne's most singularly deadly killers, his Bloodthirsters. Each of these bat-winged terrors is an avatar of bloodshed and carnage, able to sunder battle lines with their mere presence – few mortals can withstand their furious onslaught. Bloodthirsters are arrayed in a hierarchy of eight hosts, with eight of the first host, the Exalted, each commanding eight of the second, the Lords of Murder, who in turn command eight of the third, and so forth. The Exalted stand at their god's right hand, Khorne's mightiest generals, second only to their master in might and wrath.

It's easy to assume Khorne's generals are barbaric savages, but Daemon and mortal alike have an affinity for warfare that borders on the instinctual – even the least of his warlords can see the ebb and flow of battle as clear as day. Under their mastery, the Blades of Khorne fight as one – to onlookers, it is savagery incarnate, but the many disparate elements of the horde, be they mortal or Daemon, fight as one with a fluidity akin to a wolf pack descending on helpless prey, slaying any and all before them – aeons of carnage speak for their success. But should fresh victims be in short supply, Daemon will turn on man, and mortal will turn on mortal – in the end, Khorne cares not, so long as the blood flows... ☠

THE WHITE DWARF INTERVIEW

IMAGISTS AND ILLUMINATORS

For more than 30 years the Design Studio's art team has shaped the Warhammer universes, bringing to life battles, heroes, villains and war zones with its illustrations. Here we sit down with the team to find out what being artists really means.

Rulebooks, codexes, battletomes, gameboard tiles, boxed game covers – wherever you look in this hobby you're surrounded by the illustrations of the Design Studio's art team. For three decades they, and luminaries before them, have brought the worlds of Warhammer to life with their work. But what exactly does this involve?

The simplest question first, then – what do you all do in the art team?

Paul Dainton: In simple terms, we create the artwork for all the boxed games and books that we sell. On a more philosophical level, we inspire a generation of hobbyists – we explore, expand and evoke the imagery of Warhammer.

John Michelbach: John Blanche, our art director, says we illuminate Games Workshop's imagery

THE ART TEAM

The Games Workshop art team was established way back in the 1980s and was originally made up of veteran illustrator and concept designer John Blanche and artist Tony Ackland, with many external artists contributing pieces over the years.

In time, the art team became its own entity, hiring more in-house artists such as Wayne England, Paul Bonner, Adrian Smith and Dave Gallagher. Now, the art team is as large as it has ever been, with 10 resident artists contributing to the creation of the worlds of Warhammer.



and help define its worlds and backgrounds.

What do you mean by exploring, expanding and illuminating, then?

Paul: It's about delving into all the nooks and crannies, every tiny crevice, of the vastness of the Warhammer universes and bringing them to life. One way of looking at it is that there are real worlds out there – the galaxy and the warp in Warhammer 40,000 and the Mortal Realms in Warhammer Age of Sigmar. Our sculptors create miniatures of the characters that live and fight in these worlds while we create the environments around them, at the same time showing how each character behaves and acts, both alone and when interacting with others.

We've heard the phrase 'world-building' before, is that a fair way to describe what you're doing?



The Design Studio's art team, clockwise around the table: Christian Byrne, Paul Dainton, Phil Moss, John Michelbach, Alex Boyd, Mark Holmes, Catherine O'Connor, Dan (he's not an artist really...), Kevin Chin and Nuala Kinrade. On the table you can see a range of illustrations the team have worked on recently, including some from Disciples of Tzeentch, the Gathering Storm, the new Warhammer 40,000 Rulebook and perhaps even a few as-yet-unseen pieces...

Dark Imperium by Igor Sid, a freelance artist working for Games Workshop. As mentioned later in the interview, every artist has their own style and way of approaching a piece, but the subject matter – here, the grim darkness of the far future – provides many of the key visual elements. Artists come and go, styles and techniques change, but Warhammer 40,000 remains.



Phil Moss: Kind of, I'd say it's more like we're discovering a world that's already there rather than creating a new one. Over the years we've established such a rich vocabulary for what our worlds look like, through the art, miniatures, novels, rulebooks, codexes and so on, that we know – feel, really – what those worlds are like. We're immersed in them every day. We get to explore them and bring tiny parts of them to life.

Nuala Kinrade: Like the Shield of Baal books. We delved into such a specific region of the galaxy and explained it through the art. The words in the book tell the story, the pictures bring it to life. We're constantly adding to that visual vocabulary, that library of art that explains our worlds.

John: And we refer to that library of imagery when we're creating a new piece, using it as the foundations for our work. Over the years that has built into a catalogue of ideas and images that define what the worlds of Warhammer look like.

Paul: We know the subject – Warhammer 40,000, for example – that's always the same, but it's rendered in different ways, we all have our own styles. Same subject matter, delivered differently.

Is there's a Games Workshop house style?

Alex Boyd: Like Paul said, we all have our own styles, but there is an overall house style, I think. It has changed over time, though, but that's only natural ►

SPOT ILLUSTRATIONS

"Spot illustrations are a brilliant way for us to capture the richness of our background in tiny, bite-size chunks," says Mark. "The last edition of Warhammer 40,000 didn't have many – this one has loads! We tend to swing from war to weird in the art team, and it's normally quite an extreme swing – suddenly everything's war, then everything's weird, and occasionally it's bang in the middle. This edition definitely is. The big battle scenes convey the war aspect, the spot illustrations capture the weird."



THE WHITE DWARF INTERVIEW



The Defence of Macragge by Igor Sid. The task for Igor here was not just to draw the primary characters (which are based on the miniatures) in battle, but to also to depict the inside of the Fortress of Hera. It's a great example of a piece that combines interacting miniatures with the imagery of existing Imperial architecture and entirely new elements.



A LITTLE PIECE OF ENGLAND

In last month's interview with John Blanche you'll have read the sad news that former GW artist Wayne England passed away last year. Many of his illustrations can be found in the new Warhammer 40,000 rulebook. "Wayne's work really suited the tone of the new book," says Alex. "We wanted the book to capture the baroque, esoteric madness of the Warhammer 40,000 universe and Wayne's work does that perfectly."

► when you get a group of artists who are all working on the same subject matter every day – you find their styles start moving together. That's not particularly a conscious thing either – we all work so closely with each other and see elements of each other's work that we like and want to use or emulate, things we want to try ourselves in our own work. We spark a lot of ideas off of each other, especially when we're creating concepts for a new project. It's a natural progression that has led to our unique form of art.

John: It's why Games Workshop's art has such a distinctive look – not many places have an in-house art team, especially a team who all love what we do and are immersed in it professionally and as a hobby. Because there's been an art team for so long, that style has built and evolved over time into what we have today.

Paul: It doesn't stagnate, though, it's not like "This is the style, let's stick to it!" – it's always moving forward, changing, but still retaining that core feel, along with our own personal foibles.

Mark Holmes: Space Marines are a classic example of that. We all draw Space Marines differently, but they all share the same characteristics – the shoulder pads, the helmet, the bolter – they have a silhouette that you can recognise at a glance. If you modify the design too much – step away from the established look – the piece loses its coherency.

But even Space Marines have changed over the years. On the classic Rogue Trader cover by John Sibbick the Space Marines look different to those we have now.

Alex: Oh, that's all down to Jes Goodwin. He pushed for the design of the miniatures to change and the artwork followed suite. The core imagery is still there – that silhouette of a Space Marine has never changed fundamentally, just evolved.

Paul: Even the new Primaris Space Marines share that design philosophy. Though their silhouette has changed, they are still recognisably Space Marines. We went through a learning curve when it came to drawing them, though, because their proportions aren't the same and their armour is assembled in a ►

30 YEARS OF ILLUMINATIONS

The observant among you will have noticed that veteran illustrator Dave Gallagher was not among the artists present at our round-table discussion. Sadly he wasn't around on the day to take part, but he did have a few thoughts he wanted to share on the subject of art, Warhammer and 30 years of service.

"I did my first piece of art for Games Workshop back in 1985," says Dave. "I was working as a freelancer at the time, then started full-time in 1988. I even ran the art team for a while around 2000 and I actually hired Paul Dainton. How time has flown!"

"Over the years we've changed the mediums we work in significantly, from pencils to pen and ink, water colours (I was the only colour artist in the company for a while), gouache, acrylics and now digital. We've changed the look, too – we've created black-and-white pieces, sepia ones, bright '90s pieces, dark and gritty stuff, spot illustrations and epic battle scenes – it's always changing. But the subject matter – the worlds of Warhammer – is always the same. Our goal is to evolve those worlds, to bring new environments, places and people to life through the artwork, because without it there is no context for the miniatures, the heroes and monsters that we read about and see on the tabletop. It's quite a responsibility, but an enjoyable one."



► different way, which means they move and interact with the world, and each other, differently. It was an interesting experience re-learning how to draw something you've become so accustomed to over the years.

Phil: Paul's picked up on an interesting subject there. On a miniature you just stick the shoulder pad on, right? But in the artwork we have to interpret how that pad would move as the character moves. If he's got his arm up, where does the pad go? Are there cables underneath it connecting to his armour? Details like that are not represented on the miniature – they can't be, it's just too small – but you can see it on the artwork. It sounds crazy, but we really do obsess about what's going on in a Space Marine's armpit! There's a lot of interpretation going on – we fill in the gaps that miniatures and stories can't.

So do you use the miniatures to create the characters, then build the piece around them?

Phil: The models inform the idea, then we take our ideas from the idea. That probably sounds a bit airy-fairy, but take the invasion of

Macragge, for example. We did quite a few pieces on that which feature Space Marines. They are clearly based on the models. They inform the idea, along with the story, of a Space Marine fortress under siege. We then take that idea and expand upon it, creating the Fortress of Hera. Actually, just parts of the Fortress of Hera. We've still got so much of it we could explore.

What goes into creating a piece, then?

Paul: A brief. For the Gathering Storm books we first looked at the models and the story. From there we came up with a list of the key elements we'd like to illustrate, which informed the brief. Then we broke down what each of those pieces involved. So it has Eldar in it. Great, what are they doing? Coming out of a webway. Cool, who are they fighting? Once you've got all the factors, then you're thinking about how the image will work – how the Eldar will interact with the enemy, the movement and composition of the characters. Every race has its own distinctive look and way of being portrayed. Eldar are lithe and graceful, Orks are bulky and heavy. The trick is conveying all that in the artwork so that it both matches the

THE DEVIL'S IN THE DETAILS

Throughout codexes, battletomes and rulebooks you can often find character portraits of heroes mentioned in the story. "Our job is to really drill down into their appearance far more than the models ever can," says Mark. "We can get more nuances and subtlety into an illustration compared to a miniature. We can add tiny details to them such as scars and wounds – a missing eye, a broken tooth, things like that. We can give even regular troopers a personality to make them individuals, which is hard in miniature form."



THE WHITE DWARF INTERVIEW

MAPPING THE REALMS

Since their inception, the Warhammer Age of Sigmar books have been filled with maps depicting parts of the Mortal Realms, many of which are drawn by John Michelbach. They add a level of detail to the Mortal Realms that would be hard to achieve with words alone, both in terms of explaining where places are in relation to each other, but also in describing the places themselves, with waterfalls made of silver, floating forests and a world of underground crypts supplied with a never-ending deluge of corpses from the land above. They have come to define the look and feel of the Mortal Realms over the last two years.



text and exceeds it in terms of detail.

Is the team's process the same for large double-page pieces, box covers, spot illustrations?

John: Yes and no. The larger pieces nearly always require a brief, which an artist will take away and work on alone, while the spot illustrations are more something we all work on together.

Alex: Spot illustrations are really important. They can get overshadowed by the larger pieces but they add so much character and atmosphere to a book. They are our vehicle for more abstract ideas, enabling us to drill down into what Warhammer 40,000 is. When you're creating a big piece across two pages there's so much you can put in it, but it's still essentially just one idea – a big battle – while every little spot illustration you do is a new idea. You can end up with 20 new ideas, new themes, over just a few pages.

Catherine O'Connor: And the theme in this edition was skulls on tiny legs! John has done a lot of the spot illustrations over the years, but we do all have the freedom to work on stuff like that. You'll notice the new Warhammer 40,000 rulebook has absolutely loads of them dotted throughout.

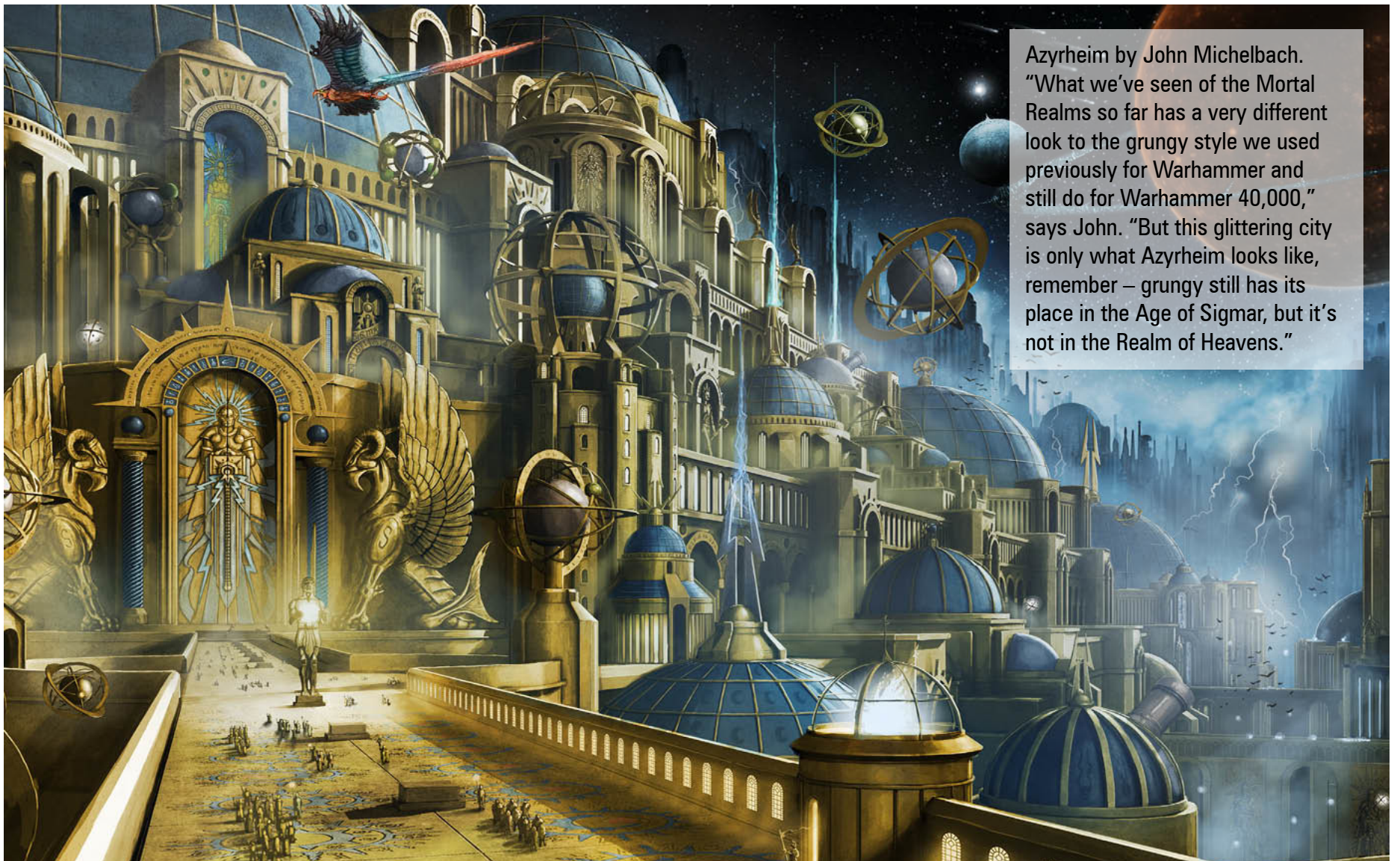
The last edition of Warhammer 40,000 didn't have many, though. Why have they come back?

Mark: We try to present every edition of our games differently – it helps distinguish them from each other. There was a starkness to the last edition – lots of blacks, reds and whites with lots of straight lines. There was a feel of propaganda to it. This edition features more classic details – the spot illustrations and border art – brought up to date with modern techniques and styles.

Phil: It's in contrast to the Primaris Space Marines. We're taking something familiar with them and changing it, so we made a conscious decision to make the book as archetypal as possible. People may have been concerned that everything was changing, like with Warhammer Age of Sigmar, but it's not, it's still the universe we know and love.

On the subject of Warhammer Age of Sigmar, what was it like creating a whole new world?

John: That was a new experience for us. When we create a piece of artwork we have a hypothetical, imaginary room we can walk into where every wall is covered in inspirational artwork and ideas that we can draw from – that's what we had with Warhammer. The Age of



Azyrheim by John Michelbach. "What we've seen of the Mortal Realms so far has a very different look to the grungy style we used previously for Warhammer and still do for Warhammer 40,000," says John. "But this glittering city is only what Azyrheim looks like, remember – grungy still has its place in the Age of Sigmar, but it's not in the Realm of Heavens."



► Sigmar room we were walking into for ideas was virtually empty. It was scary... worrying, perhaps, but also incredibly liberating and exciting. We were being entrusted with a whole new world. It was a very busy time.

Mark: We were coming up with a new language for Warhammer. Some bits, like the Orc – or, now, orruk – aesthetic, stayed pretty similar, but it was really tough at the beginning when we only had Stormcast Eternals and Khorne Bloodbound miniatures to work with. We soon recognised the design elements on the Chaos miniatures, though, which have been so deeply ingrained in our style over the last 30-plus years. It was weird how so much had changed, but how much had stayed the same.

So how did you know what, say, Azyrheim would look like?

John: The Stormcast models informed a lot of the design, as did the Celestial Hurricanum and the Warhammer Age of Sigmar scenery kits. The Stormcasts have an art deco style to them, which helped inform the shapes of the buildings, the lines, the arches and so on. The main door to Azyrheim is based on the reliquary that Stormcast Eternals wear on their back, while the gryphons either side of the door are based on the terrain kits. There's a Babylonian gargantuaness to it with walls of

gold and glittering domes.

The illustration of the celestial palaces of Azyr was the first image we properly saw of a realm – what was it like creating it?

Nuala: That's one of my pieces. I think I had a much easier time creating the graphics for Warhammer Age of Sigmar than these guys did illustrating the characters and battle scenes. John Blanche was the starting point – he drew a tiny sketch on a piece of paper of what he imagined the crescent would look like. And that's what I had to work with! The secret is scale – the palaces form a crescent around the Broken World, so some of those buildings you see, like the pyramids, are the size of countries. I wanted to leave people in awe when they saw it, like they couldn't quite believe what they were seeing.

Alex: You mentioned world-building earlier – that's actually what Nuala has done. Normally we talk about it in terms of creating a battle scene or a war zone, but this is a whole world with so many thousands of opportunities to explore it.

Our books also feature photography. What does the art team do that photography cannot?

Paul: Well, first off, both are there to get an emotional reaction from people. You have a ►

Above: The palaces of Azyr by Nuala Kinrade. "When I started this piece I'd actually just finished a piece for Shield of Baal, which featured a planet and a load of starships and space stations. Then I was creating a piece for Warhammer, the swords and sorcery Warhammer, in space!"

DID YOU KNOW?

The art team are also responsible for the cardboard game tiles in *Burning of Prospero*, *Betrayal at Calth*, *Space Hulk*, *Assassinorum Execution Force*, *Warhammer Quest: Silver Tower*, *Shadows over Hammerhal* and more besides. But they don't just illustrate the board sections, oh no, they actually take an active part in playtesting the game so that not only does it look great, but it plays well on the board tiles, too. Combining utility with impressive graphics while fitting all the tiles on card sheets to go in the box is a pretty impressive feat!



THE WHITE DWARF INTERVIEW

Archaon Everchosen by Paul Dainton. A popular piece among the art team, this epic illustration by Paul highlights how the artists take the miniatures and extrapolate a concept from them. In this case, it's Archaon and his Varanguard descending from the sky like a meteor shower. Is it metaphorical? Possibly, but Archaon's power truly knows no bounds...





The Silver Tower by Kevin Chin. "This piece by Kev is one of my favourites," says Phil. "It doesn't feature a cast of characters like most pieces do, but it tells a wonderfully complex and colourful story. You have the hero of the piece – tiny at the front – with two Daemons looming over him. Are they guiding him, playing a game with him, is he a victim or a pawn?"

► reaction seeing miniatures, you have one seeing artwork. You appreciate the workmanship, the style, the scale and scope, but on different canvases. They're both crucial – the photography showcases the models, our products, while the artwork provides a context for them.

John: Details on a model are often scaled up to make them visible and paintable. In the artwork we can show it at real scale.

Alex: We can have them interacting with each other better. We can even have them falling over!

Phil: Too true – in photography it's a lot harder to do that. In a picture you can see the miniatures on the battlefield, creating scenes you would see if you were fighting a battle – idealised, perhaps, but still what you could physically see. Our artwork brings that to life.

Catherine: It allows us to explore how characters move, too. Take the new Inceptors – they drop onto the battlefield from starships miles above the battlefield – the closest we can get in a model is presenting them on flying stands. We can't represent the reality of how they fight on the tabletop, but we can show it in the art. It's the same for Drop Pods, Maw-krushas and the like.

Kevin Chin: Artwork fills in the gap between the miniature and what people are thinking when they read the background or the story. If the story says the woods are big and scary, we draw a big scary wood to show people what it looks like. But, and this is important, we still leave space for the imagination. We don't fill in all the gaps, otherwise there's nothing left to think about – that would be too easy. Things like the missing Primarchs may always remain mysteries, all we have are hints and bread crumbs.

A SENSE OF SCALE

The illustrations created by the art team are often very large and impressive pieces depicting huge battles. Why is that important for them?

"We're not limited by scale like the photographers are," says Mark. "You could set up a gaming table to be fantastic – like the displays in the Warhammer World museum – but you could never match the scale we can achieve in the artwork. You would have to build model fortresses the size of actual buildings to get the scale right. Our worlds are truly colossal places."

"We can also depict fleeting moments in a battle such as artillery bombardments," says Alex. "In a game you only see one effect of artillery being fired – that of miniatures being removed from the battlefield. In the art we show it all happening, capturing a snapshot of a battle in progress."

John: We create what we hope people are doing at home when they're playing a game, which is imagining what's really happening in the battle between their miniatures. In their imagination they're seeing guardsmen being blown to bits, tanks rumbling forwards all guns blazing, Orks tearing stuff up with power claws. Our work adds to the experience of playing the game and to building, painting and collecting the miniatures.

Phil: At no point when I'm playing a game do I think of the army in front of me as plastic models – they're Tyranids fighting Orks, or Kharadron Overlords sailing through the sky. I remember seeing Geoff Taylor's classic Angels of Death cover (*it was the cover for White Dwarf issue 193, too.* – Ed) when I was younger and thinking "Whatever this Warhammer thing is, I have to get into it!" I was buying models before I knew it.

Kev: It was the artwork that got me into the hobby, too. When I first came into contact with Warhammer 40,000 it was so different to anything I'd ever seen, so evocative and unique. I was immediately drawn in. I think it speaks to certain people – if the aesthetic works for you, you're hooked very quickly. I remind myself every time I work on a piece of how I felt when I got into the hobby – it reminds me why I do this job, what's it's all for, how I want people to feel when they see the art that I've created.

Any last thoughts before we wrap up?

Paul: This job's a lot of fun! We get to spend every day drawing pictures of the worlds we love. There's a lot of emotional attachment to what we do – we're all heavily invested in this hobby, so we aim to do the best work we can, not just for our customers, but for ourselves. And this lot are pretty nice company, too! 🐼

THE ART OF WAR

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we invited the members of the Design Studio's art team to talk about some of their favourite pieces that explore the worlds of Warhammer.



The Emperor on the Golden Throne, by John Blanche. This piece was originally drawn by John for the third edition of Warhammer 40,000 and, in the original piece, the Emperor actually had a face! Since then the piece has become far more morbid, his face replaced by a leering skull, indicative of the decay eating away at the heart of the Imperium. "It's such an inspirational piece," says Alex Boyd. "John has contributed so much to the imagery of Warhammer 40,000 over the years and it's a testament to his work that this piece is presented on the first page in the new rulebook. It sums up the grandeur and the weirdness of Warhammer 40,000, but also the tragedy."



Ecclesiarchal Triptych by Paul Dainton. "I really like this piece by Paul," says John Michelbach. "It's got a very religious look to it, which is appropriate considering the subject matter. The style harks back to the classic imagery of Warhammer 40,000 – it's very sinister and brooding."

"The piece represents the three component parts of the Ecclesiarchy," says Paul. "The Adepta Sororitas on the left, the priesthood on the right and the unwashed masses of the people in the centre, crowded about a pulpit. I chose to illustrate it as a triptych because it fits the ornate style of the Imperial church."



Archmagos Belisarius Cawl by Kevin Chin. "This piece is a vignette of the character from the Gathering Storm," says Kevin. "I wanted to make him look really intimidating and insect-like, but also to show him up close – doing the wet work, as I call it, with his axe. We so often portray the Adeptus Mechanicus shooting things, I wanted this piece to show one of them in combat."

"Kev's really captured the inhuman madness of the Adeptus Mechanicus," says John. "It feels almost medieval despite all the technological equipment. There's an aura of stagnation and death about the piece, which is very Imperial."

ILLUMINATIONS

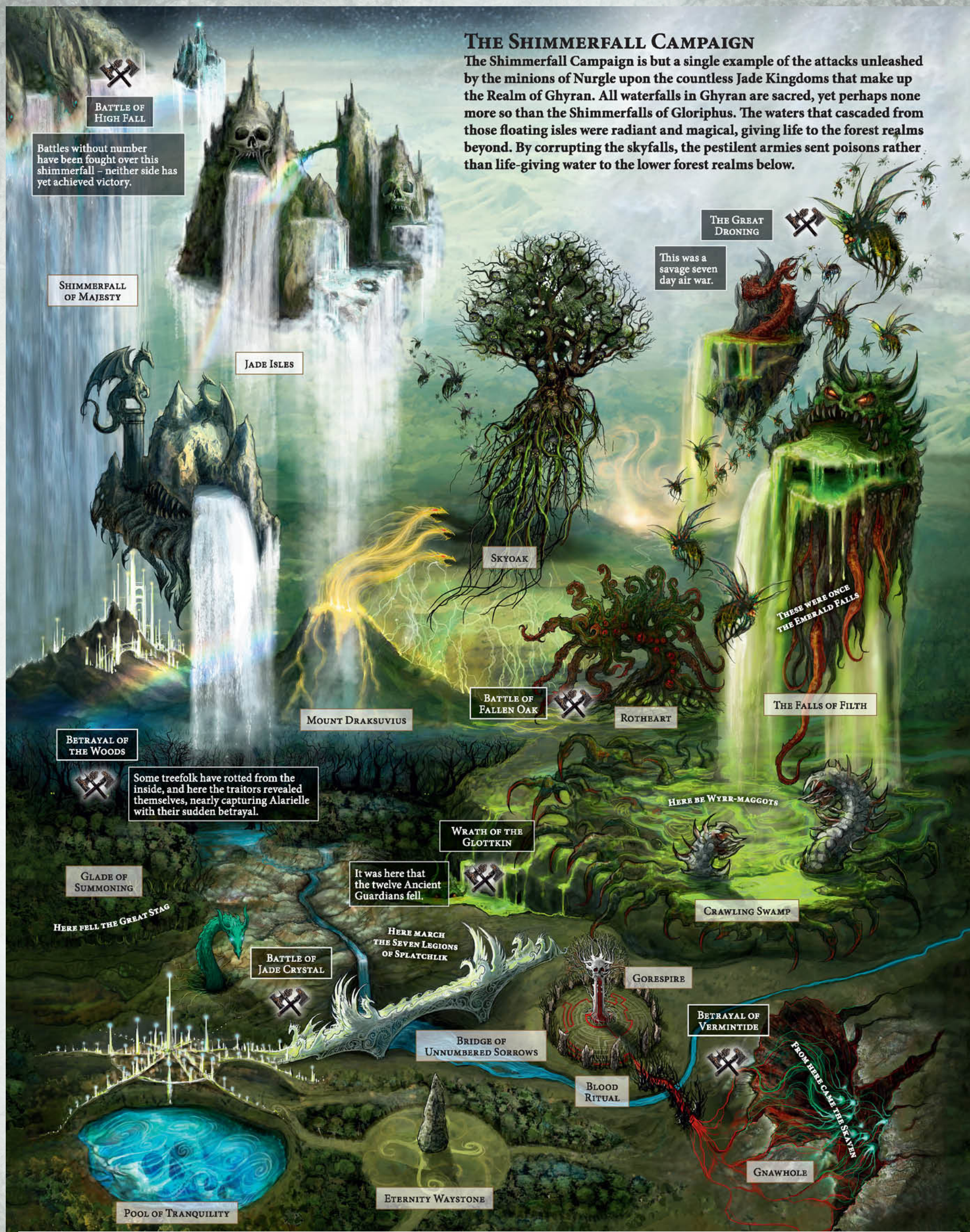
Khorne Bloodbound by Mark Holmes. "Blood, skulls, brimstone, fire – they are the key ingredients of this piece," says Mark. "I opted for a Bloodletter as the central character because they are the archetypal servants of the Blood God – the manifestation of Khorne's rage, his anger channelled through them."

"The obvious thing to portray with a Bloodletter is to show off his frenzy and fury," says Phil Moss, "but Mark has delved into the Daemon's mind – it's staring out of the piece into our eyes, which adds a personal element to the character. This Daemon is not just a killer, he's intelligent, evil and sadistic."



THE SHIMMERFALL CAMPAIGN

The Shimmerfall Campaign is but a single example of the attacks unleashed by the minions of Nurgle upon the countless Jade Kingdoms that make up the Realm of Ghyran. All waterfalls in Ghyran are sacred, yet perhaps none more so than the Shimmerfalls of Gloriphus. The waters that cascaded from those floating isles were radiant and magical, giving life to the forest realms beyond. By corrupting the skyfalls, the pestilent armies sent poisons rather than life-giving water to the lower forest realms below.



The Shimmerfall Campaign by Nuala Kinrade. "This was one of the first maps we created for Warhammer Age of Sigmar," says Nuala. "Actually, I wouldn't really say it's a map as it's not in true perspective – it's more of a 3D diagram, like a medieval battle scene or a Bosch painting, where the key elements are made bigger to make them the focal points of the scene. The goal with this piece, after talking to the Studio writers to get their thoughts, was to create a truly bizarre scene, something utterly fantastical, with new elements such as the Skaven gnawhole and the floating islands that we'd never seen before."

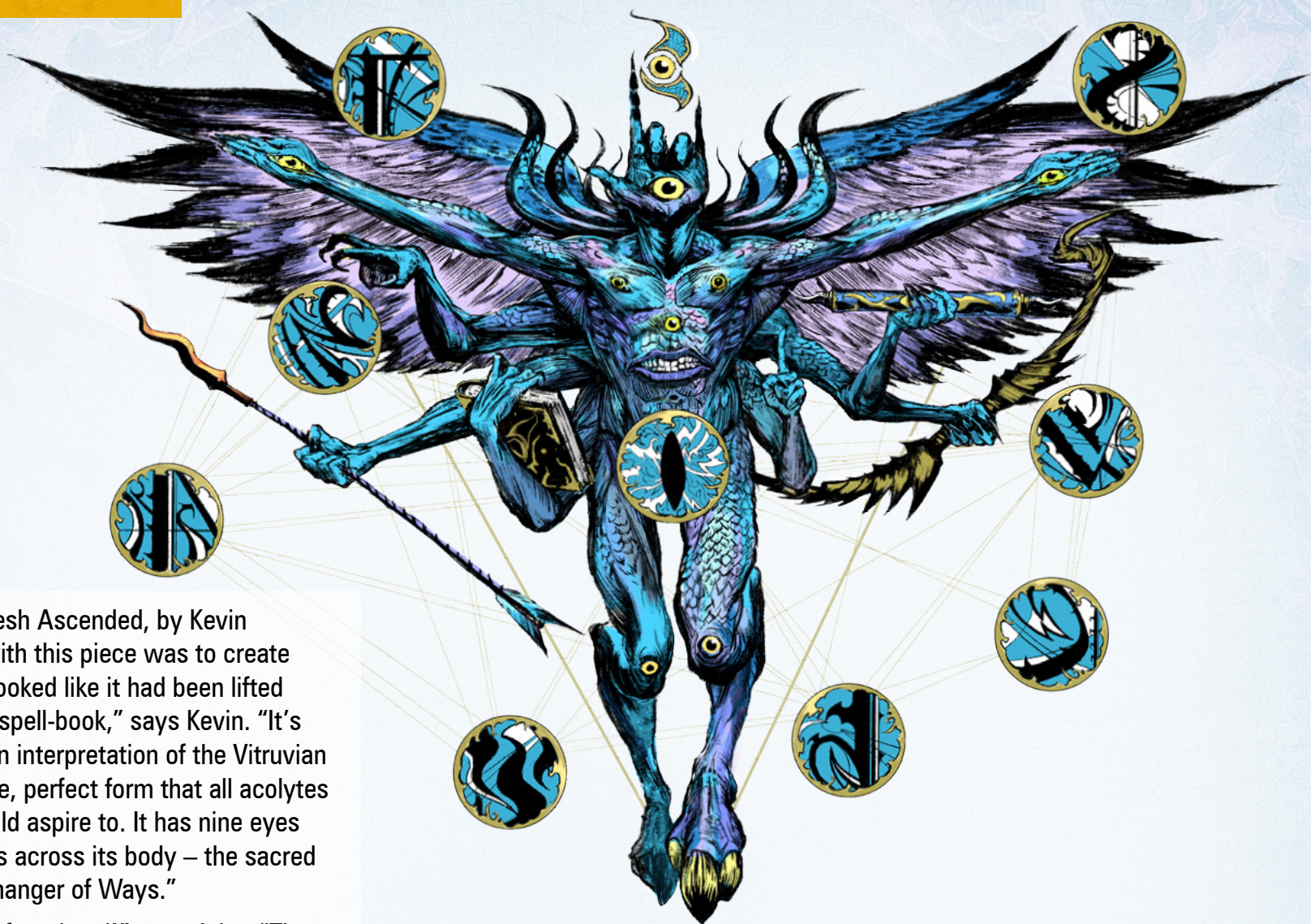
ILLUMINATIONS



Apocalypse by Alex Boyd. "I remember seeing John Blanche's cover for Epic 40,000 and thinking 'I want to paint like that'," says Alex. "My brief was to create a huge battle scene, but I wanted to have lots of smaller battles taking place within the larger piece – just like the games we play on the tabletop. When I play a game, I imagine it's just part of a much larger battle, and that's the look I wanted to convey here. You'll recognise a lot of miniatures in the piece, such as the Khorne Lord of Skulls, but also characters that we don't make miniatures of, such as the fighters in the bottom right corner – who they are is down to your imagination."



ILLUMINATIONS



El'an'zeth, the Flesh Ascended, by Kevin Chin. "My aim with this piece was to create something that looked like it had been lifted from a Tzeentch spell-book," says Kevin. "It's like a Tzeentchian interpretation of the Vitruvian Man, the ultimate, perfect form that all acolytes of Tzeentch should aspire to. It has nine eyes and nine symbols across its body – the sacred number of the Changer of Ways."

"He's got a hand for a head!" says John. "The piece is evocative, in my opinion, because it's not of a model, but of an idea, a concept for what Tzeentch's followers aspire to."

Familiars of Tzeentch by Kevin Chin. "These spot pieces from Disciples of Tzeentch are great fun," says John, "but they're also really creepy. They're like little parcels of evil."

"I wanted to recreate the familiars from Silver Tower – plus a couple of older ones – as vignettes," says Kevin. "I was inspired by a trip round the Victoria and Albert Museum in London, where they have a display of locket with little portraits in them. I thought the idea felt right for Tzeentch, like these are little windows, perhaps at the end of a looking glass, into the madness of his world, showing his servants in their natural habitat."





Nagash, Supreme Lord of the Undead, by Alex Boyd. "This was one of the first pieces I did for Warhammer Age of Sigmar and it's a lot more polished than my usual scratchy style," says Alex, laughing. "I wanted to show Nagash as an all-powerful being, clearly melting the life out of a Skaven Grey Seer. Nagash's colour scheme is a traditional horror palette – blacks, purples and spectral greens – which is what I opted for as the tone for the whole piece. Where Nagash walks, death follows, and I wanted to convey that in the washed-out world behind him. My favourite part of the piece is his sword, which I gave a dark aura to look suitably menacing."

COLLECTING AND PAINTING



THE DANCE OF MIDNIGHT



HARVEY SNAPE

Harvey Snape has been honing his painting skills for 16 years, having taken home three much-coveted Golden Demon Finalist pins as well as an Armies on Parade medal.

Every month, White Dwarf exhibits some of the finest armies in the world. In this edition, we show off Harvey Snape's exquisitely painted Harlequin army - the sinister Masque of the Midnight Sorrow - and he even offers a few top painting tips for painting diamonds.

Painter, background aficionado and sometimes-gamer Harvey Snape has been quietly beaver away since the Harlequin range was refreshed back in 2015 to build up his own masque. We caught up with him to discuss what drew him to the players of Cegorach and their plentiful diamond patterns.

"I've always been interested in the Harlequins," says Harvey. "Back in the day, I painted up a squad of the 2007 metal models for the fun of it, with no greater plan in mind. They were a unit entry in Codex: Dark Eldar, not a force in and of itself - I didn't intend to game with them, it was all about the painting challenge."

But the lure of Cegorach stuck with Harvey, and when the new range of plastics, complete with its own dedicated codex, was released, Harvey's love for the Harlequins was rekindled.

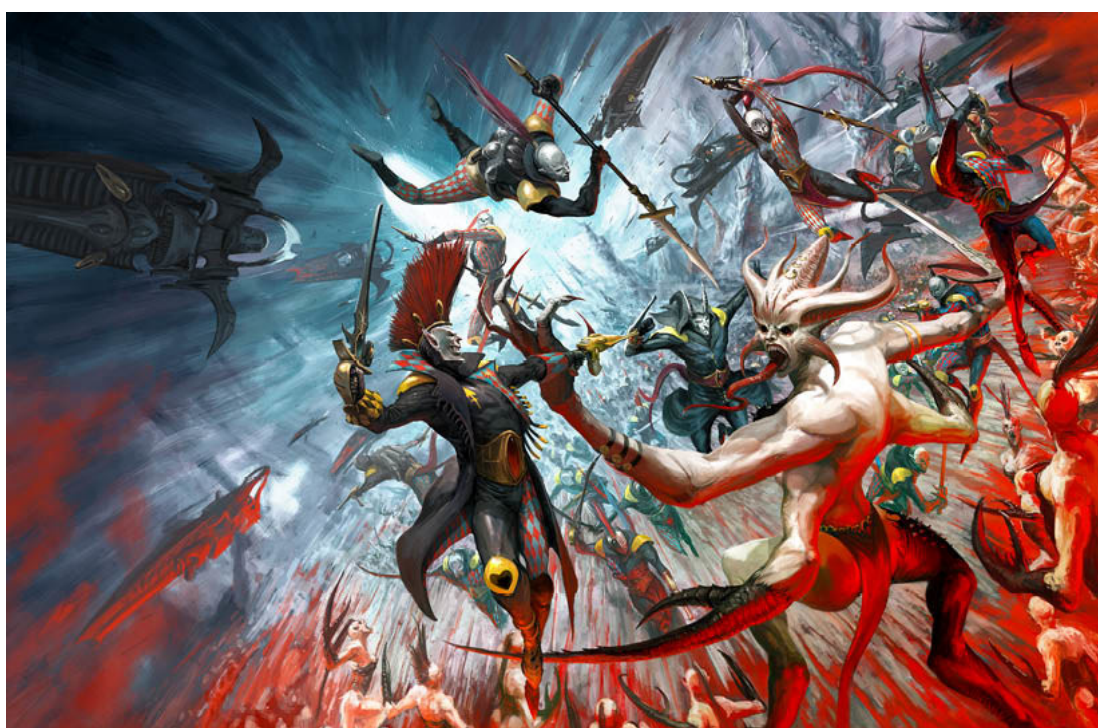
"I started with the Solitaire," says Harvey. "I picked him up to paint for the fun of it, but I enjoyed it so much I wanted to do an entire army. I wanted to challenge myself to paint an entire army 'properly' - diamonds and all. There's a lot of Harlequin forces out there, typically as allied detachments to larger armies, but few go in for the diamond freehand - fewer still are whole armies painted like that. That so few others had tried it made me want to prove to myself I could."



Harvey was initially drawn to the serious painting challenge posed by the Harlequins (*all those diamond patterns!* – Ed), but he tells us that what really made him stick with the project was the background in their most recent codex.

“One thing I absolutely love about them is that they embody the idea of the ultimate character actors,” says Harvey. “Harlequins are almost like Aspect Warrior Exarchs in that they’re locked in a role, but it’s something far more baroque and ritualised – they’re not soldiers like Kabalite Warriors or even Aspect Warriors, they’re each playing out the role of a character from the mythic cycles of the Eldar. They blend art and warfare into a seamless performance, and it’s hard to tell the difference between a production and conflict – if there even is one, to them.

“I’m a big fan of the idea of how Harlequins are recruited, too. With Craftworlders or Drukhari, you’re usually born into that faction, and you could move along to become a Corsair if you want, but the mysteries and myths about how Aeldari join the Harlequins are fascinating.” The Harlequins are rarely seen by themselves, ►



SEEKING OUT INSPIRATION

“There’s a lot of great artwork in Codex: Harlequins,” says Harvey, “but my favourite has to be the piece depicting the Masque of the Midnight Sorrow fighting the Daemons of Slaanesh (*by Kevin Chin* – Ed). It has such a great sense of movement and dynamism, it captures the essence of the Harlequins perfectly. It’s really what set me on the path to collect the Masque of the Midnight Sorrow.”

COLLECTING AND PAINTING

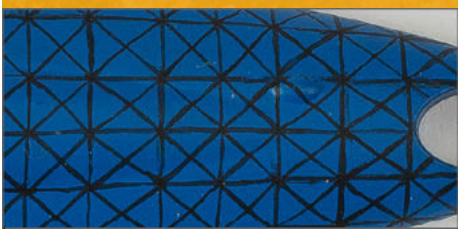
DIAMONDS

The hallmark of Harvey's army is the sheer amount of freehand diamonds – on holo-suits, vehicle hulls, even coat linings. It turns out whilst it requires a very steady hand and a lot of patience, the principles are very simple. That said, mastering their application might take a few goes. Practice on some scrap card before you paint the design on your miniatures.



S Layer

First, Harvey basecoats the area (here, with Caledor Sky) and marks out a square grid in Abaddon Black.



S Layer

Next, Harvey paints thin diagonal lines of Abaddon Black across each of the squares, using the corners as guides.



S Artificer Layer

Then, Harvey blocks out each of the diamond shapes with the base colours – here, Caledor Sky and Screamer Pink.



XS Artificer Layer

Finally, Harvey highlights each diamond – here, Fulgrim Pink (for the purple) or Blue Horror (for the blue).



The capering players of the Masque of the Midnight Sorrow – note Harvey has managed to get the fine diamond pattern even on the leggings.

► and frequently found in the company of their Craftworld and Commorrite cousins, but Harvey had other ideas for his collection.

"I collected the army to have a Harlequin force," says Harvey. "They were never intended to be playing second fiddle to Craftworlders or Drukhari – the draw from the start for me was an army of Harlequins. Whilst there's relatively few units to choose from, they've a fair selection of equipment so I can arm the masque to tackle different situations. But in all honesty, I'm rather

glad the Harlequins are a select, small army with only a handful of units – given how much time each model took to paint, the small model count is something of a blessing! I've been working on the army for around two years, on and off, and my friends (including Stuart, who writes for White Dwarf) have been nagging me the past year to finally finish the army up so I can get a few games in with them. It was great to finish the army – as much as an army can be finished – and I've even had a chance to play a few games with them.



Two of Harvey's Skyweavers. "Because of the sheer amount of freehand designs on the riders, I painted these in sub-assemblies," says Harvey.



The masque's Voidweavers and Starweaver. "I'm normally one to paint crew on vehicles," says Harvey. "But with the Starweaver, I wanted to leave enough space to show it's a transport, unlike the Voidweavers."

THE COLOURS OF SORROW

Whilst Harvey has based his troupe around the Masque of the Midnight Sorrow, the colours he's chosen are ever so slightly different to the traditional scheme.

"I wanted something a little darker and ruddier than the existing colour scheme, so I chose darker versions of the red and blue on the Studio models – Screamer Pink and Caledor Sky," says Harvey. "The Solitaire, however, I painted in a scheme I just made up. He was painted before the rest of the army, which rather neatly ties into the background – they're not really part of any of the masques."



SOLITARY SOULS AND SEERS OF THE SHADOWS

"The Solitaire is still probably my favourite model in the entire army," says Harvey. "Whilst I've spent a huge amount of time on every member of the masque, it's the one I lavished the most time and effort on. I'm really happy with how the yellow on the Shadowseer turned out, too – even if the blending on the ribbons alone took longer than the whole rest of the model! It was my first serious attempt at blending colours on a miniature, but I think for the near future at least, I'll stick to using simpler painting techniques."

"My dice rolls have been as terrible as they are with my Imperial Guard or my Haemonculus Coven. Luckily I'm more of a painter anyways. I'm actually thinking ahead to my next projects."

As much as Harvey professes to love the players of Cegorach above all other Aeldari, he's recently been eager to follow in the footsteps of the Ynnari – Harvey is ever ready to take on new challenges, continuing his diamond-patterned designs on a budding force of Lugganath Aeldari.

"I'm starting to build a couple of smaller allied armies – Craftworld Lugganath and the Kabal of the Black Heart Drukhari – so I might have an army of Ynnari in the offing," says Harvey. "I really like the Visarch in particular, he's a fantastic model that embodies all the best bits of all the aspects of the Aeldari, and that's also what I love about the Harlequins. They're the diplomats between the different factions, and what brings the different strands of the Aeldari family tree together when it's time to go to war. They have a little of that Craftworld austerity, and a bit of that Commorrite cruelty and ostentation, and a good dose of their own bizarre and outlandish aesthetic. But no matter how I choose to put the collection together in the end, the Harlequins will very much be in the heart of the army, rather than bit-part players in their own story." 🦴

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Over the next few pages you'll find a stage-by-stage painting guide for the Ultramarines Primaris Space Marine Captain, the Death Guard Lord of Contagion, and the hordes of Death Guard Poxwalkers.

This month's Paint Splatter is all about the contents of the new Dark Imperium box. The Army Painting team were happy to share their painting secrets for Ultramarines Primaris Space Marines and the Death Guard.

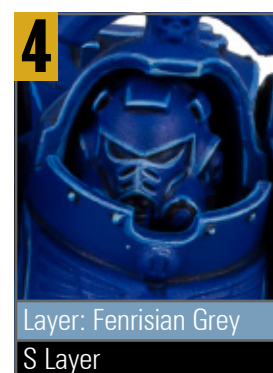
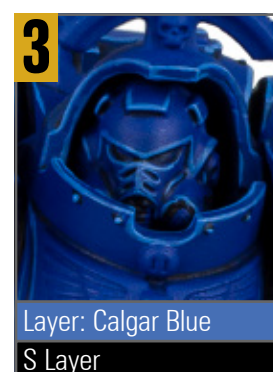
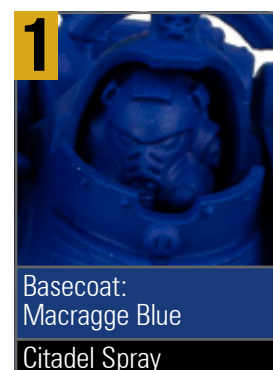
PRIMARIS SPACE MARINE CAPTAIN

Tom Moore was the man behind the brush for the Primaris Captain and has a couple of hot hobby tips for painting your own.

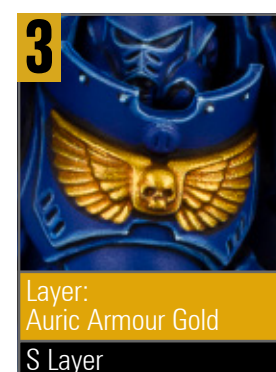
"This guide is really good for the rest of the Primaris Space Marines as well," says Tom. "With the armour, you can just stop at step four for the Intercessors and Hellblasters – the Captain, being a singular model, needed to stand out a little more, hence the final armour highlight stage.



BLUE POWER ARMOUR



GOLDEN AQUILA



POWER SWORD BLADE



“Whilst it’d be impractical to build the model as sub-assemblies, attaching the Captain to a smaller base (25mm) or an old paint pot lid while painting will allow you to get access to the lining of the cloak, which you’d otherwise be unable to reach. Just use a little bit of superglue on one boot, and gently pull him off when you’re finished and attach him to the final base.

“Finally, when it comes to painting the glow

effect on the power sword,” says Tom “You want to thin the paint to the consistency of milk, so it sits around the nodes like a wash, rather than apply it like a paint – when each layer dries, the pigmentation will sit closer to the recesses, creating a glow effect out from the nodes, so it looks like they’re the source of the power.”



TOM MOORE

Tom has painted plenty of Ultramarines (and other Loyalist Chapters besides) Primaris Space Marines for the Army Painter team. In his free time he’s been eager to get his hands on the brand-new Death Guard miniatures to add to his ever-growing horde of Nurgle abominations.

POWER GLOW	+	CLOAK LINING	+	CLOAK DETAIL	+	OUTER CLOAK	+	OPTICS	+
1 Basecoat: Sotek Green M Layer		1 Basecoat: Zandri Dust L Base		1 Basecoat: Khorne Red S Base		1 Basecoat: Mephiston Red L Base		1 Basecoat: Abaddon Black M Base	
2 Layer: Temple Guard Blue S Layer		2 Wash: Seraphim Sepia L Shade		2 Wash: Nuln Oil M Shade		2 Wash: Nuln Oil L Shade		2 Layer: Evil Sunz Scarlet S Layer	
3 Wash: White Scar S Layer		3 Layer: Ushabti Bone M Layer		3 Layer: Evil Sunz Scarlet M Layer		3 Layer: Evil Sunz Scarlet M Layer		3 Layer: Fire Dragon Bright S Layer	
		4 Drybrush: Screaming Skull S Layer		4 Layer: Troll Slayer Orange S Layer		4 Layer: Fire Dragon Bright S Layer		4 Layer: Flash Gitz Yellow 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



JAMES GALLAGHER

James always enjoys painting the followers of Nurgle, in particular the wealth of different textures on offer, from hard-edged armour to the rounded bellies of the Nurglings. His preference towards noisome flesh is a little worrisome, as is the fact that he was developing a hacking cough when we spoke to him...

LORD OF CONTAGION

Steeped in Nurgle's feculent blessings, James Gallagher reveals the dark secrets of how he painted up the hulking Lord of Contagion.

"With a character like the Lord of Contagion, or any of the Nurgle characters in the Dark Imperium box, there's an awful lot going on on the model," says James. "It helps to break the

miniature down into smaller sections – metals and armour, capes and flesh – either based on colour or on the texture. Looking at tackling the model in a couple of shorter painting sessions instead of one long one may also help, as would going through each stage in a logical order, such as adding similar or complementary washes at the same time.

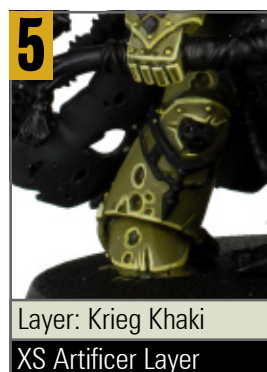
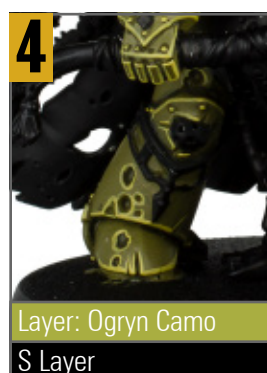
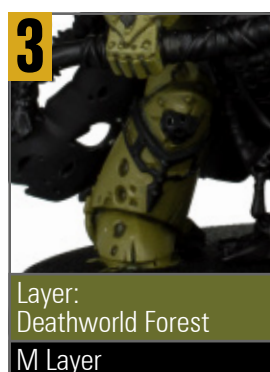
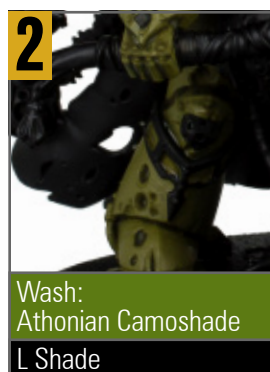
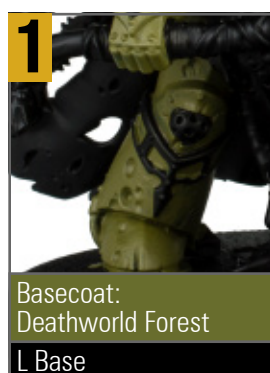


THE COLOURS OF CORRUPTION

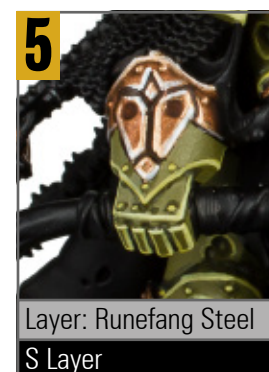
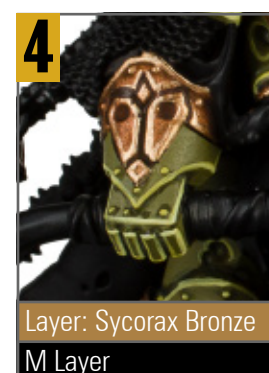
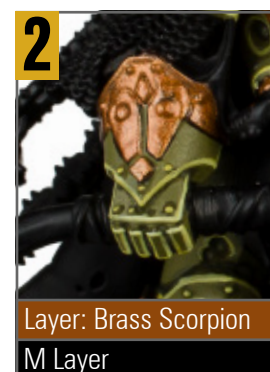
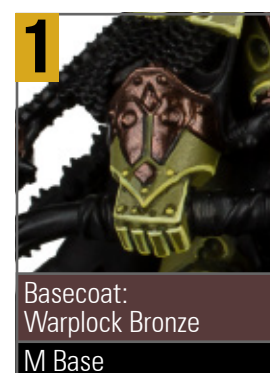
The colours and techniques used to paint the Lord of Contagion work just as well on the other power-armoured Death Guard models in the Warhammer 40,000 Dark Imperium box – the Plague Marines, the Noxious Blightbringer and the Malignant Plaguecaster. Even the Foetid Bloat-drone would be a good fit – it's a Death Guard Daemon engine, after all!



PUTRID ARMOUR



PITTED BRASS



“As an example, take the chainmail between the red and purple cloaks. It makes sense to paint the mail first – drybrushing the Runefang Steel will mean there will be a bit of mess you can tidy up when you move on to the cloak steps.”

“The edge highlights really help draw focus on to certain parts of the model,” says James. “As is only right for a Nurgle champion, it has three

major points of interest to focus your efforts on – the axe-head, the trophy rack, and the head itself with the massive brass horn-blade. People’s eyes will automatically be drawn to those points, so that’s where you will want to focus your efforts the most. That also means you get a little more leeway elsewhere on the model.”



RUSTY BLADE	+	CLOAK	+	TATTERED CLOAK	+	RANCID GUTS	+	SQUASHED NURGLINGS	+
1 Basecoat: Leadbelcher L Base		1 Basecoat: Naggaroth Night L Base		1 Basecoat: Khorne Red L Base		1 Basecoat: Screamer Pink L Base		1 Basecoat: Rakarth Flesh L Base	
2 Wash: Nuln Oil L Shade		2 Wash: Nuln Oil L Shade		2 Wash: Druchii Violet L Shade		2 Wash: Druchii Violet L Shade		2 Wash: Druchii Violet L Shade	
3 Wash: Agrax Earthshade M Shade		3 Layer: Xereus Purple M Layer		3 Layer: Wazdakka Red M Layer		3 Layer: Pink Horror M Layer		3 Wash: Carroburg Crimson M Shade	
4 Layer: Runefang Steel S Layer		4 Layer: Genestealer Purple S Layer		4 Layer: Kislev Flesh S Layer		4 Layer: Kislev Flesh S Layer			

CONTRAST

Ever-eager to show off the breadth of colours you can paint Nurgle units in, James made sure not to just use dull, dark colours. From the Lord’s rotten guts to the bright red upper cloak, there’s plenty of bright colours to draw the eye and break up the stretches of colours with similar tones.

Typically, it can be as simple as using a spot colour on unit markings or optics, but with a character like the Lord of Contagion, there’s plenty of opportunity to use different tones to make the model stand out on the gaming table.

TEXTURES

If the Lord of Contagion can be said to have one thing in spades, it’s textures. If you’re eager to push your model to the next level, take a gander at March’s White Dwarf feature on Materials and Textures.

It’s got great guides to painting different kinds of flesh, metallic effects like rust, corrosion, verdigris and battle damage. Just as an example, And there’s even a suitably nasty guide on painting sores and rotten wounds – just water down some Carroburg Crimson or Druchii Violet and apply in and around the wound.

ALL ABOUT THAT BASE PAINT

Since the Army Painters put together this handy Paint Splatter guide for White Dwarf, Games Workshop has formulated a cracking new green for painting Death Guard – aptly called Death Guard Green.

Available as both a Base paint and a spray,

you could happily substitute the Deathworld Forest on the Lord of Contagion’s armour for Death Guard Green and get an equally brilliant effect – give it a try, you may be surprised with just how much you like the alternate colours!

MODELLING AND PAINTING

SHADING TUSKS

When it comes to applying the Shade to the horns and tusks, James recommends that you mix in a little Lahmian Medium and apply it in multiple thin coats. After each stage dries, apply a little more, but each time focus more and more on the tip of the horns and on the ends of the tusks jutting out of the Lord's warped and twisted frame.

This will help give the stain a gradient effect that will feel more natural – as James says, it's how horns and tusks darken in real life, and adds a degree of realism to an otherwise entirely fantastical miniature.

HOT AND COLD

When working on models that are largely one colour, or combine many similar colours, it pays to think about the contrast between hot, living and cold, inorganic tones.

Whilst the Lord's armour and the smoke are both tones of green, the Coelia Greenshade of the smoke has a cool bluish tint that sets it apart from the warm, fusty Deathworld Forest used on the armour. It helps break the model up and provide points of particular focus, whilst keeping the colour choices unified across the entire miniature.

With such a miniature laden with spikes and little in the way of flat surfaces to grip on to, the Lord of Contagion is a prime candidate for temporarily mounting upon a cork or old paint pot.

"It's an easy enough thing to do, just using a small blob of superglue beneath one of his boots," says James. "It's probably best to do it

to the left one, which isn't squashing some unlucky Nurglings, as it's made from one part and will provide a stronger grip. Unlike the on Captain in Gravis Armour, it's not to reach awkward bits, but to stop the spikes jabbing into your fingers and your fingers in turn rubbing off the paintwork. It also gives you free rein to fashion a base worthy of a master of the Death Guard Legion."

REBREATHER PIPES



Basecoat:
Abaddon Black
L Base



Layer: Dark Reaper
S Layer



Layer: Fenrisian Grey
S Layer

FERRUGINOUS HORN



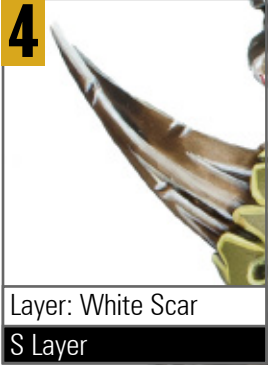
Basecoat:
Rakarth Flesh
L Base



Wash:
Agrax Earthshade
L Shade

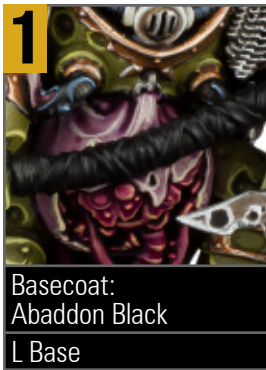


Layer: Screaming Skull
M Layer

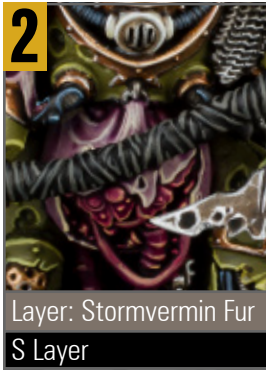


Layer: White Scar
S Layer

FILTHY AXE GRIP



Basecoat:
Abaddon Black
L Base



Layer: Stormvermin Fur
S Layer



Layer: Pallid Wych
S Layer

TOXIC FUMES



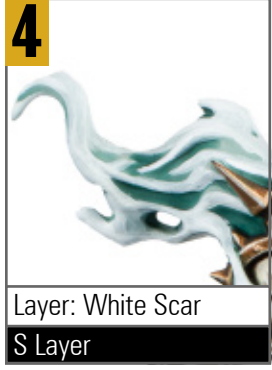
Basecoat:
Celestra Grey
L Base



Wash:
Coelia Greenshade
L Shade

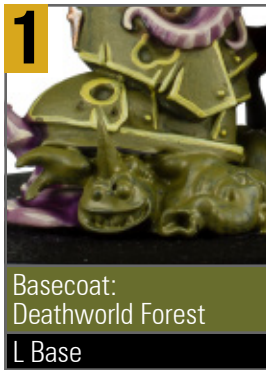


Layer: Ulthuan Grey
M Layer



Layer: White Scar
S Layer

SQUISHED DAEMON



Basecoat:
Deathworld Forest
L Base



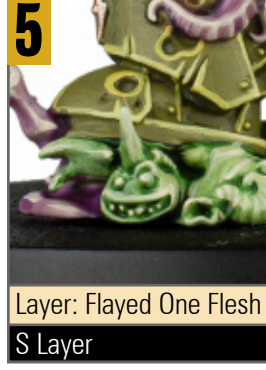
Layer: Nurgling Green
L Layer



Wash: Biel-Tan Green
M Shade



Layer: Nurgling Green
M Layer



Layer: Flayed One Flesh
S Layer

VISUAL STORYTELLING

"We chose to paint the Poxwalker in filth-encrusted orange fatigues to hint at his existence before he was afflicted with the Walking Pox," says James. "Simply by changing the colour of the fatigues to brown or black he could also be an Imperial Guard trooper or an Aeronautica Imperialis

crewman. Easy swaps like this can make two identical models look completely different even if they're painted in exactly the same style. It's a very simple thing to do, but it really helps add character and flavour to your army."

POXWALKERS

Unlike the looming Lord of Contagion, the Poxwalkers are surprisingly quick to paint, as James lets us in on his secret – washes.

“As Nurgle models tend to be absolutely filthy, you can get away with a little bit of splash and overspill when using Citadel Shades,” says James. “The great

thing is you can mix and experiment with colours to get different tones and effects – for example, on the flesh, you could use Casandora Yellow or Fuegan Orange instead of Athonian Camoshade in Step 3 to get a really pus-like and rancid feel to their rank flesh – perfect for Poxwalkers with a different strain of the Walking Pox.” 🦠

LOATHSOME FLESH



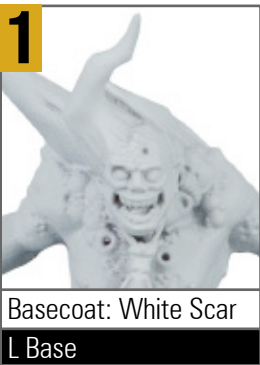
RUINED JUMPSUIT



BATTERED BRASS



FESTERING CORD



Basecoat: White Scar
L Base



Wash: Reikland Fleshshade
L Shade



Wash: Athonian Camoshade
M Shade



Wash: Druchii Violet
M Shade



Layer: Pallid Wych Flesh
S Layer



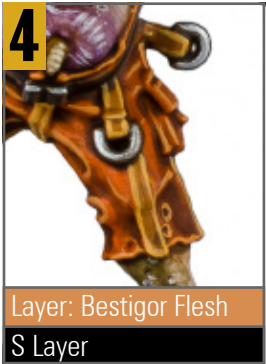
Basecoat: Jokaero Orange
L Base



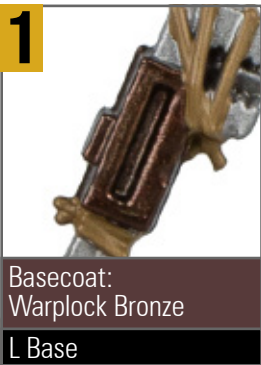
Layer: Troll Slayer Orange
M Layer



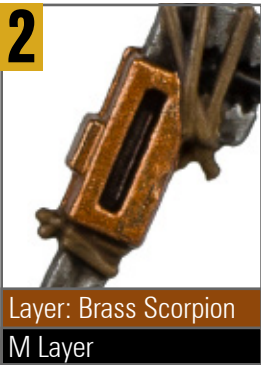
Wash: Agrax Earthshade
M Shade



Layer: Bestigor Flesh
S Layer



Basecoat: Warplock Bronze
L Base



Layer: Brass Scorpion
M Layer



Wash: Agrax Earthshade
M Shade



Layer: Runefang Steel
S Layer



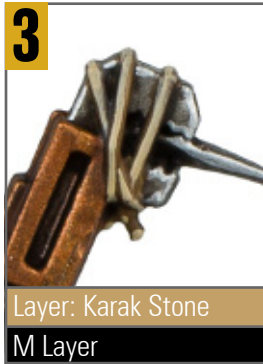
Basecoat: Steel Legion Drab
L Base



Wash: Agrax Earthshade
M Shade



Layer: Steel Legion Drab
S Layer



Layer: Karak Stone
M Layer



BRAND-NEW STRAINS
The 'Eavy Metal team also painted up a few of the Poxwalkers, choosing to go for a sickly green tinge to the skin – eerily like the 'Eavy Metal Plaguebearers, hinting perhaps at the ultimate fate of those afflicted with the Walking Pox. Don't feel like you should have to follow one style or another – experiment and tinker with contrasting and complimentary colours and create some truly nightmarish genera of Nurgle's latest affliction.



TEMPORAL DISTORT

Join us on a journey through time and space, into the past of White Dwarf. This time, we're going back 20 long years - to 1997 and White Dwarf 207.



The big release this month was the Vyper Jetbike, which is still a stalwart of many a Craftworld army to this day. Eagerly awaited by fans of all things pointy-eared, Ian Pickstock pulled out all the stops to cover almost everything you'd want to know about the two-Aeldari jetbikes, from their rules to tactics to a design discussion by no less a source than the kit's designer, Jes Goodwin.

The news this month included many interesting nuggets besides, like the start of miniatures being cast from white metal, an article on readers' own top terrain tips – such as how to make castles out of papier-mâché. There was also a highly contentious take on allies by Nigel Stillman (let's just say Nigel wasn't a fan of using them!).



CORKIN' WITH GAS

Wrought from finest polystyrene, card and the contents of the voluminous bits box of one Matthew Currier, this month the White Dwarf team had a chance to ogle a 15-level, 4-foot-tall behemoth of a gaming board.

This monster gaming board was perfect for skirmish games like Necromunda, Space Hulk and the second edition of Warhammer 40,000, and the White Dwarf team of the day had an absolute blast running a few games on it in the bunker of yesteryear. Few gaming boards can really come close to such scale and scope, bar perhaps the absolutely titanic Ferro-Giant Alphas Sector Mechanicus board in this April's White Dwarf.

Matthew Currier, one of the world's maddest gamers.

...AND THAT'LL BE CORKIN'!

BIG PAPA NURGLE

The other big news this month was the release of the Great Unclean One, and as part of the article celebrating the first of the then-new Greater Daemons, White Dwarf showed off a glorious selection of concept artwork by the late Wayne England. As is perhaps fitting, Wayne worked on these pieces whilst recovering from a particularly grotty illness. Papa Nurgle rewarded his diligence with some truly, gloriously grotesque inspiration.



AN EPIC FOR THE AGES

As a new edition of Epic 40,000 loomed large on the horizon, the design team sat down to chew the fat about how they built the game from the ground up, sacrificing as many sacred cows as they could to make the best possible game – eerily like their modern day descendants and Warhammer 40,000 in this very issue...

It also featured a brief glance at the baroque calculations behind it all on the so-called 'mad scientist' board – something we just about managed to prevent the games designers from repeating in this issue.



WELCOME TO THE JUNGLE

Master of 'Eavy Metal' Mike McVey showed off his Lustria diorama this month, spilling many of his modelling secrets, such as just how he made the gunsmoke (it's hamster bedding) and how he built the Empire explorers. Even 20 years later, you can still see it in all its glory at the Warhammer World Exhibition in Nottingham.



WAAAGH! BOGBREFF

With all the wonderful Orcs on release around the time, Mark Brendan put together an article for this issue about forming up your own Waaagh!

Part showcase of the Orc range as it stood, part showcase of some wonderful conversions and swaps, Mark also put together a sample force as a guide for starting an army, which he dubbed 'Bogbreff 'Eadbrea' Black Water Bruisers'. The charmingly named Bogbreff was converted out of the special character Gorfang Rotgut and came with encouragement to use other special characters as a basis for your own.



INSIDE THE STUDIO

This month's 'Eavy Metal' was a glance at the eponymous team of painters circa 1997. Readers could now put a face to the names behind some of the stunning paint jobs they'd seen in White Dwarf, codexes and army books, as well as getting a look at the cream of miniature painting's personal projects.

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.

Imperial Knight Gallant of House Taranis
by Aurélie Schick



Death Spectres Terminators
by James McHugh



Imperial Fists Captain
by Thilo Engels



Death Spectres Combat Squad
by James McHugh



Inquisitor Greyfax
by Michał Gmitrasiuk



Death Spectres Assault Squad
by James McHugh



Grot Head Honcho
by Michał Gmitrasiuk



Ironjawz Brutes
by Amy Snuggs



READERS' MODELS

Hammers of Sigmar Lord-Celestant
by Stephen Brewer



Sylvaneth Tree-Revenants
by Amy Snuggs



Ork Gorkanaut
by Andrew Welsh



Tzaangors
by Chris Pike



Stormcast Eternals Retributor
by Juan Cardona



Emperor's Children Legion Praetor
by Thilo Engels



Gaunt Summoner and Familiars
by Chris Pike



Imperial Fists Space Marine
by Hon Ho



Herald of Tzeentch on Burning Chariot
by Chris Pike



Deathwatch Captain Artemis
by Stephen Brewer



READERS' MODELS

Ironjawz Megaboss wiv Battle Brew
by Mark Mitzman



Plague Herald
by Samuel Bocock



Hammers of Sigmar Liberator
by Nat Gudgeon



READER'S MODEL(S) OF THE MONTH

Our Reader's Model of the Month this month is not one Imperial Knight, but two, both painted by Aurélie Schick (who painted the one on the first page of Readers' Models, too)!

As indicated by their heraldry and yellow armour, these two Knights are from House Hawkshroud, but they have an unusual design on their carapaces. "I was inspired by the spider carapace heraldry for the Freeblade Knight Auric Arachnus in Codex: Imperial Knights," says Aurélie. "To paint the spiders I masked off the Knights' carapaces with masking tape to get the shape right, then used an airbrush to spray the spider's body on. For the legs I applied thin parallel lines with a brush, then filled in the shapes." Aurélie's method of painting the legs makes a lot of sense – if she'd painted one thick line and made a mistake, then she would have had to paint yellow over the black, which isn't easy. With yellow, it pays to be neat first time around!



Grot Squig Hoppers
by Jon Webb and Sam Harvey



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:





IN THE BUNKER

Welcome to the last few pages of the magazine, where we'll be taking a regular look at what's been going on inside the White Dwarf bunker over the past month...

Perhaps it's the advent of a new iteration of Warhammer 40,000, but hobby activity has been redoubled in the White Dwarf bunker this month – it's been a vanishingly rare lunch break that hasn't seen the hobby room play host to a game or two, as you can see on the next page, as the team (and a few special guests) put Warhammer 40,000 through its paces. The hobby bar was oft packed to bursting with team members eager to polish off the latest additions to their collections. The Primaris Space Marines in particular have caused something of a stir, with Matt H, Michael, Ben and Martyn pondering how to add them to their armies – Matt's already managed to finish

FACE-DWARF

Did you know that the White Dwarf team also have their very own Facebook page? It's where our wonderful readers like you can have your say on what you like about the magazine, what you'd like to see more of and even show off some of your own miniatures. Simply type 'White Dwarf' into the Facebook search bar to find us – the ever-helpful machine spirits will guide you to our page lickety-split!



one Intercessor in the livery of the Black Templars, and Michael is testing the water with the Blood Drinkers, a Blood Angels successor Chapter.

But it's not just hobby in the grim darkness of the far future – the Kharadron Overlords, though short of stature, have left a long shadow, and Michael, Jonathan and Matt Hutson have still been working away on further additions to their sky-fleets. Mel has completed another Seraphon hero for her collection of star-lizards, whilst Stu straddles both systems with his band of unhealthy-looking Nurgle Daemons. And with that, we bid you adieu from the White Dwarf bunker. See you next month!



THE PRIMARY PRIMARIS

Matt Hutson's Black Templars have long been a White Dwarf staple, so with a new type of the Adeptus Astartes doing the rounds, there seemed only one choice for Matt...

"I chose to paint up the Intercessors as they're the best baseline for the rest of the Primaris Space Marines, so I could get better feel for painting them," says Matt. "I've made sure to use the Armageddon Crusade markings as well, fitting in with the rest of my army."

We have to wonder if, after the events described in the new rulebook, Matt's army will embark on a new crusade...



FLYING THE UNFRIENDLY SKIES

Burgeoning Grand Admiral Jonathan has finished up a band of Endrinriggers for his growing Kharadron Overlords collection. "For the red, I mixed a pot of Abaddon Black with a whole pot of the Sanguinius Tint from the Citadel Tint set," says Jonathan. "It gives it the merest hint of red – and for their cloth, I then mixed it with Khorne Red to add a bit more brightness to it. I went with the Endrinriggers as I've used them before in combat, and they're absolutely brutal. Though I do like the Skywardens' very nasty skypikes..."

WE PLAY THE NEW WARHAMMER 40,000

An office full of hobbyists who love playing Warhammer 40,000. New Warhammer 40,000 rules, new Index books. You can probably see where this is going. Let's just say it wasn't long before the Dwarfers hit the battlefield and let the bullets fly.

MATT VERSUS DAN

Miniatures Designer Matt Holland joined us in the bunker this month for a quick go at the new rules. Fielding his T'au army against Dan's Orks, the two spent an afternoon getting their heads around the rules for their own armies. Matt was particularly impressed with how markerlights now work, though ultimately their contribution wasn't enough to bring down Dan's rampaging Gorkanaut. The two plan to get together for another game soon.



DAN VERSUS BEN

We can't keep Dan away from the battlefield! In this battle he tried out his Skitarii against Ben's Raven's Watch Space Marines. The Space Marines had the upper hand through most of the battle, their bolters and assault cannons tearing apart Dan's infantry despite the Skitarii chanting ancient canticles to protect themselves from harm. The Onager Dunecrawler, which killed Ben's Dreadnought, was the last Adeptus Mechanicus unit to fall.

BEN VERSUS MARTYN

Ben also played a game against Martyn and his Necrons. Once again, Ben's Dreadnought took a beating, this time from the Triarch Stalker's heat ray, which melted clean through it. "I was outgunned and outmanoeuvred," says Ben, sadly. "My sniper Scouts couldn't take out his Necron Lord and his warriors were just an implacable wall of alien metal. Next time I'll take a couple of Flyers and then we'll see who laughs last."



HOT HOBBY TIP OF THE MONTH

With the brand-new Warhammer 40,000, we're all relative newcomers – even crusty old veterans. Ben's hot hobby take is to go back to the very basics.

"When I was playing against Dan's Skitarii, I found it rather odd that there were no special rules for fighting Flyers in close combat in the core rules," says Ben. "It turns out everything like that is now on the unit's datasheets! It can be an easy thing to overlook, especially if you're used to having everything in a weighty rulebook instead of on the unit's page."

"My other hot tip for this month is that, even if you've been playing Warhammer 40,000 for years and years, you'll probably be best served playing a few small games to get a feel for the new rules – so maybe don't dive into a game full of Baneblades and Imperial Knights for your first battle."

THE SILVER TOWER CHALLENGE

Whilst rummaging through White Dwarf's sprue cupboard, Matt came across a few Warhammer Quest Silver Tower heroes and hit on the idea of each member of the White Dwarf team painting one up in time for next month. Of course, everyone would just pick their favourite hero – so to mix things up, Matt put the sprues into a bag and had each participant pull one out at random. Whilst there's no prizes bar a nicely painted model at the end of it, there is the threat of eternal mockery for those who don't finish their model in time!



VOX CHATTER

This month, Martyn and Jonathan, our crack duo of photomancers, talk us through what they think about the new Warhammer 40,000.



Martyn: I think one of the best bits about the new Warhammer 40,000 is the rulebook itself – it's a good touch that the rulebook you can buy by itself is the same one as in the box. There's some great bits on the new Primaris Space Marines too – I know I've got plans for them with Dark Angels.

Jonathan: You're not alone, I want to go for Blood Angels – my first army was Blood Angels, so it'd be lovely to go back over them.

Martyn: We're a bit biased, but the showcase section is absolutely lovely – there's some really great photography in there. From a professional perspective, I love some of the photos – there's a Questor Imperialis shot that's brilliant. Jonathan will modestly not say which ones he worked on before he joined White Dwarf, but it's plain to see!

Jonathan: Oh, stop! Overall, I love that it's gone back to being one single book – you can get all your information in one go, from background to rules and expansions.

Martyn: It really is a one-stop shop – well, you need this book and your Index book of choice.

Jonathan: Yeah, there's a lot to get your teeth into.

Martyn: You'd need strong ones, mind. It's a pretty hefty hardback.

ALL THE SINGLE MODELS

The White Dwarf bunker always hums with hobby activity, but in recent weeks it's been kicked into overdrive – amongst the finished projects are Mel's Eternity Warden, Michael's Aether-Khemist and Dan's Plague Marines.

Mel's lunchtime hobby over this month has been the latest addition to her Seraphon collection. As there isn't much in the range she hasn't added to her cabinet in the White Dwarf hobby room, the Eternity Warden was her latest hobby challenge.

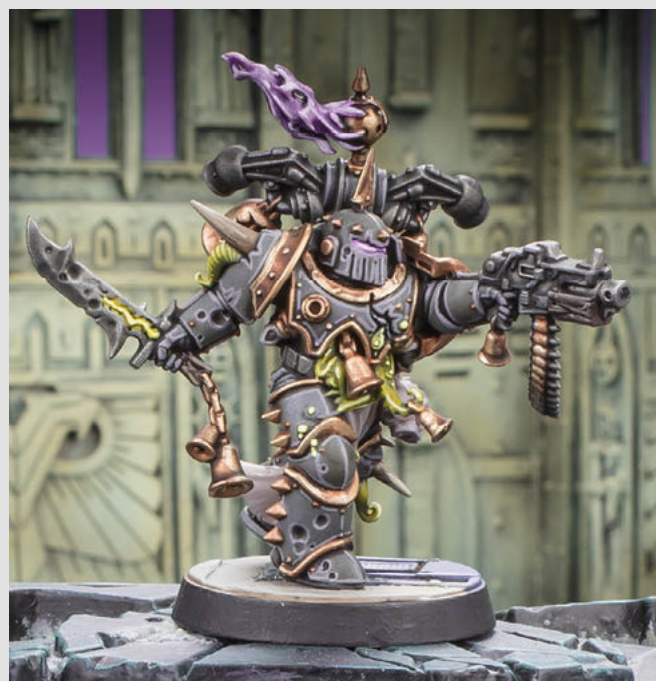
As ever, Mel pushed the boat out on the model – despite it proving to be a trickier piece than she'd first anticipated. The star-lizard's gold-shod claw in particular proved tricky, but the finished miniature is a worthy addition to the hobby room shelves.



After shockingly missing out on the deadline for last month's In the Bunker (*Shame!* – Ed), Michael managed to finish off a Kharadron Aether-Khemist from Barak-Khrum, a mercenary sky-port of his own devising, for this issue. We won't dispute that good things come to those who wait, and Michael's highlight work in particular is top-notch. He's "largely happy with it" but he has plans to add a few little extra fixes and polishes down the line. Oh, that drive for perfection – it never ends!



And finally, we managed to wrest something away from Dan's painting desk, the base rim still damp with Abaddon Black. As part of his next hobby challenge for A Tale of Four Warlords, Dan's been working on the new Plague Marines – giving them a suitably Medrengardian aesthetic to fit in with the rest of his Chaos warband. Understandably, Dan's a bit secretive about the entire unit, so the photography team had to employ some cunning trickery ("Look over there!") to secret just one away to the camera studio.





ROTTEN-HEARTED RIVALRY

Eternal hobby Chaos Spawn Stu fought off distraction to complete a small army, working late into the night to finish up a Daemons of Nurgle Start Collecting! box. Oddly enough, he wasn't drawn to it by the fantastic Nurgle models from Dark Imperium – although he does love them so – but by an unusually intense hobby rivalry.

"It started a few months ago when my friend Harvey picked the same box up," says Stu. "I ended up nabbing the box myself much later, and have managed to finish my set before he's even built his Plague Drones. I've no doubt in my mind Harvey's will look better – look at his Harlequins [here](#) – but, y'know, mine are actually finished."



SCOUTING FOR ANGELS

Martyn's laid the foundations for a new Dark Angels army this month, painting up a squad of Space Marine Scouts. "This month, I've been inspired by all the Primaris Space Marines," says Martyn. "Before putting paint to a squad or two, I've tried painting up something else to get an idea of the

colours – I'd never painted Dark Angels before. Scouts are quite simple models, so I could use a limited palette to practice the colours – but the project has whetted my appetite to paint up something with a little more Caliban Green armour, like a squad of Hellblasters maybe..."

WORK IN PROGRESS

Hobby never stops at White Dwarf – here's a glance at some of the team's works in progress.



Not content with last month's Aetheric Navigator and this month's band of Endrinriggers, Jonathan laid down the keel of a mighty Ironclad for his rapidly growing sky-fleet. You'd be hard-pressed to find someone in the office not enamoured with the Kharadron Overlords, but more than anyone else, Jonathan seems to have taken the short sky-duardin to his heart.



Before Michael had finished up his Aether-Khemist, he was already raring for another painting project – prepping one of the Primaris Space Marine Lieutenants to be painted up as a Blood Drinker, a Blood Angels successor Chapter. The model is intended as a testing ground to see if Michael will want to go for a whole army of them or turn back to his beloved Blood Angels.



Our final look at the team's projects in progress is Matt Hutson's Kharadron Grundstok Gunhauler. Matt's been burning the midnight aether-gold to get it finished, as a companion model to last month's Frigate – we're led to wonder how long before he snags an Ironclad for his sizeable collection of the armies of Order in the White Dwarf hobby room cabinets.

IN THE BUNKER

We close out this issue of White Dwarf with the latest addition to Ben's Raven's Watch Space Marines – we like to show off the biggest, flashiest model that's been painted in the office, and Ben's Hunter anti-aircraft tank certainly fits the bill rather nicely.

"It started as a brief break from my Militarum Tempestus," says Ben. "But I found the Hunter was a great companion piece to go with my Stalker anti-aircraft tank. If I'm honest, I seem to be painting a lot of tanks and vehicles recently. In time I'll certainly be adding infantry reinforcements to the collection in the form of the new Primaris Space Marines. In the background I've written for the Raven's Watch, the Primaris Space Marines form the basis of a new 6th Company, as the original was destroyed fighting Hive Fleet Eumenides." 🦇



The Raven's Watch are a Chapter of Ben's own creation.

"They're a Raven Guard successor Chapter," says Ben. "They're not particularly compliant with the Codex Astartes, and some slightly unorthodox takes on Imperial doctrine have led them into conflict with other, more traditionally minded Imperial factions, but it's not led to all-out warfare... yet."

"Despite being a Raven Guard successor, with an especial predilection for lightning warfare, I've only got a couple of flyers. What they need is a strike fighter or dedicated air-to-air unit – maybe next month..."



NEXT MONTH

**WHITE DWARF JULY 2017
EDITION ON SALE FRIDAY 7 JULY**

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BATTLE REPORT / A TALE OF FOUR WARLORDS / 'EAVY METAL
WARBANDS IN THE MORTAL REALMS AND MUCH, MUCH MORE!**

